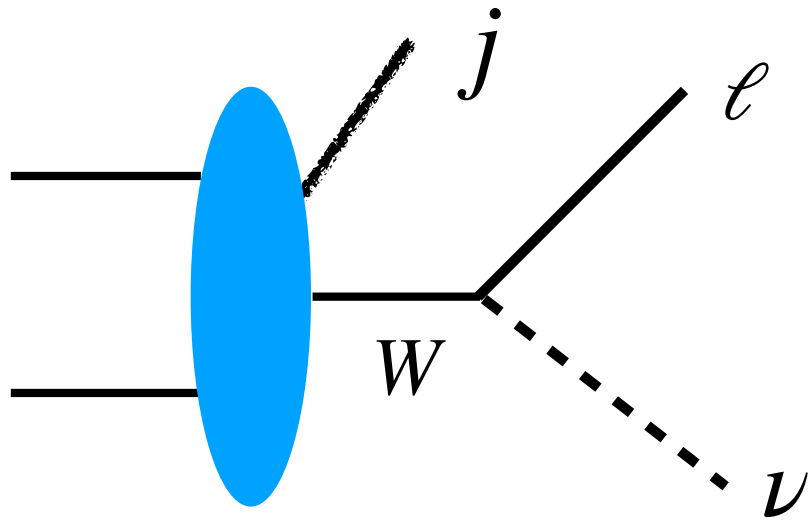


# Exploring the **Synergy** of Kinematics and Dynamics for Collider Physics

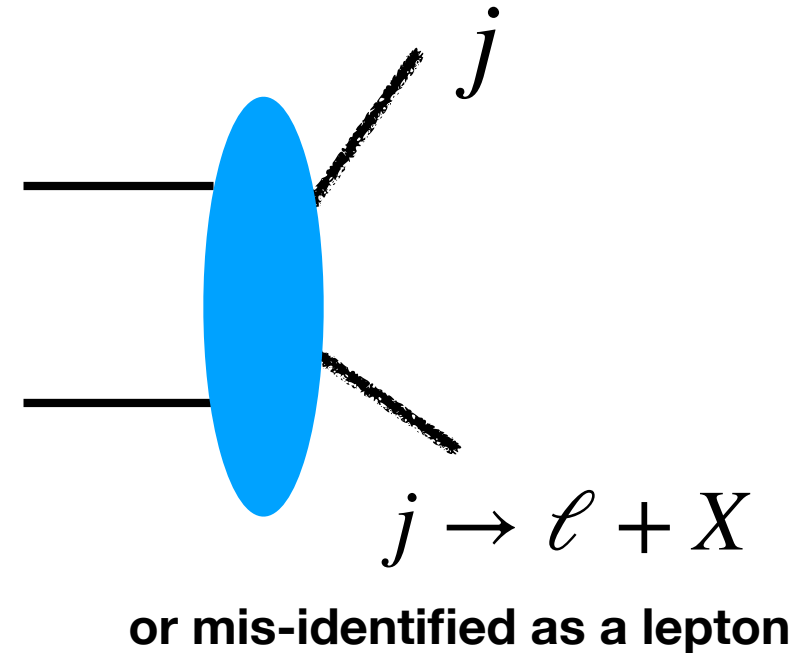
**Myeonghun Park**  
(Seoultech)

- Based on arXiv:2311.16674 with Kayoung Ban, Kyoungchul Kong  
and Seong Chan Park

# Search for a "signal" at Colliders



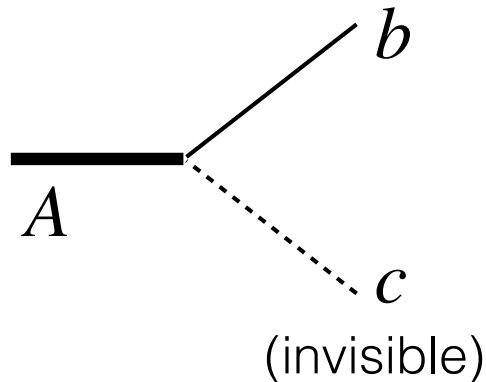
**v.s.**



- **Kinematic variables** to utilize a **different phase-space** structures (signal, v.s. backgrounds)

# Extracting phase-space "features" of a signal

- Kinematic variables** to utilize a **different phase-space** structures (signal, v.s. backgrounds)



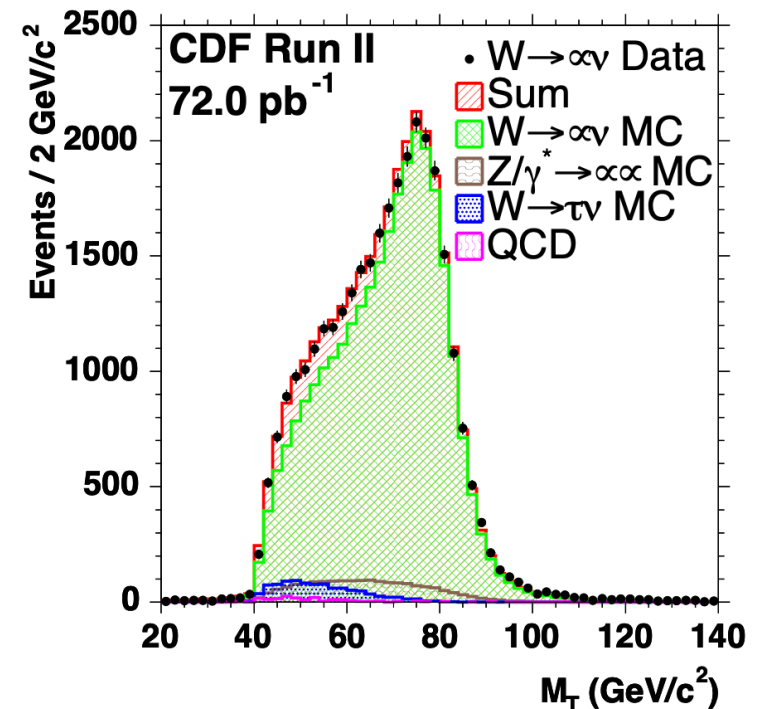
$$\theta = \{m_A\} \longrightarrow X = \{p_b^\mu, p_c^T\}$$

3: 3-Momentum from visible particle

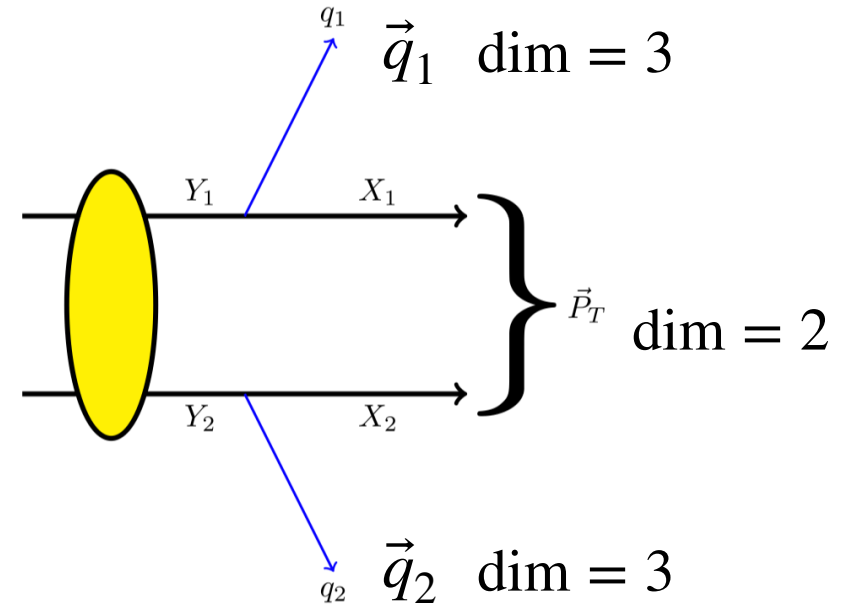
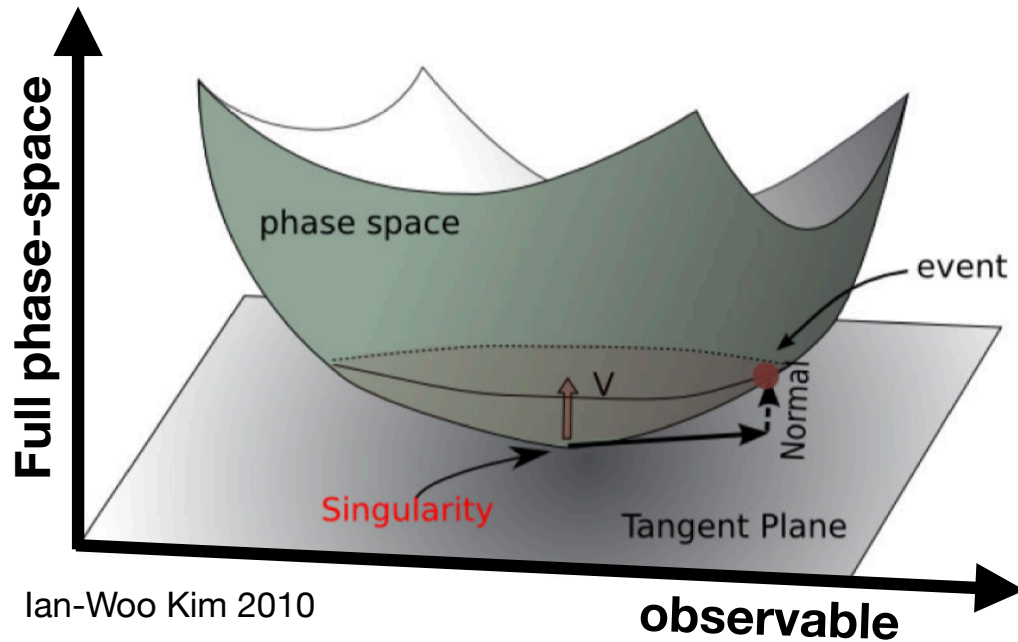
2: Transverse Momentum from imbalanced situation

$$\dim(X) = 3 + 2 \rightarrow \dim(V) = 1$$

- A human-engineered feature variable**,  $M_T$  which estimates  $m_A$  with an endpoint of its distribution  
(highly singular behavior due to its Jacobian peak)



- Constructing an "observable" from a multi-dimensional phase space is **non-trivial**.



$$\dim(X) = 8 = 2 \times 3 + 2$$

$$\rightarrow \dim(\text{observable}) = 1$$

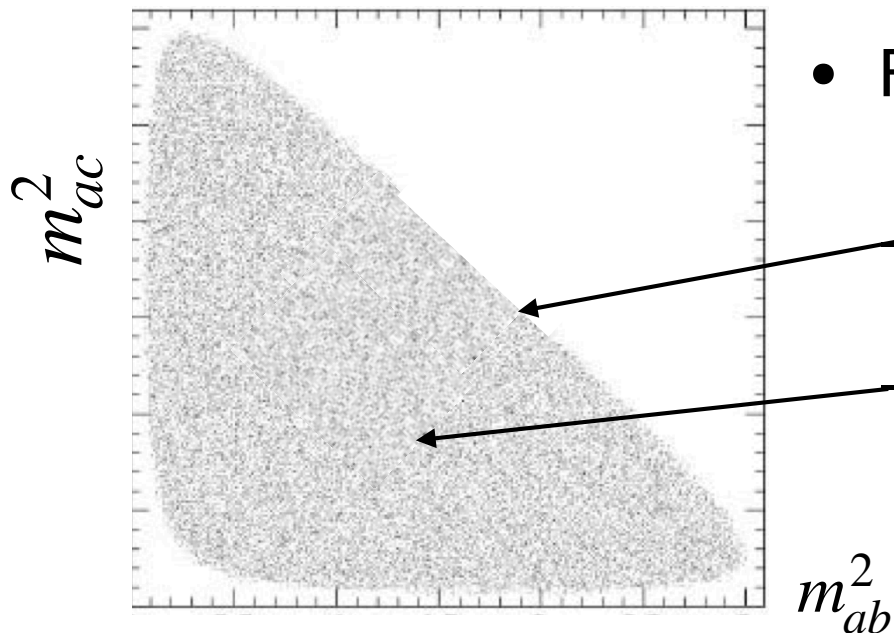
- Kink-Structure in an observable: Won Sang Cho, Kiwoon Choi, Yeong Gyun Kim, Chan Beom Park (PRL 2008)
- Generic algorithm to find a Singularity observable: Ian-Woo Kim (PRL 2010)
- The LHC-robust observable: Konstantin Matchev, **MP** (PRL 2011)
- Detailed investigation on singularity observables: Chan Beom Park (JHEP 2021)
- For a recent review, "Kinematic variables and feature engineering for particle phenomenology" in Rev. Mod. Phys. 95 (2023) by Doojin Kim, **MP** et.al.



# Kinematics: Global information

- Differences in kinematics are from "high  $P_T$ " region, i.e. reconstructed level
  - Telling us about the structure of "Feynman-diagram"  
(Event-topology, Mass spectrum)
- We can further utilize  $|\mathcal{M}|^2$  differences (Density bounded by phase-space)

## Classic example: Dalitz plot



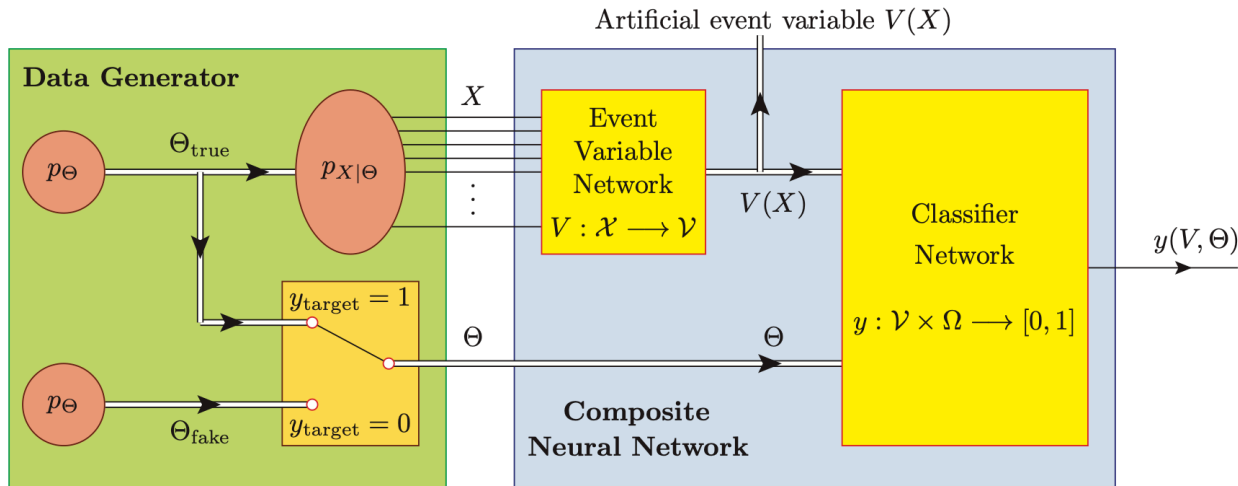
- For example,  $X \rightarrow a, b, c$

Boundary: Structure of  $1 \rightarrow 3$  phase space

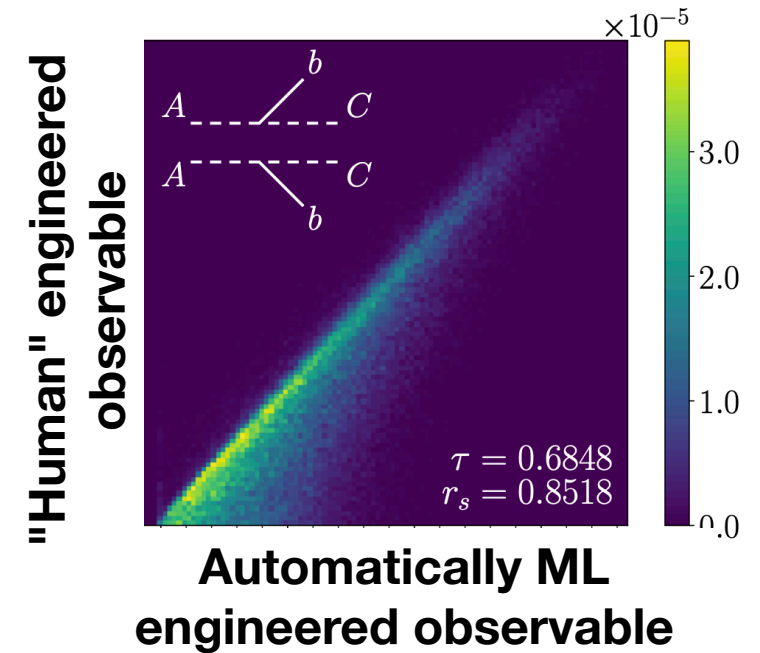
Density:  
information on intermediate particles, spin..

# Extracting "features" utilizing Machine Learning

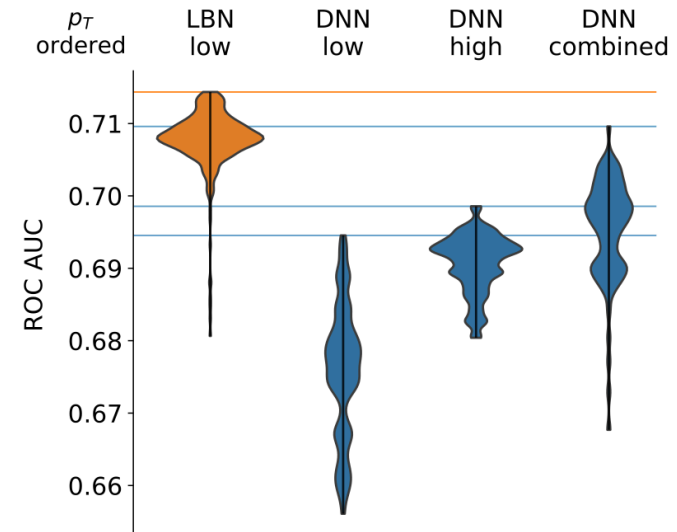
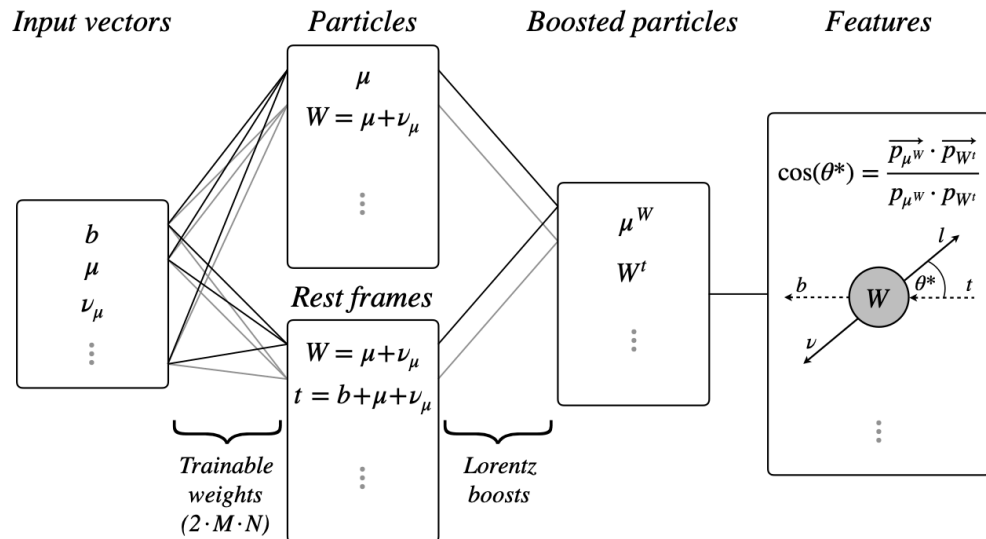
**A Neural-Network can design an event-variable  
(by enforcing information-bottleneck to NN)**



oojin Kim, KC Kong, Konstantin Matchev, Prasanth, **MP.** (PRD 2023)



**A NN with enforcing a relativistic kinematics**



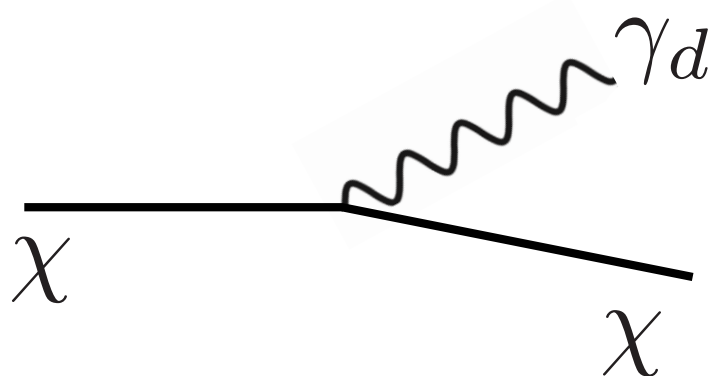
M. Erdmann, E. Geiser, Y. Rath and M. Rieger (2019)

# Orthogonal information to the Kinematics

- Differences in radiation patterns of a Gauge charge are coming from **"soft  $P_T$ " region**

- eg) Telling us about the state under a gauge group

: In a **chiral** case, the **longitudinal** component of a dark photon couples to a dark matter



**boosted (accelerated) DM**

**soft energy deposits**

- Minho Kim, Hye-Sung Lee, **MP**, Mengchao Zhang (2018)
- Junmou Chen, Pyungwon Ko, Hsiang-Nan Li, Jinmian Li, Hiroshi Yokoya (2019)

# Case of the Standard Model Gauge group

- In many cases, the **soft QCD radiation patterns** from signals are different from Backgrounds. (e.g. : rapidity gap)

Jason Gallicchio, Matthew D. Schwartz 2010

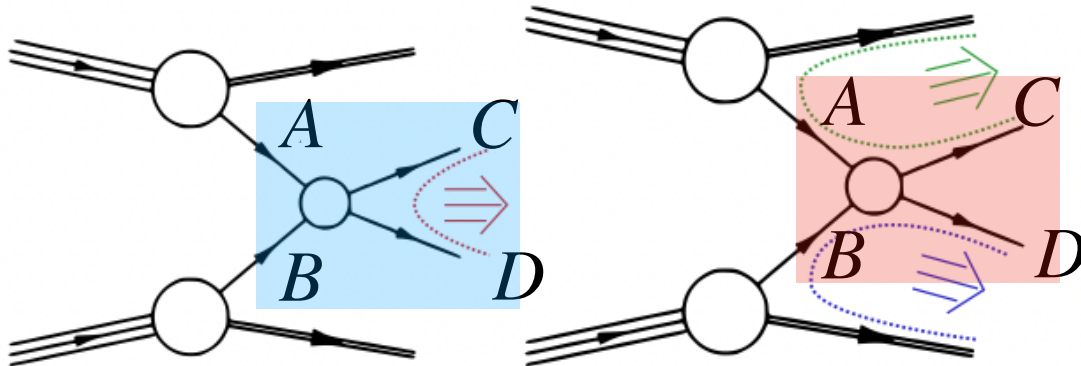
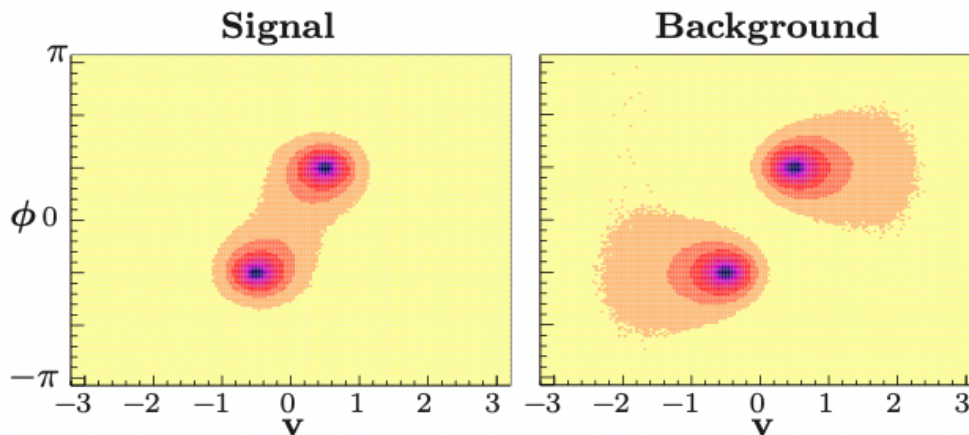


FIG. 1: Possible color connections for signal ( $pp \rightarrow H \rightarrow b\bar{b}$ ) and for background ( $pp \rightarrow g \rightarrow b\bar{b}$ ).



$$gg \rightarrow h \rightarrow b\bar{b}$$

$$\text{Tr}[T^A T^B] \text{Tr}[T^C T^D]$$

V . S .

$$gg \rightarrow b\bar{b}$$

$$\text{Tr}[T^A T^C] \text{Tr}[T^B T^D]$$

$$\text{Tr}[T^A T^D] \text{Tr}[T^B T^C]$$

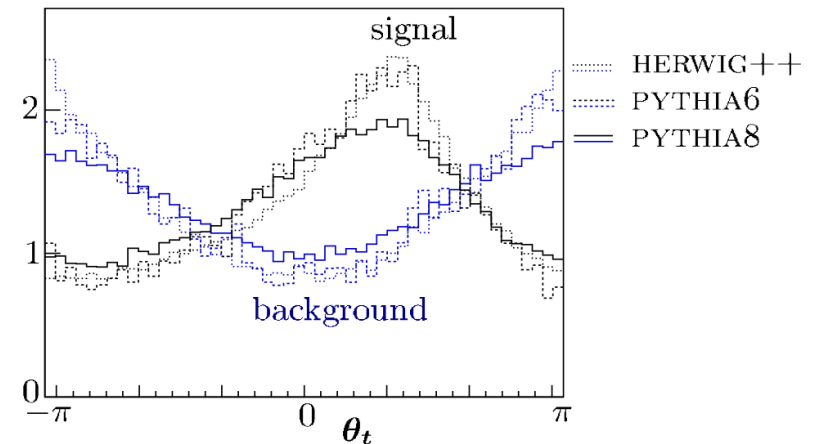
# Utilizing localized information

- One can design a QCD variable, for example a pull-vector

$$\vec{t} \equiv \sum \frac{p_T^i |r_i|}{p_T^{\text{jet}}} \vec{r}_i$$

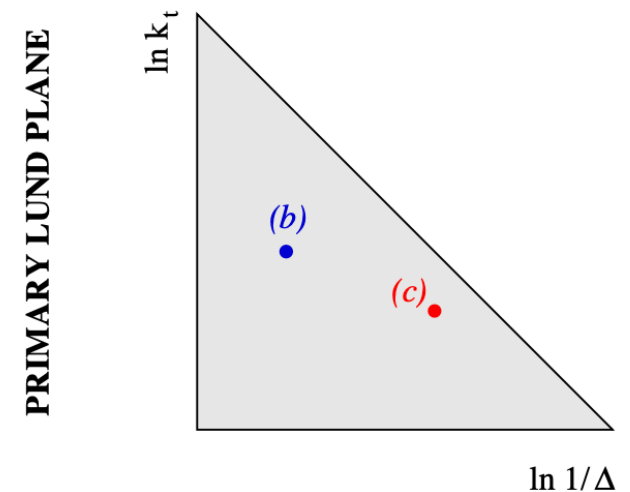
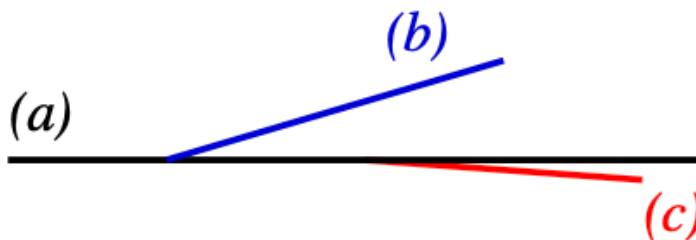
(Jason Gallicchio, Matthew D. Schwartz 2010)

provides an one-dimensional feature



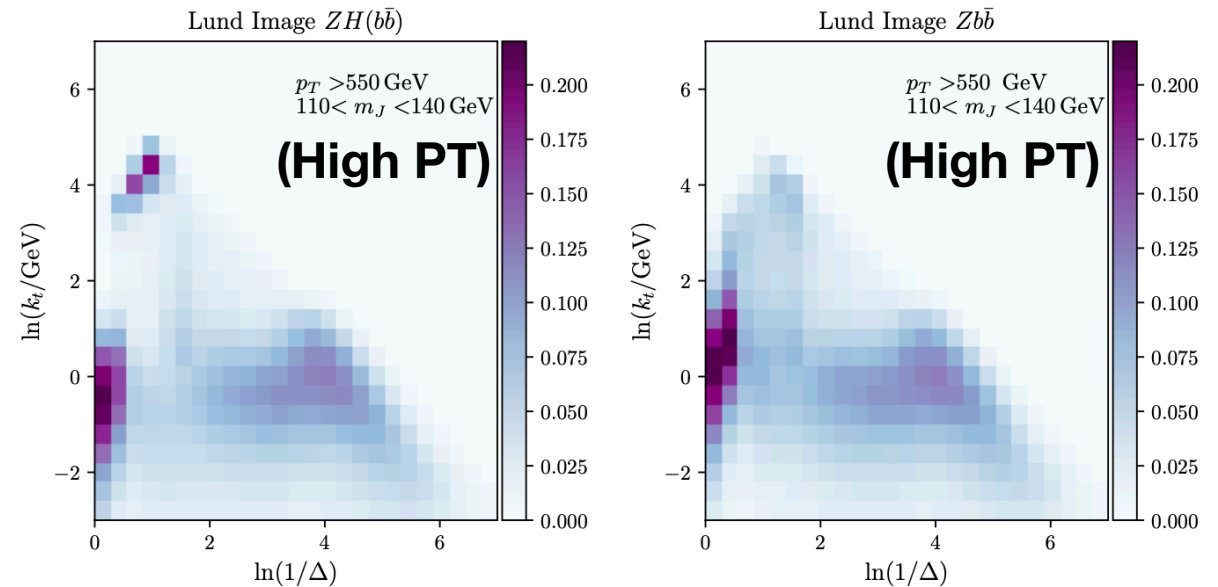
- Or one can get two-dimensional features,

(Frederic A. Dreyer, Gavin P. Salam, Gregory Soyez 2018)



# Fully utilizing localized information

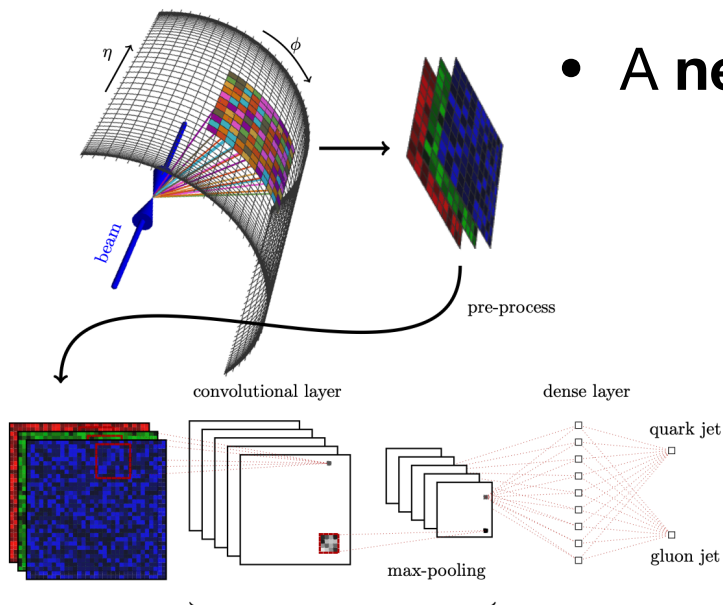
- One needs to understand **differences** in "the full information"



(Charanjit K. Khosa, Simone Marzani, 2021)

- A **neural network** can tell differences in soft-patterns

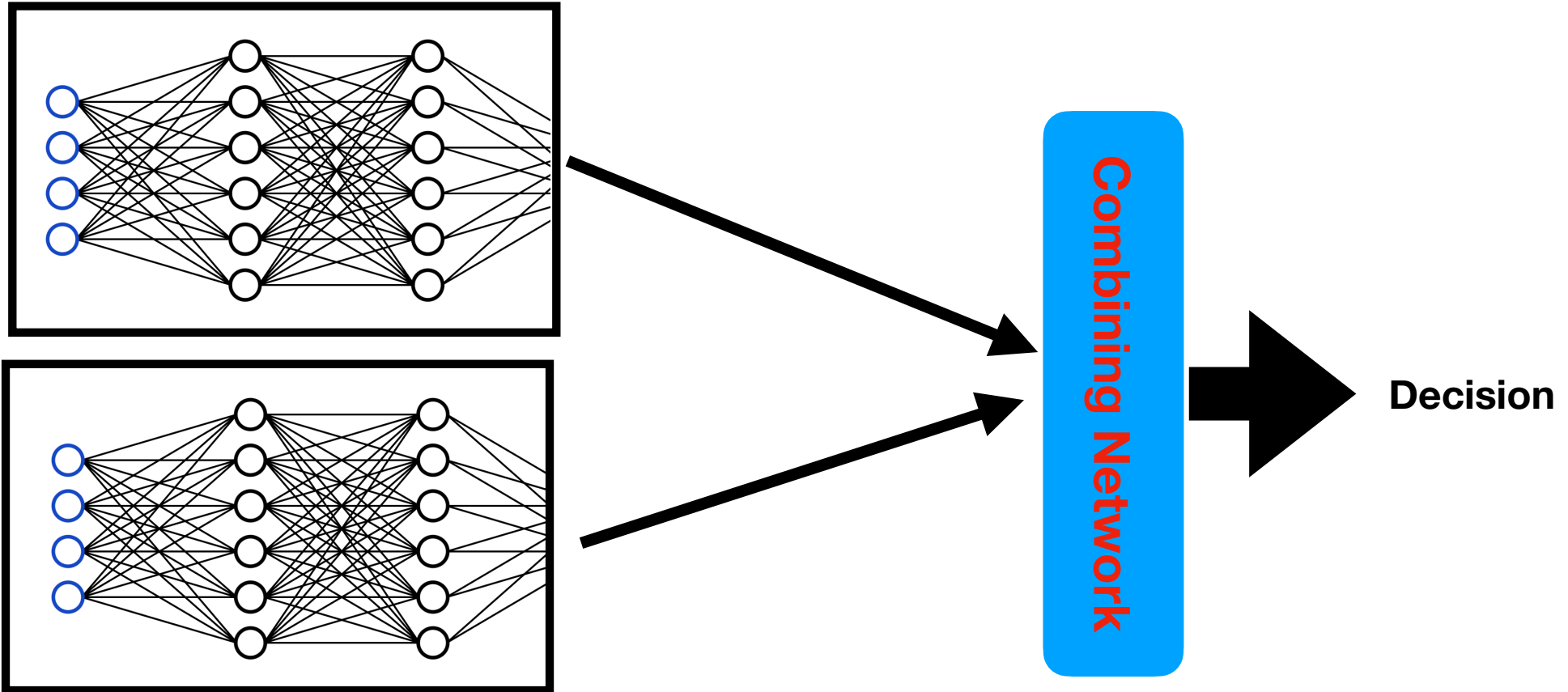
- Leandro G. Almeida, Mihailo Backović, Mathieu Cliche, Seung J. Lee, Maxim Perelstein (JHEP 2015)
- Won Sang Cho, Hyung Do Kim, Dongsu Lee (PRD 2020)
- Sung Hak Lim, Mihoko M. Nojiri (PRD 2020), ...



M. Schwartz et.al. (JHEP 2017)

# Global and Local information

A Neural Network for "Global" information

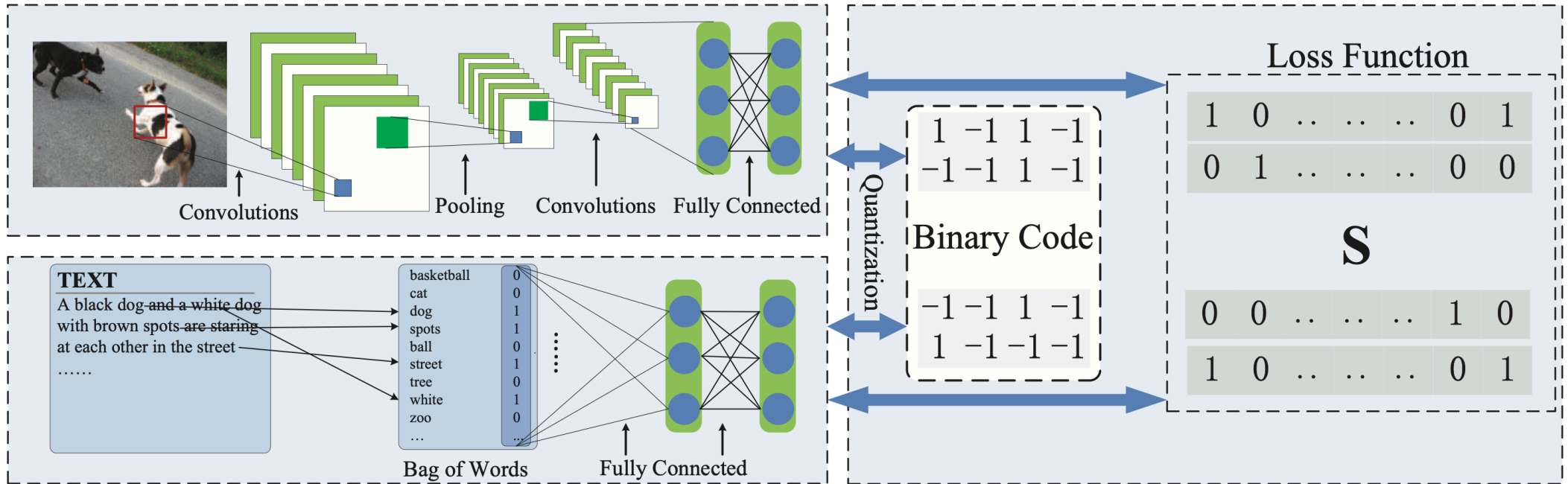


A Neural Network for "localized" information

- Jeong Han Kim, Minho Kim, Kyoungchul Kong, Konstantin T. Matchev, **MP** (JHEP 2019)
- Thomas Flacke, Jeong Han Kim, Manuel Kunkel, Pyungwon Ko, Jun Seung Pi (JHEP 2023)
- Daohan Wang, Jin-Hwan Cho, Jinheung Kim, Soojin Lee, Prasenjit Sanyal, Jeonghyeon Song (PRD 2024)



# Multi-modal Network

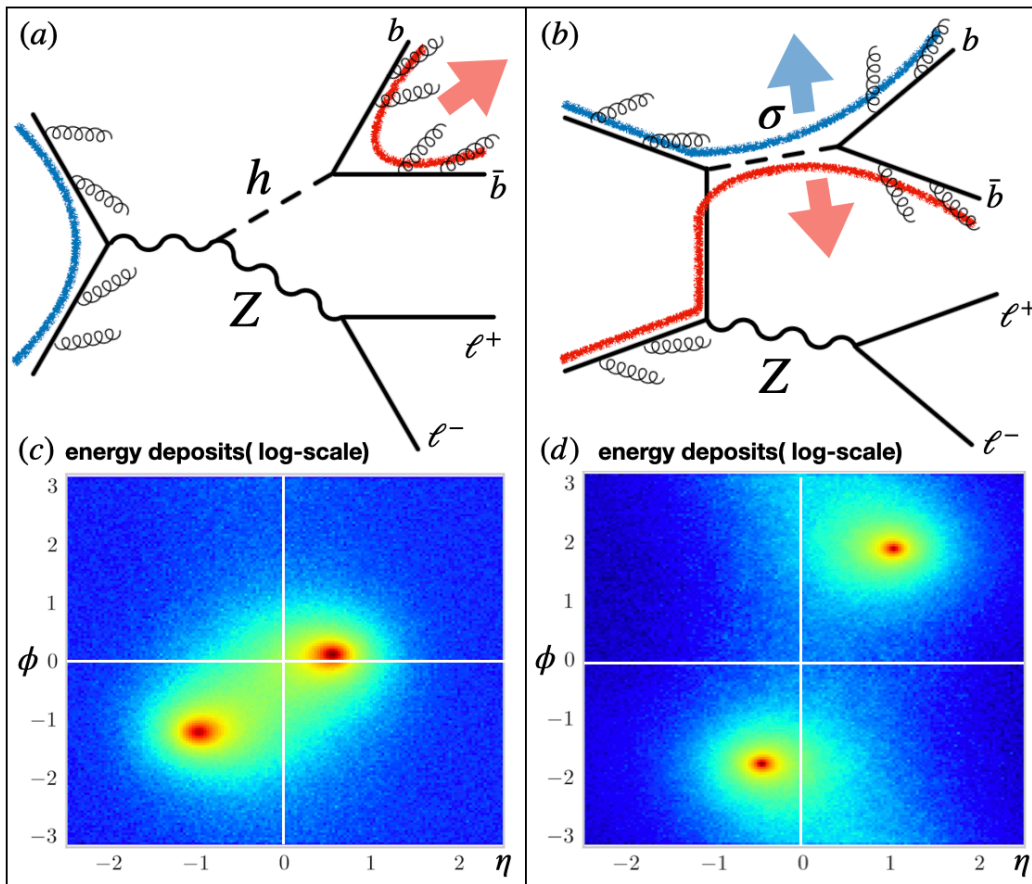


- In the commercial applications of Machine Learning, various sources of information (for example, different images, text) are utilized to interpret a situation in a consistent way.



# Multi-modal Network in collider physics

- In the collider physics, "kinematics" and "localized pattern (for example QCD) are **orthogonal information**, so that we need to take a **complementary** approach.



- For example,
  - similar kinematics (distance between two jets if  $m_h \simeq m_\sigma$ )
  - totally different soft QCD patterns with color singlet ( $h$ ) v.s. color octet ( $\sigma$ )

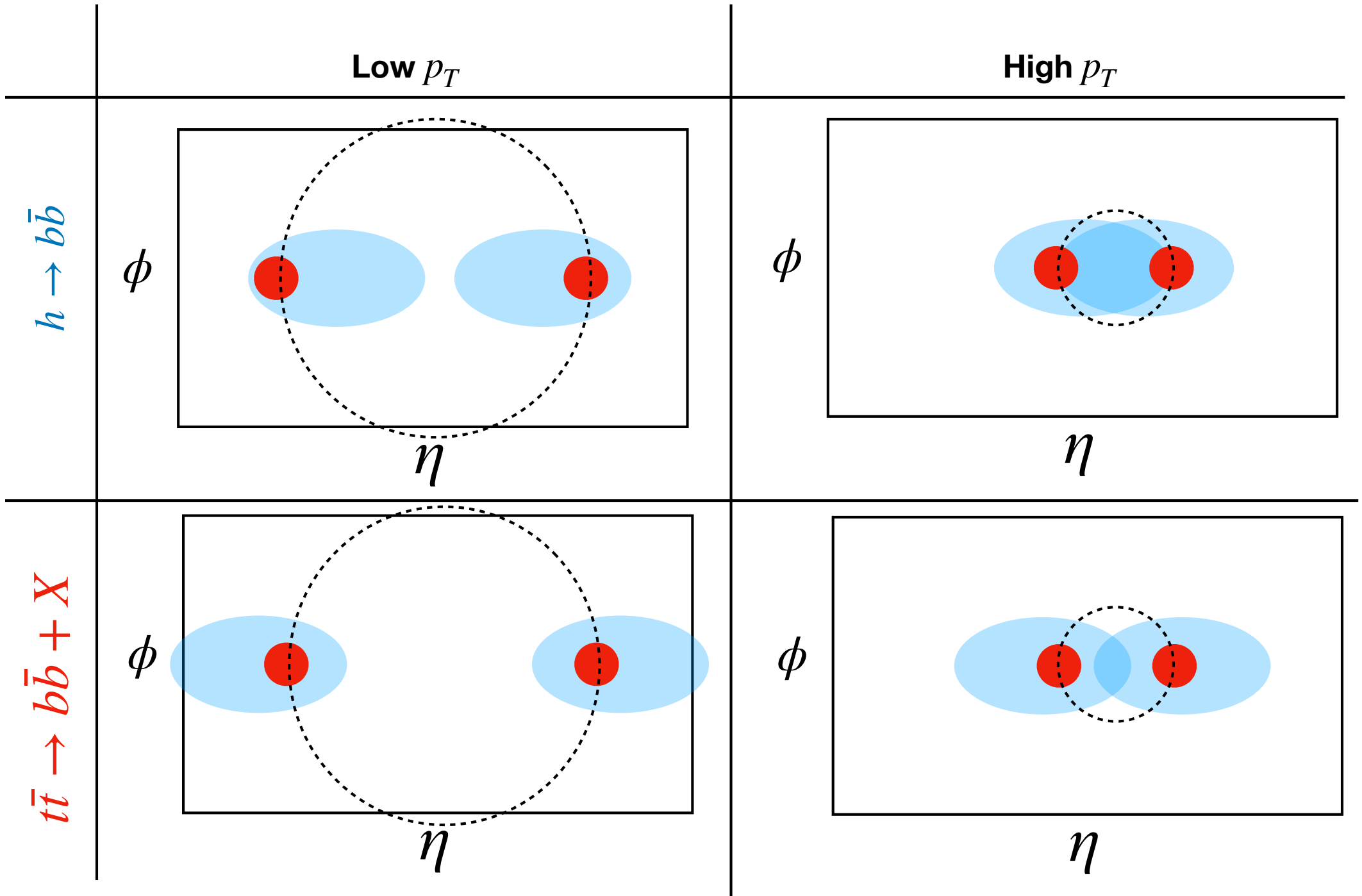
# Combining two different information



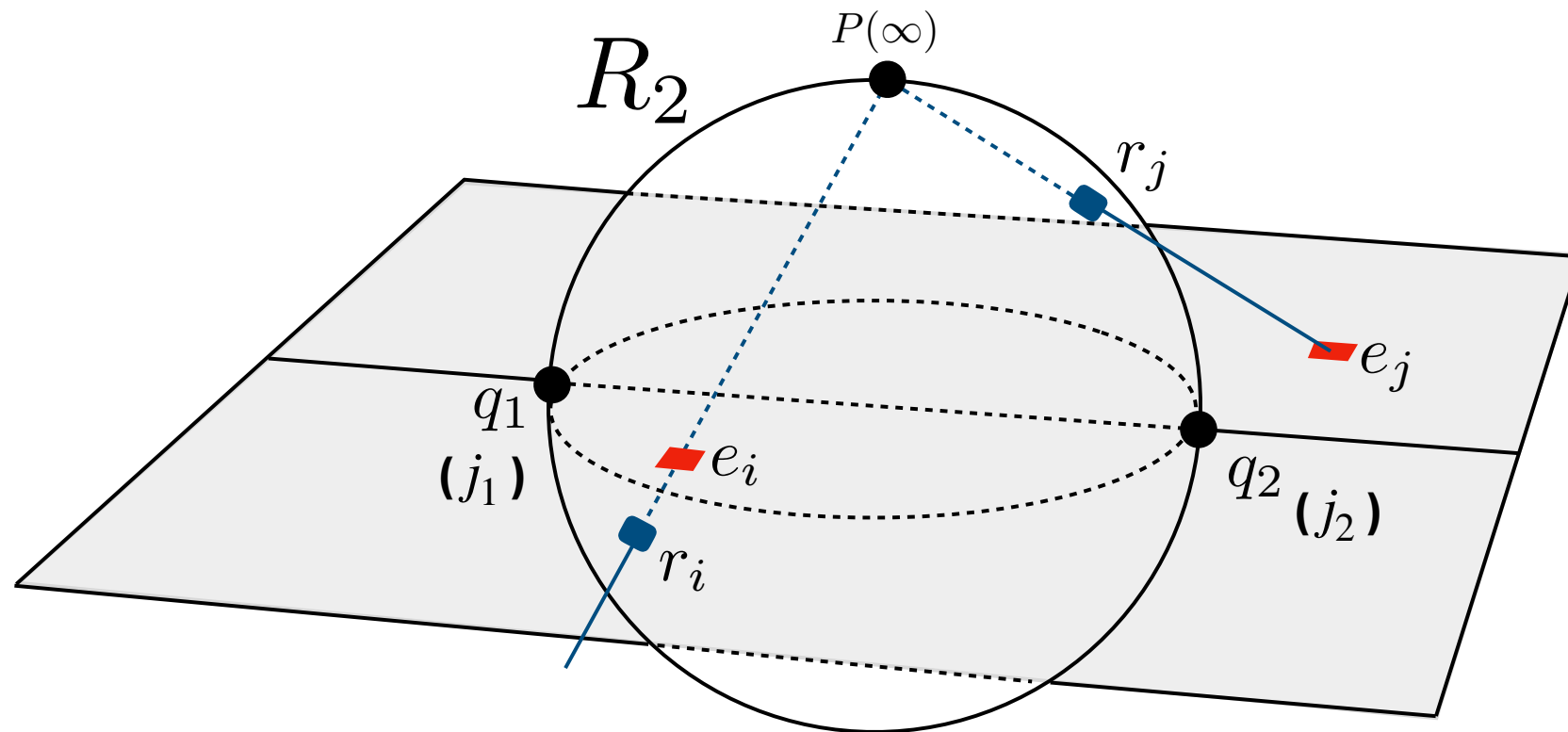
- Are we sure that our combination is the **optimized** one ?



- Decorrelating localized information from kinematics

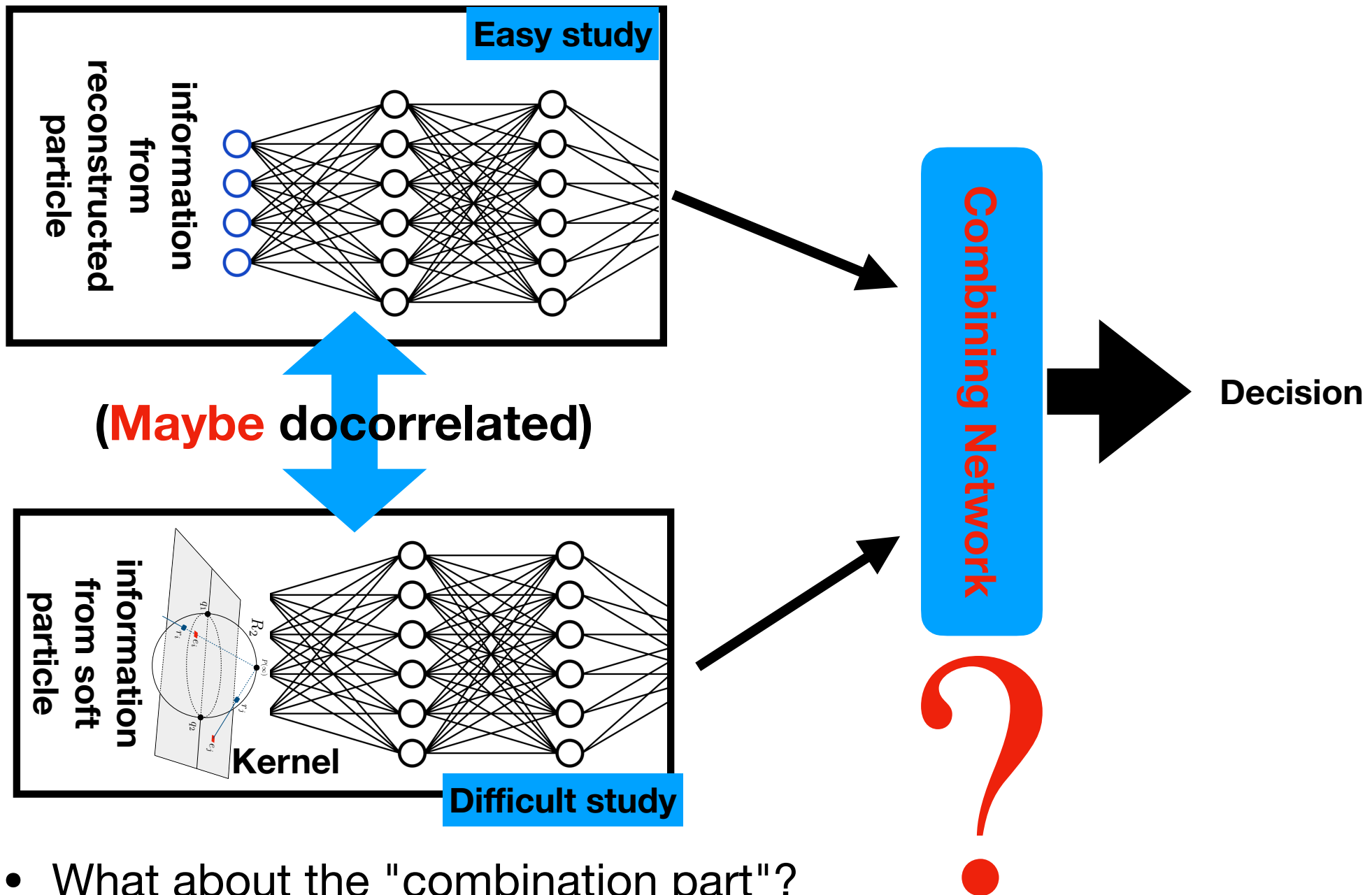


# Decorrelation using a Kernel trick



MP (2023)

- Soft radiations which are  
inside of a circle  $\rightarrow$  Southern hemisphere ( $H$ )  
outside of a circle  $\rightarrow$  North hemisphere (Backgrounds)
- Consider **only angular positions**, totally **independent from a radius which is proportional to  $P_T(jj)$** .



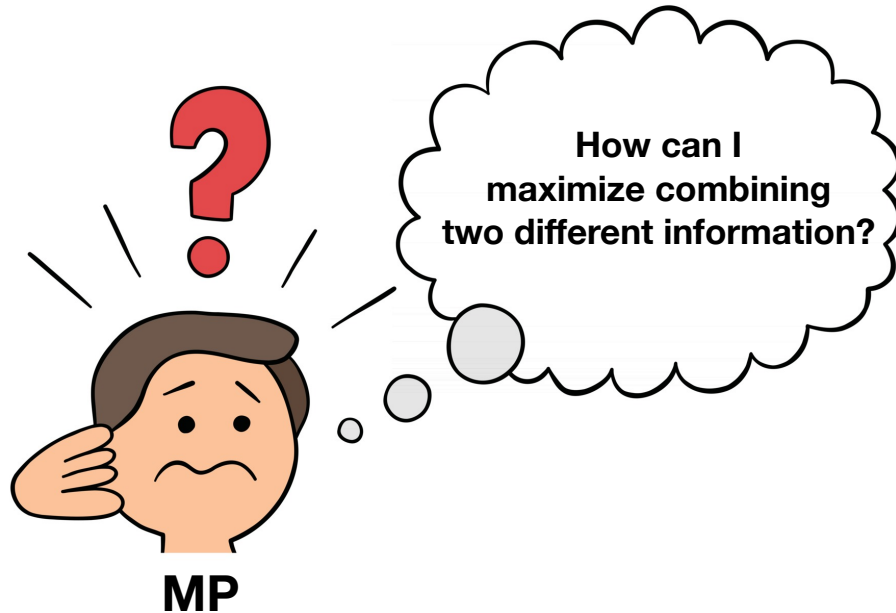
- What about the "combination part"?
  - Does a Neural Network learn both from kinematics and QCD in the equal basis (without mostly relying on "Easy" part) ?

- What about the "combination part"?
  - Does a Neural Network learn both from kinematics and QCD in the equal basis (without mostly relying on "Easy" part) ?
- **I have suffered from this problem more than a year...**
  - Above question is related to the **core question of ML**  
: How do you know what a Machine does learn ?

## **The explainable A.I.**

- Sunghoon Jung, Dongsub Lee, Ke-Pan Xie (Eur. Pys, 2020)
- Jin Choi, Un-Ki Yang (progress)

# Fortunately, I have a chance to discuss with Kayoung Ban



- In Machine learning, a simple solution is always welcomed as it provides the better convergence ! (with a few training data)



Kayoung Ban



**We can look into  
ML with attention  
mechanism**



# Method - Attention Layer

\* Minh-Thang Luong, Hieu Pham, and Christopher D. Manning, "Effective approaches to attention-based neural machine translation," (2015), arXiv:1508.04025 [cs.CL].

\* Dzmitry Bahdanau, Kyunghyun Cho, and Yoshua Bengio, "Neural machine translation by jointly learning to align and translate," arXiv preprint arXiv:1409.0473

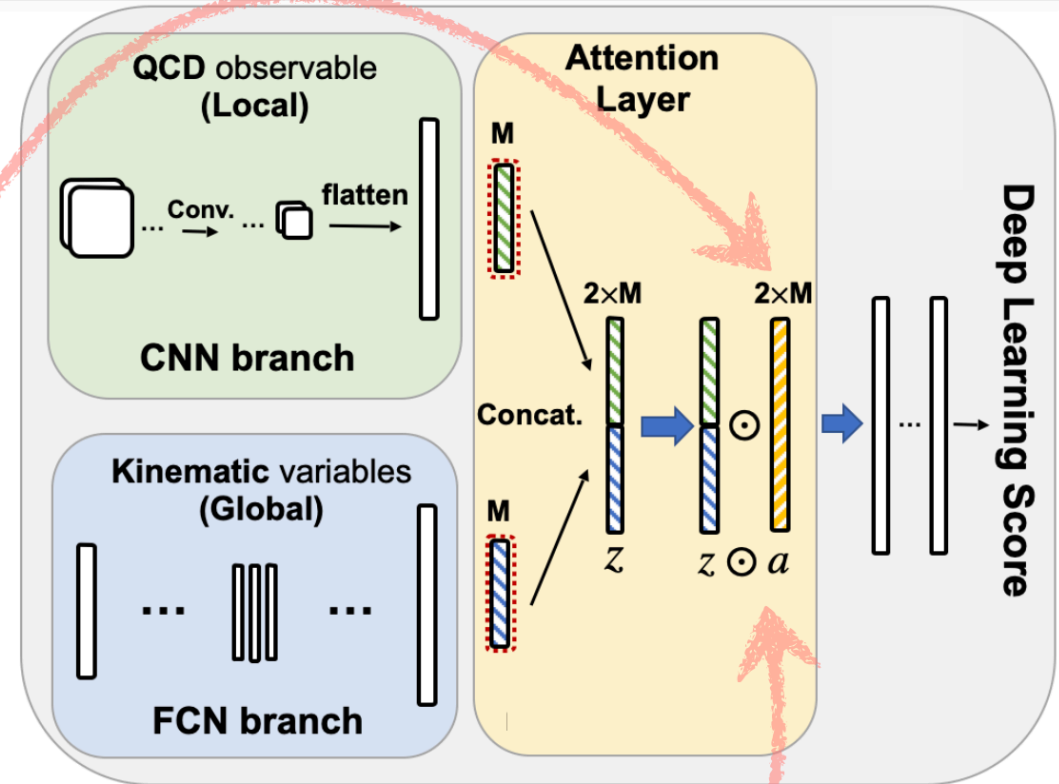
An innovative network for Natural language

$$\text{Attention score} \rightarrow a(z) = \frac{e^{f_{\text{attn}}(z)}}{\sum_{j=1}^{2M} e^{f_{\text{attn}}(z)_j}}$$

where the layer  $z = [z_{1:M} : z_{M+1:2M}]$  which is the concatenated layer from

**CNN** and **FCN** respectively, and

$f_{\text{attn}}(x) = W_{\text{attn}}x + b_{\text{attn}}$  is a trainable linear transformation.

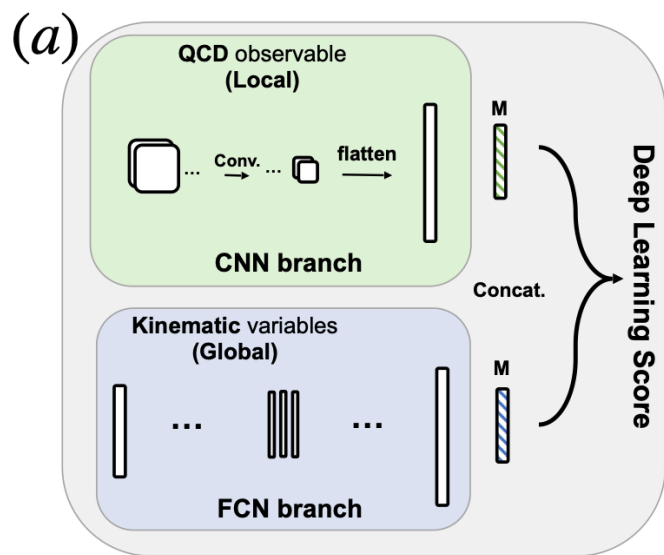


$$\text{Attention value} \rightarrow z \odot a$$

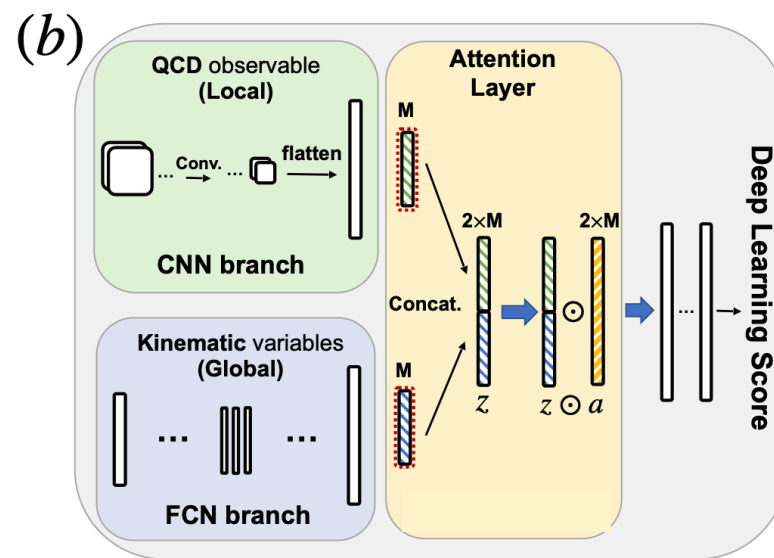
✓ The **attention values** are computed as Hadamard product between the attention score ( $a$ ) and the concatenated layer ( $z$ ).

✓ We can interpret how much the model concentrates the two base models to classify signal and background.

✓ Attention values are then connected with a fully connected layer for classification.



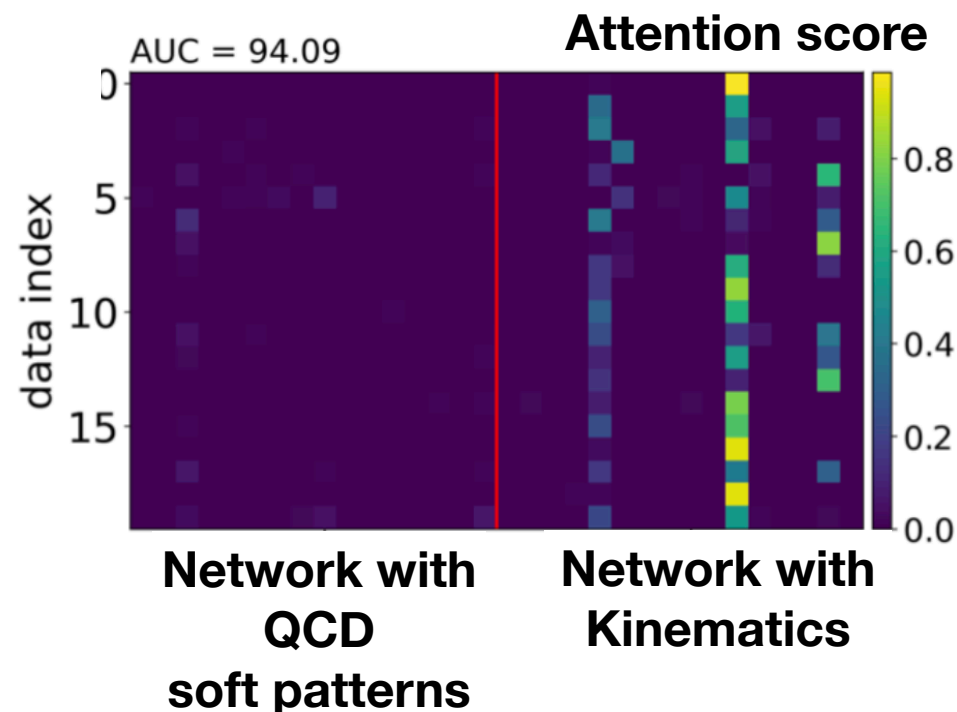
**Conventional  
Black-box NN**



**Transparent NN**

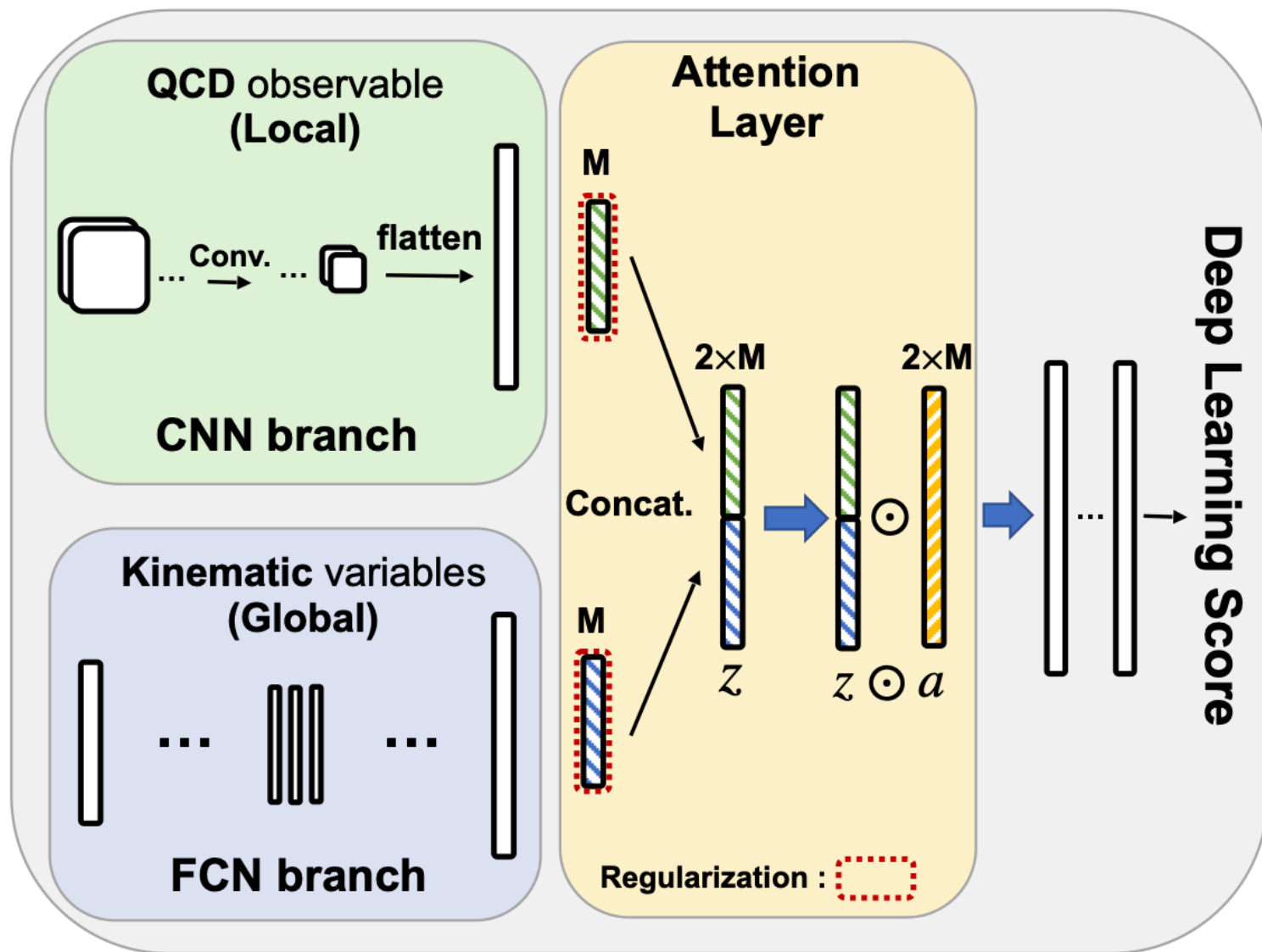
- With **an attention layer**,  
we can observe that

Network with the conventional combination **focus mostly on the easier material to study. (kinematics)**



**Now, let's do the  
magic part**





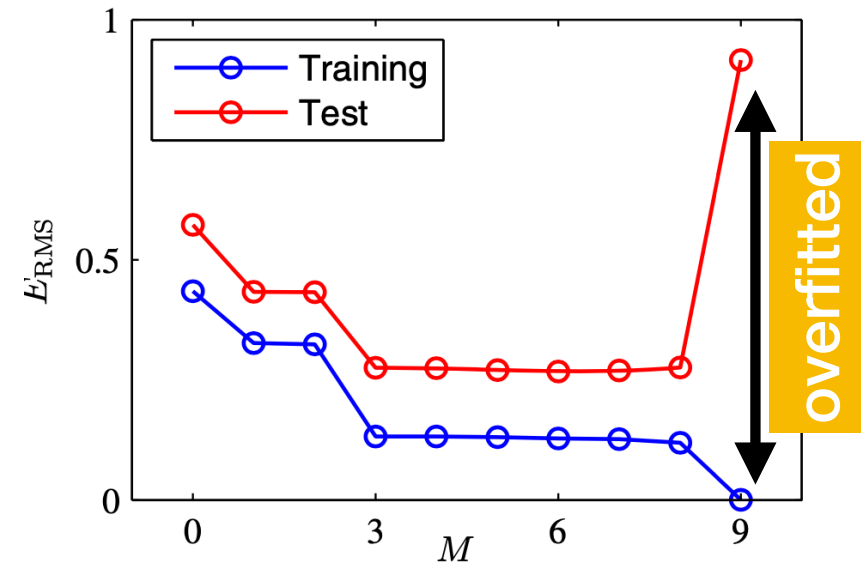
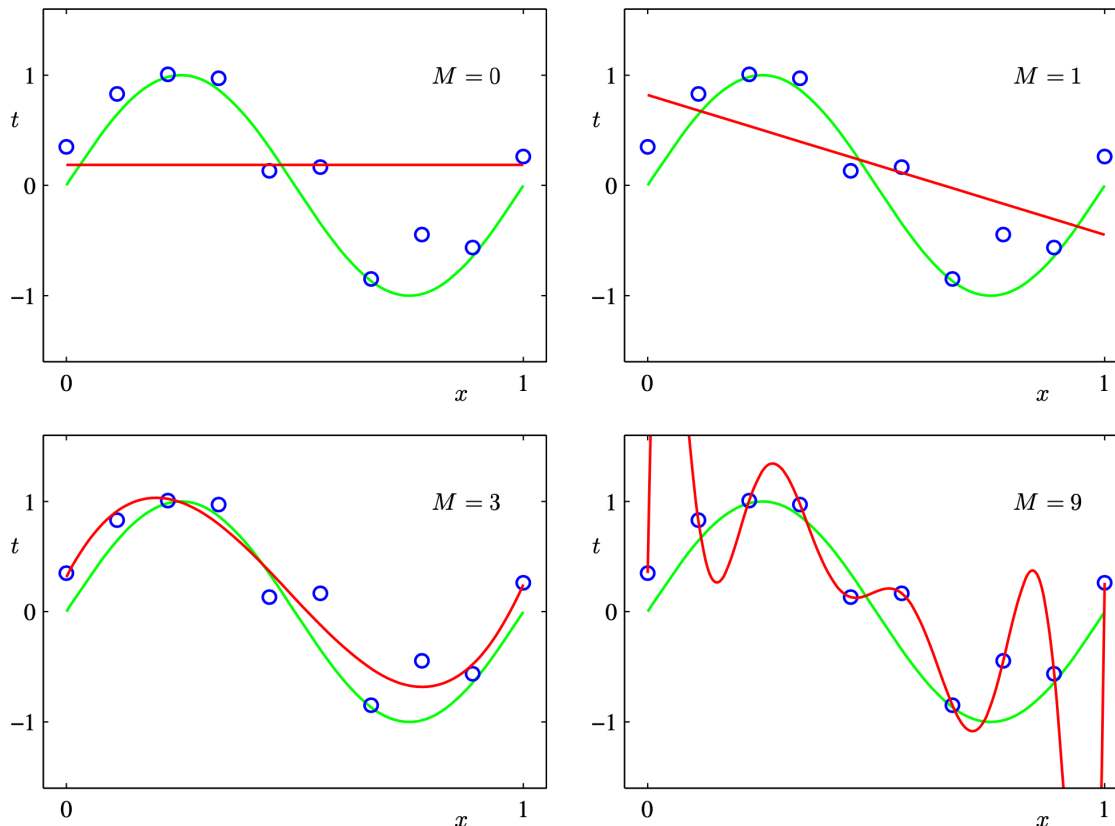
$$\text{Regularization term} = l_2 \times \sum_{k=1}^M W_k^2$$

# Actually, this is related to the **core** of ML

## - **protecting overfitting**

- With complicated networks, the overfitting can occur !

$$y(x, \omega) = \omega_0 + \omega_1 x + \omega_2 x^2 + \dots + \omega_M x^M$$

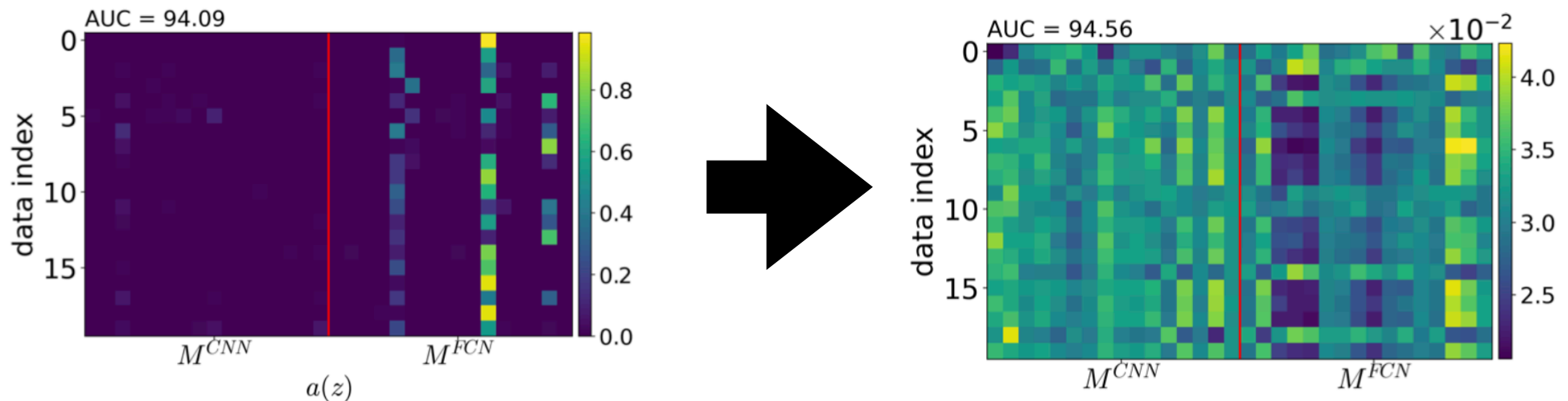


	$M = 0$	$M = 1$	$M = 6$	$M = 9$
$w_0^*$	0.19	0.82	0.31	0.35
$w_1^*$		-1.27	7.99	232.37
$w_2^*$			-25.43	-5321.83
$w_3^*$			17.37	48568.31
$w_4^*$				-231639.30
$w_5^*$				640042.26
$w_6^*$				-1061800.52
$w_7^*$				1042400.18
$w_8^*$				-557682.99
$w_9^*$				125201.43

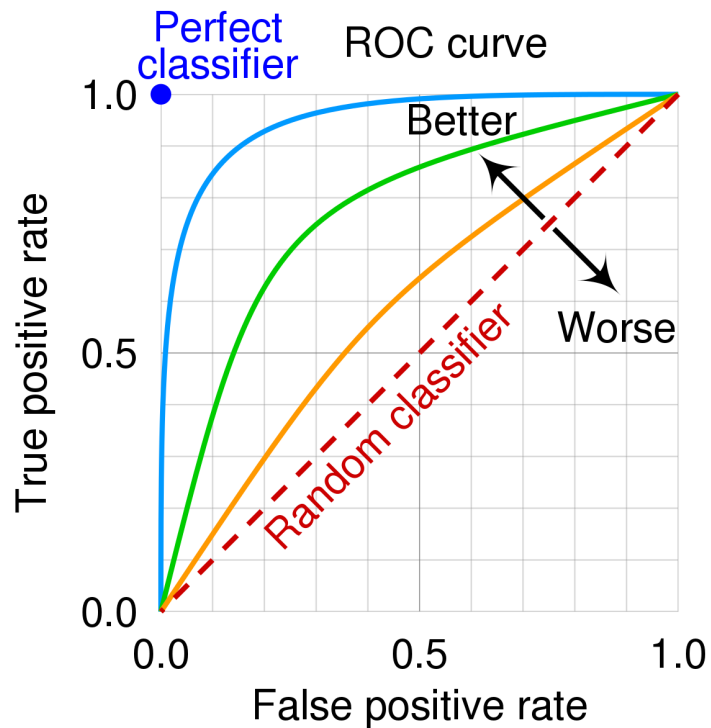
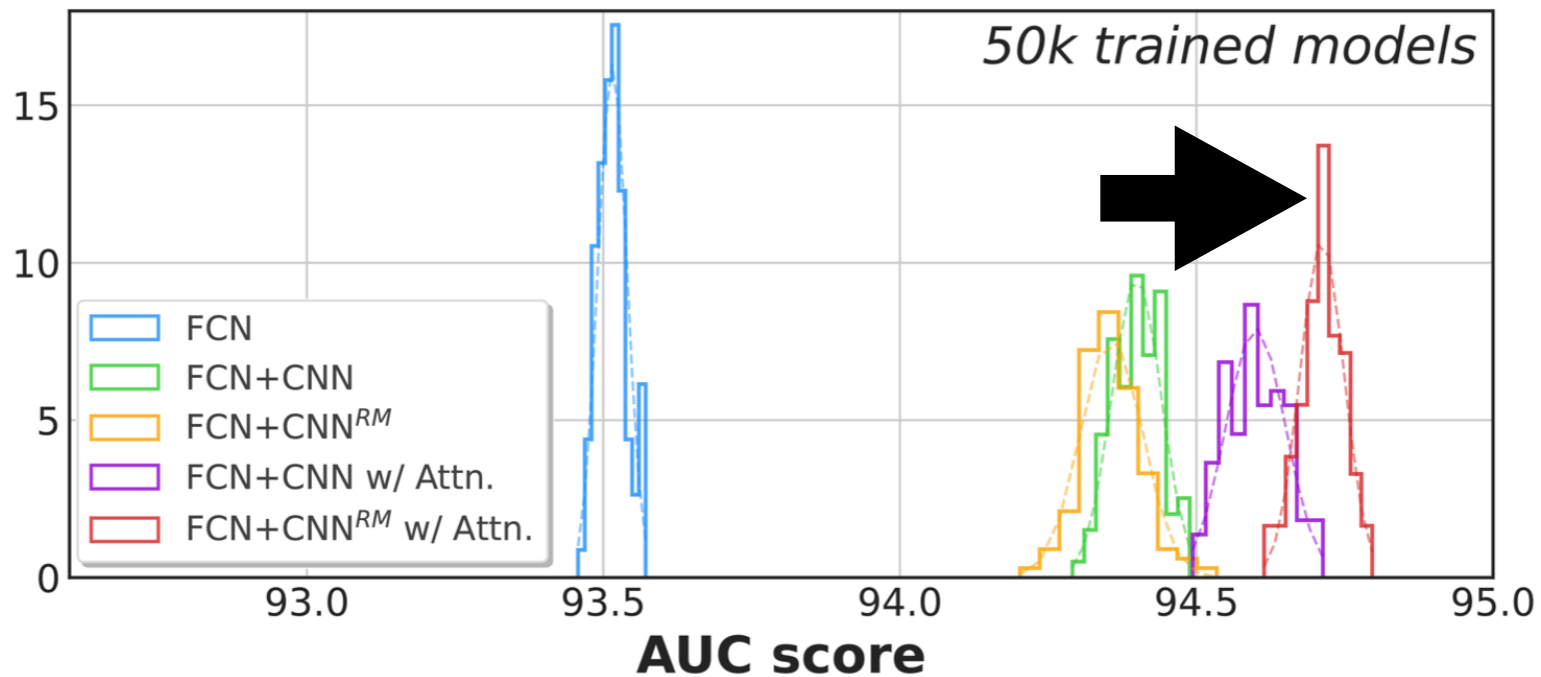
- Utilize a **regularizer**, a "**Lagrangian Multiplier**" in ML

$$\text{Regularization term} = l_2 \times \sum_{k=1}^M W_k^2$$

- this **simple technique** works to **balance** information between local and global information!



- Eureka! I have missed this simple solution. This is an universal method.



- AUC score is the area under the ROC curve. Perfect discrimination = AUC score=1
- We get the improvement in the performance as a result.



# Conclusion

- There have been "huge" wave in applying machine learning methods in a particle phenomenology.
- So far, there was no serious study how to maximize the combination of two different types of information.
- To maximize the performance of collider analysis, one needs to utilize both "global" (= full phase space) information and "localized" activities (= soft radiation patterns).
- We present a **simple but universal / effective** method to achieve the balanced training to maximize the performance.
  - This issue has not been taken seriously in the commercial advanced machine learning ( as they take a consistent approach)