



# Hadronic Rescattering in Pythia/Angantyr

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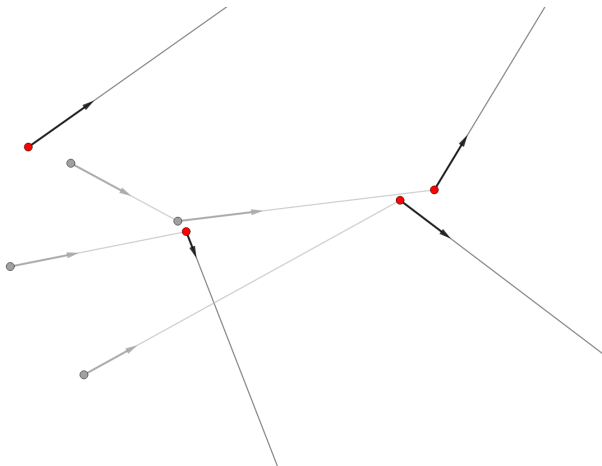
22nd MCnet Meeting, 20 April

# Outline

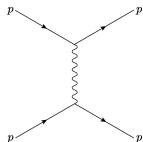
Background

Results

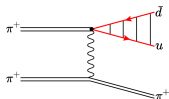
# Rescattering overview



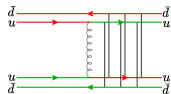
## Rescattering overview - low energy processes



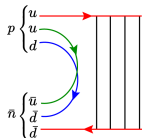
Elastic



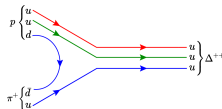
Diffractive



Non-diffractive



Annihilation



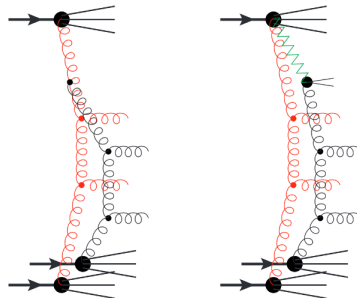
Resonant

## Why rescattering in Pythia?

- ▶ Several projects in Lund are trying to explore heavy ion physics without a QGP, to see how well other effects can explain experimental data.
- ▶ Rescattering has been shown to give rise to collective effects such as flow (da Silva et al., arXiv:1911.12824).
- ▶ Having rescattering in Pythia makes it more convenient to perform these studies, and is a starting point for further development.

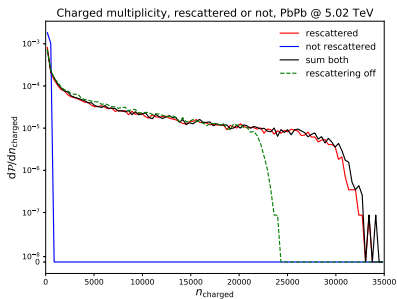
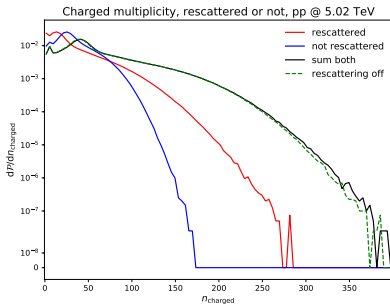
# Angantyr

- ▶ Angantyr is the default heavy ion model for Pythia
- ▶ Basically Pythia's MPI model extended to heavy ions, using a Glauber model for the nucleon geometry
- ▶ First interaction modelled as non-diffractive pp event. Subsequent interactions modelled similar to single-diffractive.



# Multiplicities - pp vs. PbPb @ 5.02 TeV

- Rescattering is implemented  $2 \rightarrow n$  processes, but not  $n \rightarrow 2$ , so multiplicity will increase.

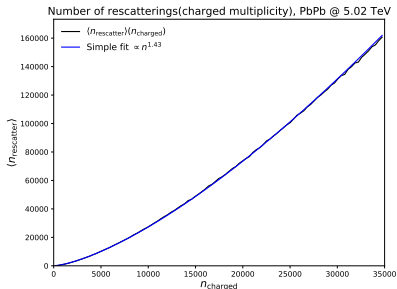
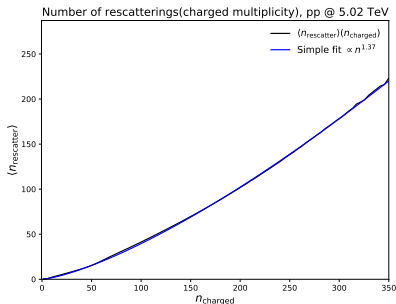


For pp we compensate by tuning  $p_{\perp,0}$  from the MPI framework.  
Other cases need a more detailed treatment

## Rescattering rates - pp vs. PbPb @ 5.02 TeV

Naïvely expect  $n_{\text{rescattering}} \sim n_{\text{hadron}}^2$ .

In practice, assume  $n^p$  scaling for some other  $p$



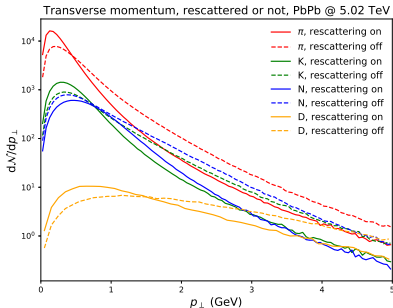
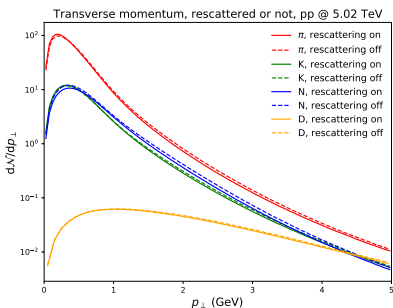
Case	$p$
pp	1.37
pPb	1.47
PbPb	1.43

- ▶ Scaling is faster for pPb than for pp.
- ▶ But slower for PbPb than pPb, since then higher multiplicity implies larger volume.



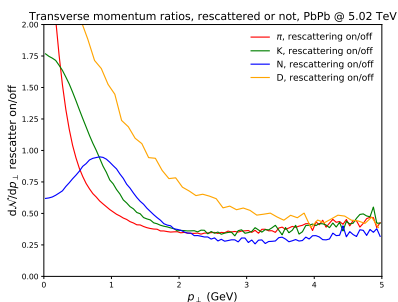
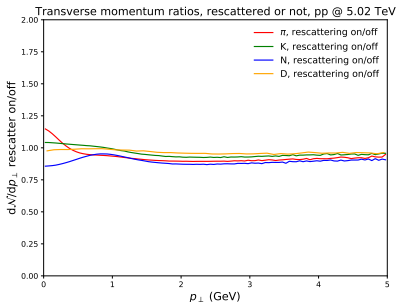
# pT spectra - pp vs. PbPb @ 5.02 TeV

- ▶ Rescattering reduces mean  $p_{\perp}$  since multiplicity increases
- ▶  $D$  mesons start out at higher  $p_{\perp}$  because charm is not produced in string fragmentation



To study this closer, let look at ratios between the two spectra...

## pT spectrum ratios - pp vs. PbPb @ 5.02 TeV

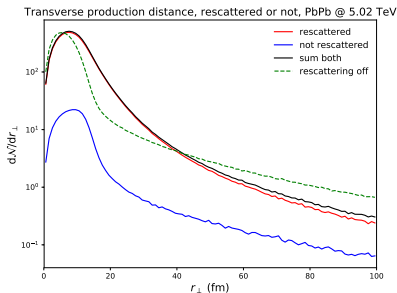
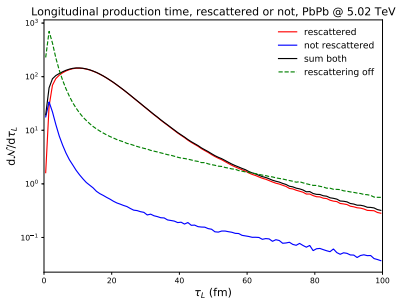
 $dN/dp_{\perp}$  ratios with rescattering on : off

- ▶ Pion wind pushes pions to lower  $p_{\perp}$  and nucleons to higher
- ▶ Nucleon depletion due to baryon–antibaryon annihilation
- ▶  $D$  mesons start out at higher  $p_{\perp}$  and are pushed to lower velocities

## Spacetime distributions - PbPb @ 5.02 TeV

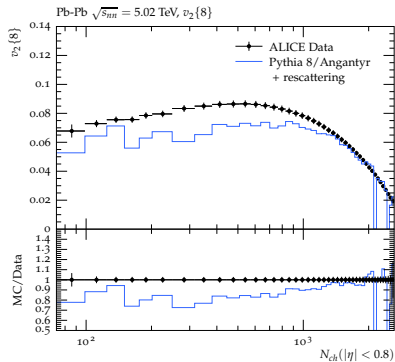
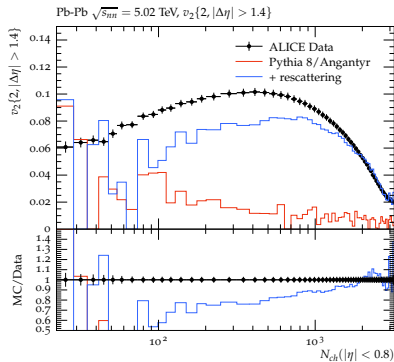
$$\tau_L^2 = t^2 - z^2,$$

$$r_{\perp}^2 = x^2 + y^2$$



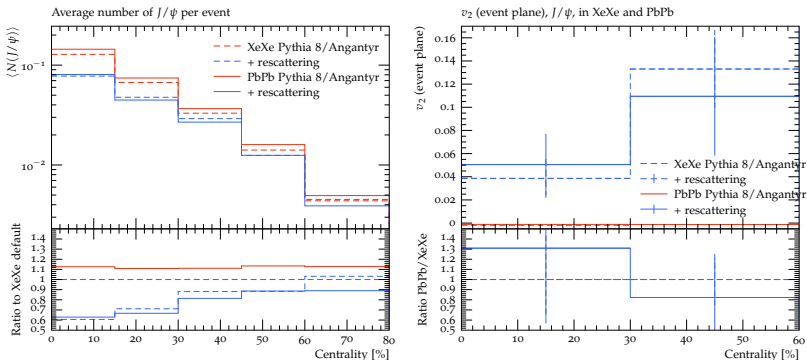
- ▶ Reduction in number of hadrons produced very early or late
- ▶ Particles produced at higher  $r_{\perp}$  are less likely to rescatter
- ▶ Mean production time with rescattering  $\langle \tau_L \rangle = 15.4$  fm

## Flow - PbPb @ 5.02 TeV



(Data from arXiv:1903.01790)

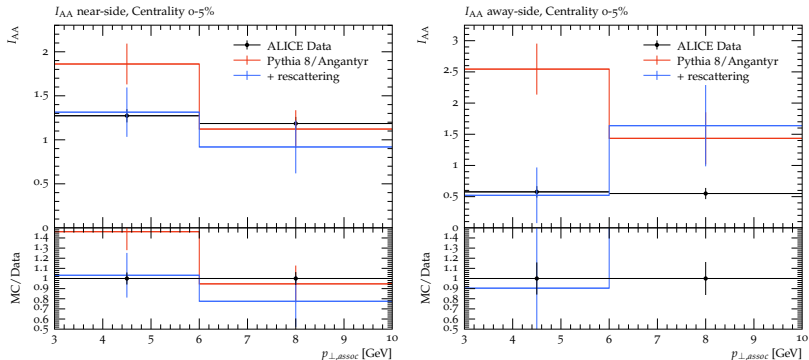
- ▶ Very good description at high multiplicities, where there is more rescattering activity
- ▶ Other effects like ropes and shoving should also contribute, so the result with only rescattering should be below data

Flow for  $J/\psi$  - PbPb @ 2.76 TeV / XeXe @ 5.44 TeV

- ▶ Number of  $J/\psi$  depleted in rescattering
- ▶ Rescattering gives a flow effect for  $J/\psi$

# Jets $I_{AA}$ - PbPb @ 2.76 TeV

$I_{AA}$  is the PbPb/pp ratio of associated particle yield per trigger  
 $8 \text{ GeV} < p_{\perp, \text{trig}} < 15 \text{ GeV}$ ,  $4 \text{ GeV} < p_{\perp, \text{assoc}} < p_{\perp, \text{trig}}$



(Data from arXiv:1110.0121)

NB:  $p_{\perp}$  spectrum modified by other mechanisms, and result must be taken with a grain of salt.

# Outlook

- ▶ Rescattering in pp collisions has been available in PYTHIA 8.303. Starting from 8.304, heavy ions are also supported.
- ▶ We have seen that rescattering has non-negligible effects, perhaps most significantly giving rise to collective flow
- ▶ Framework still under development. Especially  $3 \rightarrow 2$  processes are a high priority
- ▶ There are also other ways to go from here, such as cosmic ray physics and pentaquark formation
- ▶ The future of Angantyr will involve shoving, ropes, and other effects. The question is, *how far can one get without a QGP?*