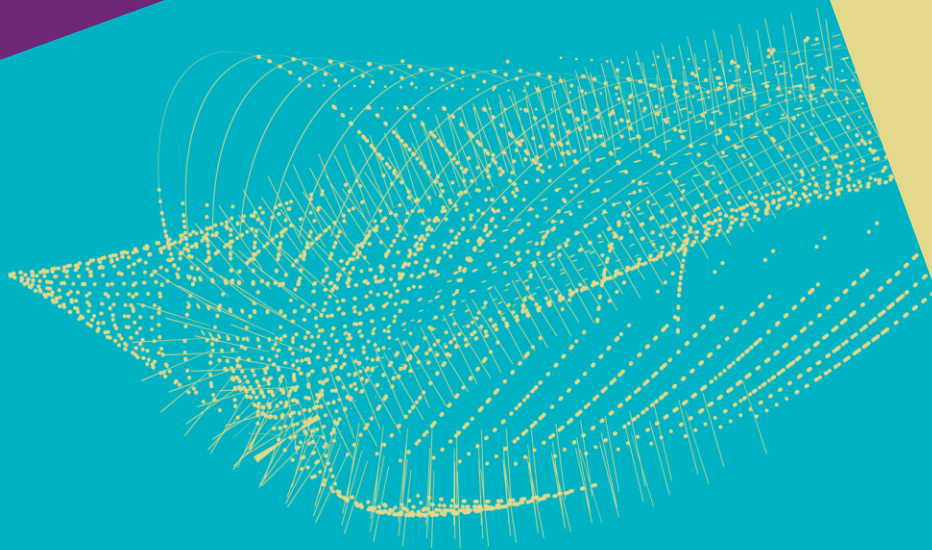




Quantum Particle Tracking with TrackHHL

George William Scriven
Maastricht University, UHasselt, Nikhef
NNV
07/11/2025

Current approach: massive parallel GPU-based combinatorics

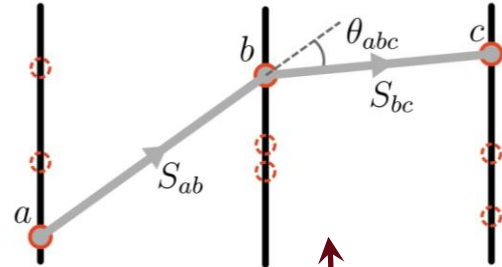
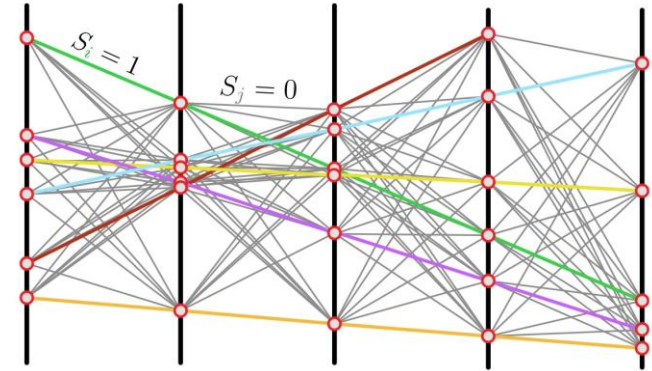
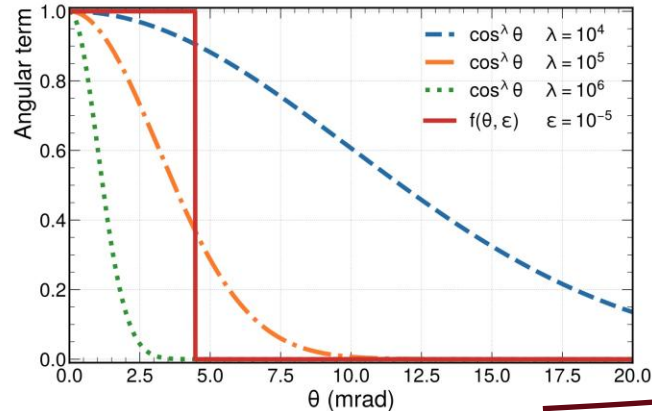
R&D: Can a quantum algorithm help?

Method: “Global” algorithm for trackfinding

1) Build an Ising-like (quadratic) Hamiltonian
Define a Hamiltonian based on doublets of hits S_i
being “on track” $S_i = 1$ or “off track” $S_j = 0$

$$\mathcal{H}(S) = \sum_{abc} f(\theta) S_{ab} S_{bc} + \gamma \sum_{ab} S_{ab}^2 + \delta \sum_{ab} (1 - 2S_{ab})^2$$

- Angular term:
assigns value for scattering
- Spectral term: ($\gamma = 2.0$)
makes the spectrum of A_{ij} positive
- Gap term: ($\delta = 1.0$)
ensures gap in the solution spectrum



Method: “Global” algorithm for trackfinding

1) Build an Ising-like (quadratic) Hamiltonian

Define a Hamiltonian based on doublets of hits S_i being “on track” $S_i = 1$ or “off track” $S_j = 0$

$$\mathcal{H} = \sum_{abc} f(\theta) S_{ab} S_{bc} + \gamma \sum_{ab} S_{ab}^2 + \delta \sum_{ab} (1 - 2S_{ab})^2$$

2) Find ground state of:

$$\langle S | \mathcal{H} | S \rangle = \sum_{ij} A_{ij} S_i S_j + \sum_i b_i S_i$$

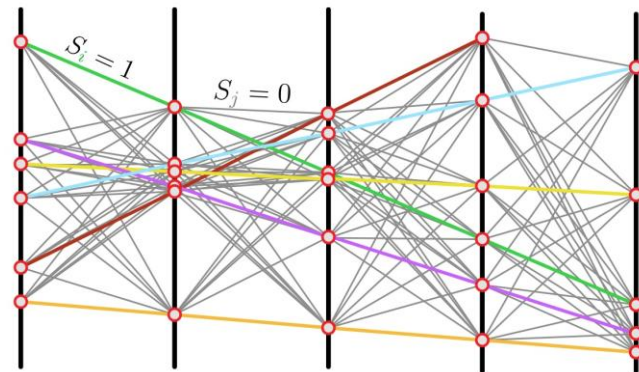
$S_i \in \{0,1\}$

3) Minimisation:

- Minimization:

- $\nabla_S \langle S | \mathcal{H} | S \rangle = 0$
- $\Rightarrow AS = b$

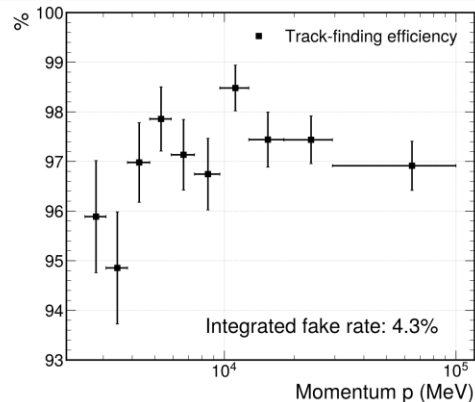
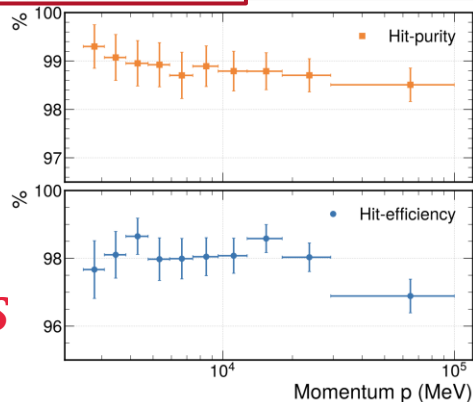
- Solve the large matrix inversion to find S



Try by solving classically
good performance! ↓

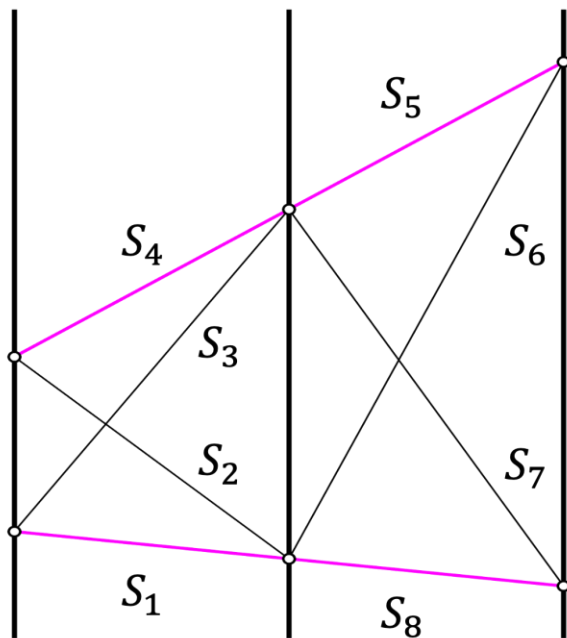
Tracking performance on LHCb simulated events

[Link](#)



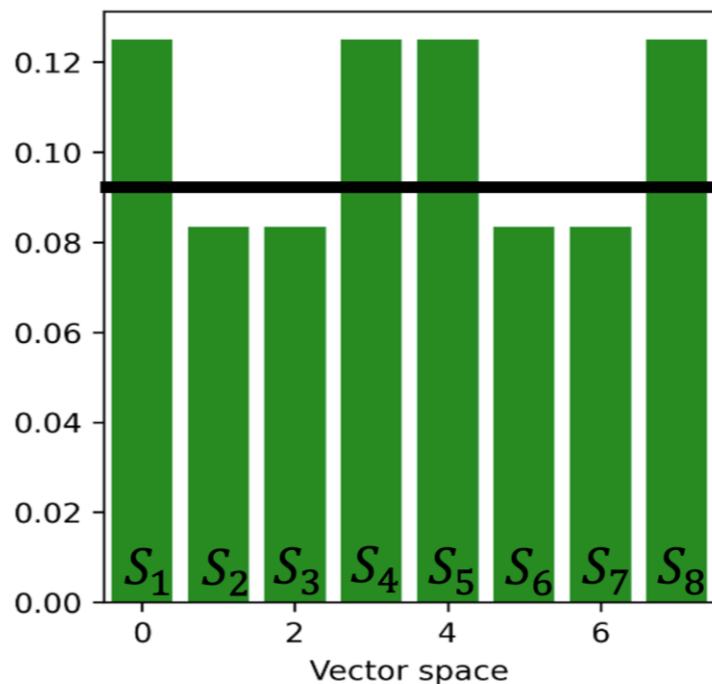
Simplest (trivial) case how it works classically

Two tracks in three layers



$$\nabla_s \mathcal{H} = 0 \Rightarrow \mathbf{S} = \mathbf{A}^{-1} \mathbf{b}$$

Probabilities



S_i On
threshold
 S_i Off

- Algorithm finds that:
- S_1, S_4, S_5, S_8 are good segments and S_2, S_3, S_6, S_7 are wrong combinations

The Quantum Algorithm: Harrow-Hassadim-Lloyd

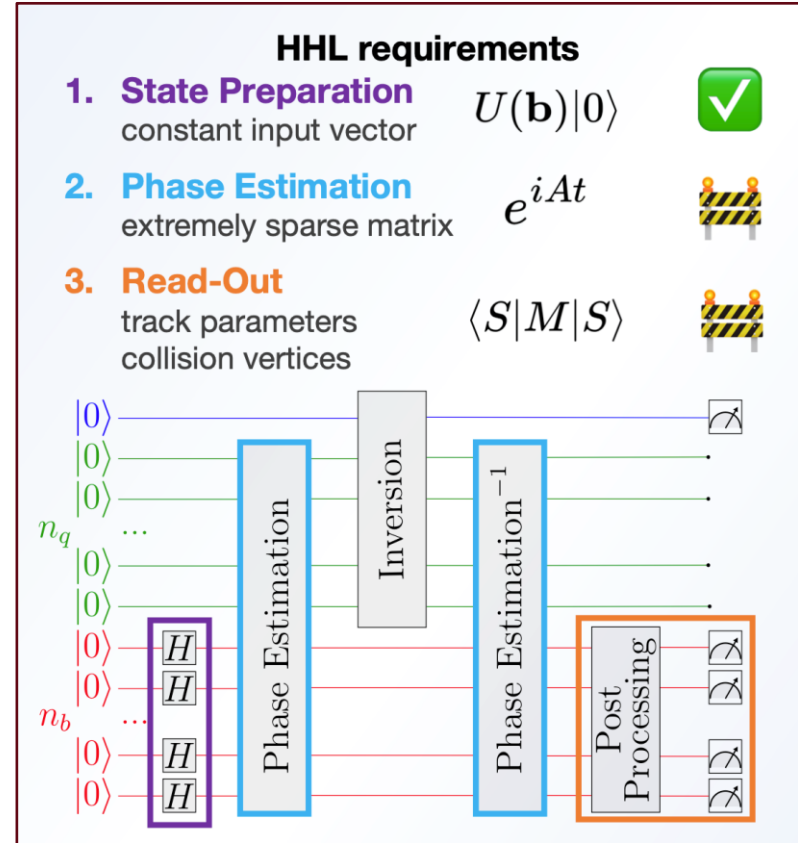
Solving the matrix equation to find solution $\mathbf{S}$

$$\mathbf{A}\mathbf{S} = \mathbf{b} \Rightarrow \mathbf{S} = \mathbf{A}^{-1}\mathbf{b} \quad \text{Solve using HHL:}$$

1. State preparation
2.
 - Quantum Phase estimation
 - Inversion
 - Quantum Phase Estimation[†]
3. Measurement

Quantum state: $|\Phi\rangle_i |\Phi\rangle_b |\Phi\rangle_q$

- $|\Phi\rangle_i$ ancilla qubit for controlled phase rotation
- $n_b = \log_2 N$ qubits to store vector $\mathbf{b}$
- Prepare $\mathbf{b} = (1,1,1,1,1,1)$ with Hadamards
- QPE: apply $U = e^{iA}$ with n bit precision
- n_q ancilla qubits for phase estimation
- Readout $\mathbf{S}$



The Quantum Algorithm: Harrow-Hassadim-Lloyd

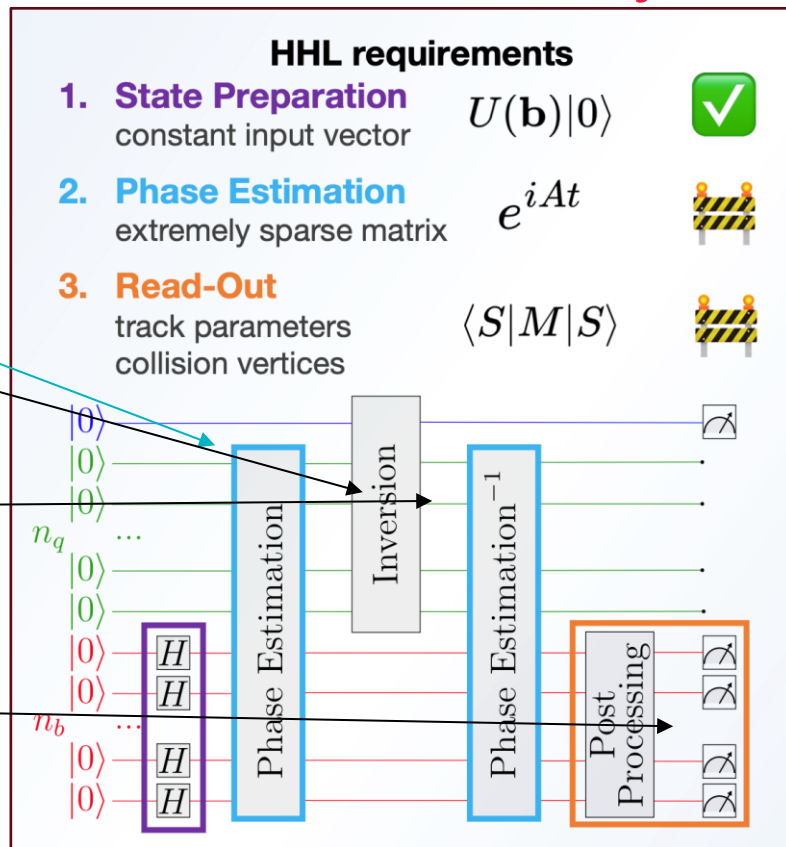
Full state space evolution:

$$\sum_{j=0}^{2^{n_b}-1} b_j |u_j\rangle |\tilde{\lambda}_j\rangle |0\rangle_a$$

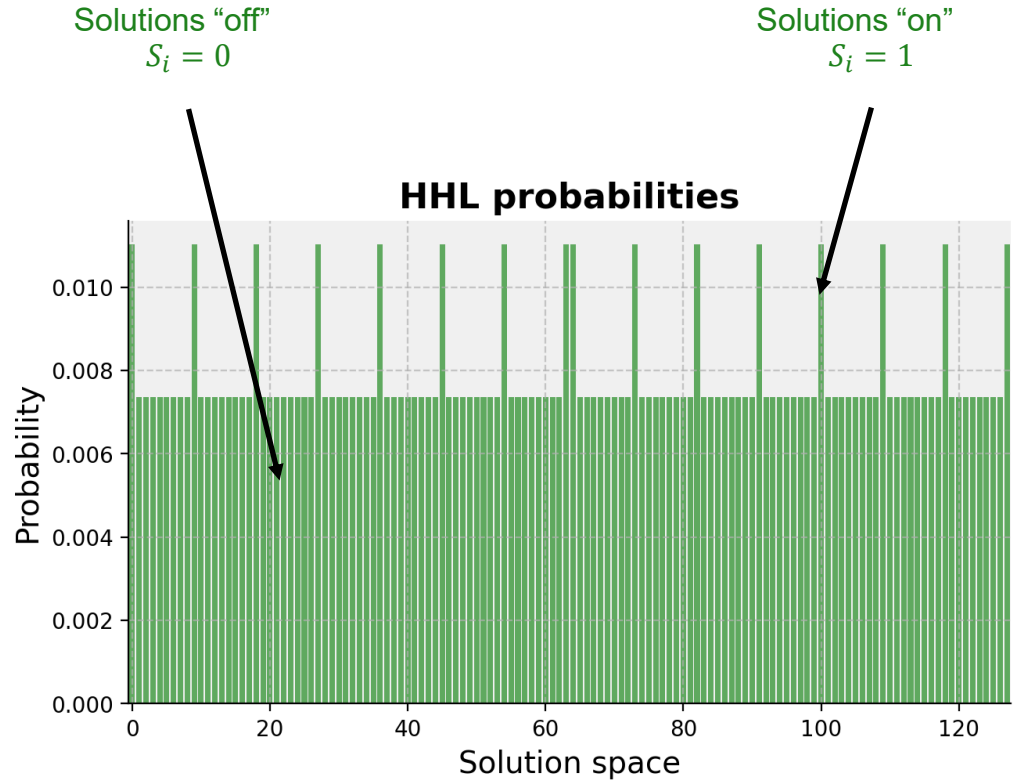
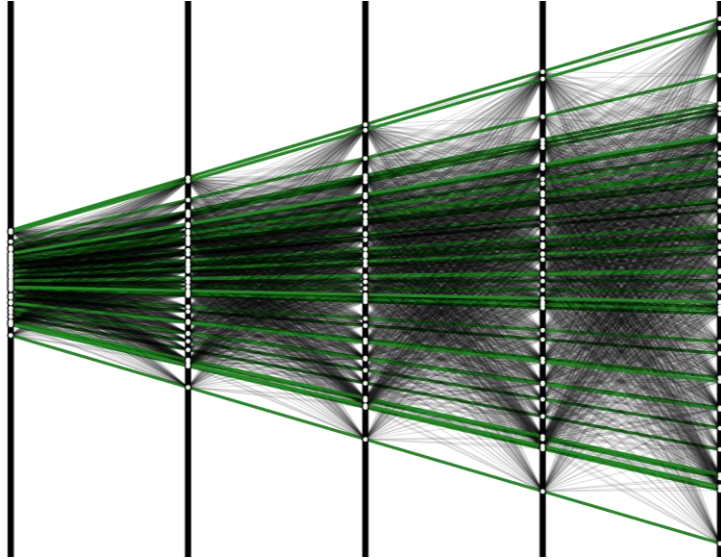
$$\sum_{j=0}^{2^{n_b}-1} b_j |u_j\rangle |\tilde{\lambda}_j\rangle \left(\sqrt{1 - \frac{C^2}{\tilde{\lambda}_j^2}} |0\rangle_a + \frac{C}{\tilde{\lambda}_j} |1\rangle_a \right)$$

$$\frac{1}{\sqrt{\sum_{j=0}^{2^{n_b}-1} \left| \frac{b_j C}{\tilde{\lambda}_j} \right|^2}} \sum_{j=0}^{2^{n_b}-1} b_j |u_j\rangle |\tilde{\lambda}_j\rangle \frac{C}{\tilde{\lambda}_j} |1\rangle_a$$

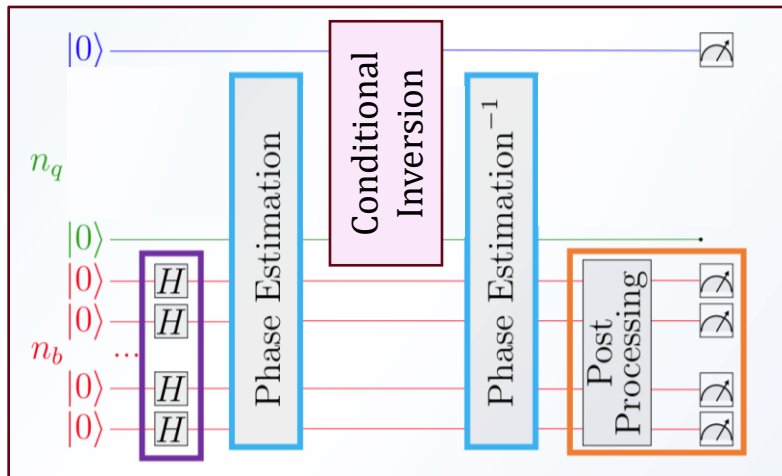
$$|x\rangle_b |0\rangle_q^{\otimes n} |1\rangle_a$$



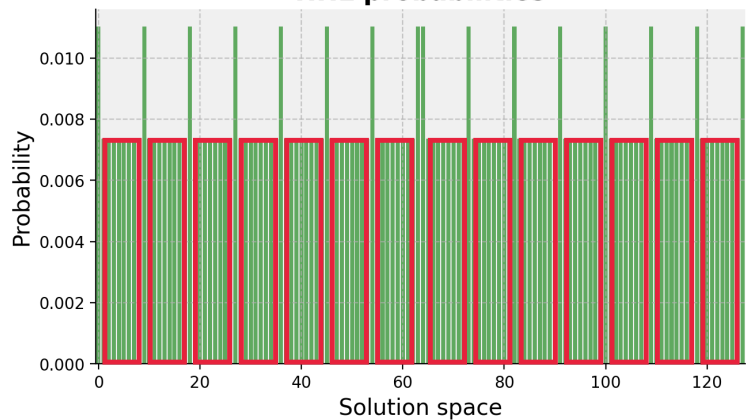
Consider the case:



1-Bit HHL



HHL probabilities

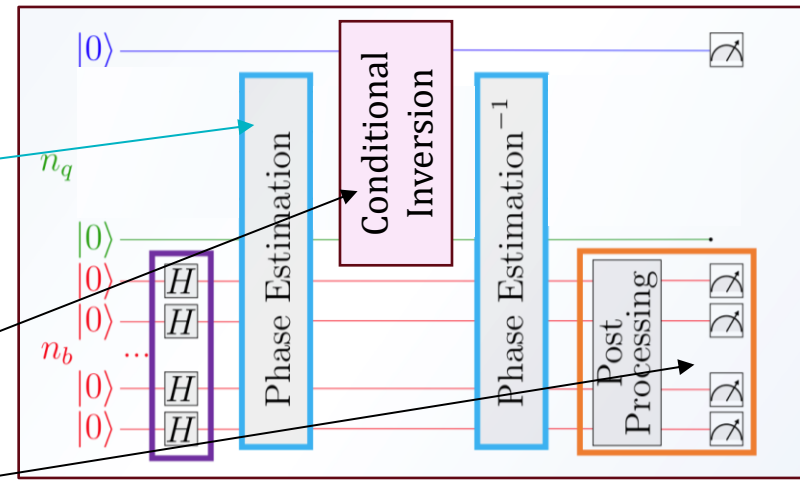


1-Bit HHL

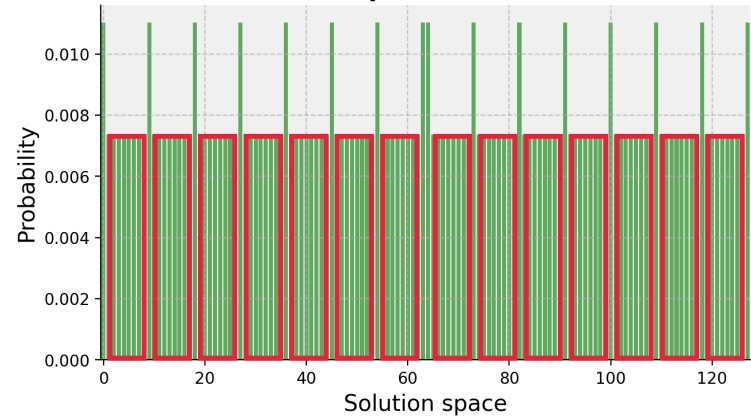
$$\sum_{j=0}^{2^{n_b}-1} b_j |u_j\rangle |\tilde{\lambda}_j\rangle |0\rangle_a$$

$$\sum_{j=0}^{2^{n_b}-1} b_j |u_j\rangle |\tilde{\lambda}_j\rangle \left(\sqrt{1 - \frac{C^2}{\tilde{\lambda}_j^2}} |0\rangle_a + \frac{C}{\tilde{\lambda}_j} |1\rangle_a \right)$$

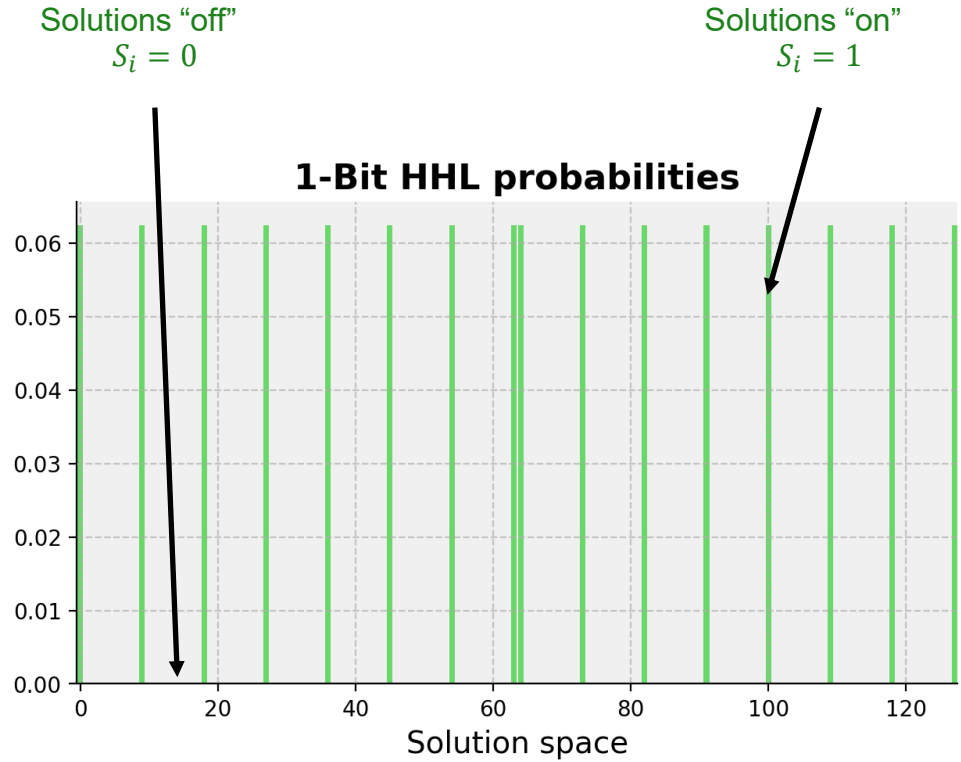
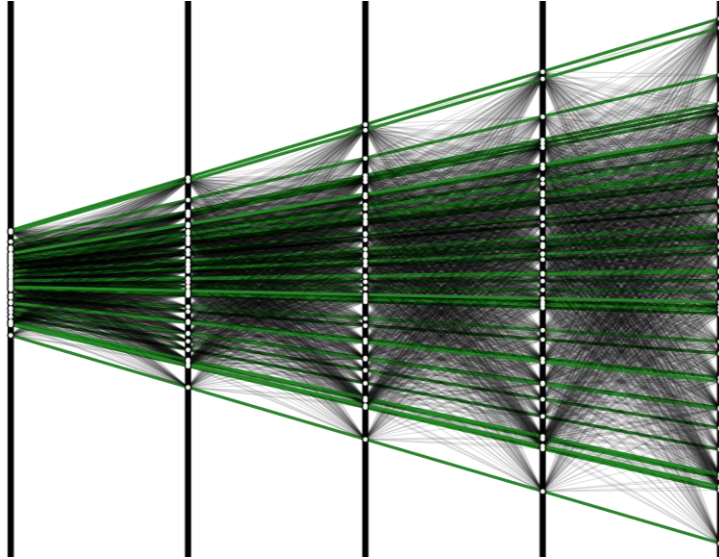
$$|x\rangle_b |0\rangle_q^{\otimes n} |1\rangle_a$$



HHL probabilities



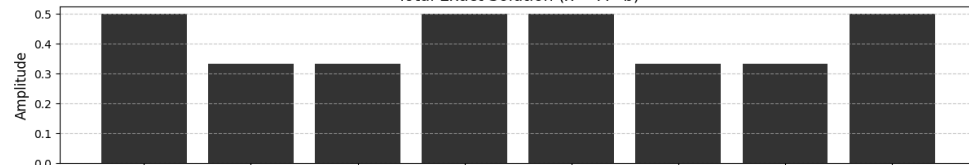
Consider the case:



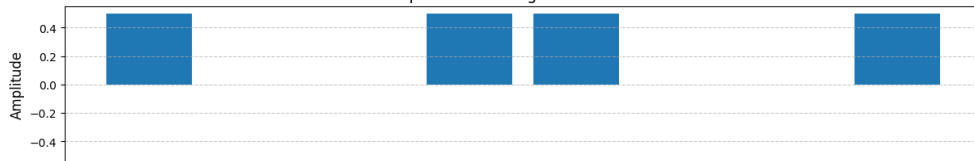
How does this work?

Decomposition of the Solution Vector by Eigenvalue

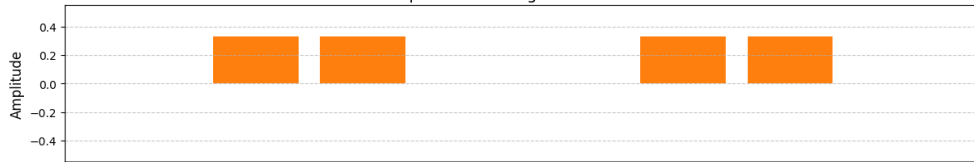
Total Exact Solution ($x = A^{-1}b$)



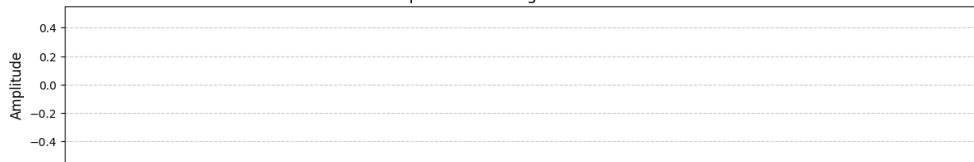
Component from Eigenvalue $\lambda = 2.00$



Component from Eigenvalue $\lambda = 3.00$

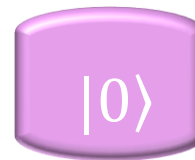


Component from Eigenvalue $\lambda = 4.00$



Index of Solution Vector Element

QPE BIN



$$P(j = 0 | \lambda_k) = \cos^2 \left(\frac{\lambda_k t}{2} \right)$$

$$\lambda_c = \frac{\lambda_{\min} + \lambda_{\max}}{2} \implies t = \frac{\pi}{\lambda_c}$$

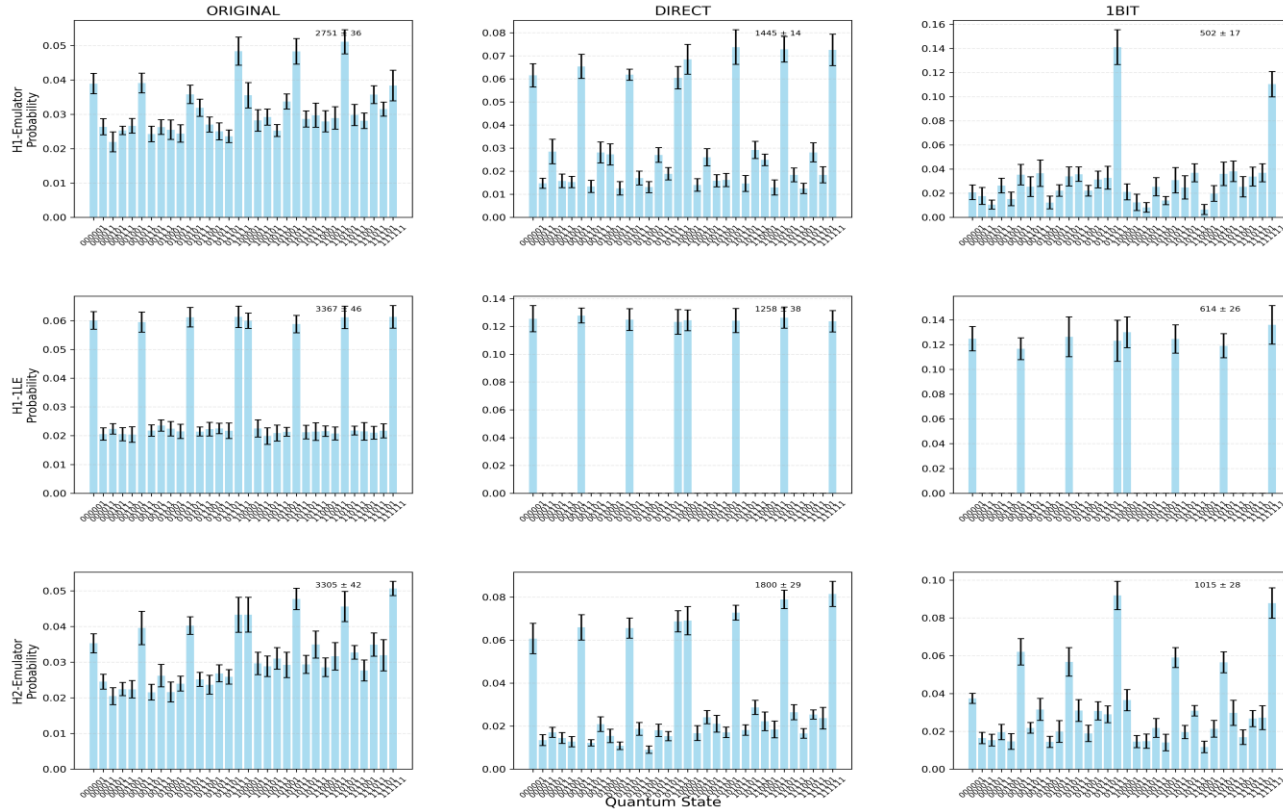
$$P(j = 0 | \lambda_c) = \cos^2 \left(\frac{\lambda_c \pi}{2 \lambda_c} \right) = \cos^2 \left(\frac{\pi}{2} \right) = 0$$

$$P(j = 1 | \lambda_c) = \sin^2 \left(\frac{\lambda_c \pi}{2 \lambda_c} \right) = \sin^2 \left(\frac{\pi}{2} \right) = 1$$

Testing Quantum Hardware Emulators

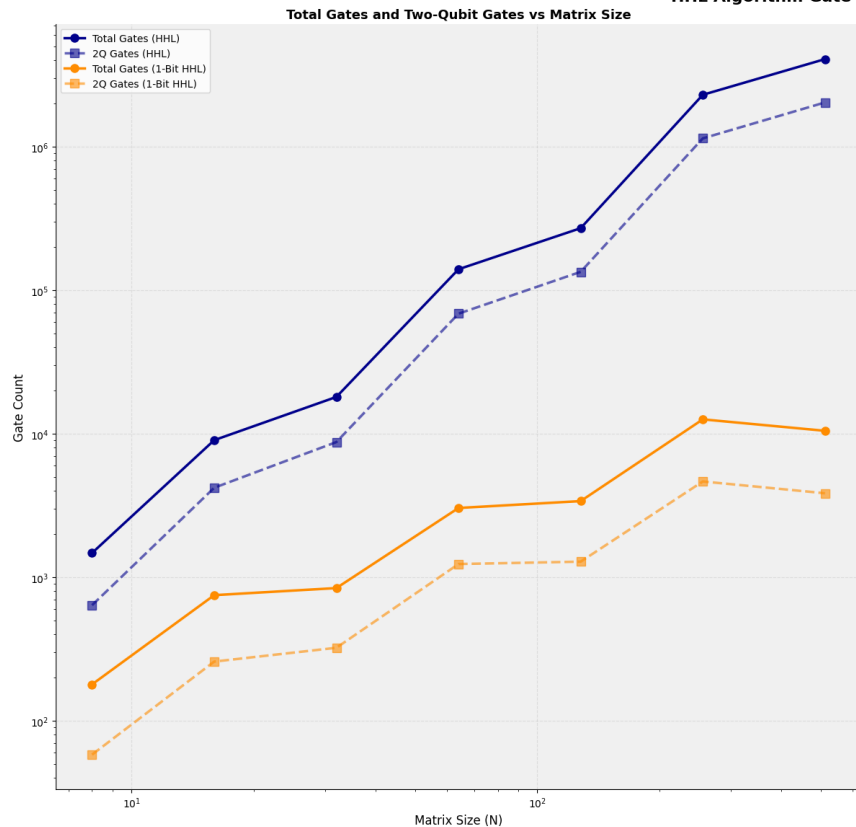
Probability Distributions for Different Emulators and Circuit Types

Measurement Probabilities

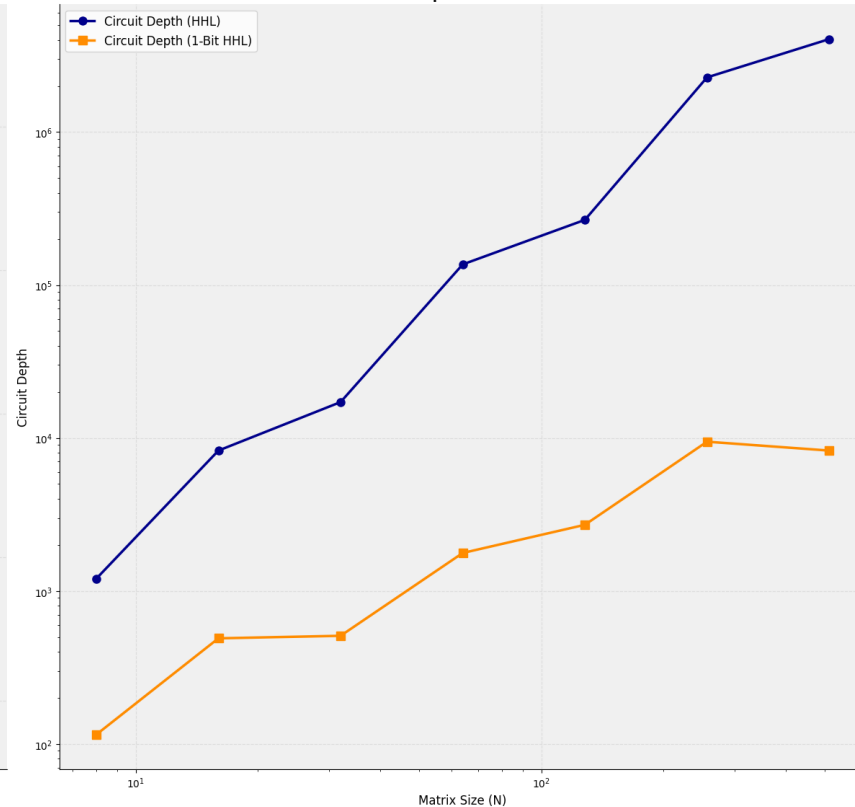


Circuit Depth (Hardware Agnostic)

HHL Algorithm Gate Count Scaling Analysis

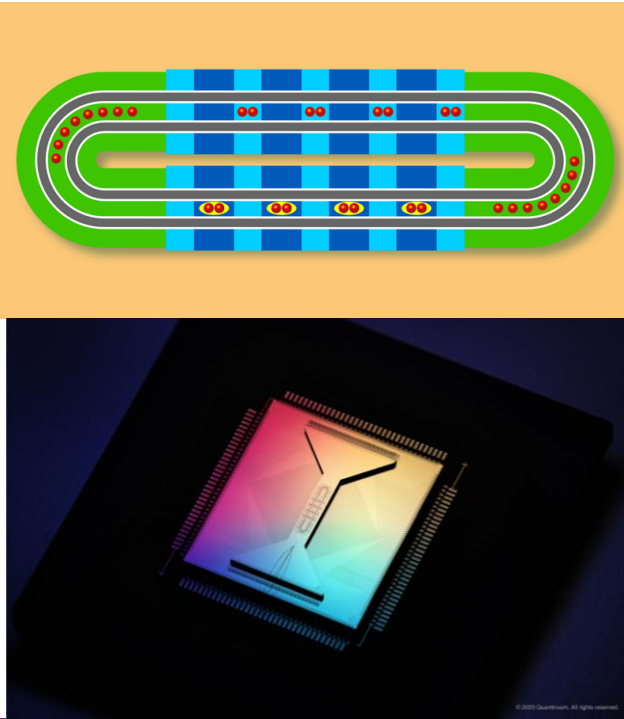


Circuit Depth vs Matrix Size

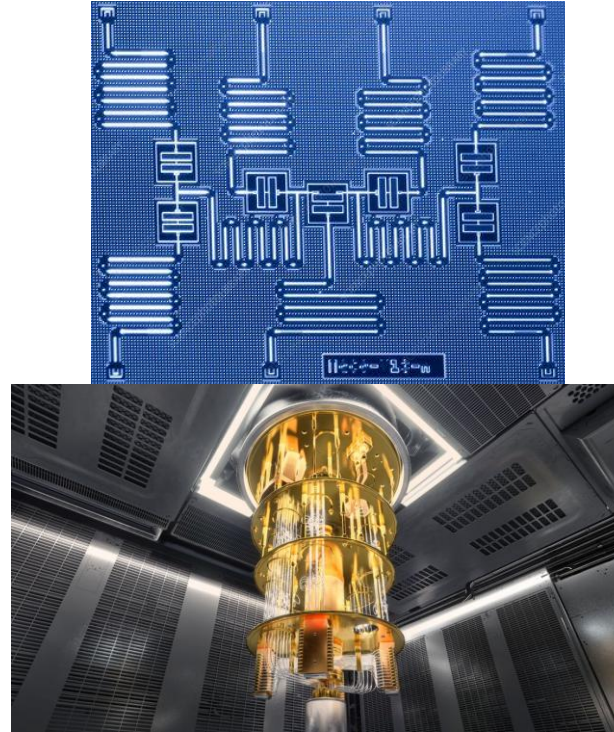


Hardware Choices

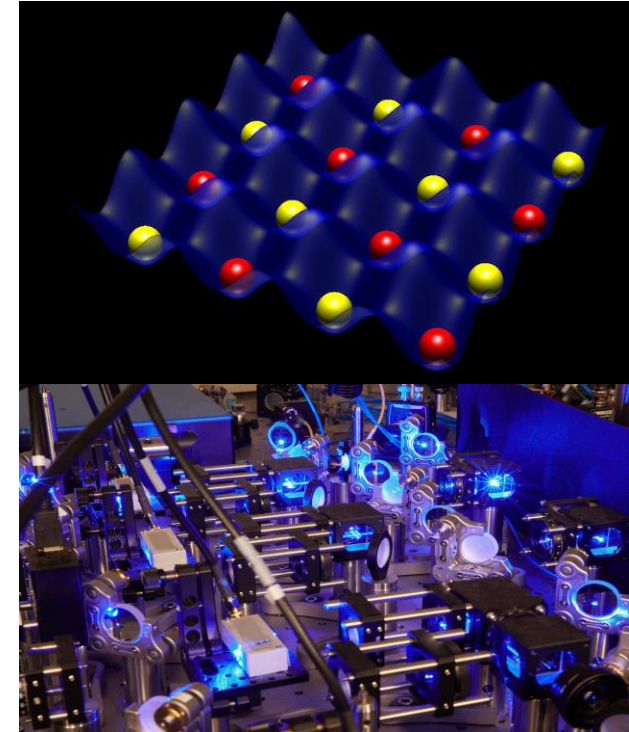
Trapped Ions (Quantinuum)



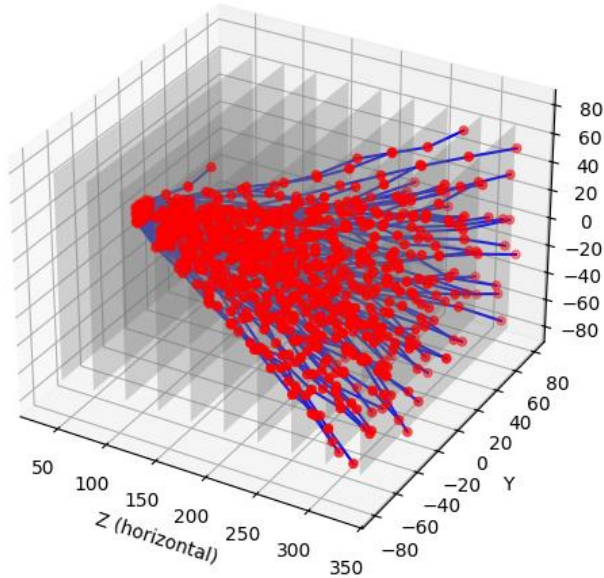
Superconducting (IBM)



Neutral Atoms (TU Eindhoven)



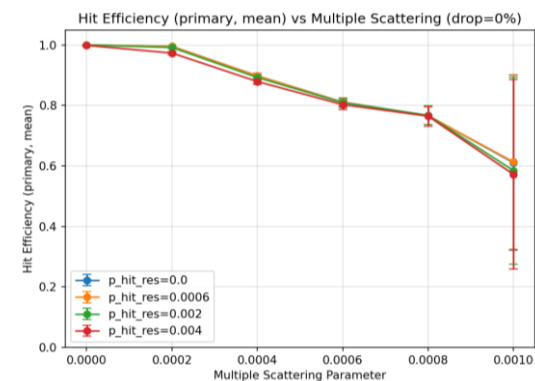
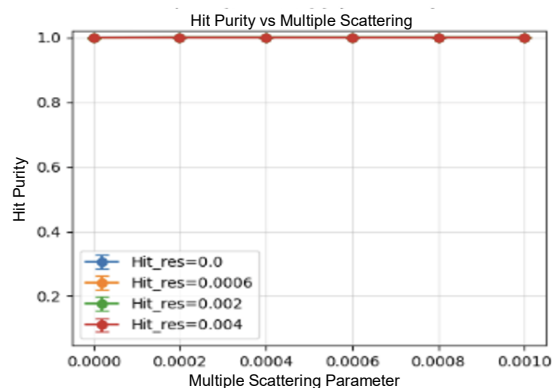
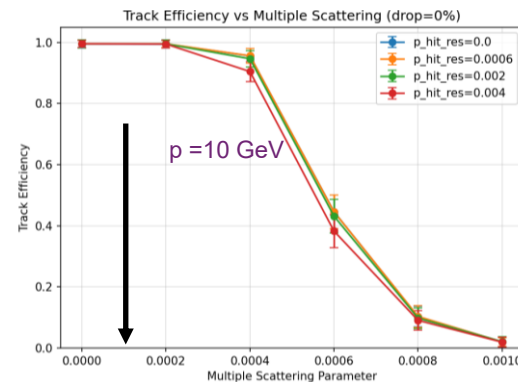
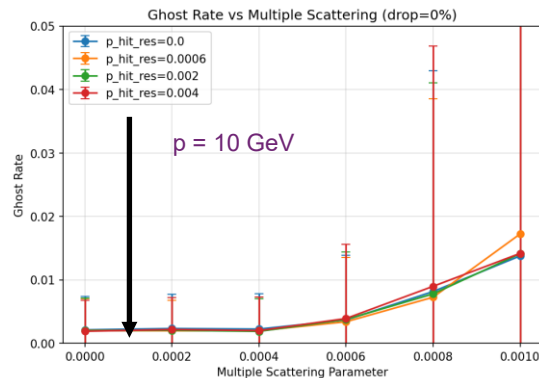
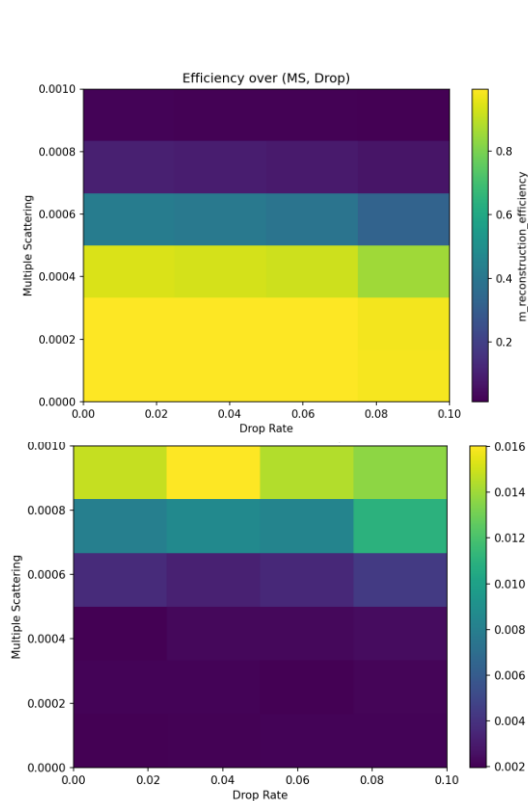
Determining Parameter Dependency and Numerical Stability



Toy Parameters:

- Scattering within layers
- Pixel Resolution
- Detector Noise
- Missed Hits
- Acceptance window

Toy Parameter Dependencies



Remaining Tasks

Full characterise
model stability

Write the paper!!!

More efficient
inversion algorithms
QSVT

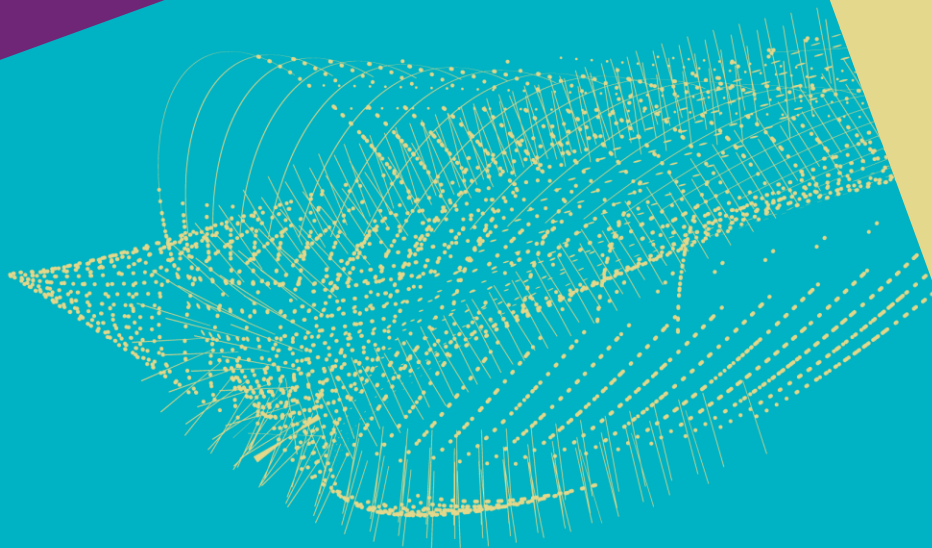
Quantum Method
for PVs

That's all Folks!





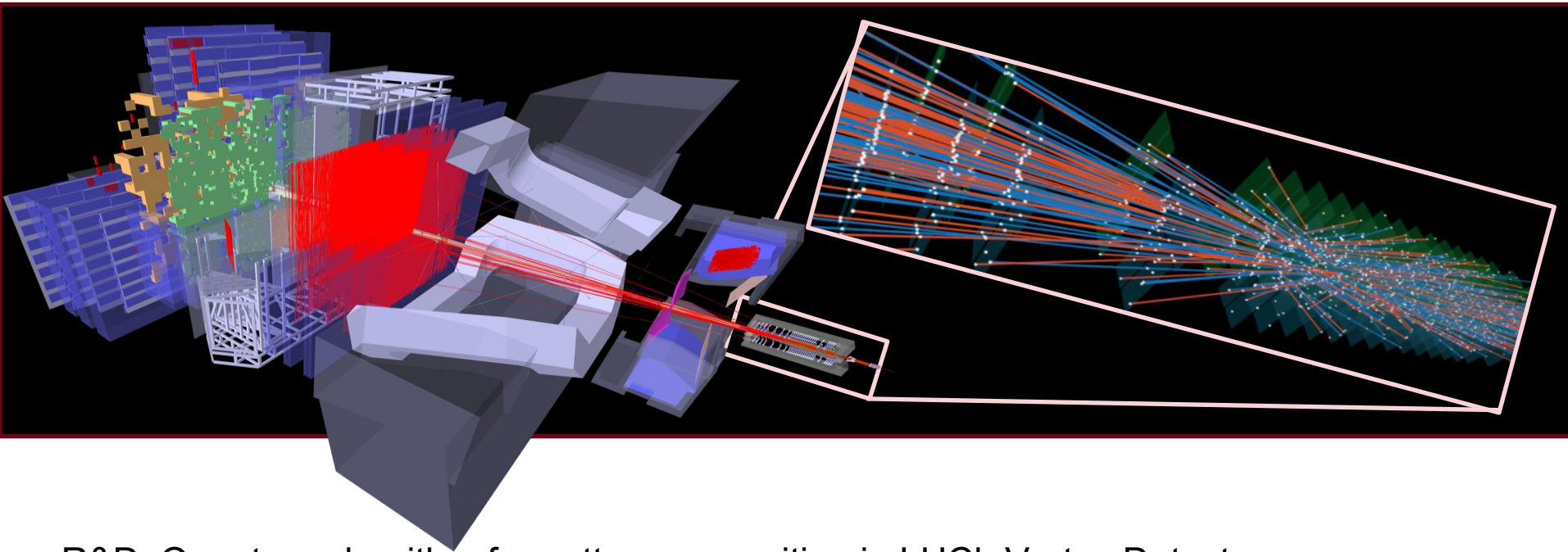
Maastricht University



Backup Slides

George William Scriven
Maastricht University, Nikhef
NNV
07/11/2025

R&D: LHCb Velo detector



R&D: Quantum algorithm for pattern recognition in LHCb Vertex Detector:

Algorithmic use case for a small scale quantum computer

Applications long term depending also on hardware developments

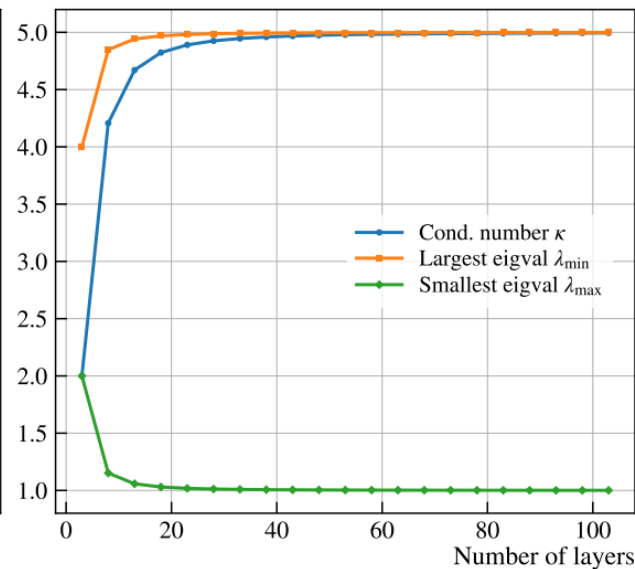
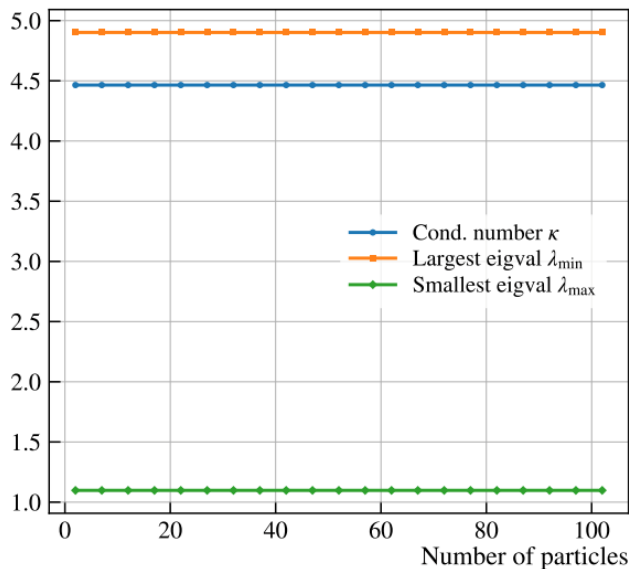
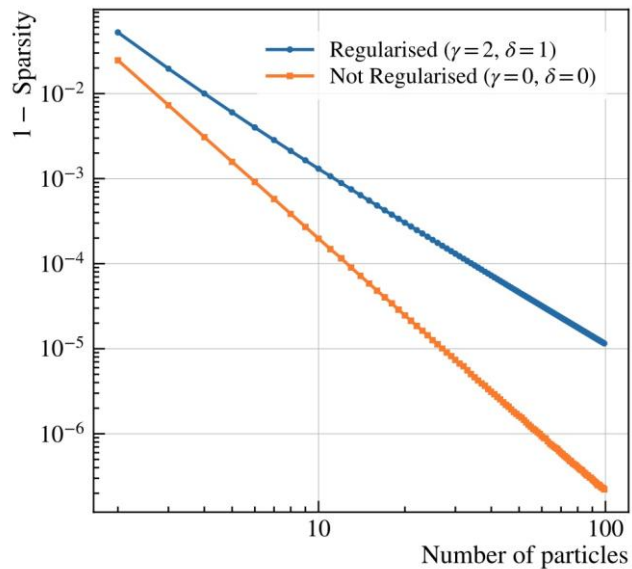
R&D towards longer term with potential spin-offs

Investigated various approaches: HHL, QAOA, VQE, VQLS, annealing

Matrix Properties

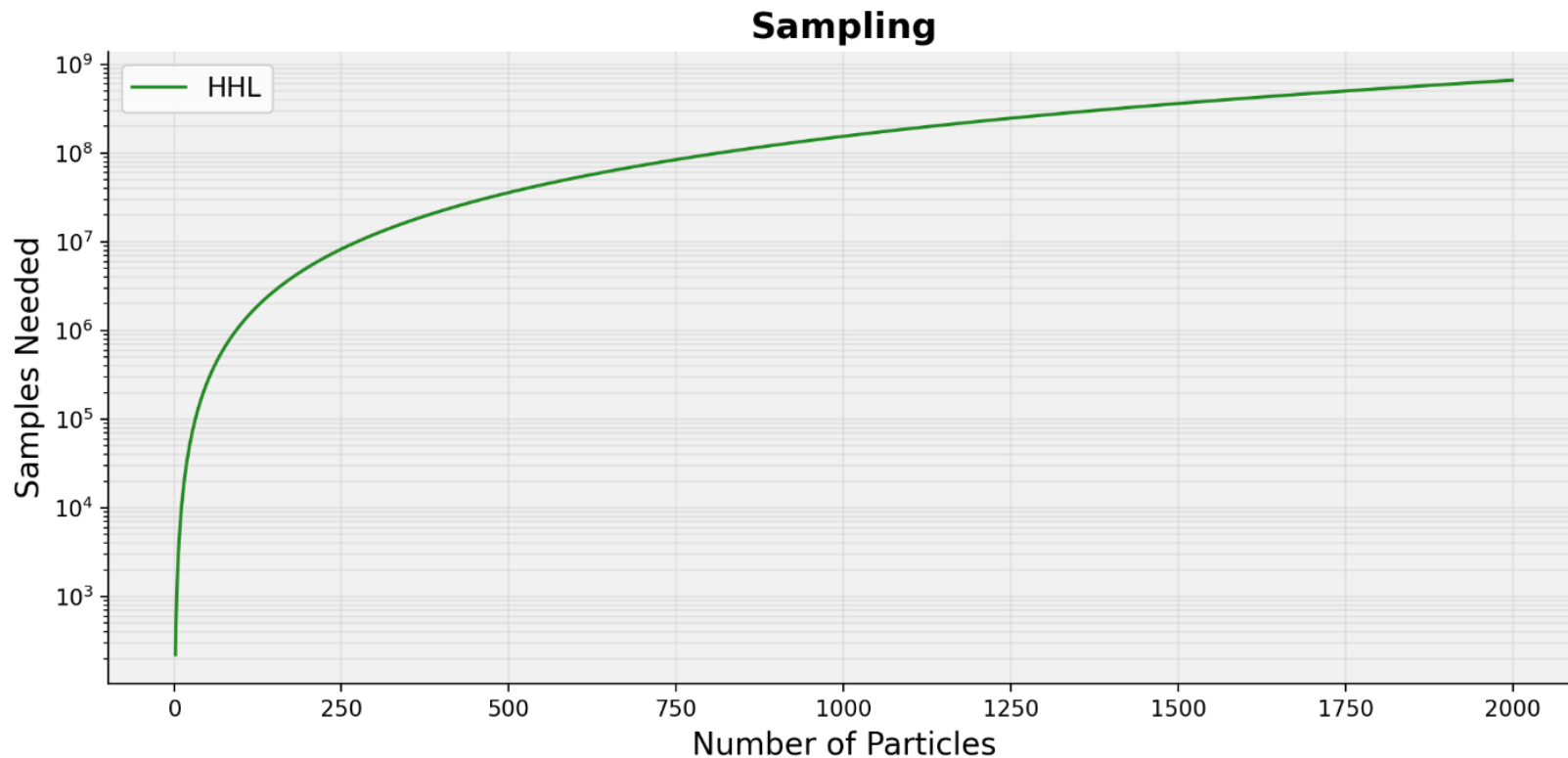
A is very well behaved: very Sparse

Low condition-number: $\kappa(A) = \frac{|\lambda_{\max}|}{|\lambda_{\min}|} \approx 5$

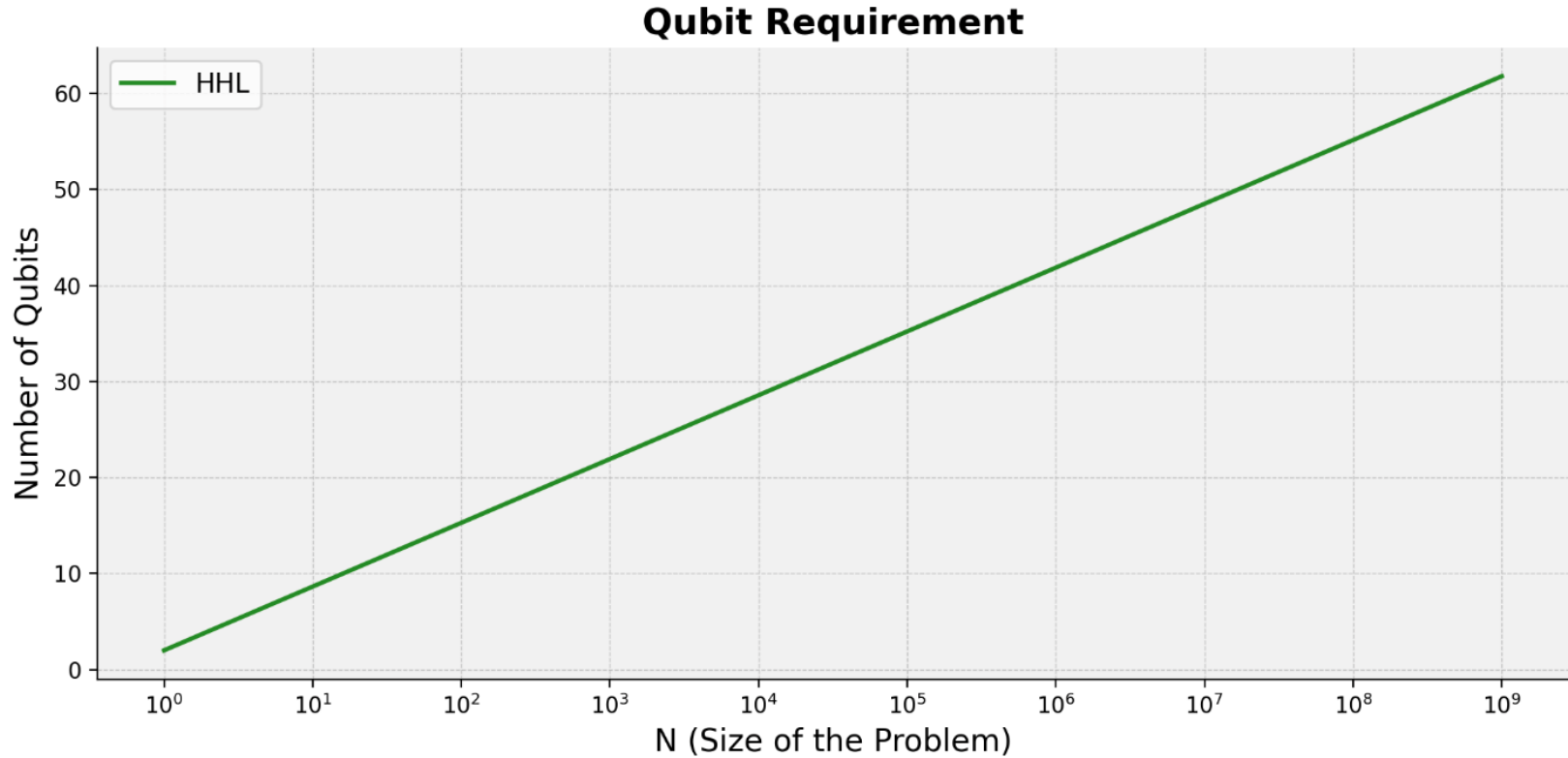


HHL Promises $O(\log(N)\kappa^2)$ runtime vs $O(N\sqrt{\kappa})$

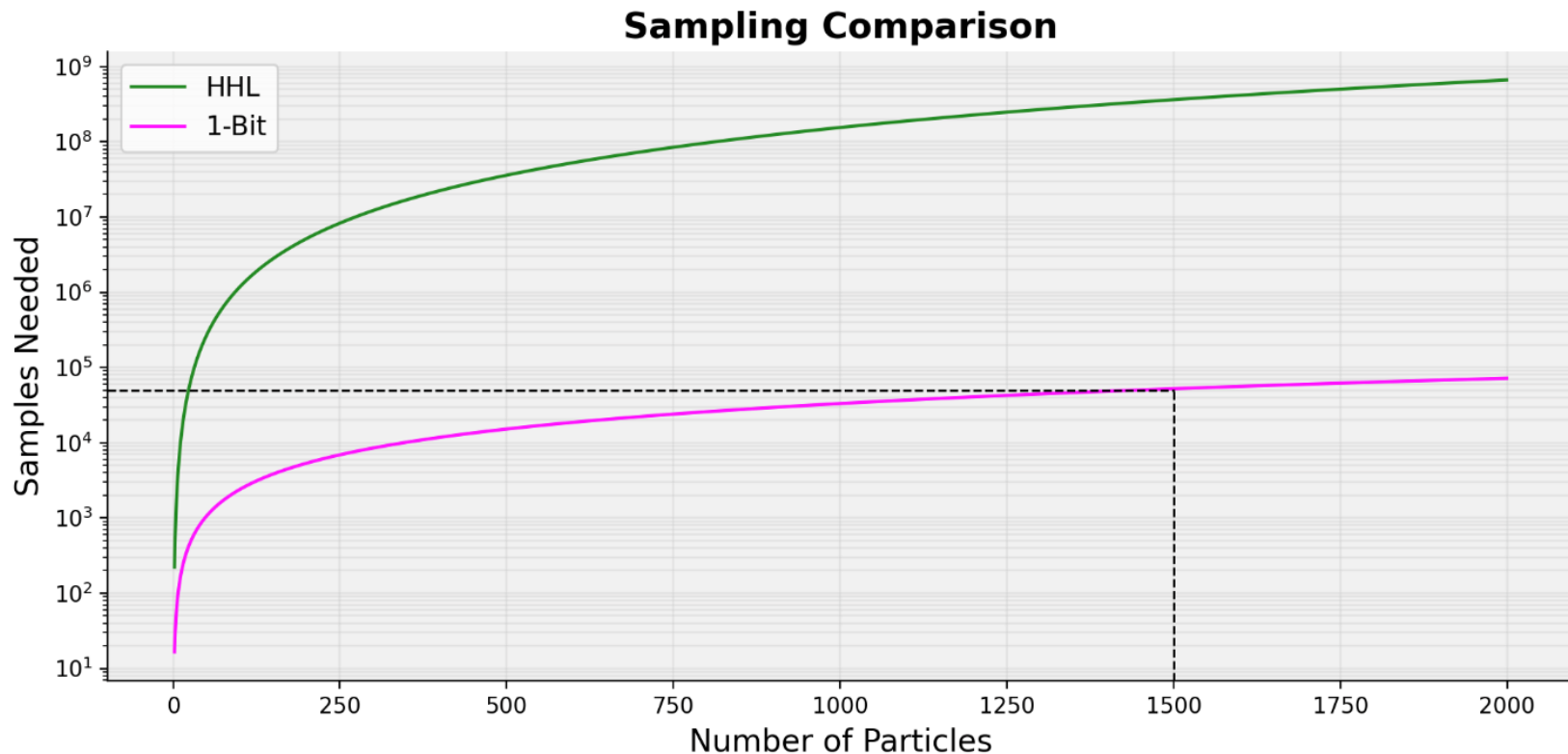
Sampling Problem



Qubit Requirement

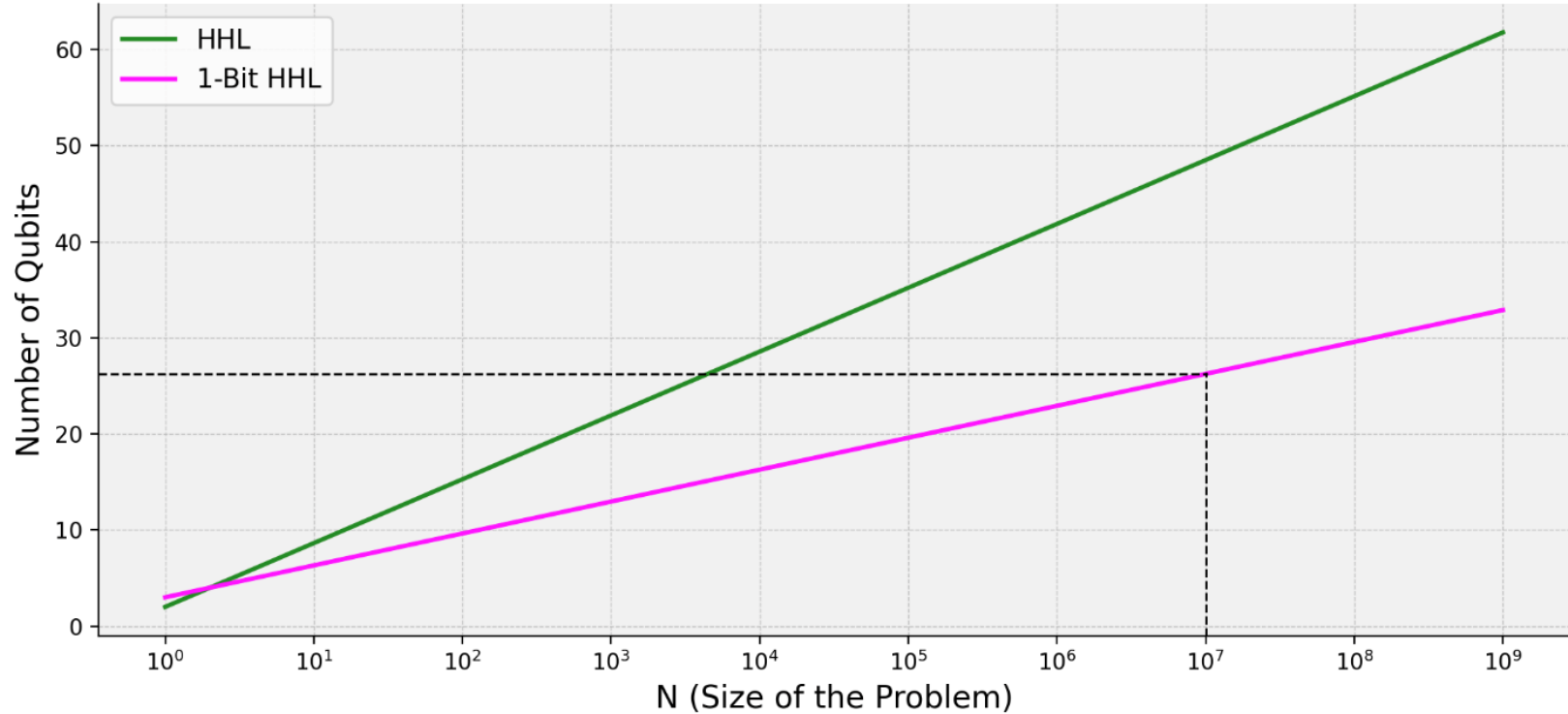


Sampling Problem



Qubit Requirement

Qubit Requirement Comparison



A Quantum Clock

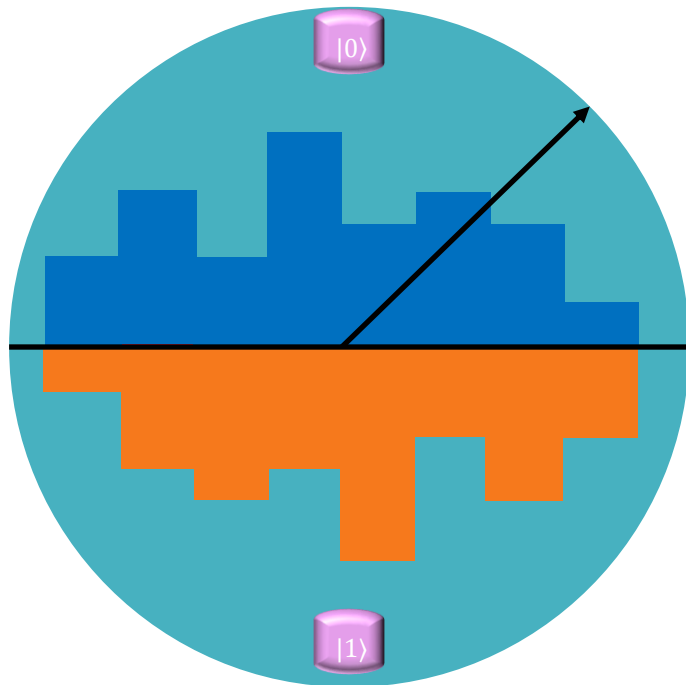
$\lambda = 2$



$\lambda = 3$



$\lambda = 4$



QPE BIN



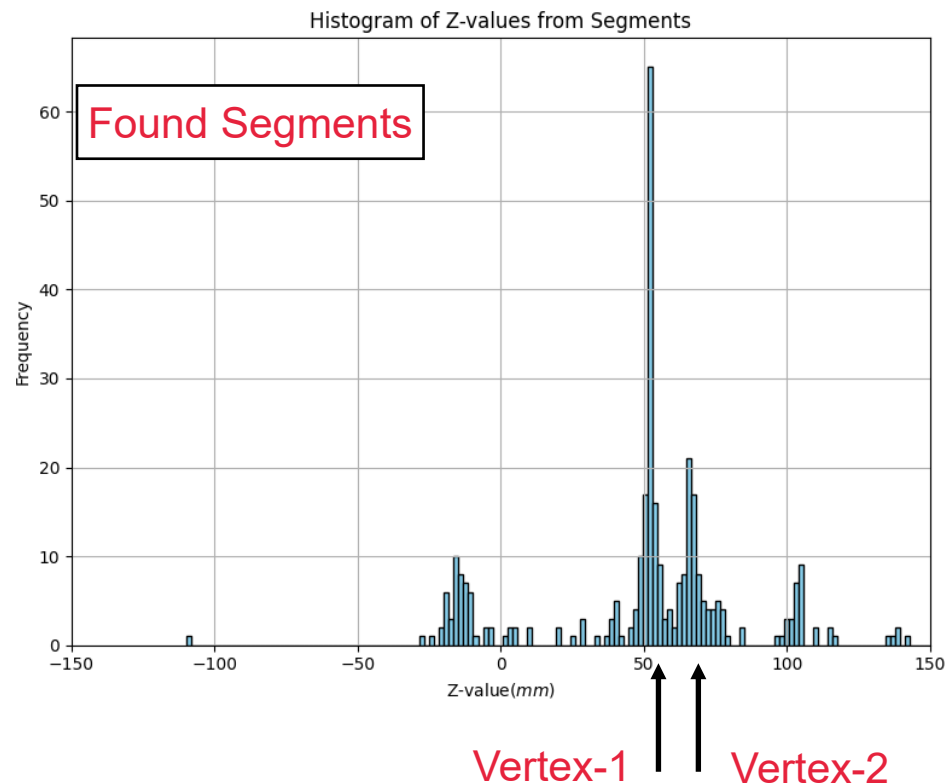
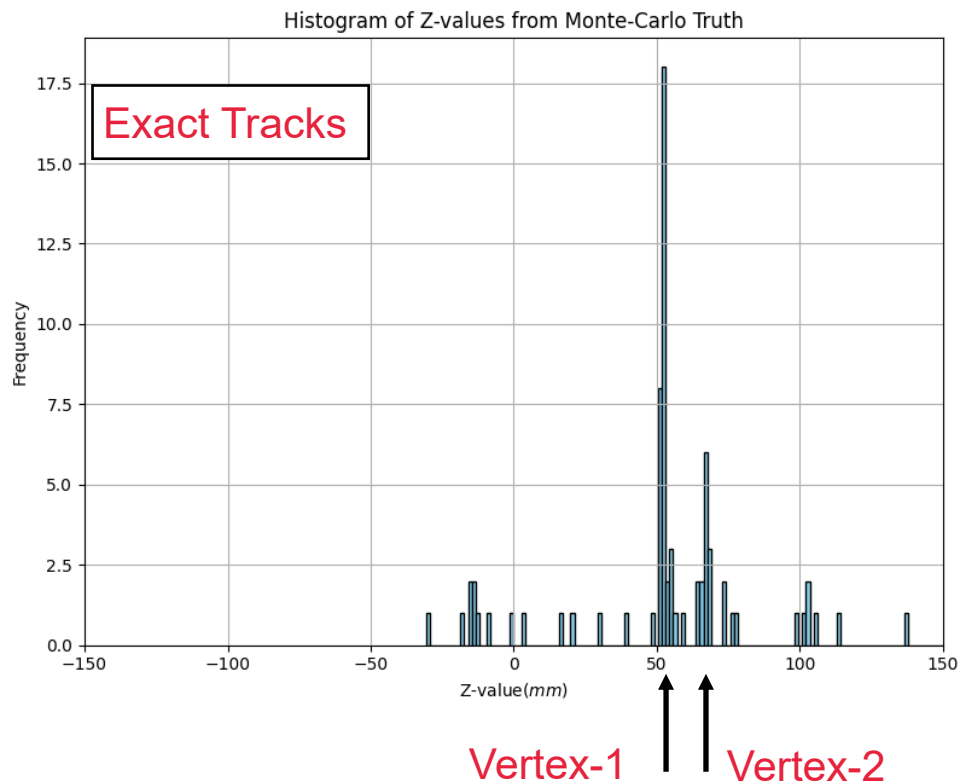
$$P(j = 0 | \lambda_k) = \cos^2 \left(\frac{\lambda_k t}{2} \right)$$

$$\lambda_c = \frac{\lambda_{\min} + \lambda_{\max}}{2} \implies t = \frac{\pi}{\lambda_c}$$

$$P(j = 0 | \lambda_c) = \cos^2 \left(\frac{\lambda_c \pi}{2 \lambda_c} \right) = \cos^2 \left(\frac{\pi}{2} \right) = 0$$

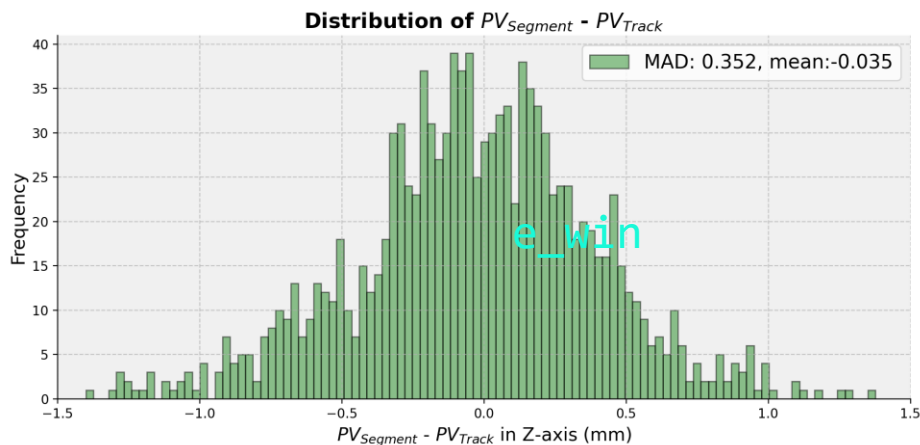
$$P(j = 1 | \lambda_c) = \sin^2 \left(\frac{\lambda_c \pi}{2 \lambda_c} \right) = \sin^2 \left(\frac{\pi}{2} \right) = 1$$

Vertex finding precision

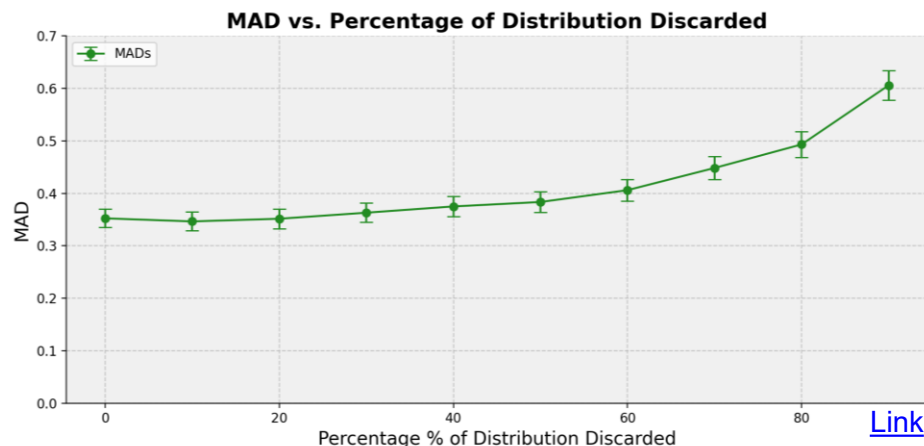


Vertex precision with fraction of segments

Distribution of precision of the extrapolated vertex point



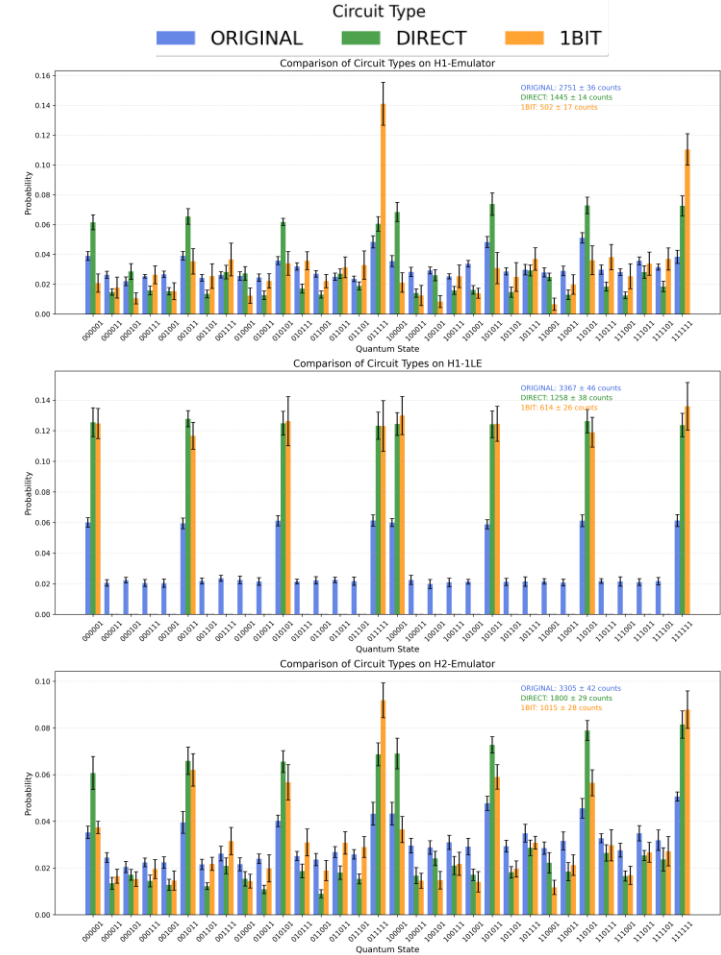
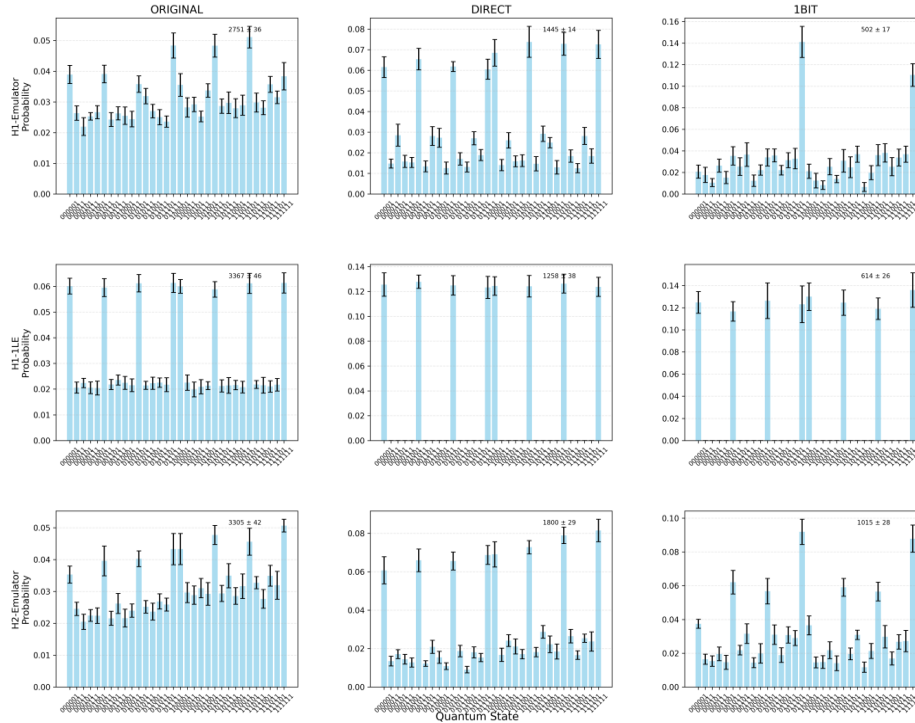
Mean Average Distance (MAD) of reconstructed vertex versus the fraction of segments obtained in readout



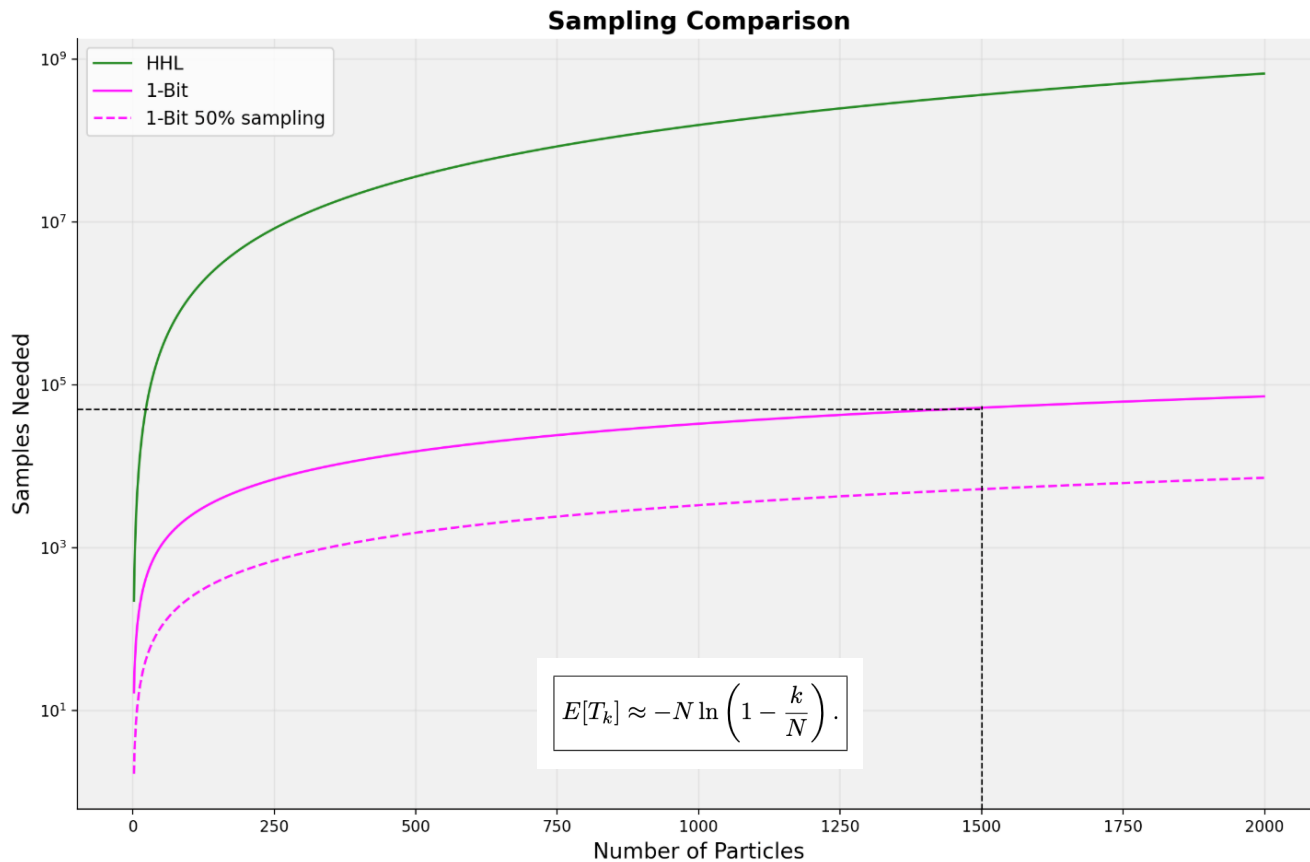
Requiring **only fraction (~50%) of all states** → strong reduction of number of readouts

Testing Quantum Hardware Emulators

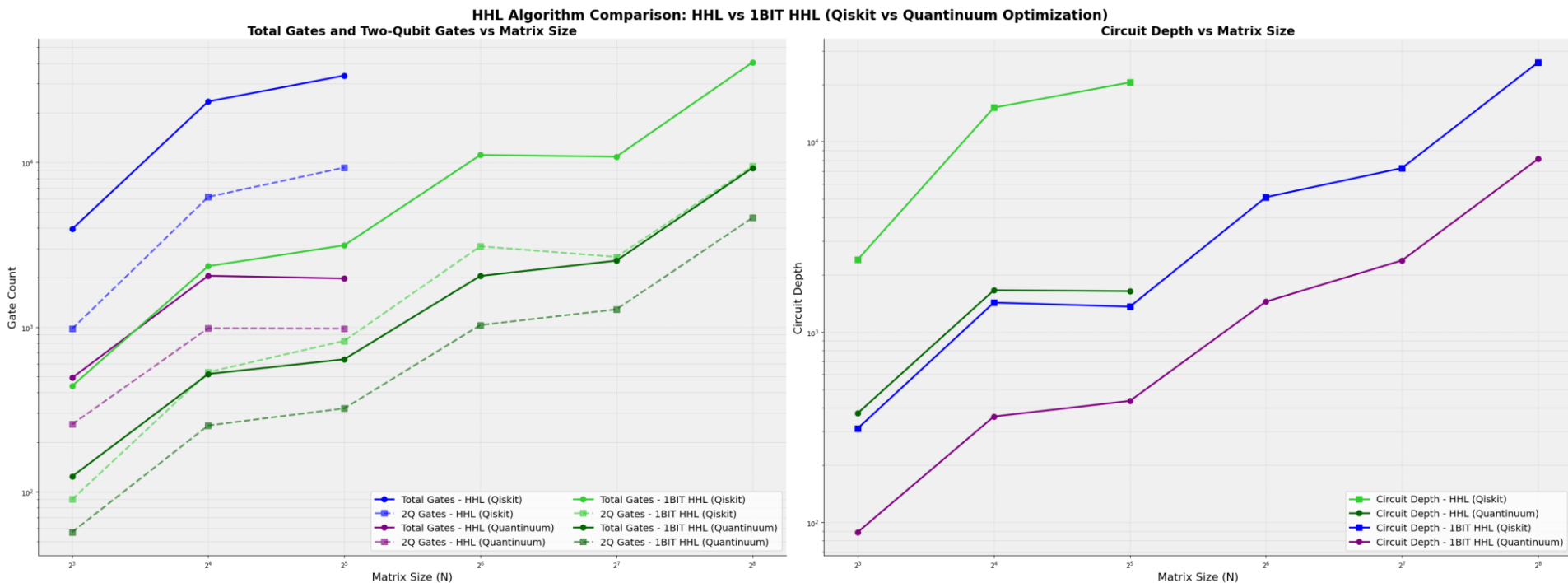
Probability Distributions for Different Emulators and Circuit Types



Readout issue: 1-bit QPE

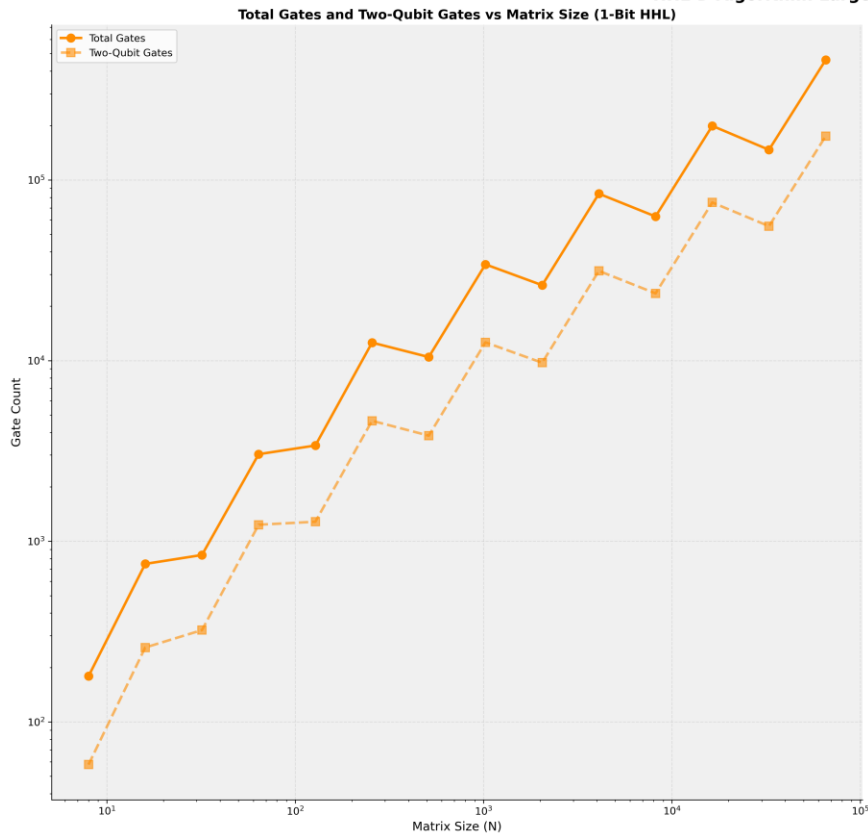


Circuit Transpiled for different hardware



Circuit Depth 1-Bit

HHL-D Algorithm: Large System Scaling Analysis



Circuit Depth vs Matrix Size (1-Bit HHL)

