

Detector and physics simulation

Liliana Apolinário and Patrícia Gonçalves

(LIP/IST)

LIP Summer Internships

July 2018, FCUL, Lisbon

Physics Simulation



Liliana Apolinário (LIP/IST)

• High-energy physics \Rightarrow Multiparticle production (multiplicity ~ 10¹ - 10²⁺)

• High-energy physics \Rightarrow Multiparticle production (multiplicity ~ 10¹ - 10²⁺)



• High-energy physics \Rightarrow Multiparticle production (multiplicity ~ 10¹ - 10²⁺)



- High-energy physics \Rightarrow Multiparticle production (multiplicity ~ 10¹ 10²⁺)
- To first approximation, all processes have a simple structure at the level of interactions between the fundamental objects of nature, i.e. quarks, leptons and gauge bosons.

e

- High-energy physics \Rightarrow Multiparticle production (multiplicity ~ 10¹ 10²⁺)
- To first approximation, all processes have a simple structure at the level of interactions between the fundamental objects of nature, i.e. quarks, leptons and gauge bosons.

e

- Corrections include:
 - Other complementary processes,



- High-energy physics \Rightarrow Multiparticle production (multiplicity ~ 10¹ 10²⁺)
- To first approximation, all processes have a simple structure at the level of interactions between the fundamental objects of nature, i.e. quarks, leptons and gauge bosons.

5

- Corrections include:
 - Other complementary processes,
 - Hadronization,
 - Collective behaviour, ...



e

- High-energy physics \Rightarrow Multiparticle production (multiplicity ~ 10¹ 10²⁺)
- To first approximation, all processes have a simple structure at the level of interactions between the fundamental objects of nature, i.e. quarks, leptons and gauge bosons.
 - Corrections include:
 - Other complementary processes,
 - Hadronization,
 - Collective behaviour, ...

Not easy to evaluate through analytical calculations...



e

• High-energy physics \Rightarrow Multiparticle production (multiplicity ~ 10¹ - 10²⁺)



Picture becomes more complex, but original physics remains

(skeleton process has been dressed up and is no longer directly visible)

• High-energy physics \Rightarrow Multiparticle production (multiplicity ~ 10¹ - 10²⁺)



Picture becomes more complex, but original physics remains

(skeleton process has been dressed up and is no longer directly visible)

Event Generators to the rescue!

	7



Problem 1	



Problem 1	
Problem 2	







Problem 1		
Problem 2		



MC Event Generator



Factorization into simpler (and reasonably accurate) components



MC Event Generator





Same average behaviour and fluctuations as real data



Factorization into simpler (and reasonably accurate) components

MC Event Generator



Factorization into simpler (and reasonably accurate) components



Same average behaviour and fluctuations as real data



Detector performance (propagation, magnetic field, shower calorimeter,)

Detector Simulation GEANT

MC Event Generator



Factorization into simpler (and reasonably accurate) components



Same format as the real data recorded by the detector



Same average behaviour and fluctuations as real data



Detector performance (propagation, magnetic field, shower calorimeter,)

Detector Simulation GEANT

 Focus on a specific problem: high energy pp collision. What goes into this process?

- Focus on a specific problem: high energy pp collision. What goes into this process?
 - Incoming beams (protons)





- Focus on a specific problem: high energy pp collision. What goes into this process?
 - Incoming beams (protons)
 - Hard Process (high energy interaction between two partons, one of each proton)



- Focus on a specific problem: high energy pp collision. What goes into this process?
 - Incoming beams (protons)
 - Hard Process (high energy interaction between two partons, one of each proton)
 - Final (Initial) shower evolution of the interaction products



- Focus on a specific problem: high energy pp collision. What goes into this process?
 - Incoming beams (protons).
 - Hard Process (high energy interaction between two partons, one of each proton)
 - Final (Initial) shower evolution of the interaction products
 - Hadronization (confinement of quarks and gluons into hadrons)

- Focus on a specific problem: high energy pp collision. What goes into this process?
 - Incoming beams (protons).
 - Hard Process (high energy interaction between two partons, one of each proton)
 - Final (Initial) shower evolution of the interaction products
 - Hadronization (confinement of quarks and gluons into hadrons)
 - Beam Remnants and Multi-particle
 Interactions (MPI) (rest of the collision)

000000

- How to describe such a process through an event generator?
 - Factorising into simpler problems:



- How to describe such a process through an event generator?
 - Factorising into simpler problems:
 - Hard scattering



- How to describe such a process through an event generator?
 - Factorising into simpler problems:
 - Hard scattering
 - Initial-state shower
 and final-state
 shower



- How to describe such a process through an event generator?
 - Factorising into simpler problems:
 - Hard scattering
 - Initial-state shower and final-state shower
 - MPI and BeamRemnants



- How to describe such a process through an event generator?
 - Factorising into simpler problems:
 - Hard scattering
 - Initial-state shower and final-state shower
 - MPI and Beam Remnants
 - Hadronization



- How to describe such a process through an event generator?
 - Factorising into simpler problems:
 - Hard scattering
 - Initial-state shower and final-state shower
 - MPI and Beam
 Remnants
 - Hadronization



Hard Process



• Simple high energy process, like $2 \rightarrow 1, 2 \rightarrow 2, 2 \rightarrow 3, \dots$ that can be <u>calculated</u> <u>analytically from first principles</u>:



Hard Process



• Simple high energy process, like $2 \rightarrow 1, 2 \rightarrow 2, 2 \rightarrow 3, ...$ that can be <u>calculated</u> <u>analytically from first principles</u>:



- What gives the main characteristics of the event
 - SM: Hard QCD, Soft QCD, Heavy-Flavour, DIS, W/Z, Higgs Production...
 - BSM: Technicolor, Compositeness, SUSY, ...

Hard Process

- Simple high energy process, like $2 \rightarrow 1, 2 \rightarrow 2, 2 \rightarrow 3, ...$ that can be <u>calculated</u> <u>analytically from first principles</u>:



- What gives the main characteristics of the event
 - SM: Hard QCD, Soft QCD, Heavy-Flavour, DIS, W/Z, Higgs Production...
 - BSM: Technicolor, Compositeness, SUSY, ...
- Given the topology and kinematics, one can evaluate the cross-section, σ .

Parton Distributions

• Initial topology and kinematics is not fixed, but rather sampled from the parton distribution of the two incoming protons...
Initial topology and kinematics is not fixed, but rather sampled from the parton distribution of the two incoming protons...

(uud)



 Initial topology and kinematics is not fixed, but rather sampled from the parton distribution of the two incoming protons...



 $X_{2+}Y_{2+}Z_{2} = 1$

 $X_{1+}Y_{1+}Z_{1} = 1$

 Initial topology and kinematics is not fixed, but rather sampled from the parton distribution of the two incoming protons...



 $X_{1+}Y_{1+}Z_{1} = 1$

 $X_{2+}Y_{2+}Z_{2} = 1$

 Initial topology and kinematics is not fixed, but rather sampled from the parton distribution of the two incoming protons...



Elementary cross-section: $\sigma_{ij \rightarrow k_1 k_2}(x_1, x_2)$

 Initial topology and kinematics is not fixed, but rather sampled from the parton distribution of the two incoming protons...



Elementary cross-section: $\sigma_{ij \to k_1 k_2}(x_1, x_2) = \sigma_{ij \to k_1 k_2}(z_1, y_2)$

 Initial topology and kinematics is not fixed, but rather sampled from the parton distribution of the two incoming protons...



Elementary cross-section: $\sigma_{ij \rightarrow k_1 k_2}(x_1, x_2) + \sigma_{ij \rightarrow k_1 k_2}(z_1, y_2)$

 Initial topology and kinematics is not fixed, but rather sampled from the parton distribution of the two incoming protons...



Elementary cross-section: $\sigma_{ij \rightarrow k_1 k_2}(x_1, x_2) + \sigma_{ij \rightarrow k_1 k_2}(z_1, y_2) + \dots$

- Initial topology and kinematics is not fixed, but rather sampled from the parton distribution of the two incoming protons...
- Cross-section for a process ij $\rightarrow k$: $\sigma_{ij \rightarrow k} = \int dx_1 \int dx_2 f_i^1(x_1) f_j^2(x_2) \hat{\sigma}_{ij \rightarrow k}$



- Initial topology and kinematics is not fixed, but rather sampled from the parton distribution of the two incoming protons...
- Cross-section for a process $ij \to k$: $\sigma_{ij\to k} = \int dx_1 \int dx_2 f_i^1(x_1) f_j^2(x_2) \hat{\sigma}_{ij\to k}$

Elementary cross-section (hard process)



- Initial topology and kinematics is not fixed, but rather sampled from the parton distribution of the two incoming protons...
- Cross-section for a process ij $\rightarrow k$: $\sigma_{ij \rightarrow k} = \int dx_1 \int dx_2 f_i^1(x_1) f_j^2(x_2) \hat{\sigma}_{ij \rightarrow k}$

Parton Distribution Functions (PDFs)

Elementary cross-section (hard process)

Probability to find a parton 'i' inside beam particle '1' carrying a fraction x_1 of the total momentum

(dependent on the hard process scale, Q²)



- Derivation from first principles does not yet exist. But its evolution, in Q², can be described analytically.
 - Rely on parameterisations:
 - conjunction of experimental data and evolution equations
 - Once established,
 (proton, Pb, Au, ...)
 they are universal.















$$\sigma_{ij\to k} = \int \mathrm{d}x_1 \int \mathrm{d}x_2 f_i^1(x_1) f_j^2(x_2) \,\hat{\sigma}_{ij\to k}$$

$$\frac{d^2 \sigma^h}{dy d^2 p_T} = \int dx_a dx_b f_a(x_a, \mu_f) f_b(x_b, \mu_f)$$
$$\frac{d\sigma_{ab \to c}(x_a p_a, x_b p_b, \mu, \mu_f, \mu'_f, p_T/z)}{d\hat{t}} D^h_c(z, \mu'_f)$$

• Two approaches to calculate additional radiation to the hard scattering:

- Two approaches to calculate additional radiation to the hard scattering:
 - Matrix elements (few particle corrections but higher order)

matrix element.

e logarithen attachen o attachen and state Showers

. Fortunately, these collinear contributions can be resummed by renormalization group

As most of the collinear emissions are well separated in scale from the probe, q_0 , these **Two approaches to calculate additional radiation to the hard scattering:** a can be reinterpreted as modifying the hadron structure as opposed to corrections to C_a .

Its in a *Q*-dependence of the PDF that evolves the probe from the hard scale to lower Matrix elements (few particle corrections but higher order) Im scales (indicated by the red sub-diagram in Fig 2.9). For the change $Q \rightarrow Q + \Delta Q$ the

al probability of an emission with energy fraction z and transverse momentum $Q < p_{\perp} < P_{\perp} < P_{\perp}$ Parton shower (more particle corrections but LO and NLO only) is given by

• Evolution equation $\frac{\alpha}{b} \frac{dp_{\perp}^2}{dp} P_{a} = \frac{\alpha}{b} \frac{\Delta Q}{dp} =$

 $_{\leftarrow b}(z)$ is the splitting function for parton of b splitting into type a, and can be computed diagrams $\frac{\partial D_a^h(x, Q^2)}{\partial Q^2} + \frac{\alpha_s(Q^2)}{2\pi} \int_x^1 \frac{dz}{z} \sum d\hat{B}_z d\hat{B}_z tribult d\hat{B}_d (f_z^h a Q^2) a$ at momentum fraction ne from splittings of other partons at $x' \stackrel{b}{=} x/z$, and can be written as

$$\Delta f_a(x,Q) = \sum_b^{-\frac{\alpha_s(Q^2)}{2f_0^1}} \int_0^1 dz \sum_{\substack{dz \neq b \\ \pi}} \hat{P}_{Q \leftarrow b}(z) D_a^h(x,Q^2).$$

$$= \Delta \ln Q \sum_b^{-\frac{\alpha}{\pi}} \int_x^1 \frac{dz}{z} f_b(\frac{x}{z},Q^2) P_{a \leftarrow b}(z).$$

$$W'$$

matrix element.

e logarith nitial - oand - Final - State Showers

. Fortunately, these collinear contributions can be resummed by renormalization group

As most of the collinear emissions are well separated in scale from the probe, q_0 , these **Two approaches to calculate additional radiation to the hard scattering:** a can be reinterpreted as modifying the hadron structure as opposed to corrections to C_a .

Its in a *Q*-dependence of the PDF that evolves the probe from the hard scale to lower Matrix elements (few particle corrections but higher order) Im scales (indicated by the red sub-diagram in Fig 2.9). For the change $Q \rightarrow Q + \Delta Q$ the

al probability of an emission with energy fraction z and transverse momentum $Q < p_{\perp} < P_{\perp} < P_{\perp}$ Parton shower (more particle corrections but LO and NLO only) is given by

• Evolution equation $\frac{\alpha}{b} \frac{dp_{\perp}^2}{dp} P_{a \leftarrow b}(z) \approx \frac{\alpha}{\pi} \frac{\Delta Q}{ds} P_{a \leftarrow b}(z)$ by the probabilities $(SF)^{27}$

(-b)(z) is the splitting function for parton of b splitting into type a, and can be computed diagrams shown in Fig 2. 10: Changes in z be distributed in \mathcal{D}_{b}^{h} of pactor a at momentum fraction ∂Q^{2} for $dz = 2\pi \int_{x}^{a} dz = 2\pi \int_{x}^{a} d$

$$\Delta f_a(x,Q) = \sum_b \int_0^{2\pi} dx' \int_0^0 dz' \frac{\Delta \varphi}{\pi} \frac{\Delta \varphi}{Q} P_{a\leftarrow b}(z) f_b(x',Q) \delta(x-z)$$
$$= \Delta \ln Q \sum \frac{\alpha}{\pi} \int_x^1 \frac{dz}{z} f_b(\frac{x}{z},Q^2) P_{a\leftarrow b}(z).$$

 \dot{q}_0

matrix element.

e logarith nitial - oand - Final - State Showers

. Fortunately, these collinear contributions can be resummed by renormalization group

As most of the collinear emissions are well separated in scale from the probe, q_0 , these **Two approaches to calculate additional radiation to the hard scattering:** a can be reinterpreted as modifying the hadron structure as opposed to corrections to C_a .

Its in a *Q*-dependence of the PDF that evolves the probe from the hard scale to lower Matrix elements (few particle corrections but higher order) Im scales (indicated by the red sub-diagram in Fig 2.9). For the change $Q \rightarrow Q + \Delta Q$ the

al probability of an emission with energy fraction z and transverse momentum $Q < p_{\perp} < P_{\perp} < P_{\perp}$ Parton shower (more particle corrections but LO and NLO only) is given by

• Evolution equation $\frac{\alpha}{b} \frac{dp_{\perp}^2}{dp} P_{a \leftarrow p}(z) \approx \frac{\alpha}{\pi} \frac{\Delta Q}{\partial x} P_{a \leftarrow p}(z)$ by the probabilities $(SF)^{27}$

 $_{\leftarrow b}(z)$ is the splitting function for parton of b splitting into type a, and can be computed diagrams $\frac{\partial D_a^h(x, Q^2)}{\partial Q^2}$ $\stackrel{\alpha_s(Q^2)}{=} \frac{\alpha_s(Q^2)}{2\pi} \int_x^1 \frac{dz}{z} \sum_{z} \frac{\partial \hat{P}_b tril(x)}{\partial x} \int_x^h \left(f_z^x + g_z^y \right) a$ at momentum fraction ne from splittings of other partons at $x' \stackrel{b}{=} x/z$, and can be written as

$$\Delta f_{a}(x,Q) = \sum_{b}^{-\frac{\alpha_{s}(Q^{-})}{2}} \int_{0}^{1} dx \int_{0}^{0} \int_{0}^{q} dz \sum_{a \leftarrow b} \hat{P}_{a}(z) D_{a}^{h}(x,Q^{2}).$$

Splitting Function $(SE)_{z} f_{b}(\frac{x}{z}, Q^{2})P_{a \leftarrow b}(z)$. Probability of parton 'b' splits into parton 'a' with a fraction of energy z \dot{q}_0

 \dot{q}_{2}

- Quantum mechanics = amplitudes (concept of randomness)
- Event generators = Monte Carlo techniques
 - Selection from a probability distribution function
 - Veto algorithm
 - ...

- Quantum mechanics = amplitudes (concept of randomness)
- Event generators = Monte Carlo techniques
 - Selection from a probability distribution function
 - Veto algorithm
 - • •

 t_0

- Quantum mechanics = amplitudes (concept of randomness)
- Event generators = Monte Carlo techniques
 - Selection from a probability distribution function
 - Veto algorithm

- Quantum mechanics = amplitudes (concept of randomness)
- Event generators = Monte Carlo techniques
 - Selection from a probability distribution function
 - Veto algorithm

- Quantum mechanics = amplitudes (concept of randomness)
- Event generators = Monte Carlo techniques
 - Selection from a probability distribution function

Sudakov Form factor:

Veto algorithm

$$\Delta(t_0, t_1) = \exp\left\{-\int_{t_0}^{t_1} \frac{dt'}{t'} \int dz \frac{\alpha_s}{2\pi} P(z)\right\}$$

- Quantum mechanics = amplitudes (concept of randomness)
- Event generators = Monte Carlo techniques
 - Selection from a probability distribution function

Sudakov Form factor:

Veto algorithm

$$\Delta(t_0, t_1) = \exp\left\{-\int_{t_0}^{t_1} \frac{dt'}{t'} \int dz \frac{\alpha_s}{2\pi} P(z)\right\}$$

Just like a
$$N(t) = \exp\left\{-\int_{t_0}^{t_1} dt f(t') dt'\right\}$$

radioactive decay! $\Rightarrow N(t) = N_0 e^{-\lambda t}$

- Quantum mechanics = amplitudes (concept of randomness)
- Event generators = Monte Carlo techniques
 - Selection from a probability distribution function

Sudakov Form factor:

Veto algorithm

$$\Delta(t_0, t_1) = \exp\left\{-\int_{t_0}^{t_1} \frac{dt'}{t'} \int dz \frac{\alpha_s}{2\pi} P(z)\right\}$$

Just like a
$$N(t) = \exp\left\{-\int_{t_0}^{t_1} dt f(t') dt'\right\}$$

radioactive decay! $\Rightarrow N(t) = N_0 e^{-\lambda}$

- Quantum mechanics = amplitudes (concept of randomness)
- Event generators = Monte Carlo techniques
 - Selection from a probability distribution function

Sudakov Form factor:

Veto algorithm

$$\Delta(t_0, t_1) = \exp\left\{-\int_{t_0}^{t_1} \frac{dt'}{t'} \int dz \frac{\alpha_s}{2\pi} P(z)\right\}$$

Just like a
$$N(t) = \exp\left\{-\int_{t_0}^{t_1} dt f(t') dt'\right\}$$

radioactive decay! $\Rightarrow N(t) = N_0 e^{-\lambda t}$

Given a random number, R, what is t_1 ? At t_1 , it decays.

- Results into spray of partons/particles that will form jets;
 - Resulting pattern will contribute to the event structure (2, 3,... jet event)

- Results into spray of partons/particles that will form jets;
 - Resulting pattern will contribute to the event structure (2, 3,... jet event)

MPI and Beam Remnants

• The initiator shower of the hard scattering takes only a fraction of the total beam energy. What is left behind is called the (coloured) beam remnant

MPI and Beam Remnants

• The initiator shower of the hard scattering takes only a fraction of the total beam energy. What is left behind is called the (coloured) beam remnant

MPI and Beam Remnants

• The initiator shower of the hard scattering takes only a fraction of the total beam energy. What is left behind is called the (coloured) beam remnant



MPI and Beam Remnants

 The initiator shower of the hard scattering takes only a fraction of the total beam energy. What is left behind is called the (coloured) beam remnant



- Dominant $2 \rightarrow 2$ QCD cross-sections are divergent for $p_T \rightarrow 0$ but drop rapidly for large p_T .
 - Probability of multiple parton interactions is not negligible for ep, pp or AA collisions



Hadronization



- Mechanism that confines back quarks and gluons into hadrons;
- QCD perturbation theory, formulated in terms of quarks and gluons, is valid at short distances only
- At long distances, in the confinement regime, coloured pardons are transformed into hadrons, a process called hadronization (or fragmentation)
 - Fragmentation process not understood from first principles (rely on phenomenological models)
 - All of them rely on the color flow between the constituents

Hadronization

• Mechanism that confines back quarks and gluons into hadrons;



- hard scattering
- (QED) initial/final state radiation
- partonic decays, e.g. $t \rightarrow bW$
- parton shower evolution
- nonperturbative gluon splitting
- colour singlets
- colourless clusters
- cluster fission
- $\bullet \ cluster \rightarrow hadrons$
- hadronic decays

Summary

- Result of an Event Generator:
 - 'Real' event as if could be observed by a perfect detector.
 - Output can be used now to interface to the detector simulation



More MC Event Generators

• Typical hadronic event generator (PYTHIA) contains the subprocesses mentioned so far:

Problem 1	
Problem 2	

More MC Event Generators

 Typical hadronic event generator (PYTHIA) contains the subprocesses mentioned so far:

Hard Scattering		
IS Shower	FS Shower	
PDFs	FFs	
Beam Remnants/M	PI Hadro	

More MC Event Generators

 Typical hadronic event generator (PYTHIA) contains the subprocesses mentioned so far:

• Other type of event generators include:

Hard Scattering			
IS Shower		FS Shower	
PDFs	FFs		
Beam Remnants/MPI		Hadro	

- Cosmic Rays (for Extensive Air Showers)
- Heavy-ions (+ Nuclear initial-state, High multiplicity, soft processes, inmedium energy loss, Collective behavior of the medium)
- Multi-purpose parton event generators (BSM physics)

• • • • •

Detector Simulation



Patrícia Gonçalves (LIP/IST)