



Quantum GAN-Based Fast Calorimeter Simulation

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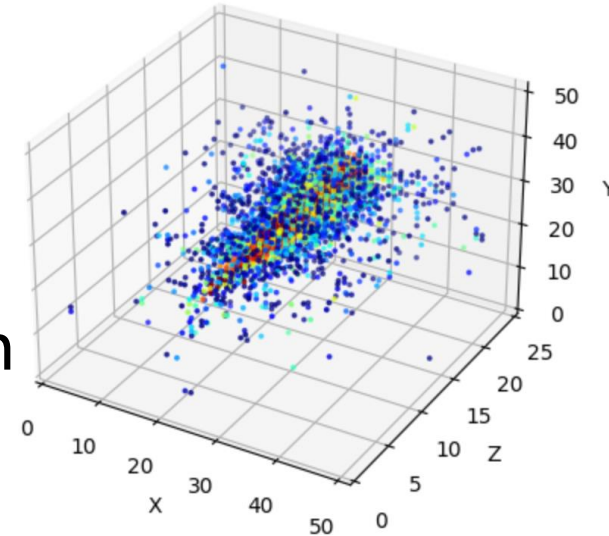
Outline

- ❖ Motivation
- ❖ Quantum Generative Adversarial Network (GAN)
- ❖ Methods
- ❖ Training Result
- ❖ Summary

Motivation

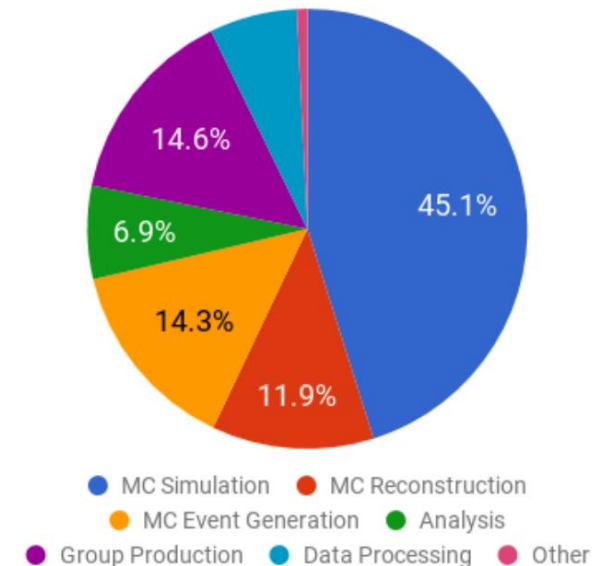
❖ Calorimeter Simulation

- Modeling of high-energy particles inducing cascade showers and depositing energy in the calorimeter
- Shower spatial distribution & energy deposition pattern
→ particle identification & energy measurement



❖ Geant4: Monte Carlo (MC) Method

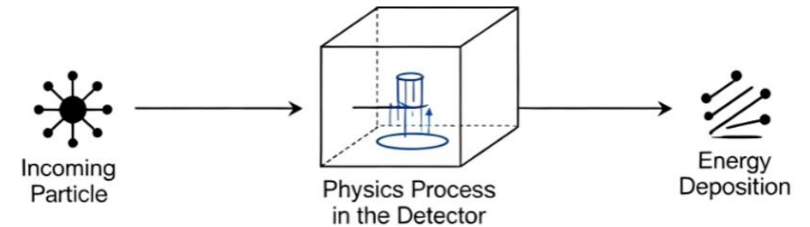
- MC method: step-by-step tracking of particle generation, transport, and energy deposition
- Accurate results, complex geometry
- Enormous computational cost



Motivation

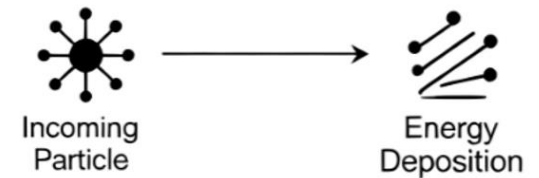
❖ Fast Calorimeter Simulation

- Incoming particle → energy deposition
- Methods: Parametric models, GAN, DiT...



❖ Why Quantum Machine Learning (ML)?

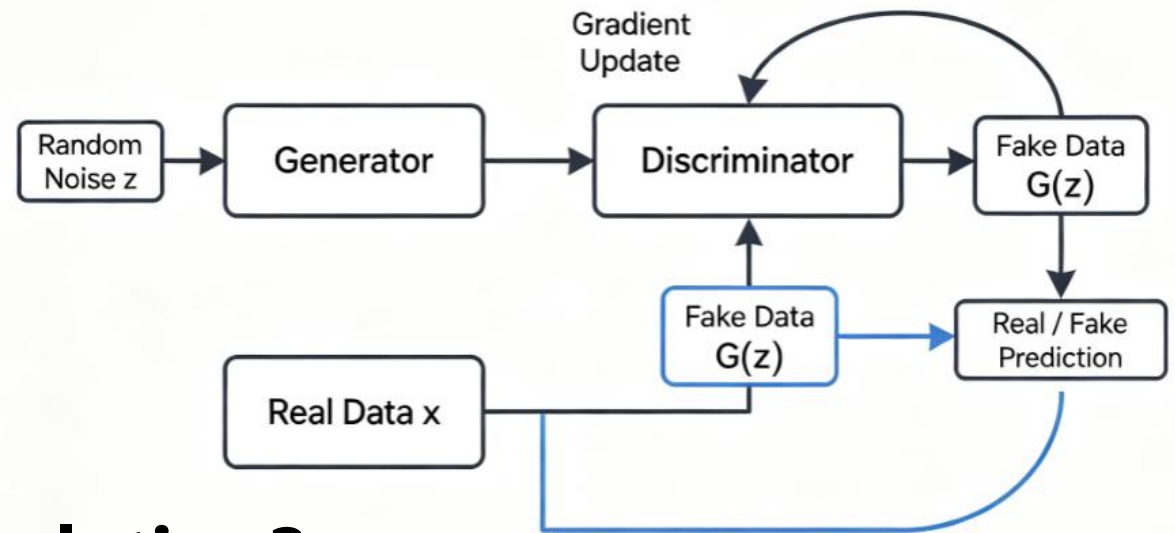
- GANs proven: similar accuracy, orders-of-magnitude speedup
- Quantum ML: superposition & entanglement → exponentially larger representational space
- Can quantum ML match Geant4 fidelity at even lower computational cost?



Quantum GAN

❖ **Generative Adversarial Network (GAN):** GAN is a deep learning framework where two neural networks compete to learn and generate realistic new data

- **Generator:** creates fake data to fool the discriminator
- **Discriminator:** learns to tell real data from fake



❖ **Why GAN for calorimeter simulation?**

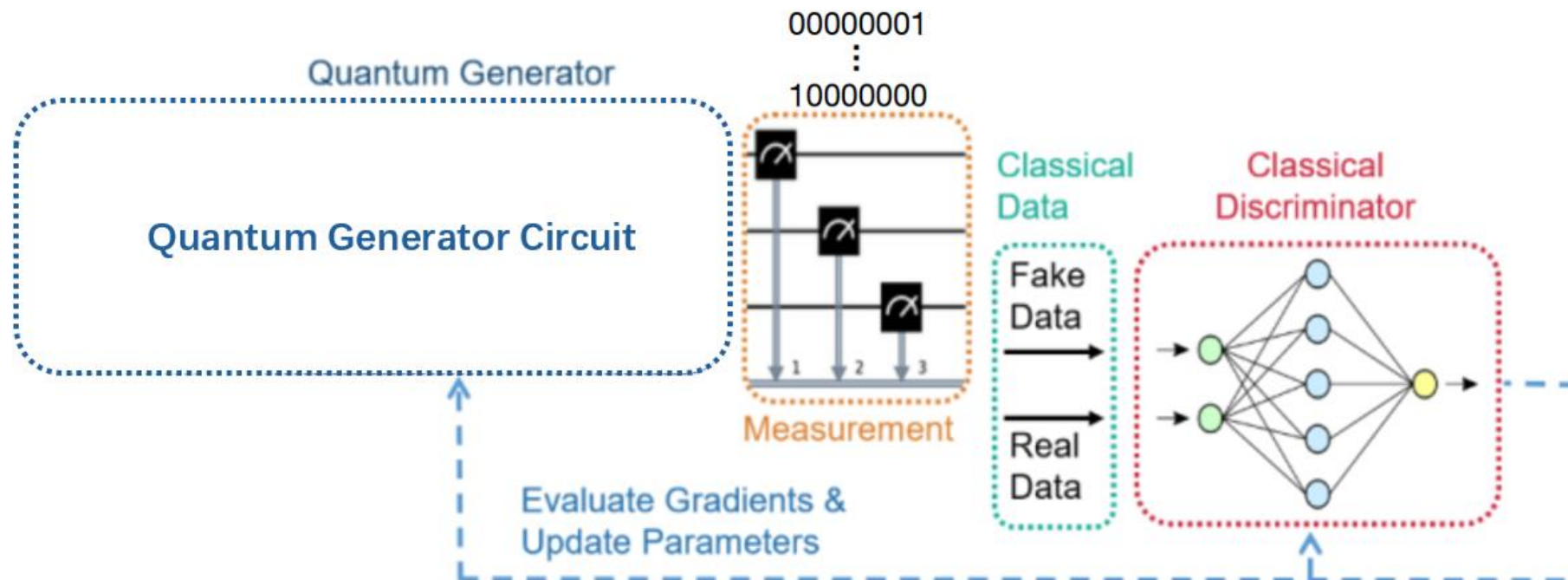
- Learns complex distributions through adversarial competition
- No need for explicit physical modeling

Quantum GAN

❖ NISQ (Noisy Intermediate-Scale Quantum)-Era Constraints

- Limited qubits, high error rates, short coherence times
- Full quantum GANs impractical → Hybrid approach necessary

❖ Hybrid Architecture: quantum generator + classical discriminator



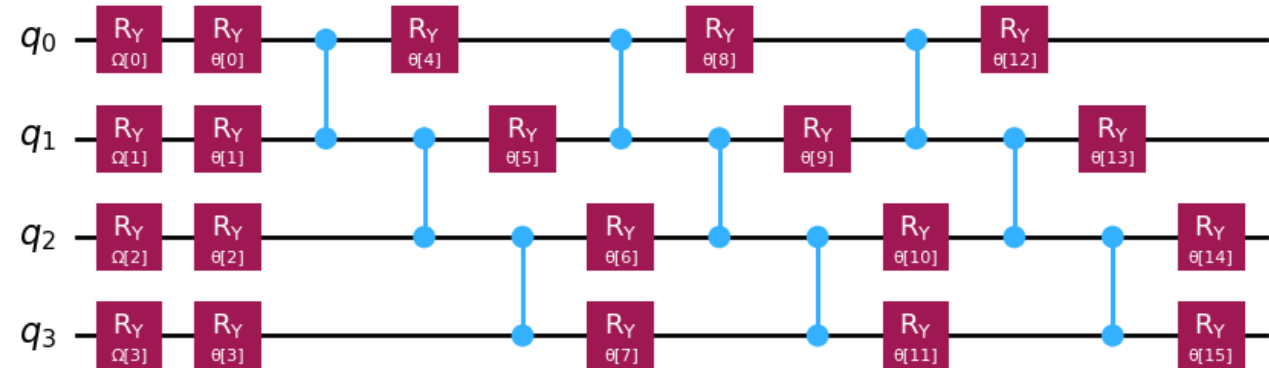
Quantum GAN

❖ Parameterized Quantum Circuit: 4 qubits

- Statevector simulation cost $\propto 2^n$
→ exponential in qubit count

❖ Two-part circuit structure

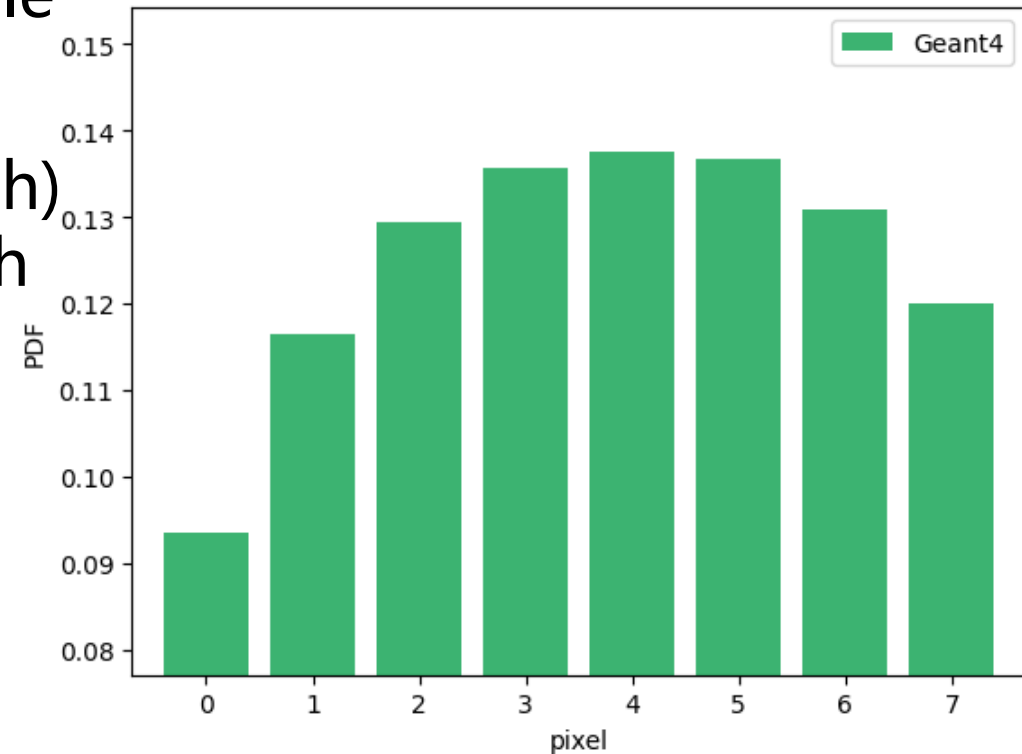
- Feature Map: encodes classical noise into quantum state
single-qubit RY rotations per qubit
- Ansatz: trainable variational circuit
RY rotation gates + CZ entangling gates



Methods

❖ Data Reduction

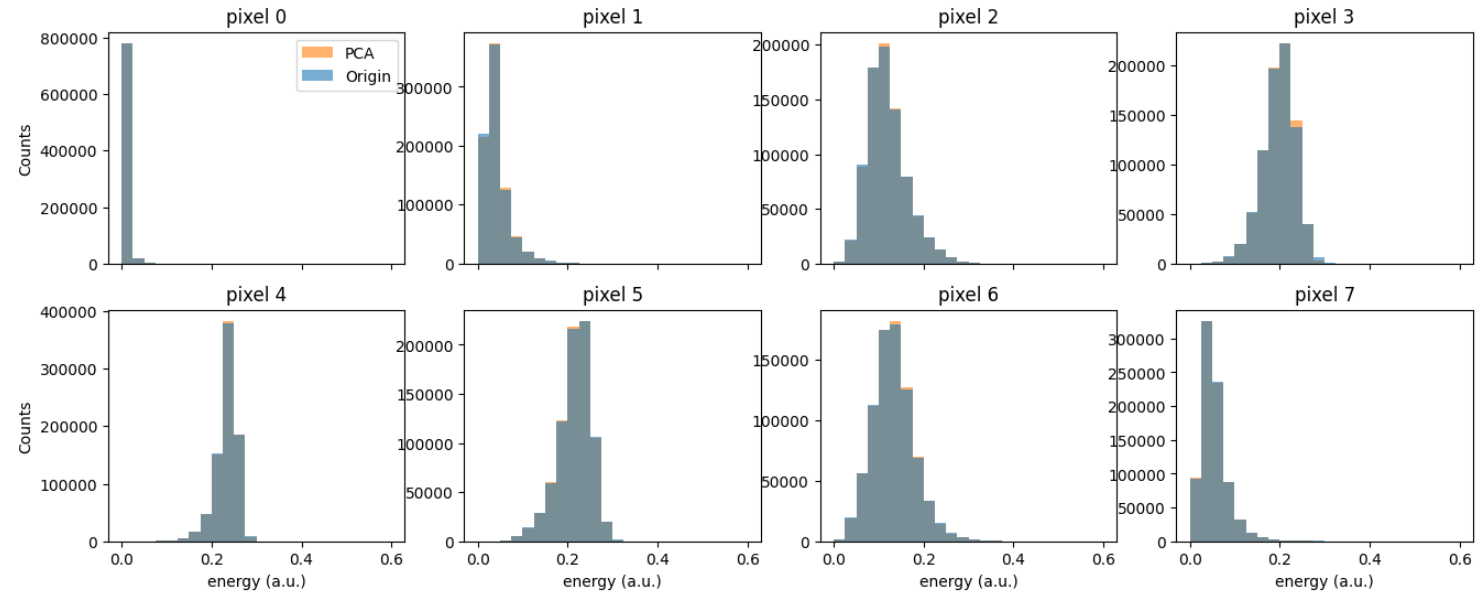
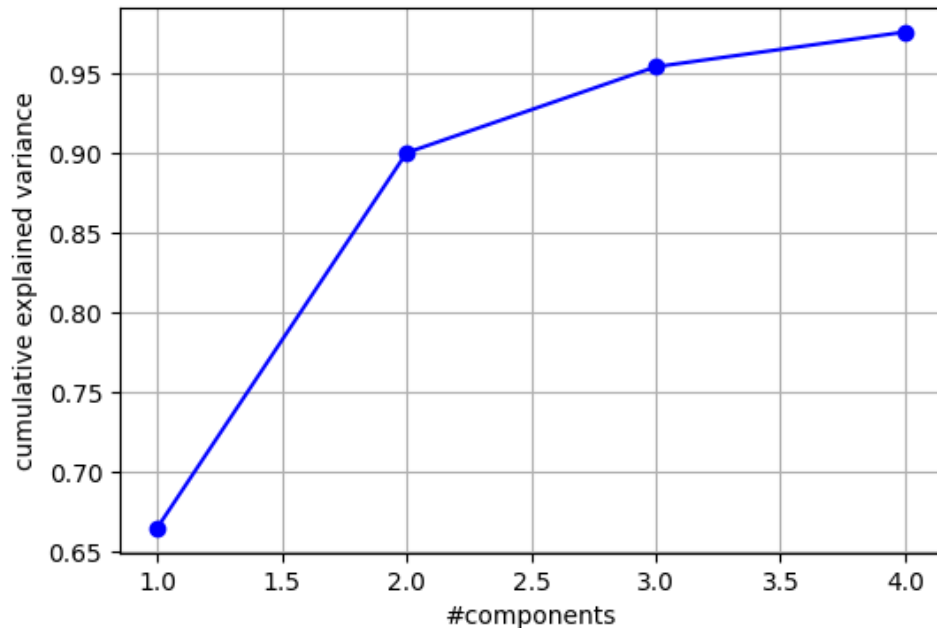
- Raw data: Electron showers at Fixed Angle by Geant4, 3D voxel grid
- Shower develops primarily along z (depth) → Average over all x and y voxels at each z-layer
- 25 original z-layers compressed into 8 representative layers:
z-direction binning → 8 pixels



Methods

❖ Principal Component Analysis (PCA)

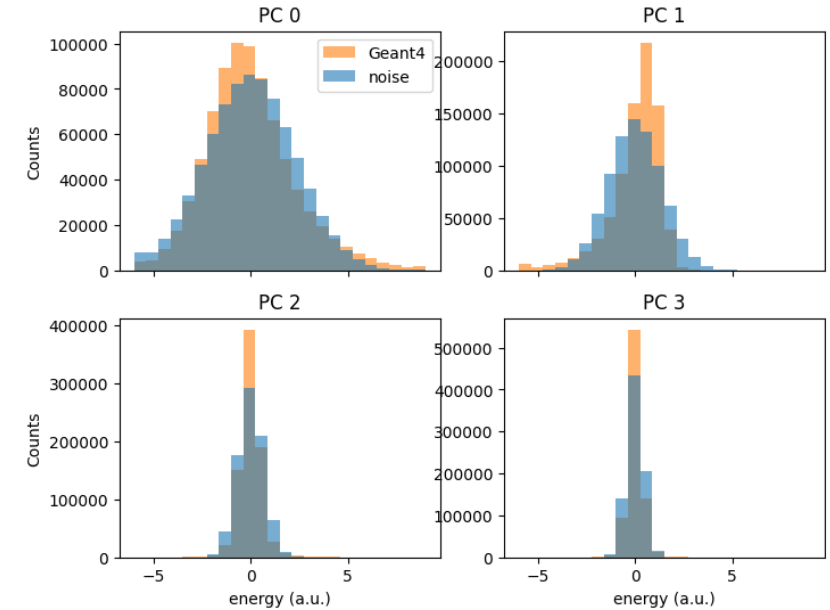
- Linear dimensionality reduction methods, Computes eigenvectors of the covariance matrix of the 8 pixels
- 4 components retain dominant shower shape information



Methods

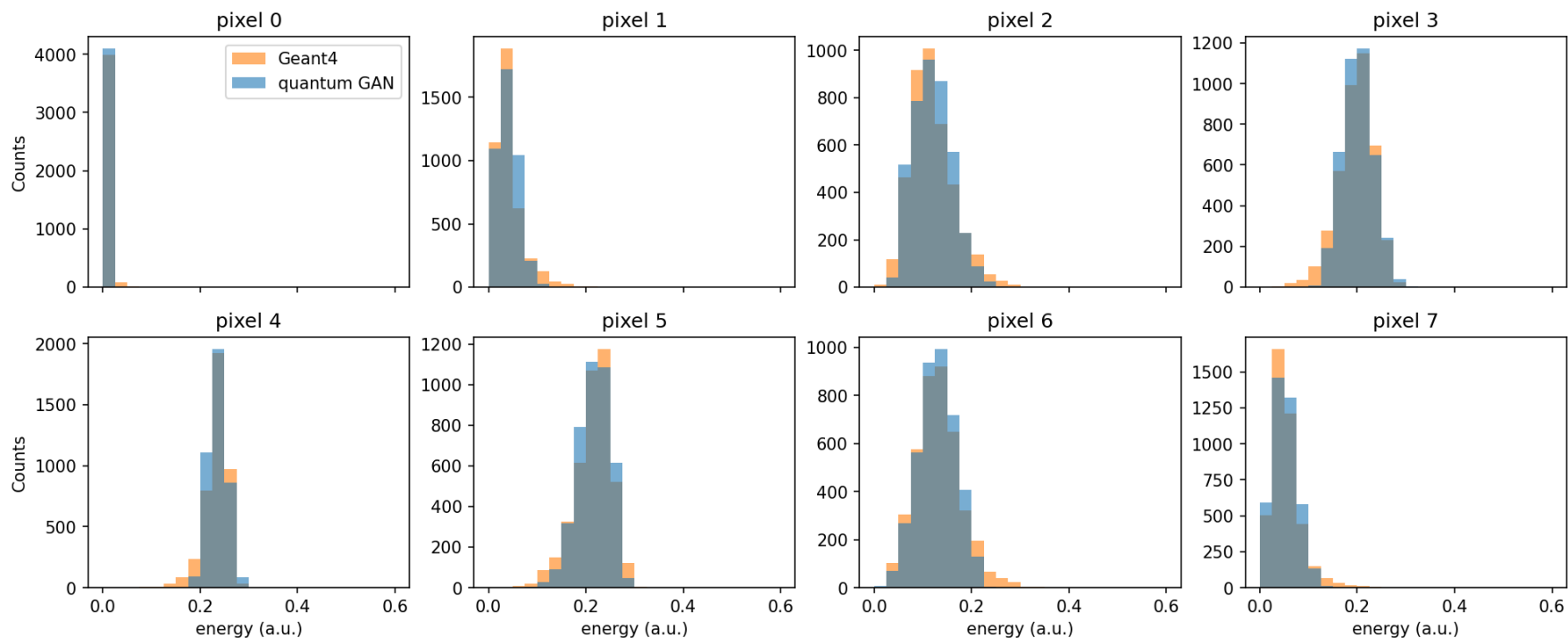
❖ Training Strategy

- Data encoding: Energy $\rightarrow$ Bloch sphere angle
 $E_i \rightarrow \text{linear transform} \rightarrow \text{Angle} \in [0, \pi] \rightarrow \theta_i$
- Gaussian noise prior in θ -space: Noise drawn as $\theta \sim \mathcal{N}(\mu_{\text{pixel}}, \sigma_{\text{pixel}})$, feeds into the Feature Map as input
- Loss function: Wasserstein GAN & Gradient penalty (WGAN-GP)
 $L_D = E[D(G(z))] - E[D(x)] + \lambda \cdot \text{GP}$, $L_G = -E[D(G(z))]$, $\lambda = 10$
- Training configuration: $\text{lr}_{\text{gen}} = 0.008$, $\text{lr}_{\text{disc}} = 0.001$,
 γ (lr decay) = $0.995/\text{epoch}$, $\text{disc:gen} = 10:1$

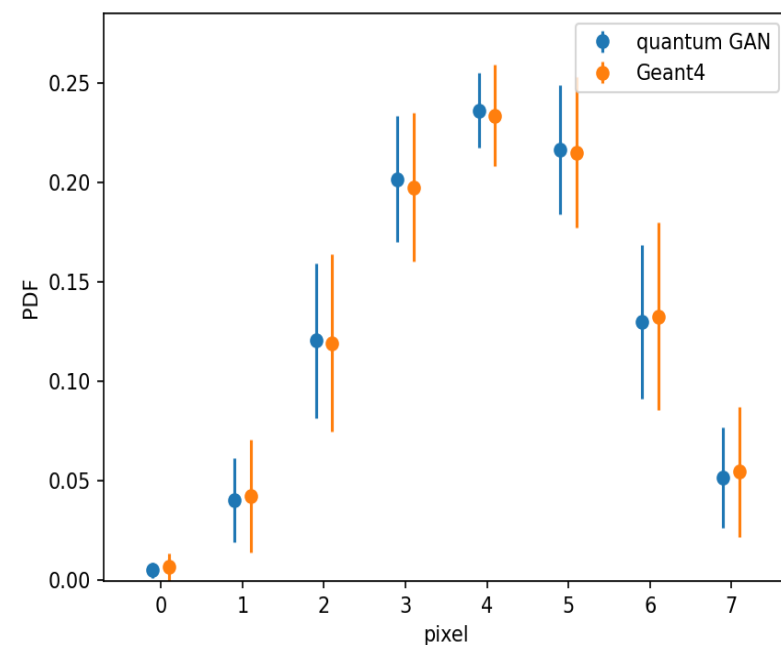


Training Result

❖ Quantum GAN vs Geant4 Shower Distributions



Per-Pixel Distribution



Average Pixel Distribution

Training Result

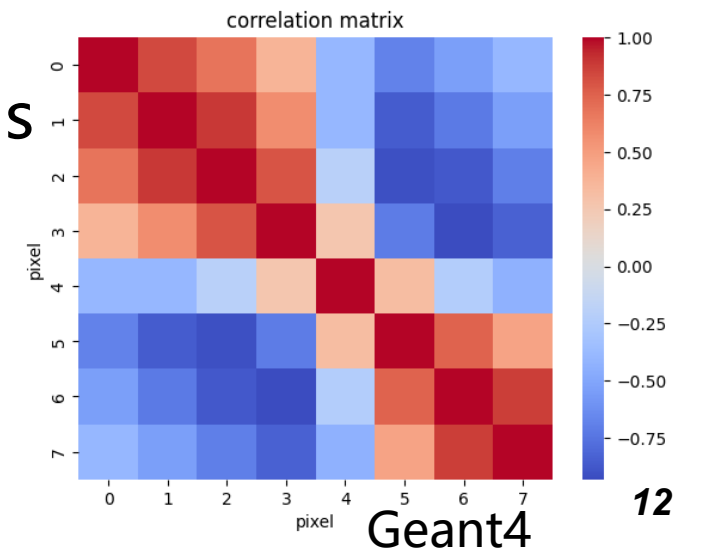
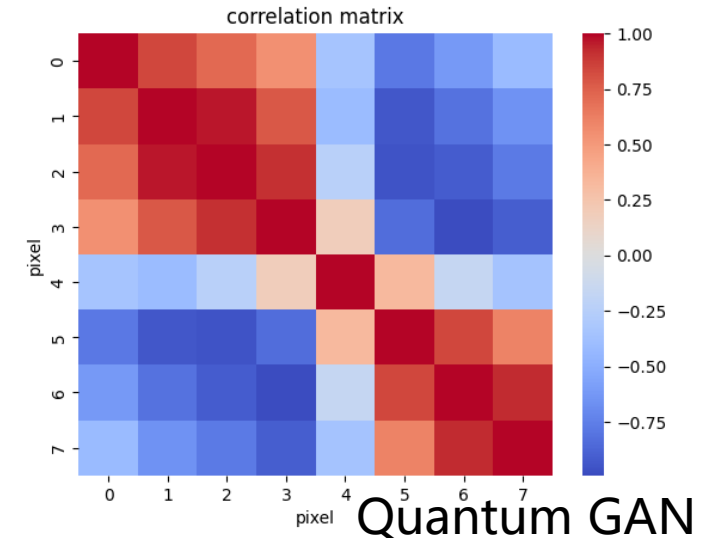
❖ Correlation Structure

- Visually consistent patterns
→ GAN captures inter-pixel shower correlations

❖ Parameter Efficiency

- Quantum GAN generator: 16 parameters
- Classical generator: typically thousands to millions
- Expressivity comes from superposition and entanglement, not parameter volume

pixel correlation matrices



Summary

❖ Summary

- Quantum GAN successfully learns Geant4 calorimeter shower distributions
- Hybrid quantum-classical architecture + WGAN-GP training is viable

❖ Limitations

- Quantum GAN suffer from training instability
- Statevector simulation runs slowly on the CPU

❖ Plan

- Add realistic noise models
- Deploy on real quantum hardware
- Explore alternative architectures(RNN, Transformers...)

Thank you for your listening !