



Funded by the  
European Union

# Quantum Computation for Jets in Heavy Ion Collisions

Wenyang Qian

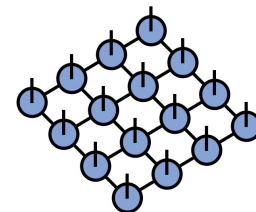
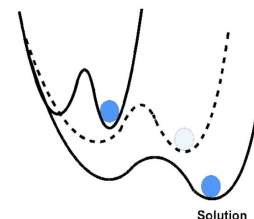
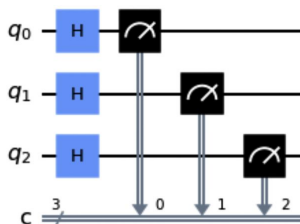
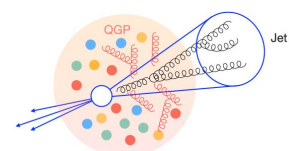
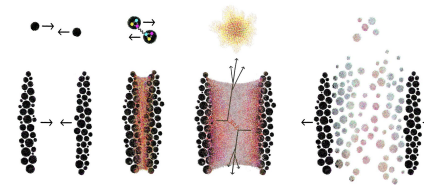
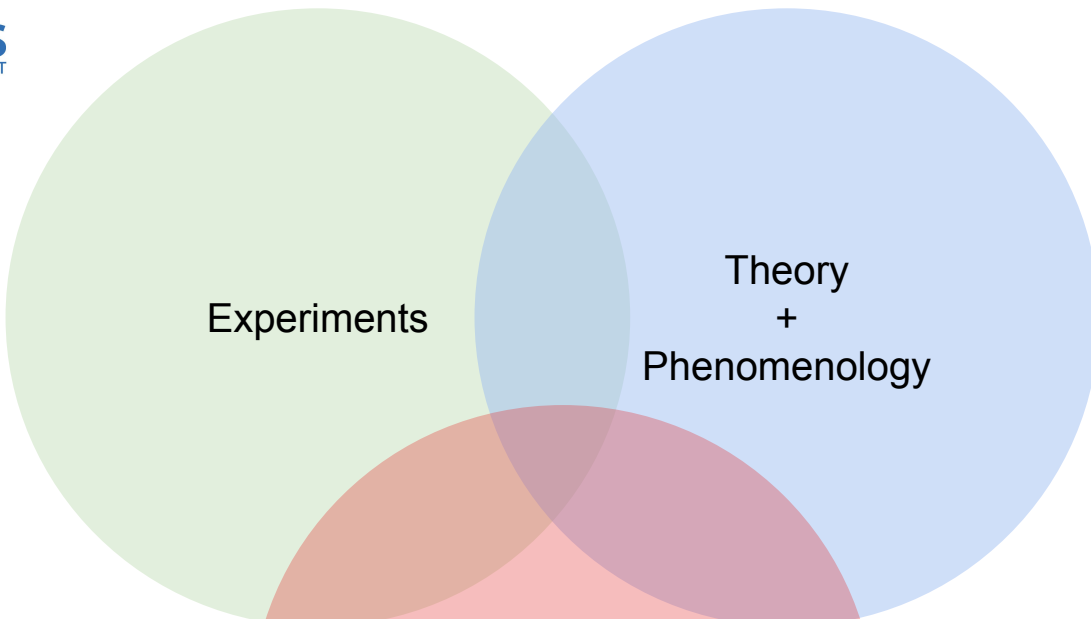
University of Santiago de Compostela

Sept 27, 2024





ALICE



# 1. Introduction to quantum computation

# Quantum computing

Quantum computing (QC) is a rapidly-emerging technology that harnesses the laws of quantum mechanics to solve problems

## *Classical computing*

- classical bit: 0, 1
- classical gates: logic gates
- deterministic



## *Quantum computing*

- quantum bit (qubit):  $|0\rangle = \begin{pmatrix} 1 \\ 0 \end{pmatrix}$ ,  $|1\rangle = \begin{pmatrix} 0 \\ 1 \end{pmatrix}$
- quantum gates: **unitary operators**
- probabilistic (entanglement & superposition)



$$|\Psi\rangle = \alpha|0\rangle + \beta|1\rangle.$$

$$|\alpha|^2 + |\beta|^2 = 1$$

# Quantum computing

Classical Hardware: laptop/supercomputer



FinisTerra, CESGA

Quantum Hardware: annealer/digital devices



Qmio, CESGA

Key Difference:  
*multi-qubit states storing  
exponential phase information*

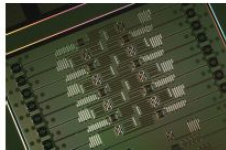
# QC progress

We have really come a long way in past 40 years since Feynman! Feynman, "Simulating Physics with Computers" (1981)

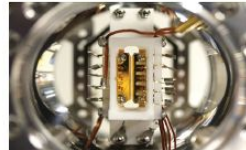
**State-of-the-art:** Noisy intermediate-scale quantum (NISQ) era = substantially imperfect and insufficient qubits. However, this can change fast!



Google



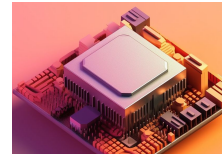
IBM



Rigetti



Intel

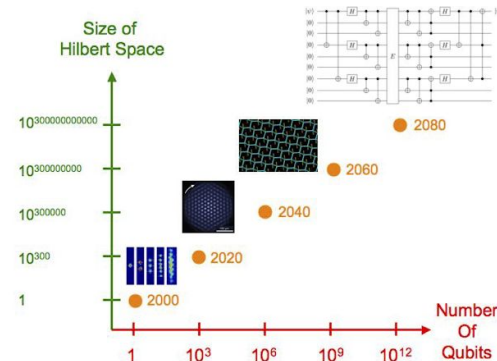


USTC

...

Optimist's prediction:

Neven's law = Double-exponential scaling



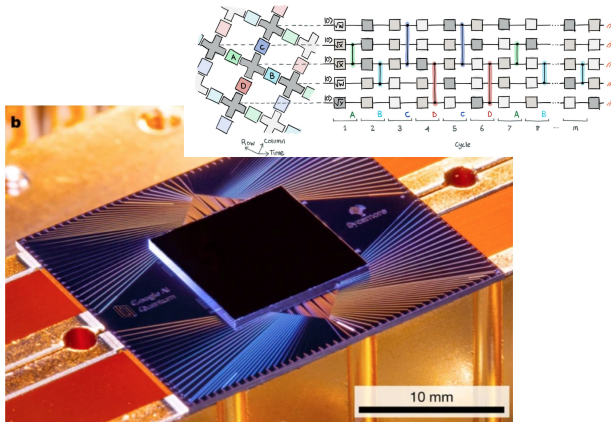
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# Quantum supremacy

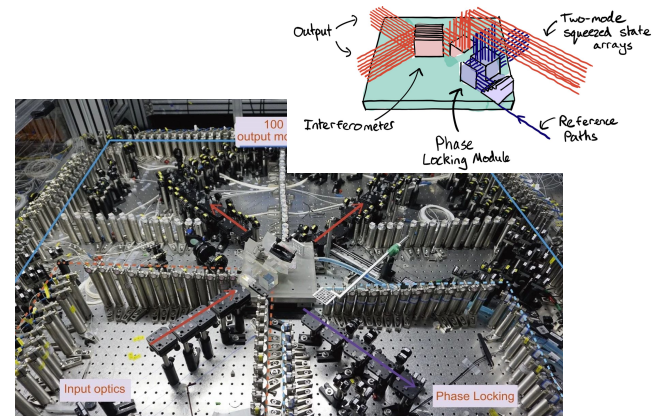
Quantum supremacy = **anything** with a quantum device “cannot” be performed classically



Specific evidence for supremacy are found in sampling distributions!



random circuit 53 qubits, Google Quantum, 1910.11333



GBS 76 qubits, UTSC, 2012.01625  
Schematic: PennyLane

Quantum advantage = **sth useful** involving a quantum device “cannot” be performed classically



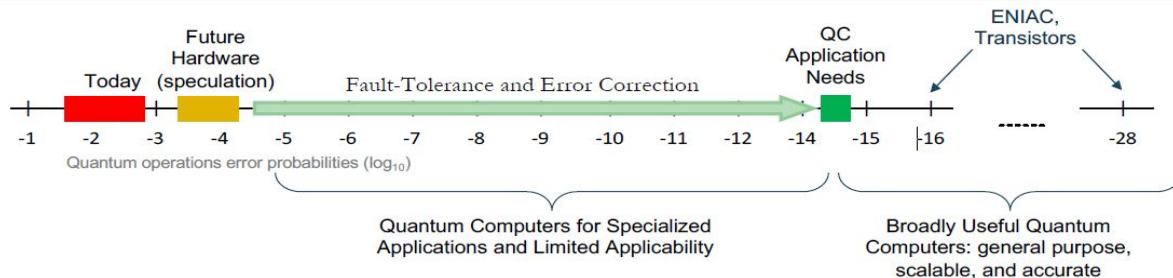
# QC is Important

*“Nature isn’t classical, dammit, and if you want to make a simulation of nature, you’d better make it quantum mechanical” (Richard Feynman)*

- Many problems are inherently quantum mechanical
- Complexity tamed with exponential book-keeping by nature in many-qubit state
- Quantum algorithms and complexity classes provide theoretical speedup



Simply a matter of time before QC revolutionizes the modern research (sth useful)

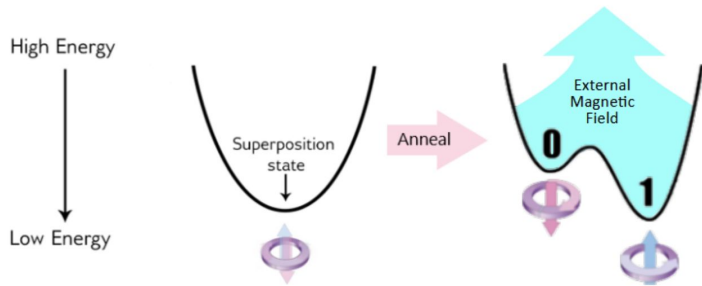




# QC platforms

## Analog quantum computers

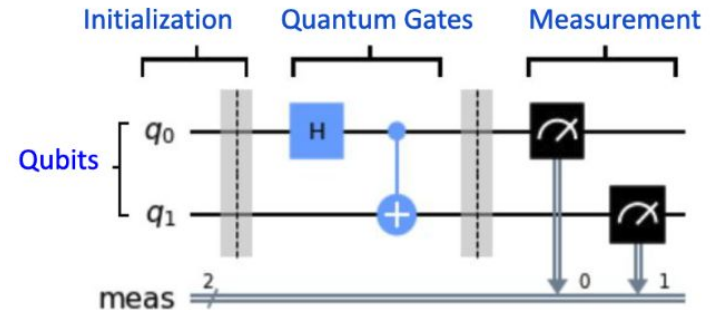
- Quantum annealing (Adiabatic QC)



- Successfully for optimization problems (~5000 qubits)
- Not an universal approach

## Digital quantum computers

- Spin chain = qubits (lines) + unitary gates (operators)



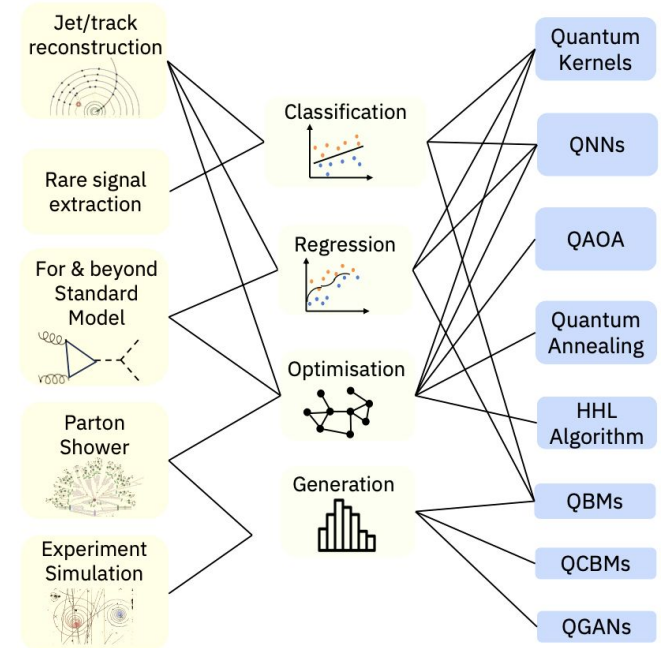
- Ideal device for universal simulation
- Noisy, intermediate-scale (~100 qubits)

## 2. Quantum computing in heavy-ion collisions [especially for jets]

# QC for Experimental Physics

Several motivations:

- LHC Physics involves large data processing
- Quantum search algorithm provides theoretical speedup



See recent/comprehensive review:

Delgado et al 2203.08805  
Di Meglio et al, 2307.03236

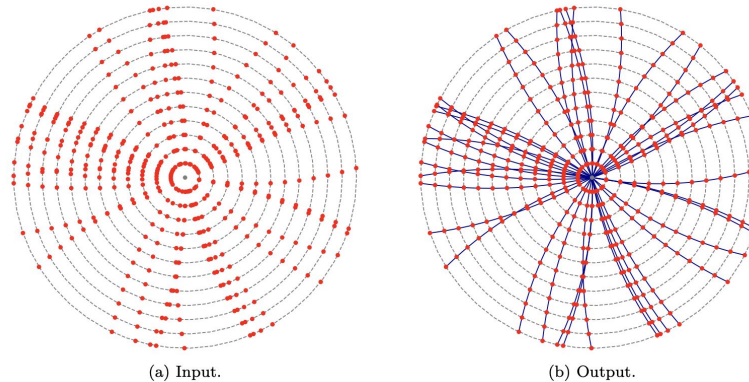
# Tracking particles

Track reconstruction with Quadratic Unconstrained Binary Optimization (QUBO)  
using quantum annealing to High Luminosity LHC

[Zlokapa1 et al, 1908.04475](#)

Quantum speedup to recover charge particle trajectories using quantum search algorithm

[Magano et al, 2104.11583](#)



Q-Search principle:  
[Grover, 9605043 \(1996\)](#)  
[Brassard et al, 0005055 \(2000\)](#)

# Jet clustering

Digital quantum algorithm to tackle event reconstruction and jet clustering

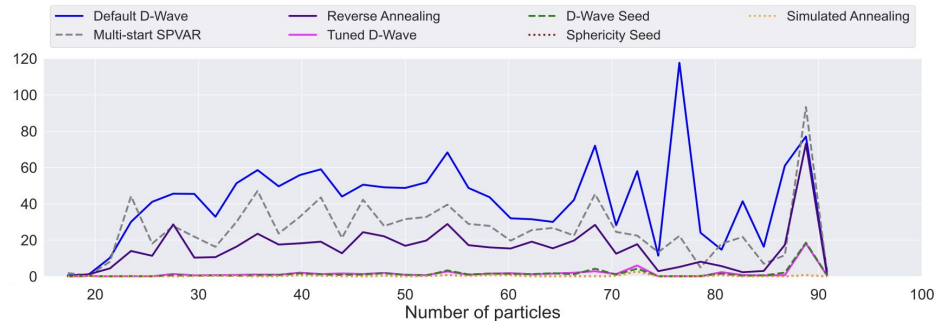
Jet algorithm for thrust via

[Wei et al, 1908.08949](#); [Delgado, Thaler, 2205.02814](#)

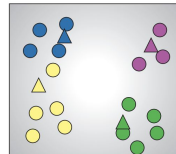
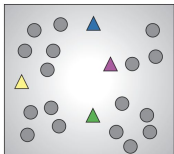
- QUBO formulation (quantum annealing)
- Grover search (digital)

$$T(\hat{n}) = \frac{\sum_{i=1}^N |\hat{n} \cdot \vec{p}_i|}{\sum_{i=1}^N |\vec{p}_i|}$$

$e^+e^- \rightarrow \gamma^*/Z^0 \rightarrow q\bar{q}$



Quantum k-means [Pires et al, 2101.05618](#)



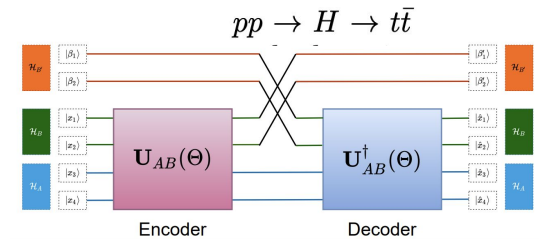
# Quantum machine learning

Extending classical ML with quantum data encoding

Anomaly detection with parameterized circuits (PQC) and autoencoder

Alvi, Bauer, Nachman, 2206.08391

Ngairangbam, Spannowsky, Takeuchi, 2112.04958



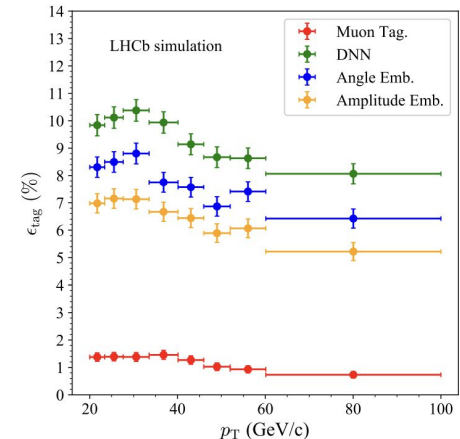
Quantum Generative Adversarial Networks

Chang et al, 2101.11132

B-jet charge tagging in LHCb simulation

Gianelle et al, 2202.13943

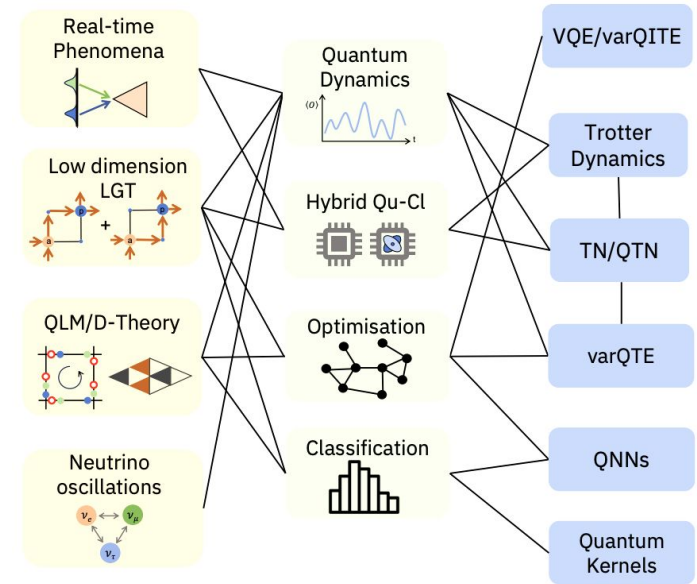
$$\epsilon_{\text{tag}} = \epsilon_{\text{eff}}(2a - 1)^2$$



# QC for Theories & Phenomenologies

Several motivations:

- Classical simulation encounters inherent problems and high problem complexity
- Quantum simulation algorithm provides an ultimate path to simulate quantum field theory



See recent/comprehensive review:

Bauer et al, 2204.03381

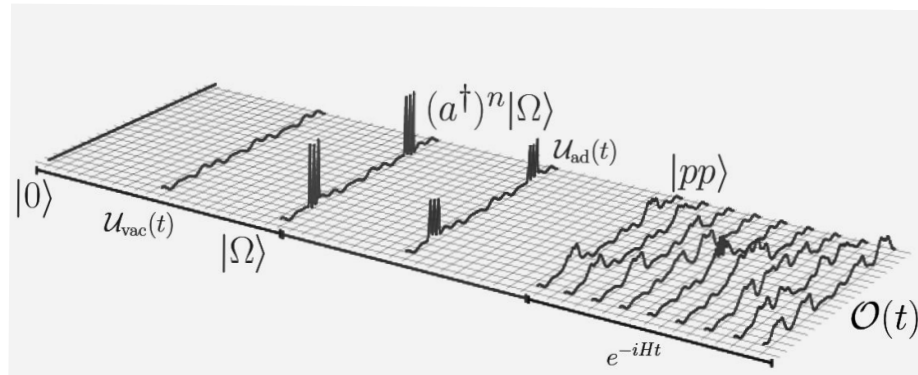
Di Meglio et al, 2307.03236

# Prototypical task

Quantum simulation of quantum field theory = perform “**ideal experiments**” on quantum computer

Jordan, Lee, & Preskill,  
1111.3633, 1401.7115, 1703.00454

- Prepare initial state in quantum computer
- Evolve state forward in time using Hamiltonian, for some specified time interval
- Measure observables by simulating measurement performed in idealized lab



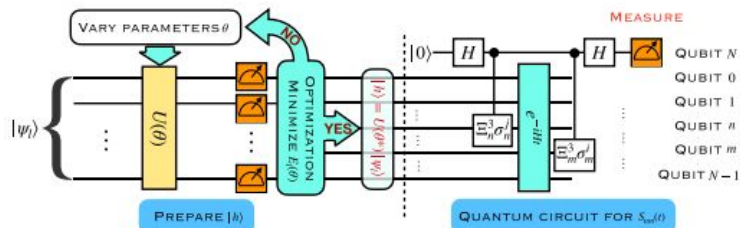


# Extracting partonic functions

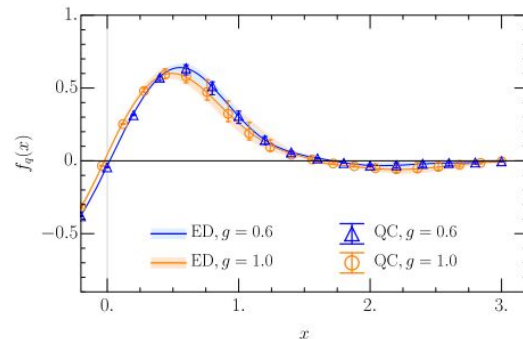
Quark parton distribution function (PDF) evaluated from flavored hadronic states

Lamm et al, 1908.10439  
 Mueller, Tarasov, Venugopalan, 1908.07051  
 Li et al, 2106.03865

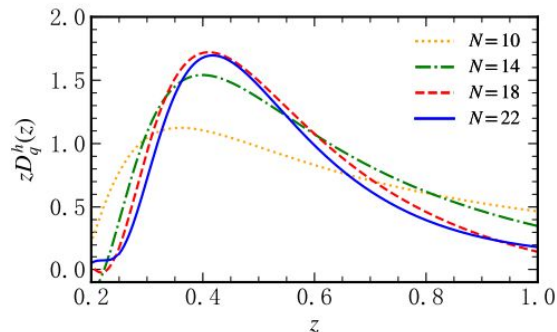
$$f_{q/h}(x) = \int \frac{dz}{4\pi} e^{-ixM_h z} \langle h | e^{iHt} \bar{\psi}(0, -z) e^{-iHt} \gamma^+ \psi(0, 0) | h \rangle$$



Hadron state preparation using Variational approaches (VQE)  
 Other methods include Adiabatic and Tensor Networks



Parton Fragmentation Functions

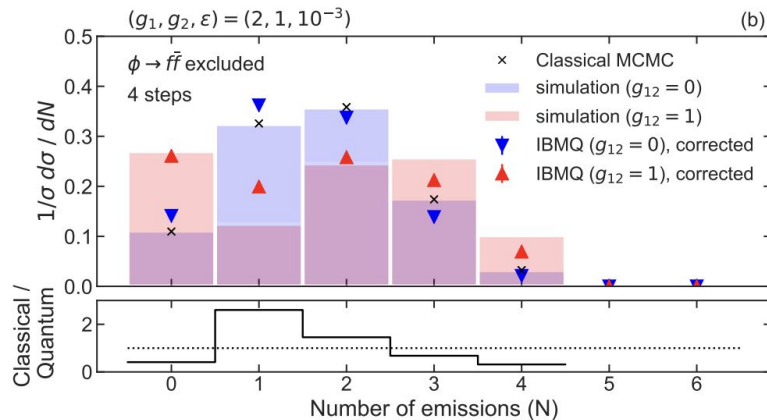


# Simulating parton showers

Quantum algorithm for HEP simulation of parton shower to include quantum interference

Nachman et al, 1904.03196

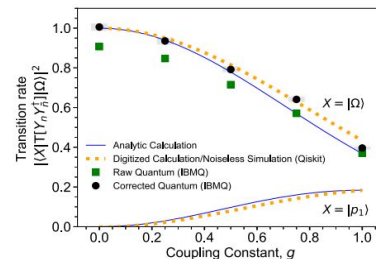
$$\mathcal{L} = \bar{f}_1(i\cancel{\partial} + m_1)f_1 + \bar{f}_2(i\cancel{\partial} + m_2)f_2 + (\partial_\mu\phi)^2 + g_1\bar{f}_1f_1\phi + g_2\bar{f}_2f_2\phi + g_{12}[\bar{f}_1f_2 + \bar{f}_2f_1]\phi$$



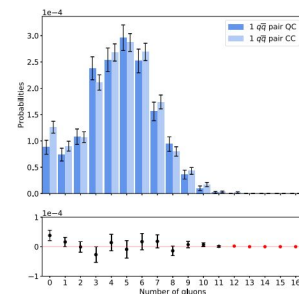
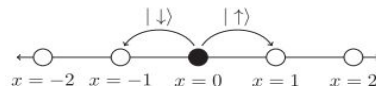
Simulating soft functions from EFT

Bauer et al, 2102.05044

$$\sigma = H \otimes J_1 \otimes \dots \otimes J_n \otimes S.$$



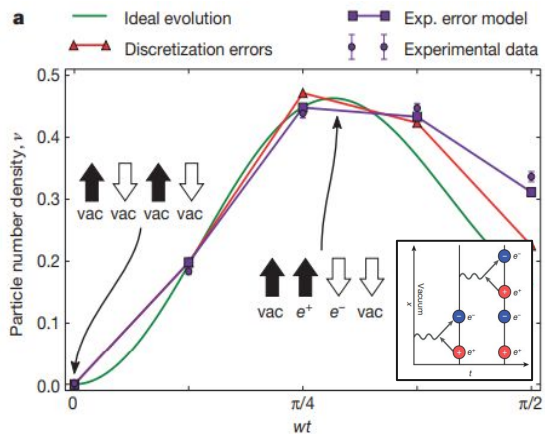
Quantum walk approach to simulate parton showers



Williams et al, 2109.13975, 2207.10694

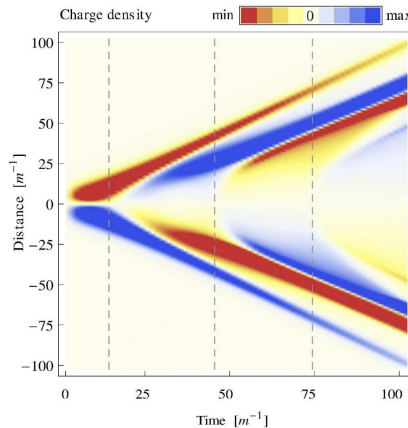
# Pair production and more

## Pair-production from vacuum

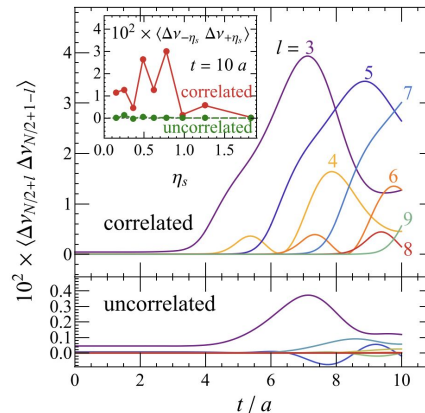


Martinez et al, 1605.04570

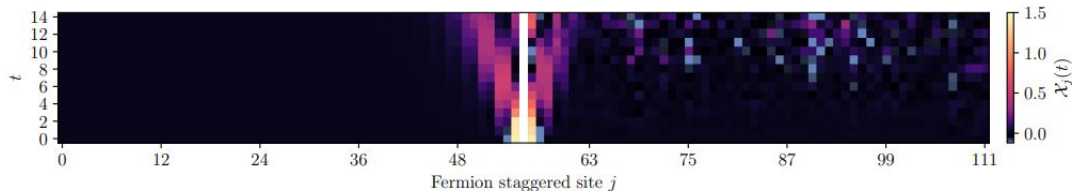
## QCD string breaking and external source modification



Hebenstreit, Berges, Gelfand, 1307.4619  
Kasper et al, 1506.01238



Florio et al, 2301.11991



Hadron state preparation and evolution  
on 112 qubits Farrell et al, 2401.08044

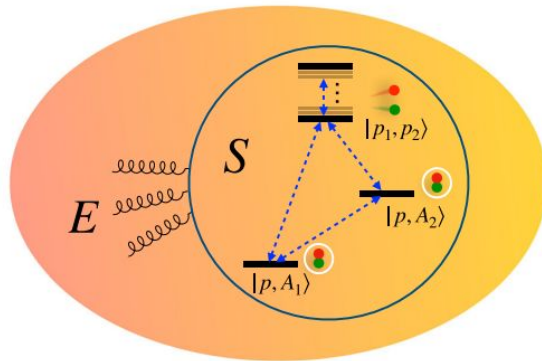
# Non-equilibrium dynamics at finite temperature

Simulating hard probes in QGP as open system via Lindblad equation

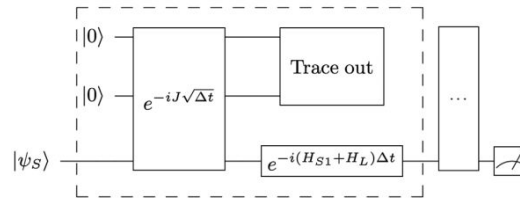
De Jong et al, 2010.03571, 2106.08394

Open quantum system formulation for quarkonia, jets, etc

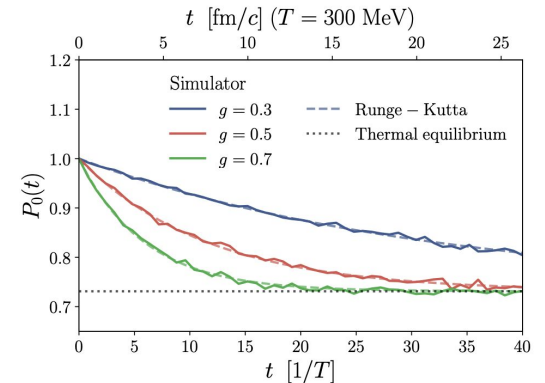
Blaizot & Escobedo, 1711.10812, 1803.07996



$$\frac{d}{dt}\rho_S(t) = -i[H_{S1}(t) + H_L, \rho_S(t)] + \sum_{j=1}^m \left( L_j \rho_S(t) L_j^\dagger - \frac{1}{2} \{L_j^\dagger L_j, \rho_S(t)\} \right)$$



Cleve & Wang, 1612.09512



Alternative (equivalent) ways?

### 3. Quantum simulation of jets in heavy-ion collisions

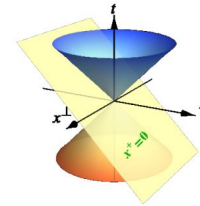
[using Hamiltonian formalism]



# Quantum jet simulation: Method

Light-front QCD Hamiltonian + Classical background field

- First-principle method formulated in the front form
- Hamiltonian is used to study hadron structure and time evolution alike



**front form**

$$x^+ \triangleq x^0 + x^3$$

**Natural** to extend from classical simulation to quantum simulation

## Classical simulation

Electron in laser field [Zhao et al, 1303.3273](#)

Ultrarelativistic quark-nucleus scattering [Li et al, 2002.09757](#)

Scattering and gluon emission in a color field

Jet in Glasma field [Li, Lappi, Zhao, 2107.02225](#)  
[Li et al, 2305.12490](#)

... [See Lamas's talk \(Wed 12:10\)](#)

## Quantum simulation

Nuclear inelastic scattering [Du et al, 2006.01369](#)

Strategy to Jet quenching parameter

[Barata, Salgado, 2104.04661](#)

Medium-induced QCD jet

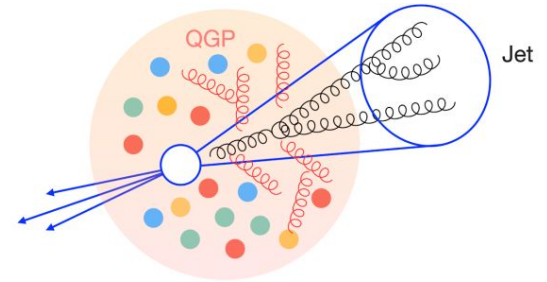
... [Barata et al, 2208.06750, 2307.01792](#)  
[Yao, 2205.07902](#)  
[Wu et al, 2404.00819](#)

# QCD Lagrangian

We start with the QCD lagrangian, with an external field

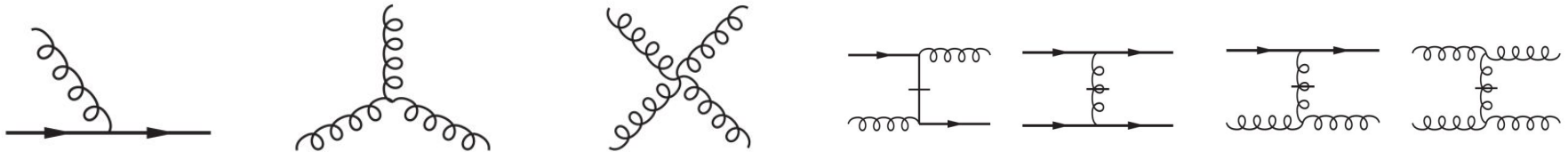
$$\mathcal{L} = -\frac{1}{4}F^{\mu\nu}_a F_{\mu\nu}^a + \bar{\Psi}(i\gamma^\mu D_\mu - m_q)\Psi$$

$$D^\mu \equiv \partial_\mu + ig(A^\mu + \mathcal{A}^\mu)$$



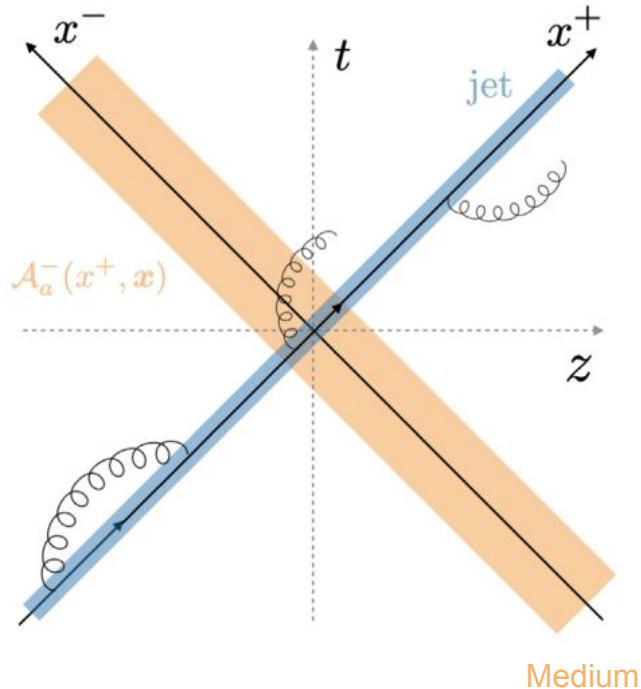
The light-front Hamiltonian is obtained by the canonical light-front quantization via the standard Legendre transformation,

For review: [Brodsky, Pauli, Pinsky, 9705477](#)





# Physical setup

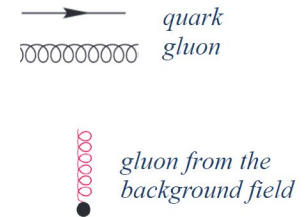


High-energy quark jet moving close to the light cone scattering on a dense nucleus medium

For example, light-front Hamiltonian in  $|q\rangle + |qg\rangle$  Fock space

$$P^-(x^+) = P_{\text{KE}}^- + V(x^+) = P_{\text{KE}}^- + \left\{ V_{qg} + V_{\mathcal{A}}(x^+) \right\}$$

Fock sector	$ q\rangle$	$ qg\rangle$
$\langle q $		
$\langle qg $		



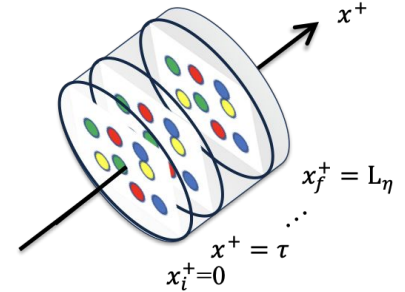
# Medium and Evolution

Classical **stochastic** background field (to reduce problem complexity)

$$\langle\langle \rho_a(x^+, \mathbf{x}) \rho_b(y^+, \mathbf{y}) \rangle\rangle = g^2 \mu^2 \delta_{ab} \delta^{(2)}(\mathbf{x} - \mathbf{y}) \delta(x^+ - y^+)$$

$$(m_g^2 - \nabla_{\perp}^2) \mathcal{A}_a^-(x^+, \mathbf{x}) = \rho_a(x^+, \mathbf{x})$$

$$Q_s^2 \equiv \frac{C_F g^4 \mu^2 L_{\eta}}{2\pi} \quad \text{saturation scales}$$

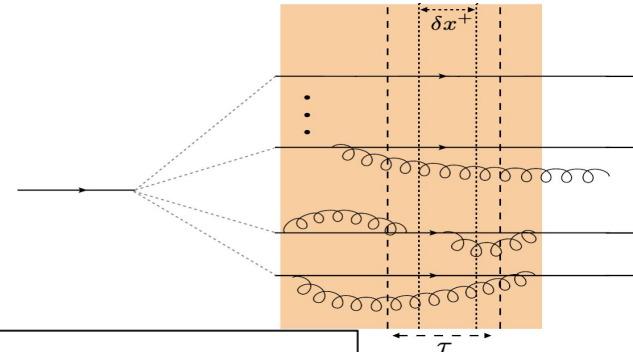


McLerran and Venugopalan,  
9309289 (1993)

Jet probe evolution, decomposed as sequence of unitary operators

$$|\psi_{L_{\eta}}\rangle = U(L_{\eta}; 0) |\psi_0\rangle \equiv \mathcal{T}_+ e^{-i \int_0^{L_{\eta}} dx^+ P^-(x^+)} |\psi_0\rangle$$

$$U(L_{\eta}; 0) = \prod_{k=1}^{N_t} U(x_k^+; x_{k-1}^+) \quad \text{non-perturbative}$$



Universal framework to simulate (3+1)-d QCD jet probe evolution in **medium** in **real-time!**

# Qubit encoding of basis state

General QCD quantum state in single-particle basis:

$$\beta_l = \{p_l^+, p_l^x, p_l^y, c_l, \lambda_l\}, \text{ with } l = q, \bar{q}, g$$

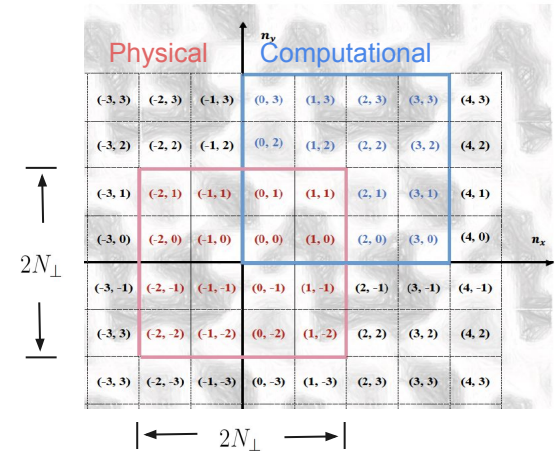
Qubit encoding on quantum registers with discretization

- Transverse momentum:  $2N_\perp \times 2N_\perp$
- Longitudinal momentum:  $[K]$

$$|\psi\rangle = |\zeta\rangle \otimes \underbrace{\left( |g_x\rangle |g_y\rangle |c_g\rangle \right)}_{|g\rangle} \otimes \underbrace{\left( |q_x\rangle |q_y\rangle |c_q\rangle \right)}_{|q\rangle}$$

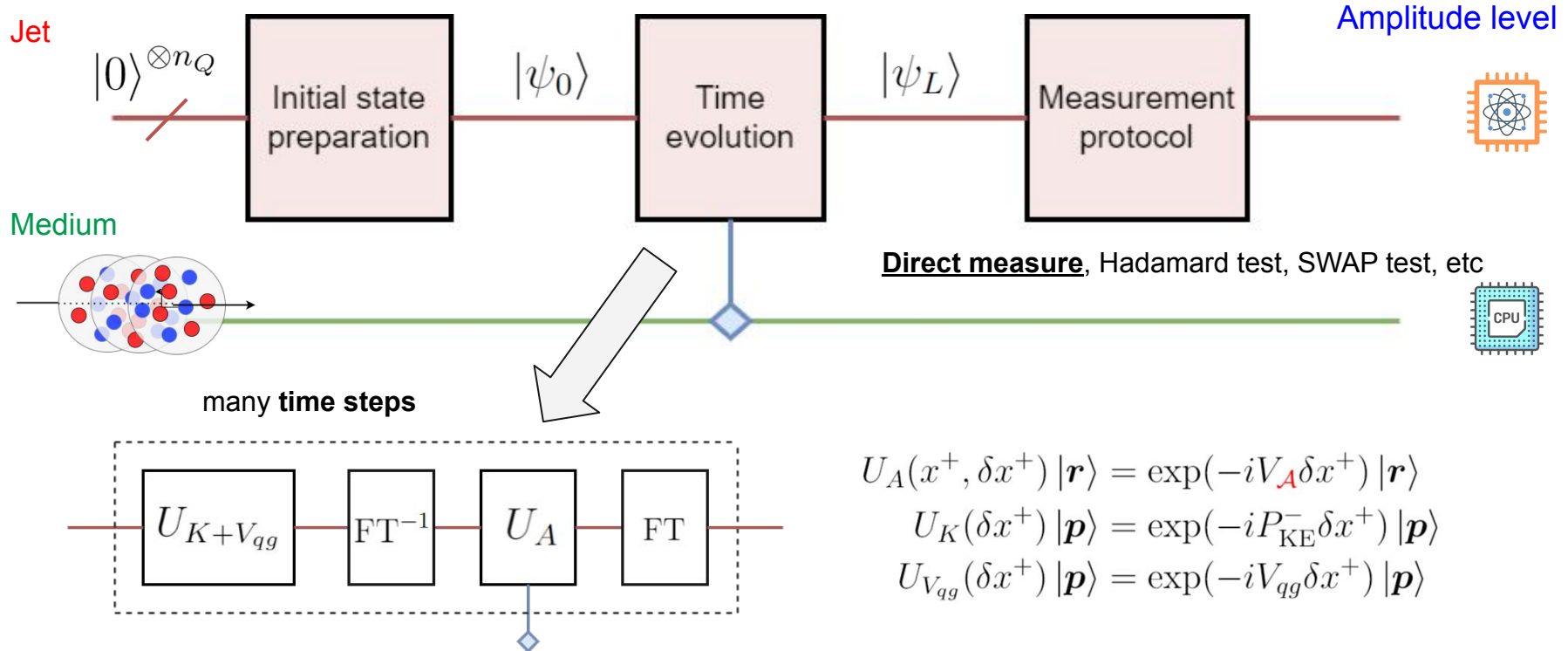
$$N_{\text{tot}} \sim [K] N_\perp^4 \rightarrow n_Q \sim 4 \log N_\perp + \log [K]$$

**Logarithmic** with momentum, **Linear** in Fock particles



# Quantum simulation algorithm

Wiesner, 9603028 (1996); Zalka, 9603026 (1996)



$$U_A(x^+, \delta x^+) |\mathbf{r}\rangle = \exp(-iV_A \delta x^+) |\mathbf{r}\rangle$$

$$U_K(\delta x^+) |\mathbf{p}\rangle = \exp(-iP_{KE}^- \delta x^+) |\mathbf{p}\rangle$$

$$U_{V_{qg}}(\delta x^+) |\mathbf{p}\rangle = \exp(-iV_{qg} \delta x^+) |\mathbf{p}\rangle$$

Sparse  $H \Rightarrow$  fewer pauli strings  $\Rightarrow$  less quantum gates

FT allows efficient/sparse simulation in the respective basis

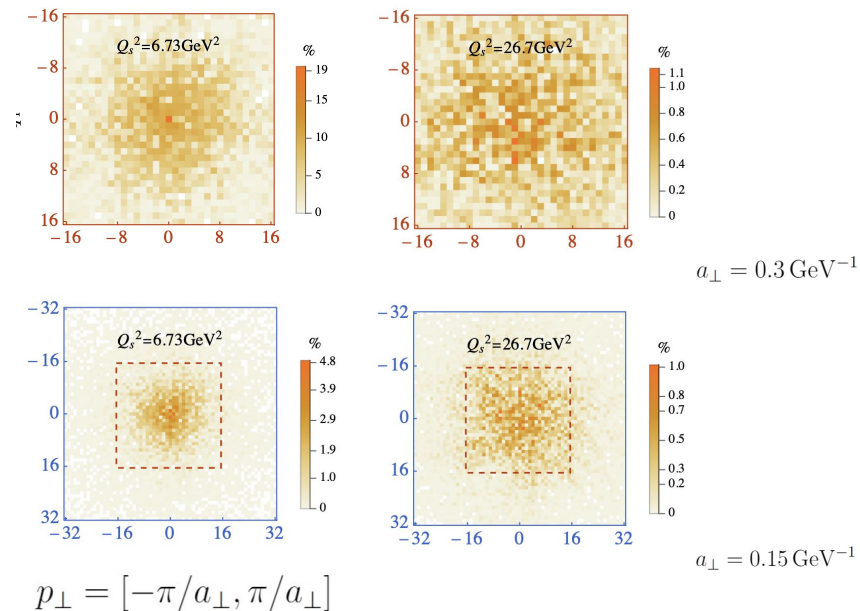
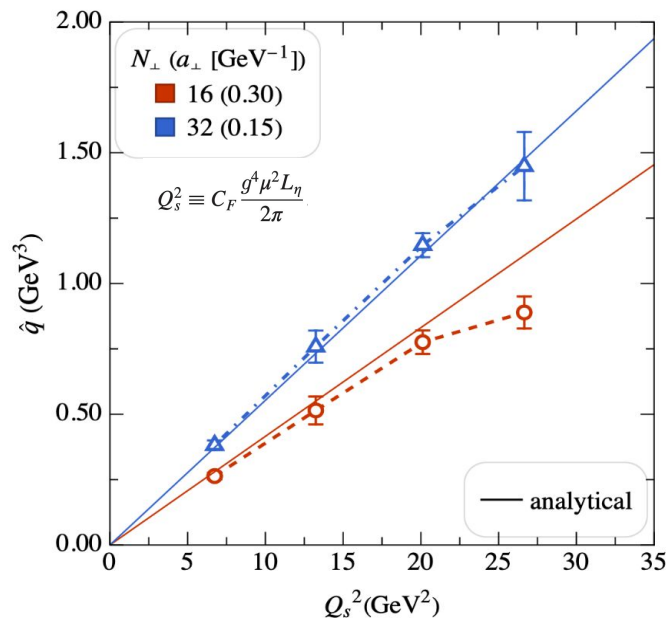
# Extracting quenching parameter

First quenching parameter calculation on QC

Barata, Du, Li, WQ, Salgado, 2208.06750

Jet quenching parameter:  $\hat{q} = \frac{\Delta \langle p_{\perp}^2(x^+) \rangle}{\Delta x^+} = \langle p_{\perp}^2 \rangle / L_{\eta}$

Eikonal analytical:  $\sim Q_s^2 / L_{\eta}$



$(p_x, p_y) = (0, 0)$   $L_{\eta} = 50 \text{ GeV}^{-1} \approx 10 \text{ fm}$

Similarly done for momentum broadening at finite  $p^+$

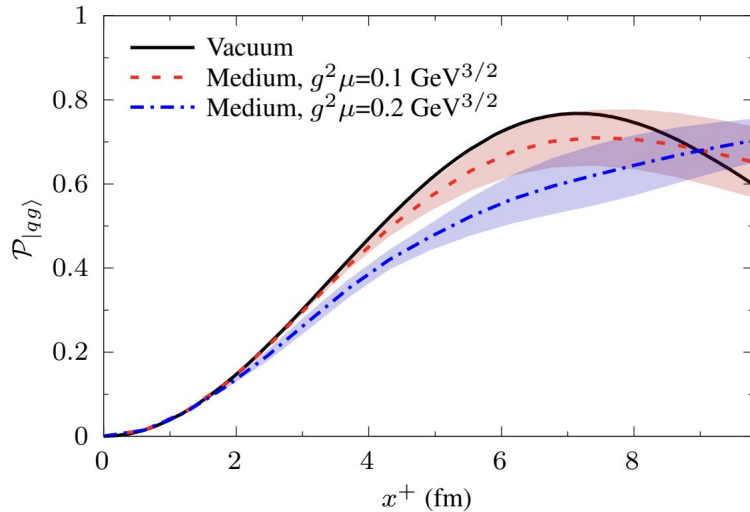
simulator, 10-12 qubits



# Gluon production and entropy growth

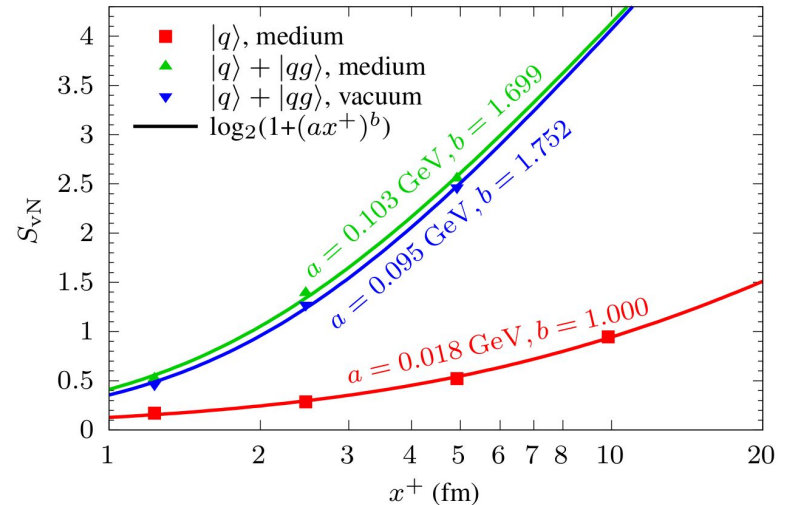
Barata, Du, Li, WQ, Salgado, 2307.01792

Gluon production in mediums  
(error from stochastic medium)



Entropy expansion linear in Fock  $|q\rangle$  and  
power-law in Fock  $|q\rangle + |qg\rangle$  with radiation

See Barata's talk (Tue 11:00)



$$S_{vN}(x^+) = -\text{Tr}[\rho(x^+) \log \rho(x^+)]$$

# Towards simulating many more particles

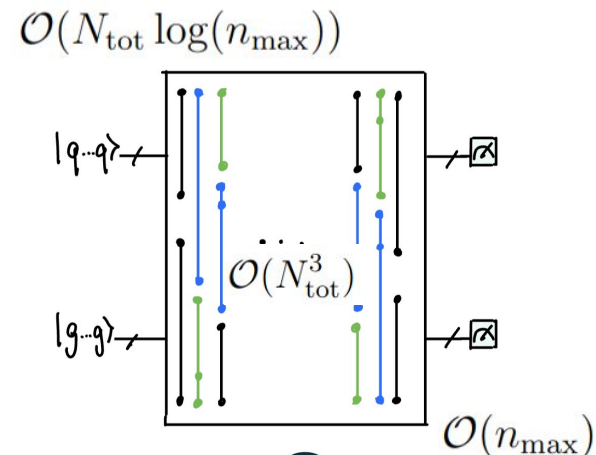
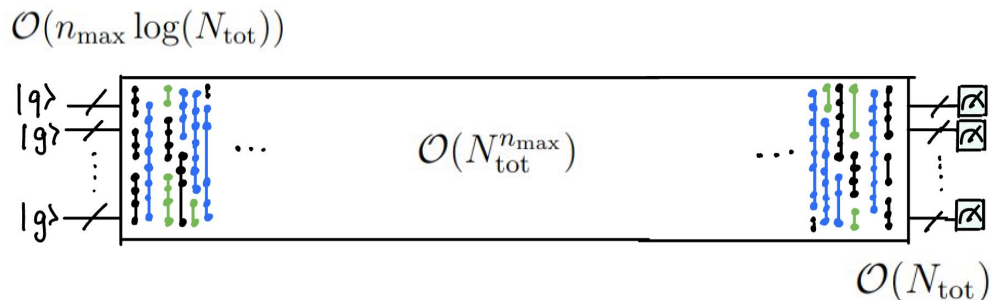
Go far beyond classical computations. But current setup is still expensive with increasing particle.

One potential solution: **Direct encoding on the particle operators**

Aspuru-Guzik et al, 0604193

- No need to evaluate Hamiltonian matrix to Pauli operators
- Shallow & sparse quantum circuits
- Particle exchange symmetry automatically satisfied

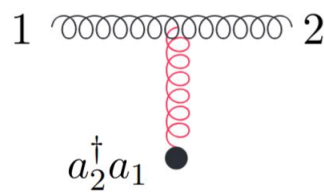
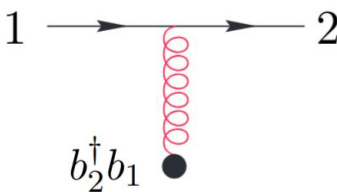
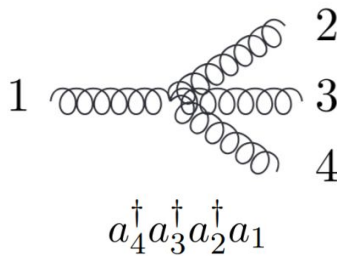
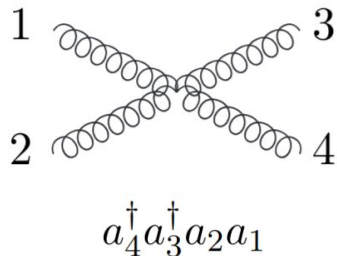
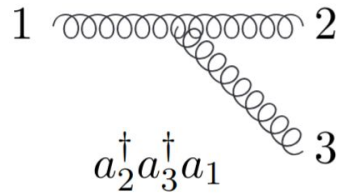
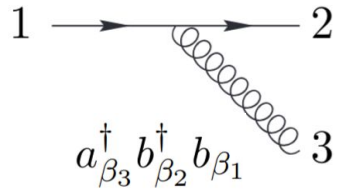
total modes  $N_{\text{tot}}$   
gluon occupancy  $n_{\text{max}}$



Polynomial scaling



# Qubit encoding of quantized operators



- QCD vertices are encoded into bosonic (a) and fermionic (b) creation/annihilation operators

- Jordan-Wigner encoding for fermions  
Standard binary encoding for bosons

[Sawaya et al, 1909.12847](#)

- Vertex coefficients are instantly computed

$$a_4^\dagger a_3^\dagger a_2^\dagger a_1$$

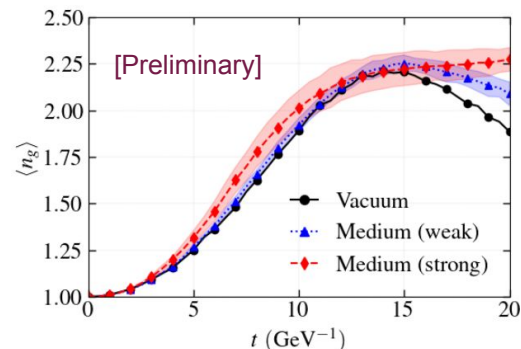
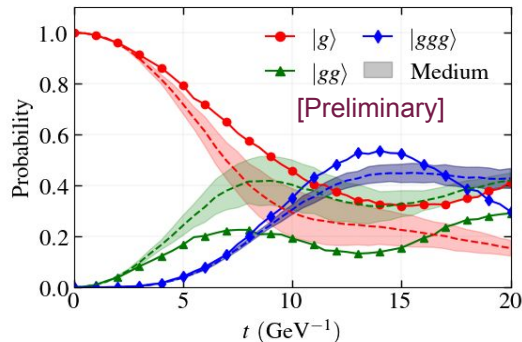
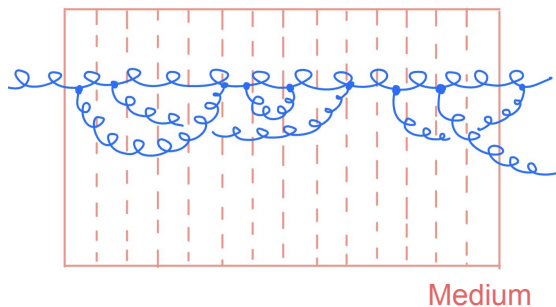
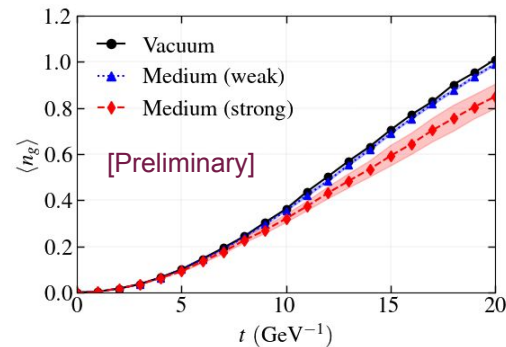
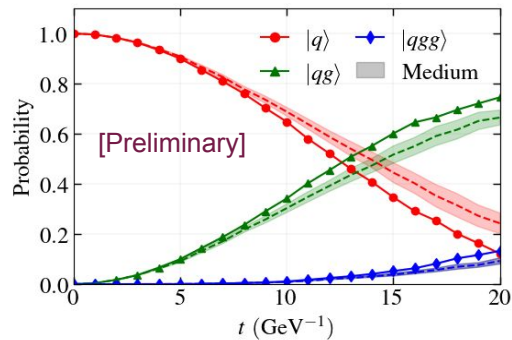
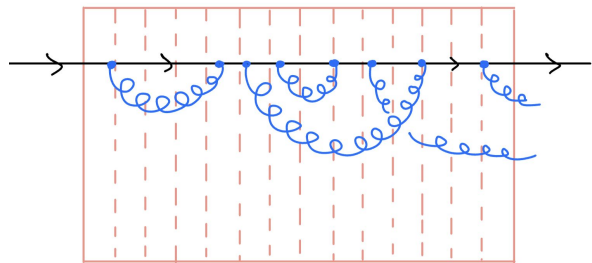
$$g^2 \frac{1}{\sqrt{p_1^+ p_2^+ p_3^+ p_4^+} \Omega} \delta_{p_1 - p_2 - p_3 - p_4}^3$$

$$f^{aa_1 a_2} f^{aa_3 a_4} \delta_{\lambda_1, \lambda_3} \delta_{\lambda_2, -\lambda_4}$$



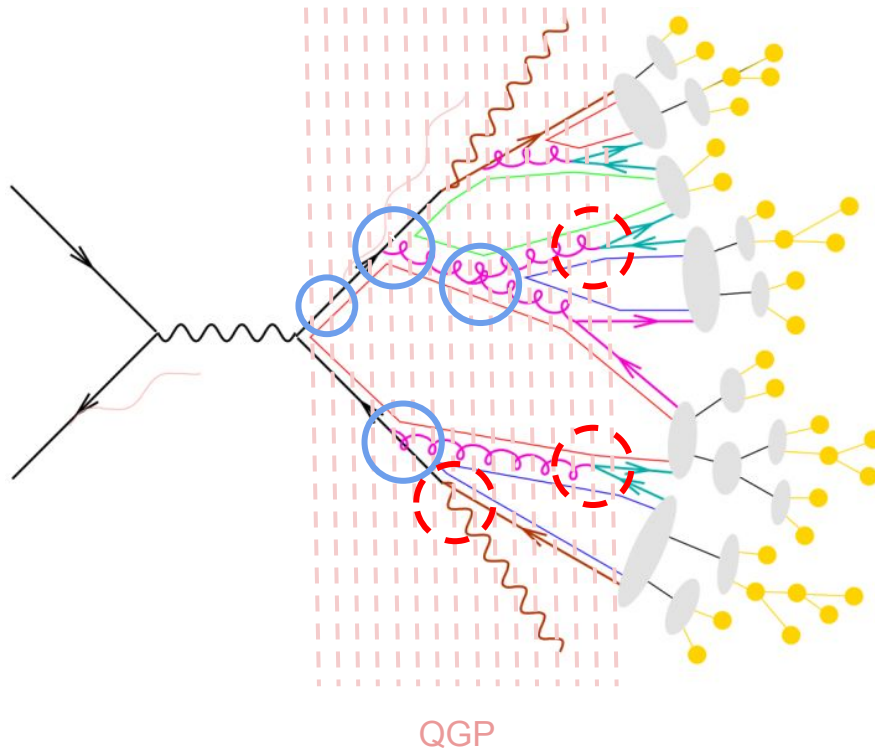
# Quantum simulation of quark/gluon jet

Kreshchuk, Li, WQ, Salgado, to appear



# Quantum simulation of jet in HIC

Full description requires much more but we will get there, together with hardware development in QC



○ Done    ○ Ongoing

Theoretical lab to simulate jet physics!

- Medium property
- Jet as fully quantum object
- Extract useful observable

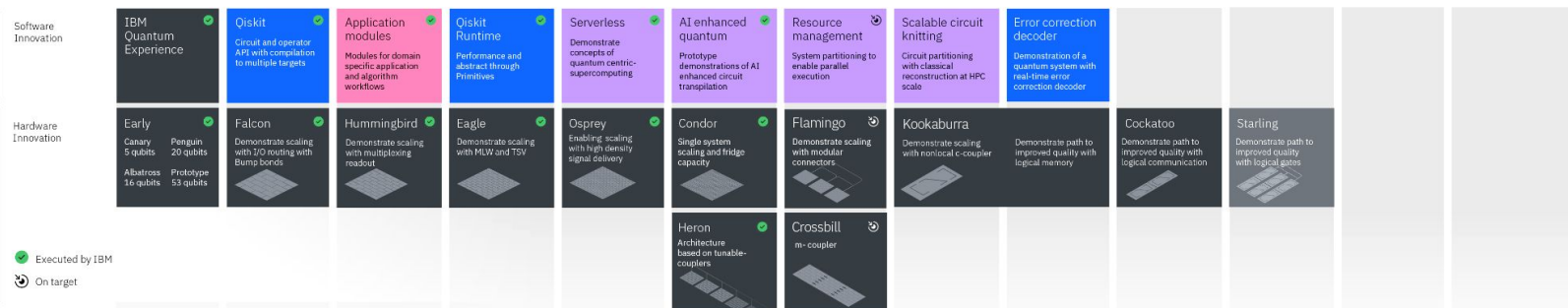
# Quantum technology is growing at fast pace

## Development Roadmap

IBM Quantum



## Innovation Roadmap



# Fault-tolerant quantum simulation

We might have an ideal (useful) quantum computer in the next decade!

Most applications are Near-term such as VQE, it is also mindful to develop fault-tolerant quantum algorithms

- Block Encoding (quantum signal value transformation, etc)
- Quantum Eigenvalue Transformation for Unitary matrices

...

Childs, Wiebe, 1202.5822

Gilyen et al, 1806.01838

App: Hardy et al, 2407.13819, ...

Dong, Lin, Tong, 2204.05955

App: Kane, Gomes, Kreshchuk, 2310.13757, ...

Key insight: Quantum simulation needs not resemble physics process.

**Use QC like a calculator!**

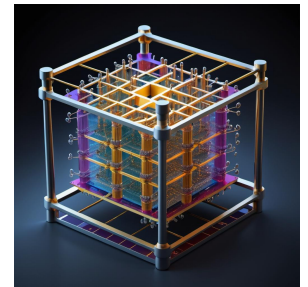
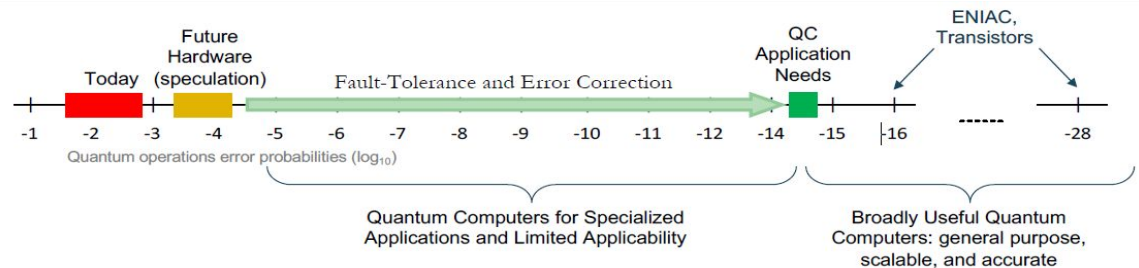


Image: ChatGPT

# Lessons

- Quantum computing technology is available today and developing fast.
- Lots of quantum computing applications in experiment and theory for HIC, especially for jets.
- Quantum simulation of jets is promising using a universal & scalable Hamiltonian framework.
- We may be in reach of fault-tolerant quantum computing sooner than we expect.

Thanks for your attention!





## Acknowledgements



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