

Quantum integration of elementary particle processes

Mathieu PELLEN

University of Freiburg

→ Based on [arXiv:2201.01547](https://arxiv.org/abs/2201.01547), *Phys.Lett.B* 832 (2022) 137228

In collaboration with:

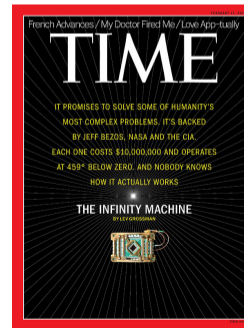
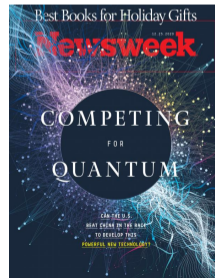
Gabriele Agliardi, Michele Grossi, Enrico Prati

Quantum computing for high-energy physics

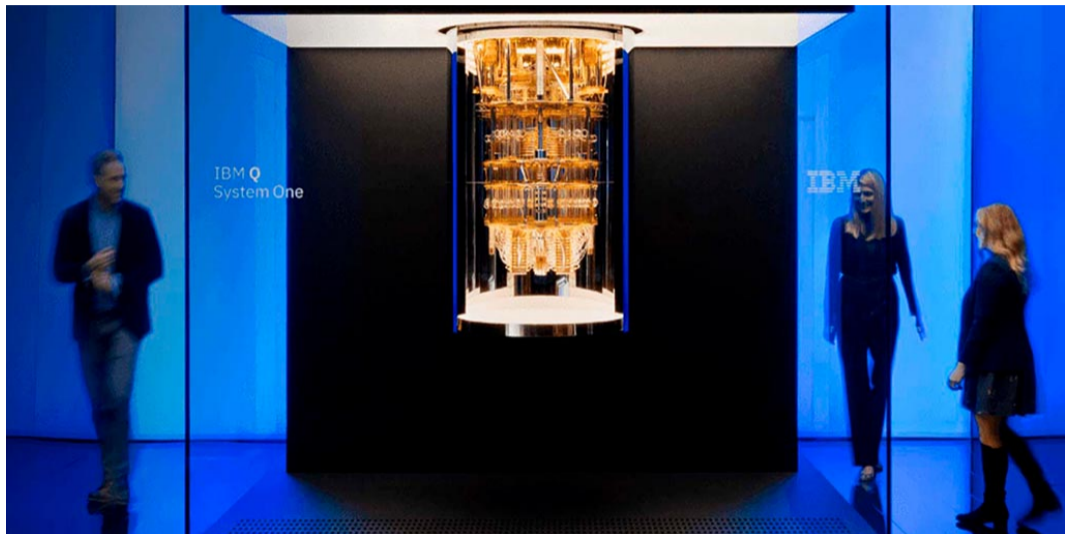
Durham, United Kingdom

19th of September 2023





Quantum computers



[IBM]



[Landscape with the worship of the Golden calf, Claude Lorrain, Staatliche Kunsthalle, Karlsruhe (Germany)]

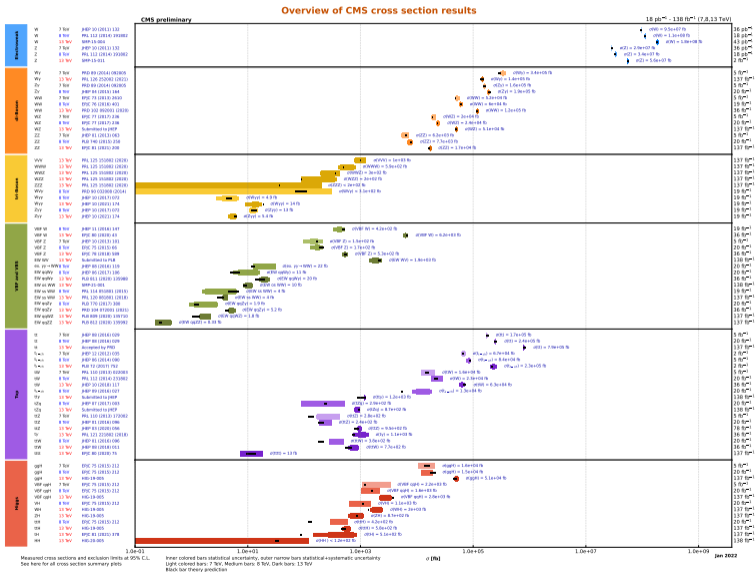
- Is it possible?
- Is there a quantum advantage?
- Is it more resource efficient than CPU/GPU?

Reviews

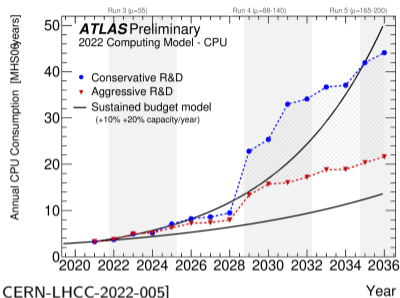
- [Gray, Terashi; Gray:2022fou] (selected topics)
- [Delgado et al.; 2203.08805] (Snowmass)
- [Klco et al.; 2107.04769] (lattice)

Selected references

- **Amplitude/loop integrals:** [Ramirez-Uribe et al.; 2105.08703], [Bepari, Malik, Spannowsky, Williams; 2010.00046], [Chawdhry, MP; 2303.04818]
- **Parton shower:** [Bauer, de Jong, Nachman, Provasoli; 1904.03196], [Bepari, Malik, Spannowsky, Williams; 2010.00046], [Williams, Malik, Spannowsky, Bepari; 2109.13975], [Chigusa, Yamazaki; 2204.12500], [Gustafson, Prestel, Spannowsky, Williams; 2207.10694]
- **Machine learning:** [Filipek et al; 2105.04582], [Bravo-Prieto et al; 2110.06933], [Alvi, Bauer, Nachman; 2206.08391]
- **Others:** [Ciavarella; 2007.04447], [Perez-Salinas, Cruz-Martinez, Alhajri, Carrazza; 2011.13934], [Bauer, Freytsis, Nachman; 2102.05044], [Martenez de Lejarza, Cieri, Rodrigo; 2204.06496], [Agliardi, Grossi, MP, Prati; 2201.01547], [Martínez de Lejarza, Grossi, Cieri, Rodrigo; 2305.01686]



Computing problem in high-energy physics

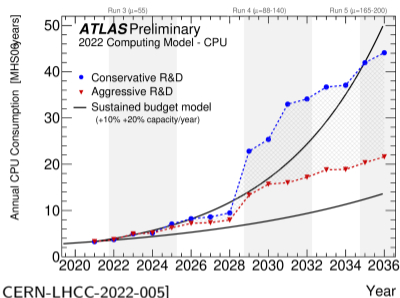


→ Event generation:

~ 15% of ~ 3 billion cpu.h.y^{-1}

→ More in: [Buckley; 1908.00167], [Valassi et al.; 2004.13687]

Computing problem in high-energy physics



[ATLAS; CERN-LHCC-2022-005]

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- One possible solution: GPU

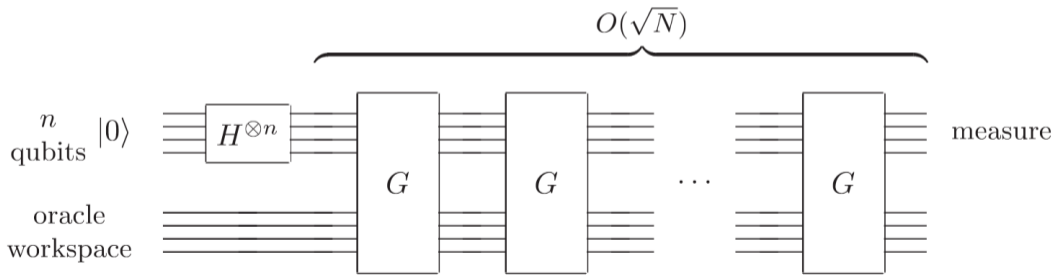
→ Some references: [Borowka et al.; 1811.11720], [Carrazza et al.; 2002.12921, 2009.06635, 2106.10279], [Bothmann et al.; 2106.06507] + [▶ Talk1](#) + [▶ Talk2](#)

- Can quantum integration be of any use in HEP?

→ Application mostly in finance: [Woerner and Egger; 1806.06893], [Stamatopoulos et al.; 1905.02666, 2111.12509], [Rebentrost, Gupt, Bromley; Phys.Rev.A 98 (2018) 022321]

Grover algorithm/iteration

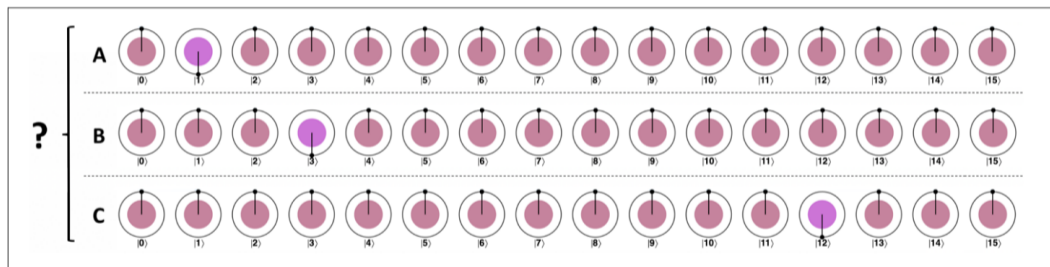
- Very general quantum algorithm
- Quadratic speed up
→ $\mathcal{O}(\sqrt{N})$ operations instead of $\mathcal{O}(N)$
- Most famous example: unstructured database search



[Nielsen, Chuang; Quantum Computation and Quantum Information]

Grover algorithm/iteration

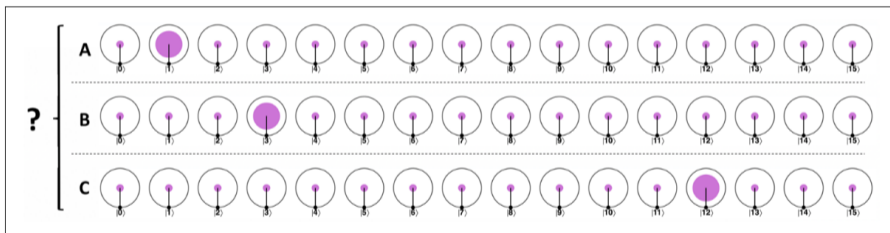
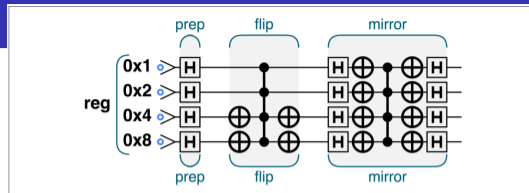
- Example (from [Johnston, Harrigan, Gimeno-Segovia; Programming Quantum Computers])



→ What solution is contained in our quantum register?

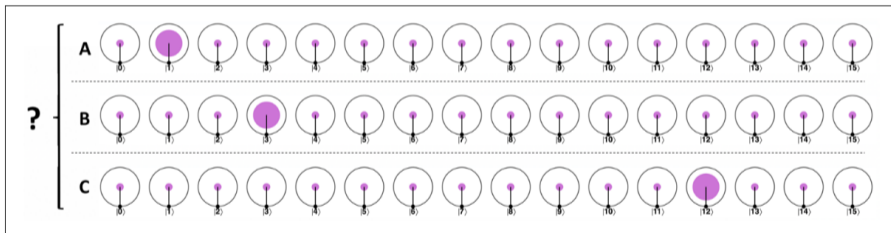
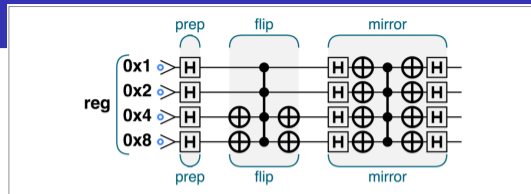
Grover algorithm/iteration

→ Applying a Grover iteration

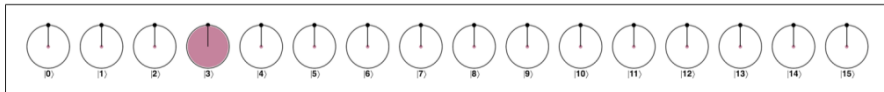


Grover algorithm/iteration

→ Applying a Grover iteration



→ Applying it twice



Quantum Amplitude Estimate (QAE)

[Brassard, Hoyer, Mosca, Tapp; Quantum Amplitude Amplification and Estimation]

$$\mathcal{A}|0\rangle = \sqrt{1-a}|\Psi_0\rangle + \sqrt{a}|\Psi_1\rangle$$

QAE estimates a with high probability such that the estimation error scales as $\mathcal{O}(1/M)$
[as opposed to $\mathcal{O}(1/\sqrt{M})$]

M : number of applications of \mathcal{A}

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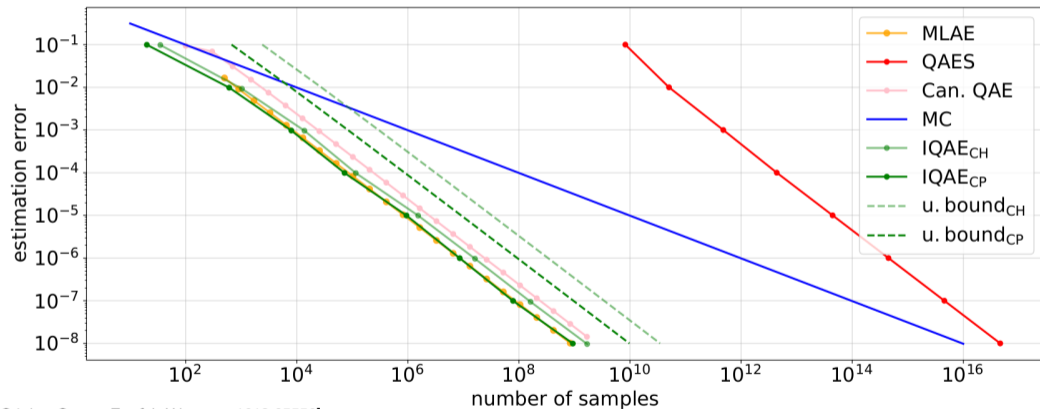
M : number of applications of \mathcal{A}

→ What the (original) algorithm provides:

- an estimate: $\tilde{a} = \sin^2(\tilde{\theta}_a)$
with $\tilde{\theta}_a = y\pi/M$, $y \in \{0, \dots, M-1\}$, and $M = 2^n$
- A success probability (that can be increased by repeating the algorithm)
- A bound: $|a - \tilde{a}| \leq \mathcal{O}(1/M)$

Quantum Amplitude Estimate (QAE)

- Basis of quantum Monte Carlo integration and $\mathcal{O}(1/M)$ scaling
- Various algorithms/implementations available



[Grinko, Gacon, Zoufal, Woerner; 1912.05559]

Resulting estimation error for $a = 1/2$ and 95% confidence level with respect to the required total number of oracle queries.

Quantum integration

Extension to

$$\mathcal{A}|0\rangle = \sum_i a_i |\Psi_i\rangle$$

→ Definition of a piece-wise function with $f(x_i) = a_i$.

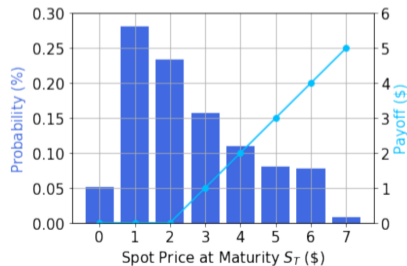
Quantum integration

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→ Definition of a piece-wise function with $f(x_i) = a_i$.

- So far used in finance for simple functions in 1D
 - Applicable to HEP? What are the limitations?



$$I = \int dx f(x)g(x)$$

[Zoufal, Lucchi, Woerner; 1904.00043]

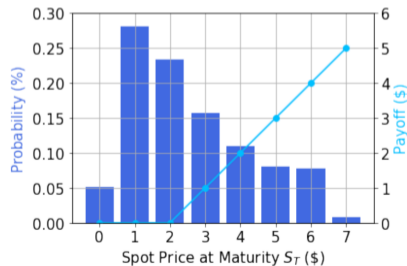
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$$I = \int dx f(x)g(x)$$

- In finance:
 - f : probability
 - g : payoff
- In HEP:
 - f : $|\mathcal{M}|^2$
 - g : $\Theta(\Phi - \Phi_c)$

- $e^+e^- \rightarrow q\bar{q}$ (in QED)

$$\sigma \sim \int_{-1}^1 \int_0^{2\pi} d\cos\theta d\phi (1 + \cos^2\theta)$$

- $e^+e^- \rightarrow q\bar{q}'W$

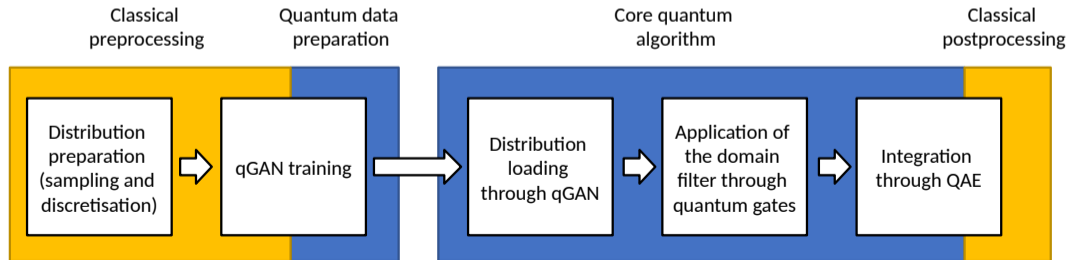
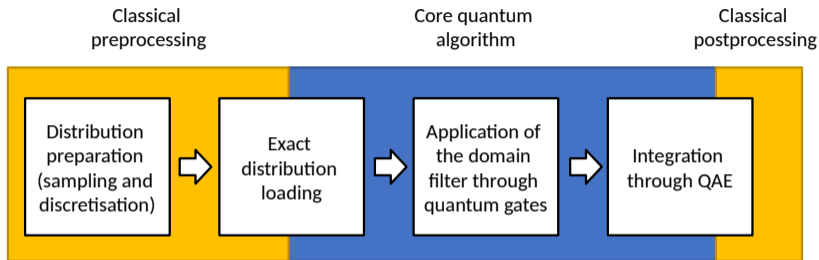
$$\begin{aligned}\sigma &\sim \int_{M_W^2}^s \int_0^{s_1^{\text{Max}}} \int_{-1}^1 \int_0^{2\pi} \int_0^{2\pi} d\Phi_3 |\mathcal{M}_{e^+e^- \rightarrow q\bar{q}'W}|^2 \\ &\sim \int_{M_W^2}^s \int_0^{s_1^{\text{Max}}} d\tilde{\Phi}_3 |\mathcal{M}'|^2\end{aligned}$$

with $\mathcal{M}' = \mathcal{M}_{e^+e^- \rightarrow q\bar{q}'W}$ ($\cos\theta_1 = 0$, $\phi_1 = \pi/2$, $\phi_2 = \pi/2$).

**⚠ We choose to output the variables of integration
(maximal information)**

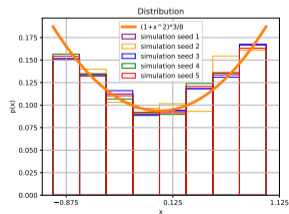
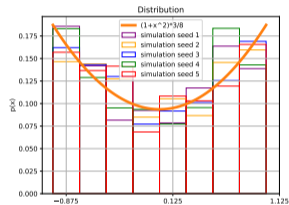
→ Use Qiskit (IBM python software) subroutines and noiseless quantum simulation (perfect quantum computer)

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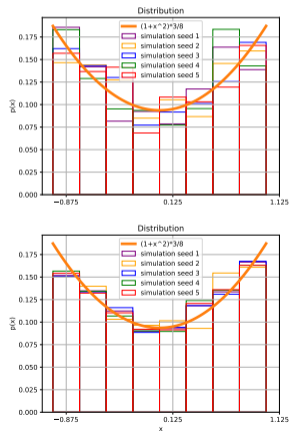
Loading of distribution - $1 + x^2$

- quantum Generative Adversarial Network (qGAN):
default vs. optimised

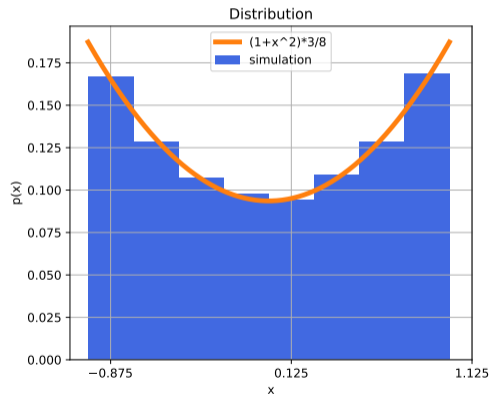


Loading of distribution - $1 + x^2$

- quantum Generative Adversarial Network (qGAN):
default vs. optimised



- Exact loading (more qubits needed)



- Matching boundary of integration (3 qubits $\Rightarrow 2^3$ bins)

Domain	low stat.		high stat.		very high stat.		exact	
	σ	$\delta[\%]$	σ	$\delta[\%]$	σ	$\delta[\%]$	σ	$\delta[\%]$
$[-0.75; 0]$	0.345	-3.31	0.332	0.706	0.334	0.0331	0.334	-8.31×10^{-3}
$[-0.5; 0]$	0.215	-5.86	0.201	1.15	0.203	0.0986	0.203	-0.0161
$[-0.25; 0]$	0.112	-17.1	0.0939	1.87	0.0960	-0.284	0.0957	-0.0389

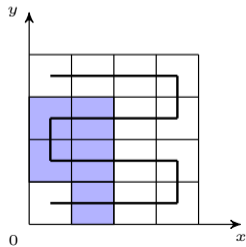
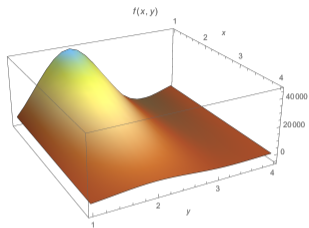
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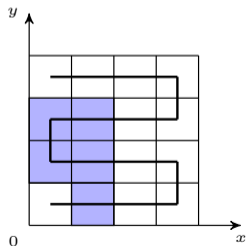
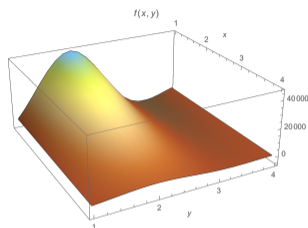
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- Non-matching boundary of integration

Qubits number	$[-0.7; 0.6]$				$[-0.625; 0.375]$			
	high stat.		exact		high stat.		exact	
	σ	δ [%]	σ	δ [%]	σ	δ [%]	σ	δ [%]
3	0.402	-28.0	0.406	-27.1	0.296	-28.1	0.299	-27.5
4	0.463	-17.0	0.468	-16.0	0.408	-1.07	0.412	5.96×10^{-3}
5	0.527	-5.46	0.532	-4.62	0.408	-1.07	0.412	5.96×10^{-3}
6	0.542	-2.76	0.547	-1.81	0.408	-1.07	0.412	5.96×10^{-3}

Integration - 2D





Qubits number	Grid dim.	\mathcal{S}_1		\mathcal{S}_2	
		σ	$\delta[\%]$	σ	$\delta[\%]$
4	4×4	0.55	0	0.70	-4.1
5	5×5	0.52	-4.92	0.53	-26.6
6	6×6	0.47	-14.1	0.79	9
6	7×7	0.62	-14.4	0.70	-3.0
6	8×8	0.55	0	0.78	7.6

\mathcal{S}_1 : matching boundary of integration

\mathcal{S}_2 : not matching boundary of integration

[Agliardi, Grossi, MP, Prati; 2201.01547]

Remarks

- For present application, too many qubits and too deep circuit for test on real hardware (**for free**)
 - 4 qubits for representation → 9 total qubits
 - 6 qubits for representation → 13 total qubits
- Best quantum computer on IBM quantum experience (we used Qiskit):
 - 7 qubits (127 qubits for premium)
 - Simulators can go up to 5000 qubits

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Summary

- First application of quantum integration in HEP
- Theoretical quadratic speed-up
 - in practice, no gain because of generation of classical data
- Main challenge: error estimate
 - Interesting work in [Cruz-Martinez, Robbiati, Carrazza; 2308.05657]



- Reliable error estimate
 - Taking into account binning effects / multi-dimension integrand

Road map for quantum Monte Carlo in HEP



- Reliable error estimate
 - Taking into account binning effects / multi-dimension integrand
- Handle kinematics / 4-momenta conservation on a quantum computer



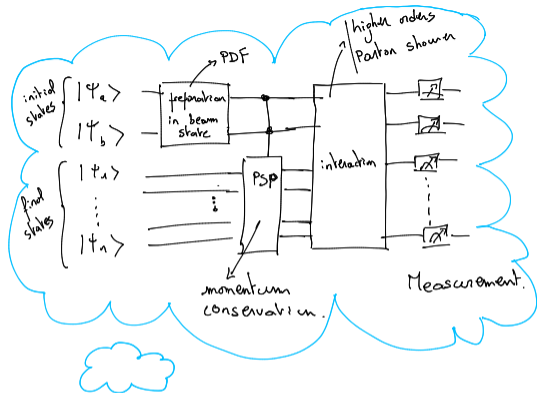
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- More natural definition of objects to be computed (matrix elements)
 - Example of colour algebra [**see Herschel's talk**]



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- Estimate of resources needed for actual computation on near-term quantum computers (noise, connections, ...)



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- More natural definition of objects to be computed (matrix elements)
 - Example of colour algebra [**see Herschel's talk**]
- Estimate of resources needed for actual computation on near-term quantum computers (noise, connections, ...)
- Can there be quantum advantage for event generation?



Thank you -

BACK-UP