

#### A Quantum Graph Neural Network Approach to Particle Track Reconstruction

CERN openlab Technical Workshop

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#### Outline

- Particle Track Reconstruction and TrackML Challenge
- Hep.TrkX Graph Neural Network approach
- Quantum Graph Neural Network approach





### **High Luminosity LHC**

# High Luminosity upgrade of LHC brings many computational challenges.



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### **Particle Track Reconstruction**

### Particle Track Reconstruction becomes much harder!

	Run -1	Run -2	Run -3
μ	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.



https://agberger.kph.uni-mainz.de/technologies/track-reconstruction/

### **TrackML Challenge**

A Public Machine Learning Challenge for Particle Tracking

Fear     Frac     High E     Cl     Overvie	tured Prediction kML Pal Energy Phys ERN 651 tea w Data N	Competition rticle Tracking Ch sics particle tracking in ms a year ago lotebooks Discussion Lear	derboard Rules	\$25,000 Prize Money Join Competition				
	mp	s.//www.kayyie.coi		overview				
#	∆pub	Team Name	Notebook	Team Members	Score 🔞	Entries	Last	
1	_	Top Quarks		<b>?</b>	0.92182	10	1y	
2	—	outrunner			0.90302	9	1y	
3	_	Sergey Gorbunov		-	0.89353	6	1y	

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### Hep.TrkX GNN

#### Novel deep learning methods for track reconstruction

Steven Farrell<sup>1,\*</sup>, Paolo Calafiura<sup>1</sup>, Mayur Mudigonda<sup>1</sup>, Prabhat<sup>1</sup>, Dustin Anderson<sup>2</sup>, Jean-Roch Vlimant<sup>2</sup>, Stephan Zheng<sup>2</sup>, Josh Bendavid<sup>2</sup>, Maria Spiropulu<sup>2</sup>, Giuseppe Cerati<sup>3</sup>, Lindsey Gray<sup>3</sup>, Jim Kowalkowski<sup>3</sup>, Panagiotis Spentzouris<sup>3</sup>, and Aristeidis Tsaris<sup>3</sup>

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https://arxiv.org/abs/1810.06111





### Hep.TrkX GNN

#### **Promising Results**



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### **Quantum Computing**

Quantum computing allows a new way of computation for certain problems including;

- Prime number factorization
- Solving Linear Equations
- Machine Learning!



Credit: IBM Research

#### **A Quantum Classifier**

#### Hierarchical quantum classifiers

Edward Grant<sup>1,2</sup>, Marcello Benedetti<sup>1,3</sup>, Shuxiang Cao<sup>4,5</sup>, Andrew Hallam<sup>6,7</sup>, Joshua Lockhart<sup>1</sup>, Vid Stojevic<sup>8</sup>, Andrew G. Green<sup>6</sup> and Simone Severini<sup>1</sup>

Table 3. Bina	y classification accur	racy on the MNIST da	taset			
Classifier	Unitaries	Rotations	ls > 4	ls even	0 or 1	2 or 7
TTN	Simple	Real	$65.59 \pm 0.57$	72.17 ± 0.89	92.12 ± 2.17	68.07 ± 2.42
TTN	General	Real	$74.89 \pm 0.95$	$83.13 \pm 1.08$	$99.79 \pm 0.02$	97.64 ± 1.60
MERA	General	Real	75.20 ± 1.51	82.83 ± 1.19	$99.84 \pm 0.06$	98.02 ± 1.40
Hybrid	General	Real	$76.30 \pm 1.04$	$83.53 \pm 0.21$	<b>99.87</b> ± 0.02	98.07 ± 1.46
TTN	Simple	Complex	$70.90 \pm 0.73$	$80.12 \pm 0.64$	99.37 ± 0.12	94.09 ± 3.37
TTN	General	Complex	$77.56 \pm 0.45$	$83.53 \pm 0.69$	$99.77 \pm 0.02$	97.63 ± 1.48
MERA	General	Complex	<b>79.10</b> ± 0.90	$\textbf{84.85} \pm 0.20$	$99.74 \pm 0.02$	<b>98.86</b> ± 0.07
Hybrid	General	Complex	$78.36 \pm 0.45$	$84.38 \pm 0.28$	$99.78 \pm 0.02$	98.46 ± 0.19
Logistic	N/A	N/A	$70.70\pm0.01$	$81.72 \pm 0.01$	$99.53 \pm 0.01$	96.17 ± 0.01
1						

Mean test accuracy and one standard deviation are reported for TTN, MERA, and hybrid classifiers with five different random initial parameter settings using two different types of unitary parametrization. Hybrid classifiers consist of pre-training a TTN classifier and that transforming it into a MERA classifier by training additional unitaries. Bold values indicate the best result for each classification task

![](_page_8_Figure_5.jpeg)

![](_page_8_Picture_6.jpeg)

#### **Plotting the Data**

Cylindrical Symmetry → Cylindrical Coordinates

Blue: After preprocessing with Hep.TrkX methods

**Red: Ground Truth** 

1/16 of an event

![](_page_9_Figure_5.jpeg)

![](_page_9_Figure_6.jpeg)

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#### **A Quantum Classifier**

How does it work?

![](_page_10_Figure_2.jpeg)

![](_page_10_Picture_3.jpeg)

#### **Quantum Networks**

#### QuantumEdgeNetwork

![](_page_11_Figure_2.jpeg)

![](_page_11_Picture_3.jpeg)

#### **Quantum Networks**

#### QuantumNodeNetwork

![](_page_12_Figure_2.jpeg)

 $q0_0$ 

#### **Training the Network**

![](_page_13_Figure_1.jpeg)

#### **Taking Gradients of a Q. Circuit**

Gradient taking operation can be composed as 2 Quantum Circuits.

Pennylane is a software that supports automatic differentiation of quantum circuits.

![](_page_14_Figure_3.jpeg)

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![](_page_14_Figure_4.jpeg)

#### **Training Results of the QGNN**

![](_page_15_Figure_1.jpeg)

Training set: 1450 subgraphs, Validation set: 150 subgraphs, using ADAM, binary cross entropy, Ir = 0.01, shots =1000

![](_page_15_Picture_3.jpeg)

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#### Applications outside Physics

- Particle and flight path trajectories need similar analysis
- Huge increase of complexity and amount of data expected (e.g. autonomous flying, drones, ...)

knowledge exchange for smart decisions

#### Aiming for:

- Reduction of carbon footprint
- Improvement of flight safety
  - Prediction of dangerous situations
  - Emergency situations recommendations
- Improvement of cost & efficiency

#### Conclusion

First results are promising. With this approach we are optimistic to get better results.

There are things to explore;

- More layers(iterations)
- More hidden features(qubits)
- Different Quantum Networks/Architectures

![](_page_17_Picture_6.jpeg)

![](_page_17_Picture_7.jpeg)

#### Contributors

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![](_page_18_Picture_3.jpeg)

![](_page_19_Picture_0.jpeg)

## **QUESTIONS?**

#### ctuysuz@cern.ch github.com/cnktysz/heptrkx-quantum

![](_page_19_Picture_3.jpeg)

# **Backup Slides**

![](_page_20_Picture_1.jpeg)

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### Preprocessing

### Following cuts are applied to the TrackML data:

- P<sub>t</sub> > 1.0 GeV
- $\Delta \emptyset / \Delta r < 0.006$
- z<sub>o</sub> < 100
- -5 > η > 5

![](_page_21_Figure_6.jpeg)

Plot from: https://github.com/HEPTrkX/heptrkx-gnn-tracking

![](_page_21_Picture_8.jpeg)

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#### **Quantum Gates**

Simple Gates : single parameter, rotation on a plane  $\left[\cos(\frac{\theta}{2})\right]$ 

$$|0\rangle = \begin{bmatrix} 1\\ 0 \end{bmatrix} \rightarrow \text{Apply } \mathsf{R}_{\mathsf{y}}(\theta) \rightarrow \begin{bmatrix} \cos \theta \\ \sin \theta \end{bmatrix}$$

**General Gates:** 

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multiple parameters, rotation on the whole bloch sphere

$$|0\rangle = \begin{bmatrix} 1\\ 0 \end{bmatrix} \rightarrow \text{Apply } U_3(\theta, \emptyset, \lambda) \rightarrow \begin{bmatrix} \cos(\frac{\theta}{2}) \\ e^{i\emptyset}\sin(\frac{\theta}{2}) \end{bmatrix}$$

![](_page_22_Figure_6.jpeg)

True Positive Rate (TPR) is a synonym for recall and is therefore defined as follows:

![](_page_23_Picture_1.jpeg)

$$TPR = \frac{TP}{TP + FN}$$

False Positive Rate (FPR) is defined as follows:

![](_page_23_Figure_4.jpeg)

#### AUC cont'd

True Positive (TP):	False Positive (FP):
Reality: A wolf threatened.	Reality: No wolf threatened.
Shepherd said: "Wolf."	Shepherd said: "Wolf."
• Outcome: Shepherd is a hero.	<ul> <li>Outcome: Villagers are angry at shepherd for waking them up.</li> </ul>
	-r.
False Negative (FN):	True Negative (TN):
<ul><li>False Negative (FN):</li><li>Reality: A wolf threatened.</li></ul>	True Negative (TN):     Reality: No wolf threatened.
False Negative (FN):         • Reality: A wolf threatened.         • Shepherd said: "No wolf."	True Negative (TN): • Reality: No wolf threatened. • Shepherd said: "No wolf."

![](_page_24_Picture_2.jpeg)