

# Exploiting exotic LHC datasets for long-lived new particle searches

[2211.02171]

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Searching for long-lived particles at the LHC and beyond:  
Thirteenth workshop of the LLP Community

# Breaking the conventional wisdom

*New particles are heavy!*

Otherwise we would have found them already

- Highest possible collision energy
- High trigger thresholds (to increase S/B)

*New particles are infrequently produced!*

- Largest possible luminosity
- Very large pileup
- Even higher trigger thresholds

Not always true [\[See excellent dedicated talks\]](#)

- Models with light particles that escaped detection  
e.g. Dark sector models predicting new long-lived particles
- These models gain popularity as the LHC limits on traditional BSM models get tighter

Dedicated detectors [\[See excellent dedicated talks\]](#)

FASTER, CODEX-b, milliQan, MATHUSLA, ANUBIS, SHiP, etc.

Dedicated upgrades

e.g. timing layer in CMS

Dedicated triggers

e.g. based on displacement

Special datasets from ATLAS and CMS

- Scouting
- Parking
- Heavy ion collisions
- Low-pileup

# Goal and strategy of this study

## Benchmark model

Light and long-lived neutral resonance decaying into 2 muons

## Light

- Muons have soft spectrum
- Killed by high trigger  $p_T$  thresholds

## Long-lived

- Large S/B using muon displacement
- Degradation by pileup

## Question

Which dataset is most promising?

## Purpose

Provide more resources to the right channel

## Simplification

- Absolute performance not crucial  
*Which significance expected after  $n\text{fb}^{-1}$ ?*
- Relative performance relevant  
*Which dataset performs better?*
- Some shortcuts do not affect the answer

## Detector simulation

- Using DELPHES
- Applying simplistic analysis/selection

# Datasets

# Scouting

Idea

Fraction of bandwidth given to data stream with reduced event content

Size reduction (2011 example)

$$\text{Bandwidth} = \text{Event Size} \cdot \text{Event Rate}$$

$$\sim 1 \text{ GB/s} \quad \sim 1 \text{ MB} \cdot \sim 1 \text{ kHz}$$

constrained if reduced can be larger

$$\sim 7.5 \text{ MB/s} \quad \sim 1.5 \text{ kB} \cdot \sim 5 \text{ kHz}$$

Information loss

- No raw data saved
- No offline reconstruction

Run 2

96.6 fb<sup>-1</sup> collected in 2017 and 2018 using a dimuon triggers

Run 3

- Larger bandwidth allocated
  - Assumption: Continuous running
- Threefold increase

Modeled by

- Degrading muon resolution
- Lowering trigger thresholds

# Parking

## Idea

- Storing a fraction of the triggered data without running the prompt reconstruction algorithms
- Exploit the reduced beam intensity towards end of fill
- Event reconstruction delayed post data taking

## Run 2

12 M events collected in 2018  
with a non-isolated  $\mu$  trigger motivated by  $b$ -physics

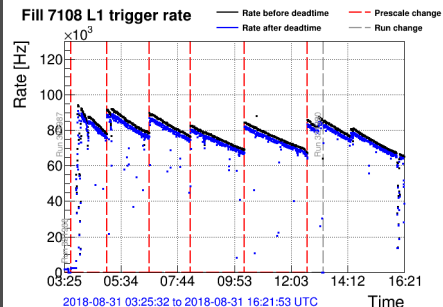
## Run 3

- Difficult to predict since it depends on future available computing resources
  - Assumption: Every year as many events as in 2018 will be parked
- Quadrupled statistics

## Simulated using

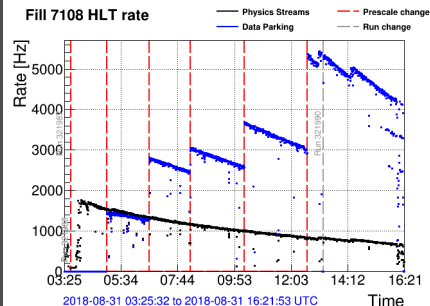
- Low trigger threshold
- Non-isolated muons

## L1 trigger rate of example fill



## HLT rate

[CMS DP-2019/043]



# Low-pileup

## Idea

- Motivated by SM measurements that do not need large statistics
- but need the cleanest possible experimental conditions
- in particular very low pileup (e.g.  $W$  mass)

## Run 2

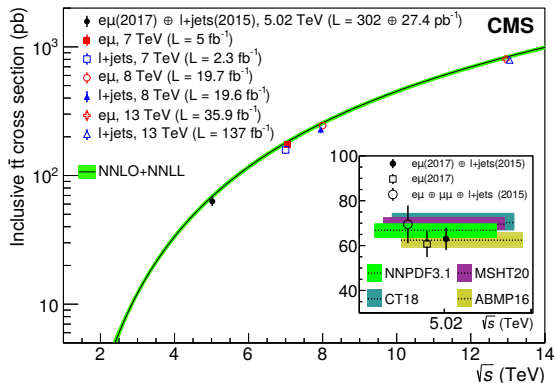
- $0.5 \text{ fb}^{-1}$  accumulated in total,
- $0.2 \text{ fb}^{-1}$  at 13 TeV
- $0.3 \text{ fb}^{-1}$  at 5.02 TeV  
(reference  $pp$  dataset for heavy-ion studies)

## Assumptions for Run 3

- Same luminosity as Run 2
- With energy of 13.6 TeV
- Motivated by higher priority after CDF  $W$  mass measurement

## Example study

[2112.09114]



## Modeled by

- No pileup
- Lower trigger thresholds

# Heavy ions

## Drawbacks

- much shorter running time (1 month per year)
- much smaller instantaneous luminosity (limited by beam disruption)
- smaller collision energy per nucleon

## Advantages

- Cross section enhanced by  $(208)^2$
- Zero pileup

## Run 2 luminosity and energy

$$\mathcal{L} = 1.6 \cdot 10^{-6} \text{ fb}^{-1} \text{ at } 5.02 \text{ TeV/nucleon}$$

## Run 3

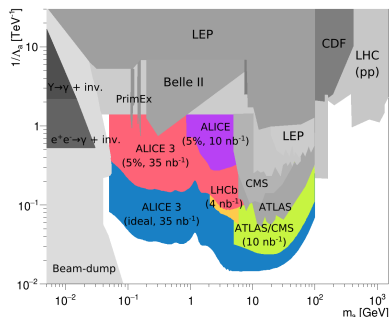
- Confirmed plan to accumulate  $\mathcal{L} = 9.6 \cdot 10^{-6} \text{ fb}^{-1}$
- Energy undecided, we assume 5.5 TeV/nucleon

Great for

[1812.07688; 2203.05939]

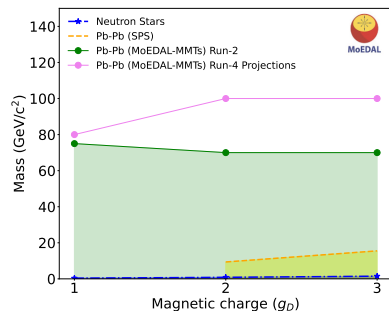
Monopoles, Axion like particles via photon interactions

## ALPs



## Monopoles

[See talk by Mitsou]





# Summary of the assumptions for the simulation

## Trigger thresholds and luminosities

Dataset	$p_T^{\min}/\text{GeV}$		$\mathcal{L}_{\text{int}}/\text{fb}^{-1}$		MC approximation
	muon	dimuon	Run 2	Run 3	
Standard $pp$	24	17	140	280	Pileup of 35 and 70
Scouting	–	3	96.6	289.8	
Parking	12	–	48.8	195.2	
Low-pileup	17	8	0.2	0.5	Zero pileup
Heavy ion	–	3	$1.6 \times 10^{-6}$	$9.6 \times 10^{-6}$	Only PbPb

To prevent artificially disfavoured one dataset we assume three different trigger scenarios

## Trigger scenarios

	Muon	Hybrid	Dimuon
$p_T$ threshold	Single muon		Dimuon
Displaced muons	1		2

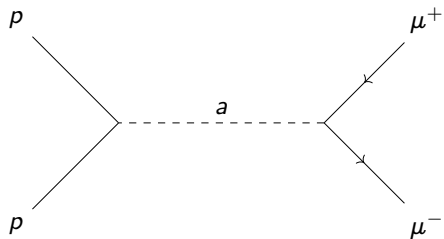
# Sensitivity to benchmark model

# Benchmark model

## Axion like particle interaction

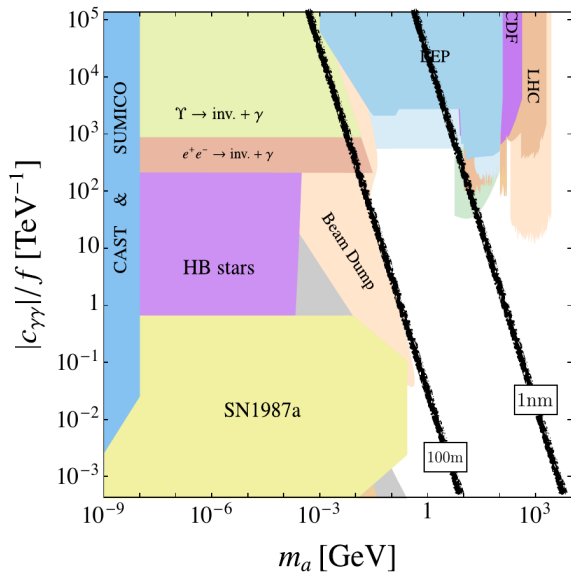
$$\mathcal{L}_a = \frac{1}{2} \partial_\mu a \partial^\mu a - \frac{1}{2} m_a a^2 - c_{\tilde{G}} \frac{a}{f_a} G_{\mu\nu} \tilde{G}^{\mu\nu} - i c_{a\phi} \frac{a}{f_a} \sum_f m_f (\bar{f}_L f_R - \text{h.c.}) + \dots,$$

## Production and decay



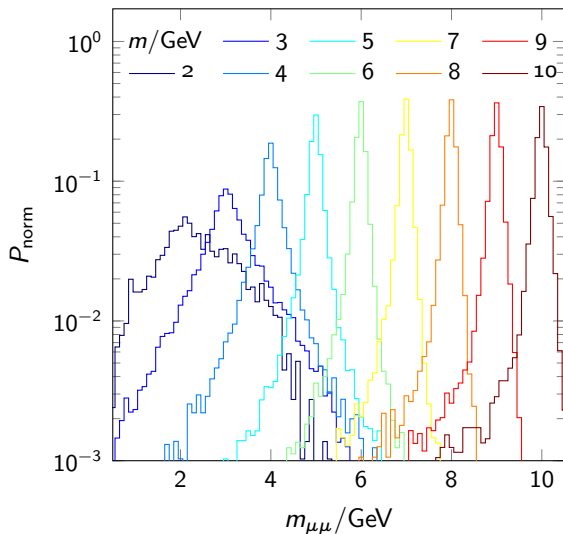
## Long-lived ALPs

[Martin's slides]



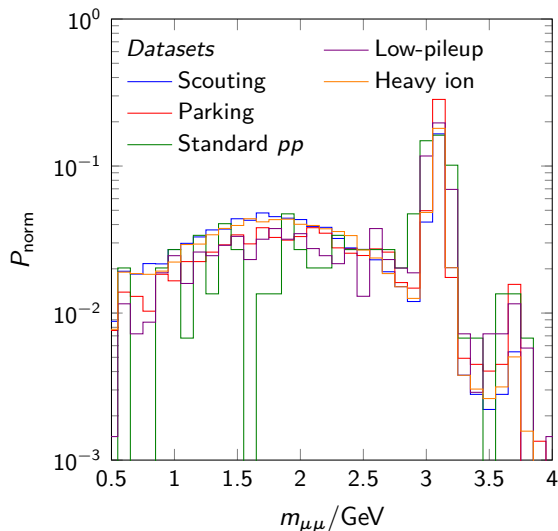
# Invariant mass distribution

## Signal



Mass peak broadens for smaller masses

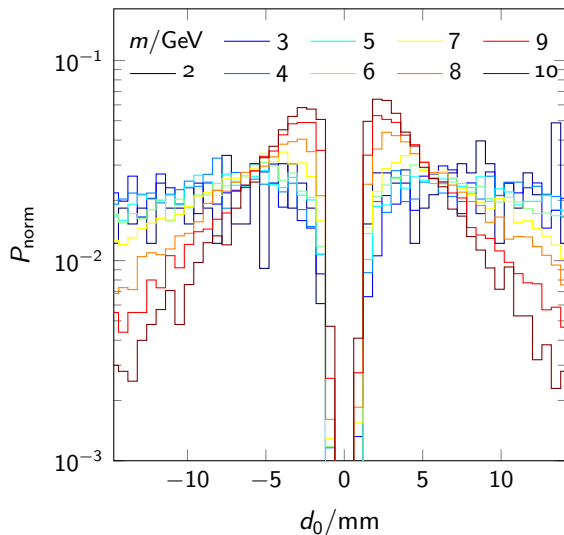
## Background



Meson peaks are recognizable

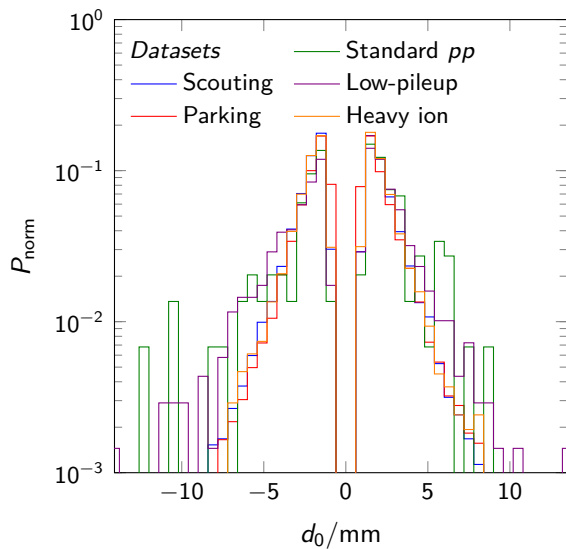
# Displacement

## Signal



Impact parameter depends on mass

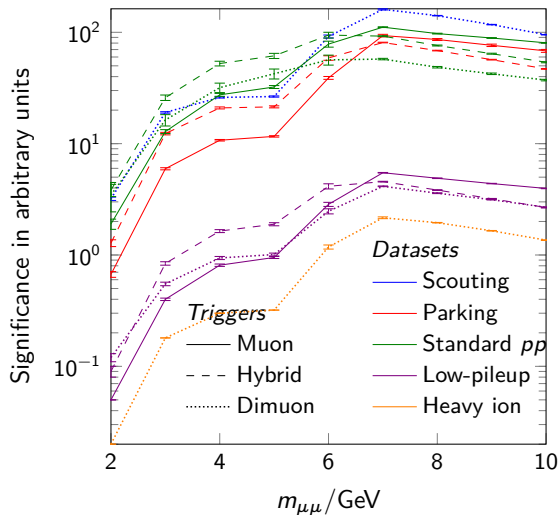
## Background



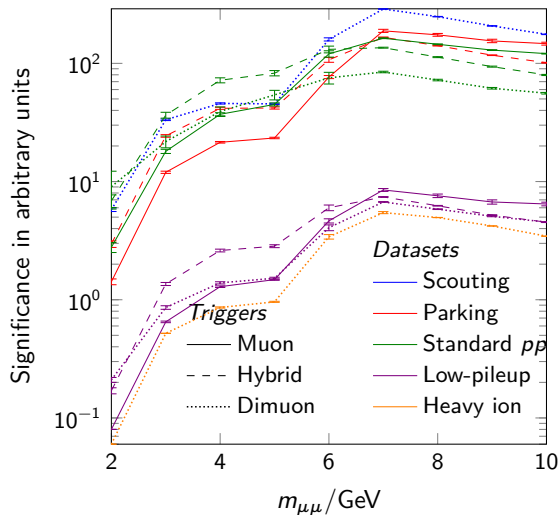
Restriction to long-lived backgrounds

# Results

Run 2



Run 3



## Trigger Scenarios

- Hybrid trigger scenario better for low masses
- Dimuon trigger scenario better for high masses

## Datasets

- Scouting and Parking can outperform standard  $pp$  dataset
- They can easier be increased than  $pp$  dataset

# HNLs from mesons in heavy ions

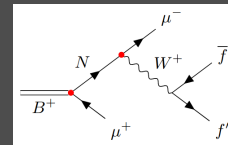
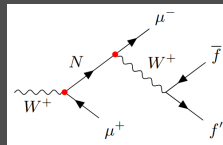
[1810.09400; 1905.09828]

## Idea

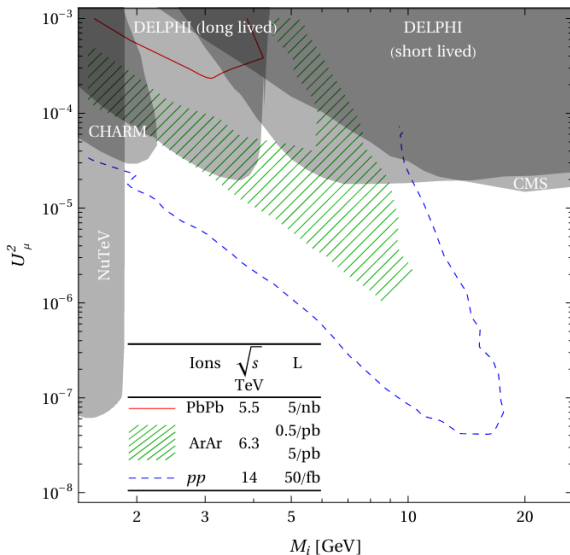
- Exploit low triggers
- Use lighter ions

Lighter ions can have advantage

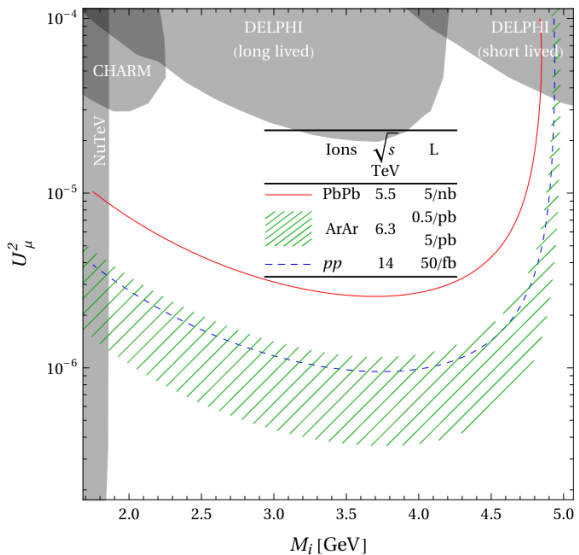
over  $pp$  collisions  
at equal running time



## $W^\pm \rightarrow \mu^\pm N$



## $B^\pm \rightarrow \mu^\pm N$



- Scouting and parking are competitive with standard data for this category of signal model
- They might outcompete standard data if significantly larger resources are allocated
- PbPb and low-pileup are considerably less competitive
- Other signal models (monopoles, ALP interacting with  $\gamma$ , ...) lead to different conclusions

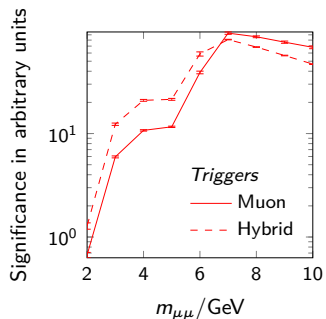
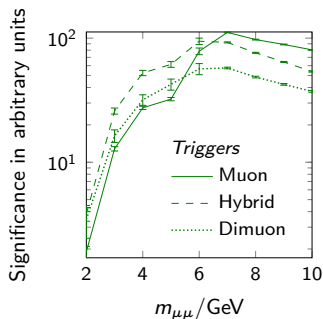


## References

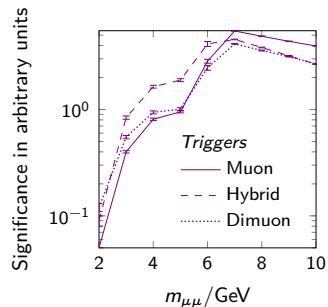
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# Details

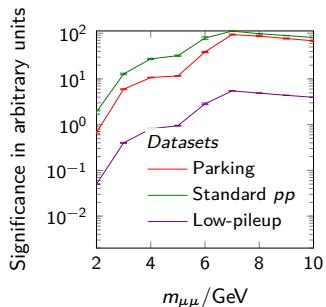
## Parking

Standard  $pp$ 

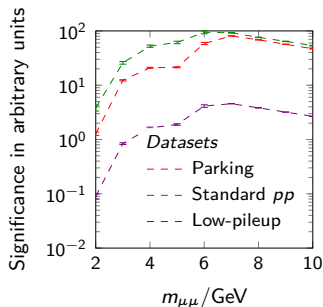
## Low-pileup



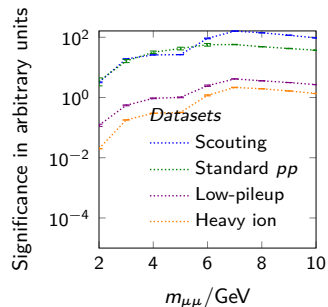
## Muon trigger



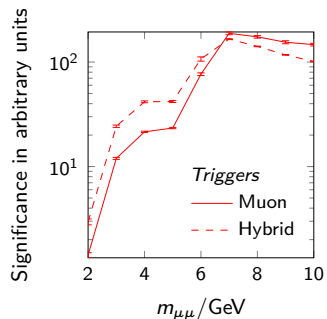
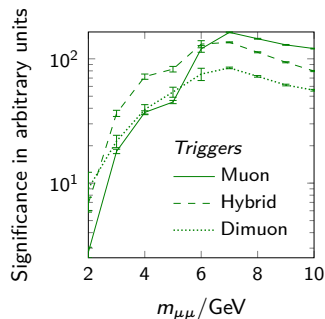
## Hybrid trigger



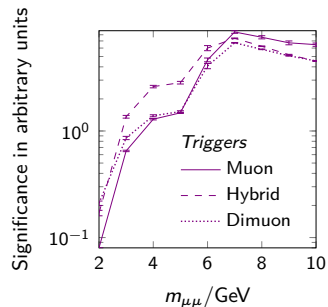
## Dimuon trigger



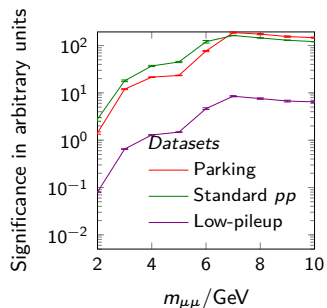
## Parking

Standard  $pp$ 

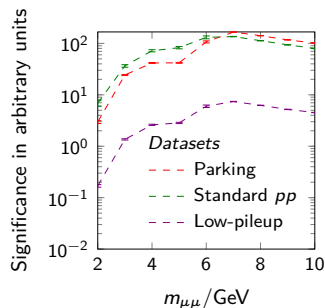
## Low-pileup



## Muon trigger



## Hybrid trigger



## Dimuon trigger

