

The physics of parton showers

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The aim of these lectures

- How can we understand the evolution of a parton shower? What is the underlying physics?
- I will concentrate on **evolution equations**.
- My analysis follows work with Zoltan Nagy.
- I will say little about **computer algorithms** to implement these equations.
 - ▶ In fact, the general shower evolution equation is beyond what one can efficiently implement.

What do parton shower event generators do?

- An “event” is a list of particles (pions, protons, ...) with their momenta.
- The MCs generate events.
- The probability to generate an event is proportional to the (approximate!) cross section for such an event.
- Alternatively, cross section could be a weight given by the program times the probability to generate the event.

The description of an event is a bit tricky...

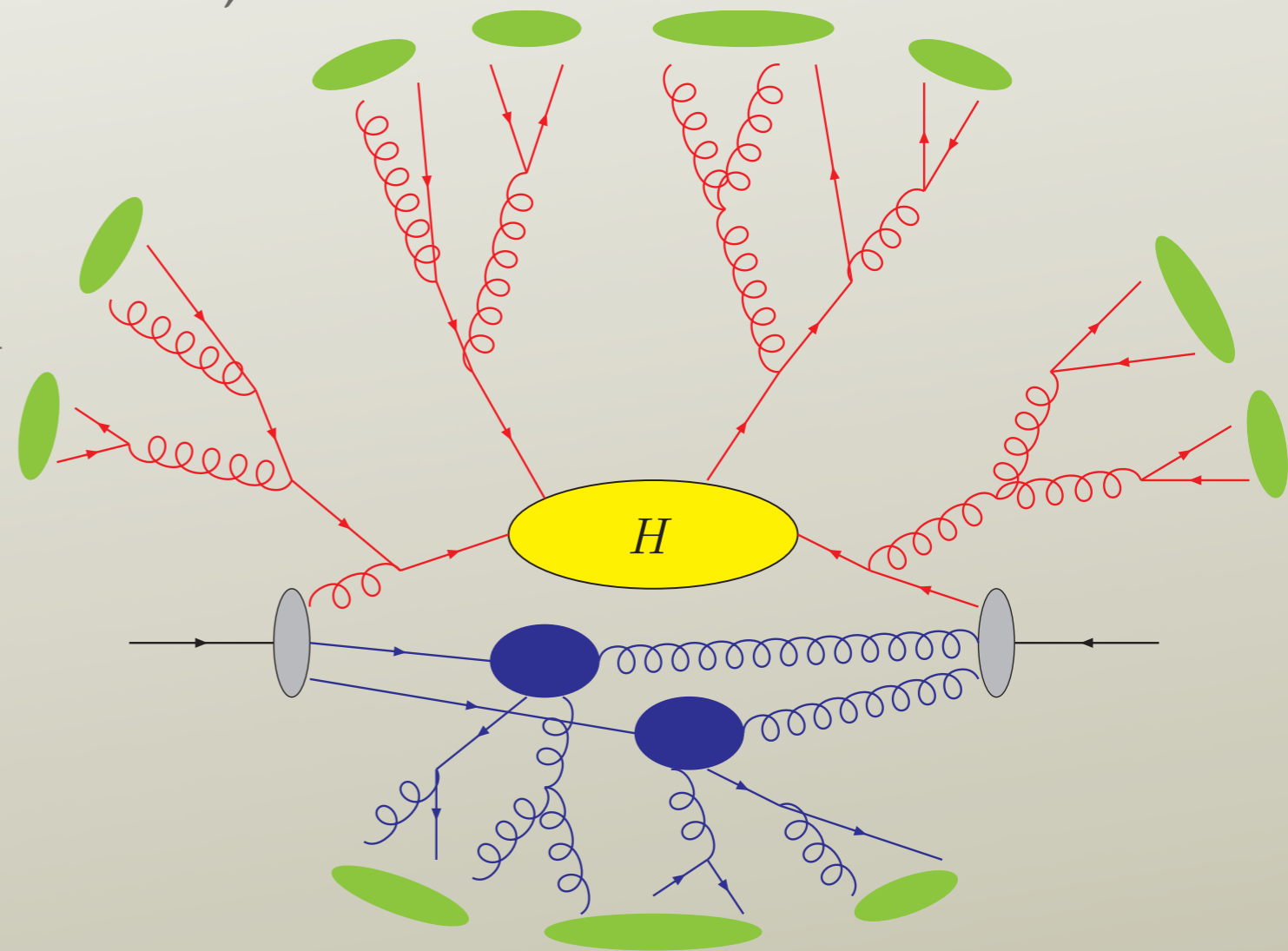
1. Incoming hadron (*gray bubbles*)
➔ Parton distribution function

2. Hard part of the process H
➔ Matrix element calculation at LO, NLO, ... level

3. Radiation (*red graphs*)
➔ Parton shower calculation
➔ Matching to the hard part

4. Underlying event (*blue graphs*)
➔ Models based on multiple interaction

5. Hadronization (*green bubbles*)
➔ Universal models



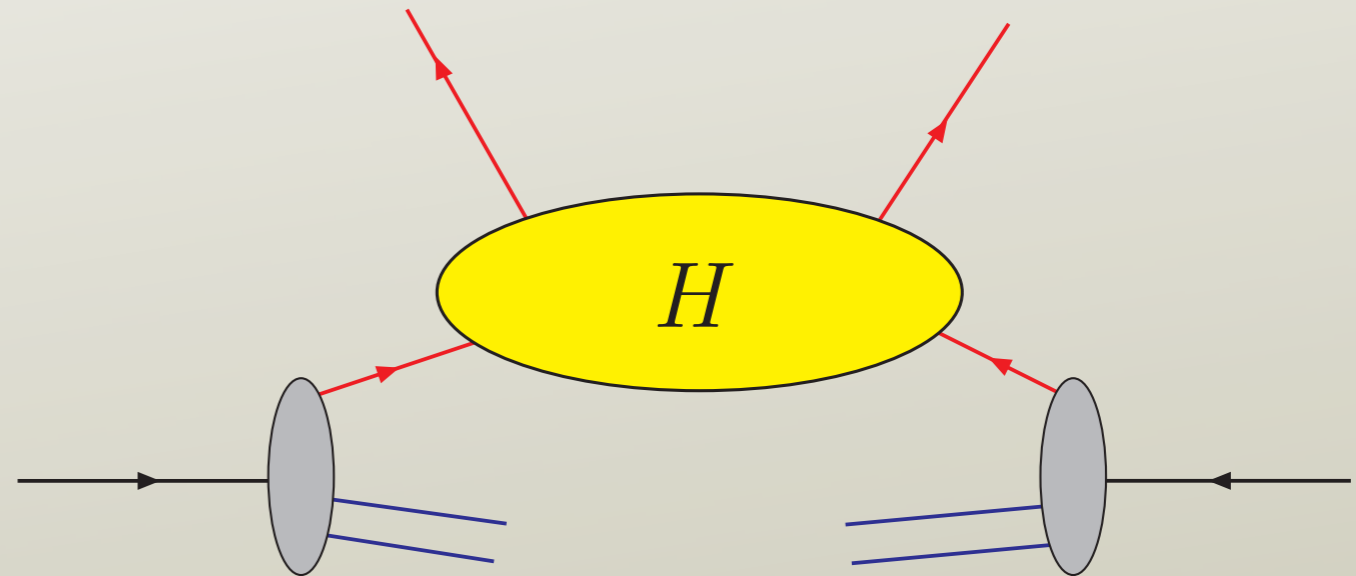
Compare this to a perturbative cross section

1. Incoming hadron (*gray bubbles*)

➔ Parton distribution
function

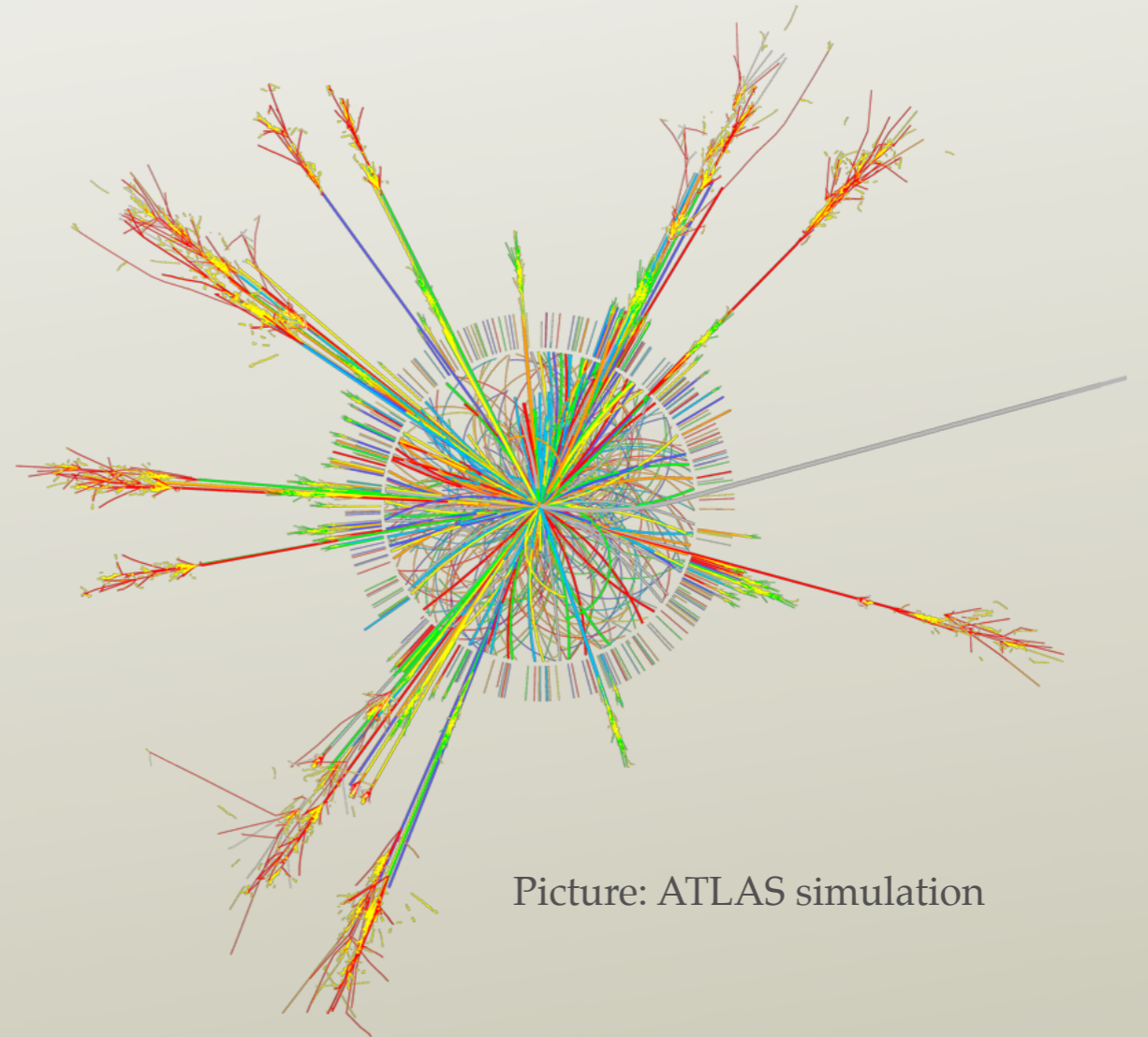
2. Hard part of the process

➔ Matrix element calculation
at LO, NLO, ... level



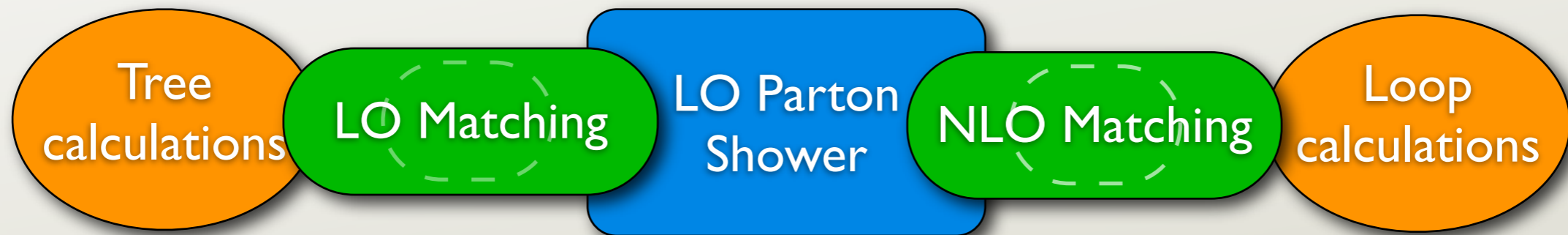
Why do we need parton showers?

- We need predictions for events at LHC and Tevatron.
- LO and NLO perturbation theory can give predictions for very inclusive cross sections.
- We use parton showers to get predictions for the **complete final state** approximately right.



Picture: ATLAS simulation

Matching



- One can match the parton shower calculation to exact tree level $2 \rightarrow n$ cross sections for small values of n .
- One can, with difficulty, also do this with loop level $2 \rightarrow n$ perturbative calculations.
- I omit discussion of these important topics.
- Instead, I discuss just lowest order parton showers.

A simple illustration

- Use an example in which partons carry momenta, but no flavor, color, or spin.
- ϕ^3 theory in six dimensions works for this.
- Also, just consider the evolution of the final state, as in electron-positron annihilation.

States

- For a generic description of shower MCs, use a notation adapted to **classical** statistical mechanics.
- State with m final state partons with momenta p

$$|\{p\}_m\rangle = |\{p_1, p_2, \dots, p_m\}\rangle$$

- General state $|\rho\rangle$
- Cross section for the state to have m partons with definite momenta $(\{p\}_m|\rho)$
- Completeness relation

$$1 = \sum_m \frac{1}{m!} \int [d\{p\}_m] |\{p\}_m\rangle (\{p\}_m|$$

Measurement functions

- Measurement function $(F|$
- Cross section for F

$$\begin{aligned}\sigma[F] &= \sum_m \frac{1}{m!} \int [d\{p\}_m] (F|\{p\}_m)(\{p\}_m|\rho) \\ &= (F|\rho)\end{aligned}$$

- Totally inclusive measurement function $(1|$

$$(1|\{p\}_m) = 1$$

Evolution

- State evolves in resolution scale t .
- $t = 0$: hard; increasing t means softer.

- Evolution follows a linear operator

$$|\rho(t)\rangle = \mathcal{U}(t, t')|\rho(t')\rangle$$

- Evolution does not change the cross section

$$(1|\mathcal{U}(t, t')|\rho(t')\rangle) = (1|\rho(t')\rangle)$$

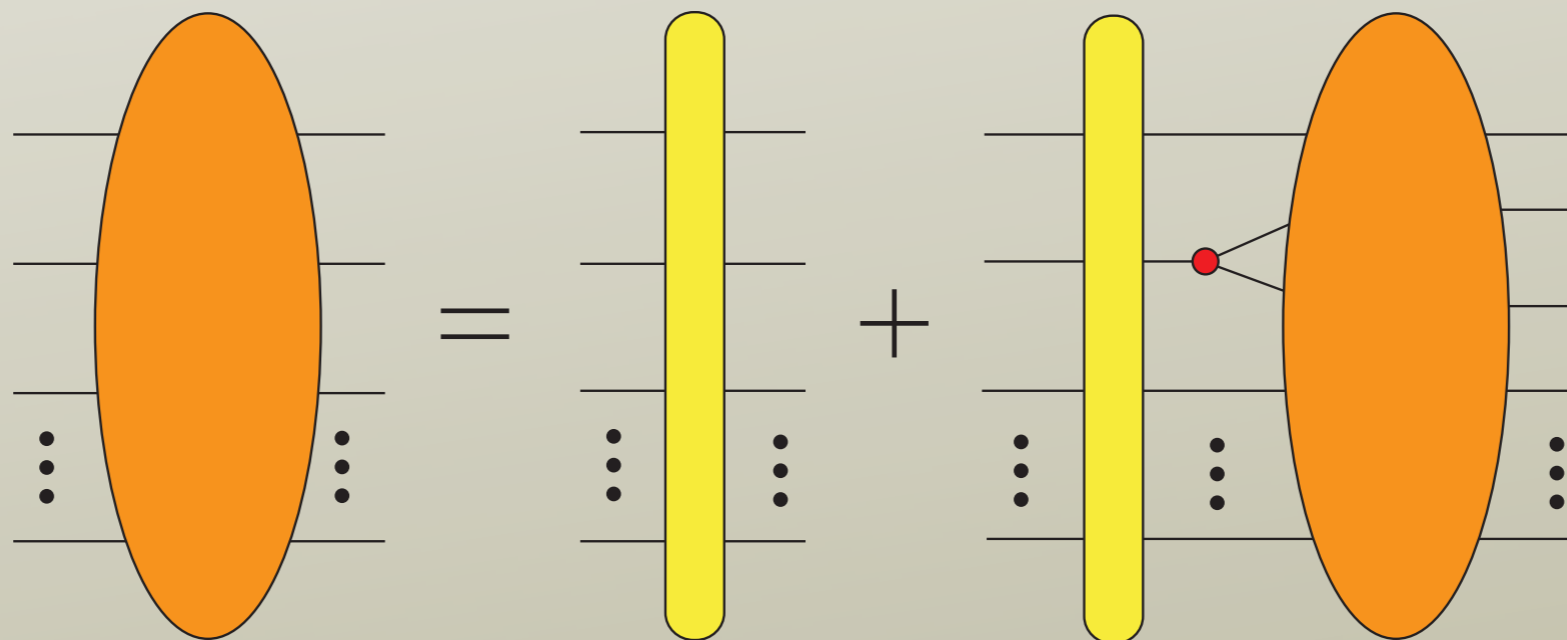
Structure of evolution

$$\mathcal{U}(t_3, t_1) = \mathcal{N}(t_3, t_1) + \int_{t_1}^{t_3} dt_2 \mathcal{U}(t_3, t_2) \mathcal{H}_I(t_2) \mathcal{N}(t_2, t_1)$$

$\mathcal{H}_I(t)$ = splitting operator

$\mathcal{N}(t', t)$ = no change operator

$$\mathcal{N}(t', t)|\{p\}_m\rangle = \Delta(t, t'; \{p\}_m)|\{p\}_m\rangle$$



Probability conservation

$$\mathcal{U}(t_3, t_1) = \mathcal{N}(t_3, t_1) + \int_{t_1}^{t_3} dt_2 \mathcal{U}(t_3, t_2) \mathcal{H}_I(t_2) \mathcal{N}(t_2, t_1)$$

$$\langle 1 | \mathcal{U}(t, t') = \langle 1 | \quad \text{and} \quad \mathcal{N}(t', t) | \{p\}_m = \Delta(t, t'; \{p\}_m) | \{p\}_m$$

$$1 = \Delta(t_3, t_1; \{p\}_m) + \int_{t_1}^{t_3} dt_2 \langle 1 | \mathcal{H}_I(t_2) | \{p\}_m \Delta(t_2, t_1; \{p\}_m)$$

$$\frac{d}{dt_3} \Delta(t_3, t_1; \{p\}_m) = - \langle 1 | \mathcal{H}_I(t_3) | \{p\}_m \Delta(t_3, t_1; \{p\}_m)$$

$$\Delta(t_3, t_1; \{p\}_m) = \exp \left(- \int_{t_1}^{t_3} d\tau \langle 1 | \mathcal{H}_I(\tau) | \{p\}_m \right)$$

Summary

$$\mathcal{U}(t_3, t_1) = \mathcal{N}(t_3, t_1) + \int_{t_1}^{t_3} dt_2 \mathcal{U}(t_3, t_2) \mathcal{H}_I(t_2) \mathcal{N}(t_2, t_1)$$

$$\mathcal{N}(t', t) | \{p\}_m = \Delta(t, t'; \{p\}_m) | \{p\}_m$$

Inclusive probability
to split in time $d\tau$

$$\Delta(t_3, t_1; \{p\}_m) = \exp \left(- \int_{t_1}^{t_3} d\tau (1 | \mathcal{H}_I(\tau) | \{p\}_m) \right)$$

Probability not to split
between times t_1 and t_3

Splitting

$$M(\{\hat{p}\}_{m+1}) \approx M(\{p\}_m) \times \frac{g}{2\hat{p}_l \cdot \hat{p}_{m+1}}$$

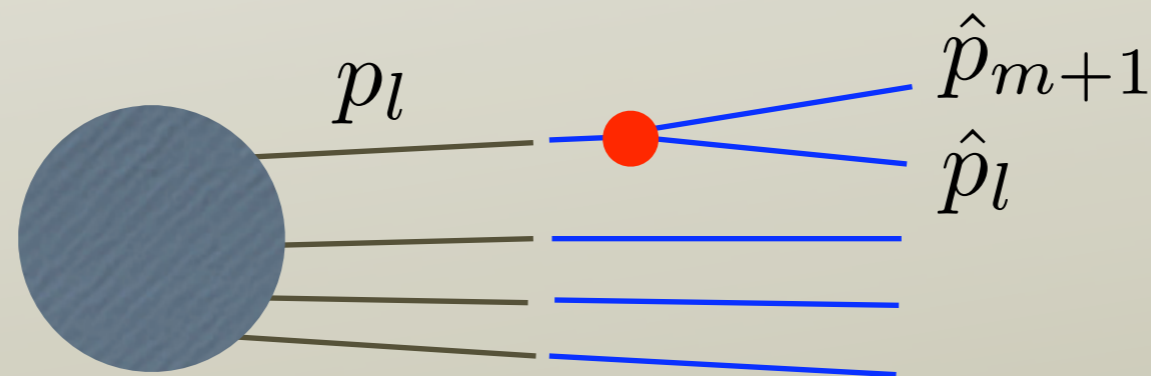


$$(\{\hat{p}\}_{m+1} | \mathcal{H}_I(t) | \rho)$$

$$= \sum_l \delta \left(t - \log \left(\frac{Q_0^2}{2\hat{p}_l \cdot \hat{p}_{m+1}} \right) \right) \left[\frac{g}{2\hat{p}_l \cdot \hat{p}_{m+1}} \right]^2 (\{p\}_m | \rho)$$

Kinematics

- The details are not important, but it is important to know that there are details.
- Parton l splits into partons l and $m + 1$.
- Before the splitting, momenta are p_i .
- After the splitting, momenta are \hat{p}_i .



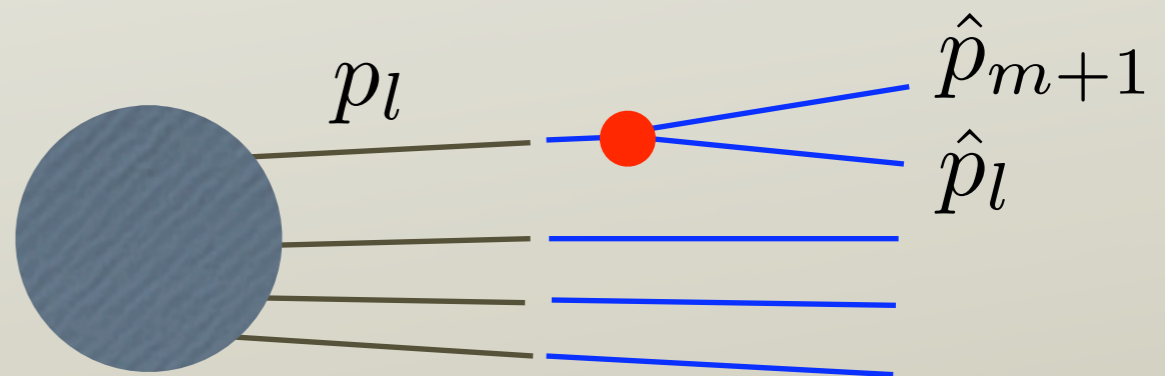
- We need $p_l^2 = 0$, but then $p_l \neq \hat{p}_l + \hat{p}_{m+1}$.

One choice

- Total momentum of final state partons Q
- Lightlike reference vector n

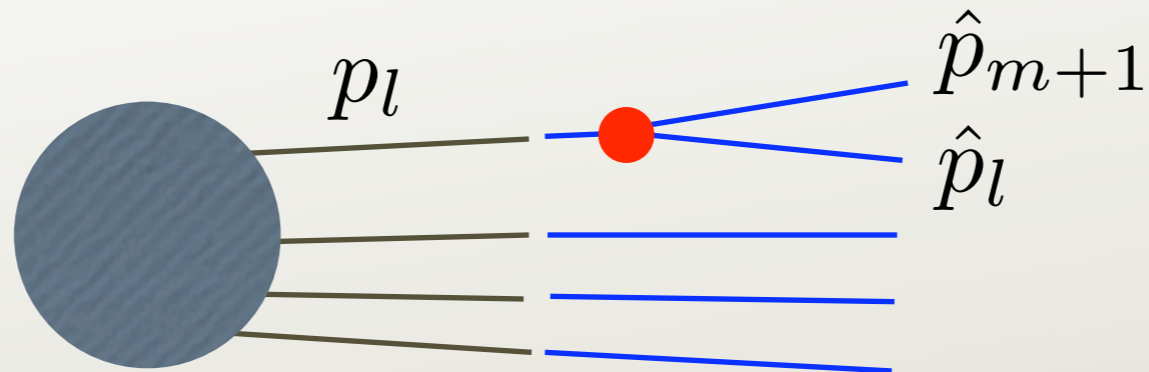
$$n = Q - \frac{Q^2}{2p_l \cdot Q} p_l$$

- Splitting variables:
 - * Virtuality variable y
 - * Momentum fraction z
 - * Transverse unit vector u_{\perp}



- $y = \frac{2\hat{p}_{m+1} \cdot \hat{p}_l}{2p_l \cdot Q}$

- Use shorthand $\lambda = \sqrt{(1 + y)^2 - 4yQ^2} / (2p_l \cdot Q)$.



- Then define \hat{p}_{m+1} and \hat{p}_l in terms of the splitting variables.

$$\hat{p}_{m+1} = z \frac{1 + \lambda + y}{2} p_l + (1 - z) \frac{2y}{1 + \lambda + y} n_l + \sqrt{2z(1 - z)y} u_{\perp}$$

$$\hat{p}_l = (1 - z) \frac{1 + \lambda + y}{2} p_l + z \frac{2y}{1 + \lambda + y} n_l - \sqrt{2z(1 - z)y} u_{\perp}$$

- Note that $\hat{p}_{m+1} + \hat{p}_l$ is not exactly p_l .
- Maintain momentum conservation with a Lorentz transformation of the spectator momenta.

$$\hat{p}_i = \Lambda p_i$$

Summary of splitting

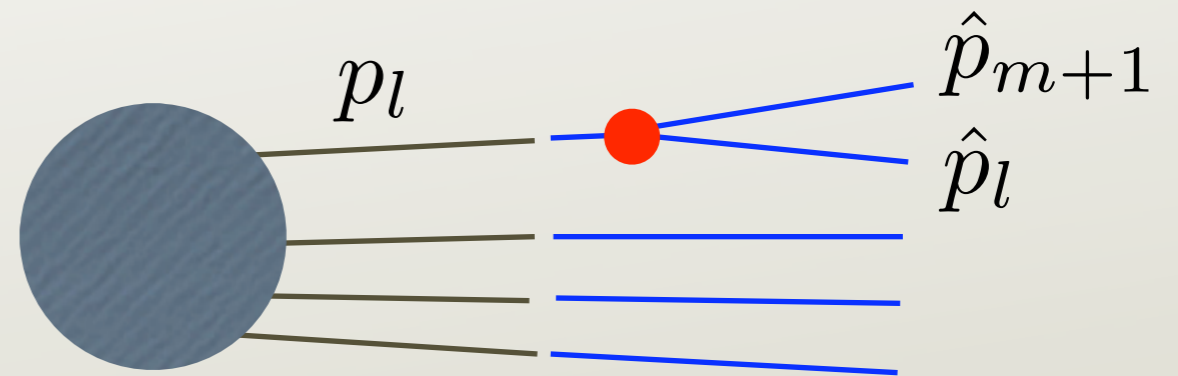
- Using y, z, u_{\perp} ,

$$\left(\{\hat{p}\}_{m+1} \mid \mathcal{H}_I(t) \mid \rho \right)$$

$$= \sum_l \delta \left(t - \log \left(\frac{Q_0^2}{y 2p_l \cdot Q} \right) \right) \left[\frac{g}{y 2p_l \cdot Q} \right]^2 \left(\{p\}_m \mid \rho \right)$$

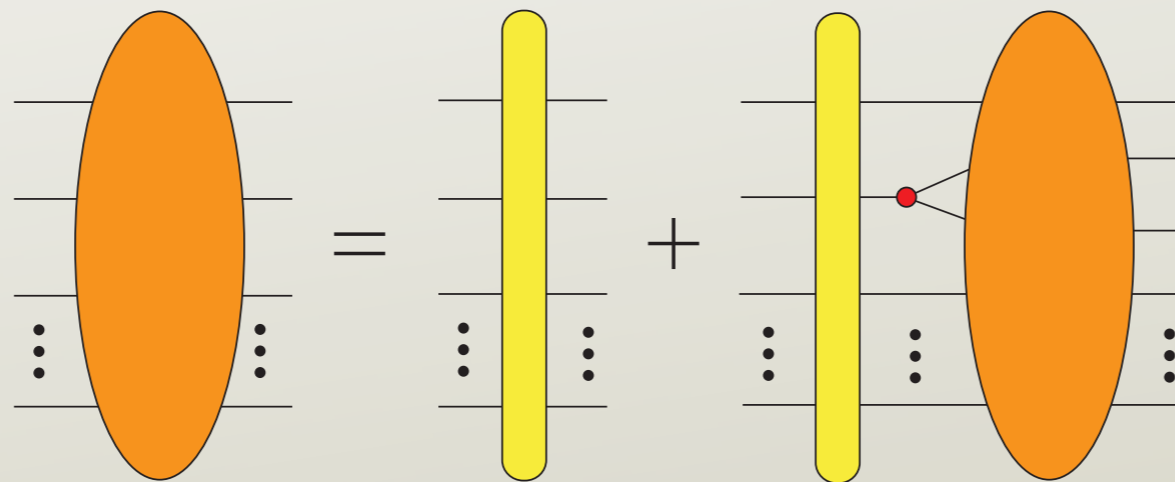
- y is fixed by t .
- The \hat{p}_i are given by the p_i and the splitting variables.
- The splitting probability, including a jacobian factor, is proportional to

$$dt \, z(1-z) dz \, du_{\perp}$$

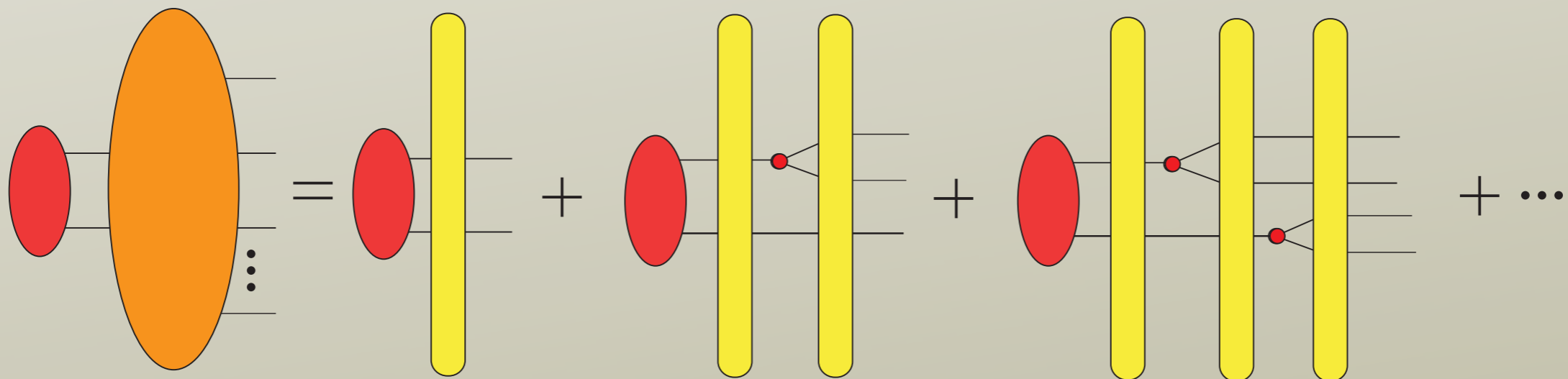


Solution of evolution

- Evolution equation



- generates (either analytically or in computer code)



Differential equation

- $\mathcal{U}(t, t')$ obeys a simple differential equation.
- Define $\mathcal{V}(t)$ by

$$\mathcal{V}(t)|\{p\}_m) = v(t, \{p\}_m)|\{p\}_m)$$

$$v(t, \{p\}_m) = (1|\mathcal{H}_I(t)|\{p\}_m)$$

- Then

$$\frac{d}{dt} \mathcal{N}(t, t') = -\mathcal{V}(t) \mathcal{N}(t, t')$$

• Then

$$\frac{d}{dt} \mathcal{U}(t, t') = [\mathcal{H}_I(t) - \mathcal{V}(t)] \mathcal{U}(t, t')$$

• Proof. Suppose that $\mathcal{U}(t, t')$ obeys this equation and define

$$\tilde{\mathcal{U}}(t, t') = \mathcal{N}(t, t') + \int_{t'}^t d\tau \mathcal{U}(t, \tau) \mathcal{H}_I(\tau) \mathcal{N}(\tau, t')$$

Then

$$\frac{d}{dt} \tilde{\mathcal{U}}(t, t') = [\mathcal{H}_I(t) - \mathcal{V}(t)] \tilde{\mathcal{U}}(t, t')$$

Also

$$\tilde{\mathcal{U}}(t', t') = \mathcal{U}(t', t')$$

Thus

$$\tilde{\mathcal{U}}(t, t') = \mathcal{U}(t, t')$$

Connection with perturbation theory

$$\frac{d}{dt} \mathcal{U}(t, t') = [\mathcal{H}_I(t) - \mathcal{V}(t)] \mathcal{U}(t, t')$$

implies

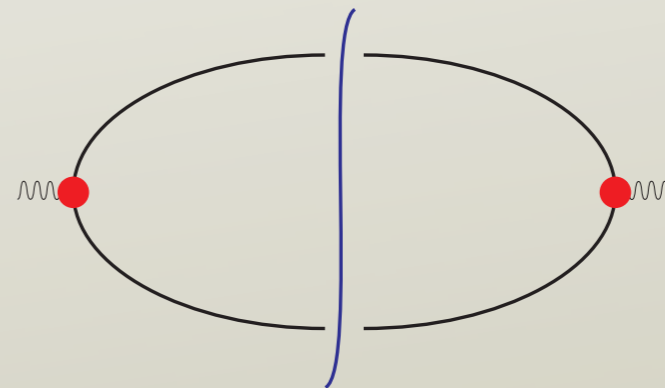
$$(F | \mathcal{U}(t_f, 0) | \rho(0)) = (F | \rho(0)) + \int_0^{t_f} dt (F | \mathcal{H}_I(t) - \mathcal{V}(t) | \rho(0)) + \dots$$

The corresponding graphs

$$(F|\mathcal{U}(t_f, 0)|\rho(0)) = (F|\rho(0)) + \int_0^{t_f} dt (F|\mathcal{H}_I(t) - \mathcal{V}(t)|\rho(0)) + \dots$$

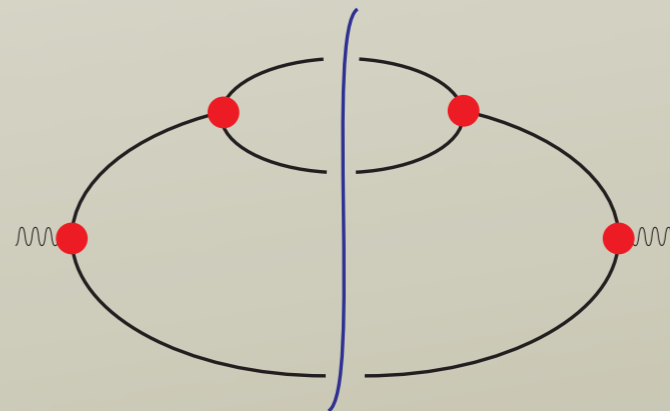
- Born hard scattering graph

$$(F|\rho(0))$$



- Approximate real emission with virtuality cutoff

$$\int_0^{t_f} dt (F|\mathcal{H}_I(t)|\rho(0))$$



- Approximate virtual graphs with virtuality cutoff

$$\int_0^{t_f} dt (F|\mathcal{V}(t)|\rho(0))$$

- The true virtual graphs obey

$$(1|\mathcal{V}_{\text{true}}(t)|\rho(0)) - (1|\mathcal{H}_I(t)|\rho(0)) \rightarrow 0 \quad \text{for } t \rightarrow \infty.$$

- Our approximation shares this property since

$$(1|\mathcal{V}(t)|\rho(0)) - (1|\mathcal{H}_I(t)|\rho(0)) = 0$$

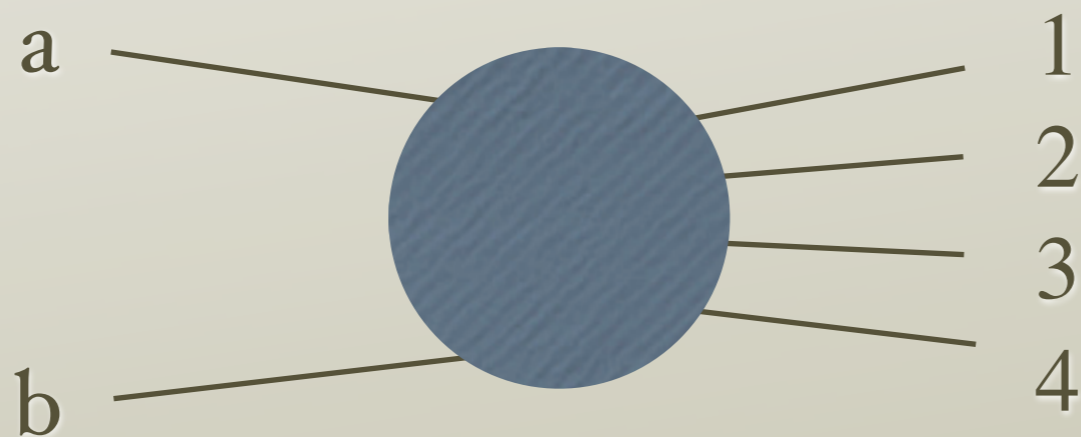
- But the approximation is not exact for finite t .

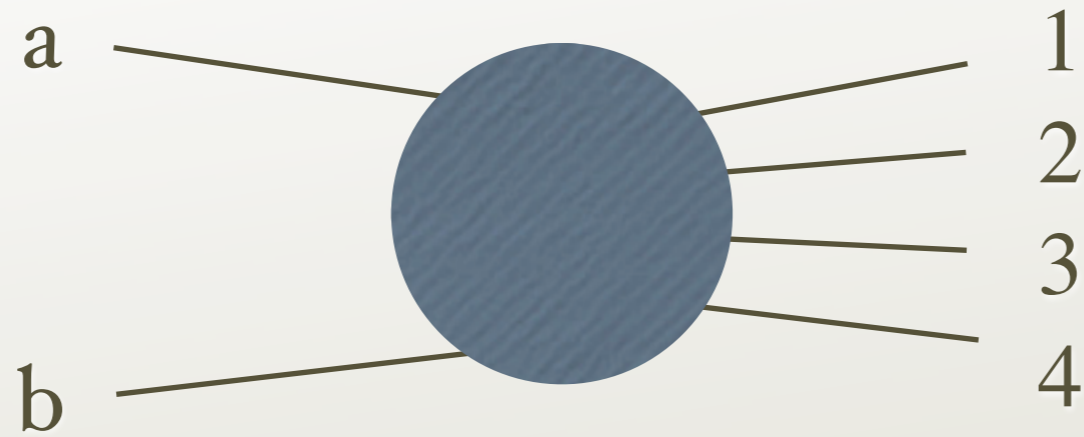
- This allows us to preserve the hard scattering cross section exactly. $(1|\mathcal{U}(t, t') = (1|$

Partons in the initial state

- State with m final state partons with momenta p_i and two initial state partons with momentum fractions η_a, η_b

$$|\{p\}_m\rangle = |\{\eta_a, \eta_b, p_1, p_2, \dots, p_m\}\rangle$$





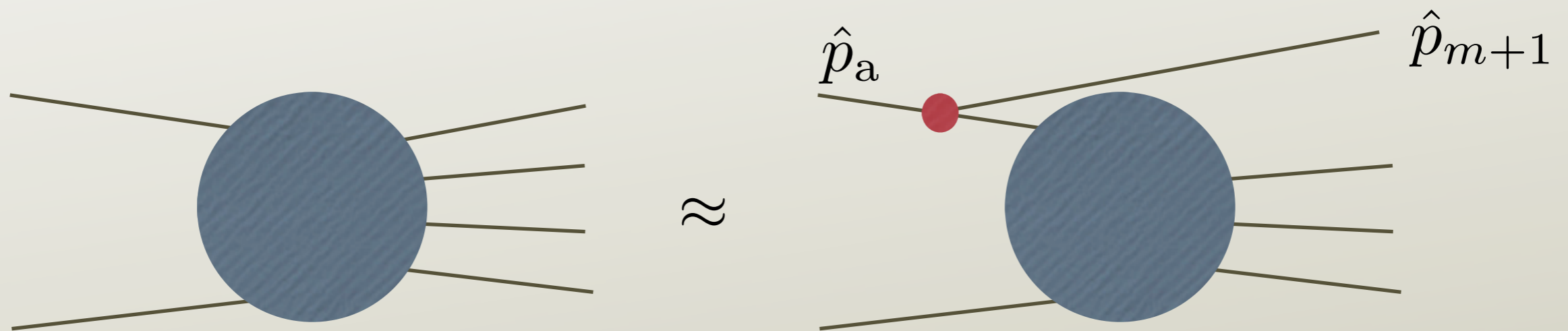
- General state $|\rho\rangle$ so that cross section is

$$\sigma[F] = \sum_m \frac{1}{m!} \int [d\{p\}_m] (F|\{p\}_m)(\{p\}_m|\rho)$$

- $|\rho\rangle$ includes the parton distributions

$$(\{p\}_m|\rho) = |M(\{p\}_m)|^2 \frac{f_A(\eta_a)f_B(\eta_b)}{2\eta_a\eta_b p_A \cdot p_B}$$

Factorization



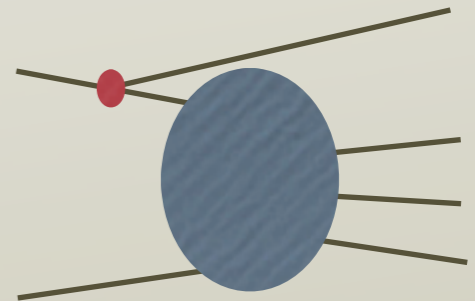
$$M(\{\hat{p}\}_{m+1}) \approx M(\{p\}_m) \times \frac{g}{-2\hat{p}_a \cdot \hat{p}_{m+1}}$$

Splitting operator

$$(\{p\}_m | \rho) = |M(\{p\}_m)|^2 \frac{f_A(\eta_a) f_B(\eta_b)}{2\eta_a \eta_b p_A \cdot p_B}$$

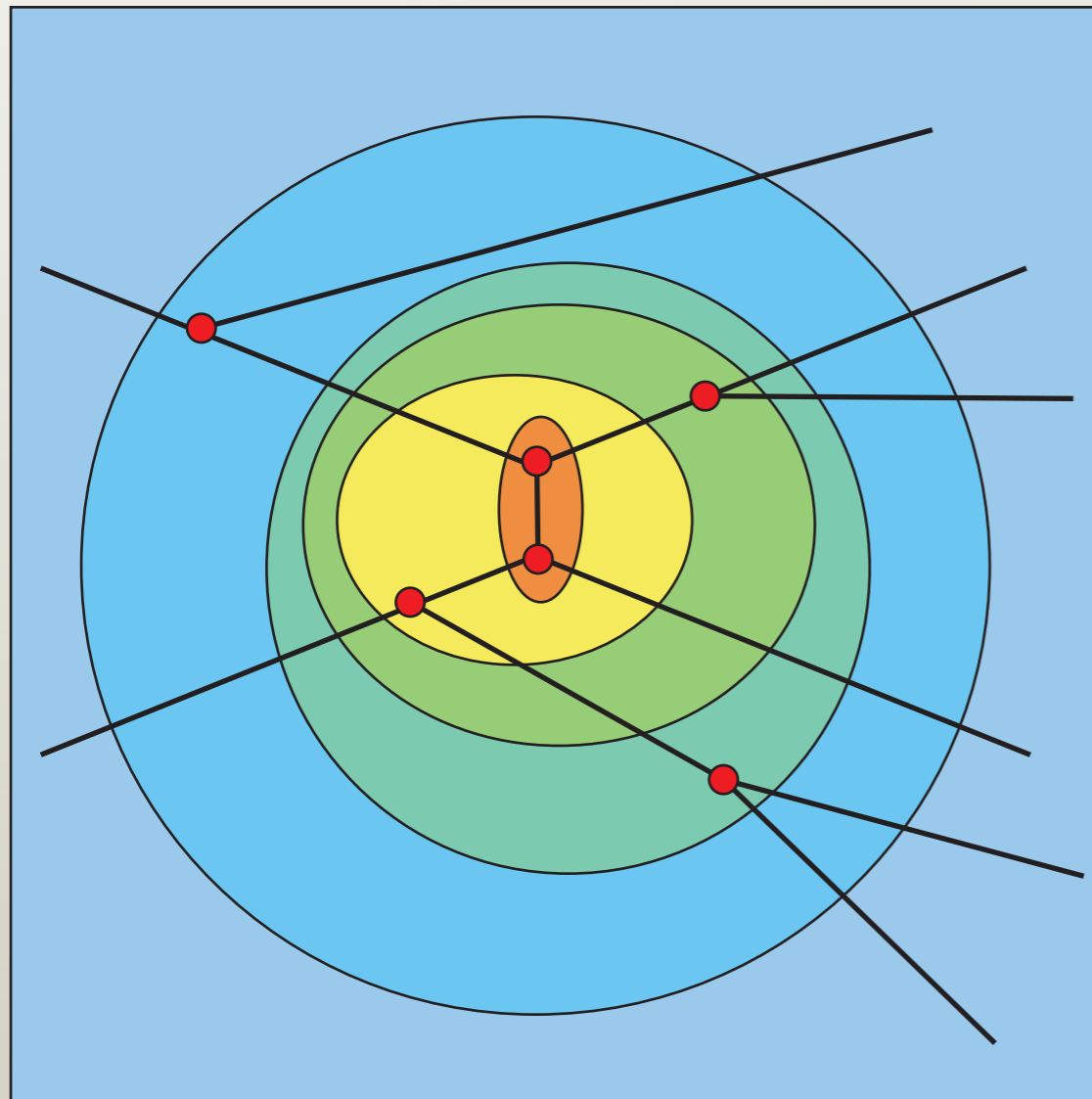
So

$$\begin{aligned} & (\{\hat{p}\}_{m+1} | \mathcal{H}_I(t) | \rho) \\ &= \sum_l \delta \left(t - \log \left(\frac{Q_0^2}{|2\hat{p}_l \cdot \hat{p}_{m+1}|} \right) \right) \\ & \times \left[\frac{g}{2\hat{p}_l \cdot \hat{p}_{m+1}} \right]^2 \frac{\eta_a \eta_b f_A(\hat{\eta}_a) f_B(\hat{\eta}_b)}{\hat{\eta}_a \hat{\eta}_b f_A(\eta_a) f_B(\eta_b)} (\{p\}_m | \rho) \end{aligned}$$

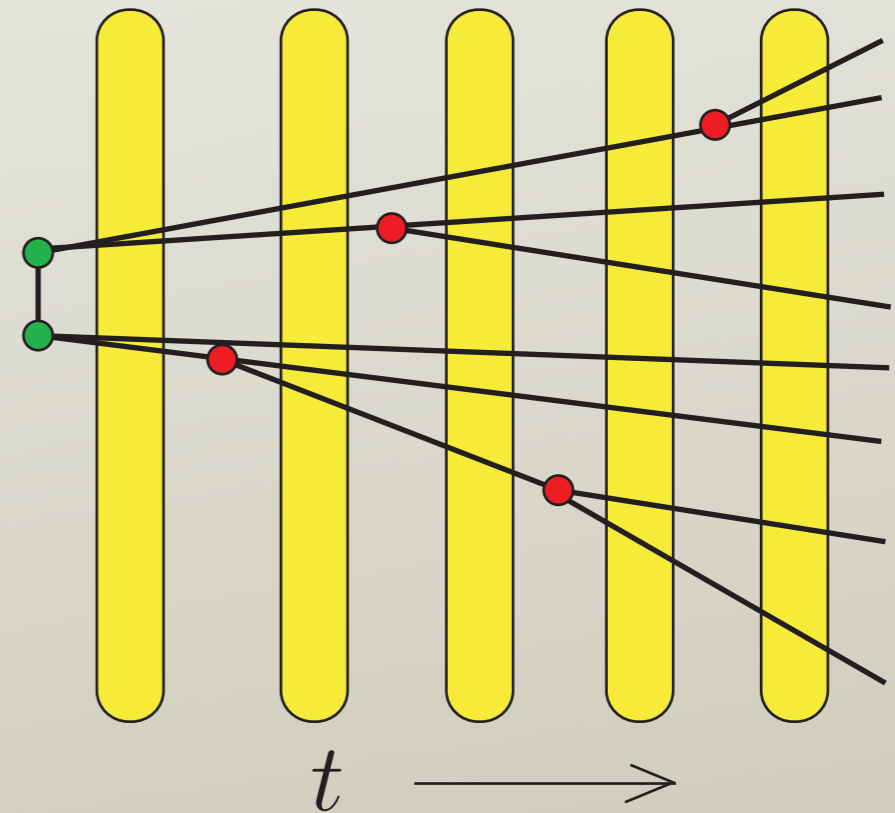


Shower time

Showers develop in “hardness” time.



Real time picture



Shower time picture

QCD

- QCD is more complicated than scalar field theory.
- In typical parton shower algorithms, the main approximation is collinear or soft splitting.
- I will first sketch the structure of evolution with just this approximation.
- Then I will describe further approximations related to color, spin, and quantum interference for soft gluons.

The matrix element

- The basic object is the quantum matrix element

$$M(\{p, f\}_m)_{s_a, s_b, s_1, \dots, s_m}^{c_a, c_b, c_1, \dots, c_m}$$

- This is a function of the momenta and flavors and carries color and spin indices. Consider it as a vector in color and spin space

$$|M(\{p, f\}_m)\rangle$$

The cross section

The cross section with a measurement function F is then

$$\sigma[F] = \sum_m \frac{1}{m!} \int [d\{p, f\}_m] \frac{f_{a/A}(\eta_a, \mu_F^2) f_{b/B}(\eta_b, \mu_F^2)}{4n_c(a)n_c(b) 2\eta_a\eta_b p_A \cdot p_B} \\ \times \langle M(\{p, f\}_m) | F(\{p, f\}_m) | M(\{p, f\}_m) \rangle$$

- a and b are the flavors of the incoming partons.
- $f_{a/A}(\eta_a, \mu_F^2)$ is a parton distribution function.
- $n_c(a)$ is the number of colors for flavor a .

The density matrix

$$\sigma[F] = \sum_m \frac{1}{m!} \int [d\{p, f\}_m] \text{Tr}\{\rho(\{p, f\}_m) F(\{p, f\}_m)\}$$

where

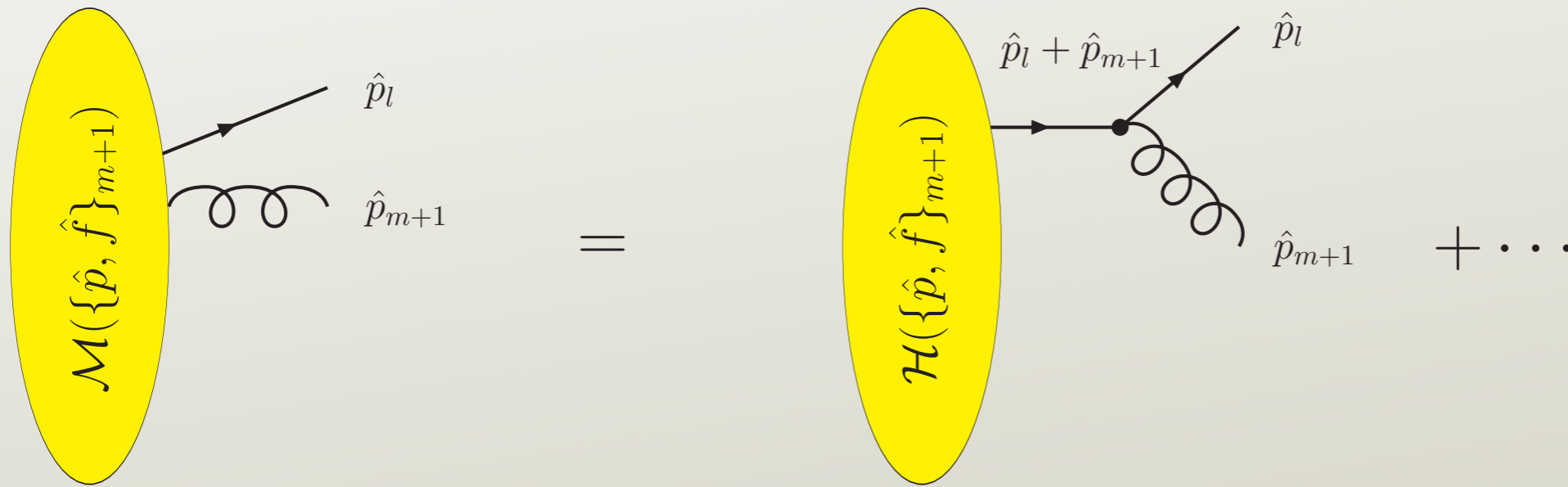
$$\begin{aligned} & \rho(\{p, f\}_m) \\ &= |M(\{p, f\}_m)\rangle \frac{f_{a/A}(\eta_a, \mu_F^2) f_{b/B}(\eta_b, \mu_F^2)}{4n_c(a)n_c(b) 2\eta_a\eta_b p_A \cdot p_B} \langle M(\{p, f\}_m)| \\ &= \sum_{s,c} \sum_{s',c'} |\{s, c\}_m\rangle \rho(\{p, f, s', c', s, c\}_m) \langle \{s', c'\}_m| \end{aligned}$$

Density matrix in “classical” notation

$$\rho(\{p, f, s', c', s, c\}_m) = (\{p, f, s', c', s, c\}_m | \rho)$$

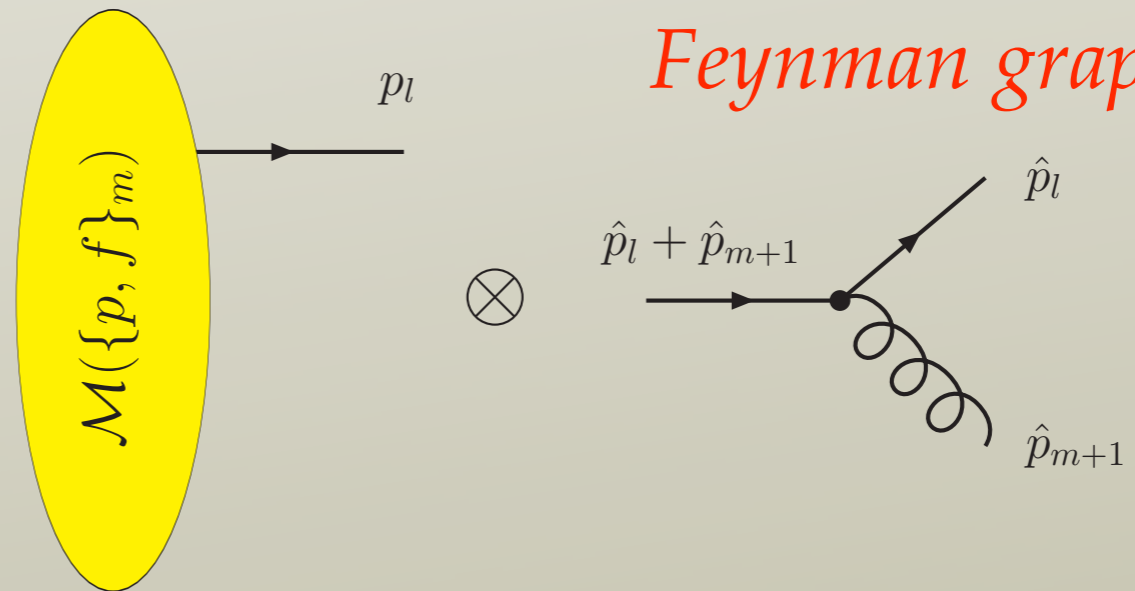
- For QCD, partons have momenta and flavors.
- Furthermore, there are two sets of spin indices and sets of color indices.
- There are lots of indices, but the general formalism is the same as sketched earlier.

Splitting



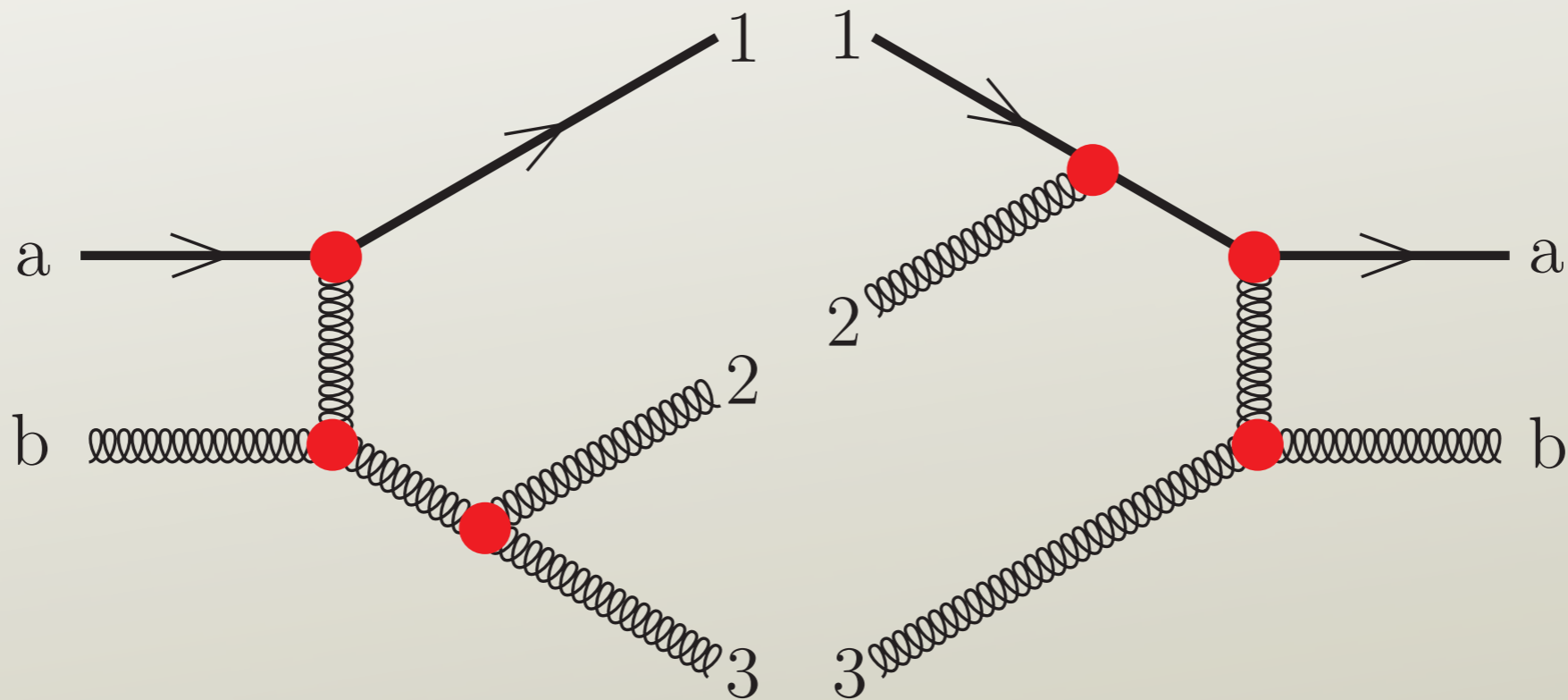
*this is an exact
Feynman graph*

*approximation is here,
the kinematics is an m
body configuration*



Soft gluon emission

Splitting includes interference graphs.



A soft gluon approximation is used for the splitting function.

Here you may think of 1 and 3 as a “dipole” that radiates 2 coherently.

Evolution equation

- The structure of the evolution is the same as before:

$$\mathcal{U}(t_3, t_1) = \mathcal{N}(t_3, t_1) + \int_{t_1}^{t_3} dt_2 \mathcal{U}(t_3, t_2) \mathcal{H}_I(t_2) \mathcal{N}(t_2, t_1)$$

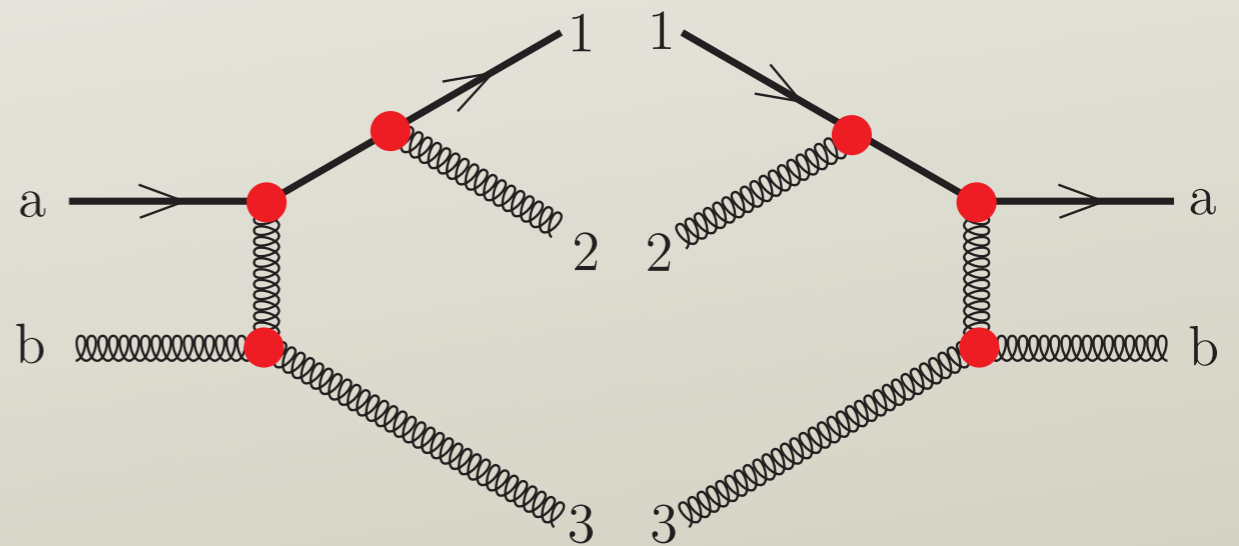
$$\frac{d}{dt} \mathcal{N}(t, t') = -\mathcal{V}(t) \mathcal{N}(t, t')$$

$$(1|\mathcal{V}(t) = (1|\mathcal{H}_I(t)$$

- $\mathcal{V}(t)$ leaves the number of particles, their momenta, flavors, and spins unchanged.
- Unfortunately, it is not diagonal in color.

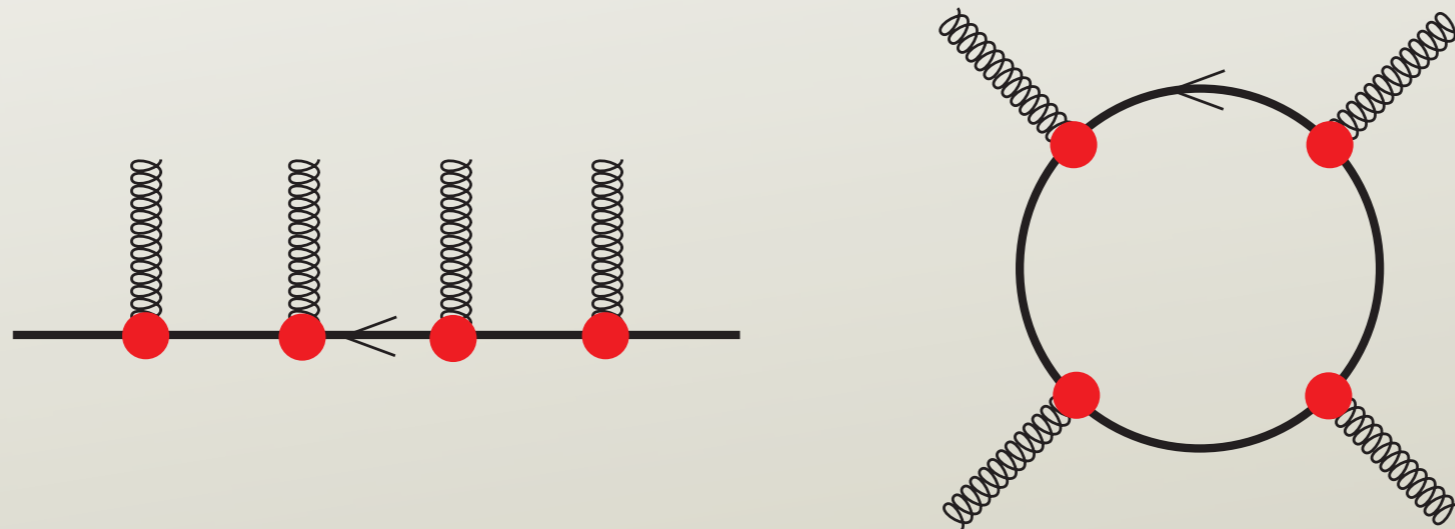
Spin approximation

- One commonly averages over the spin states of a parton that is about to split and sums over the spin states of the daughter partons.
- This eliminates angular correlations that arise from the spin states.
- For sufficiently inclusive observables, it should be a pretty good approximation.

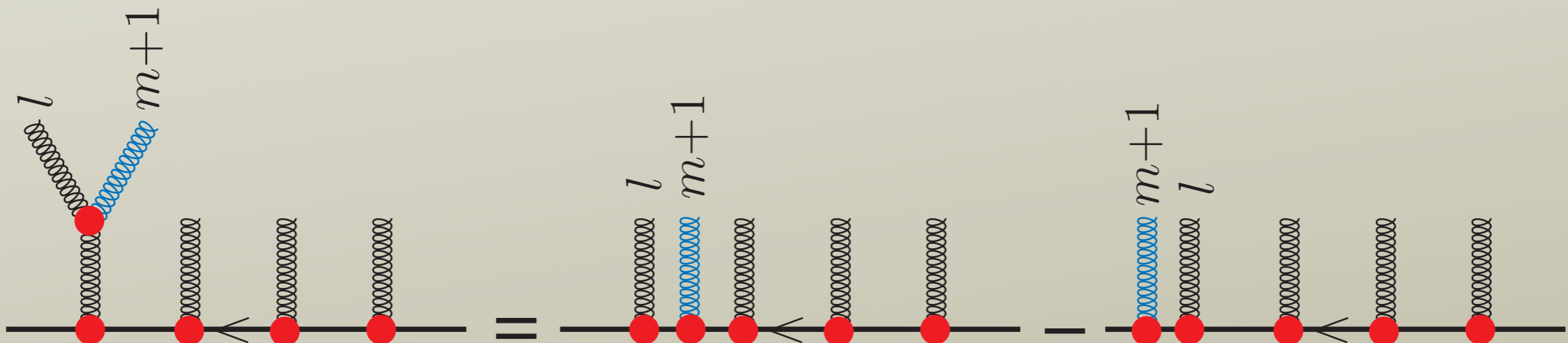


Color

- One can use a set of “string” basis states for color.

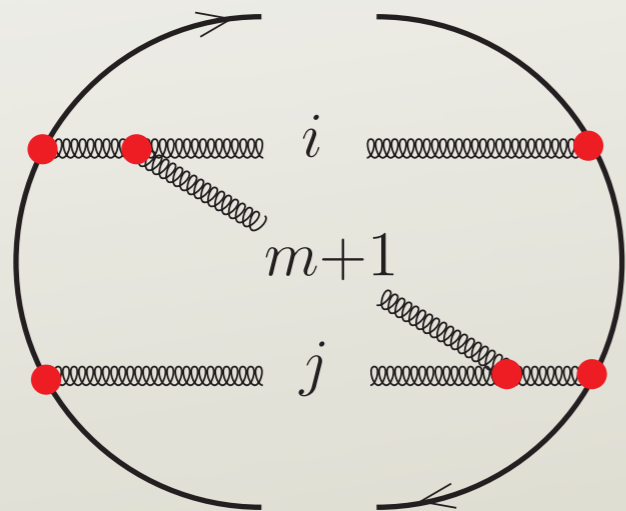


- With this basis, splitting is simple.

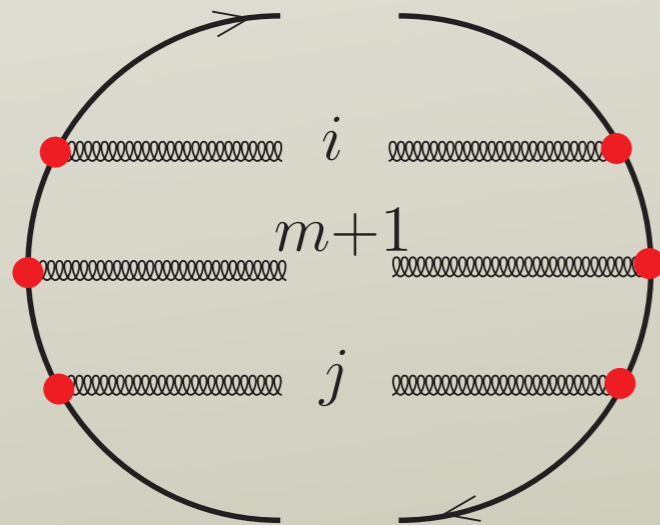


Color approximation

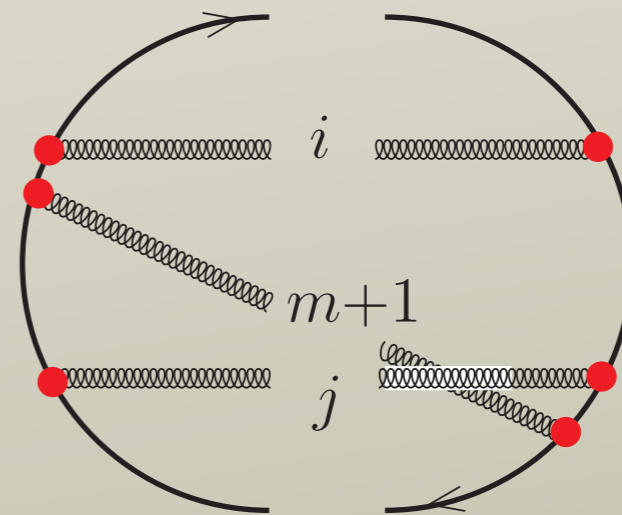
- Shower programs usually use a large N_c approximation.



An interference diagram, to be decomposed in basis states.



The leading contribution



A subleading contribution.

Simplified evolution equation

- The structure of the evolution is still:

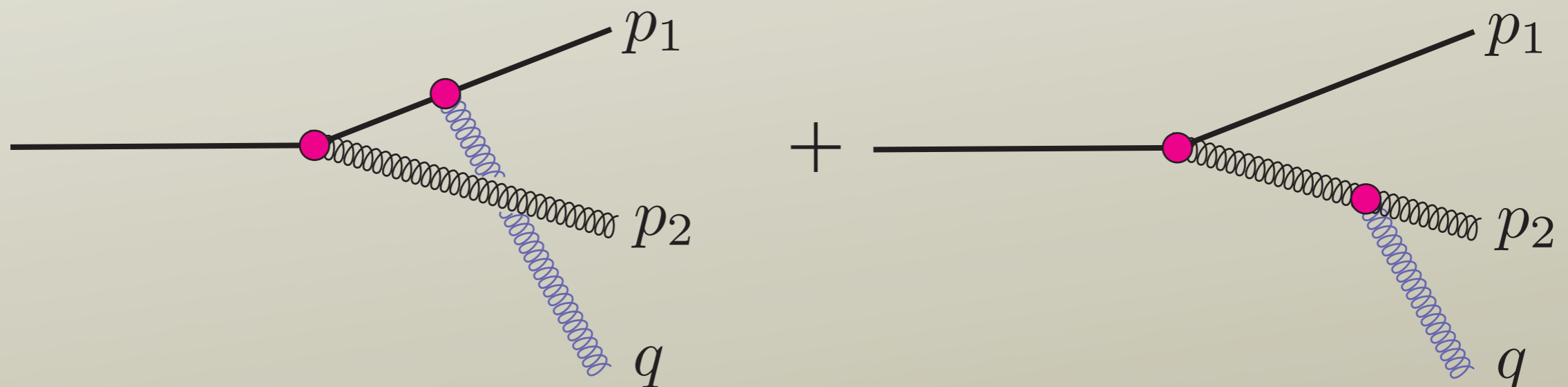
$$\mathcal{U}(t_3, t_1) = \mathcal{N}(t_3, t_1) + \int_{t_1}^{t_3} dt_2 \mathcal{U}(t_3, t_2) \mathcal{H}_I(t_2) \mathcal{N}(t_2, t_1)$$

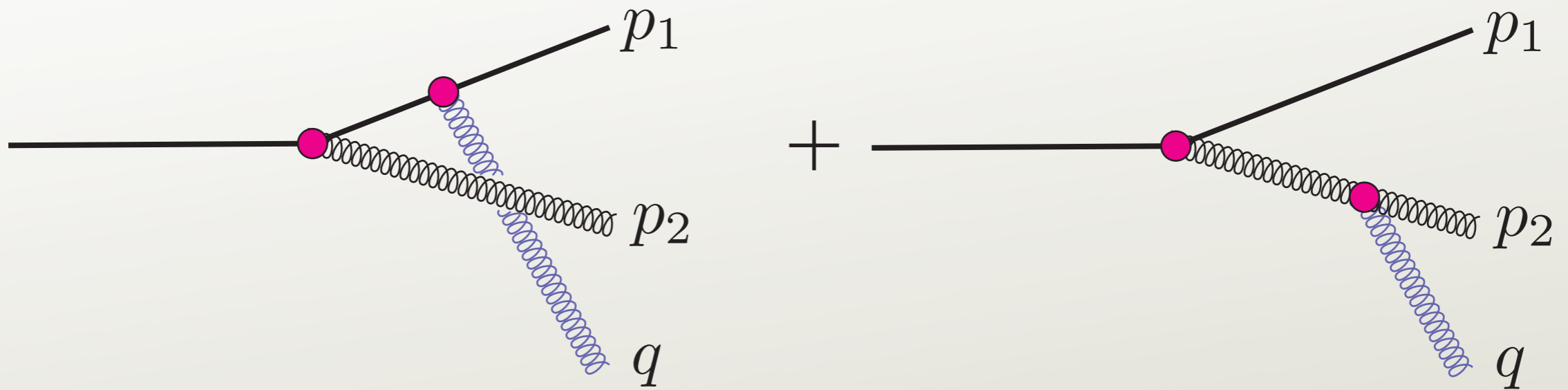
$$\frac{d}{dt} \mathcal{N}(t, t') = -\mathcal{V}(t) \mathcal{N}(t, t')$$

- $\mathcal{V}(t)$ leaves the number of particles, their momenta, flavors, and colors unchanged. Spin has been eliminated.
- This is approximately the organization of Pythia.

Angular ordering

- There is an alternative way of organizing a parton shower, used in Herwig.
- To understand it, consider the splitting of a quark into a quark + a gluon at a small angle, followed by the emission of a soft gluon from the two sister partons.



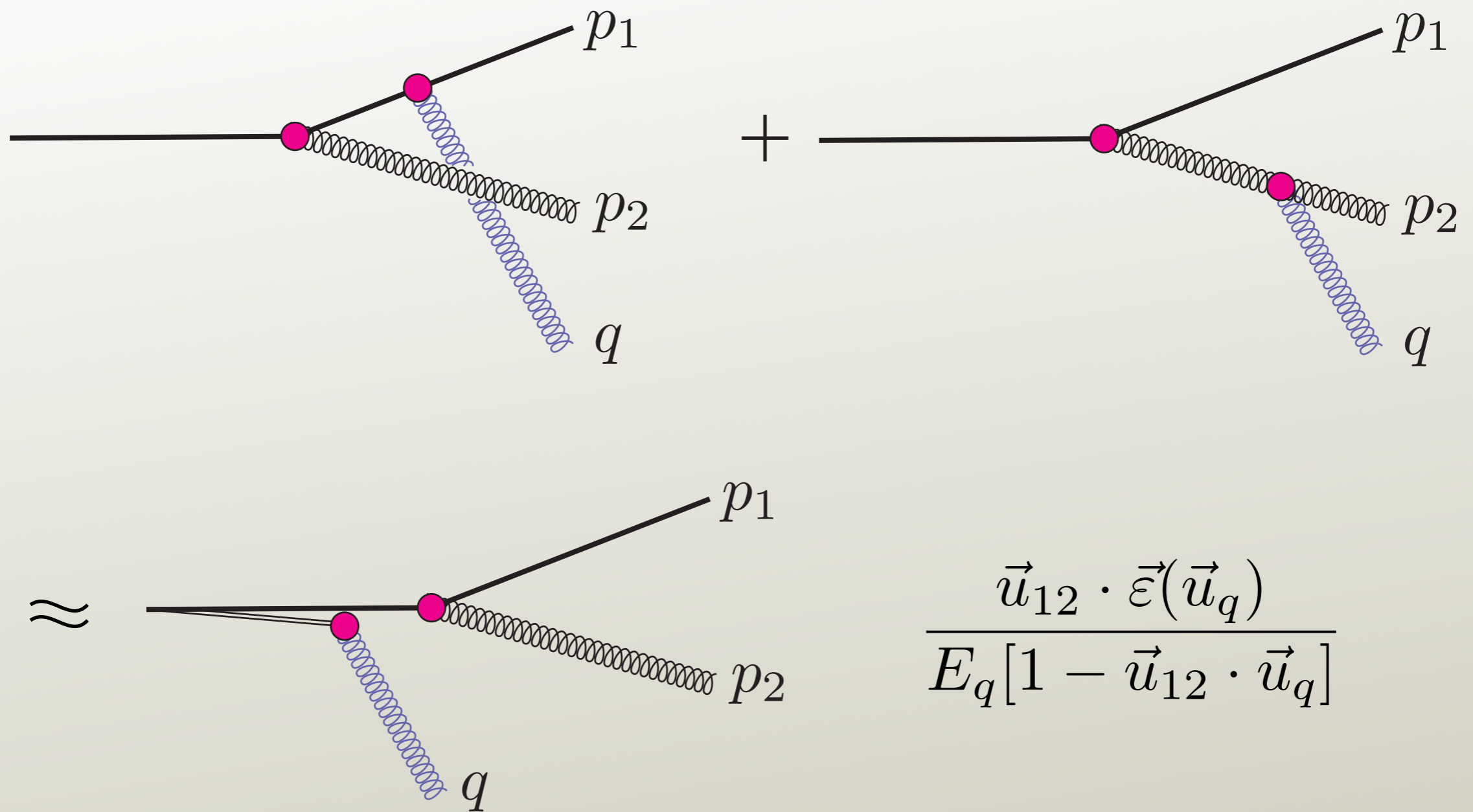


$$\frac{\vec{u}_1 \cdot \vec{\varepsilon}(\vec{u}_q)}{E_q [1 - \vec{u}_1 \cdot \vec{u}_q]}$$

$$\frac{\vec{u}_2 \cdot \vec{\varepsilon}(\vec{u}_q)}{E_q [1 - \vec{u}_2 \cdot \vec{u}_q]}$$

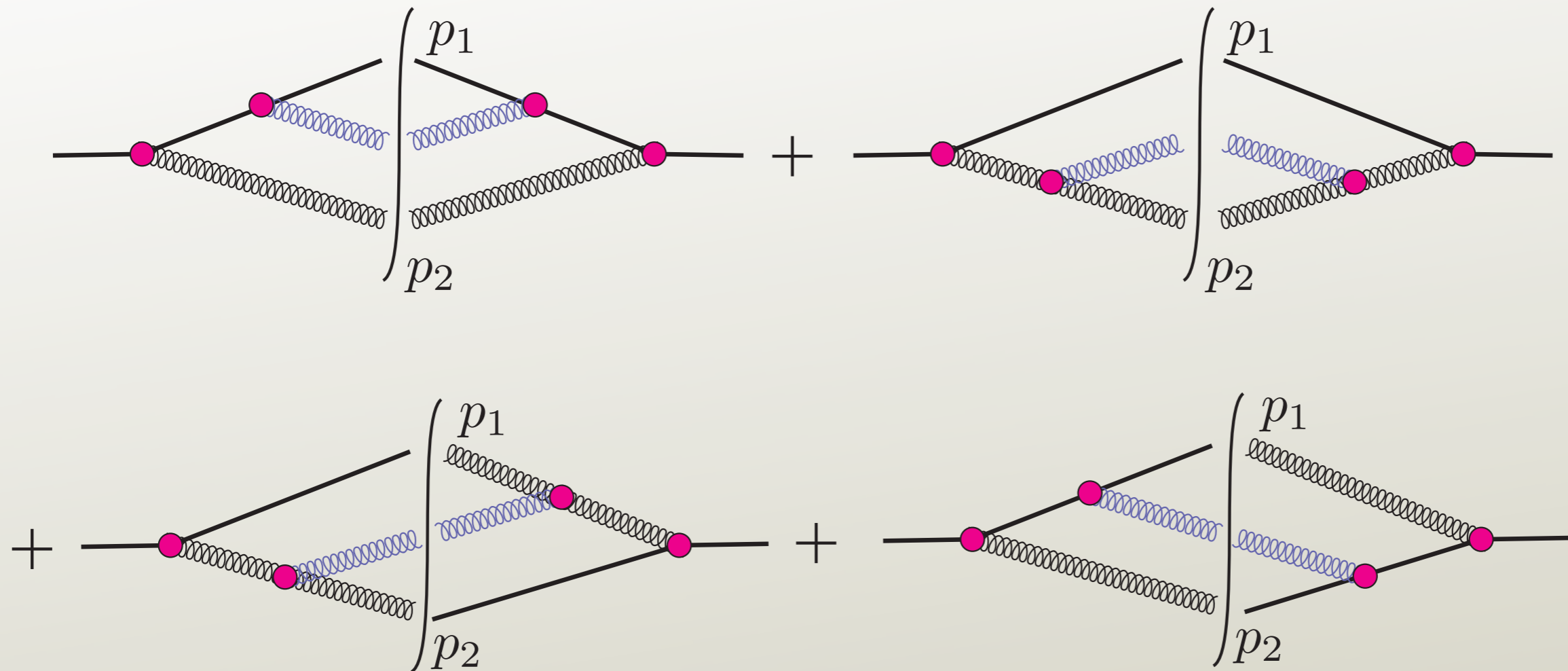
- \vec{u}_1 , \vec{u}_2 , and \vec{u}_q are unit three vectors $\propto \vec{p}_1$, \vec{p}_2 , and \vec{q} .
- $\vec{\varepsilon}$ is the polarization vector for the soft gluon.
- If $\angle 1-2$ is much smaller than $\angle \vec{q}-1$ and $\angle \vec{q}-2$ then the two factors are the same

$$\frac{\vec{u}_{12} \cdot \vec{\varepsilon}(\vec{u}_q)}{E_q [1 - \vec{u}_{12} \cdot \vec{u}_q]}$$

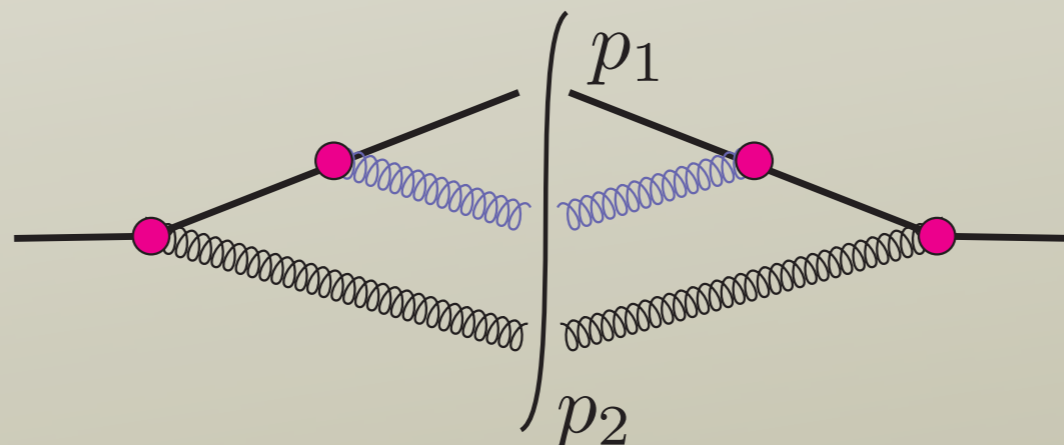


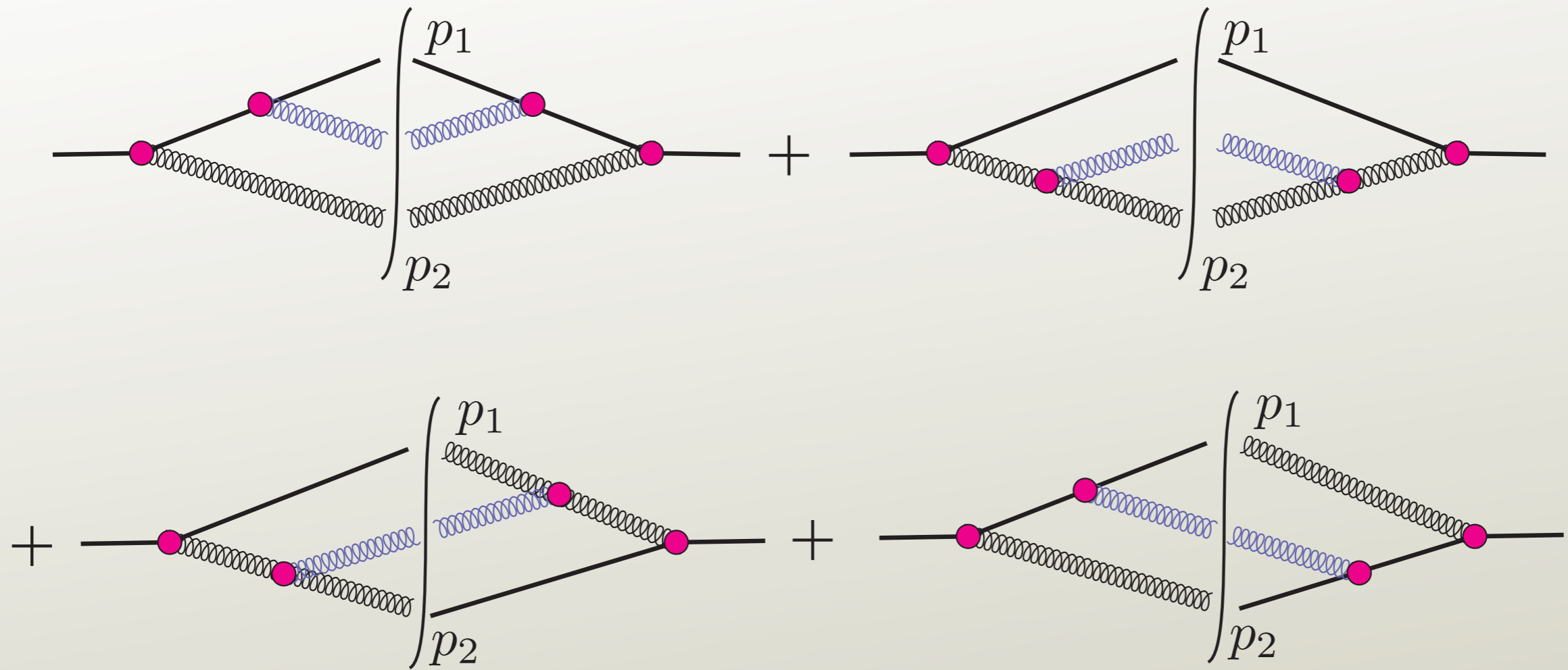
- This includes the color factor.
- It is as if the soft gluon were emitted from a lightlike line in the $\vec{p}_1 + \vec{p}_2$ direction.

- Consider the sum

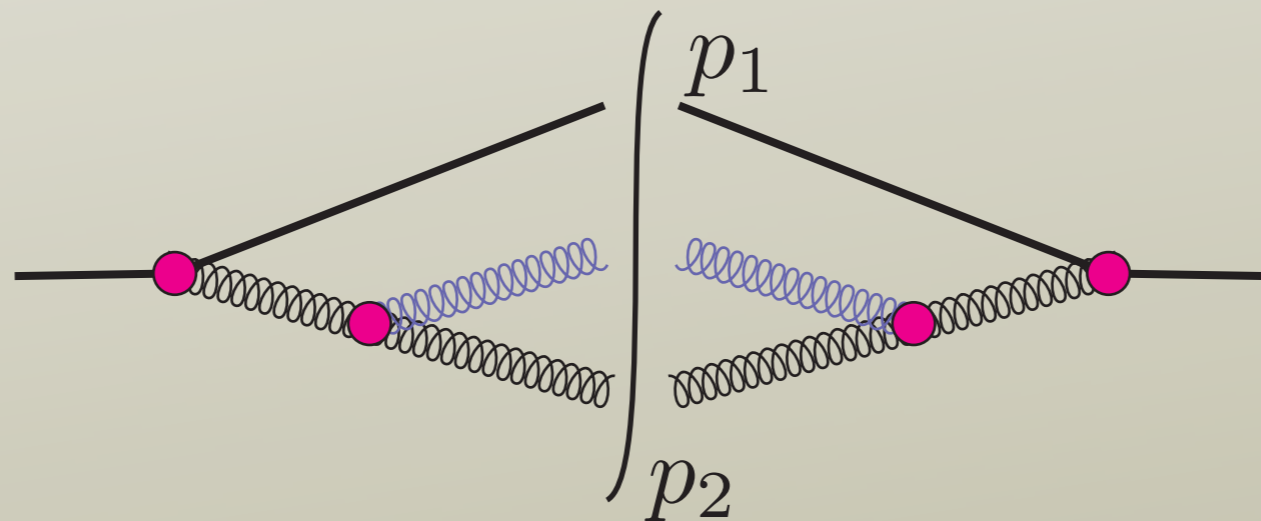


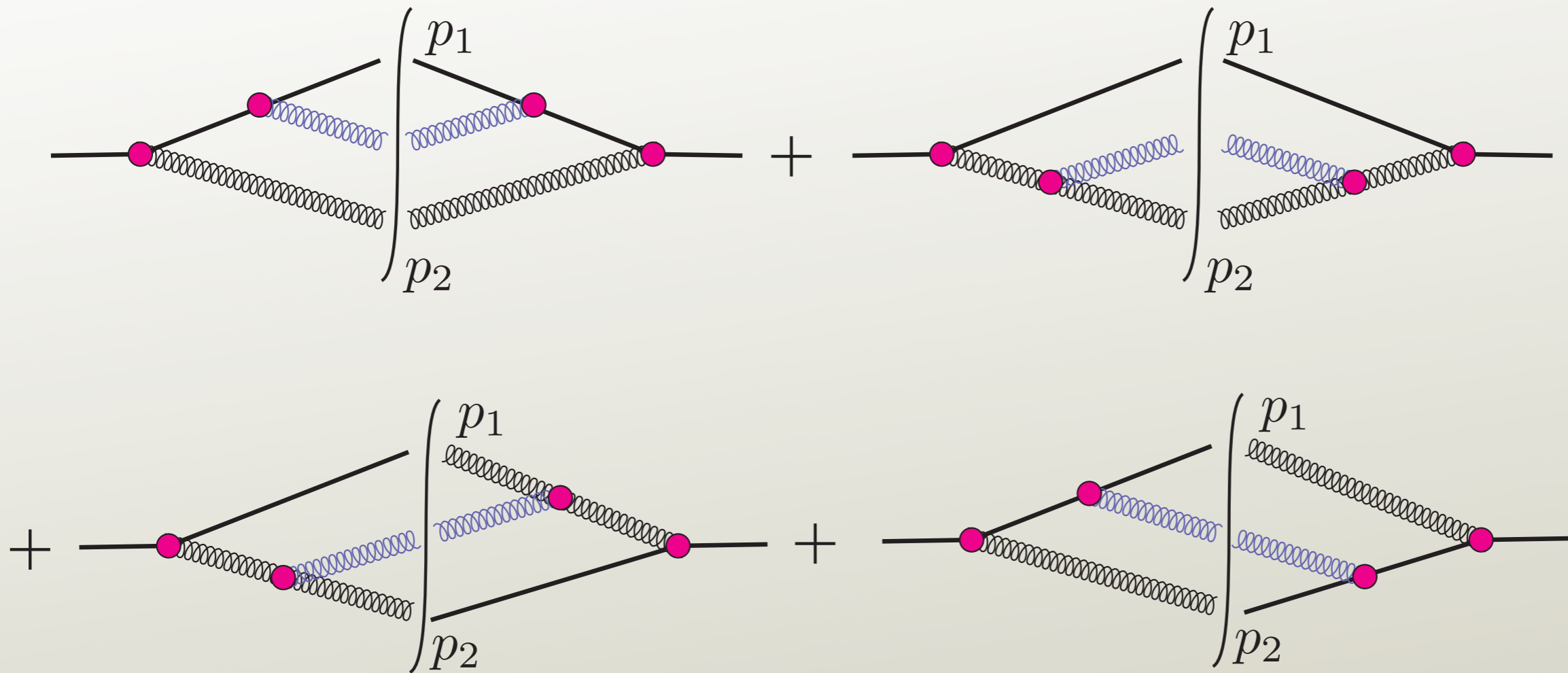
- If we add the graphs when $1 - \vec{u}_q \cdot \vec{u}_1 \ll 1 - \vec{u}_q \cdot \vec{u}_2$, we get approximately



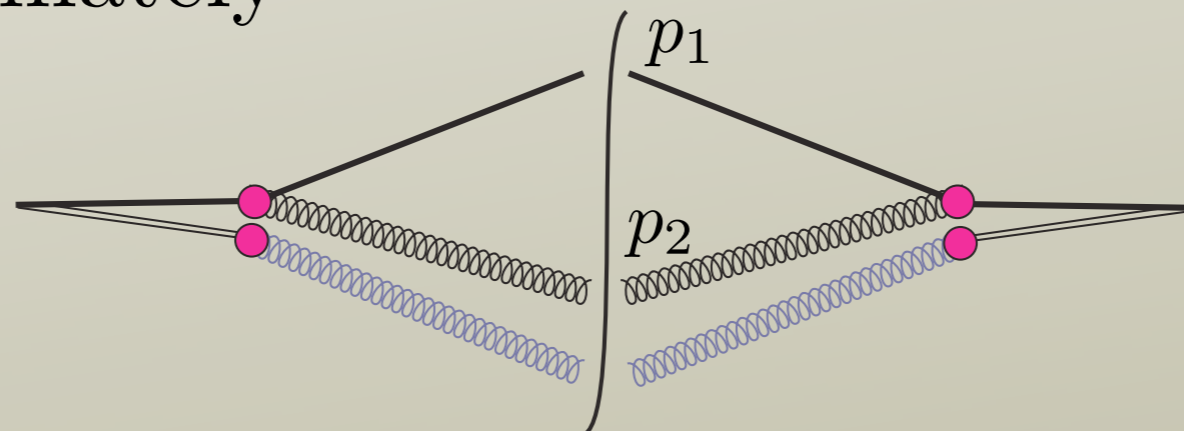


- If we add the graphs when $1 - \vec{u}_q \cdot \vec{u}_2 \ll 1 - \vec{u}_q \cdot \vec{u}_1$, we get approximately

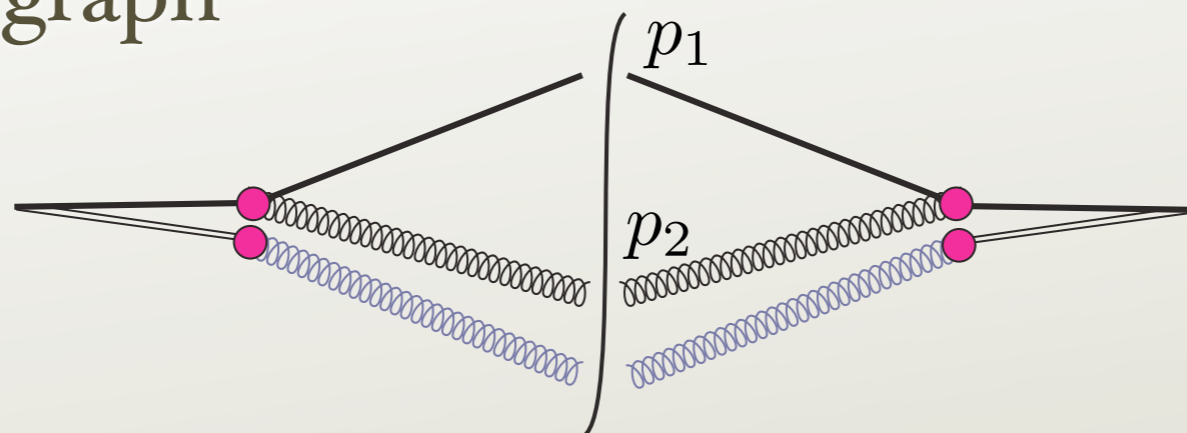




- If we add the graphs when $1 - \vec{u}_1 \cdot \vec{u}_2 \ll 1 - \vec{u}_q \cdot \vec{u}_1$, we get approximately



- For the graph



it is as if the soft, wide-angle gluon were emitted first, from an on-shell quark.

- This suggests omitting interference graphs and ordering the splittings in order of emission angles, treating daughter partons as on-shell.
- Impose lower limit on virtuality of these splittings, say 1 GeV.
- This gives an angle-ordered shower, as in Herwig.

Summary

- There are two ways to construct parton showers.
- A virtuality ordered shower puts the hardest interactions first, based on the hard-soft factorization of Feynman graphs.
 - Actually, transverse momentum is usually used in place of virtuality.
 - One needs to include interference graphs.
- Alternatively, one can skip the interference graphs and use an angle ordered shower.