# Quirky Signals: From Strings to the Underlying Event

Roni Harnik, SLAC/Stanford

Advertising ongoing work by Luty et al.

- + past and ongoing works with
- G. Burdman, Z. Chacko, H.S. Goh and T. Wizansky.

But, before we begin:

A Brief Commercial Aspen's great. But isn't it a bit....





# Come to Aspen this summer!

#### Aspen Summer 2008

# LHC: BSM signals in a QCD Environment

July 20th - August 17th







A workshop devoted to all aspects of the discovery of new physics at the LHC.

Organizers: Paddy Fox, Roni Harnik, Tilman Plehn

#### Outline

- \* Quirks:
  - O What are they?
  - O Why think about them?
- \* Signals in two cases:
  - Very long strings anomalous muon tracks.
  - Short strings resonances and anomalous UE's.

#### Quirks

\* Consider a new strong force

$$SU(3)_c \times SU(2)_L \times U(1)_Y \times SU(N)$$

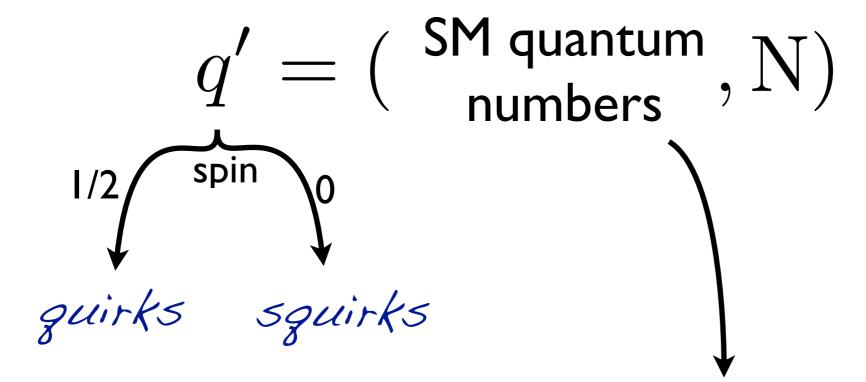
\* Matter:

$$q' = ( Maintage Mai$$

If 
$$\Lambda_{
m QCD'} \ll m_{q'}$$
 $q'$  is a Quirk

## Types of Quirks

\* We can categorize quirks

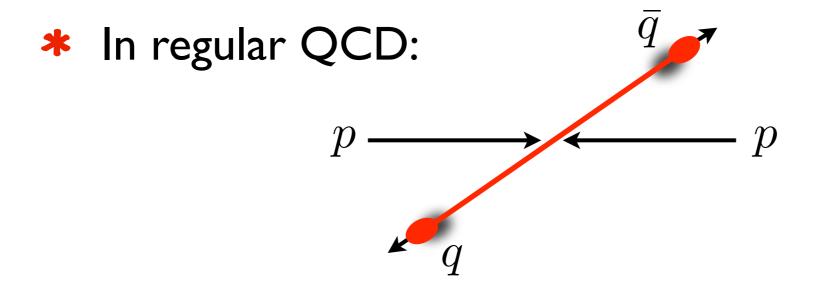


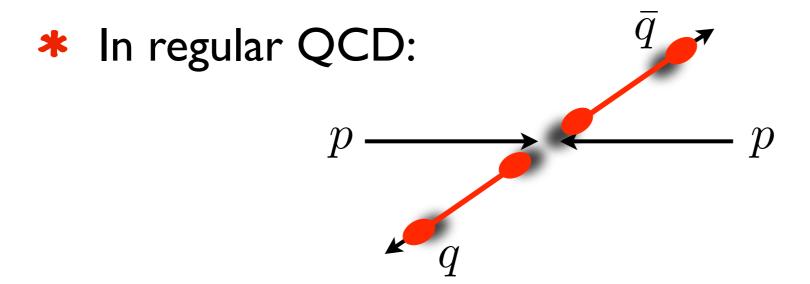
#### Colored or Non-colored

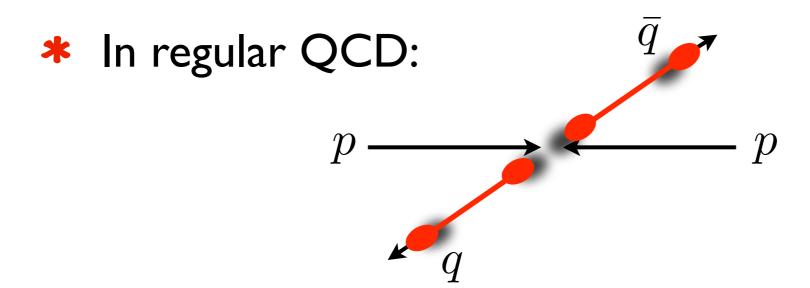
(under our QCD)

important for production, etc.

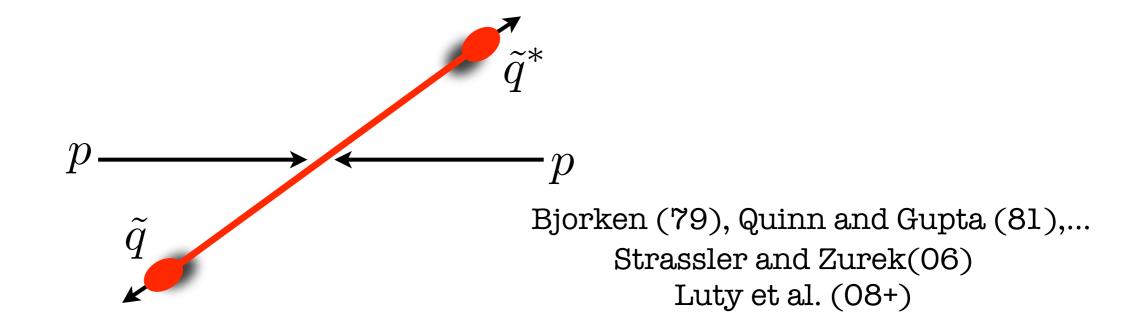
\* In regular QCD:  $q \longrightarrow p$ 



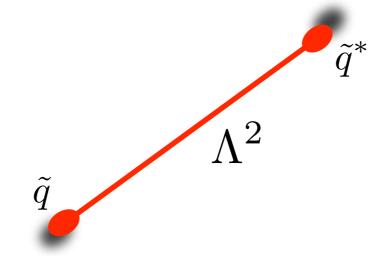




\* In "quirky QCD" this costs too much energy. squarks' are produced and **remain bound!** 

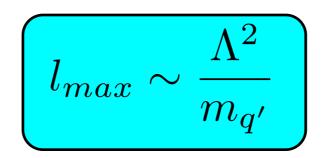


\* Now what? Quirks will loose kinetic energy to string tension.



\* Energy conservation:

production 
$$E_k = \sqrt{\hat{s}} - 2m_{q'} \sim m_{q'}$$
 turning point 
$$E = \Lambda^2 l_{max}$$



 $l_{max} \sim \frac{\Lambda^2}{m_{q'}}$  can be very long!

## Examples:

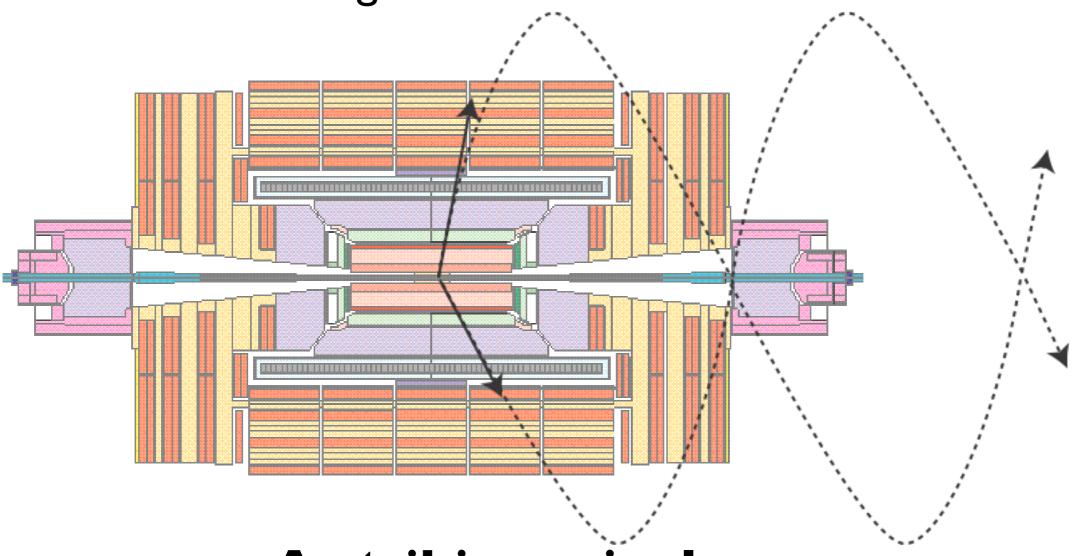
\* Lets consider two extreme choices for  $\Lambda$ 

$\Lambda \sim {\rm few~eV}$	$\Lambda \sim \text{few GeV}$		
$l_{max} \sim { m meters}$	$l_{max} \sim { m few \ fermi}$		
Loooong strings	Excited bound state		
Weird muon tracks.	Resonance. Soft radiation.		

# Looooong Strings.

## Long Strings

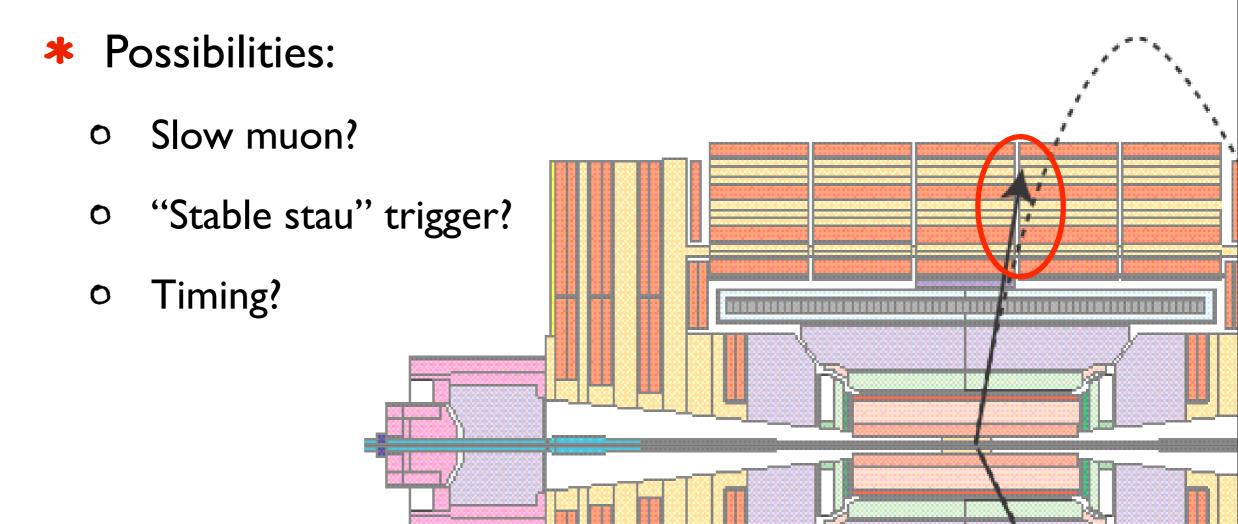
\* Each end hadronizes separately. Assume a charged hadron.



A striking sginal: Two "connected muons".

# Triggering

- \* Naively, this will pass a muon trigger.
- \* But, track curvature and direction is not consistent with a muon coming from the interaction point. May fail LVL2.



# Triggering

\* An interestin possibility:

Trigger events with tracks curving **along** the magnetic field.

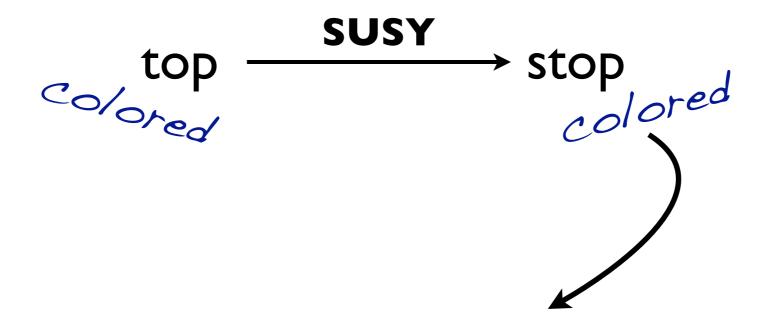
Anything that does this is exotic and worth keeping.

(Unless its noise?)

# Microscopic Strings.

## Model Building

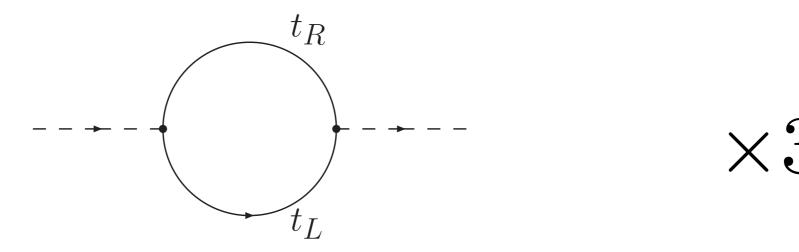
\* The hierarchy problem suggests a new symmetry.



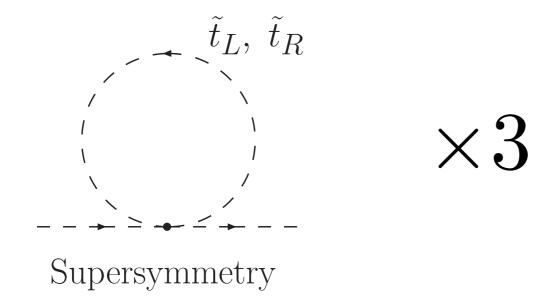
A huge impact on collider phenomenology!

Can squarks be uncolored?

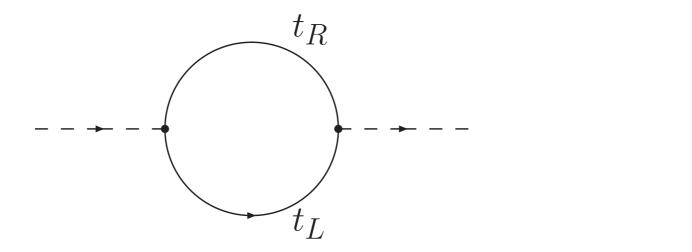
## Just a Factor of 3



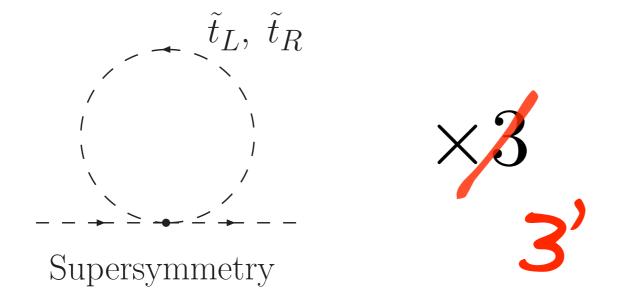
Standard Model



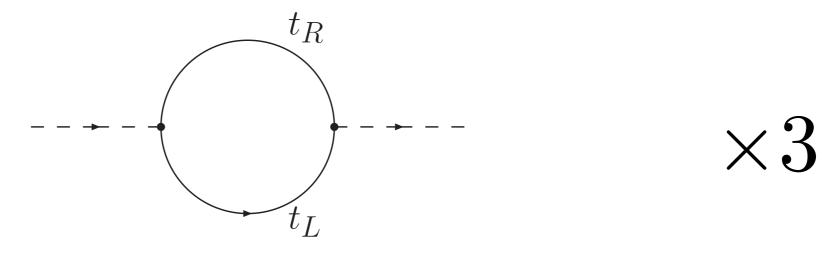
## Just a Factor of 3



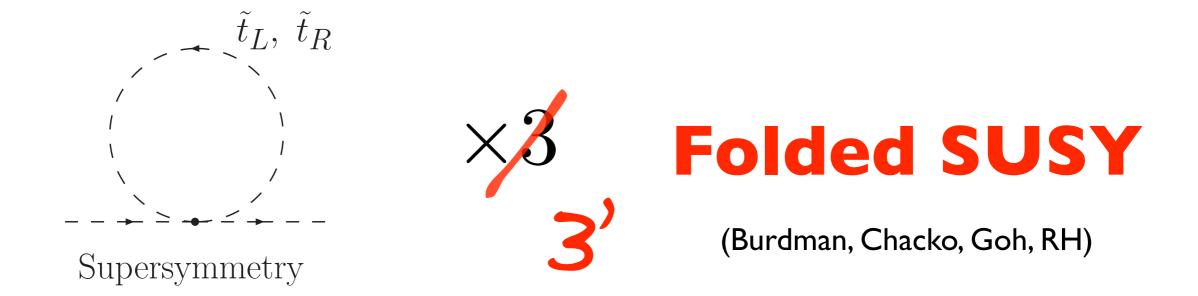
Standard Model



## Just a Factor of 3

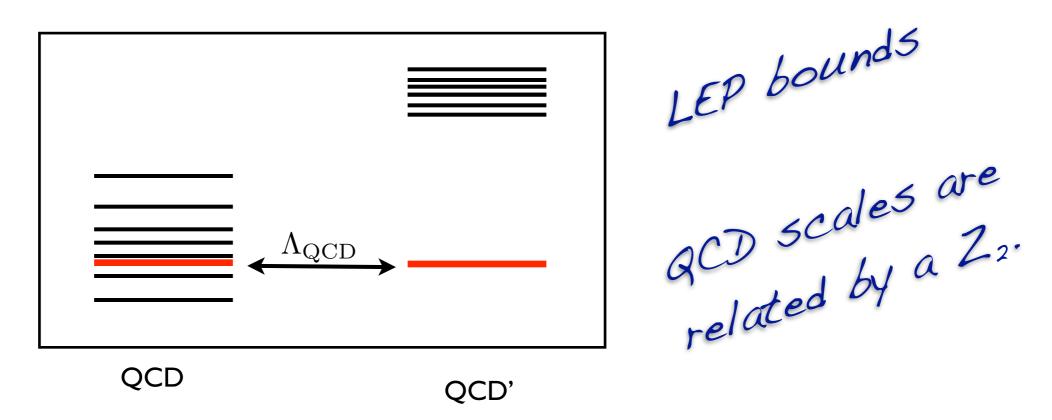


Standard Model



#### Hierarchy solved by squirks!

#### Folded SUSY



\* Motivates both colored and non-colored (s)quirks. e.g.

$$\tilde{q}_L = (1, 2, 3)_{1/6}$$

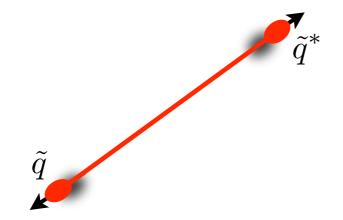
under  $SU(3)_c \times SU(2)_L \times U(1)_Y \times SU(N)$ 

\* The squirks eventually stop. come back. oscillate.



\* This system will loose energy by radiation.

$$\omega \sim \frac{\Lambda^2}{m_{\tilde{q}}} \ll \Lambda \sim m_{\rm glue}$$





Soft: photon dominated Hard: glueball dominated. (decreases with impact parameter!)

#### Photons vs. Glue

- \* Can we guesstimate  $E_{\gamma}/E_{\mathrm{glue}}$  ?
  - O Suppose the photon was massive:  $m_{\gamma} \sim m_{
    m glue}$

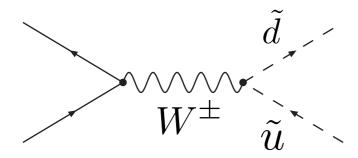
We'd expect 
$$\frac{E_{\gamma}}{E_{\rm glue}} \sim \frac{\alpha(m_{\gamma})}{\alpha_{s'}(m_{\rm glue})} \sim \frac{1}{20}$$
 .

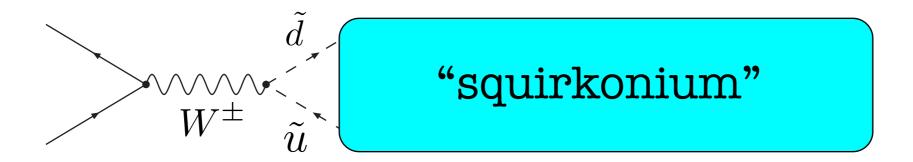
O **But** photon does not have a mass!

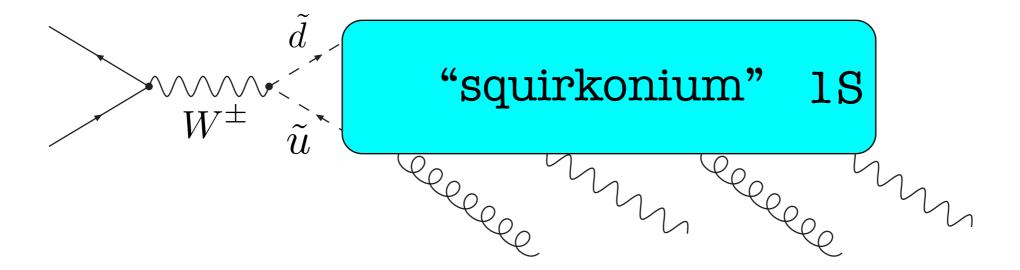
The kinematic suppression due to the mass depends on impact parameter and energy. May easily be a factor few

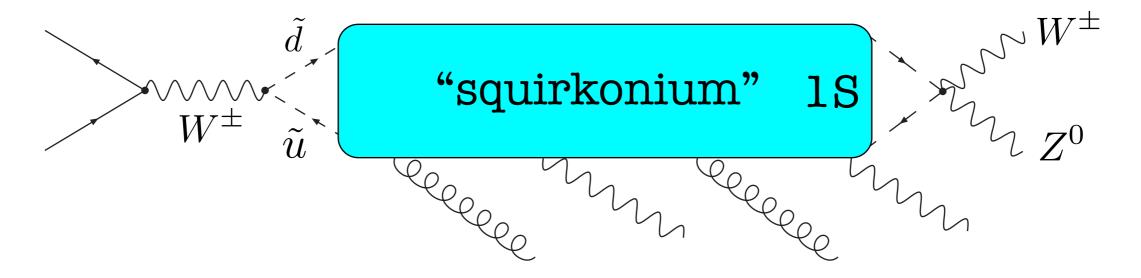
$$\frac{E_{\rm soft}}{E_{\rm hard}} \sim \frac{m_{\tilde{q}} \Lambda^2 b^3}{\alpha_{s'}^2}$$

#### **Settle for 10%**

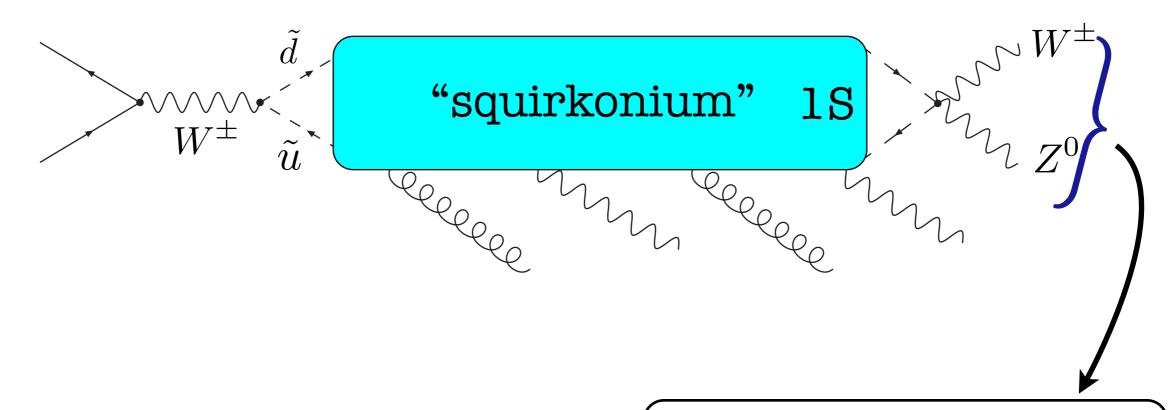








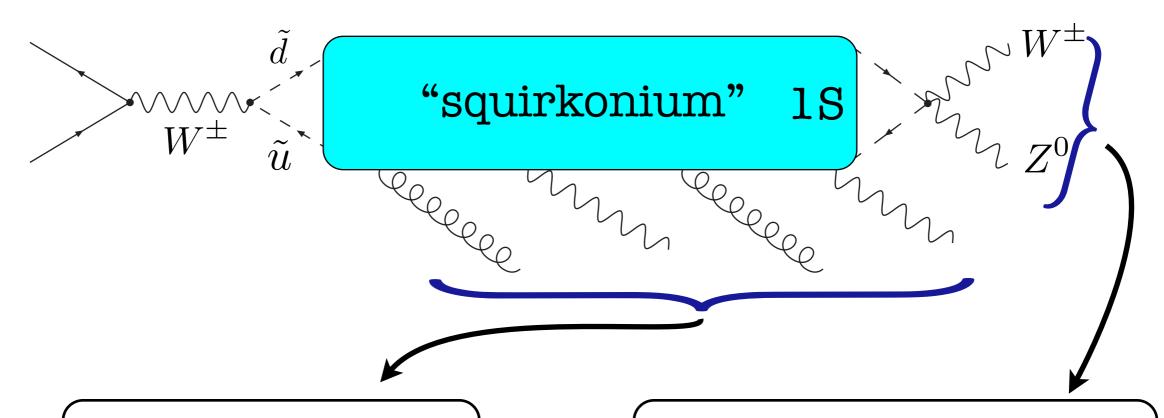
\* Consider squirk production via a W:



A **peak** in the invariant mass of W+Z

$$m_{WZ}^2 = m_{1S}^2 \sim 4m_{\tilde{q}}^2$$

\* Consider squirk production via a W:



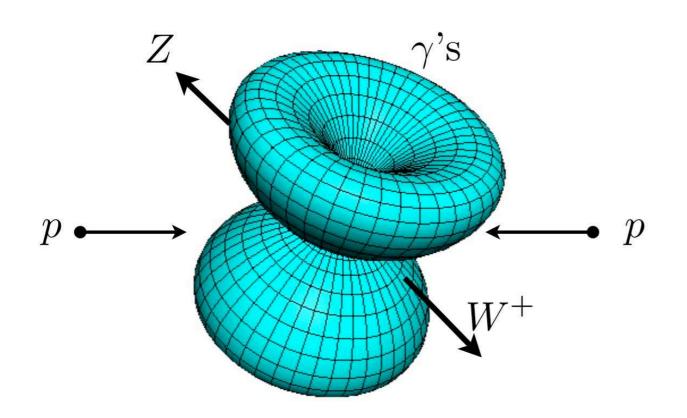
Soft radiation of **photons** and (hidden) glueballs

A **peak** in the invariant mass of W+Z

$$m_{WZ}^2 = m_{1S}^2 \sim 4m_{\tilde{q}}^2$$

Ongoing work w/ Wizansky.

Ongoing work w/ Burdman et al



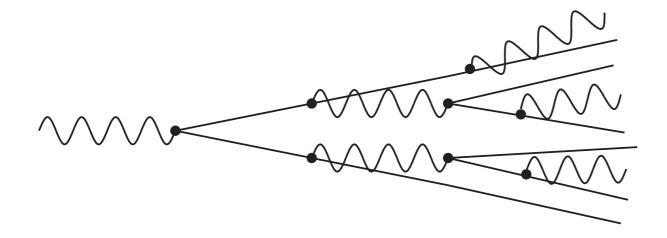
$$E_{\gamma} \sim rac{\Lambda^2}{\sqrt{\hat{s}}} \sim rac{\Lambda^2}{m_{ ilde{q}}}$$
  $\sim 0.1$  -  $1~{
m GeV}$ 

#### Can we see such soft photons? Isn't there plenty of soft background? Is the "antenna pattern" visible?

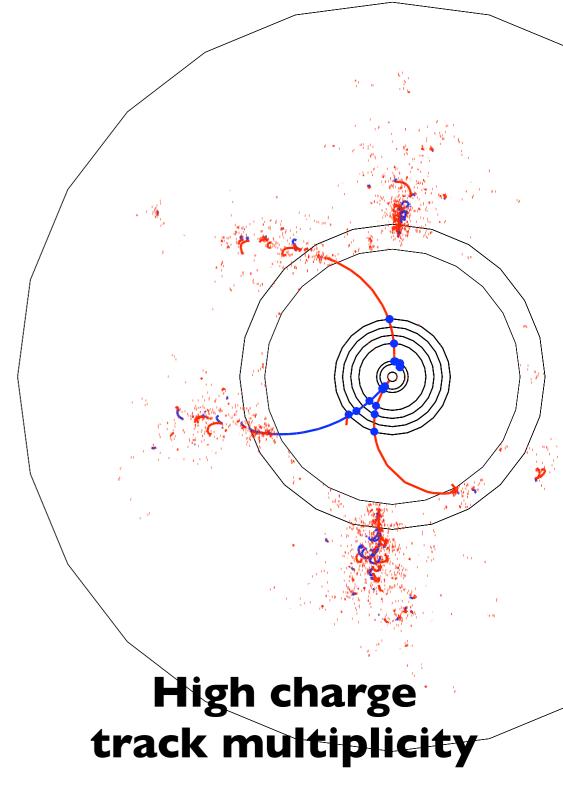
(This is not what the detectors were designed for!)

#### **EM Showers**

\* Soft photons initiate EM showers in the detector.



- \* A naive estimate:
  - ~30% of photons convert to electron-positron pair in tracking system.
  - ~50% of energy reaches Ecal.



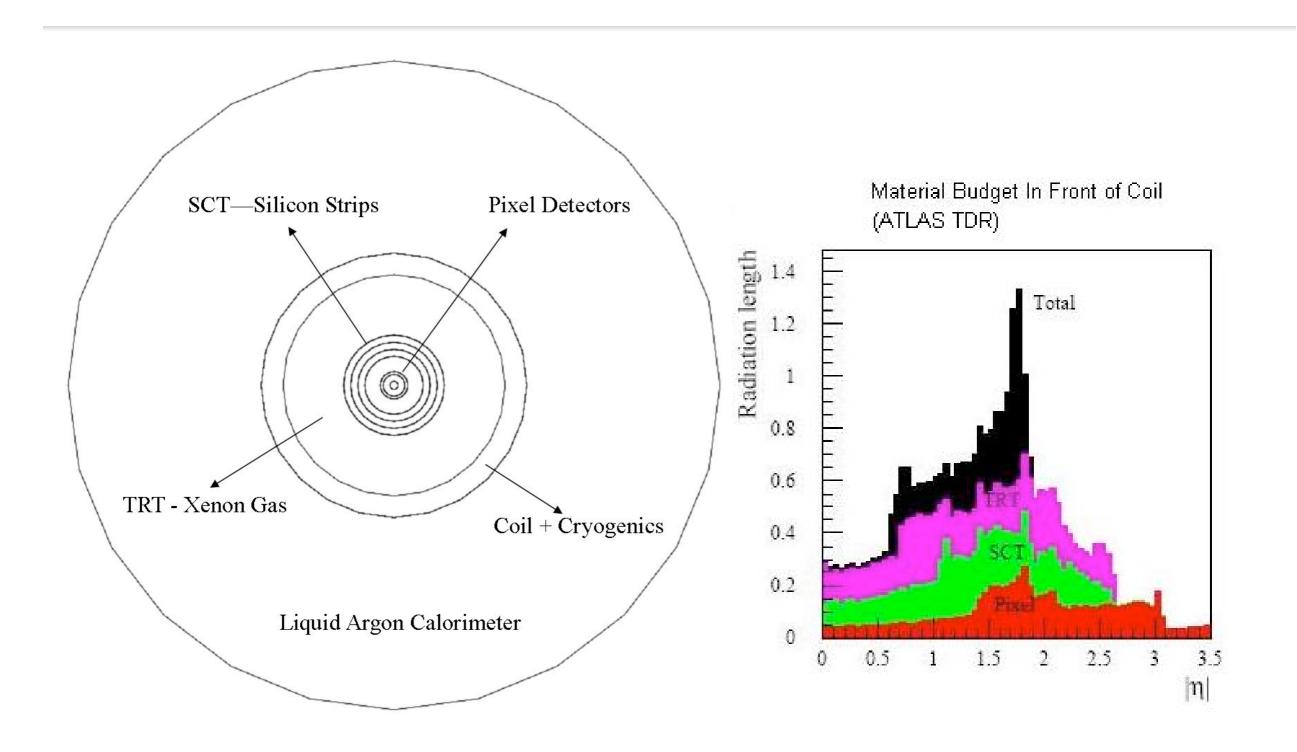
#### **Detector Simulation**

- \* We simulated the photon signal according to a simple antenna model.
- \* Analyze soft photons with a dedicated simulation of a "toy detector" (using GEANT4).
- \* Take  $E_{\gamma}/E_{\rm glue}$  as a parameter (can change event by event).

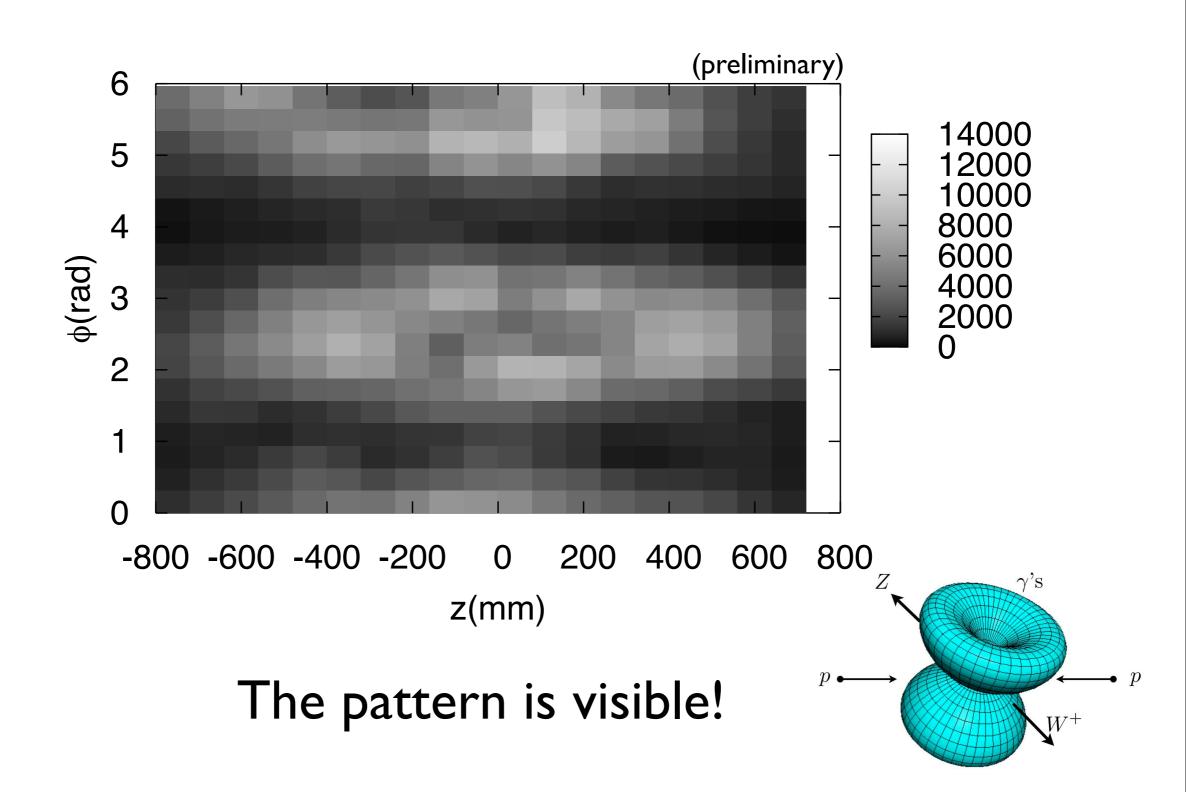
#### what is the sensitivity?

what are the backgrounds? min-bias? pile-up? etc.

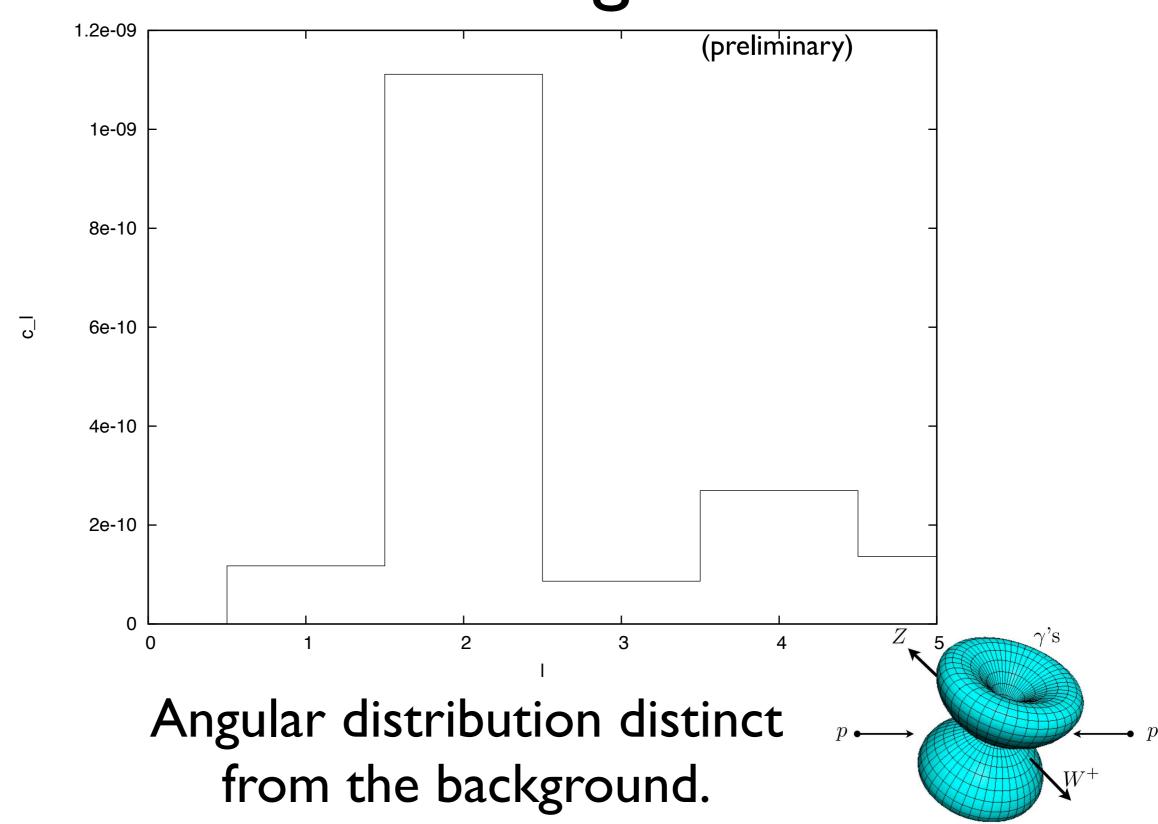
#### **PBS**



## Pattern Recognition



## Pattern Recognition



## Conclusion - Theory

- \* Quirks are fun!
- \* Quirks may solve the hierarchy problem.
- \* Lead to quirky collider phenomenology.
  - Long strings
  - Excited quirkonium —— soft stuff

\* Are there other models that give anomalous underlying events... (hidden unvalleys, ...)

## Conclusion - Experiment

- \* Triggers for anomalous muon like tracks.
- \* Trigger for curves along the B field.

- \* Some NP searches, e.g. resonances, may be improved by an **acompanying underlying event study**.
- \* Possible observables:
  - Multipoles of soft energy deposition in Ecal.
  - Number of charged tracks at central region....

## Work in Progress...

\* Preliminary:

$$\frac{E_{\gamma}}{E_{\rm glue}} \sim 10\%$$

#### may be enough to beat background

