

Simulating QCD Jet Production in e^+e^- annihilation

– concepts of Monte Carlo event generators for collider experiments –

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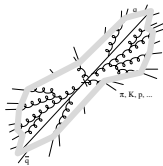
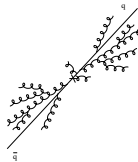
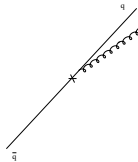
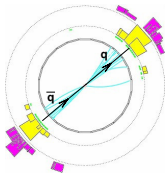
Intro Lecture – part II

12/06/24

Outline of the project

physics issues related to the modelling of high-energy collisions

- **Part I:** hard process generation, here $e^+e^- \rightarrow q\bar{q}$ at lowest order
 - integrate cross section for $e^+e^- \rightarrow q\bar{q}$
 - generate corresponding scattering events fully differentially
- **Part II:** final-state parton showering, *i.e.* soft- & collinear gluon emissions
 - simulate $q\bar{q}$ -initiated final-state parton cascade
 - analyse QCD jet observables, compare to reference data

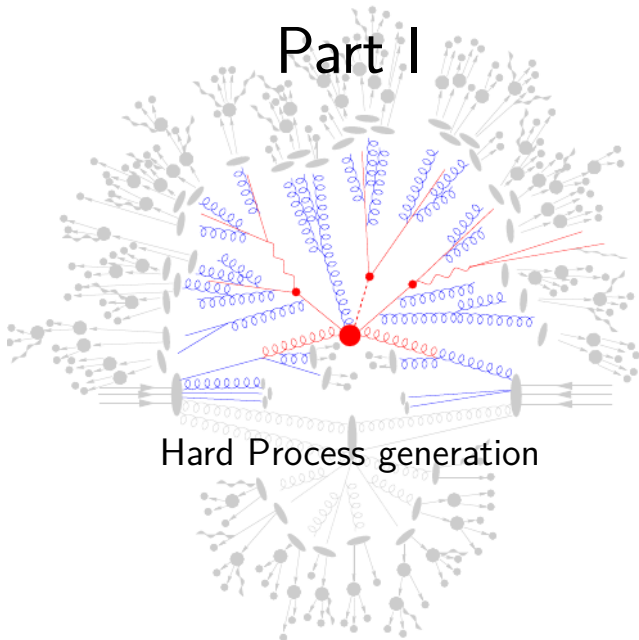


aspects of numerical methods/solutions used to tackle these

- Monte Carlo Importance Sampling
- Markov Chain parton-branching simulation
- sequential jet reconstruction algorithms



Part I



Hard Process generation

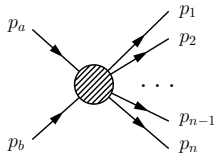
Part I: Hard Process generation

the partonic cross section

$$\frac{d\sigma_{2 \rightarrow n}}{dX} = \frac{1}{\text{flux}} \int d\Phi_n(p_1, \dots, p_n) |\mathcal{M}_{2 \rightarrow n}(\{p_n\})|^2 \rho_n(p_1, \dots, p_n)$$

- Φ_n is the n -particle phase space $\text{dim}[\Phi_n] = 3n - 4$

$$d\Phi_n = \delta^4 \left(p_a + p_b - \sum_{i=1}^n p_i \right) \prod_{i=1}^n \frac{d^3 \vec{p}_i}{(2\pi)^3 2E_i}$$



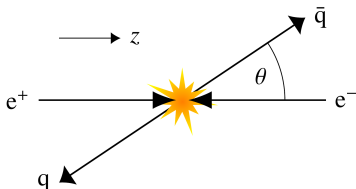
- $\mathcal{M}_{2 \rightarrow n}$ invariant QFT matrix element (perturbation theory in α_s, α)
- measurement function ρ_n projects out observable

$$\rho_n = \begin{cases} 1 & : \text{total cross section} \\ \delta(X - \chi_n(p_1, \dots, p_n)) & : \text{differential cross section} \end{cases}$$

\leadsto implements acceptance cuts, observable definition

Part I: Hard Process generation

- consider leading-order process $e^+e^- \rightarrow q\bar{q}$
 \leadsto simple most parton production channel in e^+e^- , e.g. at LEP



- fully differential scattering cross section given by

$$\frac{d\sigma_{q\bar{q}}}{ds d(\cos\theta) d\phi} = f(s) \frac{1}{8\pi} \frac{1}{4\pi} \frac{1}{2s} |\mathcal{M}_{q\bar{q}}(s, \cos\theta, \phi)|^2$$

$$|\mathcal{M}_{q\bar{q}}(s, \cos\theta, \phi)|^2 = \left| \begin{array}{c} e^- \\ \swarrow \\ \gamma \\ \nwarrow \\ e^+ \end{array} \begin{array}{c} \nearrow \\ \bar{q} \\ \searrow \\ q \end{array} + \begin{array}{c} e^- \\ \swarrow \\ Z \\ \nwarrow \\ e^+ \end{array} \begin{array}{c} \nearrow \\ \bar{q} \\ \searrow \\ q \end{array} \right|^2$$

Part I: Hard Process generation

scattering process kinematics

- collisions in centre-of-mass frame (here equal to lab frame)

$$p_{e^+} = \sqrt{s}/2(1, 0, 0, 1), \quad p_{e^-} = \sqrt{s}/2(1, 0, 0, -1)$$

- four-momentum conservation & on-shell conditions:

$$p_{e^+} + p_{e^-} = p_q + p_{\bar{q}} \quad \& \quad p_{e^+}^2 = p_{e^-}^2 = p_q^2 = p_{\bar{q}}^2 = 0$$

- final-state momenta in spherical coordinates

$$p_q = \sqrt{s}/2(1, -\cos\phi \sin\theta, -\sin\phi \sin\theta, -\cos\theta)$$

$$p_{\bar{q}} = \sqrt{s}/2(1, +\cos\phi \sin\theta, +\sin\phi \sin\theta, +\cos\theta)$$

\leadsto can construct arbitrary observable X & differential cross section $d\sigma/dX$

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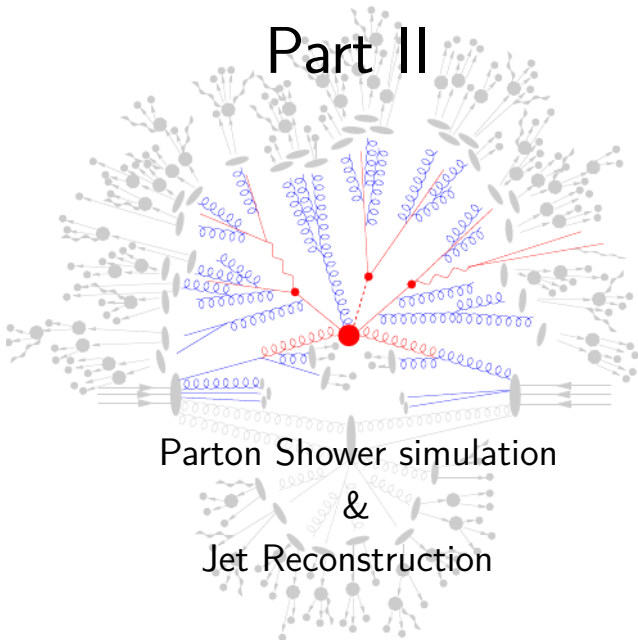
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→ can construct arbitrary observable X & differential cross section $d\sigma/dX$

pre-defined project tasks

- 1 consider collisions at fixed centre-of-mass energy, *i.e.* $\sqrt{s} = M_Z$
 - Monte-Carlo integration of total cross section, uniform sampling of θ and ϕ
 - study MC error estimate, compare to VEGAS integration package
- 2 consider variable collision energy, *i.e.* $\sqrt{s} \in [M_Z - 3\Gamma_Z, M_Z + 3\Gamma_Z]$
 - use Breit-Wigner importance sampling to tame s integral
 - quantify integration performance increase

Part II

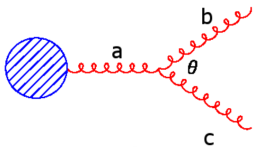


accelerated charges radiate

- QED: electrons (charged) emit photons
- QCD: quarks (coloured) emit gluons (quarks triplets, gluons octets)
but, gluons coloured as well \leadsto gluons emit gluons

\leadsto QCD radiation enhanced in the infra-red: soft / collinear emissions

\leadsto real-emission matrix elements factorize in collinear limit [universal]



$$t = p_a^2, z = E_b/E_a$$

$$d\sigma_{n+1} = d\sigma_n \frac{dt}{t} dz \frac{\alpha_S}{2\pi} P_{ba}(z)$$

\leadsto iteration / Markov process

\leadsto **parton shower MC**

Parton Shower: Toy Model

one particle species **G** only, starting scale $t = t_{\max}$

$$d\mathcal{P}_G = P_{GG}(z) \frac{dt}{t} dz \quad \xrightarrow{\text{given } t} \quad I(t) = \int_{z_-(t)}^{z_+(t)} dz P_{GG}(z) \quad \begin{array}{c} G \\ \diagup \\ \bullet \\ \diagdown \\ G \end{array} \quad \propto P_{GG}(z)$$

\leadsto probability of no-branching between t_{\max} and $t < t_{\max}$

$$\mathcal{P}_{G,\text{no-branch}}(t, t_{\max}) = \exp \left\{ - \int_t^{t_{\max}} \frac{dt'}{t'} I(t') \right\} \quad \rightarrow \quad \text{ordering parameter } t$$

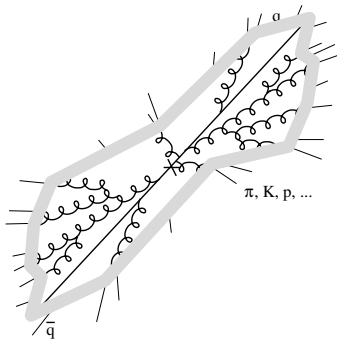
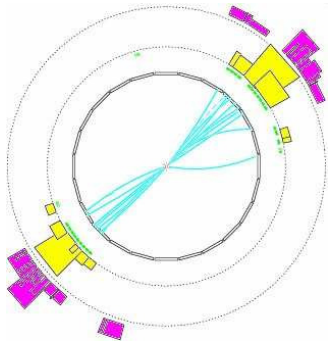
a simple shower algorithm

- determine scale of next emission by solving $\mathcal{P}_{G,\text{no-branch}}(t, t_{\max}) = \#$ for t
 \leadsto Sudakov Veto Algorithm
- select energy fraction z according to $P_{GG}(z)$
- construct kinematics of emitted particle
- reset $t_{\max} = t$ and start afresh

Parton Shower: QCD final-state cascade

The full QCD picture

- P_{qq} , P_{gq} , P_{qg} , P_{gg} , $\alpha_S(z, t)$, choice of evolution variable
- shower has to stop at some infra-red cut-off $t_o \sim \mathcal{O}(1\text{GeV}^2)$
 - \leadsto below t_o perturbative approach no-longer applies
 - \leadsto Monte Carlo generators invoke hadronisation model



Parton Shower: The QCD running coupling

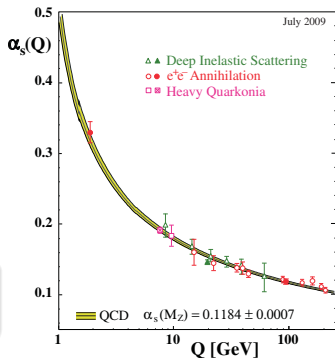
as other couplings/parameters α_s is scale dependent [momentum scale μ^2]

\leadsto at lowest order one finds for $\alpha_s(\mu^2)$ ($b_0 = (33 - 2n_f)/12\pi$)

$$\frac{d\alpha_s(\mu^2)}{d \ln \mu^2} = -b_0 \alpha_s^2 \quad \leadsto \quad \alpha_s(\mu^2) = \frac{\alpha_s(\mu_0^2)}{1 + b_0 \alpha_s(\mu_0^2) \ln \frac{\mu^2}{\mu_0^2}} = \frac{1}{b_0 \ln \frac{\mu^2}{\Lambda_{\text{QCD}}^2}}$$

result expressed in terms of

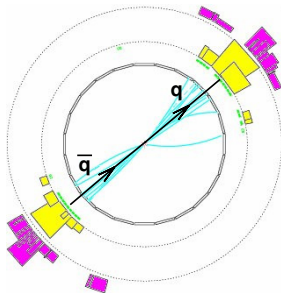
- reference scale μ_0^2 , e.g. M_Z^2
 - non-perturbative constant $\Lambda_{\text{QCD}} \simeq 0.2 \text{ GeV}$
 - fundamental scale of QCD
 - sets scale for hadron masses
- perturbation theory valid for $\mu \gg \Lambda_{\text{QCD}}$
 - non-perturbative description $\mu \simeq \Lambda_{\text{QCD}}$



The emergent picture: final-state jets

Jet definition (prel.): jets are collimated sprays of hadronic particles

- hard partons undergo soft and collinear showering
- hadrons closely correlated with the hard partons' directions



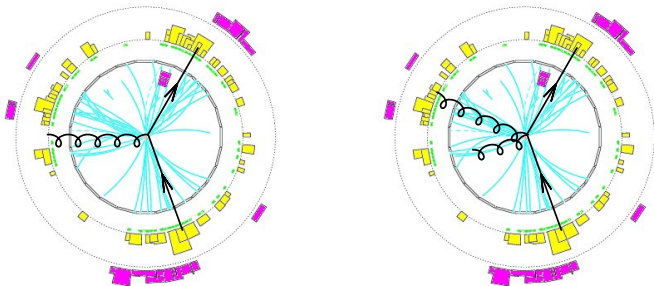
Counting jets

- ↪ near perfect two-jet event
- ↪ almost all energy contained in two cones

The emergent picture: final-state jets

Jet definition (prel.): jets are collimated sprays of particles

- hard partons undergo soft and collinear showering
- hadrons closely correlated with the hard partons' directions



Counting jets

- ~> hard emissions can induce more jets
- ~> jet counting not obvious, is this a three- or four-jet event?

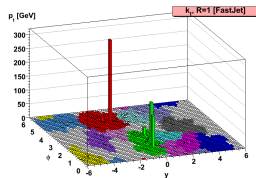
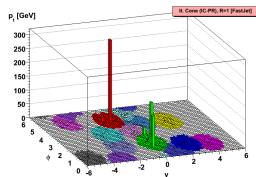
Jet algorithms

Jet definition

- group together particles into a common object, *i.e.* jets [jet algorithm]
- based on a distance measure that is algorithm specific
- combine momenta of jet constituents to yield jet momentum [recombination scheme]

two generic types of jet algorithms are commonly used:

- cone algorithms
 - widely used in the past at the Tevatron
 - jets have regular/circular shapes
 - some suffer from IR or collinear unsafety
- **sequential recombination algorithms**
 - widely used at LEP [Durham k_T algorithm]
 - jets can have irregular shape
 - default at the LHC experiments [anti- k_T algorithm]



Sequential recombination algorithms

A generic (final state) jet finding algorithm

- ① compute a distance measure y_{ij} for each pair of final-state particles
- ② determine the minimum of all y_{ij} 's
 - for smallest y_{ij} , **combine** particles ij , sum four-momenta, i.e. $p_{ij} = p_i + p_j$
- ③ go back to step one, until all particles are clustered into jets

in analyses one typically uses

- jets with inter-jet distances $y_{ij} > y_{\text{cut}}$ [exclusive mode]
- jets with inter-jet distances $y_{ij} > y_{\text{cut}}$ & $E > E_{\text{cut}}$ [inclusive mode]

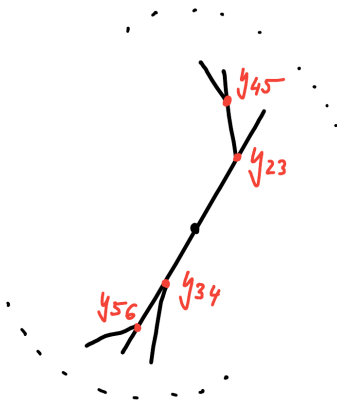
The k_T -algorithm distance measure [Catani et al. Phys. Lett. B 269 (1991), 432-438]

$$y_{ij} = \frac{2 \min(E_i^2, E_j^2)(1 - \cos \theta_{ij})}{Q^2}$$

- ↪ in the collinear limit: $y_{ij} \simeq \min(E_i^2, E_j^2)\theta_{ij}^2/Q^2$
- ↪ relative transverse momentum, normalized to total energy
- ↪ soft/collinear particles get clustered first

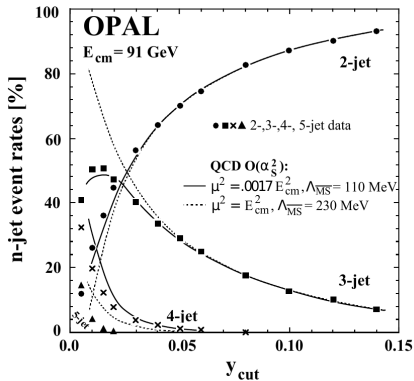
Jet algorithms at work: k_T jets at work

differential k_T scales

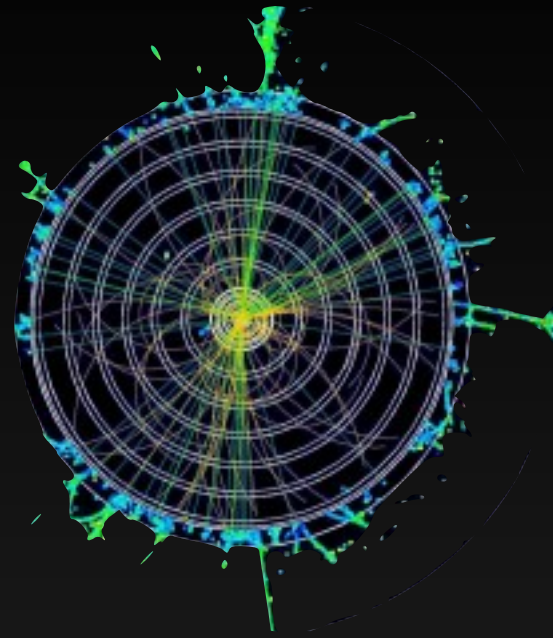


cluster sequence: $\dots < y_{56} < y_{45} < y_{34} < y_{23}$

k_T jet fractions @ LEP



e.g. 3-jet rate: $y_{23} \geq y_{\text{cut}}$



AdvCompPhys Lab 2024

Project: MC Simulations for Particle Physics

Enrico Bothmann – 12th June 2024

Quick Start



Quick Start Cheatsheet

1. get the project worksheet from Stud.IP
2. get utility code and reference data (see below)

```
git clone git@gitlab.gwdg.de:bothmann/advanced-computational-physics.git
```

```
mkdir my-project  
cp -r advanced-computational-physics/{utils,sherpa.yoda} my-project  
cd my-project  
git init ; git add --all ; git commit -m "Add libs"
```

```
# inspect libs and create your own script  
gedit utils/vector.py  
gedit my_solution
```

```
``` example content of my_solution:  
#!/usr/bin/env python
```

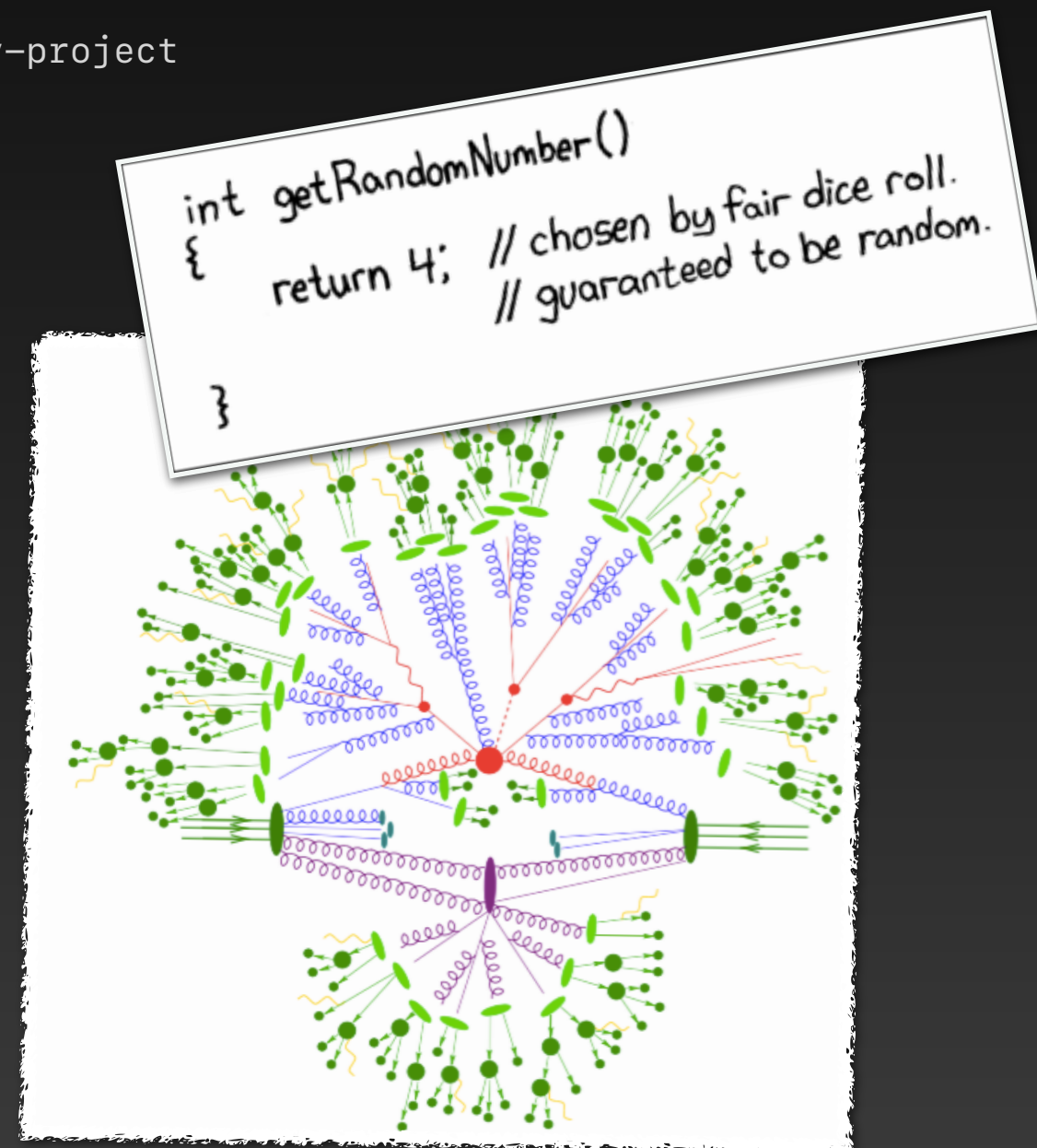
```
from utils.vector import Vec4
```

```
momentum = Vec4(128.9, 14.1, 3.3, 89.9)
print(momentum.invariant_mass())
```
```

```
# make executable and run  
chmod +x my_solution  
./my_solution  
→ 91.2...
```

```
# get external libs, to make e.g. `import vegas` work  
pip3 install vegas # or maybe pip3 install --user vegas
```

```
https://vegas.readthedocs.io/en/latest/tutorial.html
```



Best practices

- Mostly the same „Criteria for grading“ as in other projects
40 % code, 10 % formal aspect, 50 % report, see project worksheet

- Use **python3**

- language of provided library code

- Consider using **git**
not just for sharing, but for organising your own work

- Readable code

- simple code statements

- add comments when useful
unnecessary if code is truly self-explanatory

```
if (ic<0 || jc<0 || kc<0)
    THROW(fatal_error,"Invalid PS tree");
double ws, mu2;
int flip(jc<ic), swap(jc<campl->NIn() && flip);
if (swap) std::swap<int>(ic,jc);
int type((ic<campl->NIn()?1:0)|(kc<campl->NIn()?2:0));
Splitting s=p_clus->KT2
    (campl->Leg(ic),campl->Leg(jc),campl->Leg(kc),
    lij->Flav(),campl->Kin(),type,1|(swap?2:0),ws,mu2);
s.p_s=lmap[lampl->IdLeg(lij->K())];
s.p_c=lmap[lij];
(*----m_ampls.end())->SetSplit(s);
if (!flip || swap) RecoCheck(*----m_ampls.end(),swap);
```

huh?!

huh?!!?

wtf!!!
argh!!! 🤯

¿Questions?

- now?
- Stud.IP AdvCompPhys Lab forum
- enrico.bothmann@uni-goettingen.de
- Q & A sessions (Online meeting link will be announced on Stud.IP)

Wed, 2:15pm-4pm (→ CIP Pool C.00.106)

on-demand + online: Wed, 4pm-6pm, Fri 10:15am-12am

First session: Wed 19th June 2:15pm
→ opportunity to get in contact among yourselves