

LUXE Quantum Computing kick-off

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LUXE quantum computing meeting
17/05/2021



Intro - Miscellanea

I have created a mailing list for meeting announcements and to communicate among ourselves:

lux-quantum-computing@desy.de (activation pending)

The meetings will live under:

<https://indico.desy.de/category/851/>

For now, bi-weekly schedule, Mondays at 14:00 (Hamburg time).

Do we need anything else?

The LUXE experiment

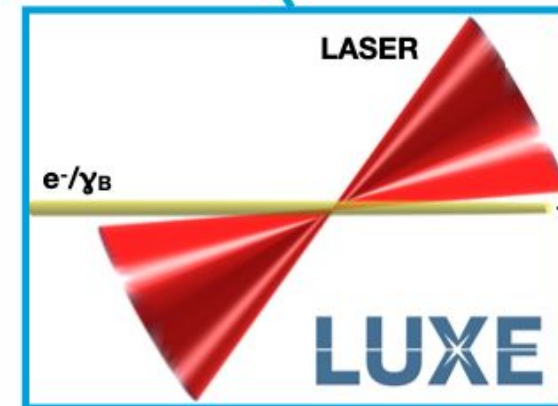


LUXE is a proposed new experiment at DESY and Eu.XFEL

- Collisions of electron beam and a high-power laser
- **Study QED in the strong field regime**

More Information at:

- CDR arXiv: [2102.02032](https://arxiv.org/abs/2102.02032)
- Website <https://luxede.desy.de>



We plan to use this opportunity to test new technologies and reconstruction techniques, i.e. using **quantum computing for charged particle reconstruction**.

Electron + laser interactions

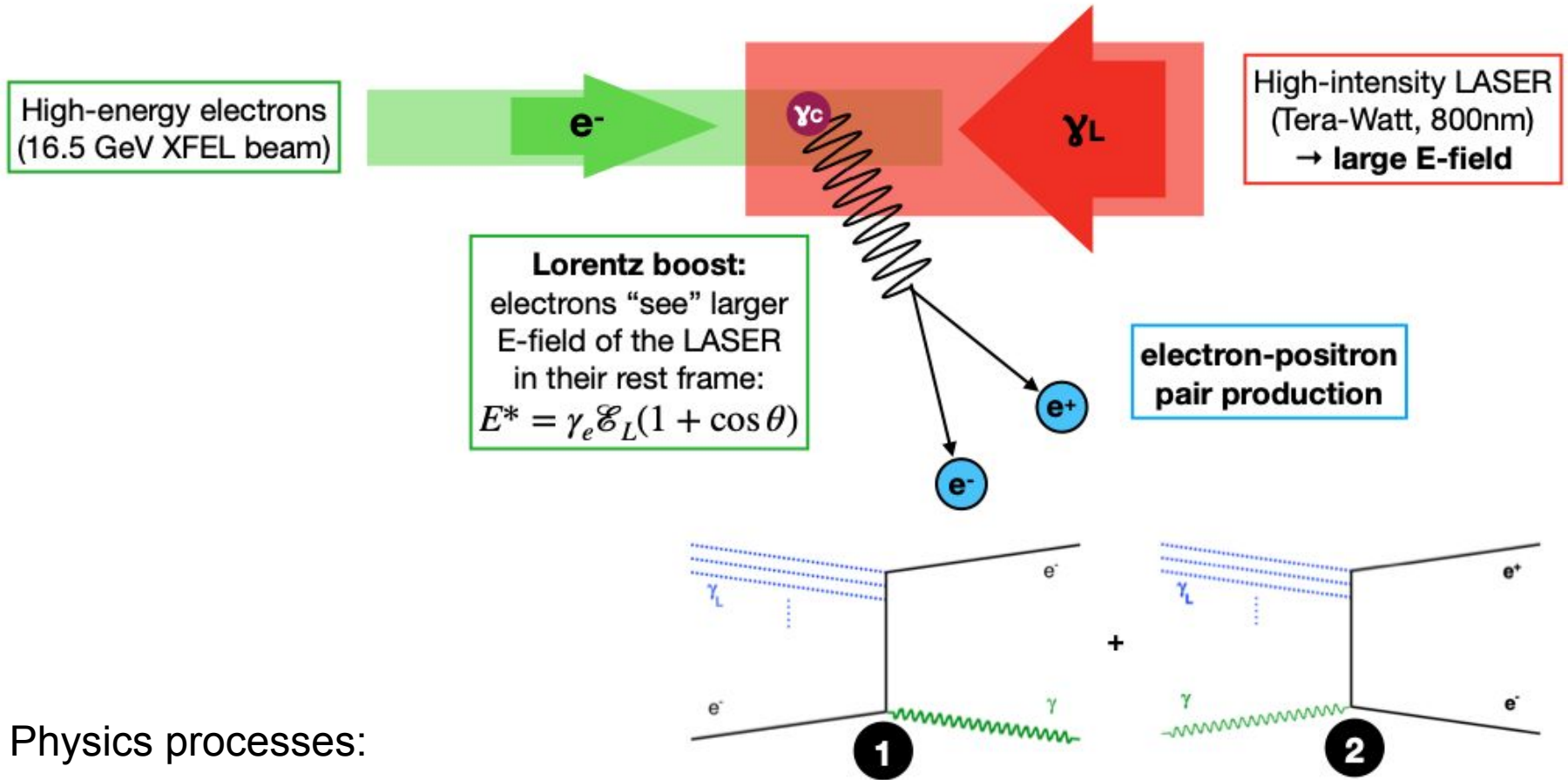


Illustration credit: Ruth Jacobs

Physics processes:

1. Non-linear Compton Scattering: $e^- + n_{\gamma_L} \rightarrow e^- + \gamma_C$
2. Non-linear Breit-Wheeler pair production : $\gamma_C + n_{\gamma_L} \rightarrow e^+ + e^-$

Core measurement: **positron rate as function of LASER intensity.**

Electron + laser interactions

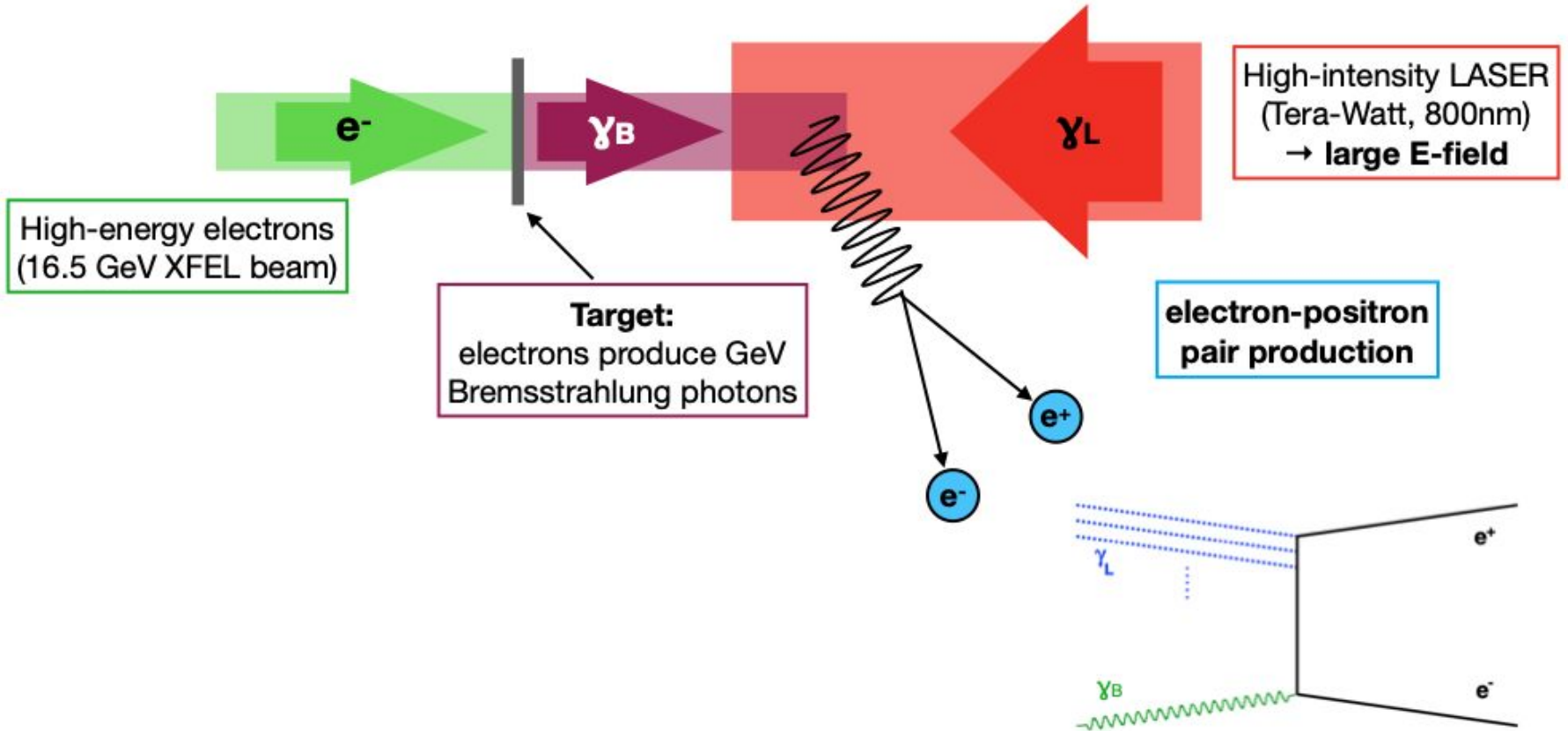


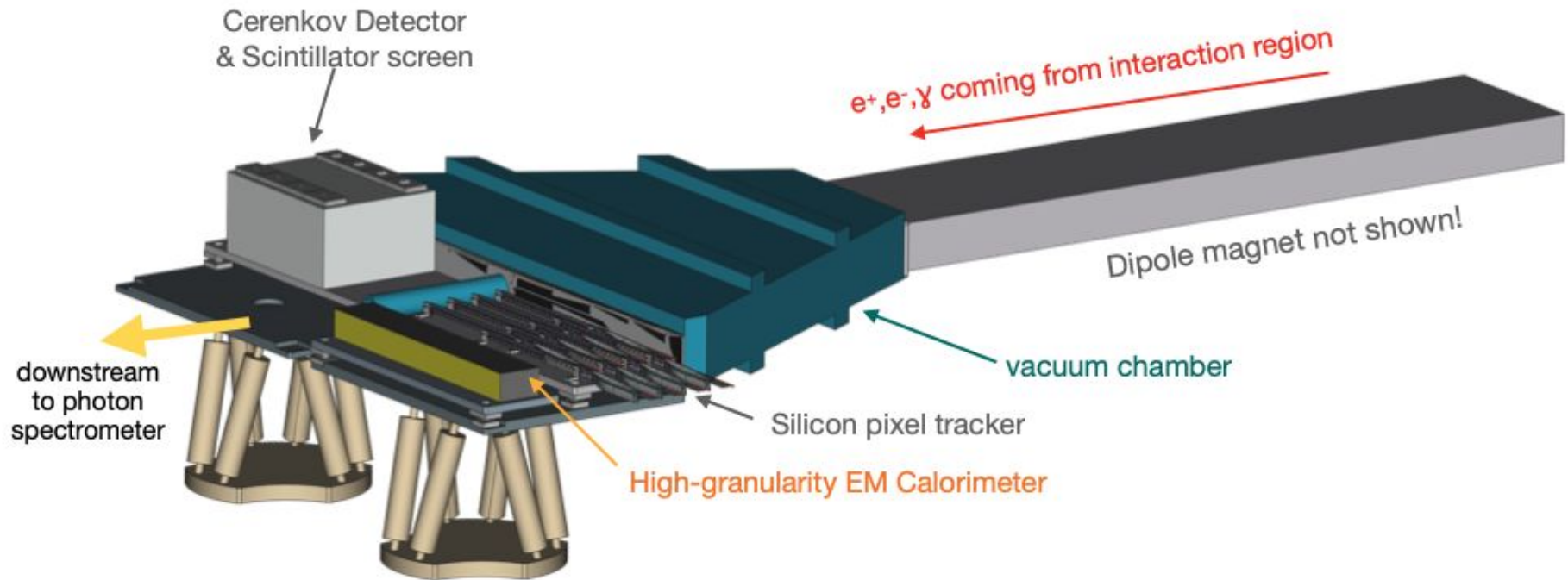
Illustration credit: Ruth Jacobs

Physics processes:

1. Non-linear Breit-Wheeler pair production : $\gamma_B + n_{\gamma_L} \rightarrow e^+ + e^-$

Core measurement: **positron rate as function of LASER intensity.**

Electron and positron detection

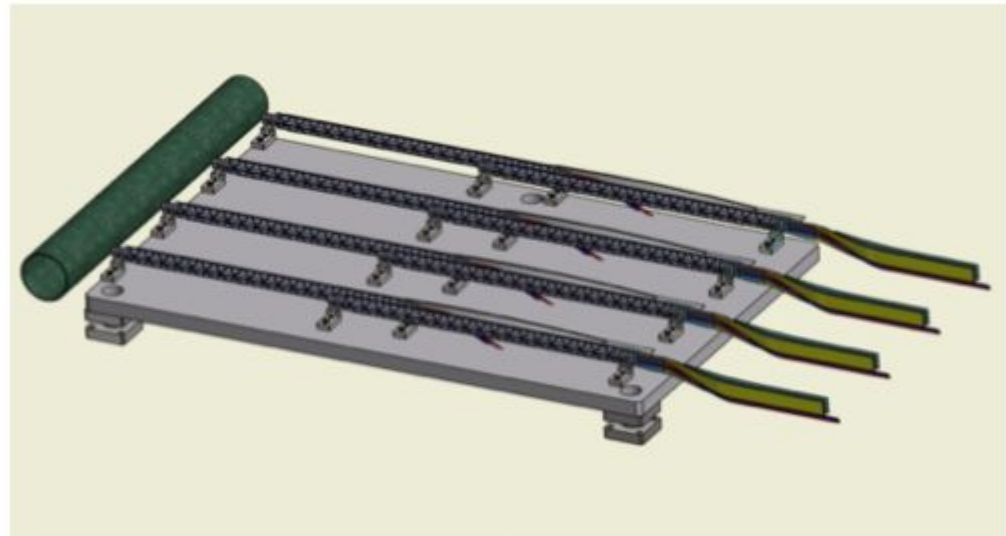


The inputs for our track reconstruction algorithm are the energy deposits (hits, or better hit clusters) measured by the silicon pixel tracker.

The tracker

The technology based on monolithic active pixel sensors.

- $30 \times 15 \text{ mm}^2$ with $5 \cdot 10^5$ pixels
- 512 rows and 1024 columns



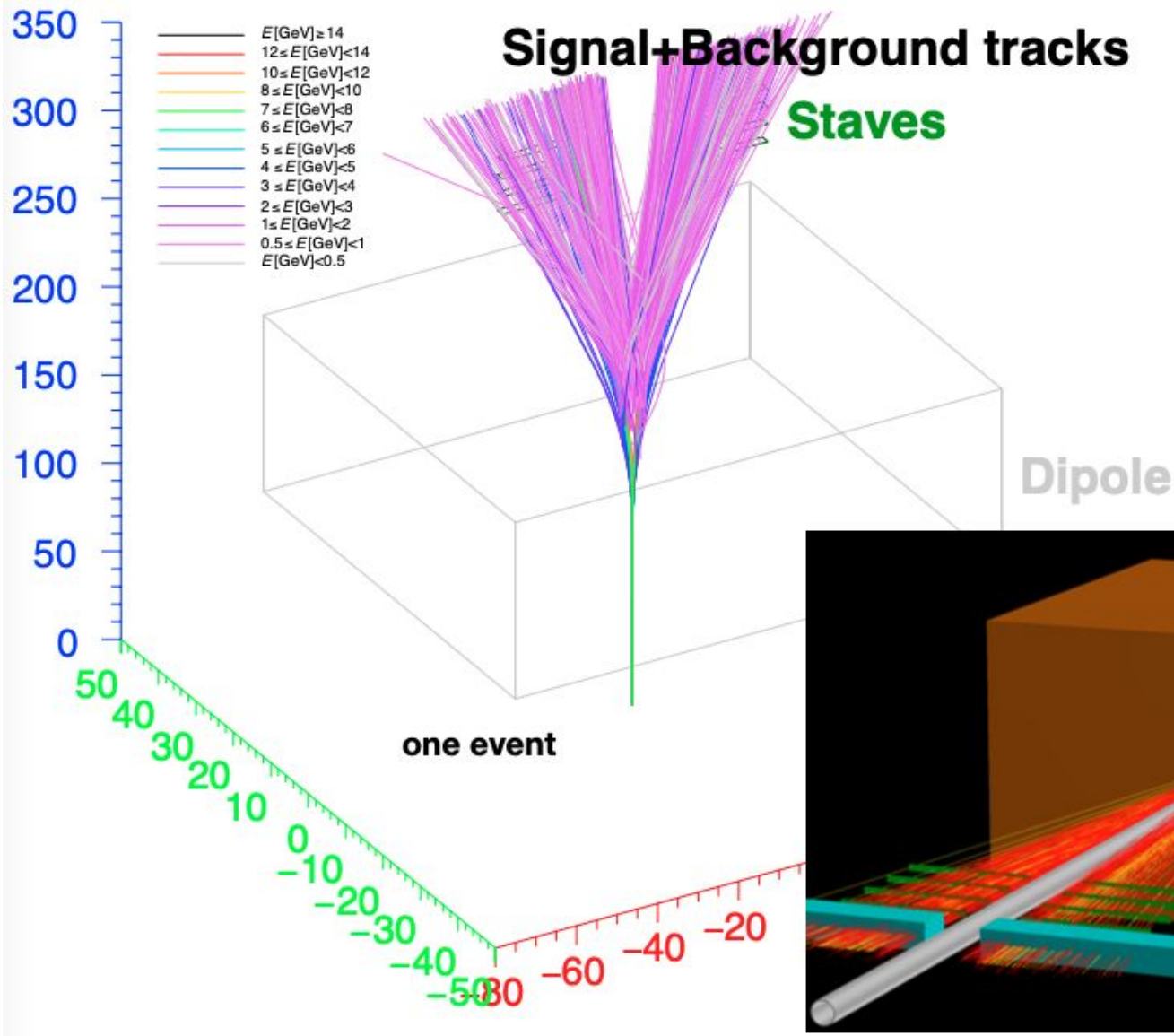
Detection efficiency above 99% and a noise hit rate much below 10^{-5} .

Spatial resolution of around $\sim 5\mu\text{m}$, time resolution of $\sim 2\mu\text{s}$.

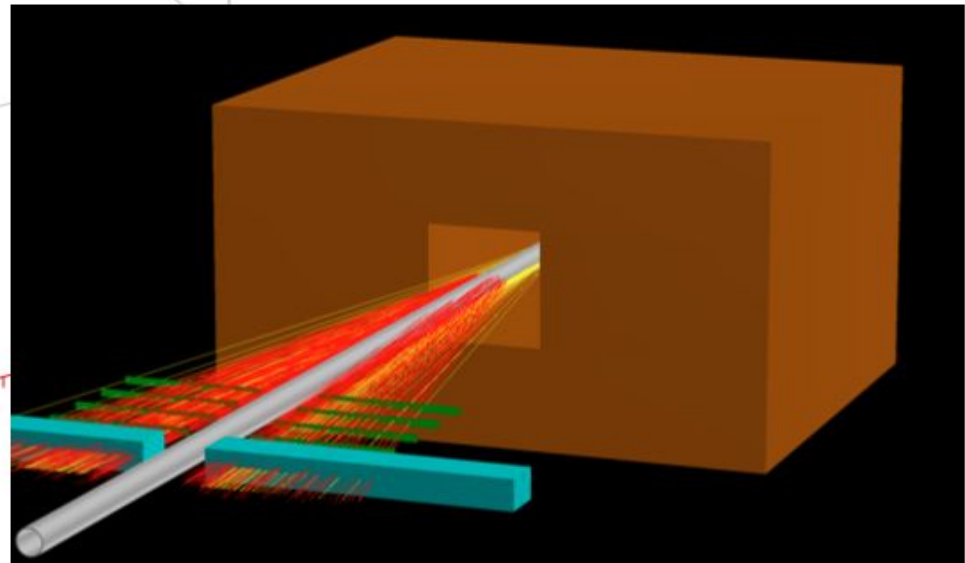
The detector has four detection layers:

- The basic unit of the detector is a 27 cm long stave with nine pixel chips (active area $270.8 \times 15 \text{ mm}^2$)
- Two staves per layer, with a central overlap of about 1 cm

Simulated event

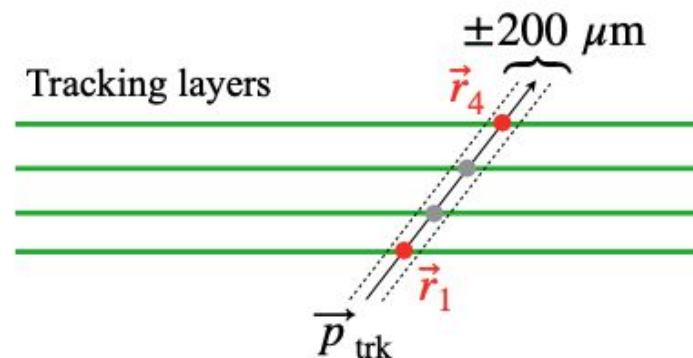


Event display from simplified simulation (from Noam Tal Hod)



Standard tracking

Current (preliminary) implementation



Based on seeding + Kalman filter.

1. Start with one cluster measured at layer 4 (L4 -outermost) and loop on all clusters in L1 (innermost)
2. Reject all obviously wrong cluster pairs (e.g. combinations pointing towards the beam or combinations missing hits in a “road” defined by the L4 and L1)
3. All surviving seed pairs are passed to the Kalman Filter, assuming $r_{\text{vertex}} = (0,0,0)$
 - a. Require tracks with at least 4 clusters, good χ^2/N_{DoF} , vertex-to-IP match
4. Remove all clusters associated to the selected track
5. Consider the next cluster at L4 and repeat

Performance

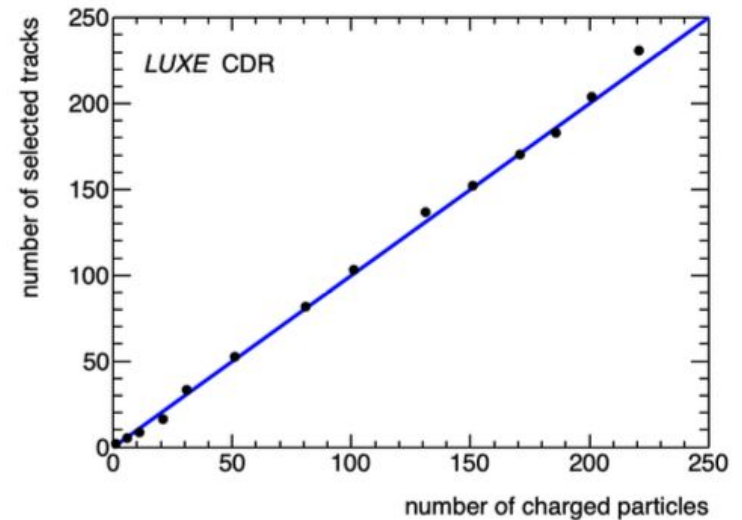
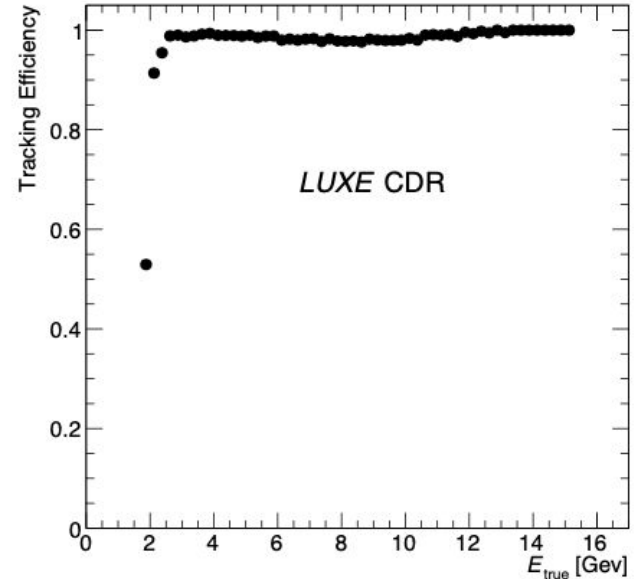
Good efficiency across the expected momentum range (efficiency loss at low momentum due to geometrical acceptance).

Small beam-background expected

selection	<i>e</i> -laser	γ -laser	
	N_{pos}	N_{pos}	N_{ele}
Pre-selection	9.3 ± 0.2	1.7 ± 0.2	1.8 ± 0.2
3 hits	1.06 ± 0.08	0.17 ± 0.07	< 0.1
4 hits	< 0.02	< 0.1	< 0.1

Signal multiplicity can however become large: up to ~10000 particles per event.

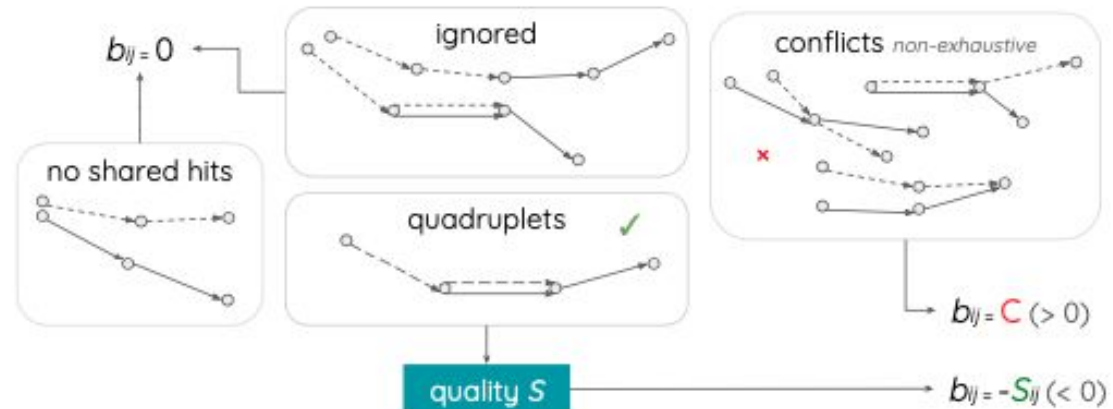
- Under study, but expected to be ok



The quantum approach

Following arXiv: [1902.08324](https://arxiv.org/abs/1902.08324)

Studying the tracking problem at the HL-LHC using a quantum annealer.



- Use triplets of hits T^{abc} and attempt to combine them in quadruplets
- Triplet characteristics are the **number of holes H_i** , the **curvature q/p** and the **angle $\delta\theta$ between the doublets** and can be used to build compatibility measure

$$S(T_i, T_j) = z_1 \frac{z_2 (1 - |\delta(q/p_{T_i}, q/p_{T_j})|)^{z_3} + (1 - z_2) (1 - \max(\delta\theta_i, \delta\theta_j))^{z_4}}{(1 + H_i + H_j)^{z_5}}$$

- The best grouping of hits can be found by minimising a global function

$$O(a, b, T) = \sum_{i=1}^N a_i T_i + \sum_i^N \sum_{j<i}^N b_{ij} T_i T_j$$

Our case

Our tracker is shorter and the particle multiplicity is not as large:

- Use doublets directly instead of triplets (and combine into triplets)

No magnetic field in the detector region:

- The particle trajectories are straight (ignoring multiple scattering and resolutions)!
 - Doublet curvature could be swapped out for IP pointing (also if we use doublets, “curvature” is not defined)
 - Curvature of triplet (or delta theta) can be used too

Keep number of holes, allowing doublets to be formed by non-consecutive detector layers

Rough tentative plans

From simple to complex

Each step should characterise the algorithm as a function of the number of particles and see if the errors of the resulting system can be mitigated.

1. Toy experiment with $N (=4)$ layers, straight lines from $(0,0,0)$
2. Toy experiment with N layers, straight lines from $(0,0,0)$, gaussian multiple scattering
3. Toy experiment with realistic beamspot size
4. Full detector simulation (including detector inefficiencies)
5. Full detector simulation with beam backgrounds
6. Test algorithms on real data from test-beam campaign

Thank you!