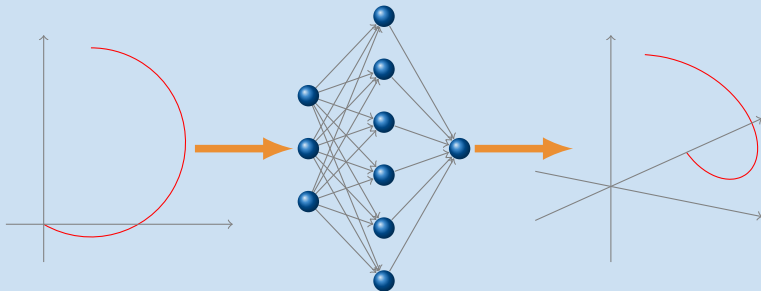


Neural Networks in the Belle II Track Trigger

Ringberg Young Scientist Workshop 2016

June 8, 2016



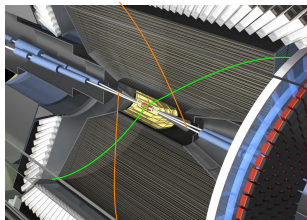
Neuro team

S. Bähr, C. Kiesling, **S. Neuhaus**, S. Skambraks





estimate z-vertex of single tracks to reject machine background in Belle II

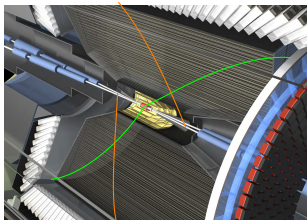


Why neural networks?

- fast ($< 1 \mu\text{s}$), parallel, deterministic runtime
- nonlinear, noise robust
- ...



estimate z-vertex of single tracks to reject machine background in Belle II



Why neural networks?

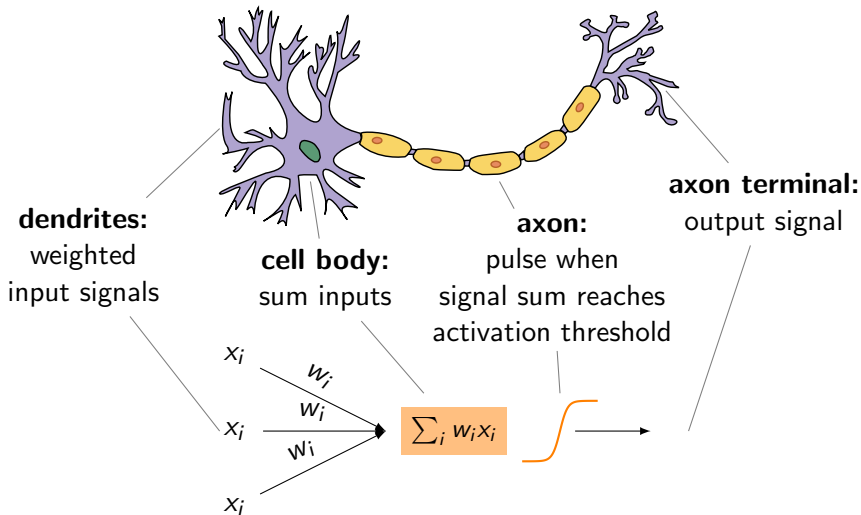
- fast ($< 1 \mu\text{s}$), parallel, deterministic runtime
- nonlinear, noise robust
- ...

How does it work?

- multi layer perceptron
- function approximation
- classification
- training methods
- application in the neurotrigger



Biological neuron vs. perceptron



By Dhp1080, svg adaptation by Actam - Image:Neuron.svg, CC BY-SA 3.0,

<https://commons.wikimedia.org/w/index.php?curid=4293768>



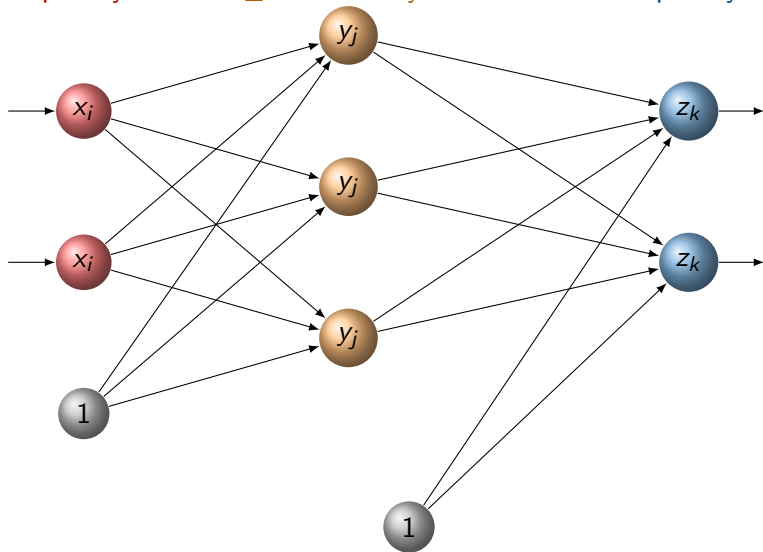
Multi Layer Perceptron (MLP)



input layer

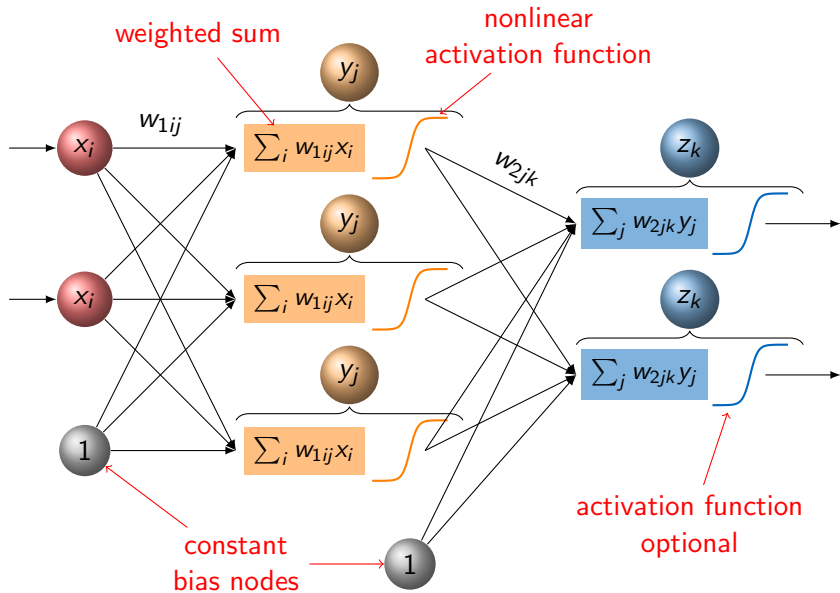
≥ 1 hidden layers

output layer





Multi Layer Perceptron (MLP)

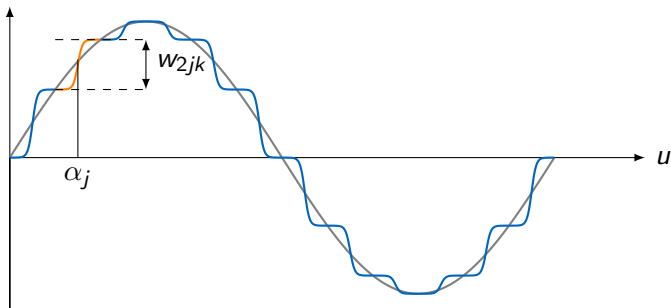




Fourier series: $f(\vec{x}) = \sum_{\vec{k}} c_{\vec{k}} \cdot \exp(\underbrace{2\pi i \vec{k} \cdot \vec{x}}_{u(\vec{x})})$

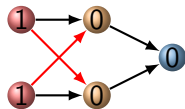
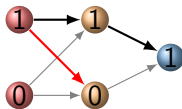
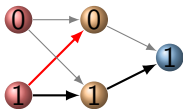
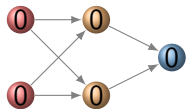
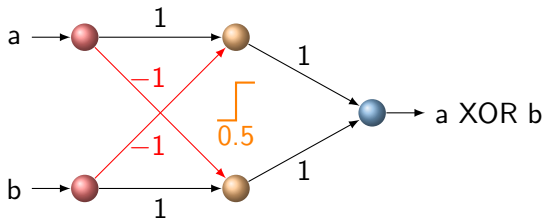
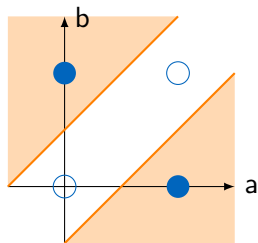
Hidden node: $\tanh(\sum_i w_{1ij} x_i) = \tanh(\beta_j(u(\vec{x}) - \alpha_j))$

Output node: $\sum_j w_{2jk} \cdot \tanh(\beta_j(u(\vec{x}) - \alpha_j)) \approx \sin(u(\vec{x}))$





need at least 2 separating lines = hidden nodes

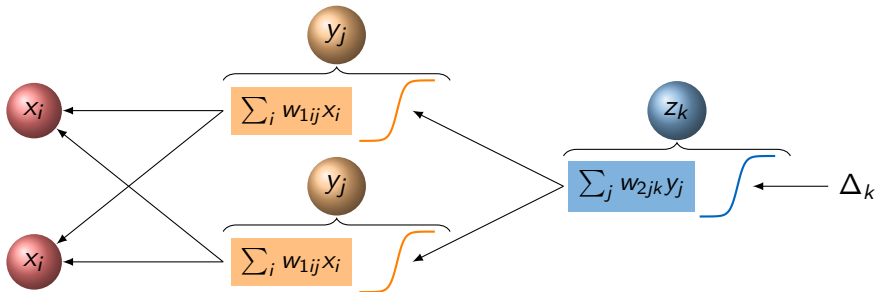




training samples (\vec{x}^s, \vec{t}^s)

→ minimize **cost function** $E = \sum_{k,s} (z_k(\vec{x}^s) - t_k^s)^2 = \sum_{k,s} (\Delta_k^s)^2$

weight updates: $\Delta w = -\frac{\partial E}{\partial w} \cdot \delta$, (δ : learning rate)

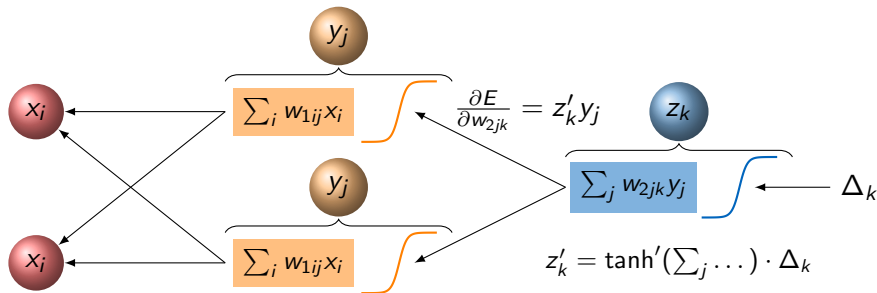




training samples (\vec{x}^s, \vec{t}^s)

→ minimize **cost function** $E = \sum_{k,s} (z_k(\vec{x}^s) - t_k^s)^2 = \sum_{k,s} (\Delta_k^s)^2$

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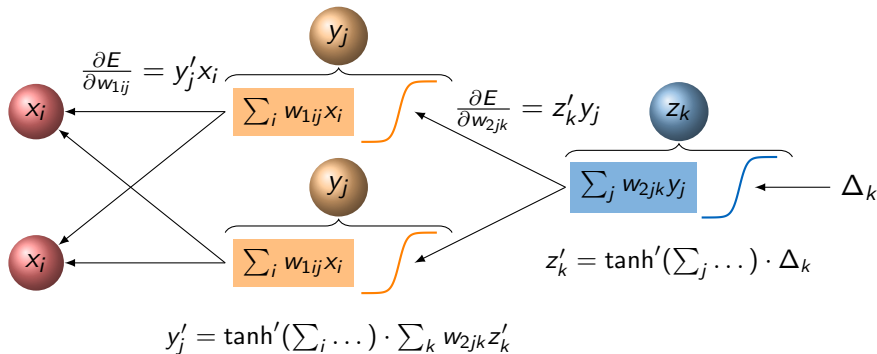


Training with backpropagation

training samples (\vec{x}^s, \vec{t}^s)

→ minimize **cost function** $E = \sum_{k,s} (z_k(\vec{x}^s) - t_k^s)^2 = \sum_{k,s} (\Delta_k^s)^2$

weight updates: $\Delta w = -\frac{\partial E}{\partial w} \cdot \delta$, (δ : learning rate)

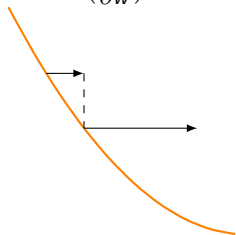




weight updates: $\Delta w = -\text{sign}\left(\frac{\partial E}{\partial w}\right) \cdot \delta_{\text{epoch}}(w)$

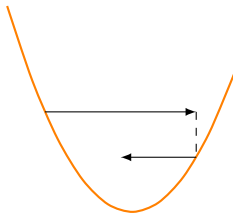
- depends only on sign of cost function derivative
- individual learning rate for each weight
- learning rate adjusted during training

$$\left(\frac{\partial E}{\partial w}\right)^{\text{epoch}} \cdot \left(\frac{\partial E}{\partial w}\right)^{\text{epoch}-1} > 0 :$$

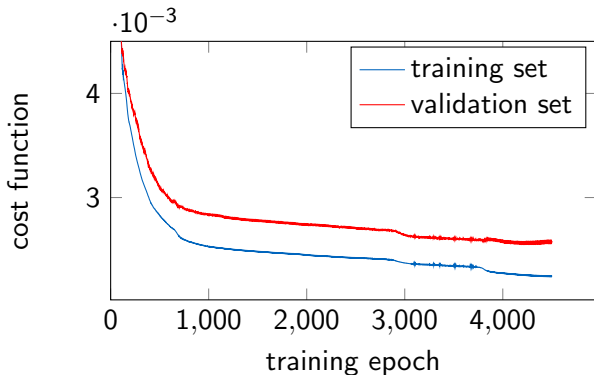


→ increase $\delta(w)$

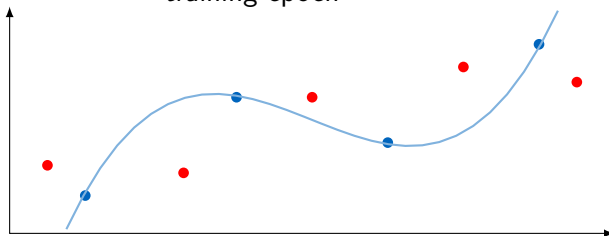
$$\left(\frac{\partial E}{\partial w}\right)^{\text{epoch}} \cdot \left(\frac{\partial E}{\partial w}\right)^{\text{epoch}-1} < 0 :$$

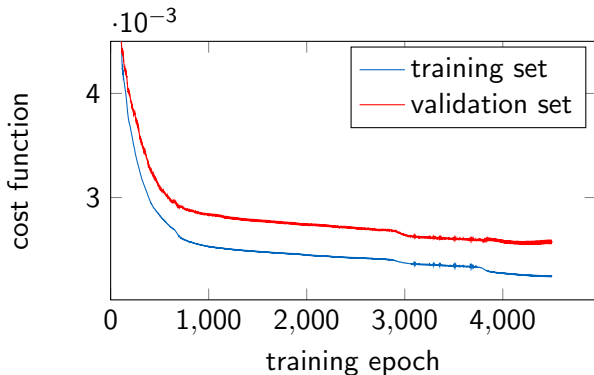


→ decrease $\delta(w)$

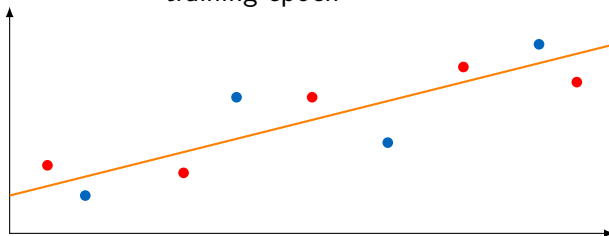


independent
validation set
to avoid
“learning by heart”



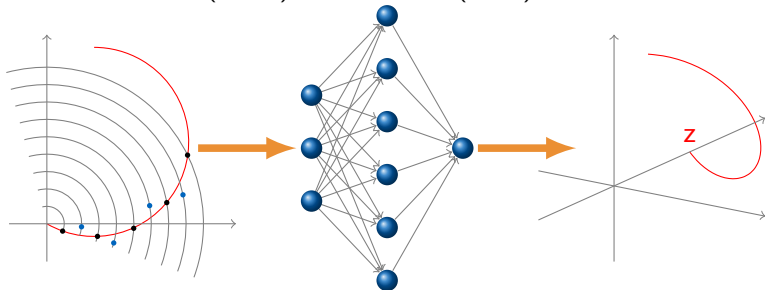


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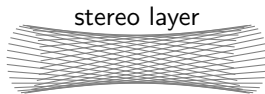
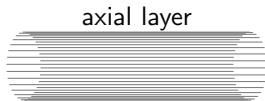




Task: 2D track (circle) \rightarrow 3D track (helix)

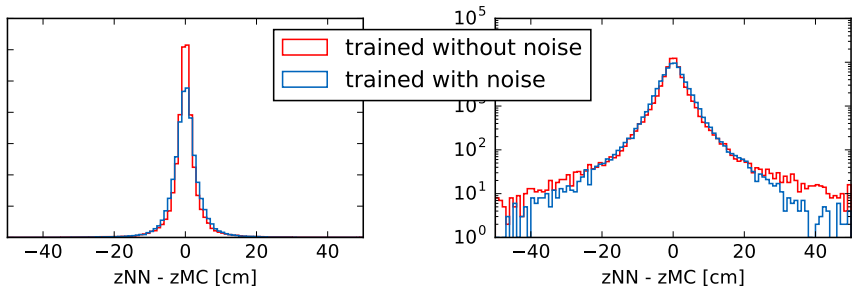


- input: wire hits from the central drift chamber
 - 9 super layers, alternating axial and stereo
 - 1 hit per super layer, scaled position and drift time
- output: continuous scaled z-vertex

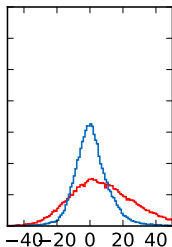




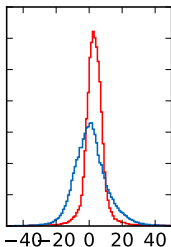
What does the MLP learn?



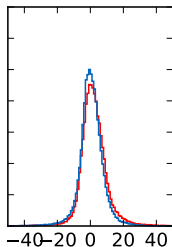
SL1 turned off



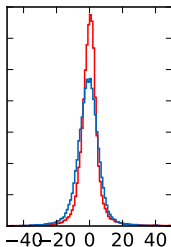
SL3 turned off



SL5 turned off



SL7 turned off





Multi Layer Perceptron

- ≥ 3 layers of perceptrons
- connection weights, nonlinear activation
- function approximation / classification

Training: backpropagation

- input/output samples
- minimize cost function

Belle II neurotrigger

- fast 3D track reconstruction