



Maastricht
University

SURF



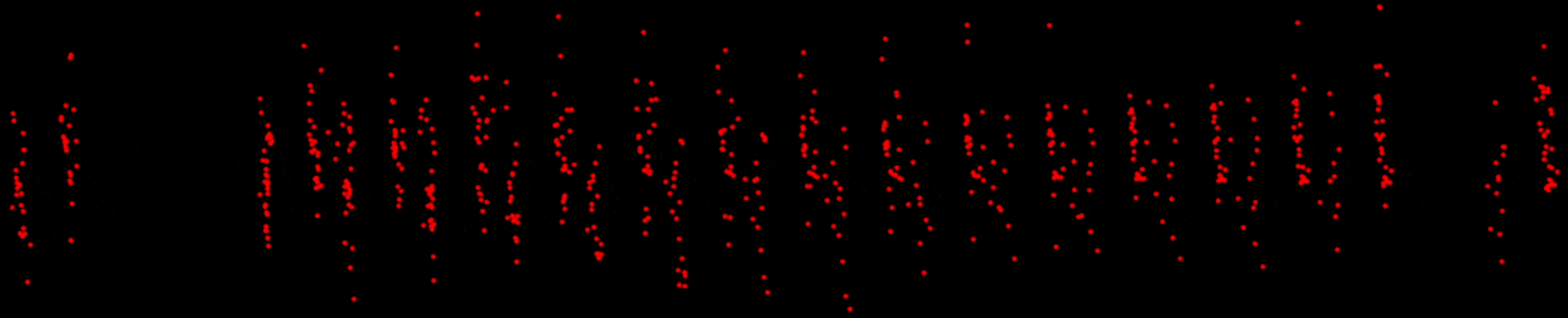
Nikhef



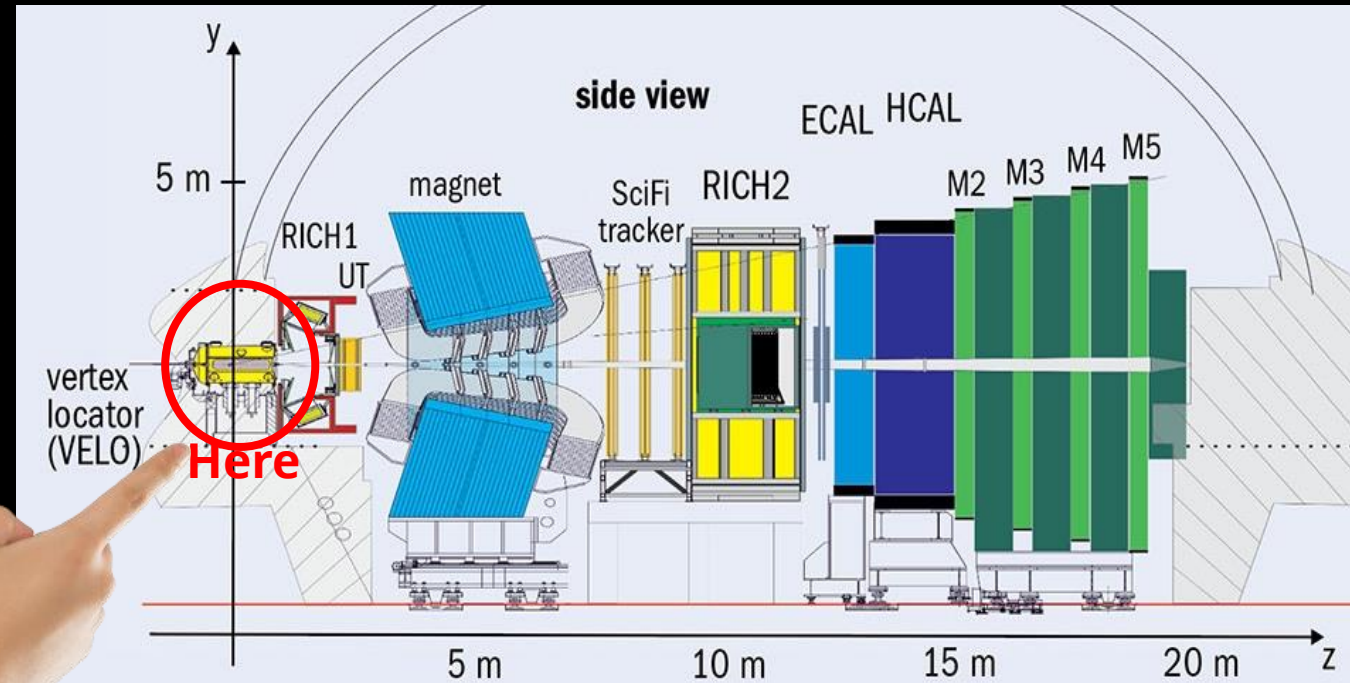
Track reconstruction with a quantum algorithm

Davide Nicotra

Connecting dots in the LHCb VELO



- Charged particles leave **hits** in the VELO.
- Reconstruction of the **tracks** crucial step of the LHCb pipeline.
- The **most computationally expensive** algorithm at trigger level.



Quantum Computing

- Using a system of **qubits** to perform calculations

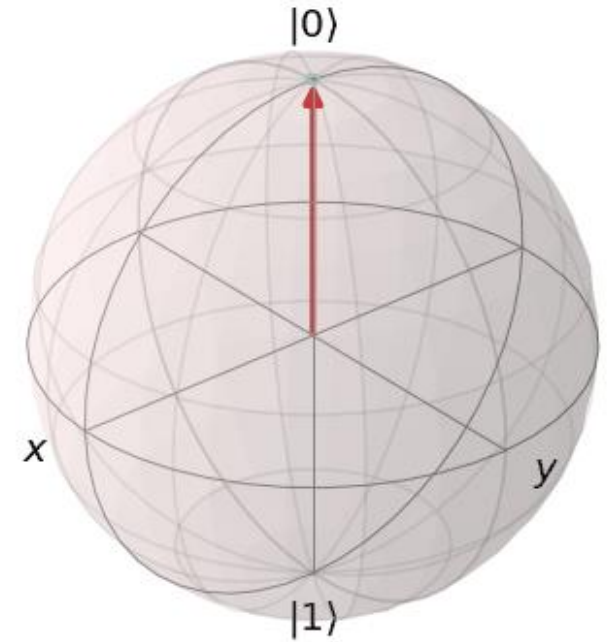
$$|\psi\rangle = \alpha|0\rangle + \beta|1\rangle$$

$$|\psi\rangle = \alpha|00\rangle + \beta|01\rangle + \gamma|10\rangle + \delta|11\rangle$$

...

$$n - \text{qubits} \rightarrow 2^n$$

- A replacement for CPUs and GPUs
- The ultimate parallel computing tool (entanglement)
- Speed-up for any algorithm



Quantum Computing

- Using a system of **qubits** to perform calculations

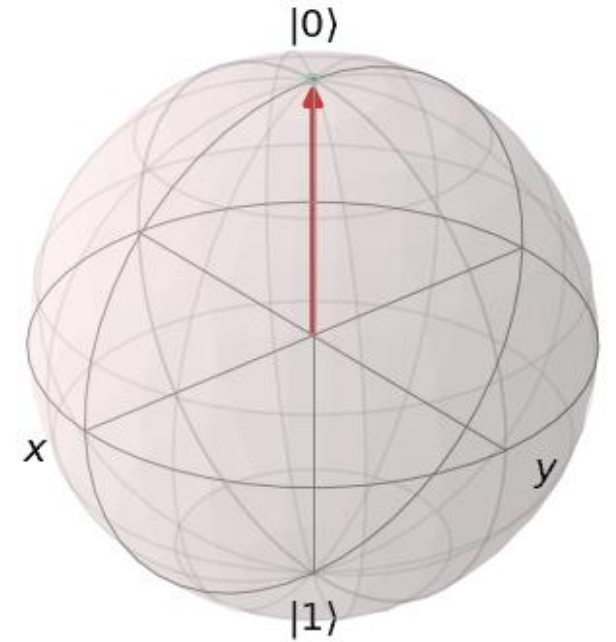
$$|\psi\rangle = \alpha|0\rangle + \beta|1\rangle$$

$$|\psi\rangle = \alpha|00\rangle + \beta|01\rangle + \gamma|10\rangle + \delta|11\rangle$$

...

$$n - \text{qubits} \rightarrow 2^n$$

- ~~A replacemont for CPUs and GPUs~~
- The ultimate parallel computing tool (entanglement)
- Speed-up for any algorithm



Quantum Computing

- Using a system of **qubits** to perform calculations

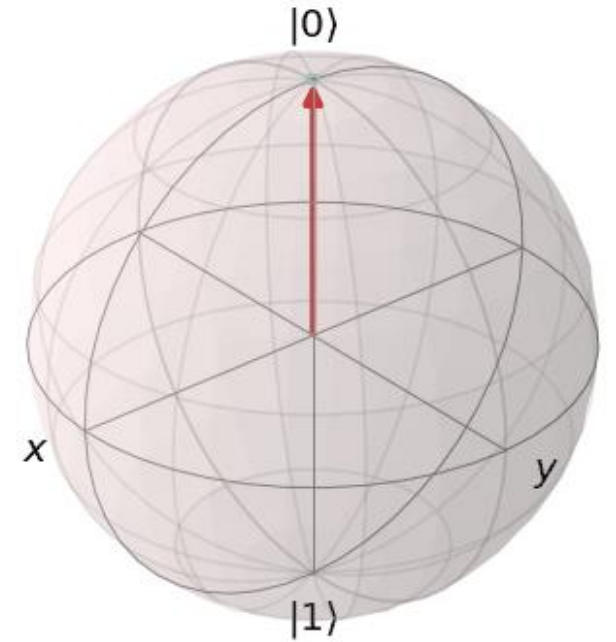
$$|\psi\rangle = \alpha|0\rangle + \beta|1\rangle$$

$$|\psi\rangle = \alpha|00\rangle + \beta|01\rangle + \gamma|10\rangle + \delta|11\rangle$$

...

$$n - \text{qubits} \rightarrow 2^n$$

- ~~A replacemont for CPUs and GPUs~~
- ~~The ultimate parallel computing tool (entanglement)~~
- Speed-up for any algorithm



Quantum Computing

- Using a system of **qubits** to perform calculations

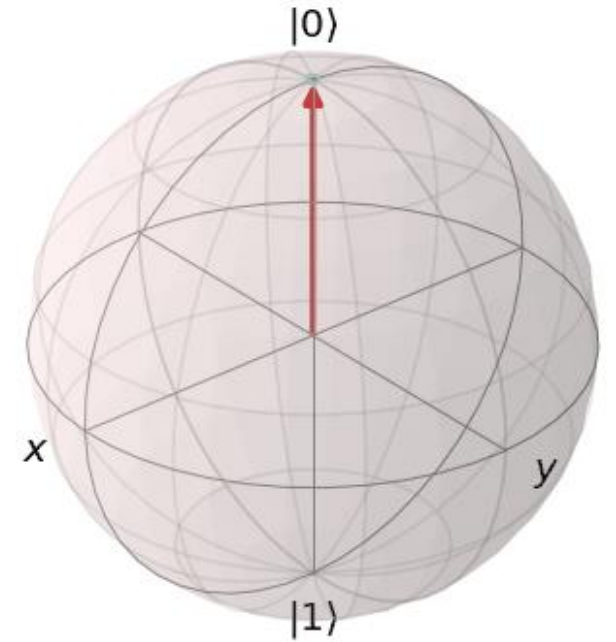
$$|\psi\rangle = \alpha|0\rangle + \beta|1\rangle$$

$$|\psi\rangle = \alpha|00\rangle + \beta|01\rangle + \gamma|10\rangle + \delta|11\rangle$$

...

$$n - \text{qubits} \rightarrow 2^n$$

- ~~A replacement for CPUs and GPUs~~
- ~~The ultimate parallel computing tool (entanglement)~~
- ~~Speed-up for any algorithm~~



Quantum Computing

- Using a system of **qubits** to perform calculations

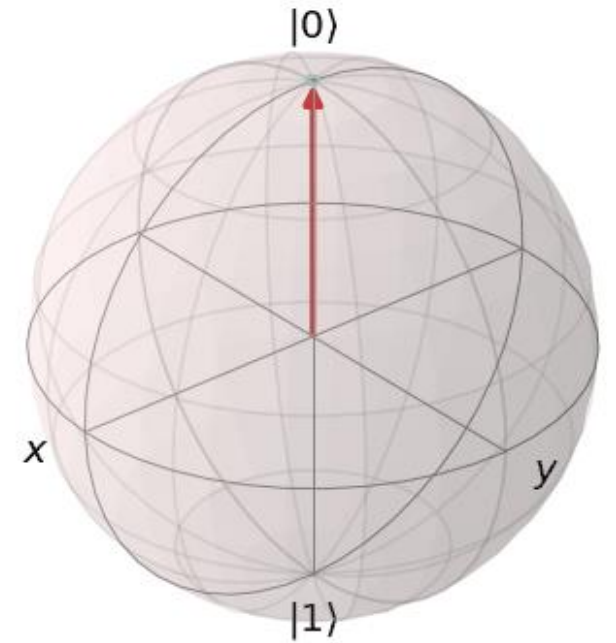
$$|\psi\rangle = \alpha|0\rangle + \beta|1\rangle$$

$$|\psi\rangle = \alpha|00\rangle + \beta|01\rangle + \gamma|10\rangle + \delta|11\rangle$$

...

$$n - \text{qubits} \rightarrow 2^n$$

- A highly specific tool to solve certain kind of problems (hopefully) with a speed-up



A quantum algorithm for tracking

From Hits to an Ising-like Hamiltonian

🟡 Inspired by Denby-Peterson^[1] model

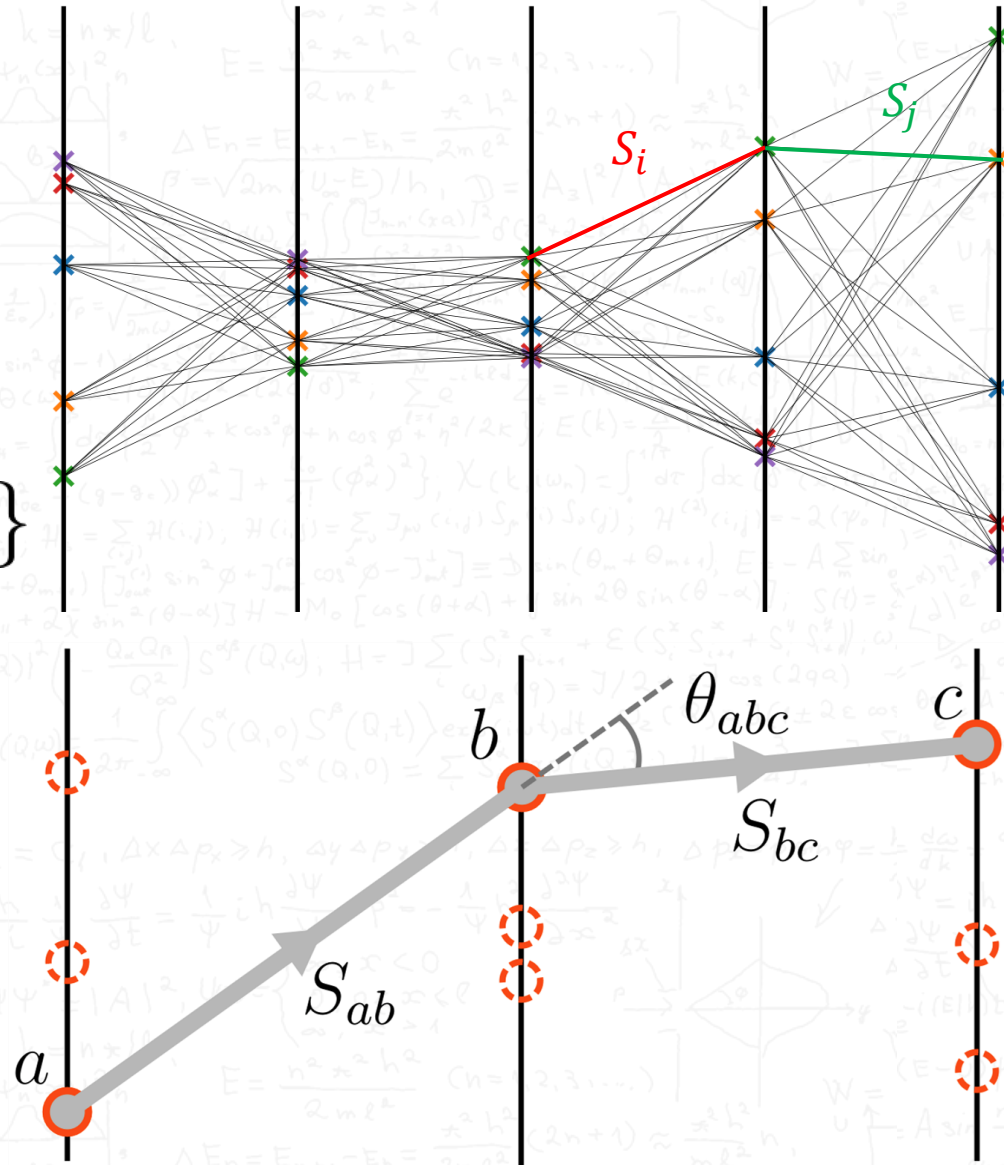
🟡 **Candidate doublets** constructed

$$N = (\#Layers - 1) \times \#Particles^2$$

$$\mathcal{H} = -\frac{1}{2} \sum_{ij} A_{ij} S_i S_j + \sum_i b_i S_i \quad S_i \in \{0, 1\}$$

MATH

$$AS = b$$



A quantum algorithm for tracking

Quantum Algorithm for Systems of Linear Equations

$$AS = b$$

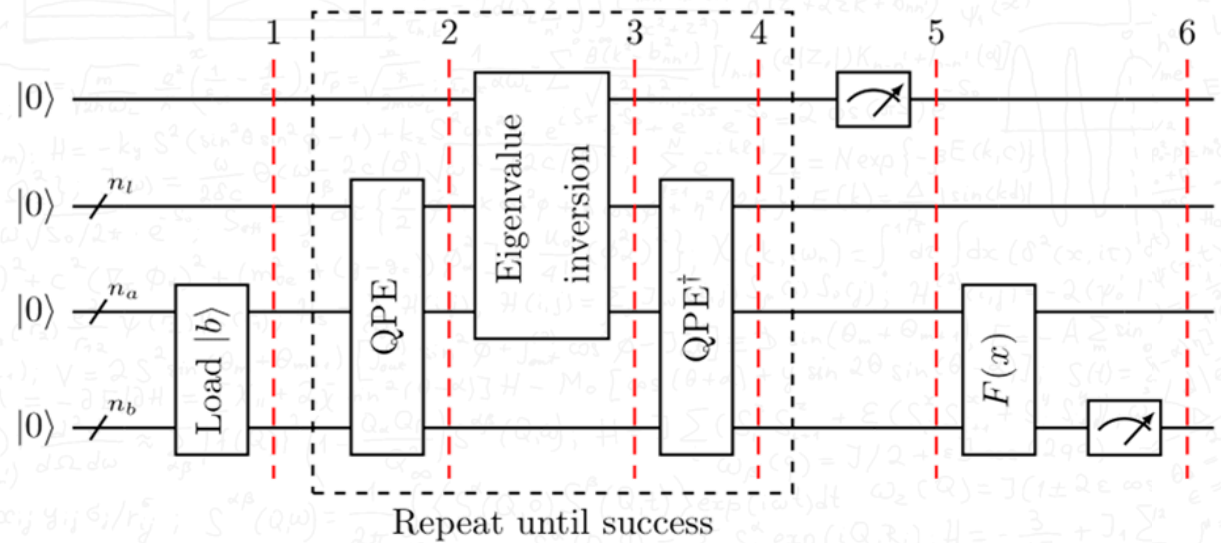
☉ Also called Harrow-Hassadim-Lloyd (HHL) algorithm

1. State preparation (loading $|b\rangle$)
2. Quantum Phase Estimation
3. Inversion
4. Quantum Phase Estimation †
5. Measurement

☉ Under certain conditions

- Classical $O(N)$
- Quantum $O(\log N)$

☉ Exponential speed-up!



Quantum Phase Estimation

- The core of many exponentially faster algorithms, like **Shor's algorithm** that breaks RSA
- QPE is applied to e^{iA} (**Hamiltonian simulation**)

Pros and Cons of HHL

✓ **Exponential scaling.** 100 qubits can accommodate 10^{15} hits

- IBM has recently presented a **433-qubit** machine

⦿ HHL requires 2 efficient subroutines

✓ **State preparation**

Solved by carefully designing the Hamiltonian

✗ **Hamiltonian simulation**

- Theoretical works suggest that **can be simulated efficiently**
- An explicit implementation is **not available yet**
- Very deep quantum circuits **hard to simulate, impossible to run** (noise)

✗ **The read-out issue**

- Reading out the solution vector will **void the advantage**
- **Quantum post-processing** of the final state is required

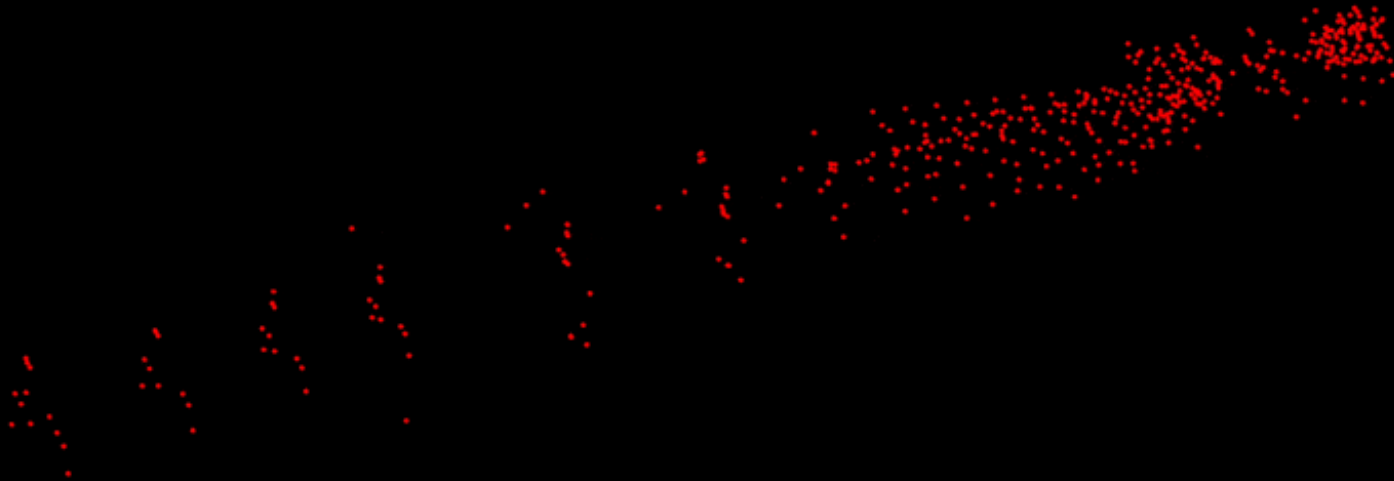
Does it work?

LHCb Simulated Event $B_s \rightarrow \phi\phi$
1 collision event
Half of the VELO

To validate our new Hamiltonian approach,
HHL has been replaced with a **classical
linear solver**

LHCb events on quantum
simulator/hardware **is not possible yet.**

- Circuit **too deep**
- Hardware **too noisy**



Tracking performances

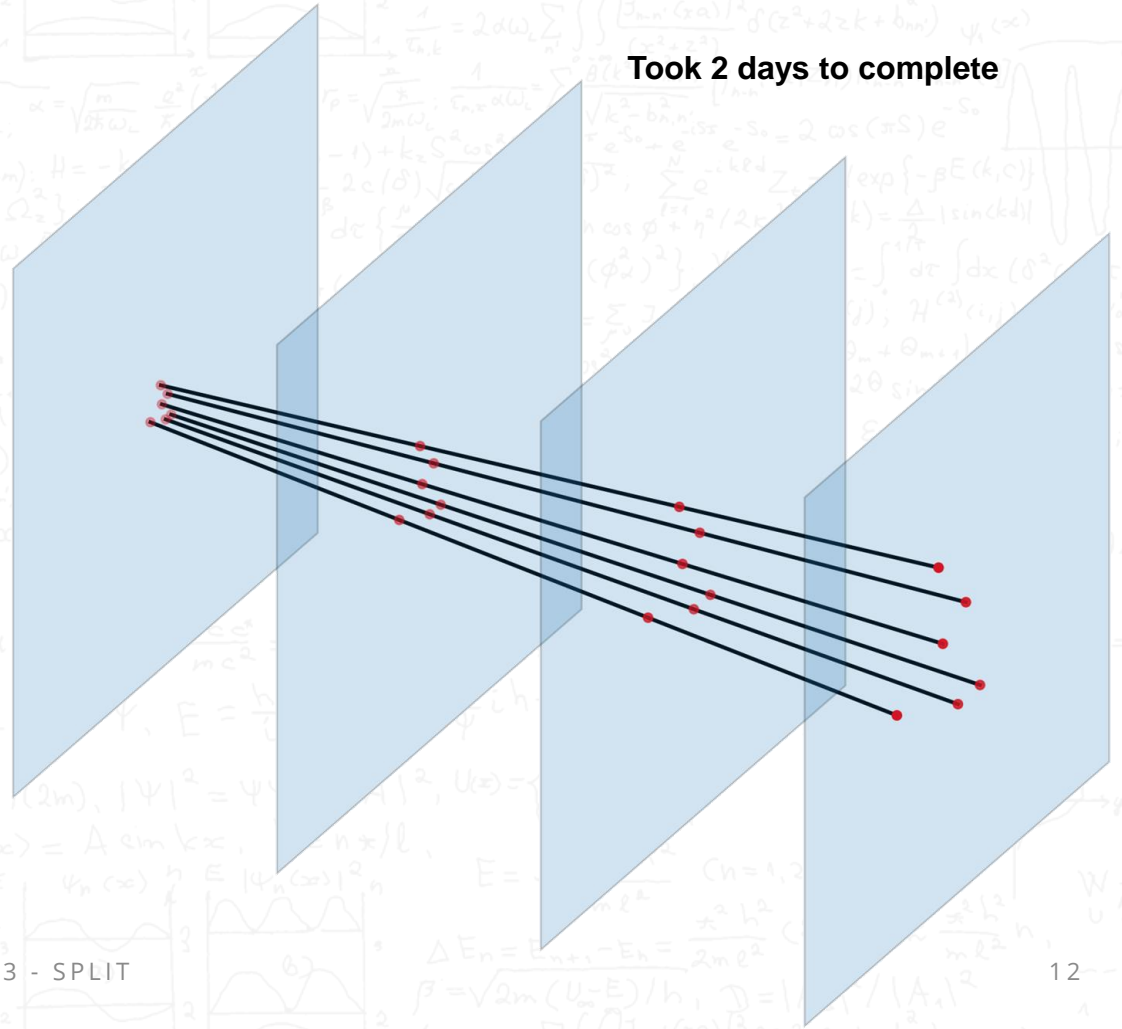
1. **Test the HHL algorithm**
Smaller events with
quantum simulator

2. **Validate the Hamiltonian**
LHCb simulated events
with a classical solver

6 particles – 4 layers detector

 Qiskit quantum simulation

Took 2 days to complete



Thank you

Questions?

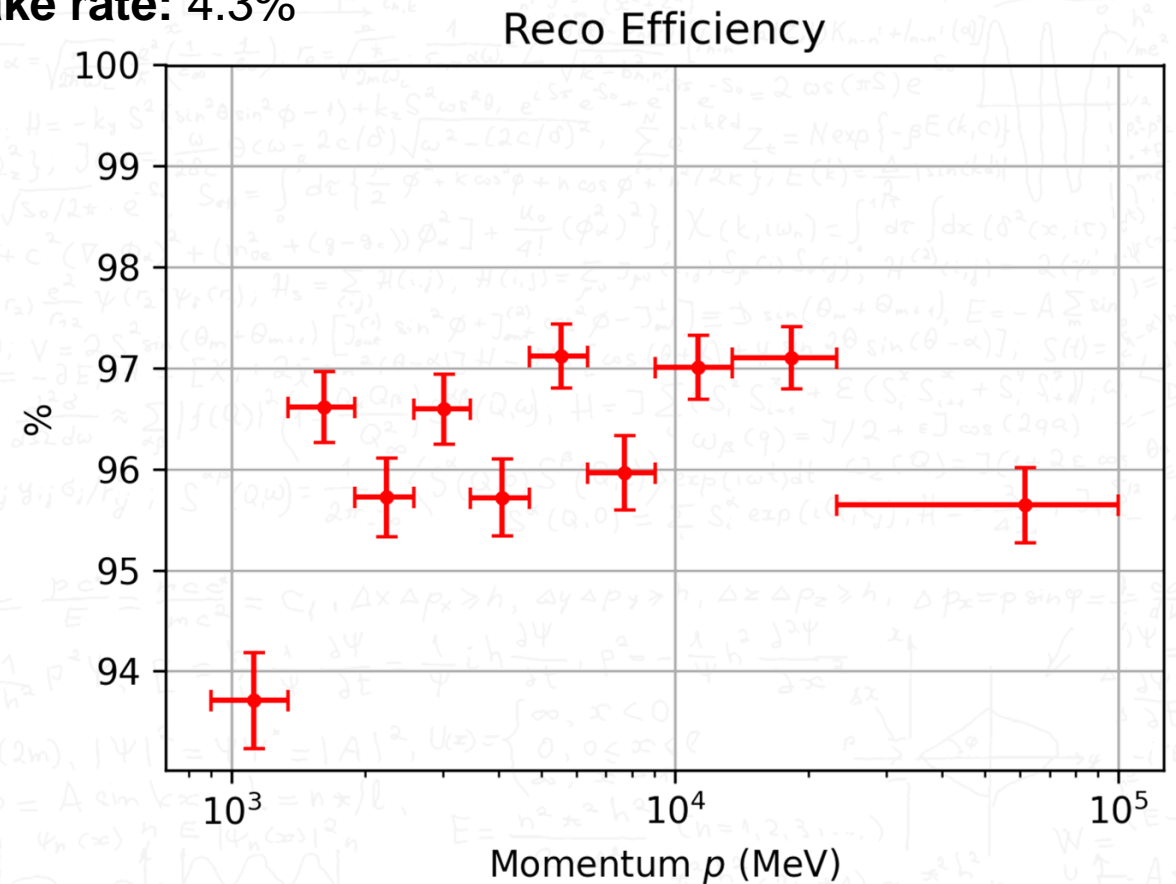
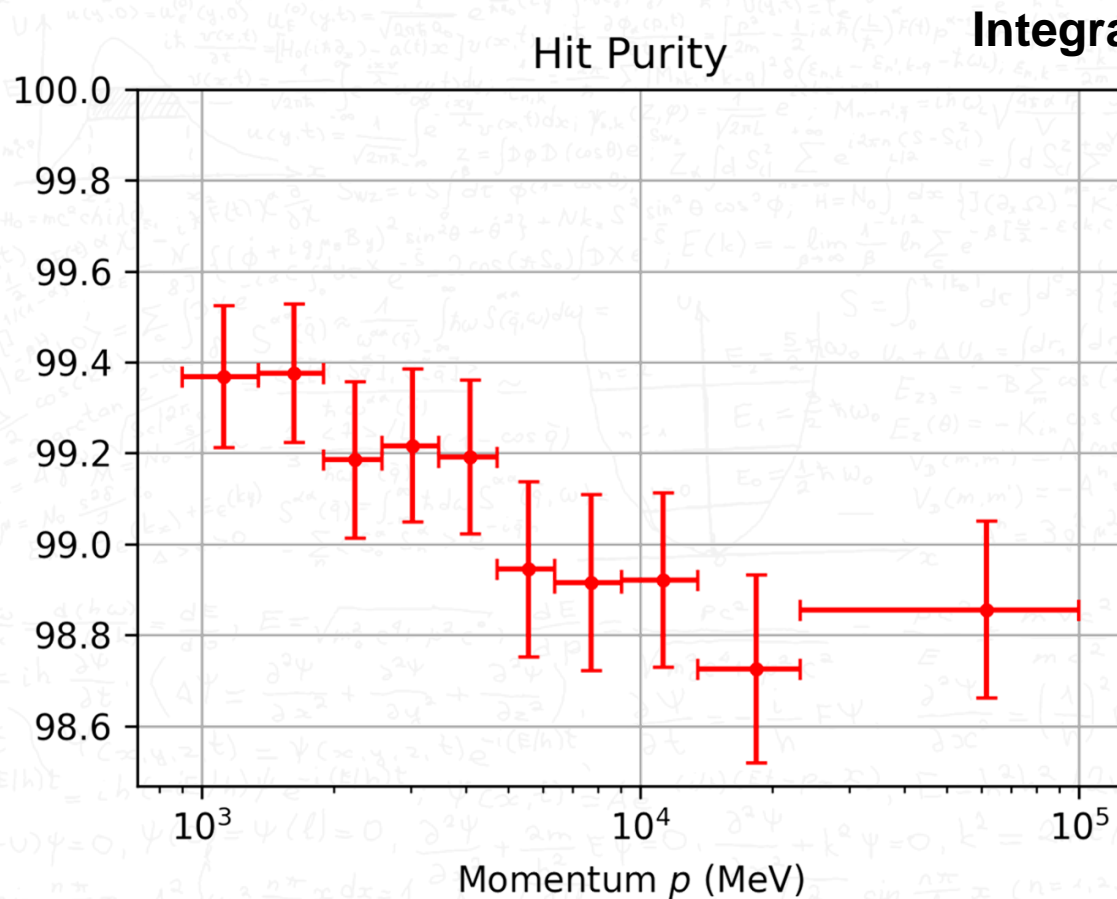
Conclusions

- ✓ **New** track reco algorithm based on Ising-like Hamiltonian
 - Tested and validated classically on LHCb simulated events
 - Good performance!
- ✓ **First** track reco algorithm based on the HHL quantum algorithm
 - Tested on smaller events
- 🚧 **Still many open challenges**
 - Efficient **Hamiltonian simulation**
 - Quantum **Post-processing**
 - **Hardware** implementation
- 🕒 **A paper** draft on these results will be ready soon... stay tuned!

Tracking performances

● Very good performance

● Close to state of the art



A quantum algorithm for tracking

From Ising to an Linear Algebra

☉ Spins take discrete values: **on** or **off**

- ☉ Spins take discrete values.
- ☉ Relaxation of the problem
- ☉ Hamiltonian is a differential
- ☉ Solve this huge $N \times N$ system
- ☉ Discretize back the solution

$$S_i \in \{0, 1\}$$

☉ **Relaxation** of the problem promoting $S_i \in \mathbb{R}$

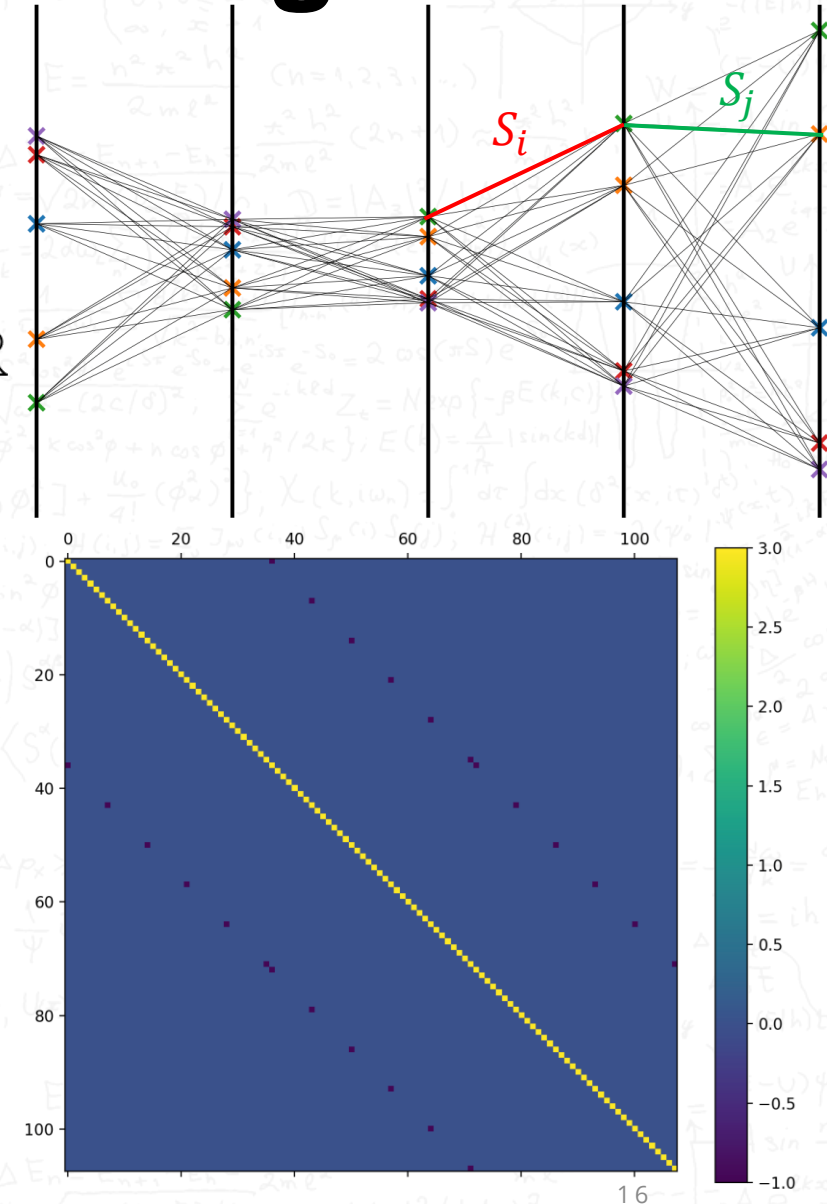
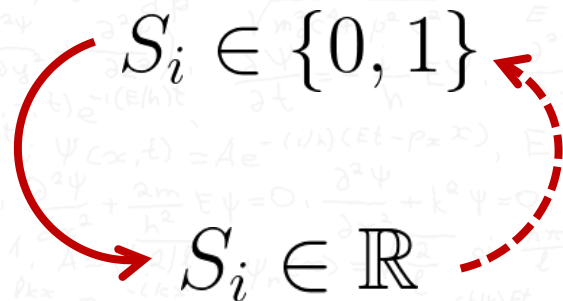
☉ Hamiltonian is a differentiable

$$\nabla \mathcal{H} = 0 \Rightarrow AS = b$$

☉ Solve this **huge** $N \times N$ system

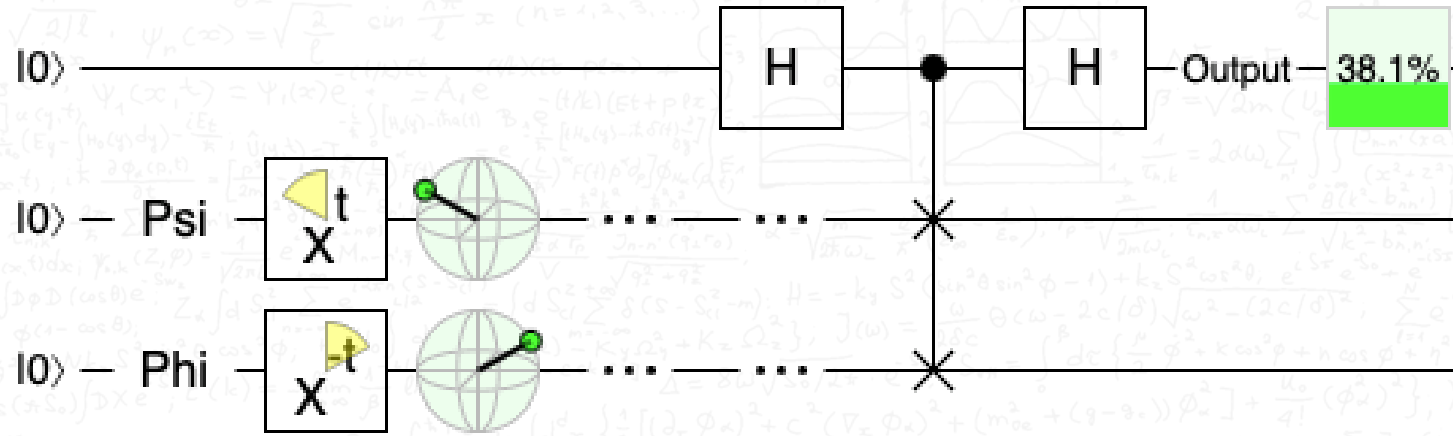
$$N = \#Layers \times \#Particles^2$$

☉ **Discretize** back the solution



Backup

QC example - swap test

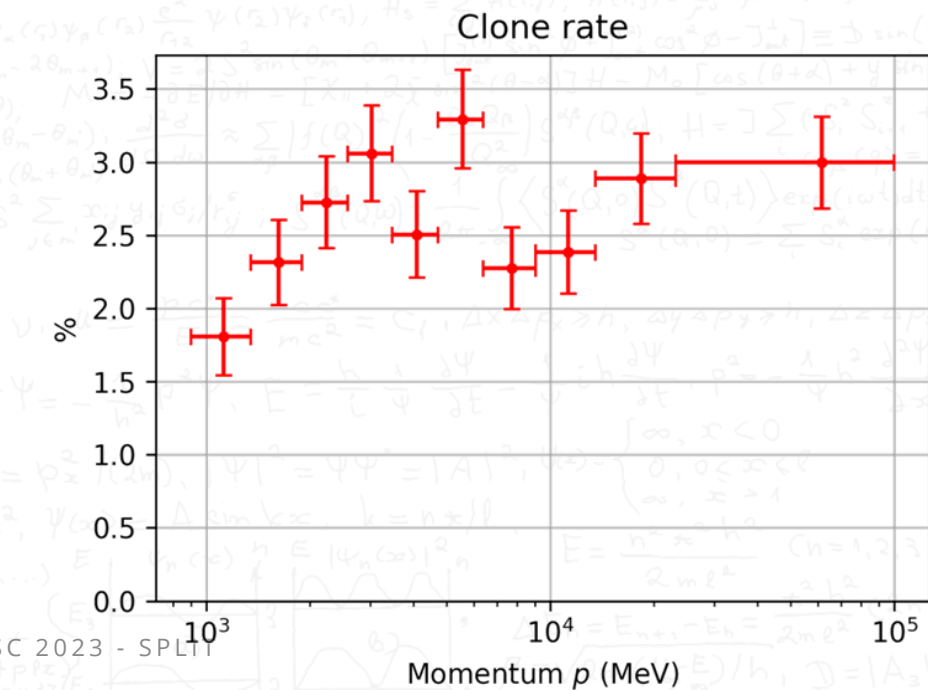
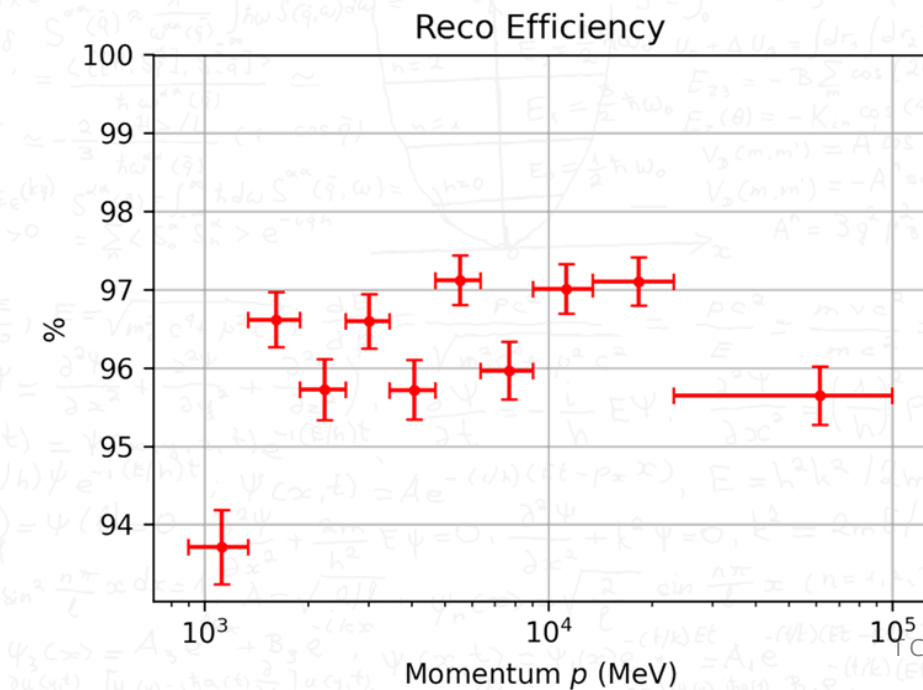
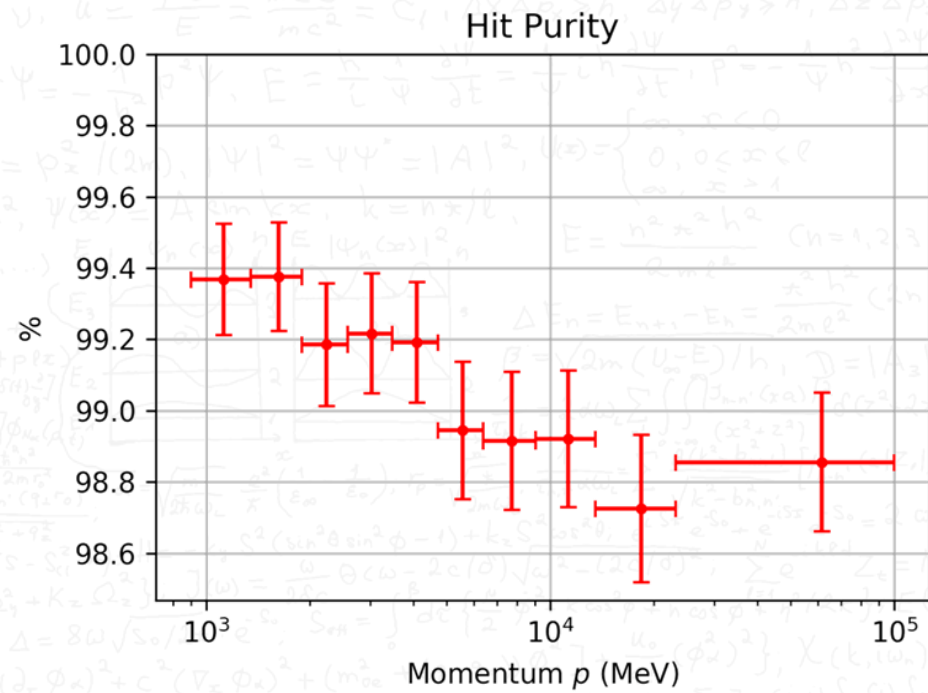
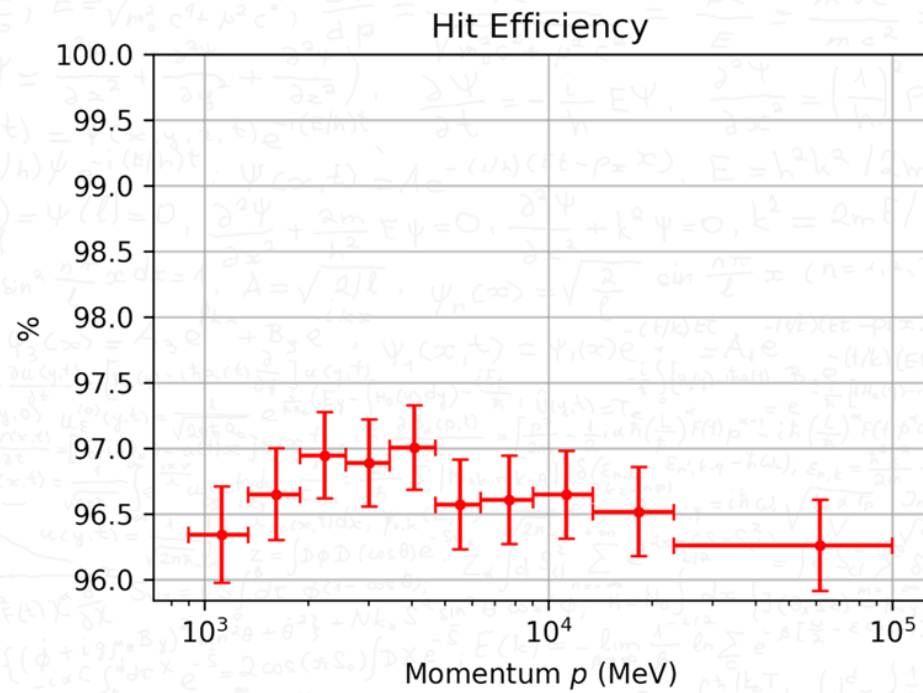


Pros

- ✓ Complexity **scales exponentially** better for some problems
- ✓ **Active field of research** (theory and hardware)
- ✓ Potentially powerful for **optimization** and **simulation**

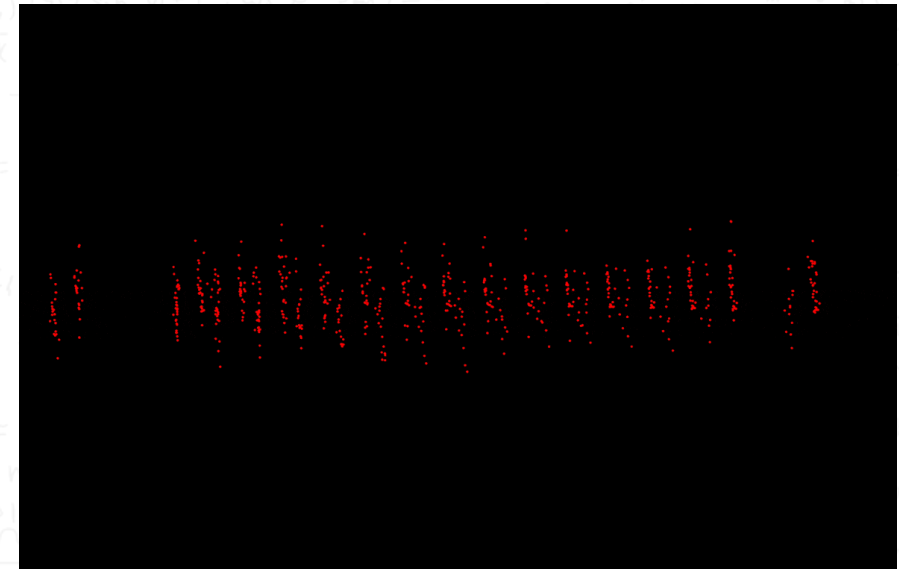
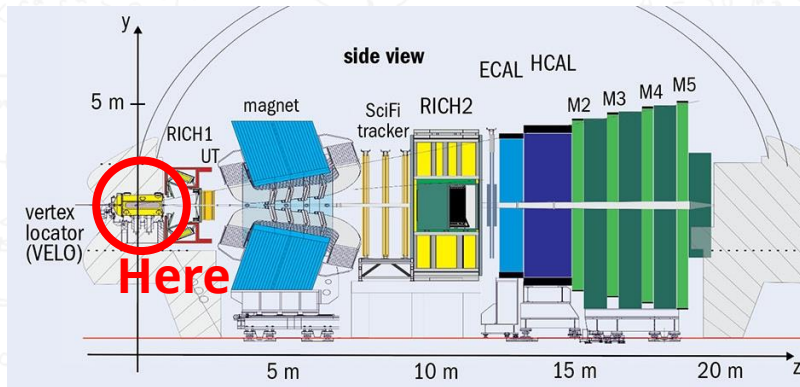
Cons

- ✗ A concrete **useful** application is yet to be found
- ✗ Developing **algorithms** is extremely hard
<https://quantumalgorithmzoo.org/>
- ✗ Current **quantum hardware** is not mature enough:
Limited access to **noisy** qubits ~100



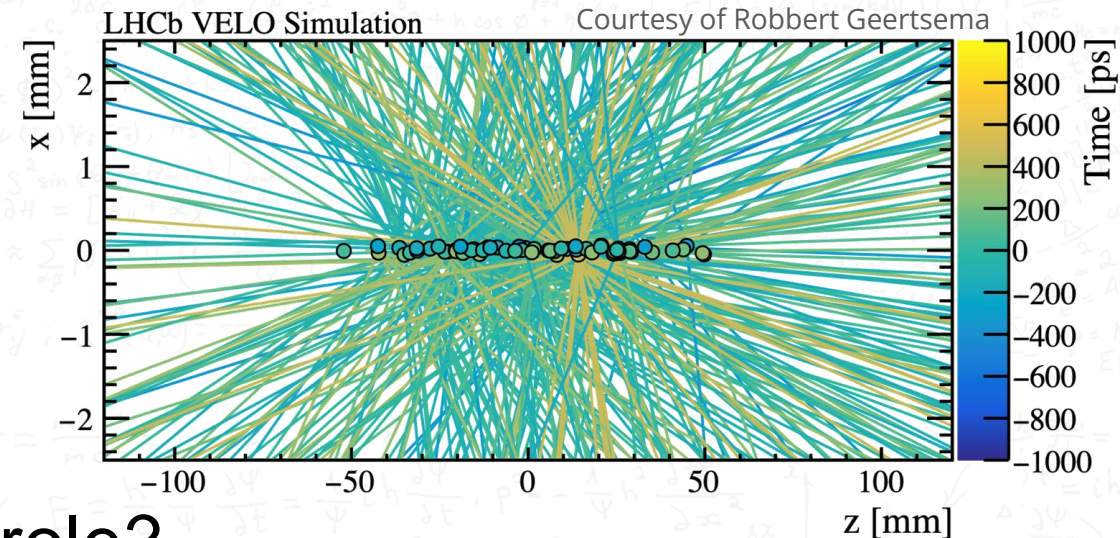
Connecting dots in the LHCb VELO

- Charged particles produced in the proton-proton collisions leave **hits** crossing the layers of the LHCb Vertex Locator.
- The reconstruction of the **tracks** of the particles is a crucial step of the LHCb pipeline.
- The **most computationally expensive** algorithm at trigger level.
- In the VELO the effect of the magnetic field is negligible: **straight tracks**.

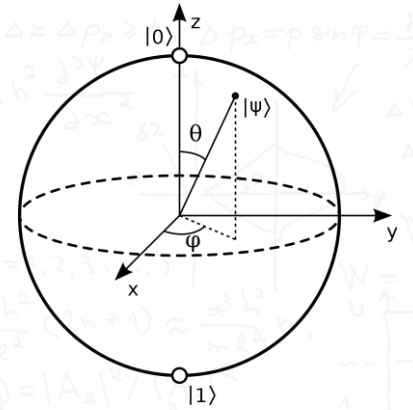


Tracking challenges in HL-LHC

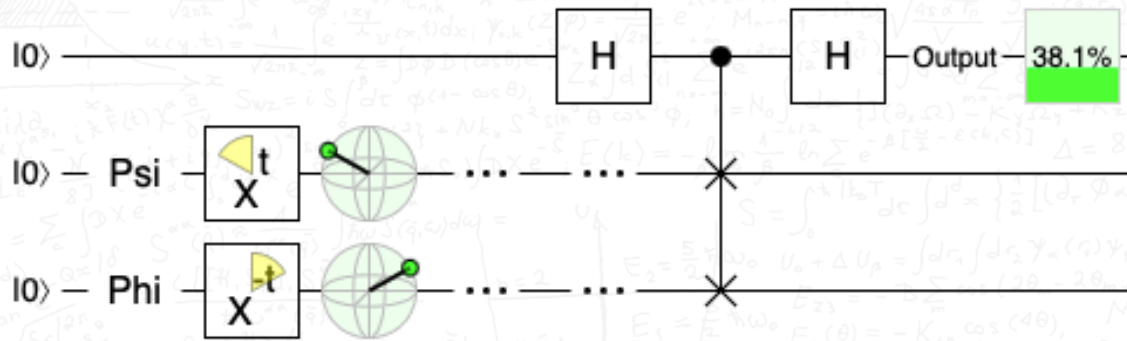
- Current number of interactions per bunch crossing: **~1.6**
- The LHCb detector is going to face a substantial **boost in luminosity** that will increase the complexity of tracking
 - **10x** more **vertices** multiplicity
 - **10x** more **particles** multiplicity
- New **algorithms** will be required to deal with the new operating conditions
- Can **quantum computing** play a role?



Quantum Computing



- Using a **quantum system** as a fancy calculator
- Example:** computing the overlap between two quantum states



SWAP test algorithm

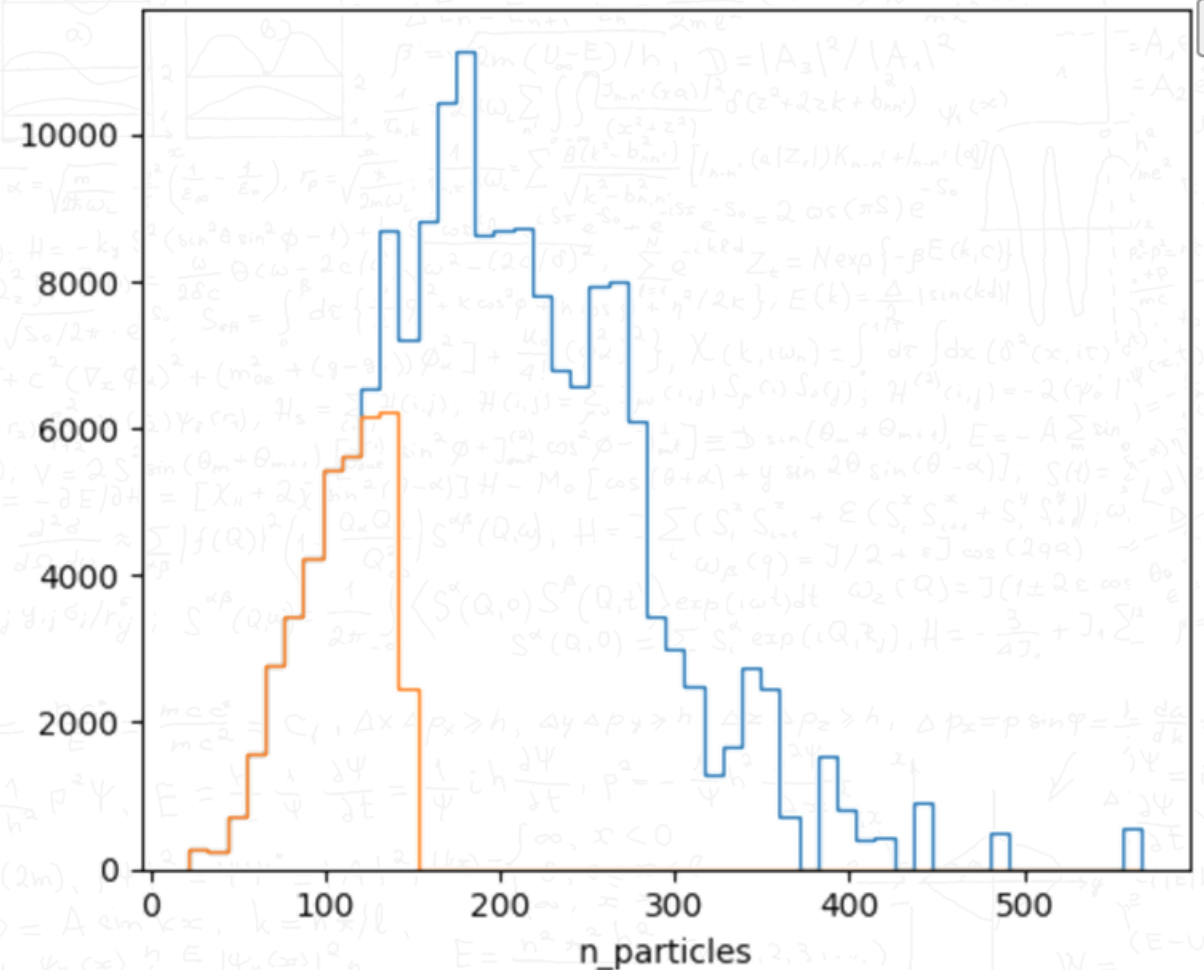
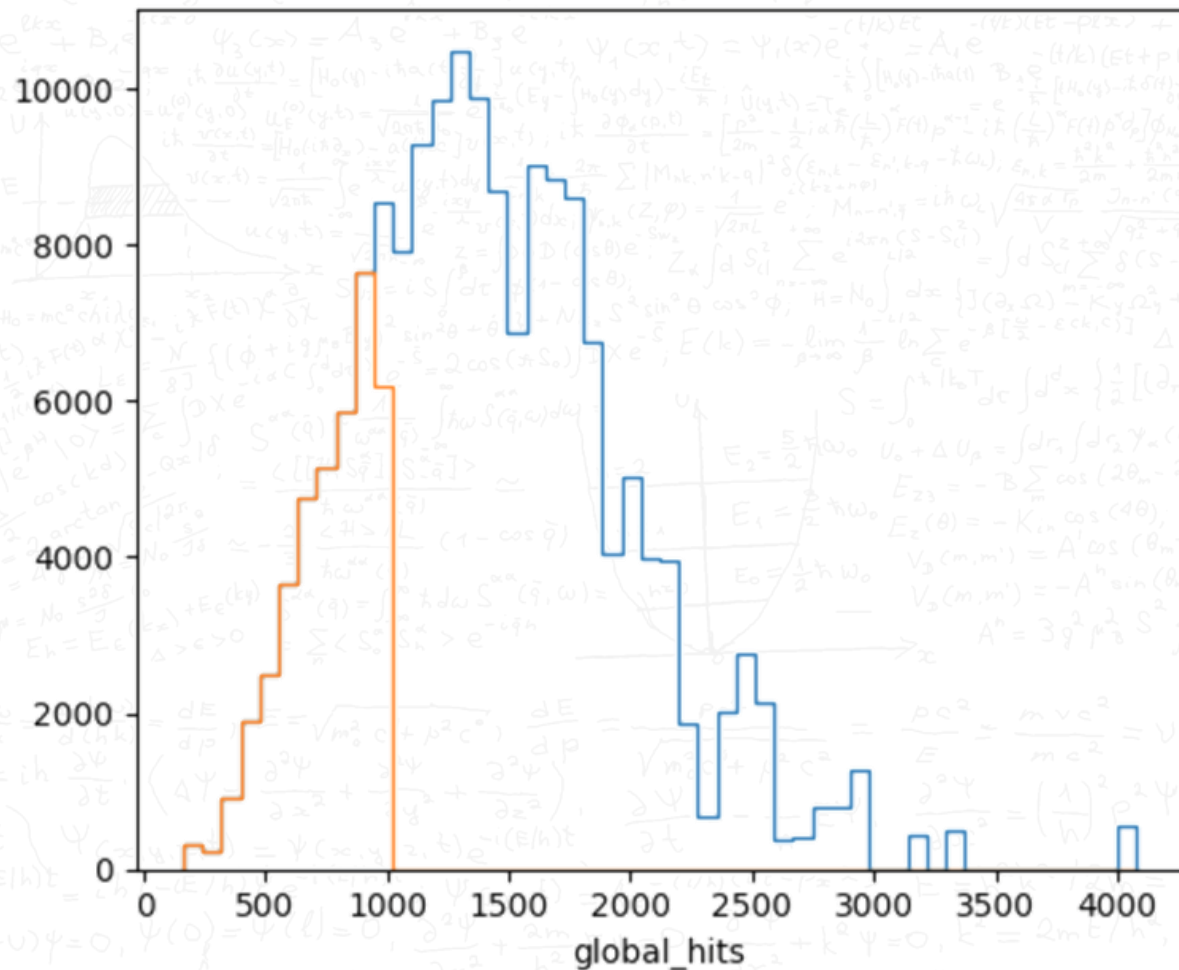
1. Prepare state $|\psi\rangle$ and $|\phi\rangle$
2. Apply an H gate to the ancilla
3. Apply the CSWAP gate
4. Reapply an H gate to the ancilla
5. Measure the probability distribution on the ancilla

$$P(0) = \frac{1}{2} (1 - |\langle\psi|\phi\rangle|^2)$$

- ✓ Complexity **scales exponentially** better than classical for some problems
- ✓ Extremely **active field of research** in the last few years (theory and hardware)
- ✓ Potentially a very powerful tool for **optimization** and **simulation** tasks

- ✗ A concrete **useful** application is yet **to be found**
- ✗ Developing **algorithms** is extremely **hard**
Only a few of them are known <https://quantumalgorithmzoo.org/>
- ✗ Current **quantum hardware** is not mature enough:
Limited access to (a few) **noisy** qubits

N. hits and particles



Tracking challenges in HL-LHC

- Number of collisions per crossing: ~ 7
- Substantial **boost in luminosity** in the future
 - **10x more collisions**
 - **10x more particles**
- New **algorithms** will be required to deal with the new operating conditions
- Can **quantum computing** play a role?

