Announcements

Quiz:

- Pick up quiz after class if you have not yet. Next quiz today.

Homework:

Homework 1 grades posted on gradescope. Reach out to Alejandro (with me in cc) if you have questions. Solutions posted on D2L later today.

Third HW posted on D2L after class today: Q1/Q2 can be done now



Will cover through "bound states".

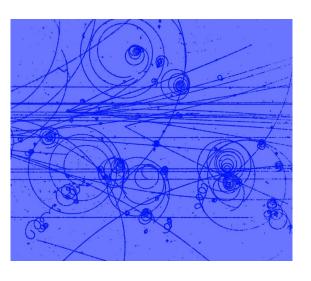
Equation sheet: 1 letter-sized (8 ½ by 11 inches) page front and back, handwritten

Paper:

Topic due Monday Feb 16 at 3pm. Fill out this google form before then:

https://forms.gle/MmCk8NtrMm7RdfLC7

Office hours: next week on Wednesday 4-5pm, not on Friday



Baryon Bound States

Omega baryon is made of 3 s quarks. But what about the Pauli exclusion principle?



Baryon Bound States & Color

Omega baryon is made of 3 s quarks. But what about the Pauli exclusion principle?

Total wave function Ψ includes a color component:

$$\Psi = \Psi \text{space(r)} \quad \Psi \text{spin} \quad \Psi \text{flavor} \quad \Psi \text{color}$$
symmetric symmetric anti-symmetric

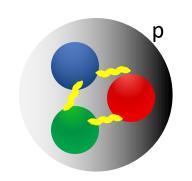
Every naturally occurring particle is a color singlet. For baryons the color state is:

$$\Psi$$
color = $\frac{1}{\sqrt{6}}$ [r1g2b3 + g1b2r3 + b1r2g3 - r1b2g3 - b1g2r3 - g1r2b3]

Reminder: Color

Color: New degree of freedom for quarks

(a) Any quark can exist in three different color states (red, green, blue).

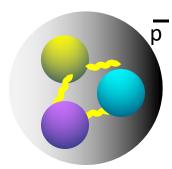


(b) Each of states is characterized by two conserved color charges (color isopin I₃^c, and color hyper charge Y^c)

Quarks	I_3^C	Υ ^C	Antiquarks	I_3^C	Υ ^C
r g b	1/2 -1/2 0	1/3 1/3 -2/3	r B	-1/2 1/2 0	-1/3 -1/3 2/3

these charges do not depend on flavor of quarks (u,d,c, ...).

(c) Color confinement : only states with zero color charges are observable as free particles (color singlets).



Why are there 8 gluons?

There are three colors, which allow us to write down the following combinations:

rb bg gr
$$(rr - gg)/\sqrt{2}$$

rg br gb $(rr + gg - 2bb)/\sqrt{6}$
 $(rr + gg + bb)/\sqrt{3}$

Why are there 8 gluons?

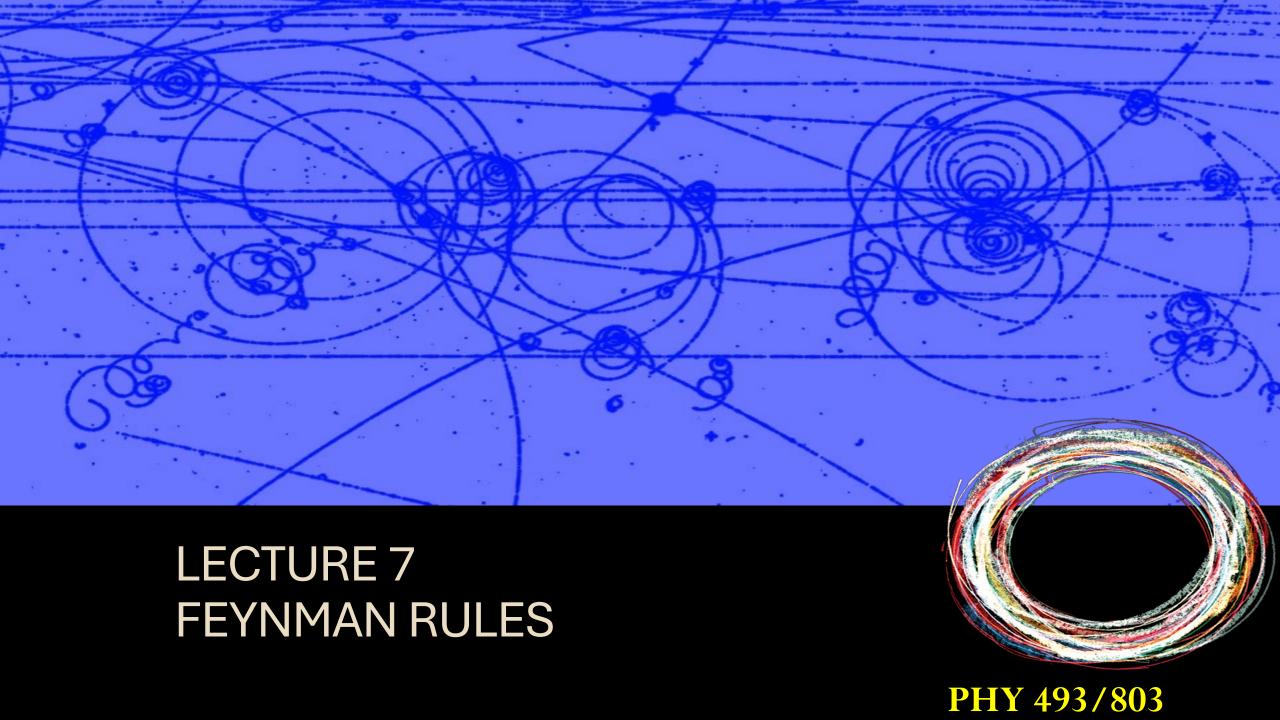
What are 8 color states for gluons?

rb bg gr (rr - gg)/
$$\sqrt{2}$$

rg br gb (rr + gg - 2bb)/ $\sqrt{6}$
(rr + gg + bb)/ $\sqrt{3}$

The ninth one has the combination r+g+b, which is color neutral

- Would be a colorless gluon (color singlet) that does not feel the strong interaction
- -> Photon equivalent of the strong interaction



Recap / Up Next

Last time:

Bound States

Hydrogen

'Onium

Mesons/Baryons

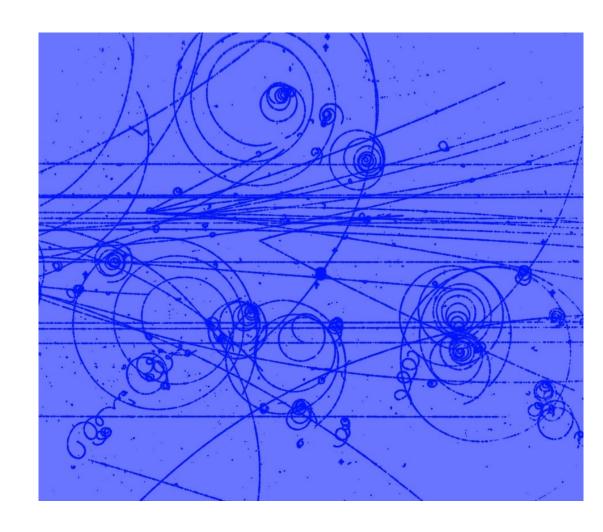
This time:

Feynman Calculus

Decays/Scattering

The Golden Rule

Feynman Rules



Observables

To learn anything about particle interactions, we have to observe something.

There are three basic categories:

A) Bound states & their spectra (this was last class)

- B) When particles are "Left Alone", they can:
 - 1) Do nothing
 - 2) Decay
 - 3) Eventually find another particle and go to category C.

- When particles encounter another particle, they can:
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Decay rate (Γ): Describes how quickly particles disappear.

Lifetime (\mathcal{T}): Describes how long particles stick around on average.

$$au = 1/\Gamma$$

Decay Rate and Lifetime

Particles have no concept of history

The probability a particle will decay in a fixed period is constant.

A population of decaying particles can be described as a function of time.

$$\Delta N(t) = N(t_a) - N(t_b)$$
$$= p N(t_b) (t_a - t_b)$$

N = Number of particles

Written differentially, we have:

$$dN = -\Gamma N dt$$

Also write in terms of probability, given the difference in time between a and b

 Γ is the decay rate, the probability per unit time for a decay to occur

Units: decay rate in 1/s

In natural units: decay rate in eV

Decay rate and Lifetime

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The number of particles *N* left over after time *t* is given by:

$$N(t) = N_0 e^{-\Gamma t} = N_0 e^{-t/\tau}$$

Decay rates & rules

Generally, all particles are unstable and can decay. Rough rules:

- 1) Energy is conserved: the final state cannot have more total mass
- 2) If there is not a lower energy/mass state, the particle cannot decay.
- 3) The decay must satisfy all conservation rules. eg, charge conservation.

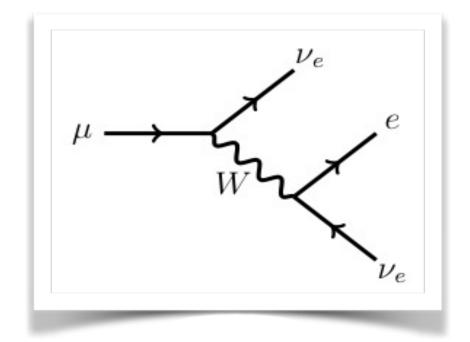
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Consider muon decay:

- The final state mass is much smaller than the initial state mass: 0.5 MeV vs 106 MeV
- The W boson must be virtual (Mw~80 GeV)
- The final state momentum is:
 - Shared among 3 particles
 - Determined by the difference in mass between initial and final states.



W boson decays

- Particles can decay in many ways, not just one, and allowed decays happen
- Example: a W boson can decay to a fermion-antifermion pair

$$W^{+} \rightarrow e^{+} + \nu_{e}$$

$$W^{+} \rightarrow \mu^{+} + \nu_{\mu}$$

$$W^{+} \rightarrow \tau^{+} + \nu_{\tau}$$

$$W^{+} \rightarrow u + \bar{d}$$

$$W^{+} \rightarrow c + \bar{s}$$

• (Note: W boson cannot decay to t+b because the mass of the top quark is larger than the mass of the W boson)

Summing Decay Rates

What happens when a particle has more than one path to decay? The total decay rate is the sum of individual decay rates.

$$W^{+} \rightarrow e^{+} + \nu_{e}$$

$$W^{+} \rightarrow \mu^{+} + \nu_{\mu}$$

$$W^{+} \rightarrow \tau^{+} + \nu_{\tau}$$

$$W^{+} \rightarrow u + \bar{d}$$

$$W^{+} \rightarrow c + \bar{s}$$

To know the decay rate for the W, need to know ALL the decay modes and rates:

$$dN_W = -\left(\Gamma_{e\nu} + \Gamma_{c\bar{s}} + \cdots\right) N_W dt$$

$$\Gamma_{tot} = \sum \Gamma_i$$

Careful: the decay rates sum, not the lifetimes

Branching Fraction/Ratio

The fraction of a particle's decays to a particular final state is referred to as the "branching fraction" or "branching ratio"

Calculated as:

$$BR(W \to e\nu) = \frac{\Gamma_{W \to ev}}{\Gamma_{\text{tot}}}$$

W⁺ DECAY MODES

 W^- modes are charge conjugates of the modes below.

	Mode	Fraction (Γ_i/Γ)		
$\overline{\Gamma_1}$	$\ell^+ u$	[a] (10.86± 0.09) %		
Γ_2	$e^+ u$	$(10.71 \pm 0.16) \%$		
Γ_3	$\mu^+ u$	$(10.63 \pm \ 0.15) \%$		
Γ_4	$ au^+ u$	$(11.38 \pm \ 0.21) \%$		
Γ ₅	hadrons	(67.41± 0.27) %		

Lifetime

• Lifetime au describes how long particles live on average before they decay

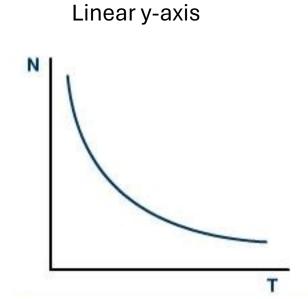
- Relationship to decay rate: $au=1/\Gamma$ $\Gamma=1/ au$
- Units of lifetime in seconds, or 1/eV

Number of particles left after time t:

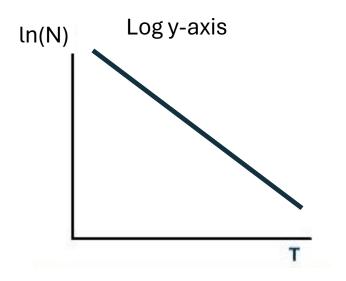
$$N(t) = N_0 e^{-\Gamma t} = N_0 e^{-t/\tau}$$

Exponential decay

- $N(t) = N_0 e^{-\Gamma t} = N_0 e^{-t/\tau}$
- $\tau = 1/\Gamma$
- With many allowed decays: $\tau = 1/\Gamma_{tot}$

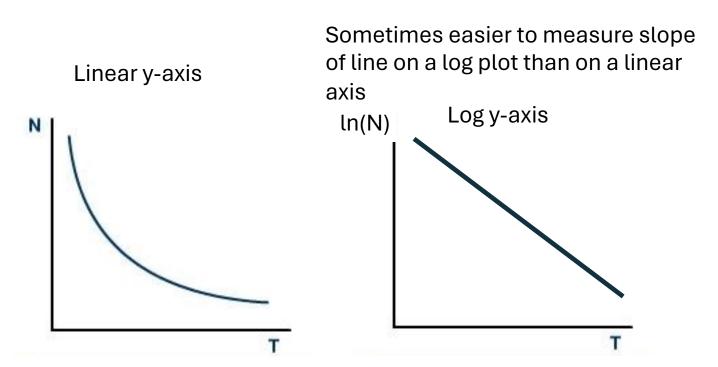


Sometimes easier to measure slope of line on a log plot than on a linear axis

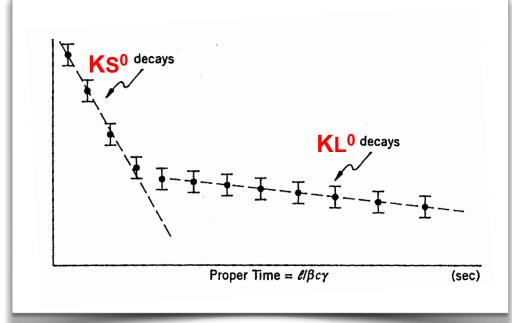


Exponential decay plots

- $N(t) = N_0 e^{-\Gamma t} = N_0 e^{-t/\tau}$
- $\tau = 1/\Gamma$
- With many allowed decays: $\tau = 1/\Gamma_{\rm tot}$



Example Measurement



Decay & Production

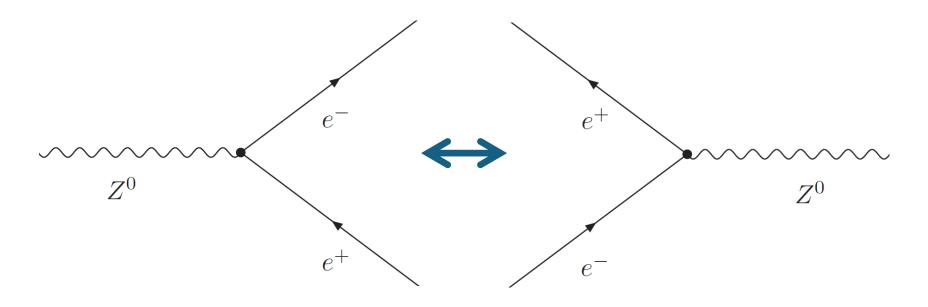
Particle decay and particle production are intrinsically related

Related to CPT symmetry and rotation of Feynman diagrams

The decay rate for a process is also referred to as the "width" of the production rate "peak".

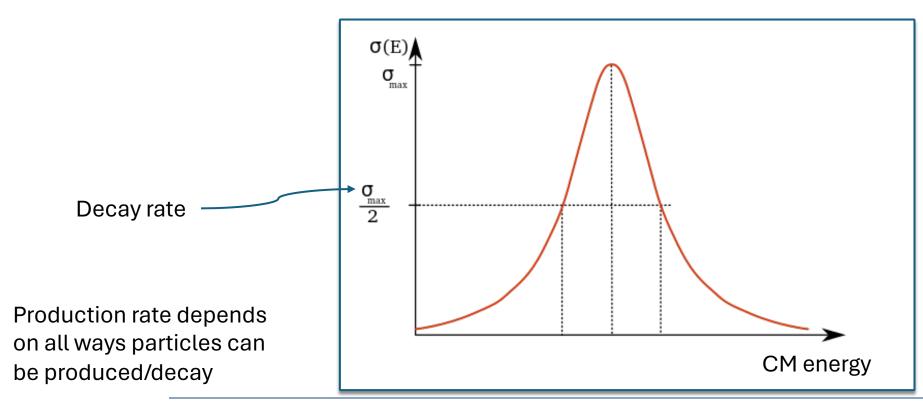
Example: Z boson coupling to electron-positron pair

The coupling is the same whether a Z decays to e+e- or whether an e+e- collision produces a Z **Probability the process happens is the same in either direction!**



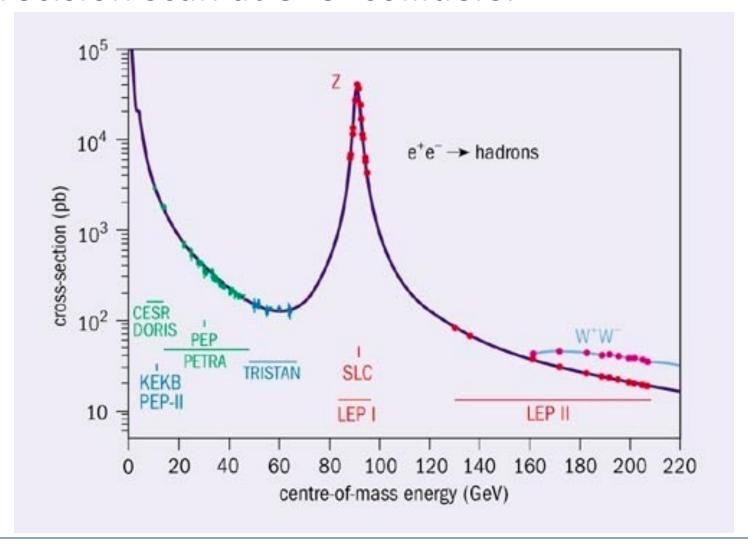
Decay & Production

Scan through the energy of the two beams colliding (CM energy) reveals a
peak structure for production of a particle -> Measure number of particles
produced, proportional to probability of production



Example: Z boson production and decay

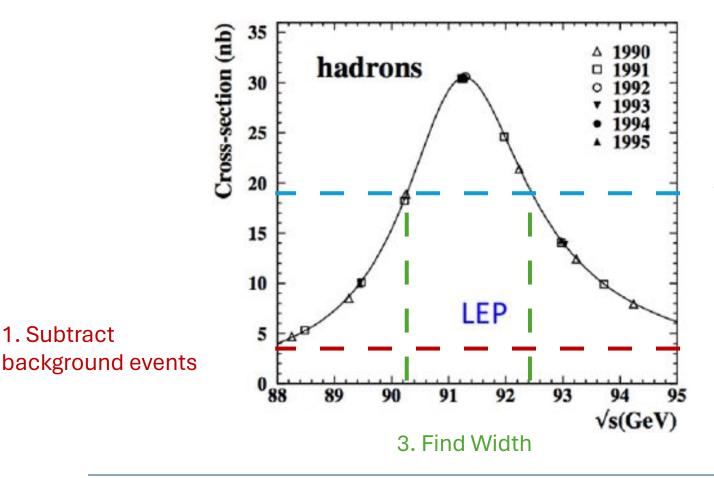
Precision scan at e+e- colliders:



Example: Z boson production

- Z boson scan at LEP e+e- collider:
- Z boson total decay rate: 2.5 GeV

1. Subtract



2. Find half-height of peak above background

Physics 493/803

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Cross section (σ): Describes the probability for an interaction to occur.

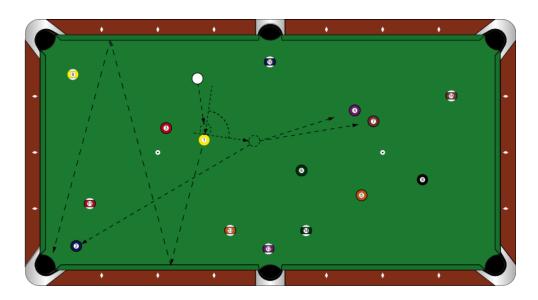
Differential cross section (${
m d}\sigma/{
m d}X$): Describes the probability for an interaction with a particular final state.

Classical Scattering

We need to connect the idea of a unit area (classical) and the probability for an interaction to occur.

Classically, the cross section is inherently related to the size of an object.



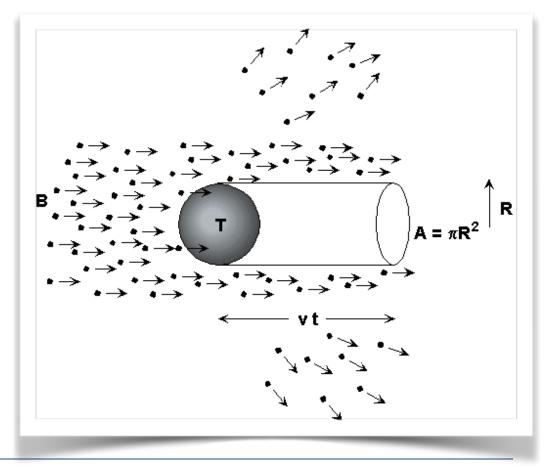


Classical Scattering

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In the classical sense, scattering occurs when the particles in a beam overlap their path with the target's cross section



Quantum Mechanical Scattering

- "Soft" scattering -> the closer together, the greater the deflection
- Interaction rate depends on particles that are scattering as well as the target
- Scattering can be elastic (e+p->e+p) or inelastic (e+p -> e+p+ π 0, etc)
 - Each process has its own exclusive interaction rate (cross section)
- Total cross section is the sum of all the possible interactions

$$\sigma_{\text{tot}} = \sum_{i=1}^{n} \sigma_i$$

 Requires: description of available phase space and specifics of the interaction (vertex element/coupling and kinematics)

The Golden Rule

Fermi's Golden Rule states:

The transition rate for a system depends on two fundamental quantities

- 1) The "Matrix Element" or "Transition Amplitude"
- 2) The final state phase space

