Particle Physics: The Gigantic Search for the Small Stuff



Andreas Papaefstathiou Assistant Professor of Physics, Kennesaw State University @ SCM 2000 [October 18th, 2023]



[made with stablecog]

Find these slides at: http://facultyweb.kennesaw.edu/apapaefs/scm2000.pdf



Colloquium @ Georgia State: https://www.youtube.com/watch?v=rfRQSIfwqdY





What is Particle Physics?







It all started with the Big Bang...





It all started with the Big Bang...

EVOLUTION OF THE UNIVERSE





Image credit: Shutterstock

web.kennesaw.edu/apapaefs/scm2000.pdf



Aim: Smash things together in a "controlled" way to "emulate" conditions <u>closer</u> to the Big Bang!

EVOLUTION OF THE UNIVERSE





Image credit: Shutterstock

Andreas Papaefstathiou web.kennesaw.edu/apapaefs/scm2000.pdf



Aim: Smash things together in a "controlled" way to understand the structure of matter today!







Aim: Smash things together in a "controlled" way to understand the structure of matter today!







Aim: Smash things together in a "controlled" way to understand the structure of matter <u>today</u>!







https://www.smbc-comics.com/comic/2014-11-25







http://facultyweb.kennesaw.edu/apapaefs/scm2000.pdf





THE UNIVERSE AS WE KNOW IT:

WE HAVE NO FREAKING IDEA.





Image credit: PHDcomics





Higher Energy ≡ Smaller Scales!

















Large Hadron Collider **@ CERN** in Geneva, Switzerland







KENNESAW STATE U N I V E R S I T Y

http://facultyweb.kennesaw.edu/apapaefs/scm2000.pdf





















LHC: Fun Facts

- Circumference of **27** km (17 miles).
- Lies 100 m (330 feet) underground.
- Produces hundreds of millions of particle collisions/ second (="events").
- Energy stored in particle beam = Energy of 1000 kg **car @ 3000 km/h** (~1900 mph)!
- The data recorded can fill around 100,000 DVDs each year!







LHC Status





• http://op-webtools.web.cern.ch/op-webtools/vistar/vistars.php?usr=LHC1



Voir en <u>français</u>

The LHC lead-ion collision run starts

For the coming 5 weeks the LHC experiments will be taking data for their heavy-ion physics programmes

28 SEPTEMBER, 2023 By Piotr Traczyk



The heavy-ion physics season starts for the experiments at CERN, as stable beams of lead nuclei circulate in the LHC at the energy of 6.8 TeV for the first time ever, and for the first time during the LHC Run 3.



The true is the second of the



Truth is Stranger Than Fiction...





Run: 263962 Event: 20805 2015-05-05 09:39:47 CEST





This is a real "event"!















<u>Pictured</u>: Richard Feynman playing the bongos.









<u>Pictured</u>: Richard Feynman playing the bongos.













<u>Pictured</u>: Richard Feynman playing the bongos.







Andreas Papaefstathiou http://facultyweb.kennesaw.edu/apapaefs/scm2000.pdf

???



Shut up and Calculate!



<u>Pictured</u>: Richard Feynman playing the bongos.







Andreas Papaefstathiou http://facultyweb.kennesaw.edu/apapaefs/scm2000.pdf

27









• Quantum Mechanics \rightarrow weird & wonderful world of the very small objects.



• Quantum Mechanics \rightarrow weird & wonderful world of the very small objects.







 \rightarrow Calculate Ψ ,

 \Rightarrow <u>Probability</u> to find particle somewhere $\propto |\Psi|^2$

[Ψ is called the "wave function"]







• **Special Relativity** describes the world of the very **fast-moving objects**.



• Quantum Mechanics \rightarrow weird & wonderful world of the very small objects.

 \rightarrow Calculate Ψ ,

 \Rightarrow <u>Probability</u> to find particle somewhere $\propto |\Psi|^2$

[Ψ is called the "wave function"]







• **Special Relativity** describes the world of the very **fast-moving objects**.





• Quantum Mechanics \rightarrow weird & wonderful world of the very small objects.

\rightarrow Calculate Ψ ,

 \Rightarrow <u>Probability</u> to find particle somewhere $\propto |\Psi|^2$

[Ψ is called the "wave function"]







• **Special Relativity** describes the world of the very **fast-moving objects**.





• Quantum Mechanics \rightarrow weird & wonderful world of the very small objects.

 \rightarrow Calculate Ψ ,

 \Rightarrow <u>Probability</u> to find particle somewhere $\propto |\Psi|^2$

[Ψ is called the "wave function"]

→ Mass and Energy are <u>equivalent</u>! \Rightarrow You can exchange one for the other! \Rightarrow Particle creation from Energy!





Quantum Mechanics + Special Relativity **~** Quantum Field Theory







From Theory to Experiment and Back Again







From Theory to Experiment and Back Again

e.g. We wish to describe $e^-e^- \rightarrow e^-e^- + X$.

i.e. the scattering of two electrons!






































































































time













time



























































Andreas Papaefstathiou http://facultyweb.kennesaw.edu/apapaefs/scm2000.pdf

time









time



We now know how to calculate **probabilities** in Quantum Field Theory!

If $c^2 < 1$ then we can simply add terms for increased precision!



$|\Psi|^2 \propto c^4 + c^6 + c^8 + \dots$



We now know how to calculate **probabilities** in Quantum Field Theory!

$|\Psi|^2 \propto c^4 + c^6 + c^8 + \dots$

If $c^2 < 1$ then we can simply add terms for increased precision!

In reality: $|\Psi|^2$ depends on the **energy and directions** of the particles involved!









We now know how to calculate **probabilities** in Quantum Field Theory!

$|\Psi|^2 \propto c^4 + c^6 + c^8 + \dots$

If $c^2 < 1$ then we can simply add terms for increased precision!

In reality: $|\Psi|^2$ depends on the **energy and directions** of the particles involved!











We now know how to calculate **probabilities** in Quantum Field Theory!

$|\Psi|^2 \propto c^4 + c^6 + c^8 + \dots$

If $c^2 < 1$ then we can simply add terms for increased precision!

In reality: $|\Psi|^2$ depends on the **energy and directions** of the particles involved!













We now know how to calculate **probabilities** in Quantum Field Theory!

$|\Psi|^2 \propto c^4 + c^6 + c^8 + \dots$

If $c^2 < 1$ then we can simply add terms for increased precision!

In reality: $|\Psi|^2$ depends on the **energy and directions** of the particles involved!











$|\Psi|^2 \propto c^4 + c^6 + c^8 + \dots$

If $c^2 < 1$ then we can simply add terms for increased precision!

In reality: $|\Psi|^2$ depends on the **energy and directions** of the particles involved!





We now know how to calculate **probabilities** in Quantum Field Theory!







From Theory to Experiment and Back Again We have a way to describe what we observe at experiments!

If $c^2 < 1$

In reality:





Run: 263962 Event: 20805 2015-05-05 09:39:47 CEST



cision!

e particles involved!









• So, can we calculate everything using pen and paper? Not really...





• So, can we calculate everything using pen and paper? **Not really...**

$\Psi \stackrel{2}{\sim} \propto c^4 + c^6 + c^8 + \dots$ Adding more & more terms is <u>extremely</u> challenging!











• So, can we calculate everything using pen and paper? **Not really...**

 $\Psi \stackrel{2}{\sim} \propto c^4 + c^6 + c^8 + \dots$ Adding more & more terms is <u>extremely</u> challenging!

& if $c^2 \ge 1 \Rightarrow$ Equation becomes <u>invalid</u>!





<u>extremely</u> challenging!







• So, can we calculate everything using pen and paper? Not really...

$$|\Psi|^2 \propto c^4 + c^6 + c^8$$

& if $c^2 \ge 1 \Rightarrow$ Equation becomes <u>invalid</u>!

• **Solution**: Use **approximate** c^n & **model** situations where $c^2 \ge 1!$





Adding more & more terms is <u>extremely</u> challenging!







• So, can we calculate everything using pen and paper? Not really...

$$|\Psi|^2 \propto c^4 + c^6 + c^8$$

& if $c^2 \ge 1 \Rightarrow$ Equation becomes <u>invalid</u>!

- **Solution**: Use **approximate** c^n & **model** situations where $c^2 \ge 1!$
- Monte Carlo simulations accomplish this!



Based on randomness and probability. Just like Quantum Mechanics!





Adding more & more terms is <u>extremely</u> challenging!

Pictured: Casino Monte Carlo, Monaco.





































Simulations

Experiment

Run: 263962 Event: 20805 2015-05-05 09:39:47 CEST EXPERIMENT





Shut up and Simulate!





Simulations

Experiment

Run: 263962 EXPERIMENT 2015-05-05 09:39:47 CEST





Simulations via the Monte Carlo method: Calculate π !





Simulations via the Monte Carlo method: Calculate π !

• "Theory":

- Area of a circle: $A = \pi r^2$.
- Distance of any point (x, y) from origin \mathcal{O} , by Pythagoras' theorem: $d = \sqrt{x^2 + y^2}$.
- <u>Probability</u> of a point falling within circle = Area of Circle divided by Area of Square: $\mathcal{P} = \pi r^2 / (4r^2) = \pi / 4.$






• "Theory":

- Area of a circle: $A = \pi r^2$.
- Distance of any point (x, y) from origin \mathcal{O} , by Pythagoras' theorem: $d = \sqrt{x^2 + y^2}$.
- <u>Probability</u> of a point falling within circle = Area of Circle divided by Area of Square: $\mathcal{P} = \pi r^2 / (4r^2) = \pi / 4.$
- "Simulation":
 - Pick *N* <u>random, uniform points</u> inside the square.
 - Count fraction falling in circle $\simeq \pi/4$.









• "Theory":

- Area of a circle: $A = \pi r^2$.
- Distance of any point (x, y) from origin \mathcal{O} , by Pythagoras' theorem: $d = \sqrt{x^2 + y^2}$.
- <u>Probability</u> of a point falling within circle = Area of Circle divided by Area of Square: $\mathscr{P} = \pi r^2 / (4r^2) = \pi / 4.$
- "Simulation":
 - Pick *N* <u>random, uniform points</u> inside the square.
 - Count fraction falling in circle $\simeq \pi/4$.









• "Theory":

- Area of a circle: $A = \pi r^2$.
- Distance of any point (x, y) from origin \mathcal{O} , by Pythagoras' theorem: $d = \sqrt{x^2 + y^2}$.
- <u>Probability</u> of a point falling within circle = Area of Circle divided by Area of Square: $\mathcal{P} = \pi r^2 / (4r^2) = \pi / 4.$
- "Simulation":
 - Pick *N* <u>random, uniform points</u> inside the square.
 - Count fraction falling in circle $\simeq \pi/4$.



$N = 10^2$, $\pi \approx 3.04 \pm 0.35$





• "Theory":

- Area of a circle: $A = \pi r^2$.
- Distance of any point (x, y) from origin \mathcal{O} , by Pythagoras' theorem: $d = \sqrt{x^2 + y^2}$.
- <u>Probability</u> of a point falling within circle = Area of Circle divided by Area of Square: $\mathscr{P} = \pi r^2 / (4r^2) = \pi / 4.$
- "Simulation":
 - Pick *N* <u>random, uniform points</u> inside the square.
 - Count fraction falling in circle $\simeq \pi/4$.







• "Theory":

- Area of a circle: $A = \pi r^2$.
- Distance of any point (x, y) from origin \mathcal{O} , by Pythagoras' theorem: $d = \sqrt{x^2 + y^2}$.
- <u>Probability</u> of a point falling within circle = Area of Circle divided by Area of Square: $\mathcal{P} = \pi r^2 / (4r^2) = \pi / 4.$
- "Simulation":
 - Pick *N* <u>random, uniform points</u> inside the square.
 - Count fraction falling in circle $\simeq \pi/4$.







• "Theory":

- Area of a circle: $A = \pi r^2$.
- Distance of any point (x, y) from origin \mathcal{O} , by Pythagoras' theorem: $d = \sqrt{x^2 + y^2}$.
- <u>Probability</u> of a point falling within circle = Area of Circle divided by Area of Square: $\mathcal{P} = \pi r^2 / (4r^2) = \pi / 4.$
- "Simulation":
 - Pick *N* <u>random, uniform points</u> inside the square.
 - Count fraction falling in circle $\simeq \pi/4$.



$N = 10^5$, $\pi \approx 3.14 \pm 0.01$









- "Theory":
 - The known particles and their interactions!
 - Calculate **probabilities** using Quantum Field Theory $\rightarrow |\Psi|^2$.







- "Theory":
 - The known particles and their interactions!
 - Calculate **probabilities** using Quantum Field Theory $\rightarrow |\Psi|^2$.
- "Simulation":
 - Pick N <u>random uniform points</u> within the "allowed" constraints (e.g. Energy, momentum conservation).







- "Theory":
 - The known particles and their interactions!
 - Calculate **probabilities** using Quantum Field Theory $\rightarrow |\Psi|^2$.
- "Simulation":
 - Pick <u>N</u> random uniform points within the "allowed" constraints (e.g. Energy, momentum conservation).







Energy of electron 2



- "Theory":
 - The known particles and their interactions!
 - Calculate **probabilities** using Quantum Field Theory $\rightarrow |\Psi|^2$.
- "Simulation":
 - Pick <u>N</u> random uniform points within the "allowed" constraints (e.g. Energy, momentum conservation).



⇒ Get lists of particles that look like real events!































Construct histograms & Compare to real data! e.g.:





0.5

500

Events/GeV

103

10

 10^{-2}

 10^{-3}

 10^{-4}



Construct histograms & Compare to real data! e.g.:





Events/GeV

103

10

 10^{-2}

 10^{-3}

 10^{-4}



Construct histograms & Compare to real data! e.g.:





e<

J

Events/

10

 10^{-2}

 10^{-3}

 10^{-4}





Construct histograms & Compare to real data! e.g.:

\Rightarrow Determine whether a hypothetical particle is compatible with data!

 ${\mathfrak O}$

Events/

10

 10^{-2}

 10^{-3}

 10^{-4}









































[or: Why is there <u>so much more</u> matter than anti-matter?]





Image credit: QuantaMagazine



[or: Why is there <u>so much more</u> matter than anti-matter?]





Image credit: QuantaMagazine







[or: Why is there <u>so much more</u> matter than anti-matter?]

hoton



[or: Why is there <u>so much more</u> matter than anti-matter?]







[or: Why is there <u>so much more</u> matter than anti-matter?]



→ the "Matter-Anti-Matter Asymmetry".





Q: What is the ultimate fate of our Universe?







Q: What is the ultimate fate of our Universe?







Q: What is the ultimate fate of our Universe?









Q: What is the nature of Dark Matter?

Rotation curve of a typical spiral galaxy: predicted (A) and observed (B).







Distance





Q: What is the nature of Dark Matter?

Rotation curve of a typical spiral galaxy: predicted (A) and observed (B).







Distance





Particle Colliders present us with a <u>unique</u> opportunity in the history of our species to comprehend the nature of matter and energy!







Particle Colliders present us with a <u>unique</u> opportunity in the history of our species to comprehend the nature of matter and energy!

Essential tools: Monte Carlo Simulations!

Monte Carlos Translate

TextDocumentsTHEORYENGLISHGREEKSPANISH
$$\mathcal{L} = -\frac{1}{4}F_{\mu\nu}F^{\mu\nu} + i\bar{\Psi}D\!\!\!/ \Psi$$
 $+\Psi_i y_{ij}\Psi_j + h.c.$ $+|D_{\mu}\Phi|^2 - V(\Phi)$ 0









The best way to do science is through hands-on learning!

-> Through research experience that can bring you to the state of the art and address open-ended questions.






Example Research Projects!









A "Jet" of particles







p_i: individual particle momenta in jet





p_i: individual particle momenta in jet

A "Jet" of particles

jet

Method of combining p_i into P_{jet} \rightarrow determines sensitivity of a jet to "garbage".





p_i: individual particle momenta in jet

A "Jet" of particles

jet

Method of combining p_i into P_{jet} \rightarrow determines sensitivity of a jet to "garbage".

HOW: Understand sensitivity <u>analytically</u>/ numerically. \Rightarrow Enhance searches for new phenomena!]











Particle Physics Simulations

- e.g.: Constructing Monte Carlo Event Generators.
 - ➡ What makes them tick?
 - HOW? You can code your own, from scratch!
 - e.g. <u>https://arxiv.org/abs/1412.4677</u> & <u>https://cern.ch/apapaefs/</u> mchowto.html.
 - & <u>https://gitlab.com/apapaefs/pyresias</u>.
 - HOW? Code visualizations of realistic particle collisions!













Particle Physics Simulations

- e.g.: Constructing Monte Carlo Event Generators.
 - ➡ What makes them tick?
 - HOW? You can code your own, from scratch!
 - e.g. <u>https://arxiv.org/abs/1412.4677</u> & <u>https://cern.ch/apapaefs/</u> mchowto.html.
 - & <u>https://gitlab.com/apapaefs/pyresias</u>.
 - HOW? Code visualizations of realistic particle collisions!













New Scalar Particles

- e.g.: Searching for **new** Higgs bosons at colliders!
 - The Higgs boson (discovered at the CERN LHC in 2012) is the <u>only</u> **<u>fundamental</u>** scalar particle that we know of!

Are there more?

- → What would their existence mean?
- What is the potential of the LHC to detect them and to understand them?
- & Machine Learning.



$\mathcal{V}(\phi, S) = \bullet |\phi|^2 + \bullet |\phi|^4$ $+ \bullet S^2 + \blacktriangle S^3 + \blacksquare S^4$

$+S \times (\text{Hidden Sector}) + \dots$

 $+ \mathbf{A} \left| \phi \right|^2 S + \mathbf{I} \left| \phi \right|^2 S^2$

HOW? Use computational techniques of Monte Carlo Event Generators









HOW? Use computational techniques of Monte Carlo Event Generators & Machine Learning









HOW? Use computational techniques of Monte Carlo Event Generators & Machine Learning





Contact Details:

Dr. Andreas Papaefstathiou (a.k.a. Dr. P.) **Office:** Academic Building (H), Office 260I, Marietta Campus.

<u>National Science Foundation</u> (NSF) funding available:

- "Deciphering Electro-Weak Scale Physics at Particle Colliders", since August 1st 2022.
- You can contact me via e-mail at <u>apapaefs@kennesaw.edu</u>!

Find these slides at:





Find me on the web:





Contact Details:

Dr. Andreas Papaefstathiou (a.k.a. Dr. P.) **Office:** Academic Building (H), Office 260I, Marietta Campus.

<u>National Science Foundation</u> (NSF) funding available:

- "Deciphering Electro-Weak Scale Physics at Particle Colliders", since August 1st 2022.
- You can contact me via e-mail at <u>apapaefs@kennesaw.edu</u>!

Find these slides at:





Thanks! Questions?

Find me on the web:



Andreas Papaefstathiou http://facultyweb.kennesaw.edu/apapaefs/scm2000.pdf

