



# Particle Physics Phenomenology

## 8. QCD jets and jet algorithms

Torbjörn Sjöstrand

Department of Astronomy and Theoretical Physics  
Lund University  
Sölvegatan 14A, SE-223 62 Lund, Sweden

Lund, 6 March 2018

# At the beginning was ...

- Spear (SLAC): mid-70'ies,  $e^+e^- \rightarrow q\bar{q}$  should have  $1 + \cos^2 \theta$  angular distribution if quarks have spin 1/2.  
Solution: **Sphericity**.
- Fixed-target pp experiments study alignment of collision.  
Solution: **Thrust**.
- PETRA (DESY): early 80'ies,  $e^+e^- \rightarrow q\bar{q}g$ , establish g.  
First solution: extend Sphericity and Thrust families.  
Second solution: **clustering algorithms**, e.g. LUCLUS, JADE, Durham  $k_\perp$ . All rotationally symmetric.
- Sp $\bar{p}$ S (CERN): need to separate beam jets from high  $p_\perp$  ones.  
First solution: **cone jets** in  $(\eta, \varphi)$  space, e.g. UA1.  
(Second solution: clustering  $\sim$  like Durham, but in  $(\eta, \varphi)$ .)
- Tevatron (Fermilab): cone algorithms, increasingly messy.
- LHC: **return of clustering with new safer and faster algorithms**.  
**Anti- $k_\perp$**  “is” infrared safe return to UA1 **cone** algorithm.

# Sphericity

View as eigenvector problem, e.g. rotation axes of irregular 3D body. Here spanned up by the  $\mathbf{p}_i$  of “all” particles in event.

$$S^{ab} = \frac{\sum_i p_i^a p_i^b}{\sum_i p_i^2} \quad a, b = x, y, z$$

$S^{ab}$  has three eigenvalues  $\lambda_1 \geq \lambda_2 \geq \lambda_3$  with  $\lambda_1 + \lambda_2 + \lambda_3 = 1$ .

Sphericity  $S = \frac{3}{2}(\lambda_2 + \lambda_3)$ ,  $0 \leq S \leq 1$ .

$S = 0$ : two back-to-back pencil jets, e.g.  $e^+e^- \rightarrow \mu^+\mu^-$ .

$S = 1$ : spherically symmetric distribution.

Aplanarity  $A = \frac{3}{2}\lambda_3$ ,  $0 \leq A \leq \frac{1}{2}$ .

$A = 0$ : all particles in one plane.

$A = 1/2$ : like  $S = 1$ .

**Problem: collinear unsafe!**

E.g. different answer if  $\pi^0 \rightarrow \gamma\gamma$  counted as one or two particles.

# Linearized Sphericity

Collinear safe alternative, used in same way but with

$$L^{ab} = \frac{\sum_i \frac{p_i^a p_i^b}{|\mathbf{p}_i|}}{\sum_i |\mathbf{p}_i|} \quad a, b = x, y, z$$

No proper name: some confusion!

Additional measures:

$$C = 3(\lambda_1 \lambda_2 + \lambda_1 \lambda_3 + \lambda_2 \lambda_3)$$

$$D = 27 \lambda_1 \lambda_2 \lambda_3$$

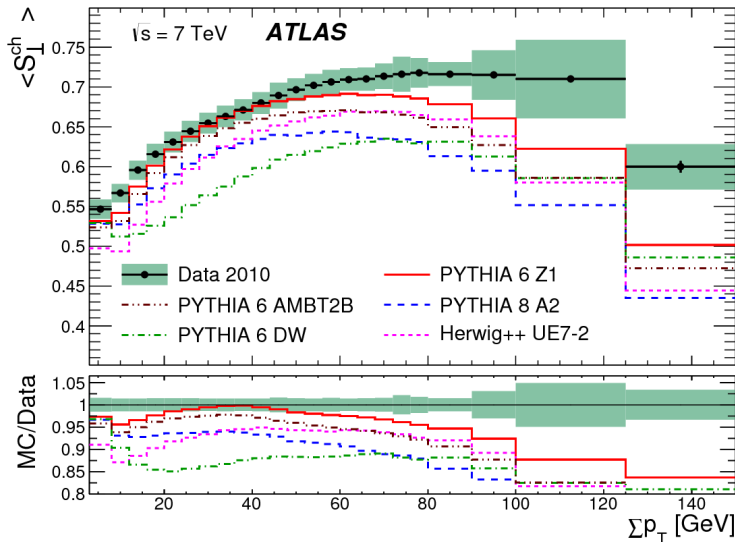
used to characterize 3- and 4-jet topologies, respectively.

(Linearized) Sphericity family not normally used in pp, since beam jets dominate structure.

Solution: set all  $p_i^z = 0$  so only transverse structure studied.

Modified “2D”  $S = 2\lambda_2$  and no  $A$ .

# 2D Sphericity at the LHC



Competition between more  $\Sigma p_\perp$  by more particles or by jets?

Thrust is computationally more demanding optimization

$$T = \max_{|\mathbf{n}|=1} \frac{\sum_i |\mathbf{p}_i \mathbf{n}|}{\sum_i |\mathbf{p}_i|}$$

with  $\mathbf{n}$  for maximum is called Thrust axis.

$1/2 < T < 1$ , with  $T = 1$  for two back-to-back pencil jets and  $T = 1/2$  for a spherically symmetric distribution.

$$\text{Major} = \max_{|\mathbf{n}'|=1, \mathbf{n}' \cdot \mathbf{n} = 0} \frac{\sum_i |\mathbf{p}_i \mathbf{n}'|}{\sum_i |\mathbf{p}_i|}$$

$$\text{Minor} = \frac{\sum_i |\mathbf{p}_i \mathbf{n}''|}{\sum_i |\mathbf{p}_i|} \quad \text{with } \mathbf{n}'' \cdot \mathbf{n} = \mathbf{n}'' \cdot \mathbf{n}' = 0$$

$$\text{Oblateness} = \text{Major} - \text{Minor}$$

Major and Oblateness again useful for 3-jet structure,  
Minor for 4-jet one.

# The rest of these lectures

- The jet algorithms developed by Salam, Cacciari, Soyez and collaborators have set the standard for LHC
- The FastJet package provides standard implementations of many algorithms, see <http://fastjet.fr>
- An excellent summary of algorithms and physics can be found in G. Salam, *Towards Jetography*, Eur. Phys. J. C67 (2010) 637 [arXiv:0906.1833 [hep-ph]]
- Two excellent lectures can be downloaded from <http://conference.ippp.dur.ac.uk/conference0therViews.py?confId=309>

We will use (parts of) these in the following