

# Jet Shapes and Fragmentation Function

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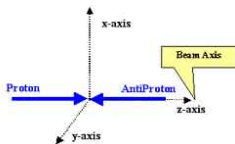
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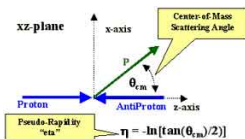


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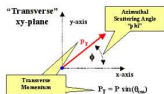
# Pseudorapidity, Azimuthal Angle and Transverse Momentum



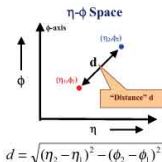
(a) Axes Position



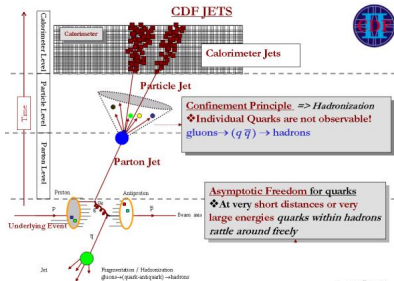
(b) Azimuthal Angle



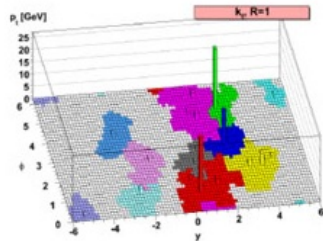
(c) Transverse Momentum



(d) distance with  $\eta$  and  $\phi$



(a) Different Jets



(b) Shapes for jets algorithms reconstructing the same event.

## Different Jet Reconstruction Algorithms

- Jet reconstruction requirements: collinear and infrared safety, minimal sensitivity to underlying event, hadronization and pile-up
- Cone type algorithm: Midpoint Cone, Iterative Cone, SIS-cone
- Sequential Clustering Algorithm : Kt, Anti-Kt, Cambridge-Aachen

### Anti-Kt algorithm

It is IRC-safe and still circular shaped jet is obtained

Integral Jet Shape,

$$\rho(r) = \frac{1}{N_{jet}} \frac{1}{r} \sum_{jets} \frac{\sum_{tracks[0,r]} P_t}{P_t^{jet}} \quad (1)$$

where,  $r$  is the distance from the jet axis.

Differential jet shape,

$$\rho(r) = \frac{1}{N_{jet}} \frac{1}{dR} \sum_{jets} \frac{\sum_{tracks[r_a,r_b]} P_t}{P_t^{jet}} \quad (2)$$

where,  $r_a$  and  $r_b$  are distances from the jet axis and  $dR = r_b - r_a$ .

Hence the differential area that is considered is like  $2\pi r_a dR$

-  $N_{jet}$  in the equation is the number of jets in the definite energy range

-  $P_t$  is the transverse momentum of the particle

Motivation for calculating jet shapes:

- Main motivation of this work is if we apply the cut in particle momentum during the reconstruction of jet and investigate how the jet shapes change for hard particles and soft particles
- Calculated differential jet shape for hard particles ( $P_t > 4$  GeV) and soft particles ( $P_t < 4$  GeV) separately
- The target is to examine how the jet shapes differ in different energy range for hard particles and the soft particles
- The ultimate target is to find some variable which makes the change in jet shape in different energy regime to a minimum

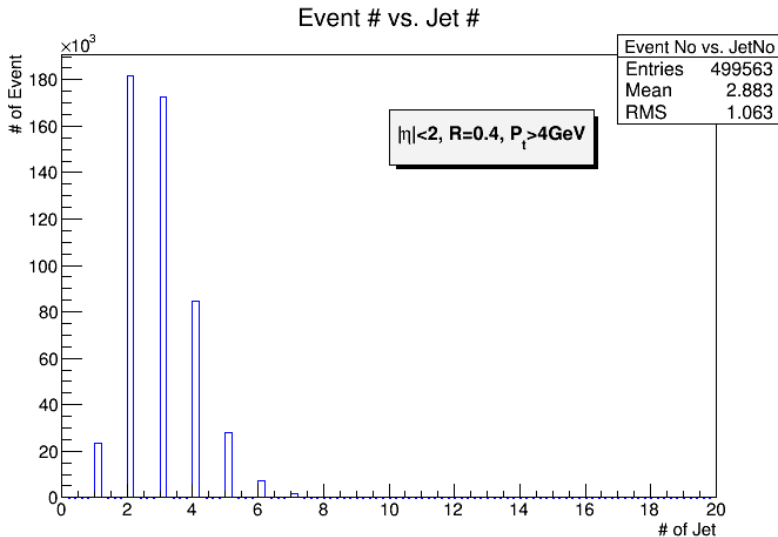
Fragmentation function is defined as,

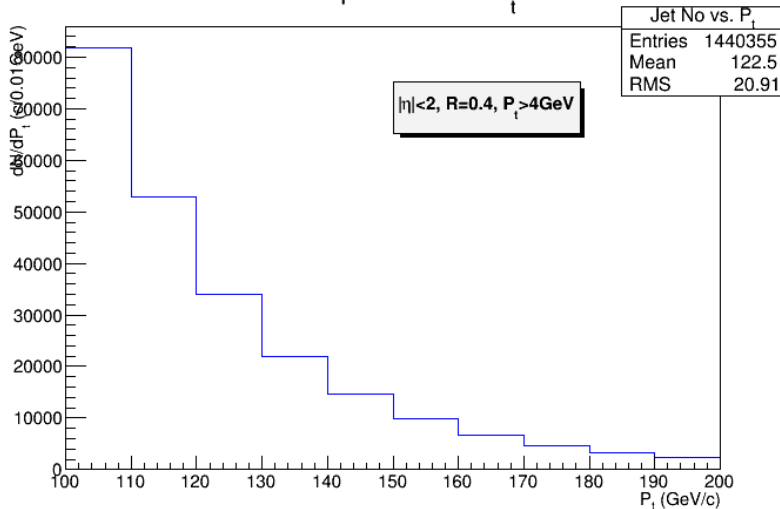
$$z = \frac{p_t^{track}}{p_t^{jet}}$$

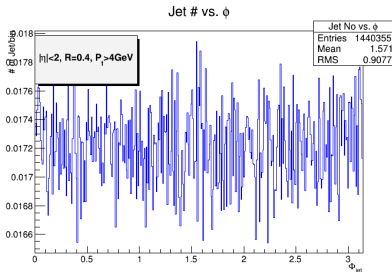
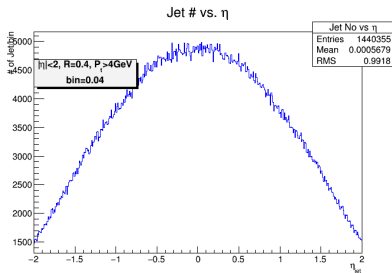
But for better scaling usually the following definition is used for plotting,

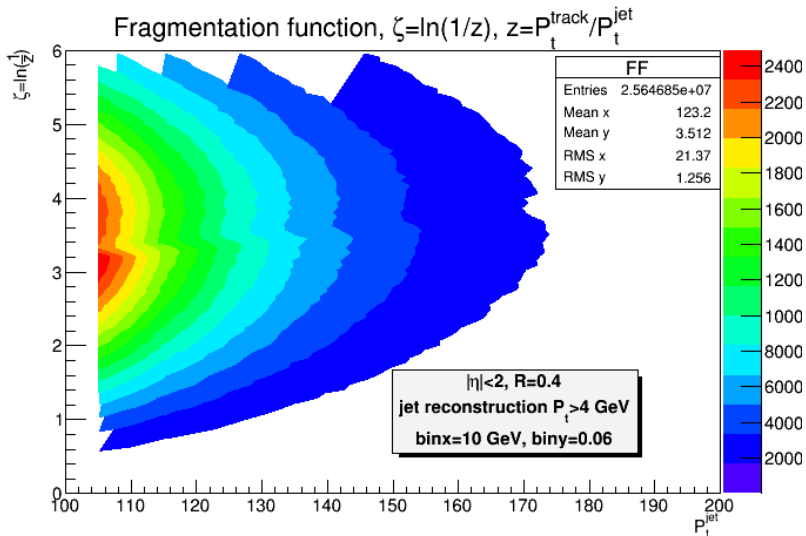
$$\zeta = \ln \frac{1}{z}$$



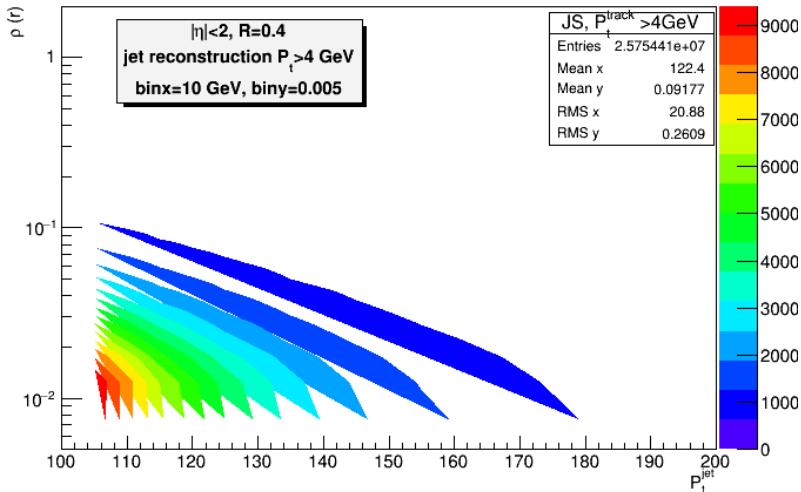


Jet # per bin vs.  $P_t$ 

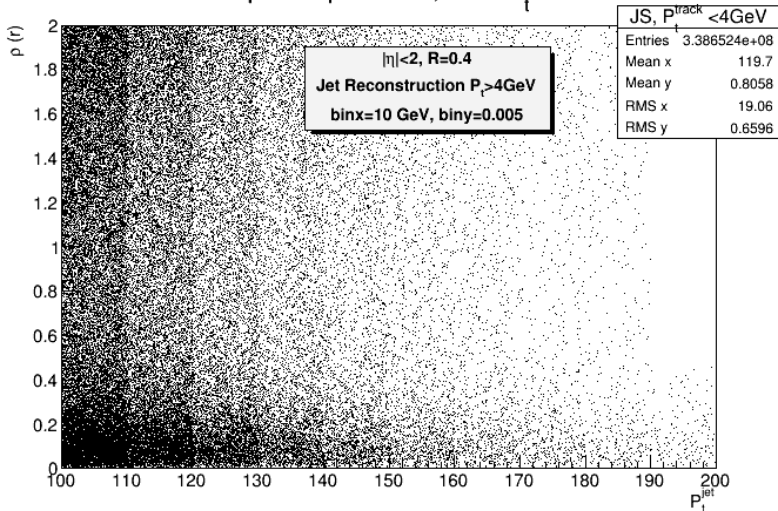


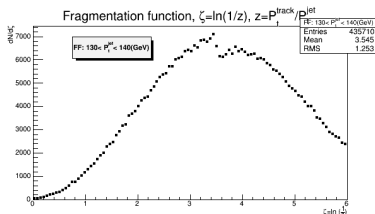
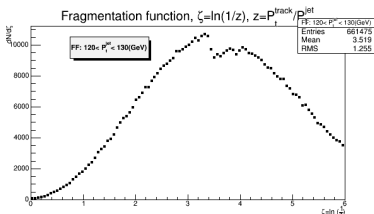
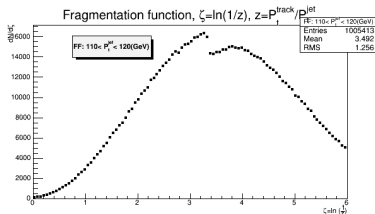
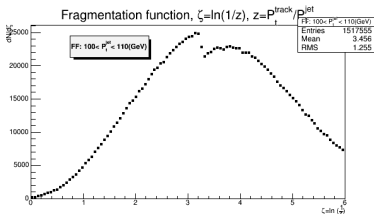


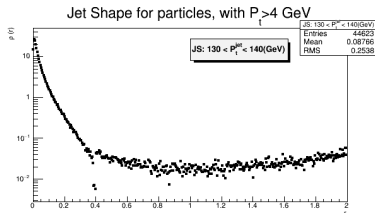
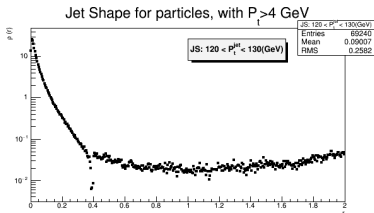
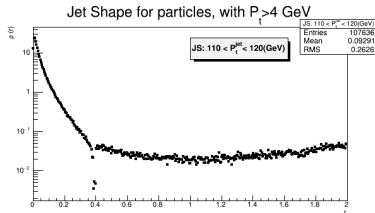
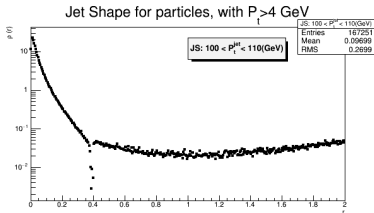
## Jet Shape for particles, with $P_t > 4$ GeV



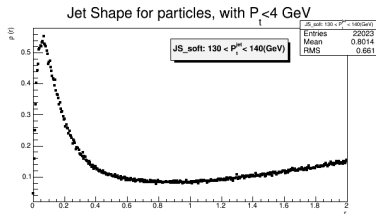
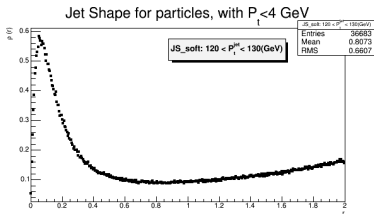
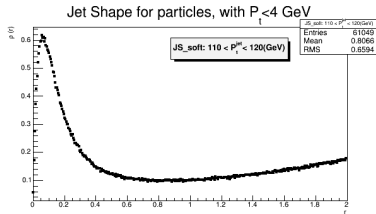
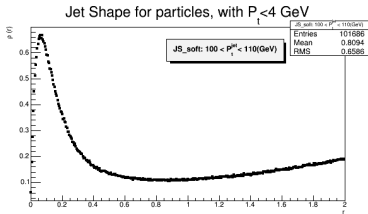
## Jet Shape for particles, with $P_t < 4$ GeV











- Calculate the jet shapes using the data and compare with the presented Pythia Monte-Carlo Simulation results
- To scale x-axis such that the Jet shape plots become similar in different energies
- To investigate the reason why the jet shapes are so similar in case of hard particles with the presented parameters

- To investigate jet shapes for much higher energy range
- To investigate jet shapes in Pb-Pb collisions, to investigate the centrality dependence
- To compare the jet shapes of p-p collision and Pb-Pb collision