

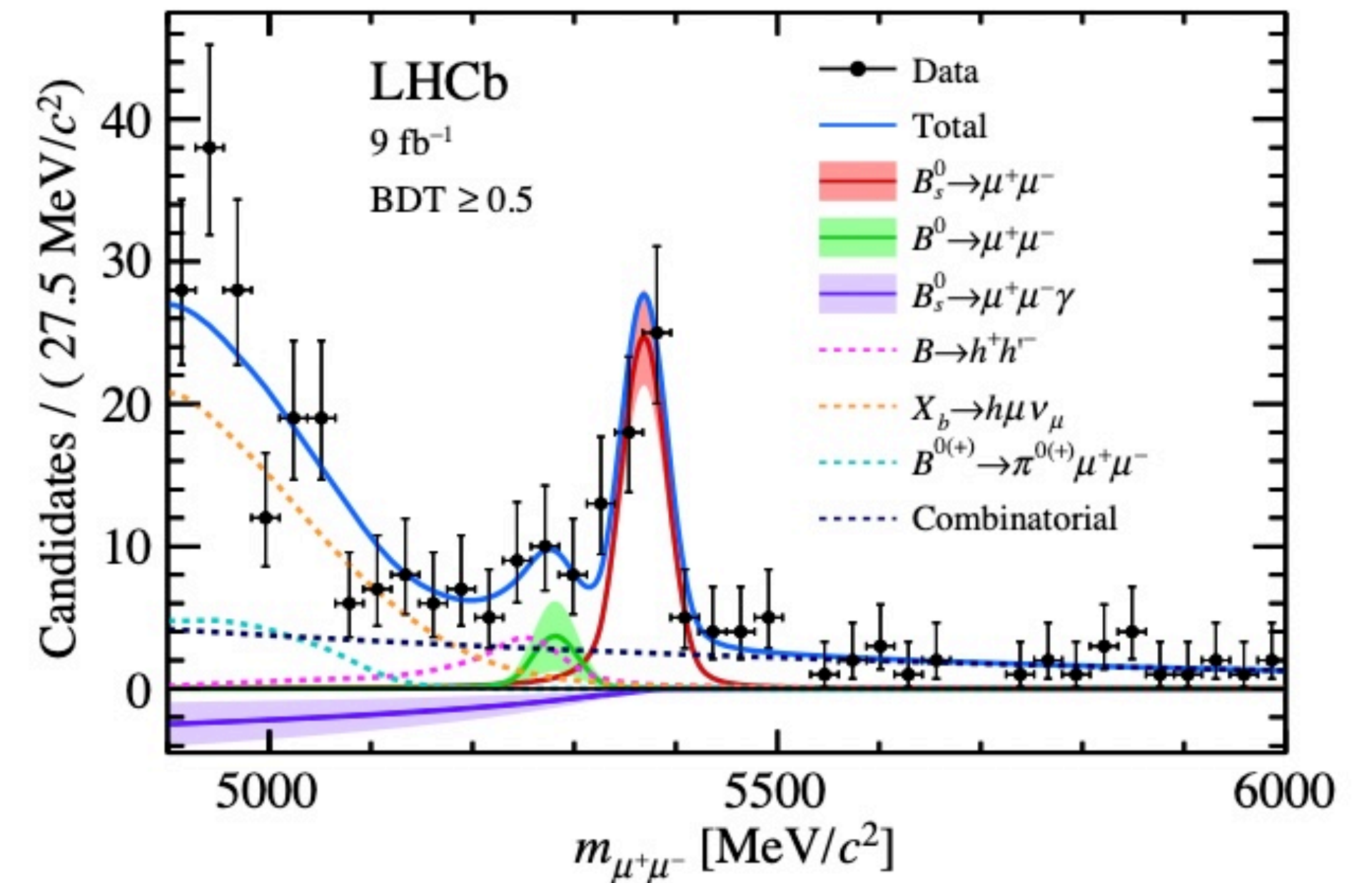
Reconstruction at the HL-LHC

FASTER kickoff @Nikhef, 31 Jan 2024



More data...

- Main physics output is statistically limited
- Increase luminosity -> simultaneous collisions -> busy events
- 'Precision' vs 'Statistics'



... in LHCb run 3

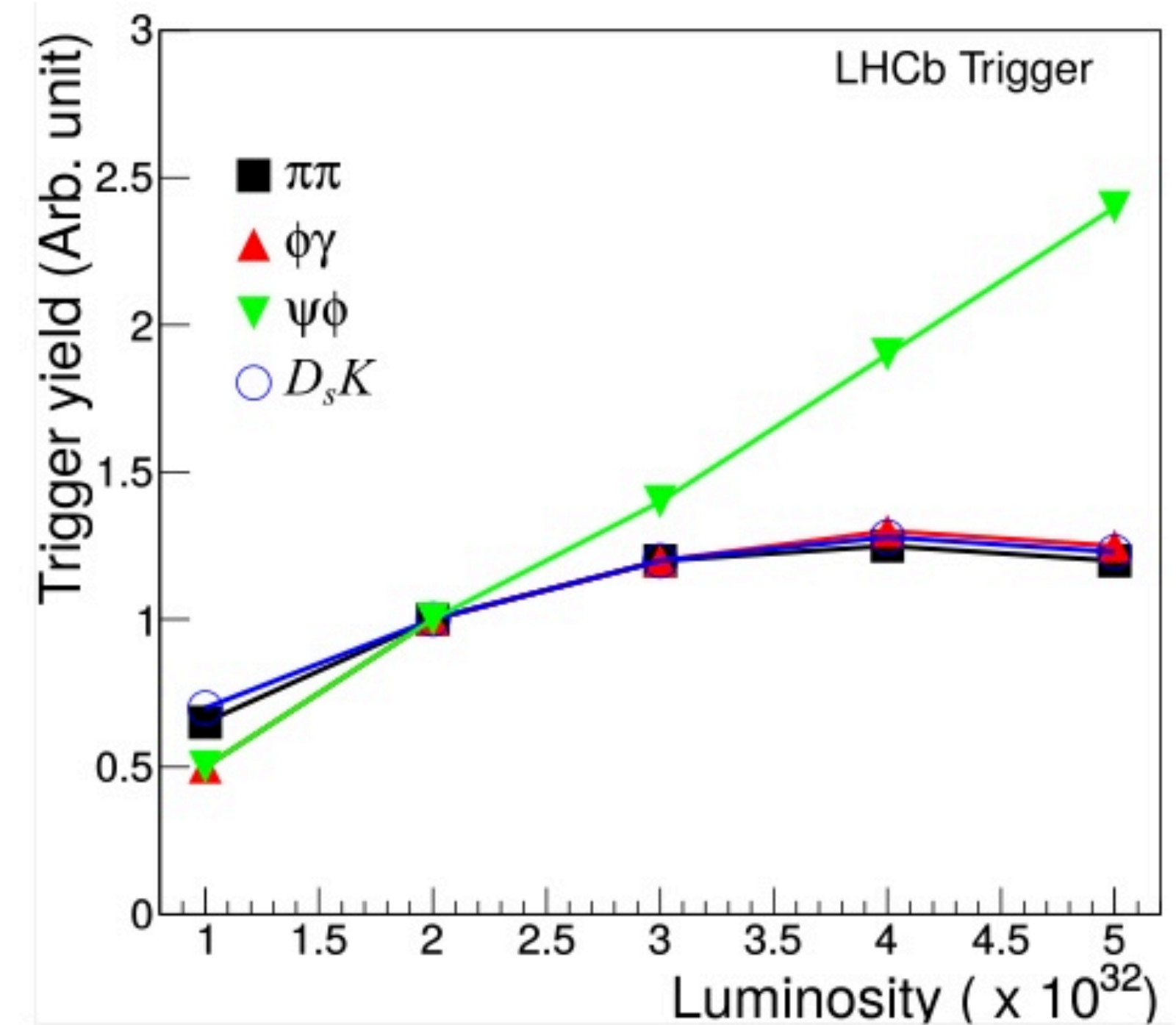
- Redesign most detectors for 5x higher occupancy
- Real-time data filter ('trigger'): L0 + Hlt1 + Hlt2

Run 1&2 **bottleneck: L0 hardware (FPGA) trigger** (40 MHz → 1 MHz)

- Very low-level information used to make tough decisions:

- **energy in ECAL cells:** $E_T > 3$ (3.7) GeV [450 (150) kHz]
- **muon hits:** $p_T > 1.76$ (1.6) GeV/c [400 kHz]

- Run 2: *directly* take **40 MHz** to software: **GPUs** ('Allen' project)
 - **Reconstruct** tracks, vertices, in parallel scheme, **in real time**
 - Make more informed decisions, greatly increase efficiency
 - Reduce rate from 2 TB/s → 10 GB/s



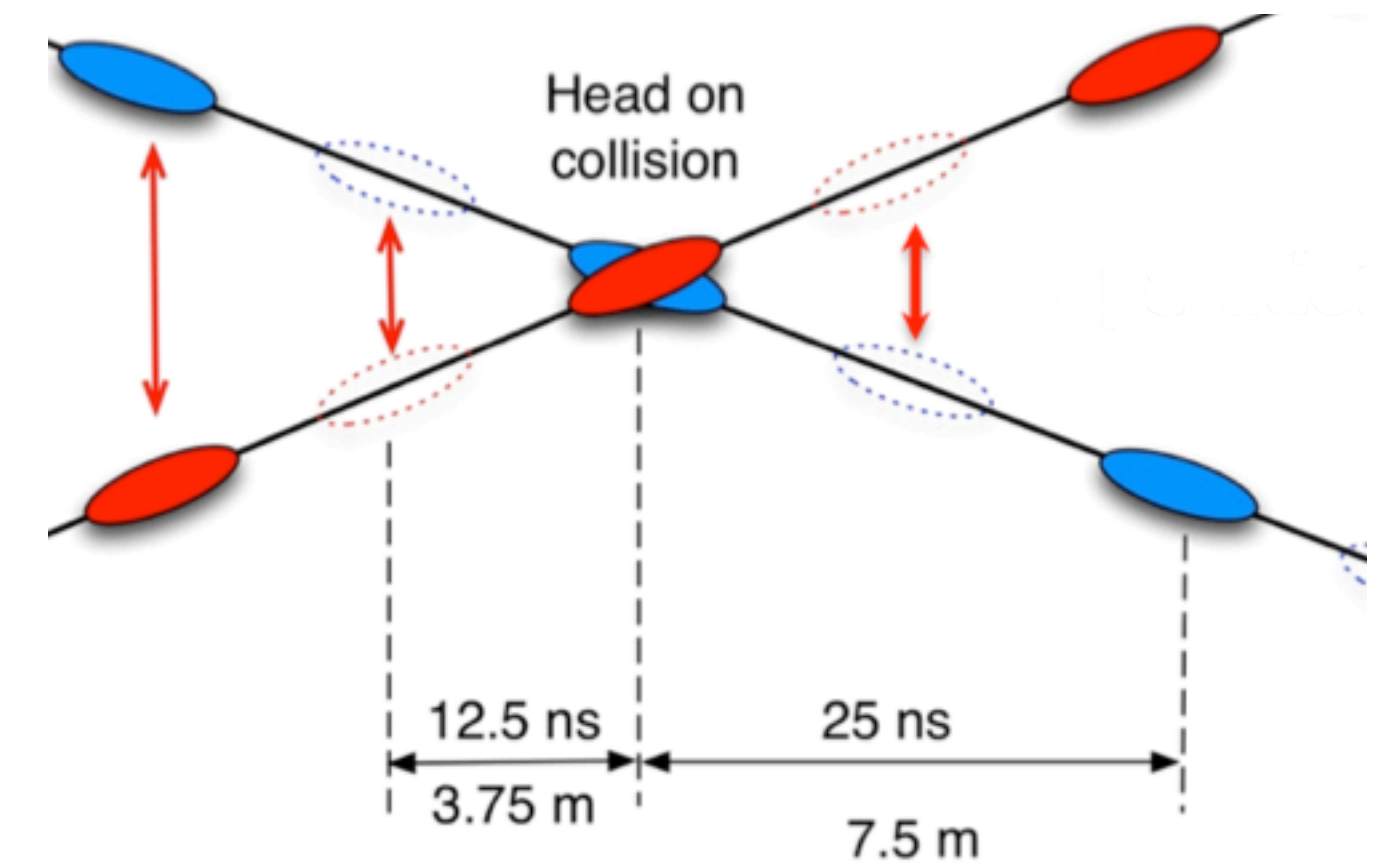
... at the HL-LHC?

Up to 50x higher occupancy for some experiments

→ How to deal with reconstruction in real time? **And keep precision?**

→ While reducing our carbon footprint?

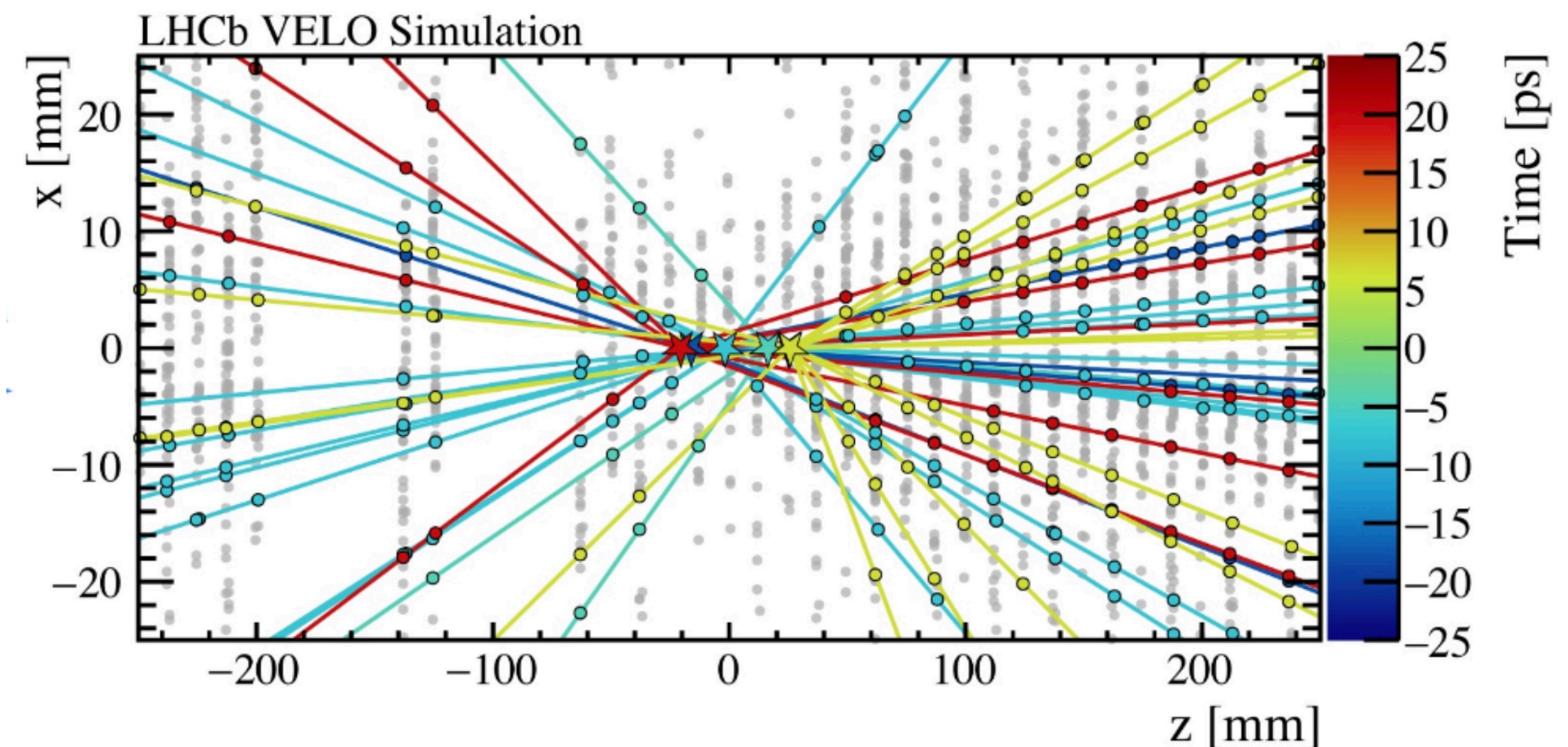
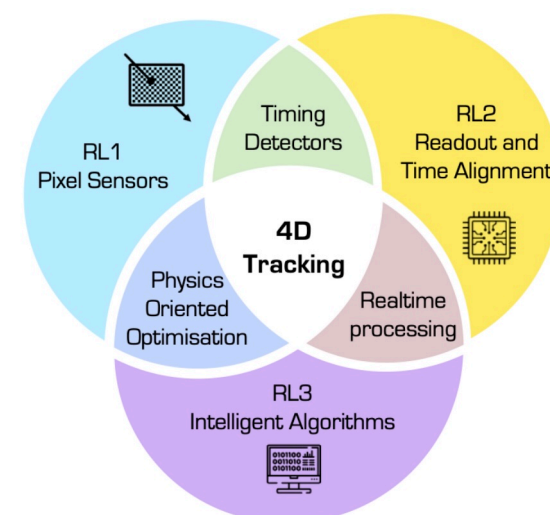
→ Use the time spread during proton bunch overlaps



FASTER

→ Develop 4D sensors/readout with picosecond timing WP1 WP1

→ Develop algorithms (/ infrastructure) to benefit WP3



Track reconstruction

Pattern Recognition

“Find all the hits that belong to one track”

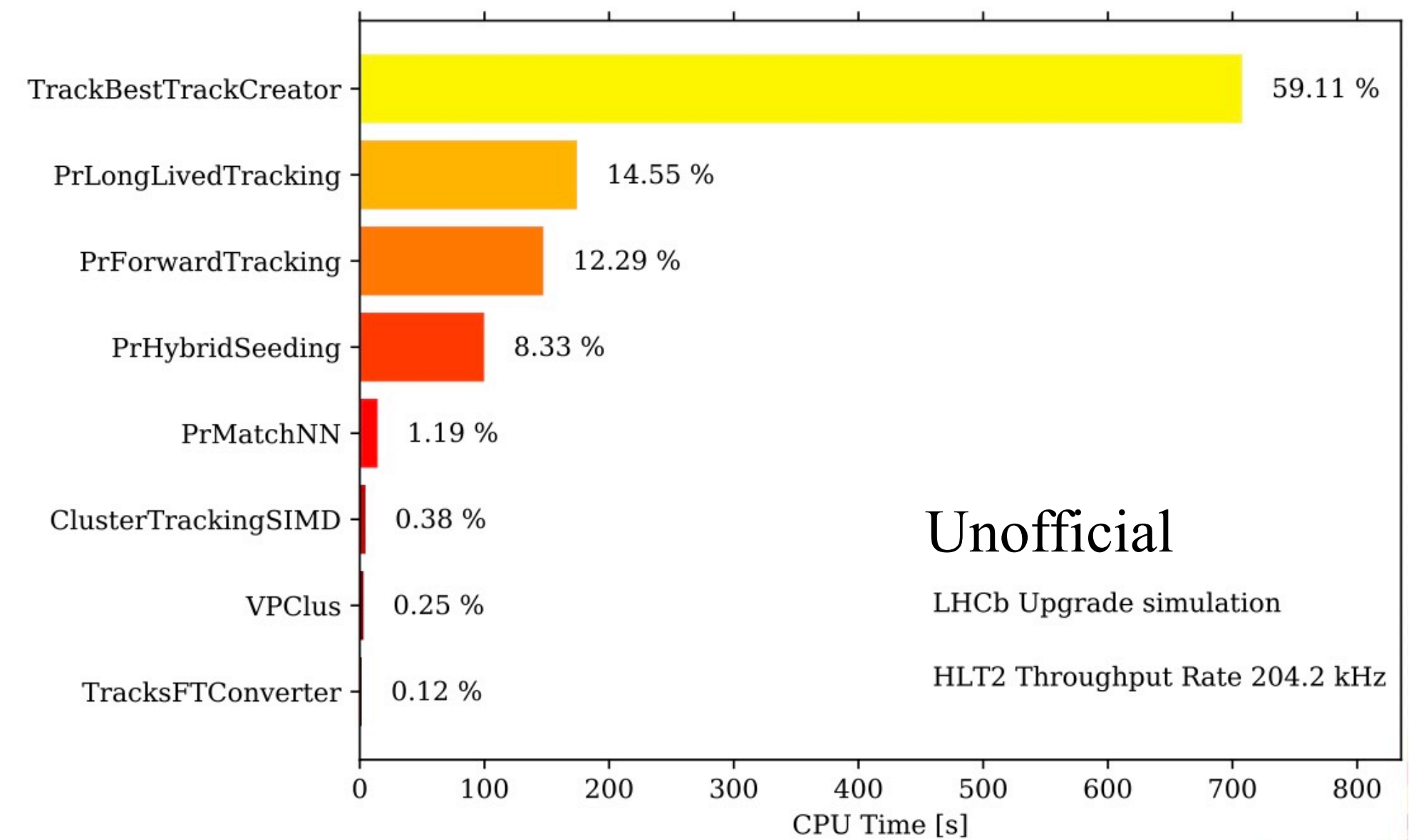
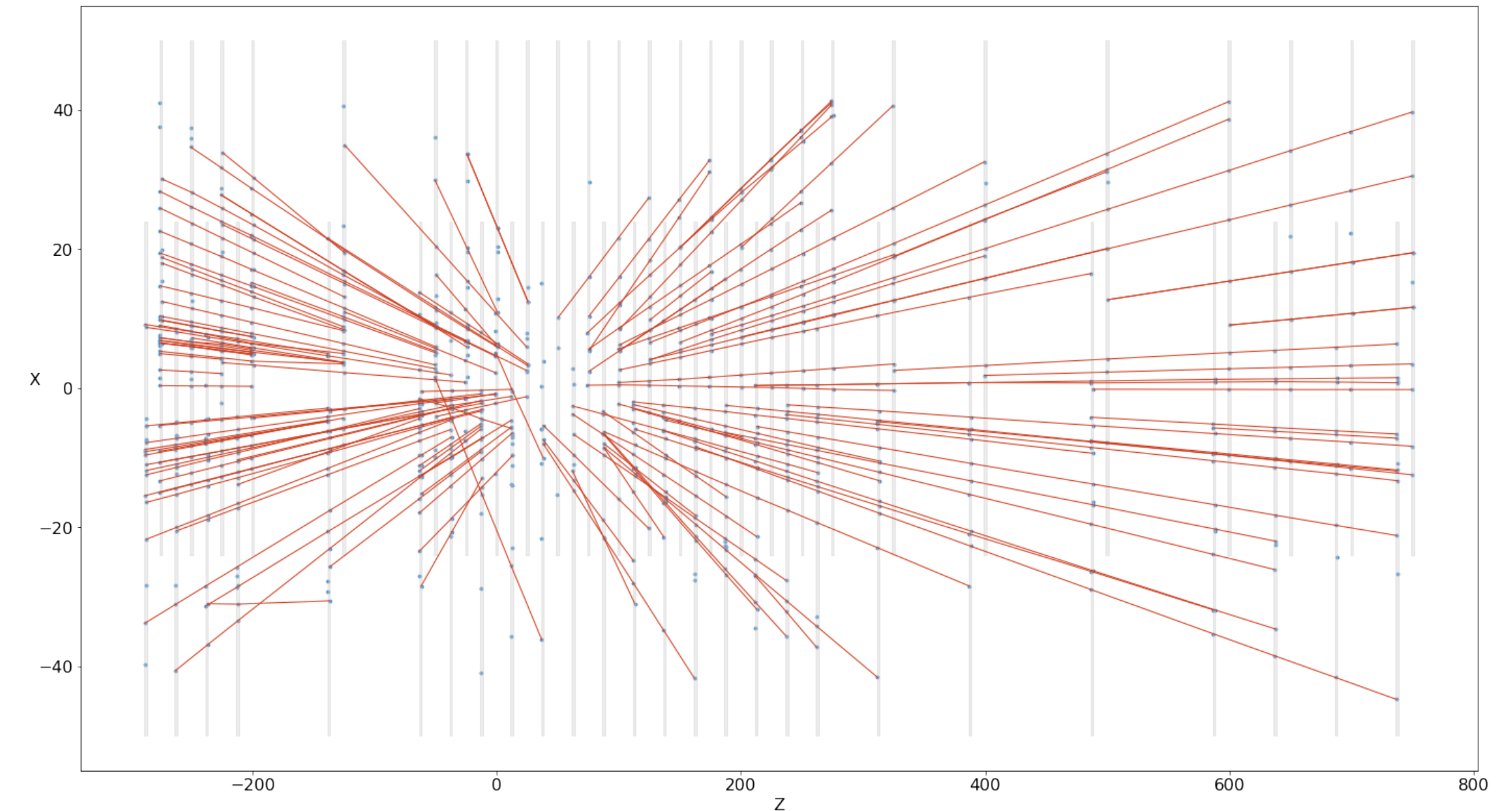
→ Clustering, Hough transforms, seeding&following, ...

→ Scales with N_{hits}^{2-3} -> polynomial growth

Track Fitting

“Obtain the best track parameters given the hits”

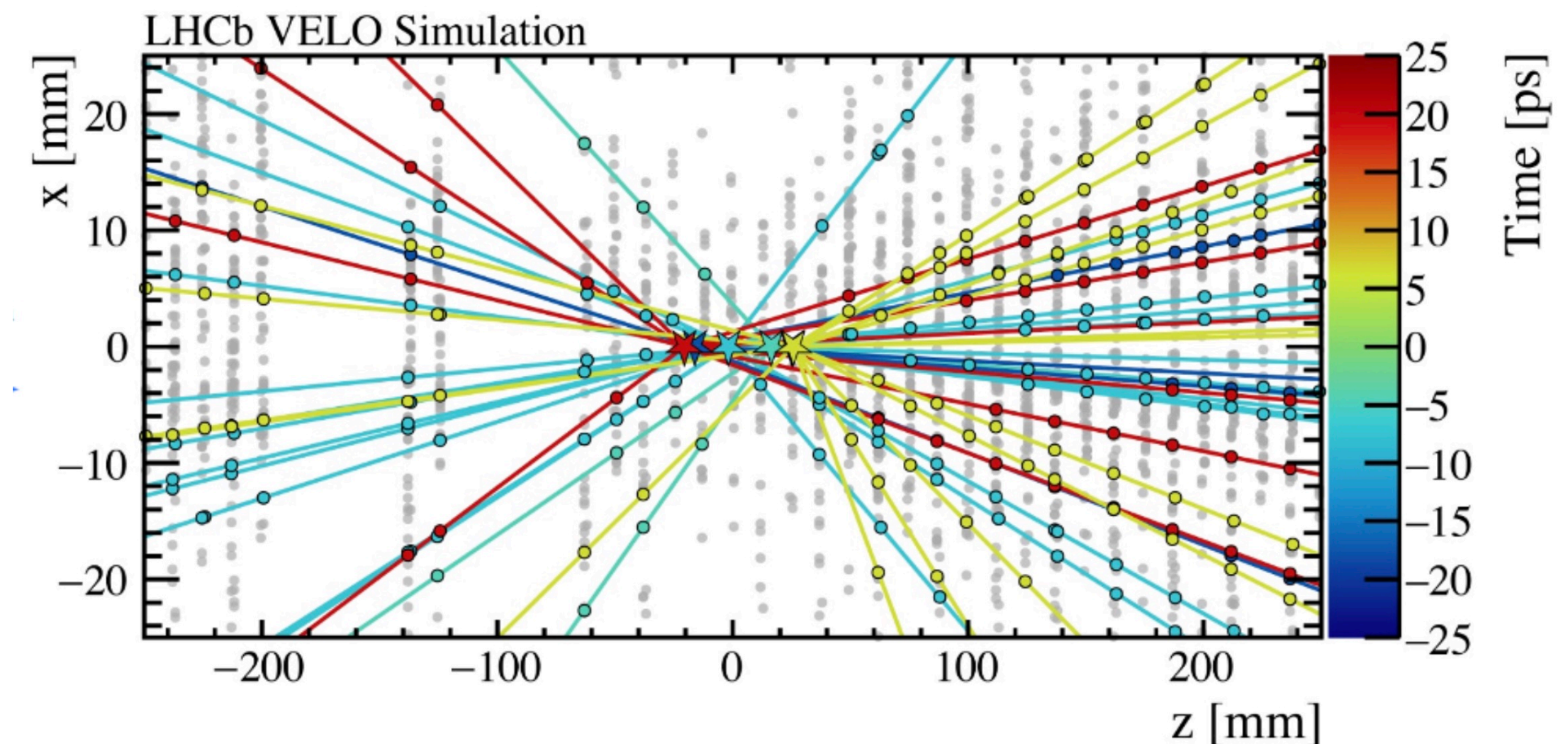
→ Usual approach: (extended) Kalman Filter



FASTER WP3

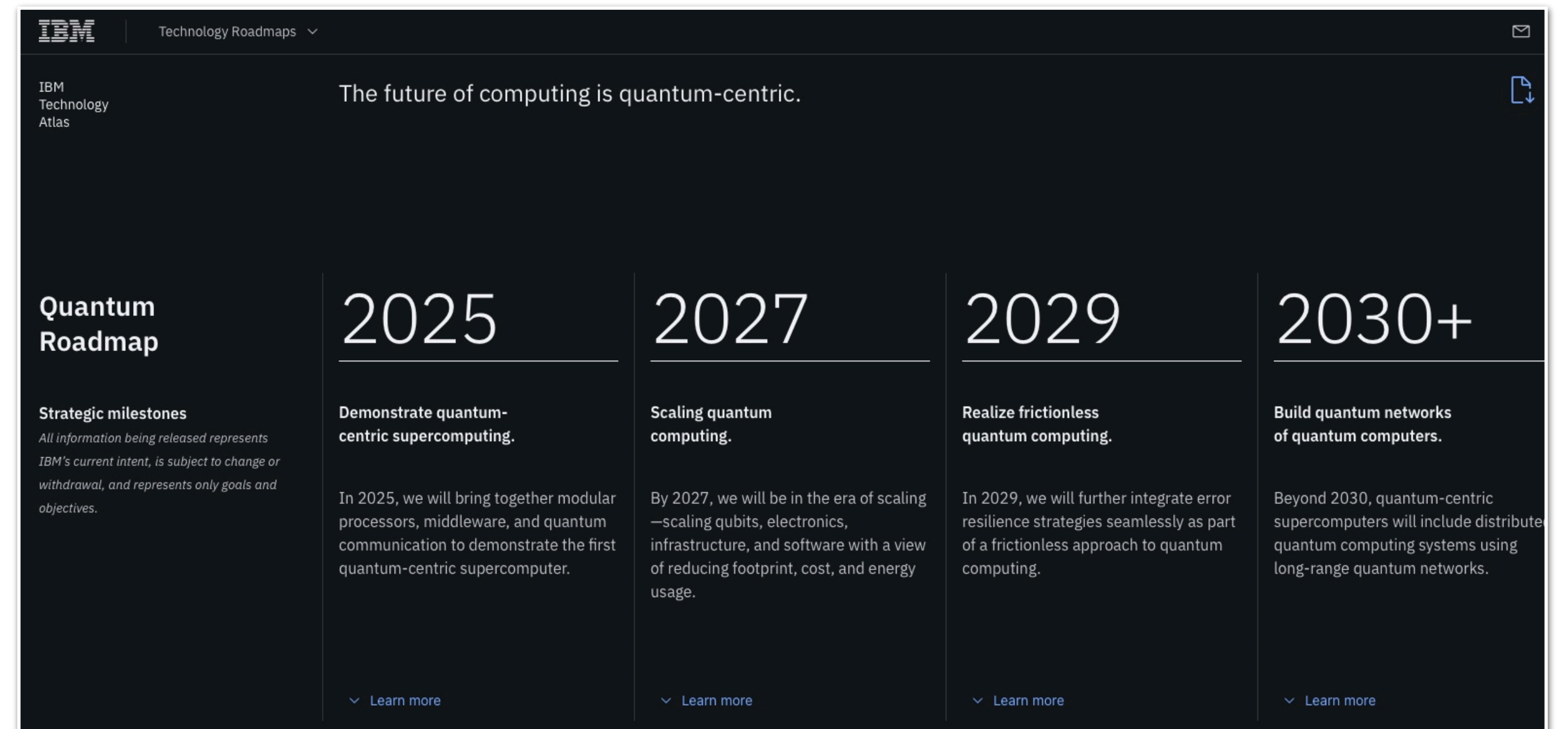
“Our proposal is to develop new, more *efficient*, and *better scaling* algorithms utilizing the *timing* information of 4D tracking detectors”

- Splitting up the data in ‘time slices’ -> reduction of complexity
- Adding time to the states of the Kalman filter
- Exploring further applications of parallelisation on GPUs
- Pre-processing (e.g. sorting/clustering) hits in front-end electronics
- Novel algorithm design for specific use cases
- WP3.2: Explore the use of *quantum algorithms*



Why quantum?

- Quantum states embed 2^N states simultaneously —> exponential speedup?*
- A lot of investments being made, ‘promising’ quantum roadmap, rapid developments
- Interest at CERN via QTI / OpenLab
- Landscape in Netherlands —> so far focus on hardware
 - > Niche for dev software / applications
 - > Connect with other entities (e.g. QuSoft)
- Unknown territory for particle physics computing
- Exciting!

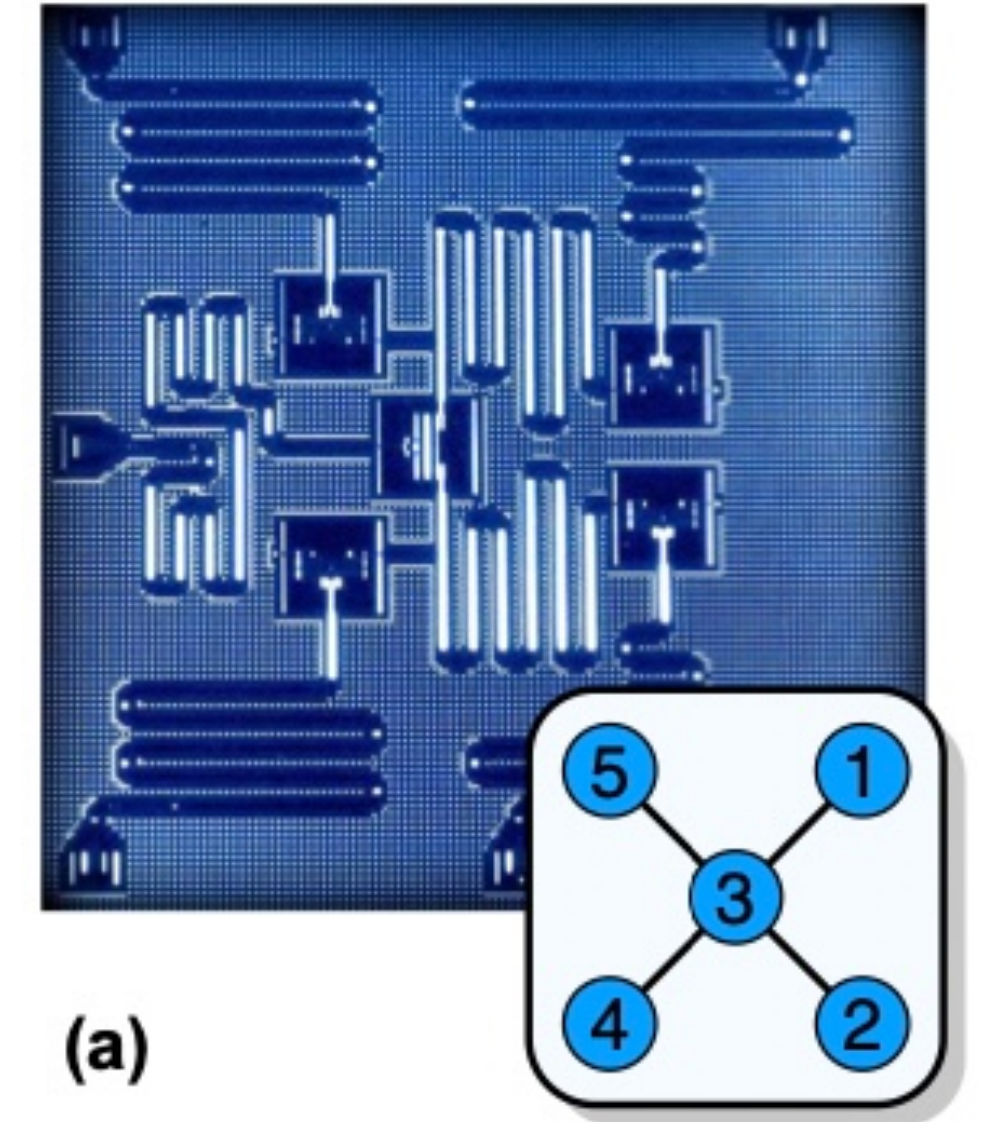


Why **not** quantum?

Concern / criticism about feasibility exists

- Current systems only $O(50)$ qubits.
(Shor's supremacy: $2048 + 1024$ needed)
—> scaling up comes with topology issues
- For any sizeable computation, errors / decoherence **destroys** states,
Coherence time 60 us, 2-qubit gate time 300 ns
—> need error-corrected qubits
- Needs clever algorithm design to actually benefit from speedup
—> Only a handful of examples exist today (e.g. Quantum Phase Estimation)
- Suitable for high-throughput needs?
—> state preparation, readout 'probabilistic'

—> UM/FASTER/NWO: Worth exploring as 'blue sky research'.



(a)

<https://arxiv.org/abs/2312.17570>

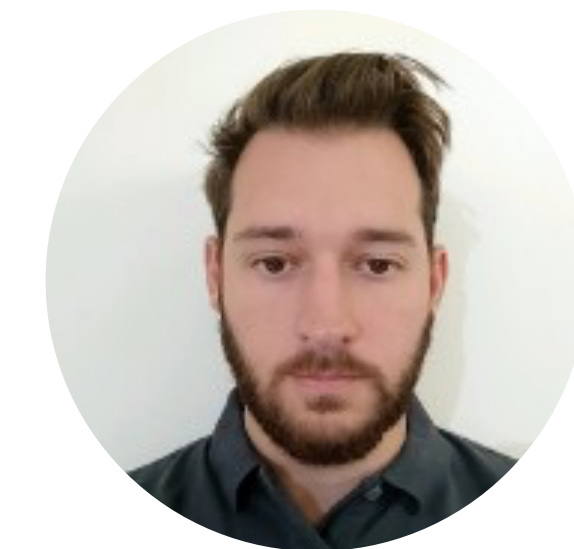
<https://arxiv.org/pdf/1702.01852.pdf>

Maastricht

- 2019: Interest from Computer Science department (DKE / DACS)
—> 2022: PhD on quantum MCTS, [Vincenzo Lipardi](#)

Gravitational Waves & Fundamental Physics (GWFP): *'QC for track reconstruction'*

- 2021: **IBM postdoc** [Miriam Lucio Martinez](#), QUBO/QAOA
- 2022: **SURF** grant for 1 year PhD, [Davide Nicotra](#), HHL
- 2023: **FASTER** grant for 1 PhD, [Xenofon Chiotopoulos](#), 'QC for tracking'
—> MSc 'quantum technologies'



Projects - H_{arrow} - H_{assadim} - L_{loyd}

Started by Davide combined with SURF / Ariana Torres

LHCb Velo toy: straight lines, simplified problem

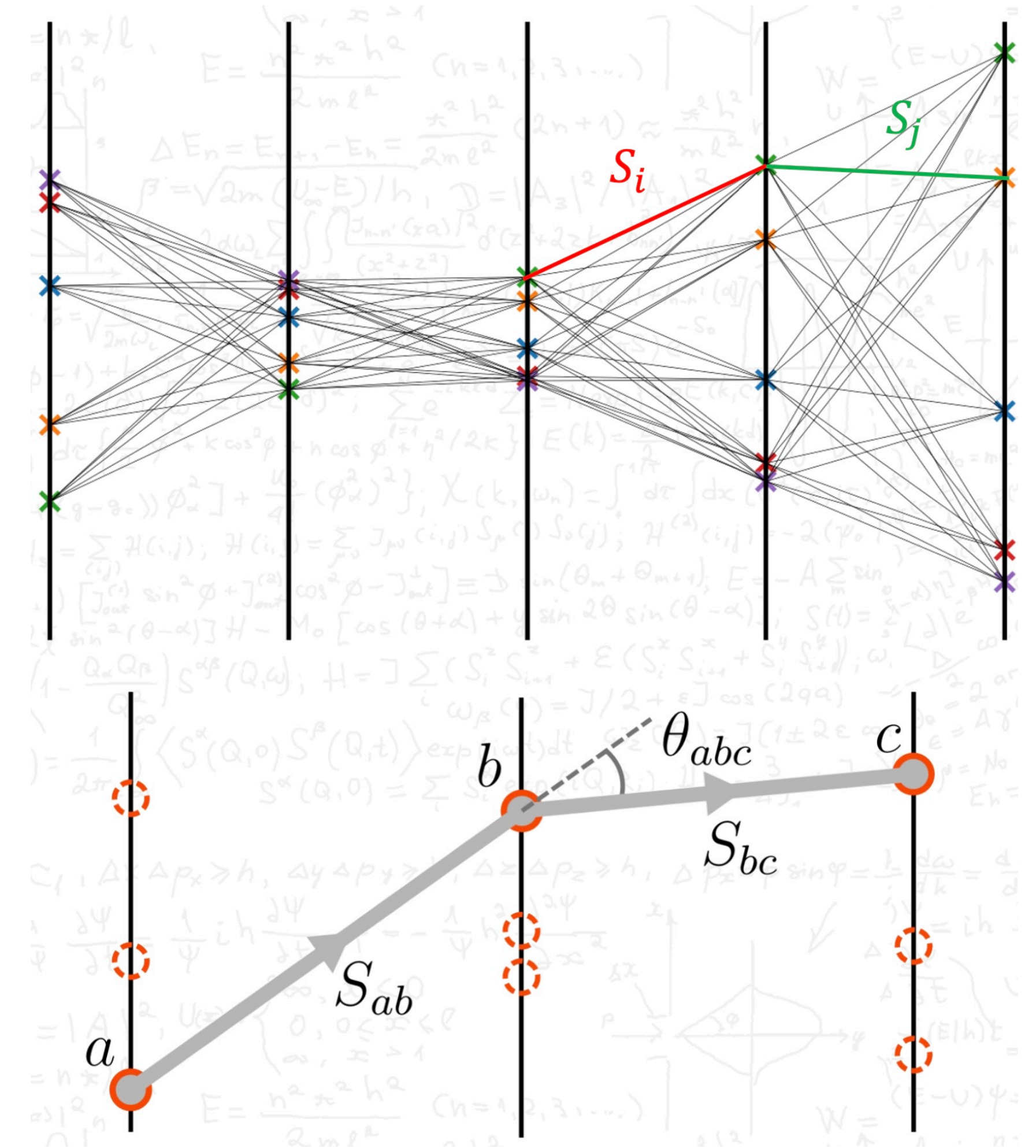
- Build **global** hamiltonian connecting **hit pairs** (doublets)
 - penalise large angles

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

- Turn into **matrix inversion** problem for A_{ij}
- Solve with **HHL** (Hamiltonian simulation + QPE)

Classical: $O(N)$

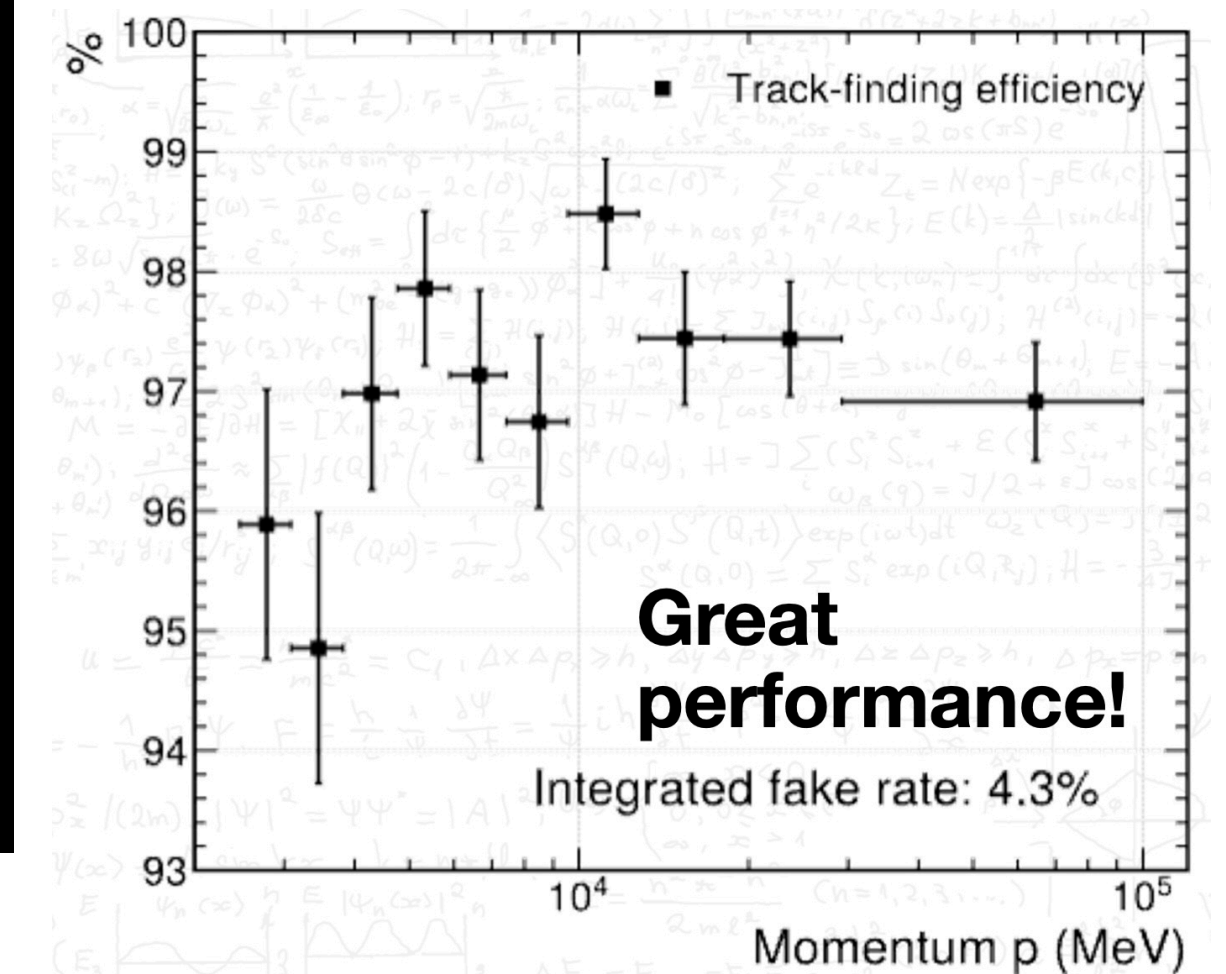
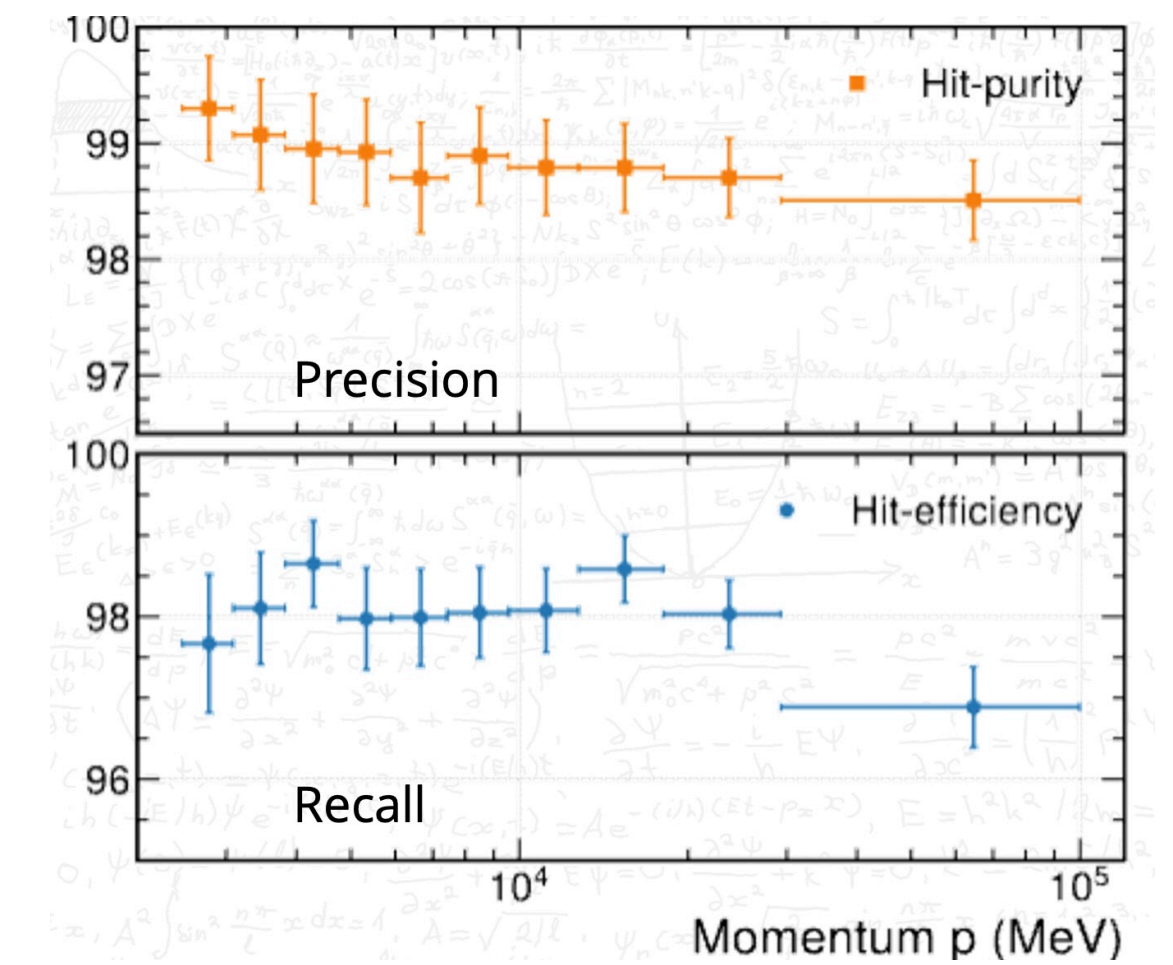
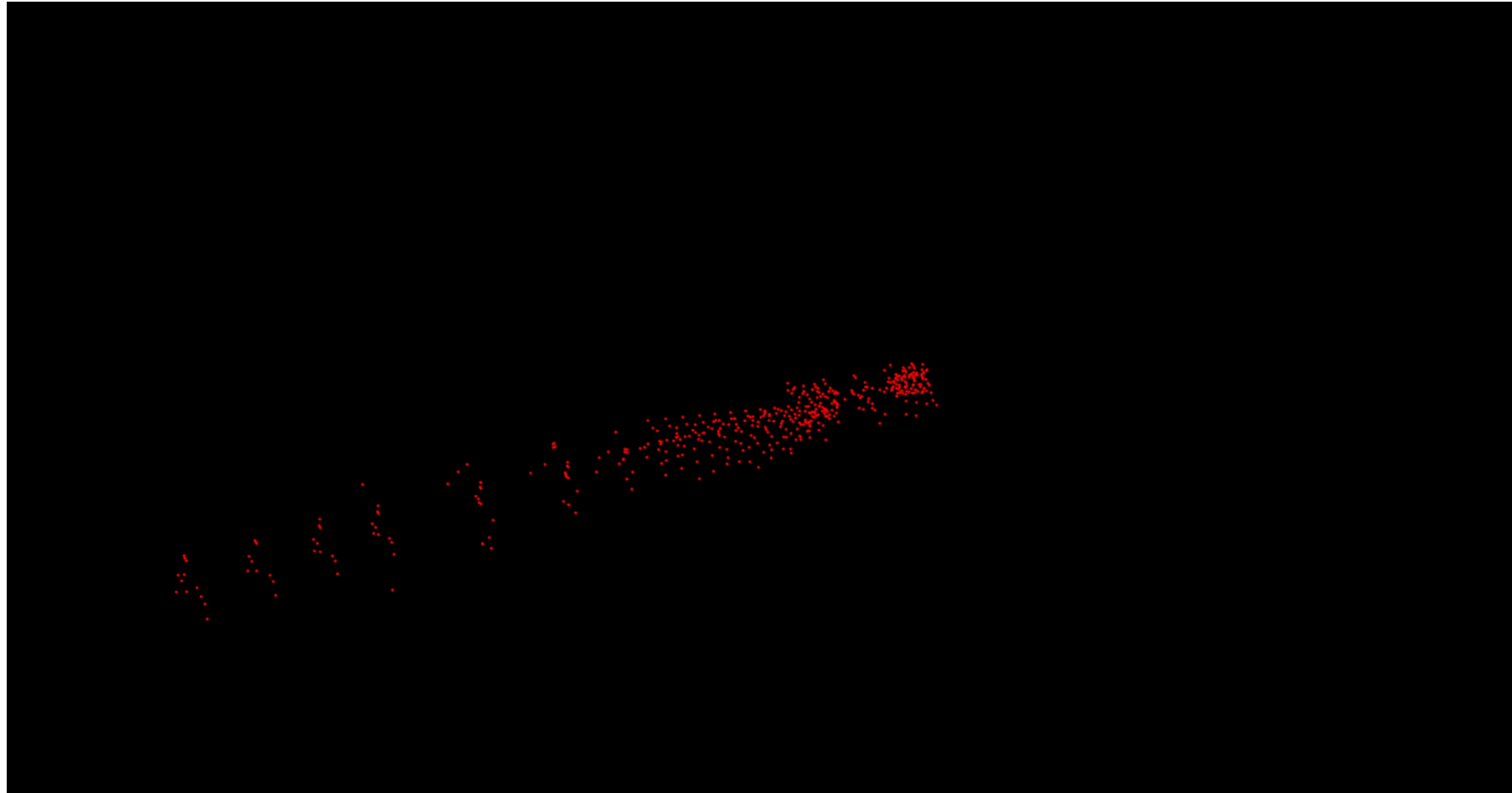
Quantum: $O(\log N)$



<https://iopscience.iop.org/article/10.1088/1748-0221/18/11/P11028>

Projects - HHL

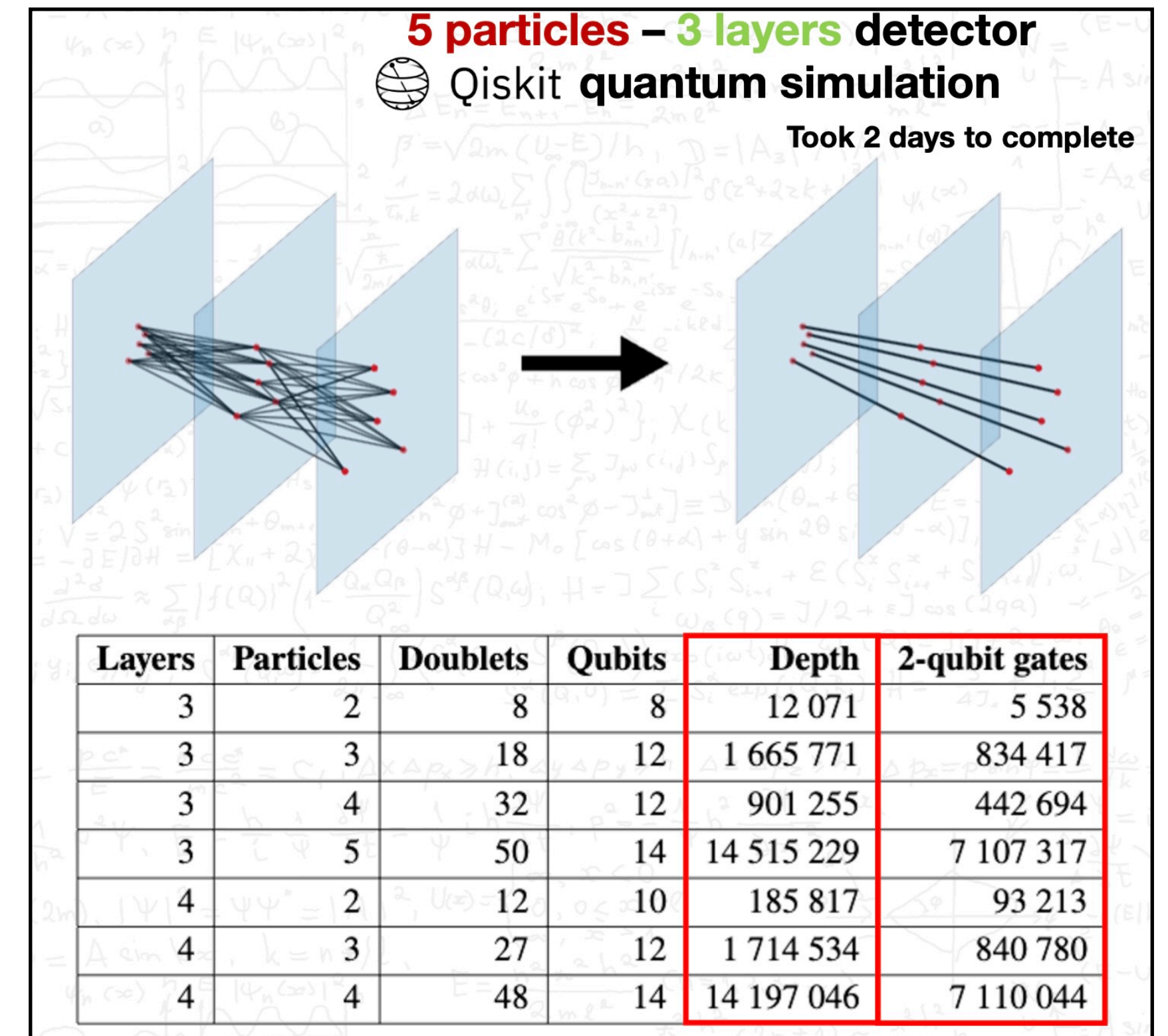
Classical - it works!



Projects - HHL

Quantum - it works*

- **Correct solutions** on simplified problem always obtained!
- Badly optimised implementation of HHL in Qiskit → **extreme circuit depth**
→ Make use of extremely sparse matrix!
- Readout of states: currently tomography → **destroys speedup**
→ How to get relevant information out?



<https://iopscience.iop.org/article/10.1088/1748-0221/18/11/P11028>

Projects - Continuation

Xenofon

- Improve Hamiltonian simulation for sparse matrices
 - > investigate decomposition, Suzuki trotter
 - > **350x reduction** in two-qubit gates
- Readout problem
 - > We don't "need" all the doublets, just the tracks.
 - > Hough transforming the z of 'closest point of track to beamline' should give peaks in vertex position?
- Variational methods, adiabatic quantum computing, ...

Support and new ideas via

- **SURF** platform for various hardware (IBM silicon, D-Wave, Ions? photonic?)
 - Experts at **TU Eindhoven** (Michiel Hochstenbach, Oliver Tse)
 - Experts at **QuSoft** (KarelJan Schoutens)
- > Connect to **FASTER WP3.1**, **FASTER WP2**

Changes in organisation

- Daniel Campora left
 - > Kurt Driessens (Asso. Prof. in ML @ DACS) stepped in
- Harry Buhrman from QuSoft left
 - > Looking for strategic replacement



Conclusion

FASTER gives us the opportunity to explore quantum algorithms for particle physics

- > New ideas about pattern recognition
- > Contributions to the field of quantum computing
- > New connections / funding opportunities for Nikhef

Is it the answer for HL-LHC?

- > would need a breakthrough