

# Generative Modeling for LArTPC Images

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The NSF Institute for  
Artificial Intelligence and  
Fundamental Interactions

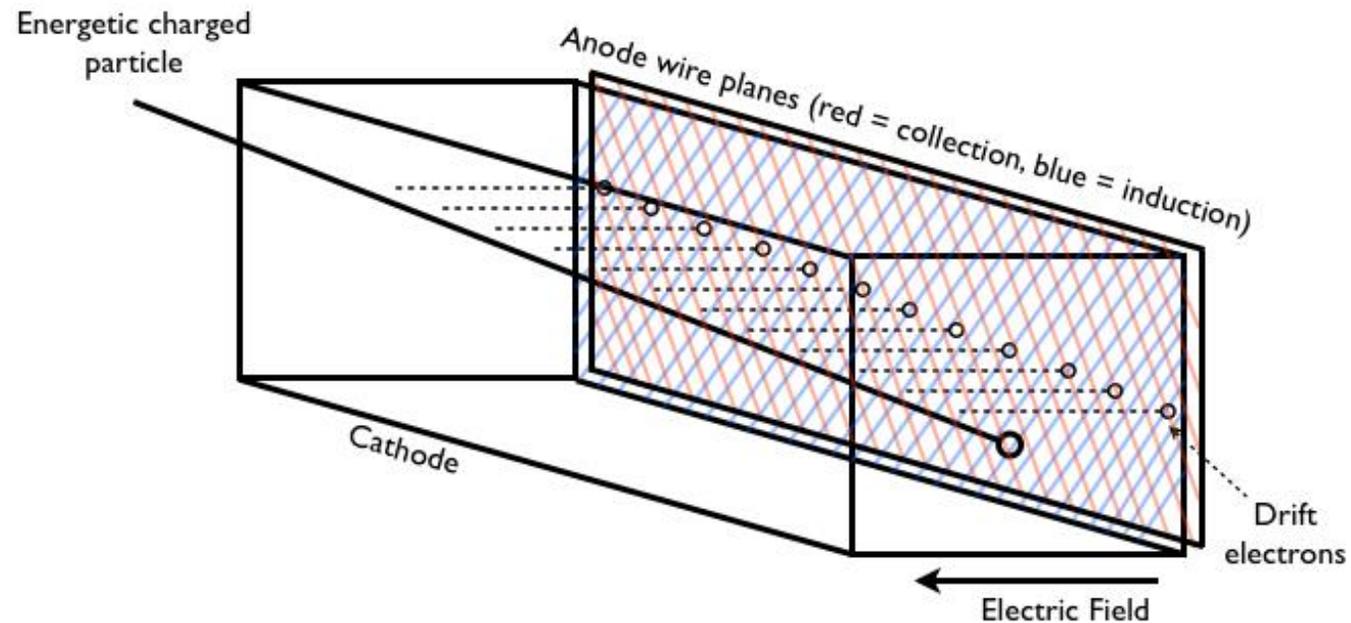


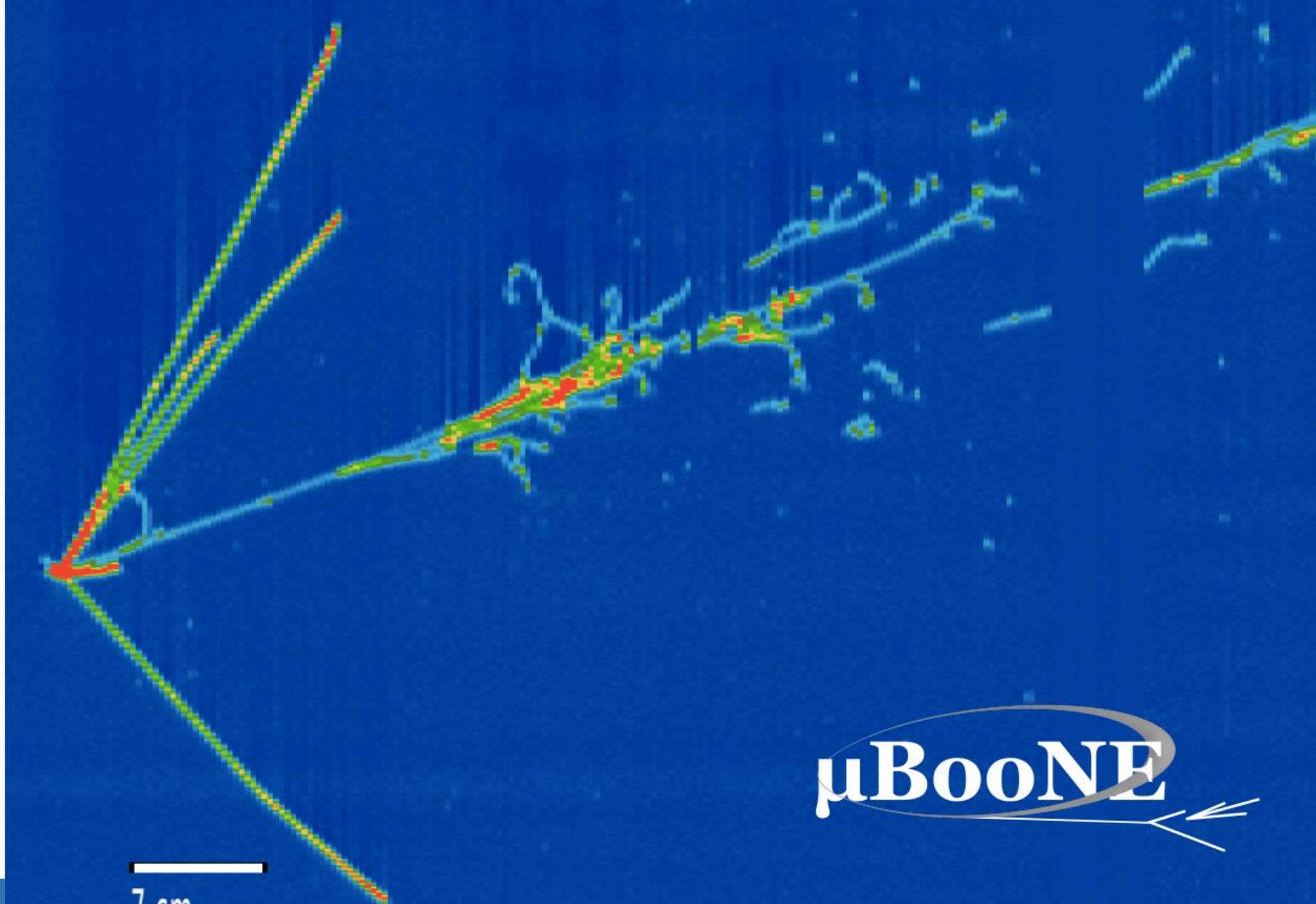
# Outline

1. Data Motivation
2. LArTPC Image Generation Attempts
- ~~3. Diffusion Methodology~~
4. Quality Tests (Abridged)
5. Distance Metrics
6. Takeaways

# Liquid Argon Time Projection Chamber (LArTPC)

- Detector for HEP experiments
  - Ongoing neutrino research
  - Particle interaction images

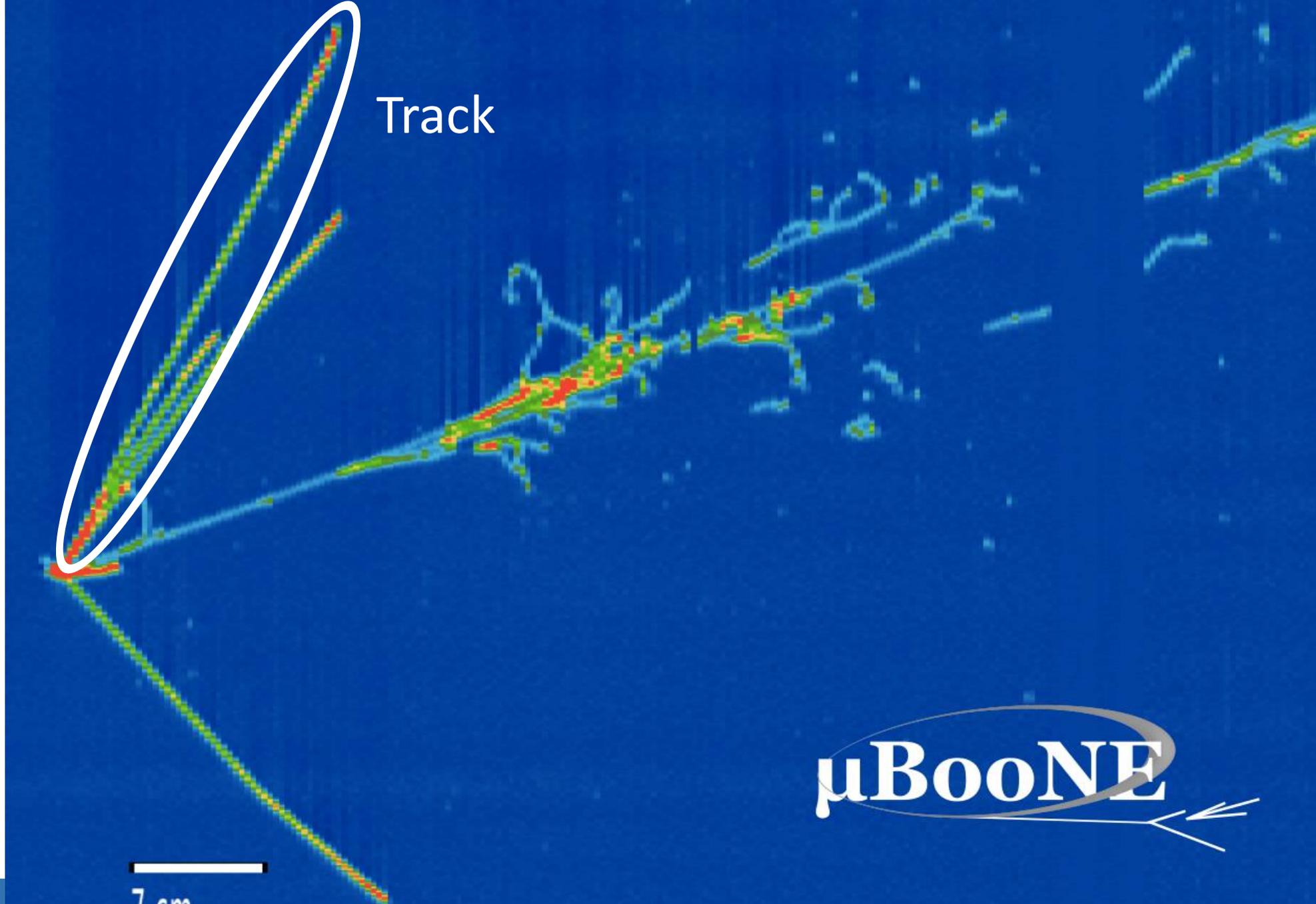




7 cm

$\mu$ BooNE

NUMI DATA: RUN 10811, EVENT 2549. APRIL 9, 2017.

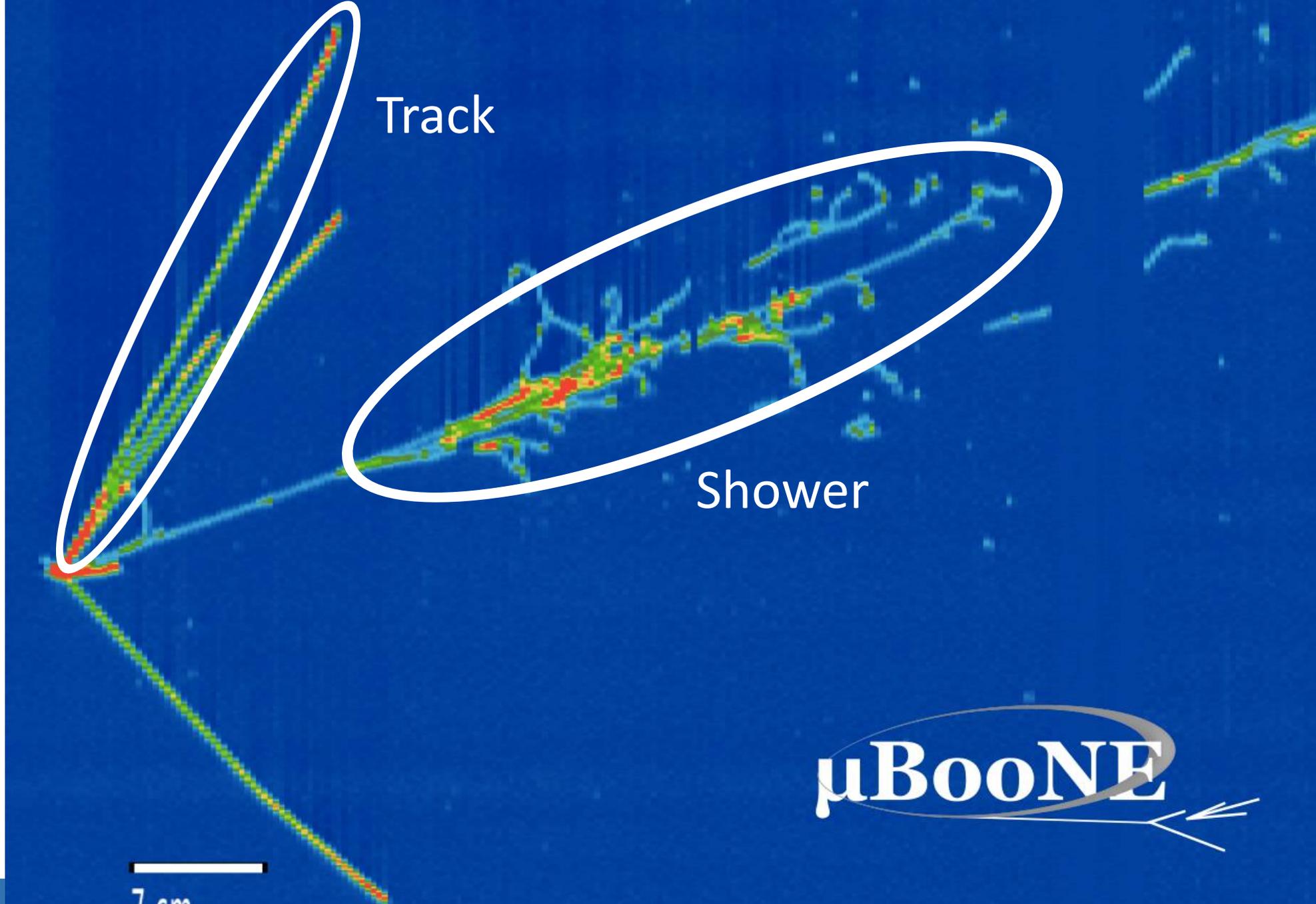


Track

**μBooNE**

7 cm

NuMI DATA: RUN 10811, EVENT 2549. APRIL 9, 2017.



Track

Shower

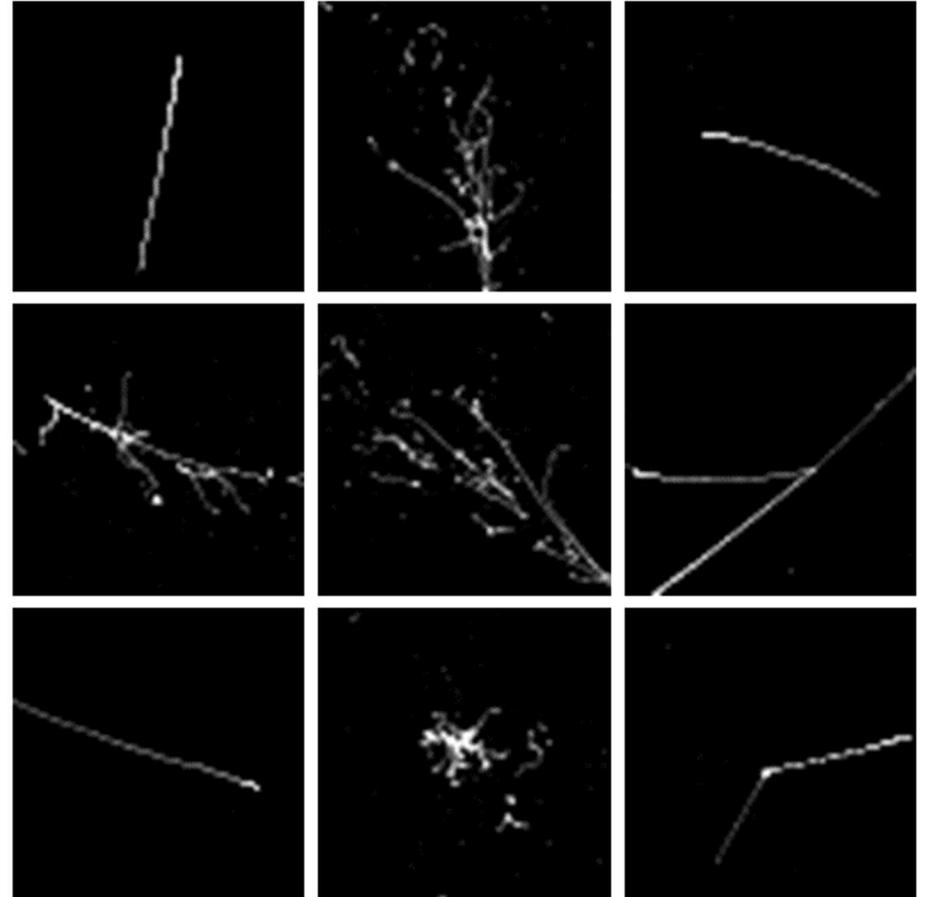
$\mu$ BooNE

7 cm

NuMI DATA: RUN 10811, EVENT 2549. APRIL 9, 2017.

# LArTPC Images

- Cropped image from detector
- Globally sparse, but locally dense

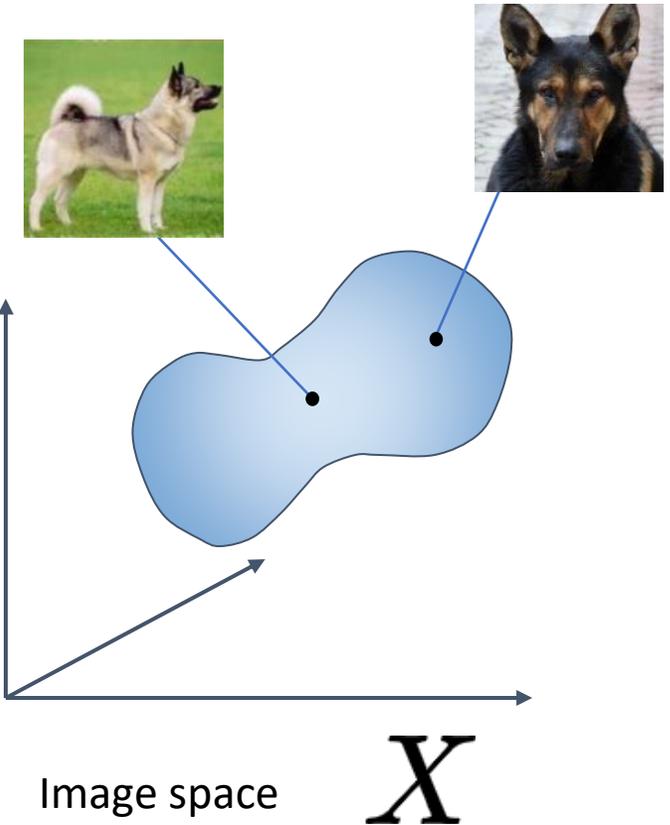


# Why Generative Modeling

- Observing rare neutrino events requires analyzing large datasets
- Potential to be faster than traditional simulation methods
- New tool for reconstruction and analyses
- Another way of understanding our data
- Proof of concept ML application

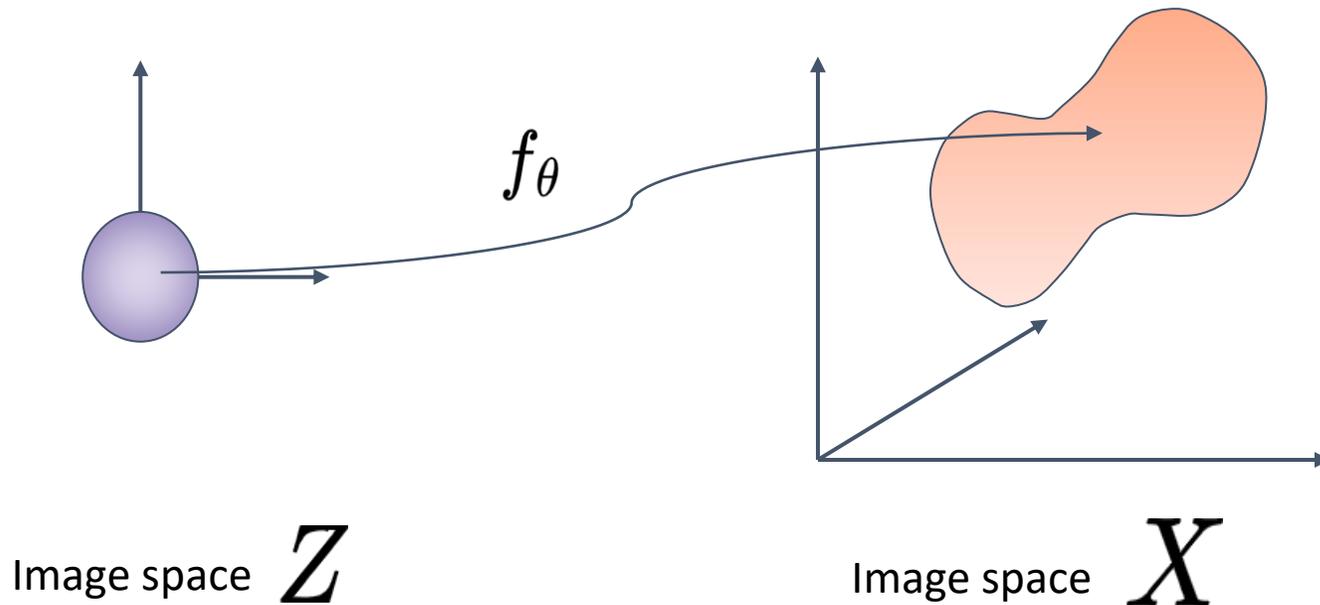
# How to Generate Images

- Our data  $\mathbf{x}$  is sampled from some  $p(\mathbf{x})$
- We don't know  $p(\mathbf{x})$  directly



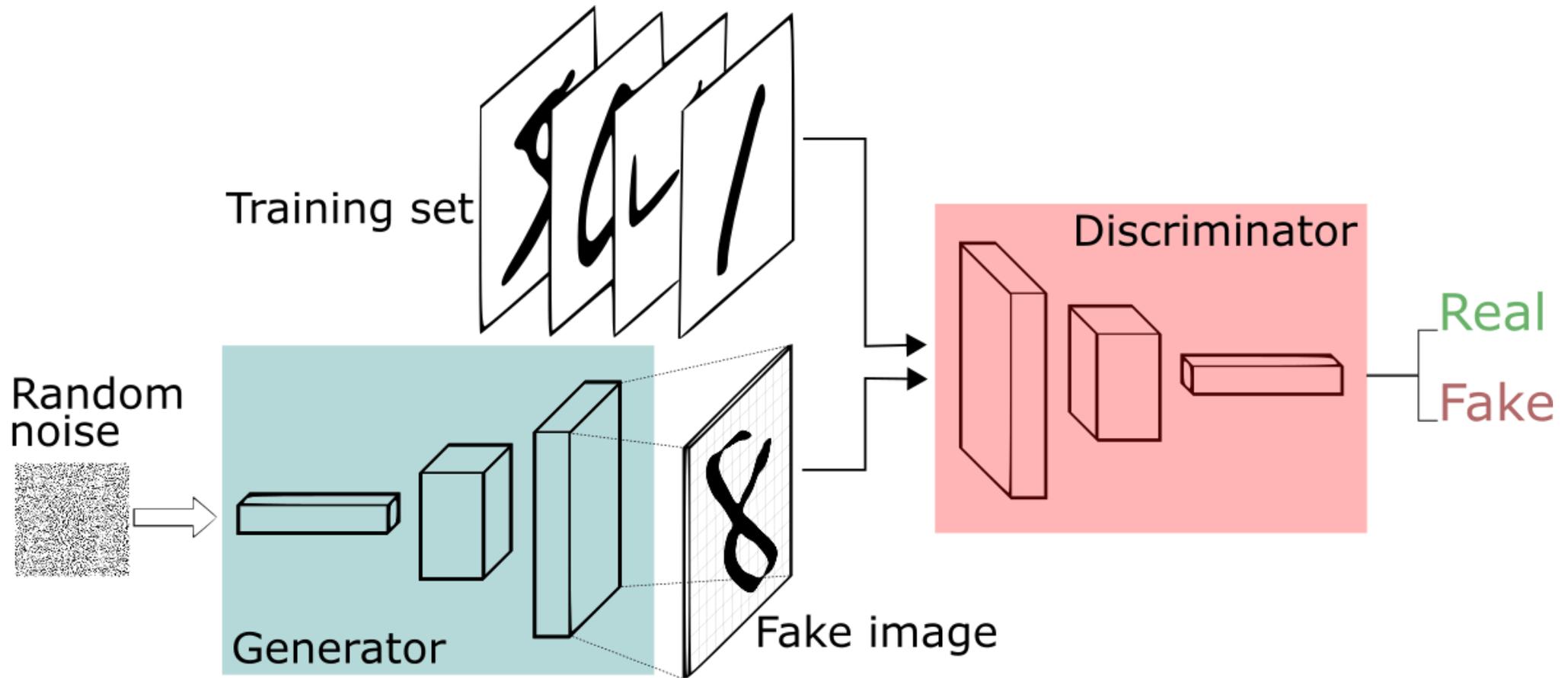
# How to Generate Images

- Instead, we sample from a known distribution  $z \sim \mathcal{N}(0, 1)$
- Learn a mapping  $x = f_{\theta}(z)$

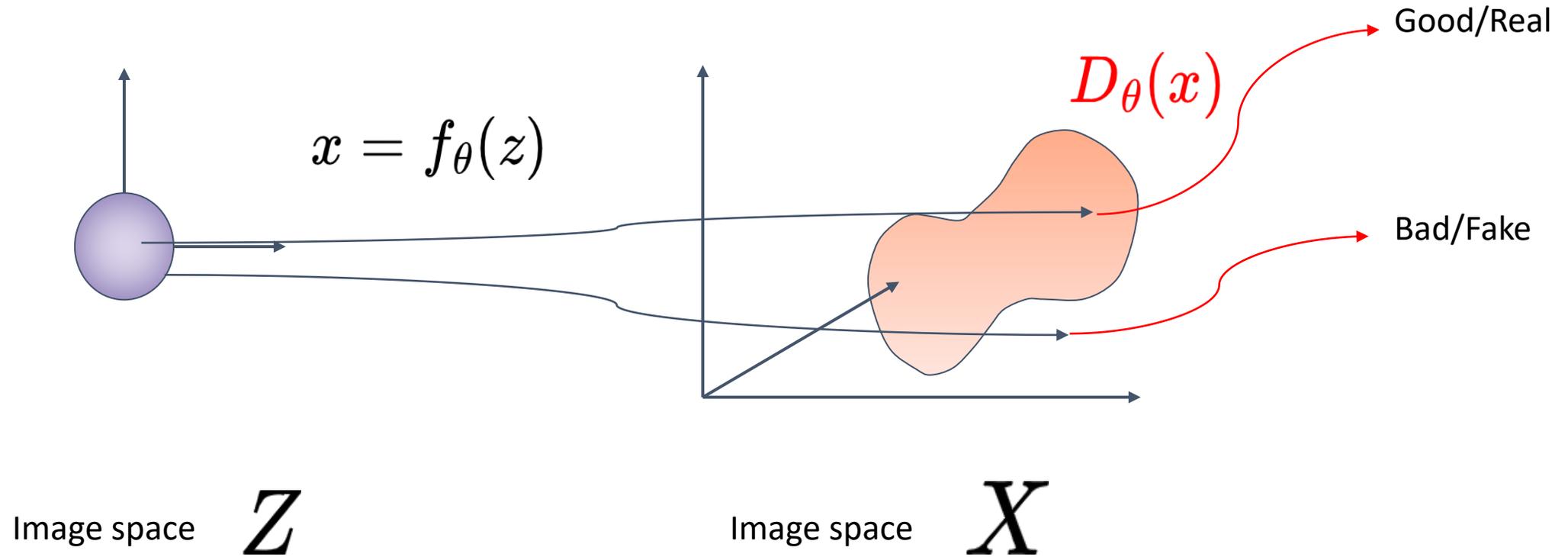


$$p(x) = p(f_{\theta}(z))$$

# Attempt 1: Generative Adversarial Network

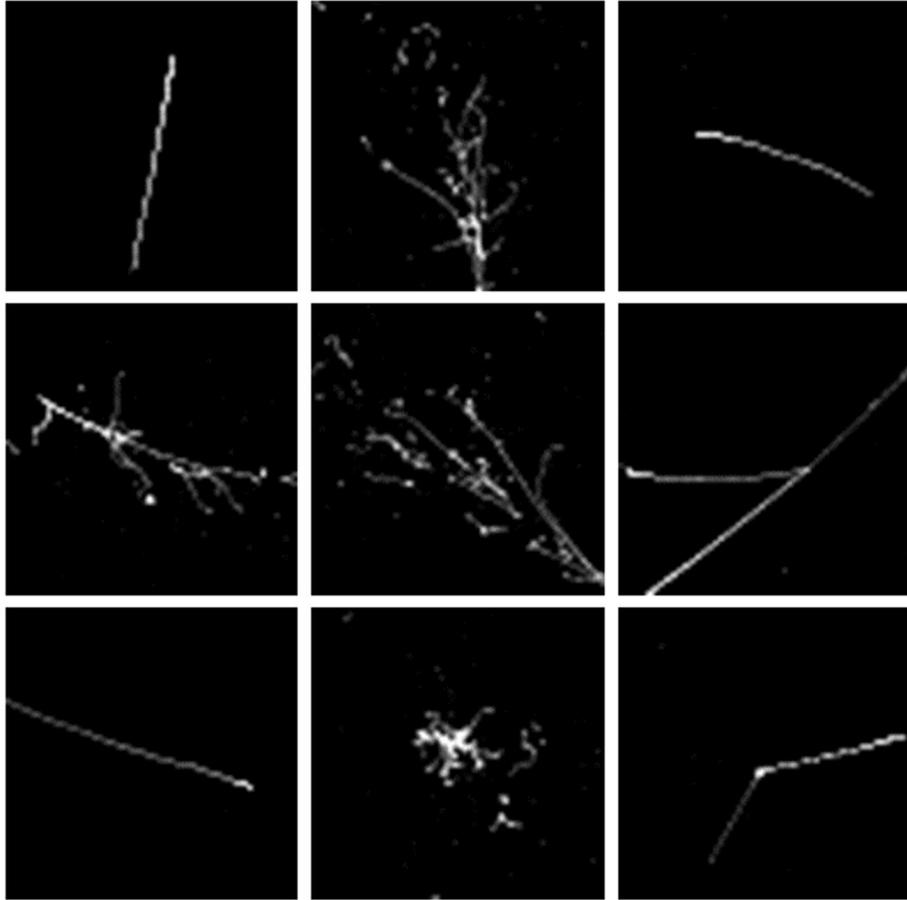


# GAN Mapping



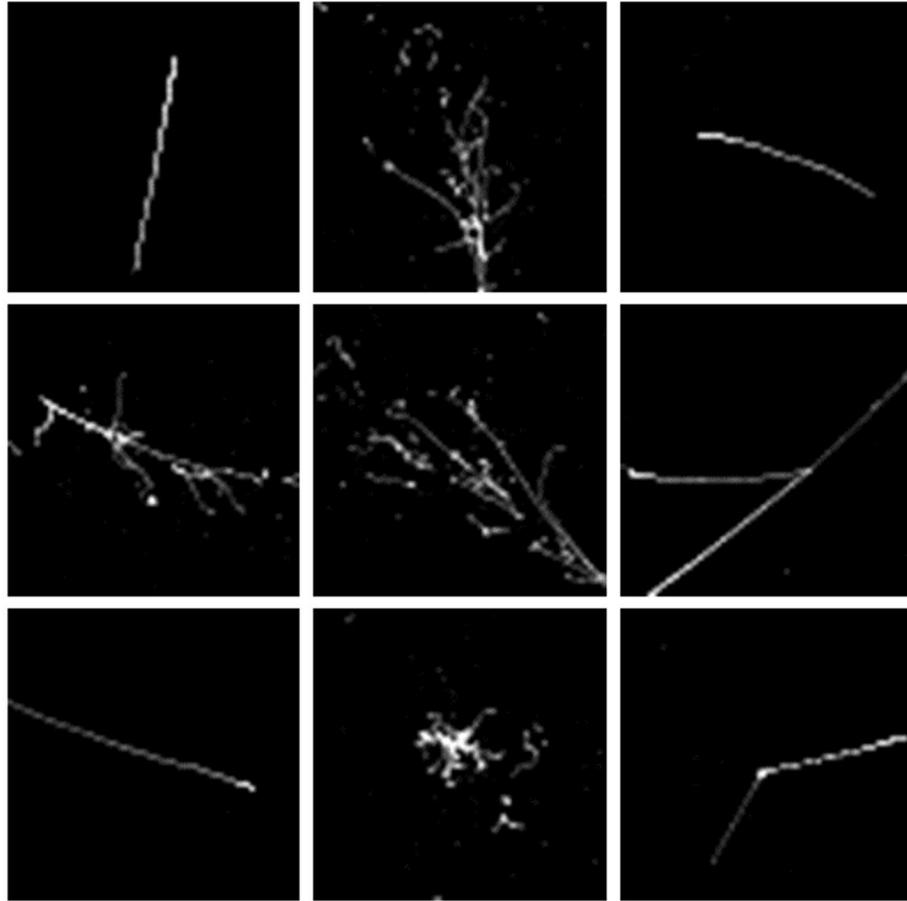
# LArTPC GAN

Validation LArTPC Data

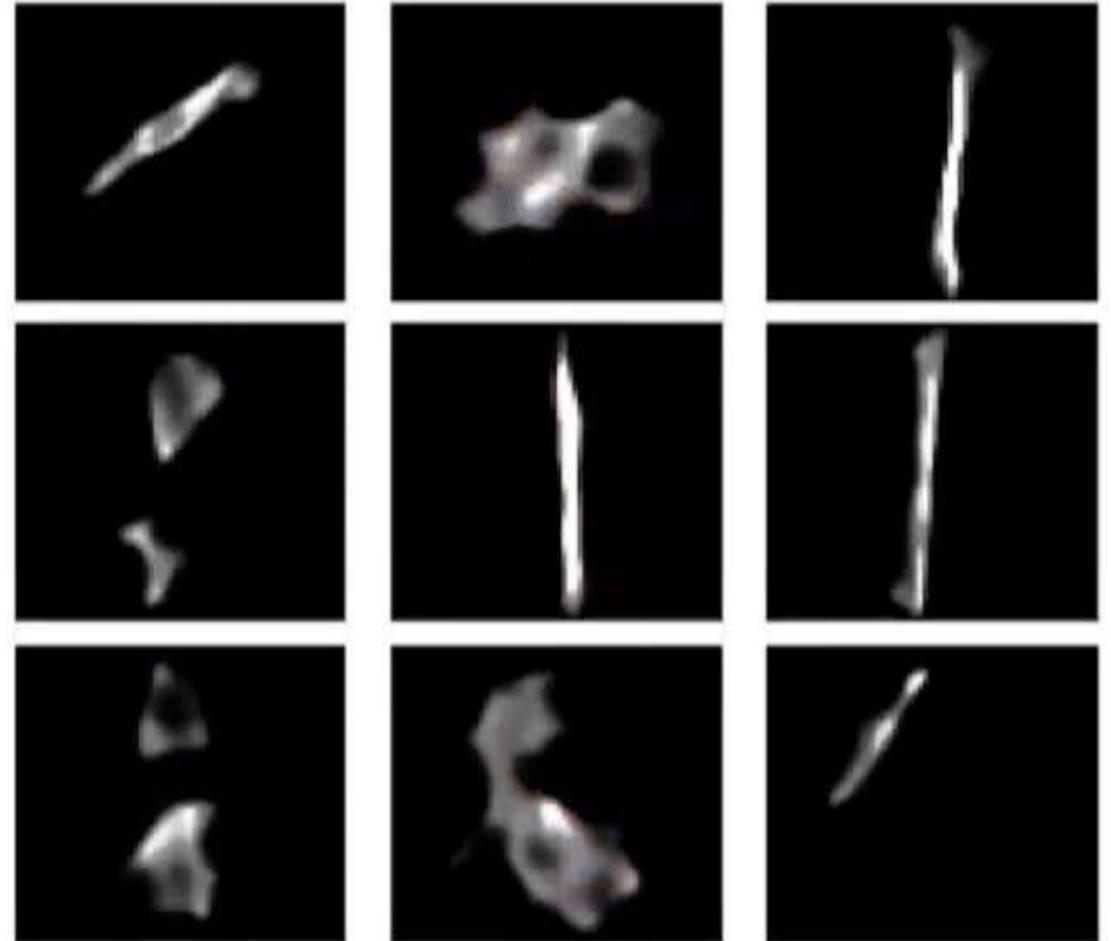


# LArTPC GAN

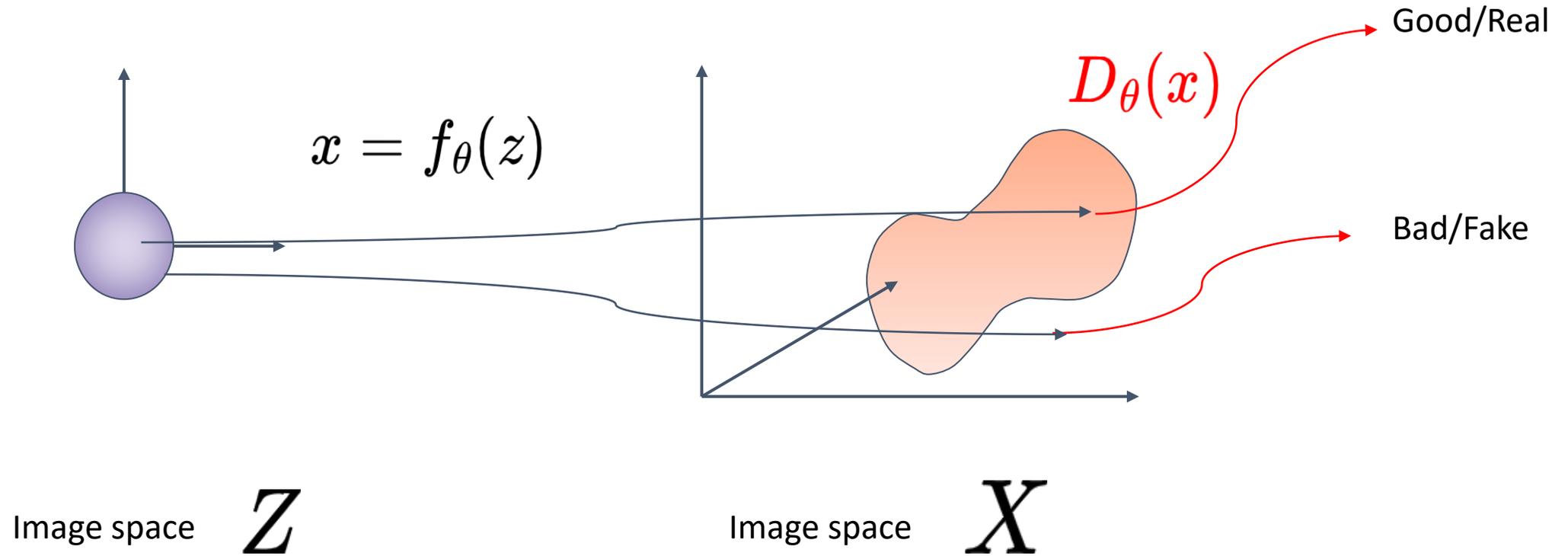
Validation LArTPC Data



GAN Generated

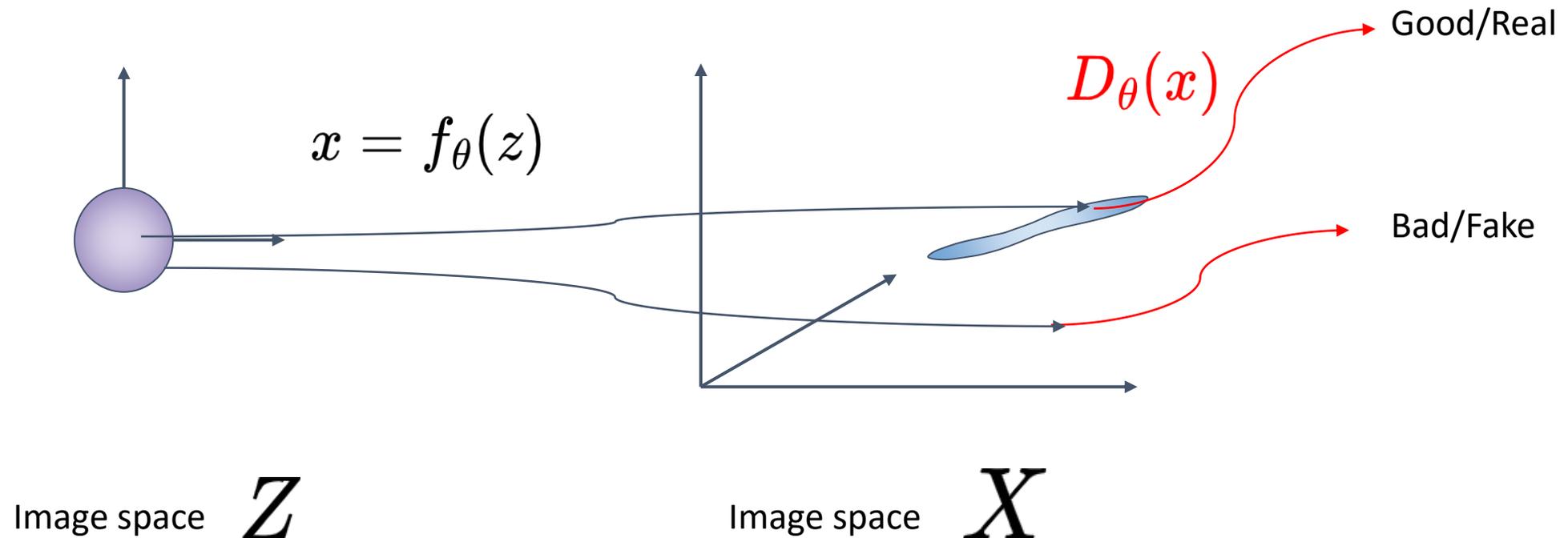


# GAN Mapping



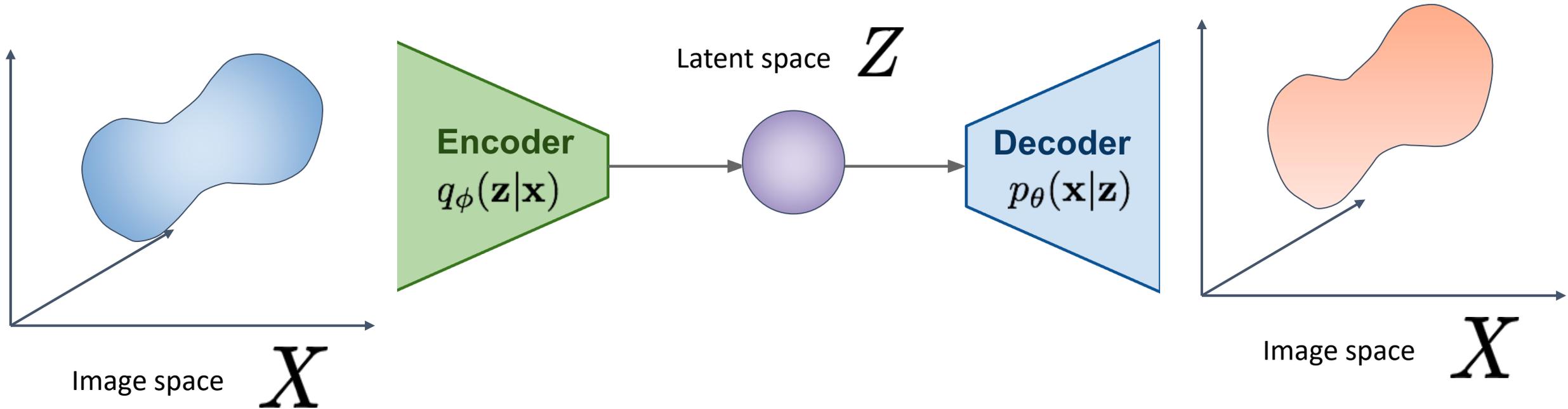
# GAN Mapping

- LArTPC images exist as thin manifold in image space



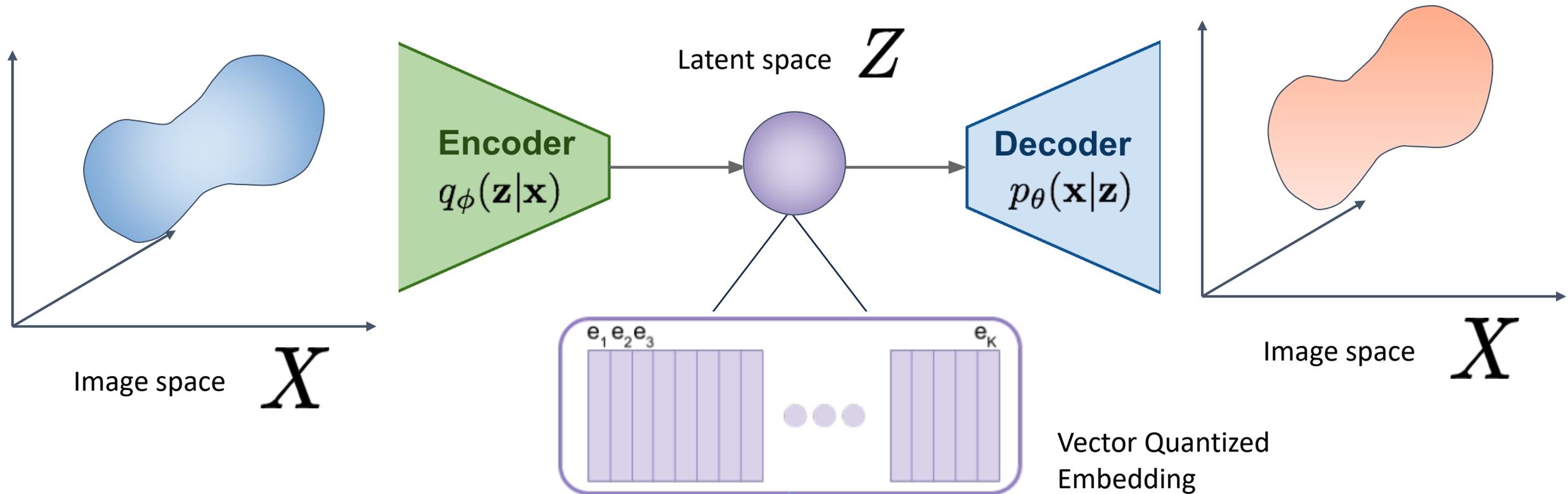
# Attempt 2: VQ-VAE

- Vector Quantized Variational Autoencoder



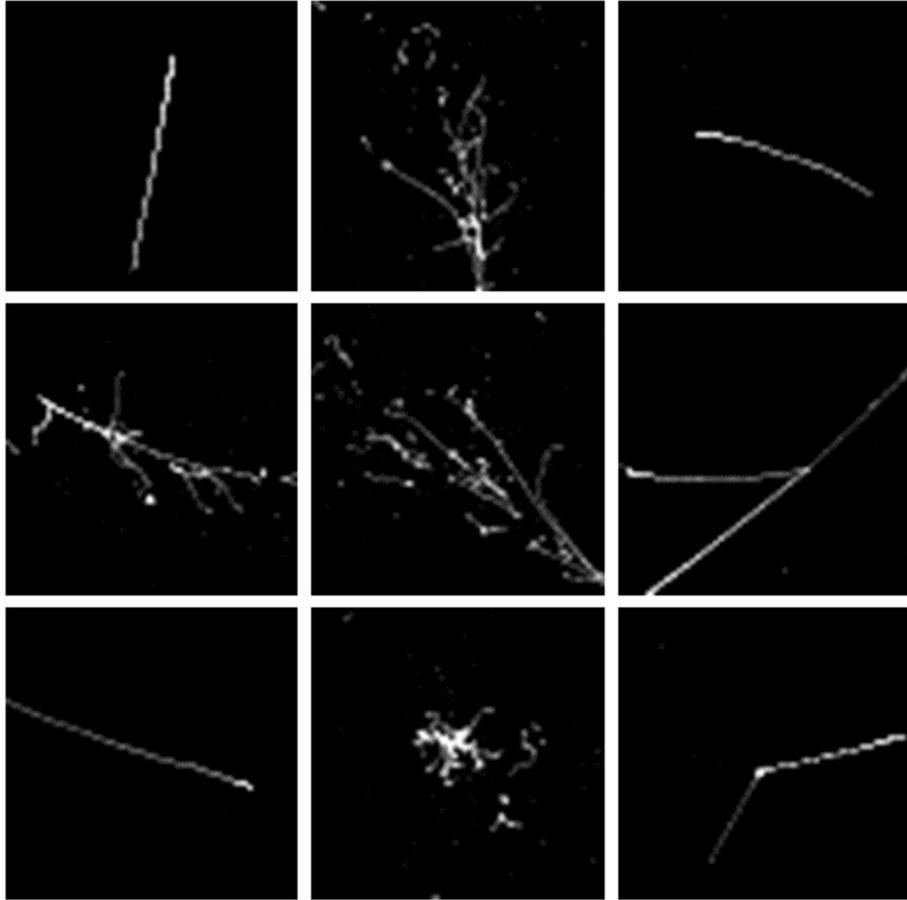
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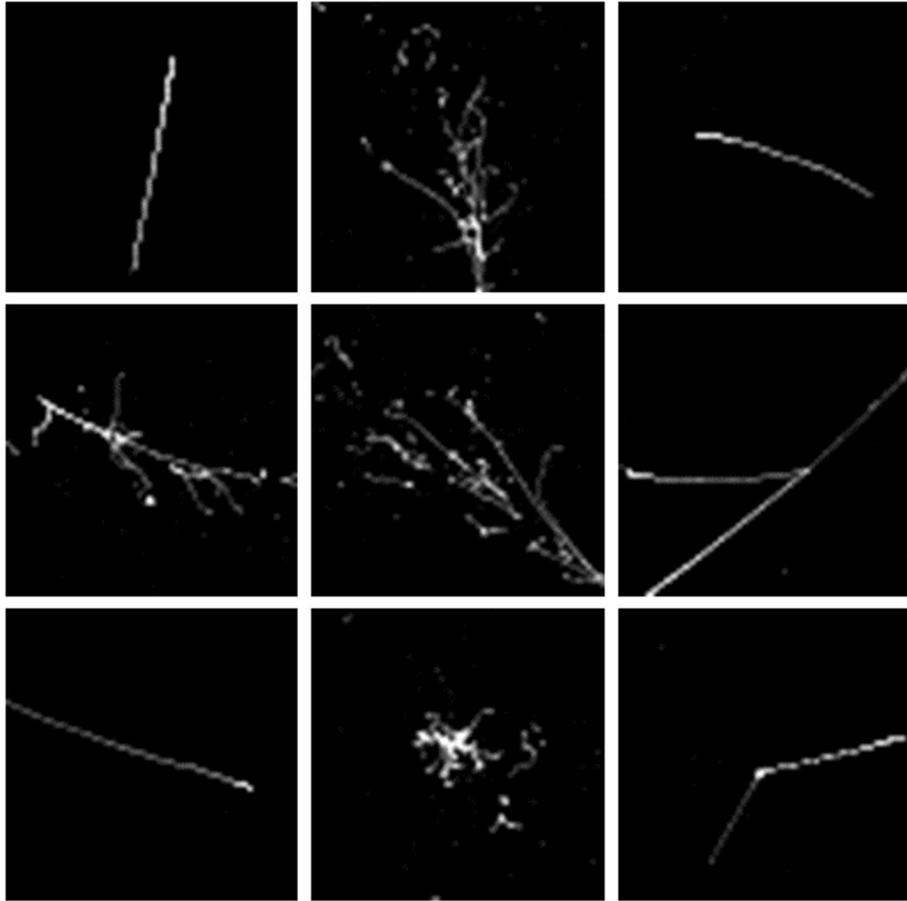
# LArTPC VQ-VAE

Validation LArTPC Data

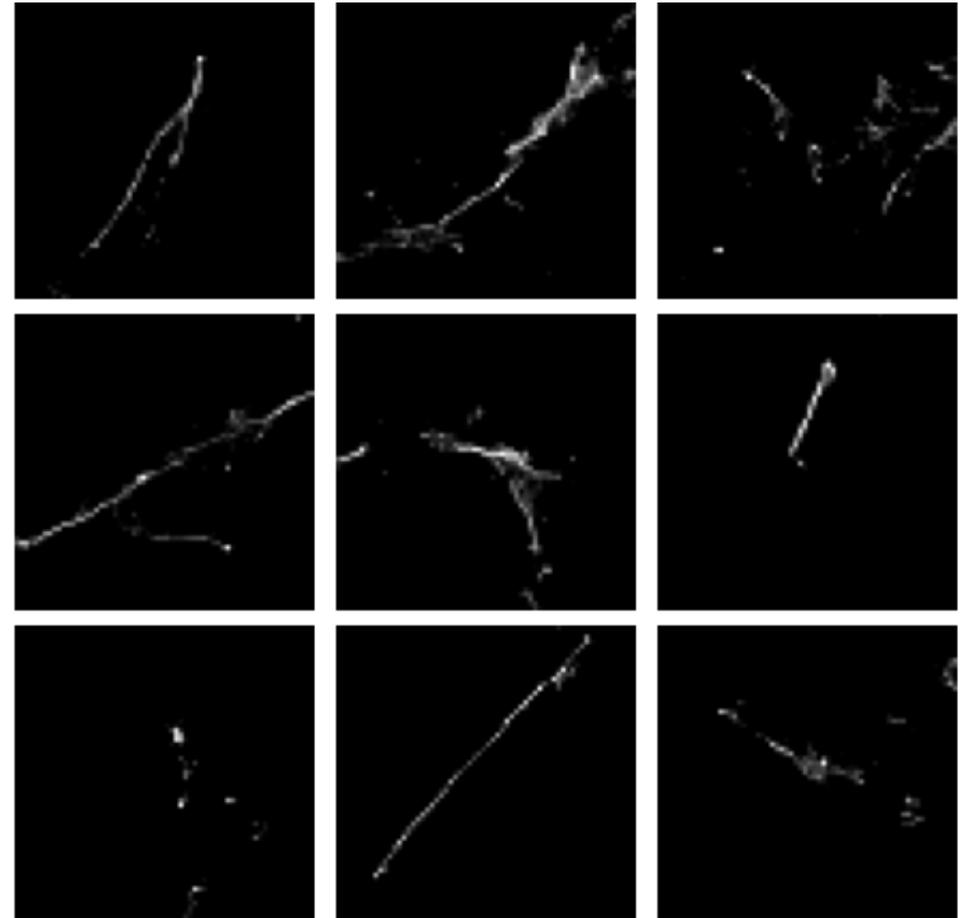


# LArTPC VQ-VAE

Validation LArTPC Data



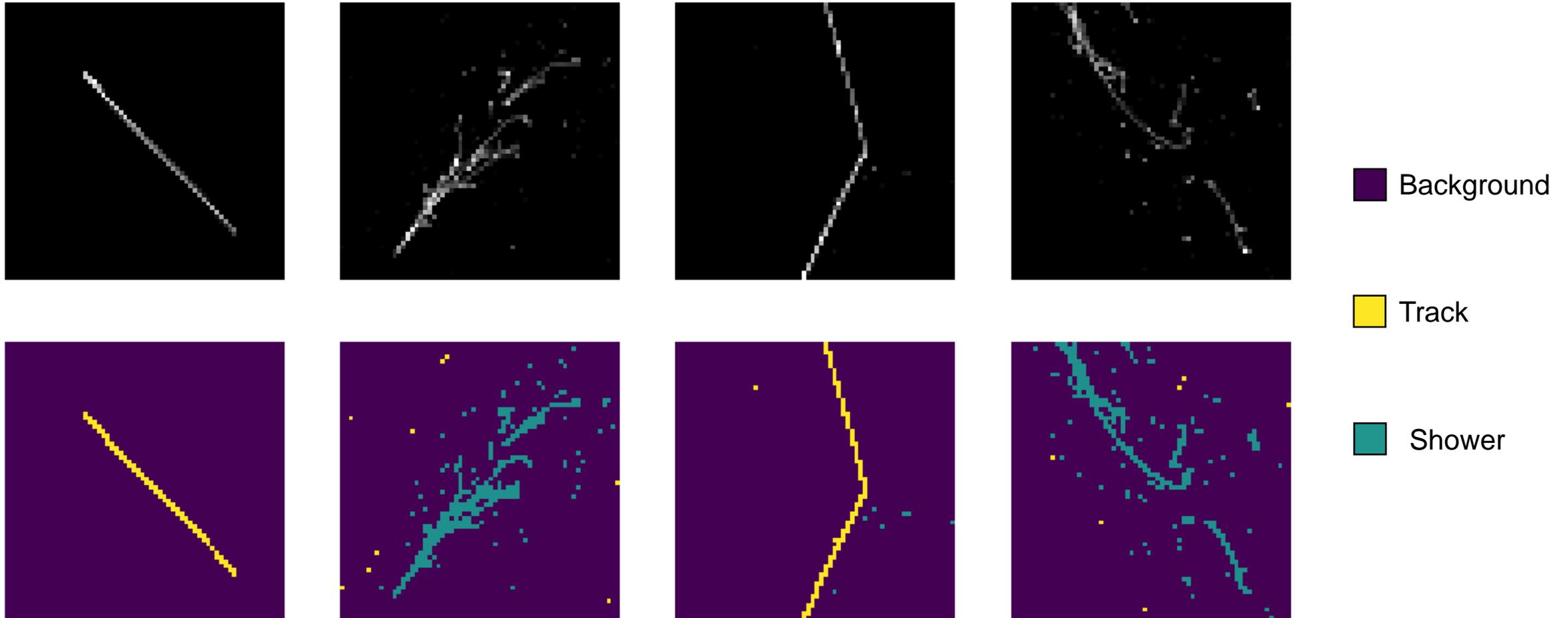
VQ-VAE Generated



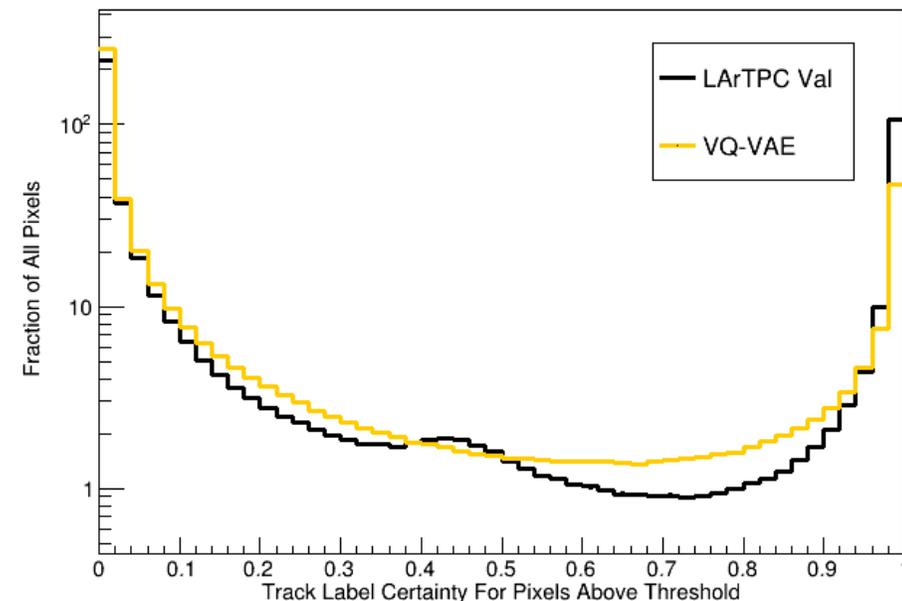
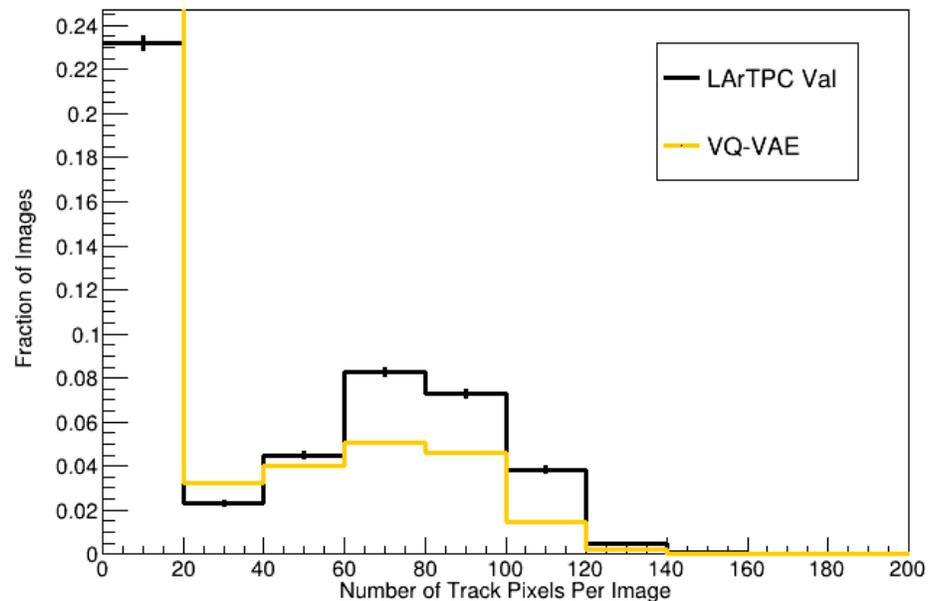
# What is Good Enough?

- No standard quality tests for LArTPC images
- 64x64 are too small for traditional physics analysis
- We developed several options

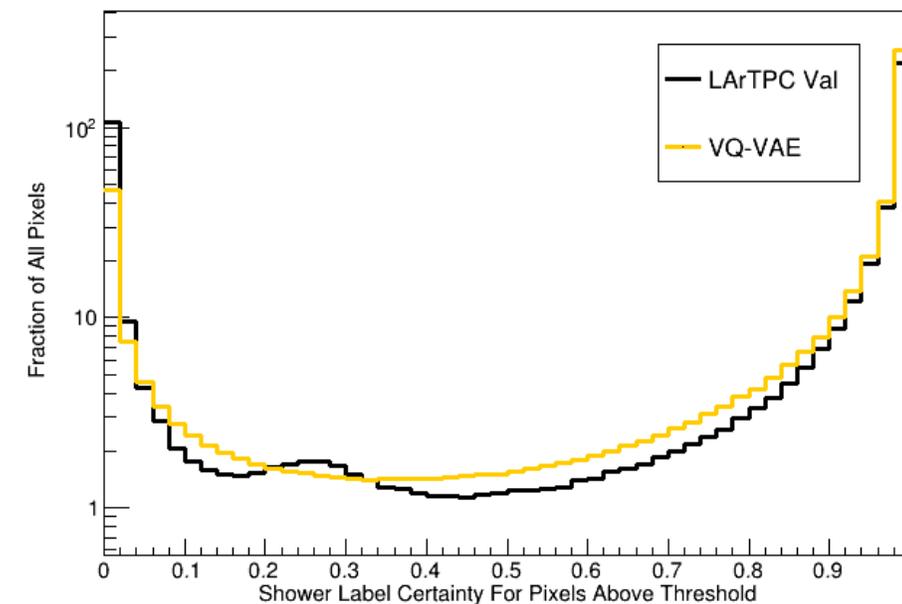
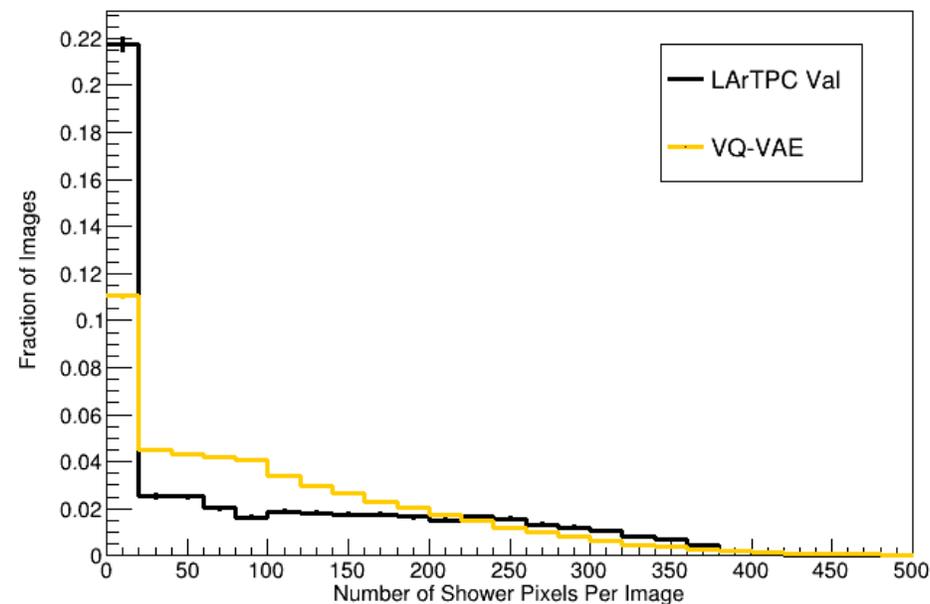
# Semantic Segmentation Network (SSNet)



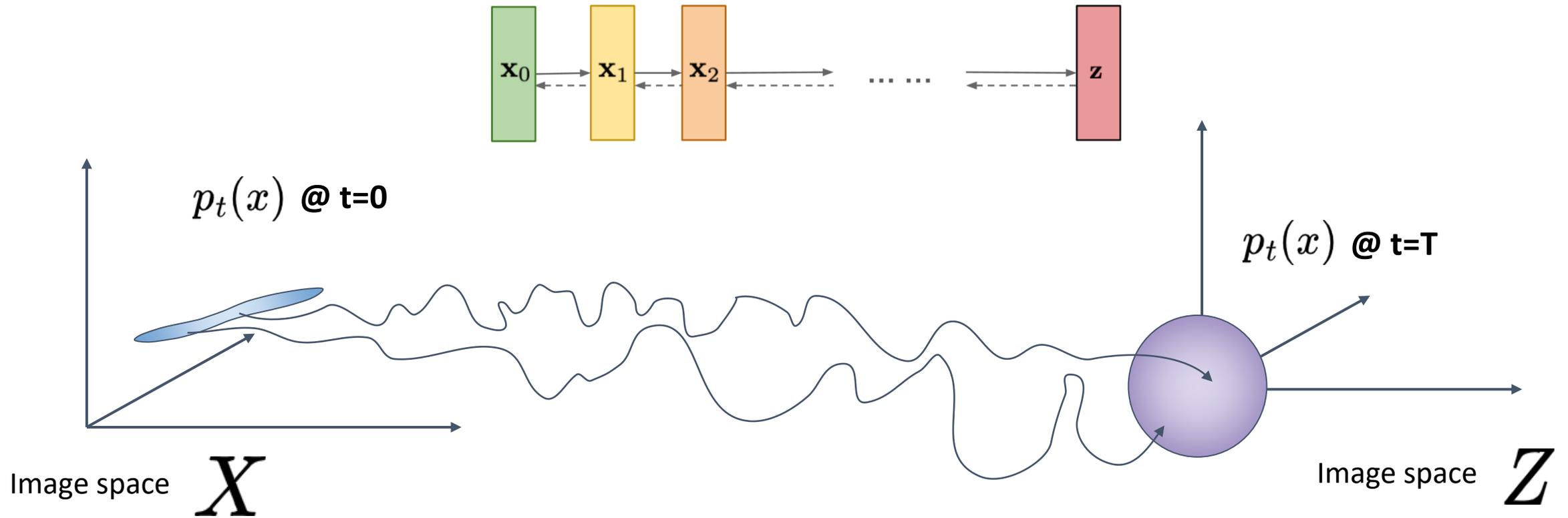
# Tracks



# Showers

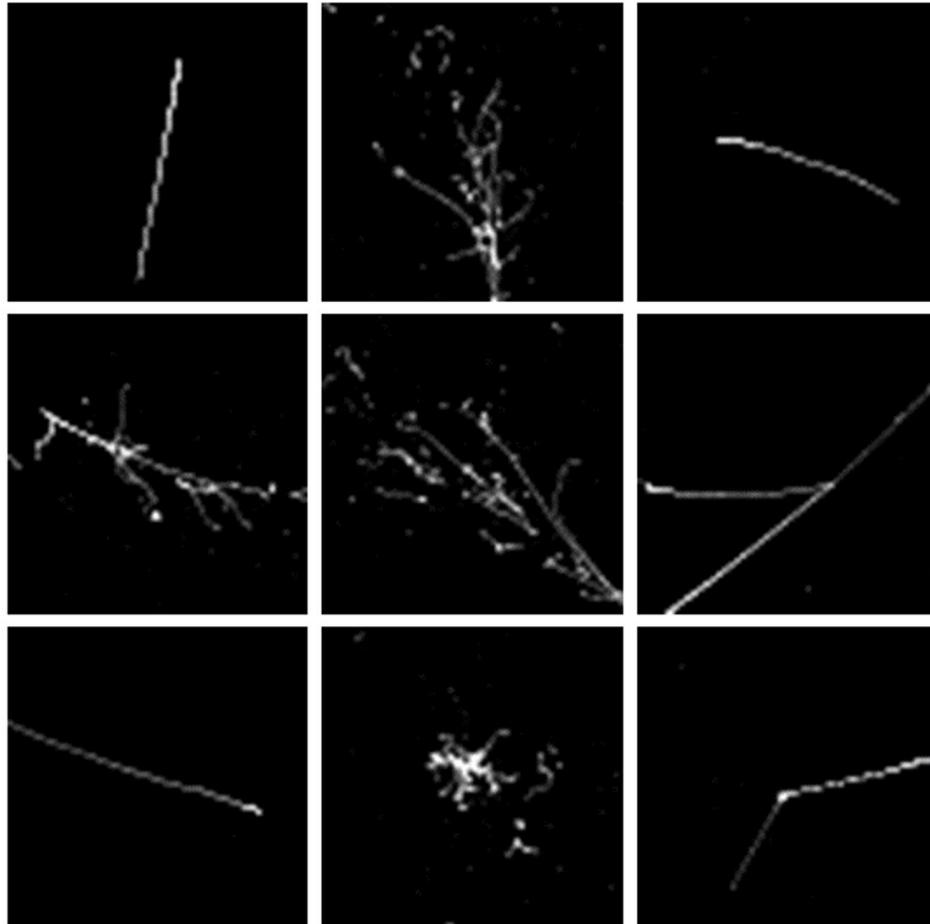


# Attempt 3: Diffusion



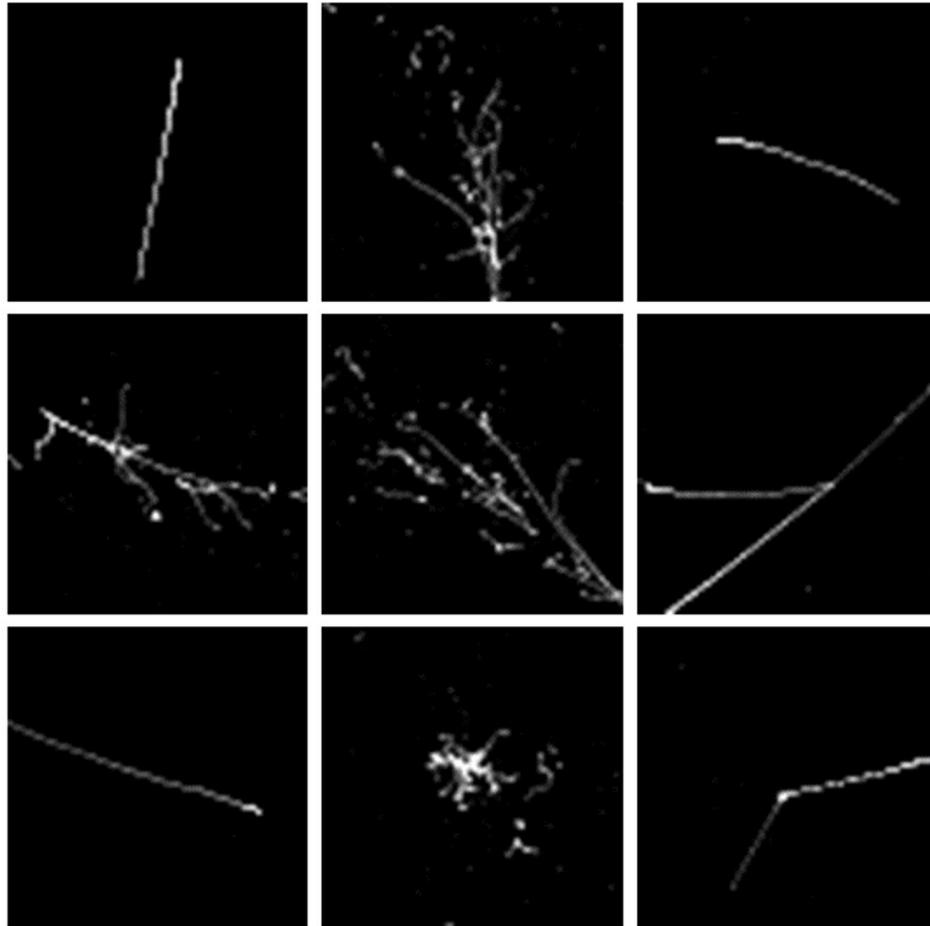
# Attempt 3: Diffusion

Validation LArTPC Data

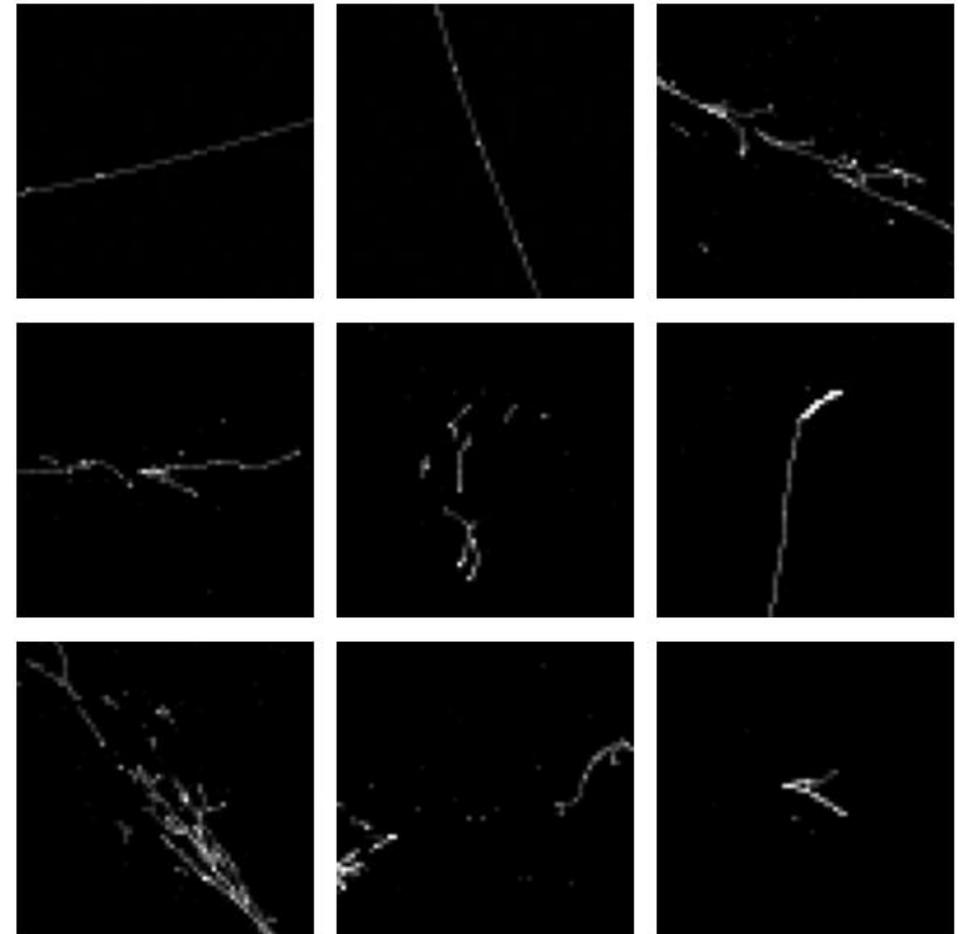


# Attempt 3: Diffusion

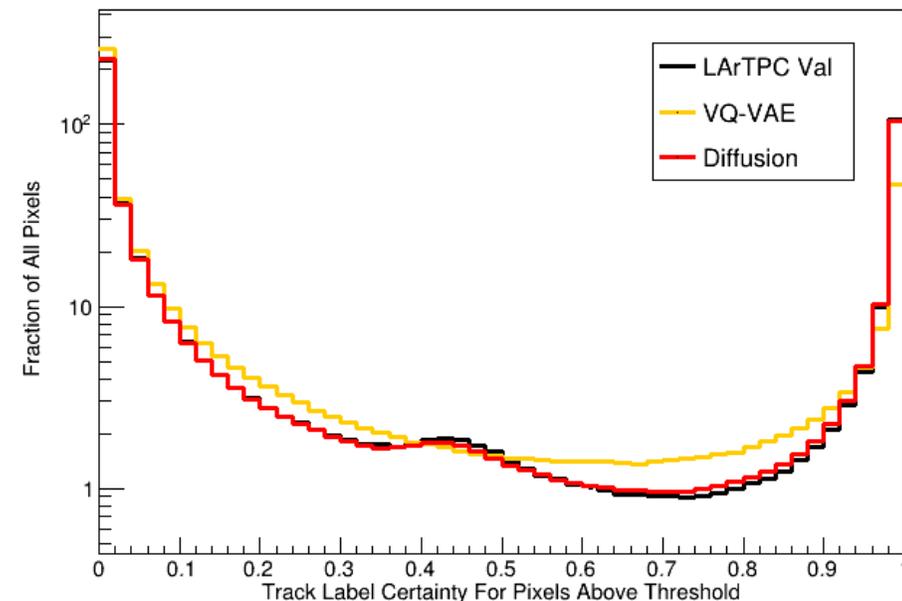
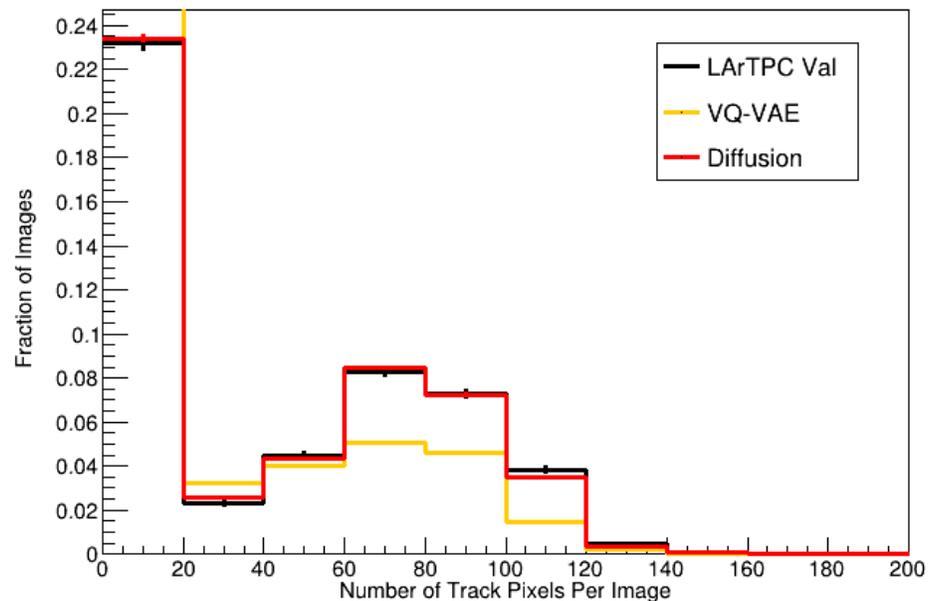
Validation LArTPC Data



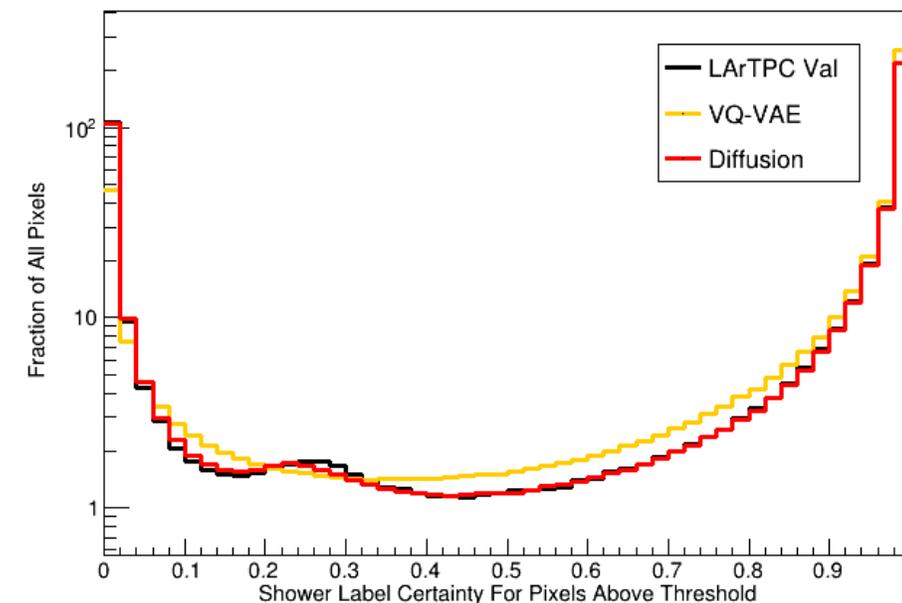
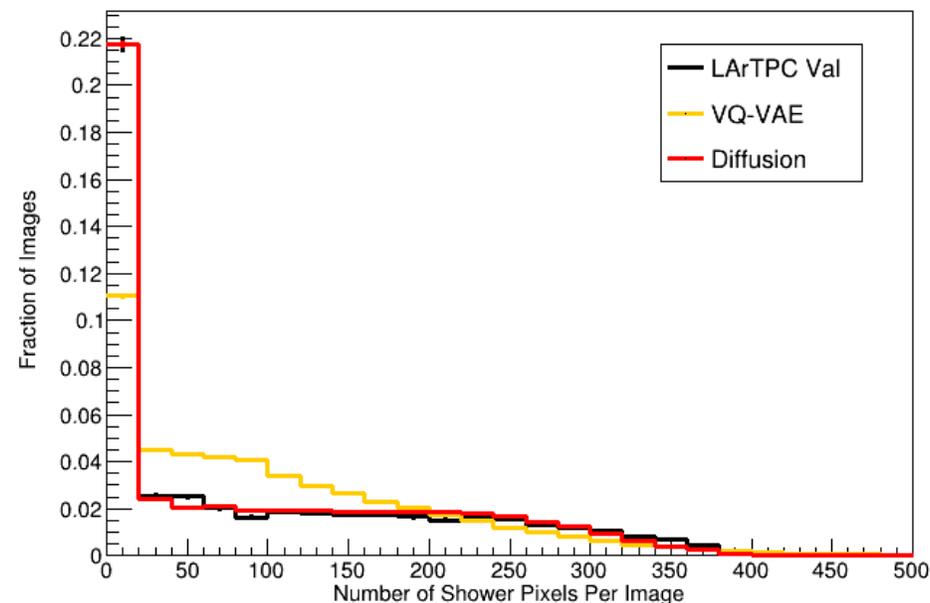
Diffusion Generated



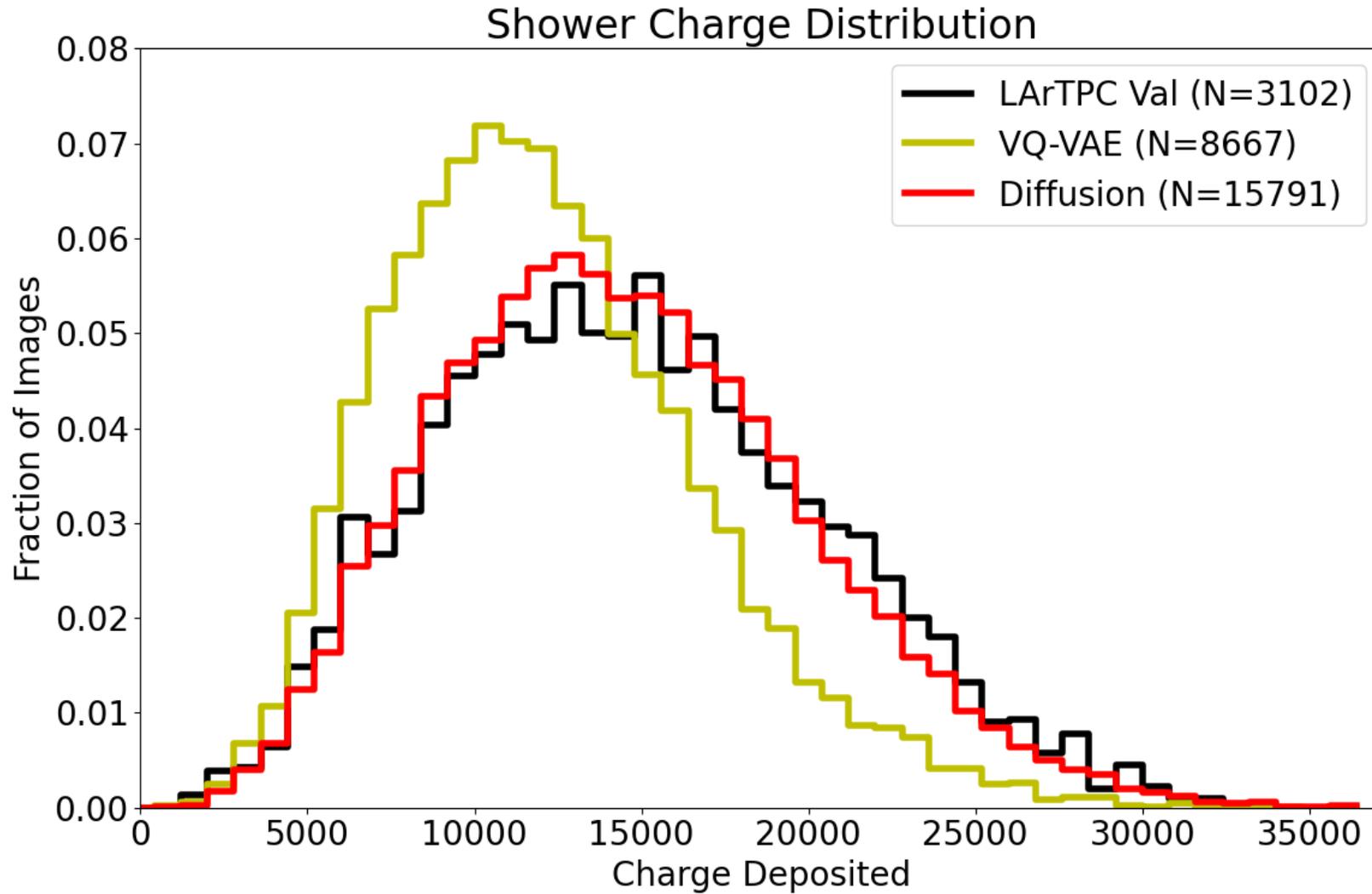
# Tracks



# Showers

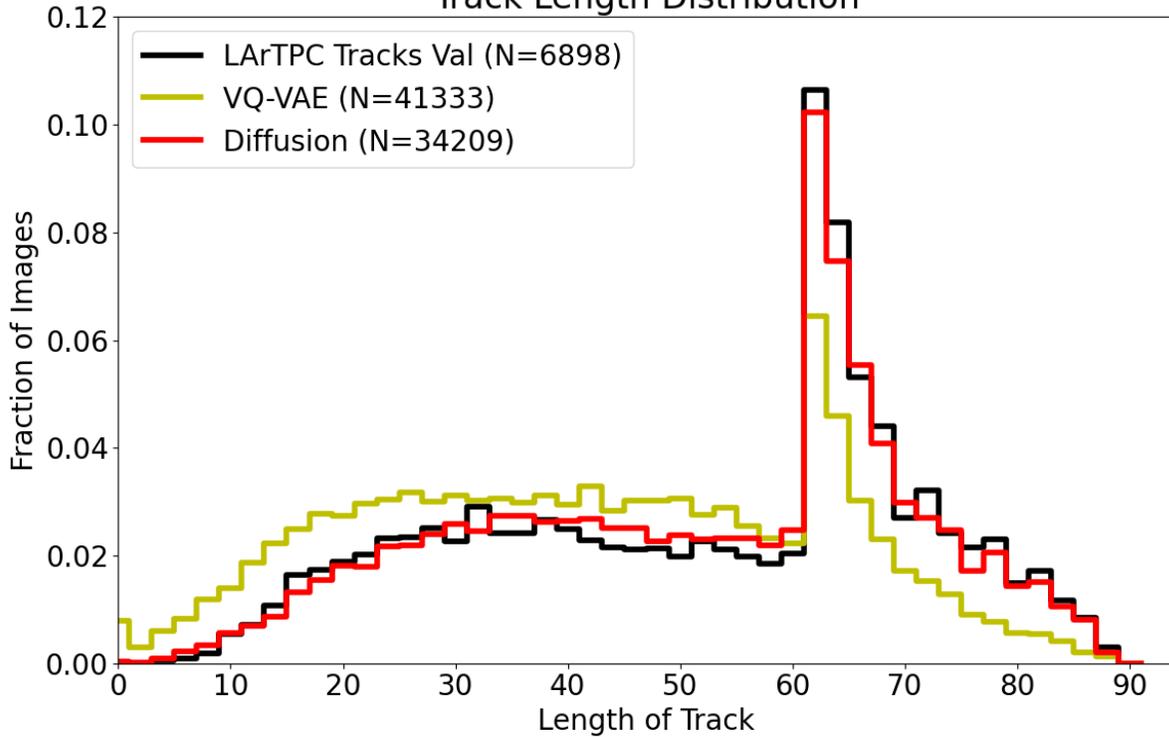


# Physics Quality Tests: Showers

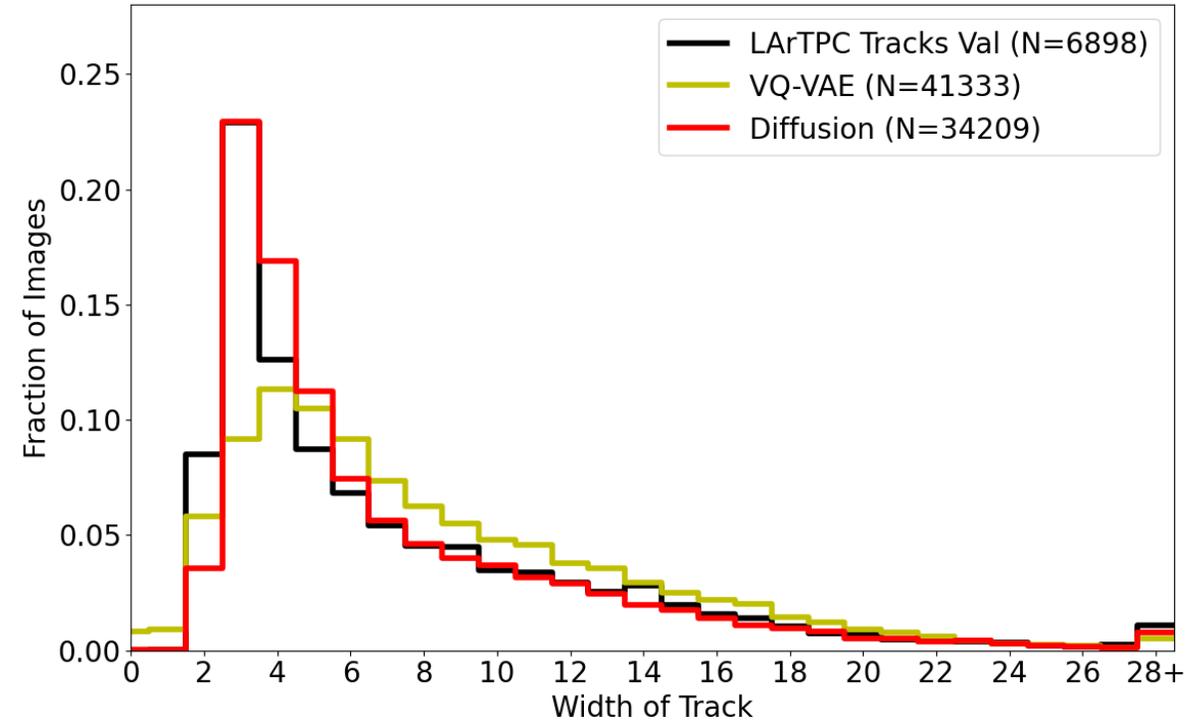


# Physics Quality Tests: Tracks

Track Length Distribution



Track Width Distribution



# Additional Quality Tests

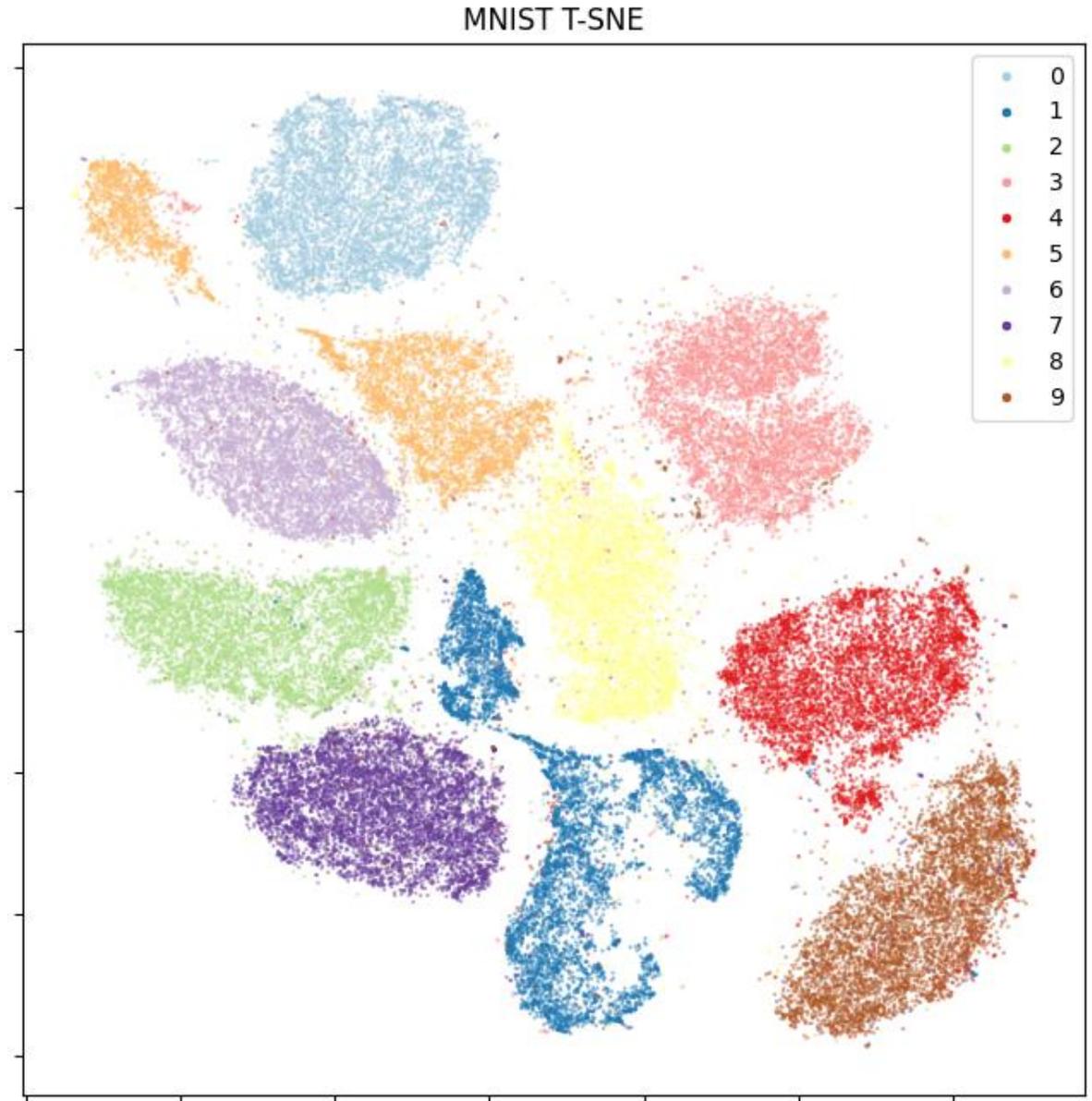
- High dimensional goodness of fit tests
  - Maximum Mean Discrepancy (MMD)
  - Sinkhorn divergence
  - Wasserstein-1 (EMD)
- SSNet-FID
- Turing test survey

# Next Steps

- Scale up to larger images
  - Goal of 512x512 image size to do physics analyses
  - Use latent diffusion to overcome scaling issue
- Conditional generation on energy and particle type
- Improve generation speed and efficiency

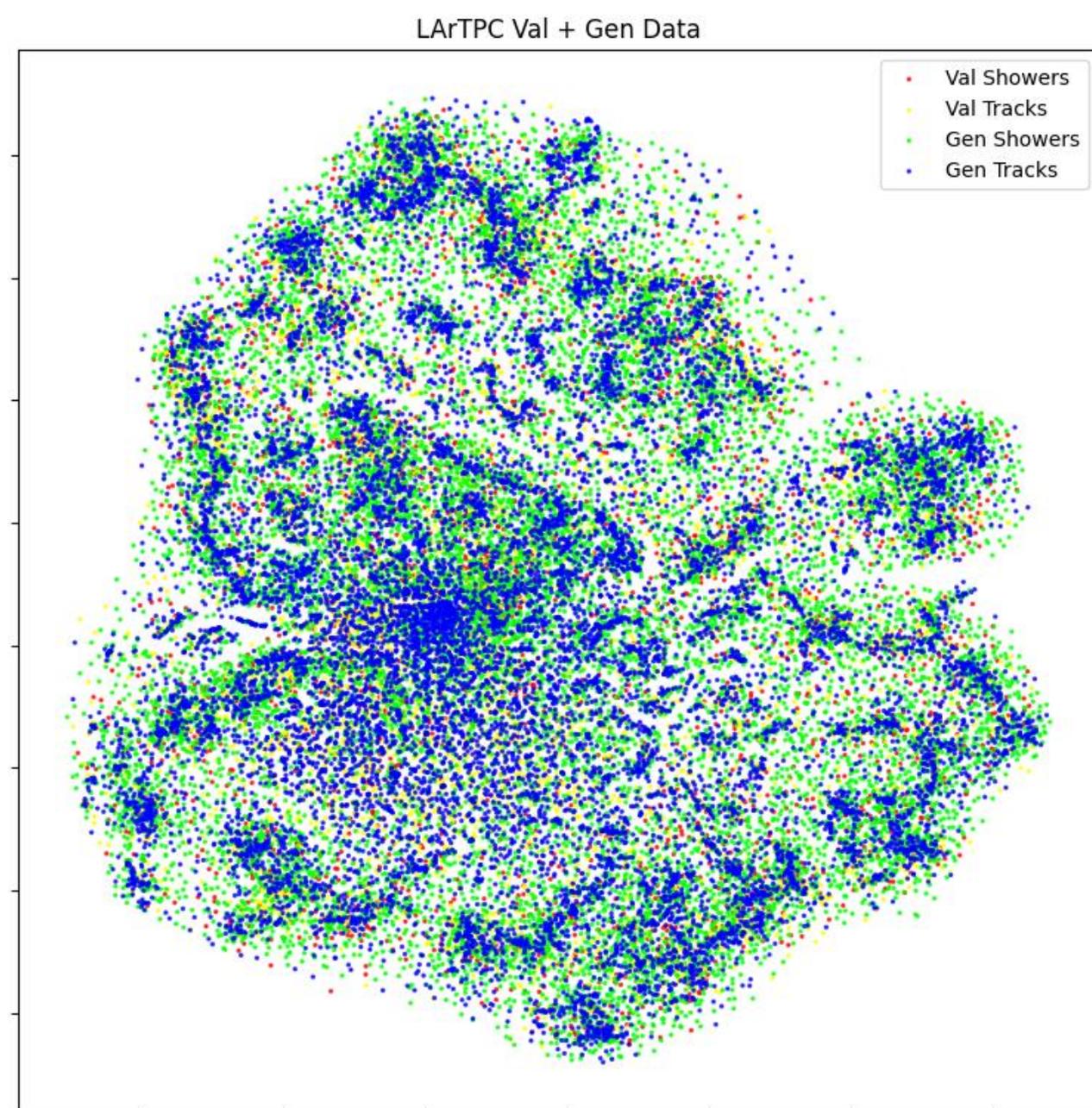
# Visualizing Distributions

- T-distributed Stochastic Neighbor Embedding (T-SNE)
- Nonlinear dimensionality reduction, maintains relative distance



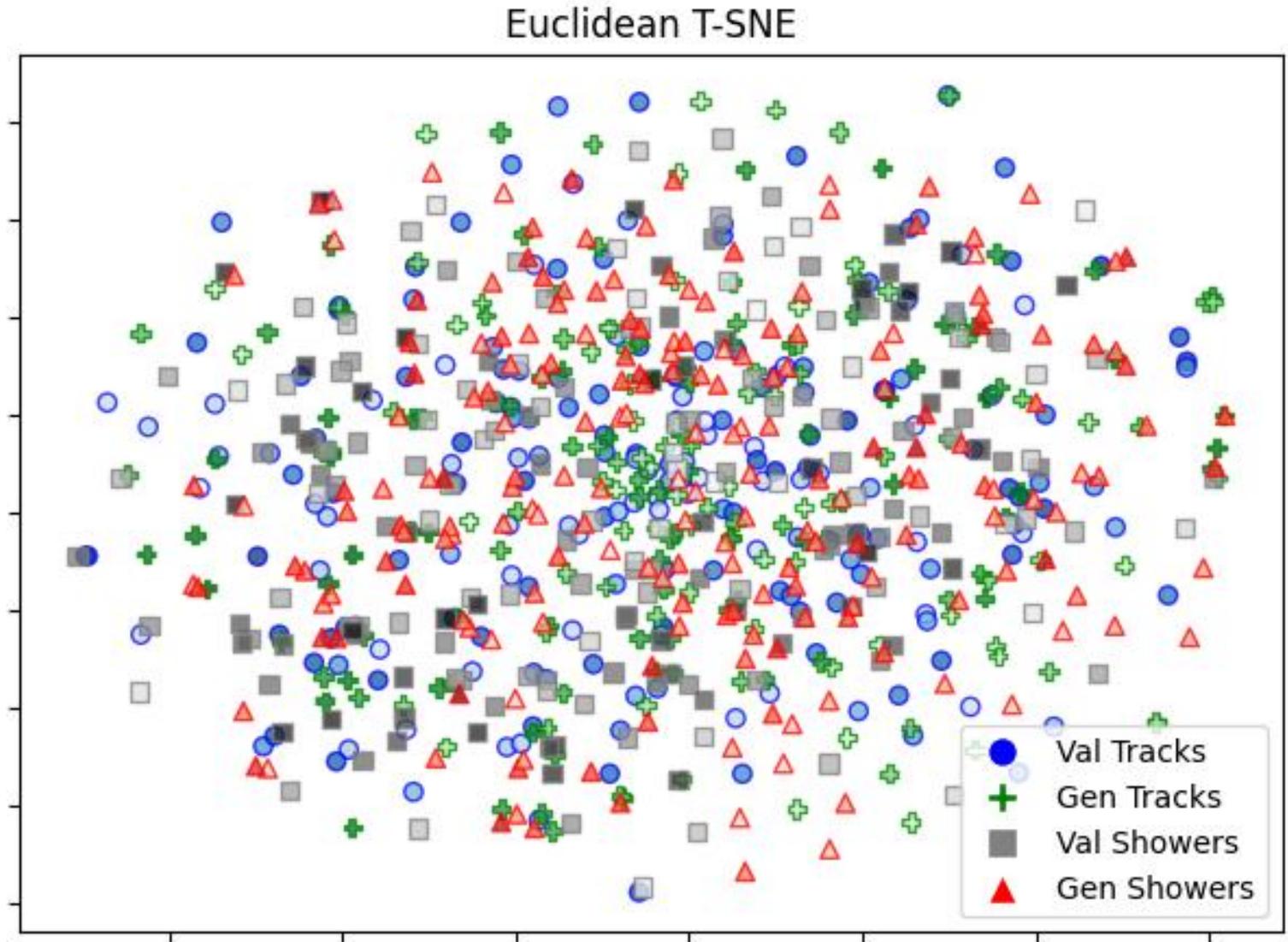
# T-SNE on LArTPC

- Pretty, but no clear structure



# T-SNE on LArTPC

- Darker points = longer/more charge



# Digression: Distance Metrics

- Euclidian distance (L2 norm)  $\|\mathbf{x}\|_2 := \sqrt{x_1^2 + \cdots + x_n^2}$

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- Euclidian distance (L2 norm)  $\|\mathbf{x}\|_2 := \sqrt{x_1^2 + \dots + x_n^2}$
  - Earth Mover's Distance (EMD)  $\text{EMD}(P, Q) = \sup_{\|f\|_L \leq 1} \mathbb{E}_{x \sim P}[f(x)] - \mathbb{E}_{y \sim Q}[f(y)]$ 
    - Wasserstein-1 distance
    - 'Natural' metric for particle physics
- $$\min_F \sum_{i=1}^m \sum_{j=1}^n f_{i,j} d_{i,j}$$

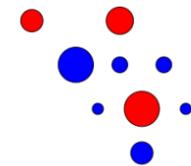
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- Euclidian distance (L2 norm)

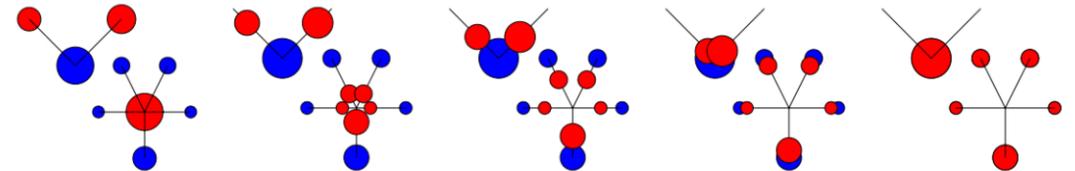
$$\|\mathbf{x}\|_2 := \sqrt{x_1^2 + \dots + x_n^2}$$

- Earth Mover's Distance (EMD)

- Wasserstein-1 distance
- 'Natural' metric for particle physics

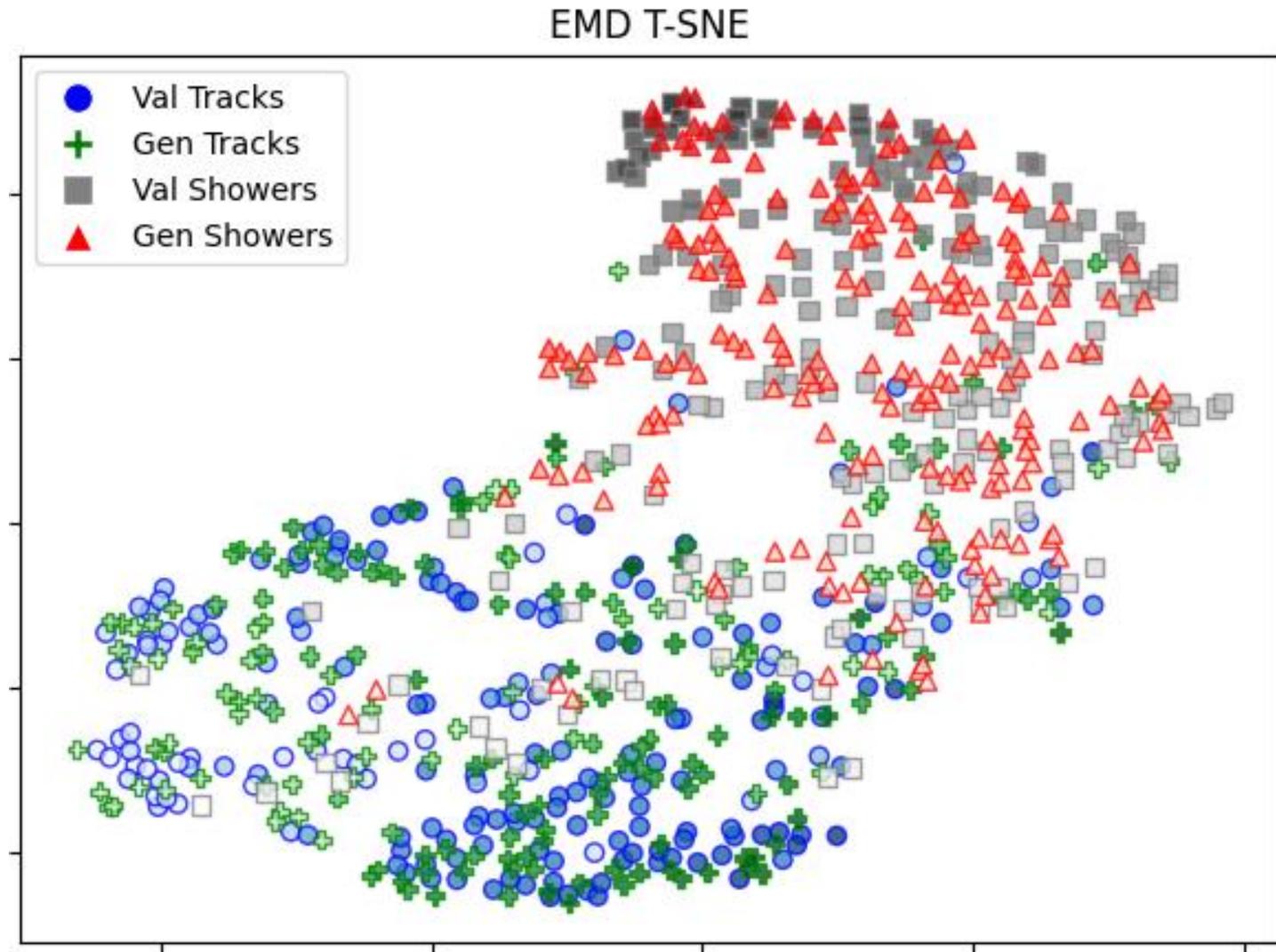


- red distribution: "dirt"
- blue distribution: "holes"



# T-SNE EMD

- Separation of track and shower events
- Ongoing exploration of this data representation



# Key Takeaways

1. LArTPC data differs from natural images
  - Globally sparse, but locally dense
2. Diffusion is a versatile method of data generation
  - Can handle our LArTPC data
3. Development of some quality metrics for LArTPC images
4. Earth Mover's Distance is a useful metric for particle event data

# *Score-based Diffusion Models for Generating Liquid Argon Time Projection Chamber Images*

By Zeviel Imani, Shuchin Aeron, & Taritree Wongjirad

[PhysRevD.109.072011](#)

## Questions?

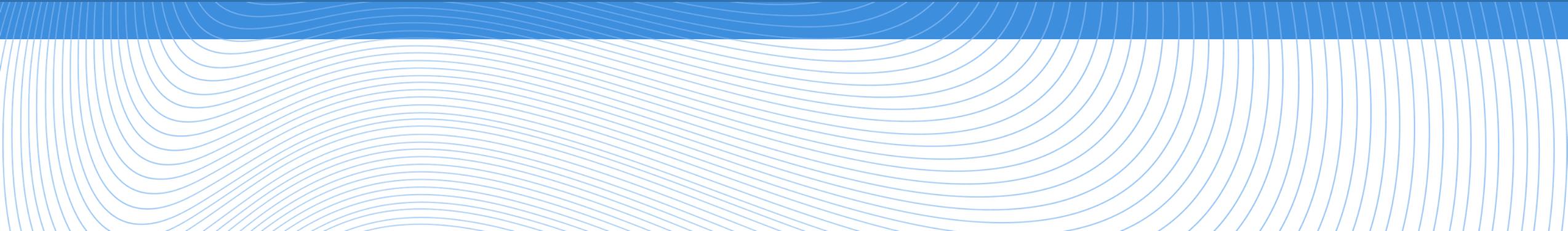


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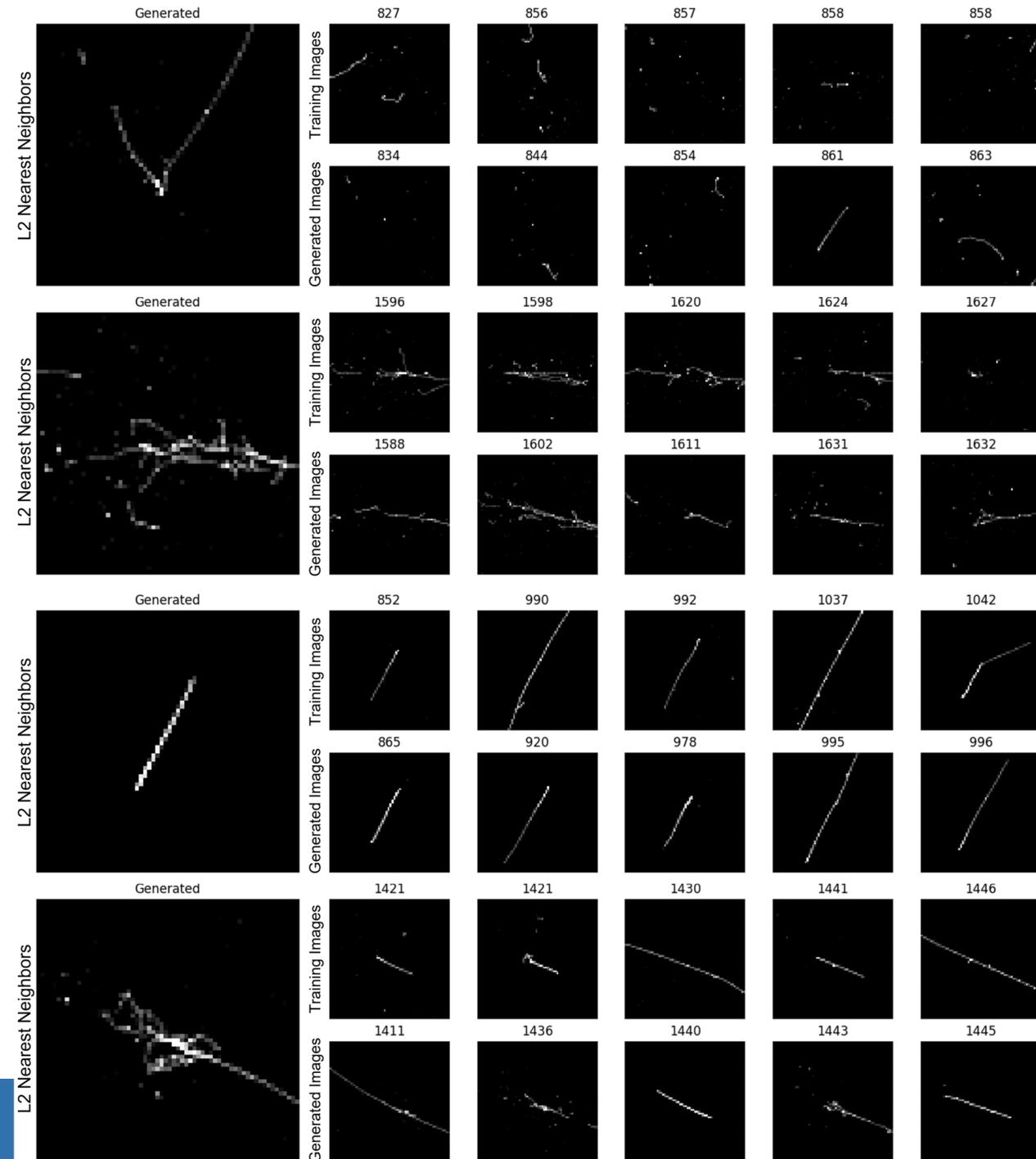
# Backup Slides

(and skipped sections)



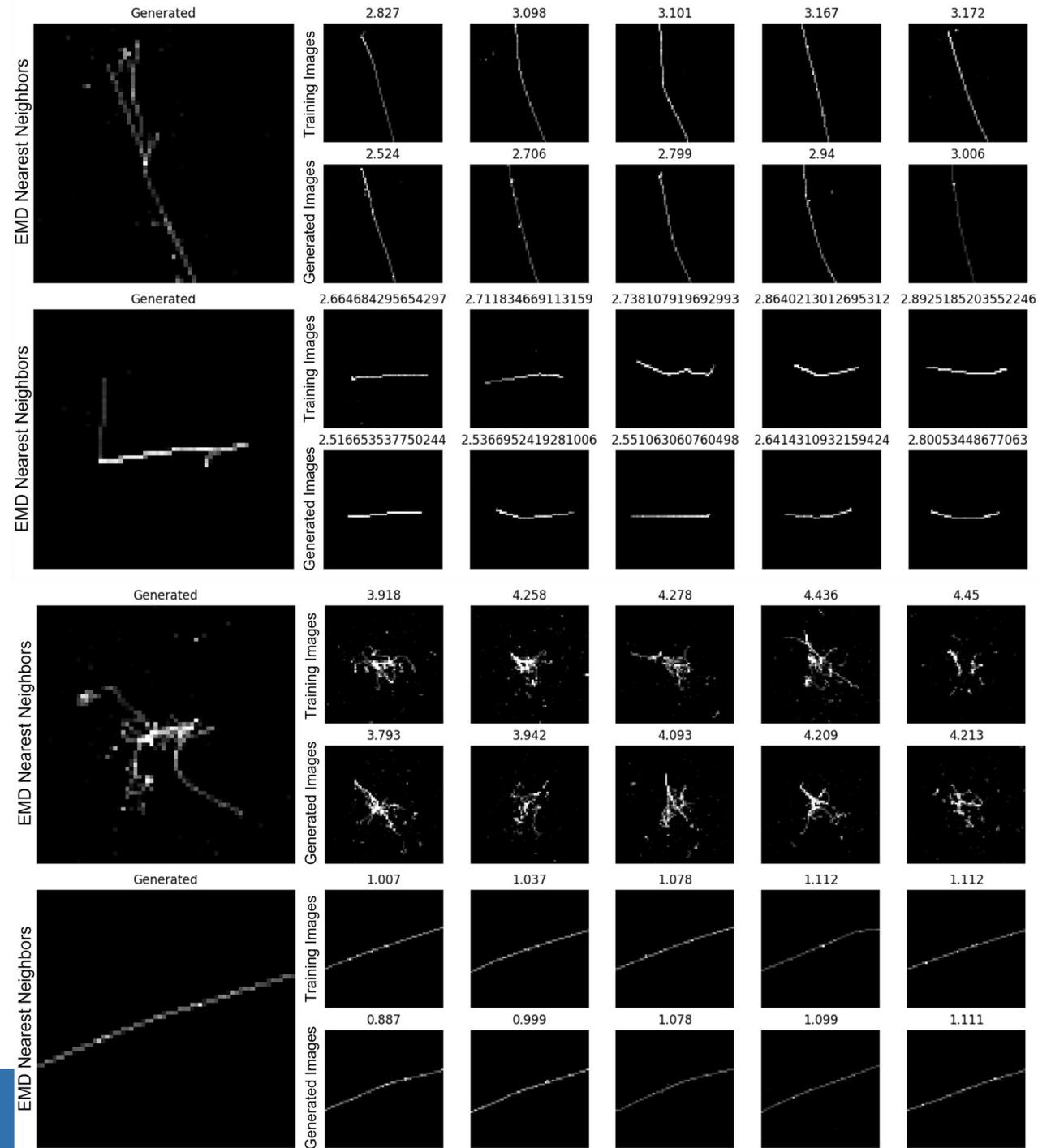
# Mode Collapse

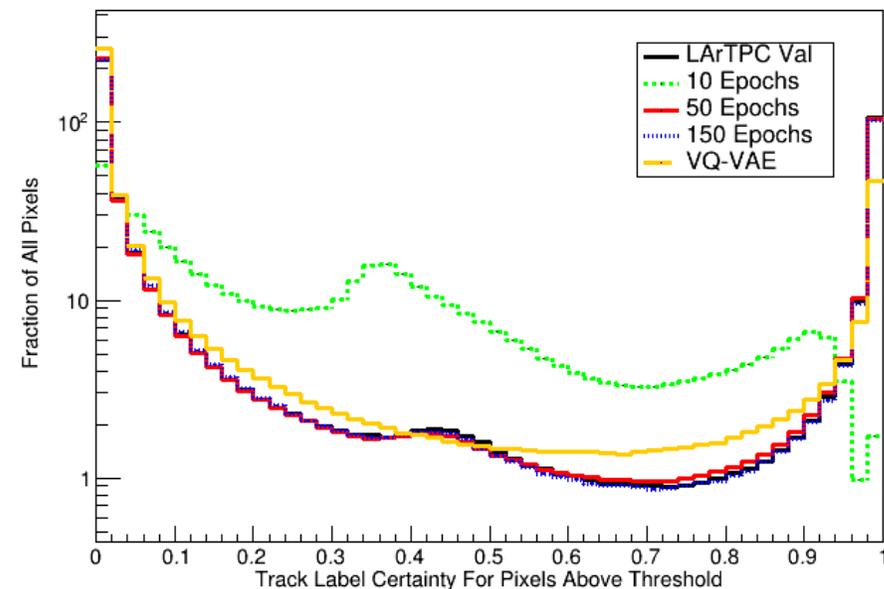
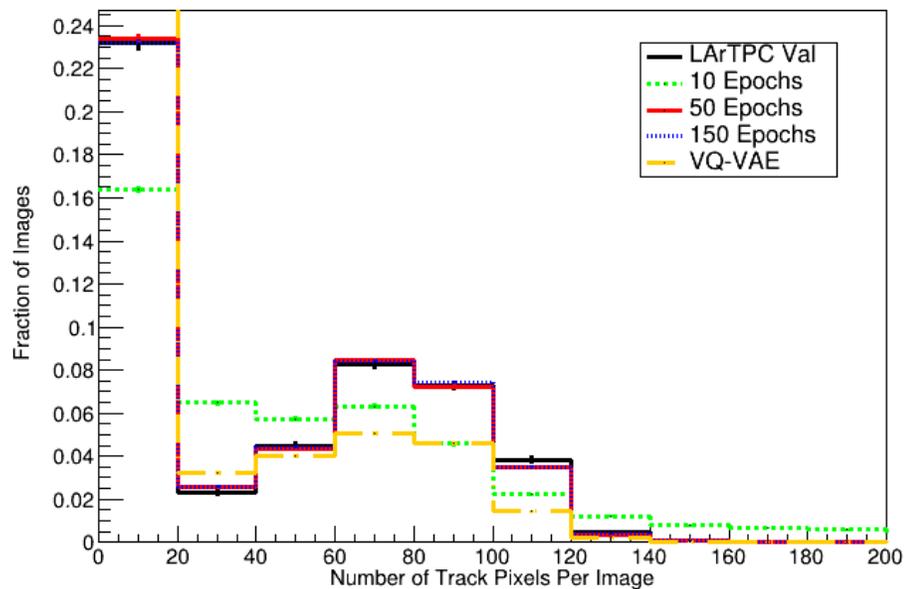
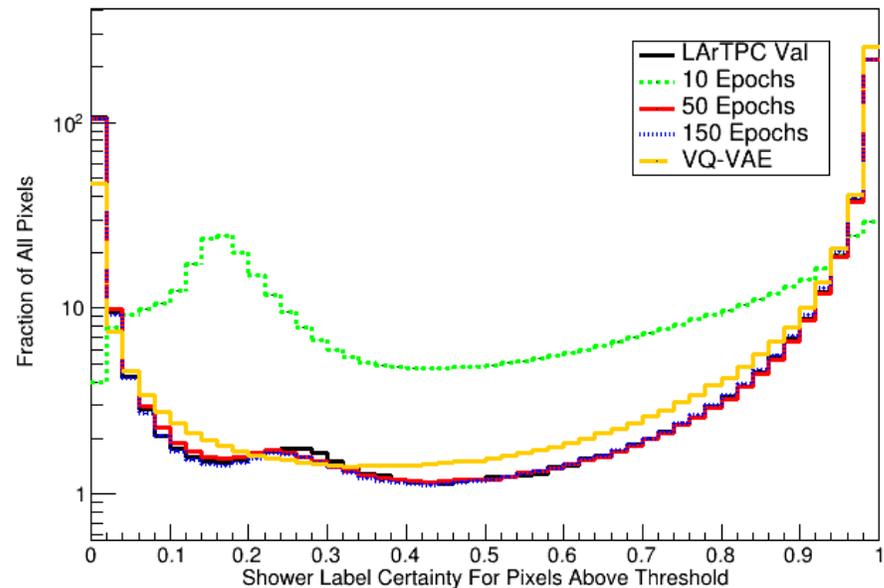
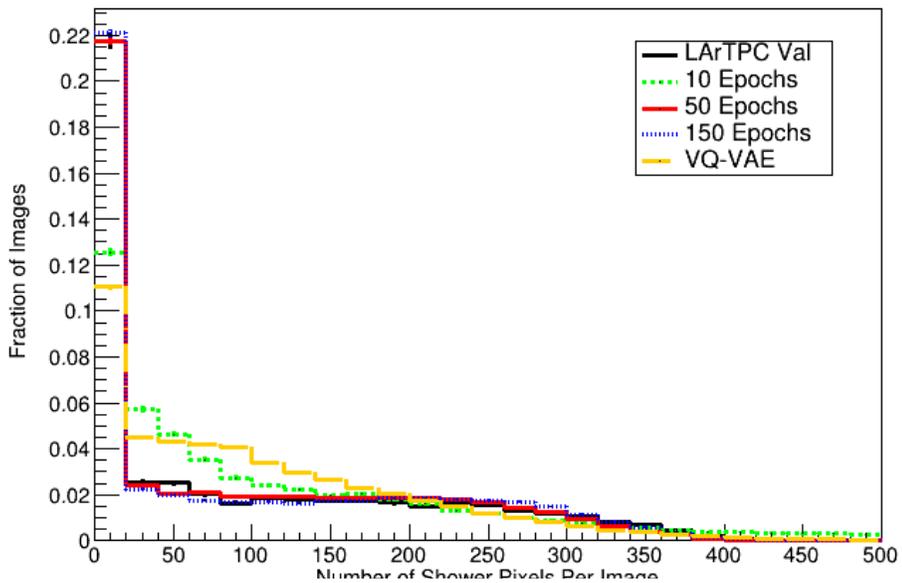
- Nearest neighbors using L2 Euclidian Norm distance

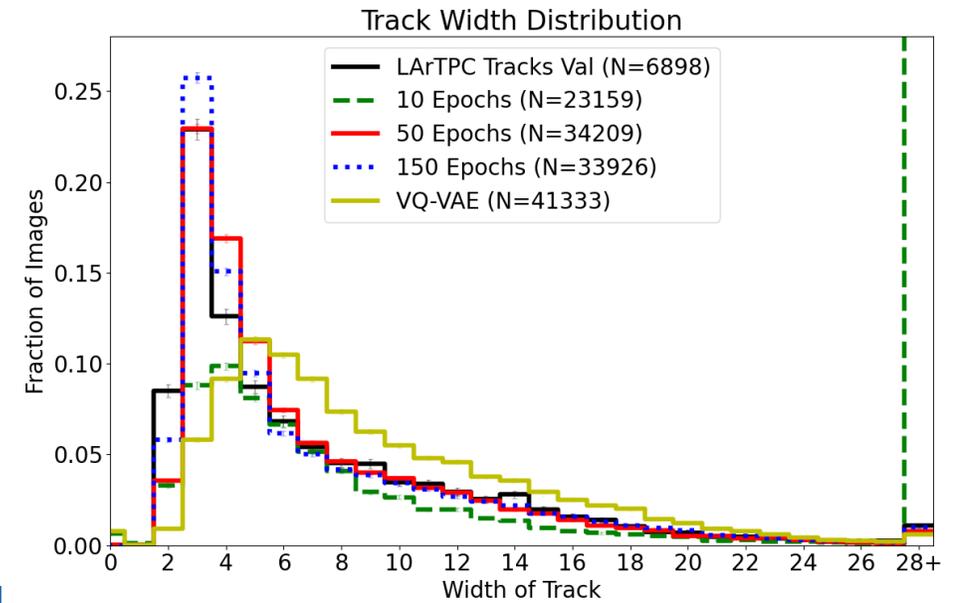
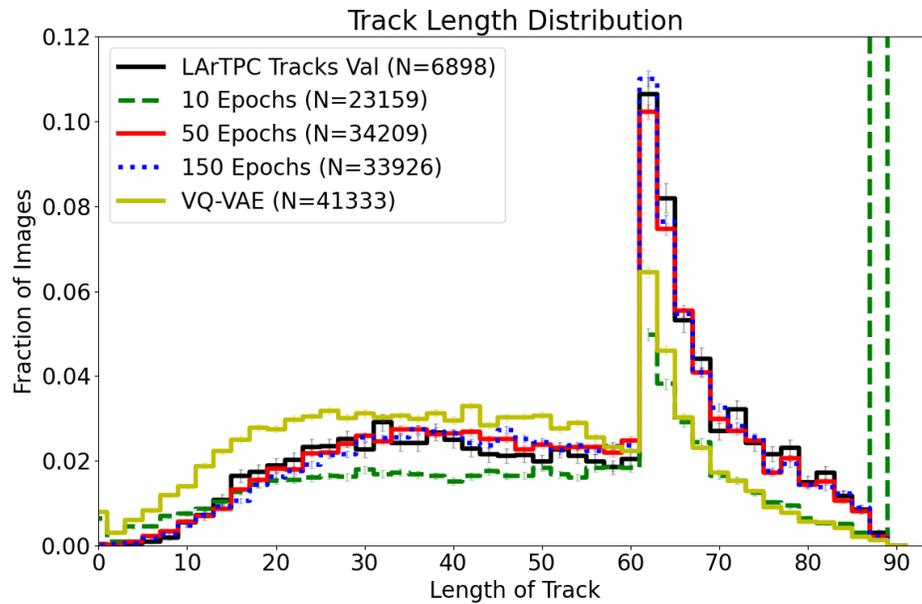
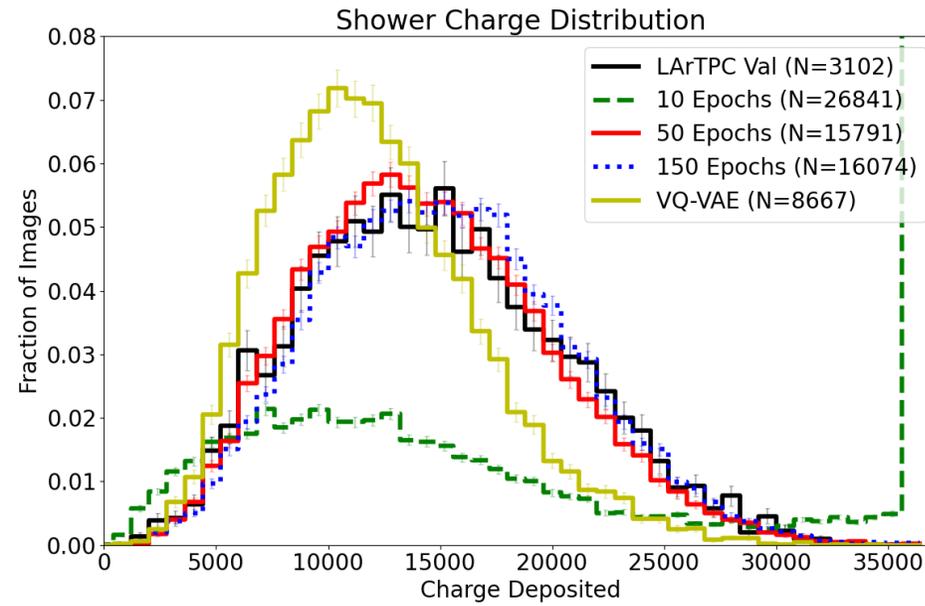


# Mode Collapse

- Nearest neighbors using Earth Mover's Distance (EMD)



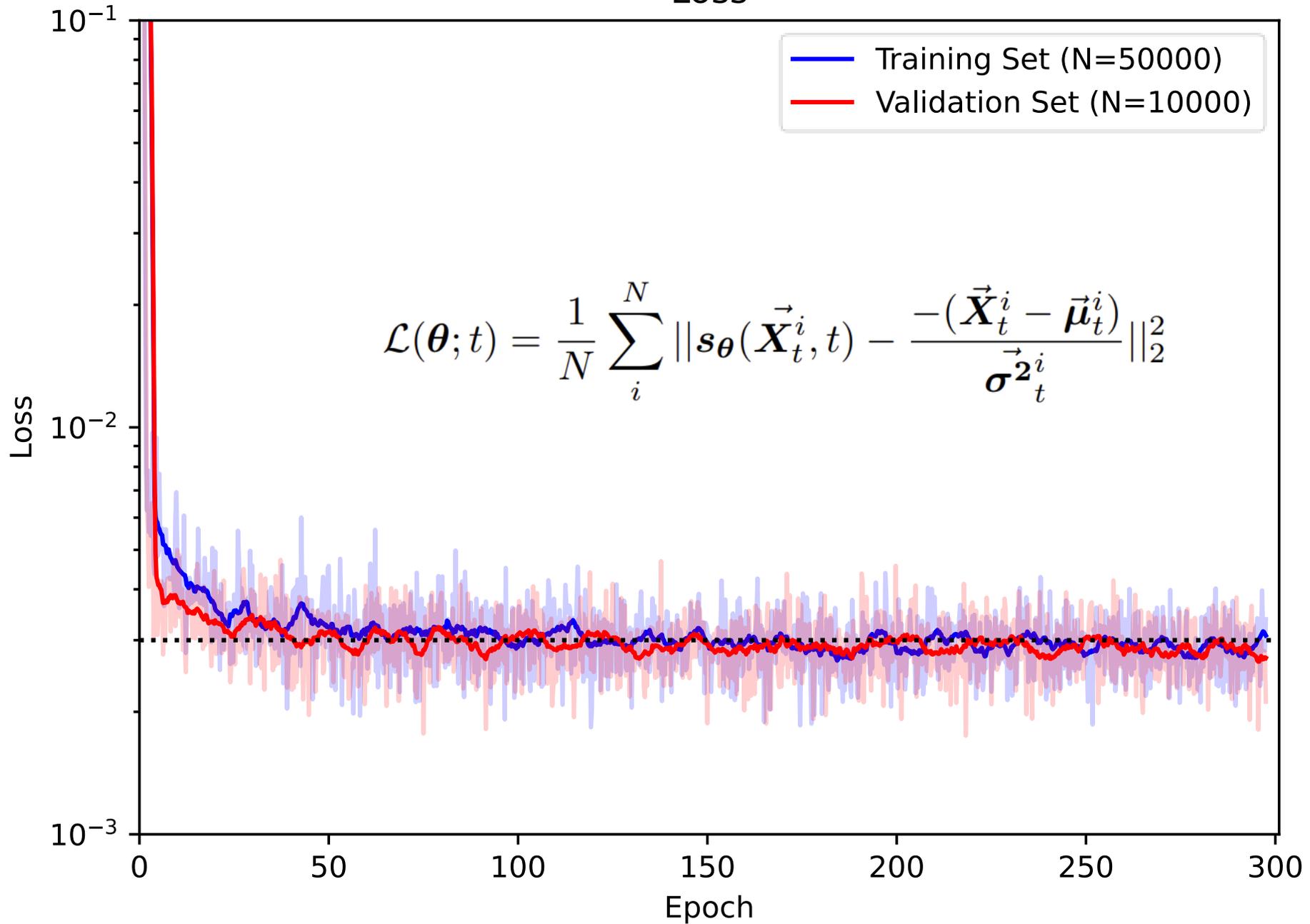




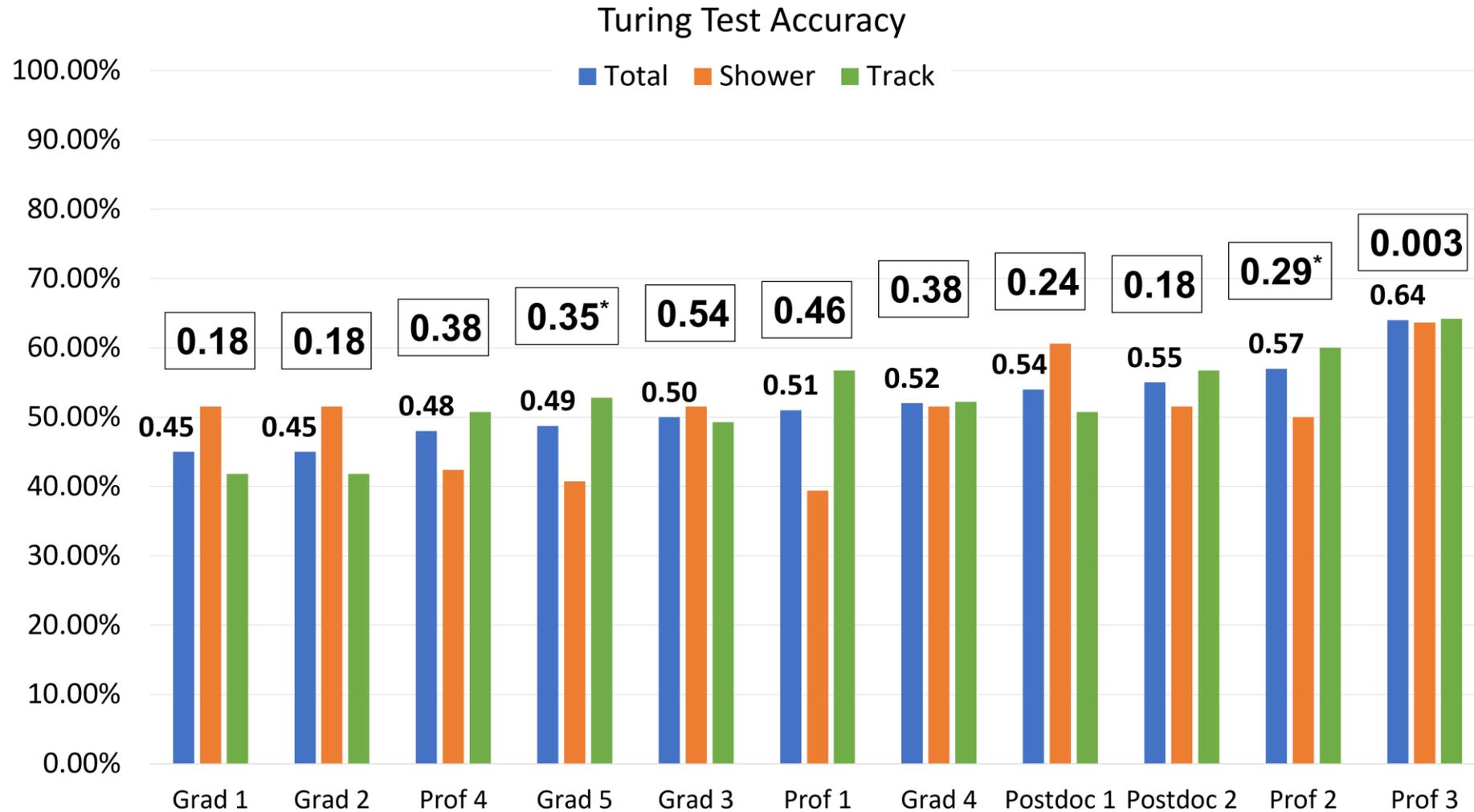
# Physics Metrics: Chi-Squared

$\chi^2$ Test	Track Length	Track Width	Shower Charge
10 Epochs	206	825	6458
50 Epochs	<b>126</b>	418	<b>228</b>
150 Epochs	130	<b>175</b>	382

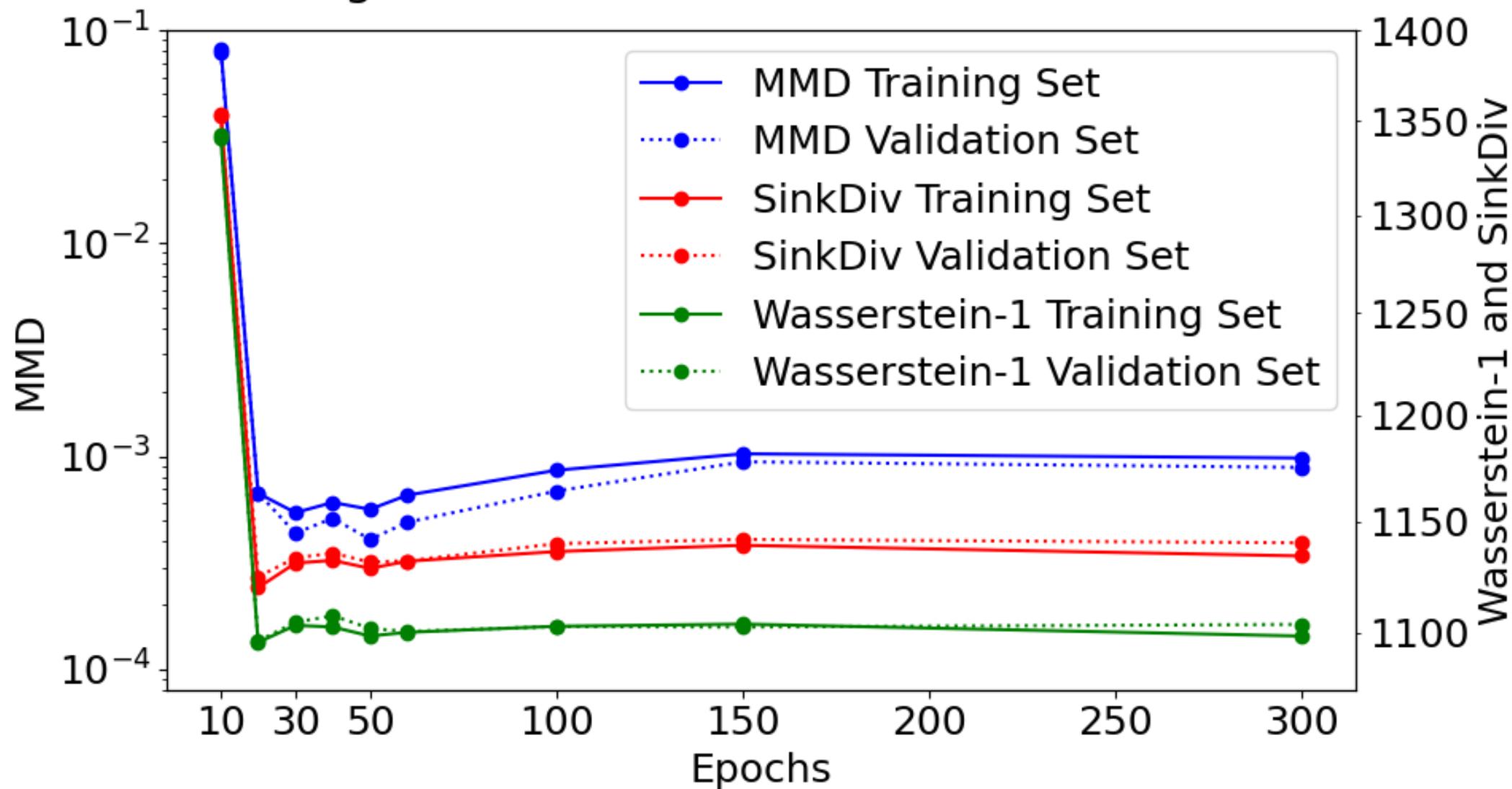
# Loss



# Turing Test



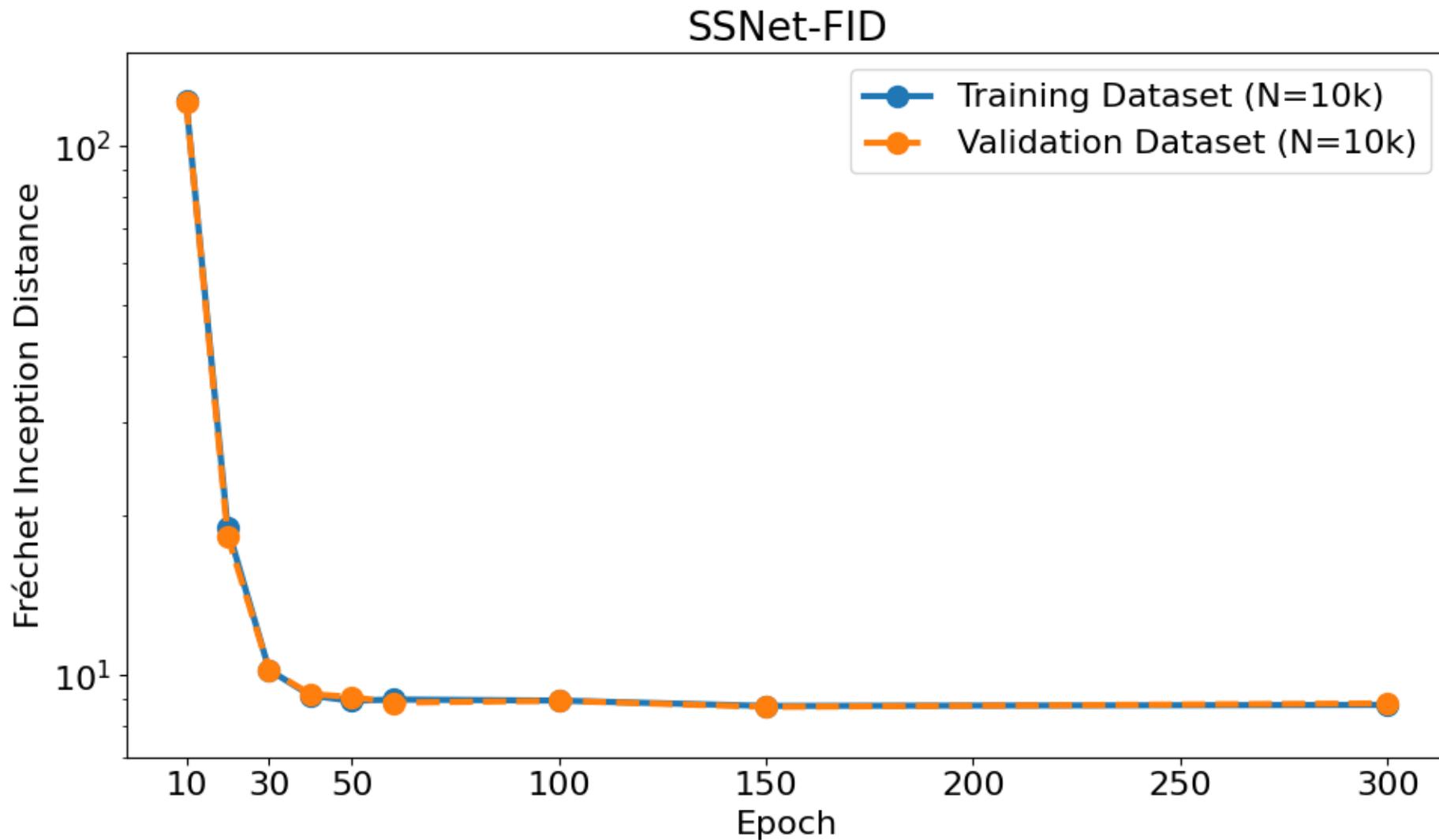
## High Dimensional Goodness of Fit Tests



# Fréchet Inception Distance (FID)

- Process:
  1. Get **layer activations** from classifier
    - Typically use Google's Inception v3 deepest activation layer (pool3)
      - 2048-dimensional activation vector
  2. Fit activations to multidimensional Gaussian distribution
  3. Find Wasserstein-2 distance between the Gaussians
- We can use activations from SSNet instead

# SSNet-FID



# Conditional 1: Statistical Reframe

- Given random variables  $\mathbf{x}$  (LArTPC image) and  $\mathbf{y}$  (energy) we want to sample from  $p(\mathbf{x} | \mathbf{y})$
- Approach 1) Extend score:  $s_{\theta}(\mathbf{x}, t) \rightarrow s_{\theta}(\mathbf{x}, t, \mathbf{y})$
- Or...

# Conditional 2: Inverse Problem

- We know how to get  $\mathbf{y}$  (energy) from  $\mathbf{x}$  (LArTPC image)

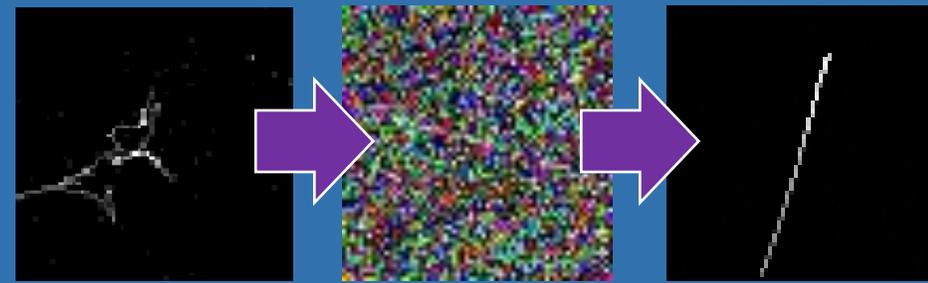
- Bayes' Rule: 
$$p(\mathbf{x}|\mathbf{y}) = \frac{p(\mathbf{x})p(\mathbf{y}|\mathbf{x})}{\int p(\mathbf{x})p(\mathbf{y}|\mathbf{x})d\mathbf{x}}$$

- Take gradient: 
$$\nabla_{\mathbf{x}} \log p(\mathbf{x} | \mathbf{y}) = \nabla_{\mathbf{x}} \log p(\mathbf{x}) + \nabla_{\mathbf{x}} \log p(\mathbf{y} | \mathbf{x})$$

**score**

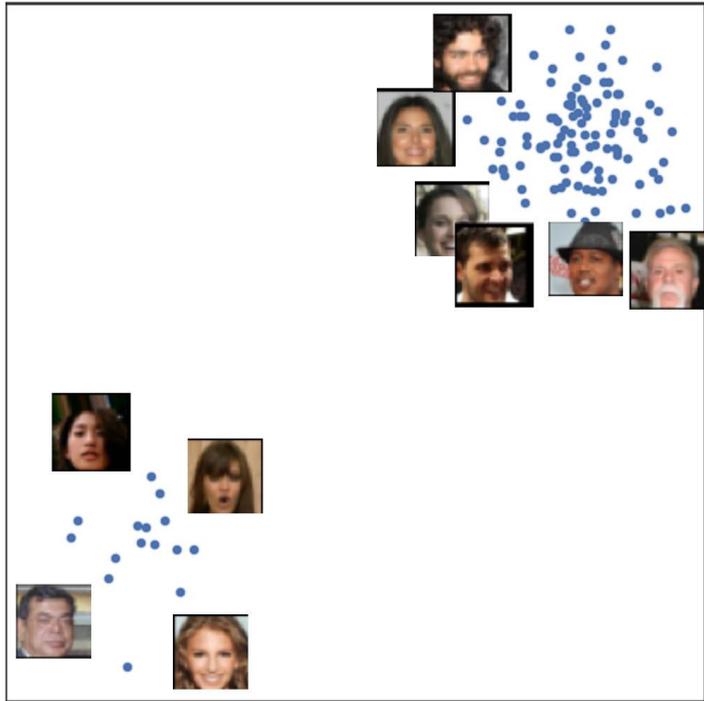
**classifier**

# Score-based Diffusion Model



Y. Song, S. Ermon,  
[arXiv:1907.05600](https://arxiv.org/abs/1907.05600)

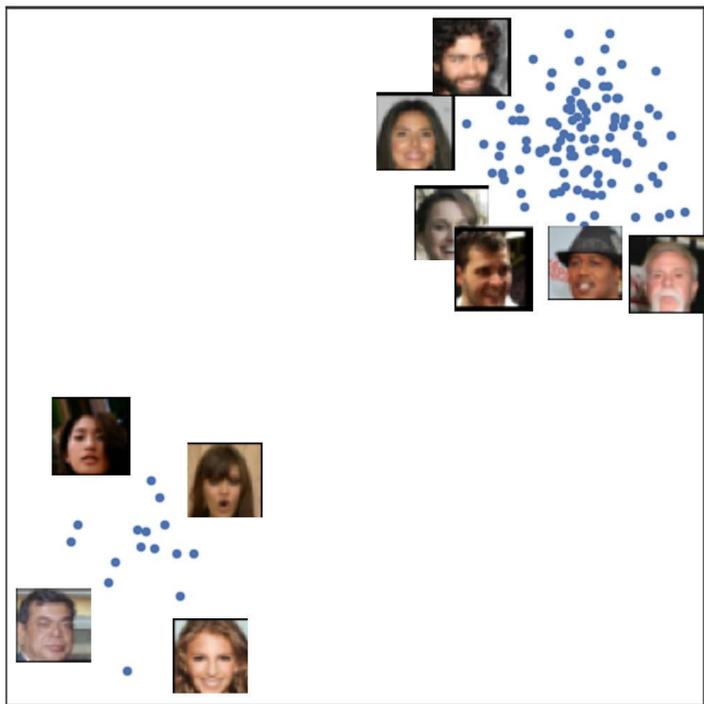
# How to Generate Images



Data samples

$$\{\mathbf{x}_1, \mathbf{x}_2, \dots, \mathbf{x}_N\} \stackrel{\text{i.i.d.}}{\sim} p(\mathbf{x})$$

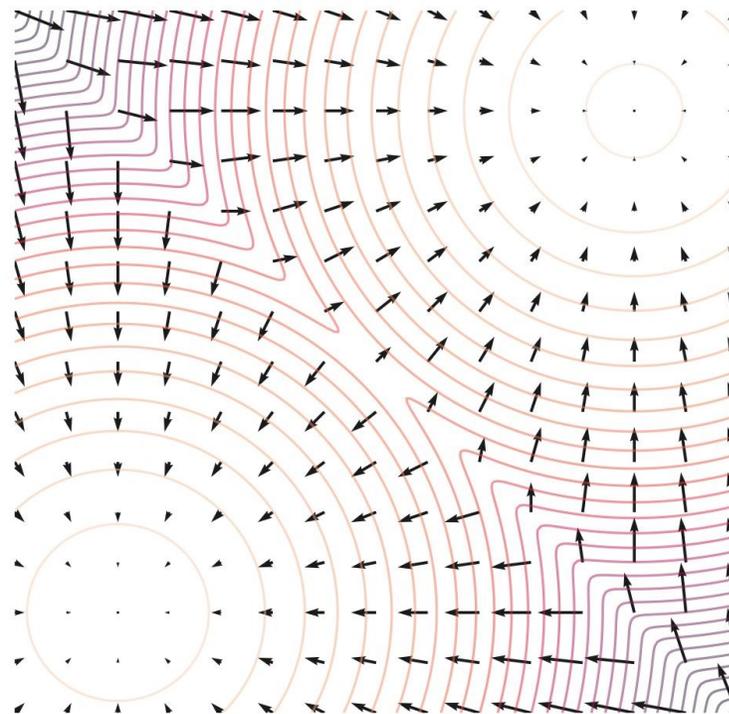
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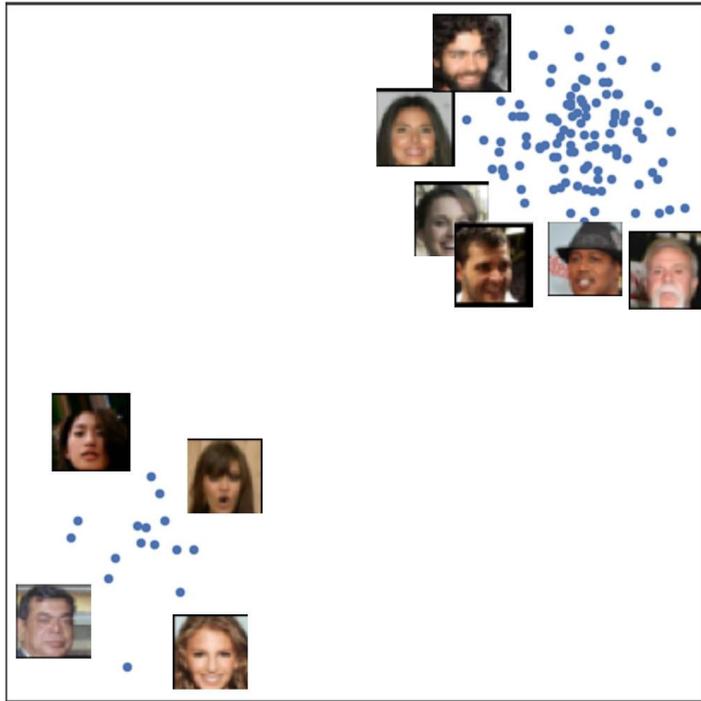
score  
matching



Scores

$$\mathbf{s}_\theta(\mathbf{x}) \approx \nabla_{\mathbf{x}} \log p(\mathbf{x})$$

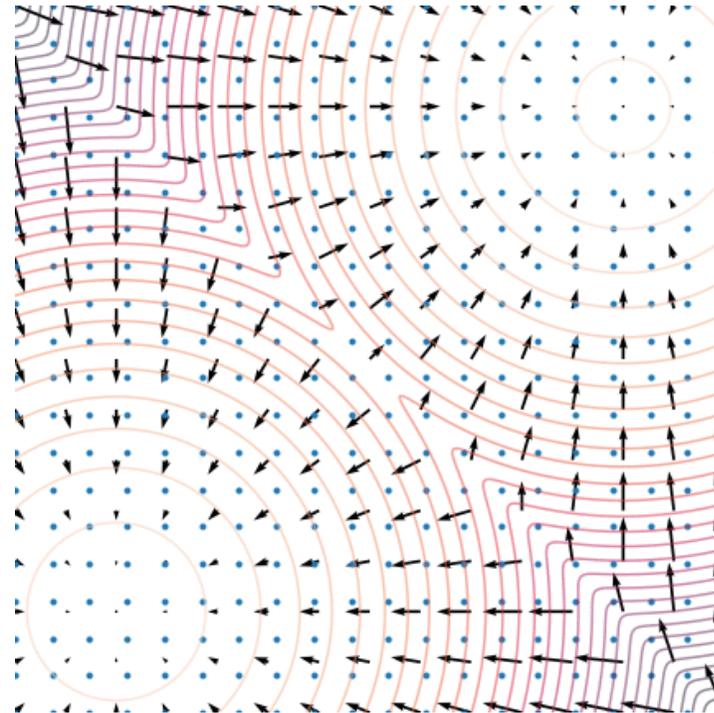
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Data samples

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score  
matching



Scores

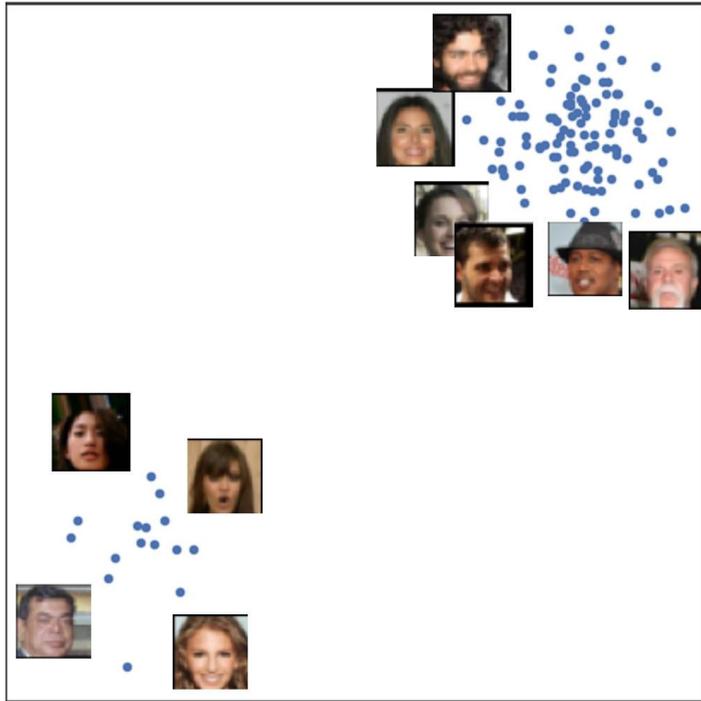
$$\mathbf{s}_\theta(\mathbf{x}) \approx \nabla_{\mathbf{x}} \log p(\mathbf{x})$$

Langevin  
dynamics



New samples

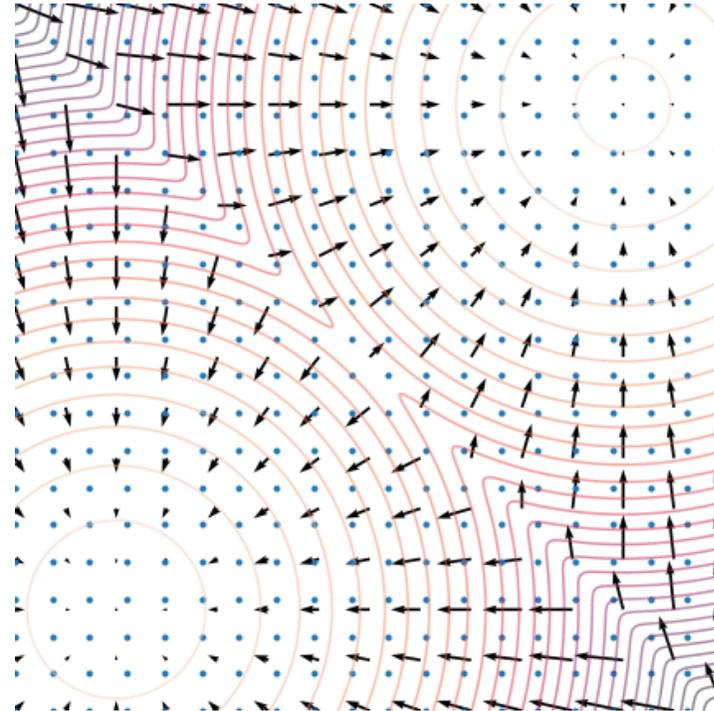
# How to Generate Images



Data samples

$$\{\mathbf{x}_1, \mathbf{x}_2, \dots, \mathbf{x}_N\} \stackrel{\text{i.i.d.}}{\sim} p(\mathbf{x})$$

score  
matching



Scores

$$\mathbf{s}_\theta(\mathbf{x}) \approx \nabla_{\mathbf{x}} \log p(\mathbf{x})$$

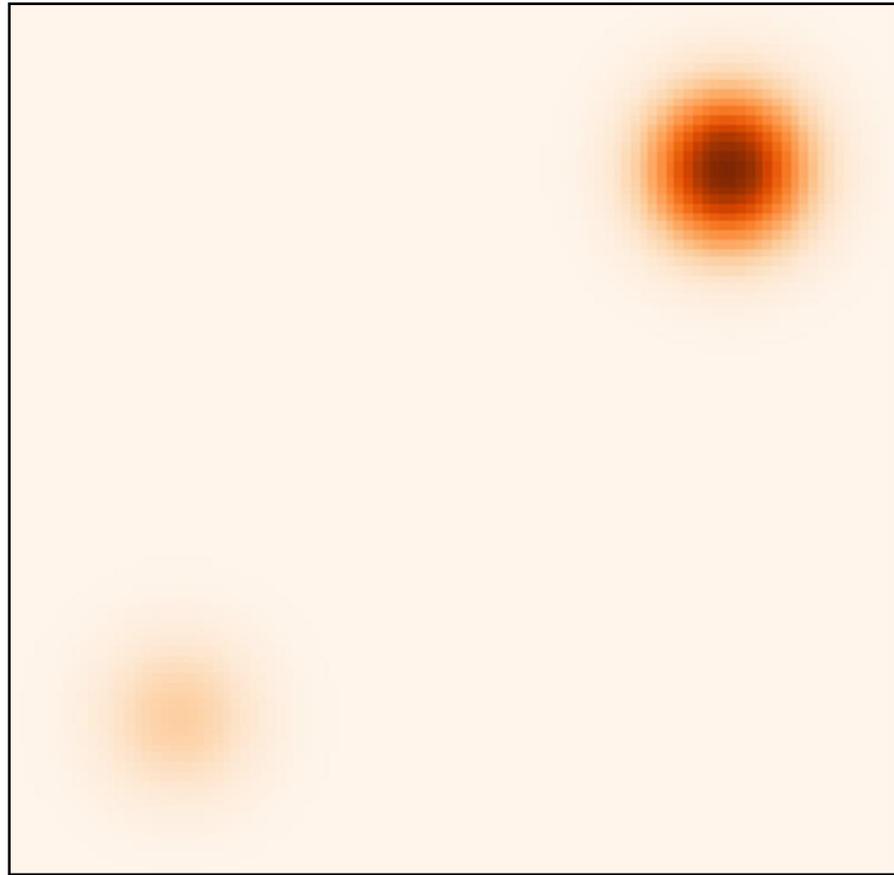
Langevin  
dynamics



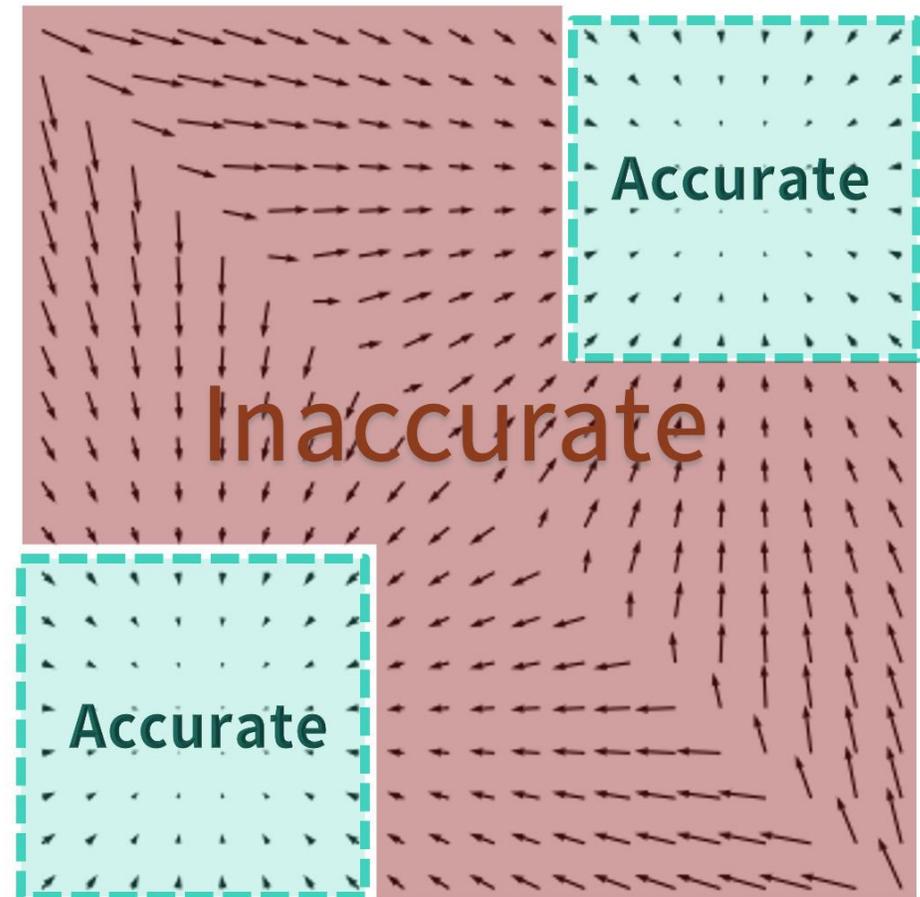
New samples

# Manifold Hypothesis

Data density

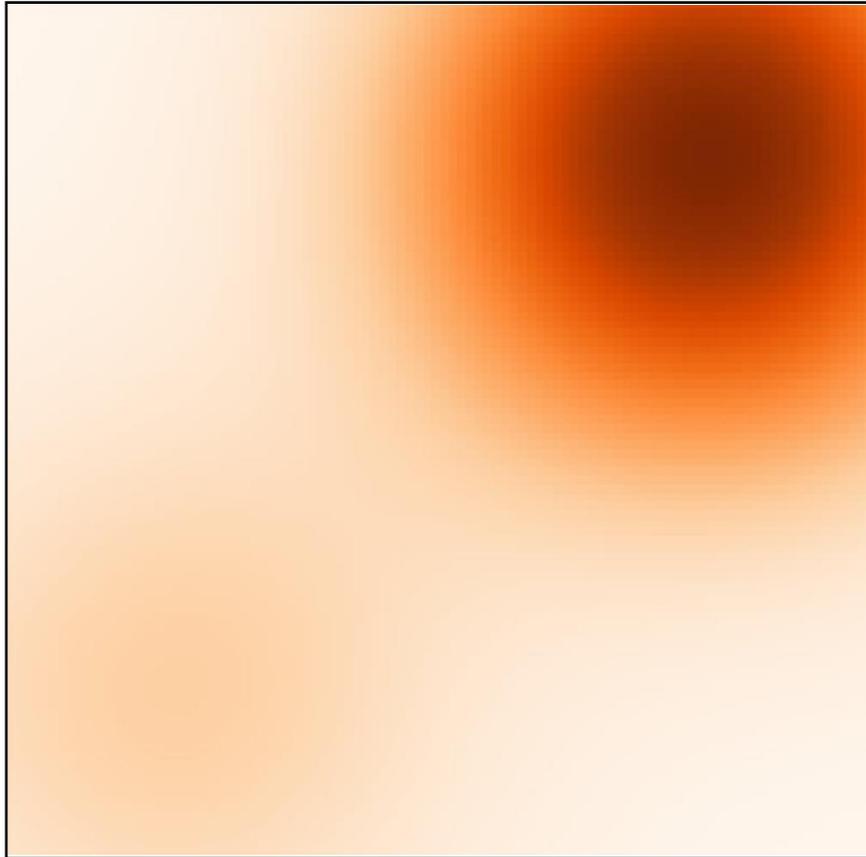


Data scores

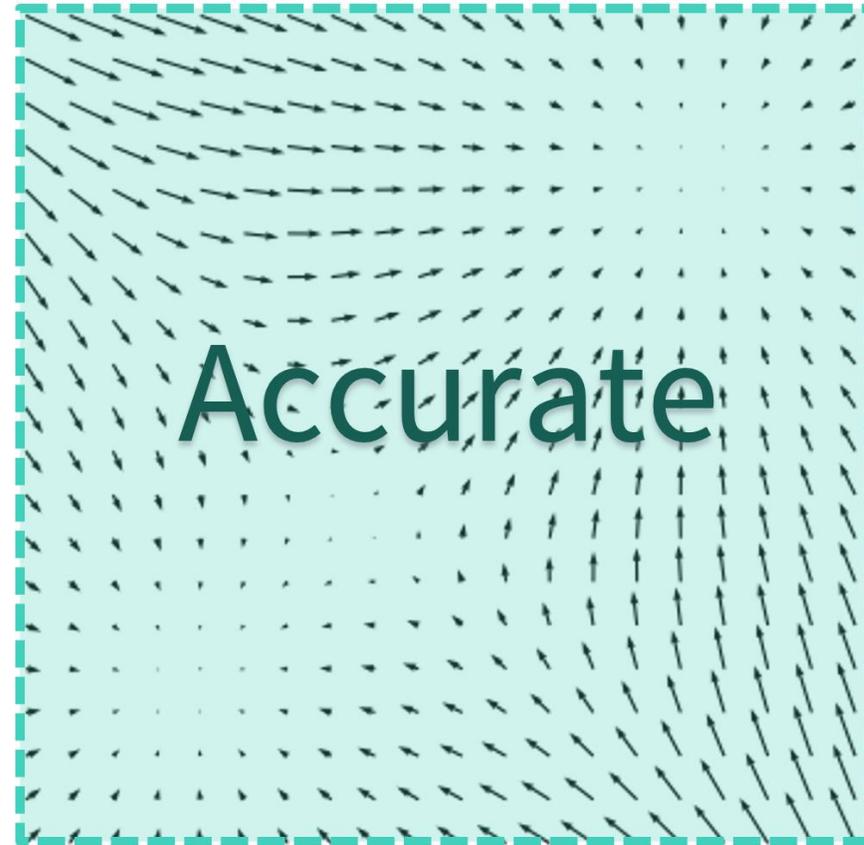


# Add Diffusion

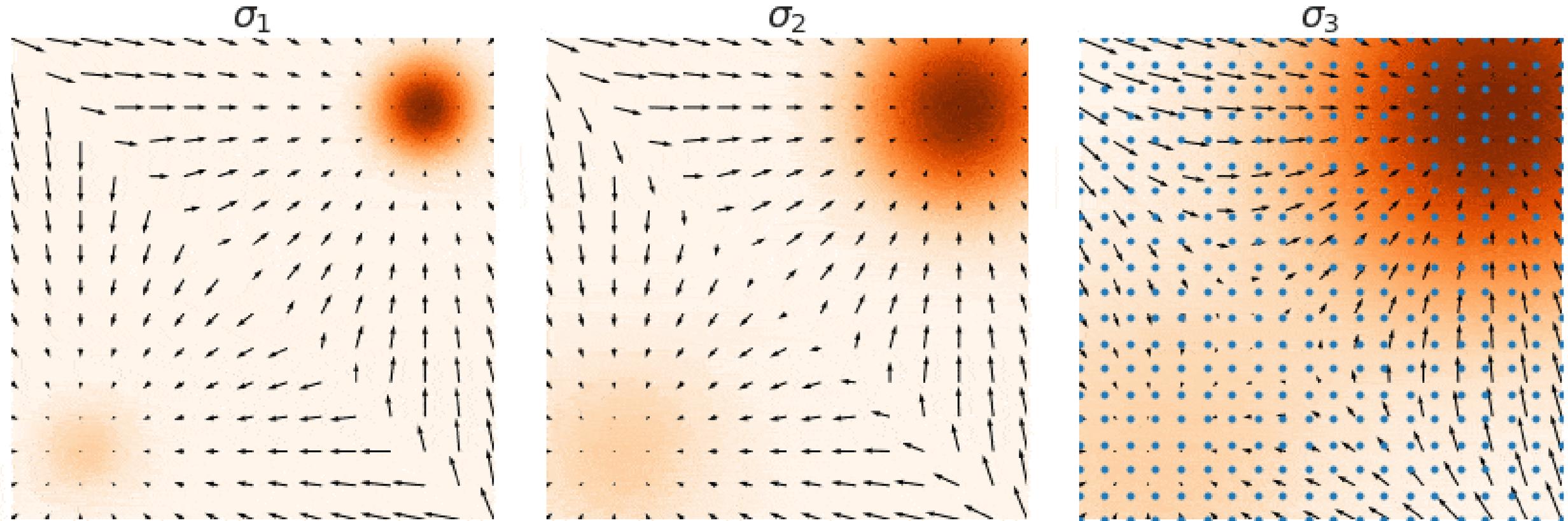
Perturbed density



Perturbed scores

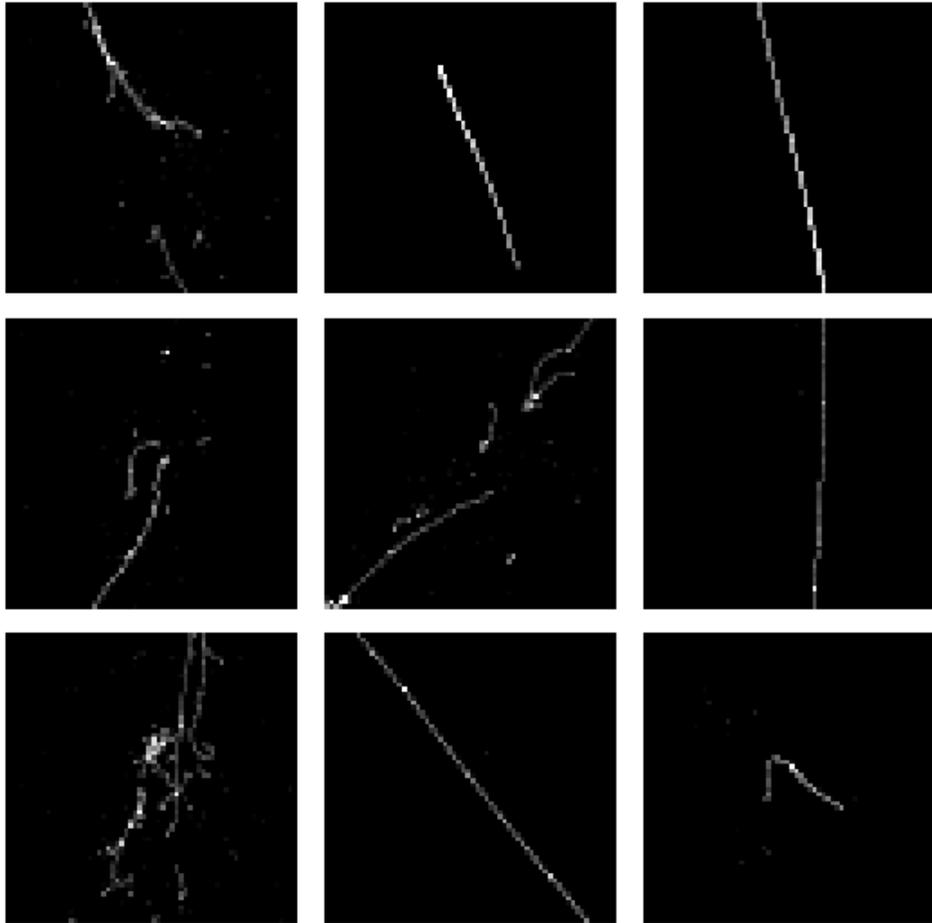


# Annealed Langevin Sampling

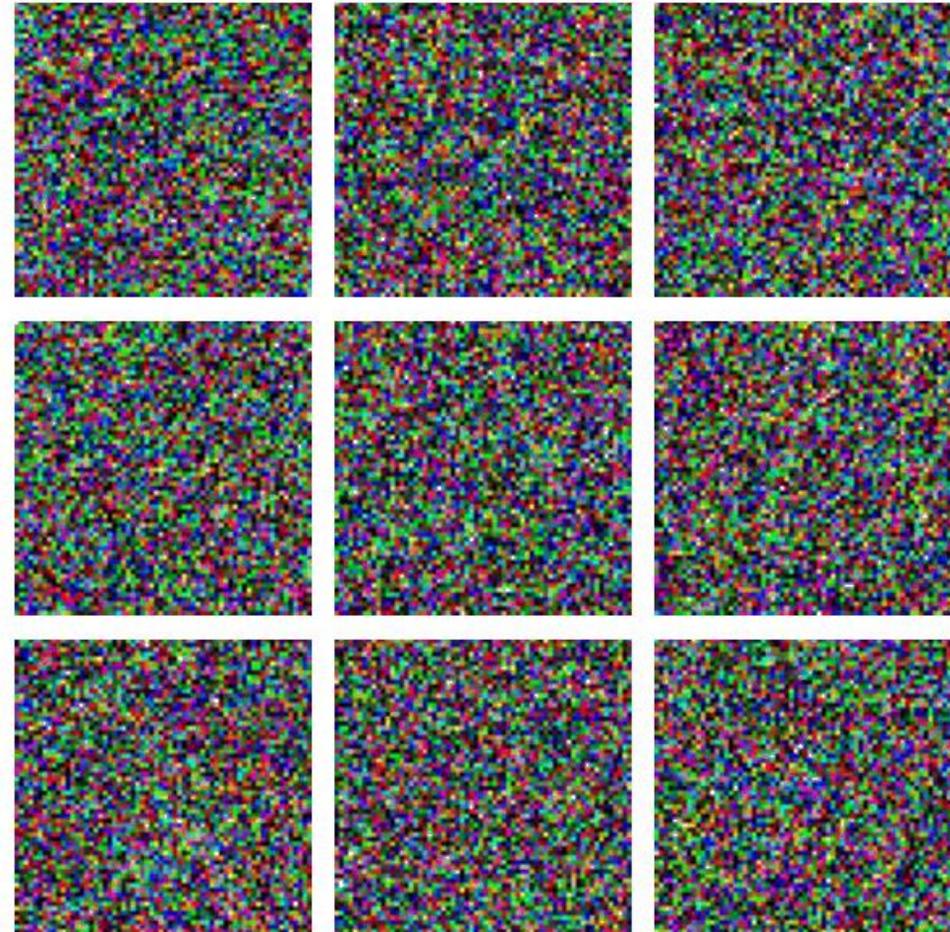


# LArTPC Image Generation

Training Images



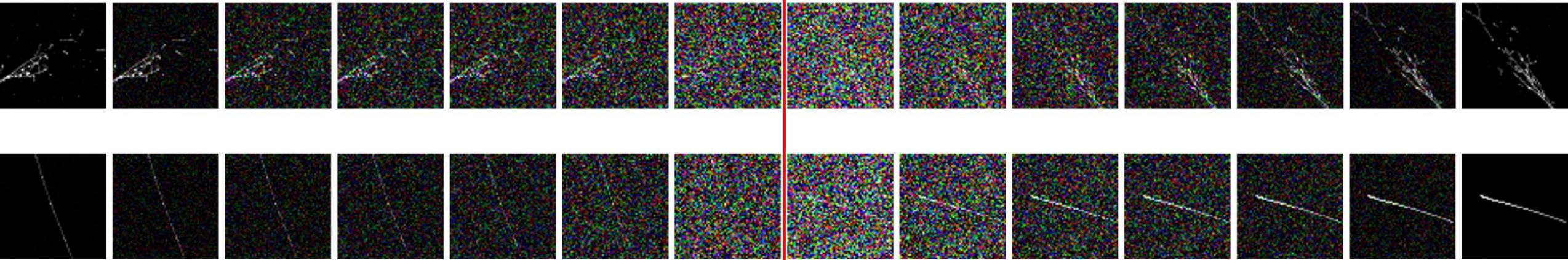
Generated Images



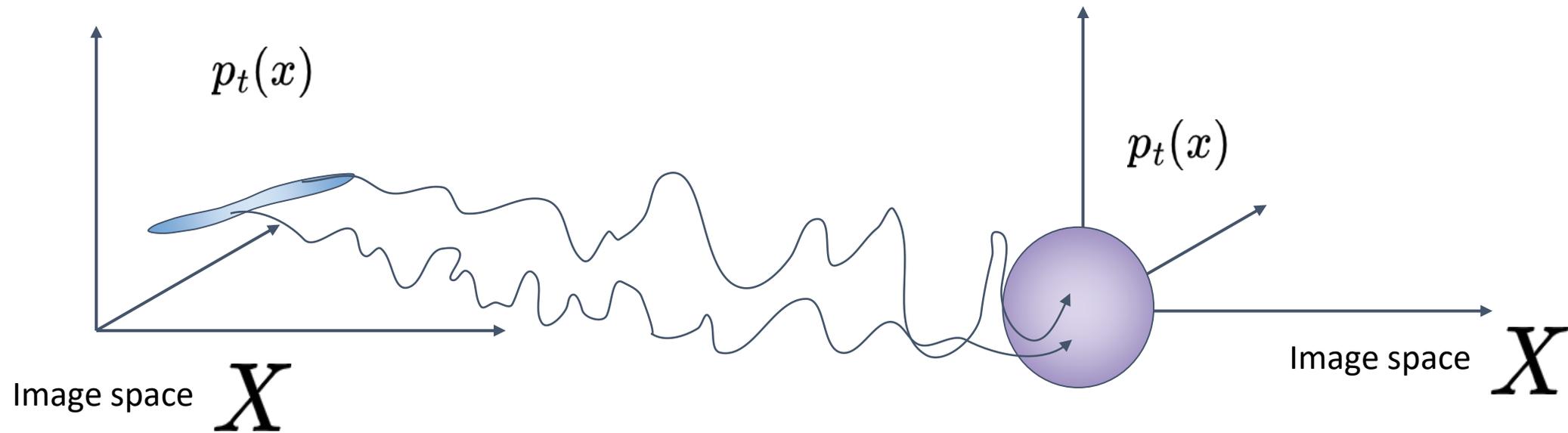
# All Together Now

Training

Generation

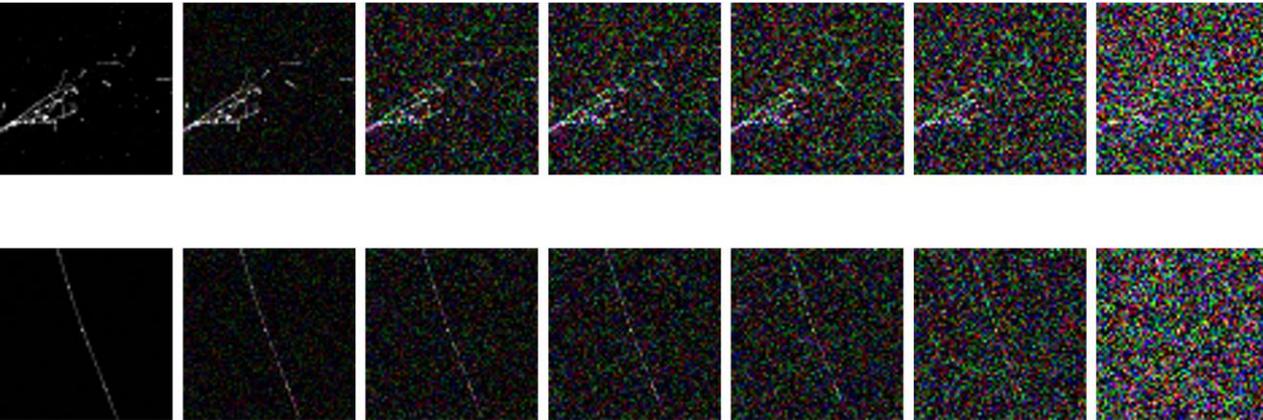


# Where is the mapping?



# Forward Stochastic Differential Equation (SDE)

Forward SDE (data  $\rightarrow$  noise)



$$d\mathbf{x} = \mathbf{f}(\mathbf{x}, t)dt + g(t)d\mathbf{w}$$

Drift  $\mathbf{f}(\mathbf{x}, t)dt$

Deterministic evolution

$$\mathbf{f}(\mathbf{x}, t) = -\mathbf{x}\frac{1}{2}\beta_t$$

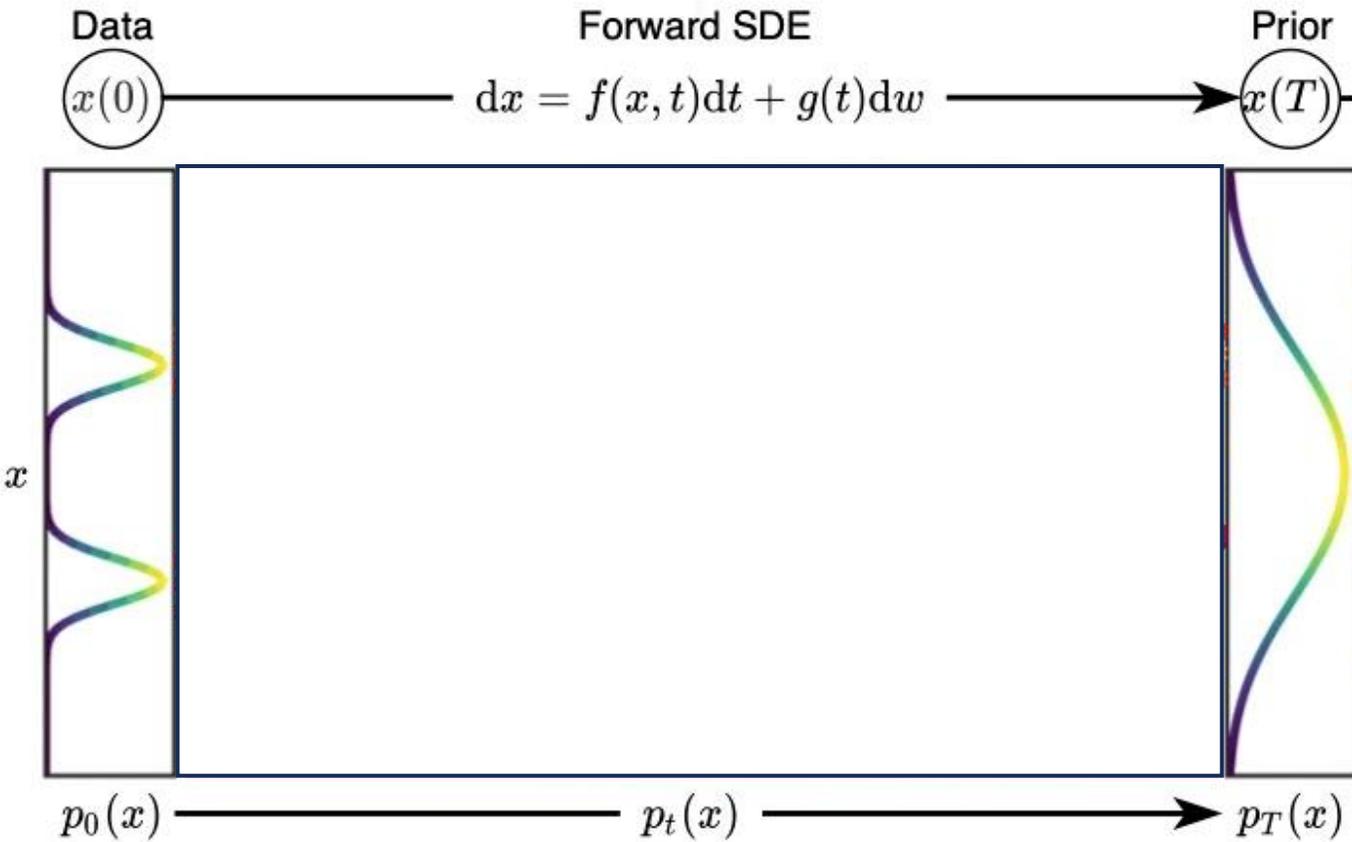
$dt$  = time increment

Diffusion  $g(t)d\mathbf{w}$

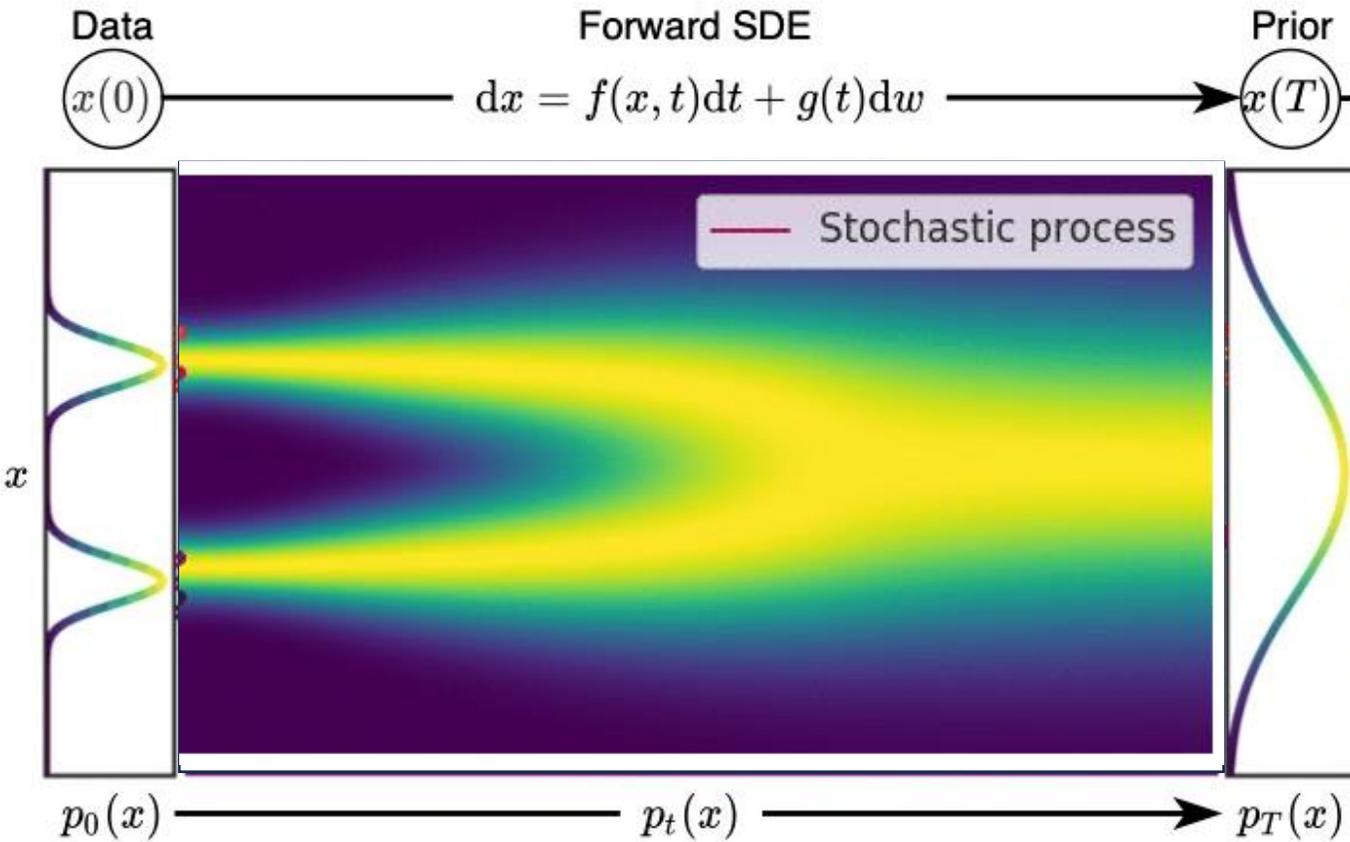
Scale factor  $g(t) = \sqrt{\beta_t}$

$d\mathbf{w}$  = Brownian motion  
(Random walk)

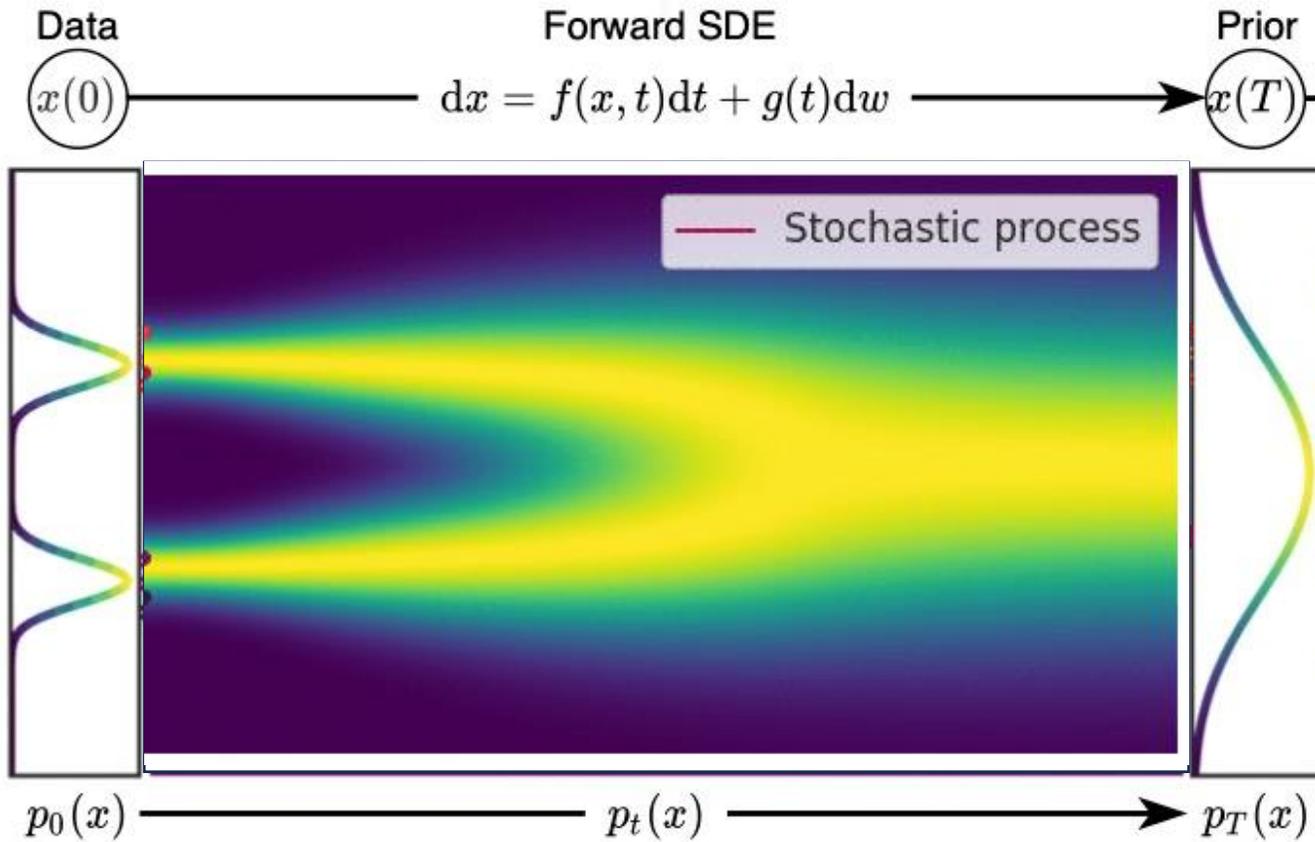
# Forward SDE



# Forward SDE



# Forward SDE



# Reverse Stochastic Differential Equations (SDE)

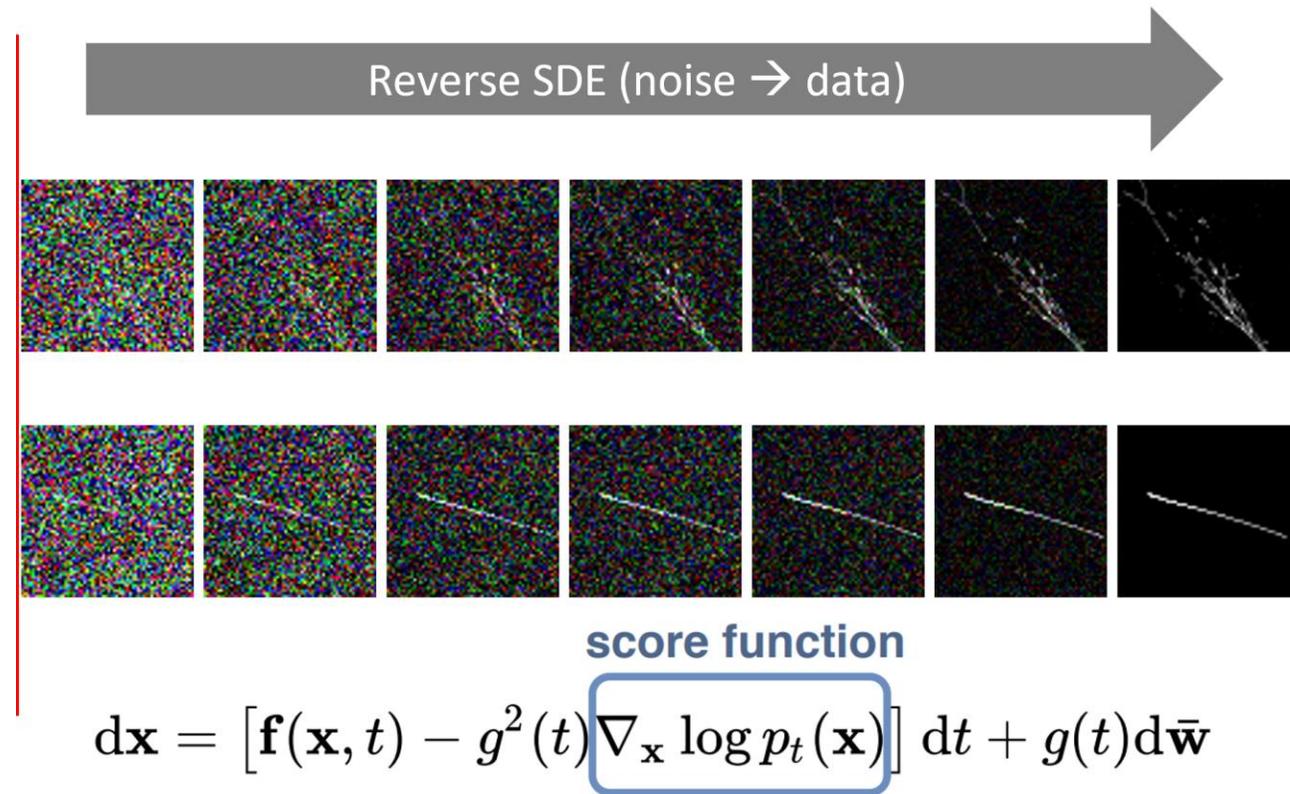
Drift (Reverse)  $\mathbf{f}(\mathbf{x}, t)dt$

Diffusion (Reverse)  $g(t)d\bar{\mathbf{w}}$

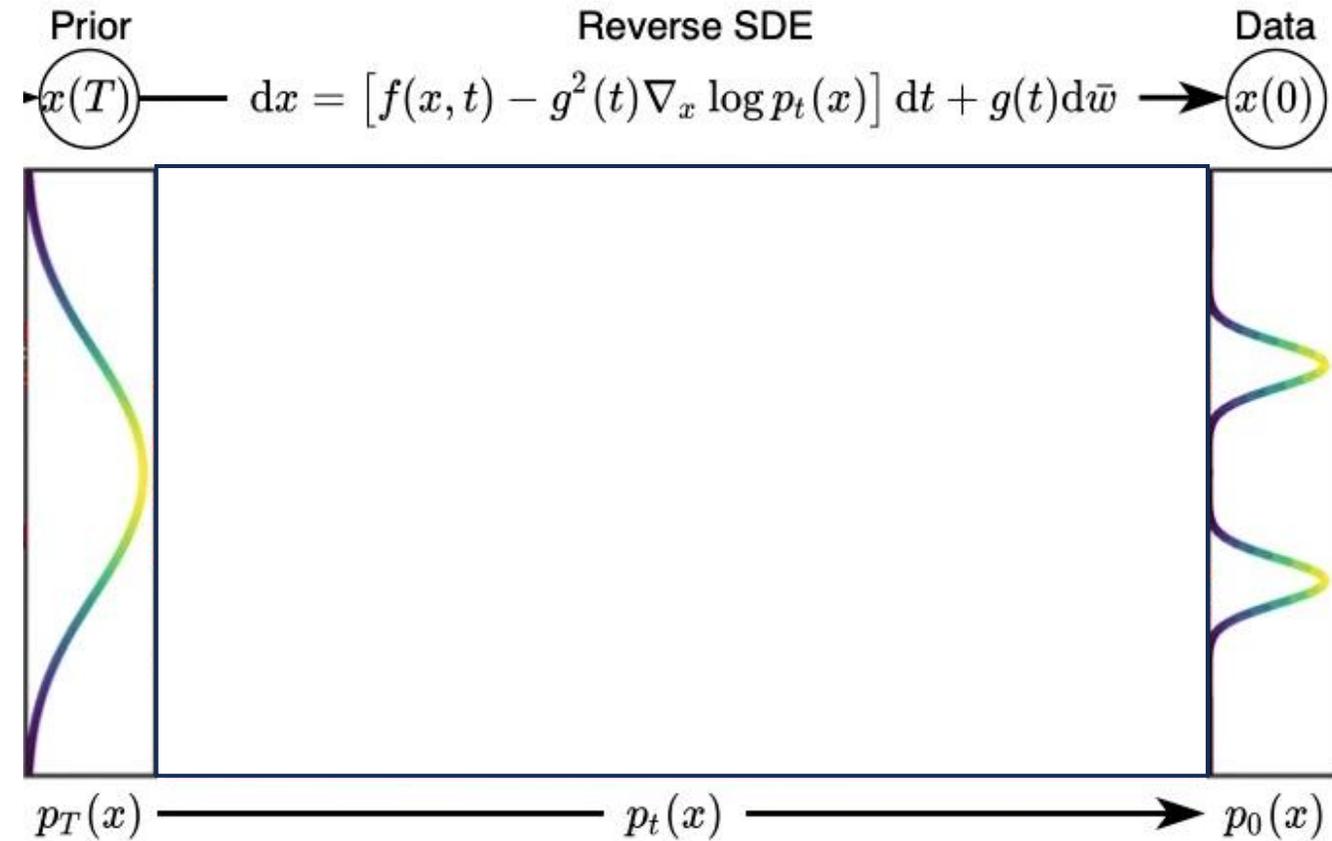
score function

$$g^2(t) \nabla_{\mathbf{x}} \log p_t(\mathbf{x})$$

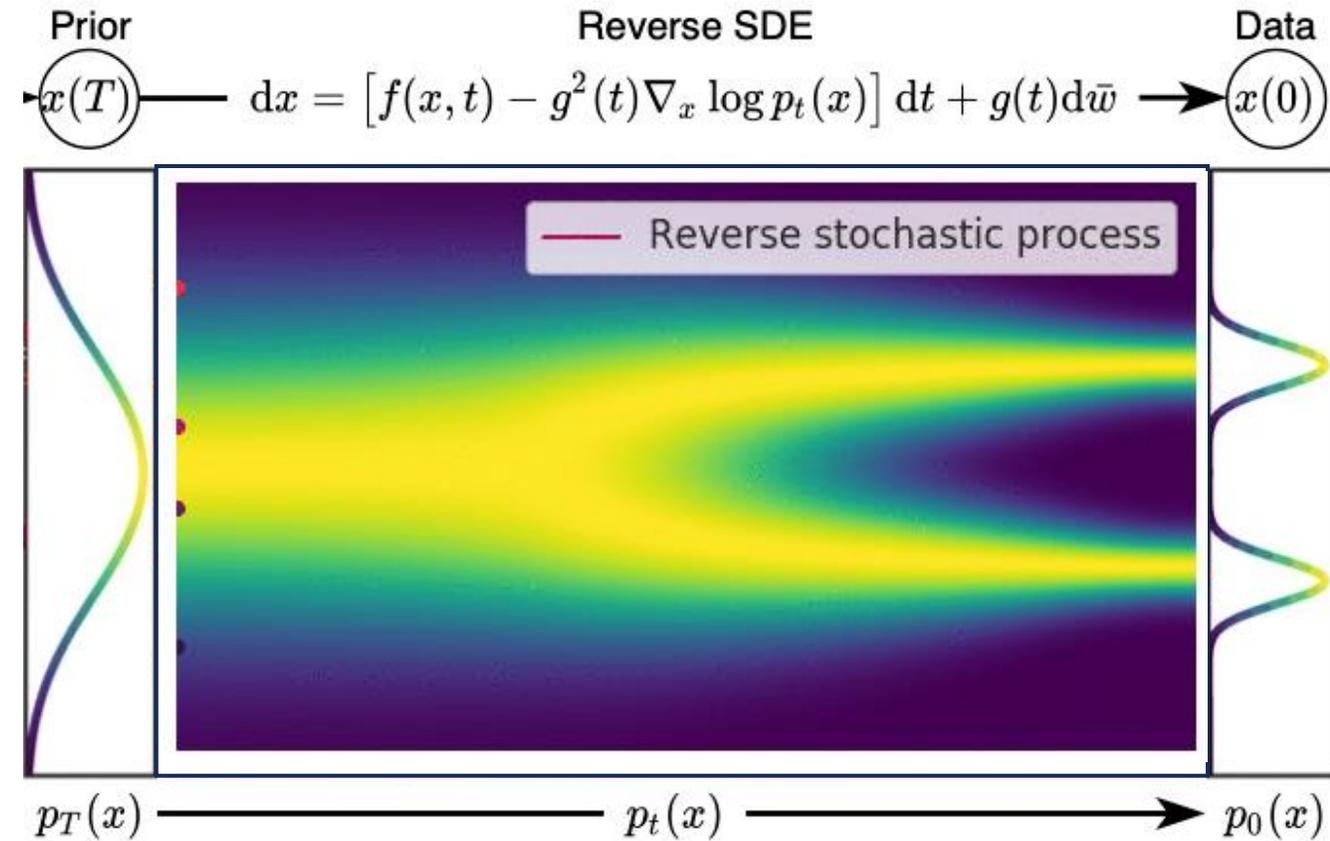
Scale factor  $g^2(t) = \beta_t$



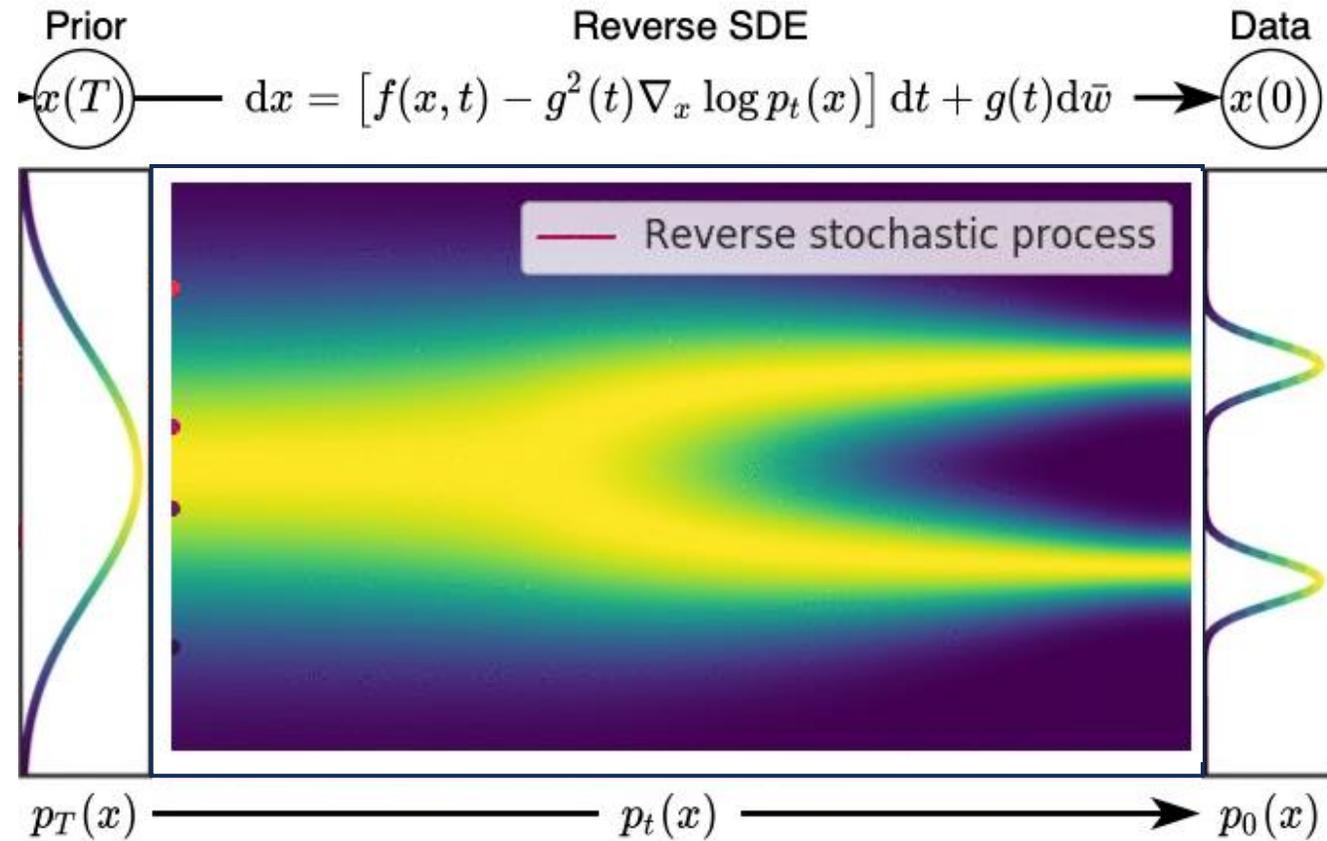
# Reverse SDE



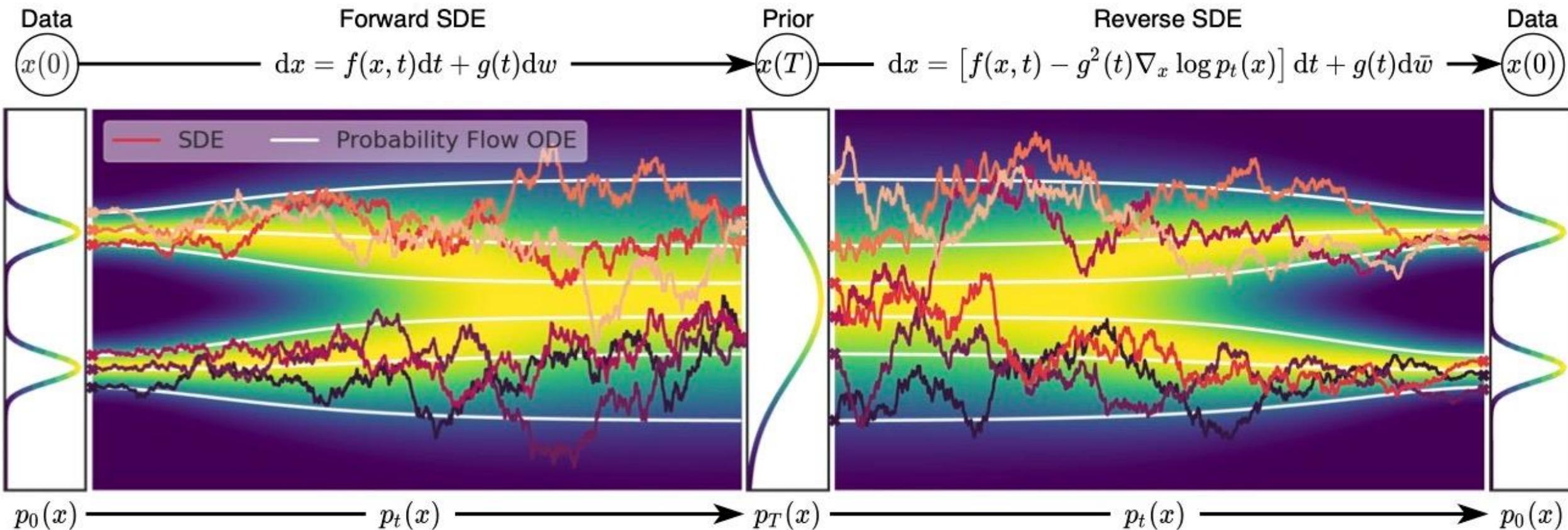
# Reverse SDE



# Reverse SDE



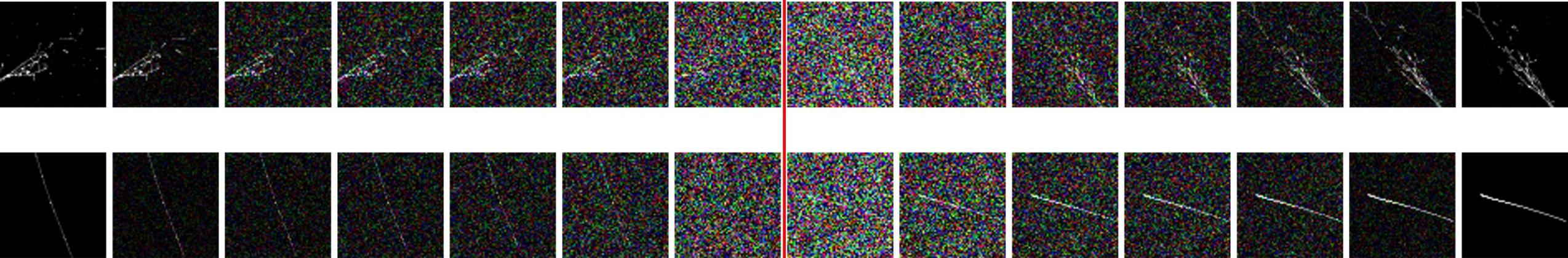
# Full Process



# Full Process

Forward SDE (data  $\rightarrow$  noise)

Reverse SDE (noise  $\rightarrow$  data)



$$d\mathbf{x} = \mathbf{f}(\mathbf{x}, t)dt + g(t)d\mathbf{w}$$

score function

$$d\mathbf{x} = [\mathbf{f}(\mathbf{x}, t) - g^2(t)\nabla_{\mathbf{x}} \log p_t(\mathbf{x})] dt + g(t)d\bar{\mathbf{w}}$$