

# Machine Learning for HEP Theory

Sapientia ex machina?

 **UCLouvain**

CRC Annual Meeting — Aachen 2023

Ramon Winterhalder — UC Louvain

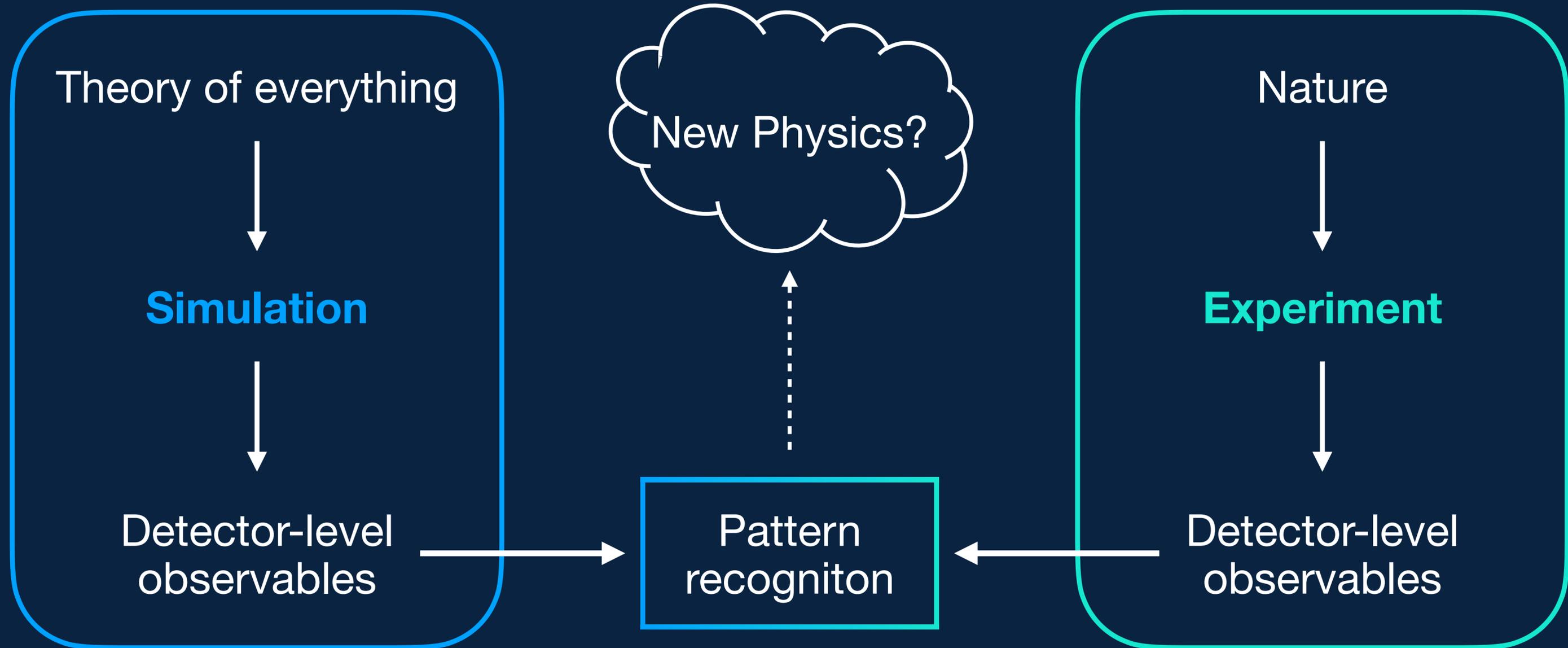
**Why talk about machine learning?**

# Why talk about machine learning?

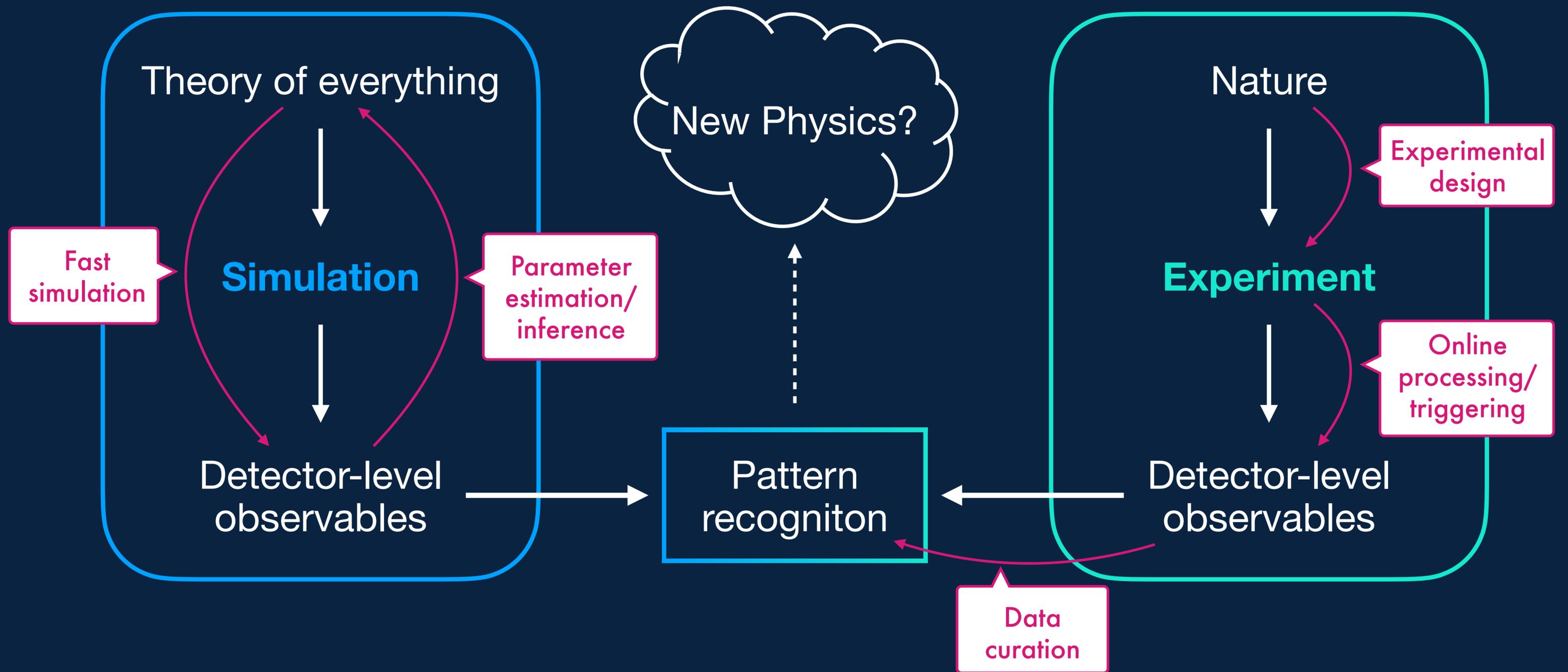
*because*

- rich **toolbox of algorithms** to develop **expressive and flexible models** for science
- fast development of **new methods and algorithms** in the past years
- promising applications in both **theory and experiment**
- large interest in **HEP community**: *IML, ML4Jets, MCnet, workshops,..*

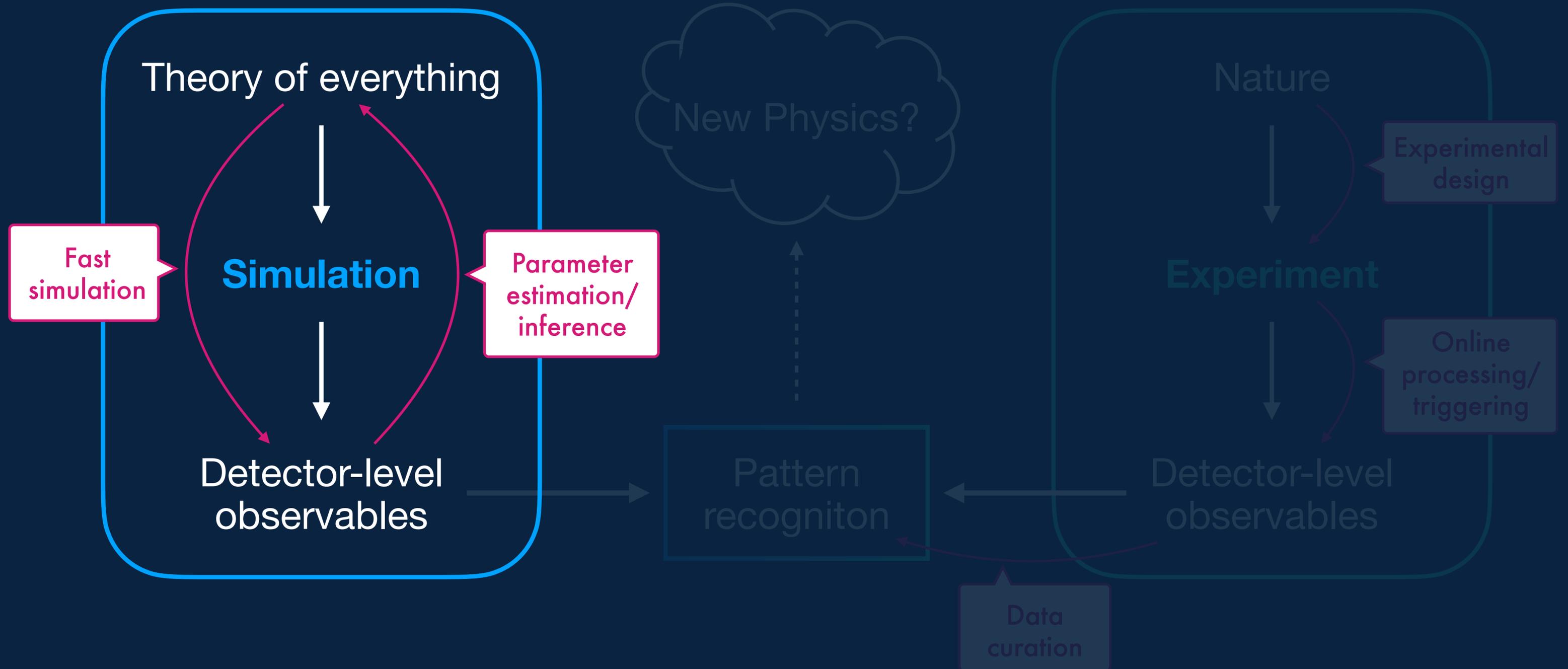
# LHC analysis (oversimplified)



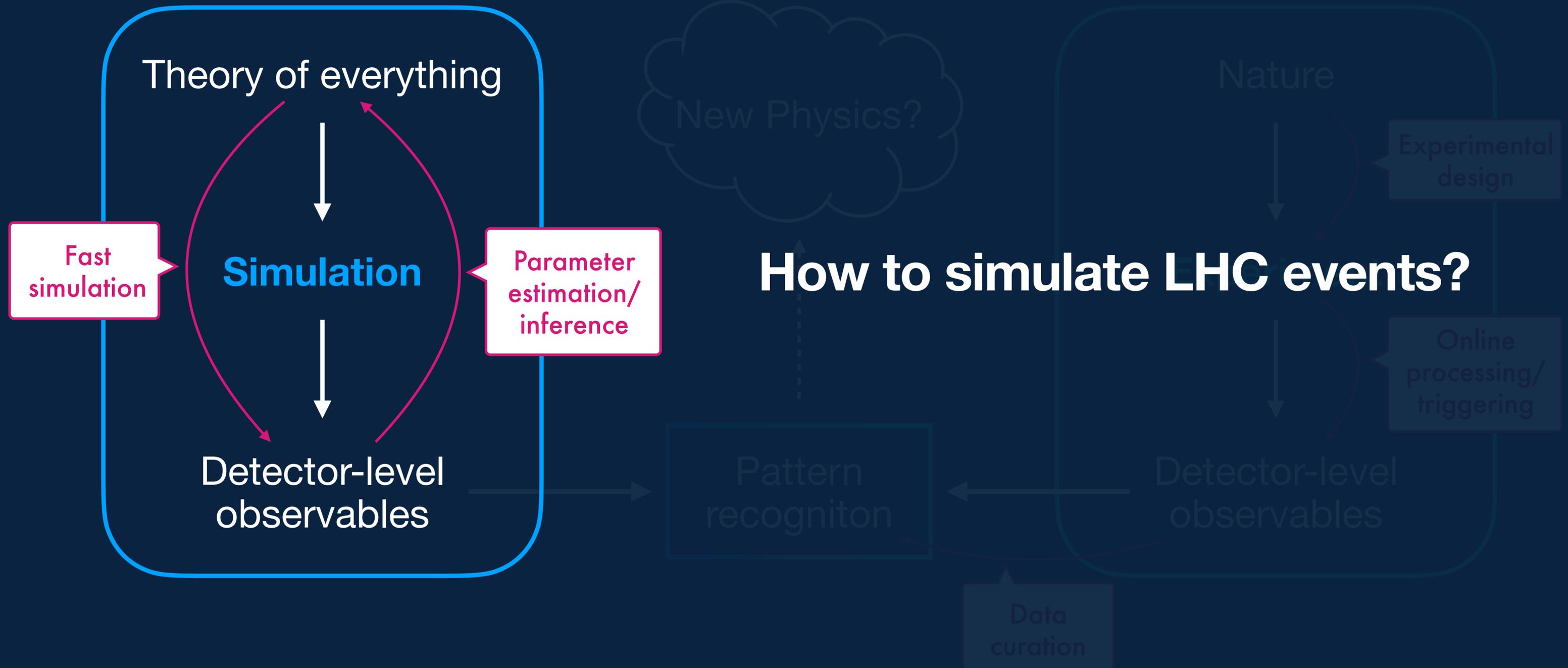
# LHC analysis + ML



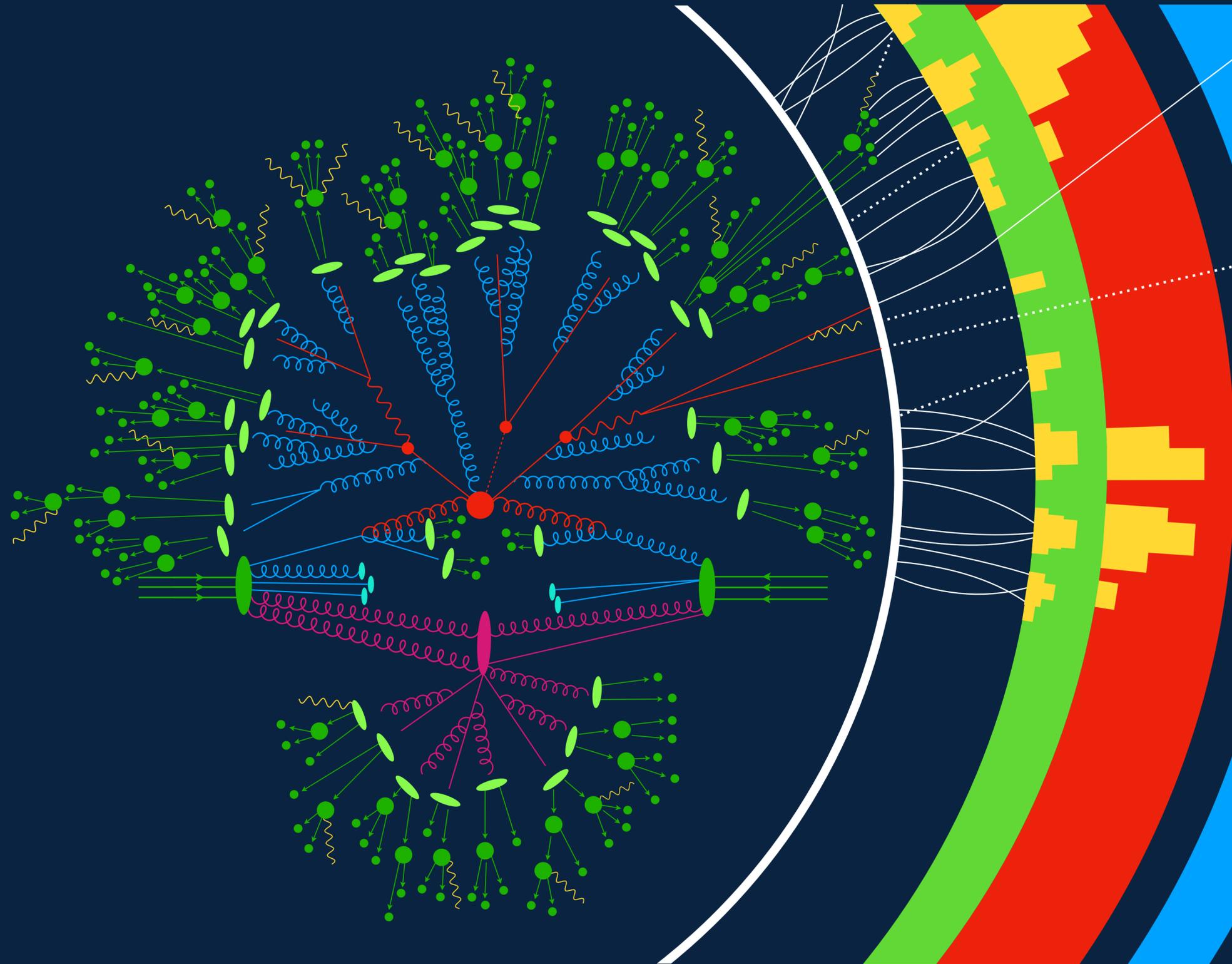
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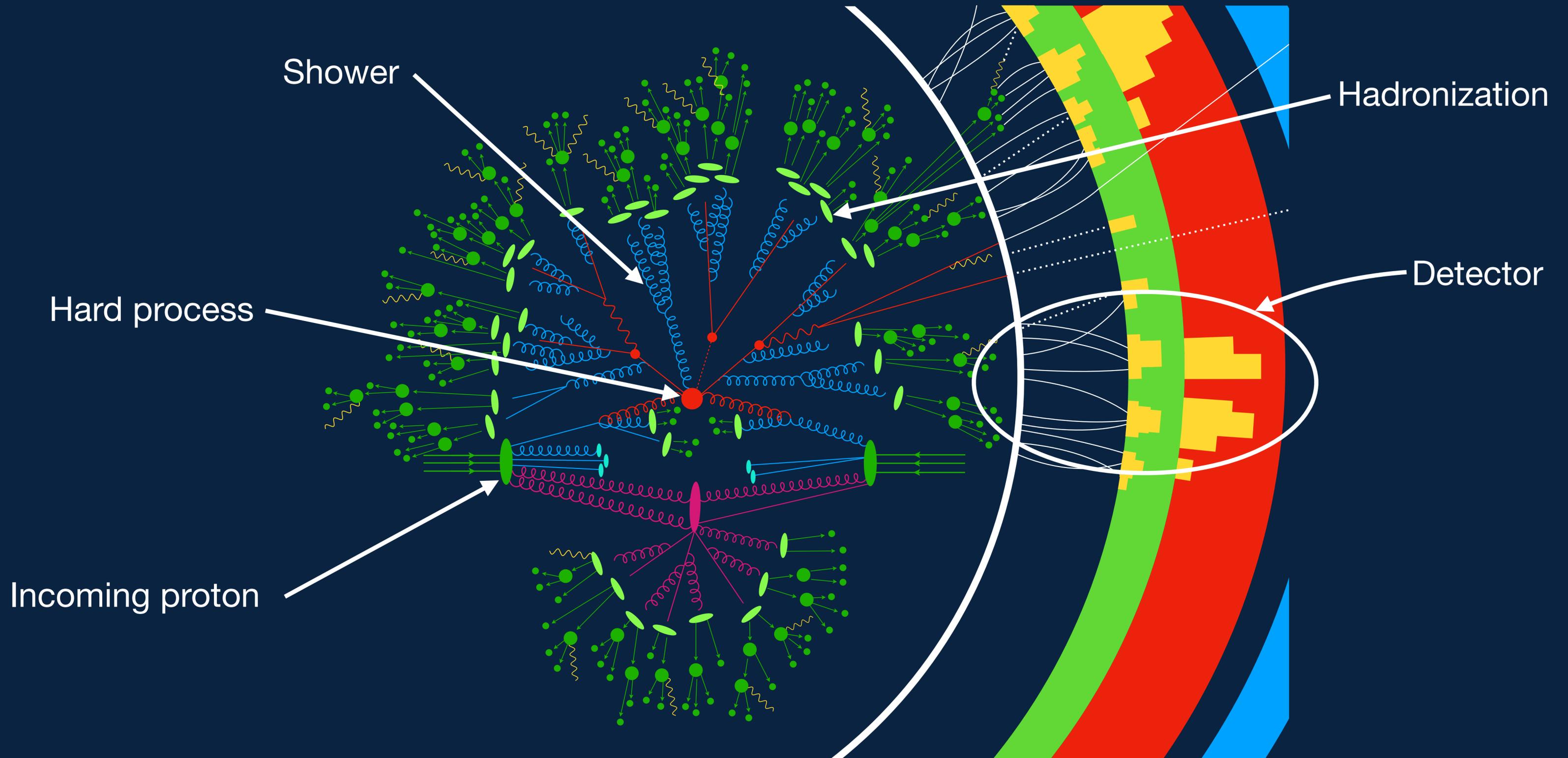
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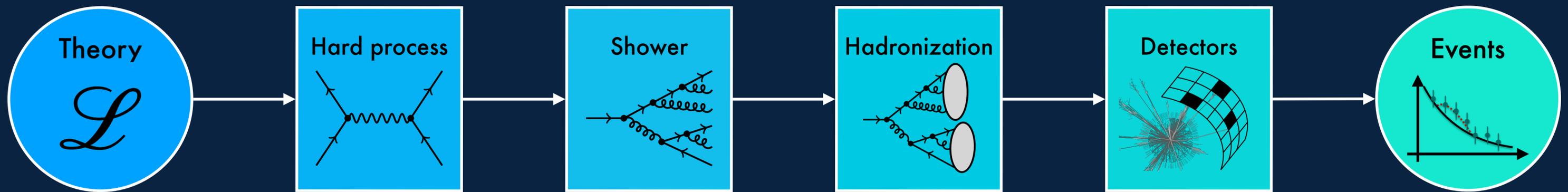
# How to simulate LHC events



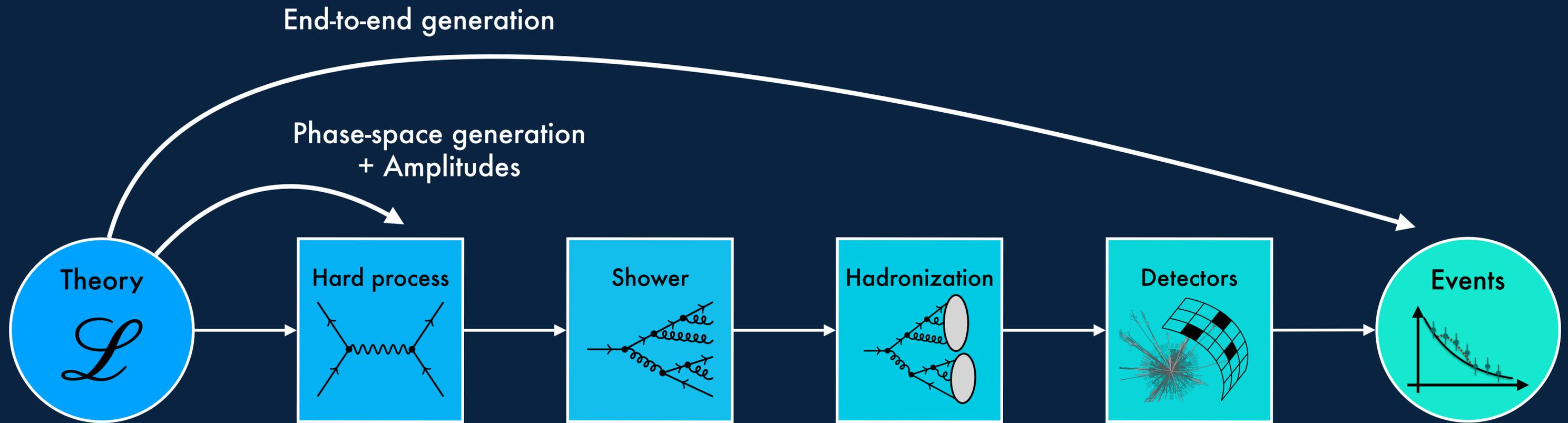
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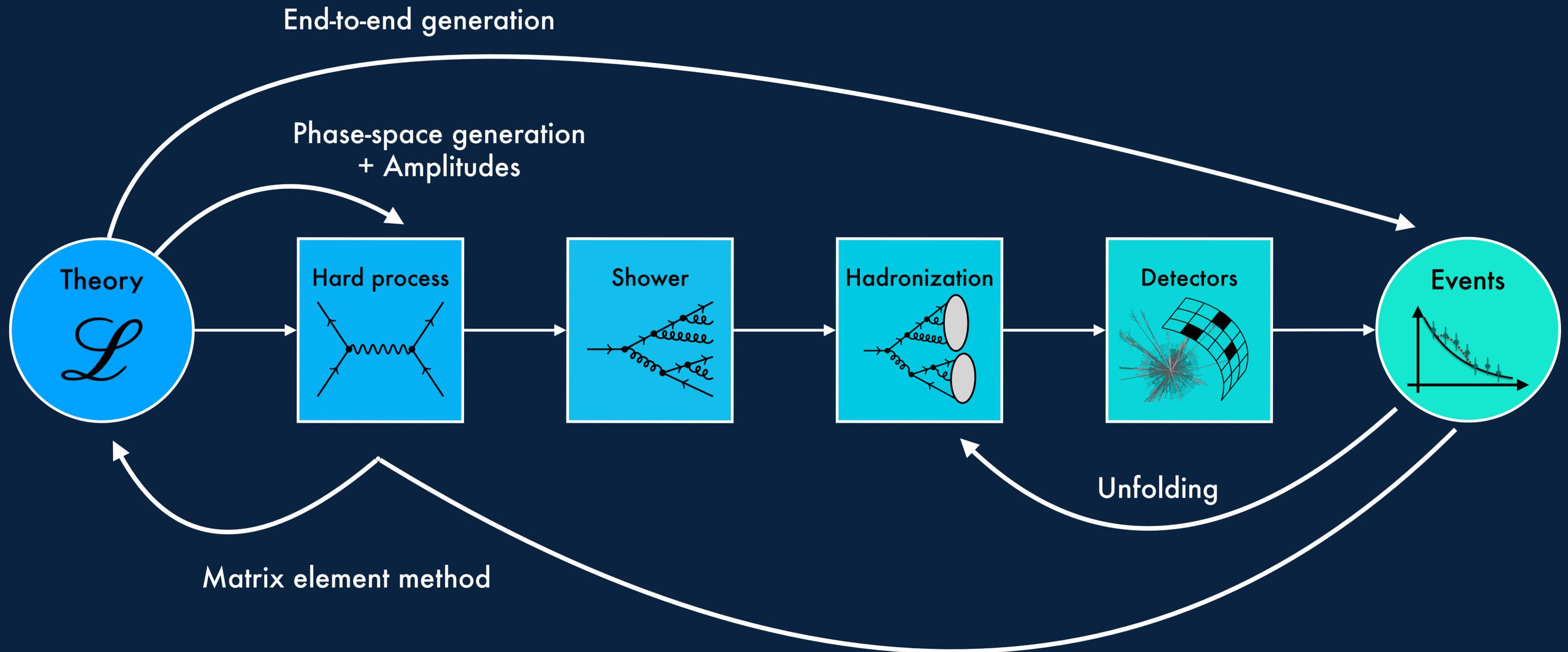
# ML aided simulation chain



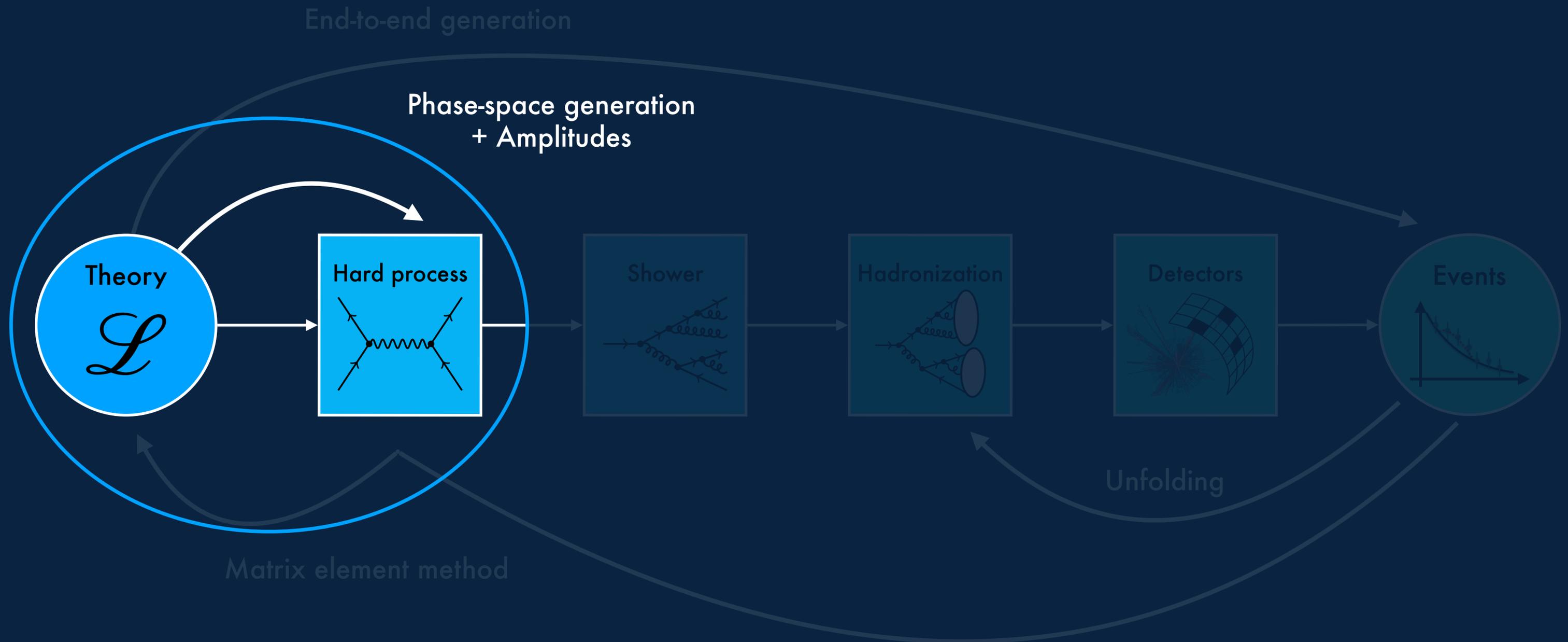
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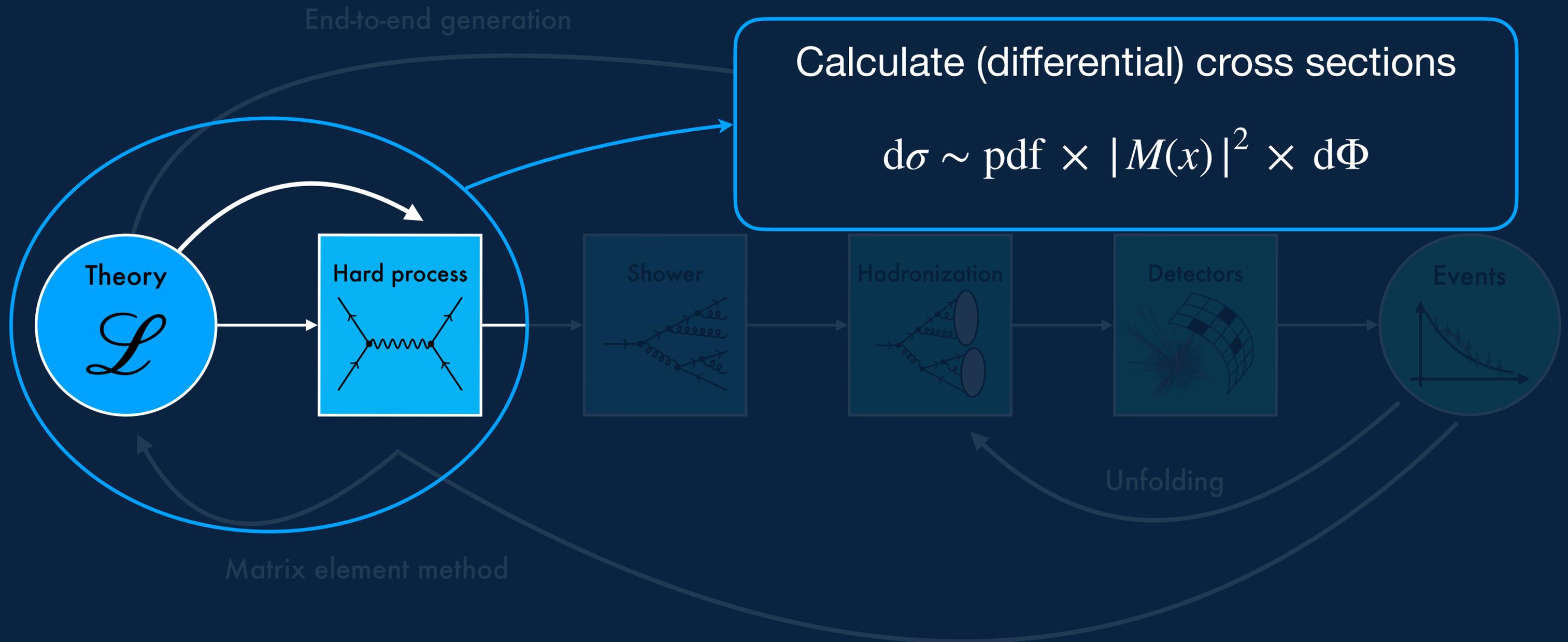
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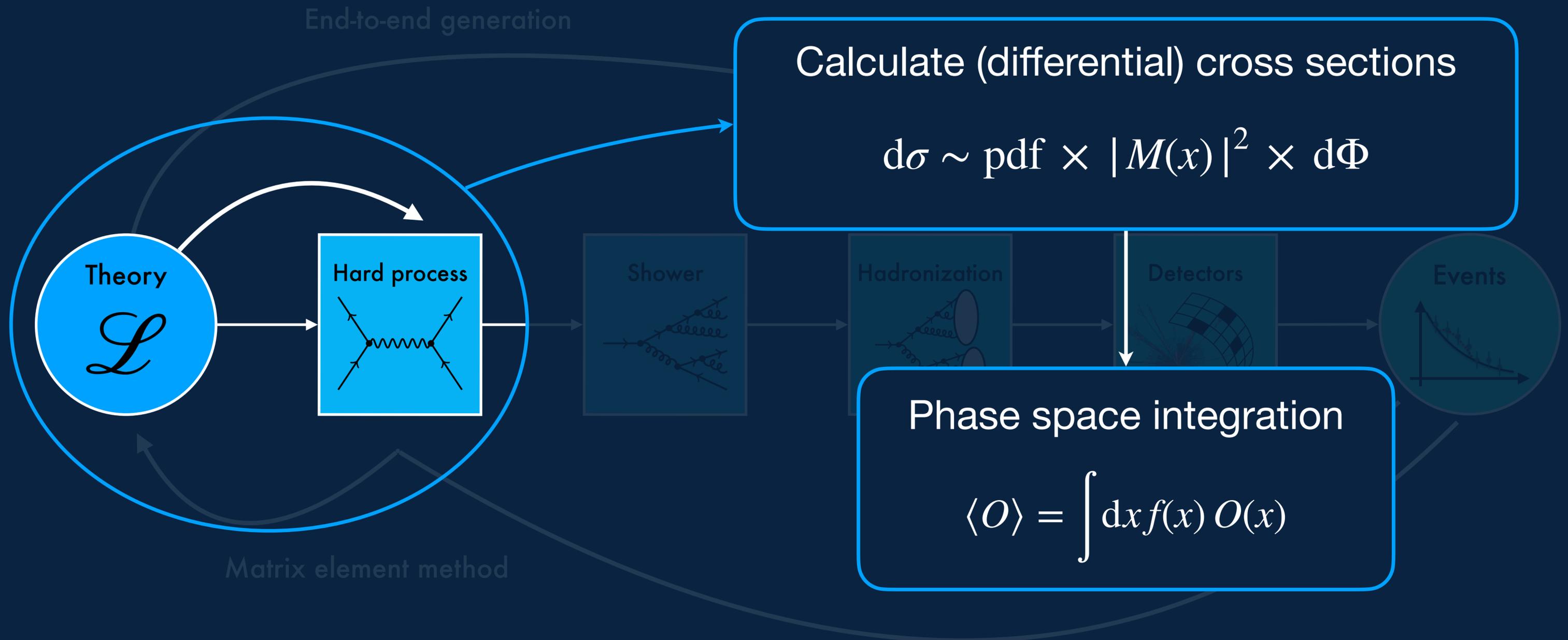
# ML aided simulation chain



# ML aided simulation chain



# ML aided simulation chain



**Are there bottlenecks?**

# Are there bottlenecks?

*Yes! Because*

- Analytic integration **not feasible**: PDFs, cuts, jet algorithm, complex amplitudes, ...
- Another problem is the **high-dimensionality** of the integrand
- **Standard** numerical methods scale **badly**: error  $\sim N^{-2/D} \dots N^{-4/D}$
- Use **Monte Carlo integration** instead: error  $\sim N^{-1/2}$

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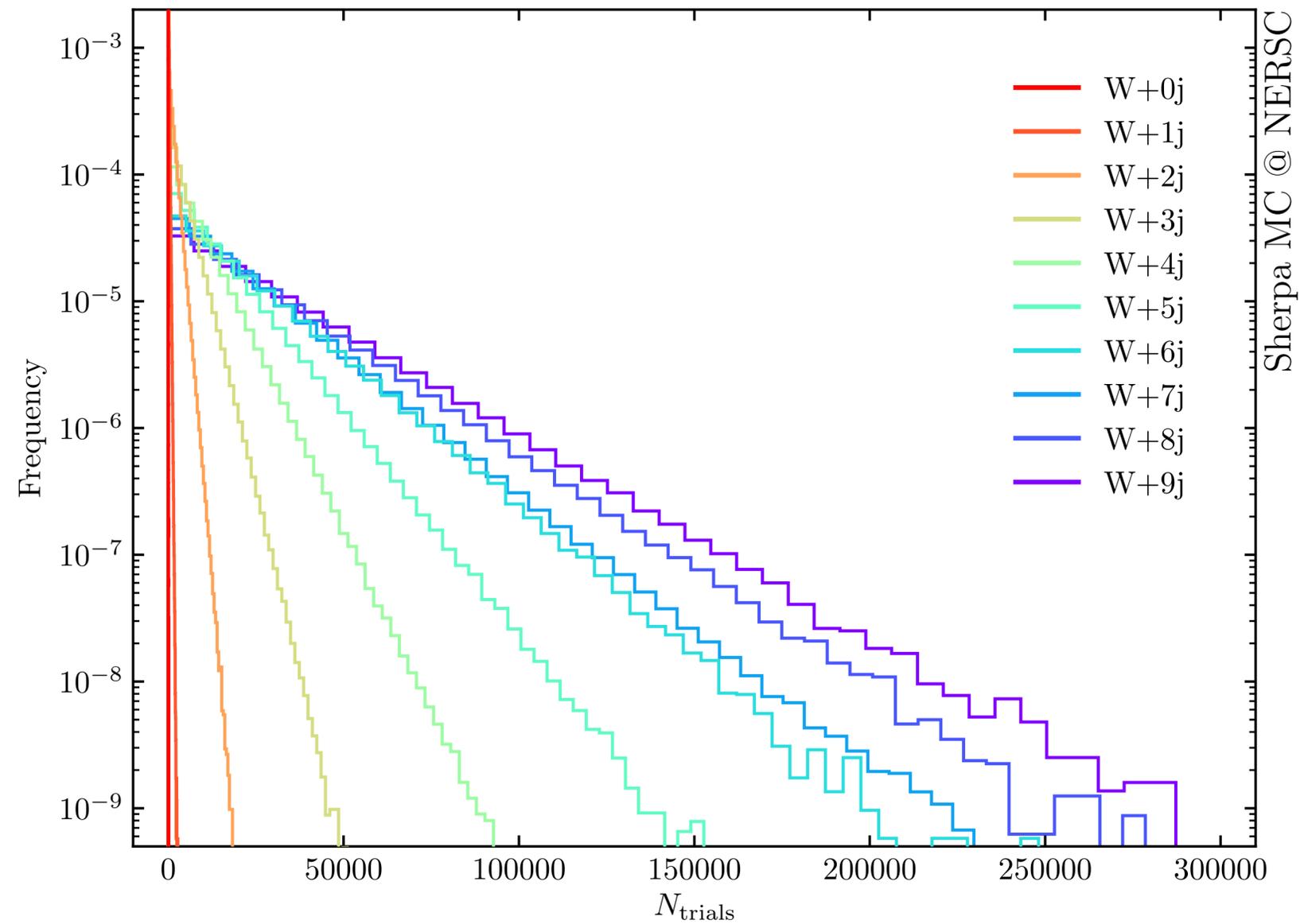


**Efficiency still a problem!**



# Are there bottlenecks?

Höche et al. [1905.05120]



amplitudes, ...

Sherpa MC @ NERSC

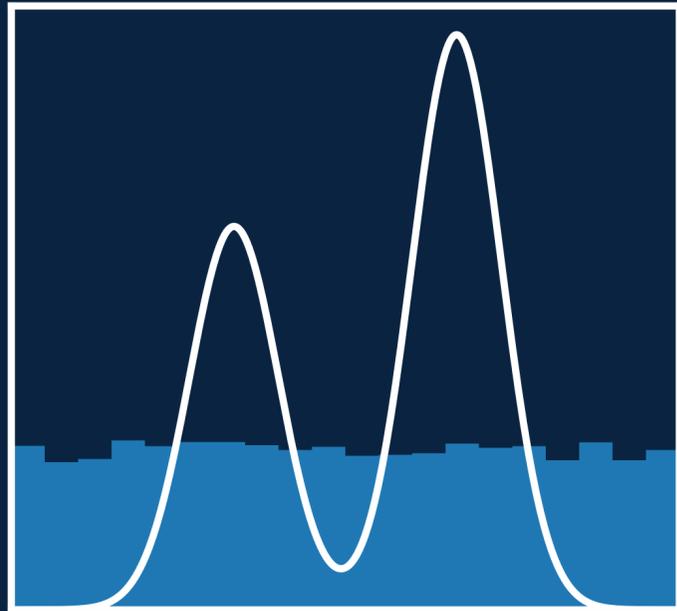
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# Monte Carlo integration

$$I = \int dx f(x)$$

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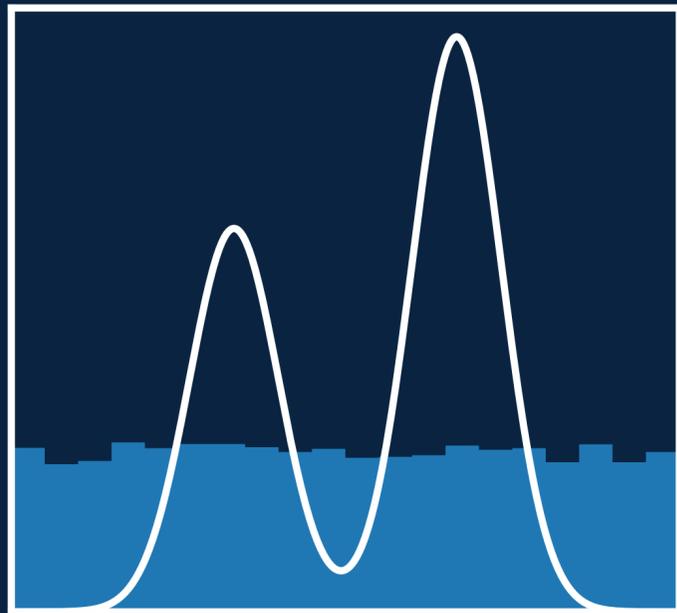


Flat sampling:  
inefficient

$$I = \langle f(x) \rangle_{x \sim \text{unif}}$$

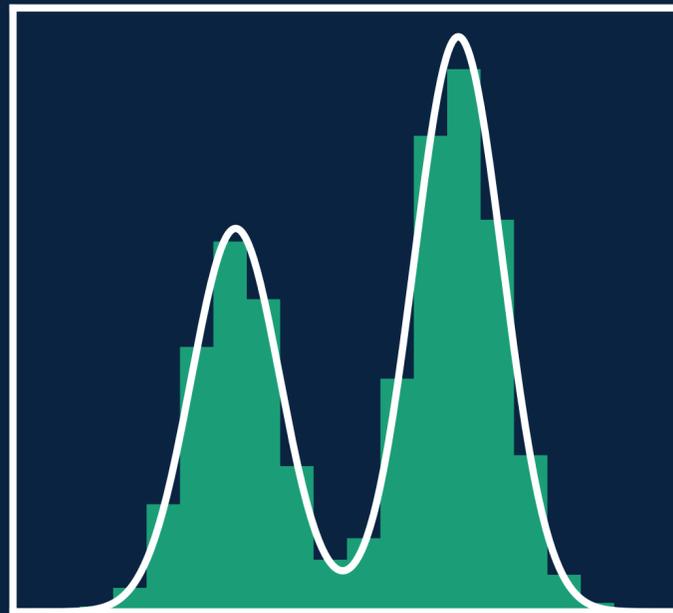
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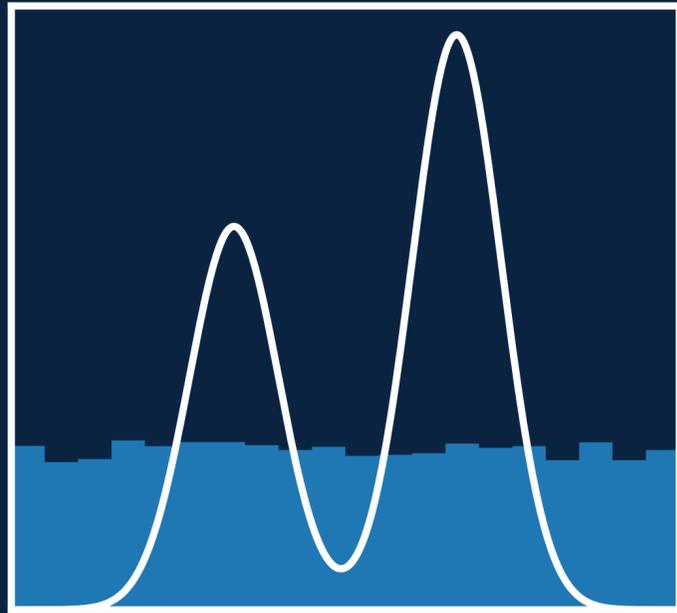


Importance sampling:  
find  $g$  close to  $f$

$$I = \left\langle \frac{f(x)}{g(x)} \right\rangle_{x \sim g(x)}$$

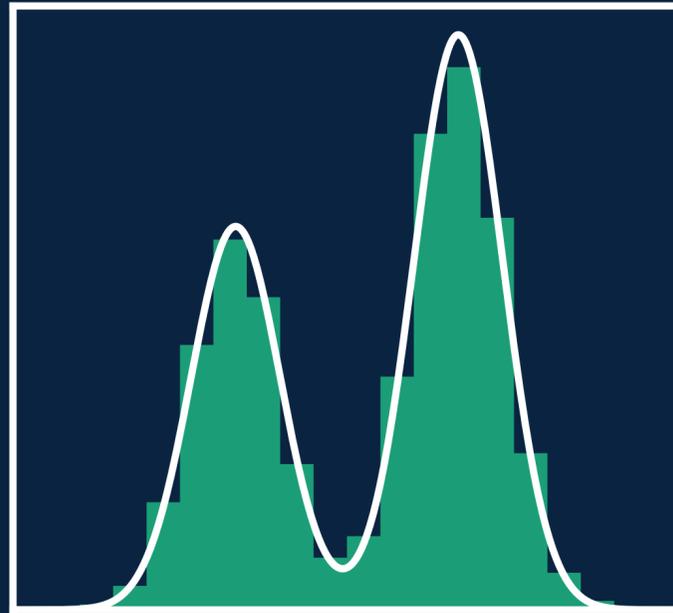
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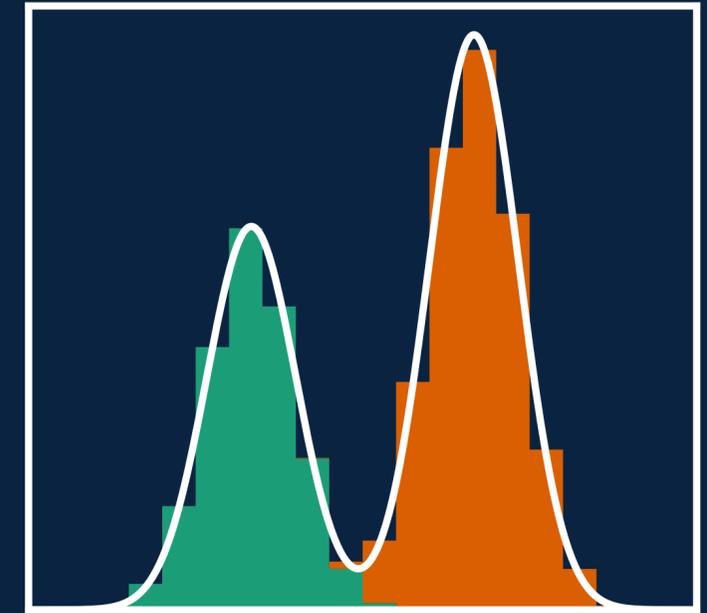
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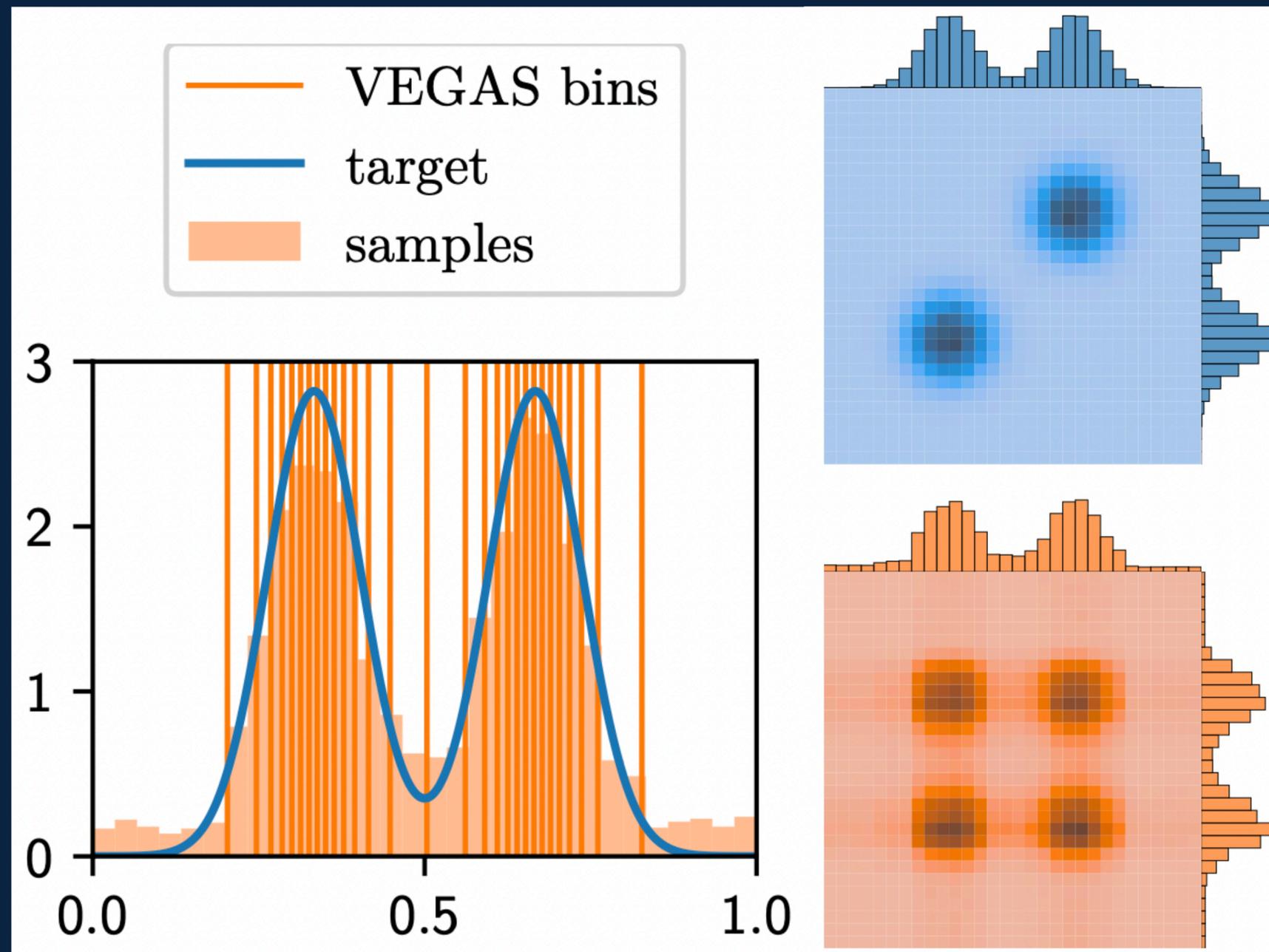
$$I = \left\langle \frac{f(x)}{g(x)} \right\rangle_{x \sim g(x)}$$



Multi-channel:  
one map for each channel

$$I = \sum_i \left\langle \alpha_i(x) \frac{f(x)}{g_i(x)} \right\rangle_{x \sim g_i(x)}$$

# Importance sampling — VEGAS



## Why not VEGAS for everything?

- High-dim and rich peaking  
→ **slow convergence**
- If peaks are not aligned with grid axes  
→ **"phantom peaks"**

# Importance sampling — NN

## Using a Neural Network

- Unbinned and no grids
  - no “phantom peaks”
- Bijectivity not guaranteed
  - training unstable
- Numerical Jacobians
  - slow training and evaluation

[1707.00028, 1810.11509, 2009.07819]

# Importance sampling — Flow

## Using a Neural Network

- Unbinned and no grids
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- Numerical Jacobians
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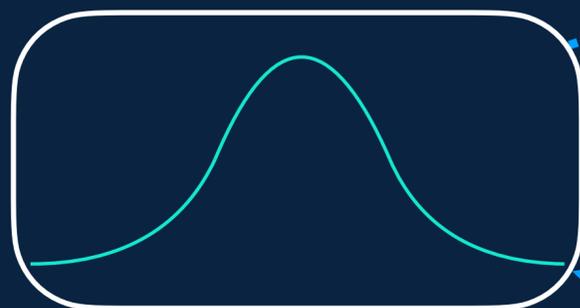
[1707.00028, 1810.11509, 2009.07819]

## Using a Flow instead

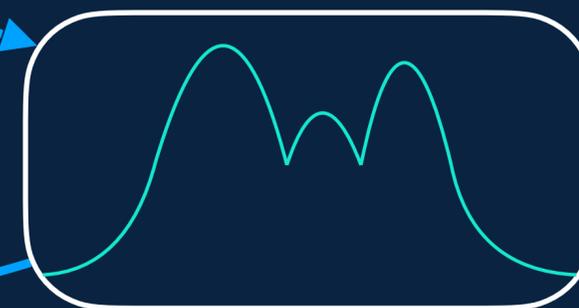
- Invertibility
  - bijective mapping
- tractable Jacobians
  - fast training and evaluation

[2001.05478, 2001.05486, 2001.10028, 2005.12719, 2112.09145]

## Normalizing Flow



$$\log p_y(y) = \log p_x(x) + \log \left| \frac{\partial G(x)}{\partial x} \right|$$



# MadNIS

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## Neural Importance Sampling

[2212.06172]



# MadNIS — Neural importance sampling

$$I = \sum_i \left\langle \alpha_i(x) \frac{f(x)}{g_i(x)} \right\rangle_{x \sim g_i(x)}$$

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Use physics knowledge to construct channel and mappings

# MadNIS — Neural importance sampling

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Use physics knowledge to construct channel and mappings



Normalizing flow to refine channel mappings



Fully connected network to refine channel weights

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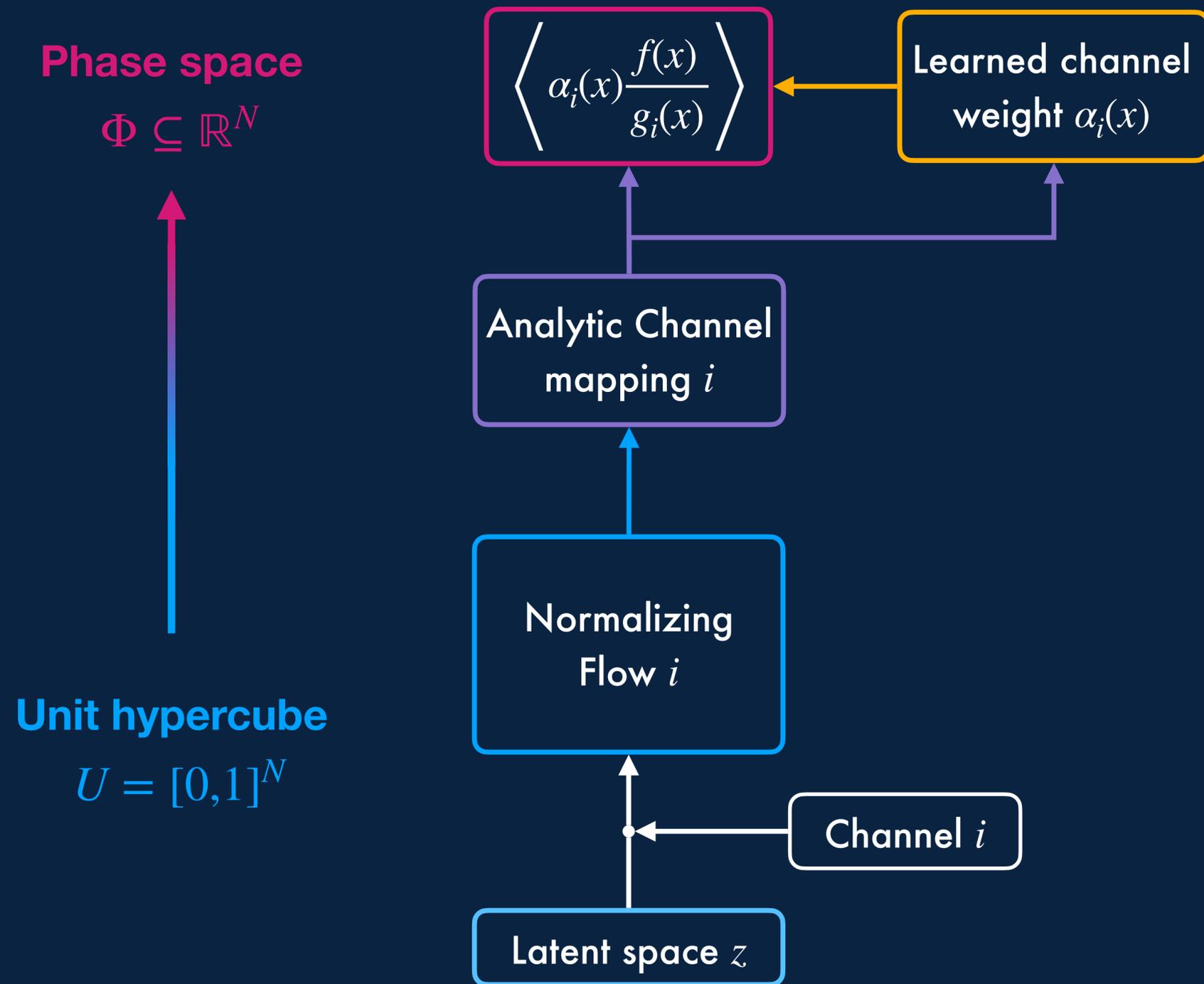
Use physics knowledge to construct channel and mappings

Normalizing flow to refine channel mappings

Fully connected network to refine channel weights

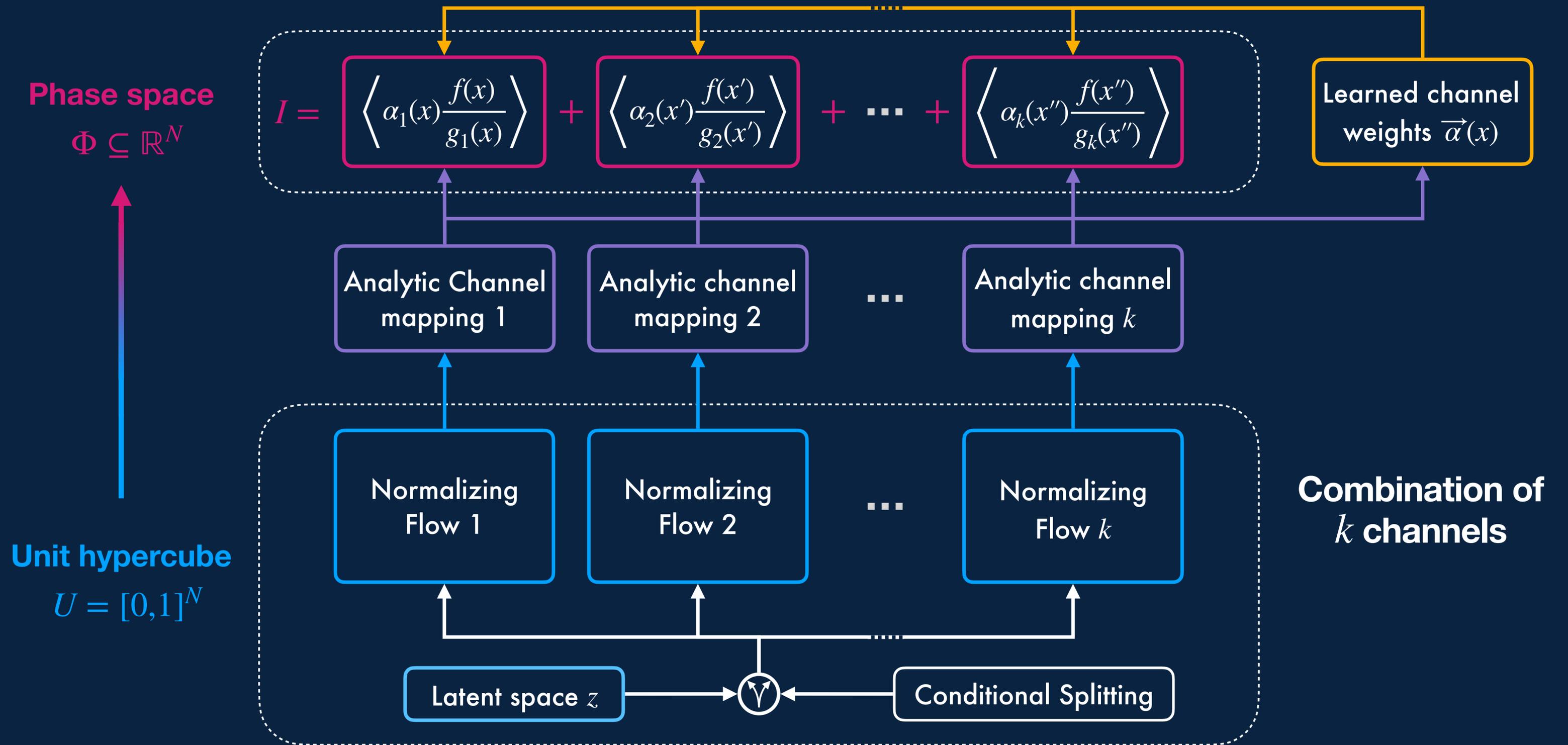
Update simultaneously with variance as loss function

# MadNIS – Neural importance sampling



**Single channel  $i$**

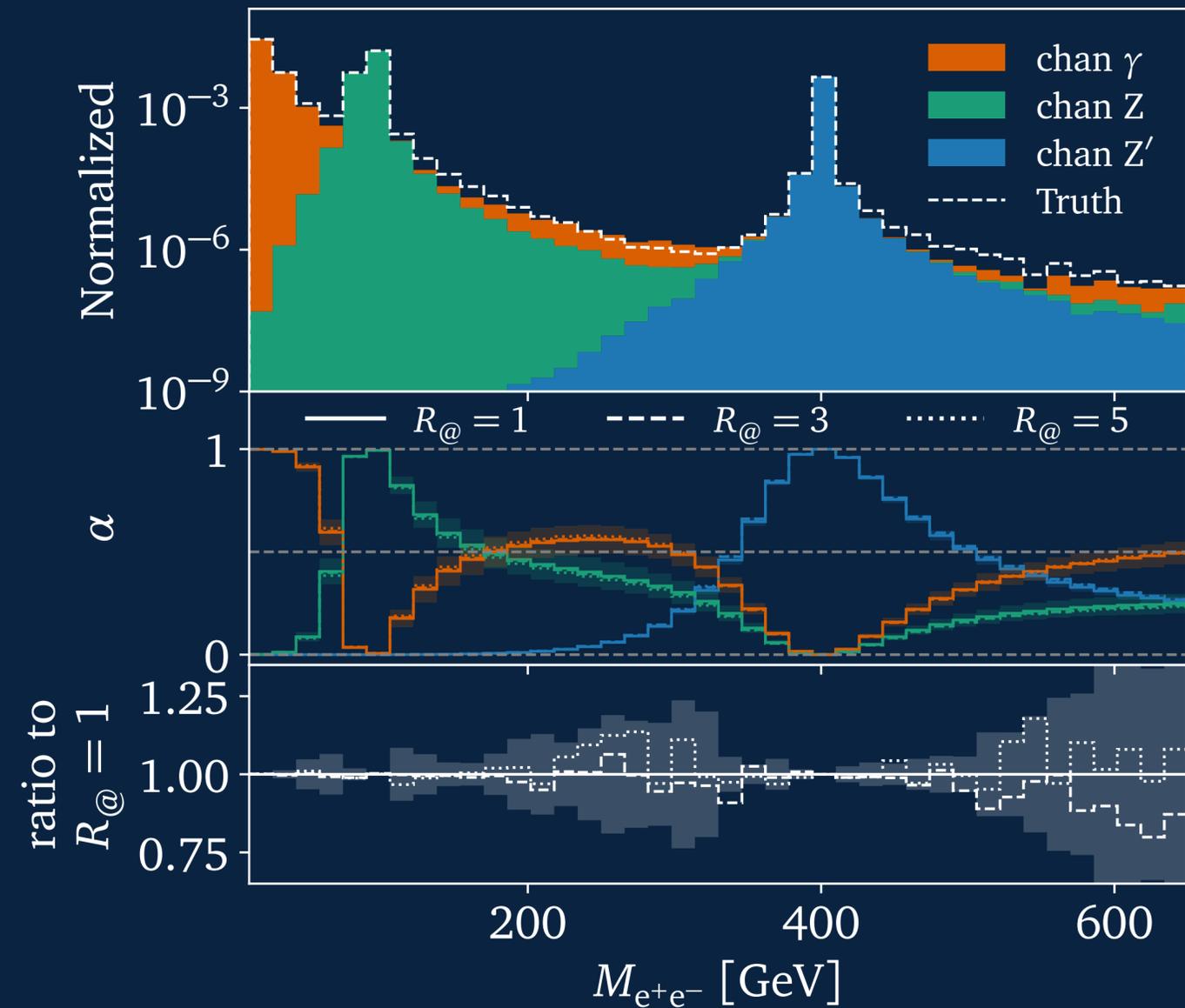
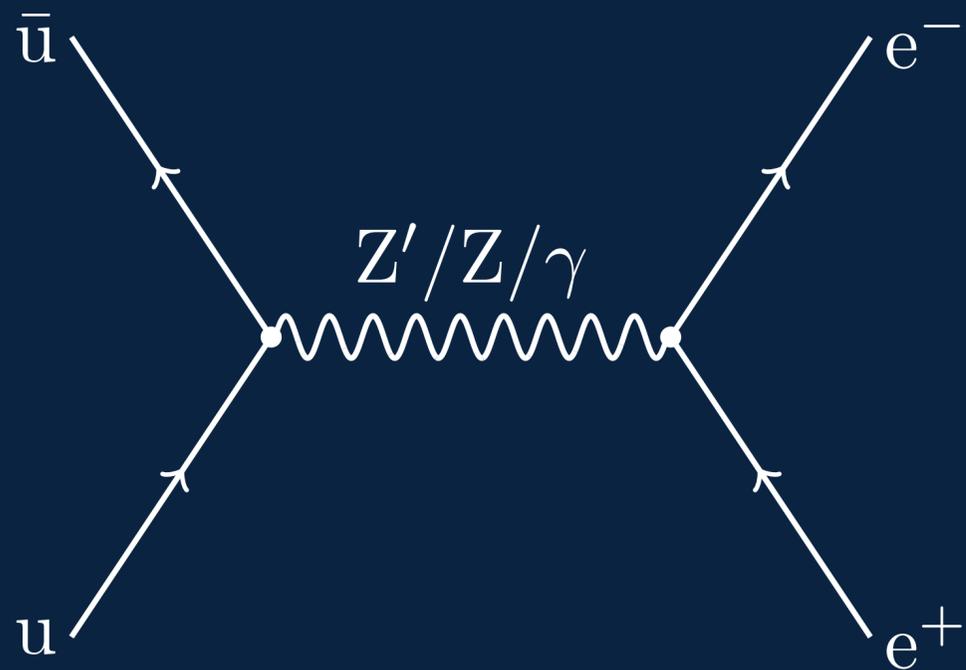
# MadNIS — Neural importance sampling



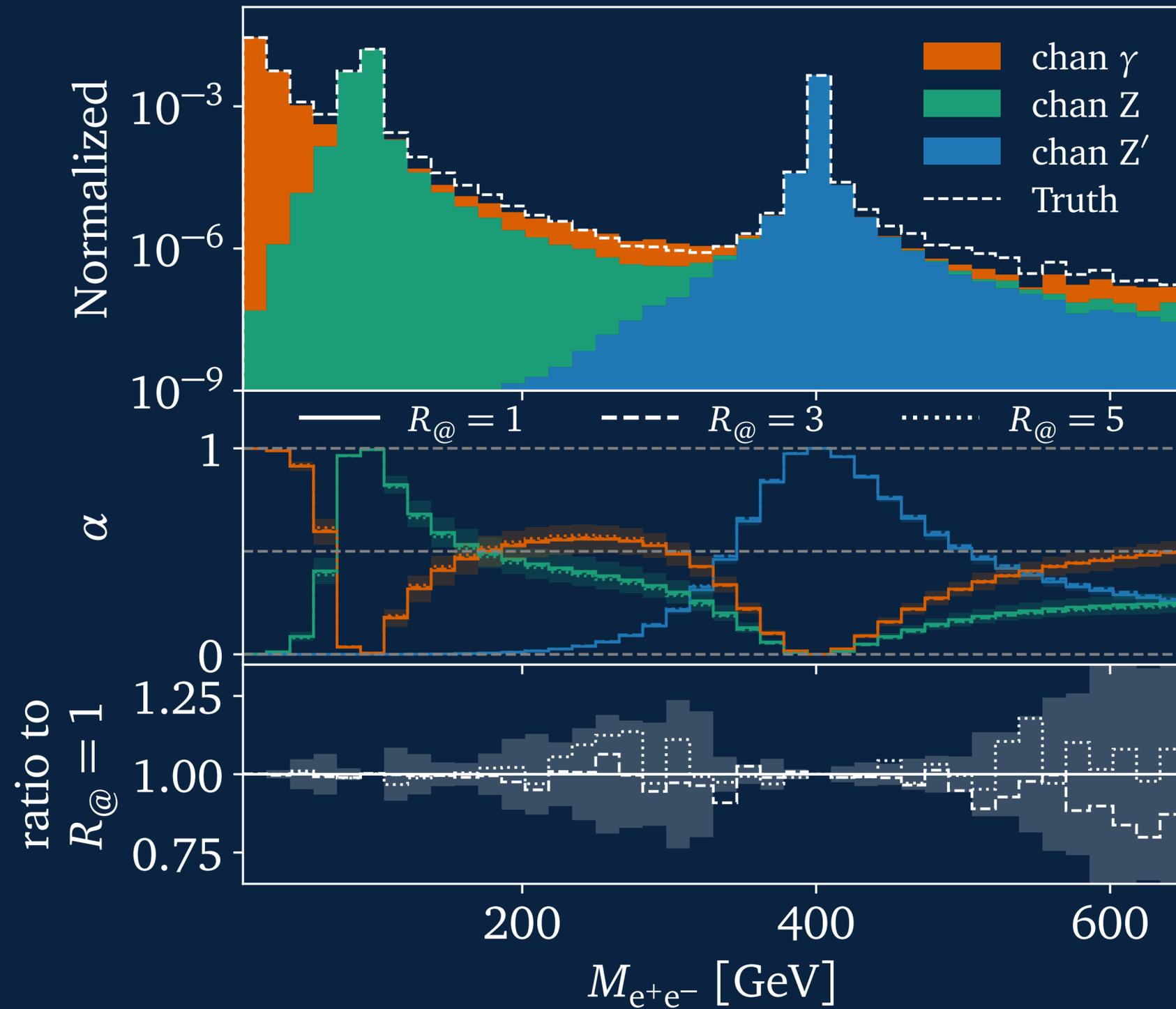
# Toy Example — Drell-Yan + Z'

## Implementation

- Custom amplitude in TENSORFLOW2
- Custom PS mappings in TENSORFLOW2
- PDFs from LHAPDF [1412.7420]

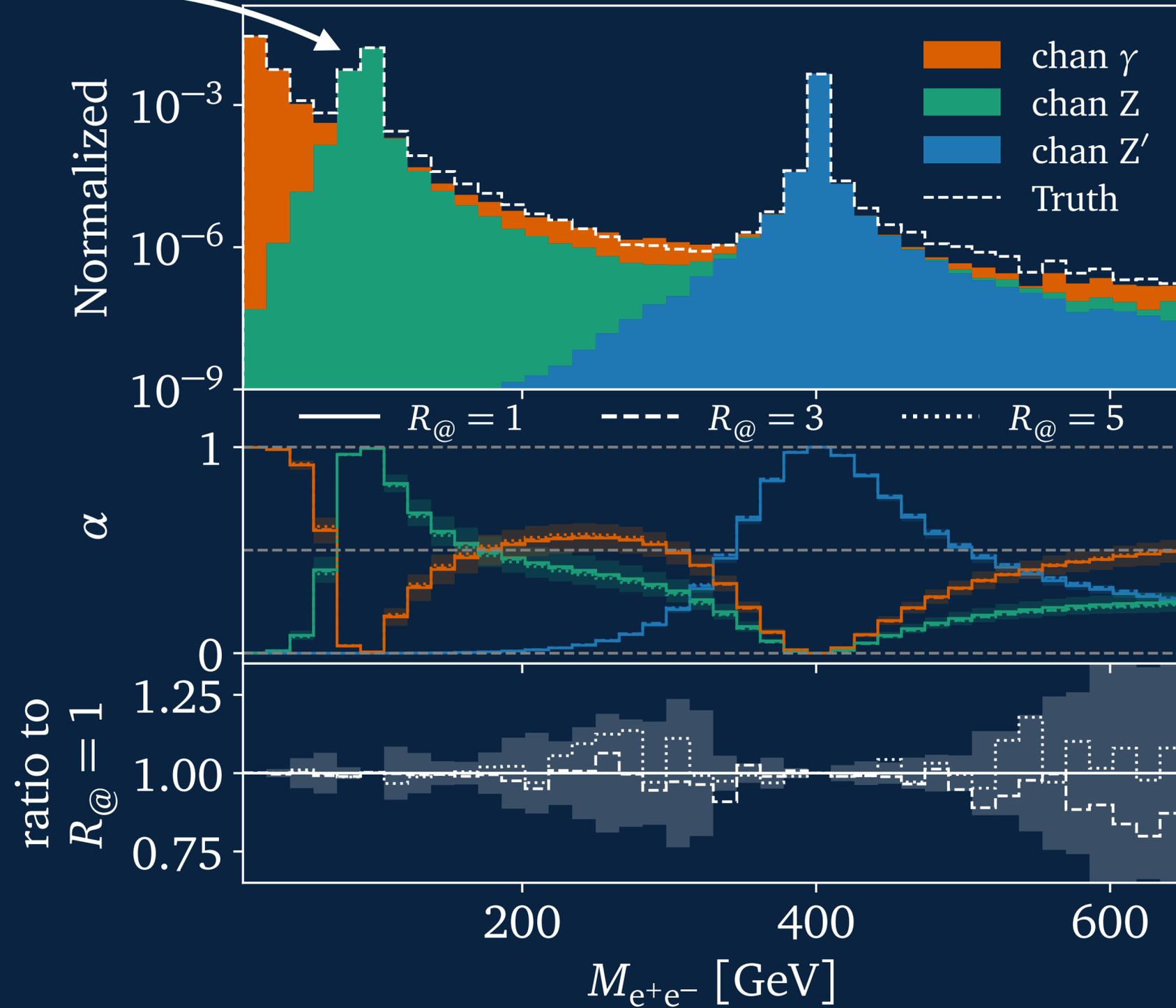


# Toy Example — Results



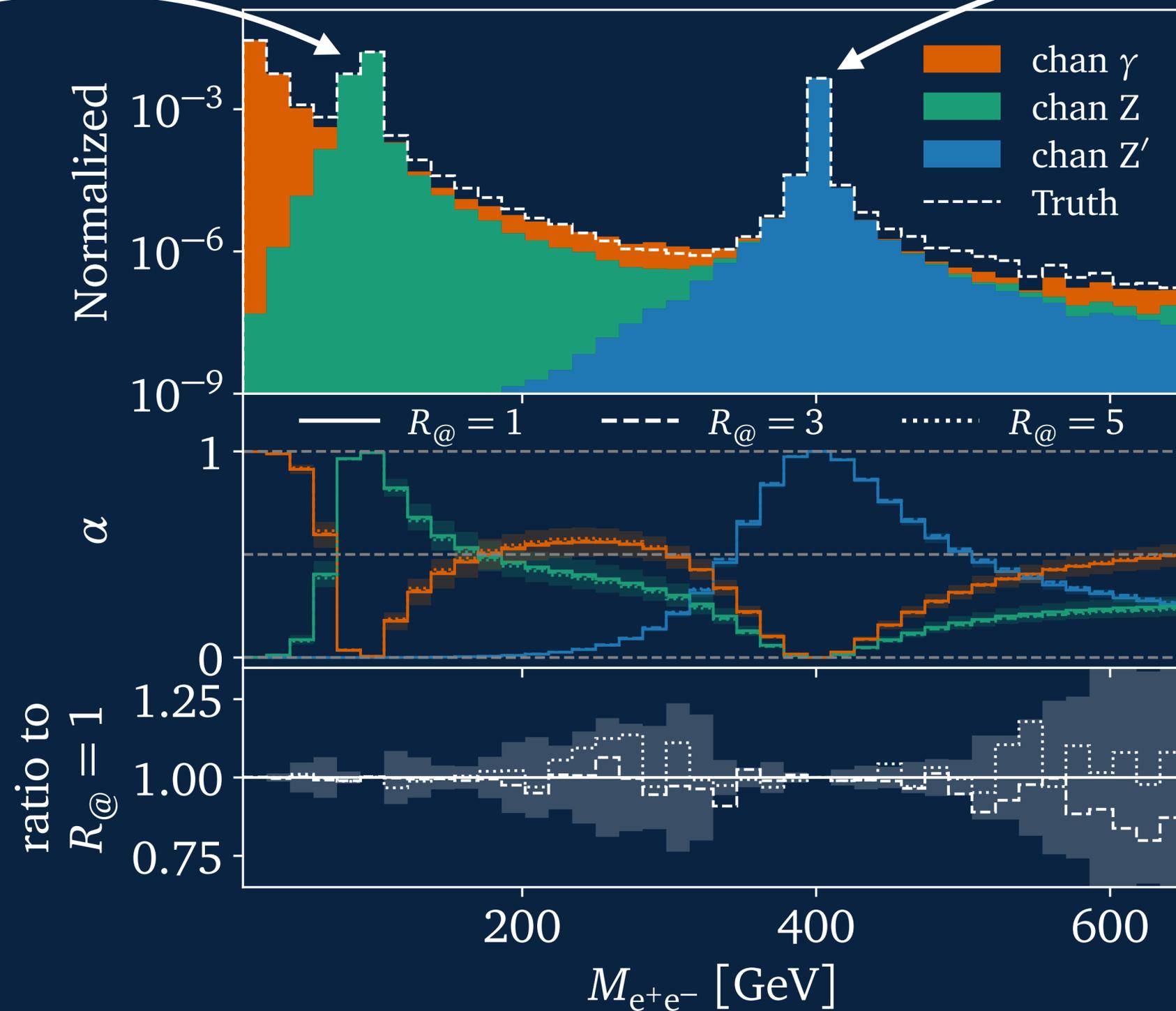
# Toy Example — Results

Learned distribution matches truth



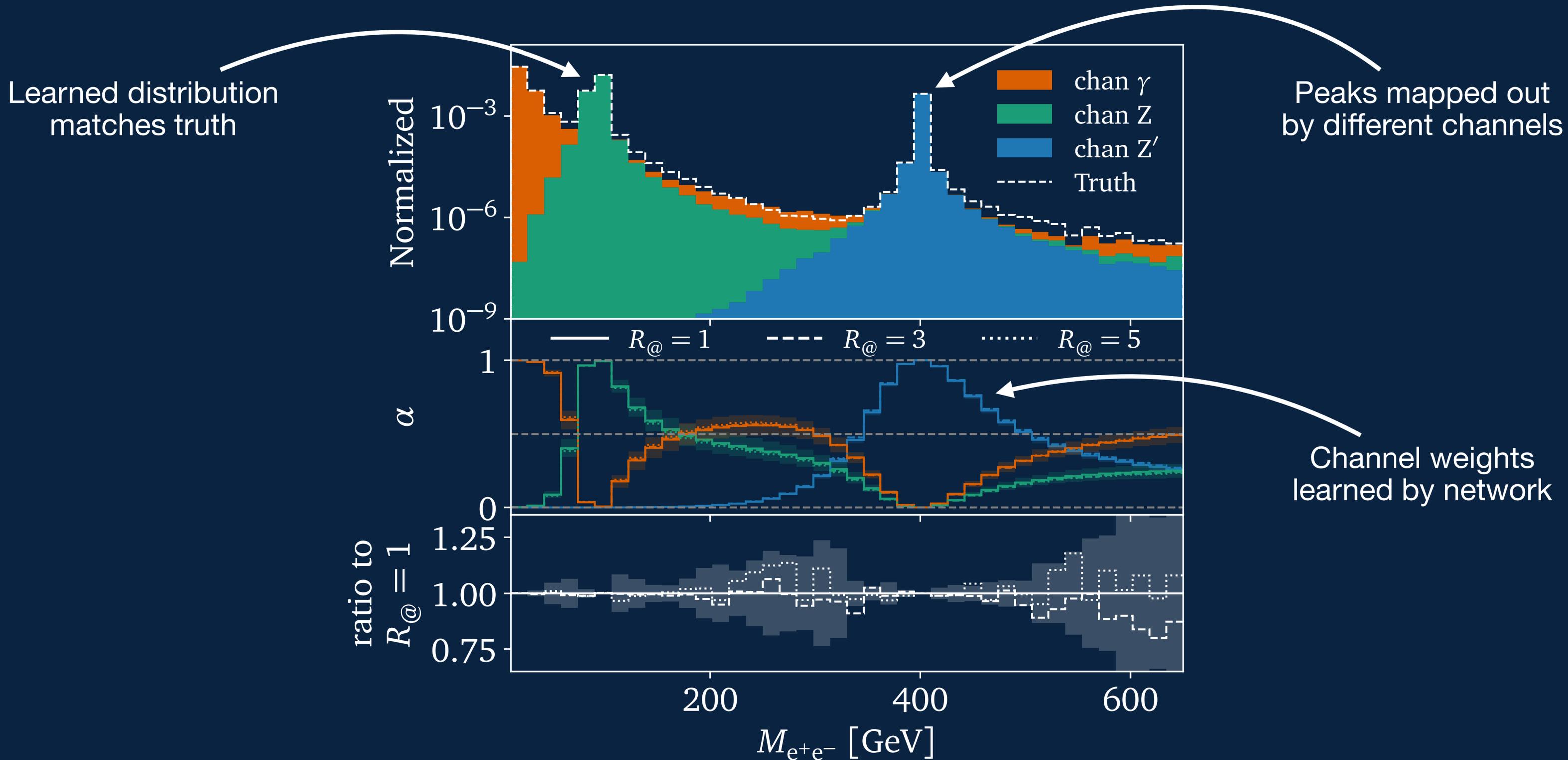
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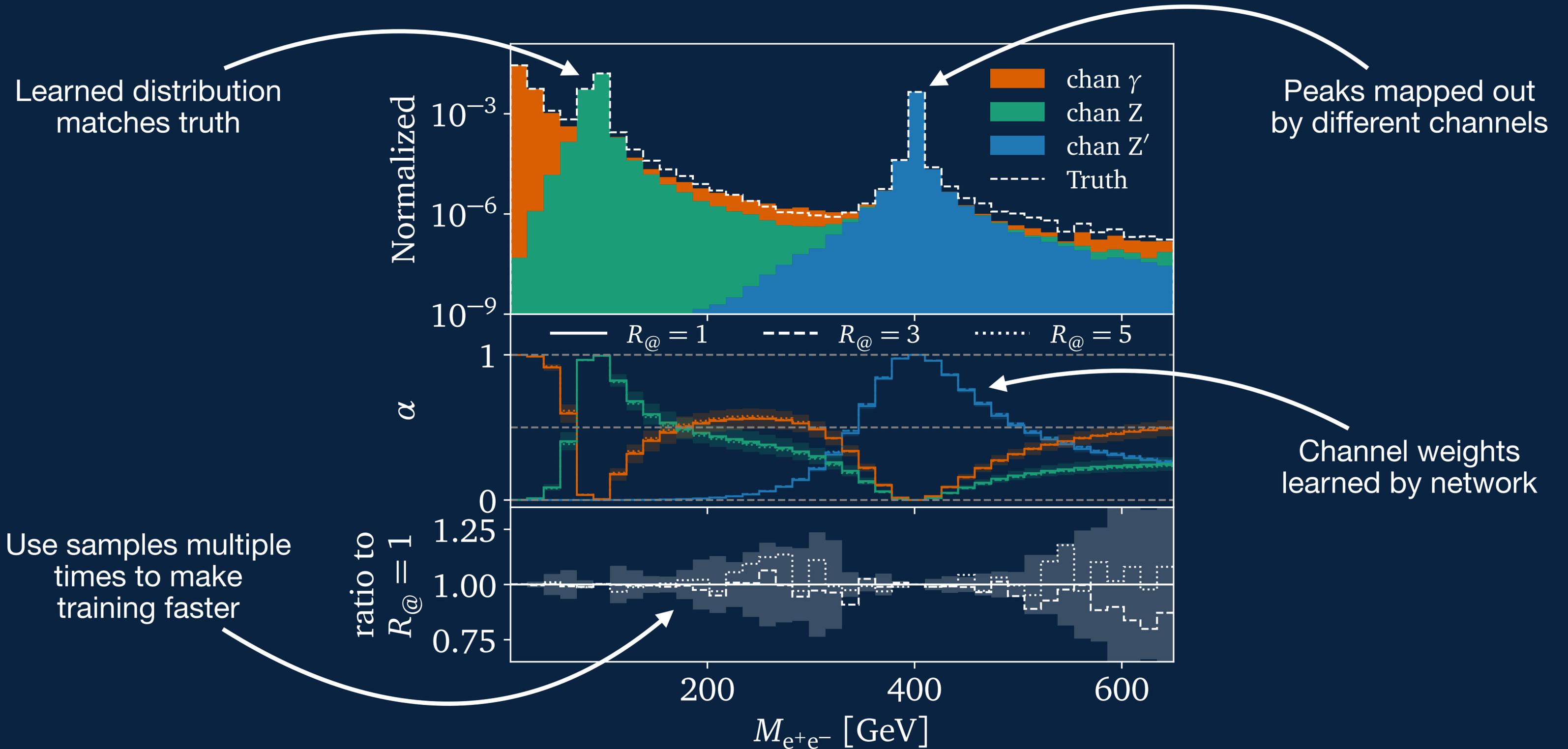


Peaks mapped out by different channels

# Toy Example – Results



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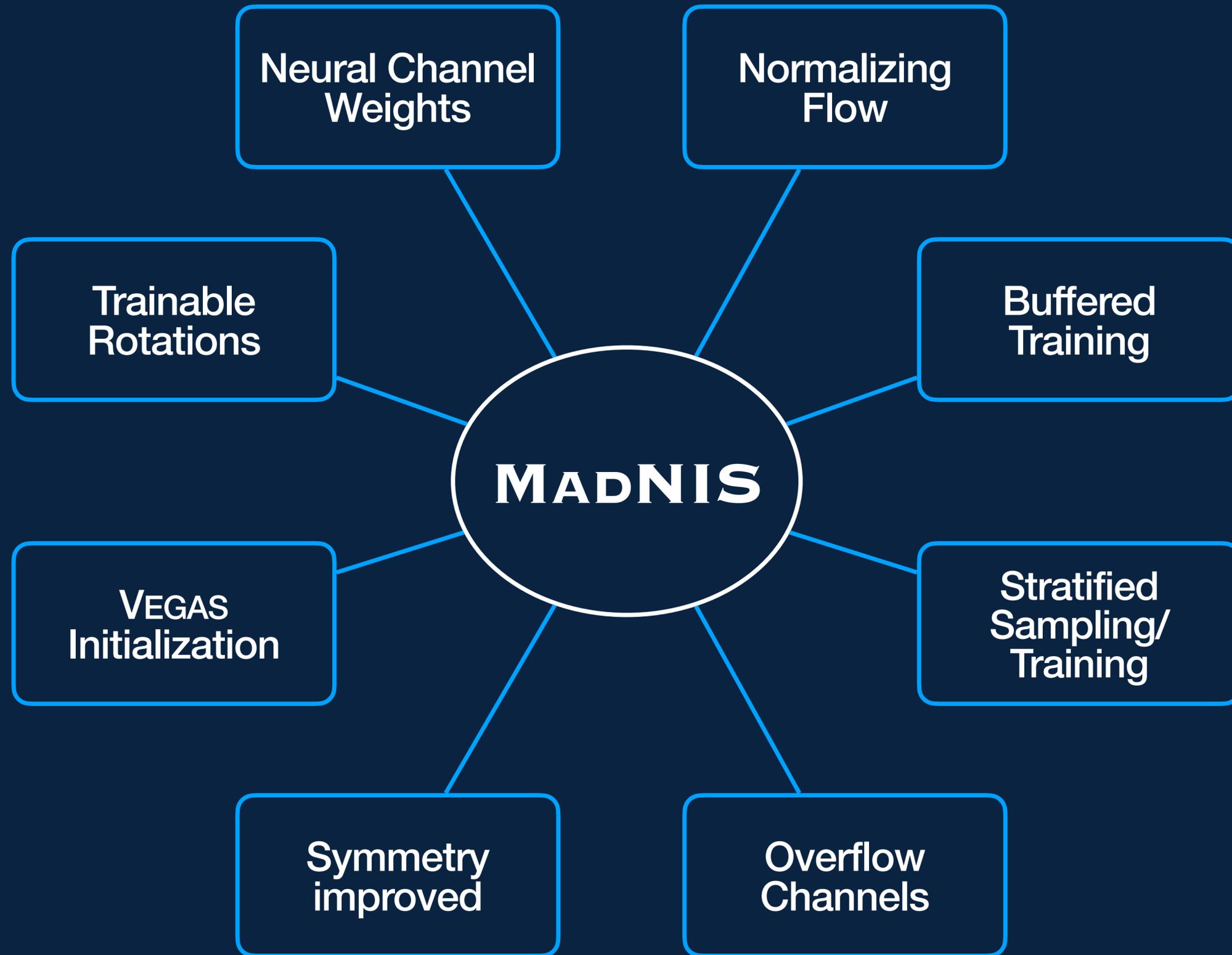


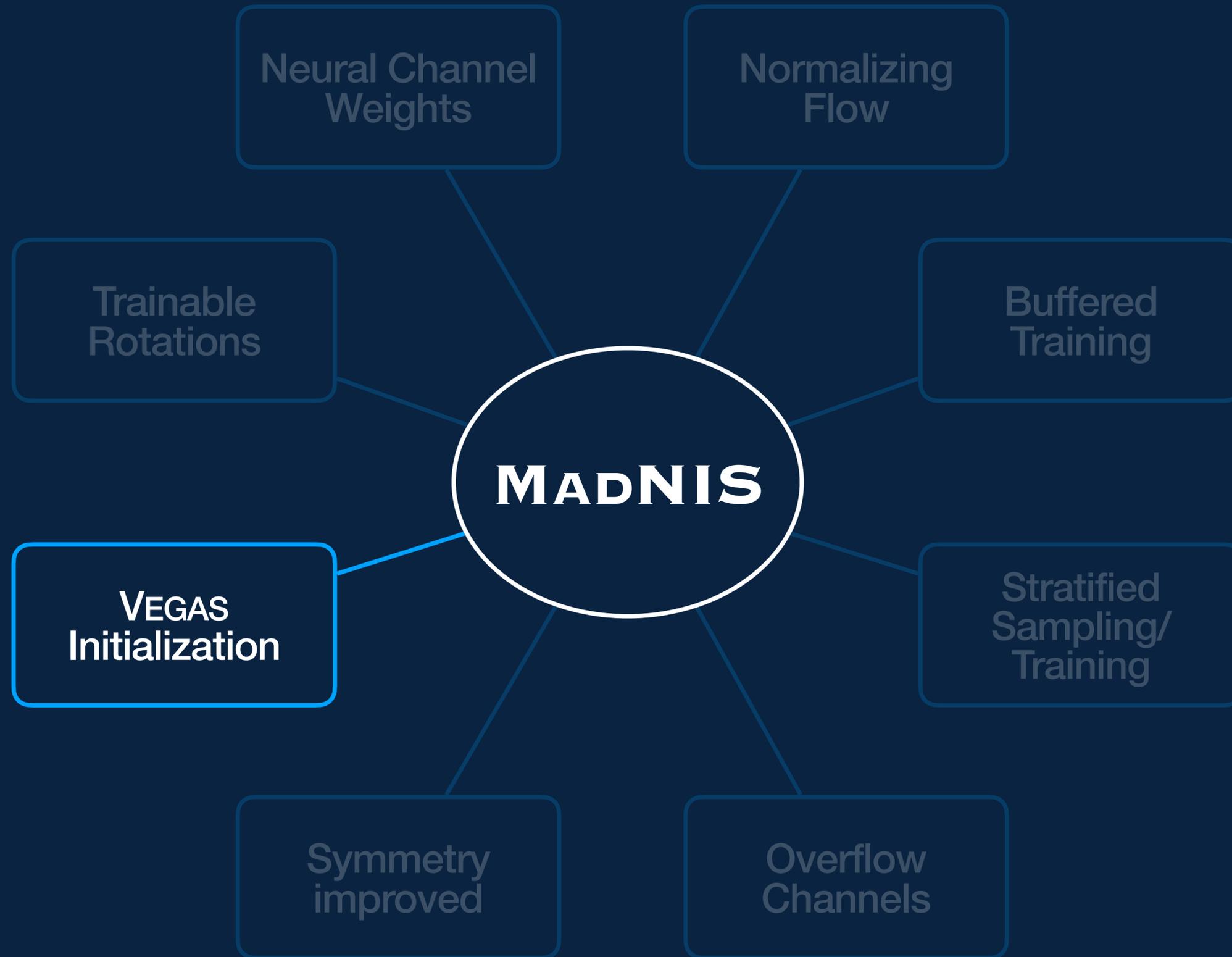
**Can we beat standard frameworks?**

# MadNIS Reloaded

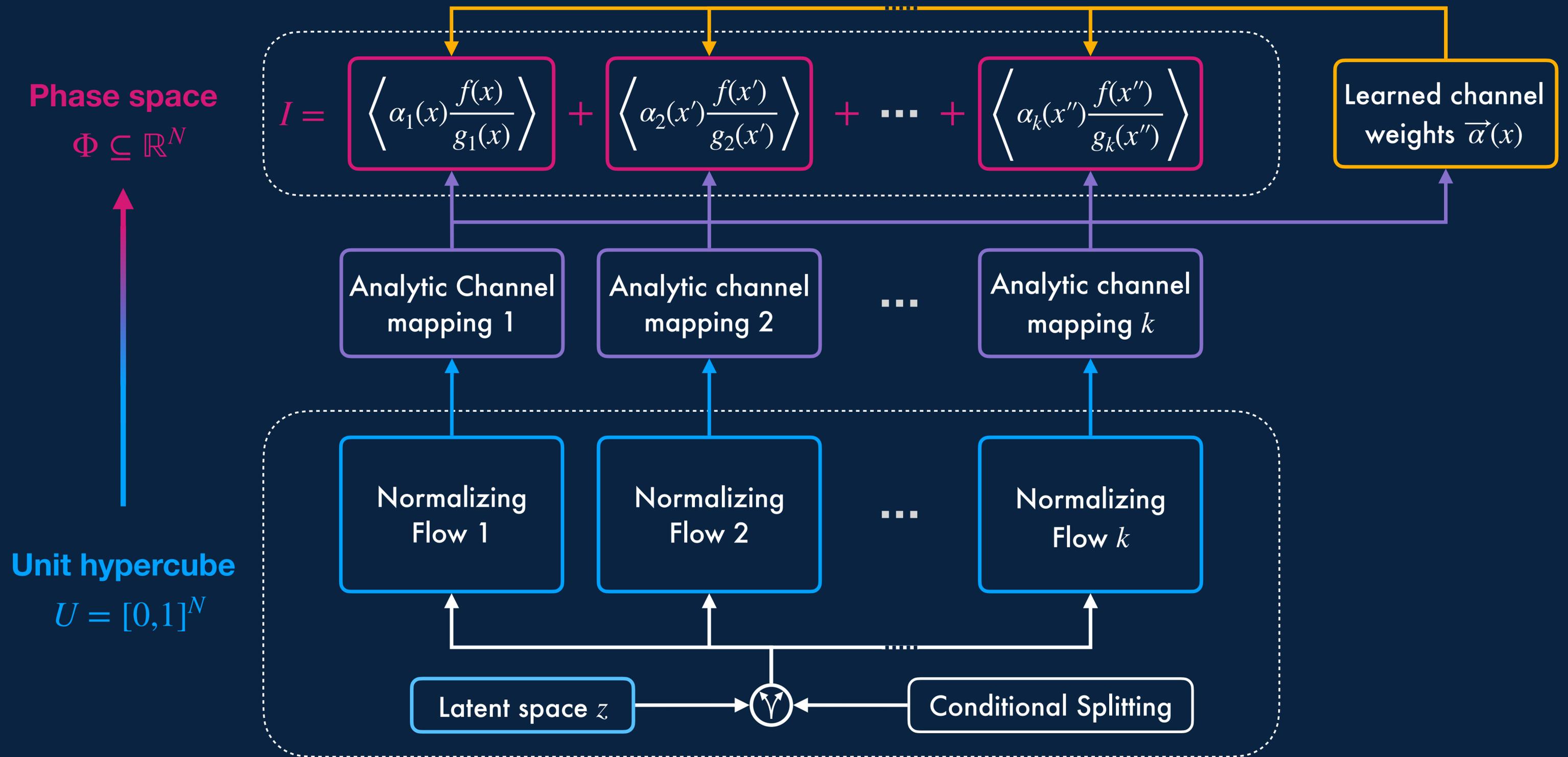
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How to beat MadGraph

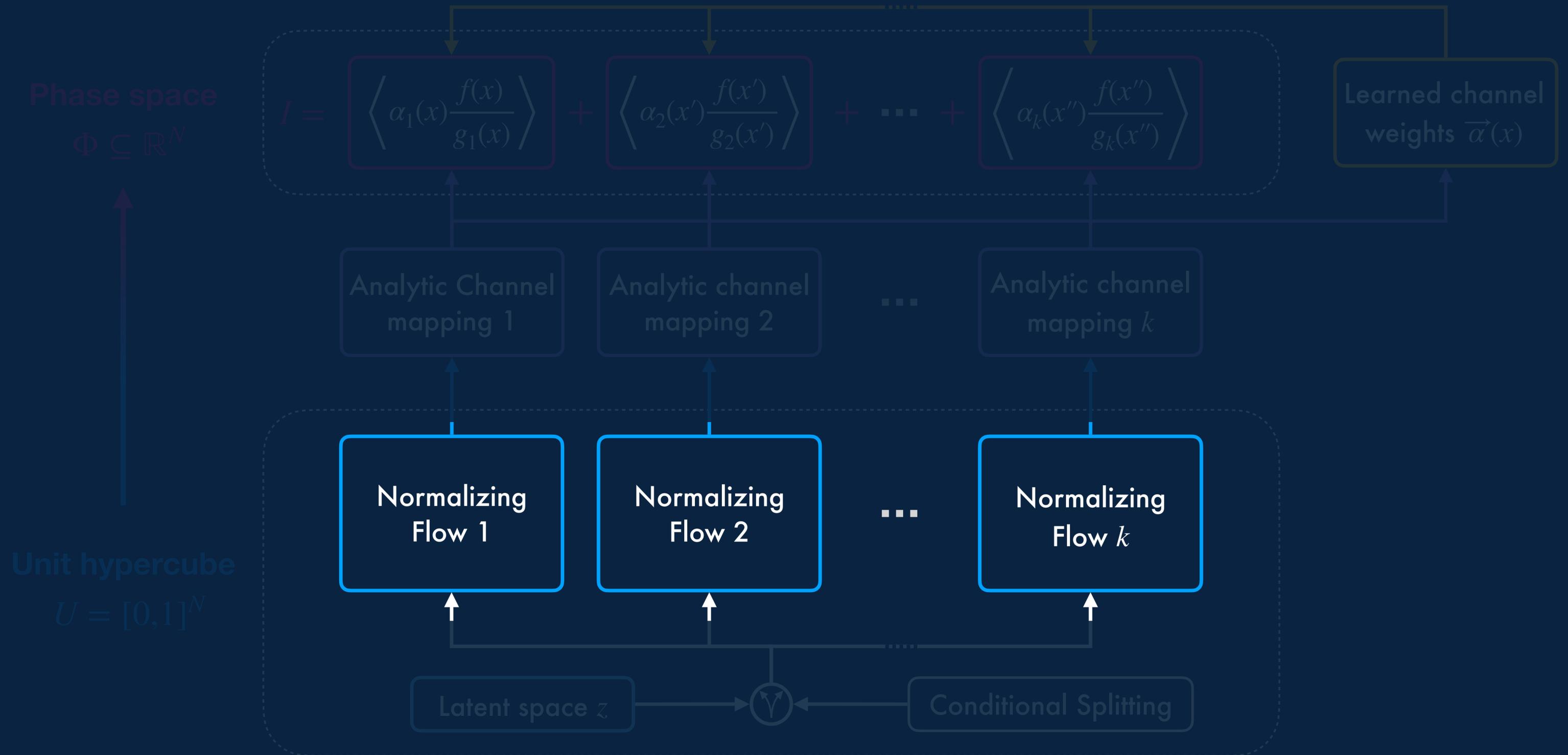




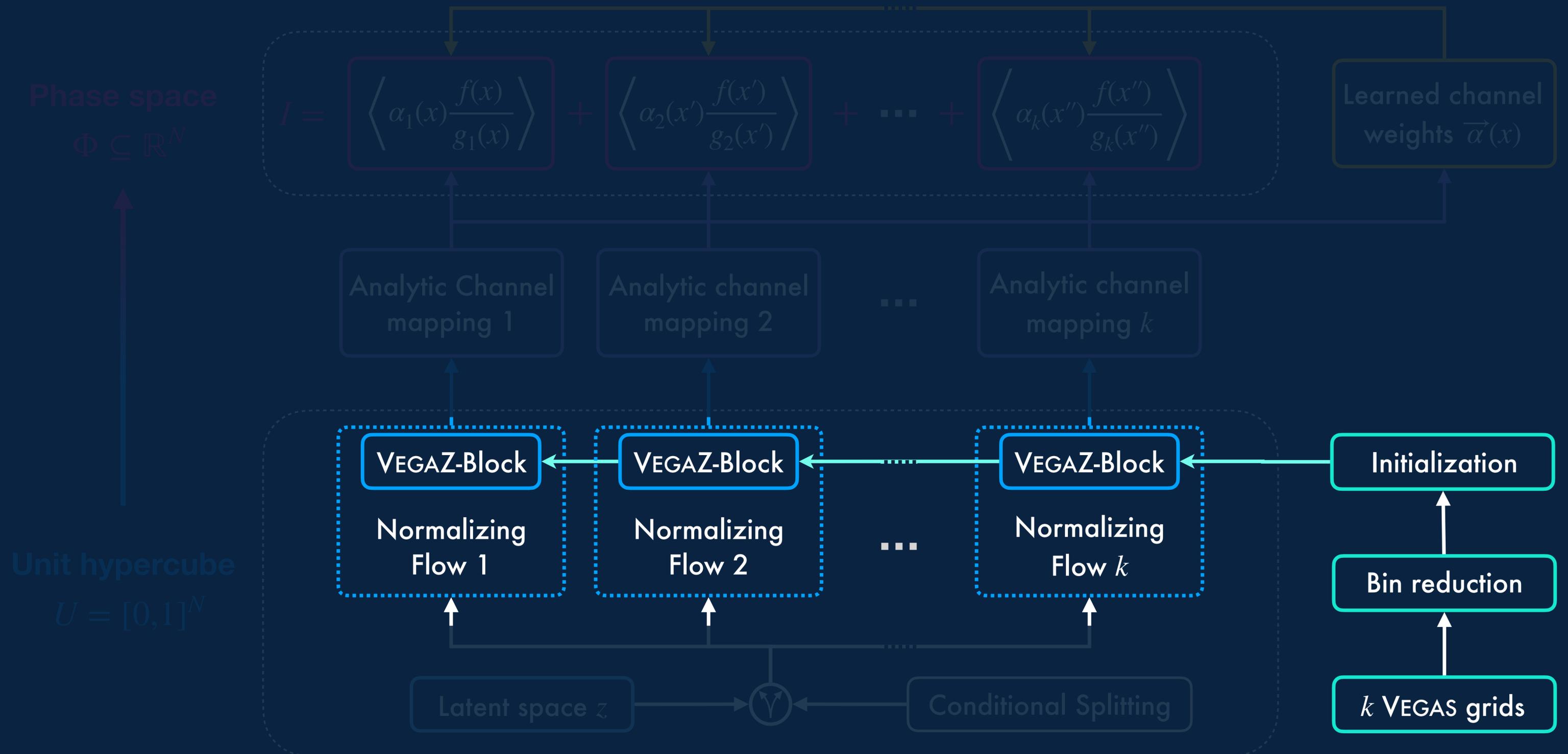
# MadNIS — VEGAZ-Block



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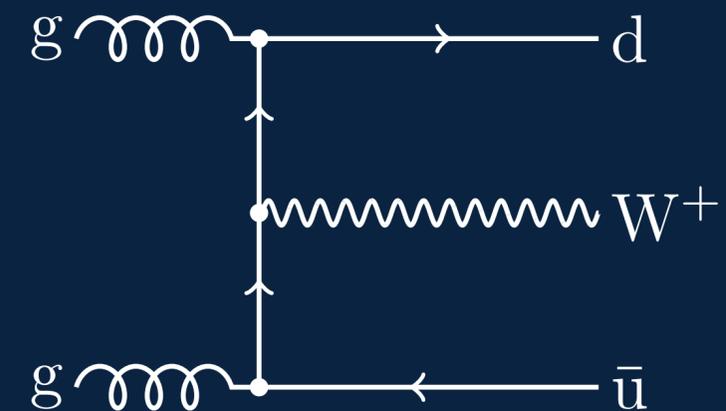
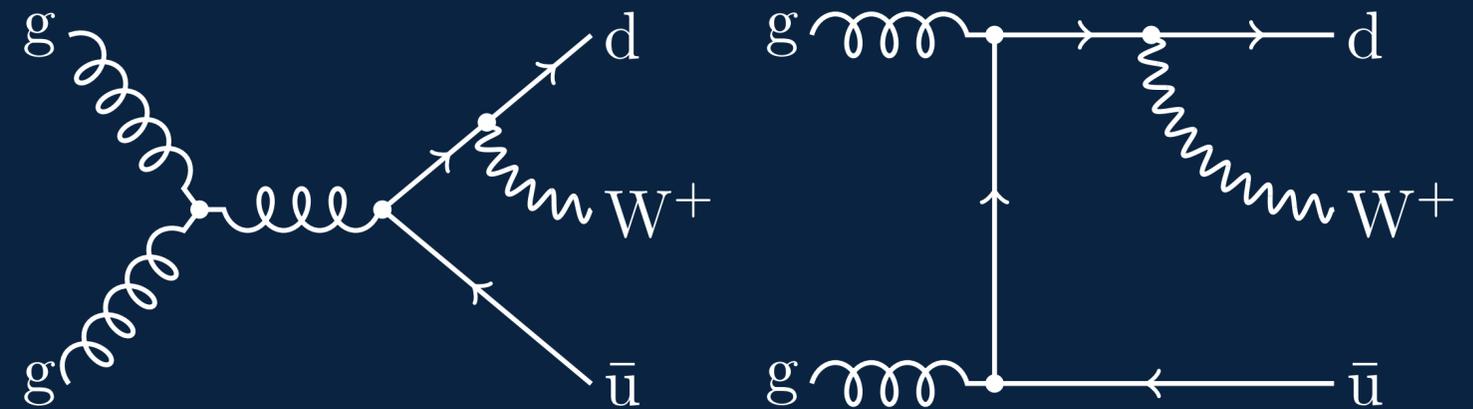
# First benchmark — $W+2$ jets

## Implementation

- Amplitude and PS mapping from [MadGraph](#)
- Direct implementation via [MadGraph-API](#)

## MadGraph API

- MadNIS can [access and use](#) (almost) all features of MadGraph
- [Automatically](#) generates necessary files for arbitrary processes (**LO only**)



# First benchmark — Results

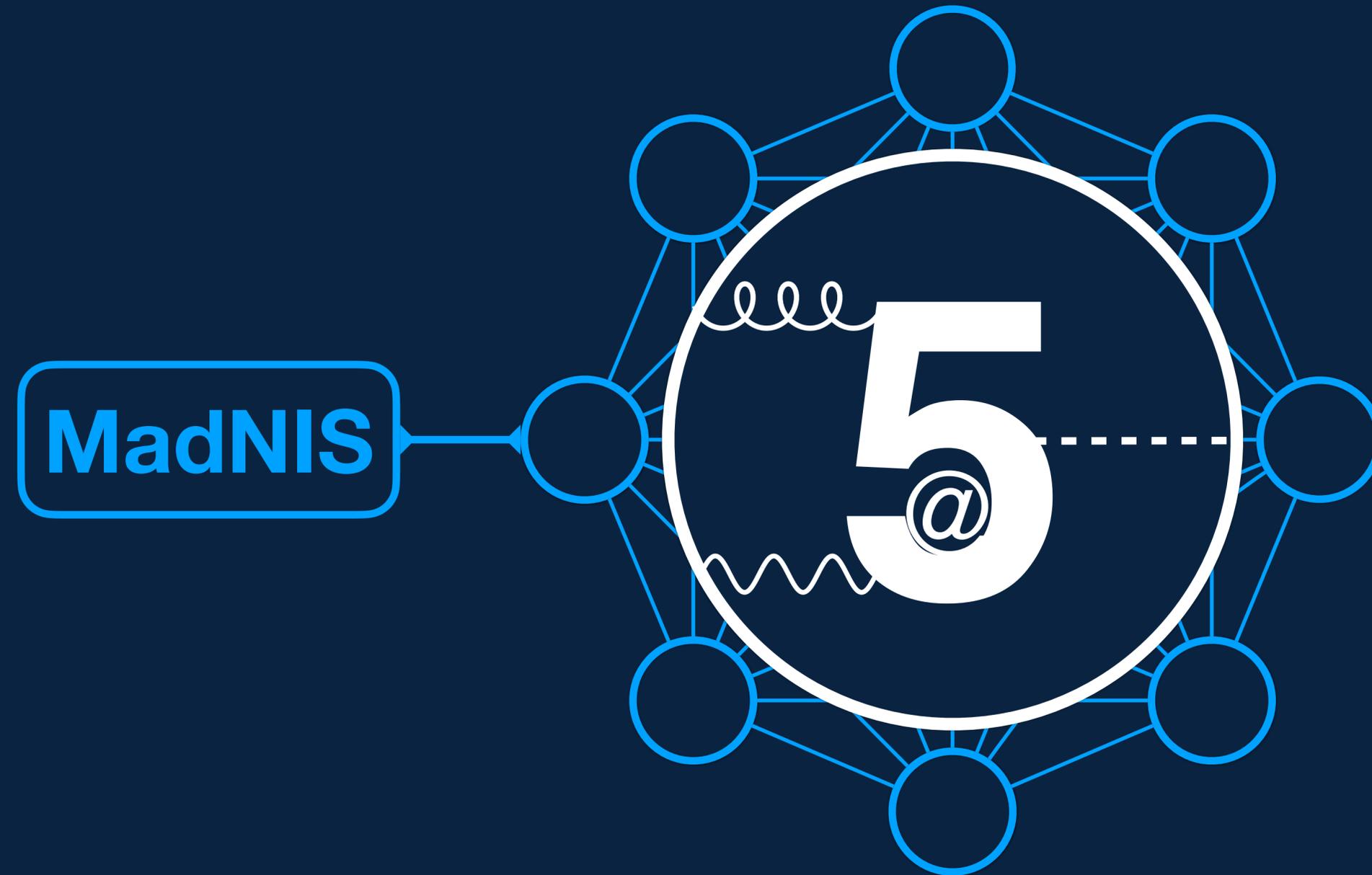
8 Channels	Integral [pb]	Relative stddev	Unweighting eff.
<b>MG5AMC*</b>	216.4(8)	2.13	2.3%
<b>Flow</b>	215.20(14)	0.64	9.0%
<b>VegaZ-Flow</b>	215.13(12)	0.57	11.1%
<i><b><math>\alpha</math>-VEGAZ-Flow</b></i>	<i><b>215.07(11)</b></i>	<i><b>0.55</b></i>	<i><b>11.7%</b></i>

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4 Channels	Integral [pb]	Relative stddev	Unweighting eff.
MG5AMC*	215.4(4)	1.39	3.9%
Flow	215.10(11)	0.53	14.2%
VegaZ-Flow	214.96(11)	0.49	14.8%
<i><math>\alpha</math>-VEGAZ-Flow</i>	<i>215.00(10)</i>	<i>0.47</i>	<i>15.5%</i>

**What is the future of MadGraph?**



**ML** for MadGraph5\_aMC@NLO



**ML** for MadGraph5\_aMC@NLO + **Future**

# Summary and Outlook

## Summary

- MadNIS **outperforms** current sampling methods
- Multi-channel is **more efficient** when **trained simultaneously** with the flow
- Vegas initialization **improves performance**

## Outlook

- Fully integrate **MadNIS** into **MadGraph**
- Test performance on **real LHC examples**: (eg. multi-leg, NLO, complicated cuts, ...)
- Make everything run on the **GPU and differentiable** [MadJax 2203.00057]

# Summary and Outlook

## HEPML-LivingReview

### A Living Review of Machine Learning for Particle Physics

Modern machine learning techniques, including deep learning, is rapidly being applied, adapted, and developed for high energy physics. The goal of this document is to provide a nearly comprehensive list of citations for those developing and applying these approaches to experimental, phenomenological, or theoretical analyses. As a living document, it will be updated as often as possible to incorporate the latest developments. A list of proper (unchanging) reviews can be found within. Papers are grouped into a small set of topics to be as useful as possible. Suggestions are most welcome.

[download](#) [review](#)

The purpose of this note is to collect references for modern machine learning as applied to particle physics. A minimal number of categories is chosen in order to be as useful as possible. Note that papers may be referenced in more than one category. The fact that a paper is listed in this document does not endorse or validate its content - that is for the community (and for peer-review) to decide. Furthermore, the classification here is a best attempt and may have flaws - please let us know if (a) we have missed a paper you think should be included, (b) a paper has been misclassified, or (c) a citation for a paper is not correct or if the journal information is now available. In order to be as useful as possible, this document will continue to evolve so please check back before you write your next paper. If you find this review helpful, please consider citing it using `\cite{hepmlivingreview}` in HEPML.bib.

paper: If you find this review helpful, please consider citing it using `\cite{hepmlivingreview}` in HEPML.bib. available: In order to be as useful as possible, this document will continue to evolve so please check back before you write your next should be included, (b) a paper has been misclassified, or (c) a citation for a paper is not correct or if the journal information is now

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- Make everything run on the [GPU and differentiable](#) [[MadJax 2203.00057](#)]
- Stay tuned for many other [ML4HEP applications](#)

HEPML

