# Why is there Mass in the Universe?

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# - Elemental Physics Experimental Strategy ¬ Discovery r. mac eocl dh

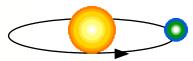
# **Elemental Physics**

- human attention to nature's order forces of natura Greece (atomism) India (vaisesika) China Zulu (amandala) Yoruba building blocks of matter structure of time and space Maya Lakota

Hopi

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celestial mechanics



# **Classical Physics**

y

gravity

projectile motion



- motions of material objects
  - $\bullet$  F = ma
- atomistic view
  - fundamental particles
  - deterministic operation
  - the cosmos is a clockwork
  - once the hands of the clock are set
    - evolution of the system completely determined

### ¬ unification of forces

- celestial and terrestrial mechanics
- electricity and magnetism
  electromagnetism

### ¬ a prominent difficulty

– what is light? a particle ('photon') or a wave?

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### Breakdown

- ¬ radioactivity
  - atoms not at most fundamental level
  - first direct hint of nuclear forces
- no ether for light to propagate thru
  - speed of light constant regardless of frame of reference
    - special relativity:

E=mc

- photon energies 'quantized'

leads to uncertainty principle:  $\Delta p \Delta x > h/2$ ,  $\Delta E \Delta t > h/2$ 

- can't obtain position and momentum perfectly, simultaneously
  - multiple measurements give multiple values
  - NOT measurement error: measurement alters system
- cosmic rays observed: new unusual particles
- birth of particle physics

### Four Fundamental Forces

### nuclear forces discovered

- strong, responsible for holding atomic nucleus together
- weak, responsible mainly for particle decay

<u>force</u>	coupling	range strength
strong	color	<b>10</b> <sup>18</sup> 1

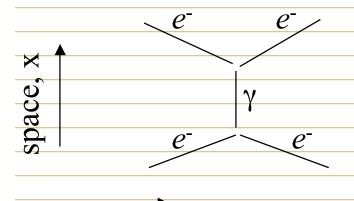
electromagneticharge ∞ 0.01

weak flavor 10<sup>15</sup> 10<sup>5</sup>

gravity mass ∞ 10<sup>38</sup>

# Interactions as Momentum Exchange

- conservation of momentum
- ¬ think of forces as interactions
  - two particles interact by exchanging a messenger particle
    - eg. electronmagnetism uses the photon



Think of two skaters

- one throws heavy ball to another
- thrower looses momentum
- receiver gains momentum

time, t

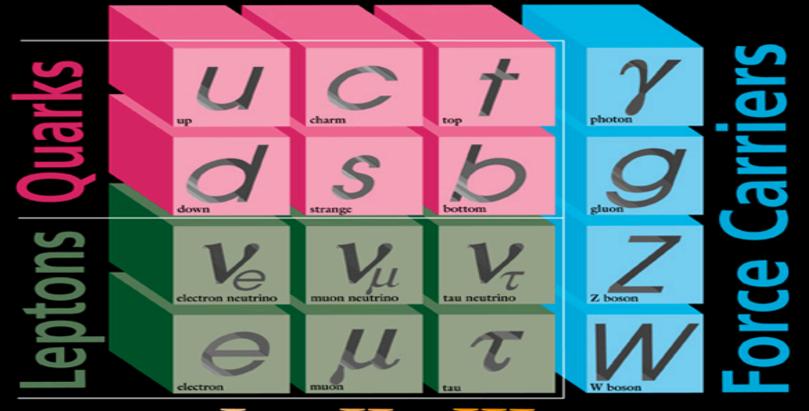
- exchanged particle
  - transfers momentum from one interacting particle to another

# **Example: Jet Production**

- strength of strong interaction
  - increases with increasing distance
    - opposite to gravity and electromagnetism



- when have to colored particles interacting
  - nature does not permit 'naked' color
  - energy in strong interaction
    - grows as particles move apart
  - when energy greater than masses of fundamental particles
    - a 'jet' of particles 'pulled' out of the virtual sea or vacuum
    - extremely messy and poorly understood process



Three Generations of Matter

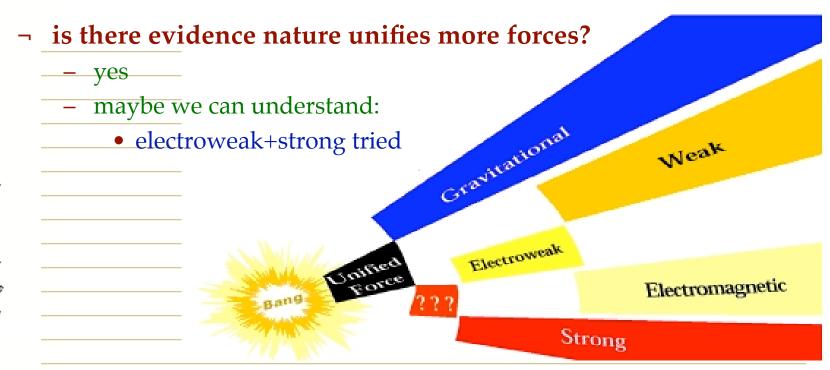
### **Electroweak Unification**

- electromagnetic and weak interactions
  - different manifestations of same, more fundamental force
  - why so different in strength?
    - due to mass of exchange particle (W and Z)
      - restricts distance over which weak interactions can occur
    - only different in strength at low energies
      - at higher energies, W and Z massless
- ¬ so how do the W and Z acquire mass?

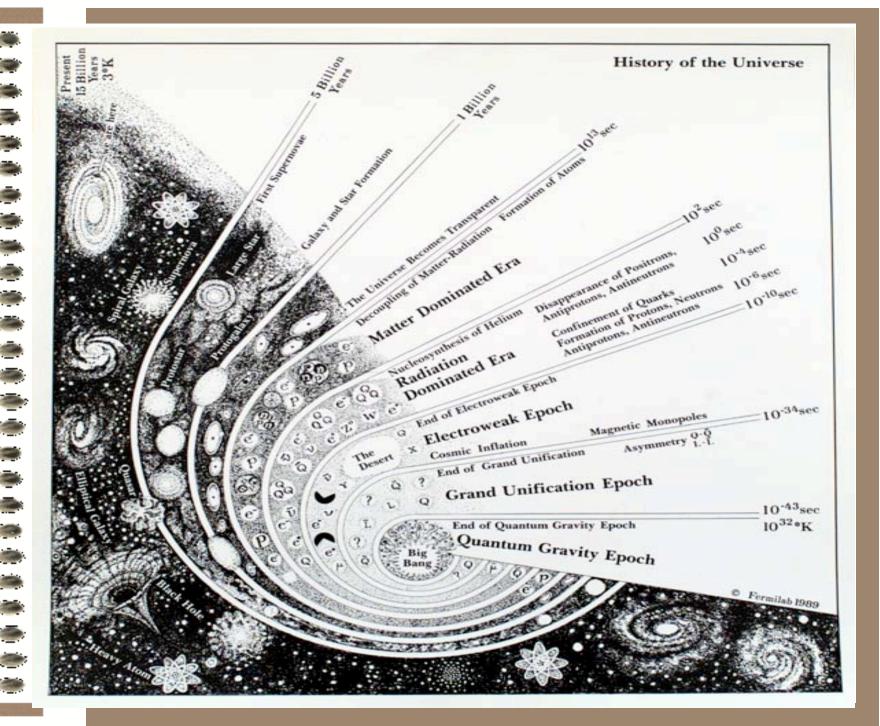


- analogy: iron atoms will align themselves at low temperatures
  - despite no direction preferred in interaction between atoms
  - therefore atoms acquire a certain energy
    - ie. must add heat to break the alignment
- lowest energy state of universe
  - nonzero Higgs field
  - generates mass for W and Z

### 'Grand' Unification



- different models give different predictions for what the Higgs is
- inherent prediction
  - protons will decay (ie. all matter inherently unstable)
  - looked for in experiment in Cleveland salt mine
    - no decay in longer than predicted lifetime ( $10^{32}$  yrs)
    - all models not yet ruled out



### The Fermilab Tevatron

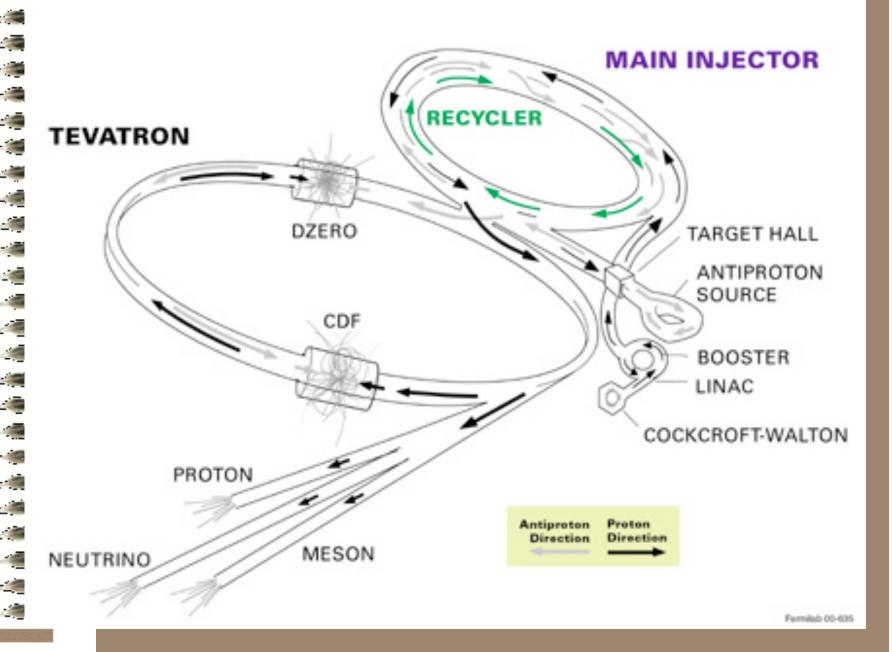
- strategy
  - higher energy allows
    - more energy to produce massive particles
      - like W, Z, top, Higgs
    - increases probability that colliding particles will interact
- 1 mile wide ring
  - counterrotating beams of protons, and antiprotons
  - special superconducting magnets (quadrupoles)
    - bring beams to focus
    - two interaction regions -- 'DZERO' detector at one of them
  - highest energy particle accelerator in the world (since 1985)
  - 7.6 million collisions per second!
- current run began in 2001
  - goes until end of this decade







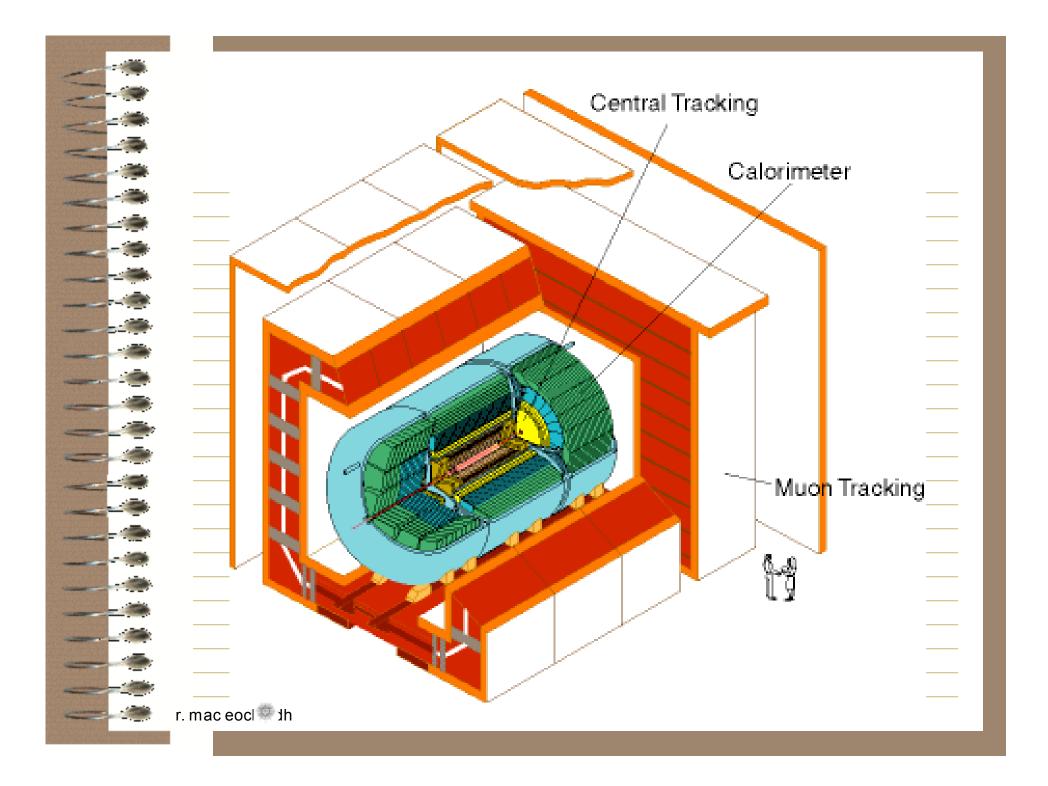
### FERMILAB'S ACCELERATOR CHAIN

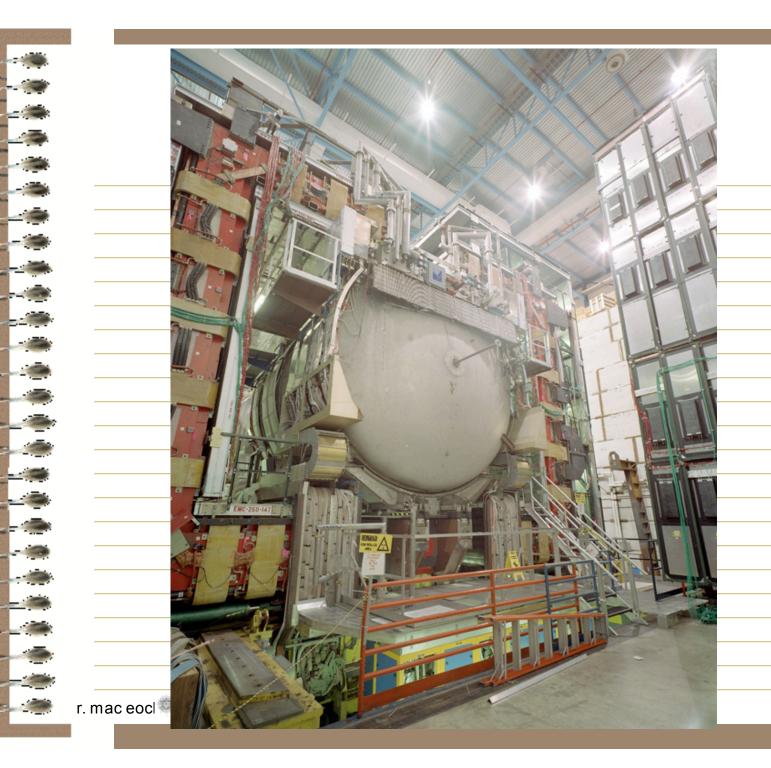




### The DØ Detector

- ¬ a collider detector
  - approx. 1 million detector elements
    - centered on a point along beamline where collisions occur
  - approximately 4 stories tall, and half a football field long
- ¬ 3 main regions/components
  - Tracking': closest to beampipe
    - observe 'tracks' left by charged particles from collisions
  - Calorimeter': next outward from beam
    - measure main energy depositions in event
  - outer region dedicated to identifying muons
    - muons can penetrate calorimeter
      - because don't interact strongly

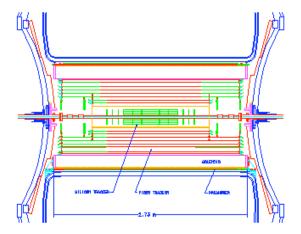


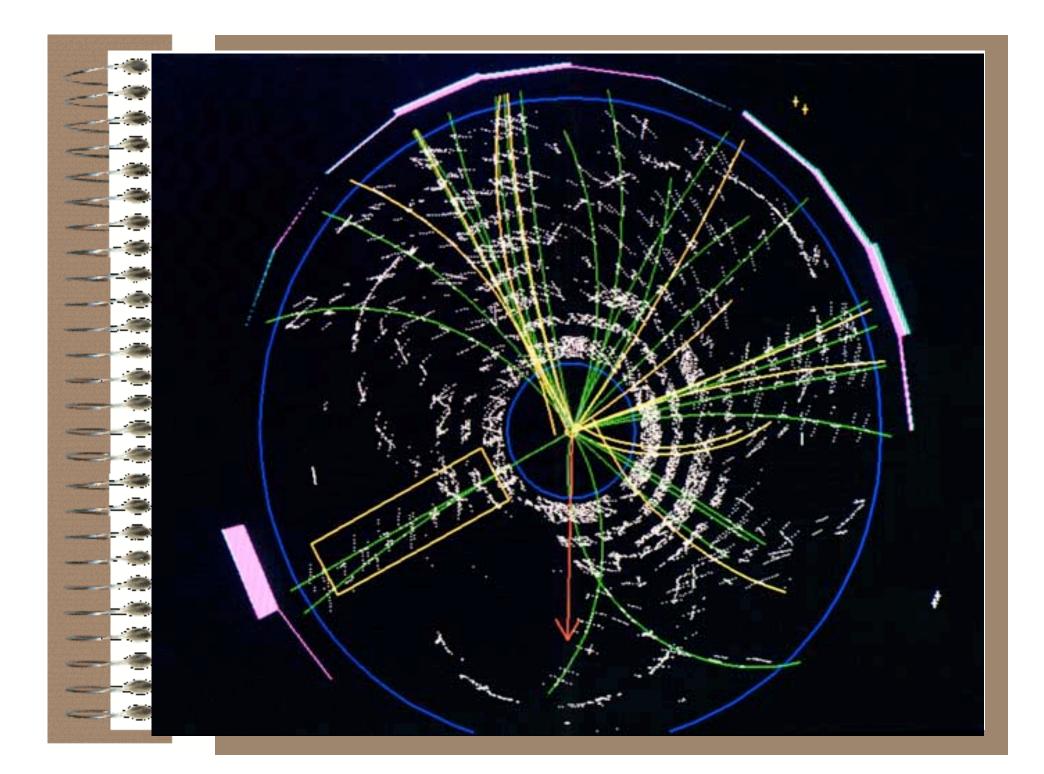




# **Tracking**

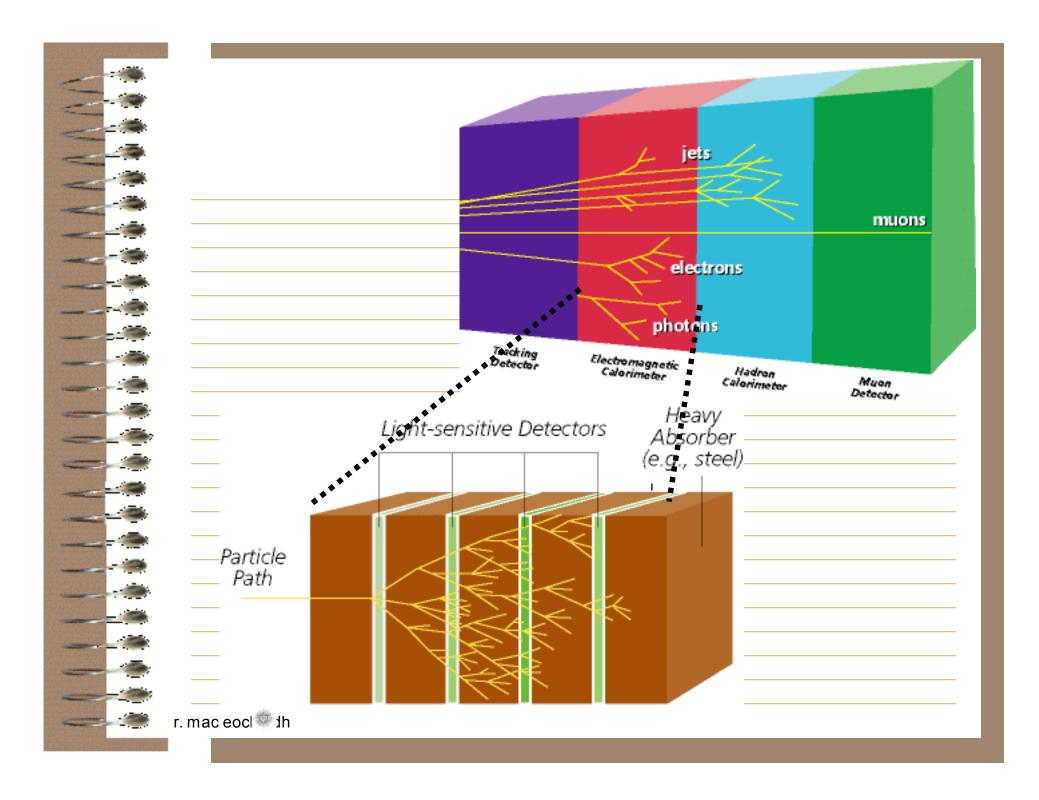
- ¬ measure particles' momentum vector
  - rely on their interactions with detector material via electromagnetism
- ¬ main component: 'fiber' tracker
  - similar to fiber optics used in phone lines
  - particle travels thru fiber
    - causes light to be produced
  - light travels down fiber to a detector at its end
- magnetic field
  - allows momentum of particle to be measured (F=qvxB)





# **Calorimetry**

- particle interactions with matter
  - leptons and photons interact only via electromagnetic interaction
  - jets interact via both strong and electromagnetic
  - when a particle collides with a block of matter
    - energy of particle goes into producing a 'shower' of electrons
      - ie. a current
    - total charge related to energy of original particle lost in absorber
- sampling calorimeter
  - calorimeter
    - put enough material to absorbe ALL of particle's energy
  - not necessary to detect all of charge produced
    - 'sample' the shower
      - use to estimate what happened in total shower
      - use high voltage to bring charge to a conductor where can measure current



# **Particle Identification**

### electrons

- shower in first layers of calorimeter
- inner track pointing to calorimeter energy

### ¬ \_jets

- interact with calorimeter by strong interaction
- energy deposited in all layers of calorimeter

### ¬ muons

- inner track plus track in outer muon system
- no significant calorimeter energy observed

## - neutrinos: major problem

- no color, no charge, so don't interact with detectors
- identify by conservation of momentum
  - incoming proton and antiproton
    - only have momentum along z-axis
    - no momentum in the plane transverse to beam axis
    - if net 'transverse energy' observed, we infer a neutrino

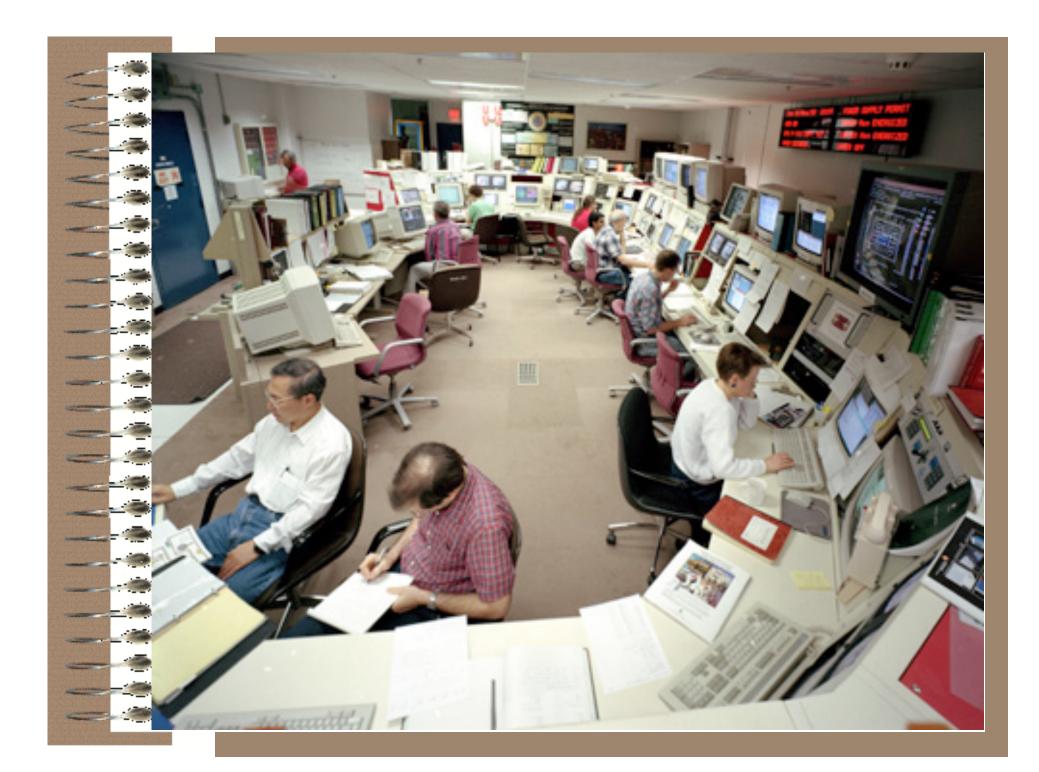
# **Running DZERO**

- approximately 1 million detection elements
  - value at each must be 'buffered' EVERY beam crossing
  - hold until a trigger decision is available
  - approximate amount of analog data generated and buffered per second



- control signals
  - control readout timing and coordination between detectors and data acquisition system
  - 128 Gbit ethernet links

approximately 10 Gbyte per second!



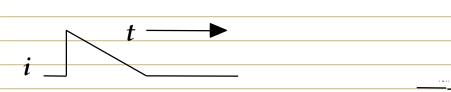
# **Triggering**

- ¬ 8 million interactions per second
- but, we can only write about 50 to tape!
- ¬ How do we choose which 50?
  - first level hardware trigger
    - electrons move really fast!
    - if setup electronics properly
      - can deliver information allowing quick decisions
    - usually loose some quality of the full information out of the detector
  - final software trigger level
    - much slower, but can use full information
    - performs refined measurements for final decision

# **Example: Hardware Calorimeter Trigger**

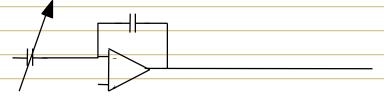
### ¬ \_current comes from detector

- amplified and converted to a voltage
  - rise time around 300 ns (> 132 ns intercollision time)
    - still too slow for trigger



current from shower

voltage (O(~1 v)) from preamp - gain of 10

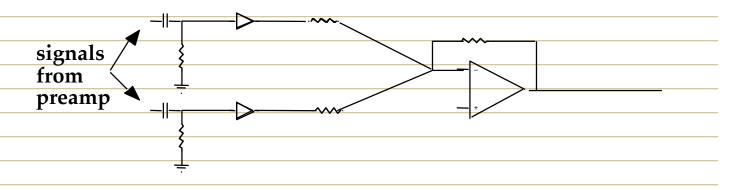


300ns

particle thru detector cell

# **Trigger Signals**

- don't have time to let all charge arrive
  - take derivative of signals for each calorimeter cell
  - sum up nearby cells
    - if alot of energy grouped together, then trigger event



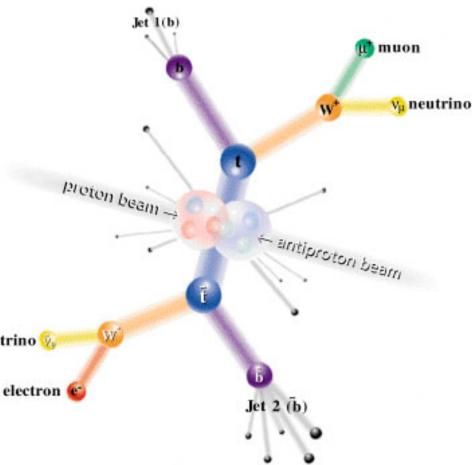
**Differentiation Stage:** Summation Stage:

incoming voltage - outgoing pulse sum of incoming pulses

differentiated signal for triggering

# Top Quark

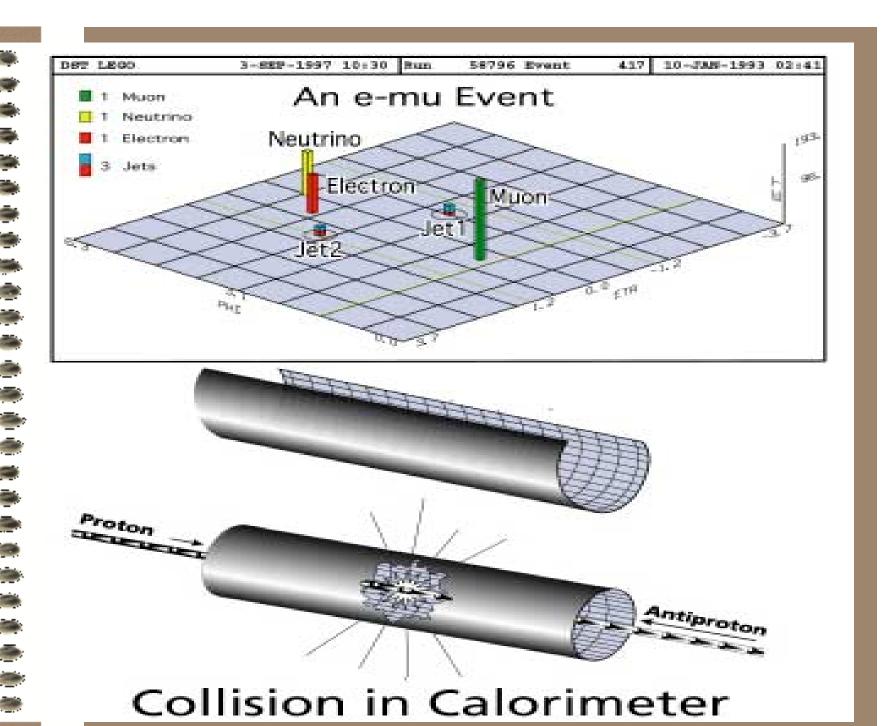
- crucial test of the electroweak model
  - since there is a b-quark, there must be a partner, the top quark
  - also required in most extensions of the electroweak model
- produced at the Tevatron
  - top and antitop pairs
  - very rare
- each top quark
  - decays to a W particle
  - W decays to
    - quark-antiquark
    - OR lepton-neutrin@utrino@

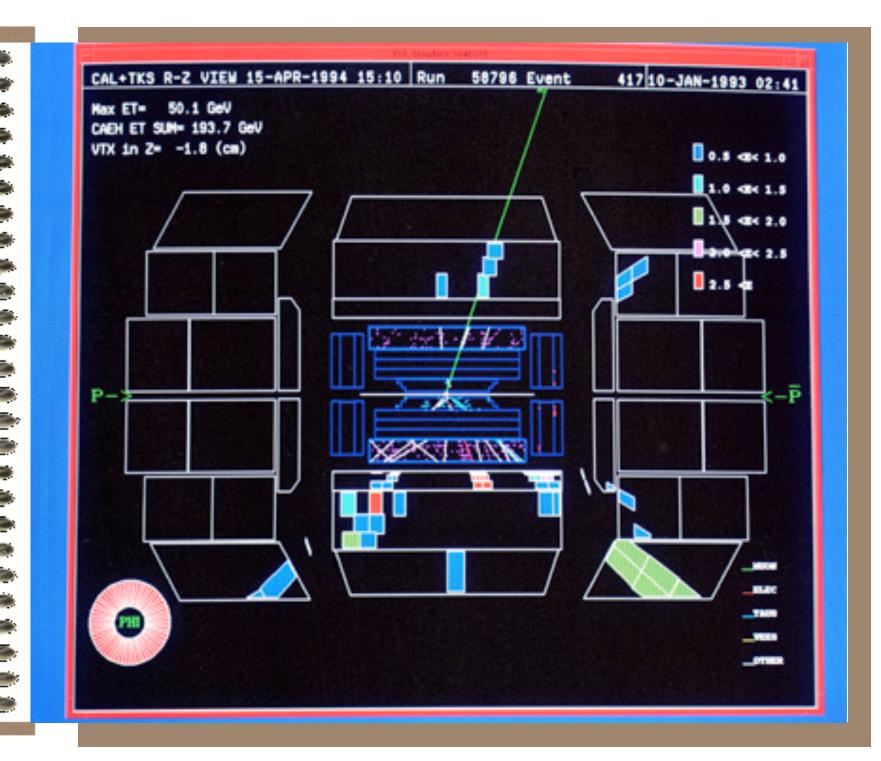


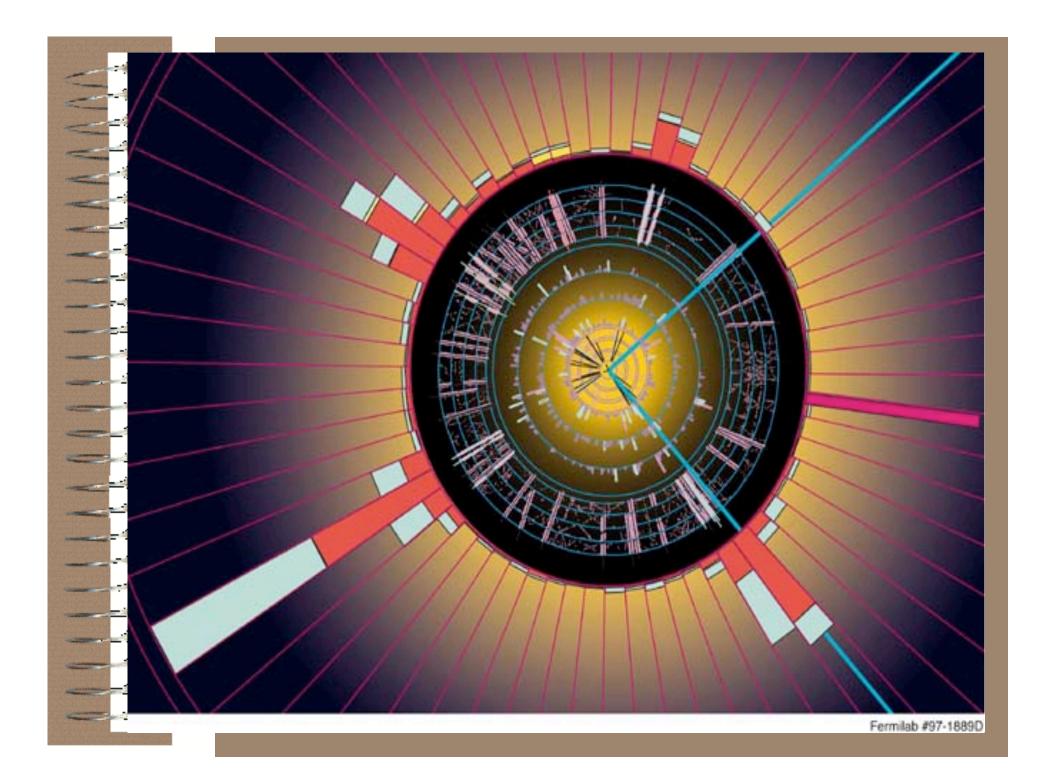
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# Example: 'Dilepton events'

- ¬ both W's decay to lepton/neutrino pairs
- ¬ -detectable final states
  - dielectron, dimuon, and electron-muon, plus two neutrinos
  - each state also has two jets from b-quarks
- backgrounds inherently low
  - very few real physics process can make significant #s of high energy lepton pairs
    - most common of these does not produce neutrinos
  - leptons can be faked by detector imperfections
    - also very rare
    - due to noise, or similarities of photon and electron showers
    - important in any detector:
      - minimize noise
      - maximize descrimination power against background

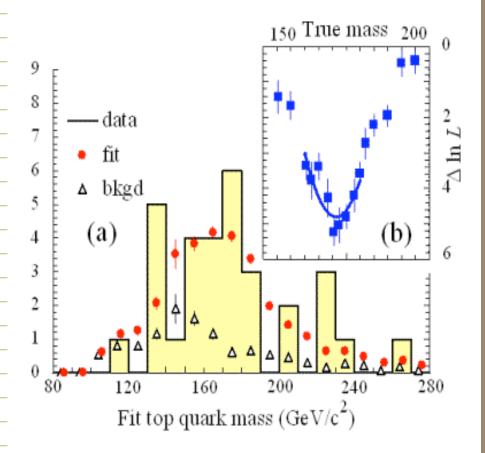






# What We Know About Top So Far

- ¬ discovered in 1995
- first measurement of production probability
  - agrees well with theory
- important to studies of underlying physics:
  - early relative rates of decay modes
    - as predicted
  - first top mass measurement
    - where electroweak model expects it



# The Hunt for the Higgs

- top mass strangely high: Why?

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