

# Particle ID with timing using quantum algorithms

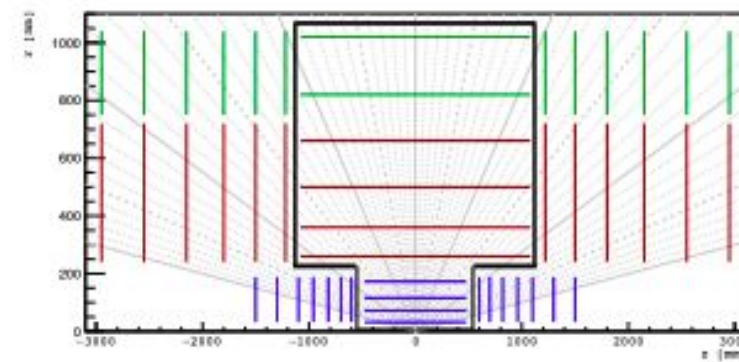
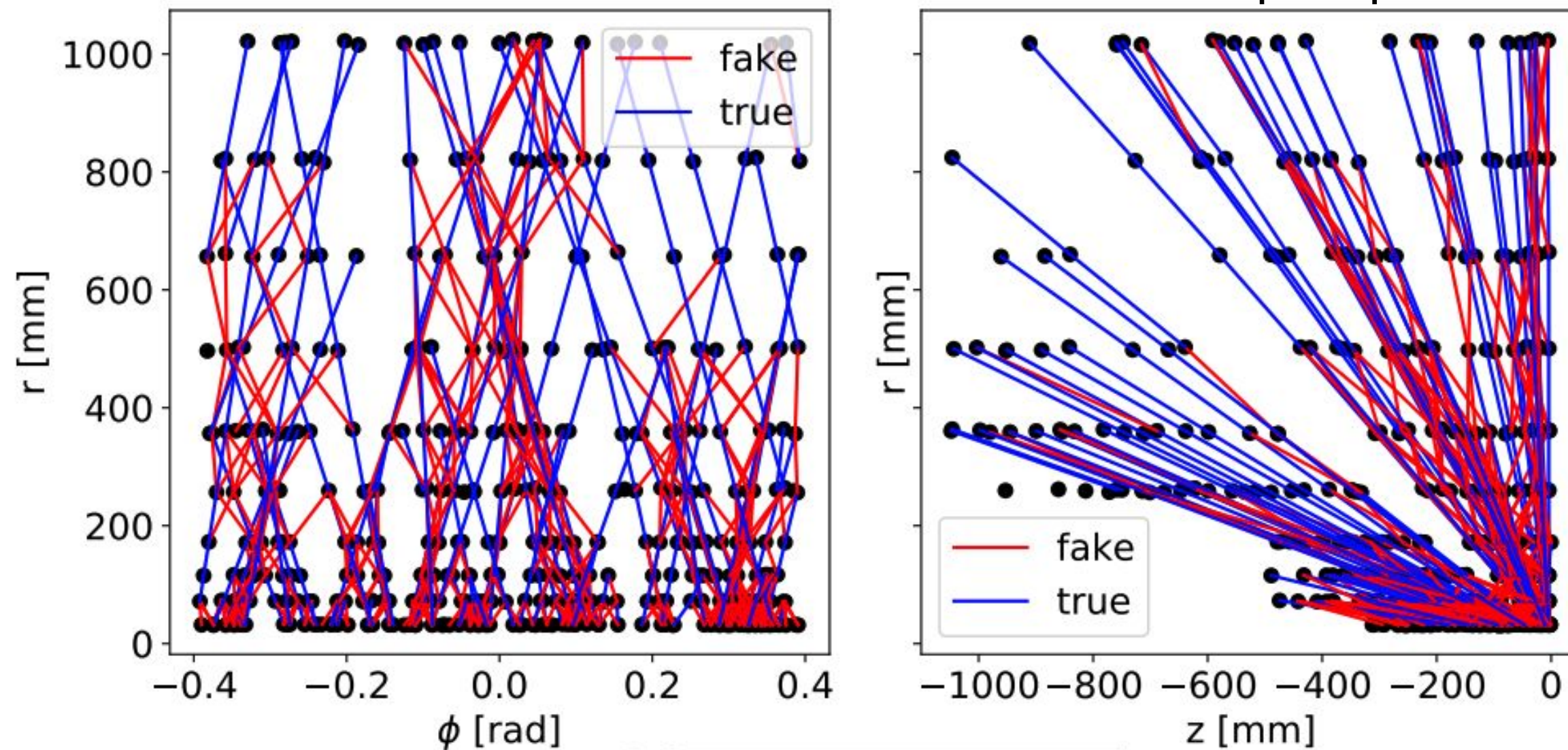
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TIME SAVING · KNOWLEDGE OVERVIEW · UNEXPECTED INSIGHTS  
Make Complexity Irrelevant



# Performance of Particle Tracking Using a Quantum Graph Neural Network

<https://quantum.cern/quantum-graph-neural-networks>



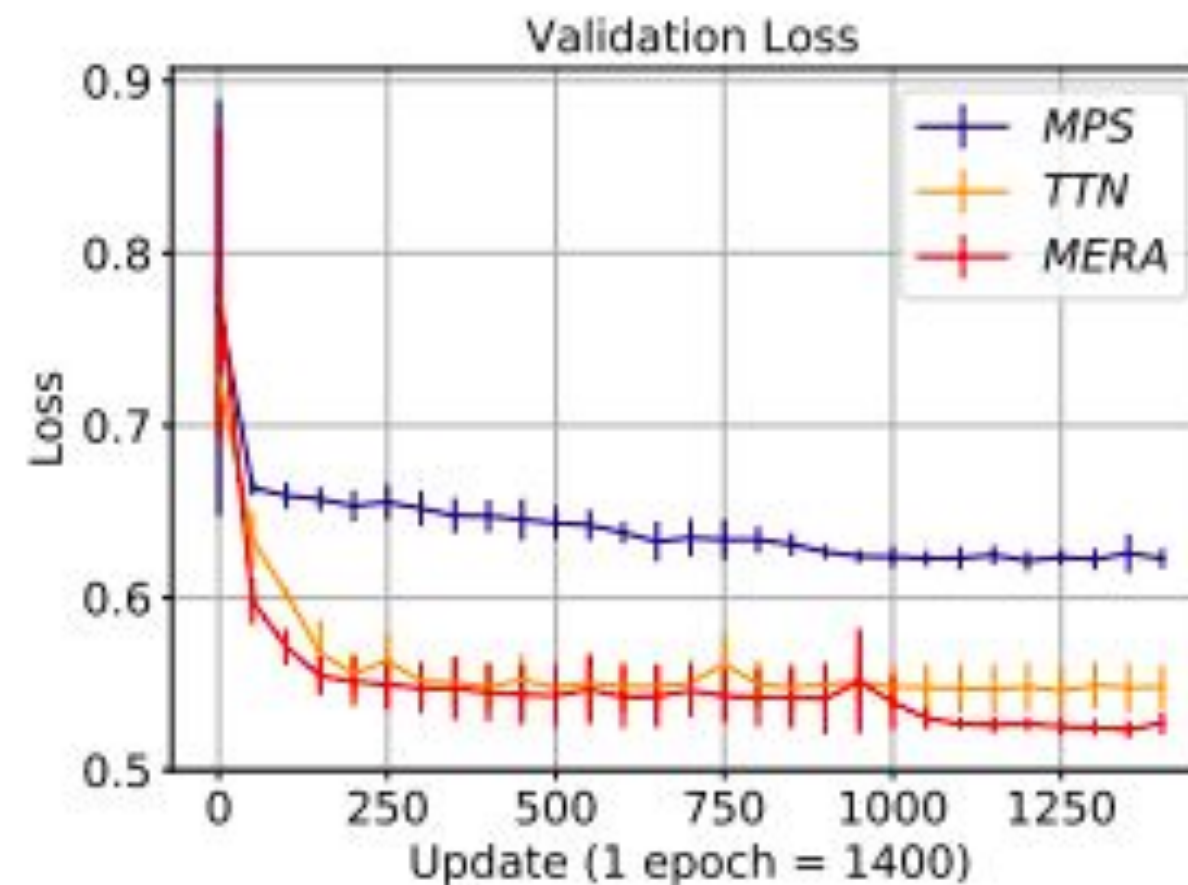
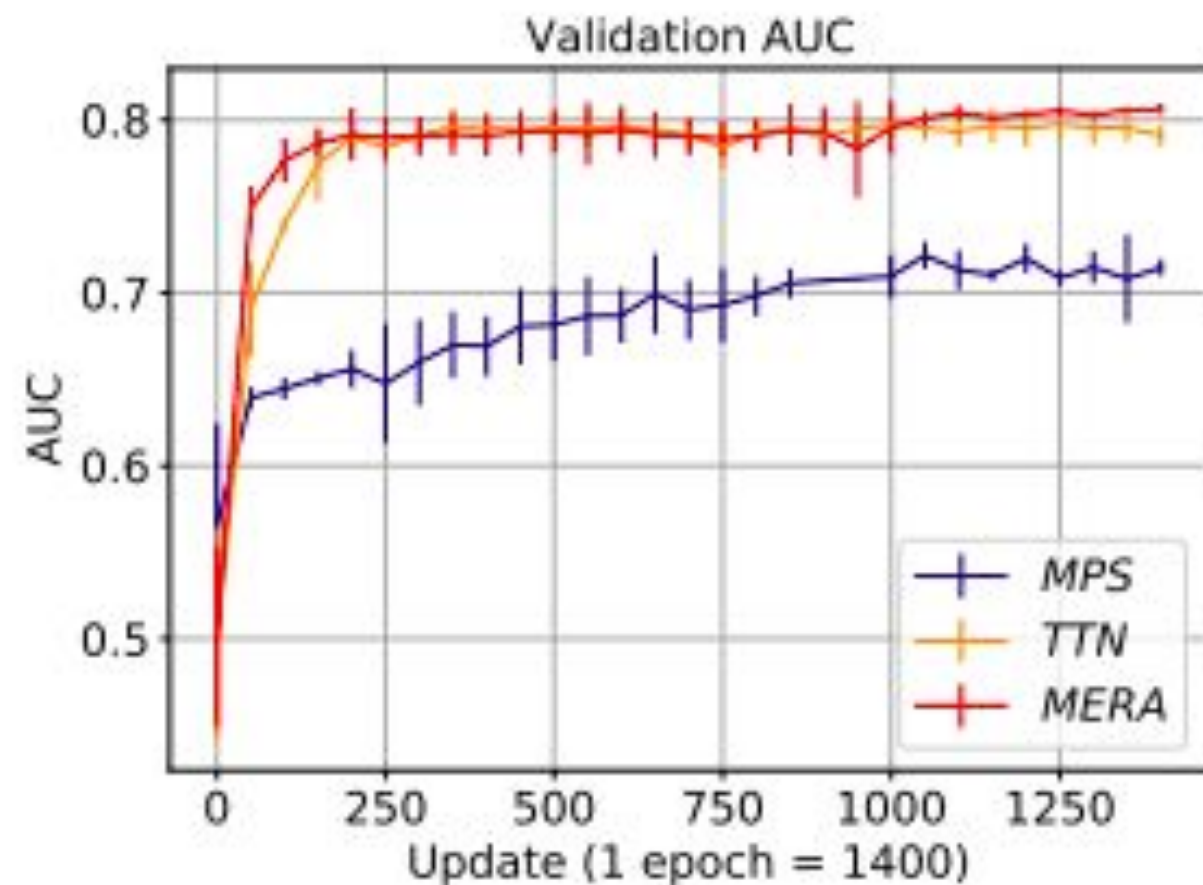
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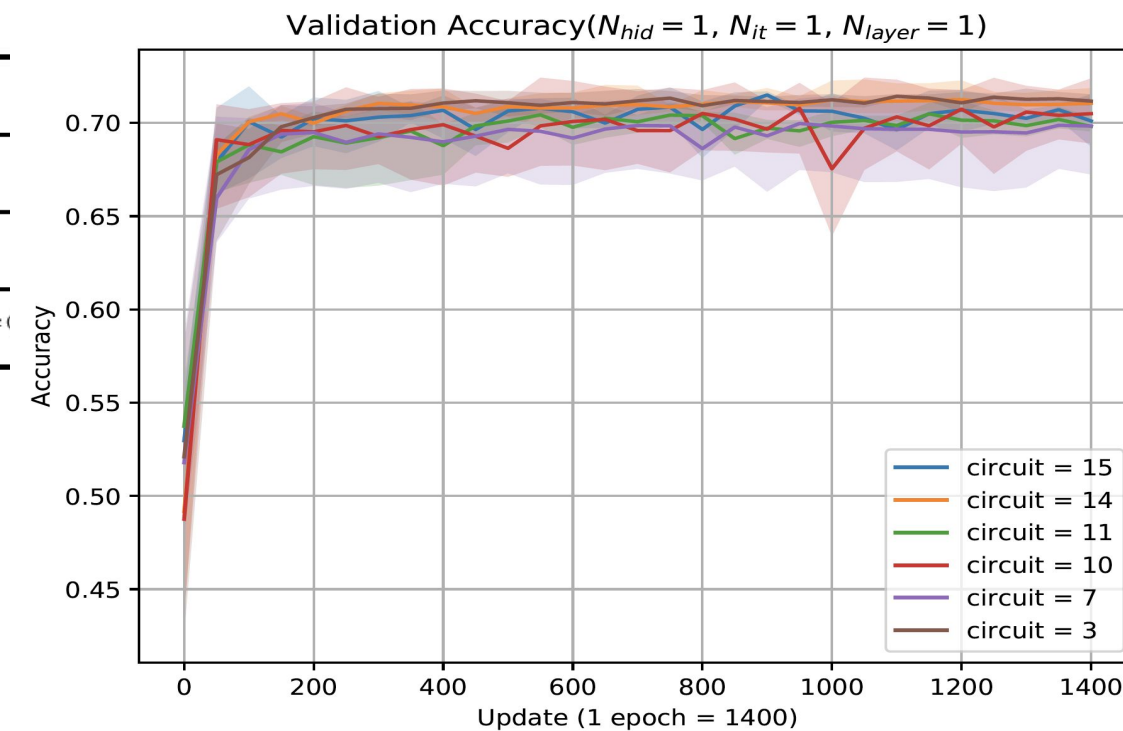
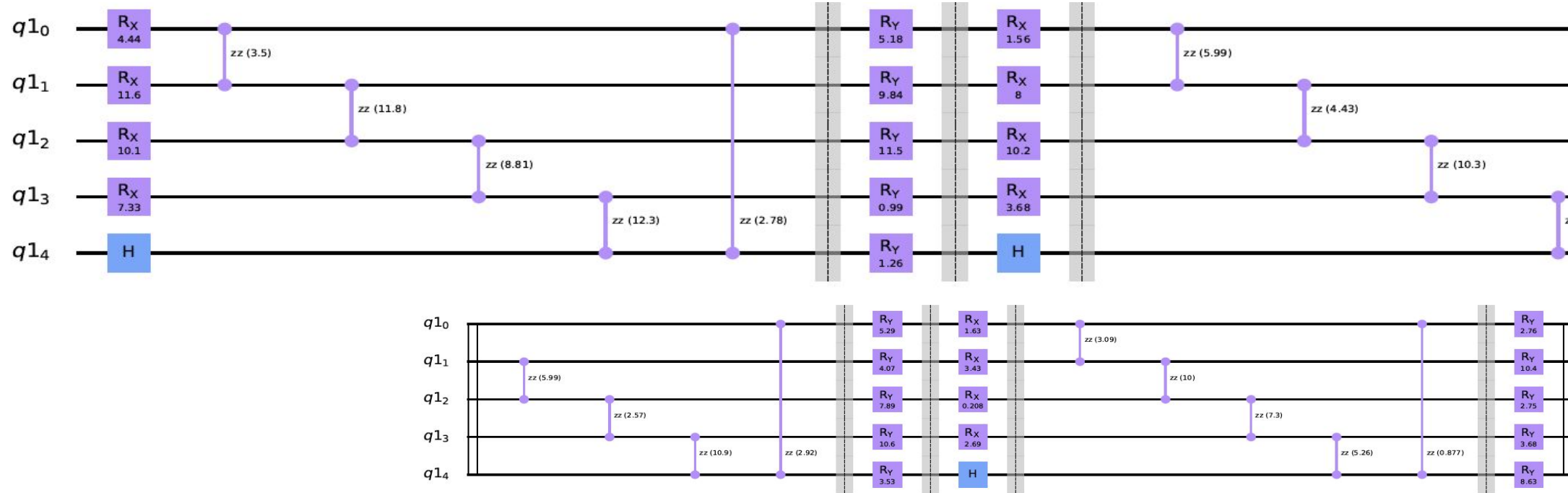
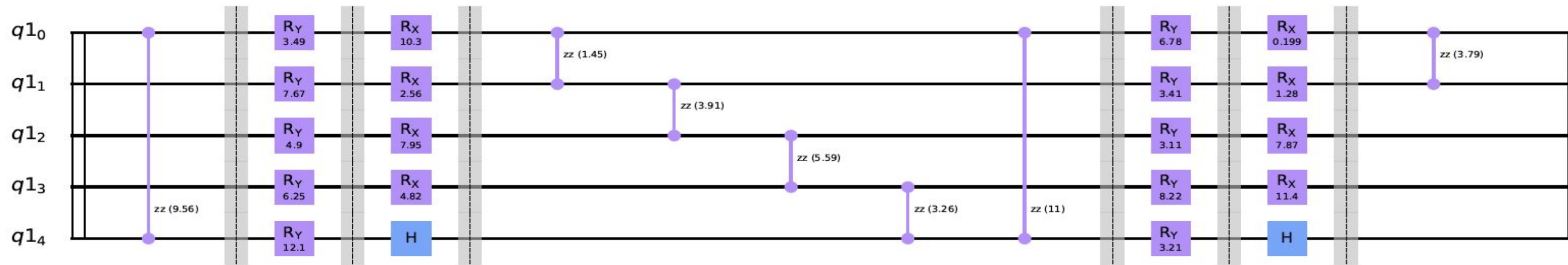
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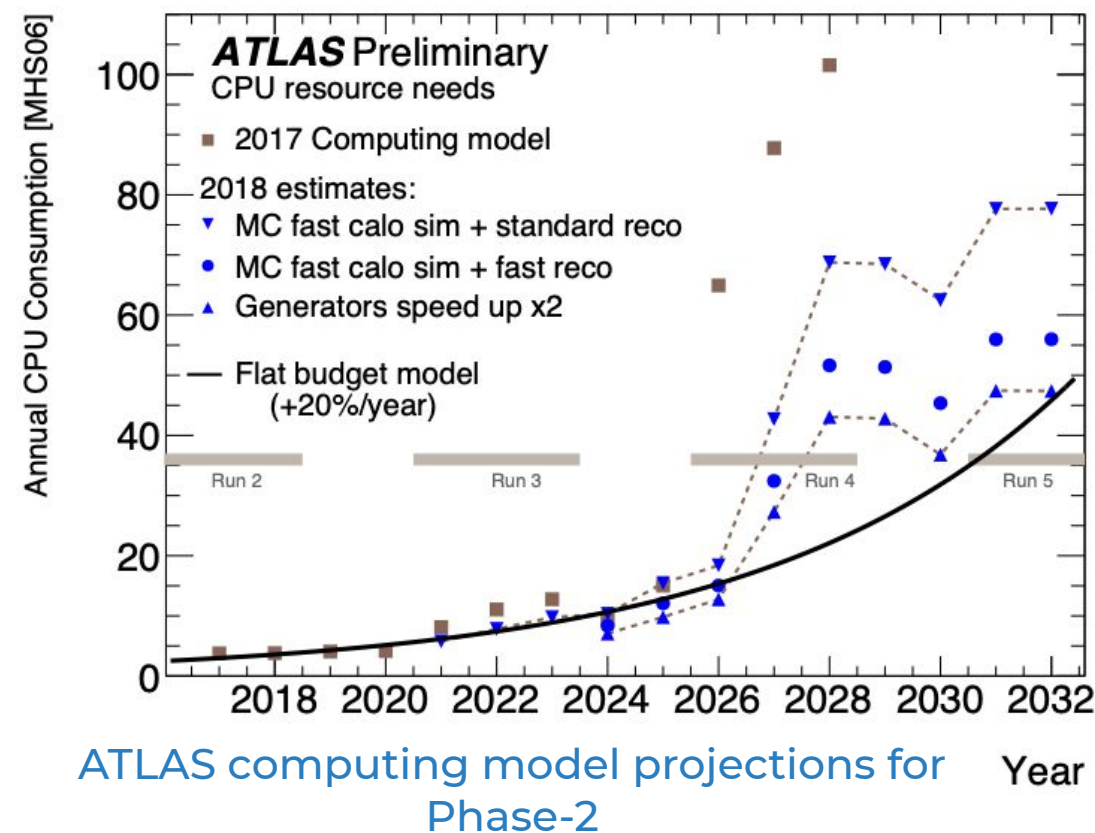
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# Current status

- Higher intensity with upcoming HL-LHC era
  - Many more combinations possible when reconstructing particle tracks
  - Wrong assignment of particle tracks to vertices
  - Computationally expensive
- Additional timing information to spatial information helpful
- Timing layer is supposed to
  - reduce background
  - improve reconstruction of particle ID



Number of tracks is expected to increase by 12-15 times

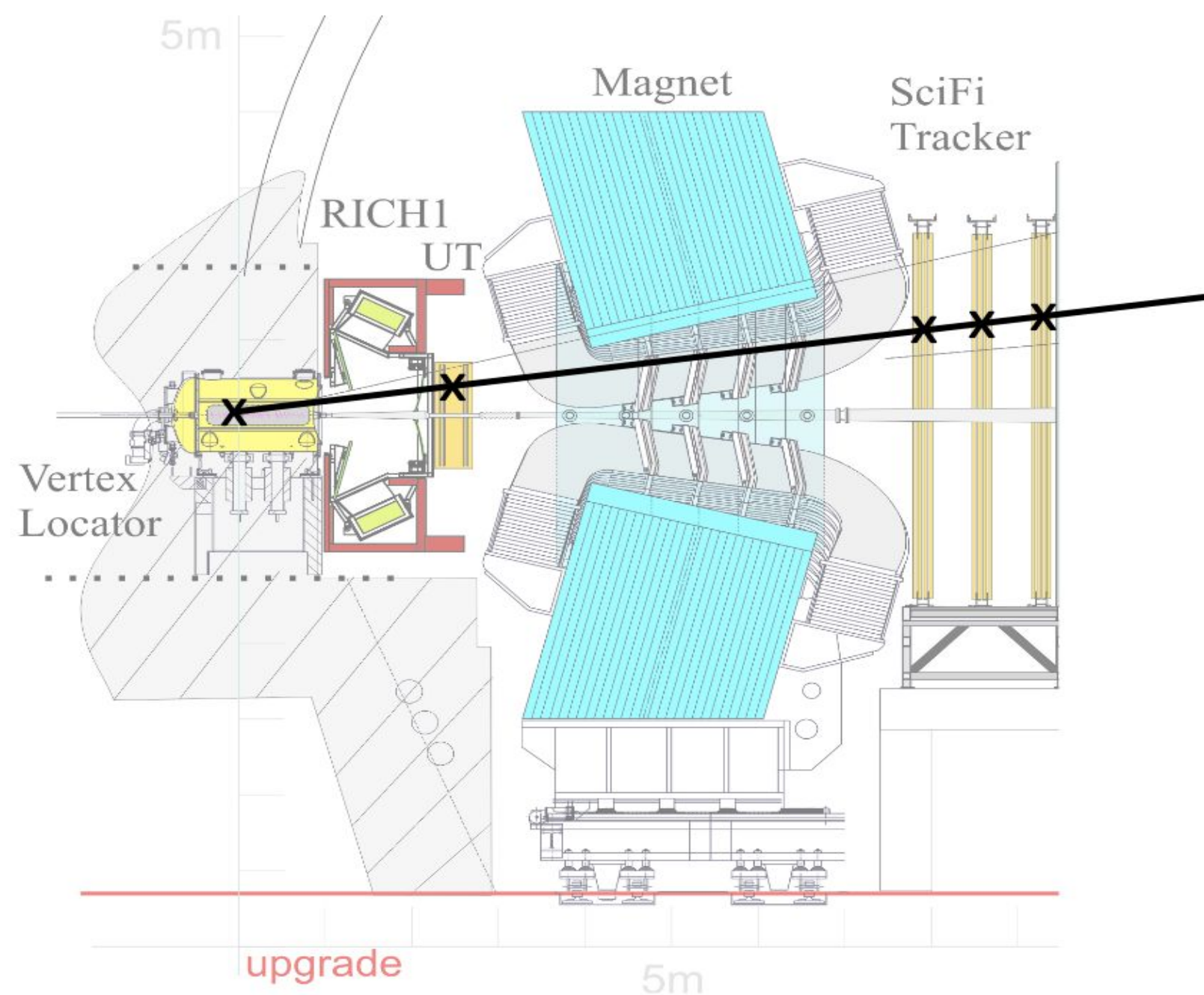
	Run 1	Run 2	Run 3
$\mu$	21	40	150-200?
Tracks	~280	~600	~7-10k

$\mu$ : Average number of interactions per bunch crossing  
 H. Gray, Track reconstruction in the ATLAS experiment, 2016.

# Proposal

- Possible speed up of computation using QML
  - data encoded into quantum states
- Adding higher granularity to calorimeter due to 4D structure
- Reduction of possibilities due to small timing window
  - unambiguous identification of particle track
- Applicable to both high-energy (e.g. ATLAS, CMS) and precision frontiers (e.g. NA62, KLEVER)
- **Comparison to existing work**, e.g. [Vallecorsa et al. 2020](#)
- **Combining and extending prior work**: classification algorithms (e.g. [QSVM](#), [QGAN](#), BDT...) and track reconstruction algorithms ([QGNN](#))

schematic drawing of 4D reconstruction



source: [M. Williams, ECHP Workshop 2020, slide 10](#)



# Thank you!

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