

# Application of IBM Quantum Computing on LHC High Energy Physics data analysis

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# Machine learning and quantum computing

- Machine Learning has become one of the most popular and powerful techniques and tools for HEP data analysis
- Machine Learning: This is the field that gives computers “the ability to learn without explicitly programming them”.
- Issues raised by machine learning
  - Heavy CPU time is needed to train complex models
    - With the size of more data, the training time increases very quickly
  - May lead to local optimization, instead of global optimization
- Quantum computing
  - A way of parallel execution of multiple processes using Qubits
  - Can speed up certain types of problems effectively
  - It is possible that quantum computing can find a different, and perhaps better, way to perform machine learning.

Ref: “Global Optimization Inspired by Quantum Physics”, 10.1007/978-3-642-38703-6\_41

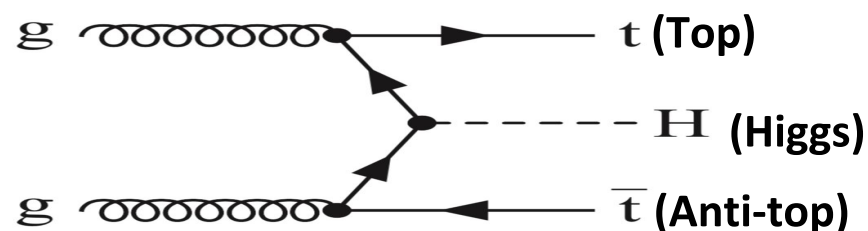
# Our program with IBM Qiskit

**Our Goal:**

**Perform LHC High Energy Physics analysis with Quantum computing**

**Our preliminary program is to:**

**Employing SVM Quantum Variational (QSVM) method for LHC High Energy Physics (HEP) analysis with the environment of IBM Qiskit, for example  $t\bar{t}H$  ( $H \rightarrow \gamma\gamma$ ), Higgs coupling to two top quarks analysis.**



- \* **SVM = Support Vector Machine**
- \* **IBM Qiskit = IBM Quantum Information Science Kit**

# Our program with IBM Qiskit

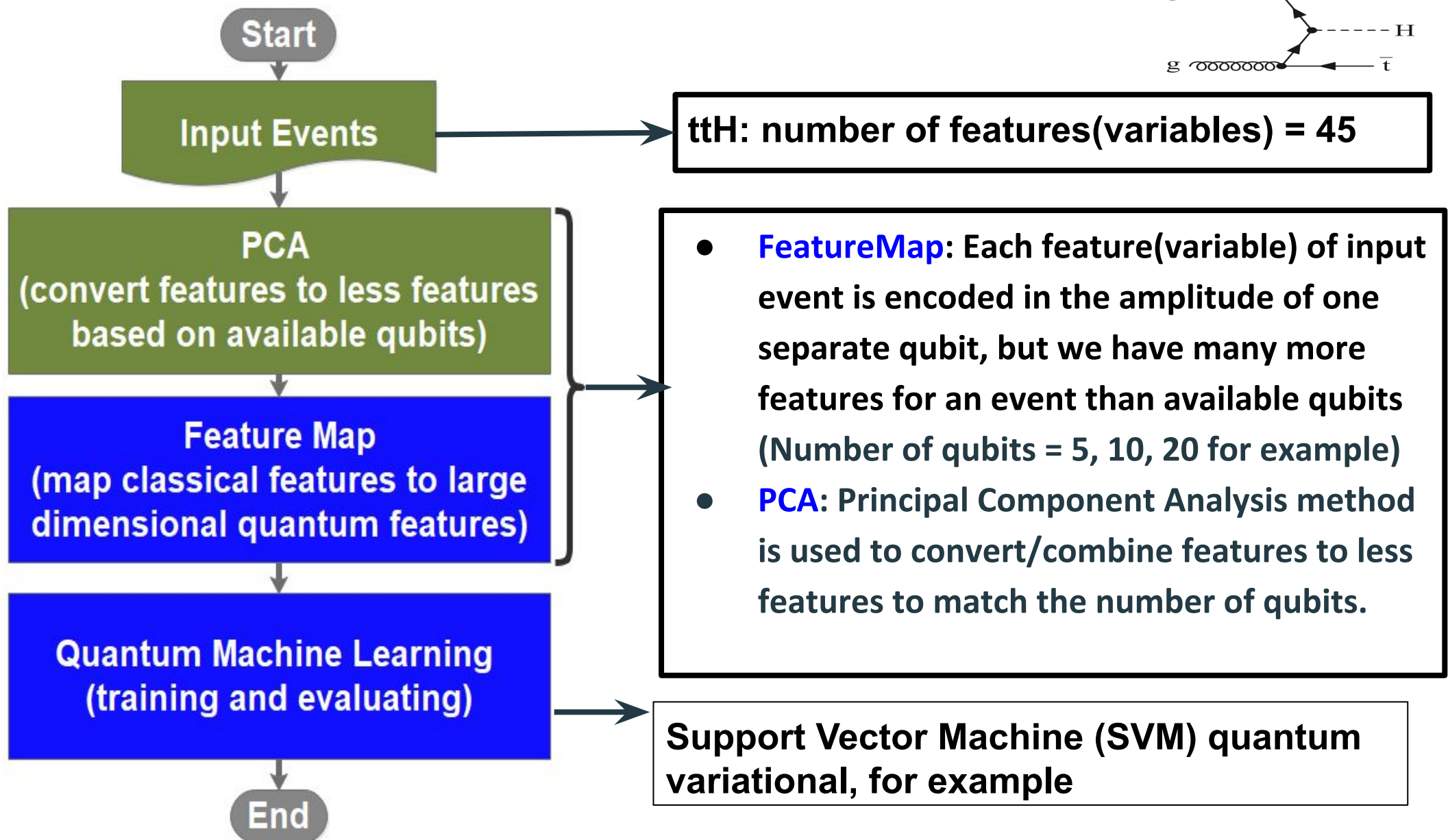
Our preliminary program can be divided into three parts with the Environment of IBM Qiskit:

**Part 1.** Our workflow for quantum machine learning process.

**Part 2.** Employing the quantum method for LHC High Energy Physics (HEP) analysis, with quantum simulators, for example IBM Qiskit qasm simulator.

**Part 3.** Employing the quantum method for LHC High Energy Physics (HEP) analysis, with IBM quantum hardware, for example IBM Q Experience hardware.

# Part 1: Our Workflow for Quantum Machine Learning process



## Part 2: Employing QSVM Variational with Q simulators

- **Employing SVM Quantum Variational for LHC HEP analysis**
  - **For example, ttH ( $H \rightarrow \gamma\gamma$ ), Higgs coupling to two top quarks analysis**
  - **Exploring different feature maps and entanglement methods**
  - **Training and evaluating quantum machine learning methods with different numbers of qubits, different number of events, different parameters and optimizers**

## Part 2: Employing QSVM Variational with Q simulators

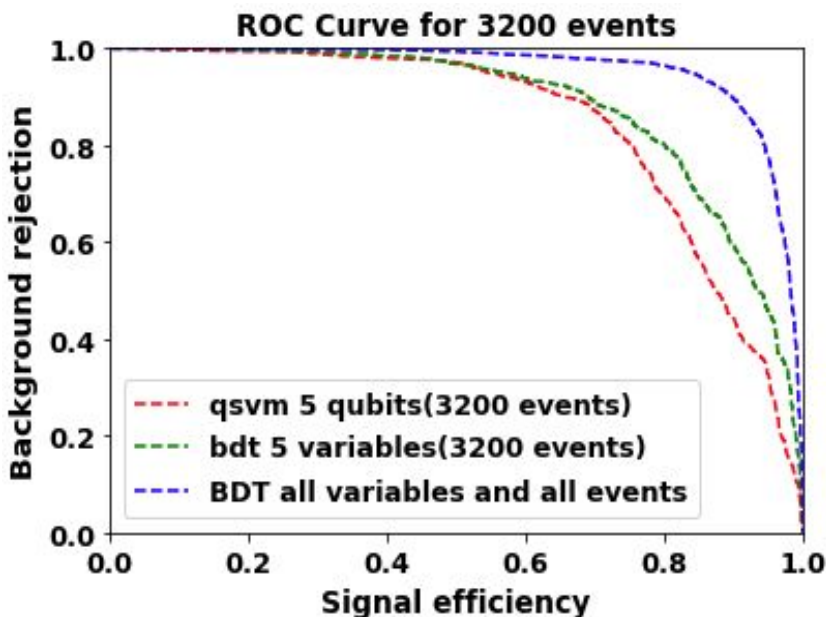
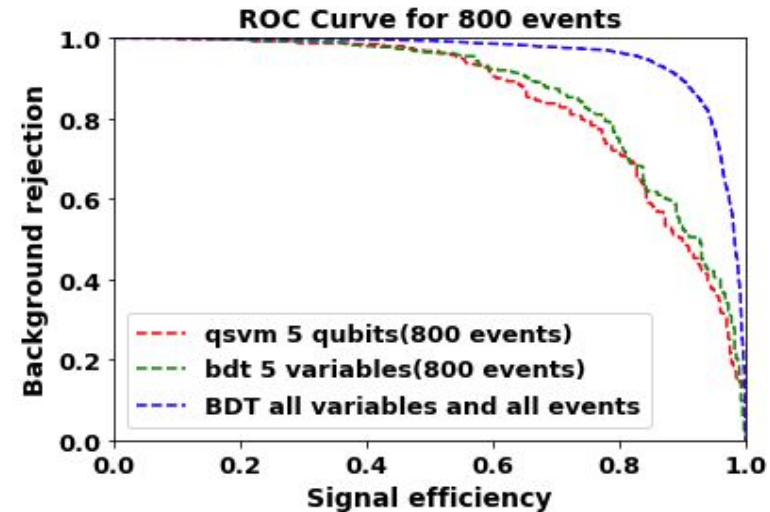
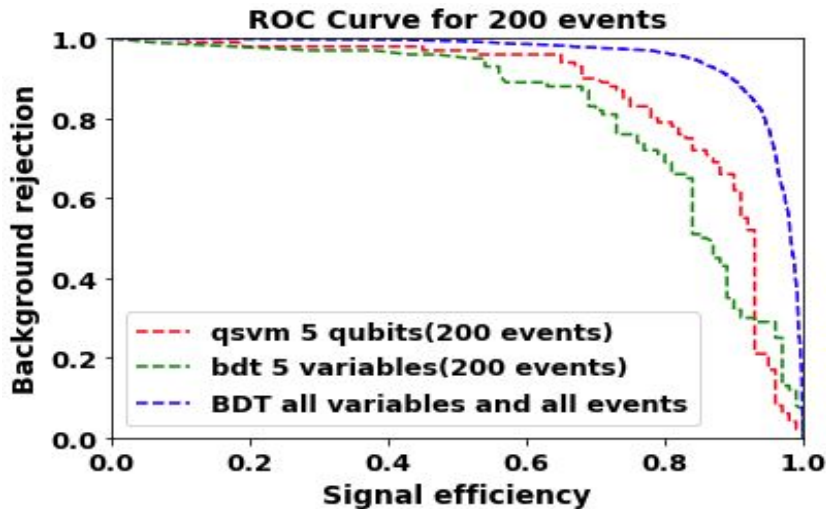
- With 5 qubits, we successfully finished training and testing with 200 events, 800 events and 3200 events with IBM Qiskit qasm simulator (where '200' events means 200 training events and 200 test events; same for others).
  - For QSVM, SPSA optimizer is used with 3000 iterations.
  - **BDT and QSVM are using exactly the same inputs for comparison.**
  - Q simulator: Here Qiskit Qasm simulator is used.

ttH(H- $\rightarrow\gamma\gamma$ ) ACCURACY	200	800	3200
QSVM	0.795	0.802	0.768
BDT	0.75	0.785	0.780

ttH(H- $\rightarrow\gamma\gamma$ ) AUC	200	800	3200
QSVM	0.865	0.859	0.837
BDT	0.821	0.869	0.863

## Part 2: Employing QSVM Variational with Q simulators

- Here **BDT(green)** and **QSVM(red)** are using exactly the same inputs for comparison.



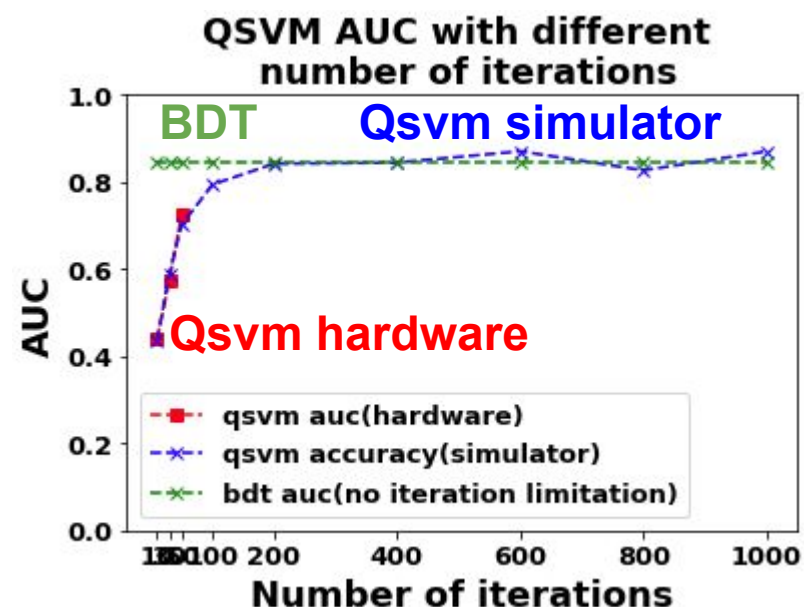
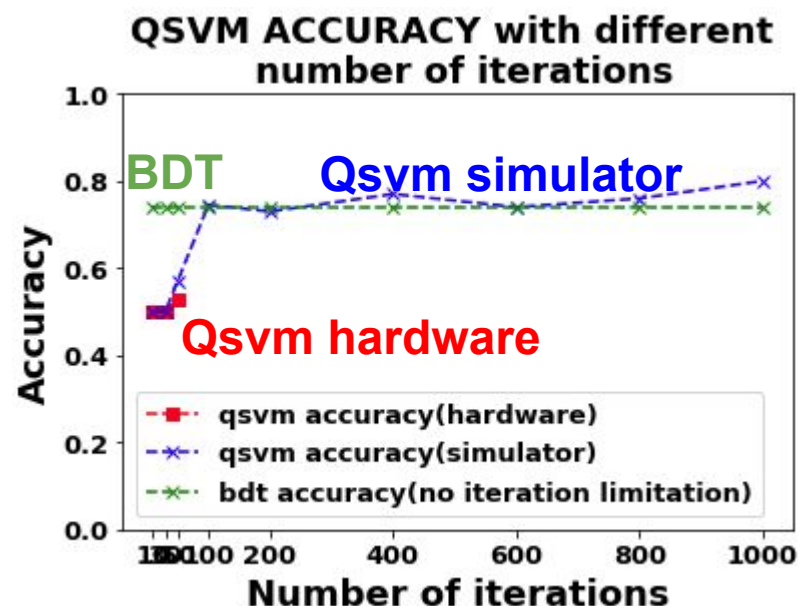
- Here are the ROC Curve plots with **QSVM(red)** and **BDT(green)**, for 200 events, 800 events and 3200 events, with 5 qubits.
- ROC curve(Blue): classical machine learning BDT with all 45 variables and all simulated events in LHC ttH analysis.
- ROC curve(Red): QSVM 5 qubits
- ROC curve(Green): classical machine learning BDT with the same inputs of 5 variables per event as QSVM for comparison.



## Part 3: Employing QSVM Variational with IBMQ hardware

- With the help of IBM Research Zurich, we finished some training on the IBMQ hardware with 100 training events and 100 test events, 5 qubits.
- Because of hardware access time and timeout limitation, we only finished **very few iterations (for example 10,30,50)** on the hardware, instead of several **thousands of iterations** on the simulators.

# Part 3: Employing QSVM Variational with IBMQ hardware

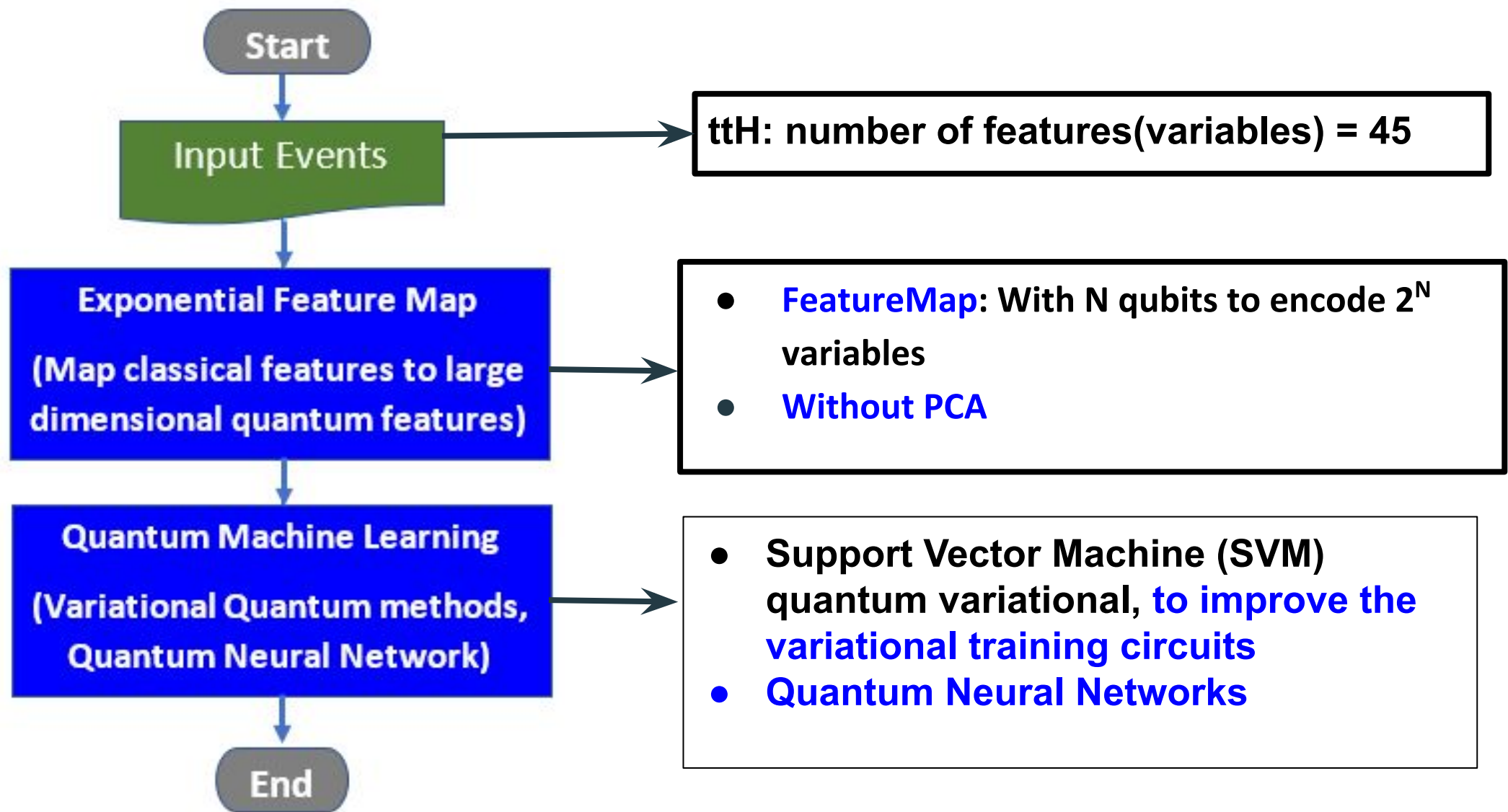


- Here are the ACCURACY and AUC plots with different number of iterations.
  - Because of access time limitation, on the hardware we only finished 10,30 and 50 iterations.
- Within limited iterations, the result from hardware(red) is compatible with the result from simulator(blue) in tested iterations.
- The result from simulator(blue) reached similar result with classical BDT(green) method with enough iterations.

## Part 3: Employing QSVM Variational with IBMQ hardware

- **Limitation with IBMQ hardware**
  - **Only few iterations are tested currently**
    - **Limited access time**
      - **Long queue time**
  - **Input preparation and output reading is not optimized**
  - **working to extend it to more iterations**

# New: New Workflow for Quantum Machine Learning process



## Summary

- **We have successfully applied variational quantum ML method Variational QSVM on hep analysis and have achieved close performance, comparing classical ML method BDT.**
- **We have also applied our analysis on IBMQ hardware with limited iterations. We are working to extend it.**
- **We are also applying quantum neural networks for hep analysis. It's in progress.**

# BACKUP SLIDES

# Quantum algorithm running flow

- Quantum algorithm running flow, for example IBM Qiskit



- Issues:**
  - The quantum compiling process compiles codes and input data together, while classical compiling separates codes and input data.
    - With more data, the compiling process will use more time and more memory.
    - With different data, a new compiling is required.

**\* Qasm = Quantum assembly language**

# Quantum measurement

- Quantum state is a superposition which contains the probabilities of possible positions.
- When the final state is measured, they will only be found in one of the possible positions.
  - The quantum state ‘collapses’ to a classical state as a result of making the measurement.
- “No-cloning theorem”
  - Impossible to create an identical copy of an arbitrary unknown quantum state.
- To obtain the probability of a possible position, some number of shots are needed.



# Hardware Information

- **Hardware status currently**
  - **Classical computer:**
    - **3~4 GHz**
    - **Millions of circuits with many cores, GPU can have thousands of cores**
  - **Quantum computer**
    - **200 ns per operation**
    - **5M Hz**
    - **Not many parallel channels or threads**
    - <https://quantumcomputing.stackexchange.com/questions/2402/how-many-operations-can-a-quantum-computer-perform-per-second>

# How to use quantum computer

- How to use quantum computers
  - a. Convert classical features to be able to be processed to quantum computers
    - Feature map
  - b. Using quantum algorithms to process the data
    - Algorithms developed based on quantum computers, such as Quantum Support Vector Machine, Quantum annealing, Grover Search and so on

# Tensor product feature map

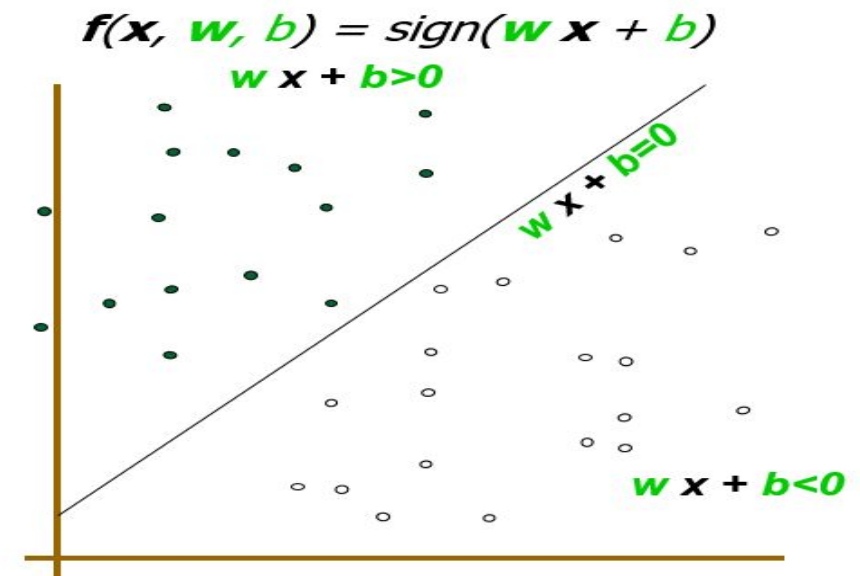
- Quantum feature map: Map bit info non-linearly to quantum 'feature Hilbert space'
  - Tensor product encoding
    - Each feature(variable) of input event is encoded in the amplitude of one separate qubit
    - All features of one event is the tensor product of corresponding qubits
  - Entanglement between features
    - Without entanglement
    - Between next one feature(linear entanglement)
    - Between all of the next features(full entanglement)

# Other feature map methods

- Basic encoding
  - One bit maps to one qubit
  - For example, two bits “01” maps to two qubits “ $|01\rangle$ ”
- Amplitude encoding
  - $N$  classical features maps to  $\log_2 N$  qubits
  - $\mathbf{X} = (x_0, \dots, x_{N-1})$ ,  $N=2^n$
  - $|\varphi_x\rangle = \sum x_i * |i\rangle$  ( qubit “ $|i\rangle$ ” is the  $i$ 'th computational basis state)
  - Looking whether it's possible and how to do it

# Support Vector Machine

- Support Vector Machine ( SVM )
  - a supervised ML that draws a decision boundary between two classes to classify data points
  - Originally it's constructed as a linear classifier
  - Maximize the distance from the line or hyperplane to the nearest data point on each side

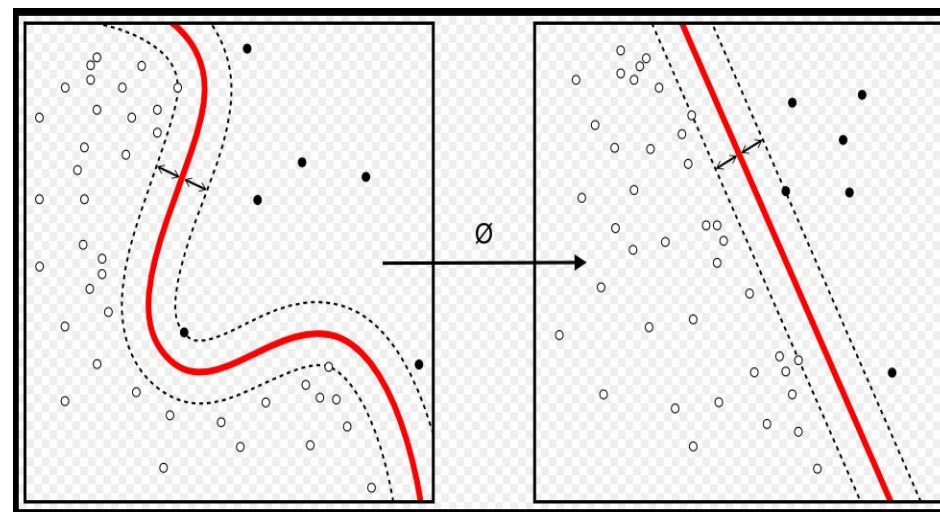


Ref: Support Vector Machine and Its Application(Mingyue Tan, 2004)

Ref: Support vector machine(Wikipedia)

# SVM kernel function

- **Kernel function**
  - Often the sets of data points are not linearly separable
  - Map data points to a much higher dimensional space which presumably making the separation easier



Ref: Support vector machine(Wikipedia)

- Performance depends on different kernel functions
- Limitation to successful solutions when feature space becomes large
- Computationally expensive to estimate the kernel

# Quantum SVM

- Quantum SVM
  - Take advantage of the large dimensionality of quantum Hilbert space
    - Non-linearly maps input data into a very large dimensional feature Hilbert space
    - Exploiting an exponentially large quantum state space
  - Take advantage of the quantum speedup
  - Estimate the kernel and optimize the classifier