

The background features a repeating pattern of stylized fish and diamonds. Each fish is depicted in profile, facing left, with a diamond shape positioned below its head. The pattern is light blue and covers the entire slide.

Investigating Heavy Ion Phenomenology with Monte Carlo Event Generators

Chiara Le Roux

Supervisor: Korinna Zapp

**December 13th 2023 - PhD Day
Division of Particle and Nuclear Physics**

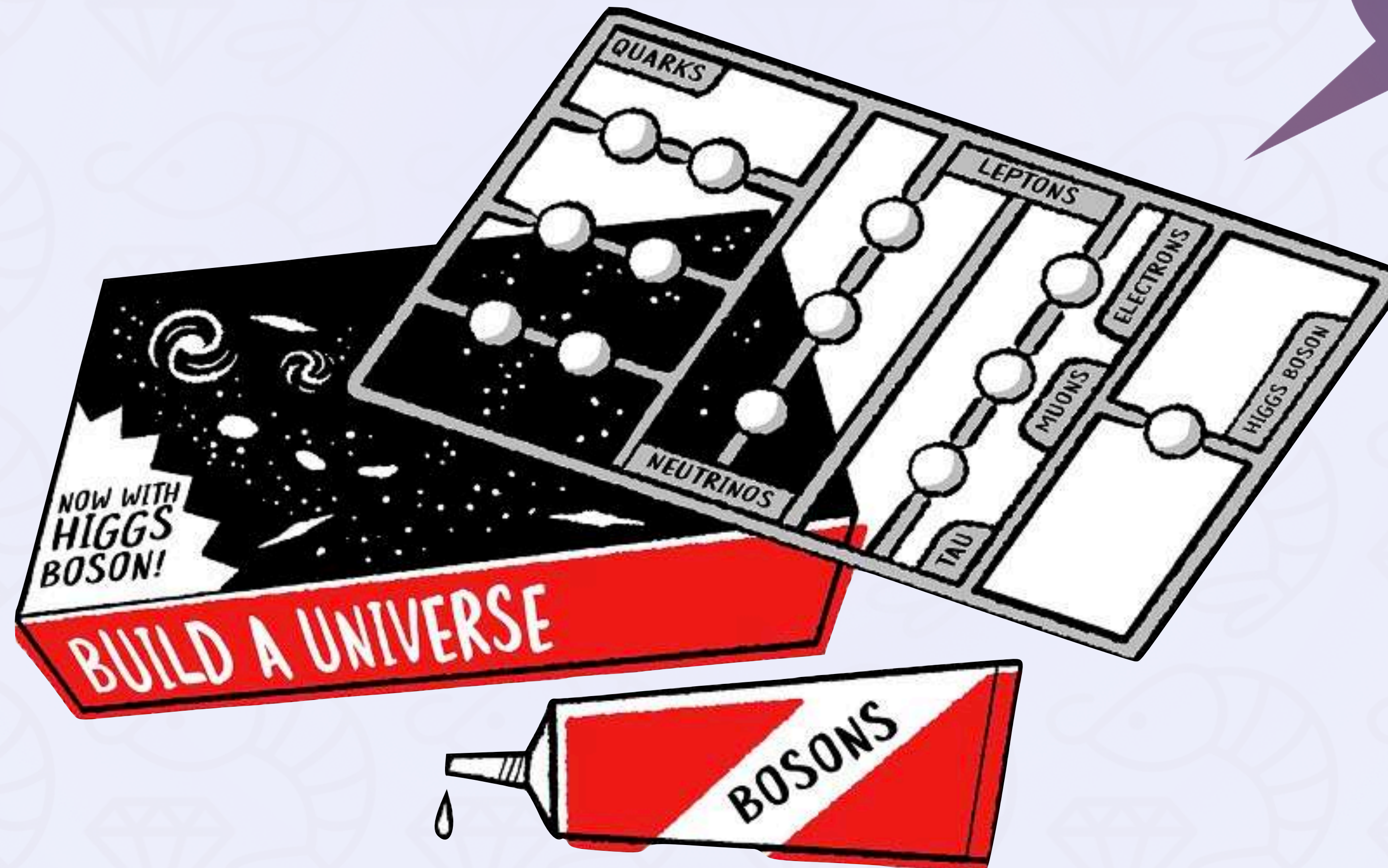
The background of the slide features a repeating pattern of stylized fish and diamonds. Each fish is depicted in profile, facing left, with a diamond-shaped gemstone positioned below its head. The fish and diamonds are rendered in a light, greyish-blue color, creating a subtle, textured backdrop for the central text.

The Standard Model of Particle Physics

Particle Physics in a nutshell

Or in a game set

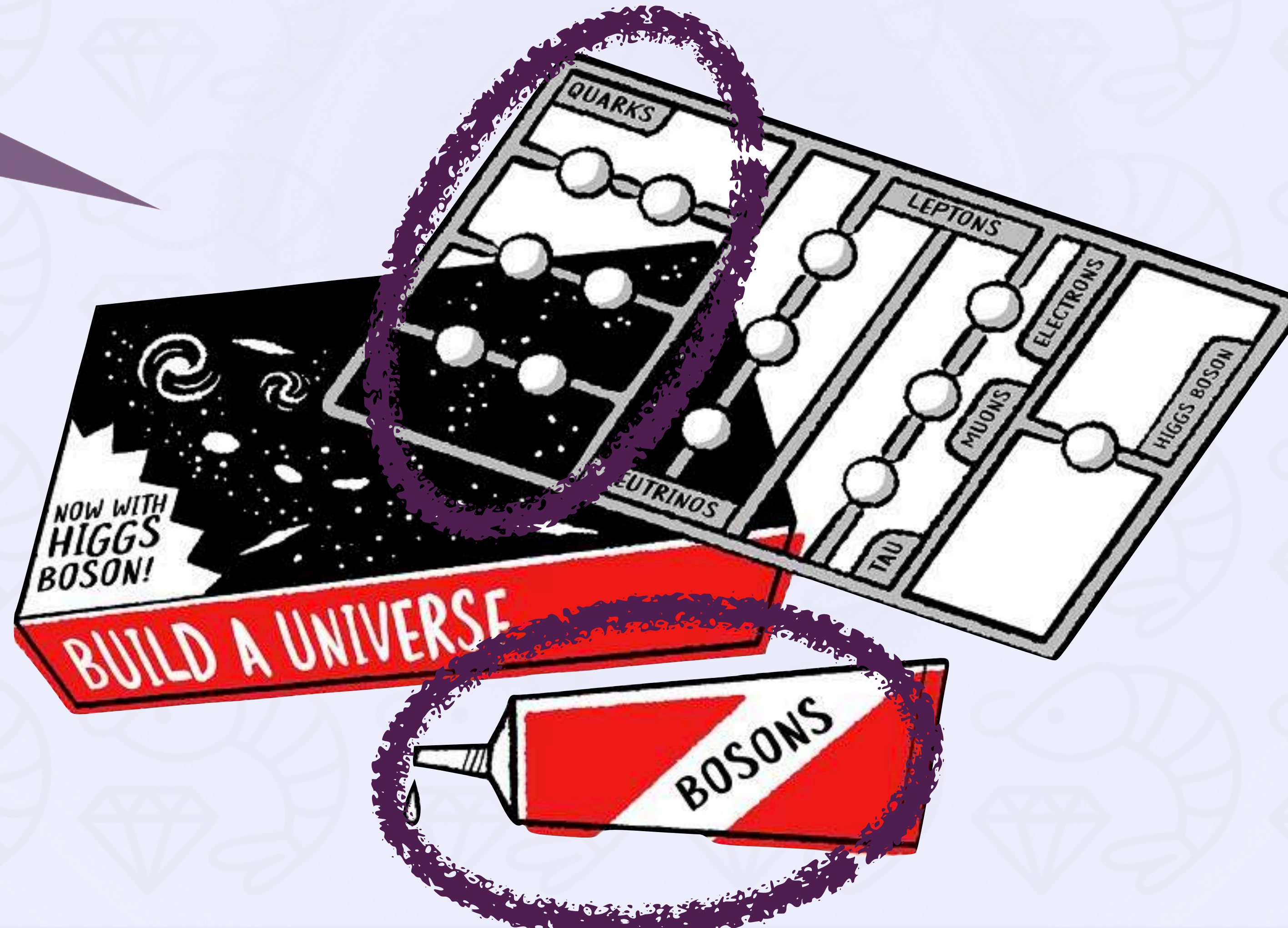
Standard Model of Particle Physics



Particle Physics in a nutshell

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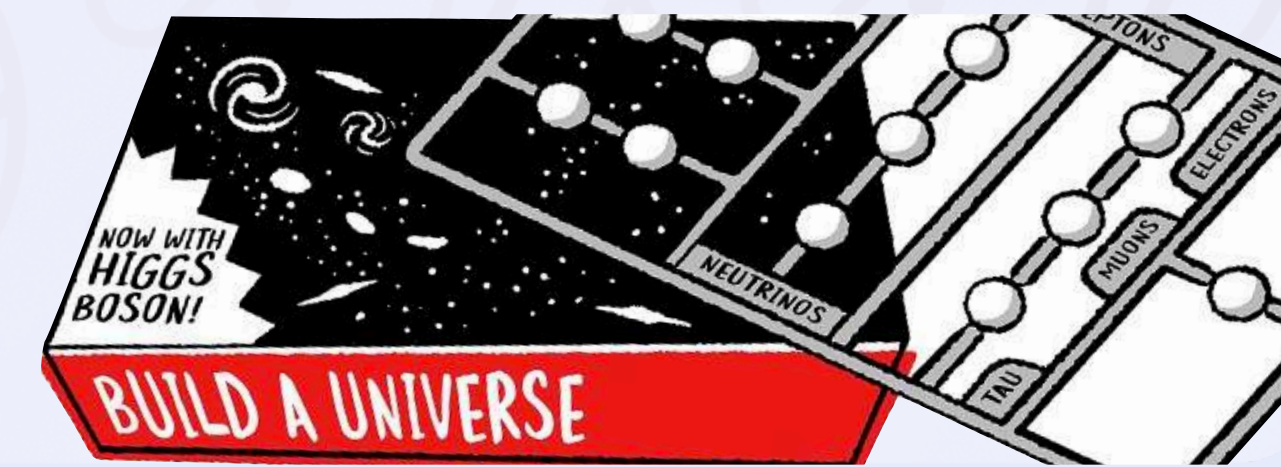
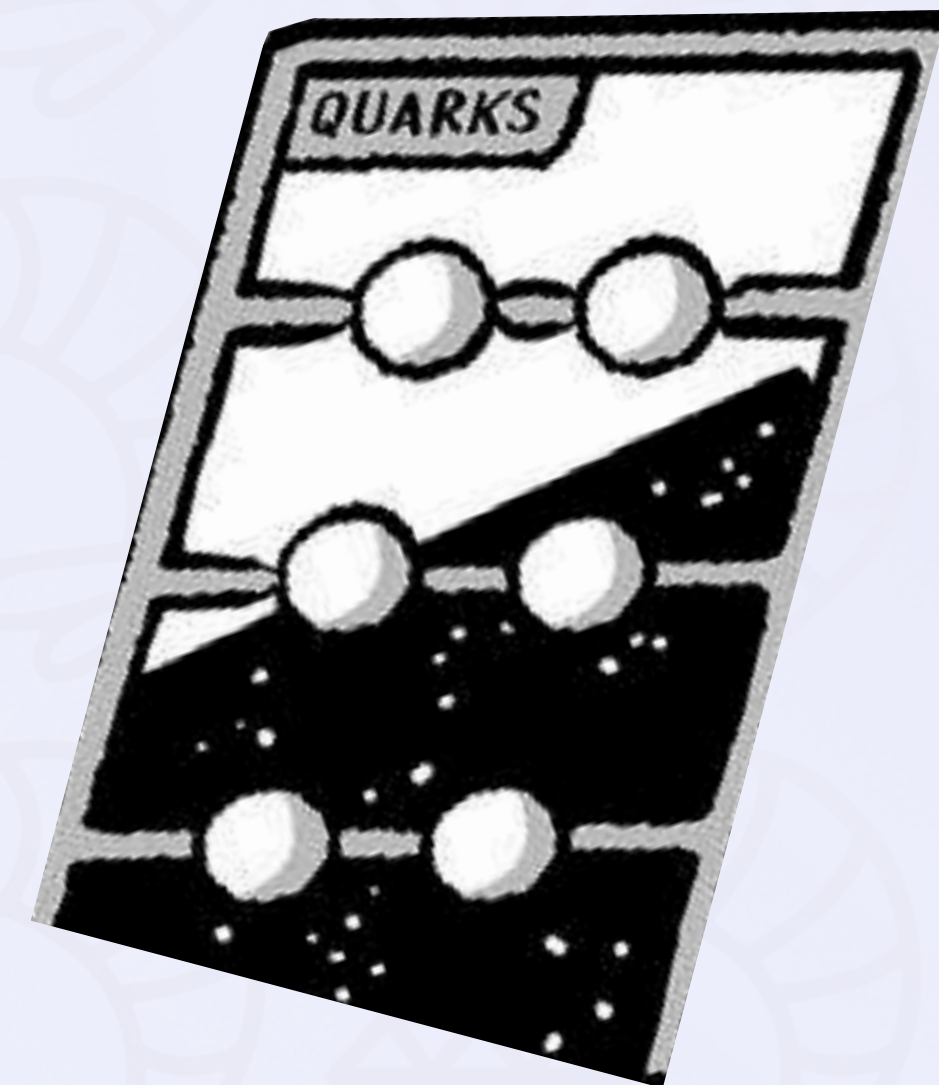
Let's pick just the quarks and the gluons



Particle Physics in a nutshell

Or in a game set

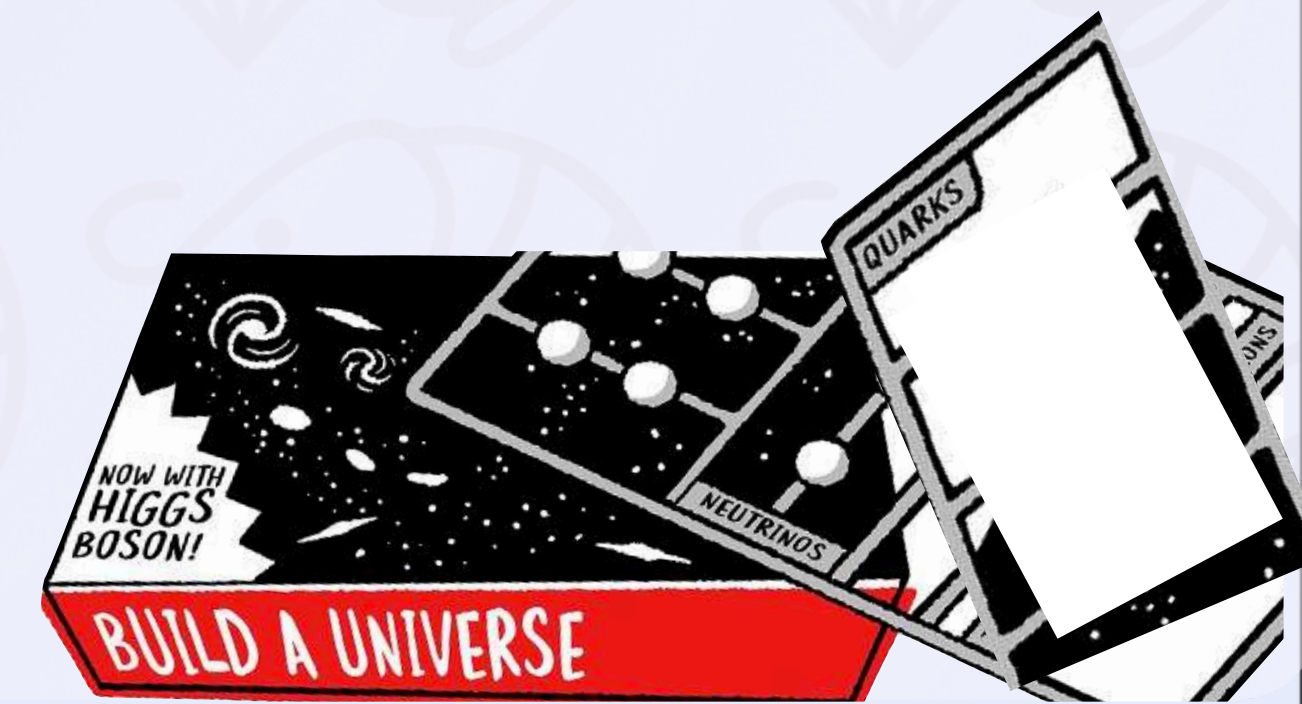
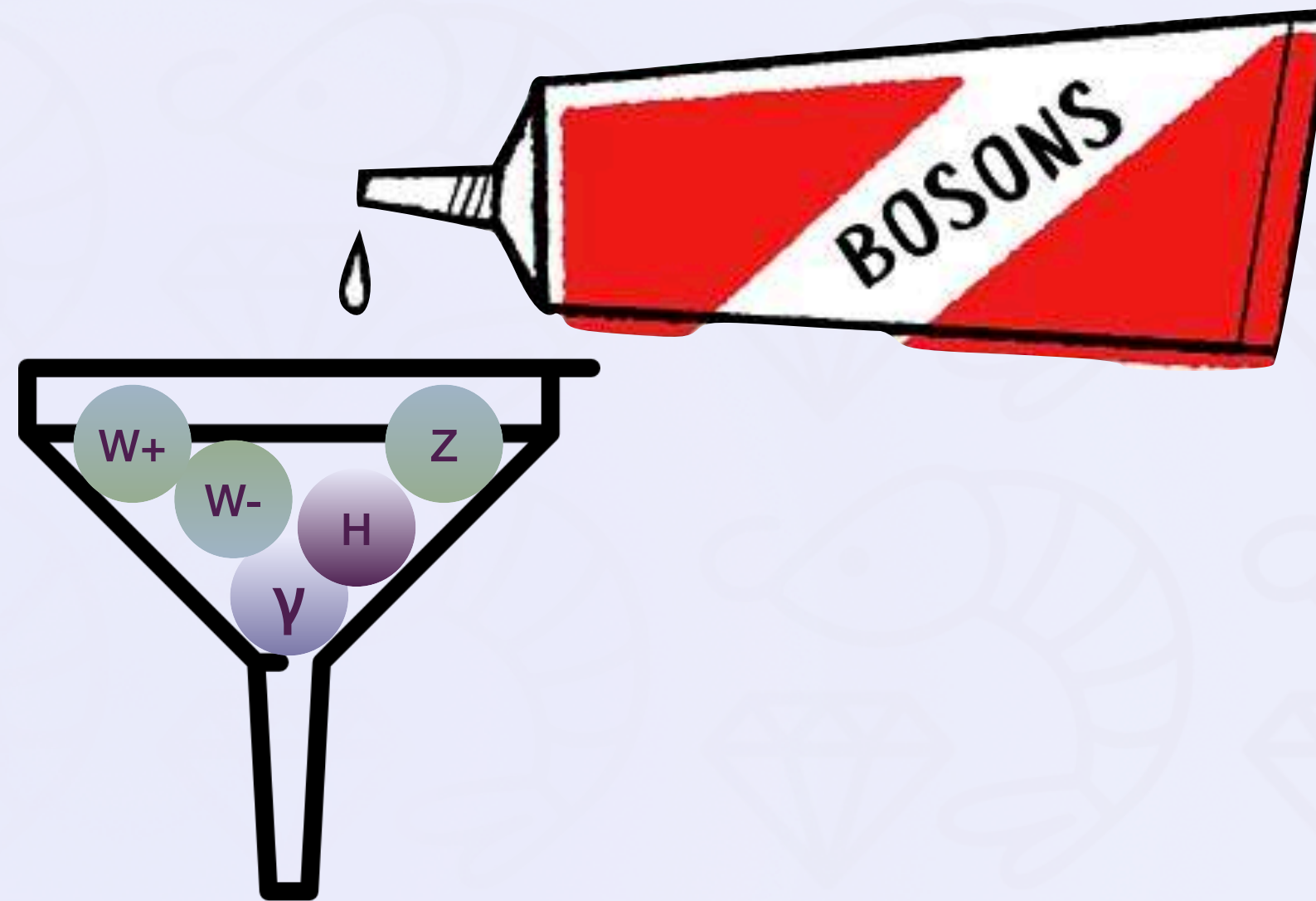
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Particle Physics in a nutshell

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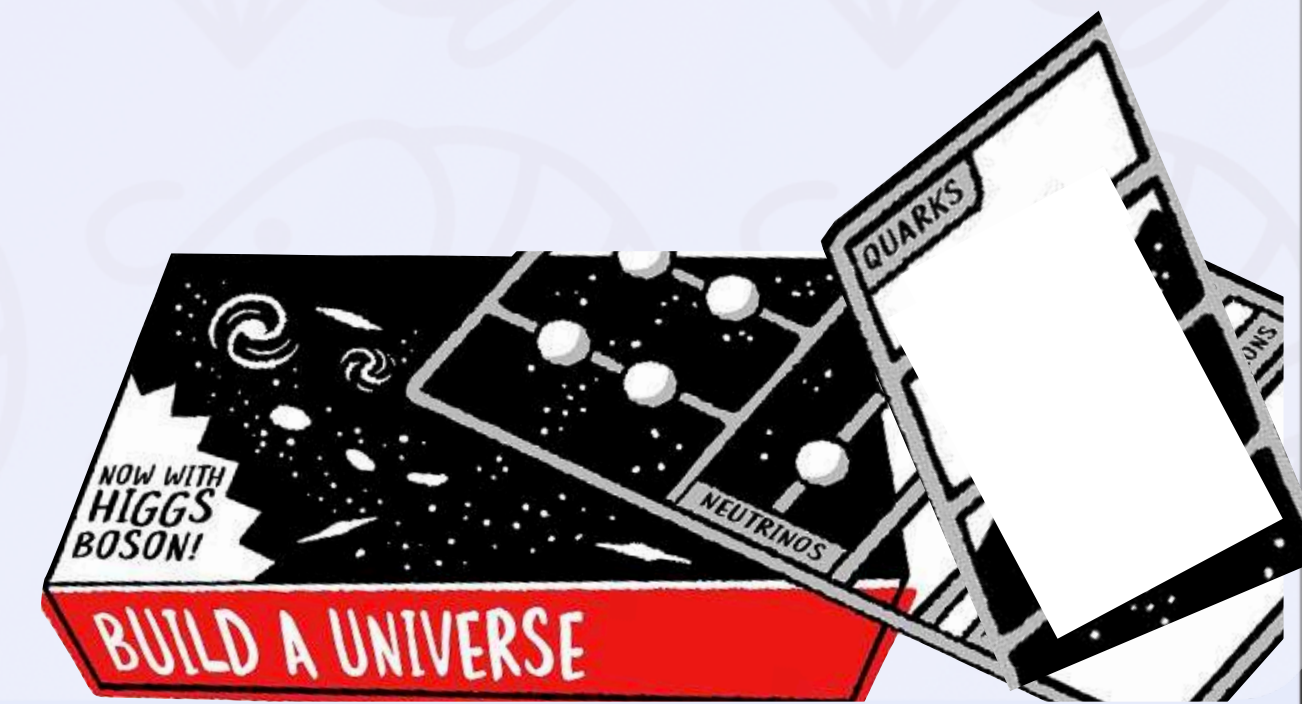
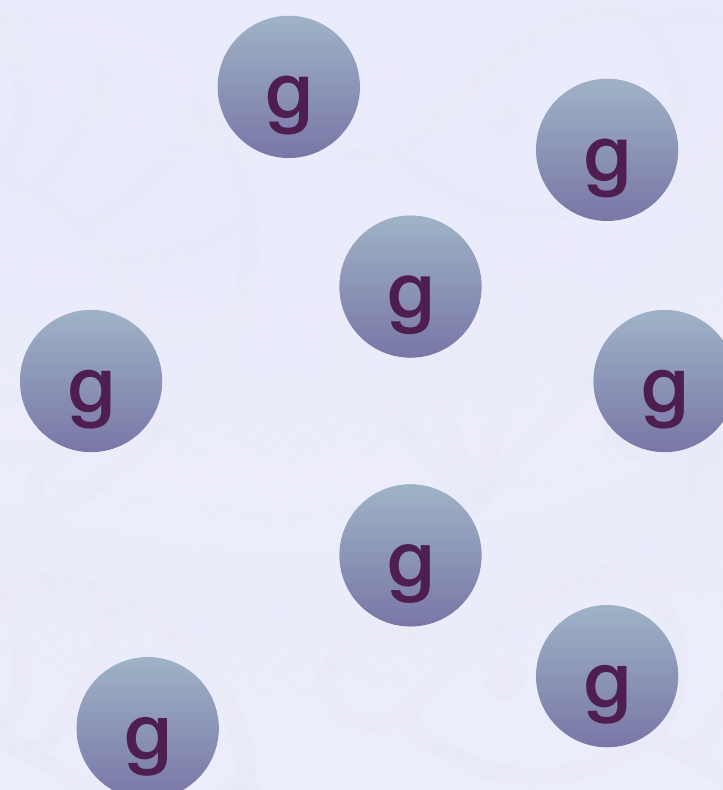
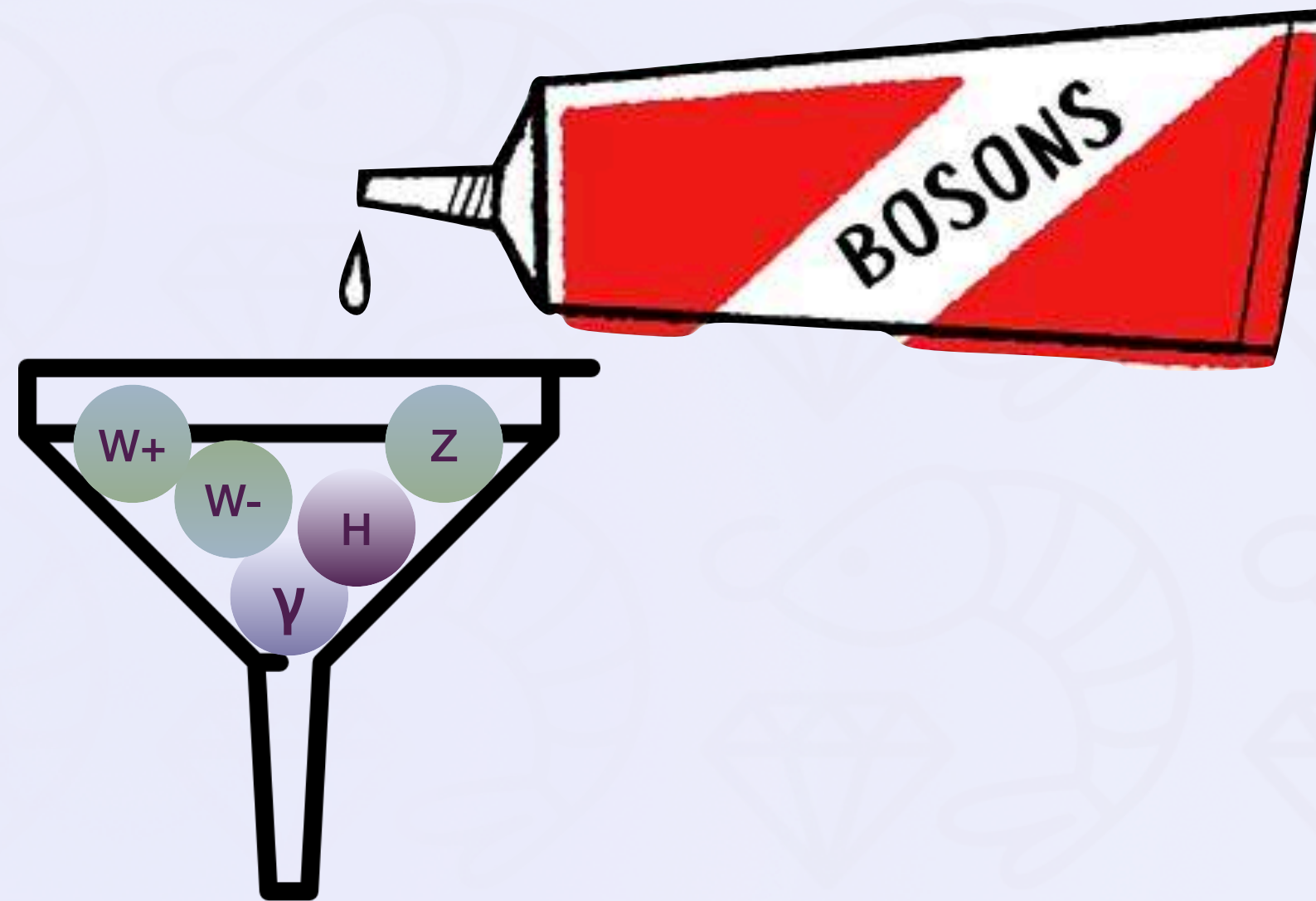
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Particle Physics in a nutshell

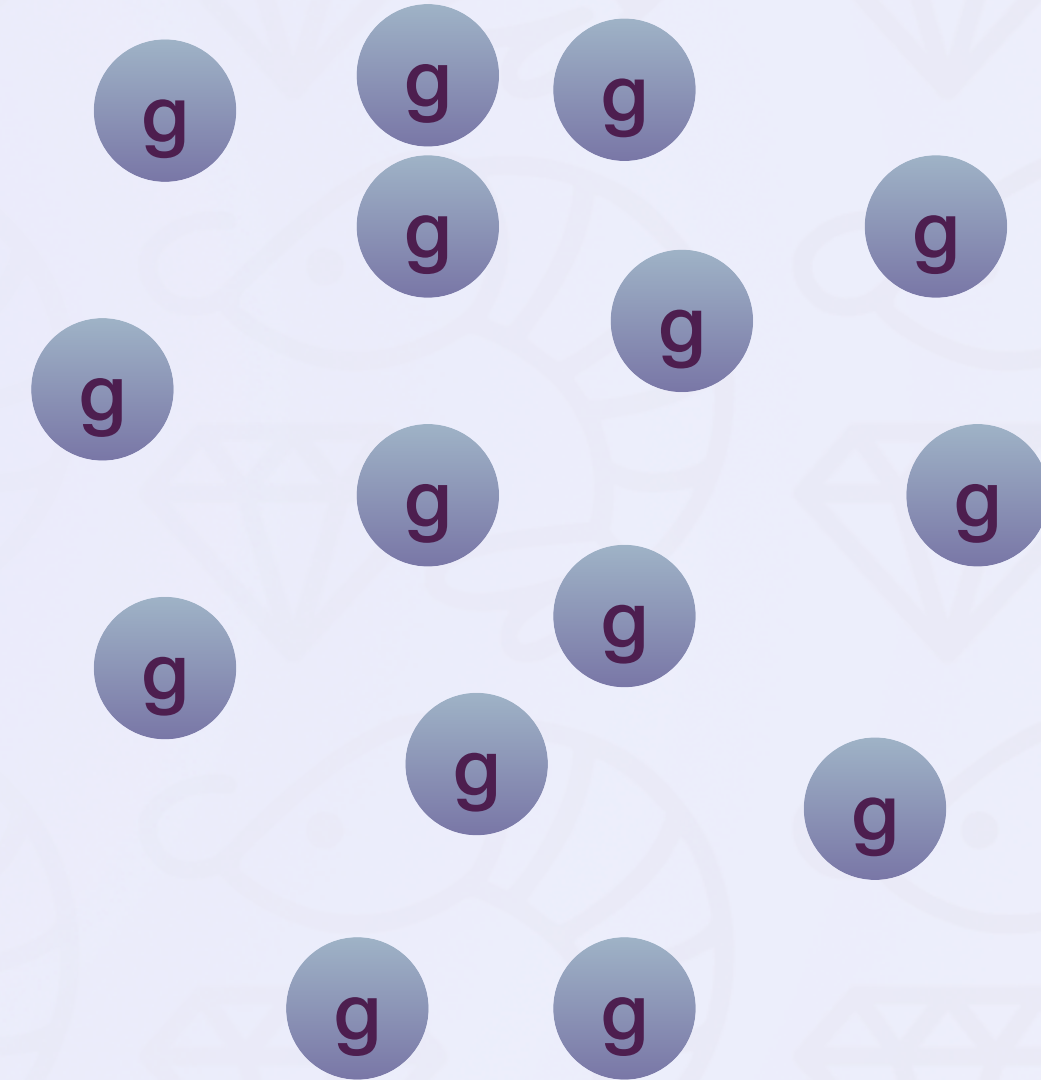
Or in a game set

Let's pick just the quarks and the gluons

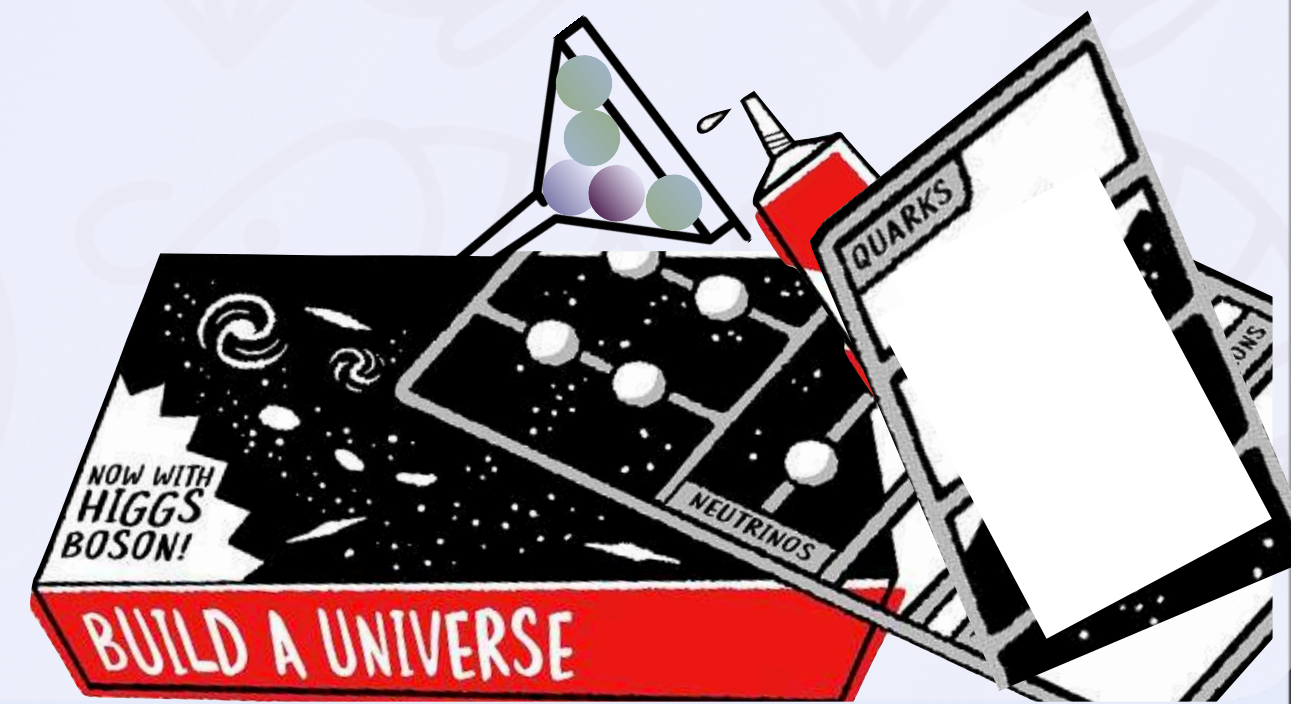


Strong Interaction

The fun part of the Standard Model



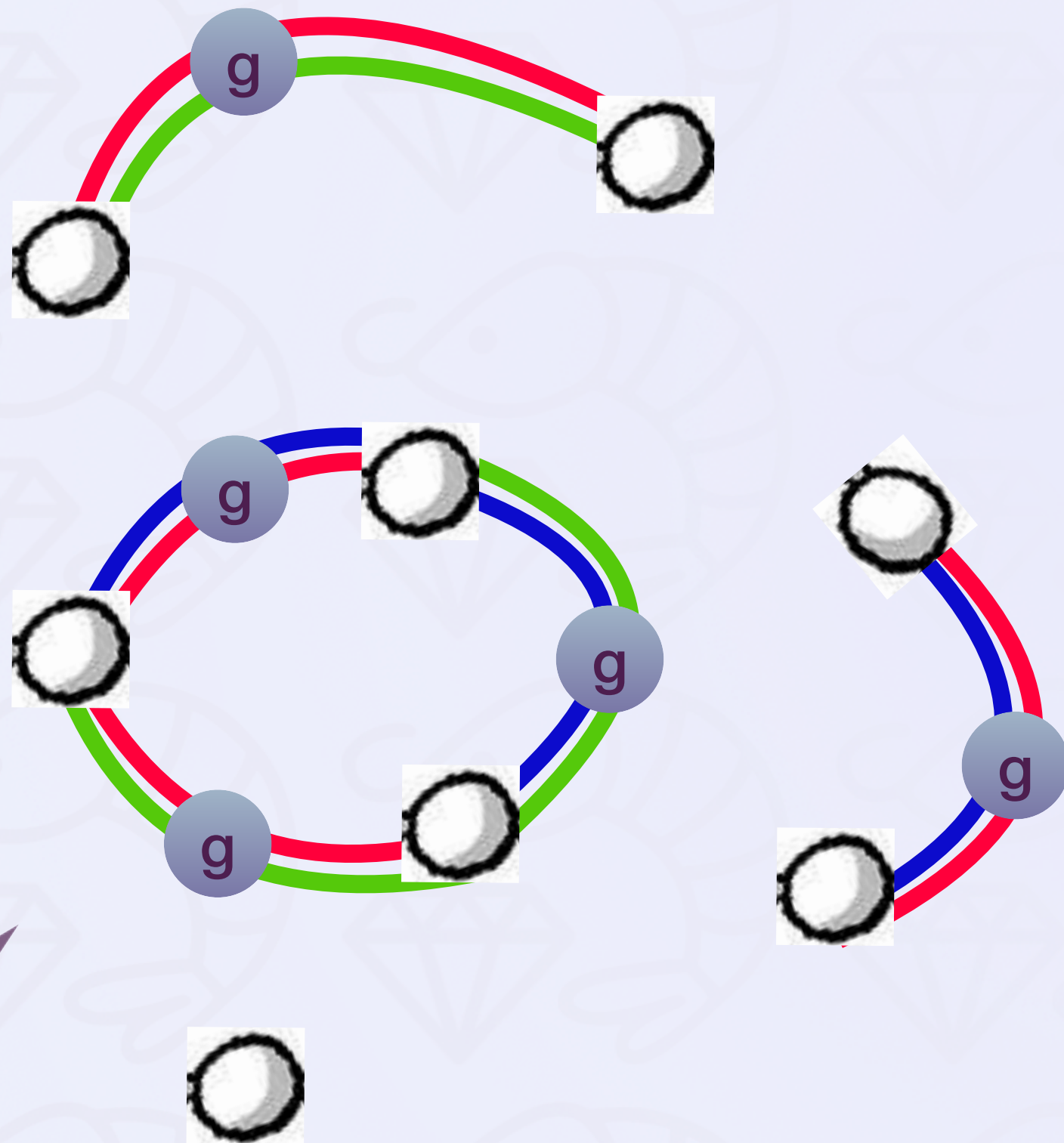
(I might refer to these as partons!)



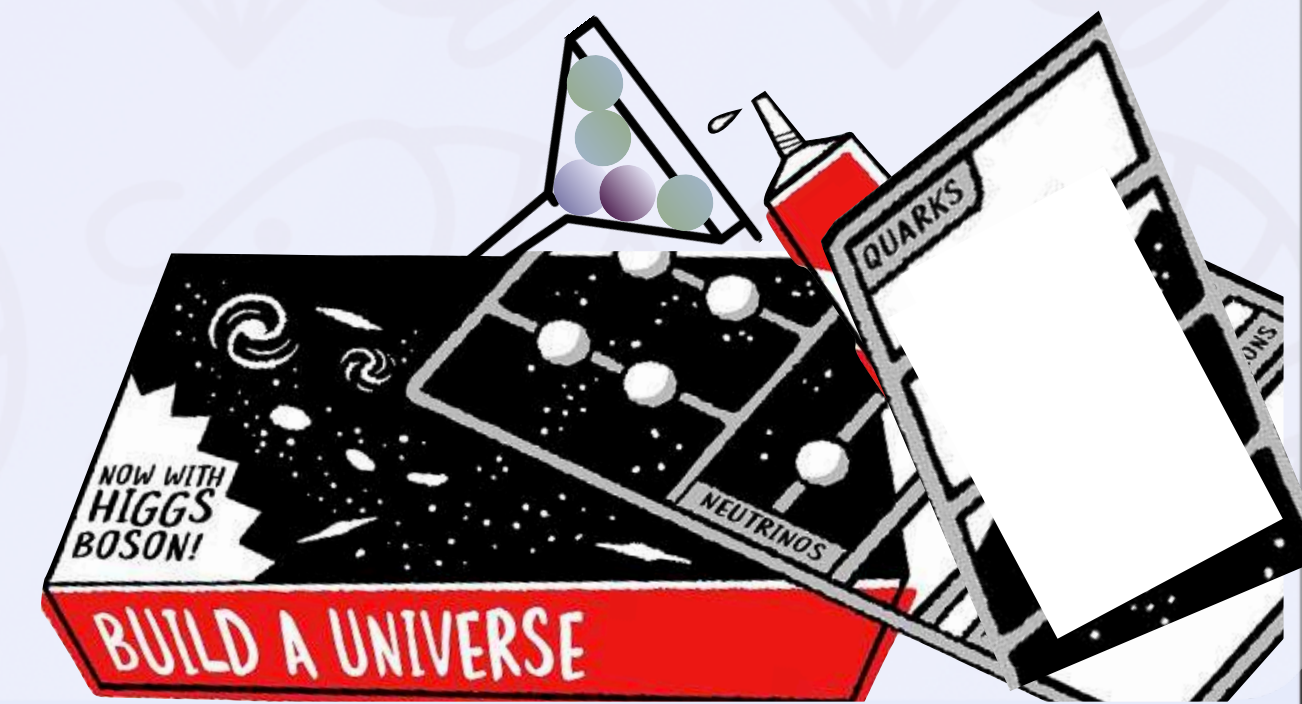
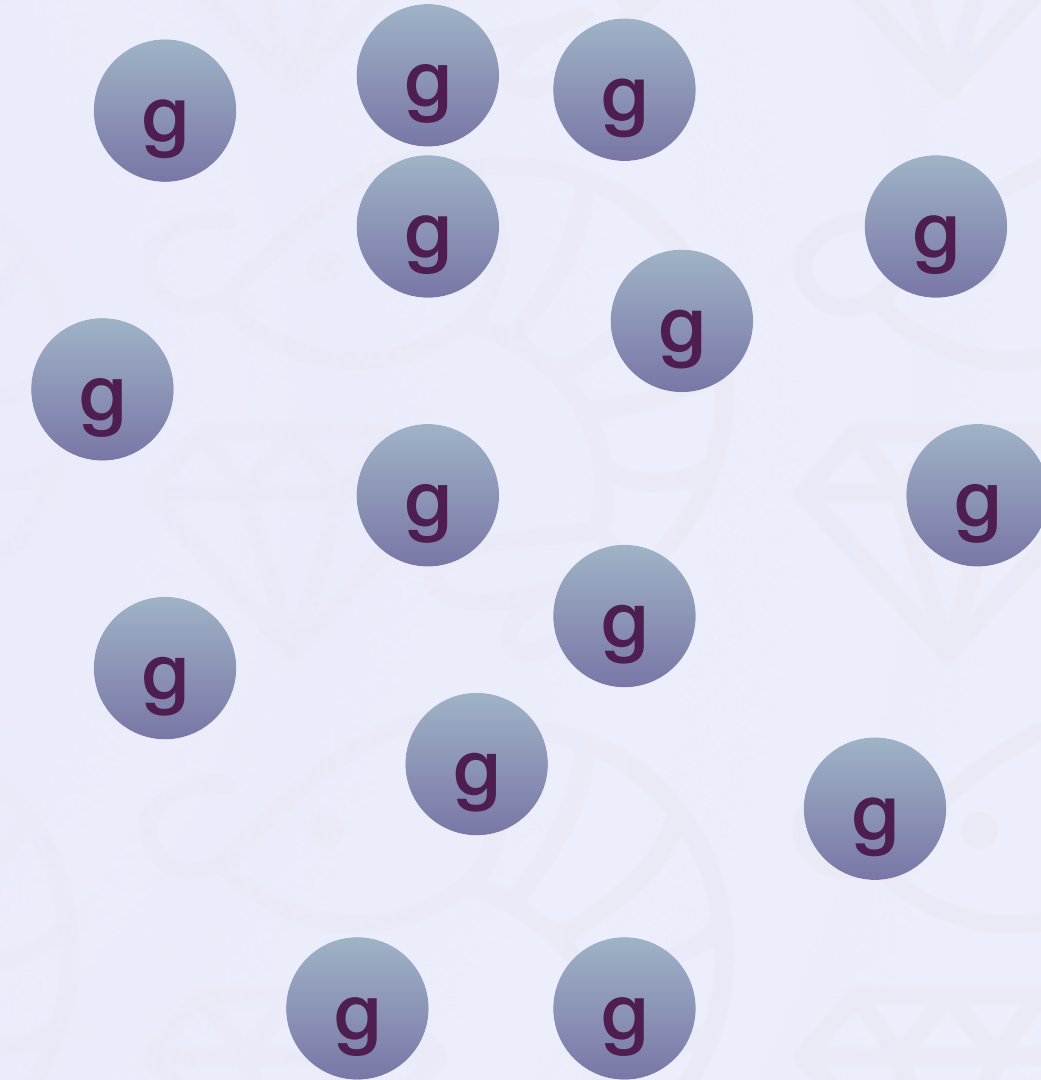
Strong Interaction

The fun part of the Standard Model

Quarks interact via exchange of gluons

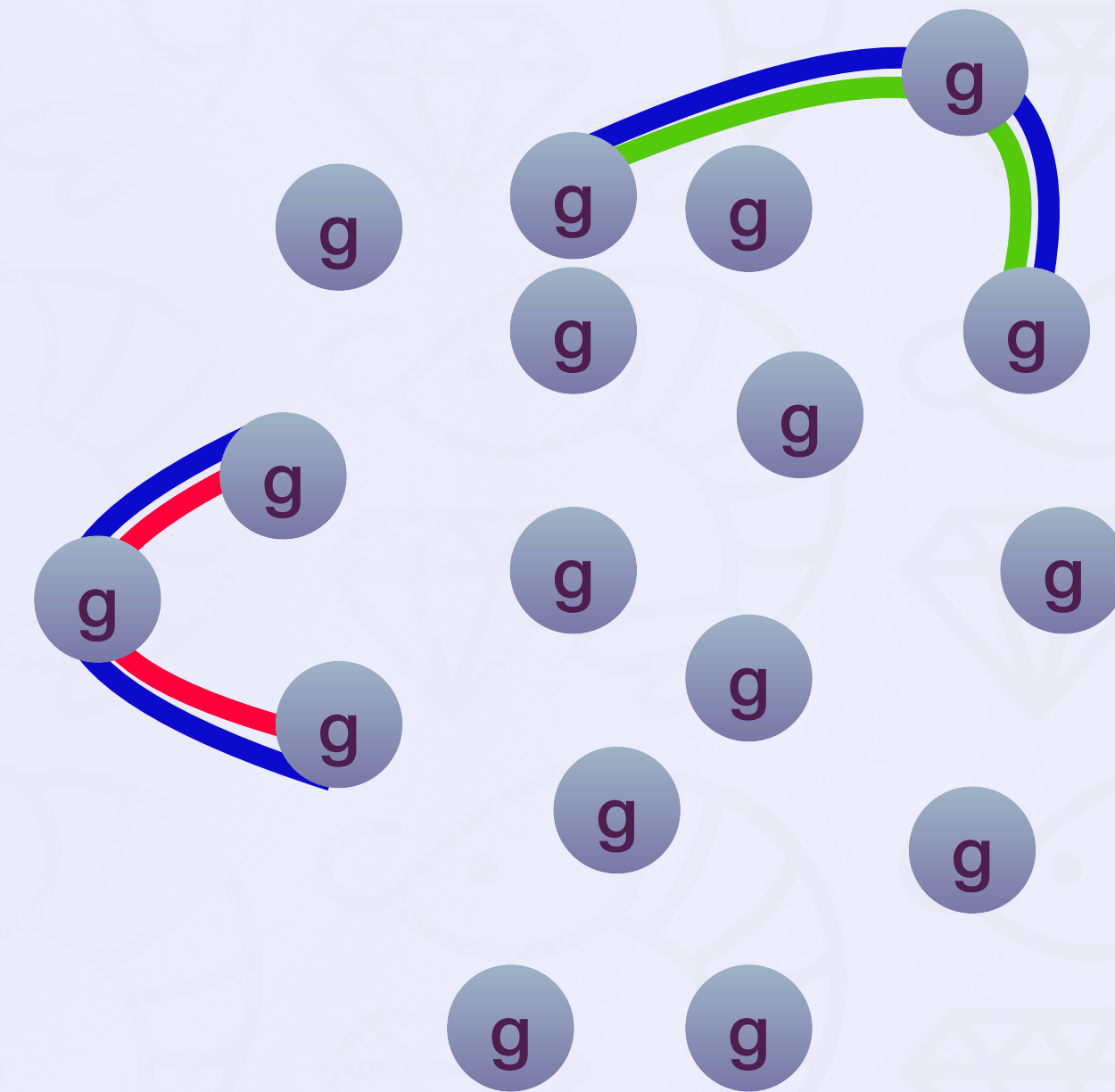
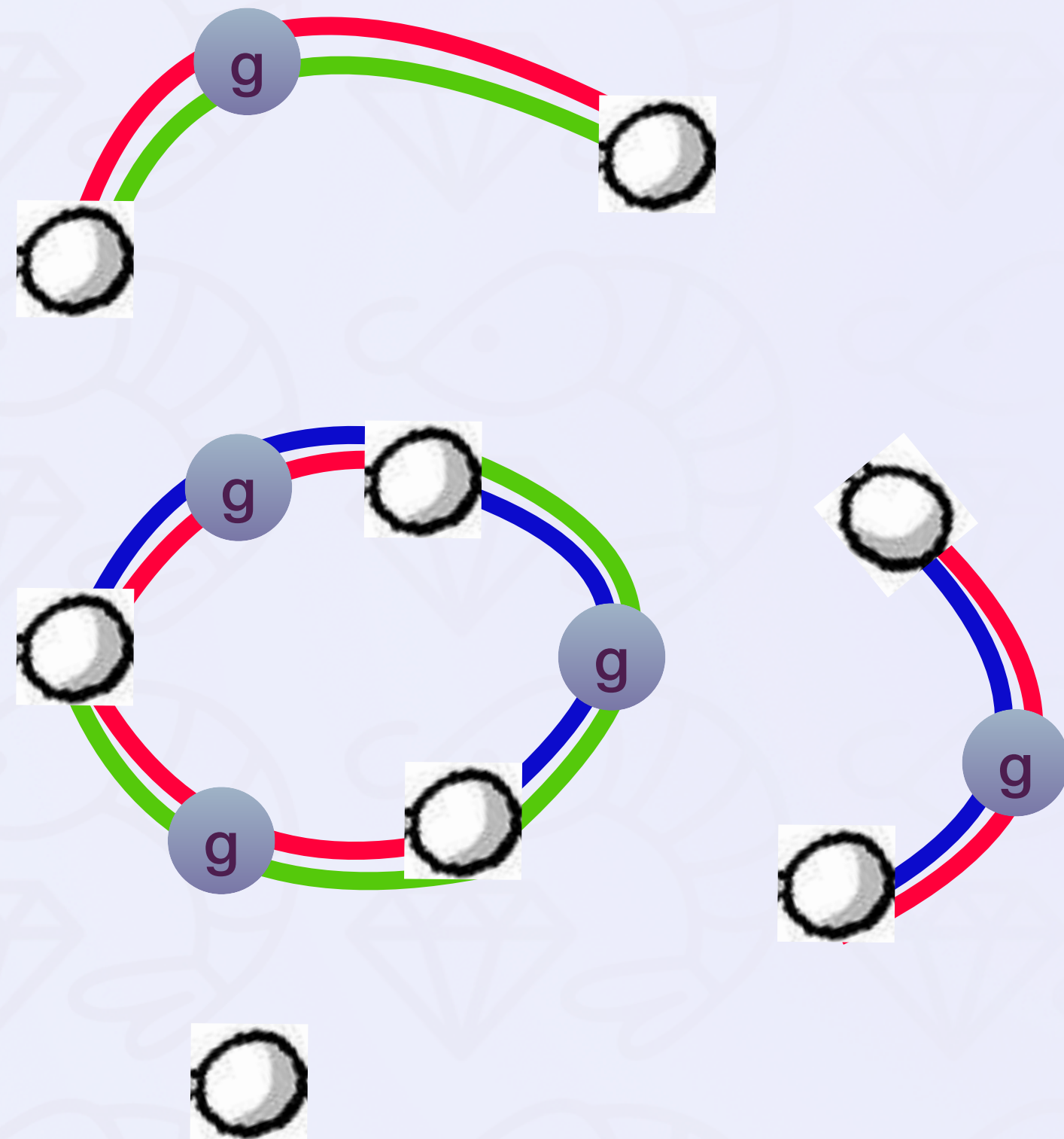


And form 3 quark (baryons) or 2 quarks (mesons) structures

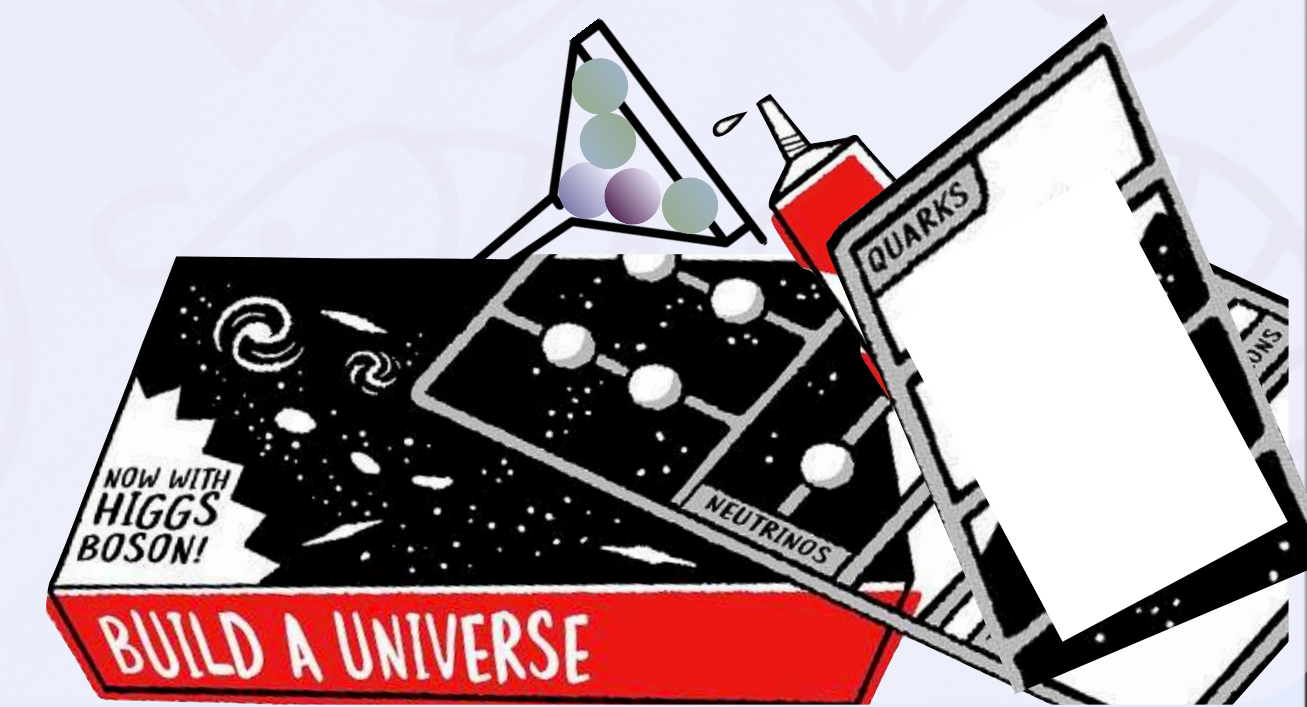


Strong Interaction

The fun part of the Standard Model



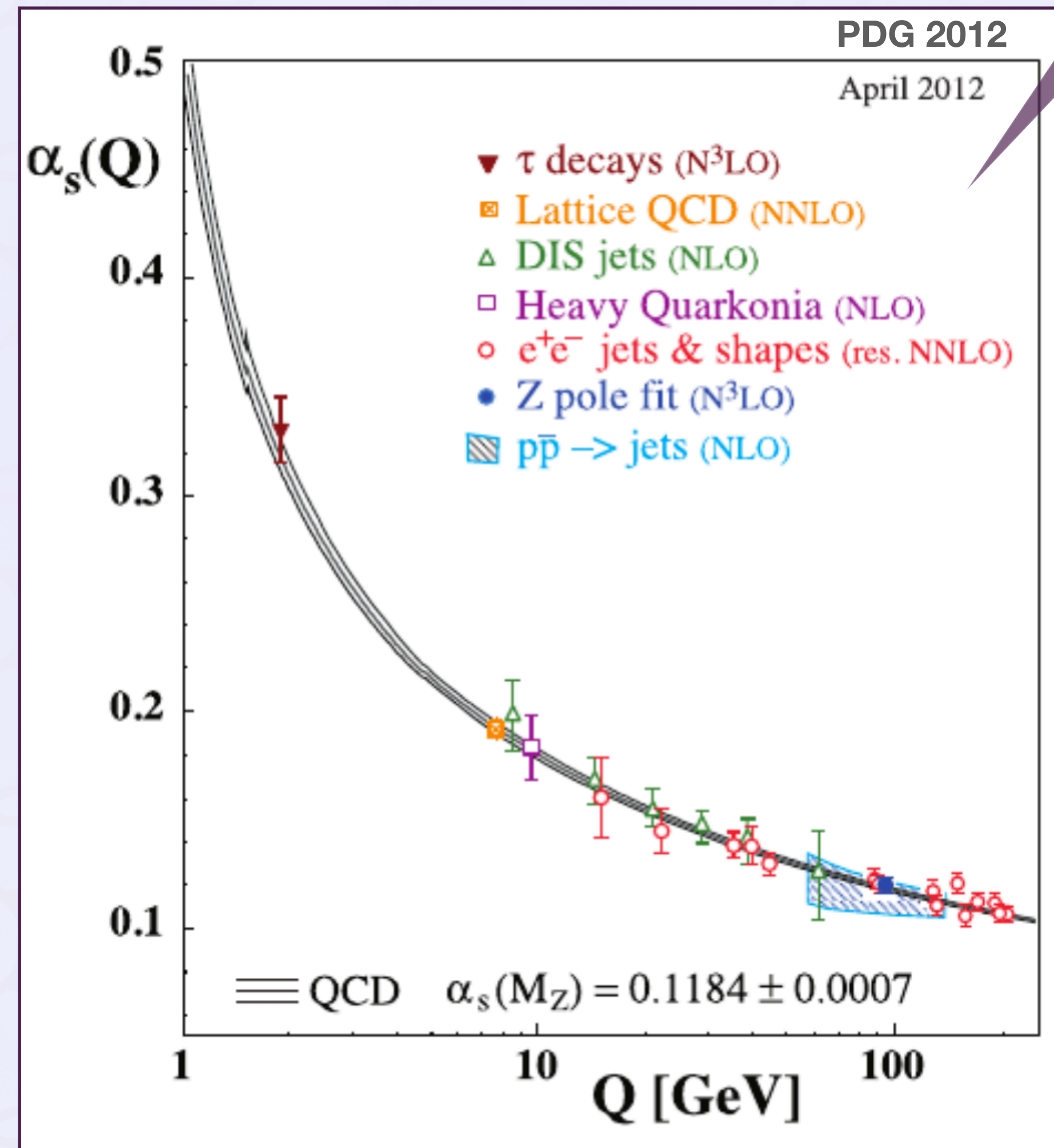
But the gluons also interact with each other!!



Strong Interaction

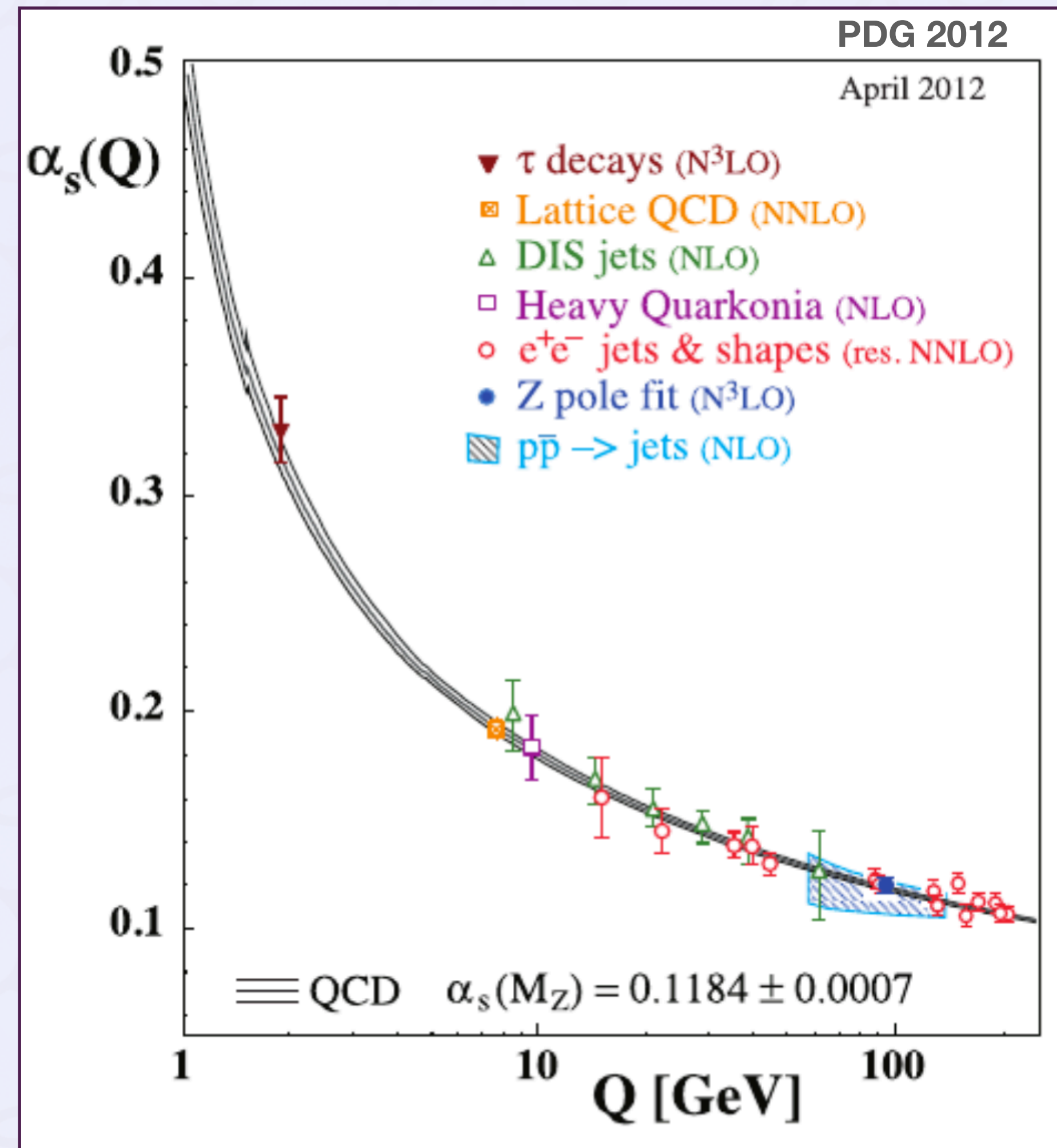
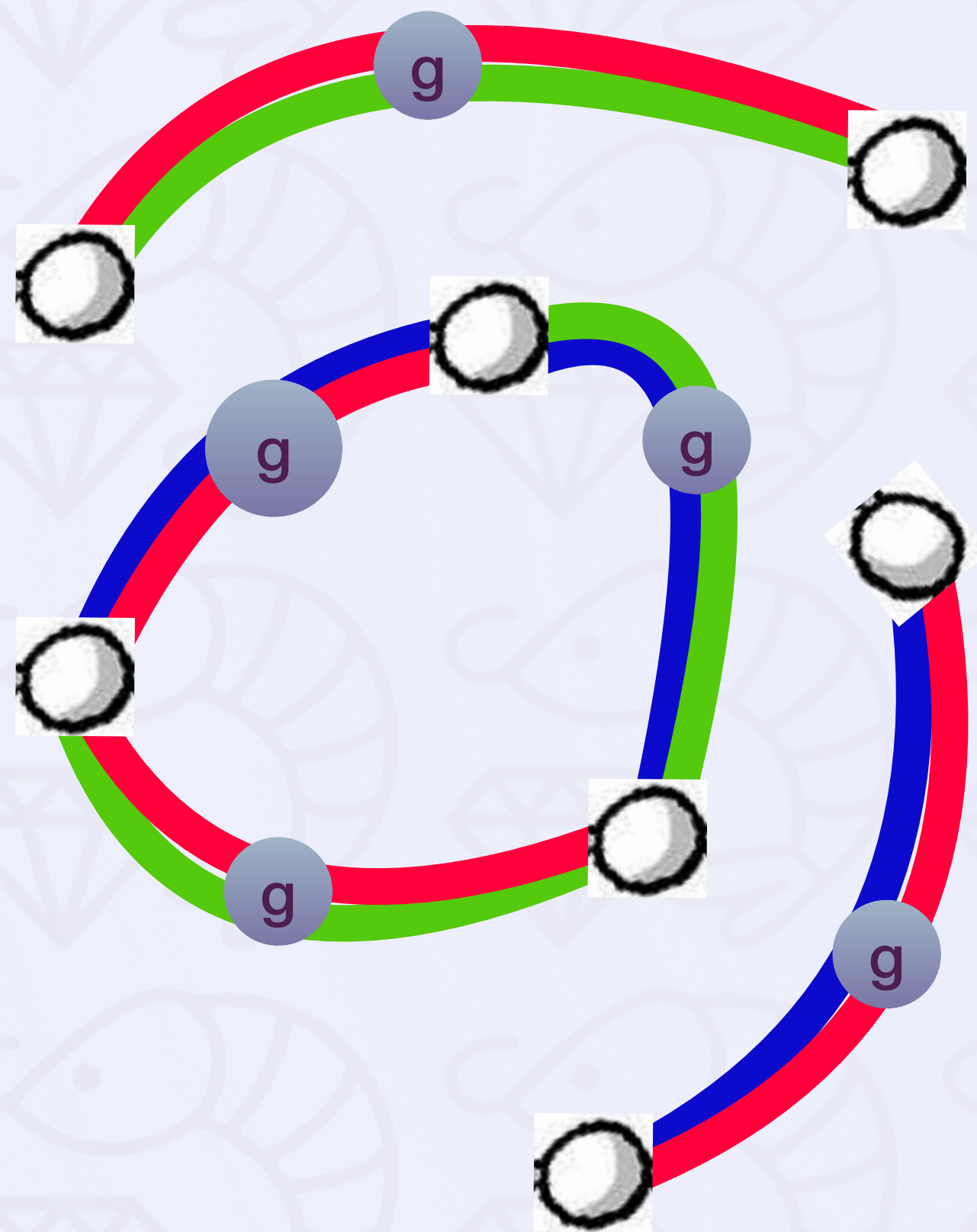
How strong is the strong interaction?!

Decreases with the scale (distance)



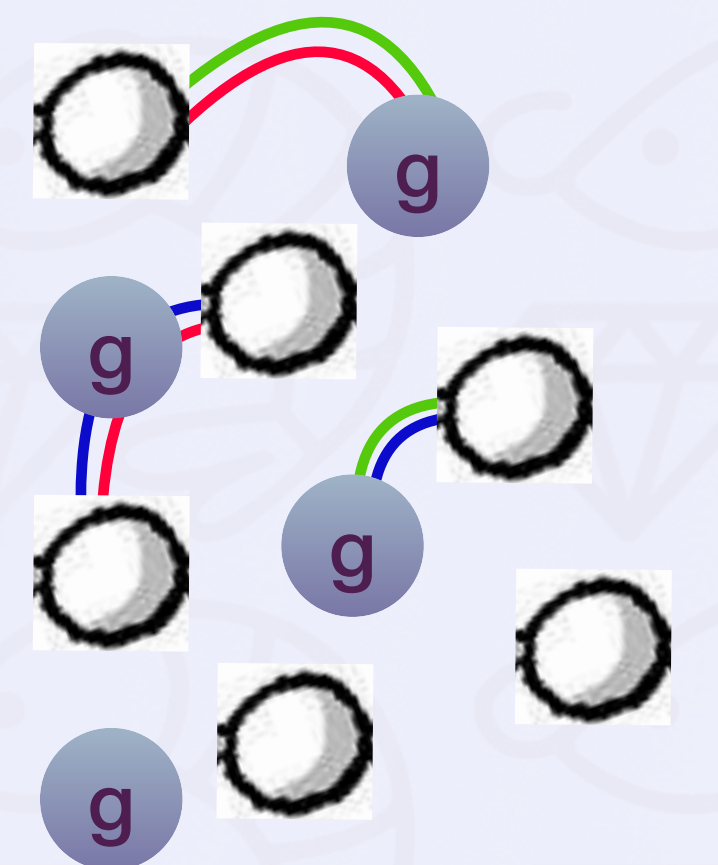
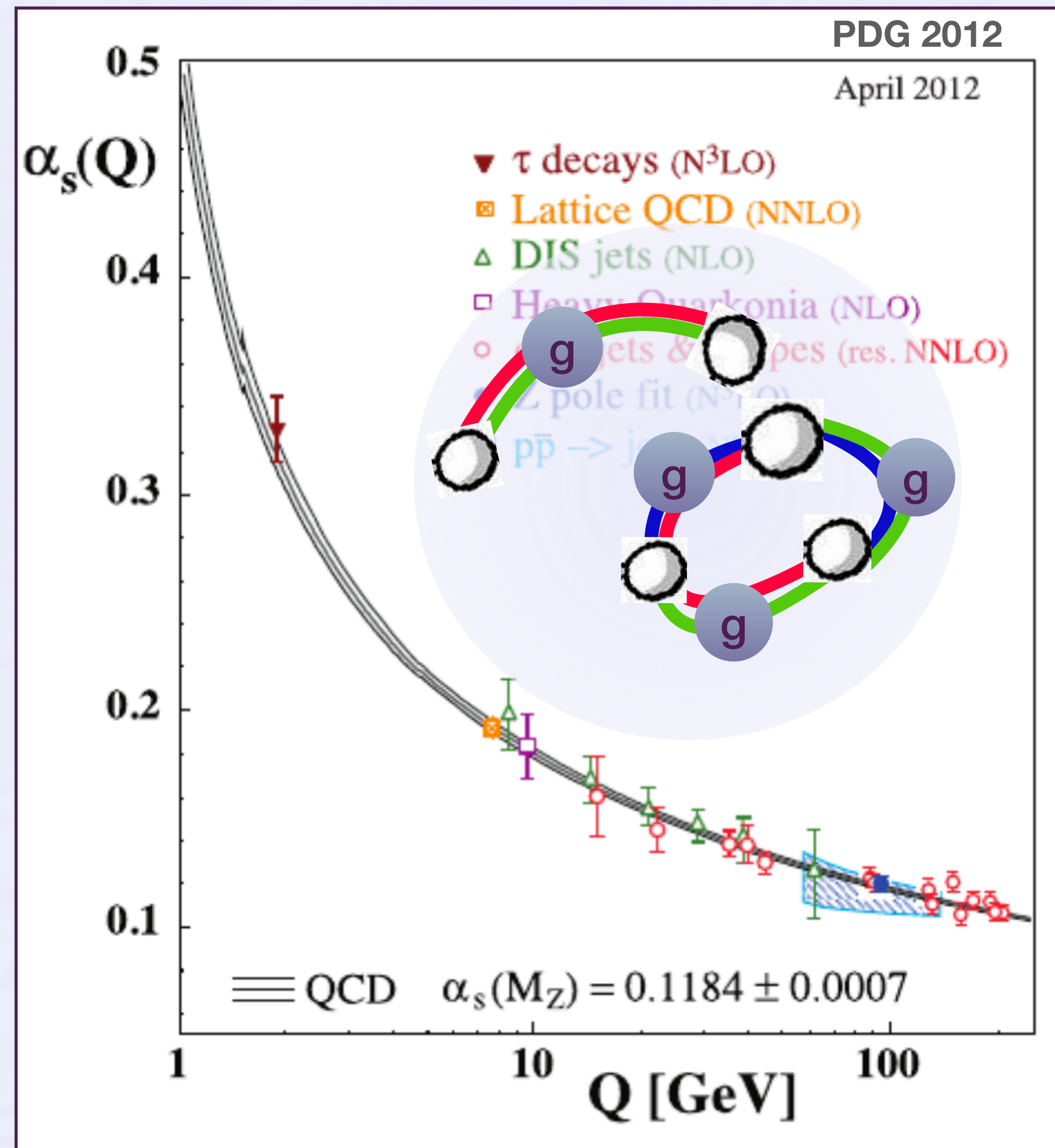
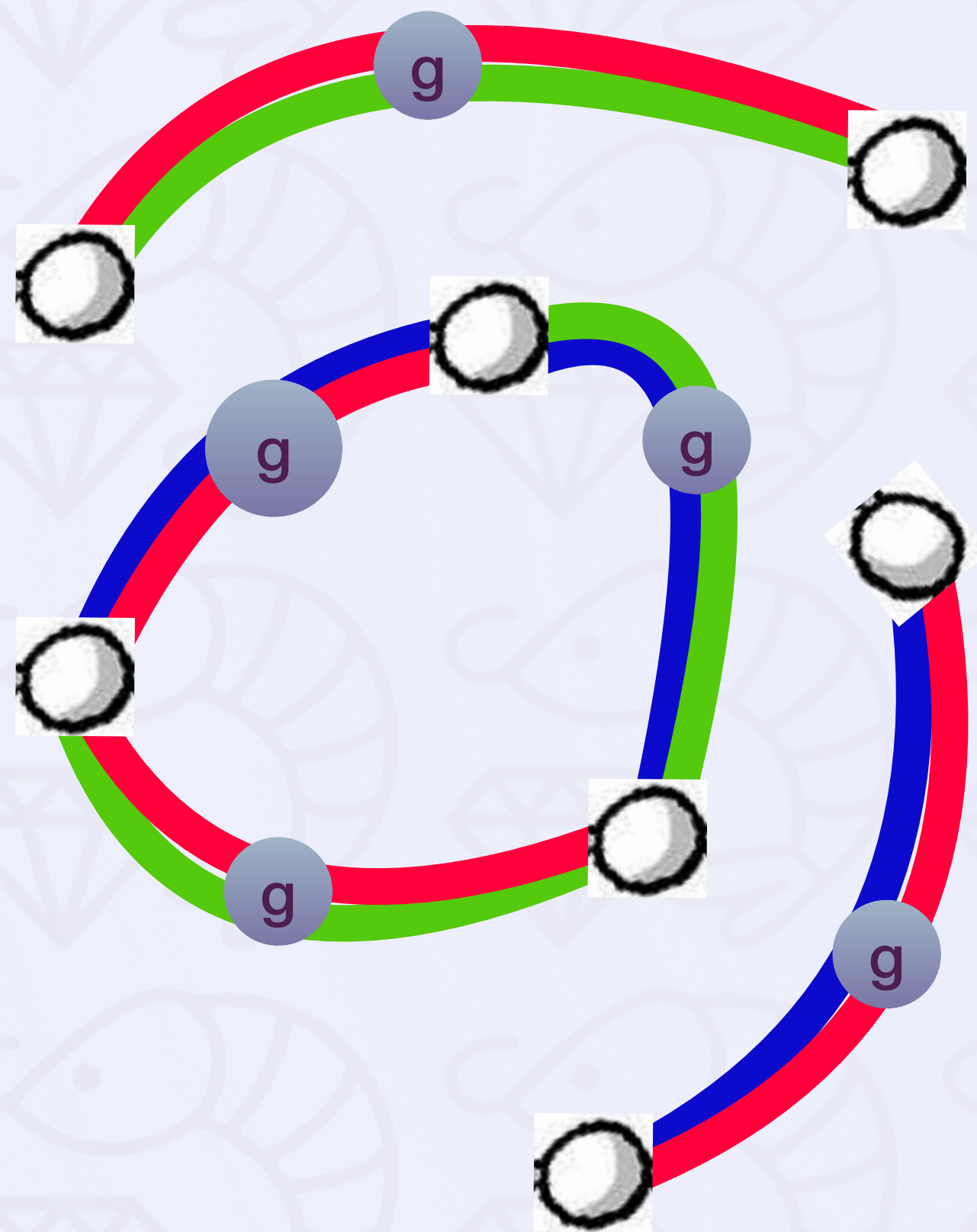
Strong Interaction

How strong is the strong interaction?!



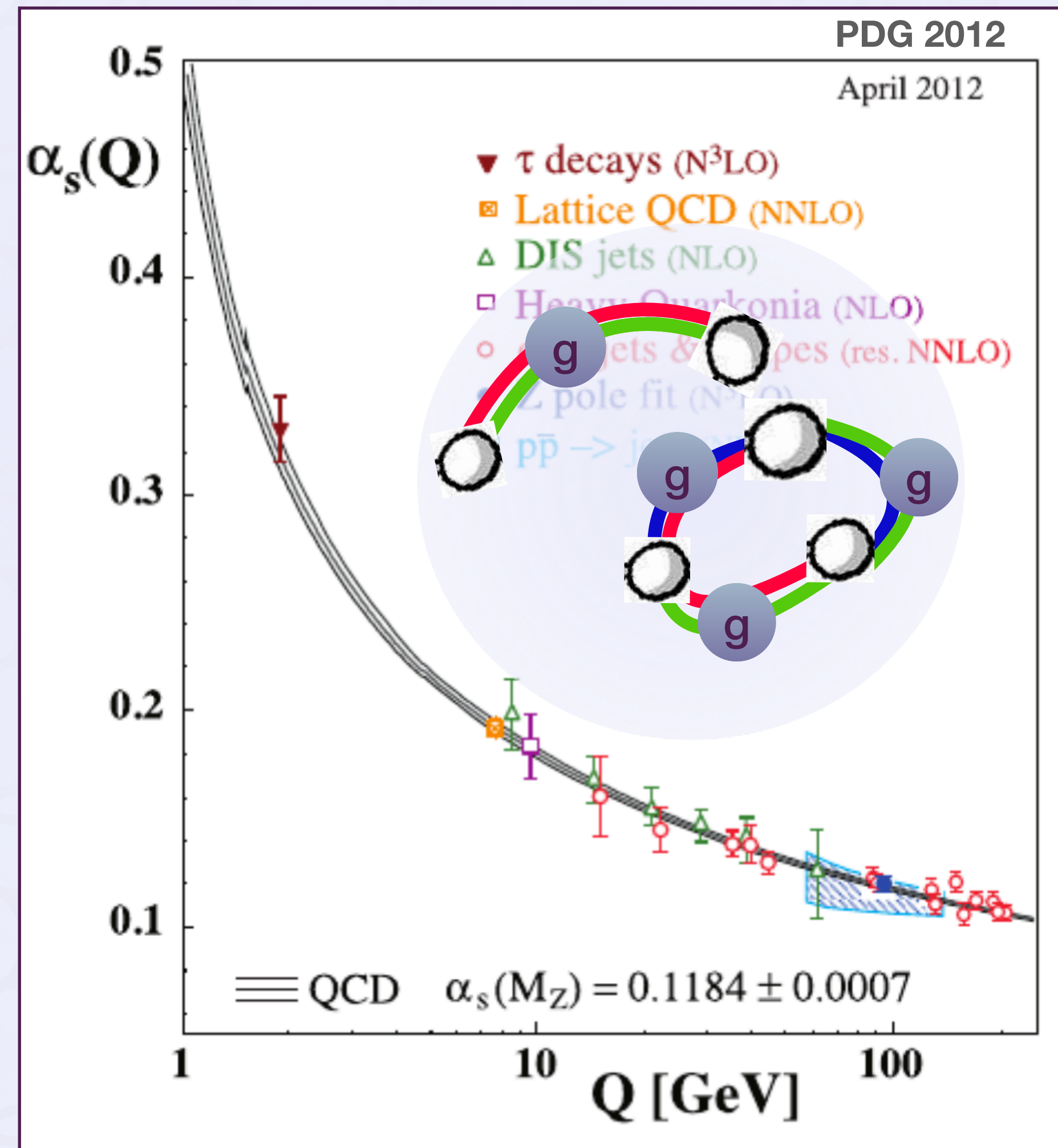
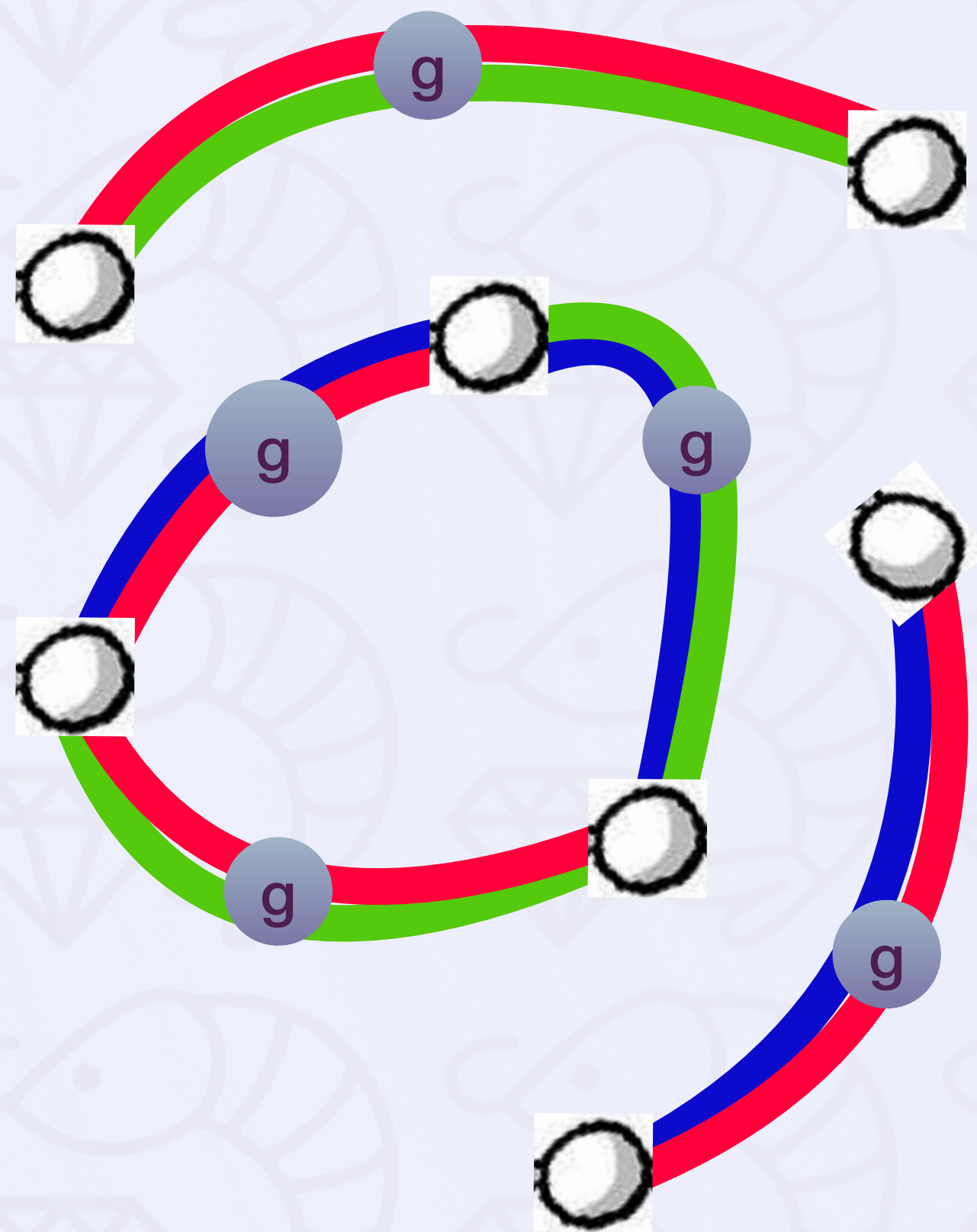
Strong Interaction

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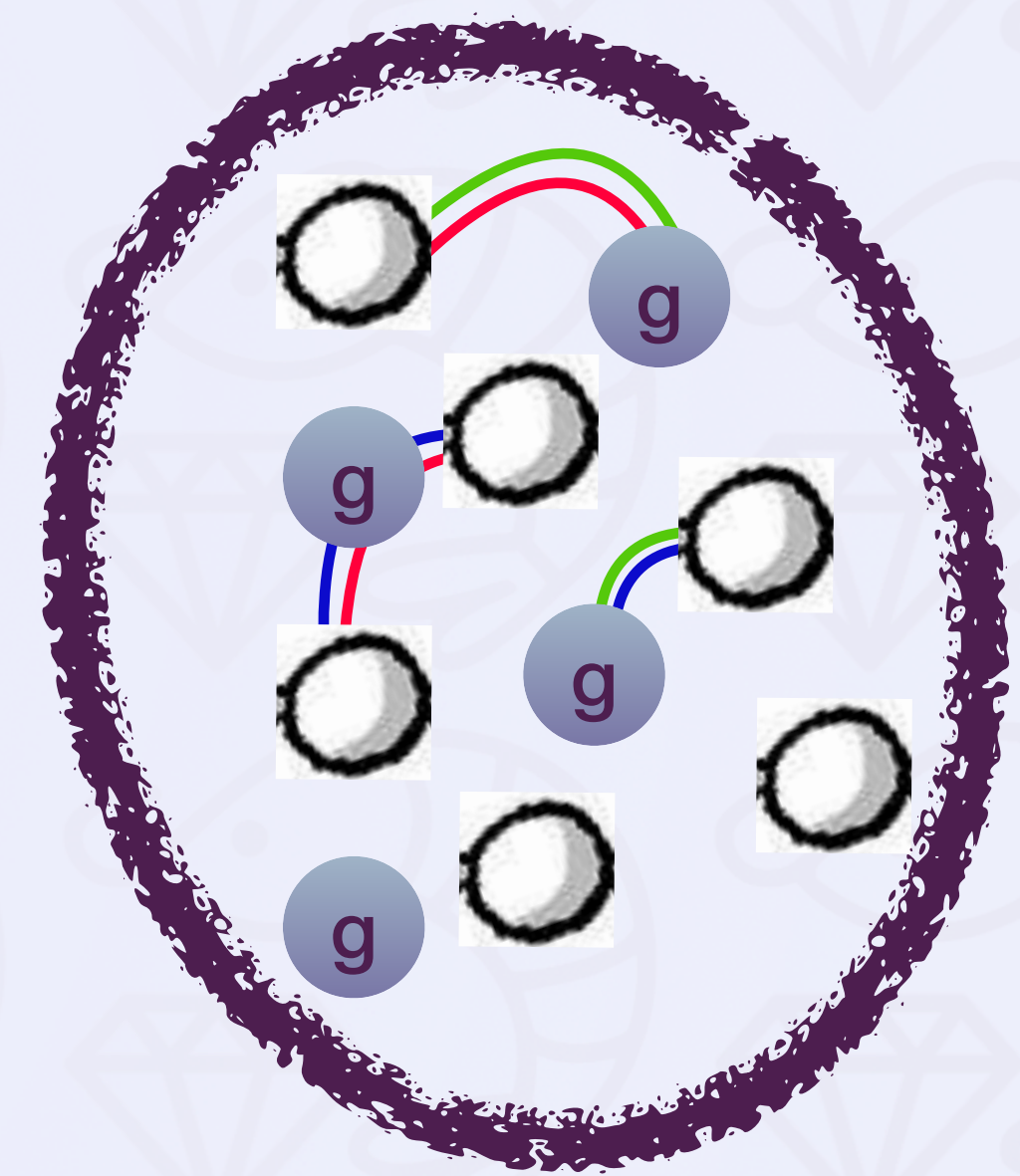


Strong Interaction

How strong is the strong interaction?!



How can we probe this regime?!

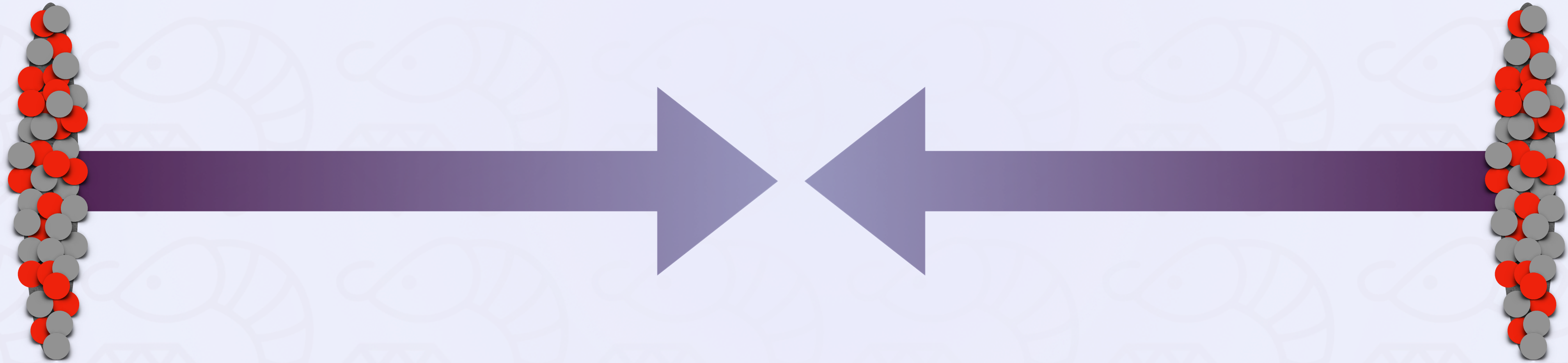


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Relativistic Heavy Ion Collisions

Relativistic Heavy Ion Collisions

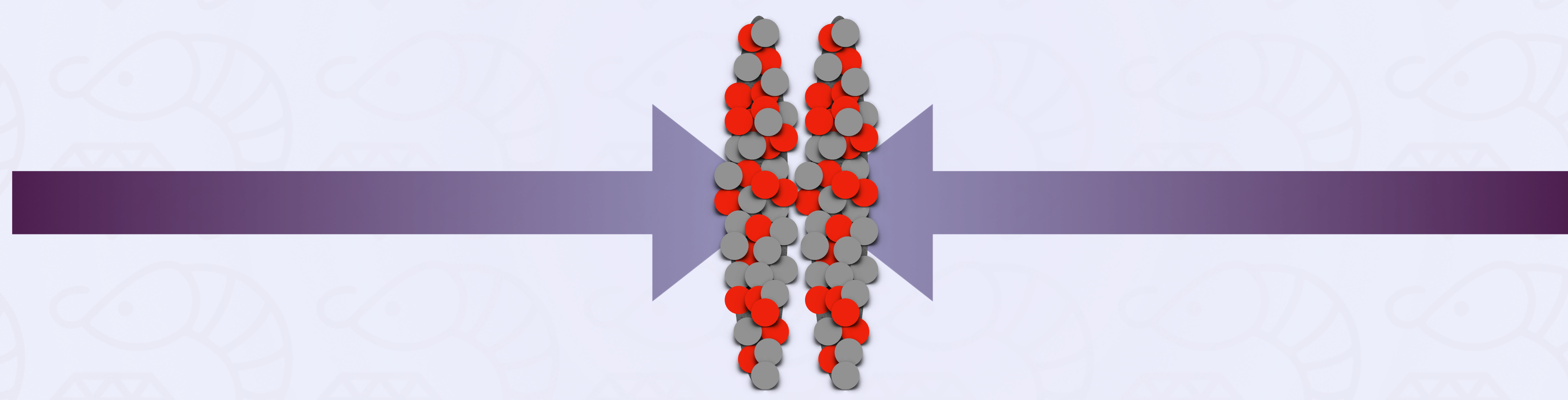
If you want to make QGP you need to break some heavy ions



Let's accelerate them all!

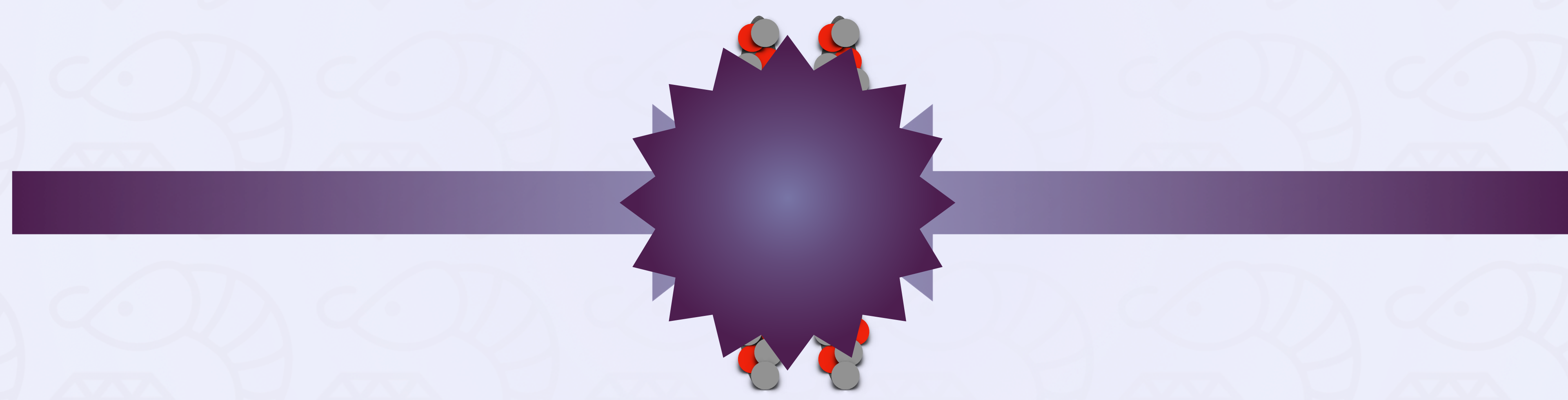
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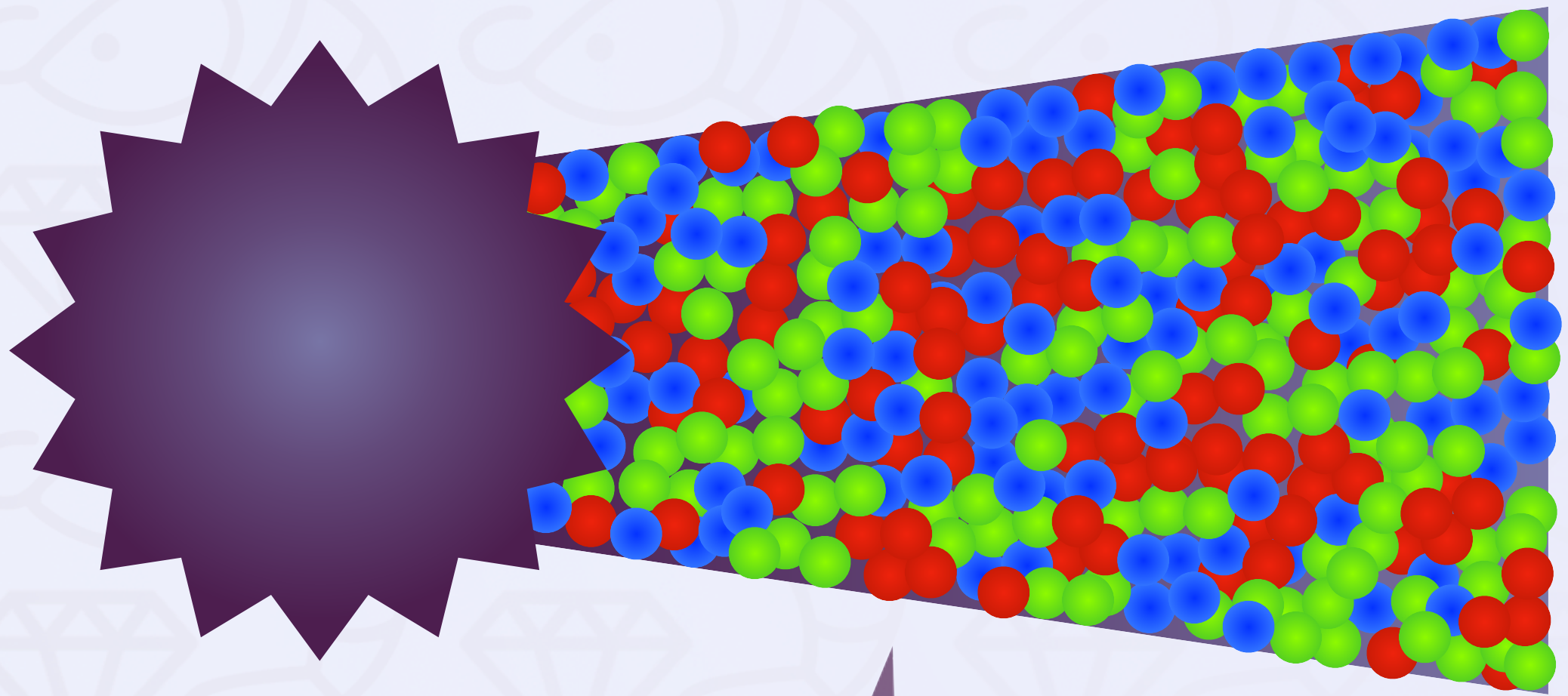
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Relativistic Heavy Ion Collisions

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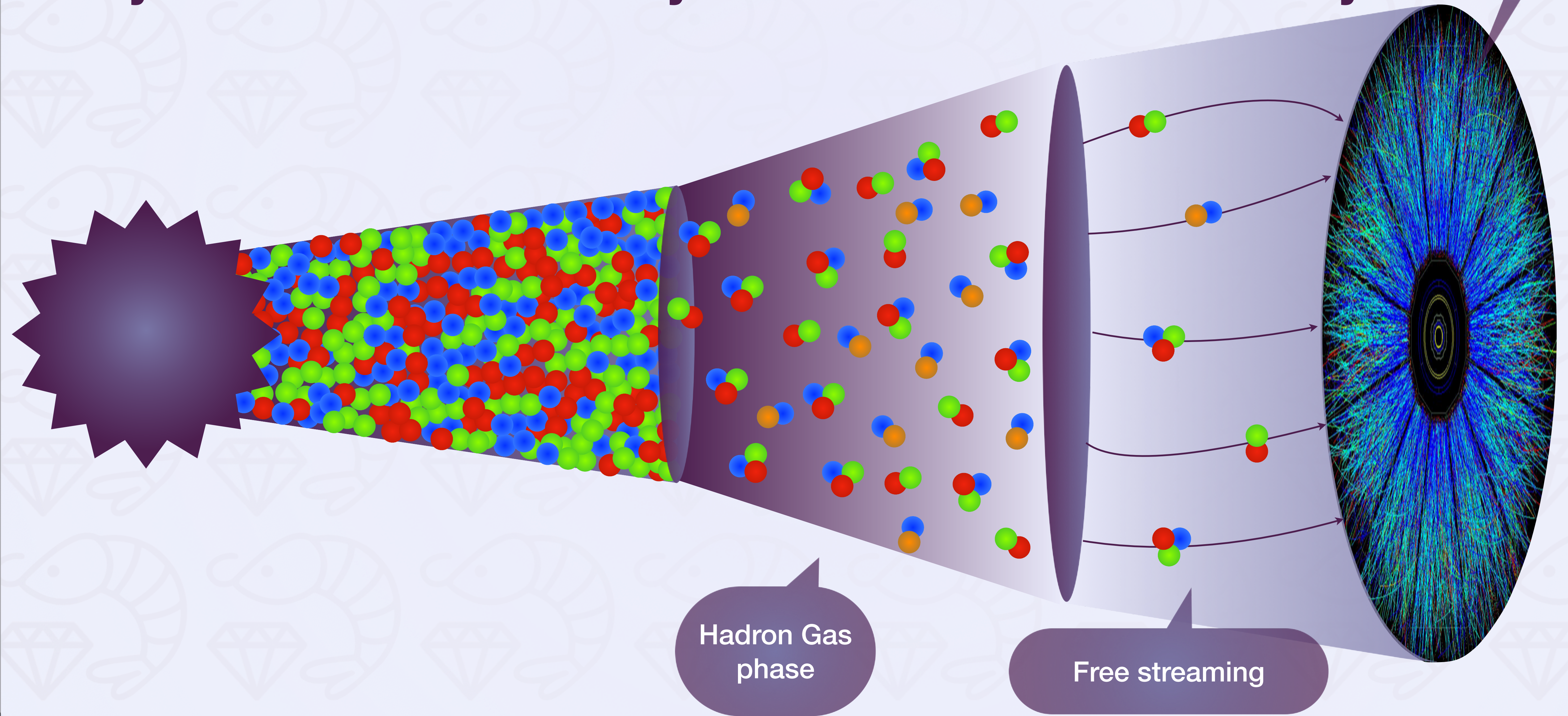


Deconfined
phase

Relativistic Heavy Ion Collisions

If you want to make QGP you need to break some heavy ions

Detection!

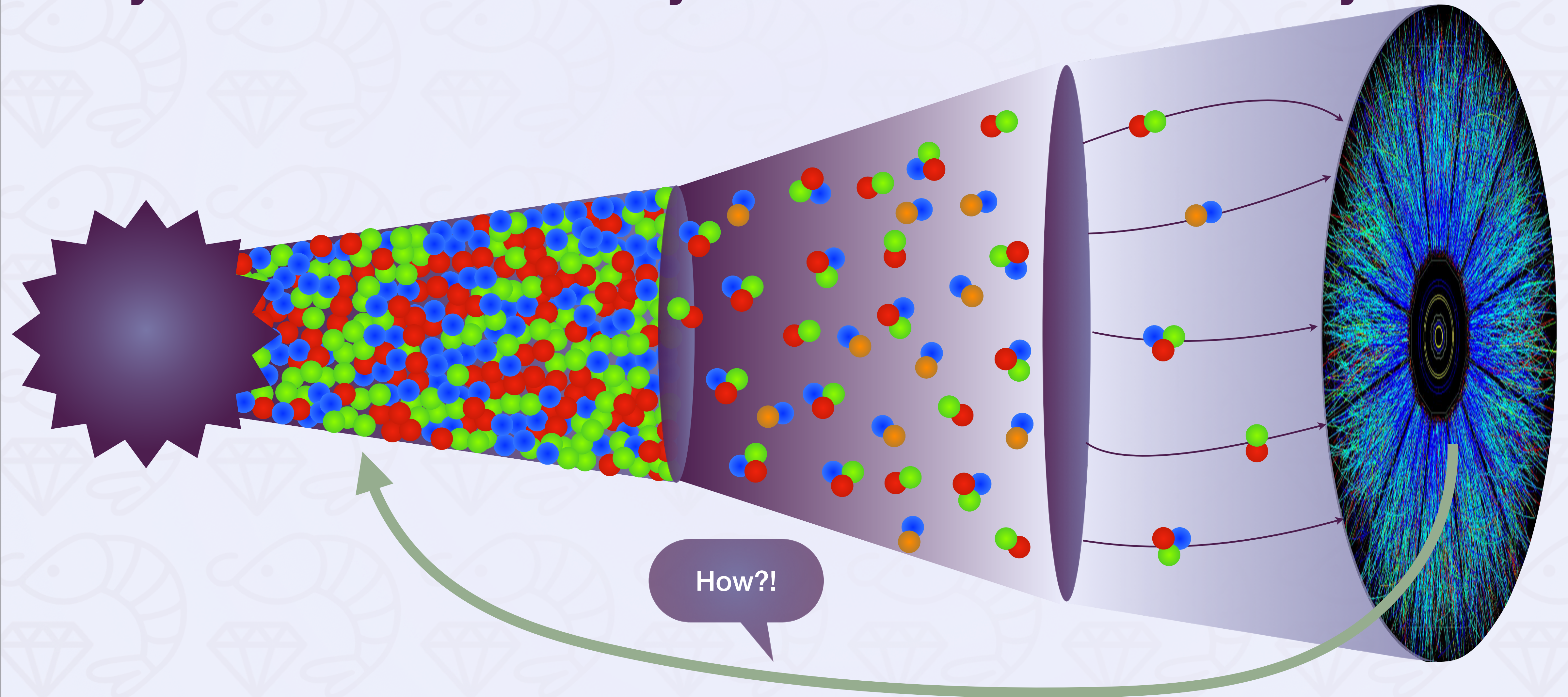


Hadron Gas phase

Free streaming

Relativistic Heavy Ion Collisions

If you want to make QGP you need to break some heavy ions



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Signatures of a Quark Gluon Plasma

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Signatures of a Quark Gluon Plasma

Collective Flow
Jet Quenching

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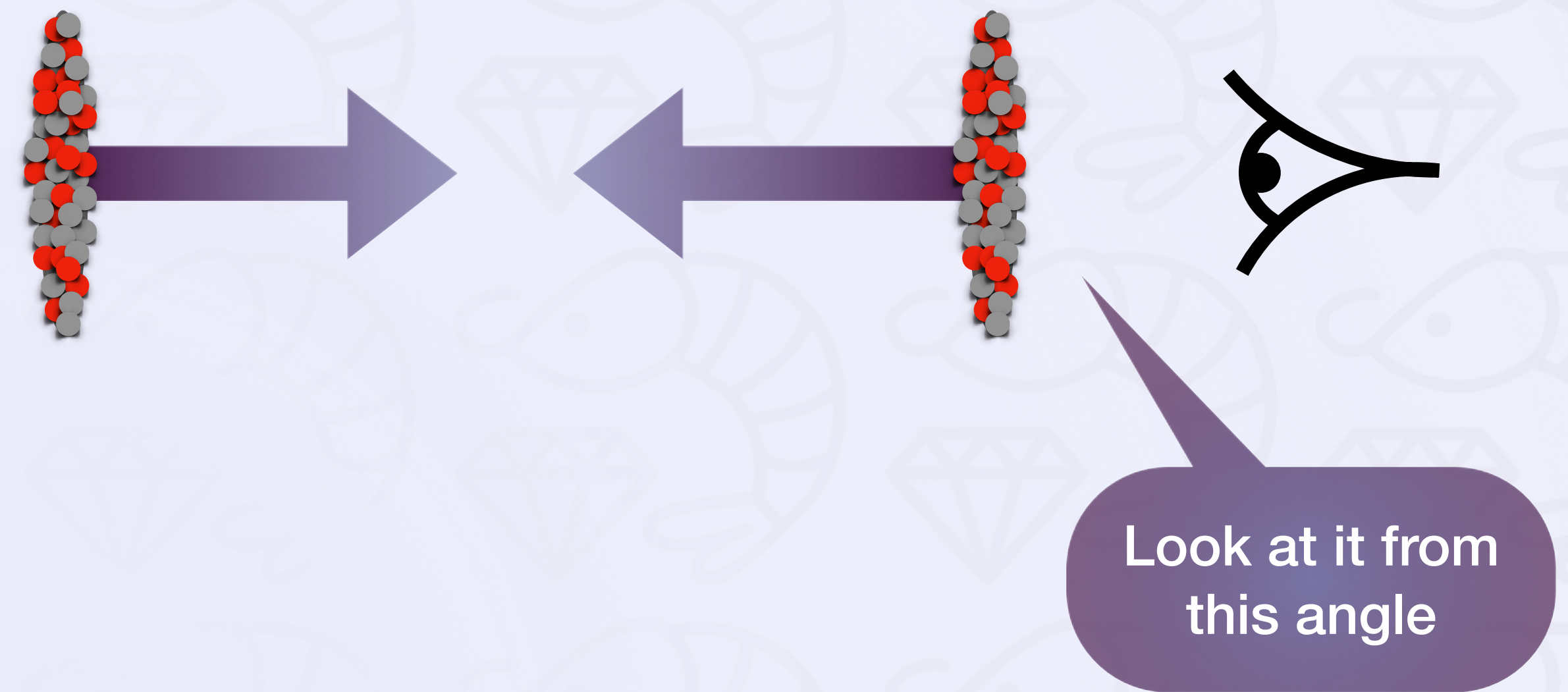
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QGP signatures

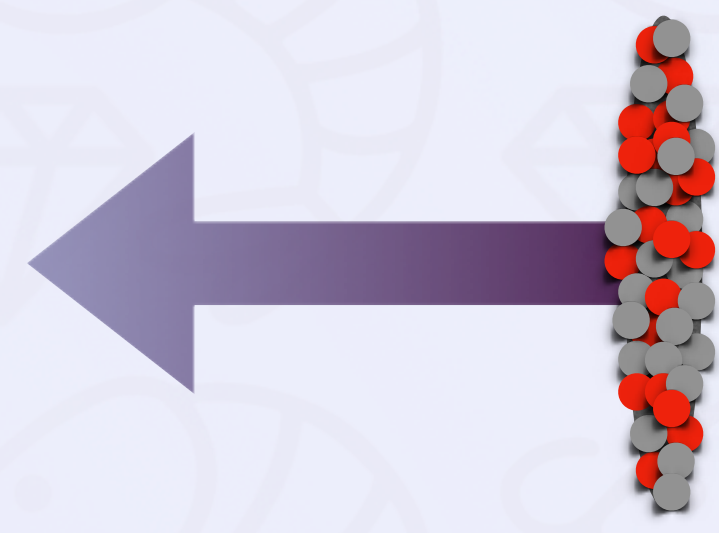
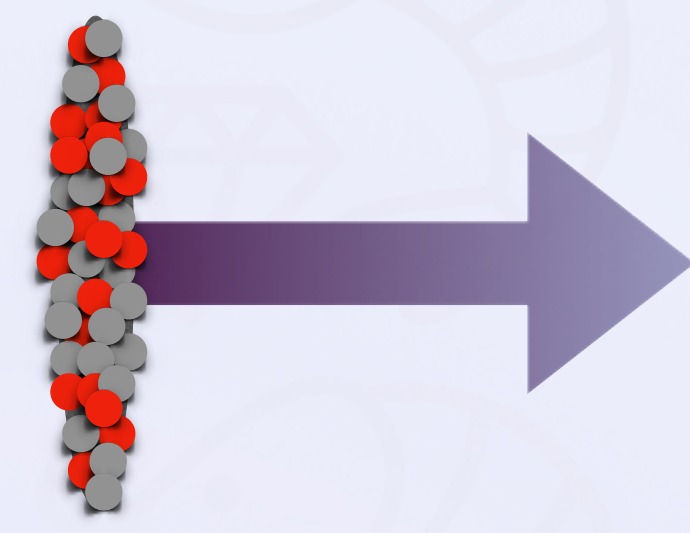
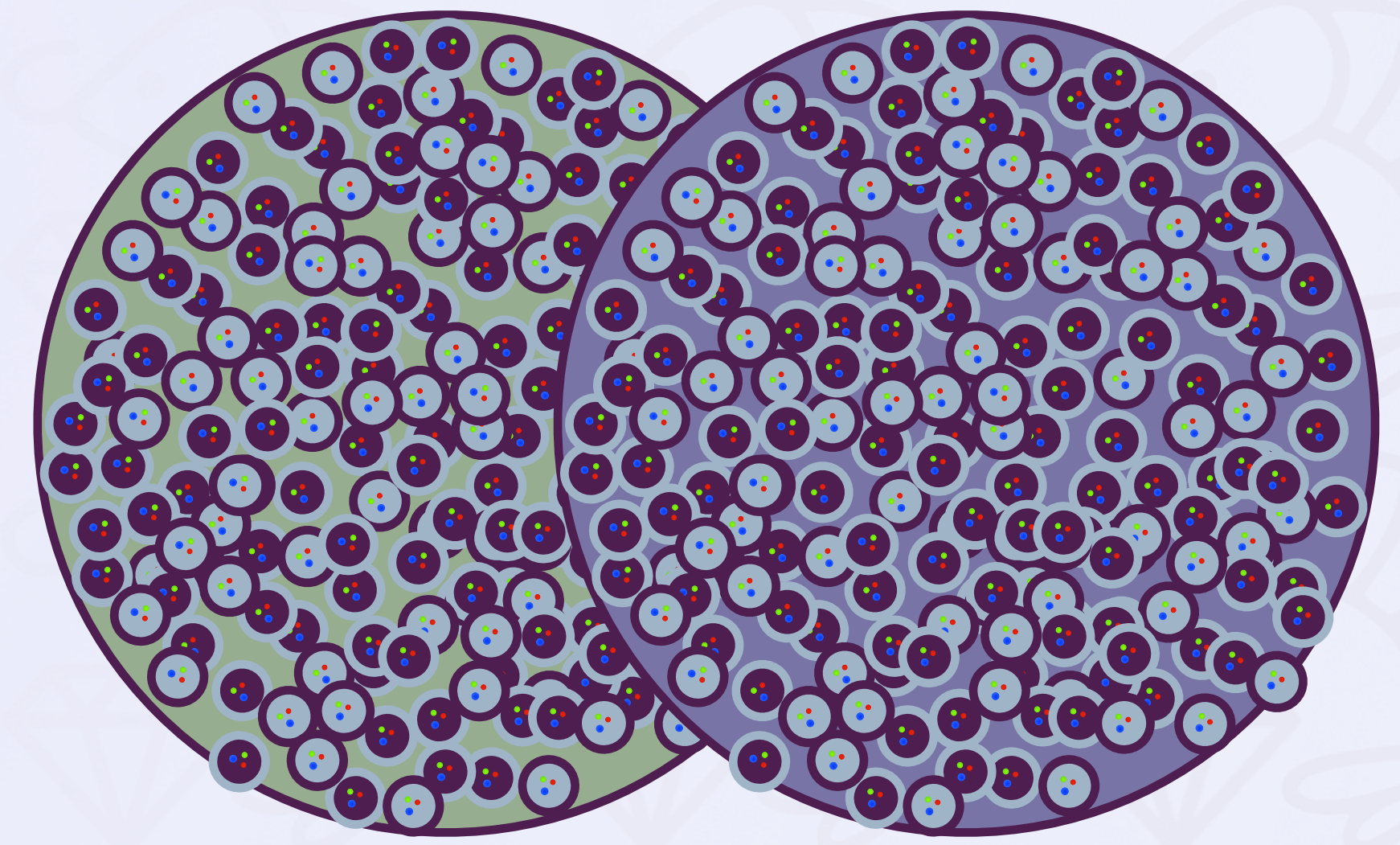
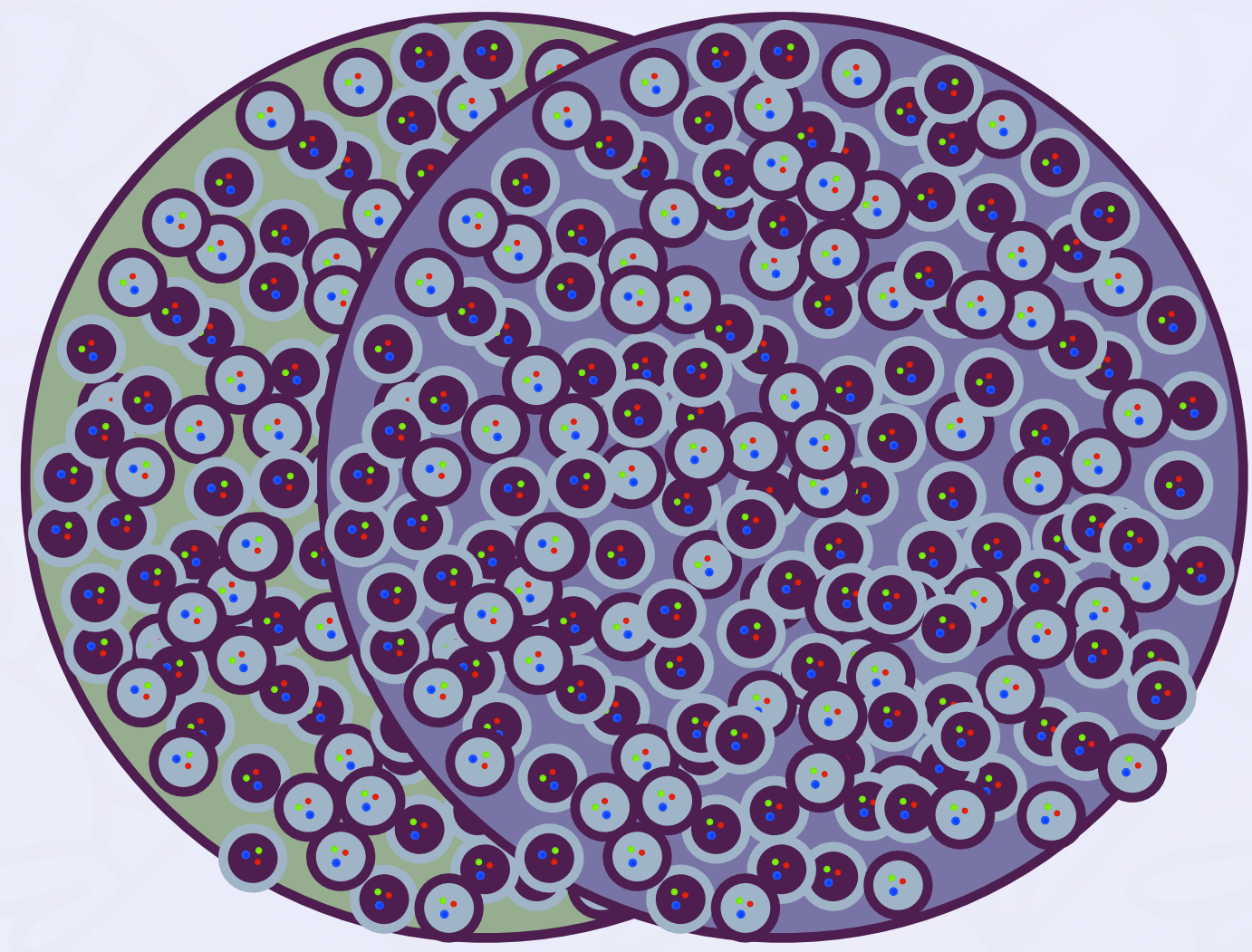
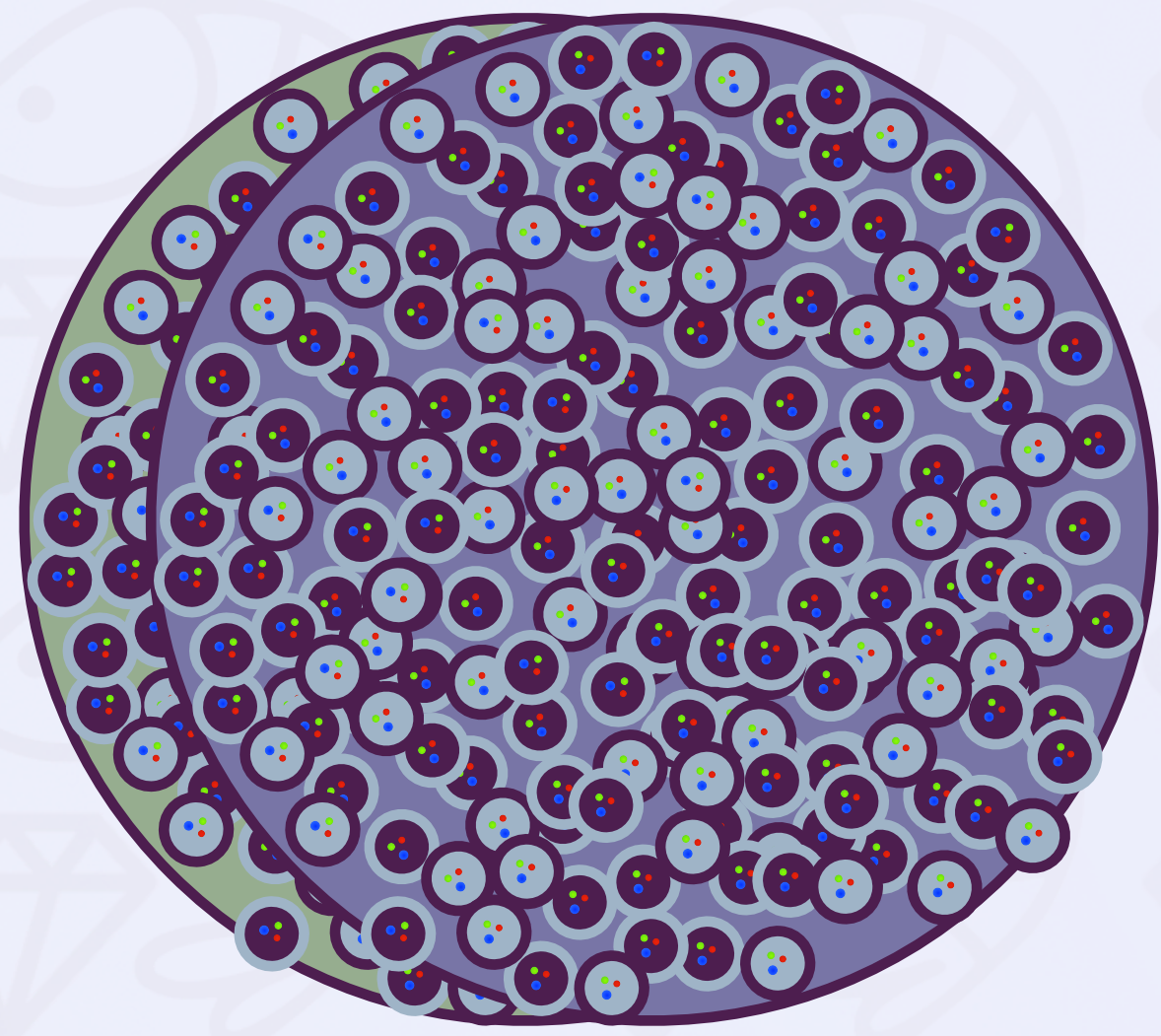
Collective flow



QGP signatures

Collective flow

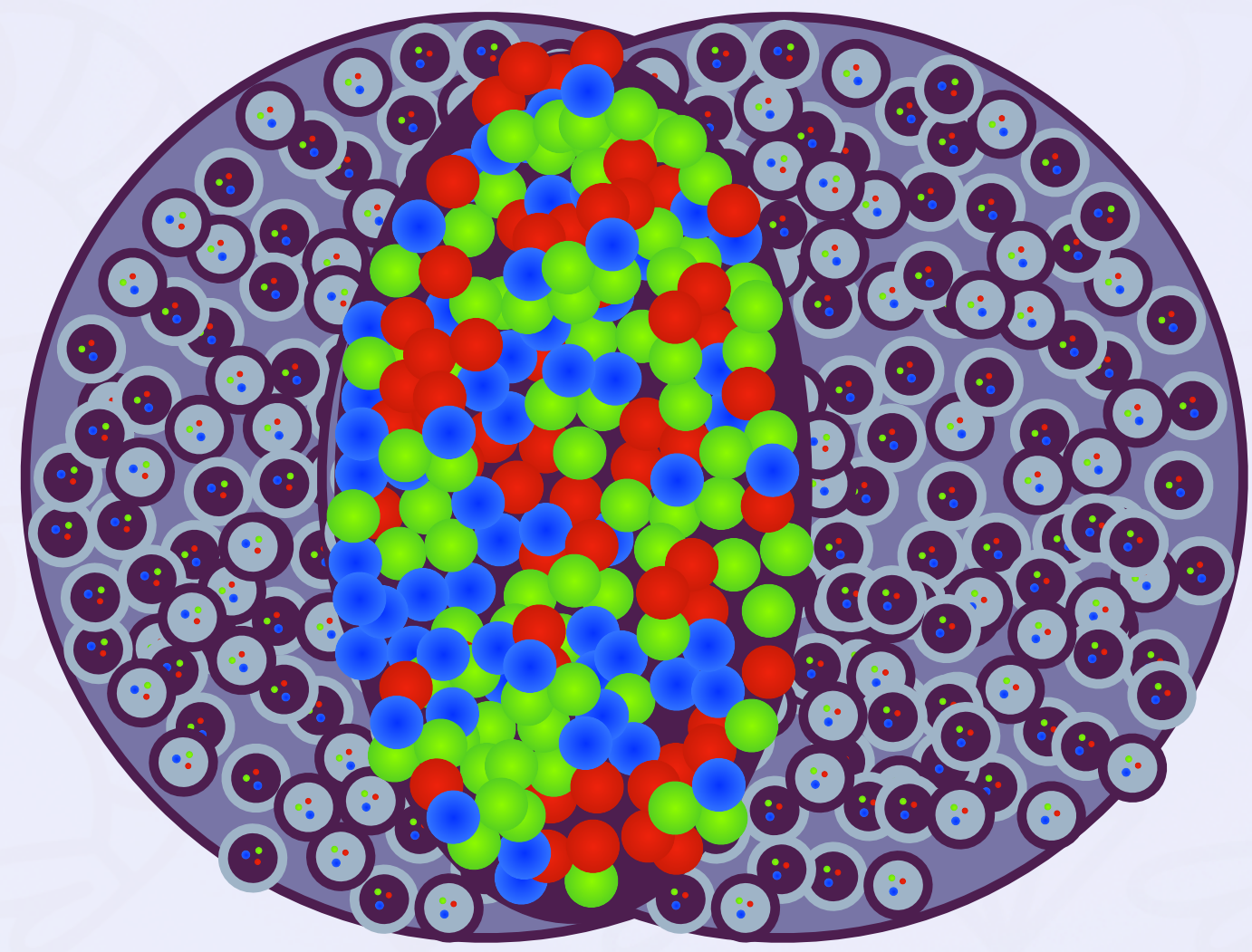
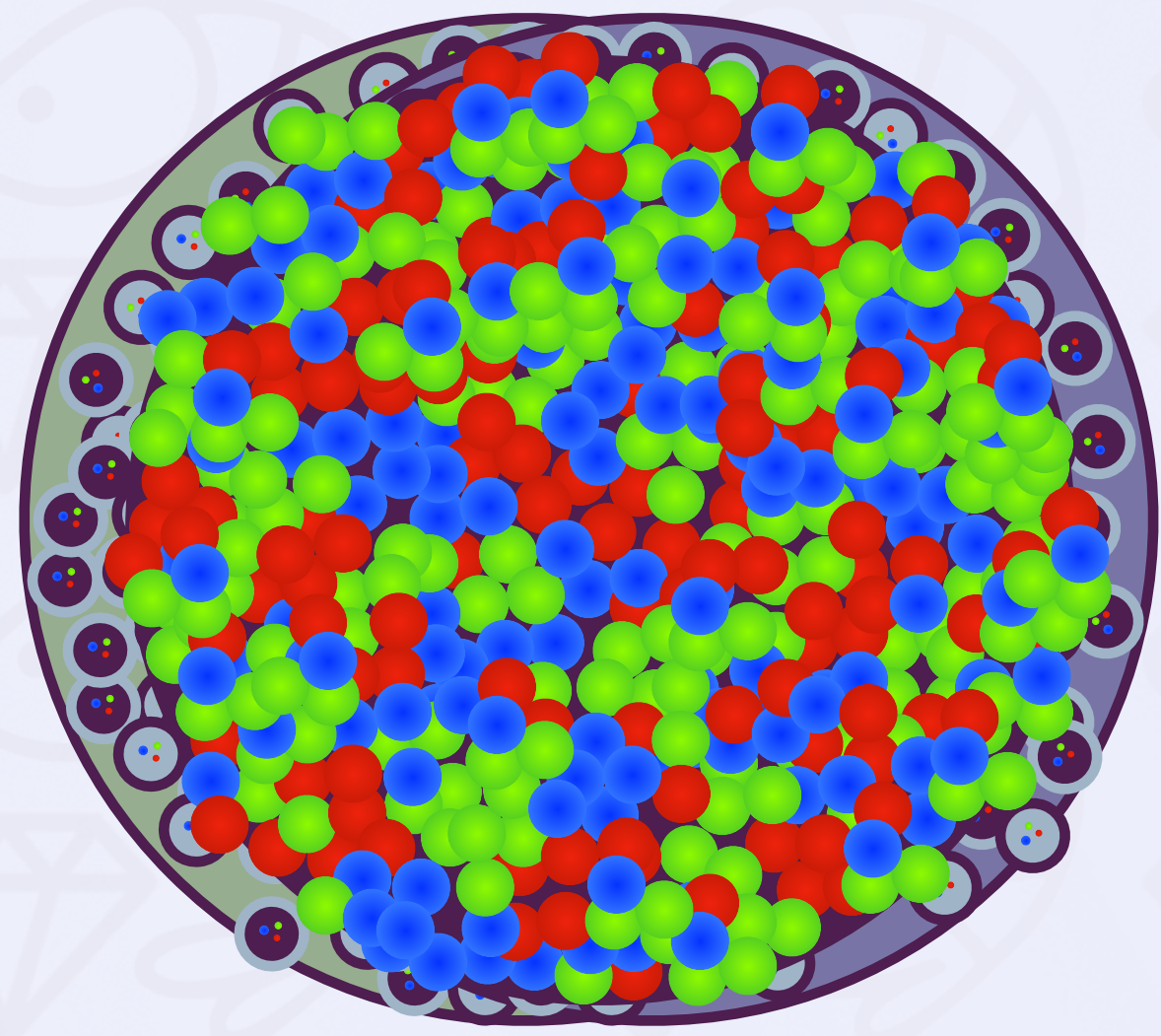
Ions overlap with some impact parameter



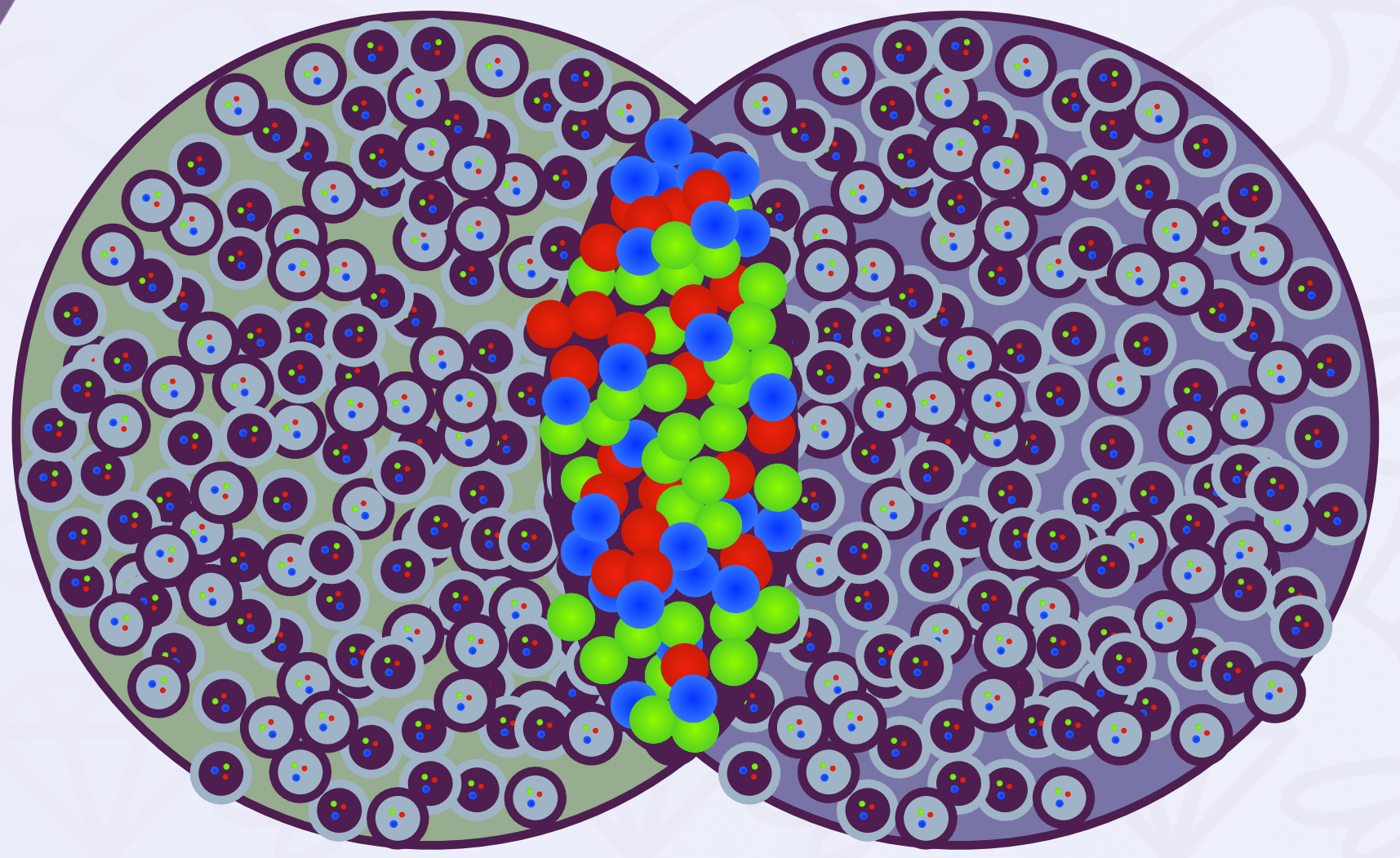
QGP signatures

Collective flow

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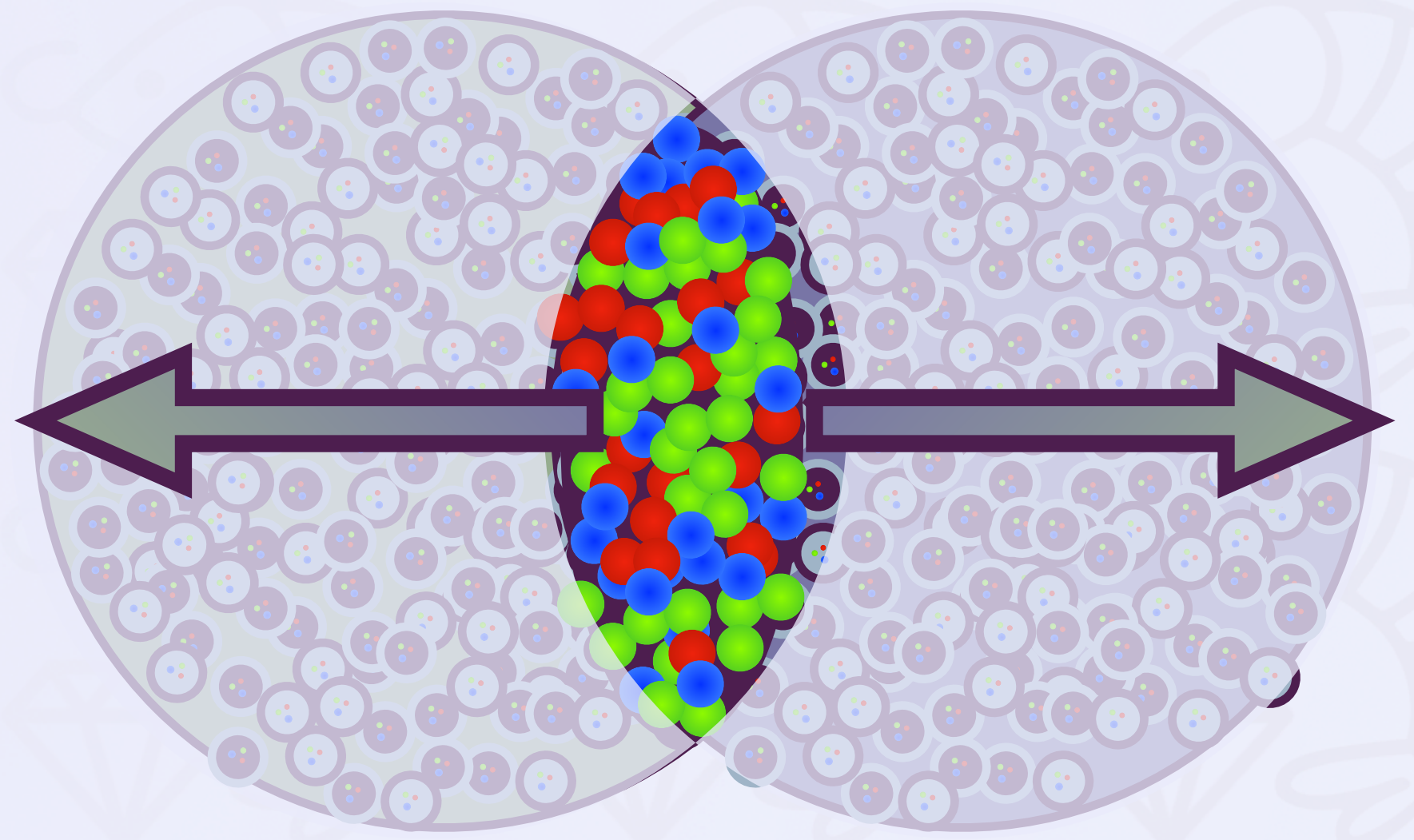
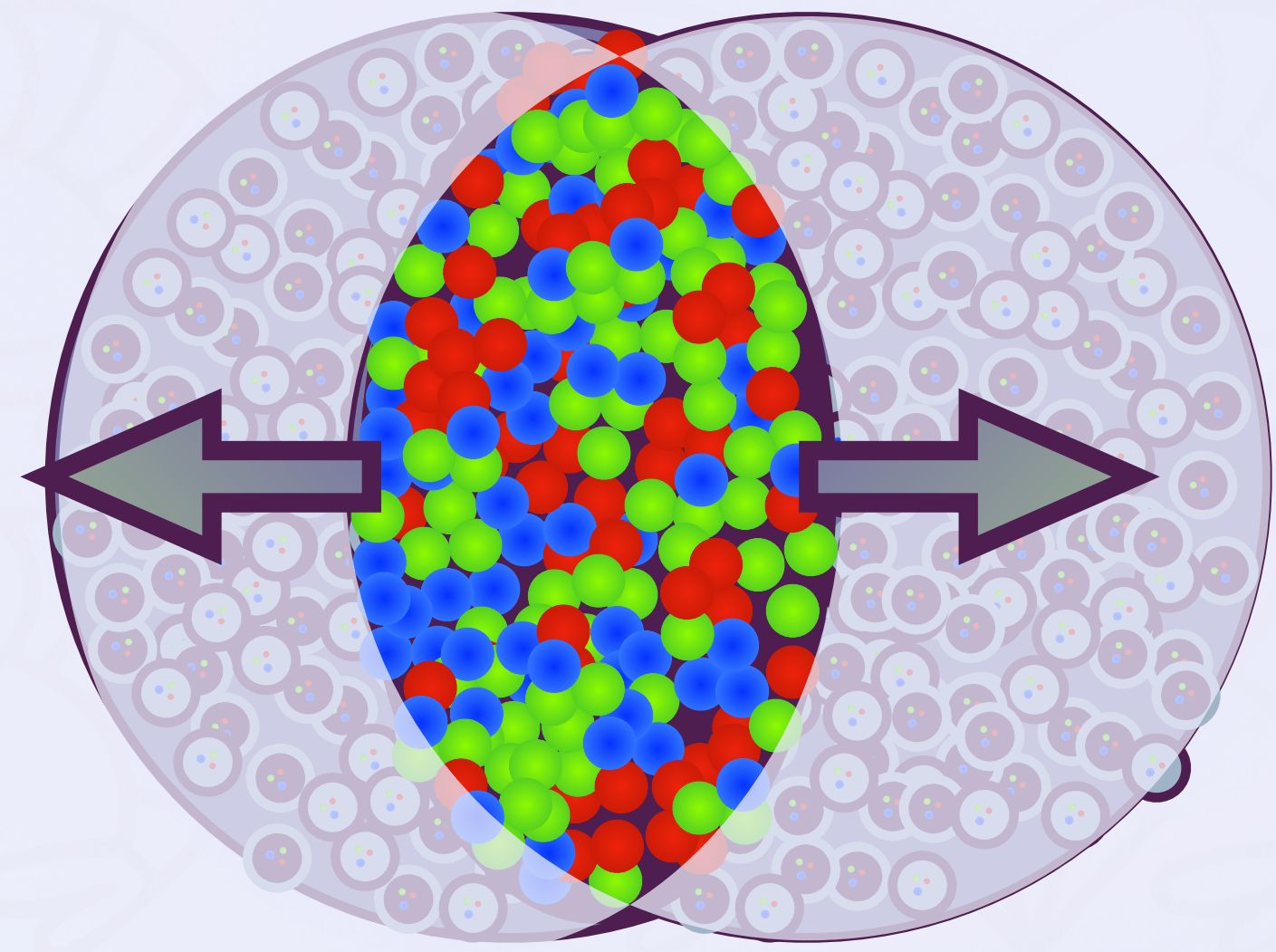
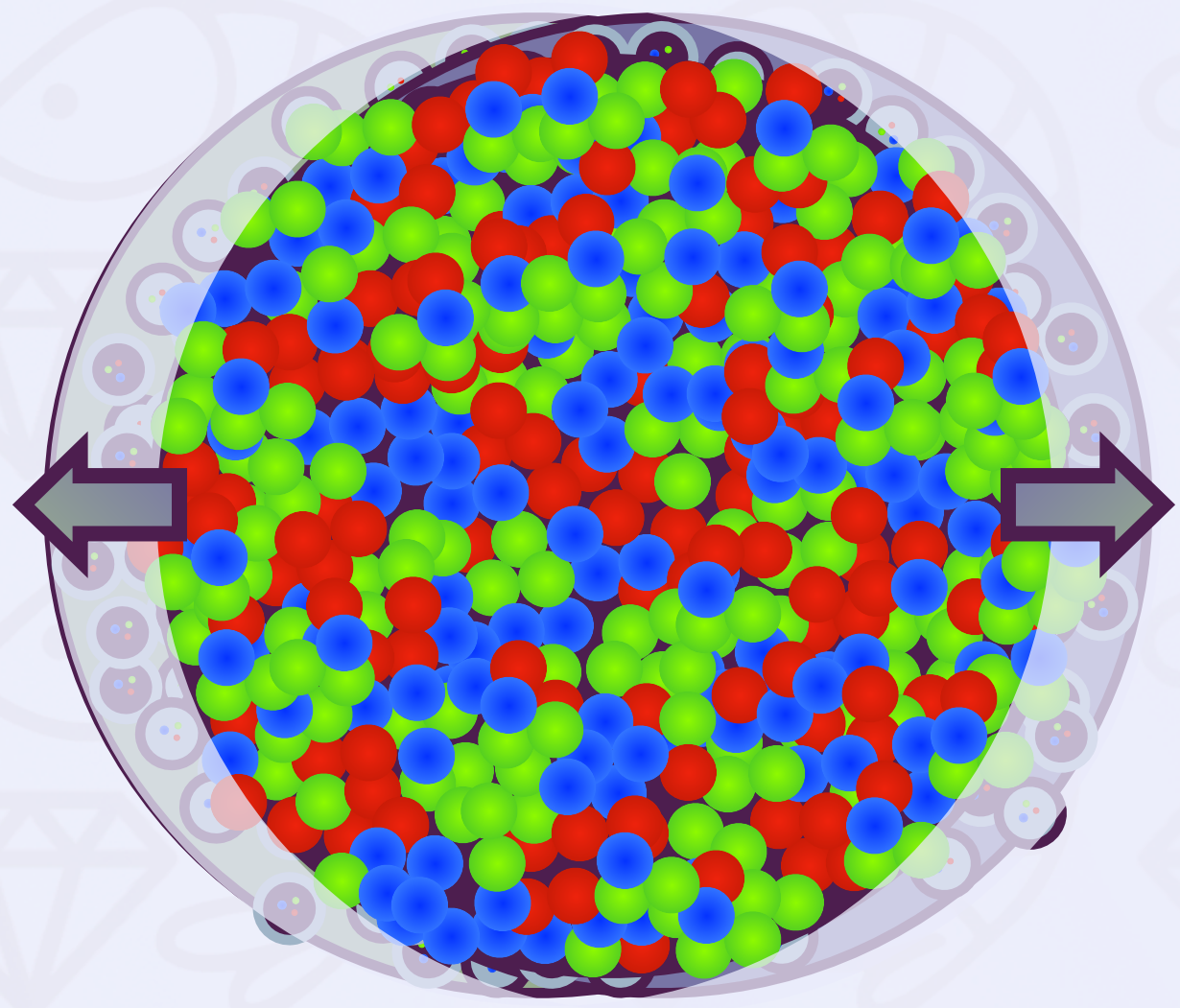
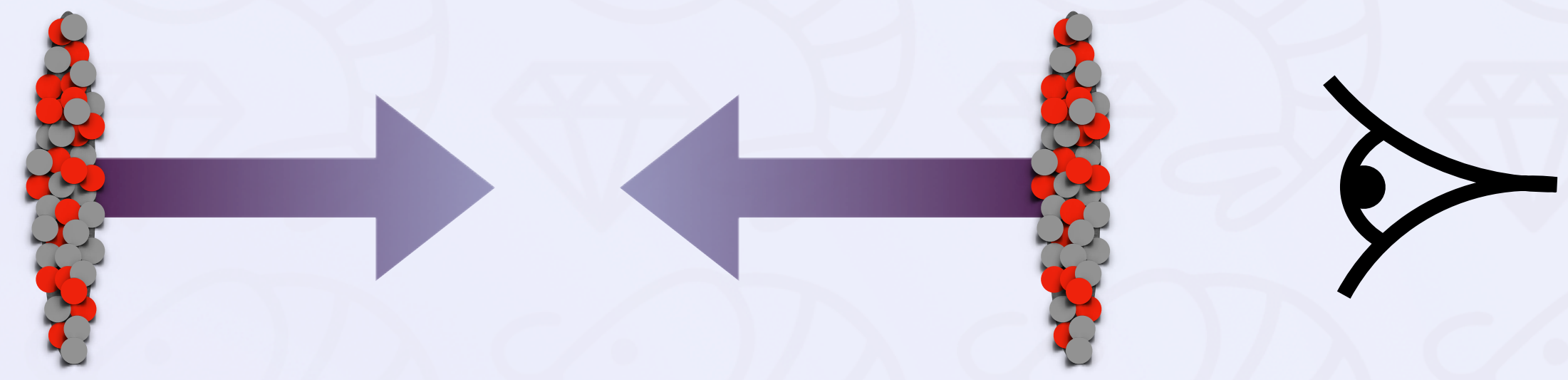


Medium shape reflects that



QGP signatures

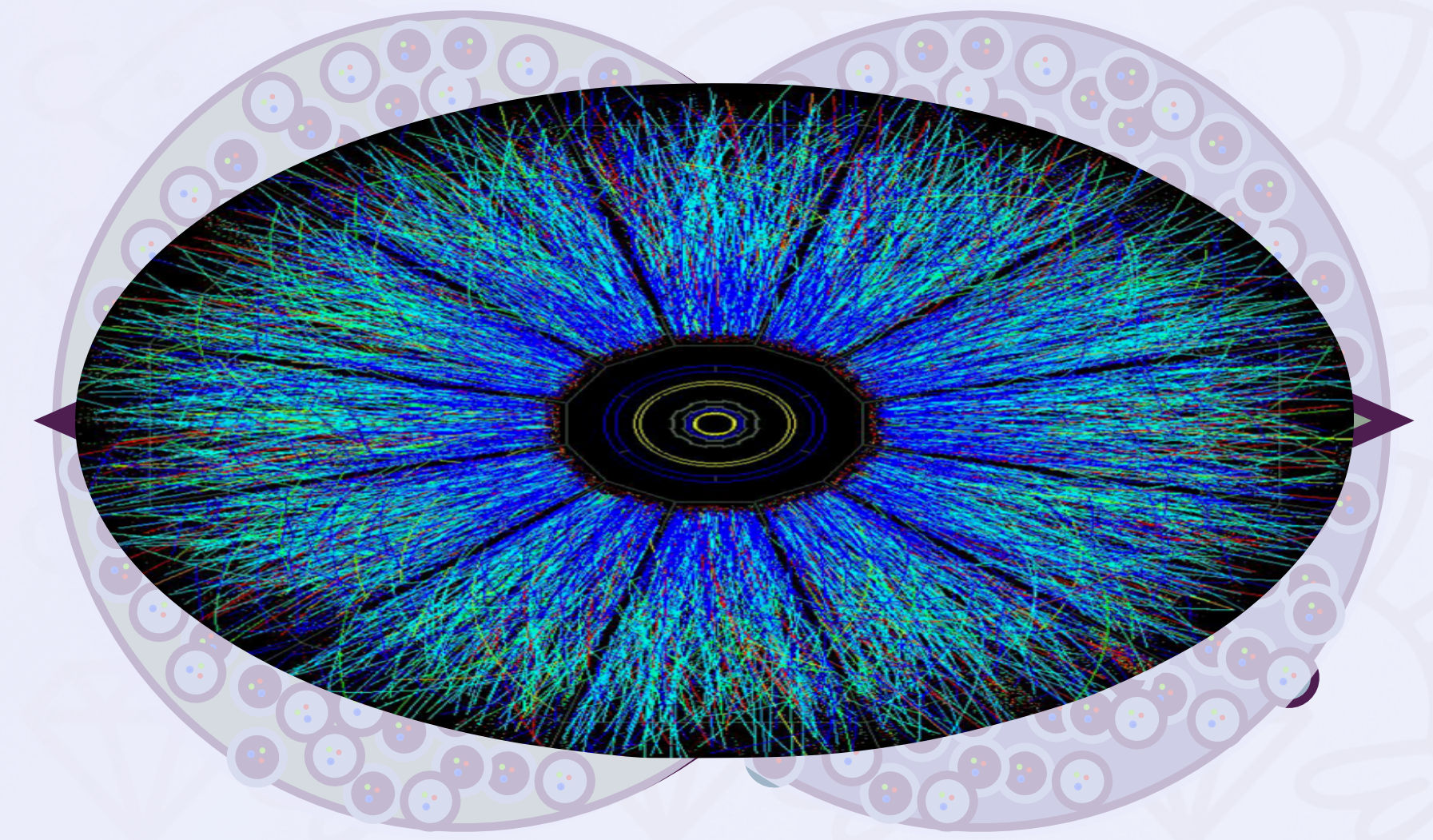
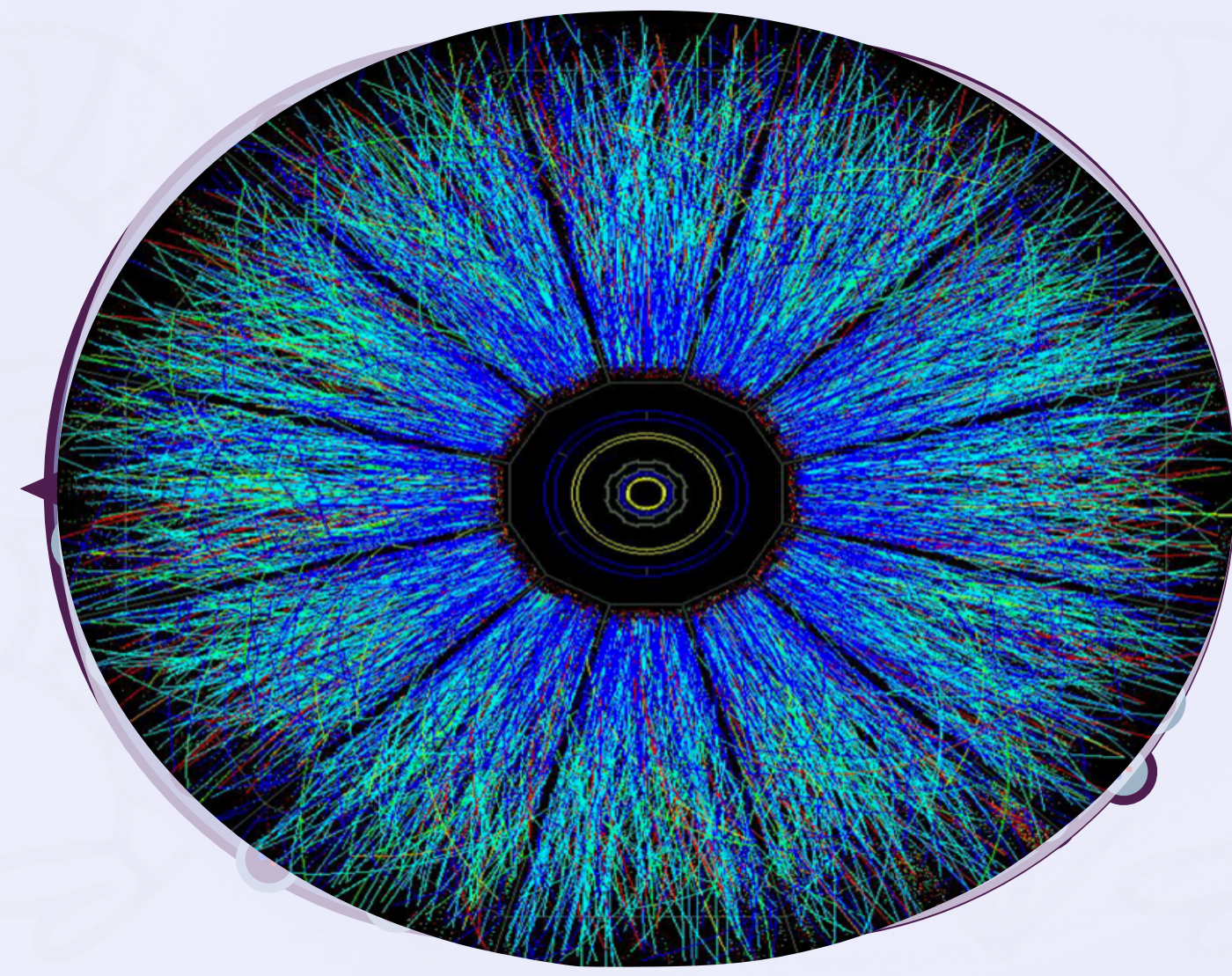
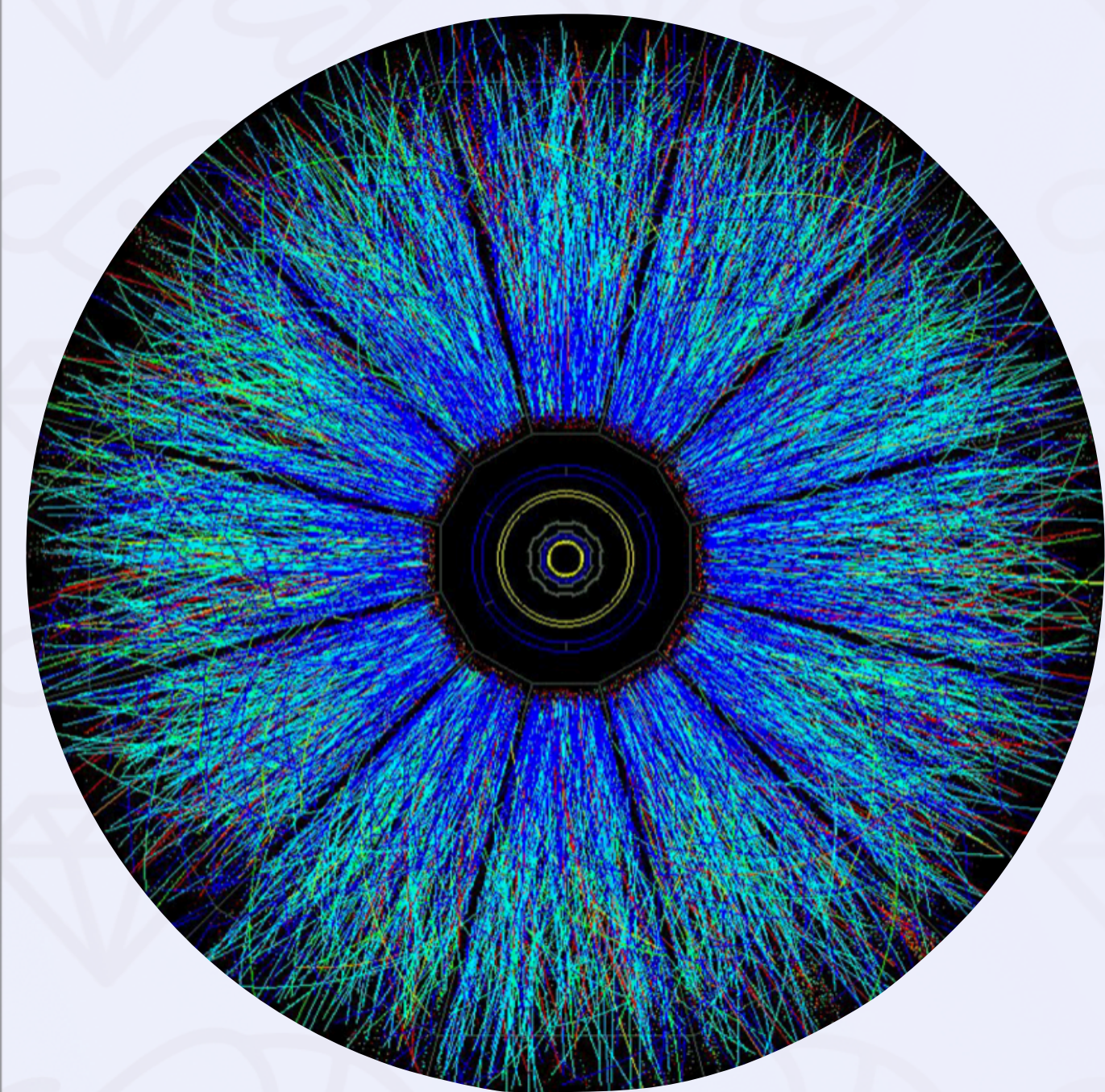
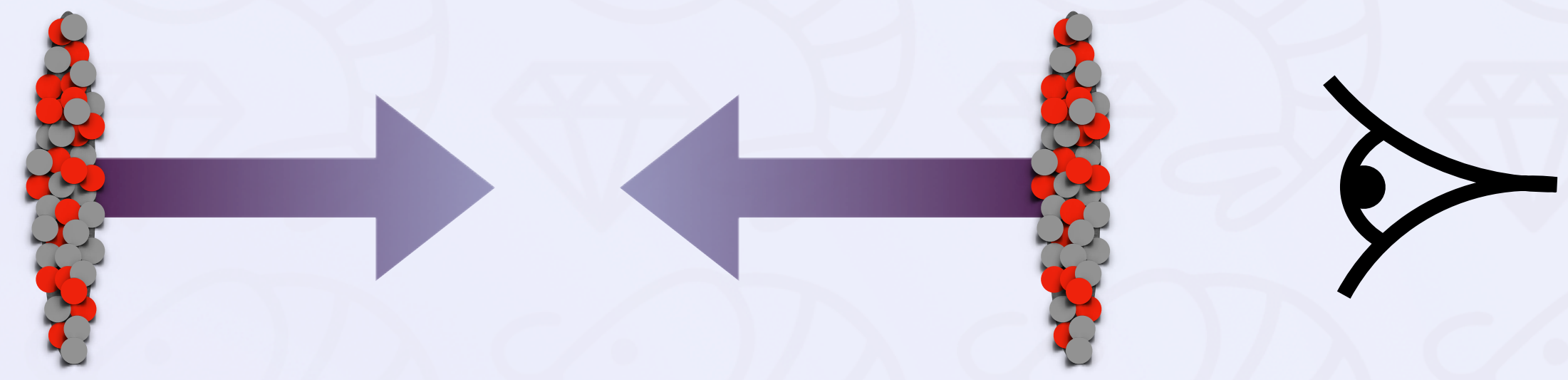
Collective flow



Different pressure gradients

QGP signatures

Collective flow

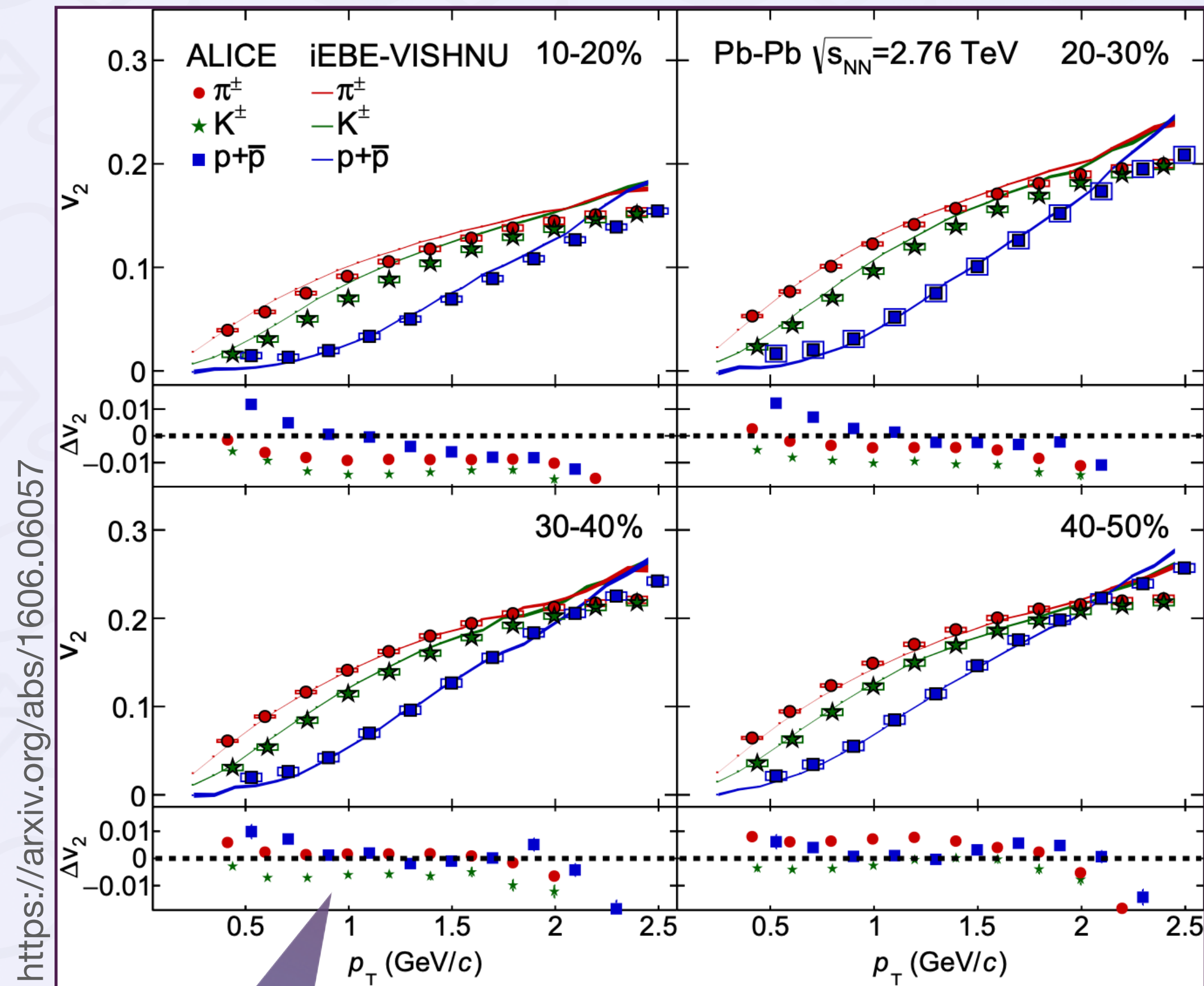


Reflected on the final state particle distribution

QGP signatures

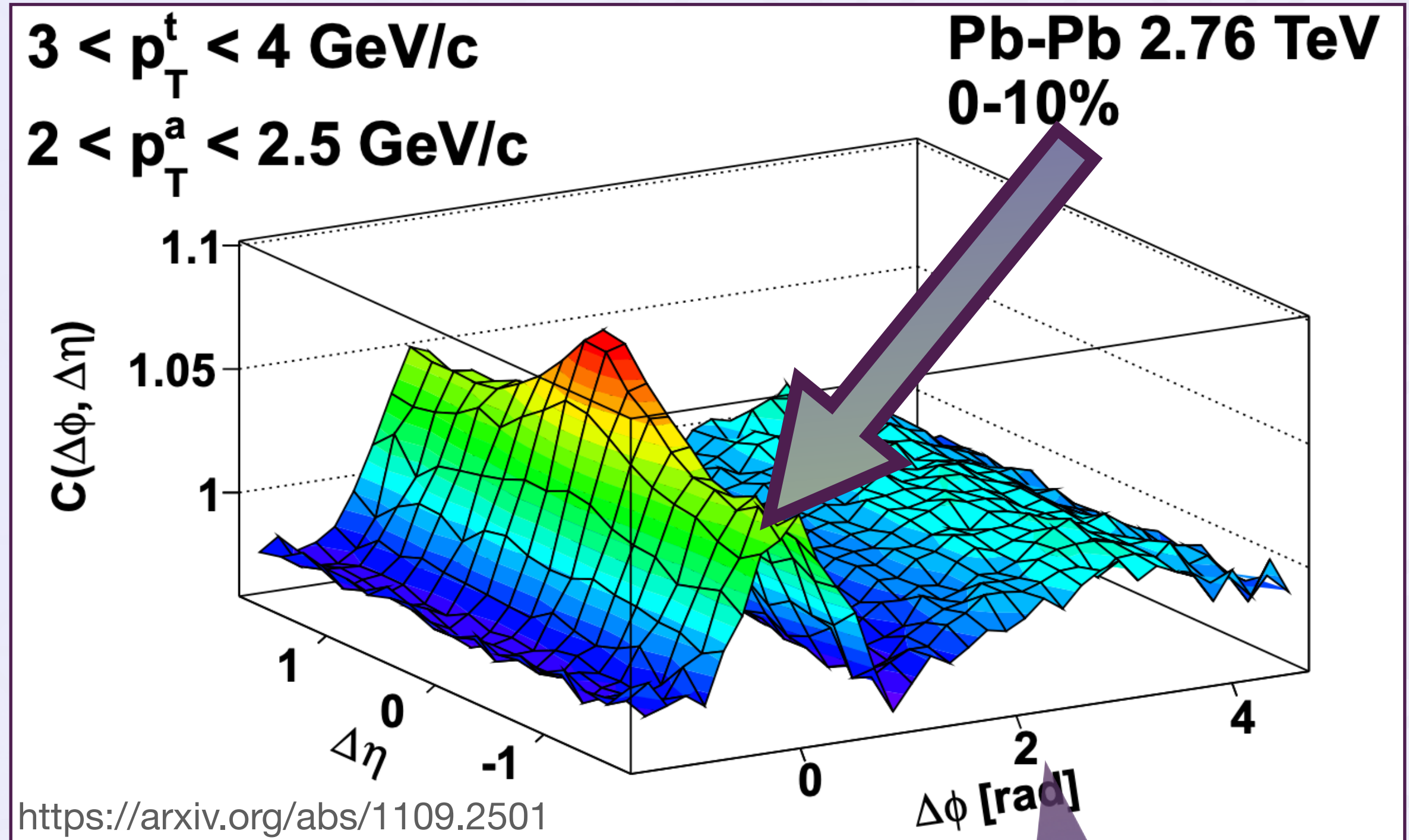
End of story!

QGP in large systems! (PbPb)



<https://arxiv.org/abs/1606.06057>

Jaha! Non zero flow coefficients in PbPb



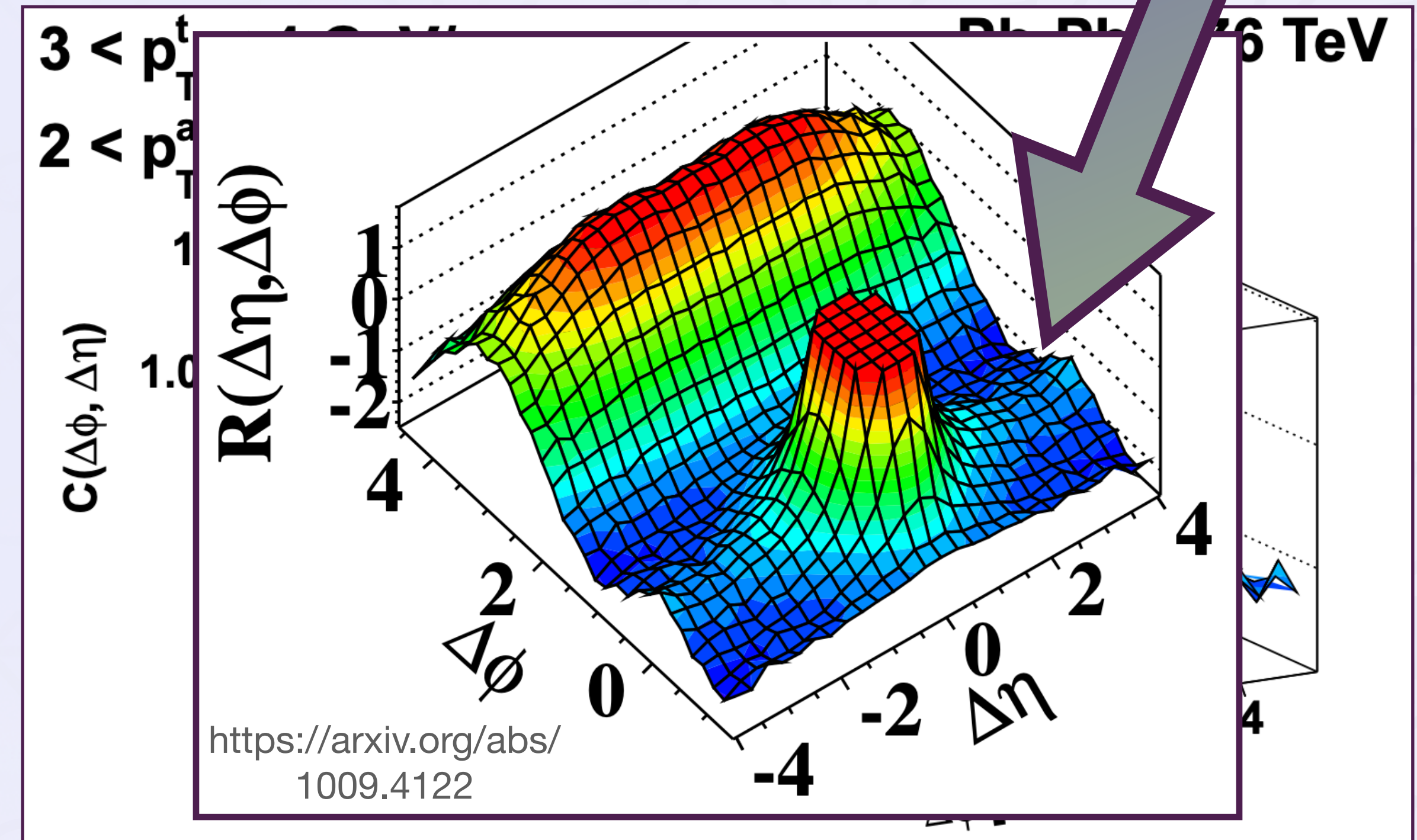
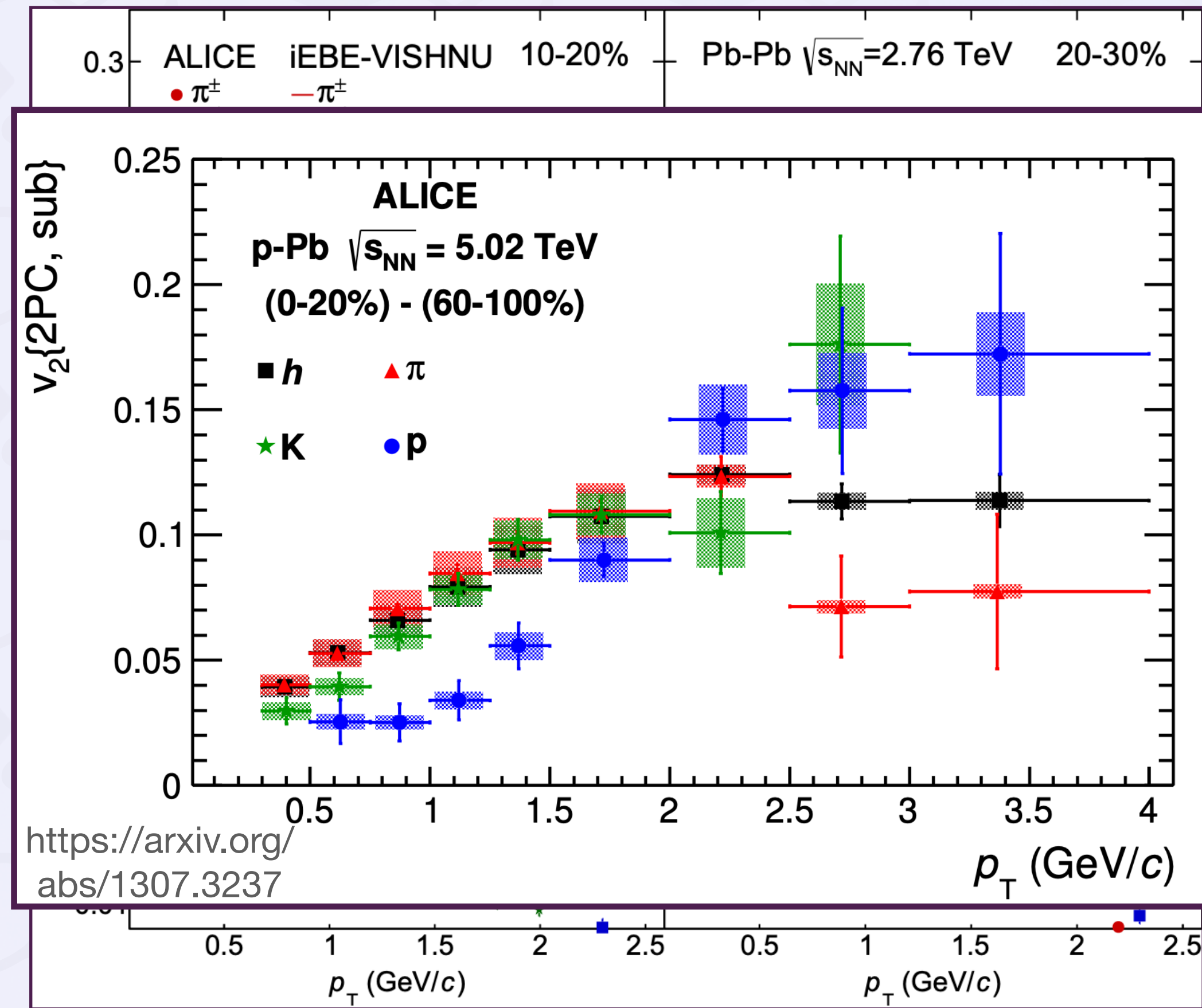
<https://arxiv.org/abs/1109.2501>

And also signs of long range correlations

QGP signatures

Ops...

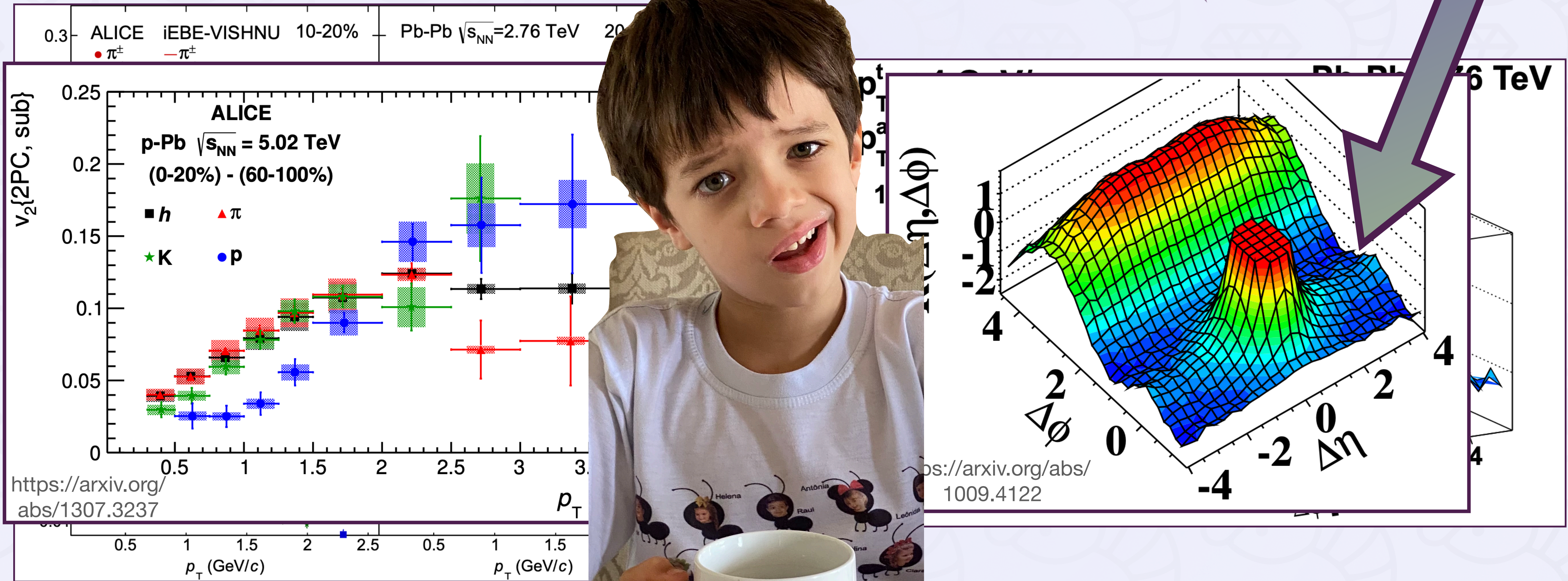
But also in small systems! (pPb and pp)



QGP signatures

Ops...

But also in small systems! (pPb and pp)



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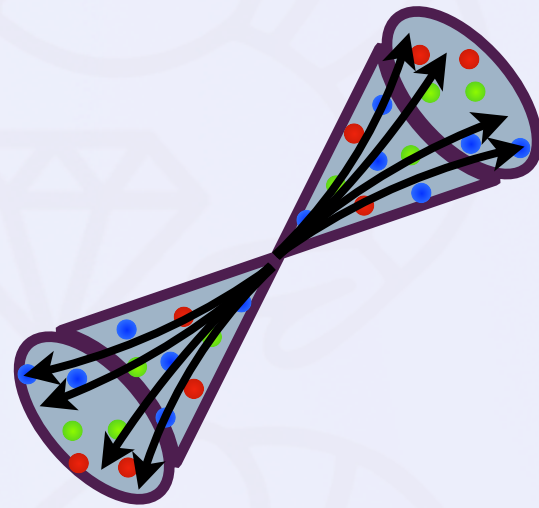
Signatures of a Quark Gluon Plasma

Collective Flow

Jet Quenching

QGP signatures

Jet quenching



Collimated
spray of
particles

Created in
pairs with
opposite
momentum

QGP signatures

Jet quenching

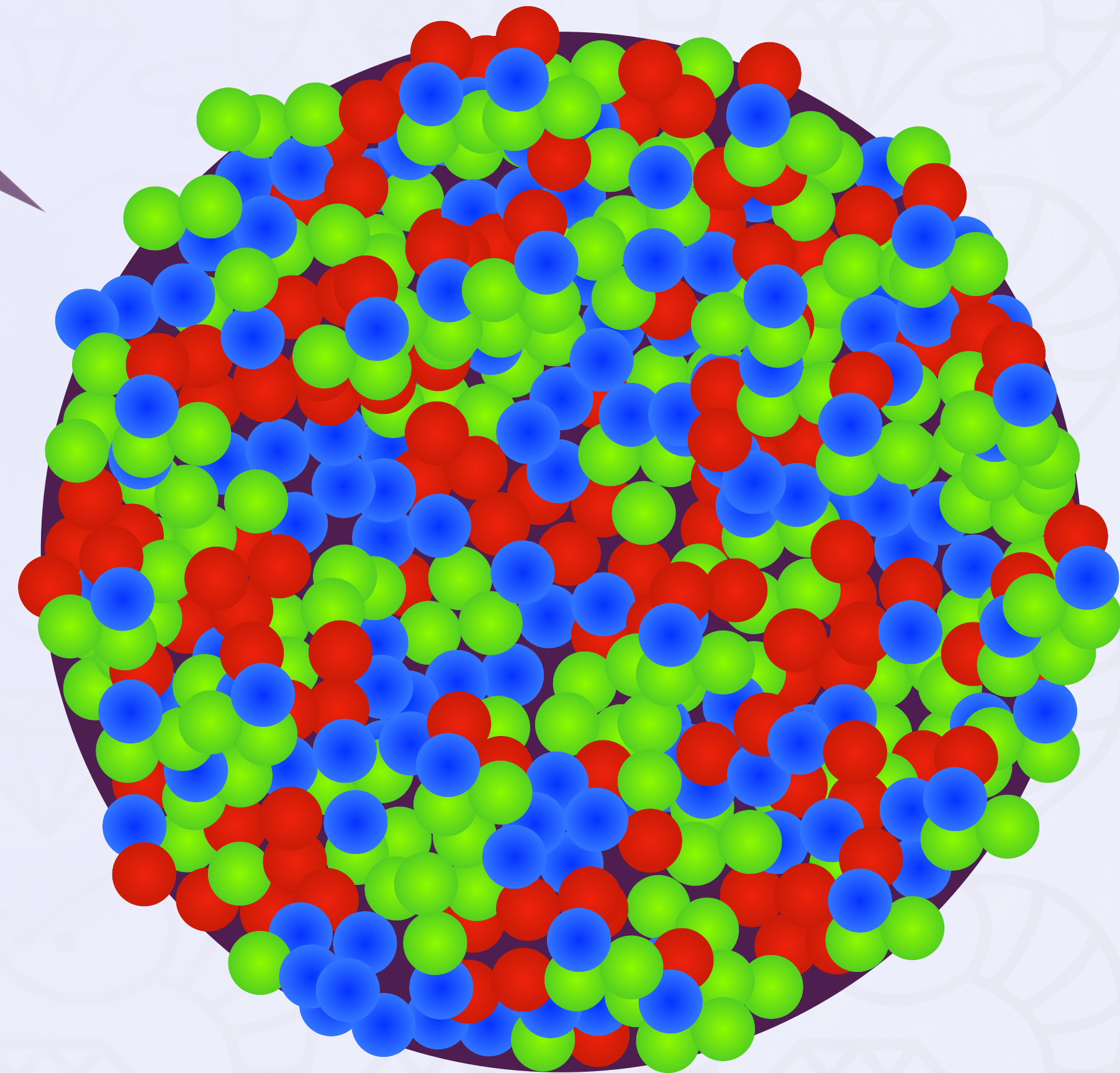
In vacuum, jets evolve freely



QGP signatures

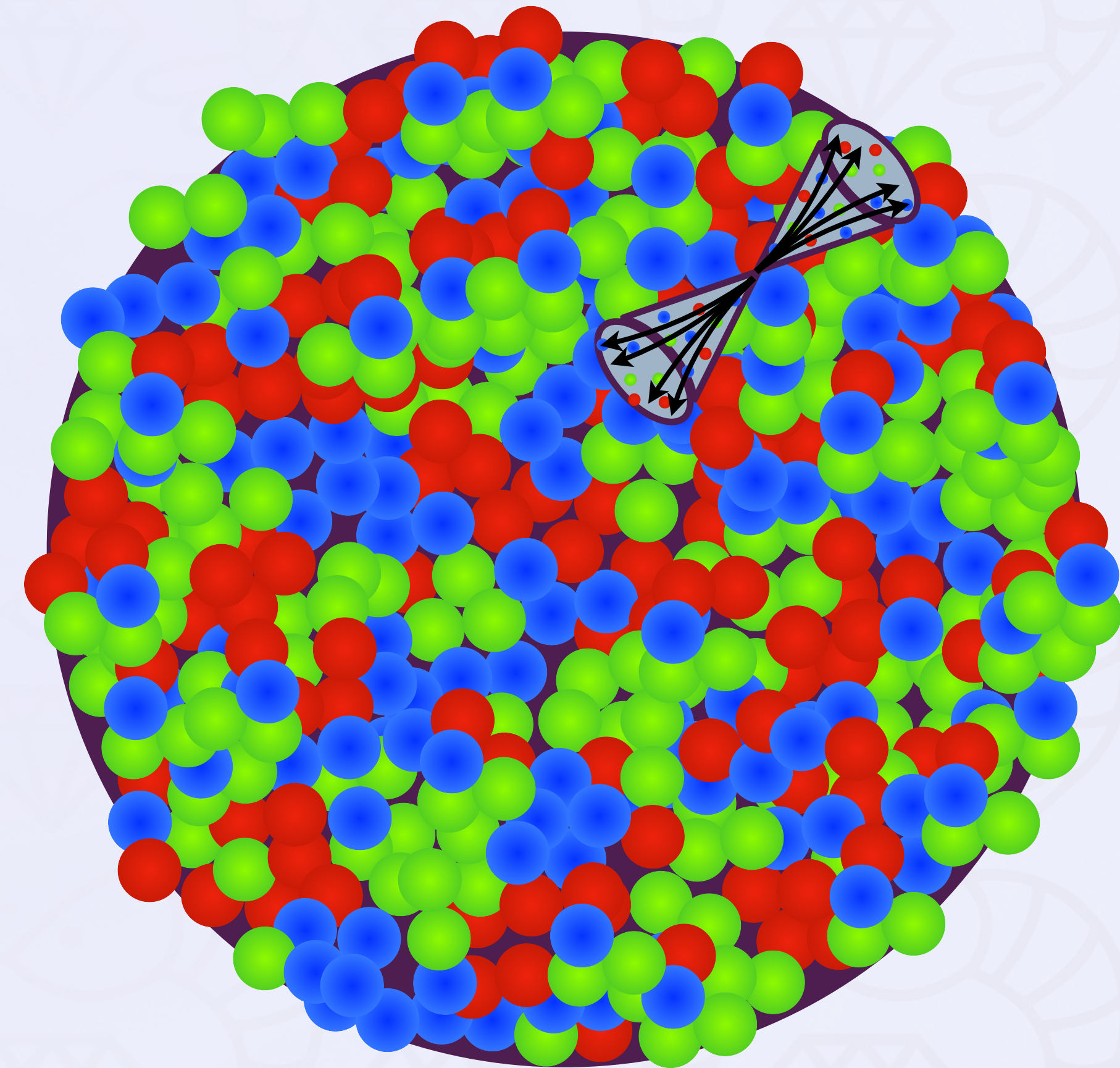
Jet quenching

But in a medium...



QGP signatures

Jet quenching

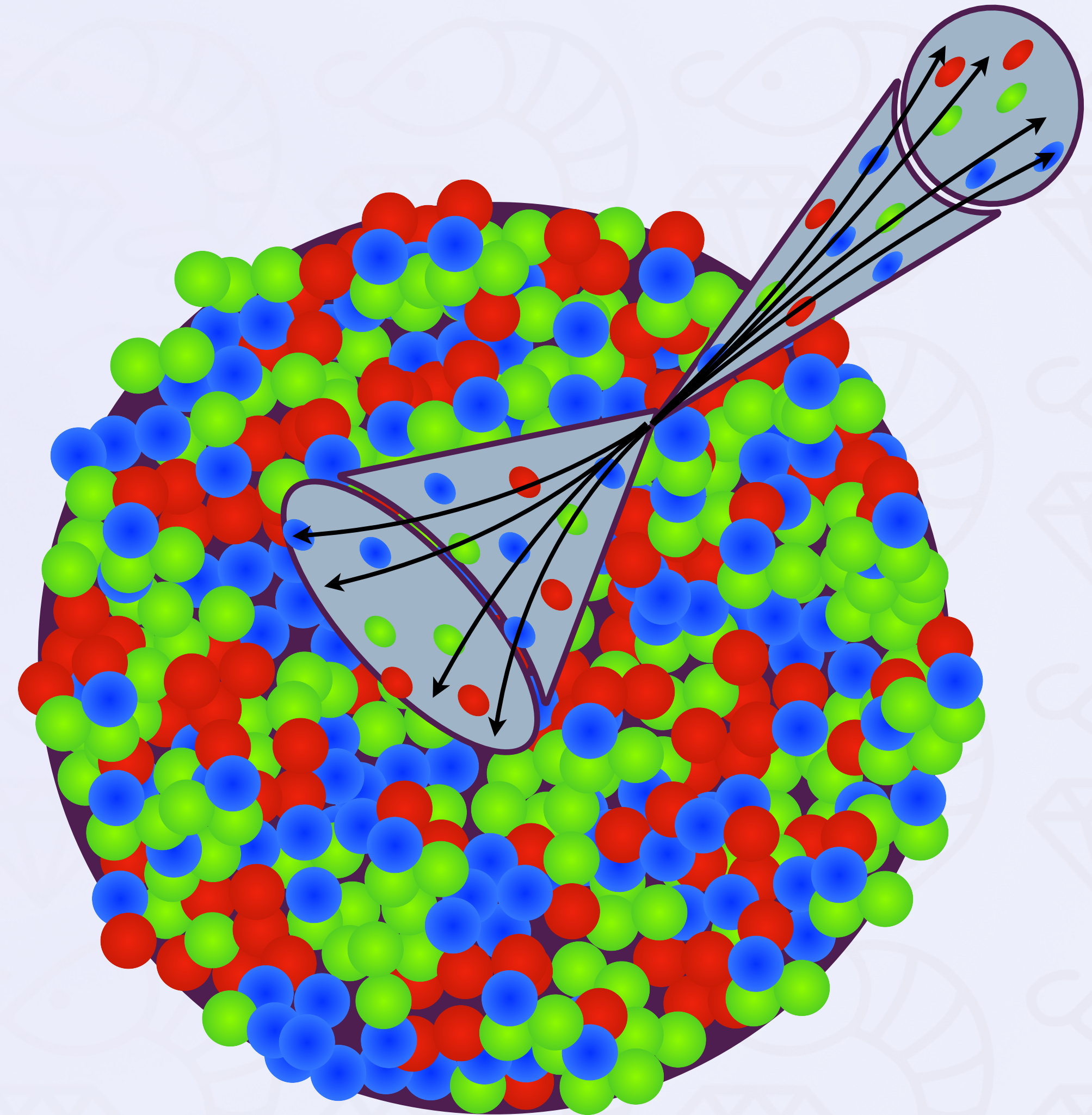


...jet
particles
interact with
medium...

QGP signatures

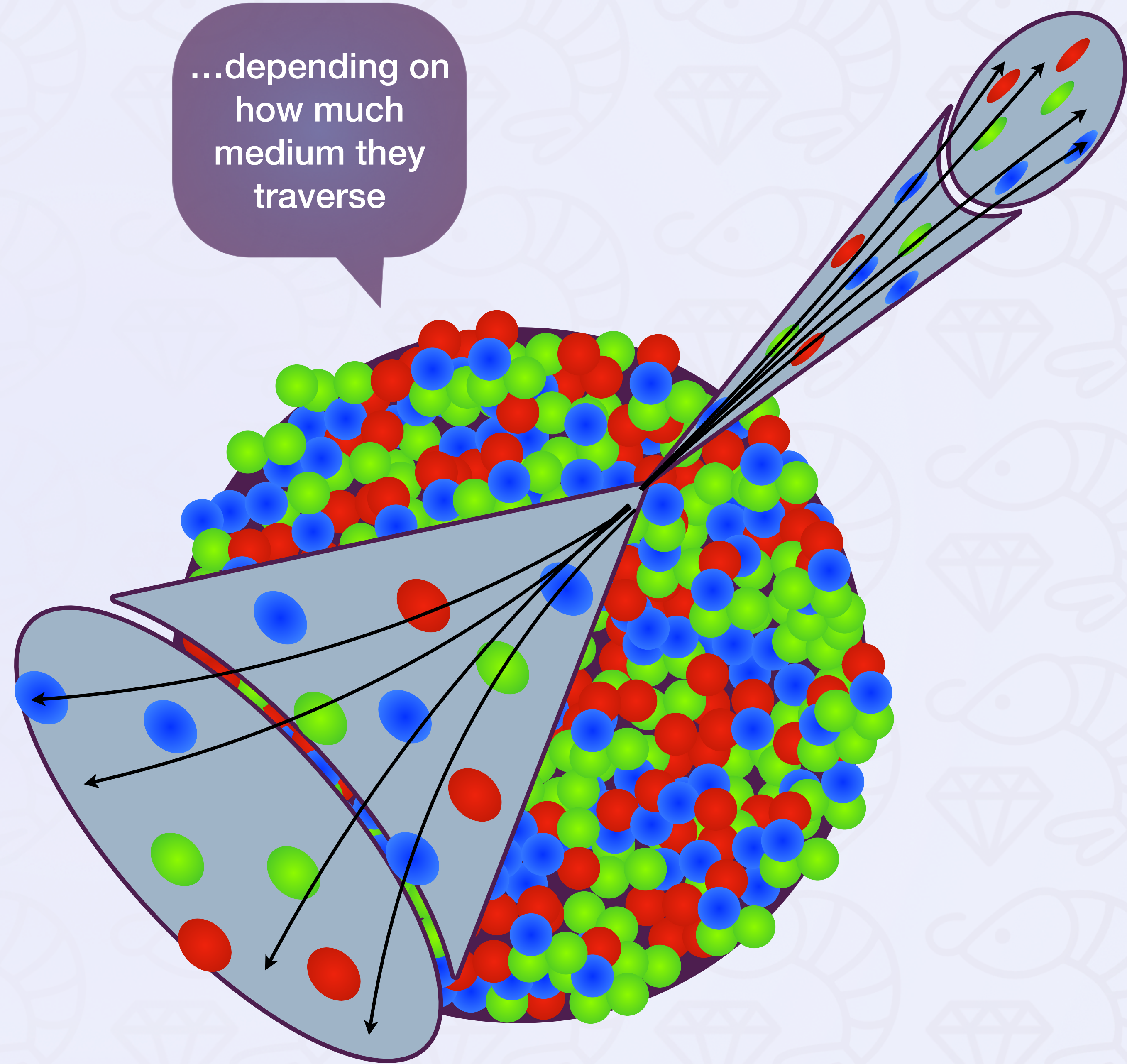
Jet quenching

...jets get quenched...



QGP signatures

Jet quenching

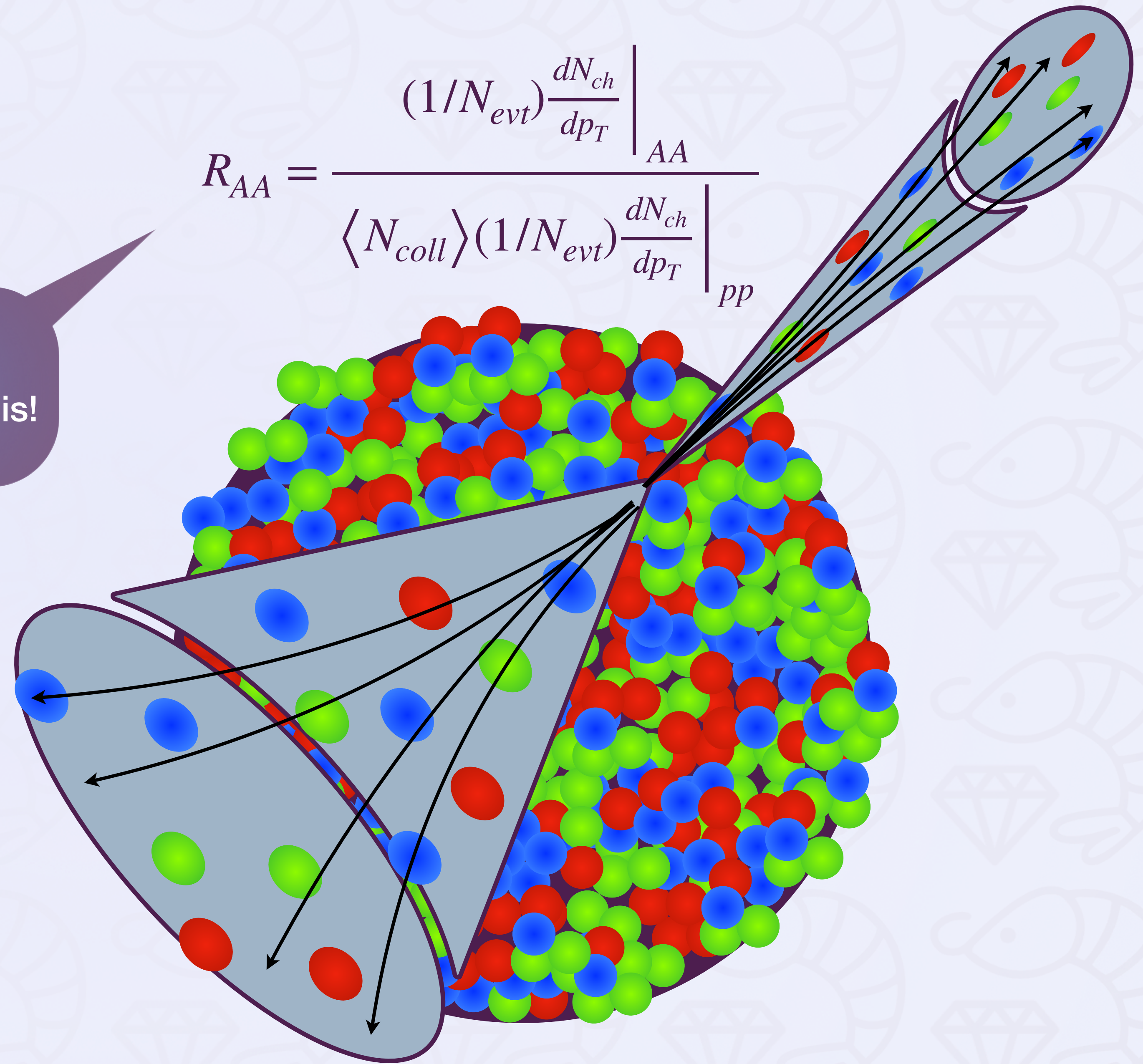


QGP signatures

Jet quenching

We can quantify this!

$$R_{AA} = \frac{(1/N_{evt}) \frac{dN_{ch}}{dp_T} \Big|_{AA}}{\langle N_{coll} \rangle (1/N_{evt}) \frac{dN_{ch}}{dp_T} \Big|_{pp}}$$

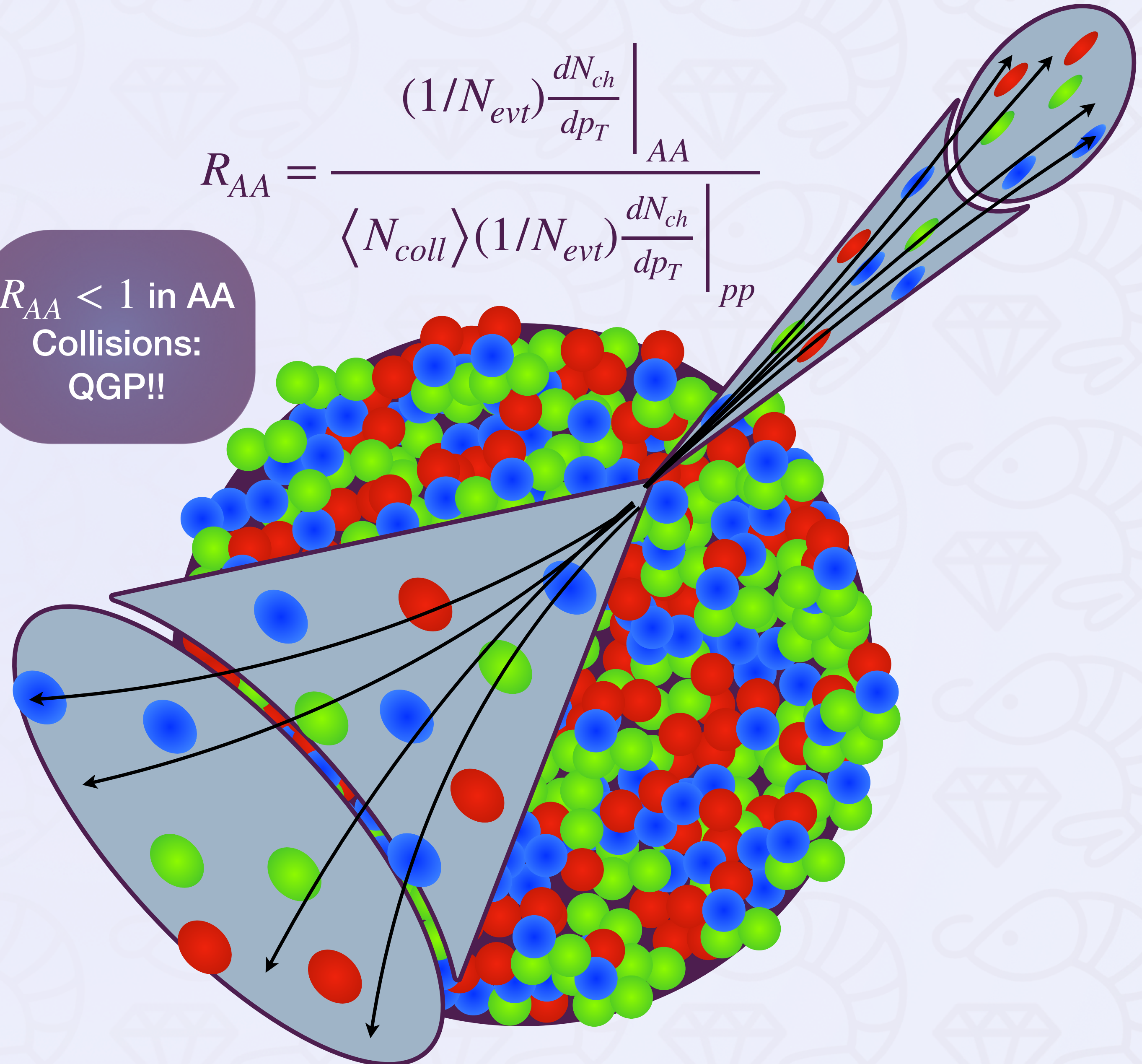
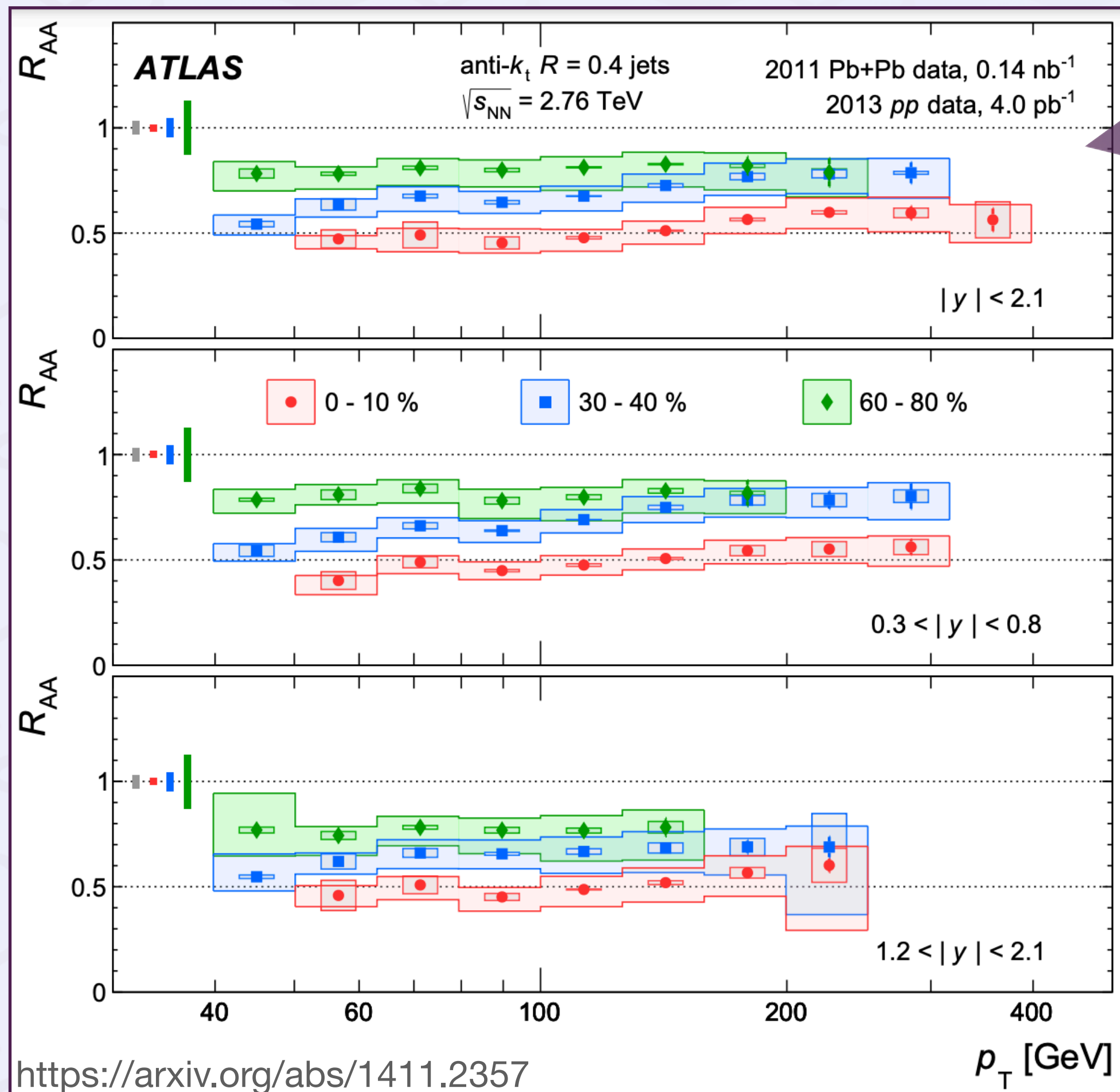


QGP signatures

Jet quenching

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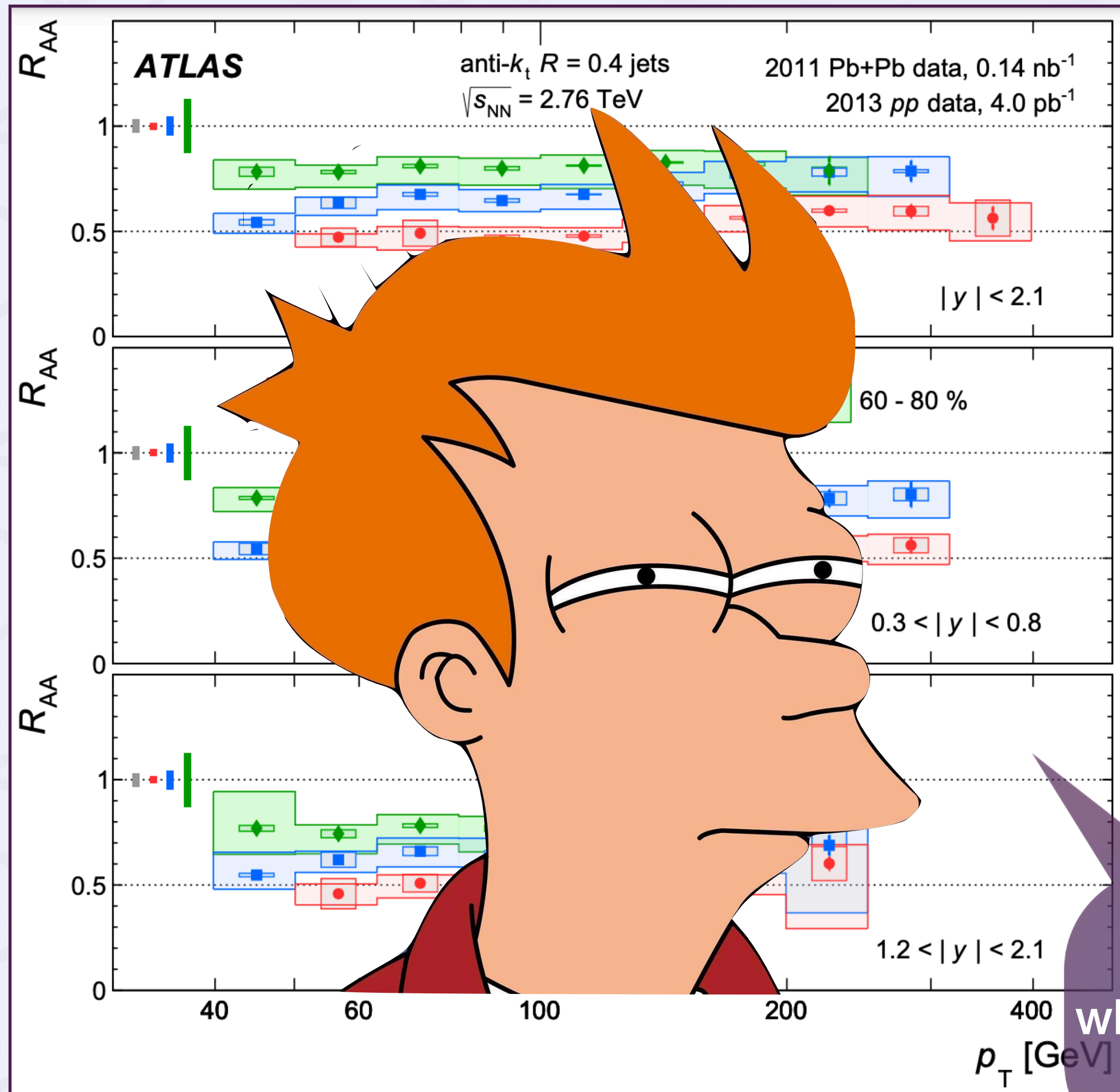
$R_{AA} < 1$ in AA
Collisions:
QGP!!



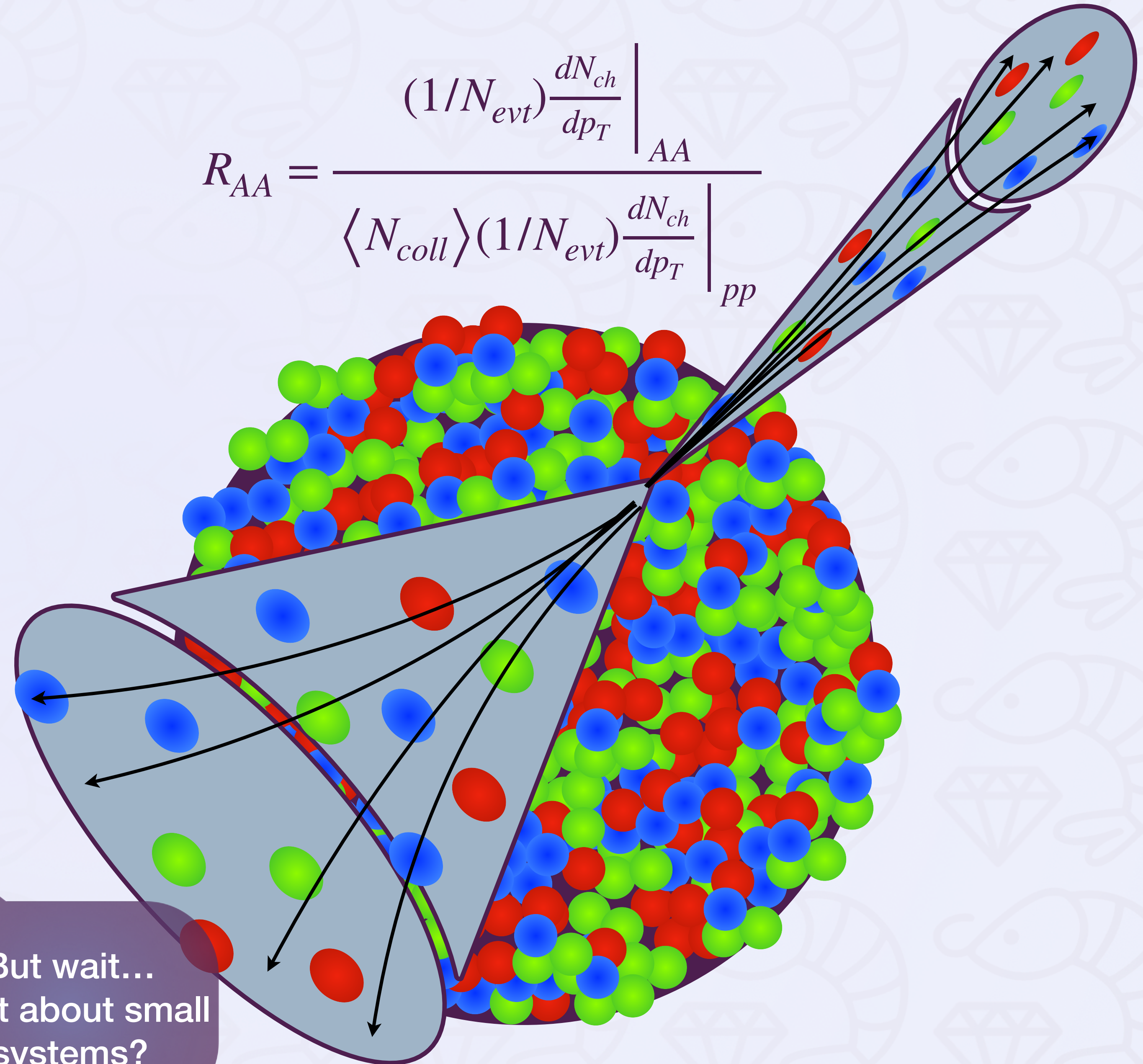
QGP signatures

Jet quenching

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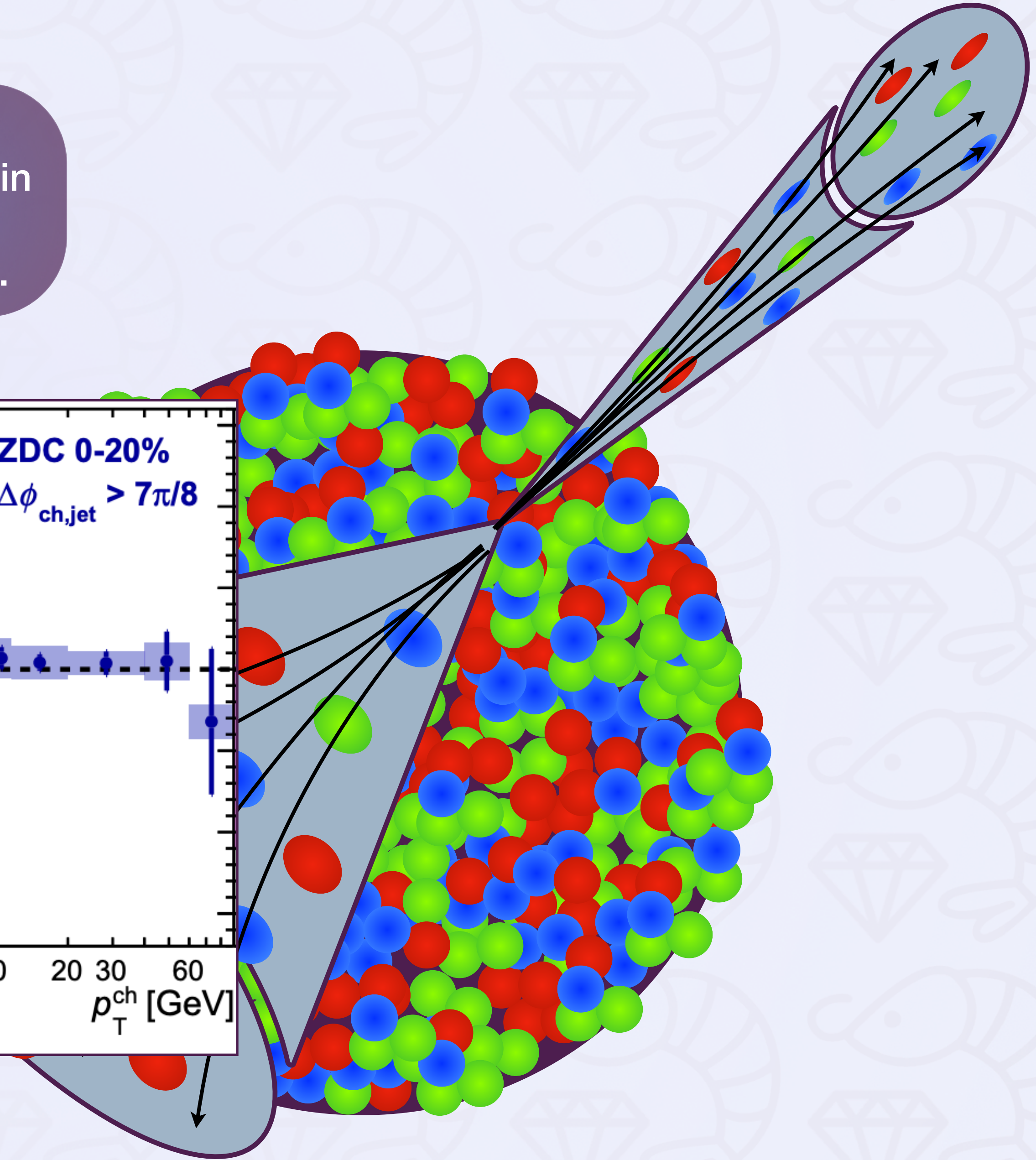
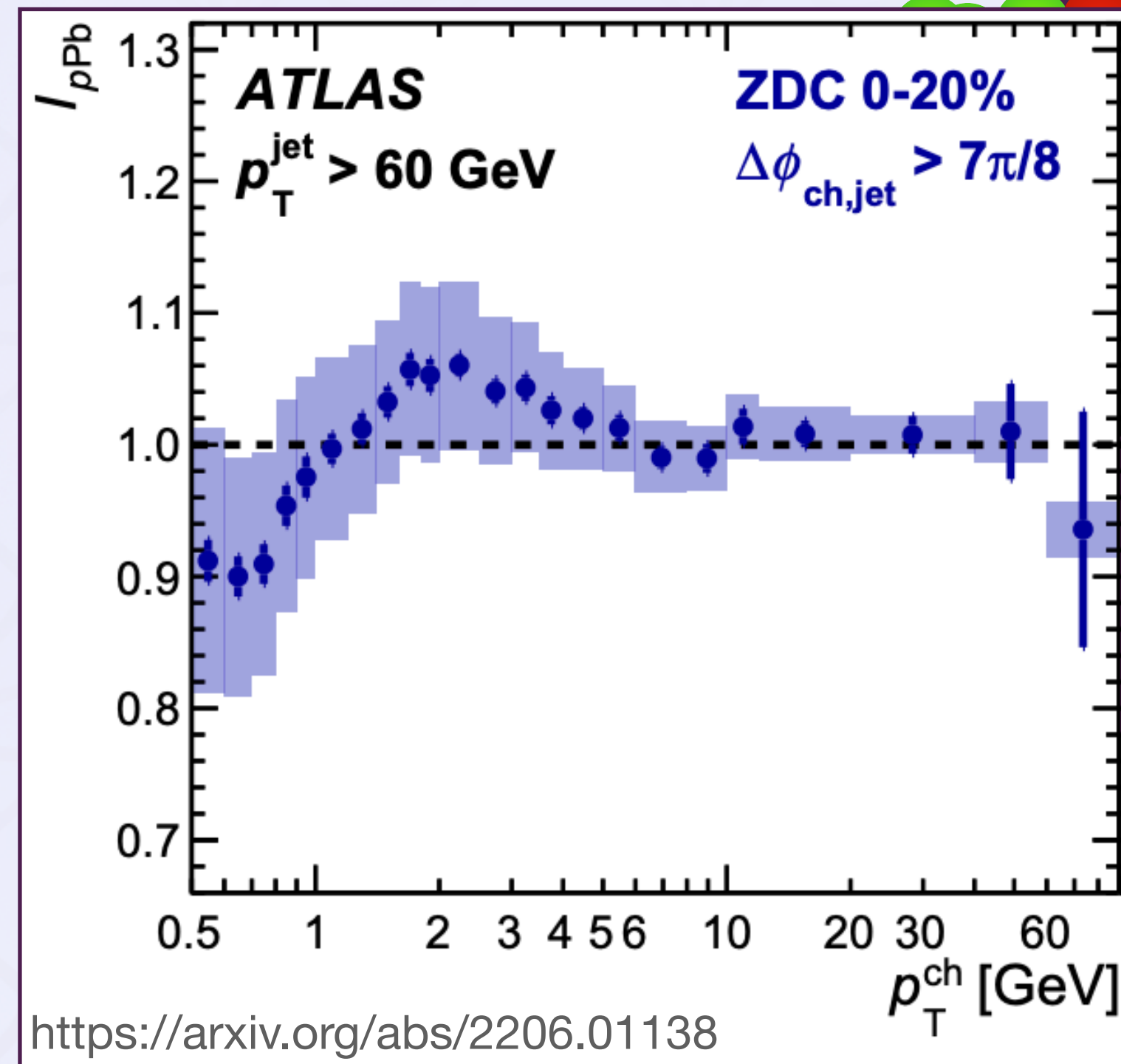
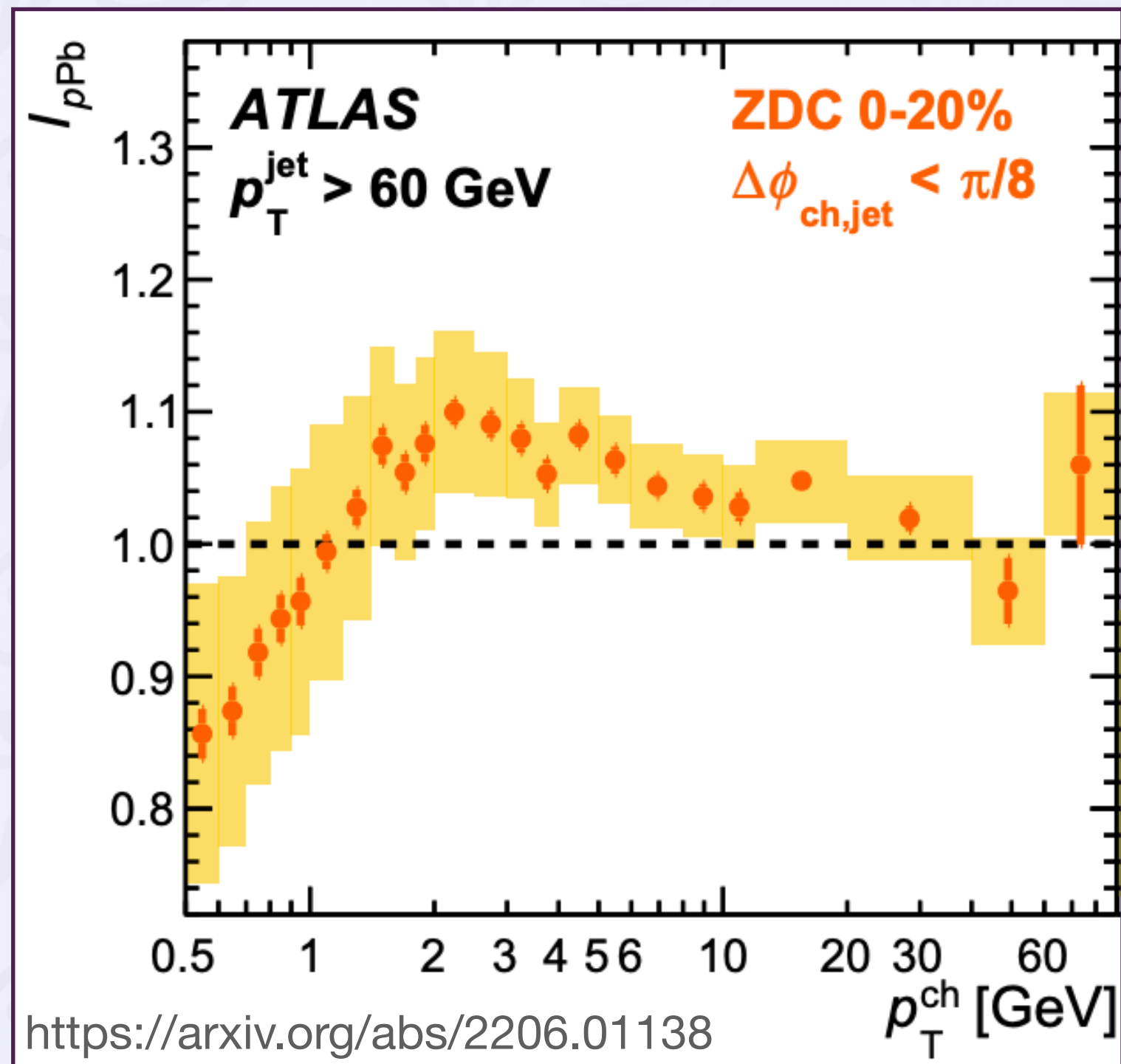
But wait...
what about small systems?



QGP signatures

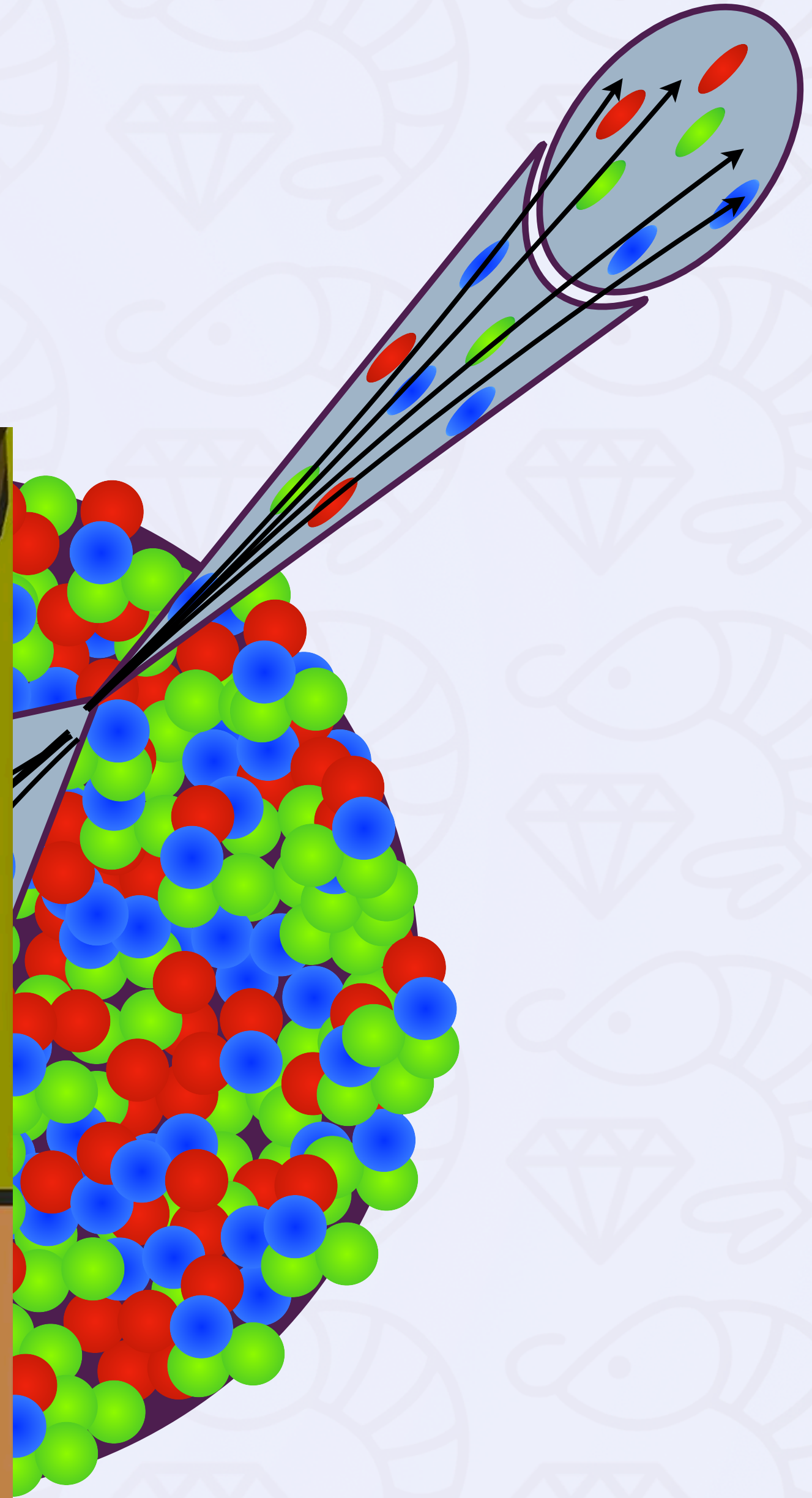
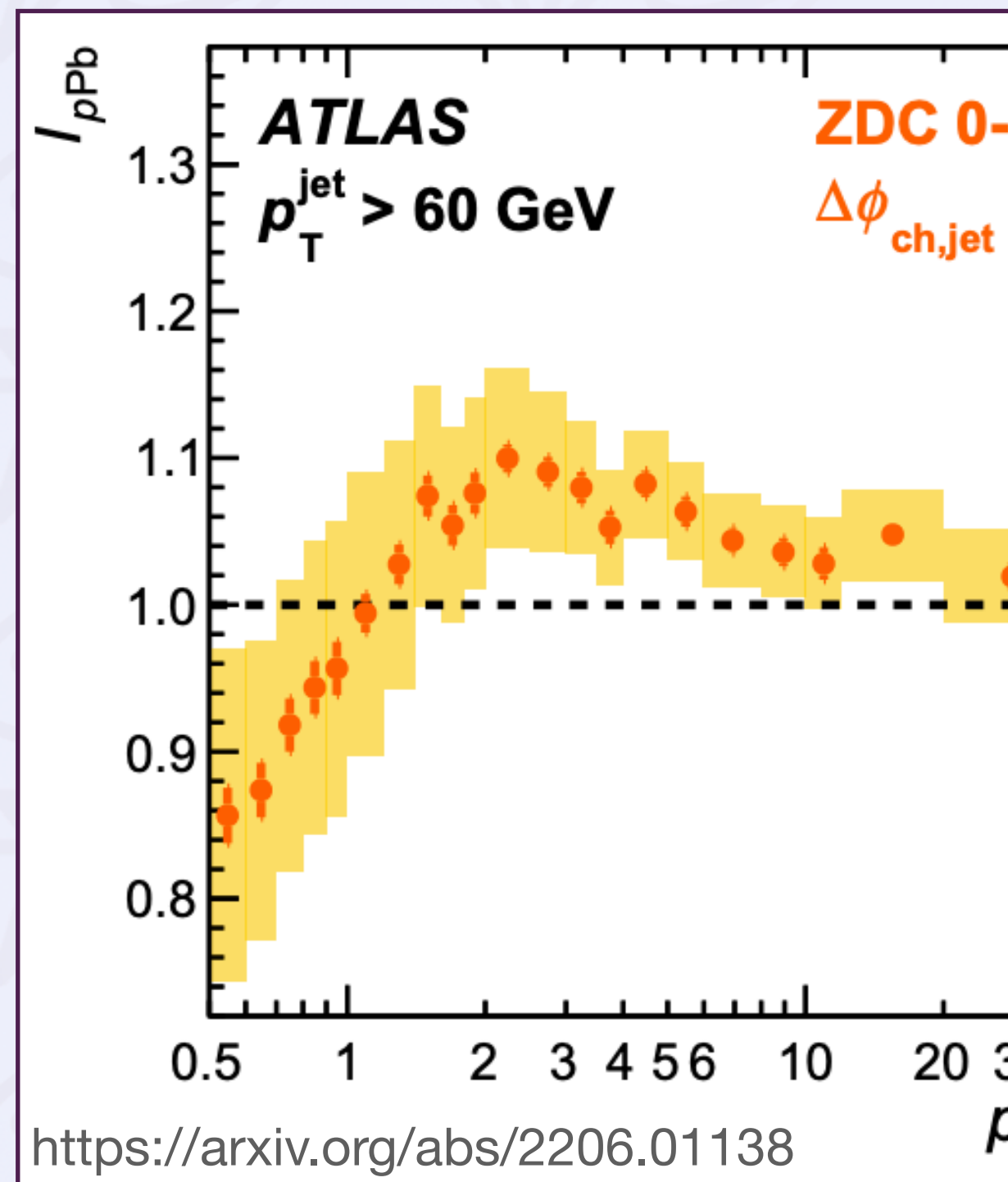
Jet quenching

No quenching in small systems...



QGP signatures

Jet quenching



The background of the slide features a repeating pattern of a stylized fish and a diamond. The fish is depicted in profile, facing left, with a diamond-shaped gemstone positioned below its head. The entire pattern is rendered in a light gray color against a white background.

Monte Carlo Simulations

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Monte Carlo Simulations

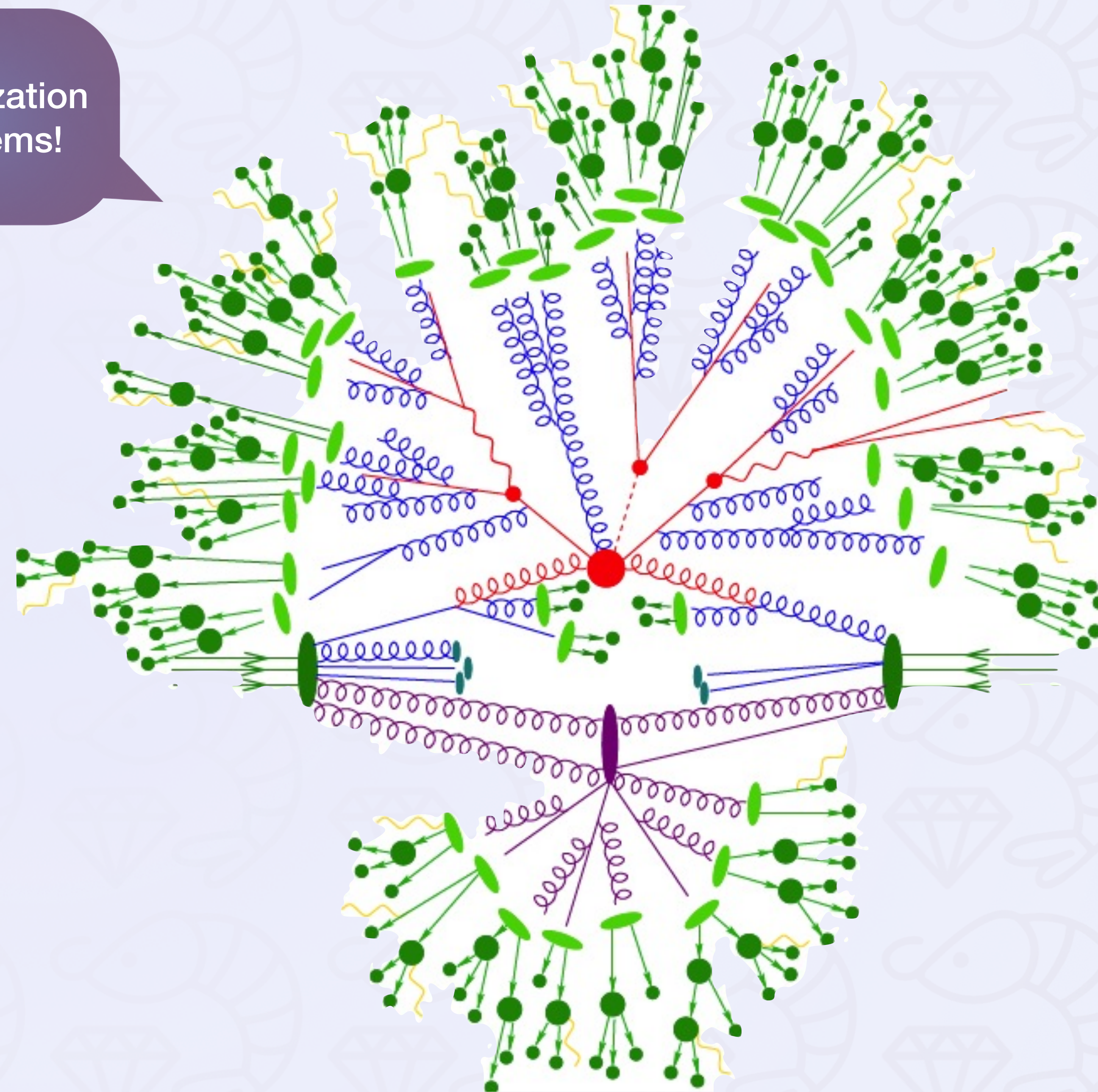
PP Collisions

PP collisions

The Monte Carlo Way

- **Hard scattering**
- **Parton shower**
- **Hadronization**
- **Decays**
- **Possibility of multi parton interaction**
- **Photon Emission**
- **Beam remnants**

Factorization
theorems!



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Monte Carlo Simulations

Heavy Ion Collisions

Heavy Ion Collisions

The Monte Carlo... Maze?

 **Overlapping pp collisions is not enough**

Heavy Ion Collisions

The Monte Carlo... Maze?

🐛 **Overlapping pp collisions is not enough**

🐛 **A few attempts so far: Angantyr, EPOS (mixes hydro simulation and pythia), etc.**

Heavy Ion Collisions

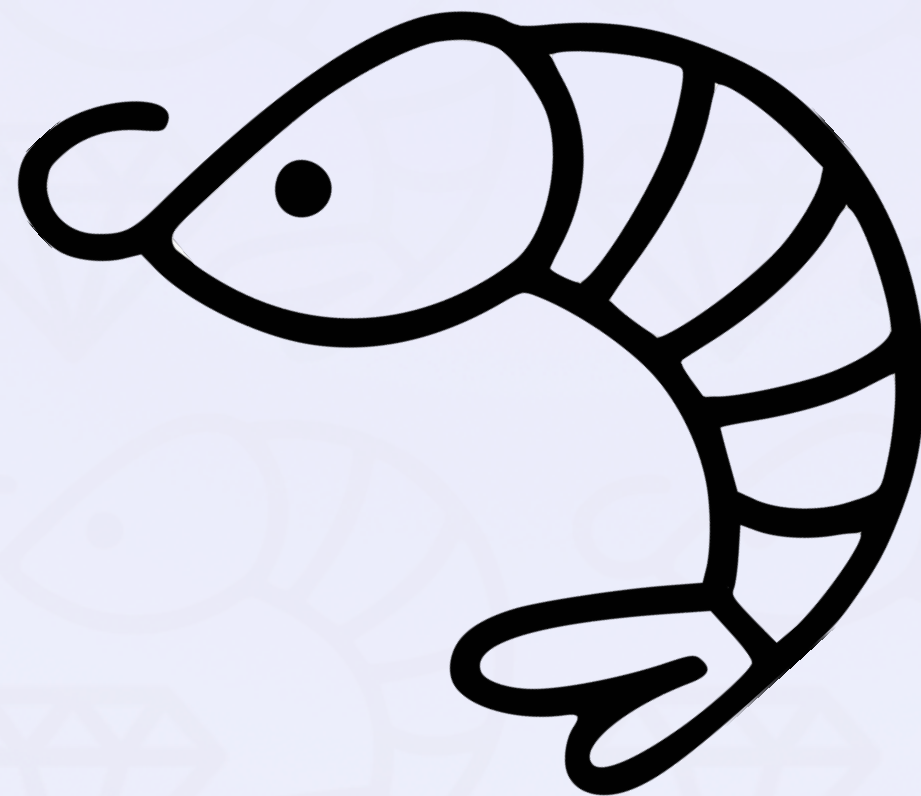
The Monte Carlo... Maze?

- 🐛 **Overlapping pp collisions is not enough**
- 🐛 **A few attempts so far: Angantyr, EPOS (mixes hydro simulation and pythia), etc.**
- 🐛 **Still lacking a unique framework that can go naturally from pp to pA and AA in a coherent way:**

Heavy Ion Collisions

The Monte Carlo... Maze?

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- 🐟 **A few attempts so far: Angantyr, EPOS (mixes hydro simulation and pythia), etc.**
- 🐟 **Still lacking a unique framework that can go naturally from pp to pA and AA in a coherent way:**



The background of the slide features a repeating pattern of light gray line-art icons. Each icon consists of a shrimp-like creature with a diamond-shaped gemstone positioned below its head. The shrimp are oriented horizontally, and the diamonds are simple four-pointed shapes with internal lines representing facets. The pattern is uniform and covers the entire slide area.

SHRiMPS for pp **(in a nutshell!)**

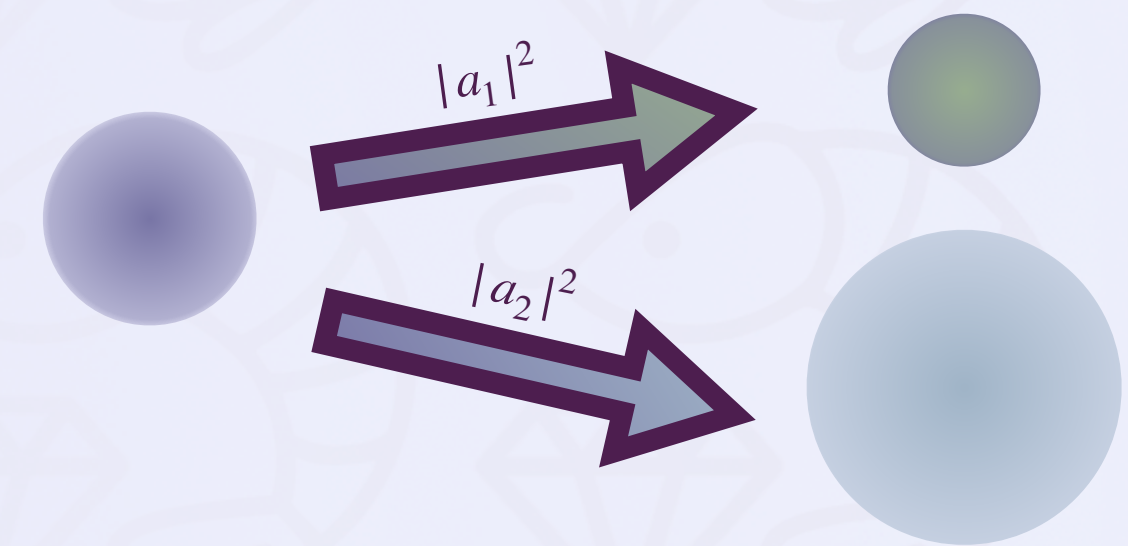
Soft and Hard Reactions Involving Multi Pomeron Scattering

SHRiMPS

Soft and Hard Reactions Involving Multi Pomeron Scattering

 Protons are described as a superposition of Good-Walker states:

$$|p\rangle = \sum_{i=1}^{N_{GW}} a_i |\phi_i\rangle$$



 Using optical theorem we can get differential cross sections in S-matrix formalism:

$$\frac{d\sigma_{tot}(Y)}{d\vec{B}_{\perp}}$$

Total

$$\frac{d\sigma_{inel}^{pp}(Y)}{d\vec{B}_{\perp}}$$

protons
break up


$$\frac{d\sigma_{QE}^{pp}(Y)}{d\vec{B}_{\perp}}$$

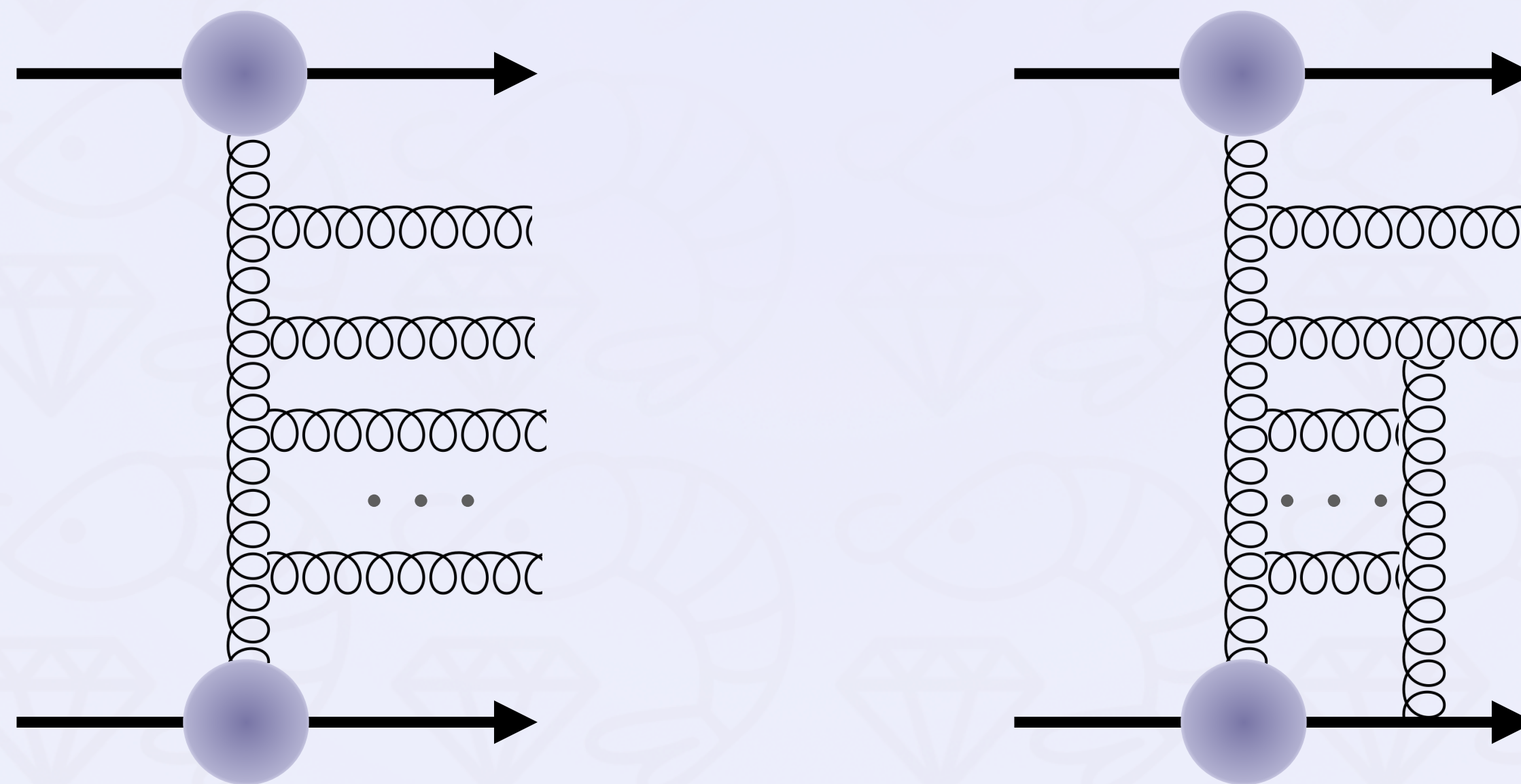
protons just
bounce off of each
other or get excited

SHRiMPS

Soft and Hard Reactions Involving Multi Pomeron Scattering

 **How to describe inelastic non-diffractive interactions in a nutshell:**

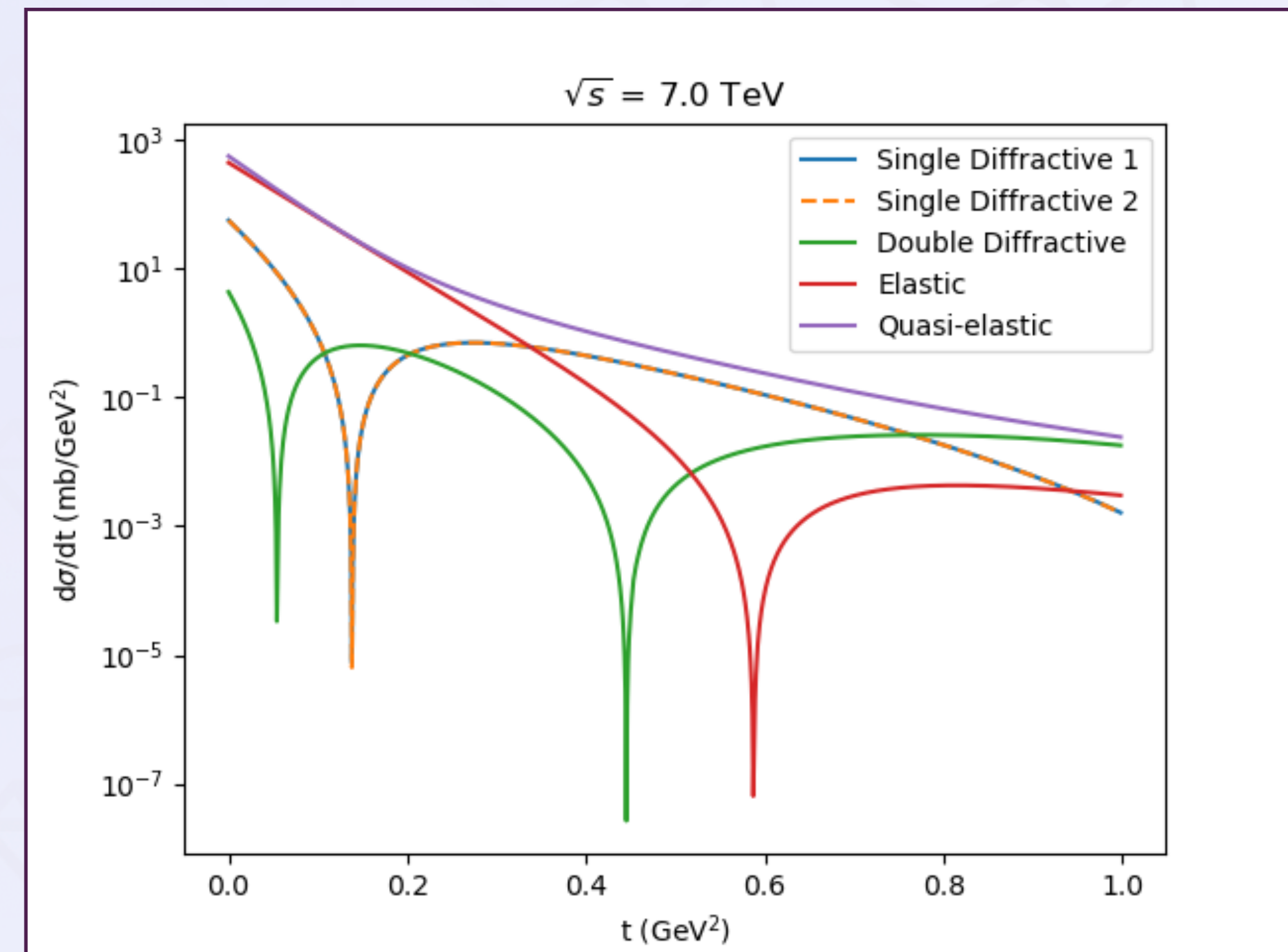
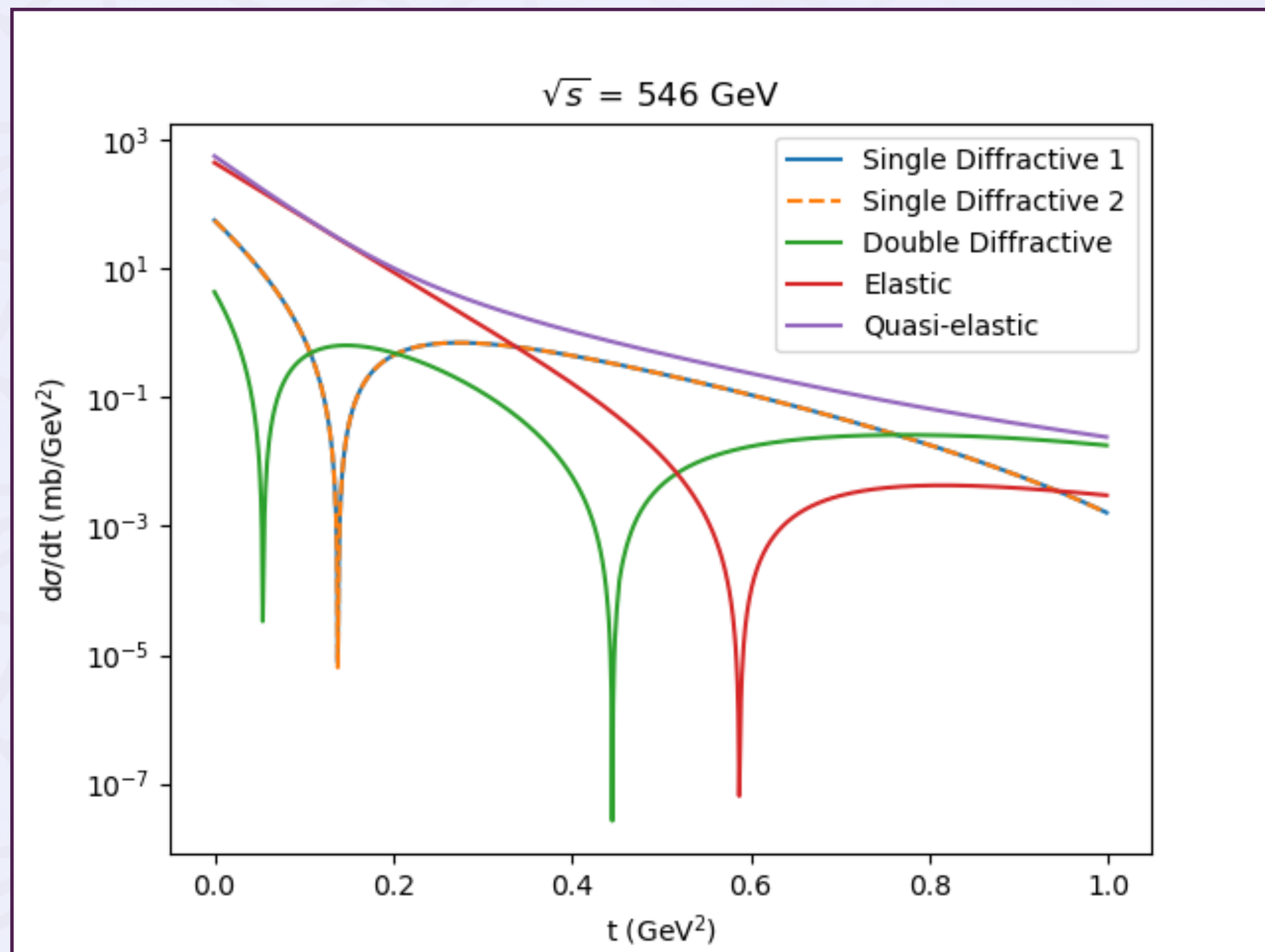
 **Protons exchange gluons that can emit or absorb other partons according to certain probabilities, e.g.:**



SHRiMPS

Soft and Hard Reactions Involving Multi Pomeron Scattering

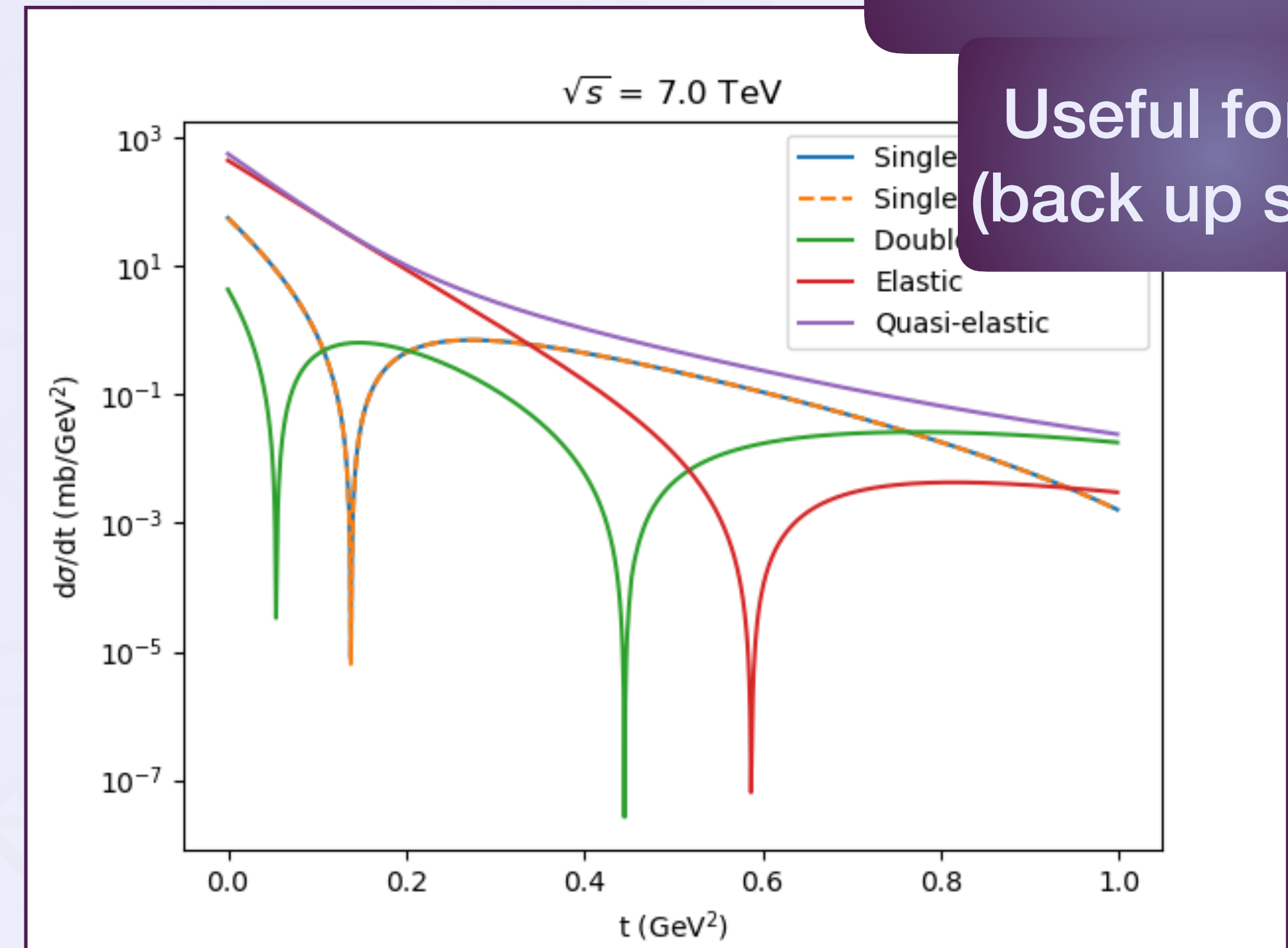
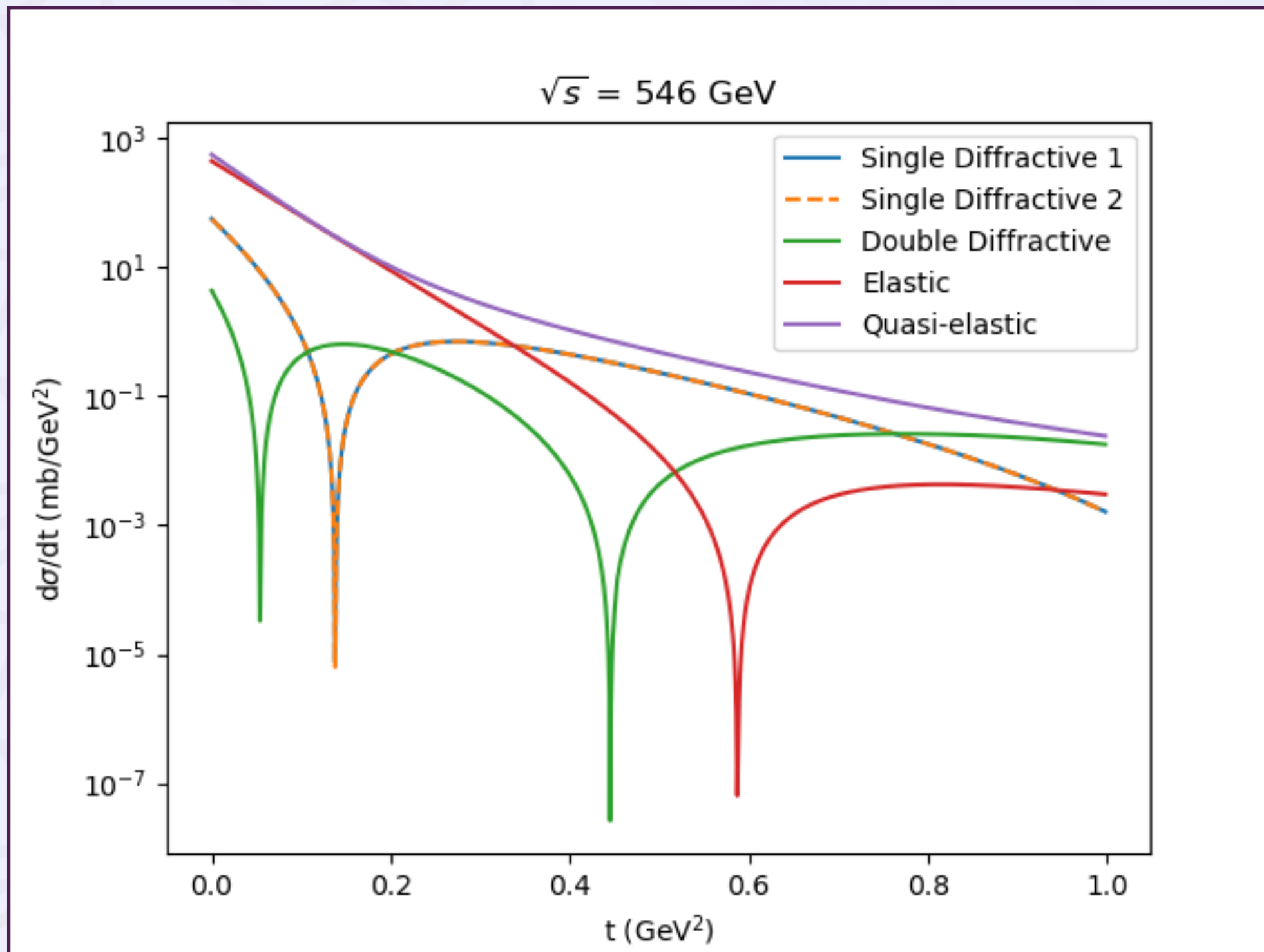
 As for quasi elastic interactions, we can plot the cross sections for the different types as a function of $|t| = Q_{\perp}^2$:



SHRiMPS

Soft and Hard Reactions Involving Multi Pomeron Scattering

 As for quasi elastic interactions, we can plot the cross sections for the components as a function of $|t| = Q_{\perp}^2$:



Can also get QE cross section for fixed GW states!

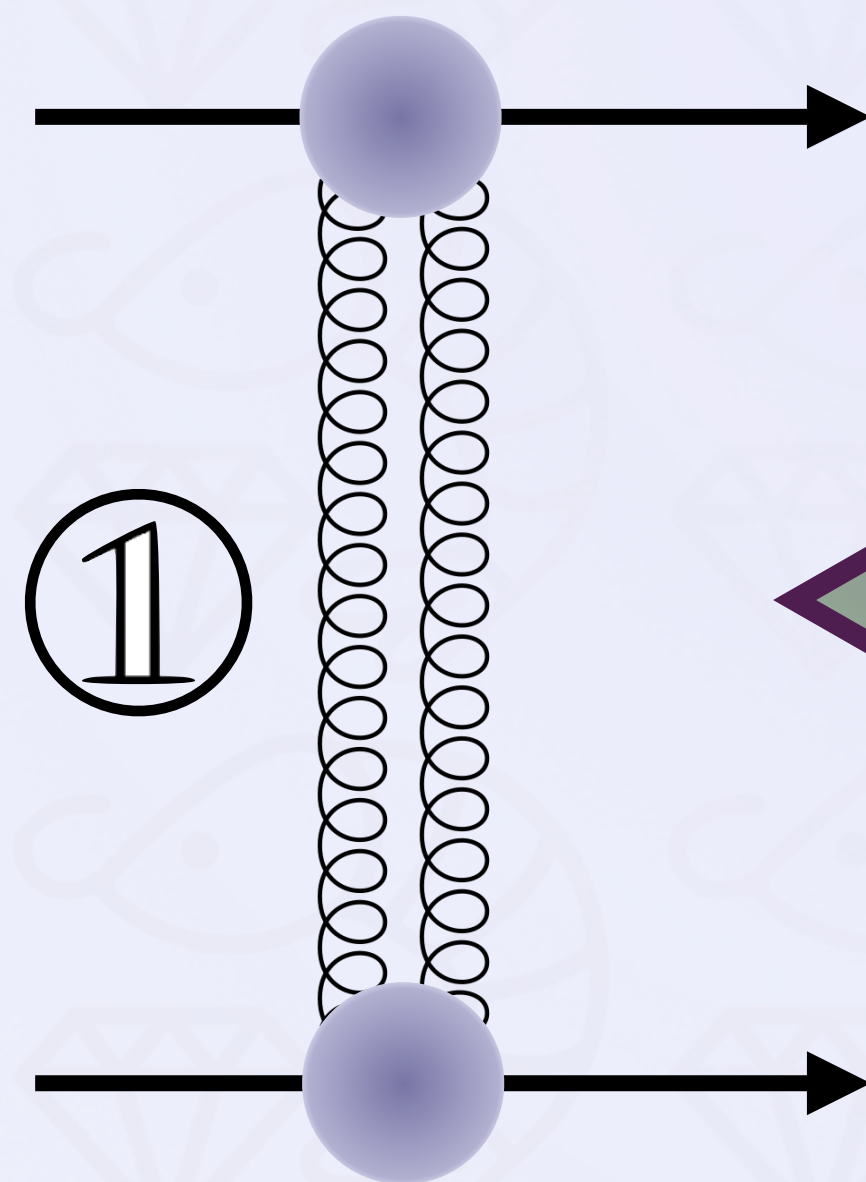
Useful for pA!
(back up slides)

SHRiMPS

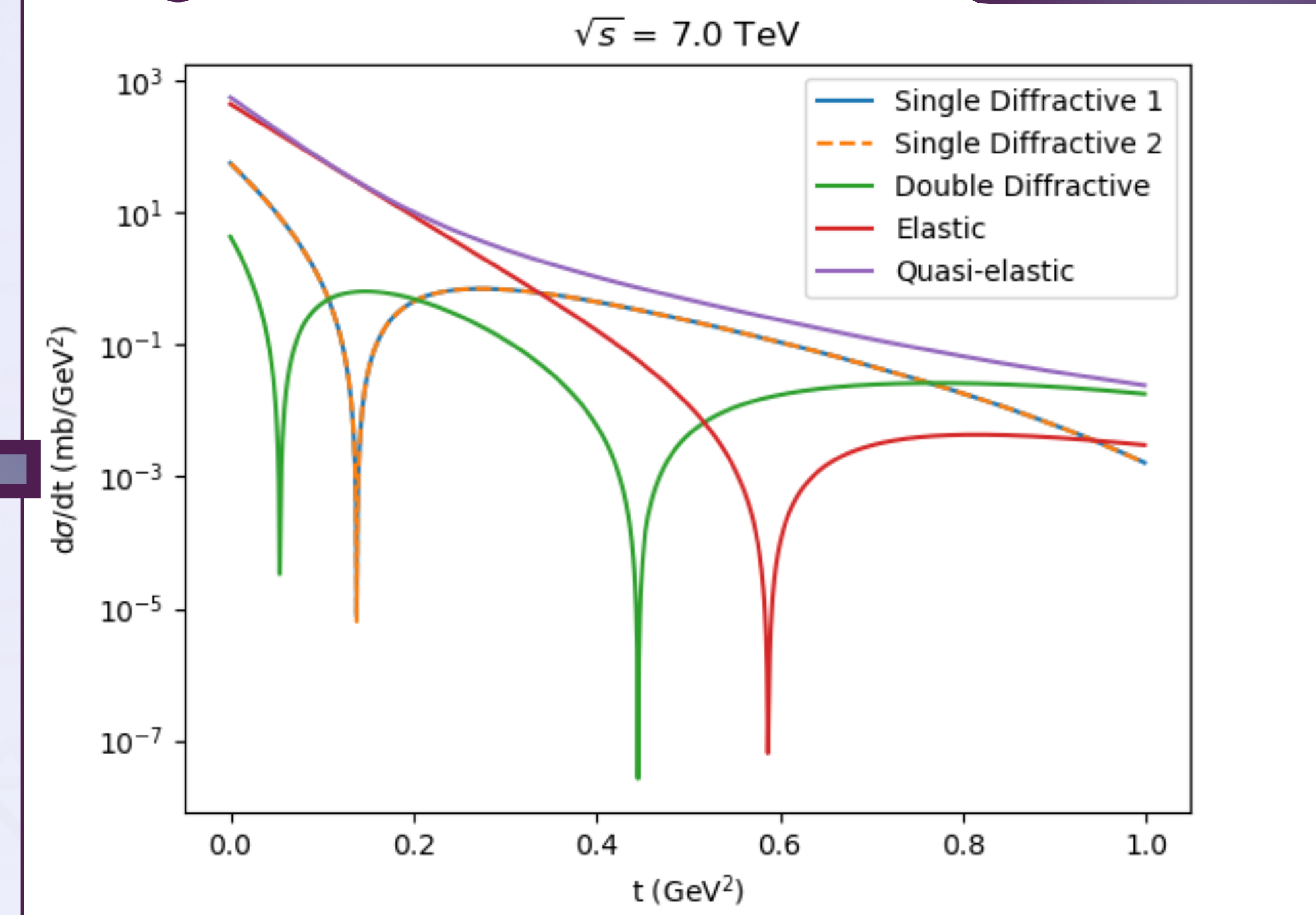
Soft and Hard Reactions Involving Multi Pomeron Scattering

 As for quasi elastic interactions, we can plot the cross sections for the different types as a function of $|t| = Q_{\perp}^2$;

 Can also be described as a “gluon ladder” exchange:



Will also be useful for pA...



The background of the slide features a repeating pattern of light gray line-art icons. Each icon consists of a shrimp-like creature with a diamond-shaped gemstone positioned below its head. The icons are arranged in a regular grid across the entire slide.

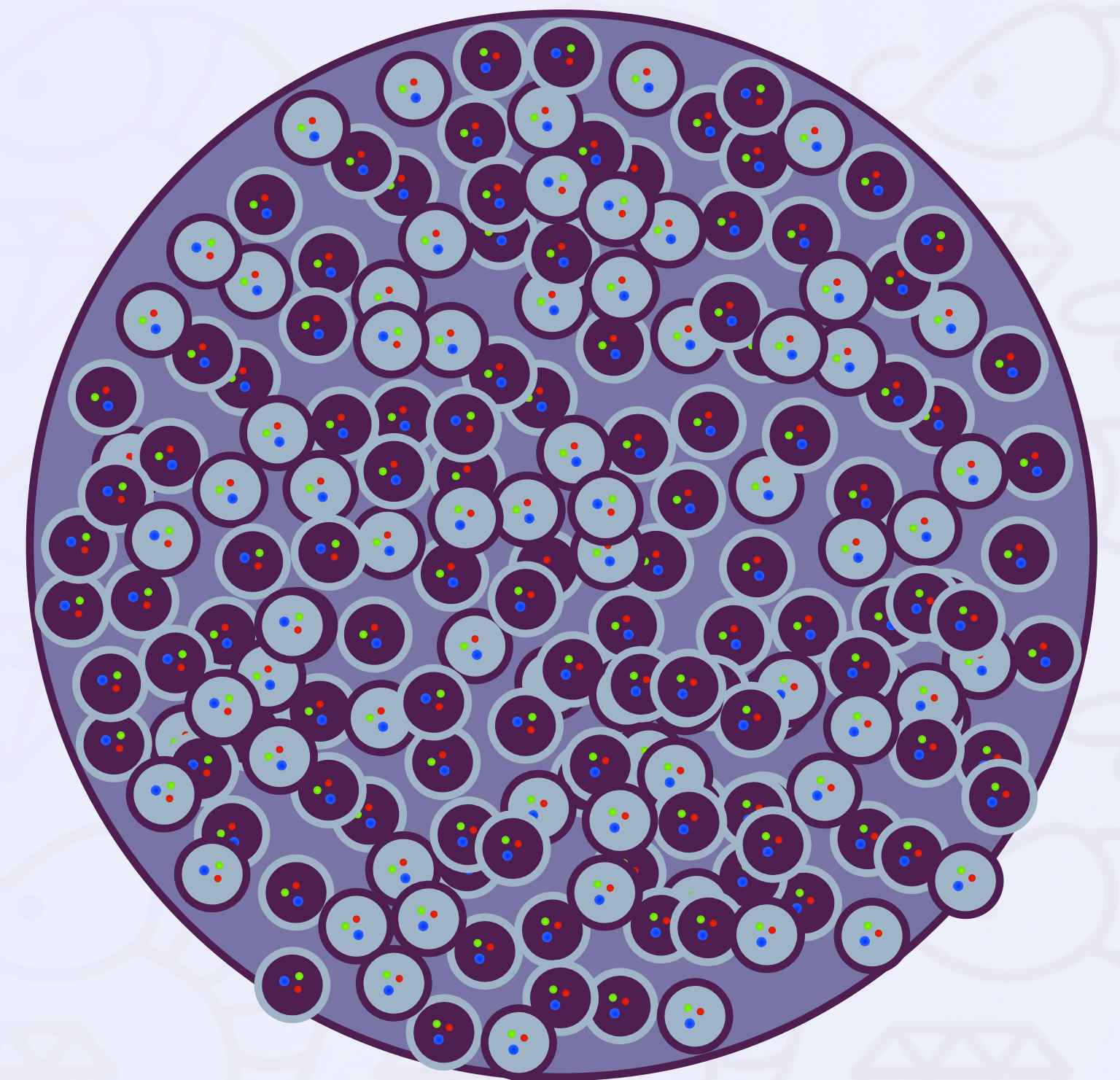
SHRiMPS for pA

Glauber Model

SHRiMPS for pA collisions

Glauber Model

 Now we can take a nucleus and distribute nucleons inside it

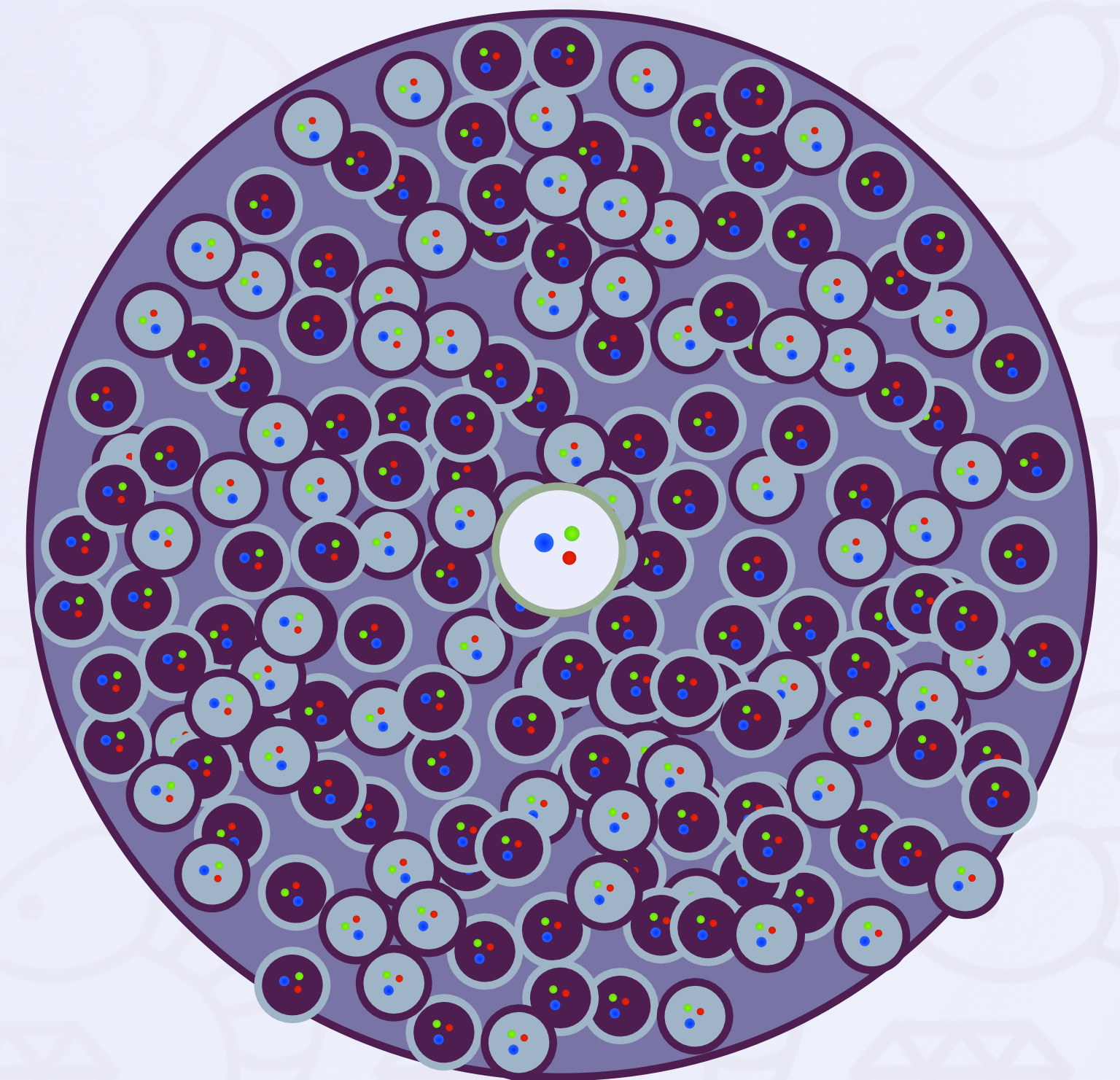


SHRiMPS for pA collisions

Glauber Model

 Now we can take a nucleus and distribute nucleons inside it

 Shoot a proton on it



SHRiMPS for pA collisions

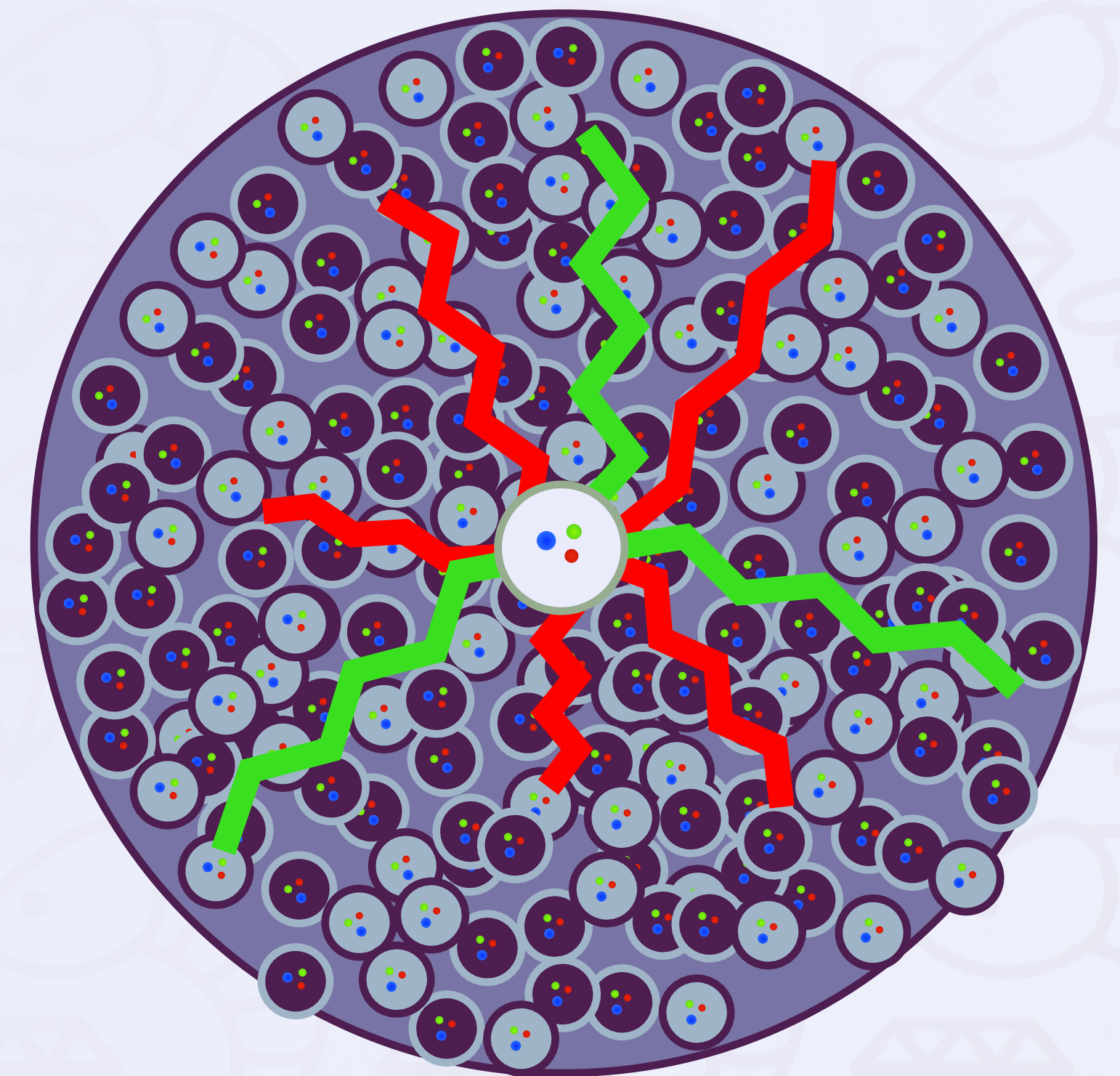
Glauber Model

 Now we can take a nucleus and distribute nucleons inside it

 Shoot a proton on it

 And ask our impact parameter dependent cross sections

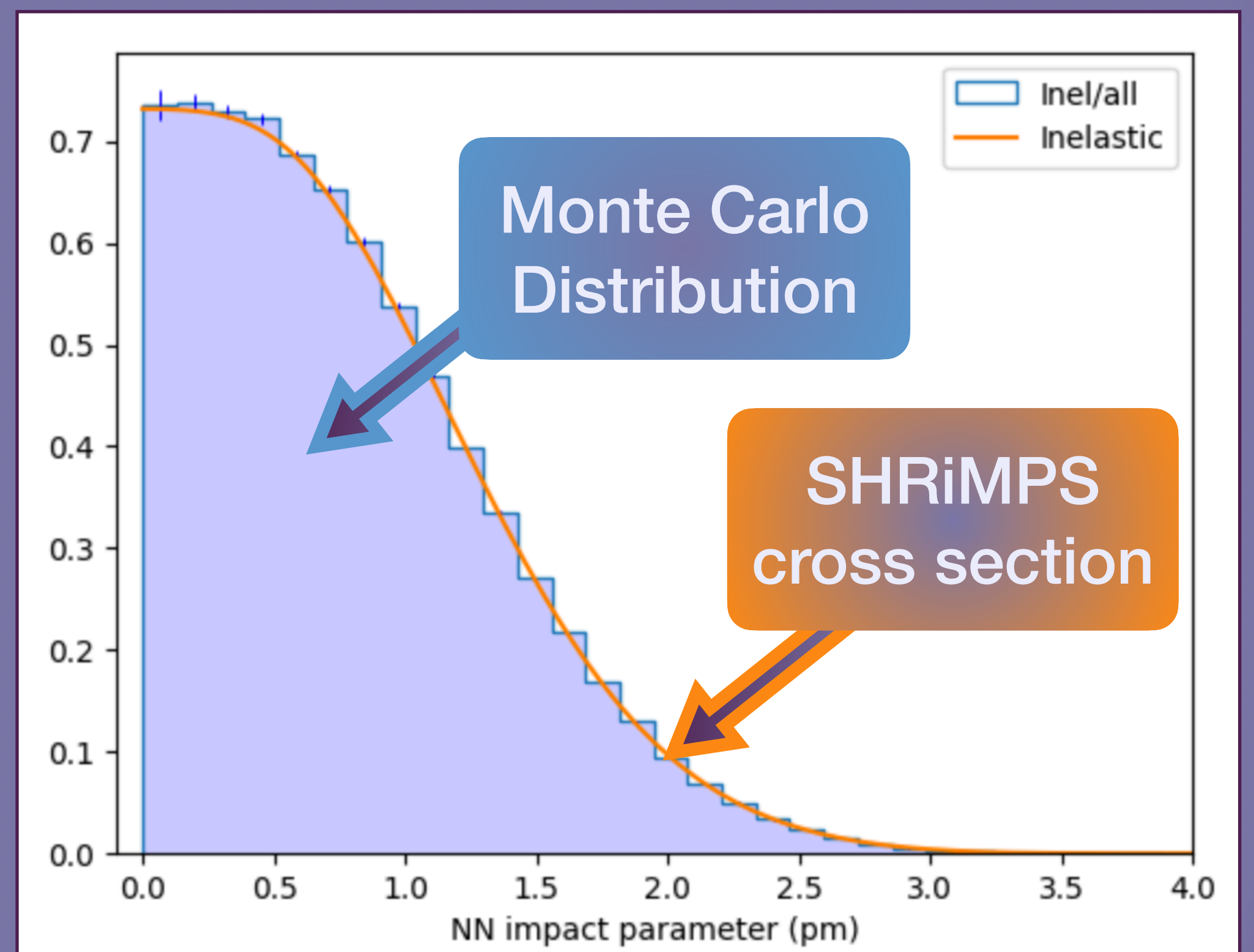
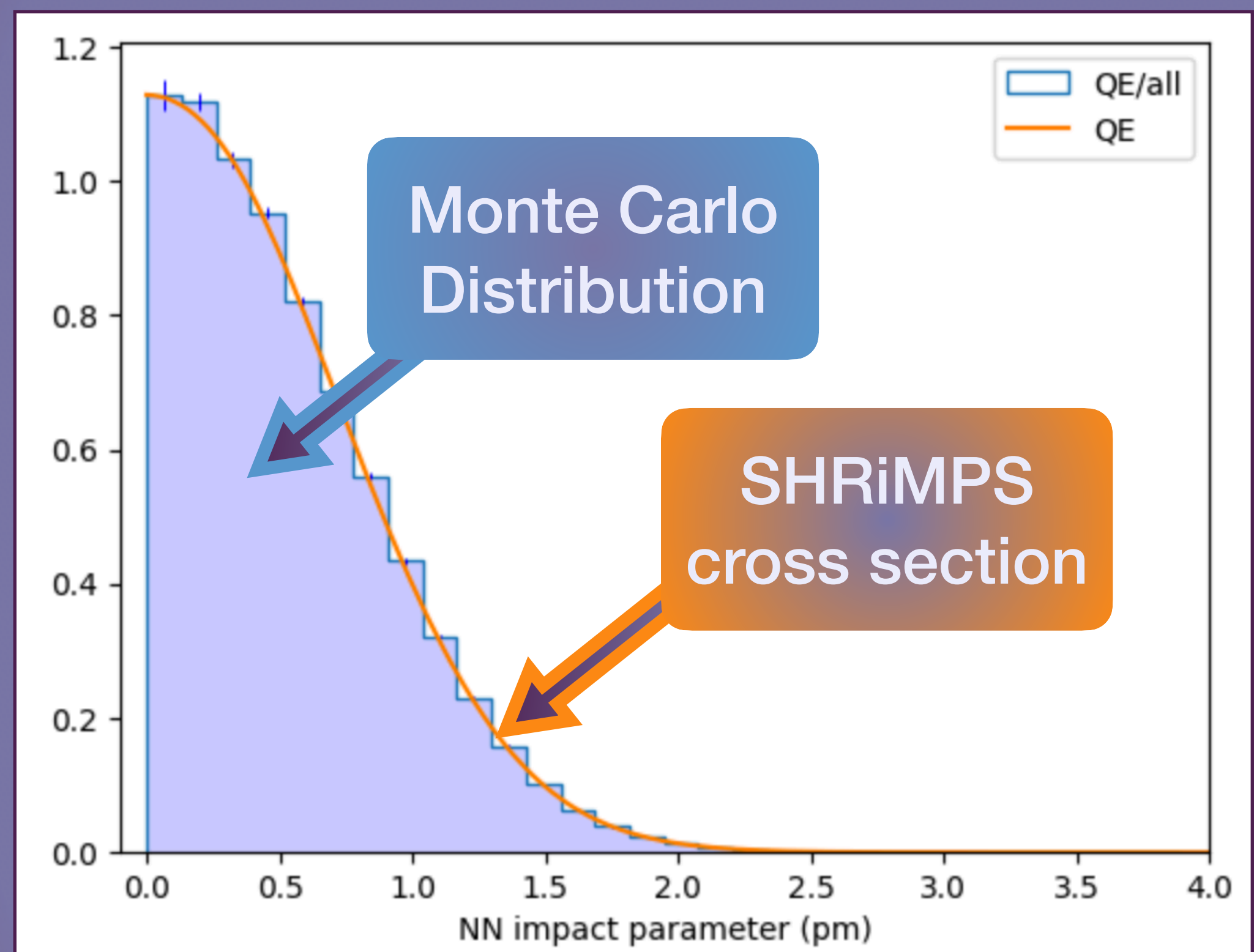
what kinds of ladders we should exchange with each of
the nucleons



SHRiMPS for pA collisions

Glauber Model

So far, we can obtain the correct distributions of quasi-elastic and inelastic events:



SHRiMPS for pA collisions

Glauber Model

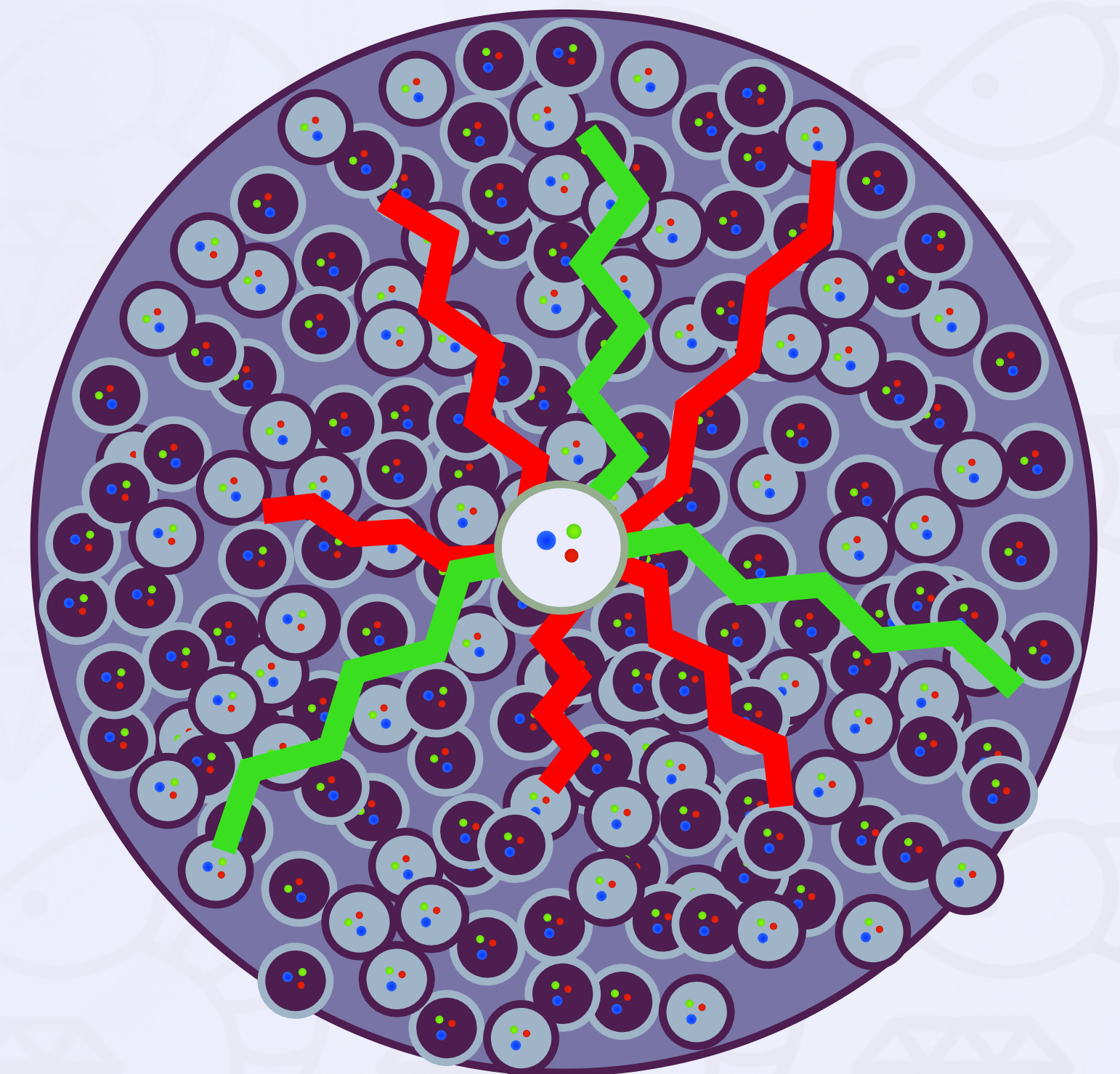
 Now we can take a nucleus and distribute nucleons inside it

 Shoot a proton on it

 And ask our impact parameter dependent cross sections

what kinds of ladders we should exchange with each of
the nucleons

 Glauber: done! 



SHRiMPS for pA collisions

Heavy Ion Events

 Now we can take a nucleus and distribute nucleons inside it

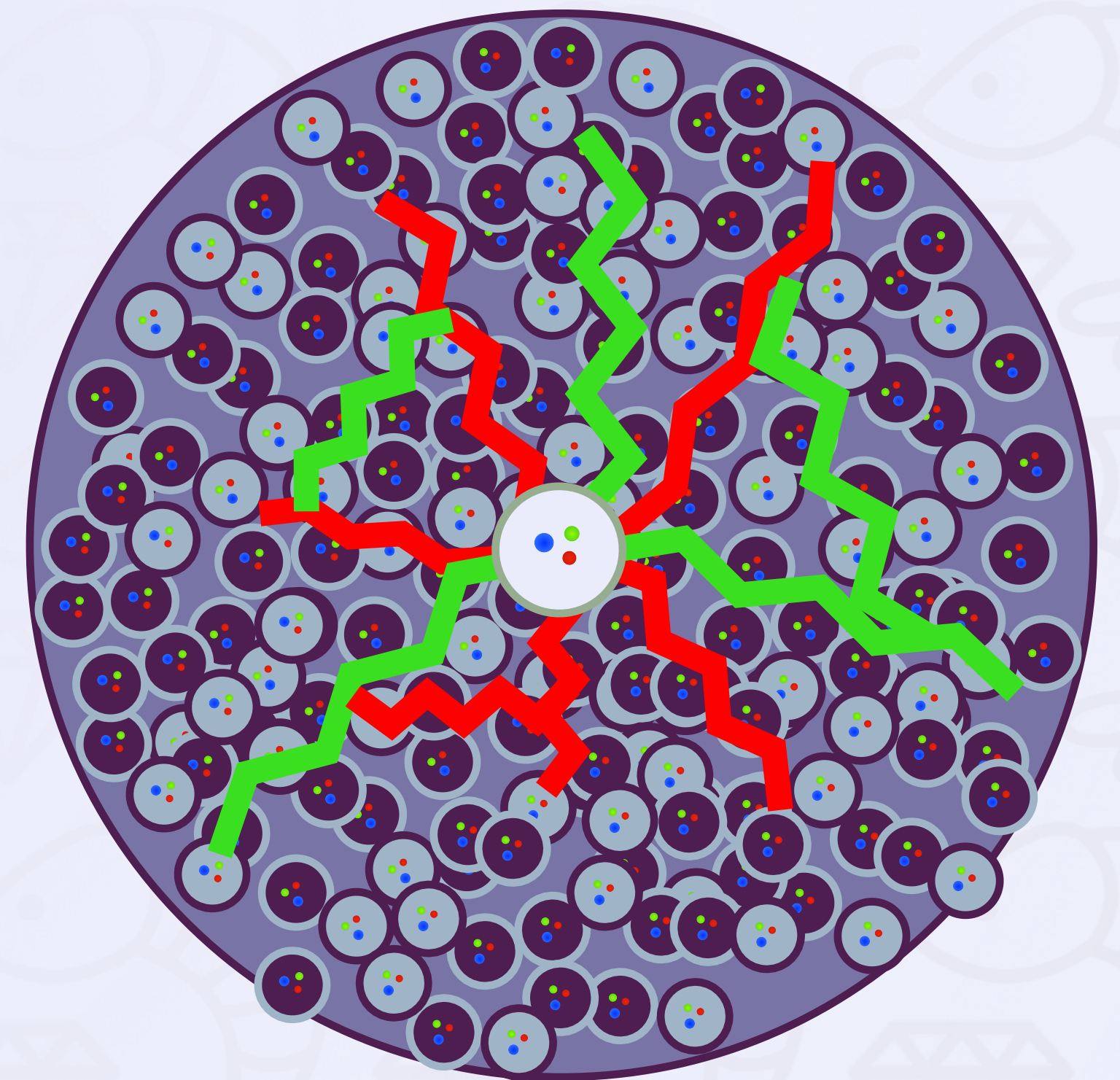
 Shoot a proton on it

 And ask our impact parameter dependent cross sections

what kinds of ladders we should exchange with each of
the nucleons

 Glauber: done! 

 We also want to allow for those ladders to rescatter and
hopefully we can see collectivity effects!



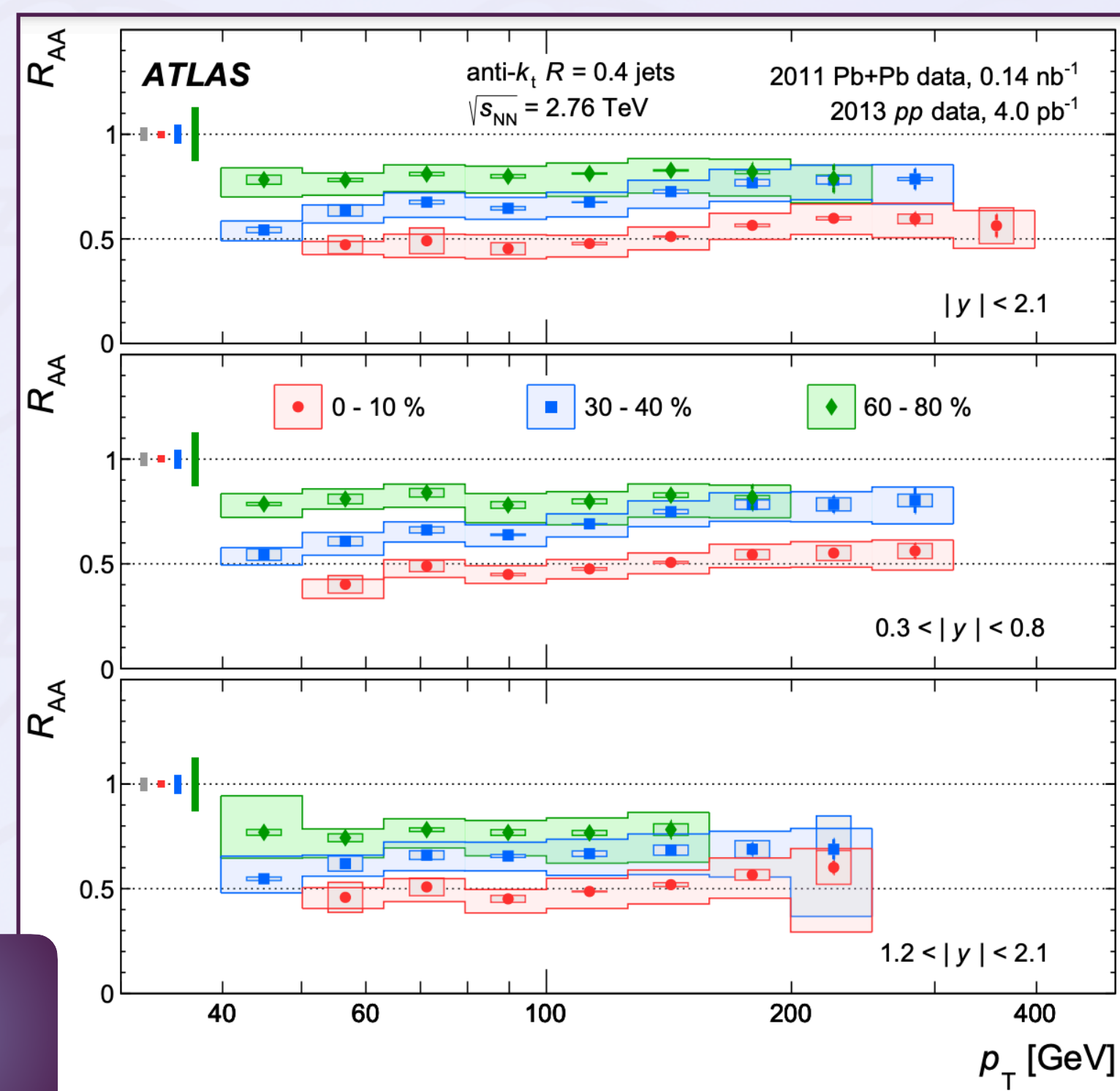
The background features a repeating pattern of a stylized fish and a diamond. The fish is depicted in profile, facing left, with a curved body and a tail. The diamond is positioned below the fish's head. The pattern is light blue and covers the entire page.

**Tackling the puzzle of small
systems from a different angle**

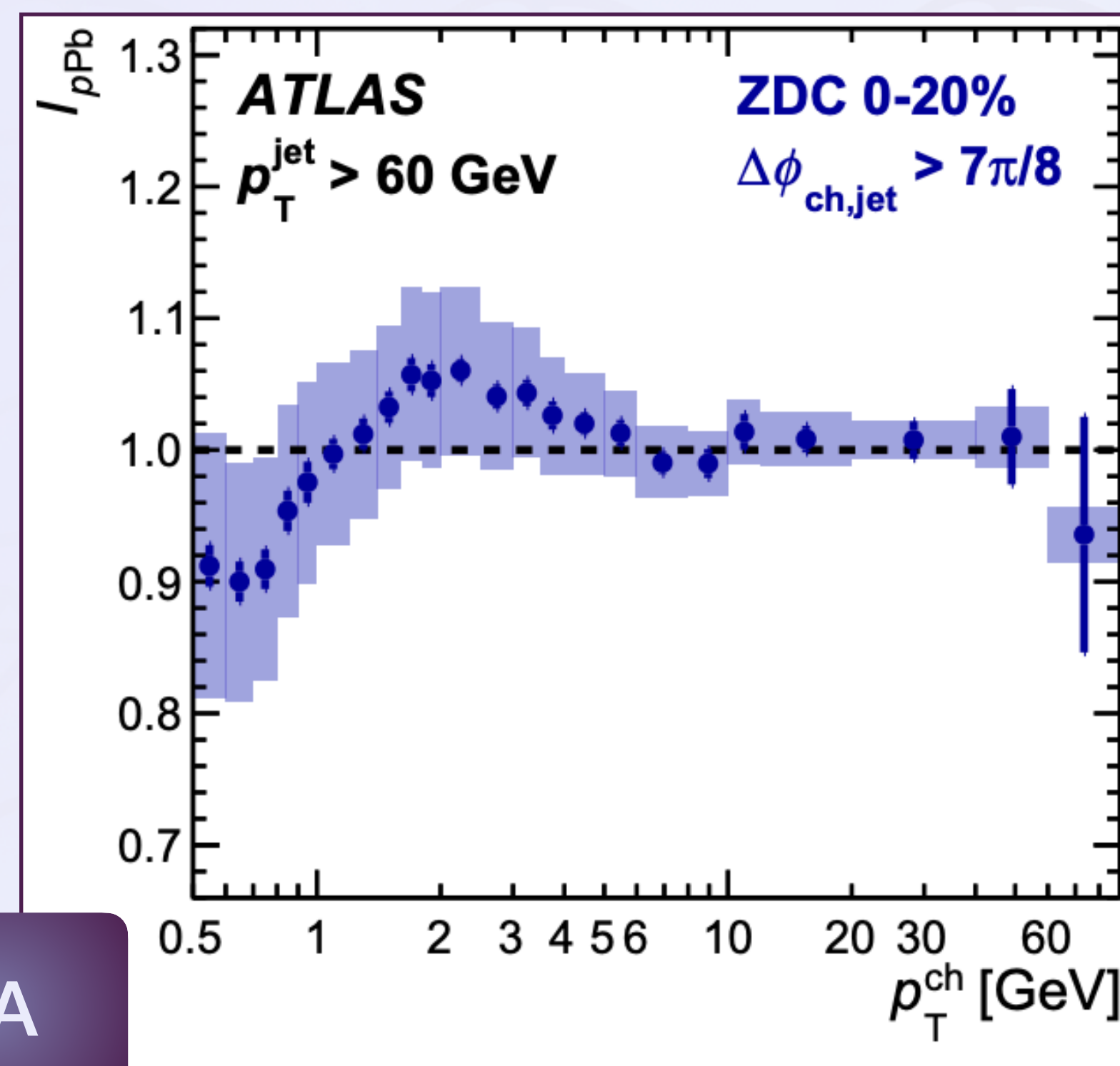
JEWEL

Jet quenching in small and large systems

 Remember this intriguing issue?!



AA



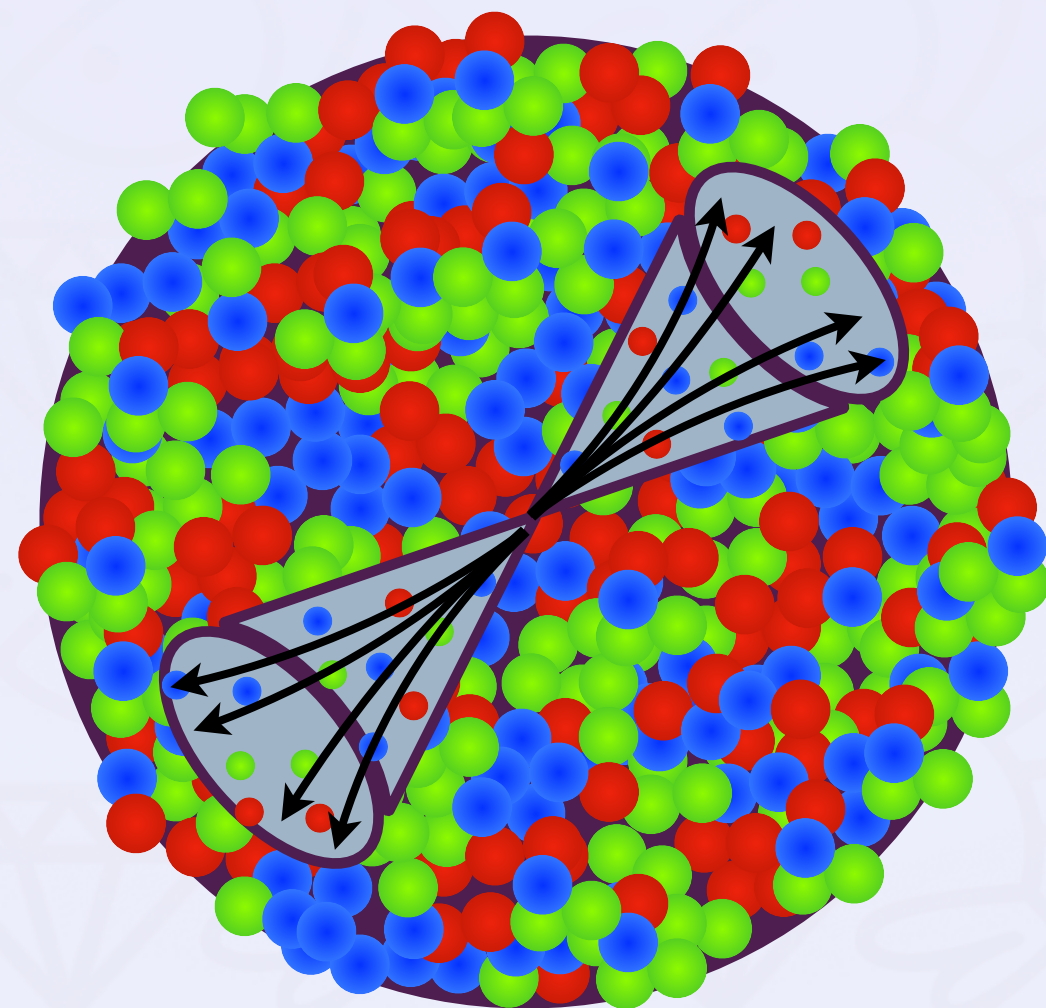
pA

JEWEL

In a nutshell



- ◆ Another Monte Carlo event generator
- ◆ Virtuality ordered parton shower (simulates jet evolution)
- ◆ The medium is formed by a collection of partons
- ◆ Medium interaction described with $2 \rightarrow 2$ matrix elements in pQCD



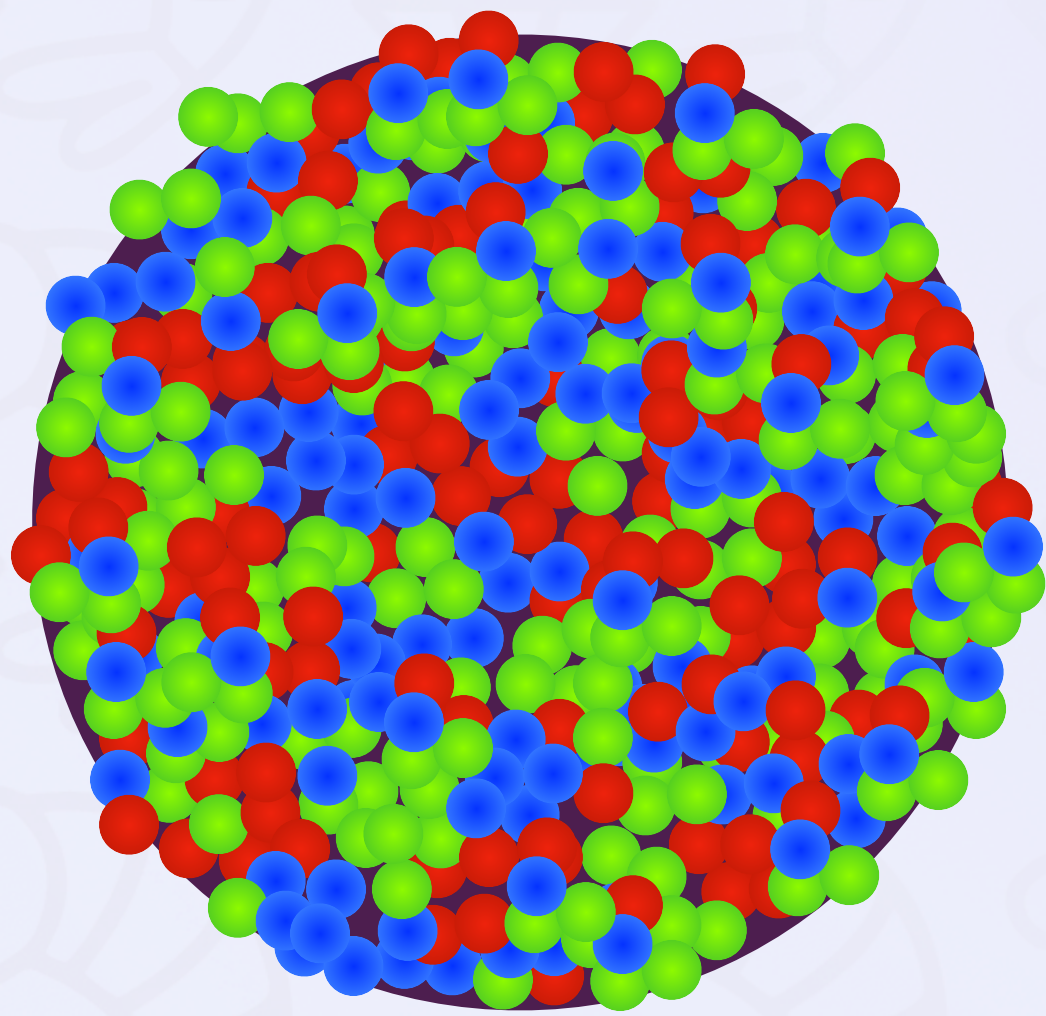
JEWEL



Opacity Expansion

Let's investigate it with a very simplified model for a medium:

Gluon brick



With a fixed temperature...

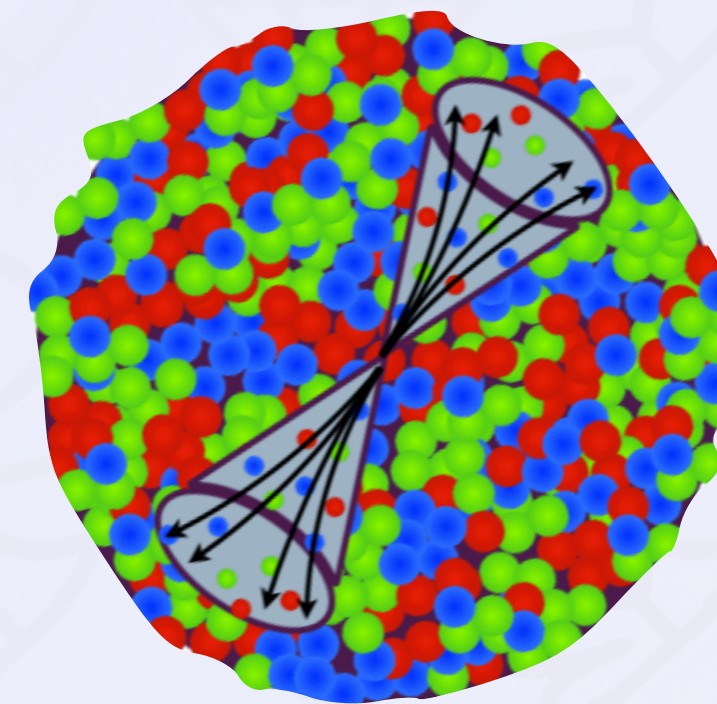
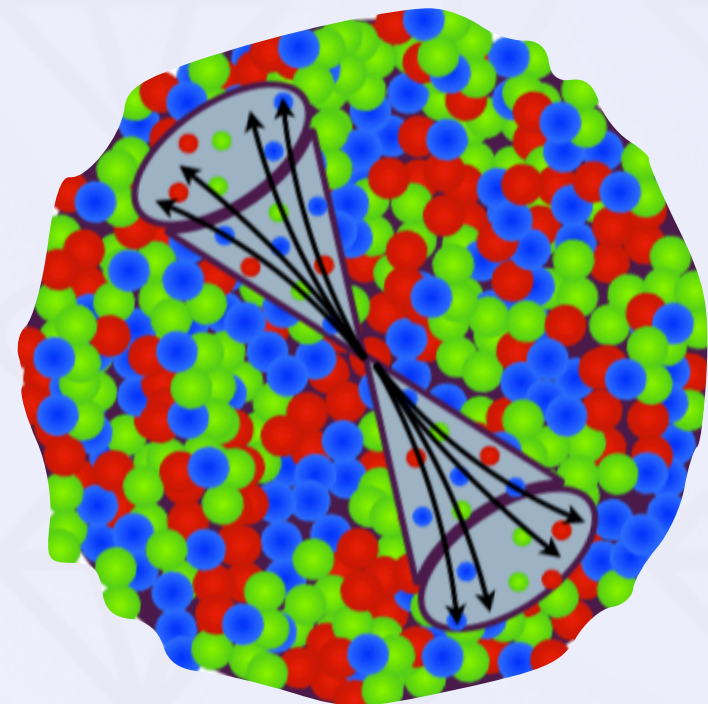
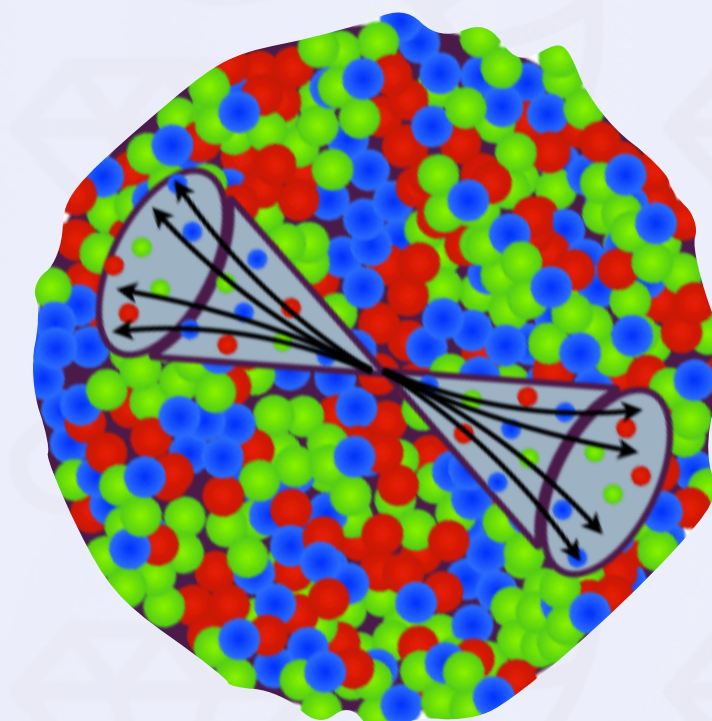
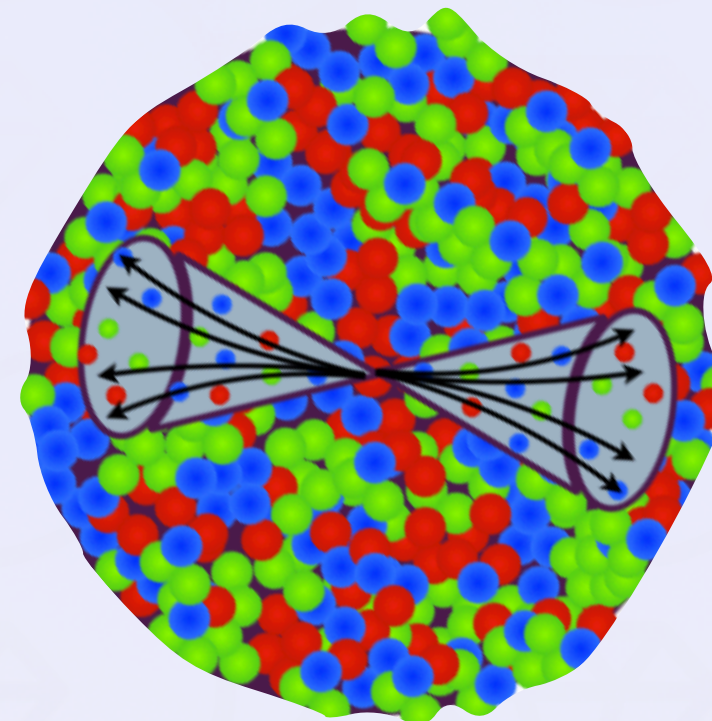
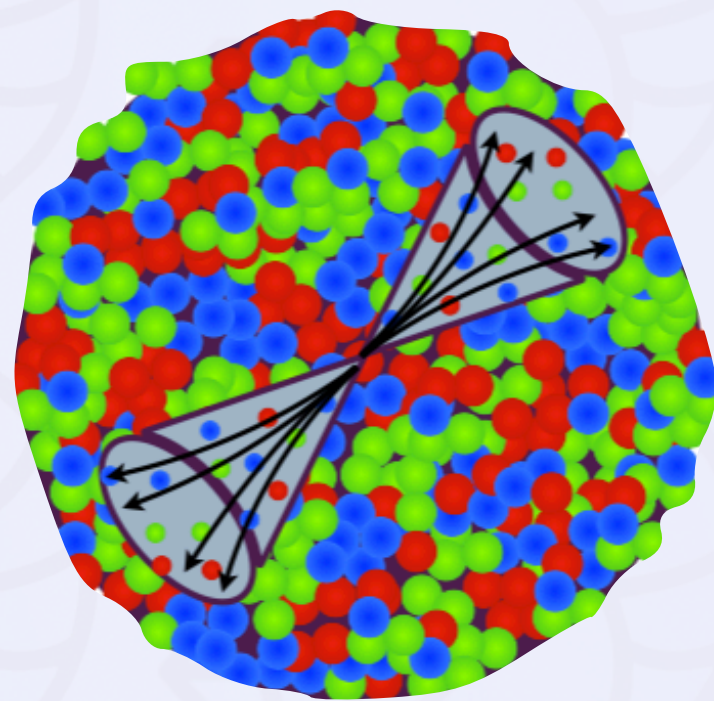
... a fixed density...

...and a fixed radius!

JEWEL

Opacity Expansion

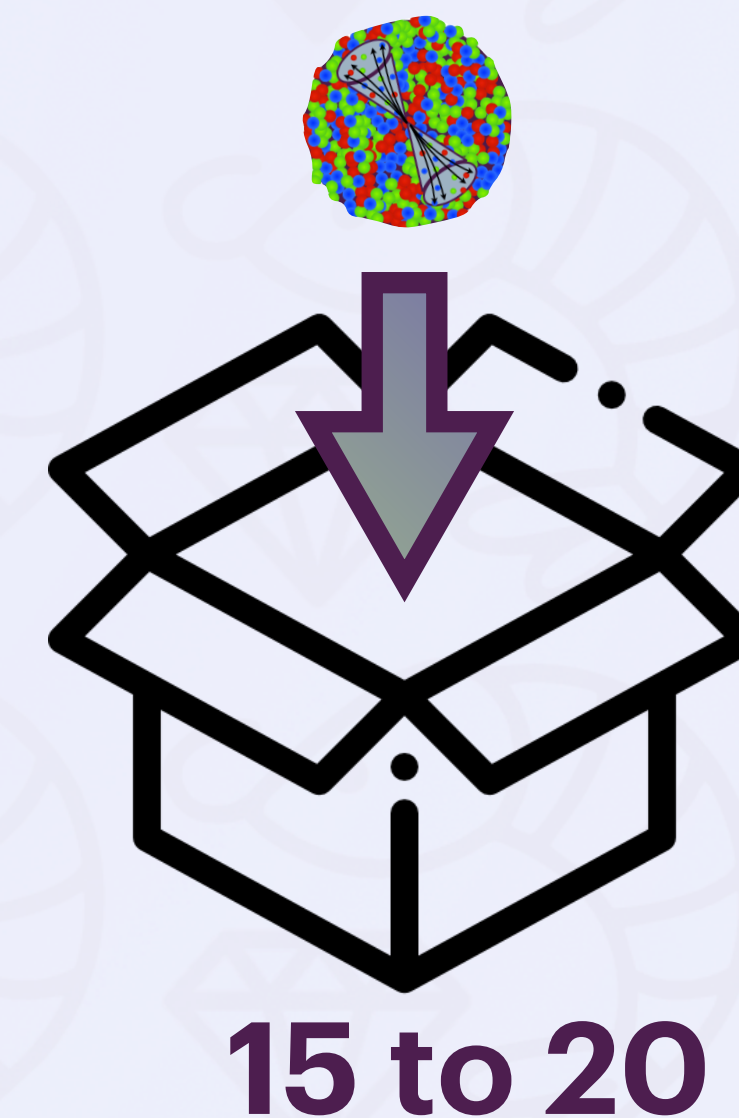
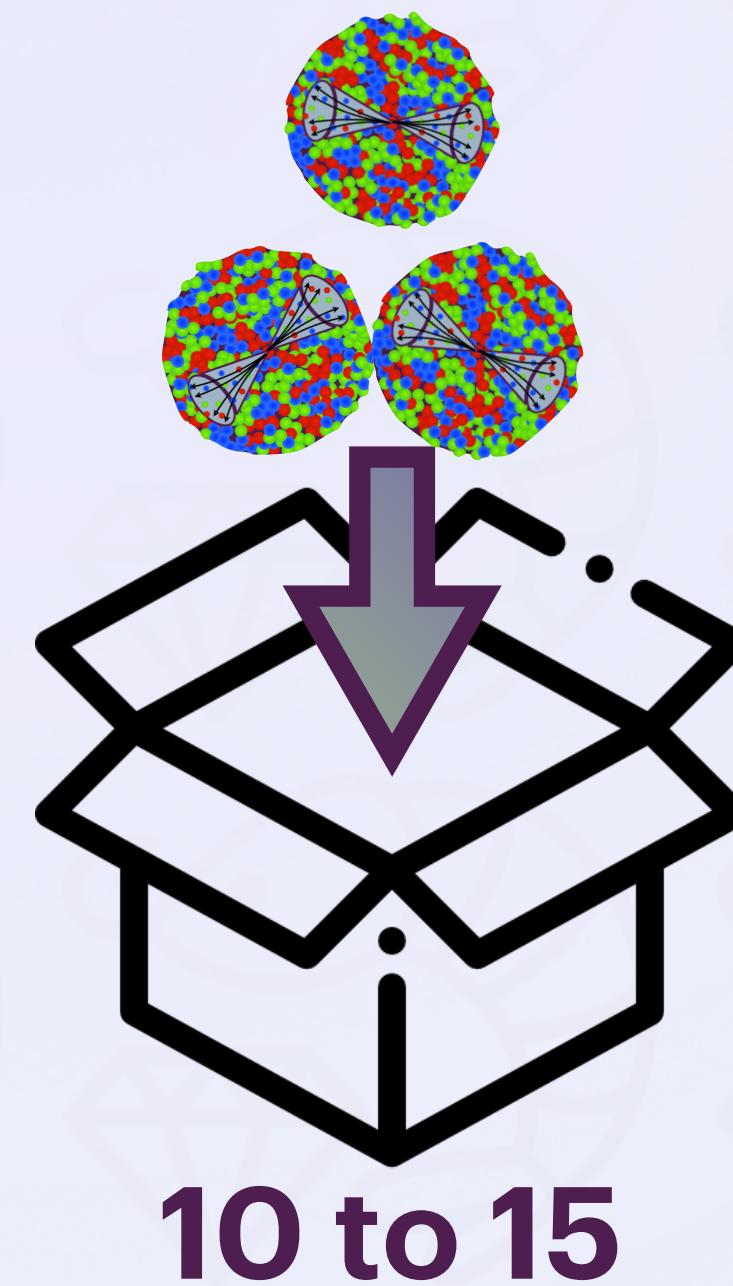
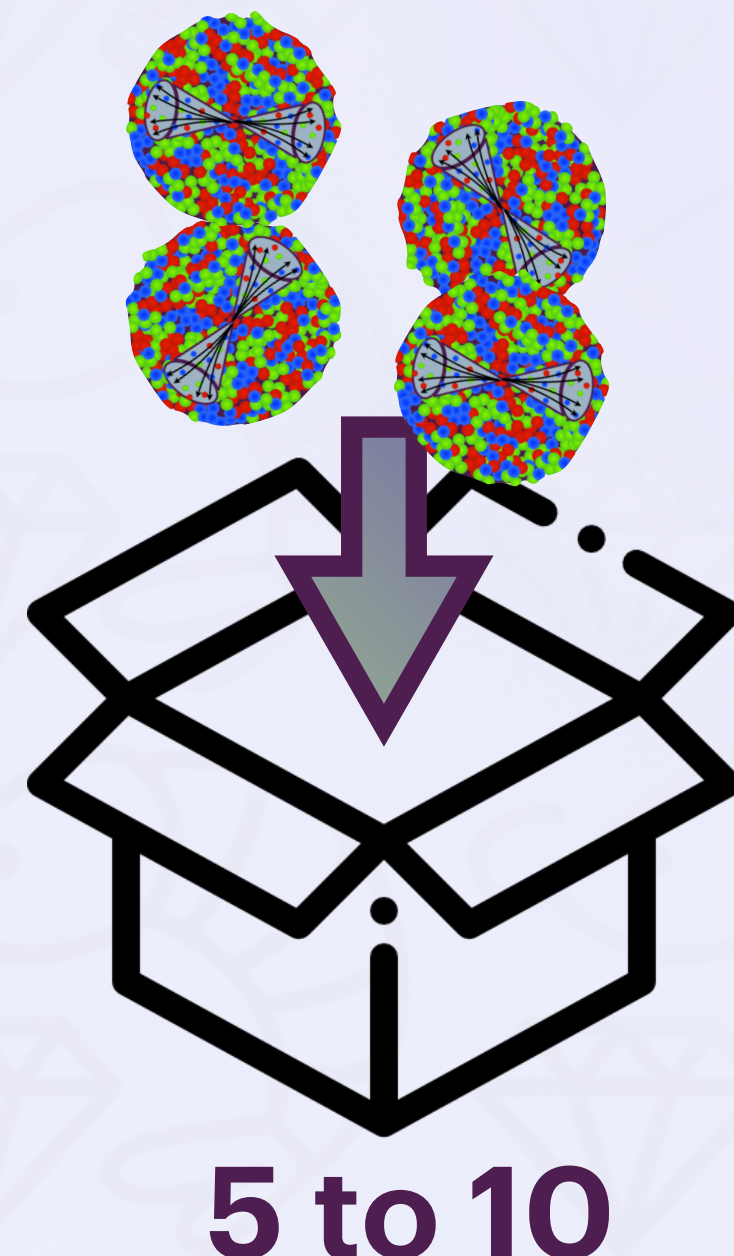
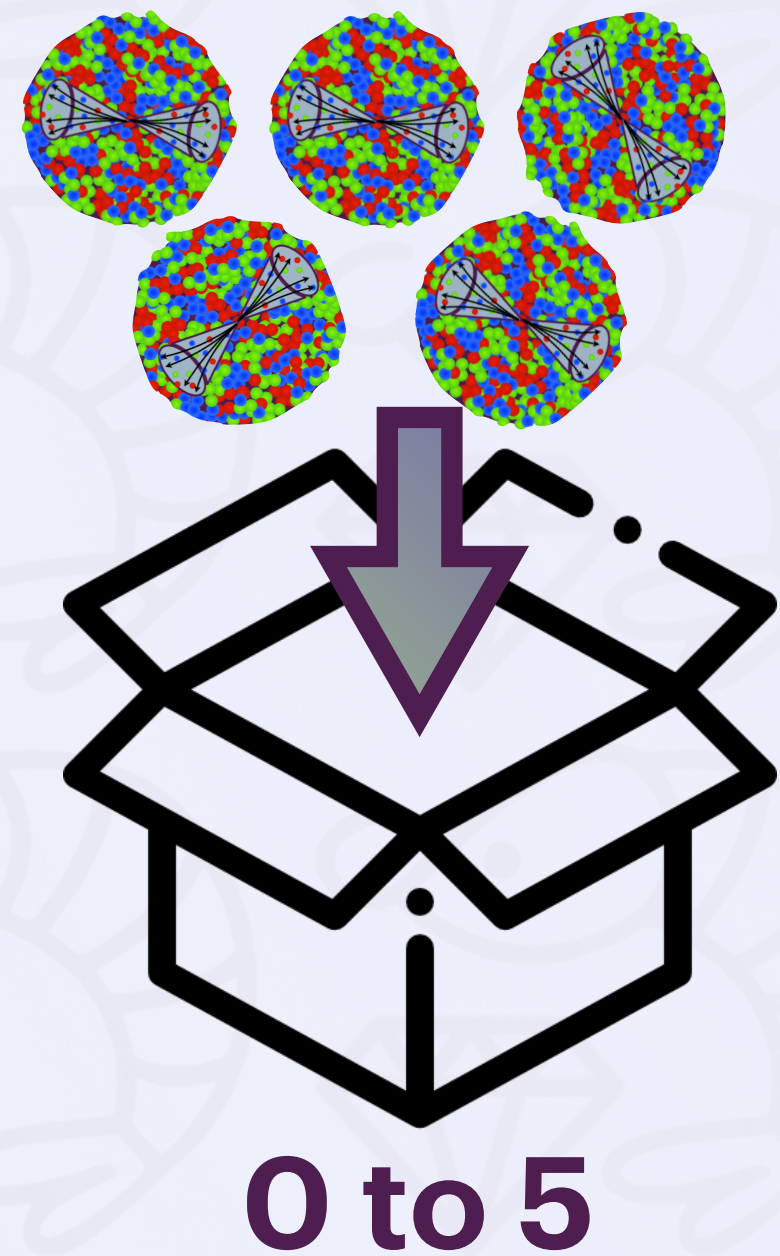
- ◆ Let's investigate it with a very simplified model for a medium;
- ◆ Then we look at different jets evolving inside this medium:



JEWEL

Opacity Expansion

- ◆ Let's investigate it with a very simplified model for a medium;
- ◆ Then we look at different jets evolving inside this medium;
- ◆ And then we bin them in number of jet-medium interactions:



JEWEL

Opacity Expansion

- ◆ Let's investigate it with a very simplified model for a medium;**
- ◆ Then we look at different jets evolving inside this medium;**
- ◆ And then we bin them in number of jet-medium interactions;**
- ◆ Finally, we look at different observables and how they vary in the different bins!**

JEWEL 

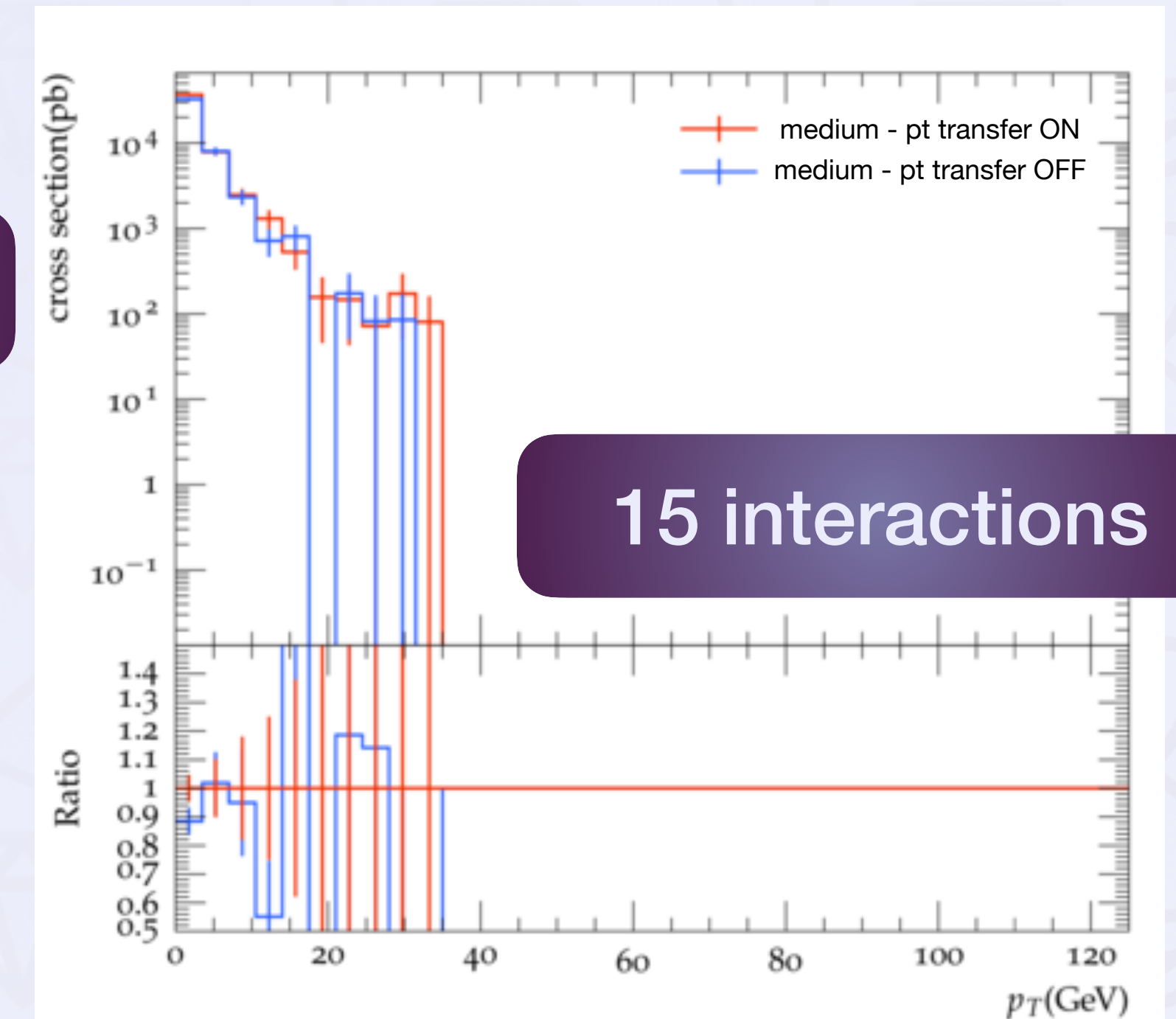
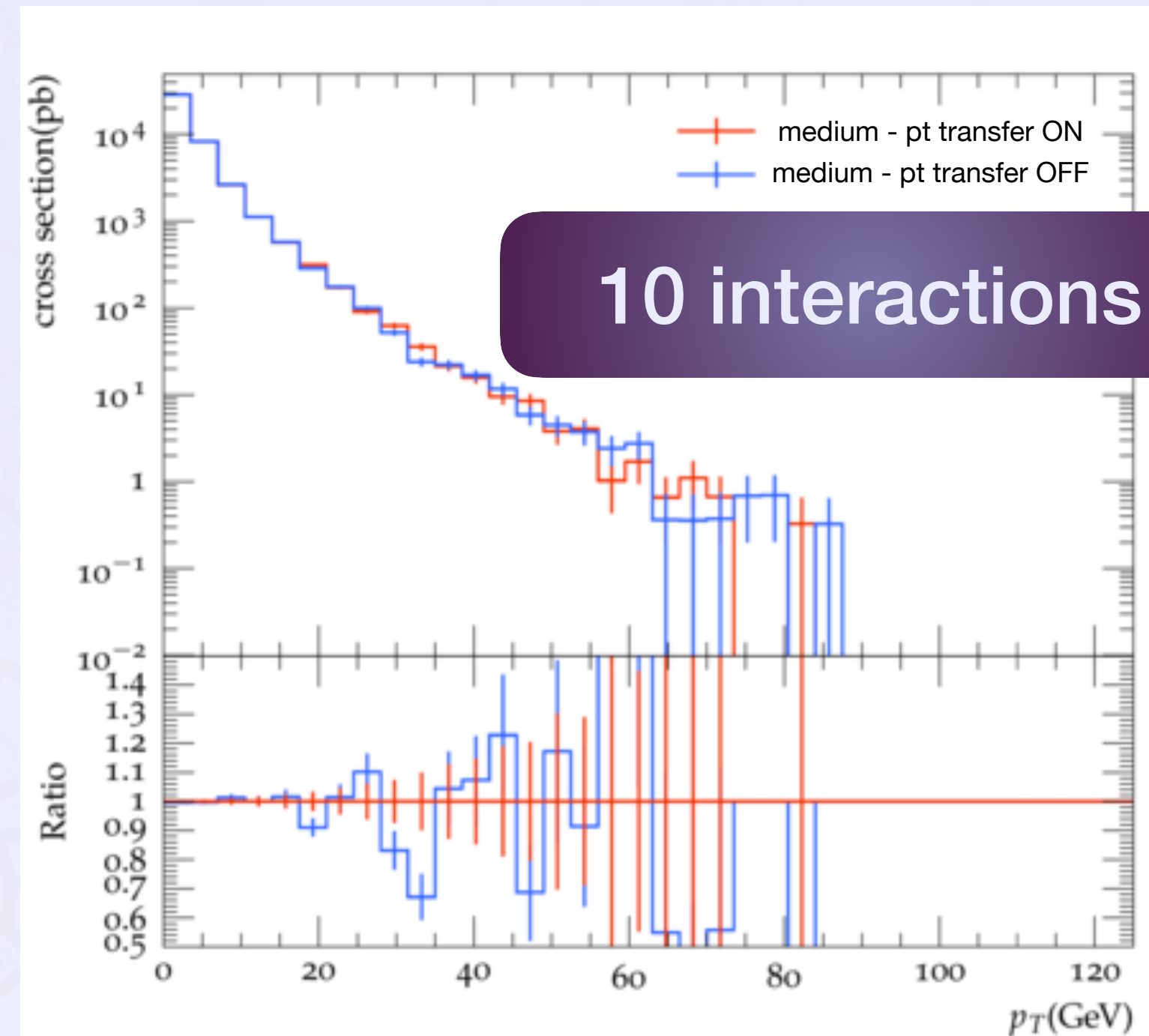
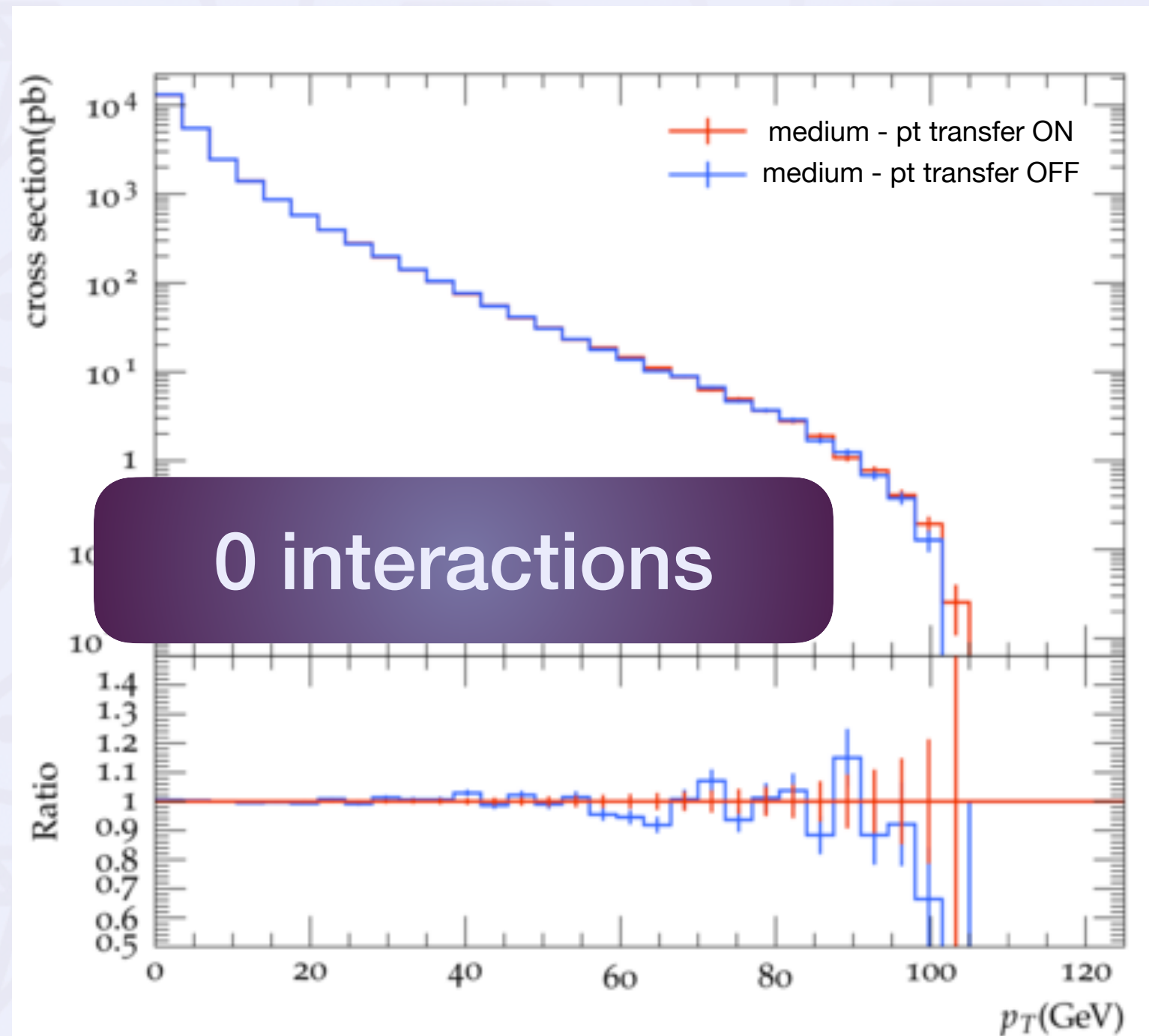
Jet RAA

 **(There are a few caveats so ask me during the questions if you wish, but...)**

JEWEL

Jet RAA

- ◆ (There are a few caveats so ask me during the questions if you wish, but...)
- ◆ So far, results show that it takes more than ~15 jet-medium interactions to see signs of jet quenching



Conclusions and outlook

- 🦐 **SHRiMPS for pA (and AA 🙌) is under construction!**
- 🦐 **It will contain effect that can hopefully described experimental observations of collectivity and other effects in a unique and coherent framework from pp to AA**
- 💎 **Opacity expansion studies will shine light on how much jet-medium interaction is necessary for observables to be affected**
- 💎 **We will look into RAA as well as collective flow observables (v_2)**

Thank you!

The background features a repeating pattern of stylized fish and diamonds. Each fish is depicted in profile, facing left, with a diamond-shaped gemstone positioned below its head. The fish and diamonds are rendered in a light gray color against a white background.

Back up slides

SHRiMPS

Soft and Hard Reactions Involving Multi Pomeron Scattering

 Using that and the optical theorem, the differential probabilities are obtained:

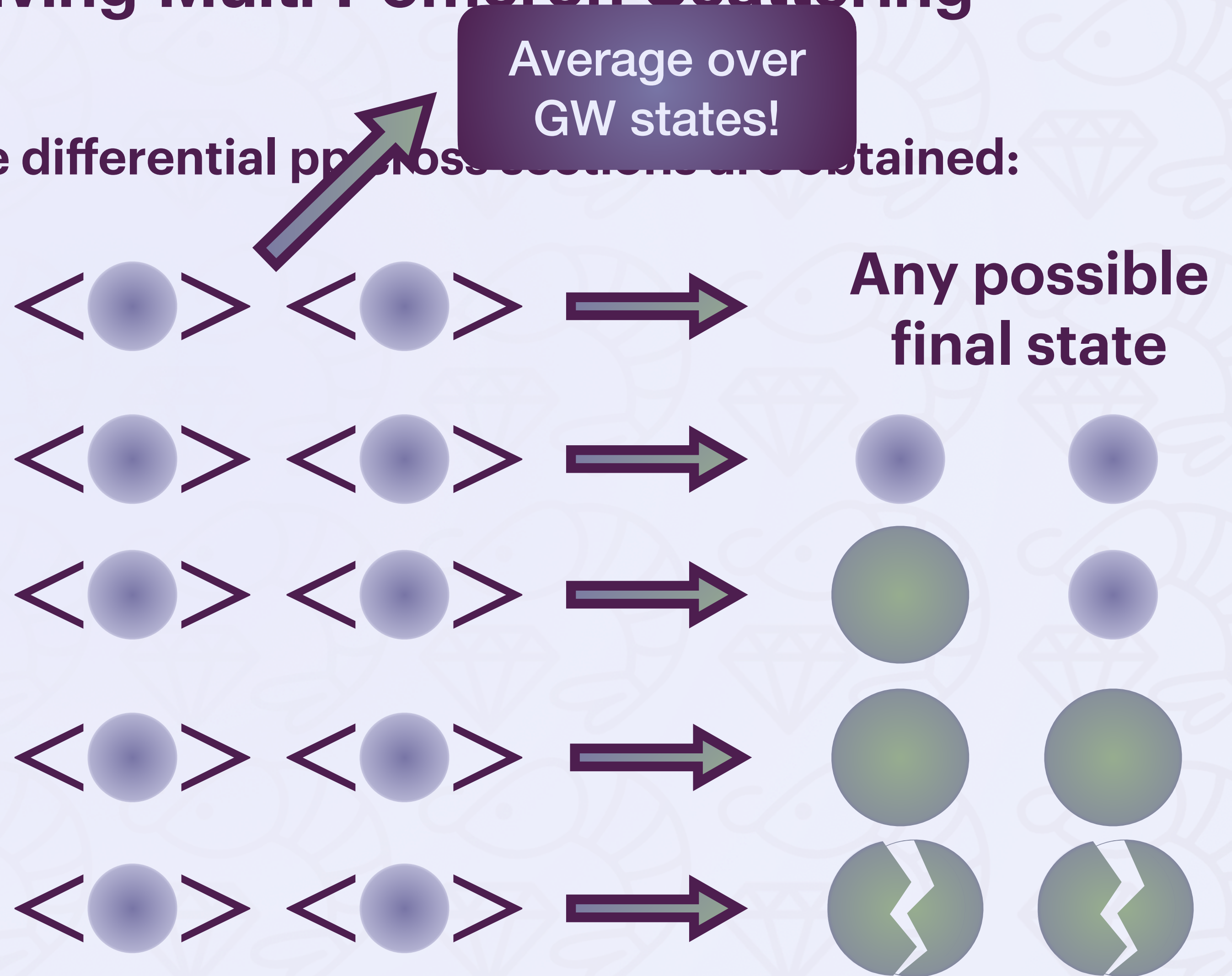
$$\frac{d\sigma_{tot}}{d\vec{B}_\perp} = 2 \sum_{i,k=1}^{N_{GW}} |a_i|^2 |a_k|^2 (1 - e^{-\Omega_{ik}(s,b)/2})$$

$$\frac{d\sigma_{el}}{d\vec{B}_\perp} = \left[\sum_{i,k=1}^{N_{GW}} |a_i|^2 |a_k|^2 (1 - e^{-\Omega_{ik}(s,B_\perp)/2}) \right]^2$$

Similar for Low Mass Single Diffraction

And for Low Mass Double Diffraction

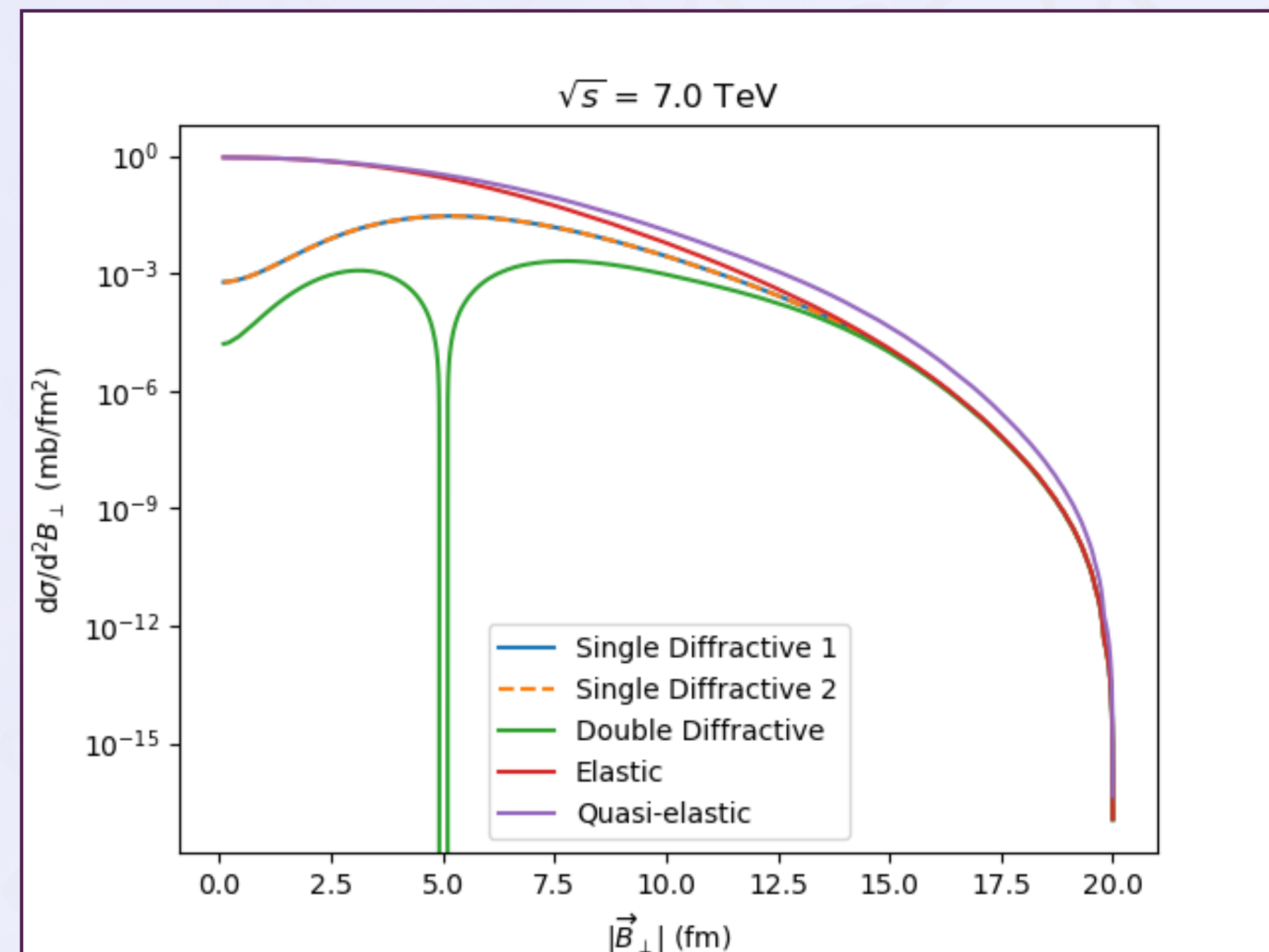
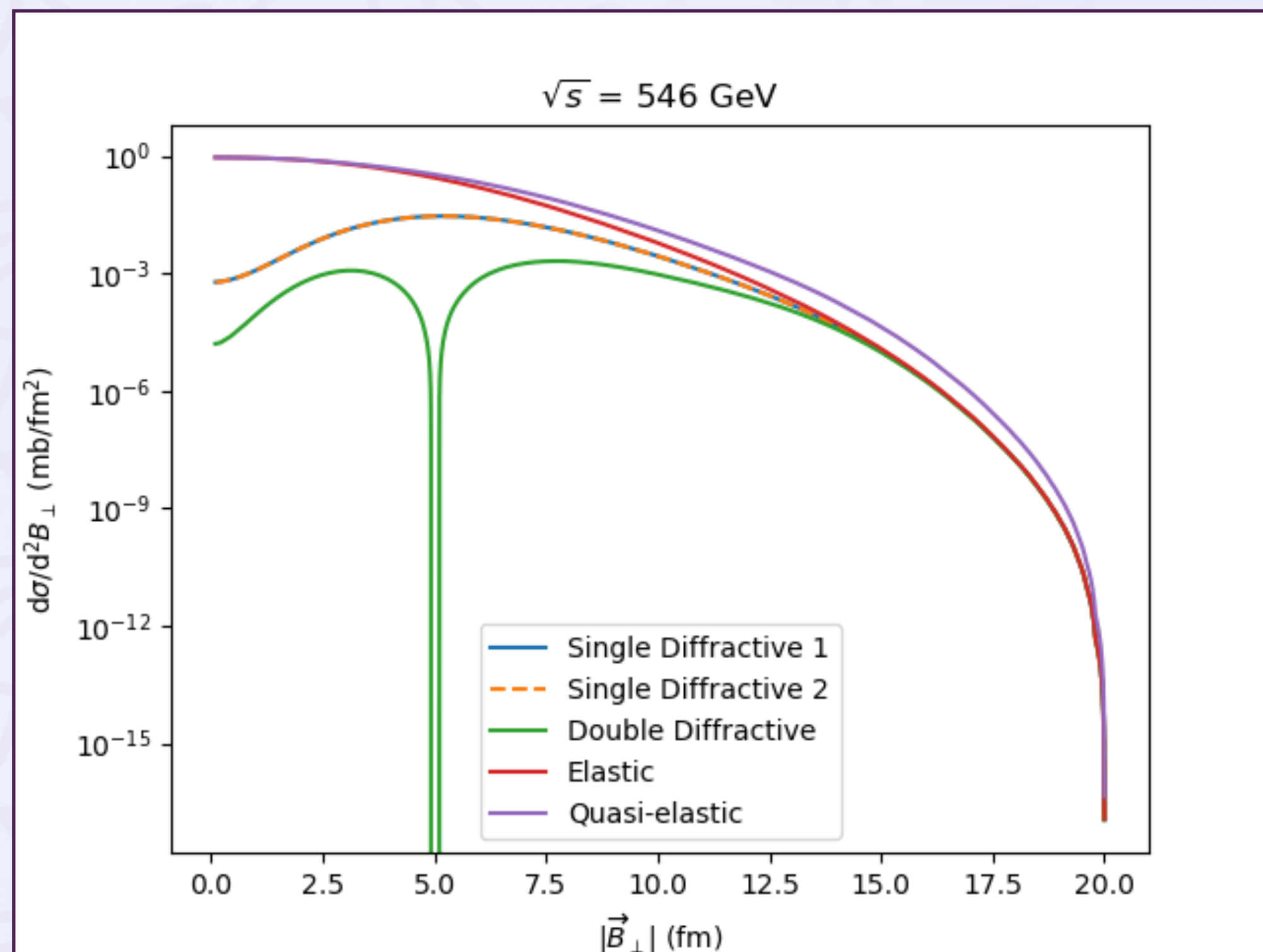
And for Inelastic Non-Diffractive



SHRiMPS

Soft and Hard Reactions Involving Multi Pomeron Scattering

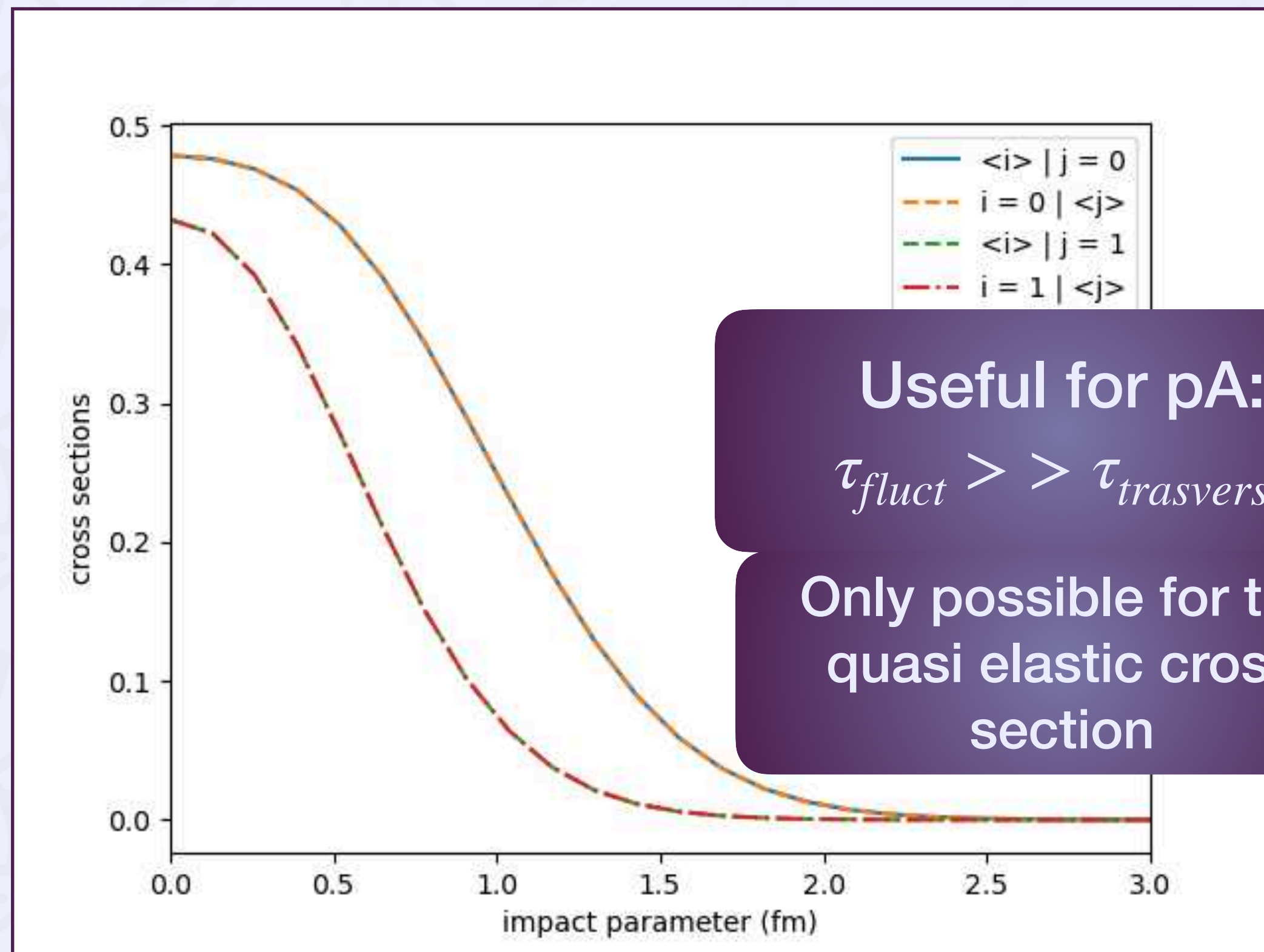
 The quasi elastic (elastic or low mass diffractive) cross sections as functions of impact parameter are:



SHRiMPS

Soft and Hard Reactions Involving Multi Pomeron Scattering

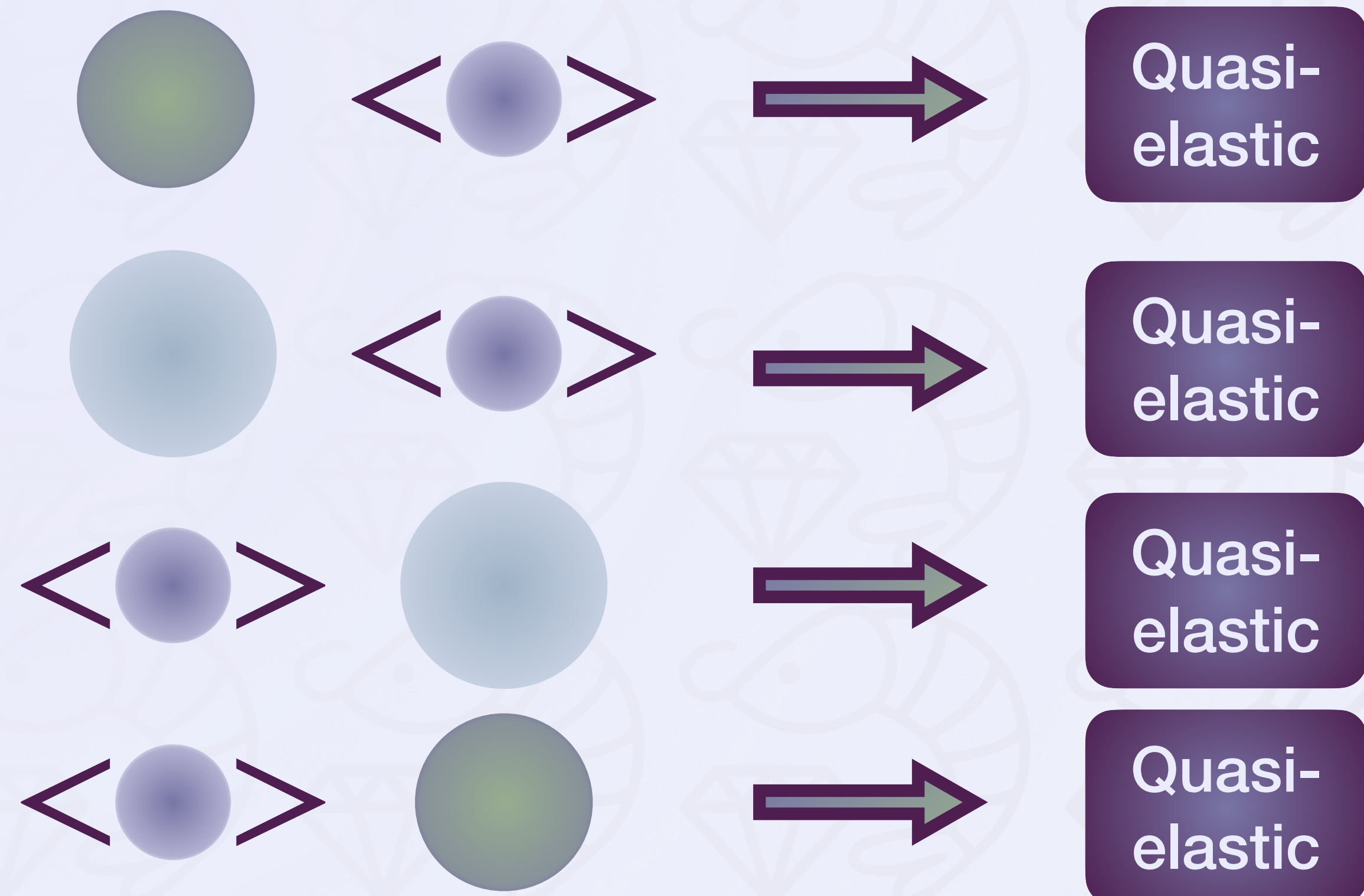
 We can also obtain the quasi elastic cross section when one of the incoming protons is in a fixed Good Walker state!!



Useful for pA:

$$\tau_{fluct} \gg \tau_{trasverse}$$

Only possible for the quasi elastic cross section

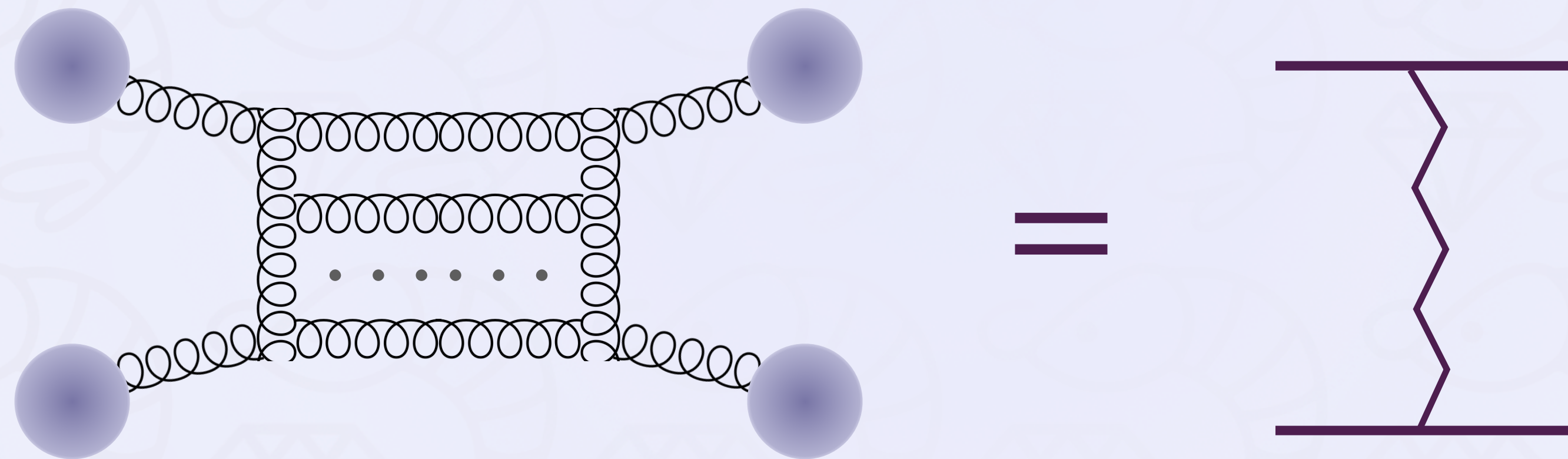


SHRiMPS

Soft and Hard Reactions Involving Multi Pomeron Scattering

 As for inelastic non-diffractive interactions...

 One can write probabilities for gluon emission per unit rapidity...



 ... and absorption, such that one can obtain diagrams as:



OBS: in SHRiMPS we generate the cut diagrams directly

Can obtain high mass diffraction or rescattering depending on how to cut the diagram