

Event Shape Sorting

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all original results in this presentation obtained by

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Anisotropic expansion

(only nuclear collisions and assume non-flow effects under control)

- generic effect: **blue-shift**
⇒ more particles and higher p_t in direction of stronger transverse flow
- link between the observable spectrum and the expansion of the fireball
- expansion results from the pressure gradients
- anisotropic expansion \Leftarrow anisotropic pressure gradients in initial conditions
- initial conditions evolved into final distribution—nothing added
- some contribution from hard partons depositing momentum during expansion

Mapping of ε_n 's and v_n 'n

- spatial anisotropy

$$\varepsilon_{m,n} e^{in\Psi_{m,n}} = \int r dr d\phi r^m e^{in\phi} \rho(r, \phi)$$

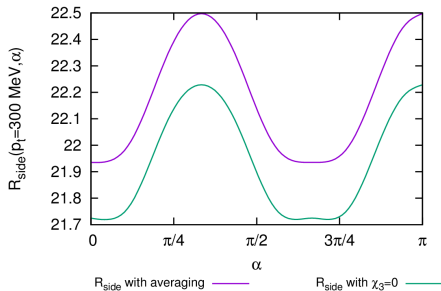
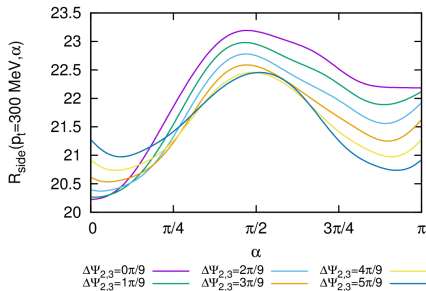
use $\varepsilon_n = \varepsilon_{n,n}$

- to a very good extent $\langle v_n \rangle = k \langle \varepsilon_n \rangle$
[F.G. Gardim *et al.*, Phys. Rev. C **85** (2012) 024908]
- also mapping between the values in individual events and between probability distributions
valid for various initial conditions and ideal as well as viscous hydro
[H. Niemi *et al.*, Phys. Rev. C **87** (2013) 54901]

Each event is different

- each event undergoes different evolution
- it would be great to reproduce each event dynamics individually

Example: $R_{\text{side}}^2(\alpha)$ for different angle difference between 2nd and 3rd order event plane, and averaged over $\Delta\Psi_{23}$.



Figures: Sándor Lökös (see talk on Tuesday afternoon)

Event Shape Engineering

- Two subevents
 - Subevent a : event selection
 - Subevent b : physical analysis
- Helps avoiding nonphysical biases (nonflow effects)
- Information loss
- Event selection according to the magnitude of the **reduced flow vector** q_n

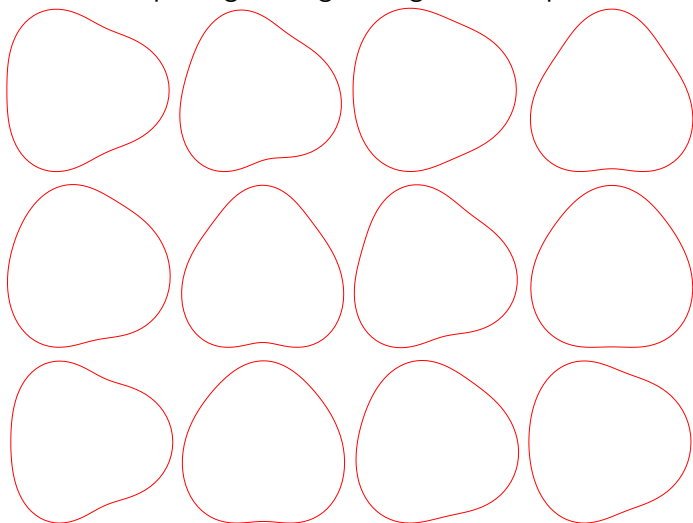
$$\vec{Q}_n = \left(\sum_{i=1}^M \cos(n\phi_i), \sum_{i=1}^M \sin(n\phi_i) \right),$$

$$q_n = |\vec{Q}_n|/\sqrt{M}.$$

[J. Schukraft, A. Timmins, S. A. Voloshin, Phys. Lett. B 719 (2013) 394-398]

Event shapes

How to do Event Shape Engineering among these shapes...?



... ordered

$$v_2 = 0.04$$

$$v_3 = 0.04$$

$$v_2 = 0.06$$

$$v_3 = 0.04$$

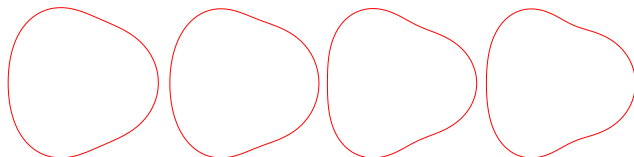
$$v_2 = 0.04$$

$$v_3 = 0.06$$

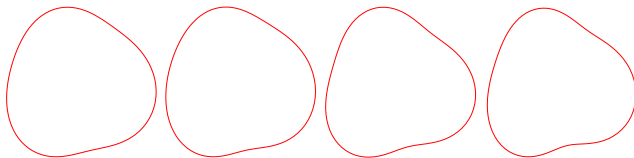
$$v_2 = 0.06$$

$$v_3 = 0.06$$

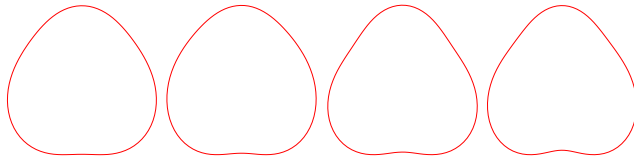
$$\Psi_{23} = 0$$



$$\Psi_{23} = 0.7$$



$$\Psi_{23} = 1.57$$



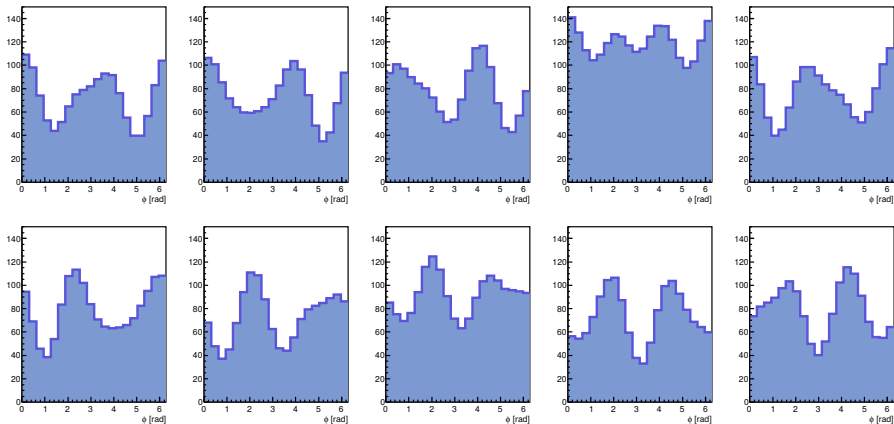
Event Shape Sorting: the algorithm

We will sort events according to their histograms in azimuthal angle.

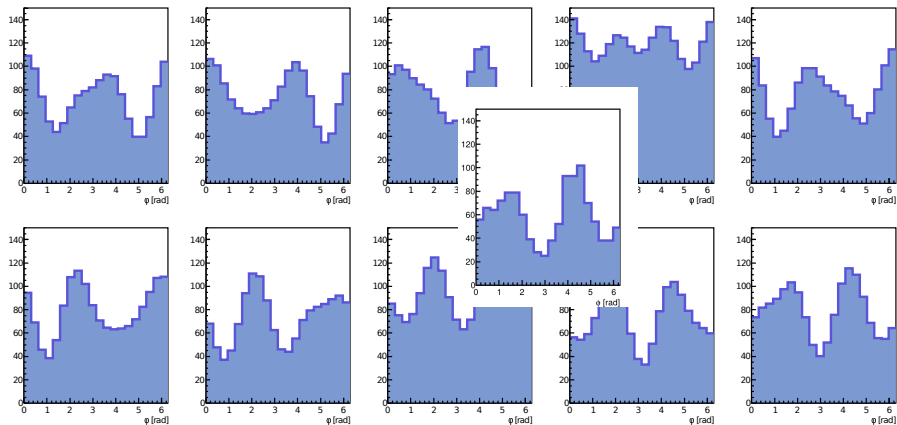
- 1 (Rotate the events appropriately)
- 2 Sort your events as you wish
- 3 Divide sorted events into quantiles (we'll do deciles)
- 4 Determine average histograms in each quantiles
- 5 For each event i calculate Bayesian probability $P(i|\mu)$ that it belongs to quantile μ
- 6 For each event calculate average $\bar{\mu} = \sum_{\mu} \mu P(i|\mu)$
- 7 Sort events according to their values of $\bar{\mu}$
- 8 If order of events changed, return to 3. Otherwise sorting converged.

S. Lehmann, A.D. Jackson, B. Lautrup, arXiv:physics/0512238
S. Lehmann, A. D. Jackson and B. E. Lautrup, Scientometrics **76** (2008) 369
[physics/0701311 [physics.soc-ph]]

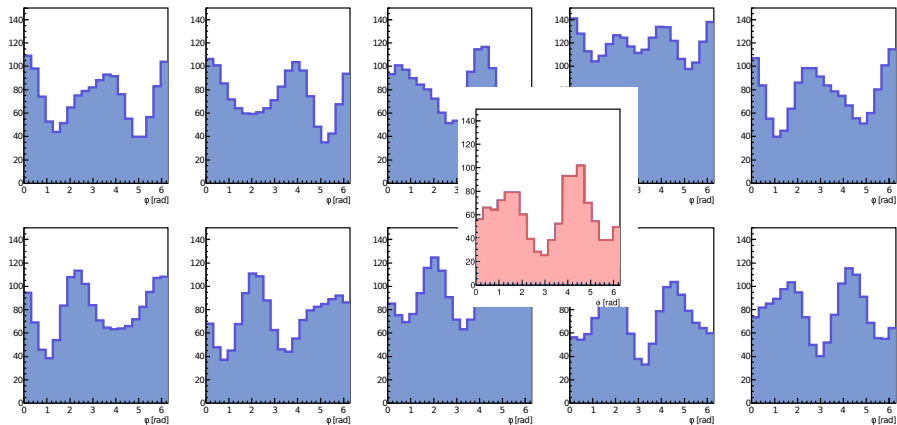
Assigning event to event bin



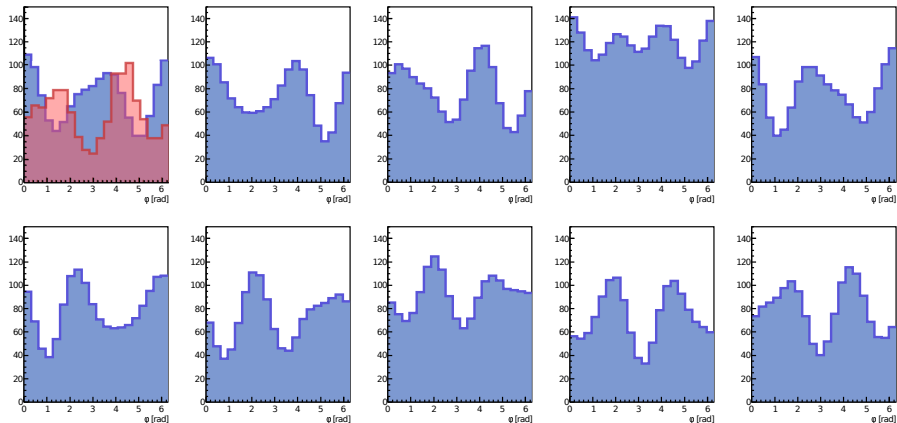
Assigning event to event bin



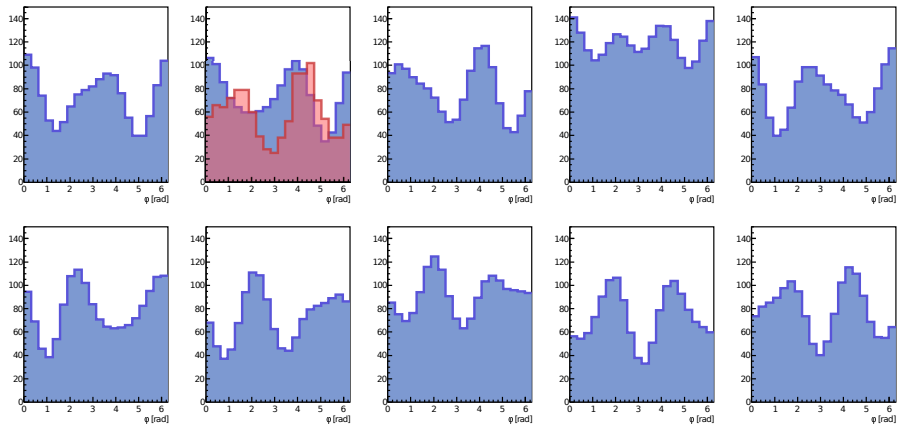
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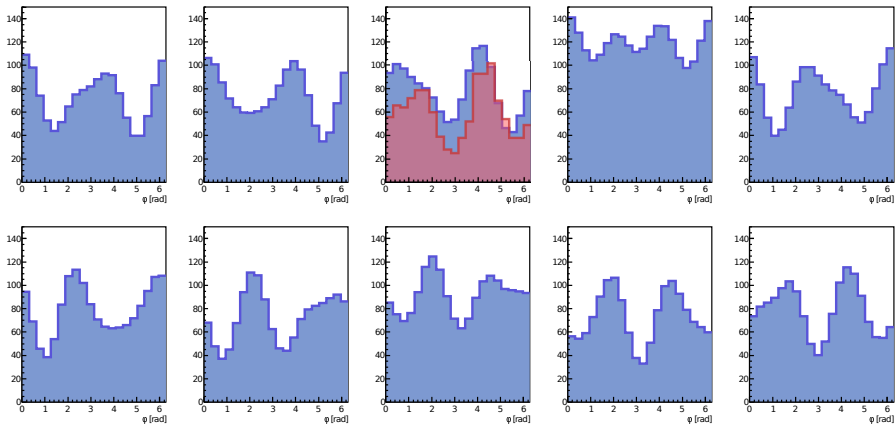
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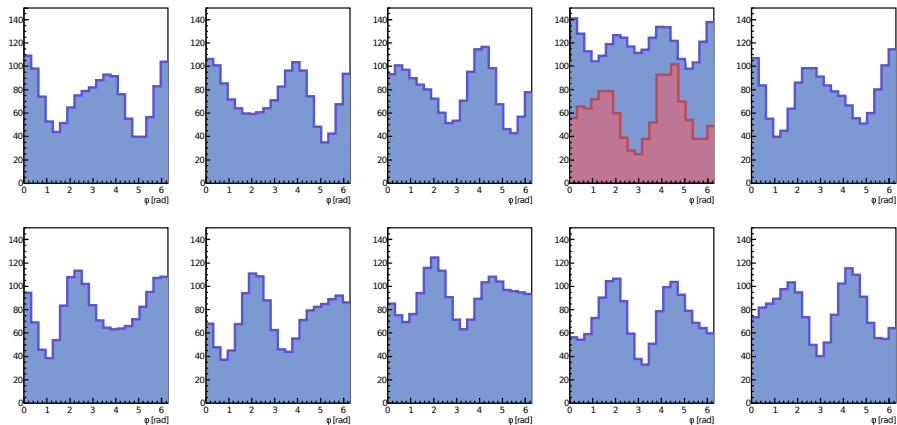
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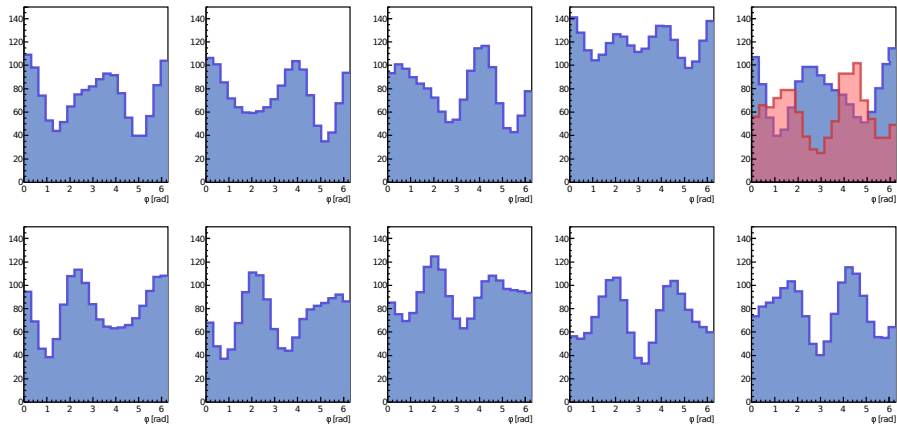
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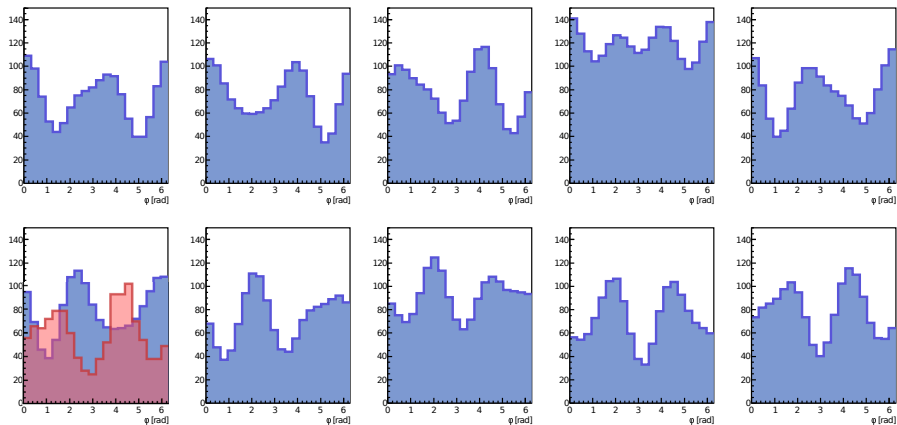
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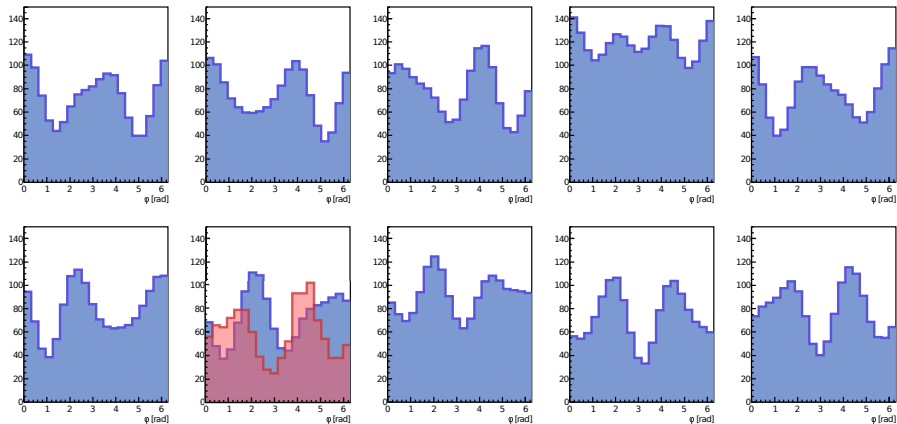
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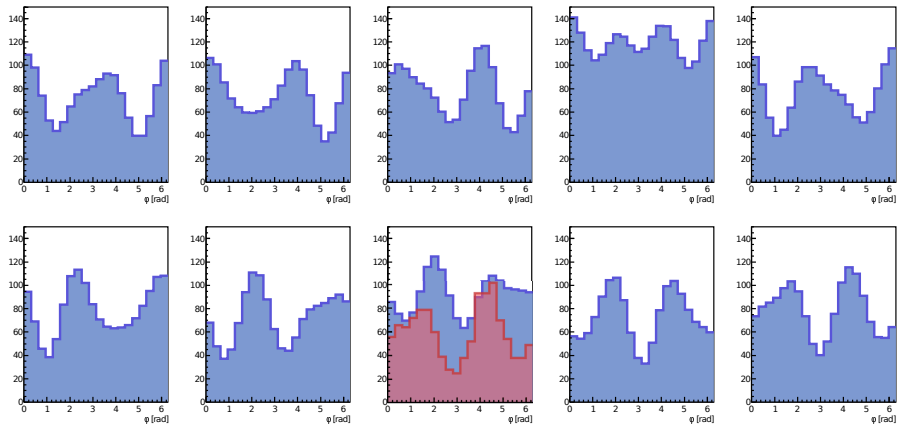
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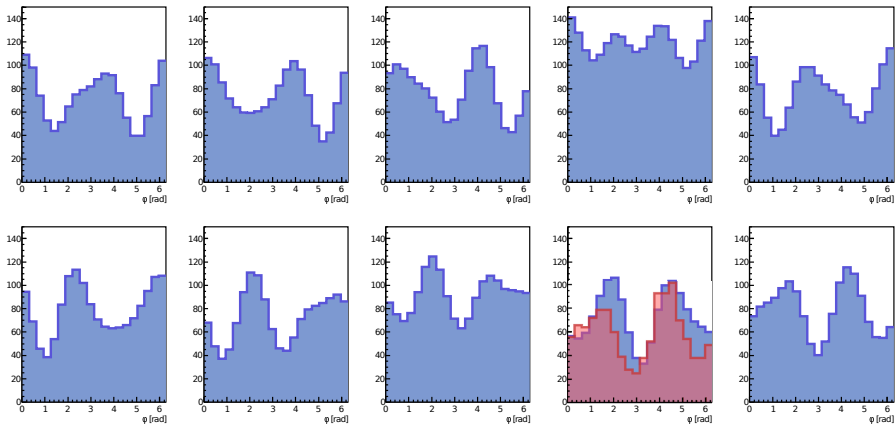
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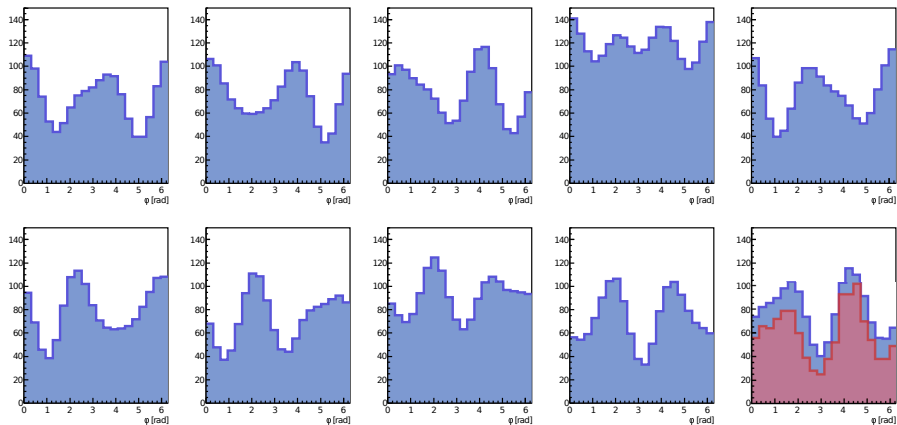
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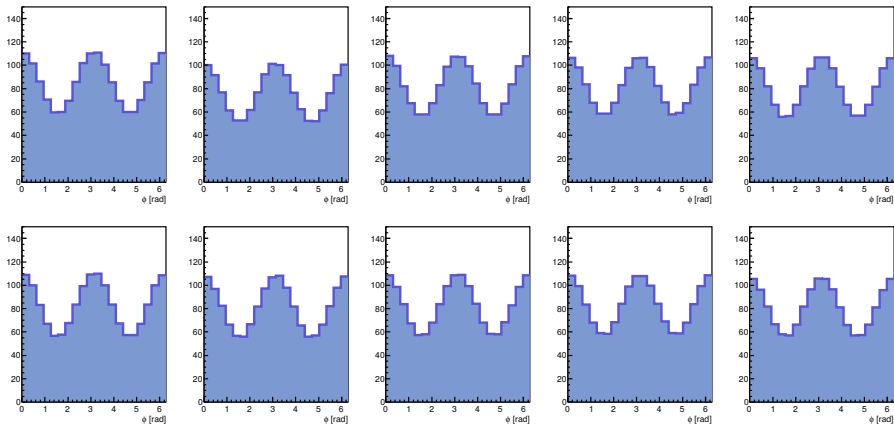
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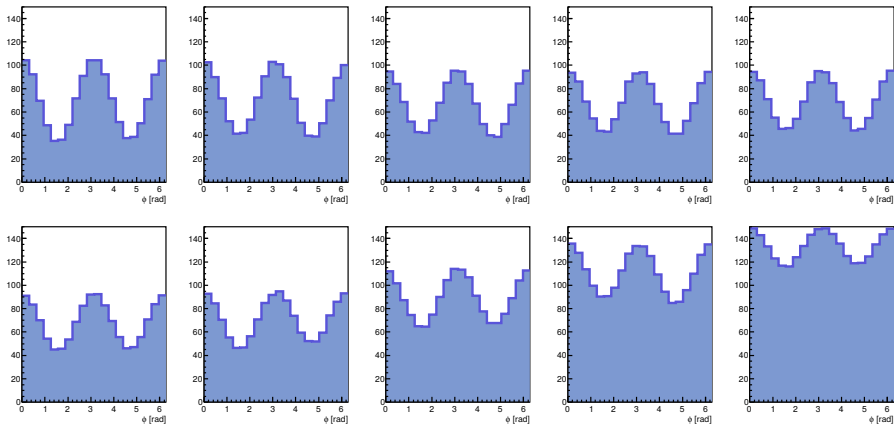
Assigning event to event bin



Average histograms, simple example with v_1 and v_2 only

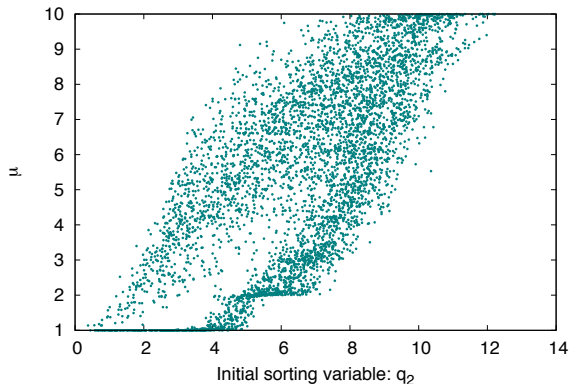


Average histograms, simple example after sorting



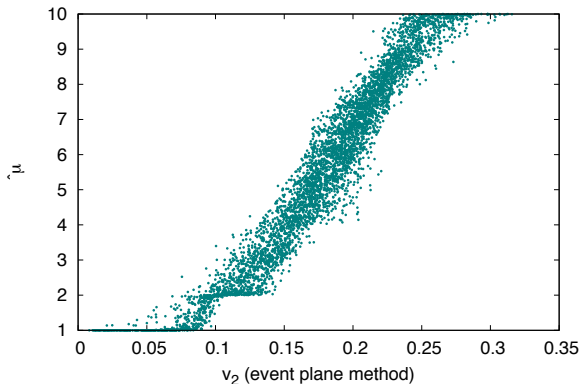
Toy Model: q_2 sorting

- Generated 5000 events up to v_2 ,
 $v_2 = aM^2 + bM + c$
- $M \in (300, 3000)$
- Initial rotation: Ψ_2
- Sort: q_2



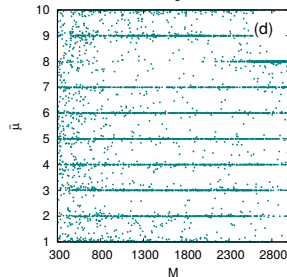
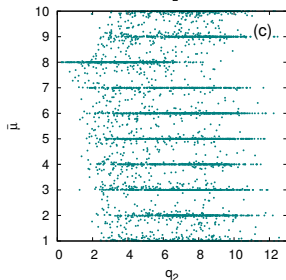
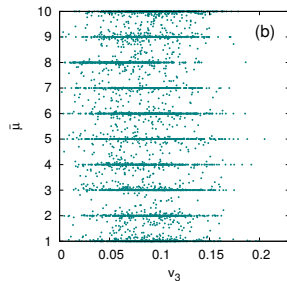
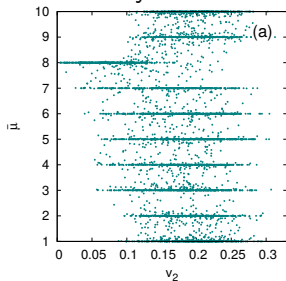
Elliptic flow for q_2 sorting

- Correlation v_2 and μ : 0.959
- Obvious linear dependence
- v_2 might be a better measure than q_2

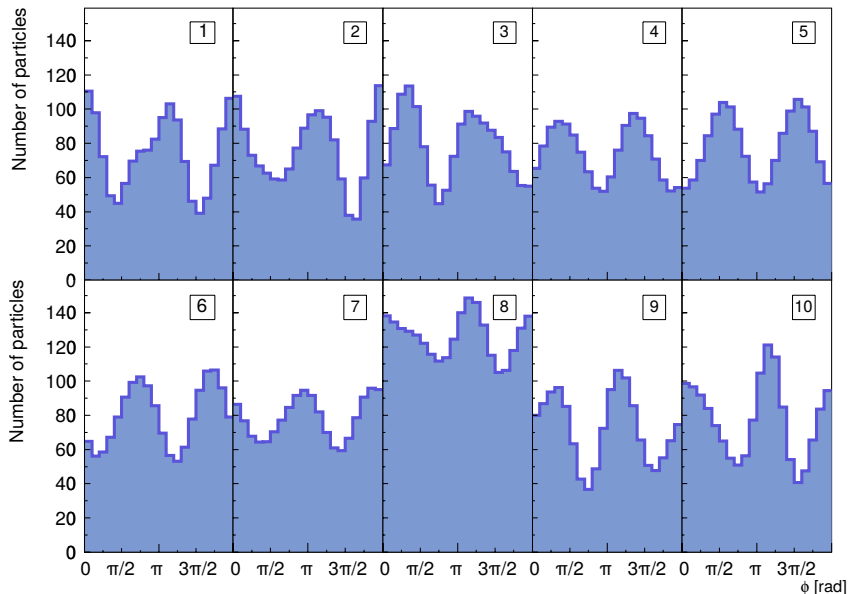


More realistic: all orders of anisotropy

No correlation with any of the conventional measures



More realistic anisotropy: sorting



Conclusions

- The sorting algorithm orders the events according to their similarity.
- This allows to select events which underwent similar evolution

Next steps:

- Test the algorithm with a realistic event generator (we now use AMPT)
- Optimize the performance of the algorithm

What can this be good for:

- exclusive selection of events with specific final state for the comparison with simulations
- single event femtoscopy (choice of ensemble for the mixed events correlations)
- study of non-symmetric systems (e.g. He+Au, U+U)

[Renata Kopečná, Boris Tomášik: arXiv: 1506.06776]