

# RECONSTRUCTION OF W AND Z BOSONS MASS

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# READ AND ANALYZE ROOT FILE

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Load Root File

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Get Tree from Root File

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Define Variables

4

Set the Tree's Branches

5

Declare Histograms

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Fill Histograms using loop

7

Draw Histogram

# READ AND ANALYZE ROOT FILE

```
// Header files
# include "TFile.h"
# include "TTree.h"
# include "TH1F.h"
# include "TBranch.h"
# include "TCanvas.h"
# include <iostream>
void SelMu()
{
// load root file
TFile *f = new TFile ("May26_2.root","READ");
//get the tree AnaTree from the file
TTree *t =(TTree*) f->Get("demo/AnaTree");
//Define variables
Float_t SelMu_pt, SelMu_eta, SelMu_phi, SelMu_en;
//Set the tree's branches to the local variables
t->SetBranchAddress("SelMu_pt", &SelMu_pt);
t->SetBranchAddress("SelMu_eta", &SelMu_eta);
t->SetBranchAddress("SelMu_phi", &SelMu_phi);
t->SetBranchAddress("SelMu_en", &SelMu_en);
//Declare histograms
TH1F *muPt =new TH1F("muPt", "SelMu_pT",200,-10,600);
TH1F *muEta =new TH1F("muEta", "SelMu_Eta",50,-3,3);
TH1F *muPhi =new TH1F("muPhi", "SelMu_Phi",200,-4,4);
TH1F *muEn =new TH1F("muEn", "SelMu_En",500,-10,1000);
//loop over each entry (event) in the tree
Long64_t nentries = t->GetEntries();
for(int i=0; i<nentries; i++)
{
t-> GetEntry(i);
//Filling Histograms
muPt->Fill(SelMu_pt);
```

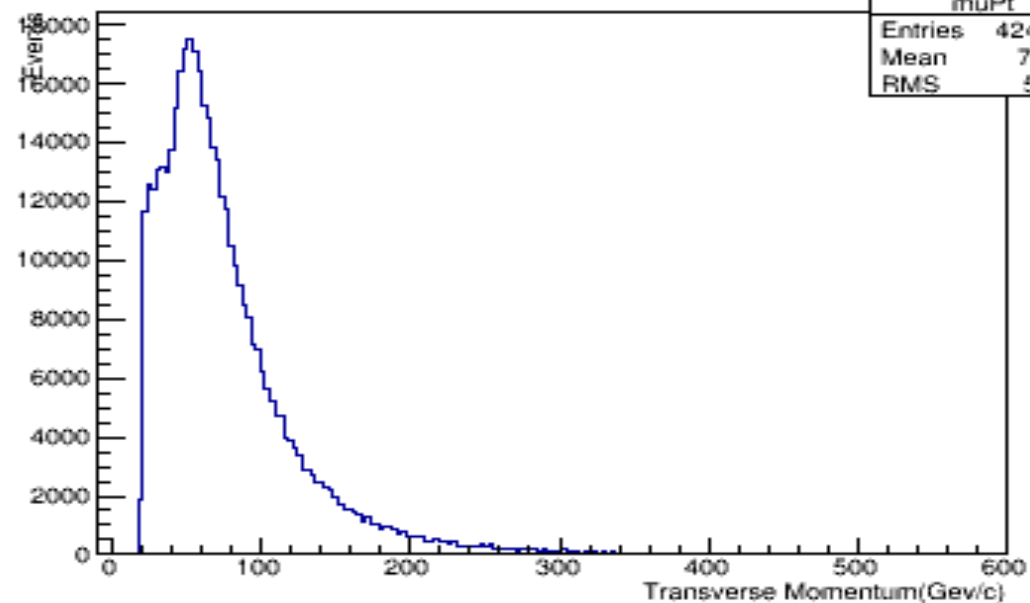
```
//Filling Histograms
muPt->Fill(SelMu_pt);
muEta->Fill(SelMu_eta);
muPhi->Fill(SelMu_phi);
muEn->Fill(SelMu_en);
}
// Draw Histograms
TCanvas *c1 =new TCanvas("c1","Selected_Muons",800,600);
c1->Divide(2,2);
c1->cd(1);
muPt->GetXaxis()->SetTitle("Transverse Momentum(Gev/c)");
muPt->GetYaxis()->SetTitle("Events");
muPt->Draw();

c1->cd(2);
muEta->GetXaxis()->SetTitle("Pseudo-rapidity");
muEta->GetYaxis()->SetTitle("Events");
muEta->Draw();

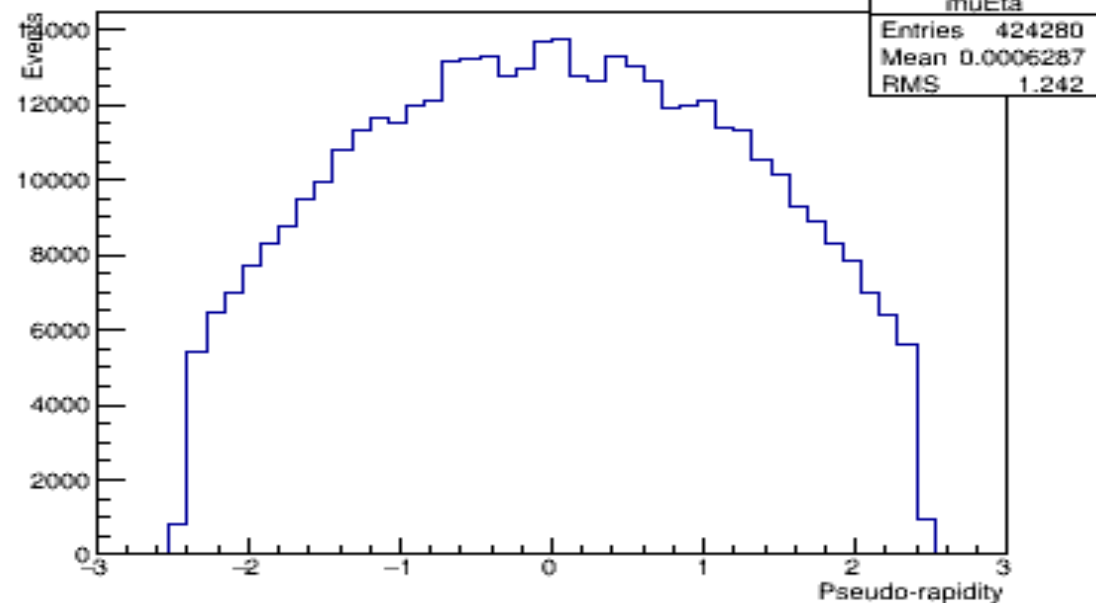
c1->cd(3);
muPhi->GetXaxis()->SetTitle("Azimuthal angle");
muPhi->GetYaxis()->SetTitle("Events");
muPhi->Draw();

c1->cd(4);
muEn->GetXaxis()->SetTitle("Energy(Gev)");
muEn->GetYaxis()->SetTitle("Events");
muEn->Draw();
}
```

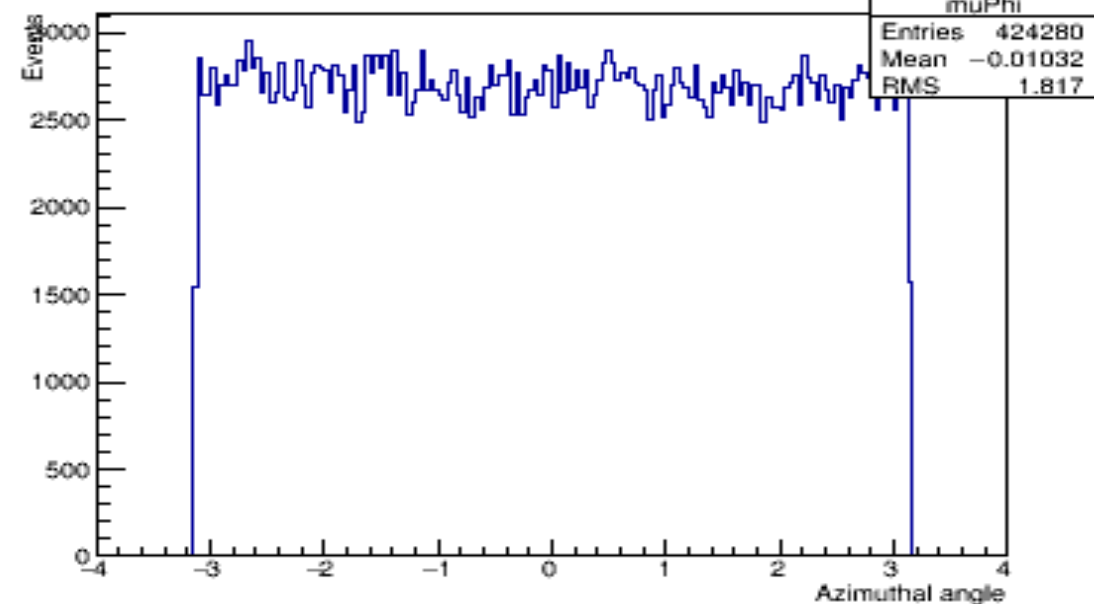
SelMu\_pT



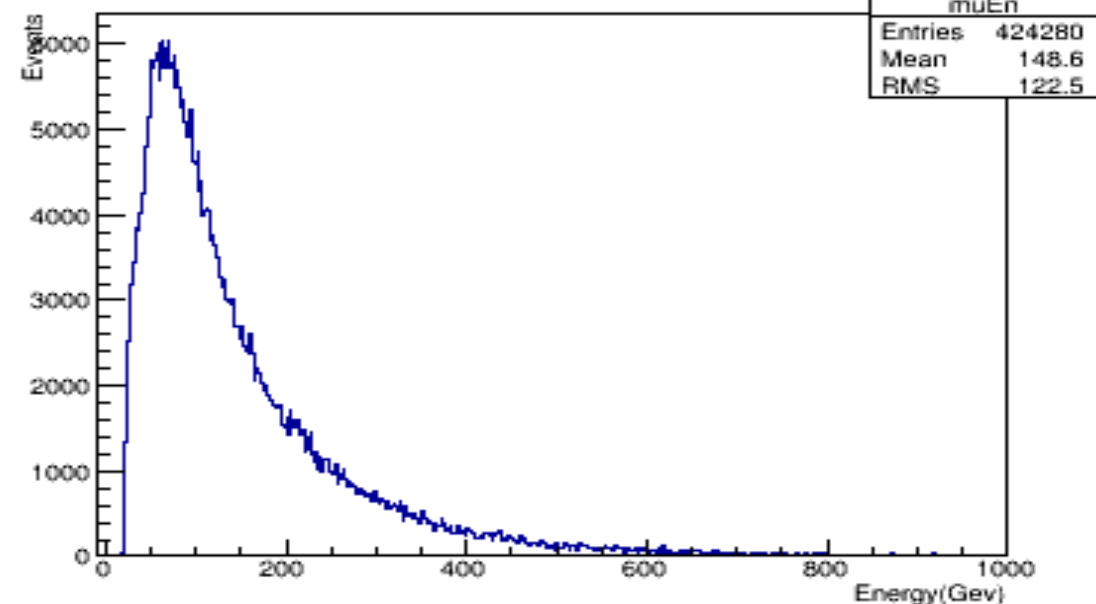
SelMu\_Eta



SelMu\_Phi



SelMu\_En



# PSEUDO-RAPIDITY, AZIMUTHAL ANGLE AND TRANSVERSE MOMENTUM

## Pseudo-rapidity $\eta$

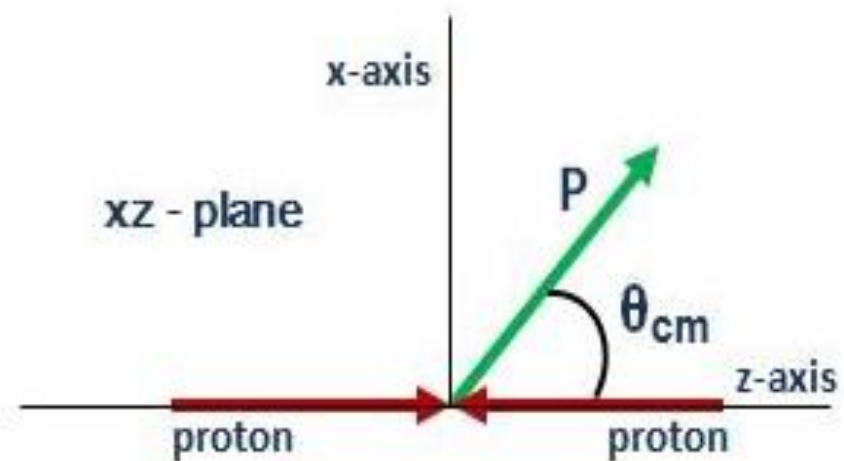
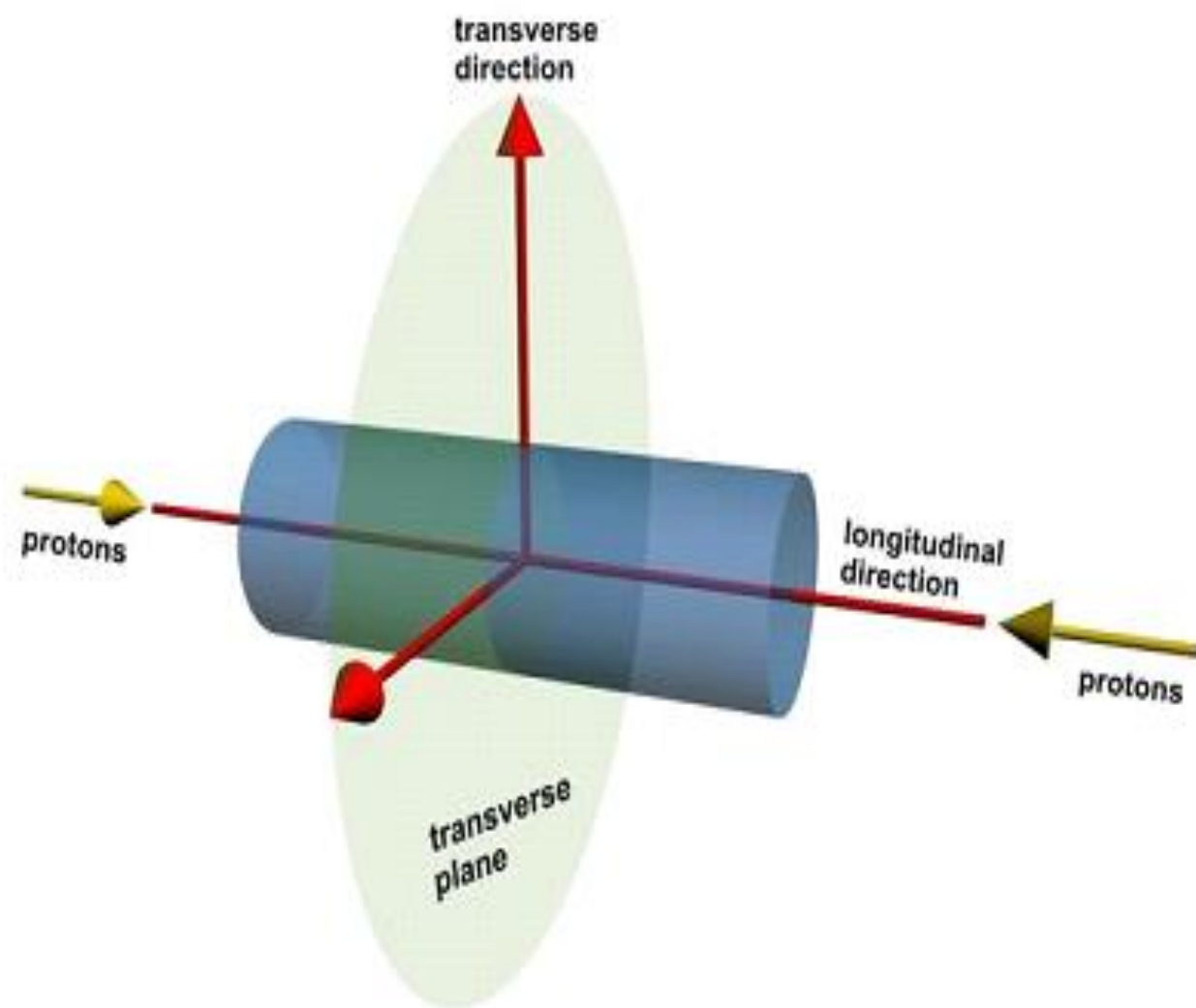
- $\eta$  is spatial co-ordinate describing the angle of particle relative to beam axis (z-axis). It is defined as
- $\eta = -\ln \left[ \tan \left( \frac{\theta}{2} \right) \right]$
- Where,  $\theta$  is the polar angle between the particle three momentum and the positive direction of beam axis

## Azimuthal angle

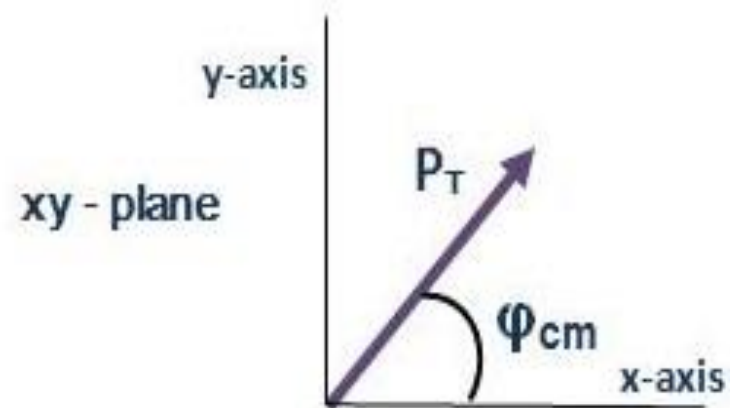
- $\phi$  is the angle between transverse momentum and x-axis.

## Transverse Momentum $P_t$

- $P_t$  is the momentum perpendicular to the path of the colliding particles.



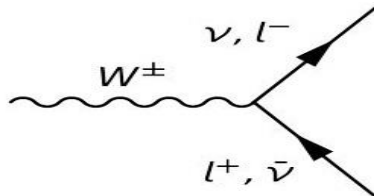
$$\eta = -\ln [(\tan(\theta/2))]$$



# W AND Z BOSONS

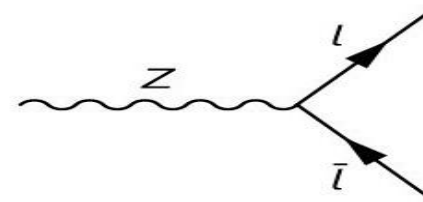
## W Boson

- Mediate weak interaction
- Electric charge  $\pm 1$
- Mass  $80.385 \pm 0.015 \text{ GeV}/c^2$
- Spin 1
- Half-life  $3 \times 10^{-25} \text{ s}$
- Decay
- W boson decay into two quarks or lepton and its corresponding neutrino



## Z Boson

- Mediate weak interaction
- Neutral Particle
- Mass  $91.1876 \pm 0.0021 \text{ GeV}/c^2$
- Spin 1
- Half-life  $3 \times 10^{-25} \text{ s}$
- Decay
- Z boson decay into pair of quarks or leptons of the same flavor





# INVARIANT MASS OF Z BOSON

- In particle physics, the invariant mass is equal to the mass in rest frame of particle.

In Laboratory frame:

According to Law of Conservation of 4-Momentum,

$$P^\mu = P_1^\mu + P_2^\mu$$

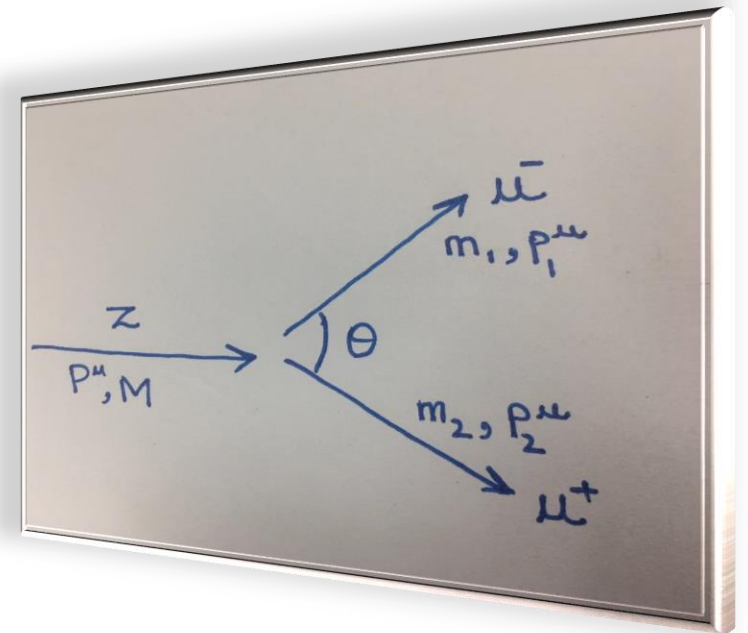
Taking Square on both sides, we have

$$(P^\mu)^2 = (P_1^\mu + P_2^\mu)^2$$

$$P^\mu \cdot P_\mu = (P_1^\mu + P_2^\mu) \cdot (P_{1\mu} + P_{2\mu})$$

Where,  $P^\mu = (E, 0)$ ,  $P_1^\mu = (E_1, \vec{p}_1)$  and  $P_2^\mu = (E_2, \vec{p}_2)$

$$E^2 = (E_1 + E_2)^2 - (\vec{p}_1 + \vec{p}_2)^2$$



# INVARIANT MASS OF Z BOSON

$$E^2 = E_1^2 + E_2^2 + 2E_1E_2 - \vec{p}_1^2 - \vec{p}_2^2 - 2p_1p_2 \cos \theta$$

Using Relativistic Energy-Momentum relation,  $E^2 = |\vec{p}|^2 + m^2$

$$M^2 = \vec{p}_1^2 + m_1^2 + \vec{p}_2^2 + m_2^2 + 2E_1E_2 - \vec{p}_1^2 - \vec{p}_2^2 - 2p_1p_2 \cos \theta$$

$$M^2 = m_1^2 + m_2^2 + 2(E_1E_2 - p_1p_2 \cos \theta)$$

# TRANSVERSE MASS OF W BOSON

- Transverse mass used when one particle can not be detected directly but is only indicated by missing transverse momentum and energy.

According to Law of Conservation of 4-Momentum,

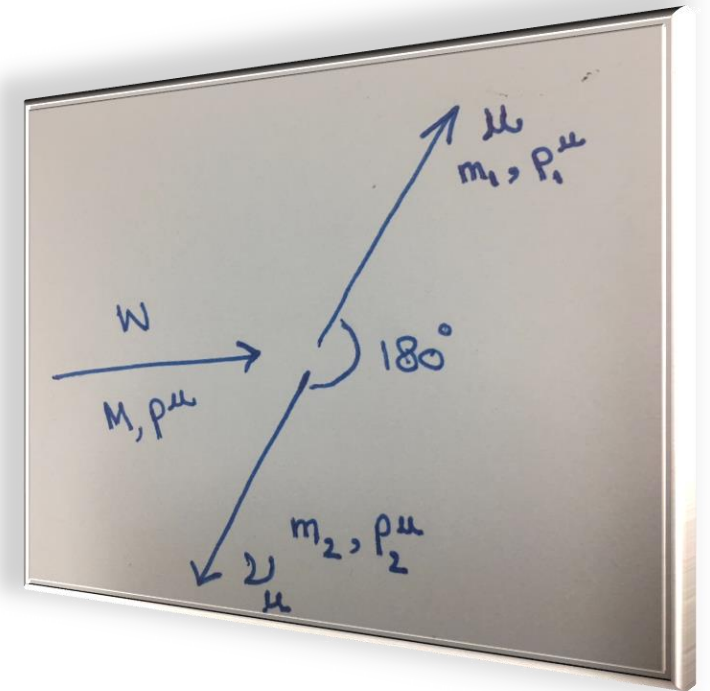
$$P^\mu = P_1^\mu + P_2^\mu$$

Taking Square on both sides, we have

$$(P^\mu)^2 = (P_1^\mu + P_2^\mu)^2$$

$$P^\mu \cdot P_\mu = (P_1^\mu + P_2^\mu) \cdot (P_{1\mu} + P_{2\mu})$$

Where,  $P^\mu = (E, 0)$ ,  $P_1^\mu = (E_{1T}, \vec{p}_{1T})$  and  $P_2^\mu = (E_{2T}, \vec{p}_{2T})$



# TRANSVERSE MASS OF W BOSON

$$E^2 = (E_{1T} + E_{2T})^2 - (\vec{p}_{1T} + \vec{p}_{2T})^2$$

$$E^2 = E_{1T}^2 + E_{2T}^2 + 2E_{1T}E_{2T} - \vec{p}_{1T}^2 - \vec{p}_{2T}^2 - 2p_{1T}p_{2T} \cos \theta$$

Using Relativistic Energy-Momentum relation,  $E_T^2 = |\vec{p}_T|^2 + m^2$

$$M_T^2 = \vec{p}_{1T}^2 + m_1^2 + \vec{p}_{2T}^2 + m_2^2 + 2E_{1T}E_{2T} - \vec{p}_{1T}^2 - \vec{p}_{2T}^2 - 2p_{1T}p_{2T} \cos \theta$$

$$M_T^2 = m_1^2 + m_2^2 + 2(E_{1T}E_{2T} - p_{1T}p_{2T} \cos \theta)$$

For massless particles,  $m_1 = m_2 = 0$  and  $E_T = p_T$

$$M^2 = 2E_{T1}E_{T2}(1 - \cos \theta)$$


# LORENTZ VECTOR

- ▶ TLorentzVector is a general four-vector class, which can be used either for the description of position and time  $(x, y, z, t)$  or momentum and energy  $(p_x, p_y, p_z, E)$ .
- ▶ Motion of particles can be described with  $(p_x, p_y, p_z, E)$  in Cartesian co-ordinates
- ▶ More common used:  $(p_T, \eta, \phi, m)$  or  $(p_T, \eta, \phi, E)$
- ▶ Conversion:

$$\begin{aligned}p_x &= p_T \cos \phi \\p_y &= p_T \sin \phi \\p_z &= \frac{p_T}{\tan \theta} = p_T \sin h\eta \\|p| &= p_T \cosh \eta\end{aligned}$$

# LORENTZ VECTOR

- ▶ Lorentz vector corresponding to final state particles

 `TLorentzVector muon;`  
 $(p_x, p_y, p_z, E)$  + Several built in functions

- Using TLorentzVector

`muon.SetPtEtaPhiE( );`



Built-in function that defines  $(p_x, p_y, p_z, E)$  from  $(p_T, \eta, \phi, E)$

# RECONSTRUCTION OF Z MASS

```
#include "TFile.h"
#include "TTree.h"
#include "TCanvas.h"
#include "TH1F.h"
#include "TBranch.h"
#include <iostream>
#include "TLorentzVector.h"

void Zmass()
{
    //Load the file
    TFile *f = new TFile("May26_2.root","READ");
    f->cd();
    //get AnaTree from the file
    TTree *t1 =(TTree* )f->Get("demo/AnaTree");

    //create local variables for the branches
    Int_t SelMu;
    Float_t SelMu_pt[4],SelMu_eta[4],SelMu_phi[4],SelMu_en[4];

    TLorentzVector M1(0,0,0,0);
    TLorentzVector M2(0,0,0,0);

    //set the branches to the local variables
    t1->SetBranchAddress("SelMu_pt", &SelMu_pt);
    t1->SetBranchAddress("SelMu_eta", &SelMu_eta);
    t1->SetBranchAddress("SelMu_phi", &SelMu_phi);
    t1->SetBranchAddress("SelMu_en", &SelMu_en);
    t1->SetBranchAddress("SelMu", &SelMu);
}
```

```
//declare Histograms
TH1F *Zmass =new TH1F("muZmass", "Z mass",50,80,100);

//get entries
Long64_t nEntries= t1->GetEntries();

//loop over each entry n in the event
for (int i=0;i<nEntries;i++)
{
    t1->GetEntry(i);

    for (int m=0;m<SelMu;m++)
    {
        // by applying cuts
        if (fabs(SelMu_pt[m]<20)) continue;
        if (SelMu_en[m]<25) continue;
        if (SelMu_eta[m]<-2) continue;

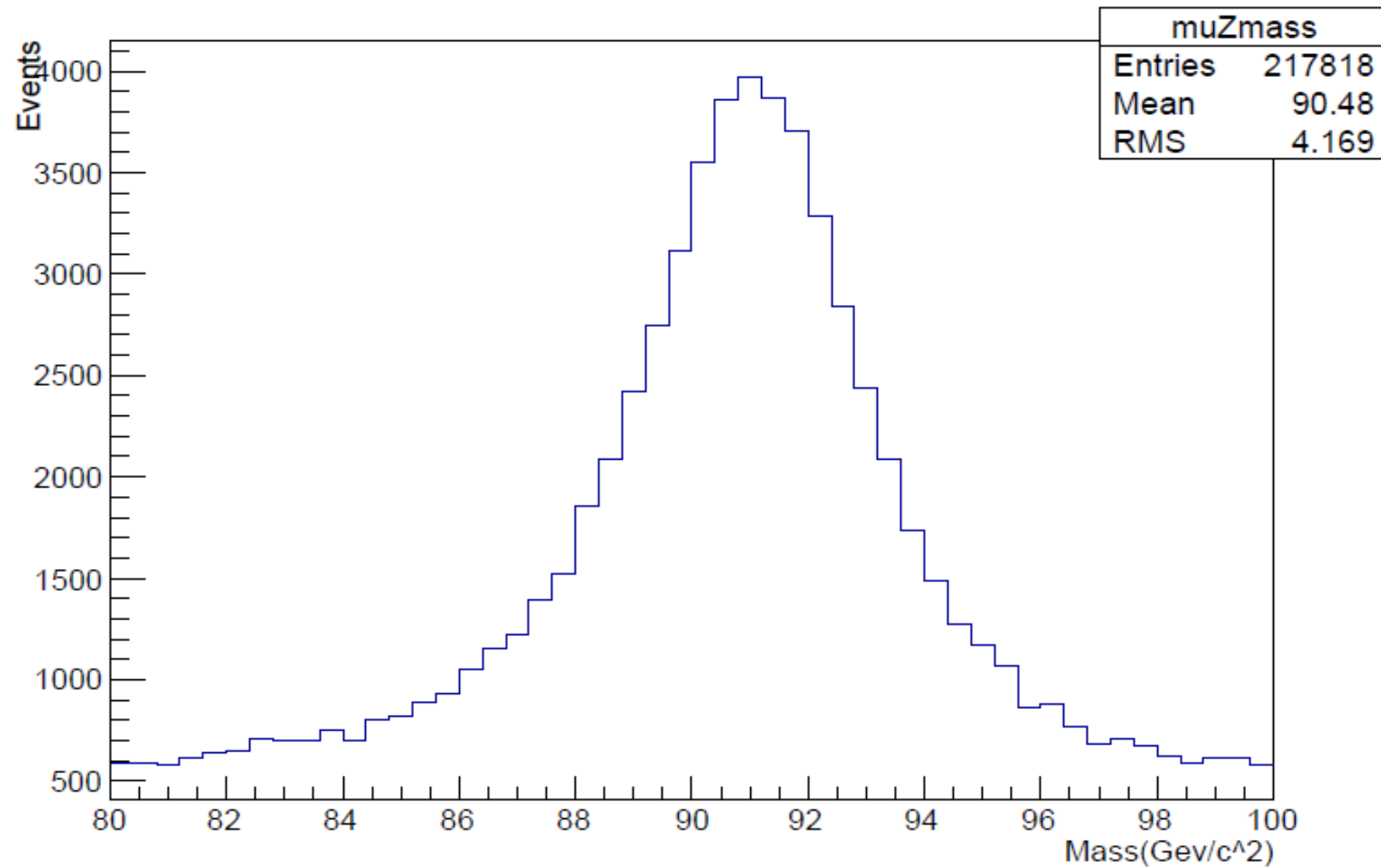
        if (m==0) M1.SetPtEtaPhiE(fabs(SelMu_pt[m]),SelMu_eta[m],SelMu_phi[m],SelMu_en[m]);
        if (m==1) M2.SetPtEtaPhiE(fabs(SelMu_pt[m]),SelMu_eta[m],SelMu_phi[m],SelMu_en[m]);

        double ZM = (M1+M2).M();
        Zmass->Fill(ZM);
    }
}

Zmass->GetXaxis()->SetTitle("Mass (Gev/c^2)");
Zmass->GetYaxis()->SetTitle("Events");

Zmass->Draw();
}
```

## Z mass





# RECONSTRUCTION OF W MASS

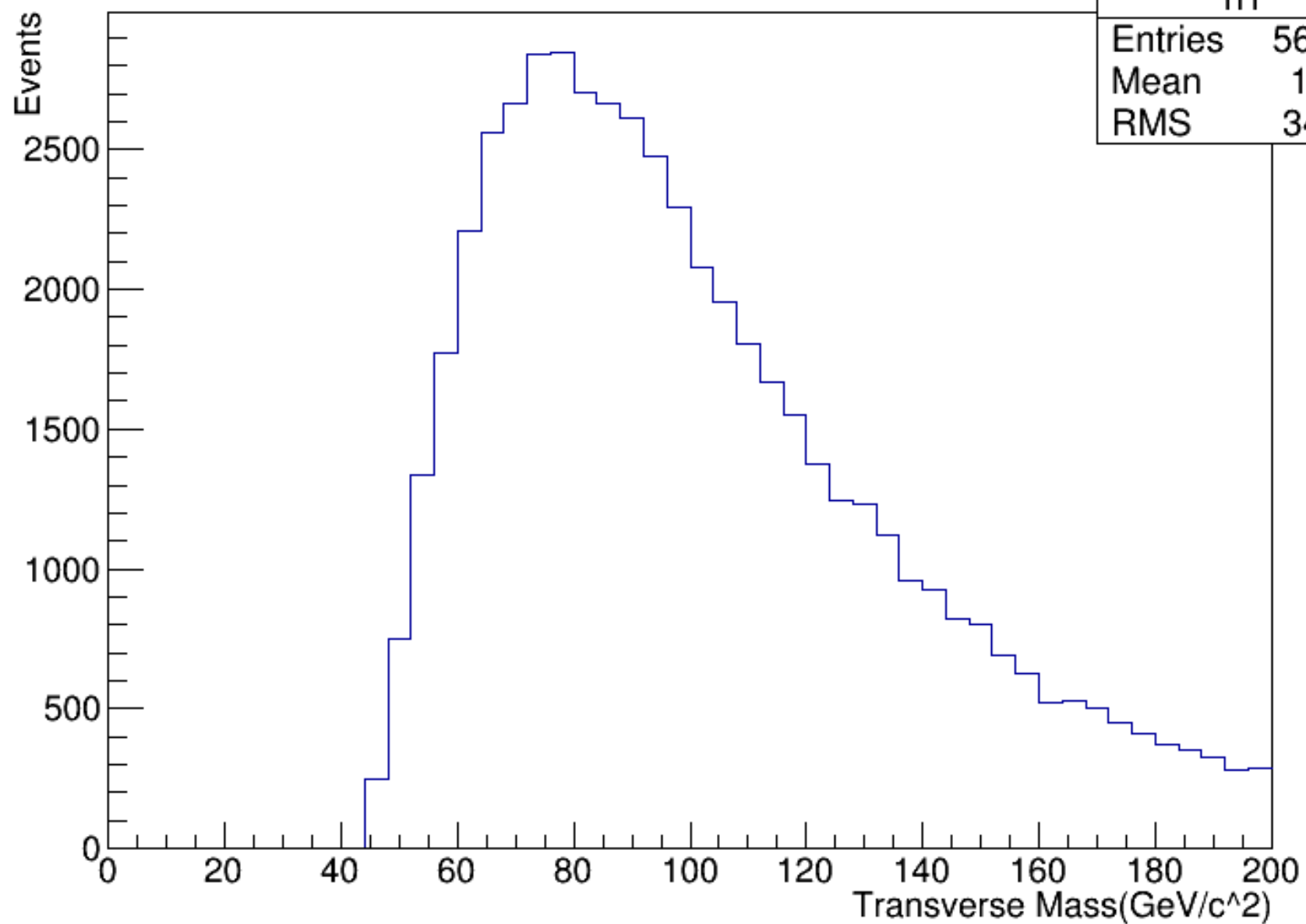
```
#include "TFile.h"
#include "TTree.h"
#include "TCanvas.h"
#include "TH1F.h"
#include "TBranch.h"
#include <iostream>
#include "TLorentzVector.h"
void Wmass()
{
//Define Canvas
TCanvas *c1=new TCanvas("c1","Transverse Mass",800,600);
c1->cd();
//Load the file
TFile *f = new TFile("May26_2.root","READ");
f->cd();
//get AnaTree from the file
TTree *t= (TTree*)f->Get("demo/AnaTree");
//create local variables for the branches
TLorentzVector mu;
TLorentzVector neu;
Float_t met_pt,met_phi,SelMu_pt[4],SelMu_eta[4],SelMu_phi[4],SelMu_en[4];
Int_t SelMu;
//set the branches to the local variables
t->SetBranchAddress("met_phi", &met_phi);
t->SetBranchAddress("met_pt", &met_pt);
t->SetBranchAddress("SelMu", &SelMu);
t->SetBranchAddress("SelMu_pt", &SelMu_pt);
t->SetBranchAddress("SelMu_eta", &SelMu_eta);
t->SetBranchAddress("SelMu_phi", &SelMu_phi);
t->SetBranchAddress("SelMu_en", &SelMu_en);
//declare Histograms
TH1F *h1 = new TH1F("h1", "W Mass",50,0,200);
```

```
//get entries
Long64_t nentries = t->GetEntries();
//loop over each entry n in the event
for (int i=0;i<nentries;i++)
{
t->GetEntry(i);
//by applying cut
if (met_pt<20) continue;
if (SelMu < 2) continue;
neu.SetPtEtaPhiM(met_pt,0,met_phi,0);
neu.SetPz(0);
neu.SetE(neu.Pt());

for(int m=0;m<SelMu;m++)
{
if (SelMu_en[m]<25) continue;
if (m==2) mu.SetPtEtaPhiE(fabs(SelMu_pt[m]),SelMu_eta[m],SelMu_phi[m],SelMu_en[m]);
}
Double t TM = (neu+mu).Mt();
h1->Fill(TM);
}
h1->GetXaxis()->SetTitle("Transverse Mass(GeV/c^2)");
h1->GetYaxis()->SetTitle("Events");

// Draw histogram
h1->Draw();
}
```

# W Mass



# CONCLUSION

- ▶ Read Events  $\longrightarrow$  Identify final state particles and get their kinematics information
- ▶ Reconstruction algorithm is used to identify different short-lived particles which decay without being directly observed
- ▶ Missing energy and momentum are used to infer the presence of non-detectable particles

Thank  
you

