

Simulation of Long-Lived Particles and their Decays

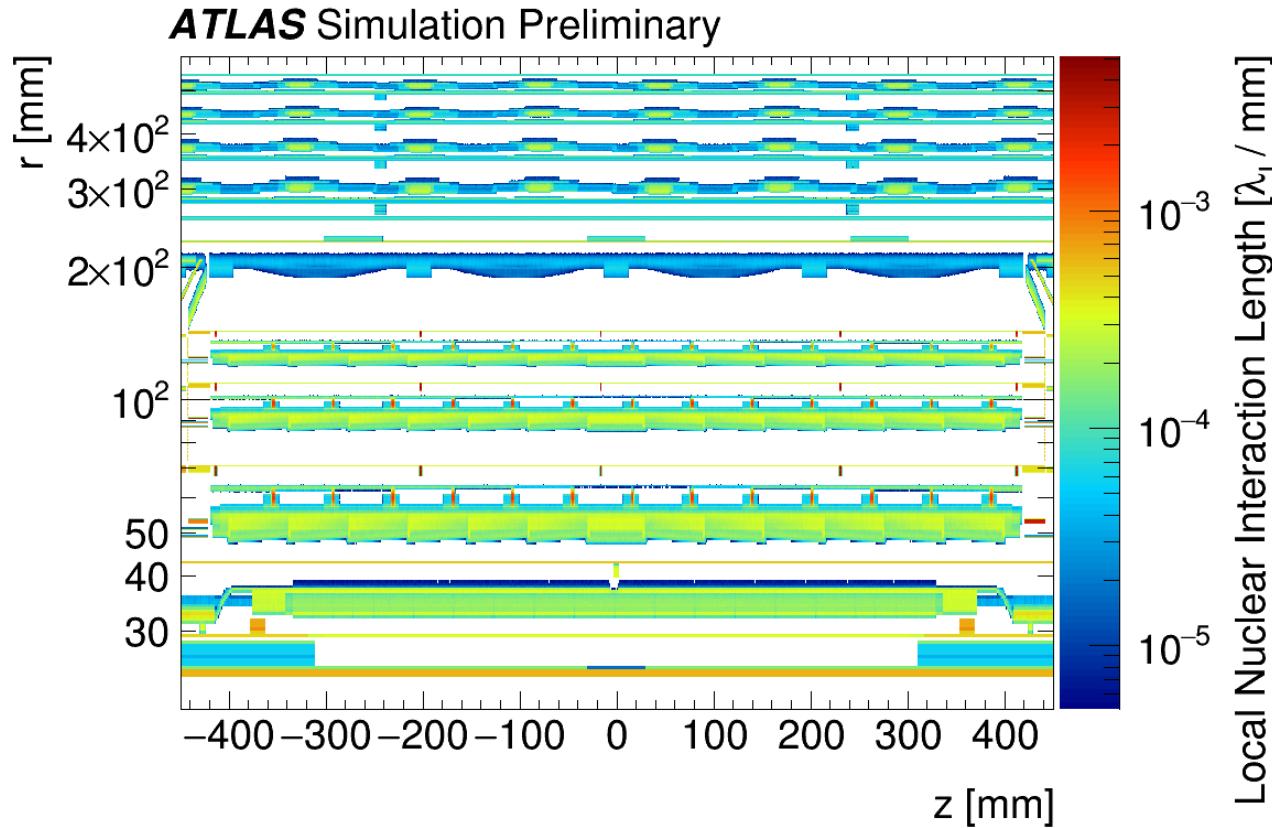
Zach Marshall (LBNL)

MC4BSM 2017

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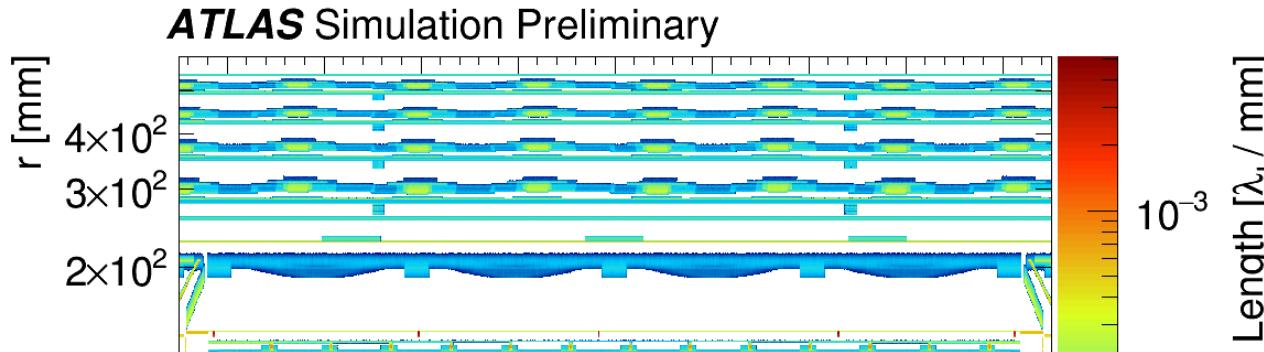
What is Long Lived?

- ATLAS and CMS put detectors very close to collisions
 - 4.4cm → 3.0cm for CMS, 3.35cm for ATLAS
- The detectors' beam pipes are inside of that
 - 2.2cm for CMS, 2.8cm for ATLAS

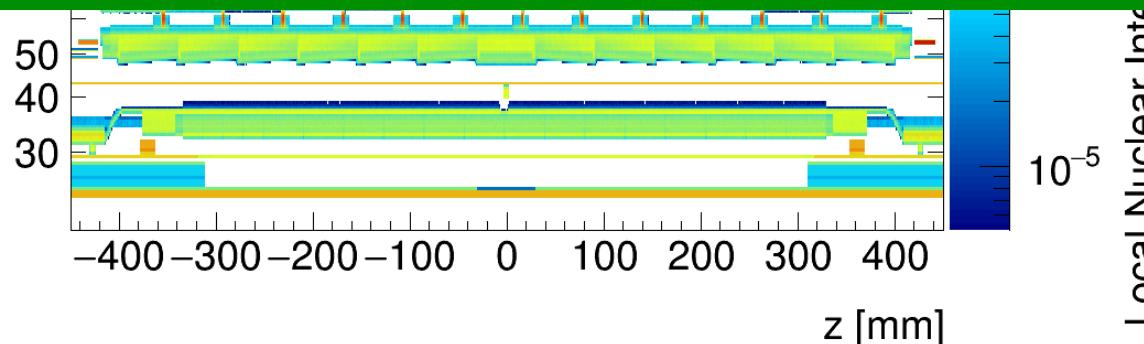


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Anything flying further than 2cm is long lived

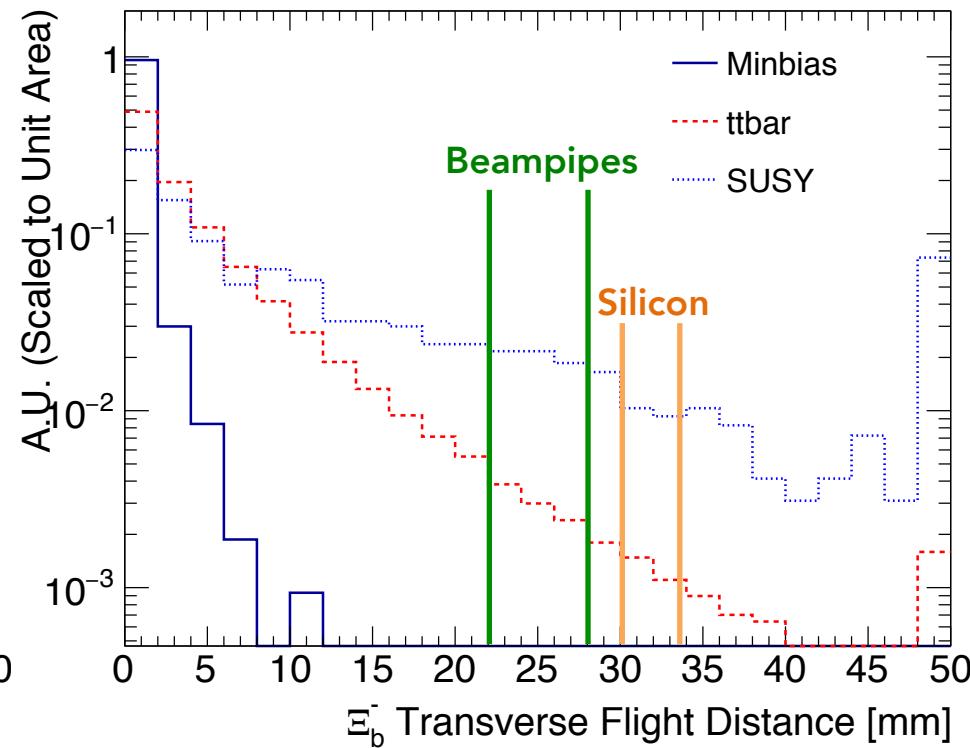
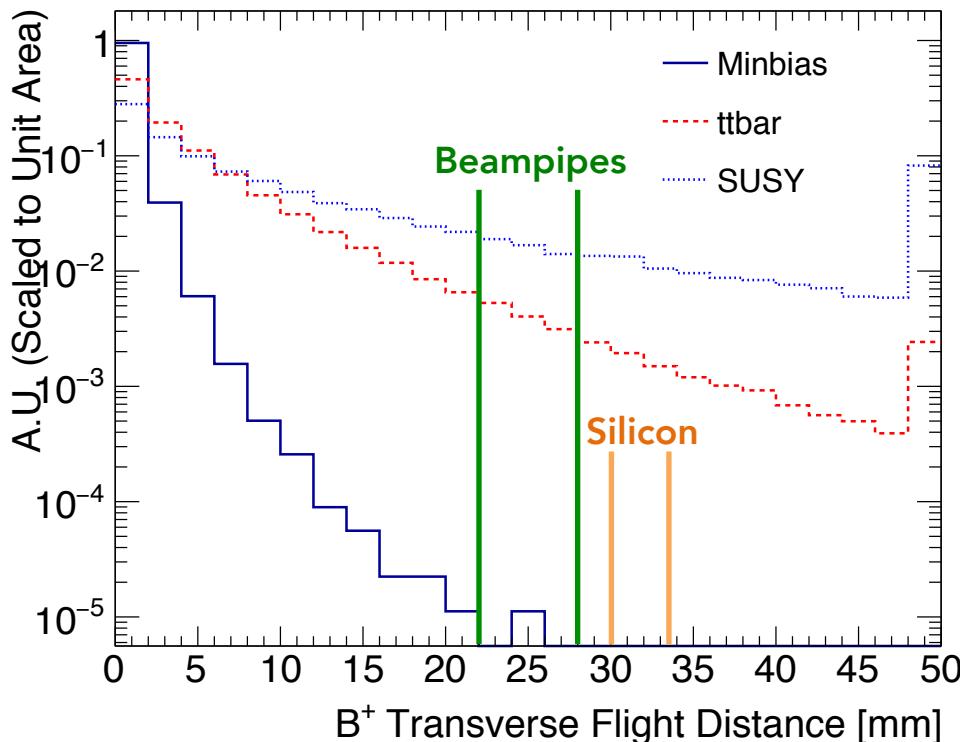


How We Define Long-Lived

- Any particle with $\tau_0 > 10 \text{ ps}$ is “stable” to our generators
 - Note that this is τ_0 (lifetime), **not** flight distance
 - All particle-level definitions that we use (for acceptance, for unfolding, etc) use this requirement to define “particle level”
- Many Standard Model particles are “long-lived” (stable) by this definition
 - Λ , K_S , K_L , π , μ are long-lived and could decay in the detector
 - Most of these are “simple” decays, so programs like Geant4 can be (and are) trusted to perform the decay
- Short-lived particles are propagated and decayed by the event generators (B , D , τ ...)
- The event generators do not know anything about our **detector material** or **magnetic field**!

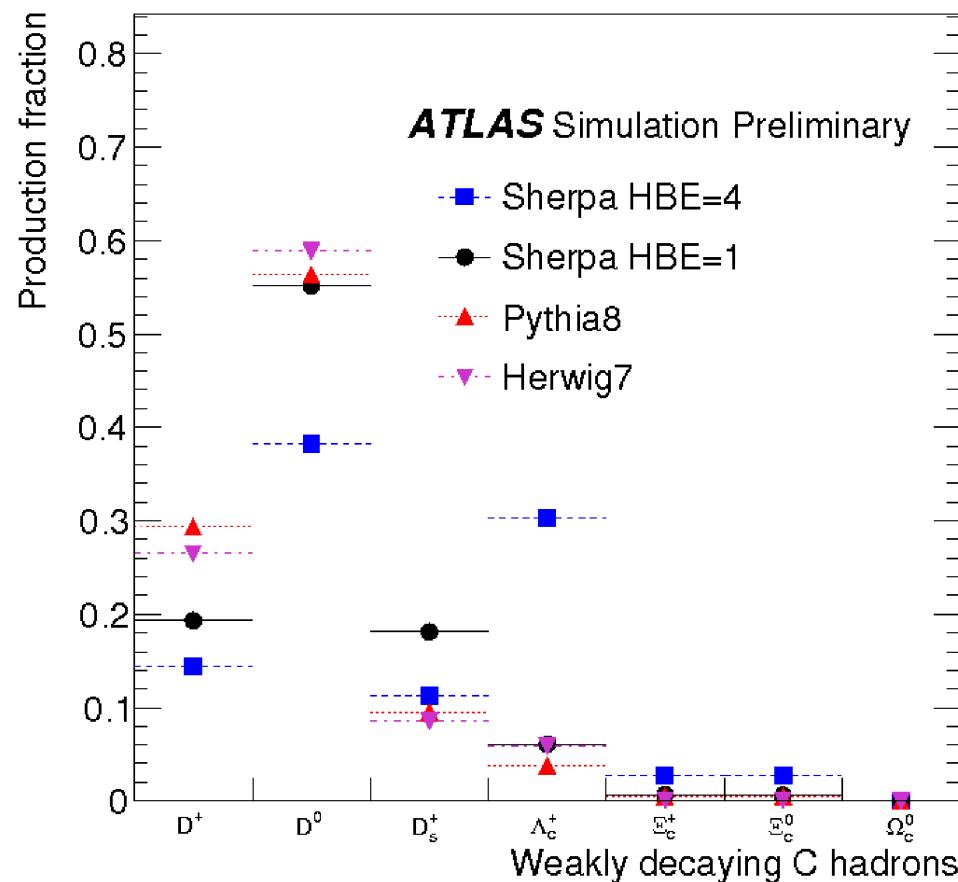
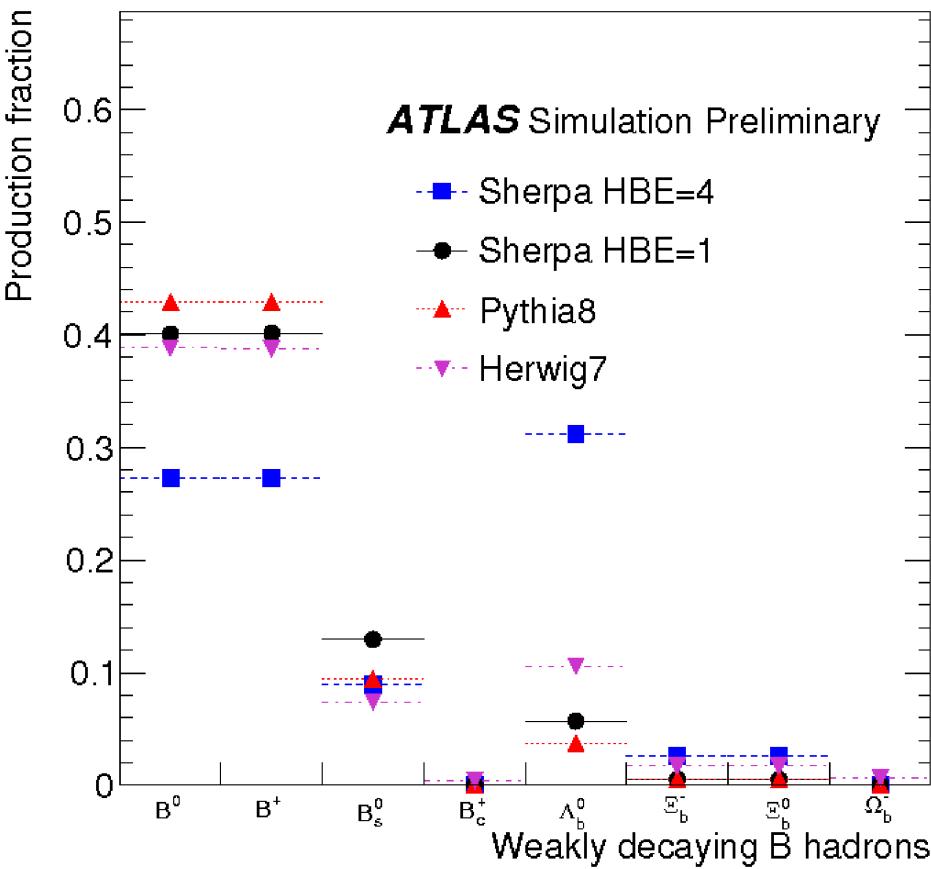
How We Define Long-Lived (II)

- Some particles with $\tau_0 < 10 \text{ ps}$ would actually interact with our detector!
 - Potential for nuclear interactions with the beampipe and silicon
 - Potential for energy loss, which could give a signal in the silicon!
Most older (and even some current) simulation misses these inner-layer hits!



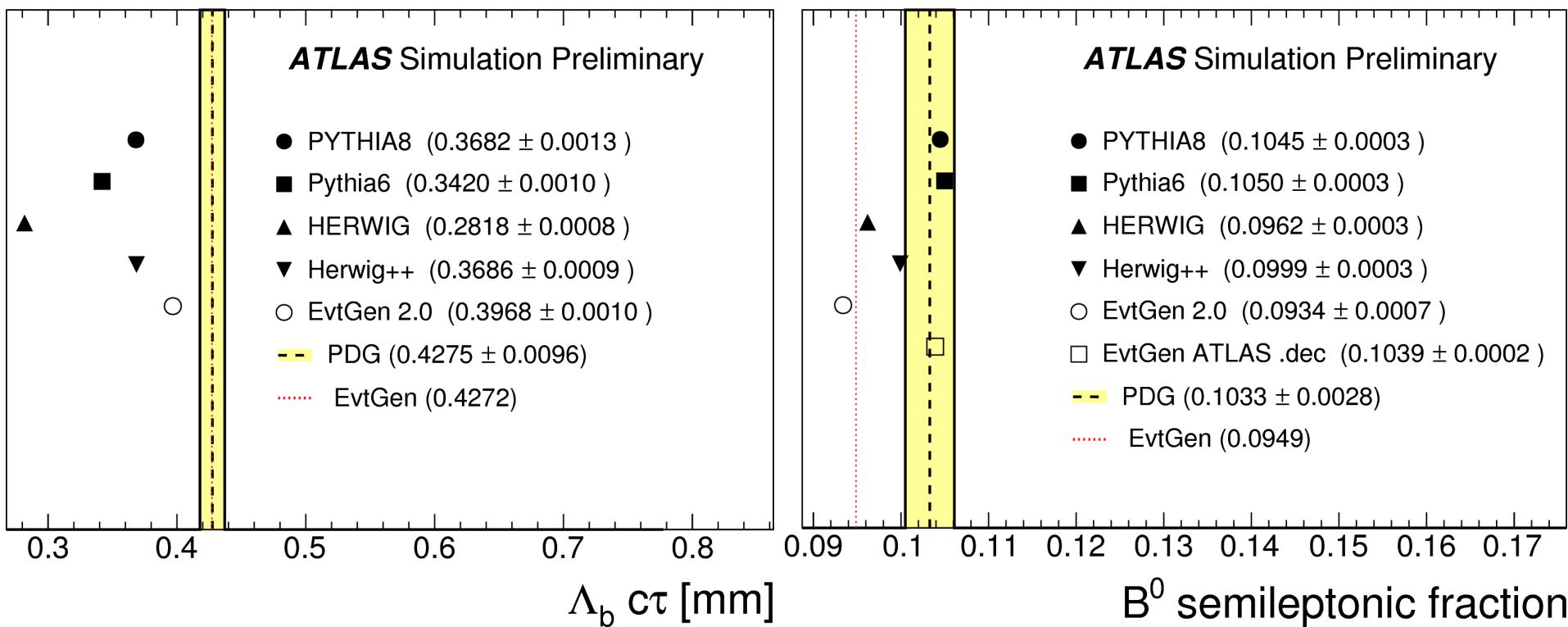
Side Note: Production Fractions

- Production fractions of B/C hadrons not well understood
 - Bottom baryon fraction also has large p_T/η dependence
- Currently dealt with in analyses with reweighting; could affect future analyses as an uncertainty. Time to measure something?



How We Define Long-Lived (III)

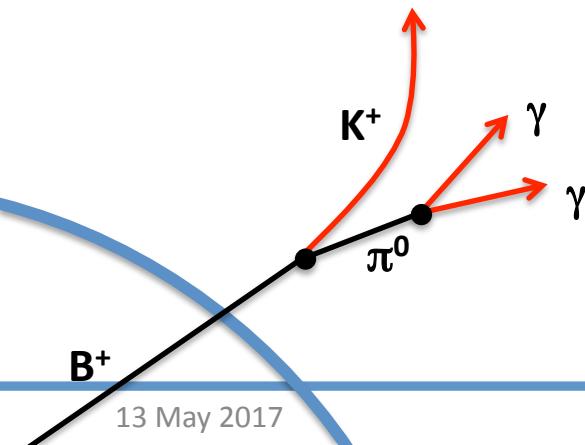
- We also know that these decays are complicated
- Even some generators have trouble getting them right!
 - Not a criticism – we know how complicated this is
- Shouldn't just add another tool that needs tuning and maintenance



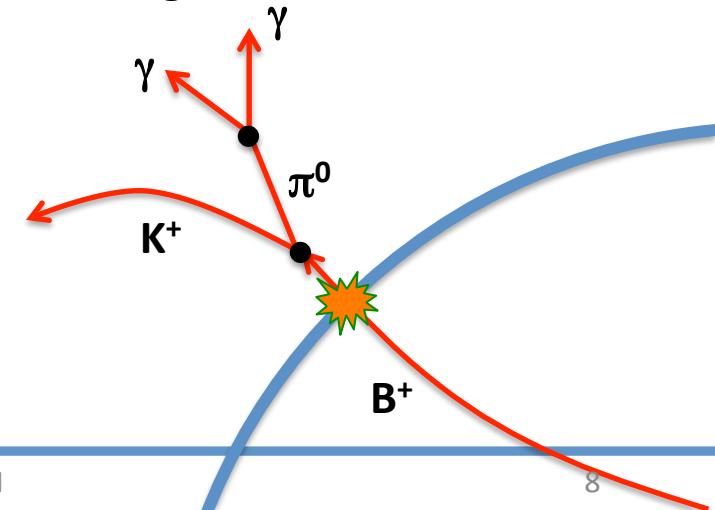
Quasi-Stable Particle Simulation

- **Quasi-stable particle simulation** is the simulation of b-hadrons, τ -leptons, and other particles that may **bend in the magnetic field**, or may **interact with the IBL** (or beampipe)
 - **EM interactions only** for most of these particles (no data!)
- Decide who gets simulated based on a **white list**
 - List of particles that Geant4 might know how to propagate
 - We simulate **all** particles that (1) are themselves on the white list, and (2) have daughters who are all on the white list
- Use the **generator decay** in Geant4
 - We don't trust Geant4 to be able to do this decay itself

Before, **generator** and **Geant4**



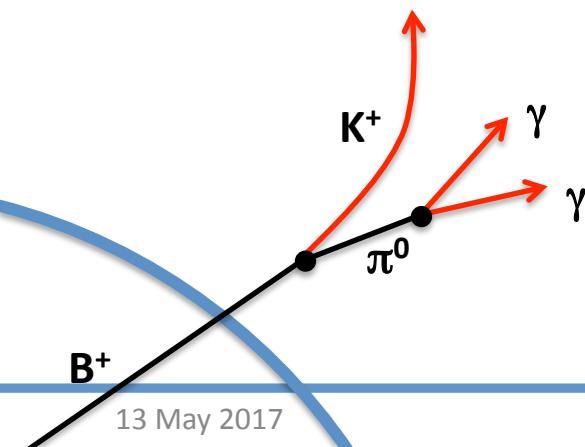
After, **generator** and **Geant4**



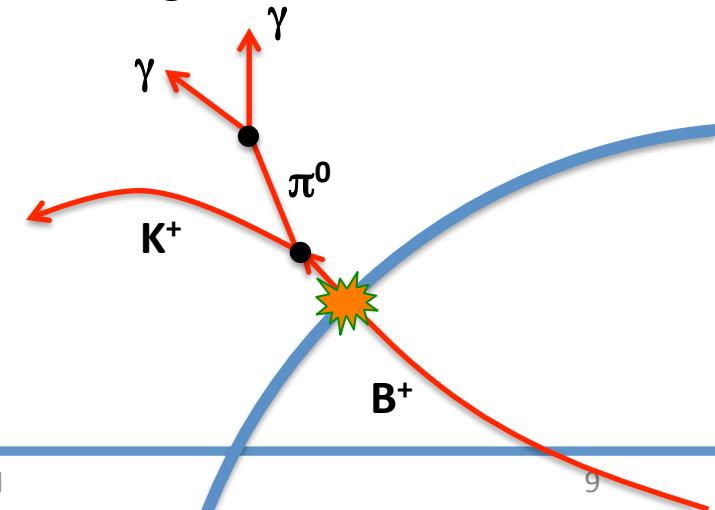
Quasi-Stable Particle Simulation

- Once hadronic interaction models are available, they will come 'free' with this approach
 - Ideas for how heavy flavor particles interact with material welcome!
- One major problem: the handling of particle-level information
 - Particularly in a disk-space efficient way
 - We need the original generator record, because that is what we will unfold to and what we use for acceptance definitions (for you all!)
 - A modified truth record contains what *actually* happened in the detector; have to somehow link these so that we know which particles are the same!
 - Have to turn your brain on to know what tools and studies should use which!

Before, **generator** and **Geant4**

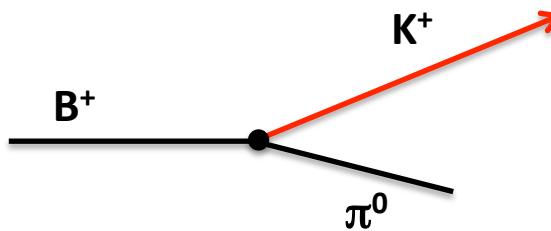


After, **generator** and **Geant4**



You Can Help!

- Might be interesting to extend the formal HepMC standard to handle these cases
- Also notice the white list being used
 - Particles not on the white list include quarks and W bosons...
- Means we can handle these sorts of interactions:



- If there is **no quark or W boson** in the truth record!
 - The simpler the better, really – this is a rare case where documentation makes our lives more difficult
 - Once we reach hadrons, we should only have hadrons
 - Loops are also a big pain in this sort of thing
- **NB:** ATLAS and CMS shouldn't have separate implementations of this... add common code in Geant4?

WHAT ABOUT EXOTIC PARTICLES?

Easiest: Weakly Interacting Neutrals

- For anything **neutral** and **weakly interacting**, we do not need a detector simulation!!
- Neutralinos, sneutrinos, dark photons, etc can all be propagated by the event generator safely
 - No material interactions, no magnetic field issues
 - Decay happens where it happens, and **from there** we have to pick up the particle history
 - In principle, quasi-stable particle simulation should be used on top of these decays (important for e.g. decay in calorimeters)
- Hardest and most interesting part of long-lived particle simulation is **detector interactions**

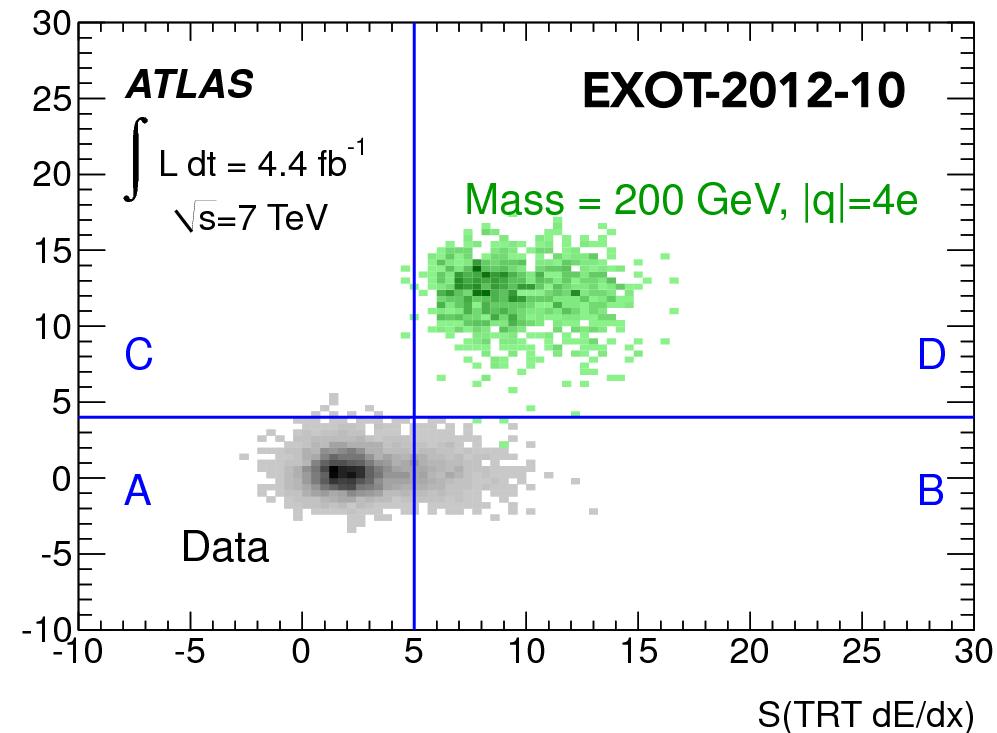
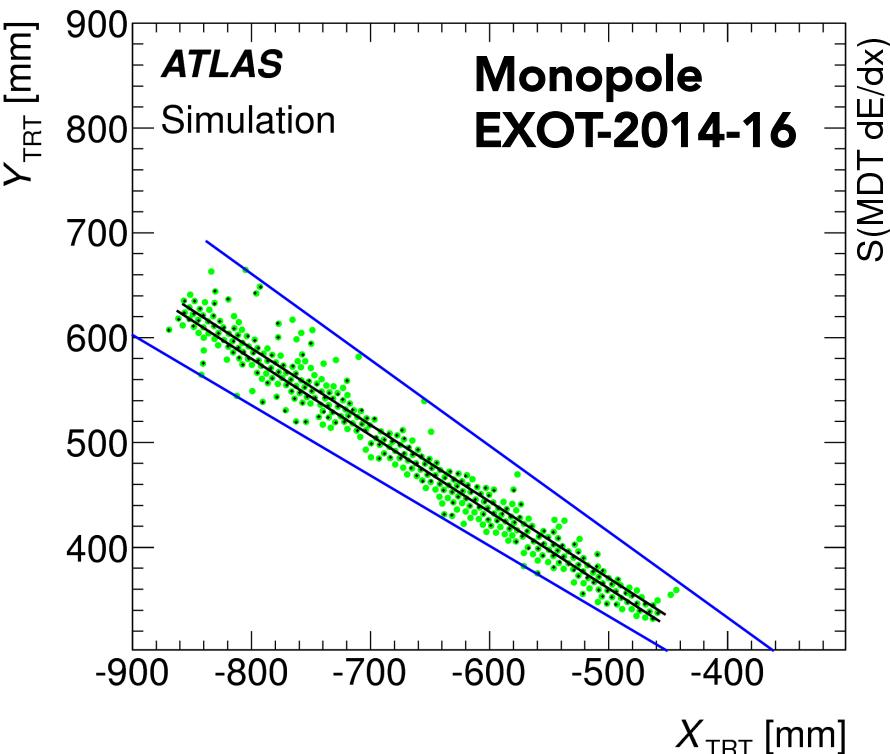
Pretty Easy: Sleptons, Charginos

- Simply heavy charged particles
- Only have to get their propagation, ionization, and multiple scattering right
 - Geant4 has modules for heavy particles; have to decide whether to use a high- β or low- β model based on search phase space
- If they decay in the detector, decays can be complicated
 - Geant4 has some methods to deal with “simple” decays
 - As long as we have fairly **simple final states** with no more than four outgoing particles, **no polarization**, and **no spin correlations**, we can treat the decays this way
 - For leptonic sleptons and chargino decays, that’s good enough!

G4PhaseSpaceDecayChannel	: phase space decay	← Our Workhorse
G4DalitzDecayChannel	: dalitz decay	
G4MuonDecayChannel	: muon decay	
G4TauLeptonicDecayChannel	: tau leptonic decay	

Pretty Easy: Monopoles, Q-balls

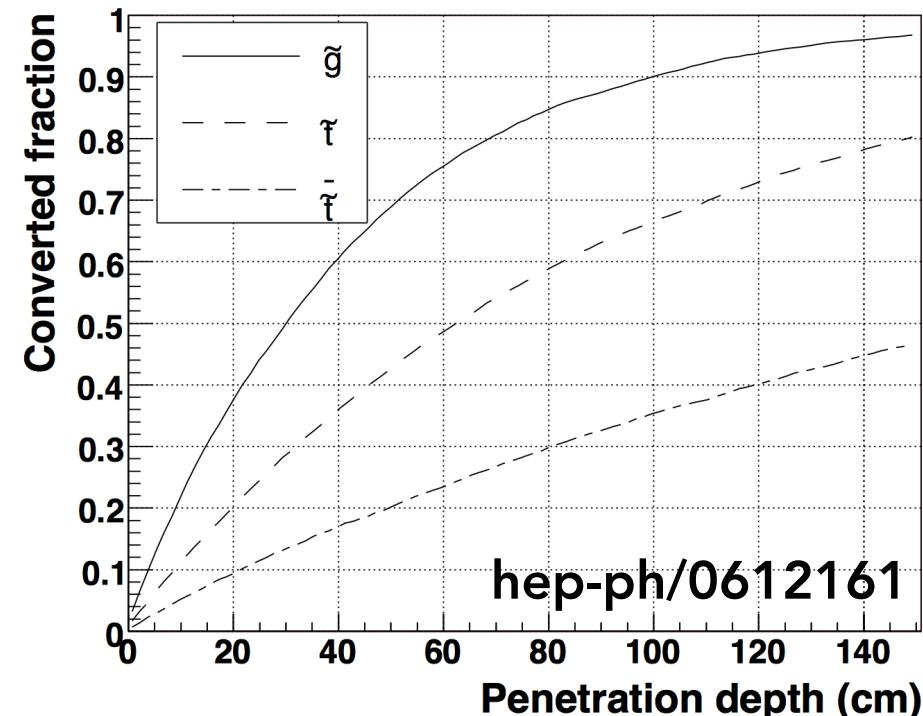
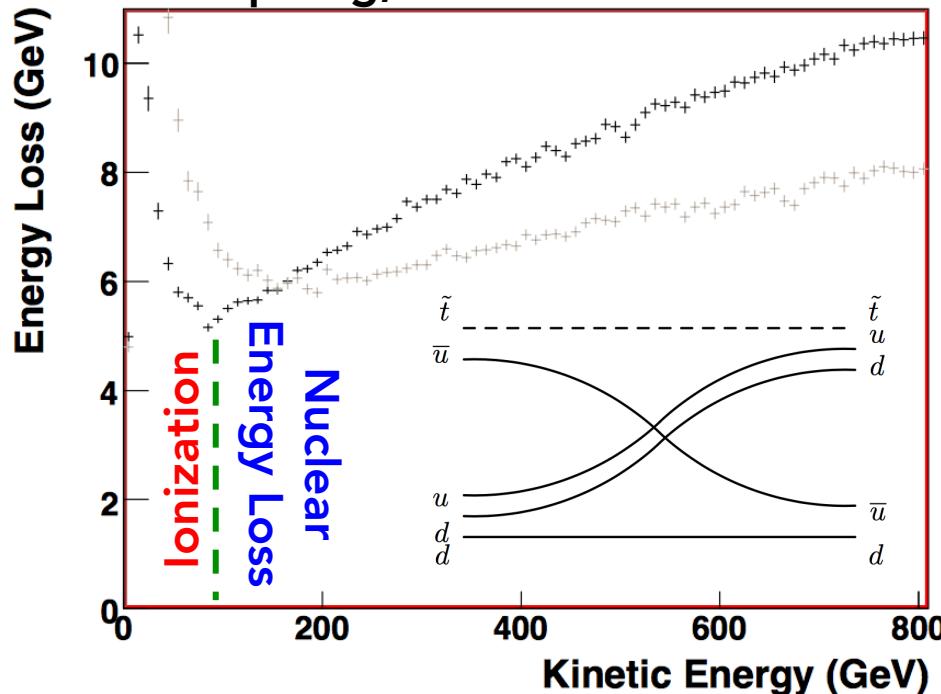
- Big lumps of charge in the detector ionize at a higher rate, but that's not terribly difficult to model
 - Some detectors are sensitive to the amount of ionization
- Monopoles need a different equation of motion
 - This is a surprisingly easy change (see later for a harder one)



Medium: R-Hadrons

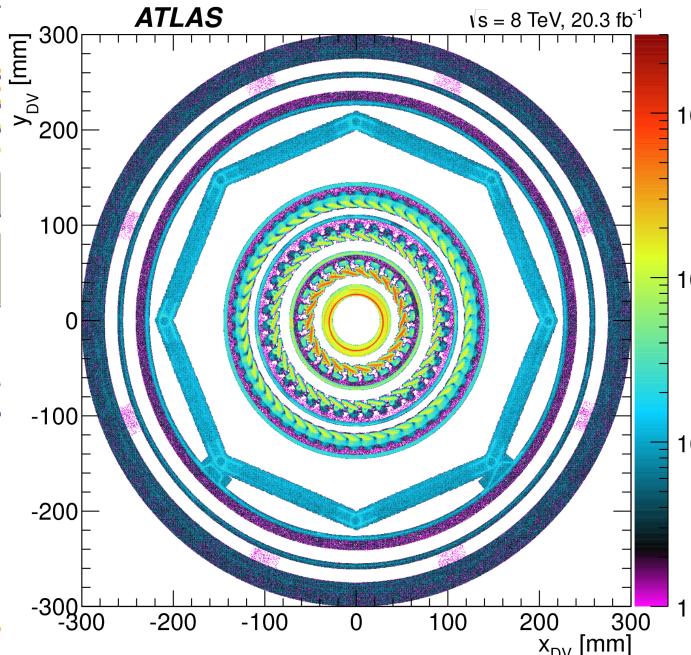
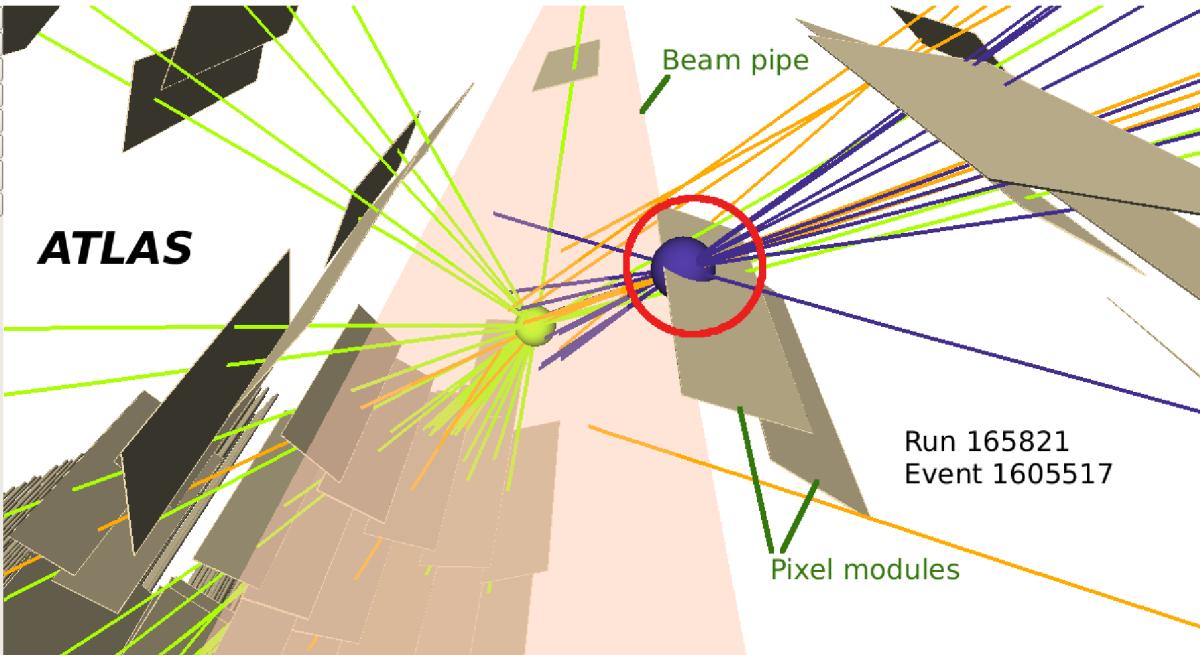
- Color-charged particles can re-hadronize in the detector
 - Main source of **energy loss** at high energy is re-hadronization
- Need hadronic interaction models (Regge, generic)
 - Probability for **baryon number** to be gained in the detector
 - Don't really have **uncertainties** on these models at the moment.
 - Three models: Regge, generic, "intermediate"; currently we pick

R. Mackeprang, CERN-THESIS-2007-109



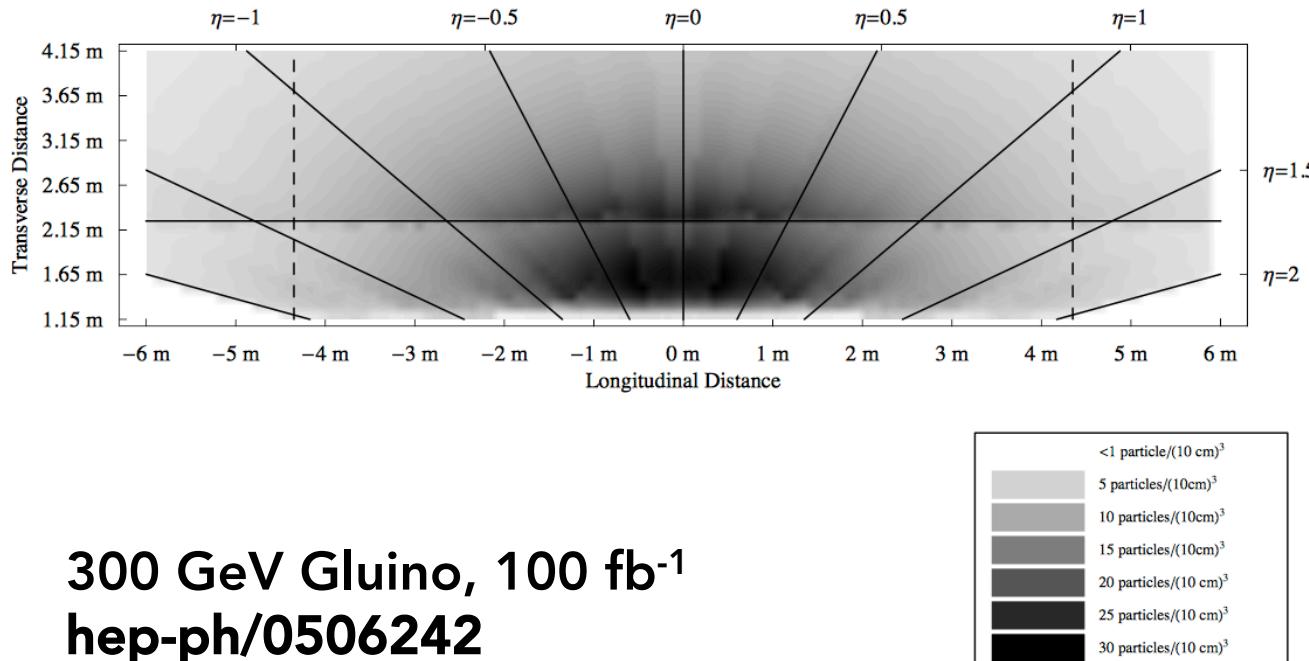
R-Hadron Decays in Flight

- Strong decay with hadronization is tough to get right!
- Take the R-hadrons out of Geant4, hand them to Pythia(8), decay them, and re-insert the decay products
 - Can add on the quasi-stable particle simulation from earlier to get all the charged particles right in the detector
 - Requires correct configuration of Pythia(8) during simulation
- Searches require **detailed understanding of detector material**



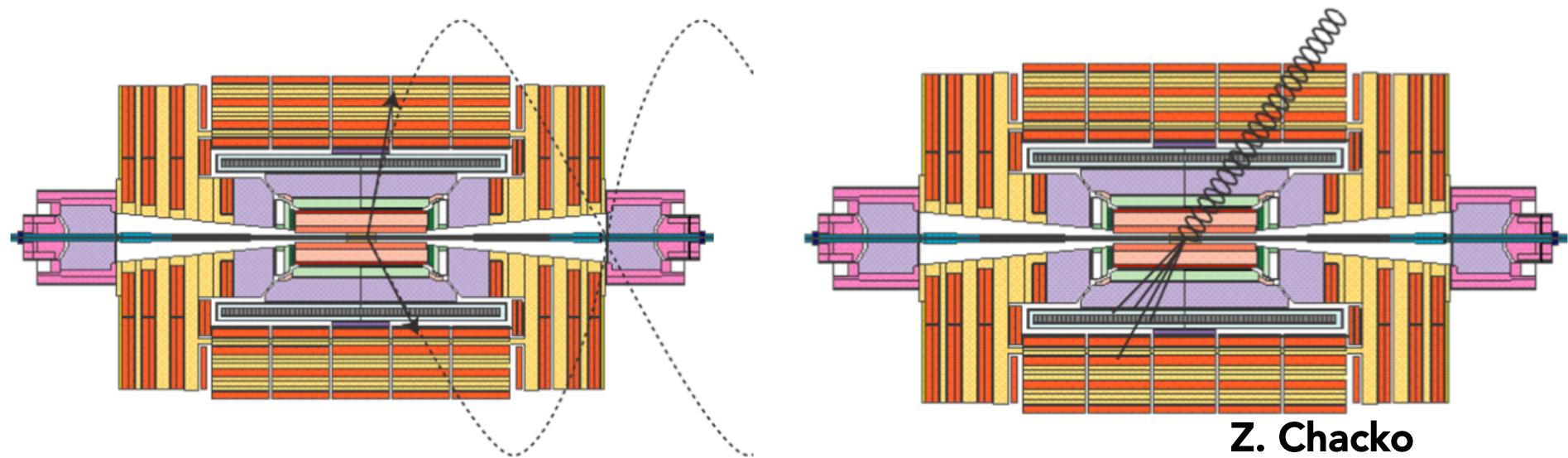
Or Stopped R-Hadrons

- R-hadrons can also **stop** in the detector
- Have to simulate in two separate steps
 - Simulate the initial events and track the R-hadrons until they stop
 - Simulate the R-hadron decays, out of time (**only** decay products)
- Have to make sure we emulate the right bunch crossing
 - Decays can be at any time, not just between two filled crossings!



Hard: Quirks

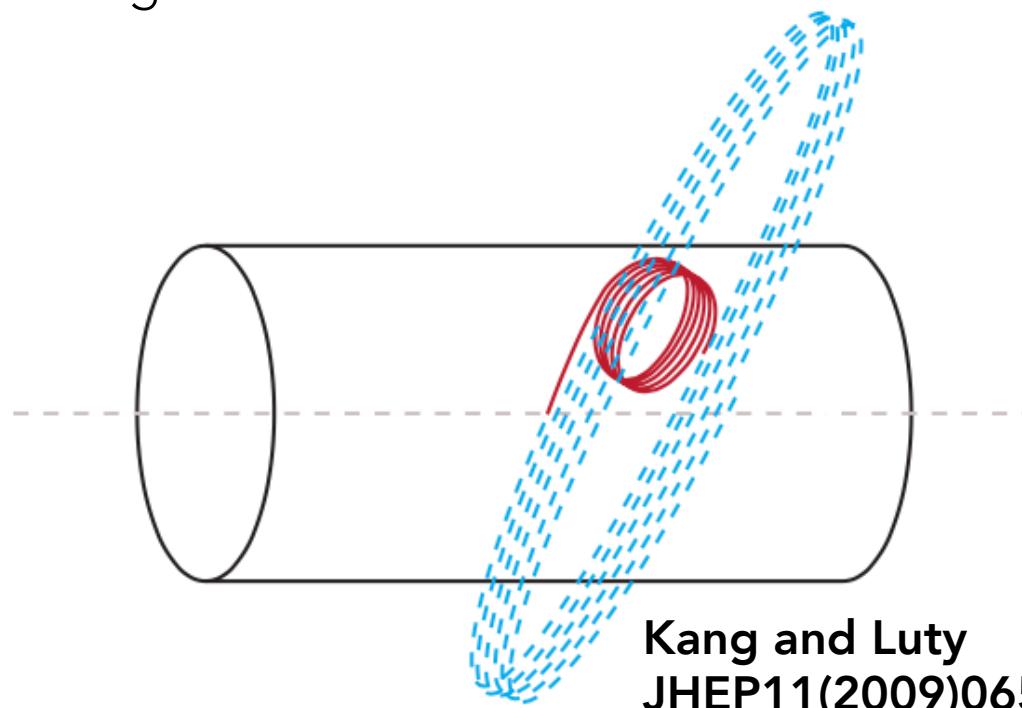
- Quarks are macroscopic charged-particle bound states
- Requires custom transport inside the Geant4 simulation
 - Normally we assume that the propagation of all particles is independent, and it is not in this case!
- Otherwise, in simple models these things behave like fairly straightforward stable, heavy charged particles
 - Can interact when crossing, which could make things trickier



**Z. Chacko
Kang, Luty, Nasri**

Very Hard: Colored Quirks

- Quirks could have **color charge**
- Now we have the pain of **simultaneous propagation** as well as R-hadron-like **hadronic interactions**
- Bound state can change from $+/-$ to $+/0$ to $+/+$ to $0/+$...
 - Can induce angular momentum in the bound state, among other weird-looking features

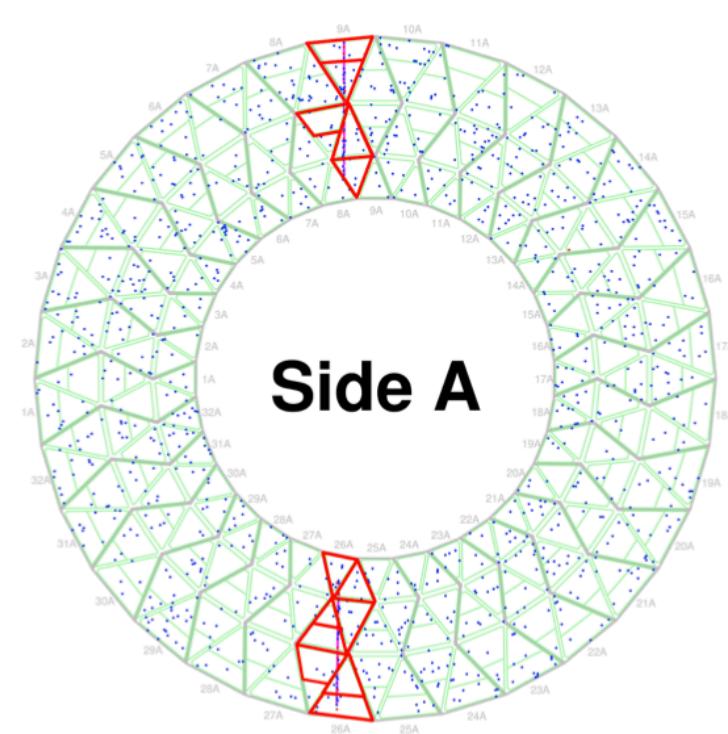
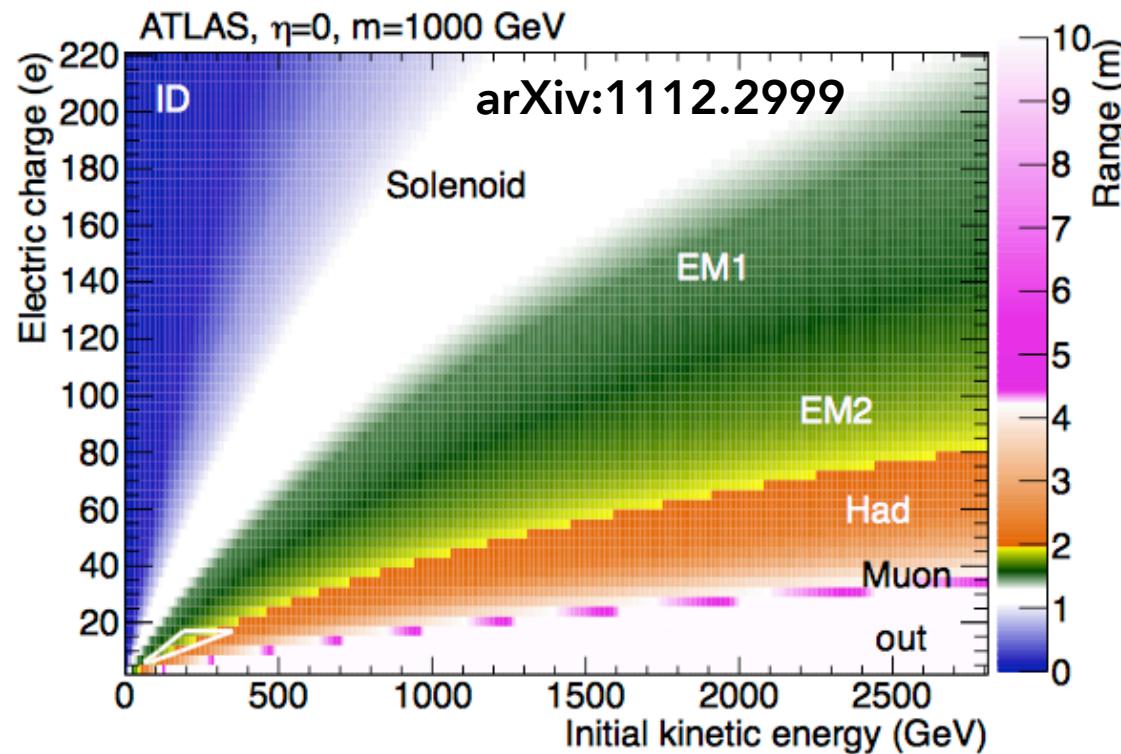


Model Difficulties

- **EM physics** can be tuned on ions, to some degree
- **Hadronic interaction** models are tricky beasts!
 - Similar problem for heavy flavor hadronic interactions
 - How large a variation we introduce in the parameters of these models matters to what we are doing!
- For very long-lived particles, event generator **hadronization models** matter as well
 - EM shower fraction directly relates to detector response when particles decay inside the calorimeter
- Need handles on uncertainties
 - Where can we **test** these simulation models against data?
 - Are there ways to **tune** the free parameters?
 - What **extrapolation** is safe, and what is not?
- Deep thoughts and clever ideas are welcome here!

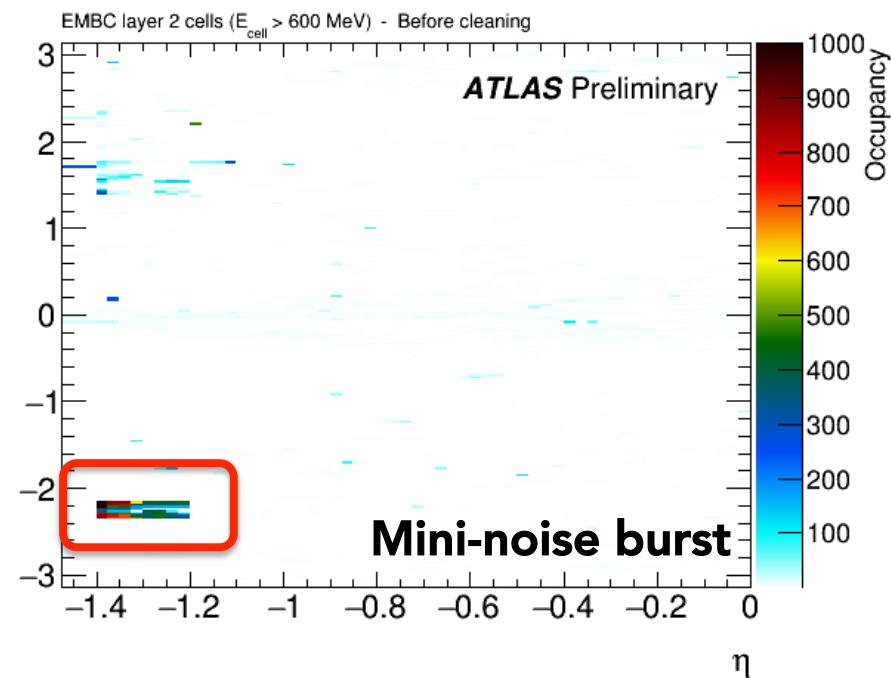
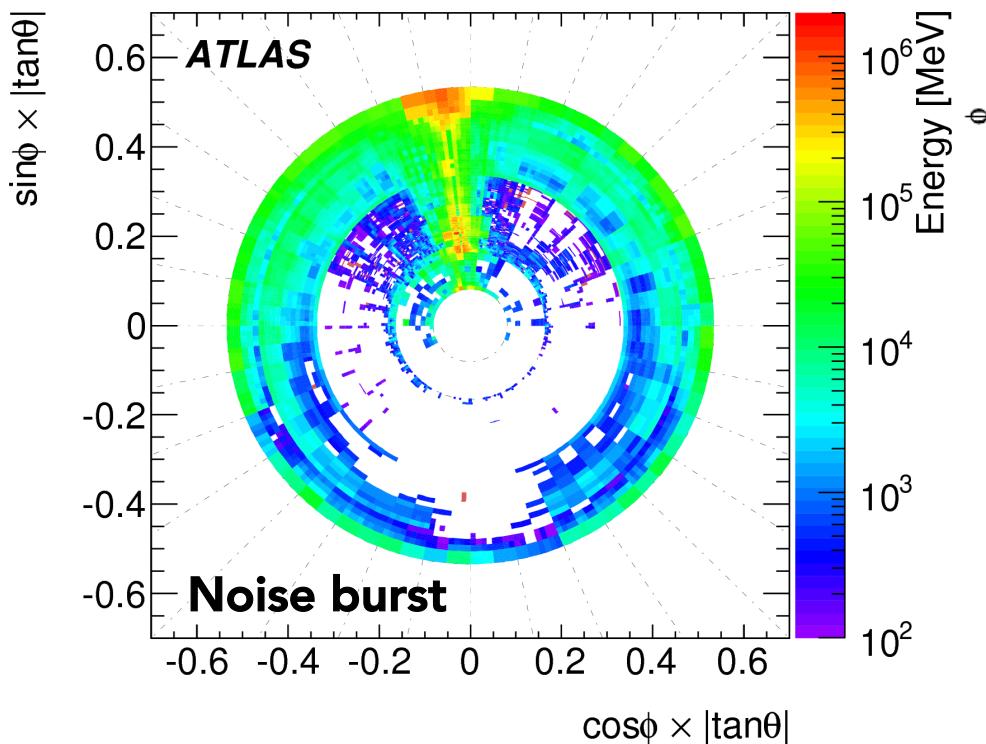
Detector Issues

- Detector response is **very tricky** to get right
- Detector electronics have many little effects hiding in their circuits that few people know about
 - Exotic particles are more likely to trigger these issues
 - Some of them can be exploited to make searches easier!



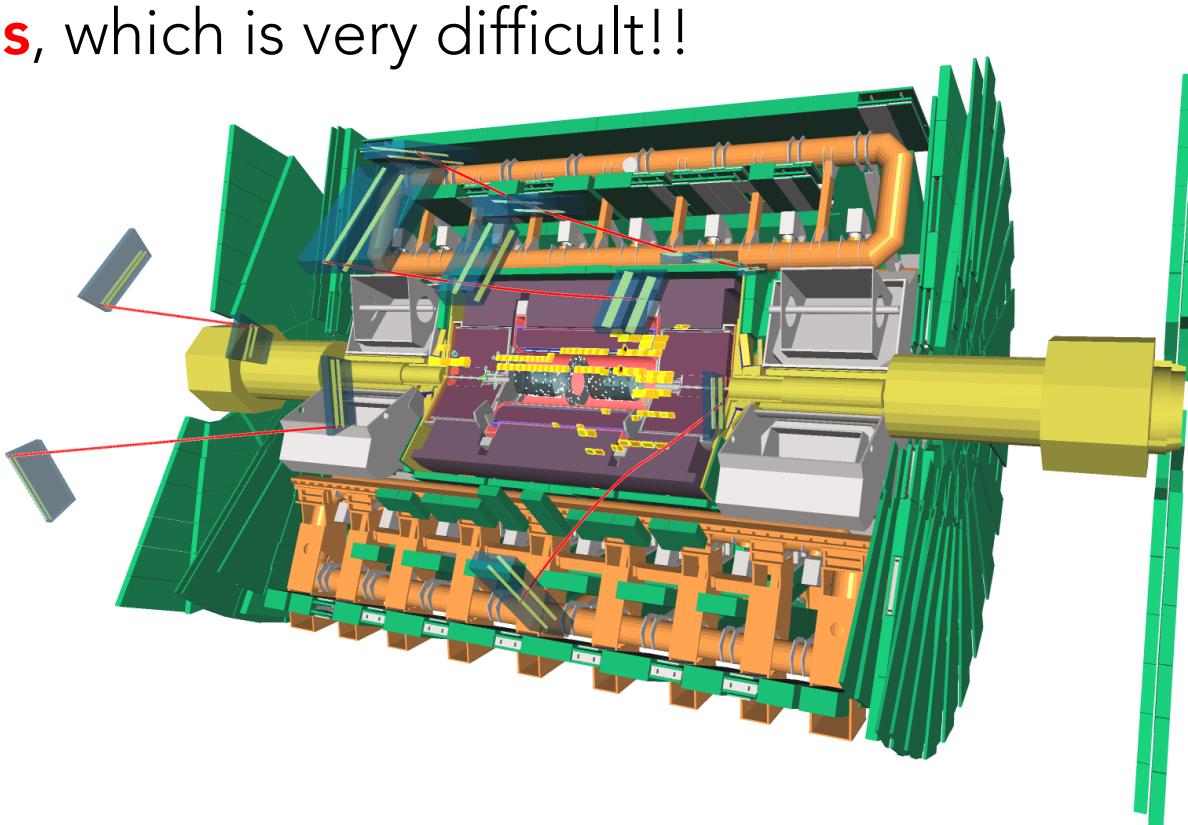
Data Quality Matters

- Most analyses include **data quality** requirements
- Does our signal create an effect that would be flagged as a detector failure / data quality issue?
- If we want to be sure, we **need to model data quality issues**, which is very difficult!!



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ATLAS
EXPERIMENT
<http://atlas.ch>

Summary

- Lots of technology built up to simulate long-lived particles at the LHC
- Challenges both for Standard Model and Exotic particles
 - Standard Model challenges will only be worse in future colliders
- Models have been constructed for the interaction of exotic particles with matter
 - It would be great to share these models among experiments
 - Need to understand the uncertainties in these models – can we use any data to constrain them?
- Need to be careful that all the relevant detector effects are included in the full simulation model
 - Often not obvious!! May only be known by a few people...
 - This is one of the reasons that it's so hard to reinterpret LLP results. We are working on improving this, but it is a long row to hoe! Stay tuned!