A new model for jet energy loss in heavy-ion collisions

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Our project

To get both hydrodynamic IS and initial hard partons from preferrably the same initial state, make hydrodynamic and jet parts talk to each other, add hadronization scheme and jet finding.



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Time-like parton shower

• Monte Carlo simulation of DGLAP equations for a parton shower between virtuality scales Q_{\uparrow} (from Born process in hard scattering) and $Q_{\downarrow} = 0.6$ GeV.



Time-like parton shower + spacetime picture

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On top of that:

- The time evolution is split into timesteps (ideal for merging with hydrodynamic medium evolution)
- Parton splitting (for high- Q^2 partons) happens with a probability according to mean life times between the splittings $\Delta t = E/Q^2$.

Medium modifications

In Nature: continuous change with Q^2 , in our model: separation into two regimes.



High- Q^2 regime:

$$\frac{dQ^2}{dt} = \hat{q}(T, p)$$

Low- Q^2 regime:

- elastic scatterings off medium partons
- medium-induced radiation

Medium modifications: high Q^2 sector

We adopt effective treatment from T. Renk, Phys. Rev. C78 (2008) 034908:

 $\frac{dQ^2}{dt} = \hat{q}(T, p)$

 $\hat{q}(T,p) = \hat{q}_{\text{JET}}(T) \times q_{\text{cof}}(p)$, the latter from Gossiaux, Aichelin, Phys. Rev. C 78 (2008) 014904. There is a small continuous virtuality increase, which causes more splittings, leads to a wider jet with some *apparent* energy loss.



Medium modifications: low Q^2 sector



Elastic scatterings

UIN

t-channel, IR-regulated



$$lpha_{
m s,eff}(T) pprox rac{0.42}{\ln\left(1.15 + 0.64rac{T}{T_c}
ight)}, \quad {
m with} \ T_c = 0.15 \ {
m GeV}.$$

Medium-induced radiation: single (incoherent) radiation process



Basic idea: Gunion, Bertsch '82

Extension for heavy quark projectile and dynamical light quarks:

Aichelin, Gossiaux, Gousset, Phys. Rev. D89, 074018 (2014):

In the region of small x, the matrix elements from QCD can be approximated by so-called *scalar* QCDwhich at high energy leads to a factorized formula for the total cross section of the radiation process: $\frac{d\sigma^{Qq \rightarrow Qqg}}{dxd^2k_Td^2l_T} = \frac{d\sigma_{el}}{d^2l_T}P_g(x,k_T,l_T)\theta(\Delta), \quad \text{where} \quad \text{Allows for finite}$

$$P_g(x,\vec{k_T},\vec{l_T};M) = \frac{C_A \alpha_s}{\pi^2} \frac{1-x}{x} \left(\frac{\vec{k_T}}{\vec{k_T}^2 + x^2 M^2} - \frac{\vec{k_T} - \vec{l_T}}{(\vec{k_T} - \vec{l_T})^2 + x^2 M^2} \right)^2,$$

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quark/gluon masses \rightarrow heavy quark jets

Medium-induced radiation is actually coherent



For the multiple scatterings in medium, one has to take into account coherence effects:

- QED: Landau-Pomeranchuk-Migdal (LPM) effect,

- QCD: Baier-Dokshitzer-Mueller-Peigne-Schiff-Zakharov (BDMPS-Z)

One expects to have three regimes:

- GB: Gunion-Bertsch regime, incoherent radiation
- BDMPS-Z: radiation from multiple coherent scatterings
- GLV: radiation with a single hard scattering

The implementation

- For low- Q^2 partons: at each timestep, an elastic scattering and/or a radiation of pre-formed gluon happens with a probability $R_{\rm el}\Delta t$, $R_{\rm inel}\Delta t$ respectively.
- Each parton can generate arbitrary number of pre-formed gluons (∝blob).
- We adopted a variant of the faithful implementation of the BDMPS-Z by Zapp, Stachel, Wiedemann, JHEP 07 (2011), 118 ⇒

 $N_{\rm e} = 1$, $\sigma = 0$ Evolve one timestep Δt Gluon phase accumulation $\phi \rightarrow \phi + \Delta \phi$ Still in medium $(T > T_c)$? No Yes $\varphi > \varphi_c?$ Yes No Elastic rescattering? Yes No $N_s \rightarrow N_s + 1$, update k Accept gluon with probability $1/N_s$ Add virtual gluon as radiated/realised Yes No Discard virtual gluon Adjust projectile kinematics accordingly

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virtual incoherent gluon formation according to GB seed

Coherent radiation benchmark in SUBA-Jet

In order to reproduce BDMPS-Z behaviour, one has to assume that:



- jet = energetic low-Q quark
- quark only radiates gluons
- radiated gluons only scatter elastically
- QGP scattering centers have infinite mass
- ω is conserved in elastic scatterings
- besides, $k_{\perp} \ll \omega \ll E$

Coherent radiation benchmark (2) 1) 100 **TeV** jet, a proxy for $E \rightarrow \infty$ limit.



$$\omega rac{\mathrm{d}N^{\mathsf{BDMPS-Z}}}{\mathrm{d}\omega} \simeq rac{2lpha_s C_R}{\pi} \ln |\mathrm{cos}(\Omega L)|$$

(Caron-Huot, Gale, 2010; Mehtar-Tani, 2019)

- Setup: $T = 400 \text{ MeV}, \ \alpha_s = 0.4$ $\mu \approx 0.44 \text{ GeV}, \ m_g^{\text{therm}} = 0.626 \text{ GeV},$ $m_q^{\text{therm}} = 0.367 \text{ GeV}, \ \lambda_{\text{el}}^q = 0.18 \text{ fm}, \text{ and}$ $\lambda_{\text{el}}^g = 0.08 \text{ fm}.$
- LPM modifies radiation spectrum at all scales (BH behaviour not present at small ω too dense medium)
- At large ω , GLV limit is reproduced.
- A very strong LPM suppression: out of 300 virtual gluons only 1% become real radiated gluons.

2) A more realistic 100 GeV jet.



- At large ω , the spectrum resembles GLV,
- but in fact the fall-off is due to energy conservation.
- Also a very strong LPM suppression here: only 6% of virtual gluons become real ones.

Relaxing BDMS-Z assumptions



$$\frac{d\sigma_{\rm el}}{d^2 l_T} \rightarrow \frac{8\alpha_s^2}{9(\vec{l_T}^2 + \mu^2)^2}$$

- *w* conservation is used in BDMS calculation,
- we explore two other choices:
- k^+ conservation
- energy reduction (energy gain by the medium parton is subtracted from the projectile gluon)

Relaxing BDMPS-Z assumptions (2)

Realistically, energy of the trial radiated gluons is not conserved but reduced in subsequent scatterings.



Different assumptions for elastic scatterings:

- (dashed) energy conservation original BDMPS
- (solid) $k^+ = E + p_z$ conservation
- (dotted) energy reduction the most realistic

\Rightarrow at low ω the treatment of elastic scatterings becomes quite important

Relaxing BDMPS-Z assumptions (3)



Curves in reverse order:

- $m_q \rightarrow \infty + \text{ energy conservation:}$ (dotted) original BDMPS-Z
- $m_q \rightarrow \infty$ + energy reduction: (solid) account for energy reduction in scatterings
- *m_q* = 0 + energy reduction: (dashed) the most realistic case

 \Rightarrow both improvements change the low- ω spectrum significantly w/r/t/ BDMPS-Z.

Path length dependence of radiative energy loss

In both BDMPS-Z mimicking (left) and realistic (right) cases, the pathlength dependence is:



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Summary

A building block of the state-of-the-art jet+medium framework SUBA-Jet:

- We've constructed a Monte Carlo implementation of coherent radiative enegry loss.
- Radiation seed is based on Gunion-Bertsch \Rightarrow massive quarks/gluons.
- In a benchmark setup, BDMPS-Z spectrum of radiated gluons is reproduced
- At very large ω , GLV limit is reproduced as well.
- In a more realistic setup, gluon radiation spectrum changes considerably with respect to BDMPS-Z form *even in static medium*.
- One way to state the reason is that there is no clear separation of scales: $E \gg \omega \gg k_T$ in theory, but in practice they may and do overlap.

Outlook:

Run the jet energy loss model over a realistic medium background (vHLLE, already in progress), employ EPOS initial state, compute basic observables, look at the effects of medium response.