



Tuesday 14 September 2021
10.30 – 17.30, WCW room Z0.09

Welcome to the joint
Nikhef-QuSoft workshop



Welcome to today's programme!

- 10.30 .. 12.45 **Session 1**
Introduction to the challenges of subatomic physics in HEP and GW
Introduction to Quantum Computing
Use case: the case from LHCb and tracking - followed by discussion
- 12.45 .. 14.00 **Lunch** **in room Z0.10 opposite**
- 14.00 .. 15.30 **Session 2**
State of the Art in Quantum Algorithms
Use case: gravitational waves, 'template matching', and discussion
- 15.30 .. 16.00 **Tea** **also in room Z0.10**
- 16.00 .. 16.45 **Ideas Market: your lightning pitch, and some planning**
- 16.45 .. 17.30 **Drinks, food, networking: building lasting collaboration ...**



Nikhef-QuSoft workshop

Computing challenges in HEP and GW for the QC era

David Groep, PDP
September 2021

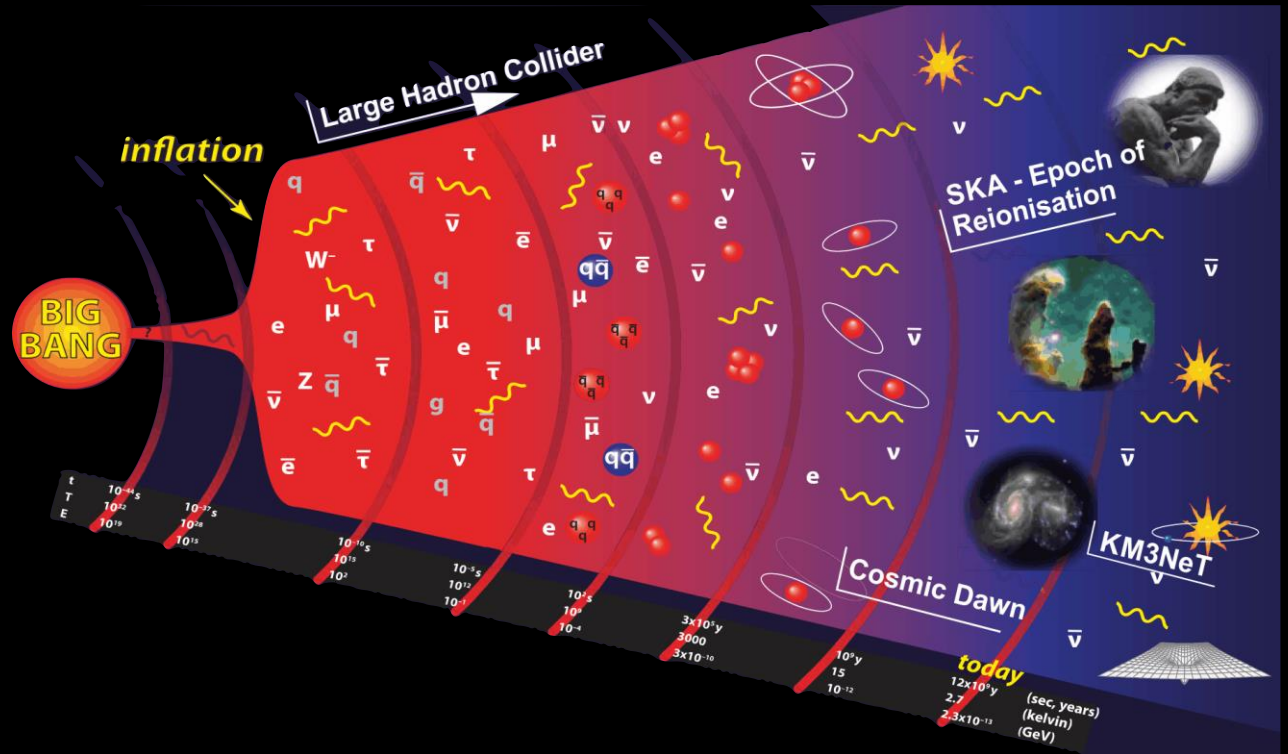


'We live and breathe in a quantum world'

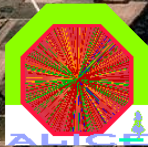
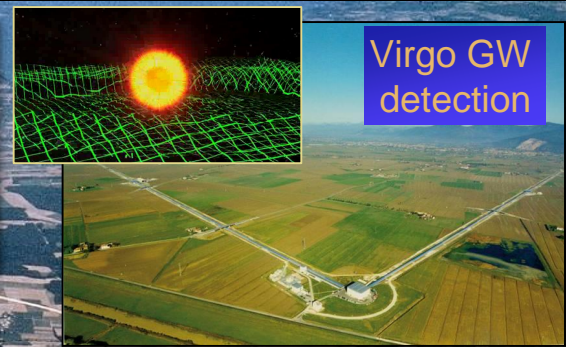
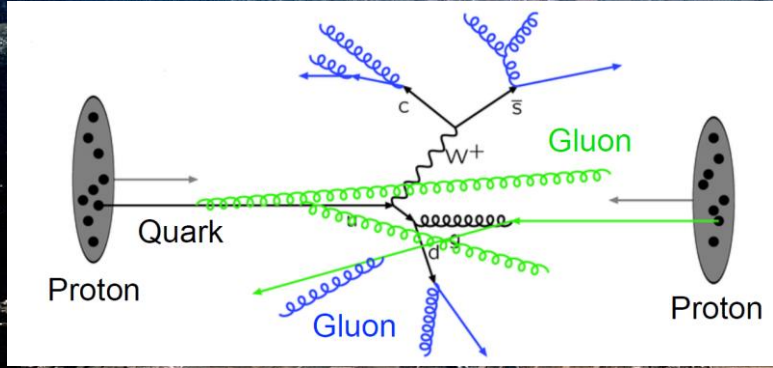
What are basic building blocks of matter and space-time?

How are structures formed and how do they evolve?

And ... how can we measure this?

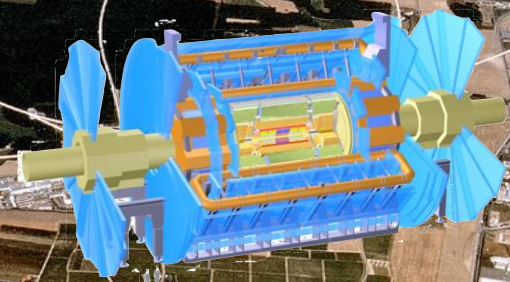


Collecting data



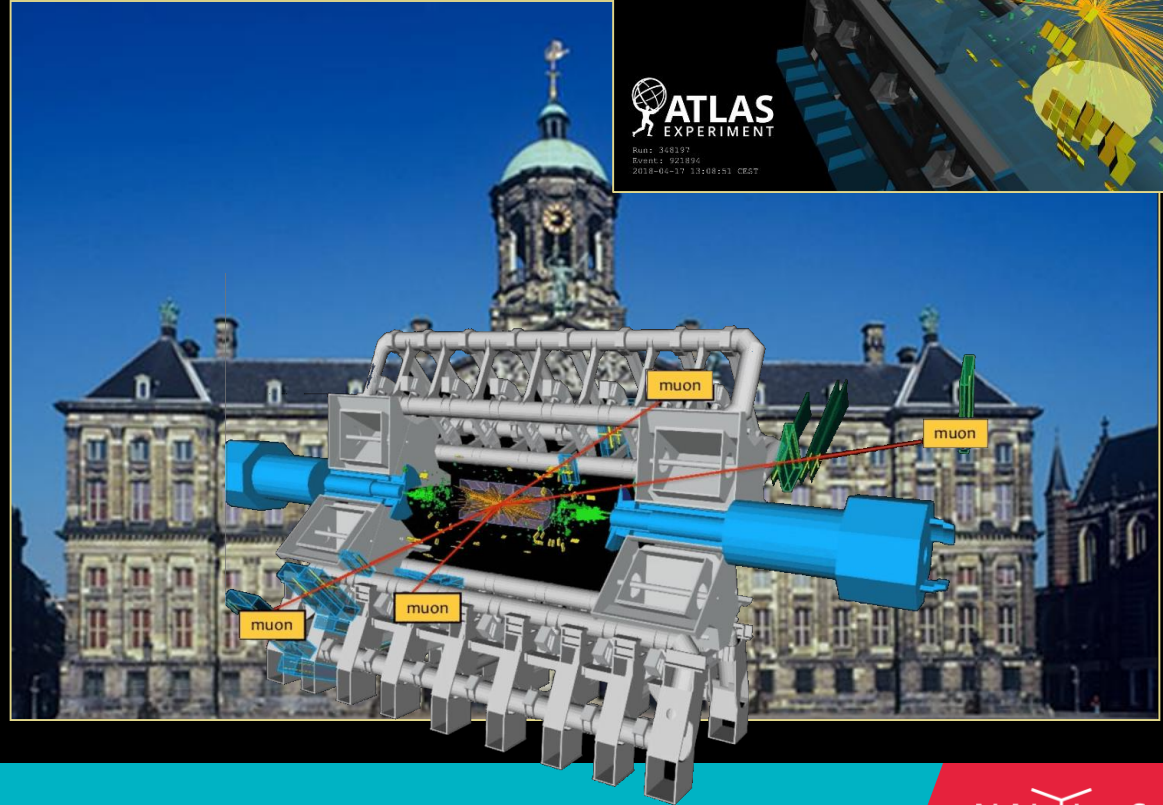
LHC
@CERN

LHCb
ATLAS

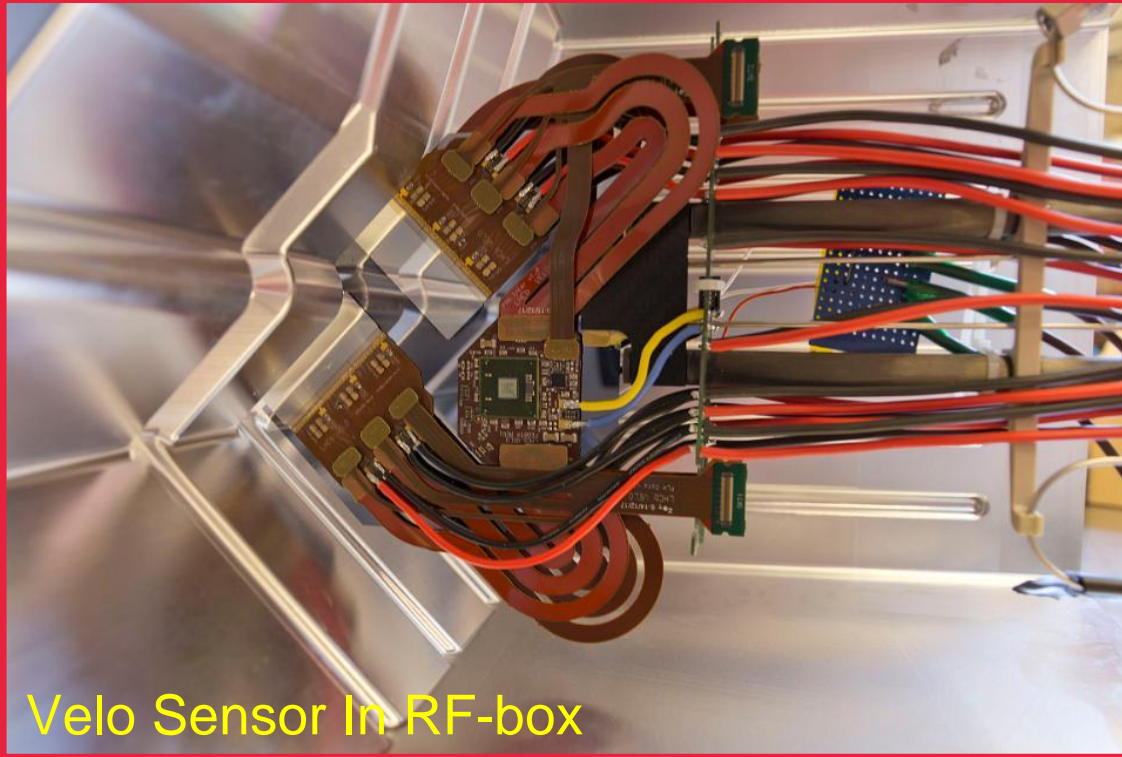


LHC data challenges

~ 50 PiB per year collected
180 institutions

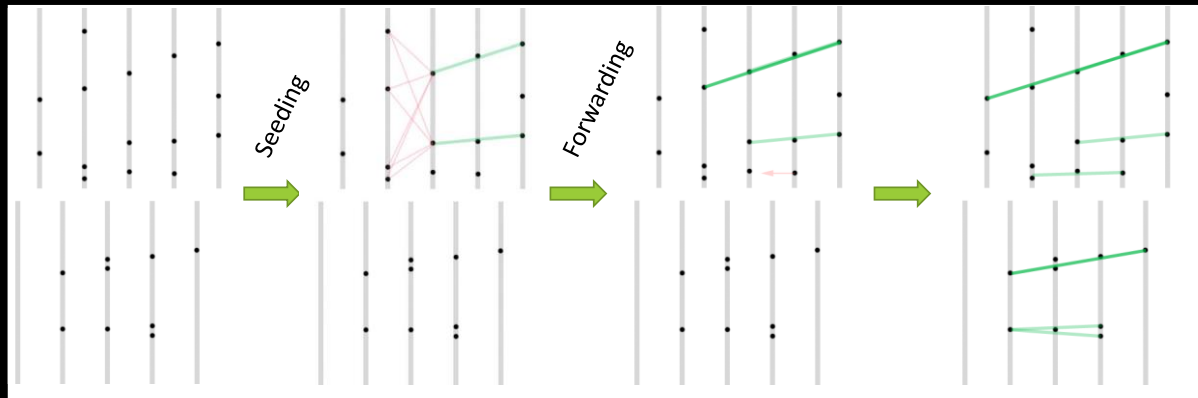


Combining the small and large



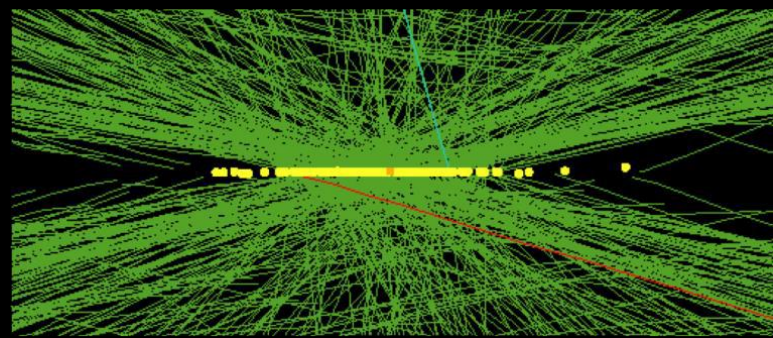
Velo Sensor In RF-box

Tracking – a single particle is easy ...



Like overlapping photo's

Typically available event information:
~ 90M pixel: (x,y,z) , (x,y,z,dE) , (x,y,z,t,dE)



but these contain
'overlapping exposures':

today: ~ 35-40

HL-HLC: > 250

frames: 40 million/sec ...
(so you have just 25 ns)

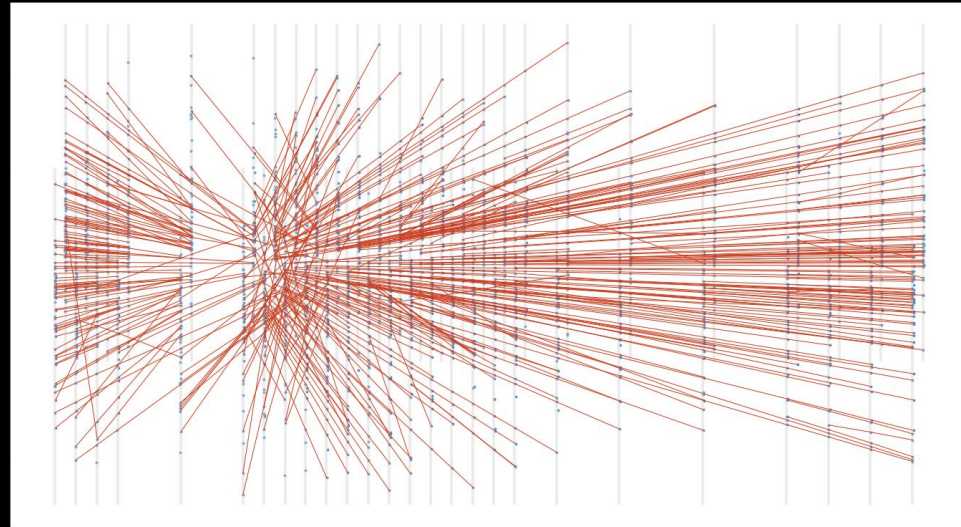
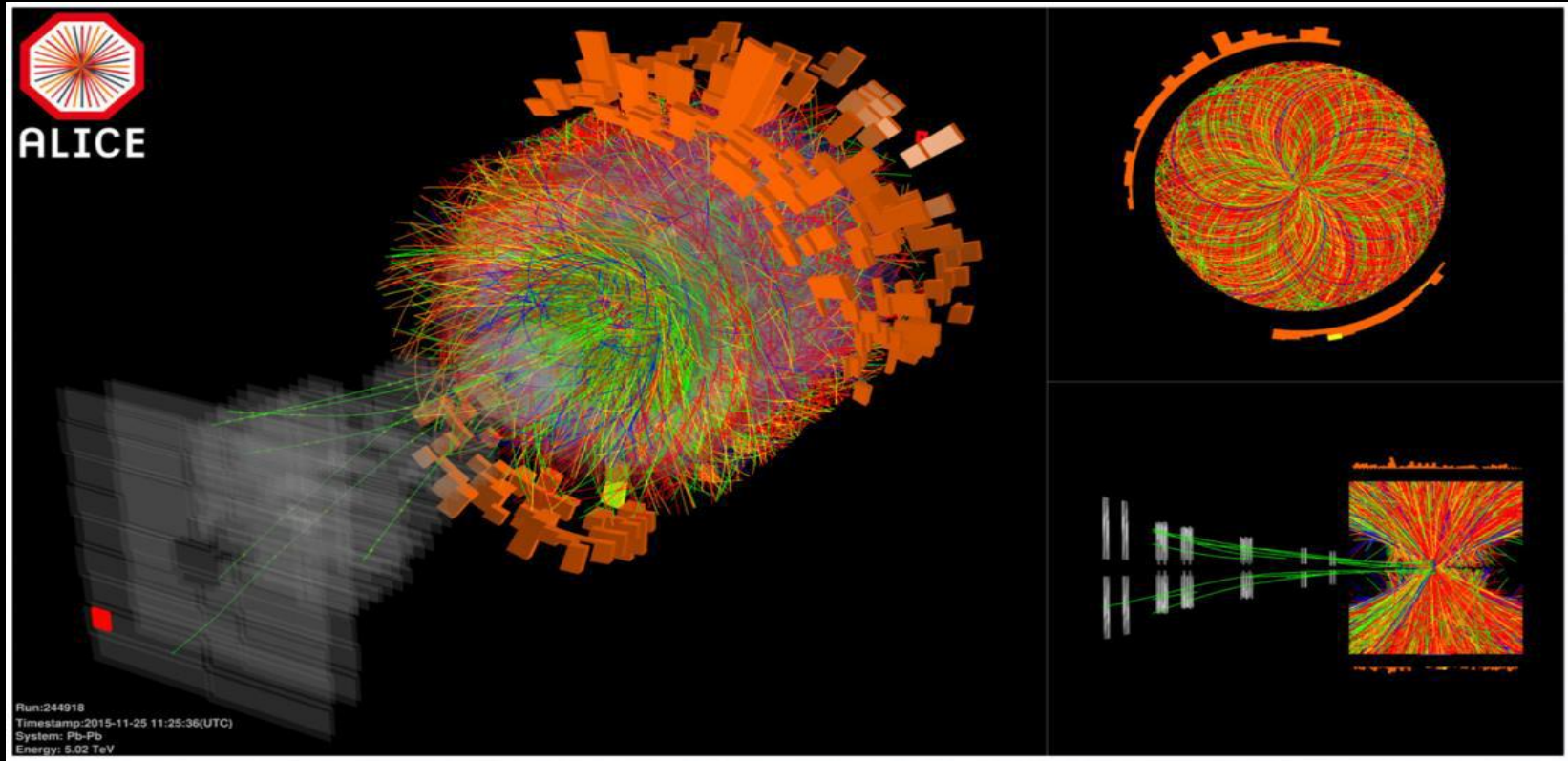


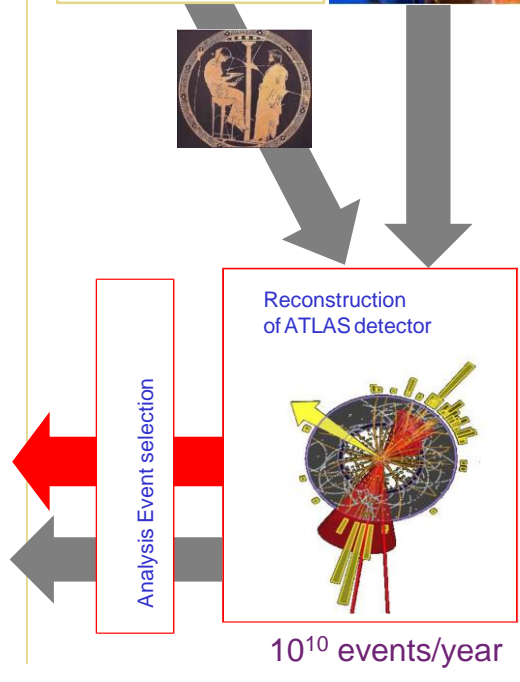
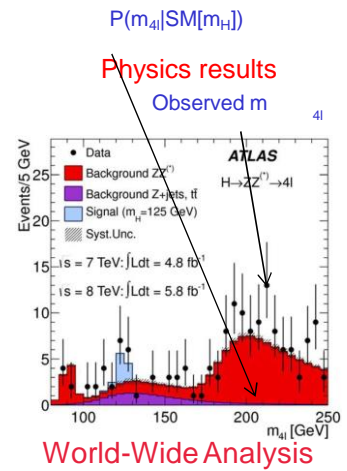
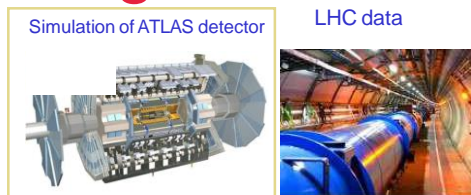
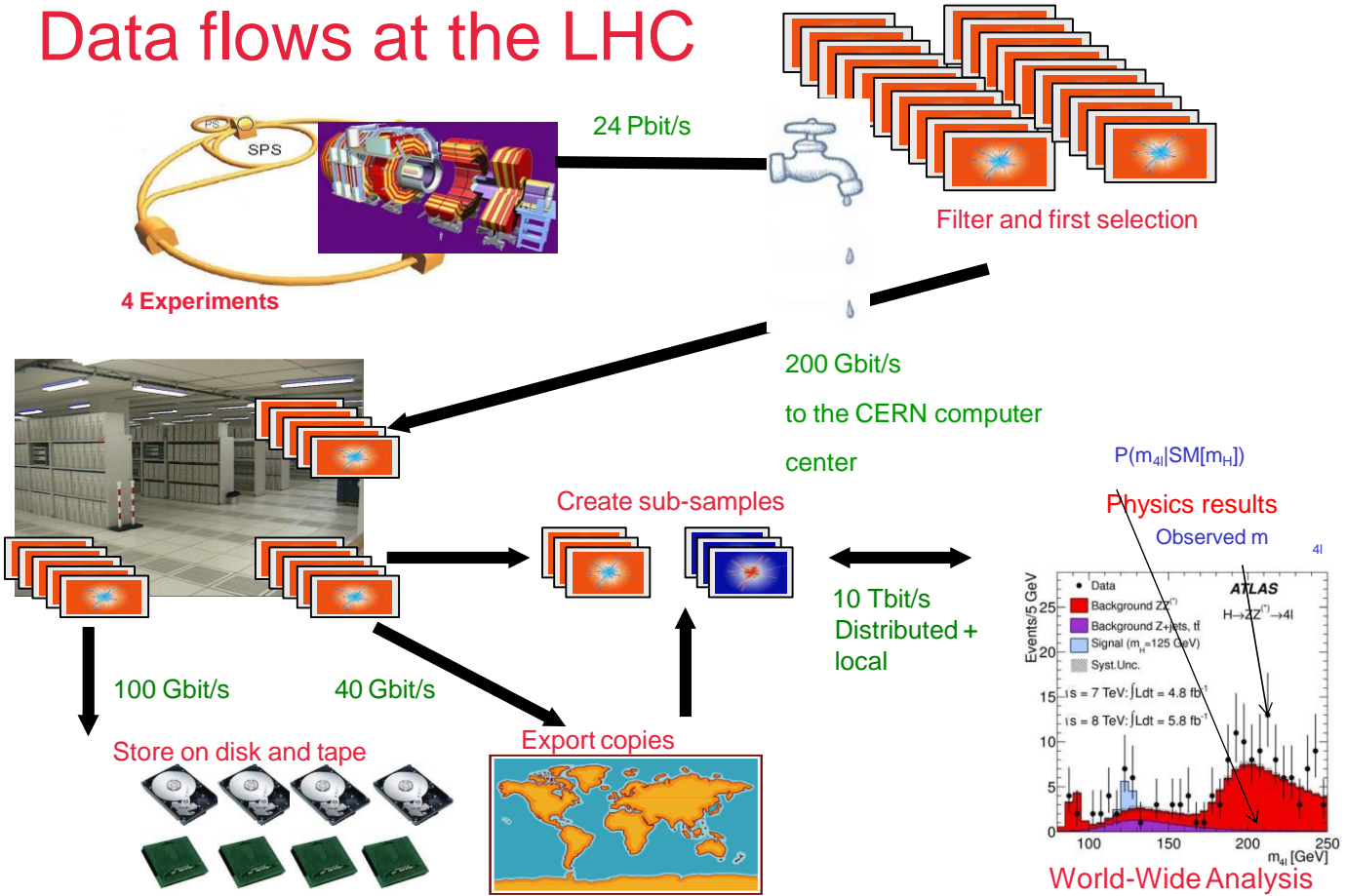
Image from: 2016 J. Phys.: Conf. Ser. 706 022002, B. Schmidt, CERN
High pileup event with 78 reconstructed vertices taken in 2012 by CMS.
Multiplicity numbers from ATLAS: ATL-PHYS-PROC-2018-101, LHCP2018
Tracking image: D. Campora, LHCb, UM & Nikhef

Dealing with both volume and complexity

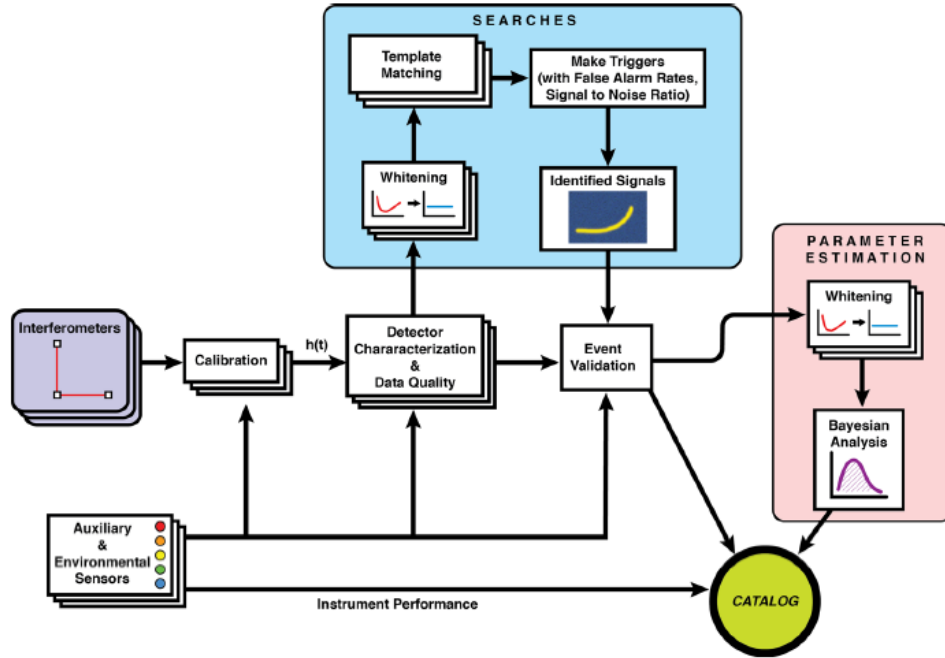
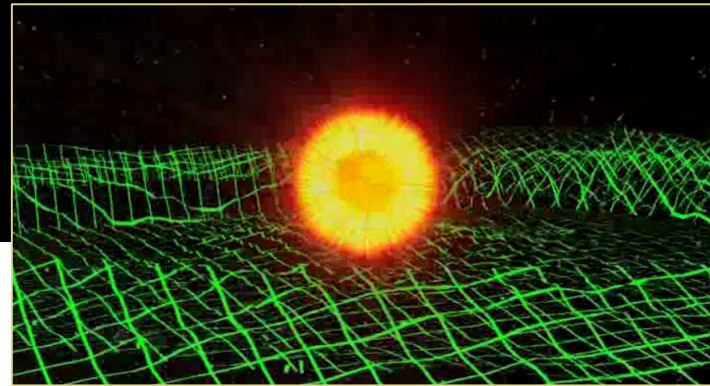


Data flows at the LHC

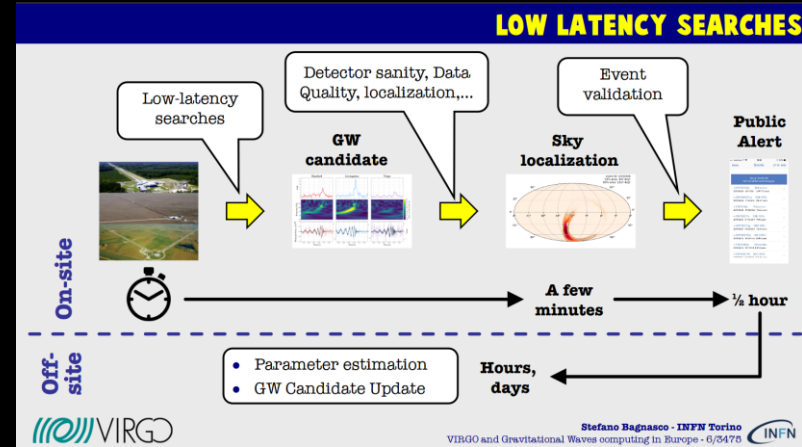
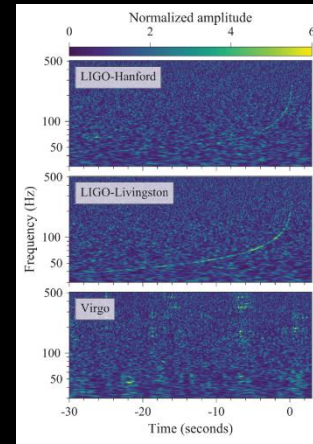
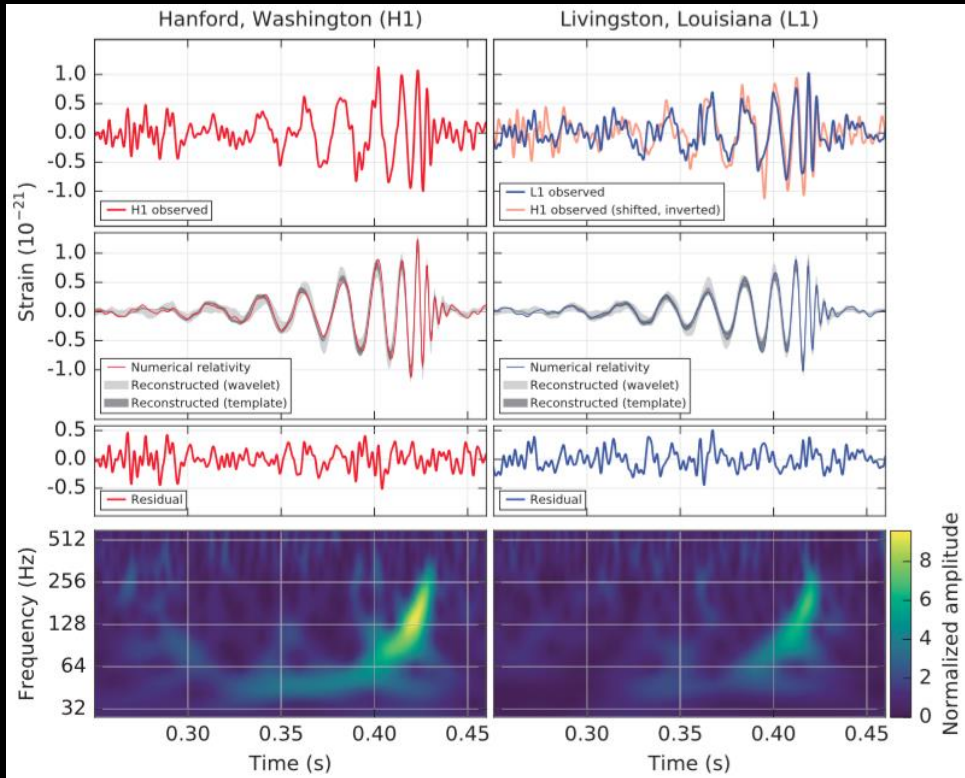
'logical' flow



And there's data from gravitational wave events



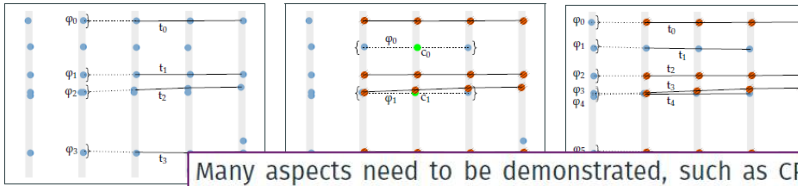
Thriving on *fast* Fourier transforms ...



Parallelism and GPUs are already making a difference

VELO tracking

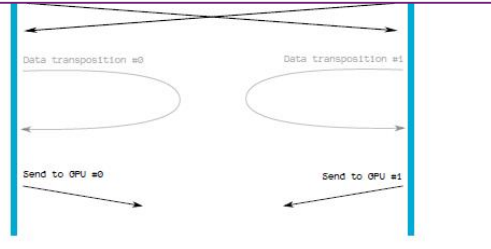
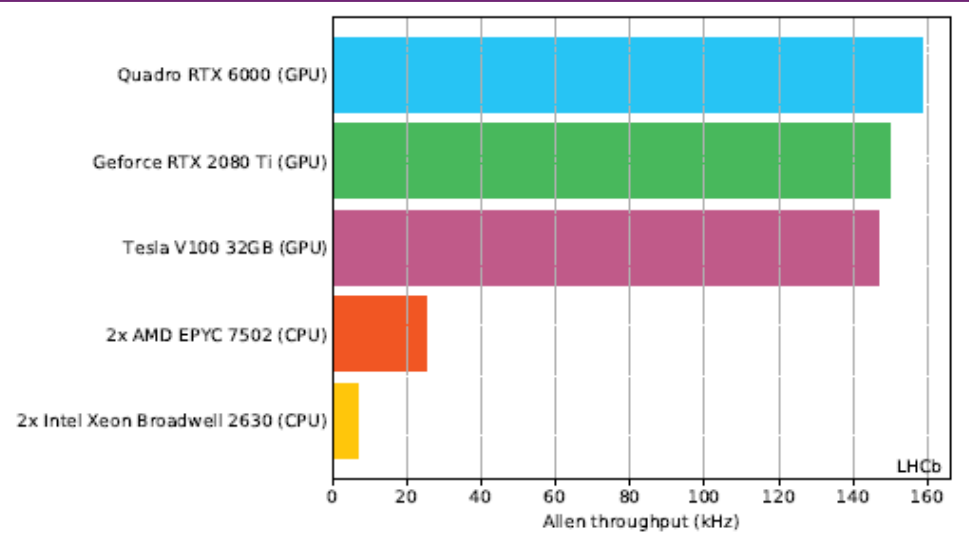
Hits are traversed using a **parallel local track forwarding** method³. Track seeds are created, forwarded, and used hits are flagged, in a predictable iterative pattern.



Seeding and Forwarding

Many aspects need to be demonstrated, such as CPU throughput, airflow, thermal stability, GPU performance

³D. H. Cámpora Pérez, N. Neuffer, "Track Forwarding Architectures". In: 2019 IEEE International Conference on High Energy and Particle Physics, pp. 698–707.



An additional way of dealing with volume



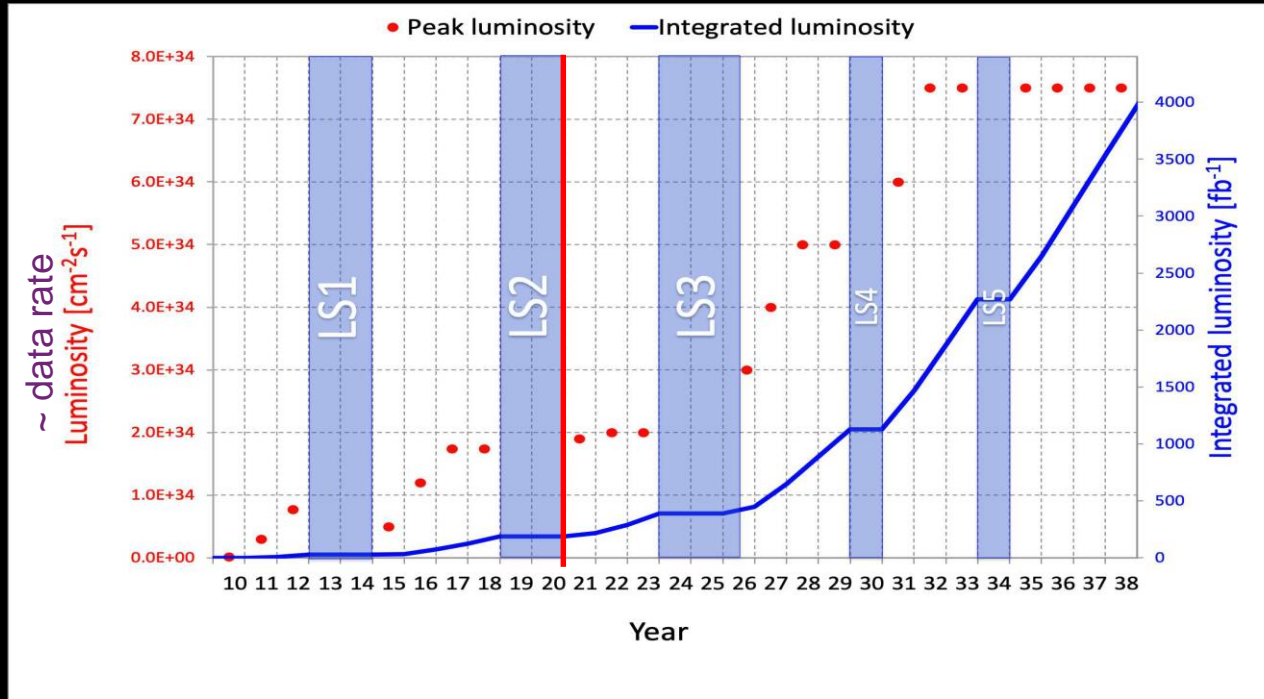
WLCG
Worldwide LHC Computing Grid



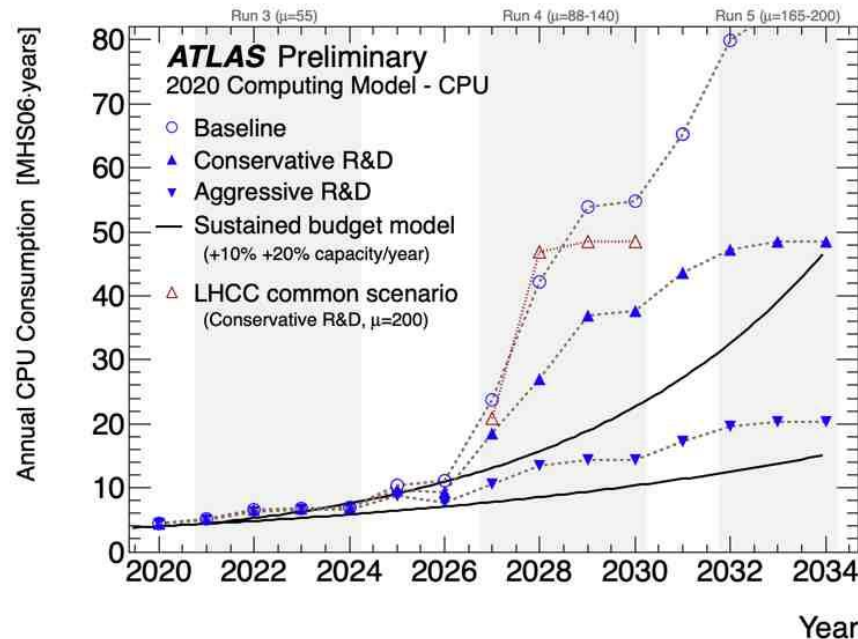
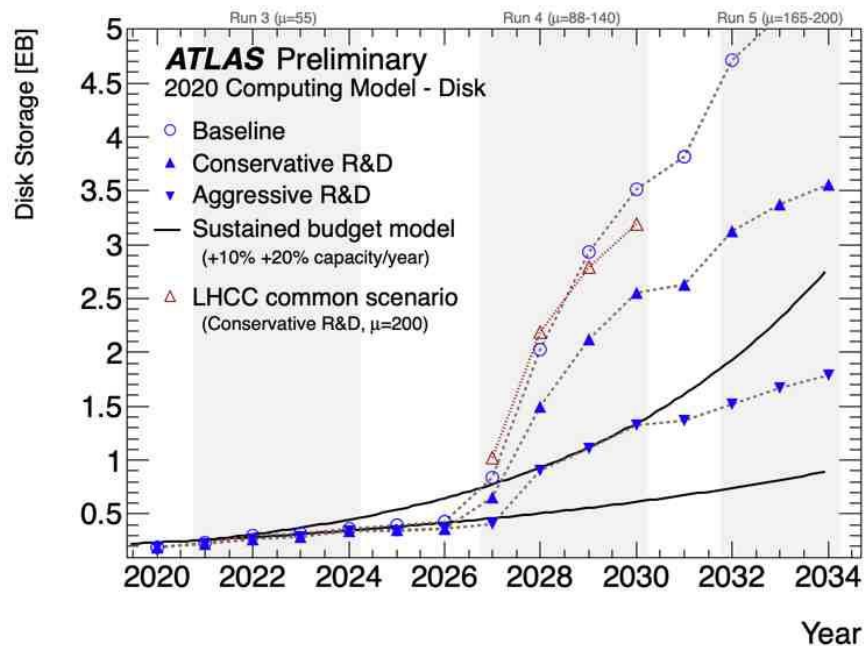
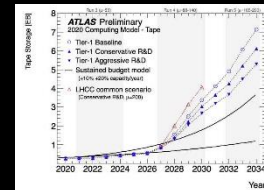
WLCG:
Worldwide LHC
Computing Grid

- ~ 180 institutions, with 13 'tier-1' sites (NL-T1)
- ~ 60 countries/regions
- ~ 10 000 daily users
- ~ 600 000 cpu cores
- >>300 PiB mass storage

Facing scaling issues for 2030 and beyond



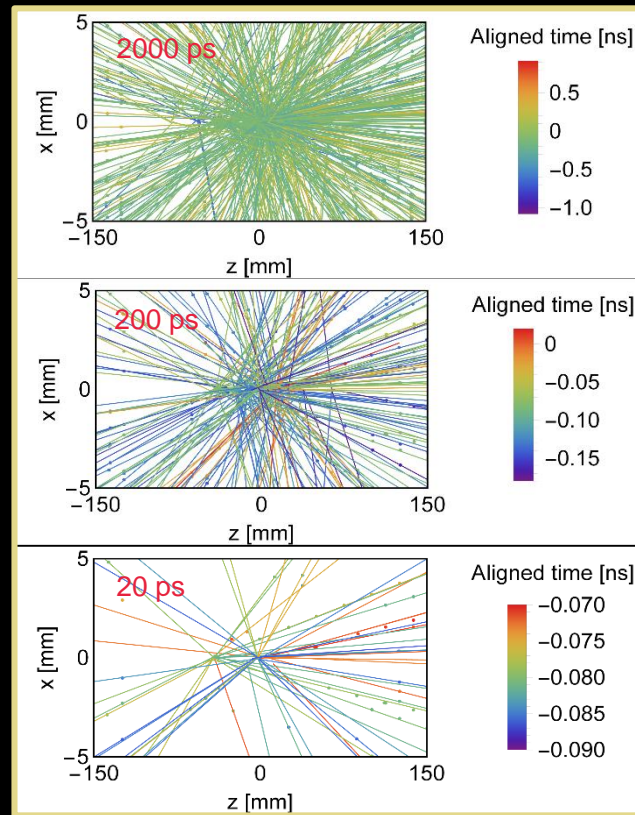
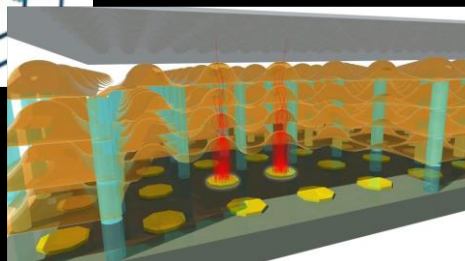
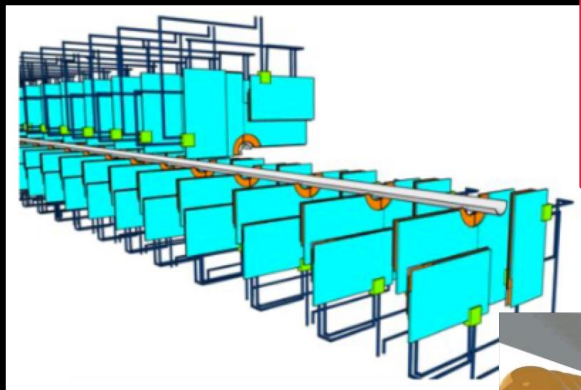
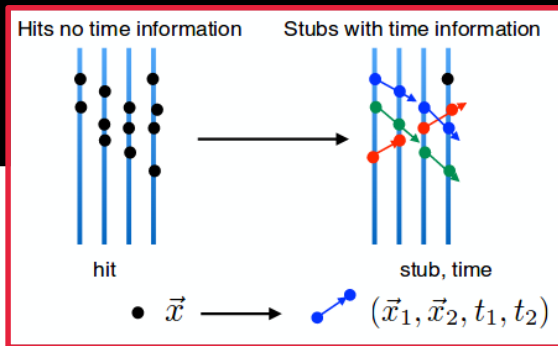
A sizeable amount of data ...



Some cleverness can be done in hardware

1 ps = 10⁻¹²s

adding additional parameters
to improve discriminating power



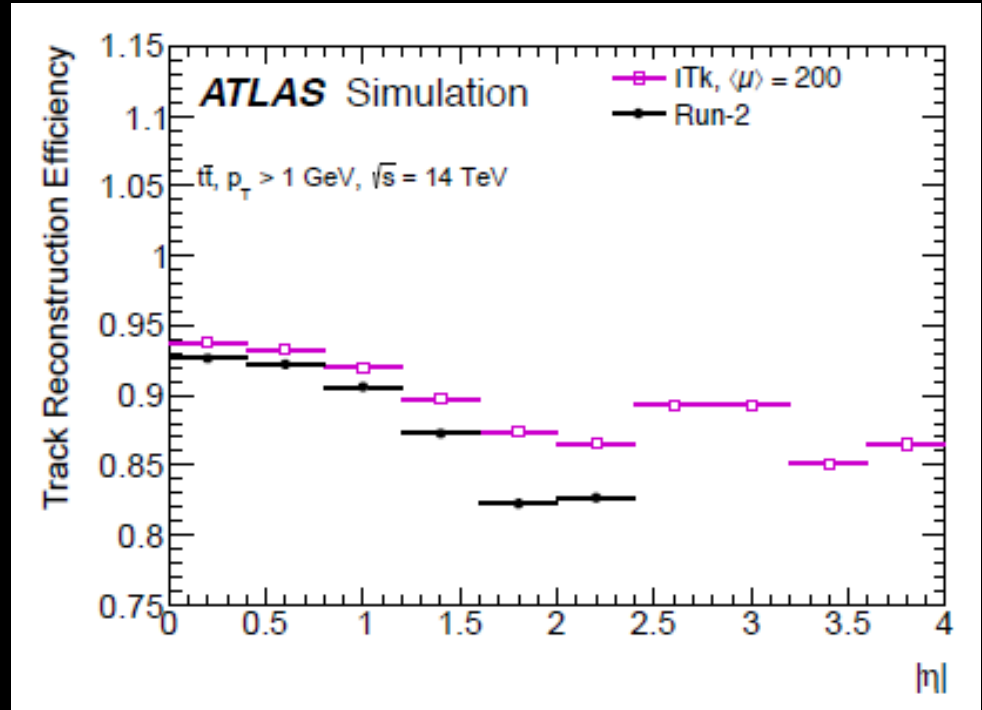
scheduled for ~2030 (LS4)

Also we can deal with some inefficiency, *provided* it's quantifiable

efficiency can be determined comparing reconstruction of simulated data to theoretical input

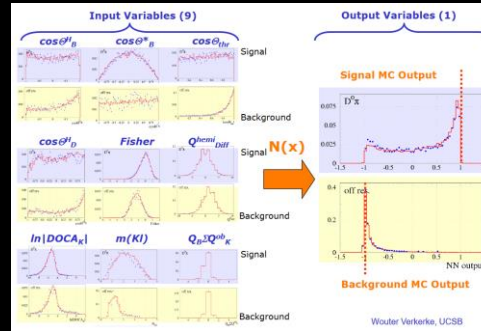
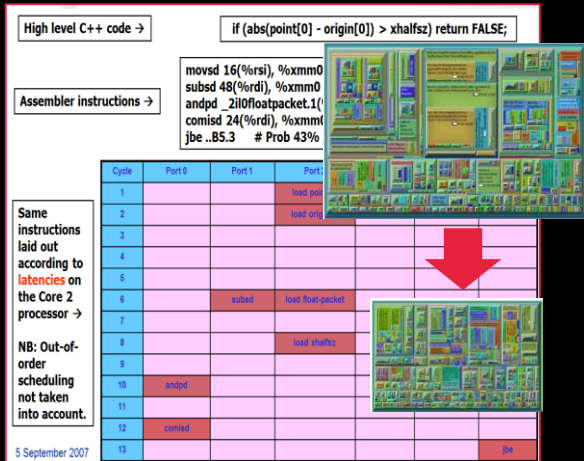
all within limits of course:

- we need 'most' valid events to 'survive' reconstruction
- and not get 'fake' data out ...



Time to get inspired

Improving parallelism and pipelining



Machine Learning (NNs, BDTs, ...)

Accelerators: GPUs, DPUs



and we see very interesting ideas coming for QC ...

Get inspired by early work ... much of it on simulations

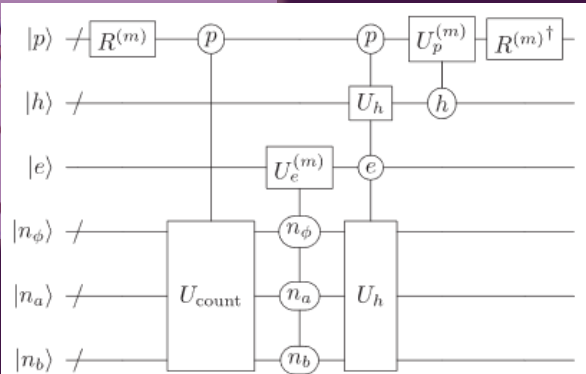
PHYSICAL REVIEW LETTERS **126**, 062001 (2021)

Quantum Algorithm for High Energy Physics Simulations

Benjamin Nachman^{1,*}, Davide Provasoli^{1,†}, Wibe A. de Jong^{2,§} and Christian W. Bauer^{1,||}
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²Computational Research Division, Lawrence Berkeley National Laboratory, Berkeley, California 94720

(Received 14 September 2020; revised 2 December 2020; accepted 17 December 2020; published 15 February 2021)

Simulating quantum field theories is a flagship application of quantum computing. However, experimentally relevant high energy scattering amplitudes entirely on a quantum computer is particularly difficult. It is well known that such high energy scattering processes can be factored into pieces

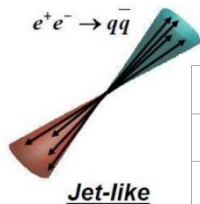
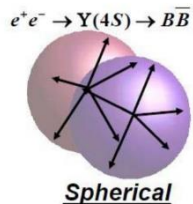


The circuit calls for six registers, which are detailed in the Supplemental Material [27] and summarized in Tables I and II. The initial state of $|p\rangle$ consists of n_f particles (which can be fermions or bosons) in the f

Mostly simulated,
with some early experimental results

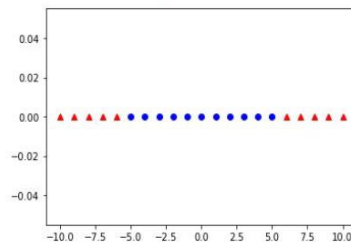
Distinguishing events

- Support Vector Machines classify events
- QSVM (in simulations) works quite well – comparable to best classic models

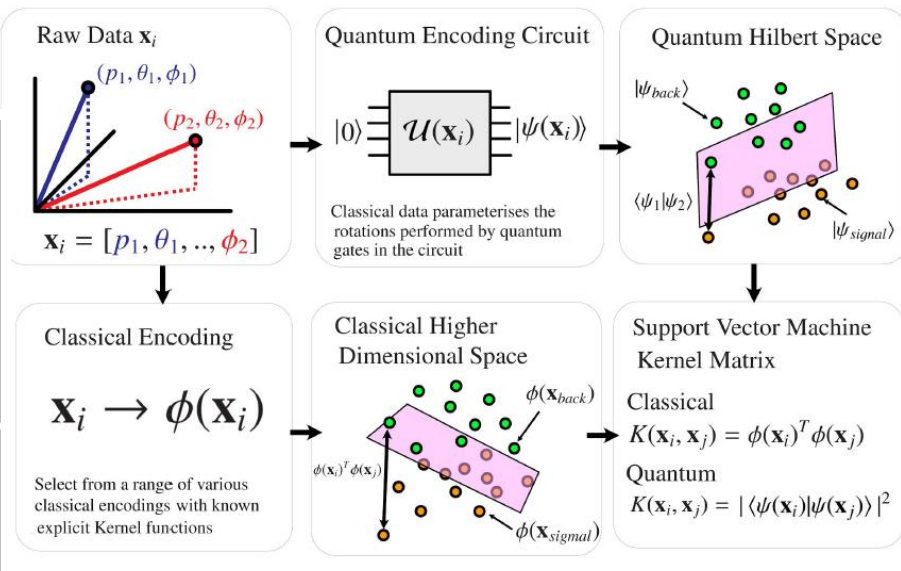
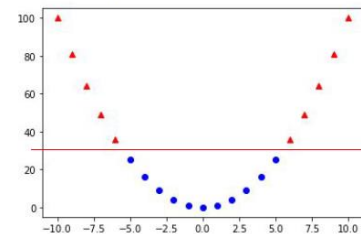


Encoding Circuit (70,000 events)	AUC
Combinatorial Encoding	0.827
Combinatorial Multi-qubit	0.845
Separate Particle	0.853
Simple Bloch	0.861
Separate Particle + Bloch Sphere	0.877
Classical Algorithm (70,000 events)	AUC
XGBoost	0.648
RBF Kernel SVM	0.865

Can't separate in 1D



Separable in 2D

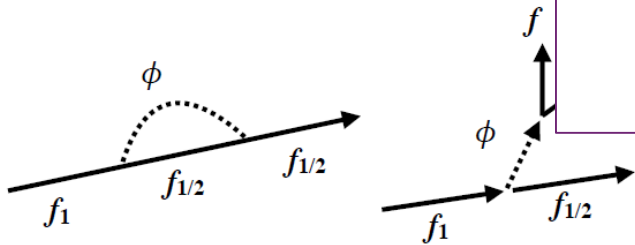


Optimizing algorithms (in this case for 'parton shower' sim)

C. W. Bauer, B. Nachman *et al.*
[Phys. Rev. Lett. 126, 062001 \(2021\)](#)

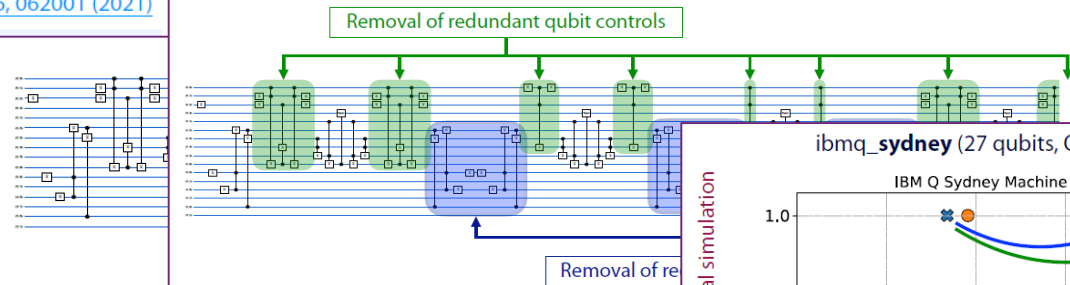
Quantum parton shower model:

- Consider a system composed of boson ϕ and fermion f
- Emission of ϕ -boson ($f \rightarrow f\phi$) and splitting of fermion
- Interference due to two fermion flavors $\{f_1, f_2\}$ and intermediate states

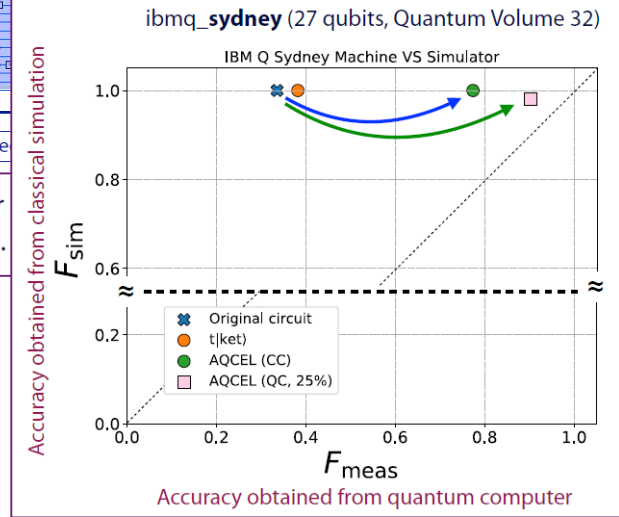


Developed a novel optimization protocol called **AQCEL** :

- ▶ Removal of redundant qubit controls by identifying zero- or low-amplitude basis states
- ▶ Removal of redundant gates



Actual circuit contains >1200 gates (after just for 2 branching steps in showering...)



Many challenges in volume and complexity –
and quantum computing could help us here!

Current Nikhef focus for *accelerator-based* experiments at the LHC

- track reconstruction
- event classification

and in *gravitational waves observation* and analysis

- time-to-frequency domain conversion, filtering of data
- template matching ('waveform fitting') to understand GW sources
- and possibly also ... solving the many differential equations

We start from here!



Nikhef

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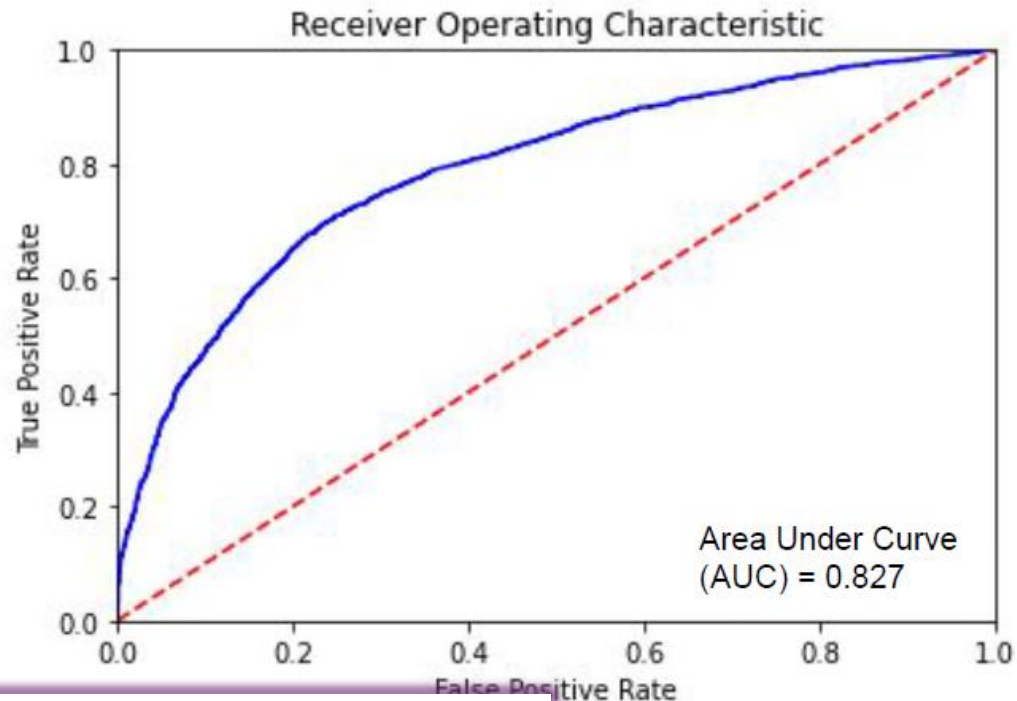
<https://www.nikhef.nl/~davidg/presentations/>

 <https://orcid.org/0000-0003-1026-6606>



Background slides
from vCHEP21

Encoding Circuit (70,000 events)	Test AUC
QSVM Combinatorial	0.827
Algorithm (70,000 events)	Test AUC
XGBoost	0.648
RBF kernel	0.866



Quantum encoding

$$|\psi(\mathbf{x})\rangle = \mathcal{U}(\mathbf{x}) |0\rangle^{\otimes n} = U(\mathbf{x})H^{\otimes n} U(\mathbf{x})H^{\otimes n} |0\rangle^{\otimes n}$$

Kernel Estimation

$$|\langle \psi(\mathbf{x}_i) | \psi(\mathbf{x}_j) \rangle|^2 = |\langle 0^{\otimes} | \mathcal{U}^\dagger(\mathbf{x}_i) | \mathcal{U}(\mathbf{x}_j) | 0^{\otimes} \rangle|^2$$

Proportion of 0000 counts measured over many shots = Kernel Value

Repeat for each event against every other event
= Full Kernel Matrix

