

Interfacing Pythia with URQMD - a hadronic rescattering framework

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With:

da Silva, Serenone, Chinellato, & Takahashi

arXiv:2002.10236

The what and the why?

What?

Interface Pythia8/Angantyr with a model for hadronic rescatterings.

Why?

Well established effect, solid physics basics – is it reasonable to sweep it under the rug?

Why MCnet?

The results were quite surprising! And might be interesting for non-HI physicists.

Current Pythia efforts (pp: Sjöstrand & Uthman, 2005.05658, HI: WiP)

Outline:

1. Hadrons hit each other in the final state.
2. This has larger effects than we thought.

The big picture

Side-by-side view of two different realities.

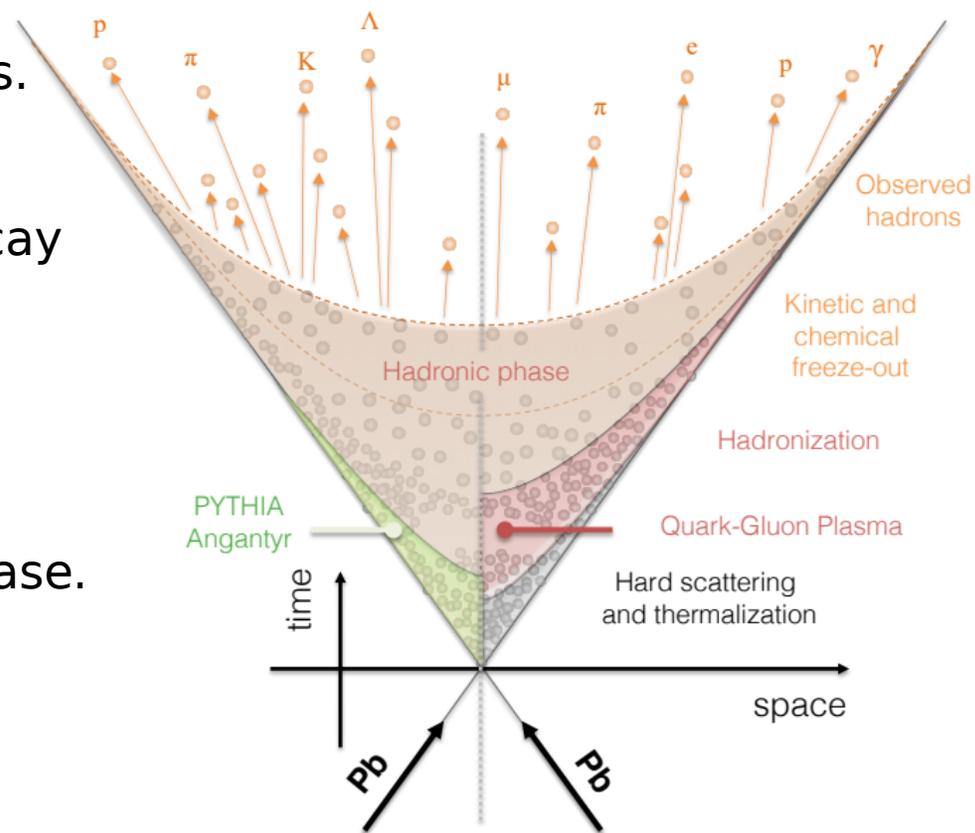
Note in particular:

- String decay faster than plasma decay
- A Pb-Pb collision is very large!

But!

- Hard scatterings are the same.
- So is the physics of the hadronic phase.

And peripheral Pb-Pb collisions are comparable to pp collisions.

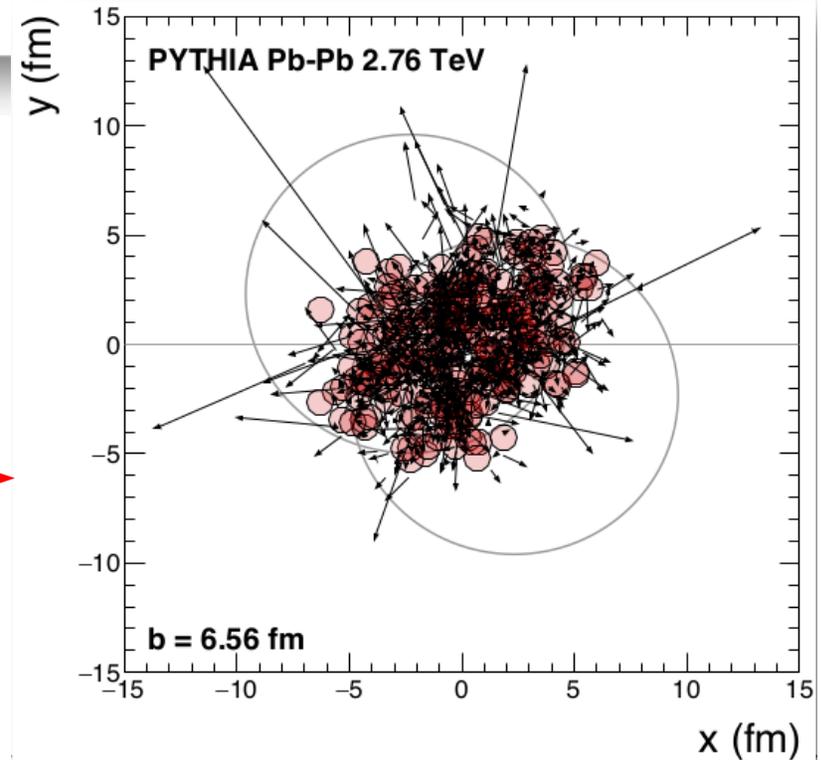
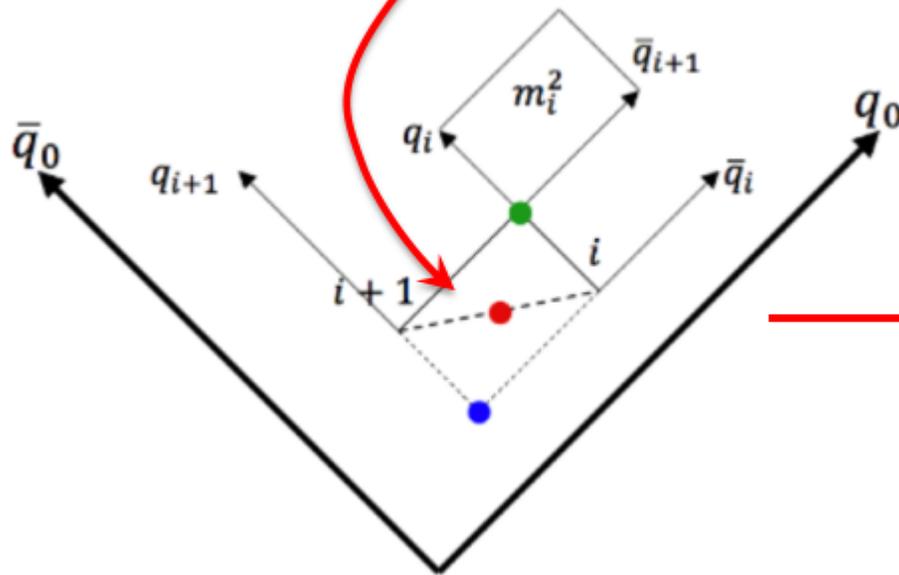


Hadron production: Where and when?

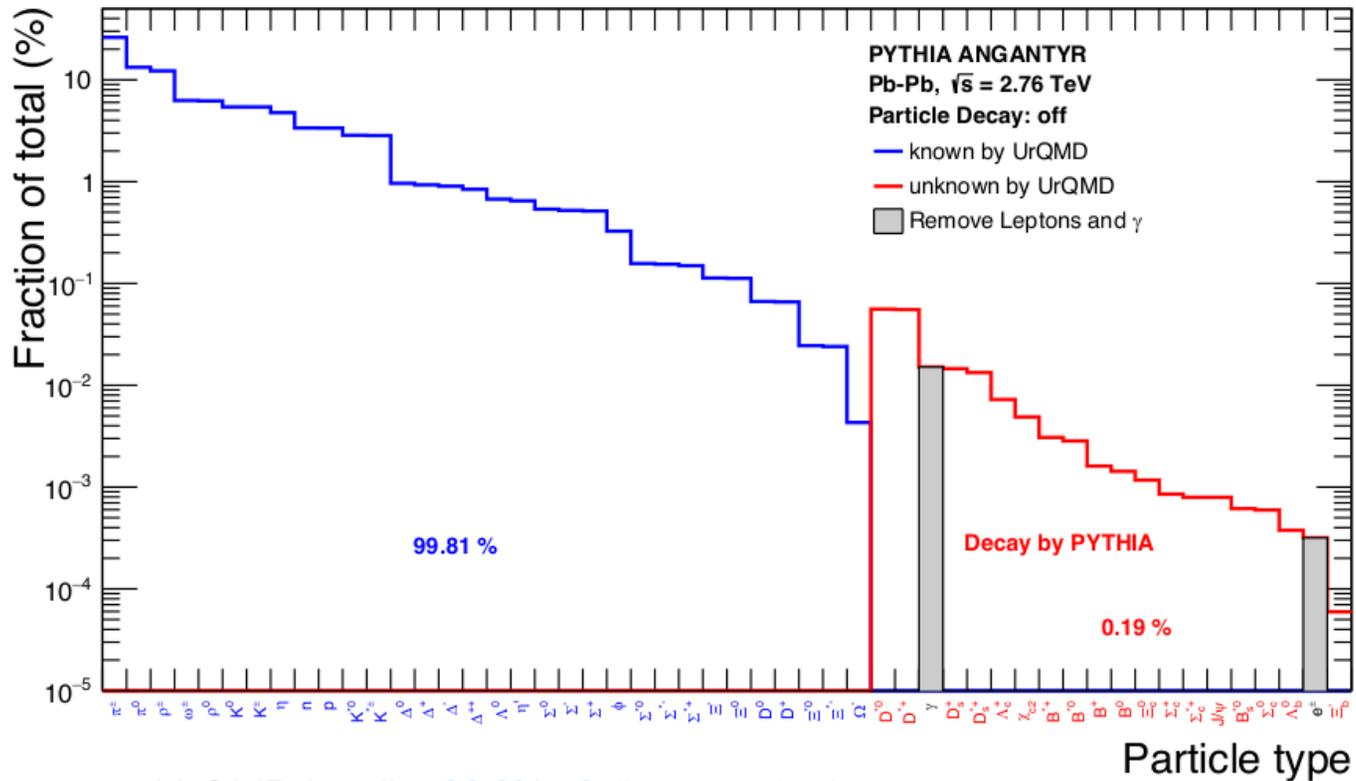
Key input, *hadron production vertices*. (Ferrerres-Solé & Sjöstrand, 1808.04619)

$$v = \frac{x^+ p^+ + x^- p^-}{\kappa}$$

$$v^h = \frac{v_1 + v_2}{2}$$



Some details about the interface



Heavy flavours, leptons and photons **unknown to URQMD.**

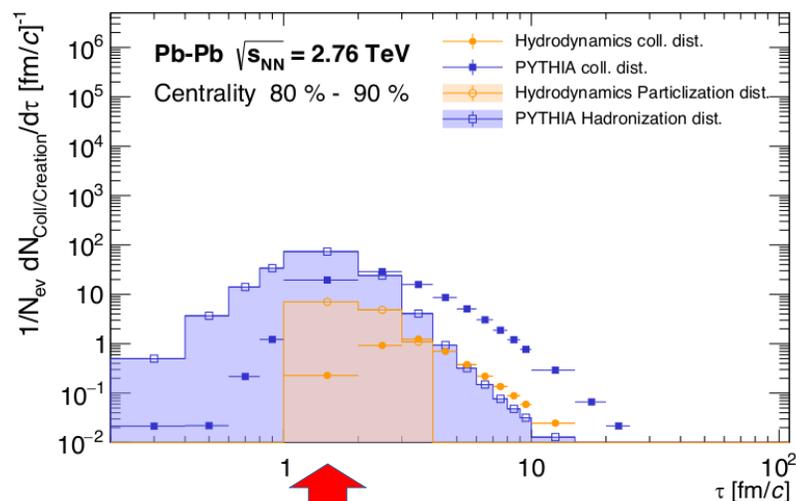
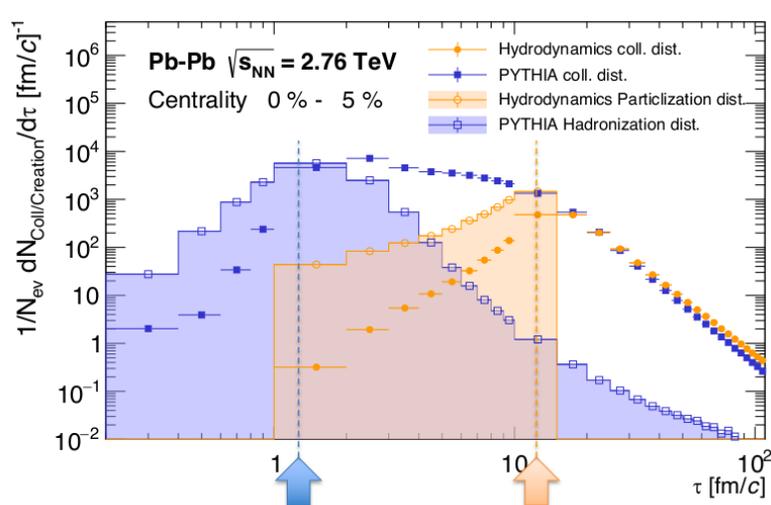
URQMD handles **99.8%** of all decays, and **100%** of all rescatterings.

Simple ascii-based interface, could be improved.
This could be a job for HepMC3.

A very dense hadron-soup

Earlier fragmentation means **denser final state**.

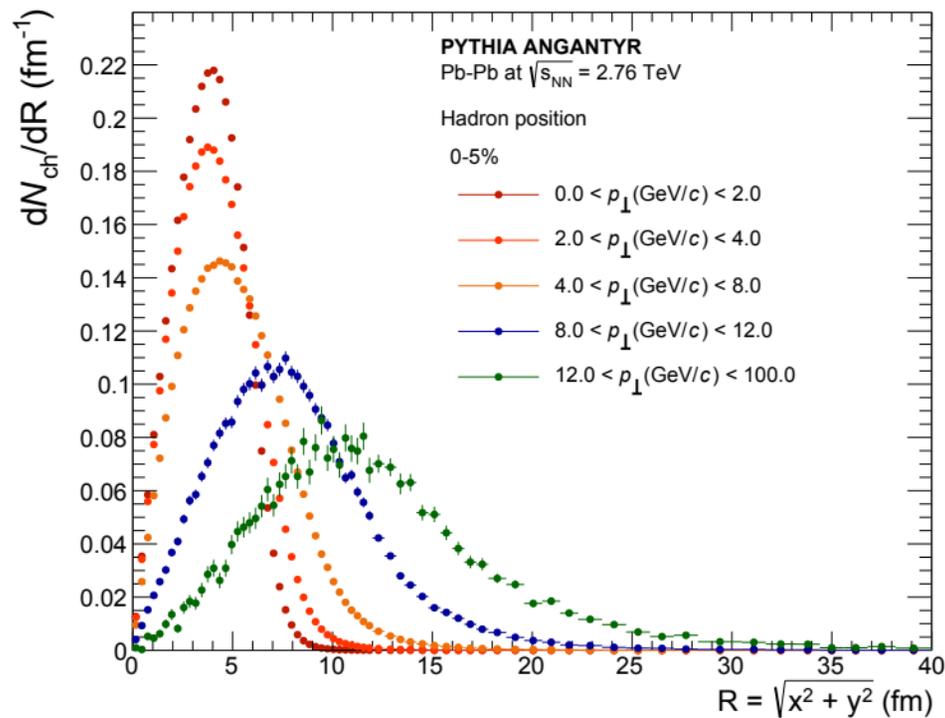
A normal heavy ion treatment of pp would give little effect.



Most pp like - two peaks collapse, but Pythia + URQMD last longer

Harder particles fragment further away

Hard particle production vertices are **far away** from the rest.



Mostly affects soft physics

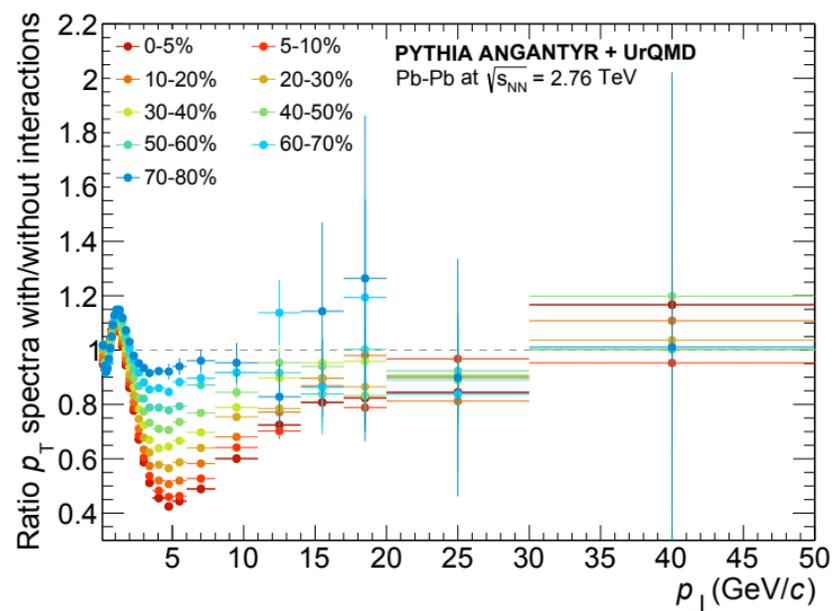
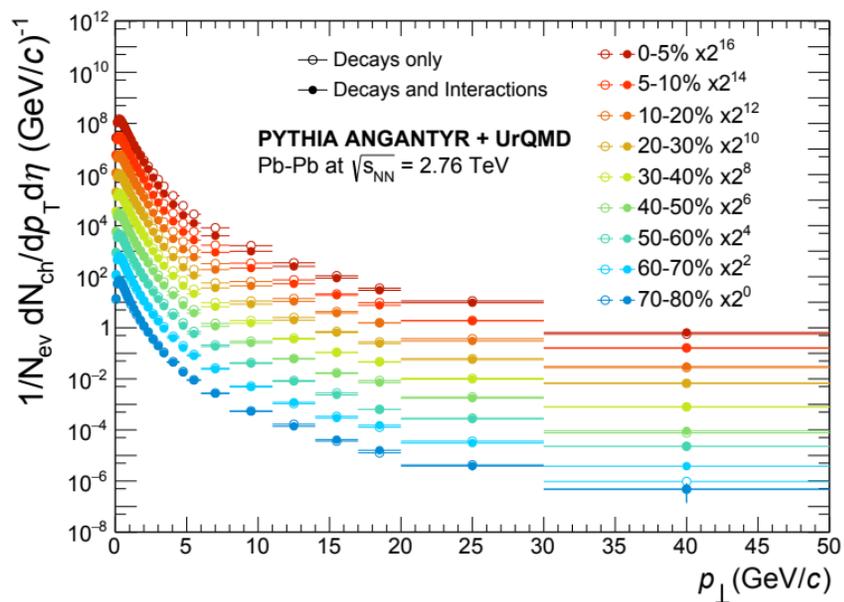
For larger collision systems, relevant R becomes larger.

Charged particle spectra

Harder particles (~ 5 GeV) pushed to lower p_T .

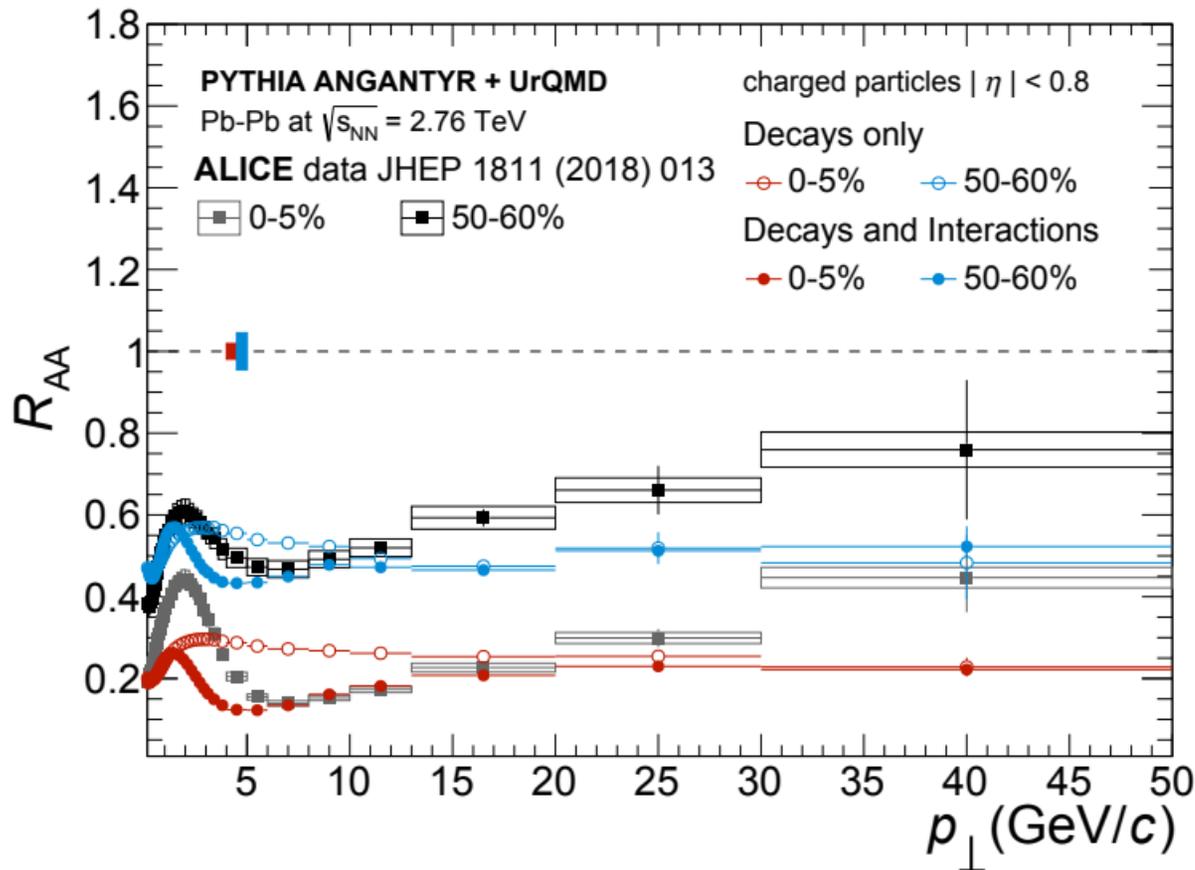
Effect up to **10-20%** in **most peripheral** (pp like) Pb-Pb.
Up to **60%** in **central** Pb-Pb.

Clearly non-negligible for heavy ion physics.



Nuclear modification factor

In heavy ion physics, this is usually quantified as the modification vs. pp

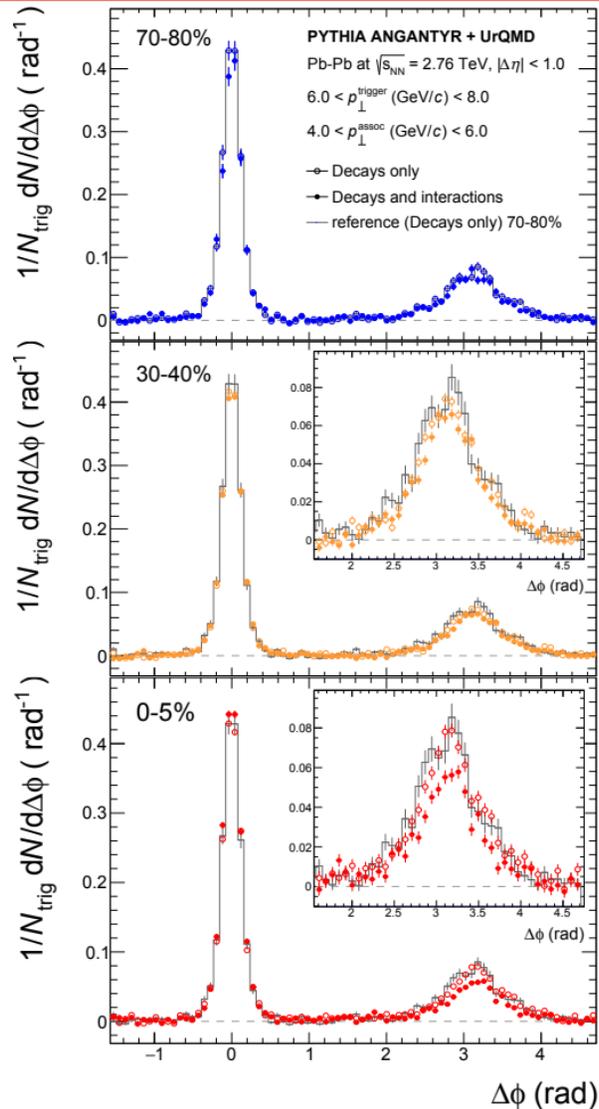


$$R_{AA} = \frac{d^2 N_{ch}/dp_{\perp} dy|_{AA}}{N_{coll} d^2 N_{ch}/dp_{\perp} dy|_{pp}},$$

The high- p_T behavior not produced well by the model.

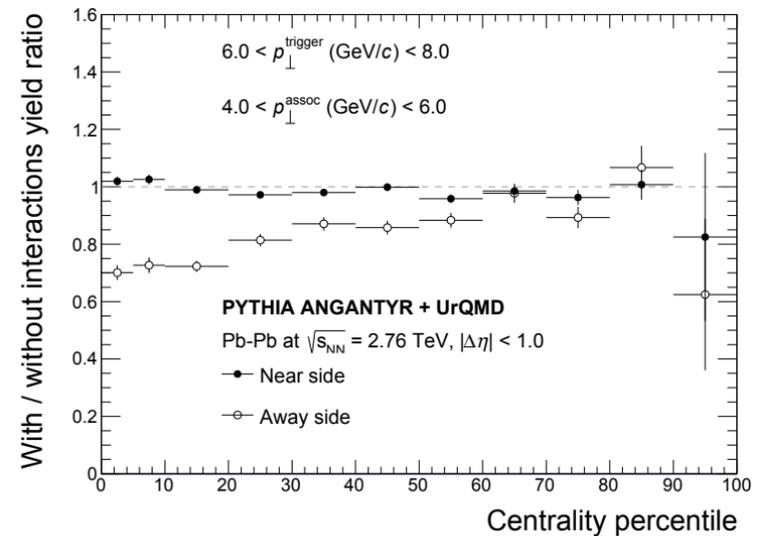
The **good agreement at intermediate p_T** is worth studying further.

Looking closer at the modification



In particular the **yields on the away-side of jets are modified.**

Probably difficult to find a similar signature in pp – but similar to effects from Quark-Gluon Plasma models.

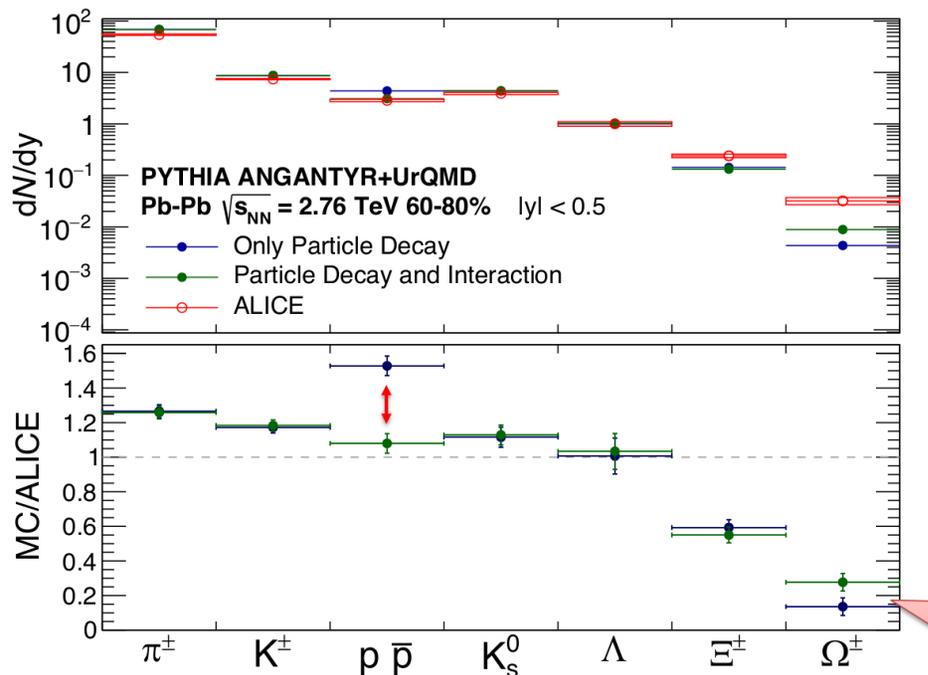
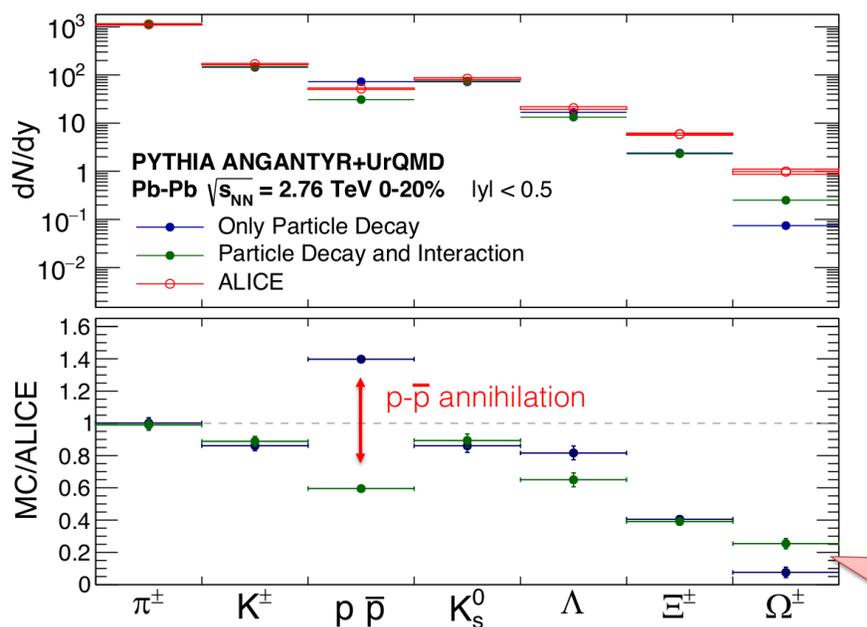


Hadrochemistry

Different rescatterings have different cross sections.

Some modeling, but **mostly parameterized data**.

Quite **interesting for hadronization models**, also in pp



Flow

Clear **double ridge** from hadronic rescatterings.

Quantitative argument against “long range in $\eta \sim$ early times”.

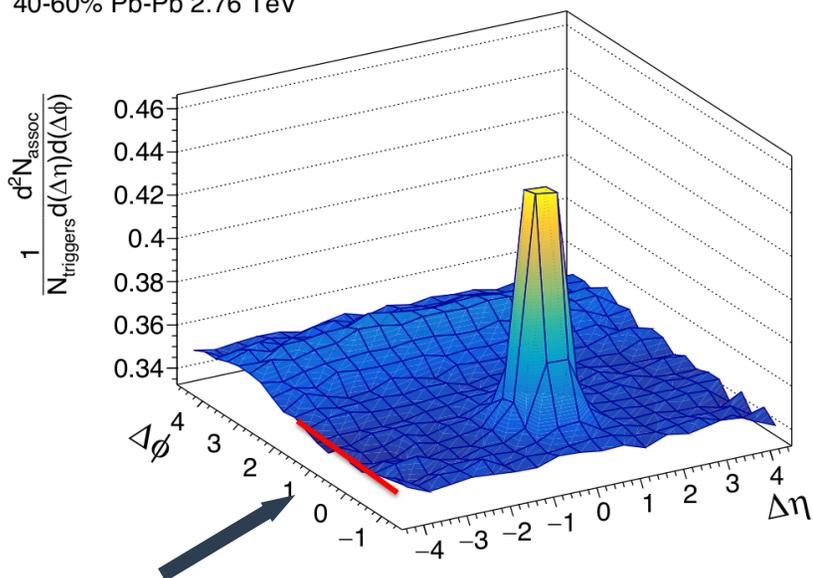
PYTHIA Angantyr + UrQMD

Decays only

40-60% Pb-Pb 2.76 TeV

$2.0 < p_T^{\text{trigger}} \text{ (GeV/c)}$

$2.0 < p_T^{\text{assoc}} \text{ (GeV/c)} < 4.0$



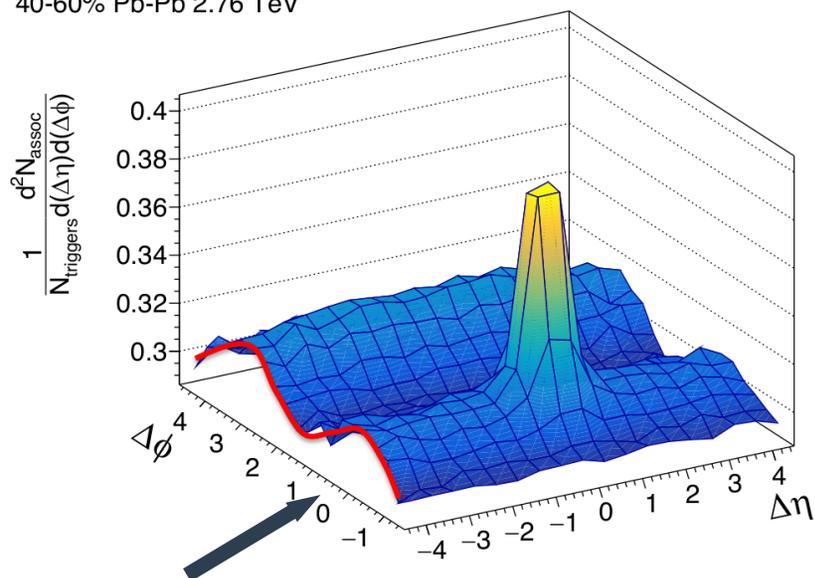
PYTHIA Angantyr + UrQMD

Decays and Interactions

40-60% Pb-Pb 2.76 TeV

$2.0 < p_T^{\text{trigger}} \text{ (GeV/c)}$

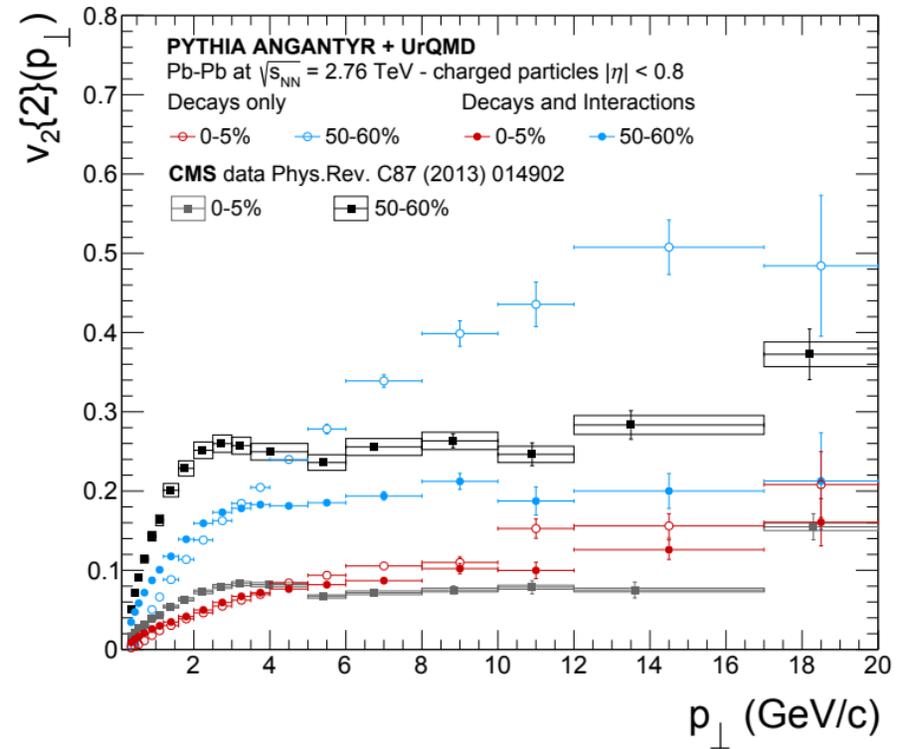
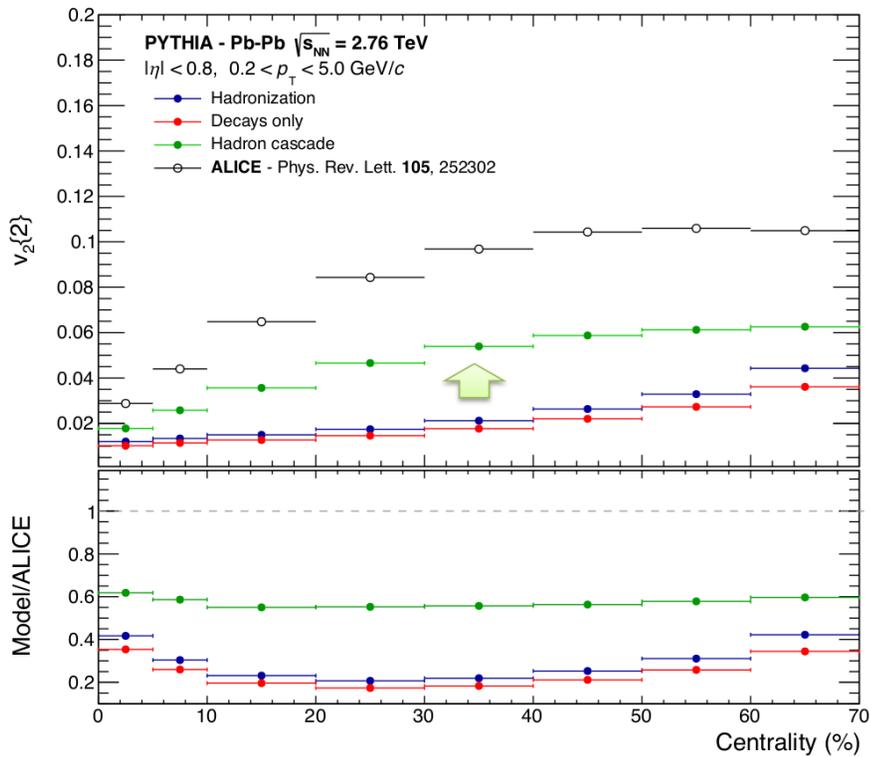
$2.0 < p_T^{\text{assoc}} \text{ (GeV/c)} < 4.0$



Flow II

Not enough to describe data...

But leaves **significantly more room for other models** to play!



Summary

Well known physics effect **non-negligible in heavy ions...**
...will it continue to be negligible in pp?

My guess: *People interested in soft QCD will need to start thinking about this!*

A MC venturing into the heavy ion world will need to take this into account.

Also a project made possible by the existence of Open Source code!

For the future: Cleaner interfaces are needed, many codes (URQMD, SMASH, PYTHIA) already exist - perhaps more will come.

Thank you for the attention!