The Logic of an EPP experiment

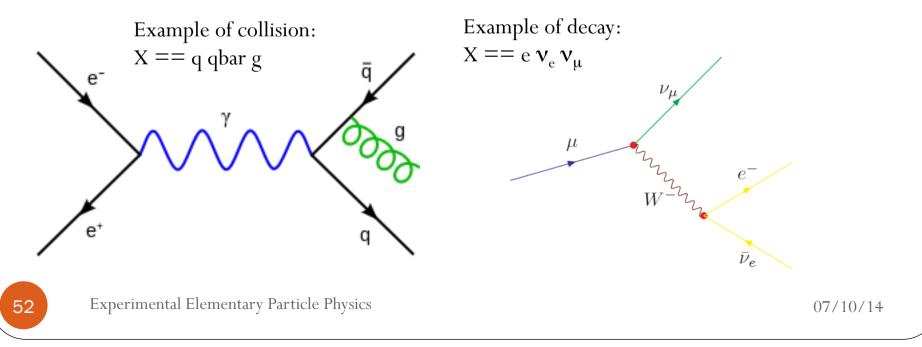
Experimental Elementary Particle Physics

"Logic" of an EPP experiment - I

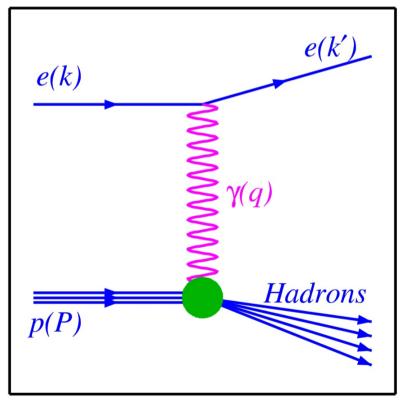
- Collision or decay: → process to look at
 - Initial state (proj. + target) OR (decaying particle);
 - Final state X = all particles produced
- Quadri-momentum conservation should always be at work
- In principle there is no need to measure ALL final state particles: a final state could be: $\rightarrow \mu^+\mu^- + X$ ("inclusive" search)
- Possible final states:
 - $a + b \rightarrow a + b$: elastic collision (e.g. pp \rightarrow pp)
 - $a + b \rightarrow X$: inelastic collision (e.g. $pp \rightarrow pp\pi^0$)
- The experimentalist should set-up an experimental procedure to select "events" with the final state he is searching, in such a way to count the number *N_X* of final states X.

Why count events ?

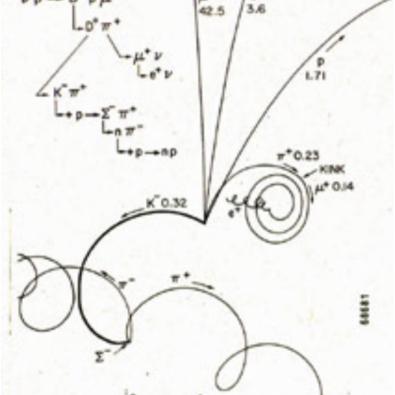
- Why count events ?
- Because QFT based models allow to predict quantities (like *cross-sections*, *decay widths* and *branching ratios*, see later) that are proportional to "*how probable is*" a given final state.



Event: a "photo" of a collision/decay **Exclusive Event: measure Inclusive Event: measure** all particles to "close" the the electron only kinematics



Vp - D pu 42.5 3.6



"Logic" of an EPP experiment - II

- An *ideal detector* allows to measure the quadri-momentum of each particle involved in the reaction.
 - Direction of flight;
 - Energy *E* and/or momentum modulus | *p* | ;
 - Which particle is (e.g. from independent measurements of *E* and $|p| m^2 = E^2 |p|^2$) \rightarrow Particle ID
- BUT for a *real detector*:
 - Not all quadri-momenta are measured: some particles are out of acceptance, or only some quantities are accessible, **inefficiencies**;
 - Measurements are affected by **resolution**
 - Sometimes the particle nature is "confused"

"Logic" of an EPP experiment - III

• Selection steps:

- 1. TRIGGER selection
 - Retain only "interesting events": from bubble chambers to electronic detectors
 - \rightarrow "logic-electronic" eye: decides in a short time O(µs) if the event is ok or not.
 - In some cases (e.g. pp), it is crucial since interactions are so probable...
 - LHC: every 25 ns is a bunch crossing giving rise to interactions: can I write 40 MHz on "tape"? A tipical event has a size of 1 MB → 40 TB/s. Is it conceivable? And how many CPU will be needed to analyze these data? At LHC from 40 MHz to 200 Hz ! Only one bunch crossing every 200000 !
 - "pre-scale" is an option
 - e⁺e⁻: the situation is less severe...

"Logic" of an EPP experiment - IV

- 2. OFFLINE selection: choice of a set of discriminating variables
 - cut-based selection
 - discriminating variables selection
 - multivariate classifier selection
- 3. The selection strategy is a crucial part of the experimentalist work: defined and optimized using simulated data samples.

"Logic" of an EPP experiment - V

- Simulated samples of events: the Montecarlo.
 - "Physics" simulation: final state with correct kinematic distributions; also dynamics in some cases is relevant.
 - "Detector" simulation: the particles are traced through the detector, interactions, decays, are simulated.
 - "Digitization": based on the particle interactions with the detector, signals are simulated with the same features of the data.
- → For every interesting final state we have MC samples with the same format of a data sample. It can be analyzed with the same program. In principle one could run on a sample without knowing if it is data or MC.
- To design a "selection" strategy for a given searched signal one needs: signal MC samples and background MC samples.

"Logic" of an EPP experiment - VI

- End of the selection: CANDIDATES sample N_{cand}
- Which relation is there between N_{cand} and N_X ?
 - *Efficiency*: not all searched final states are selected and go to the candidates sample.(Trigger efficiencies are particularly delicate to treat.)
 - **Background**: few other final states are faking good ones and go in the candidates sample.

$$\varepsilon N_X = N_{cand} - N_b$$

• where:

- $\varepsilon = \text{efficiency} (0 \le \varepsilon \le 1)$
- N_b = number of background events
- Estimate \mathcal{E} and N_b is a crucial work for the experimentalist and can be done either using simulation (this is tipically done before the experiment) or using data themselves.

Event counting: a Poisson variable - I

- What is a Poisson process ? If we can divide the time in small intervals $\delta t_{_i}$ such that
 - $p(n=1, \delta t_i) \leq p(n=0, \delta t_i)$
 - $p(n=1, \delta t_i) = \alpha \delta t_i$
 - $p(n=1, \delta t_i)$ uncorrelated with $p(n=1, \delta t_{i+1})$
- If this happens, given a time interval Δt the number of counts *n* follows the Poisson distribution (λ is the only parameter)

$$p(n / \lambda) = \frac{\lambda^n e^{-\lambda}}{n!}$$
$$E[n] = \lambda$$
$$var[n] = \lambda$$

Event counting: a Poisson variable - II

- If events come in a random way (without any time structure) the event count *N* is a Poisson variable.
- \rightarrow if I count *N*, the best estimate of λ is *N* itself and the uncertainty is \sqrt{N}
- If N is large enough (N>20) Poisson \rightarrow Gaussian. $\rightarrow N \pm \sqrt{N}$ is a 68% probability interval for N.
- If *N* is small (close to 0) the Gaussian limit is not ok, a specific tretment is required (see later in the course).

Efficiency: a binomial variable - I

• Bernoulli process: success/failure N proofs, $0 \le n \le N$, p = success probability. $p == \varepsilon$

$$P(n / N, p) = \binom{N}{n} p^n (1 - p)^{N - n}$$
$$E[n] = Np$$
$$var[n] = Np(1 - p)$$

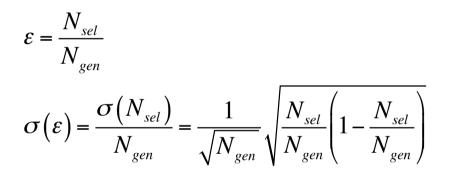
• Inference: given **n** and **N** which is the best estimate of **p** ? And its uncertainty ?

$$\varepsilon = \hat{p} = \frac{n}{N}$$

$$\sigma(\varepsilon) = \frac{\sigma(n)}{N} = \frac{1}{\sqrt{N}} \sqrt{\frac{n}{N} \left(1 - \frac{n}{N}\right)}$$

Efficiency: a binomial variable - II

• So: I generate N_{gen} "signal" events. If I select N_{sel} of these events out of N_{gen} , the efficiency is:



Background N_b

- Simulation of N_{gen} "bad final states"; N_{sel} are selected. What about N_b ?
- We define the "rejection factor" $R = N_{gen} / N_{sel} > 1$
- We also need a correct normalization in this case: we need to know N_{exp} = total number of expected "bad final states" in our sample.

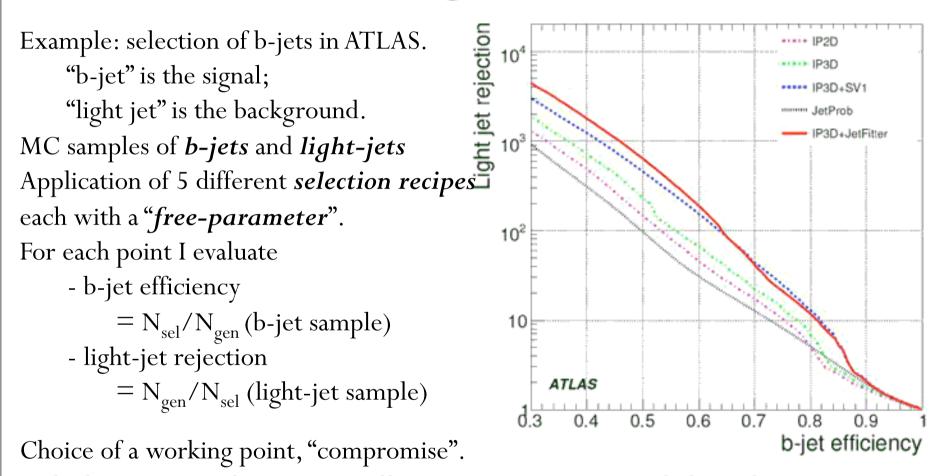
$$N_{b} = N_{sel} \frac{N_{exp}}{N_{gen}} = \frac{N_{exp}}{R}$$

$$\sigma(N_{b}) = \sigma(N_{sel}) \frac{N_{exp}}{N_{gen}} = \sqrt{N_{sel}} \frac{N_{exp}}{N_{gen}} = \frac{N_{exp}}{\sqrt{RN_{gen}}}$$

Summarizing

- N_{cand} : poissonian process \rightarrow the higher the better
- \mathcal{E} : binomial process \rightarrow high N_{gen} and high e
- N_b : normalized \approx poissonian process \rightarrow high *R* and high N_{gen} , low N_{exp}
- Moreover: unfortunately efficiency and background are correlated...

Efficiency-background relation



Unlucky situation: if you gain in efficiency you increase your bckg and viceversa...

How to optimize a selection ? - I

- Perfect selection is the one with
 - $\varepsilon = 1$
 - $N_b = 0$
- Intermediate situations ? Assume a given $\boldsymbol{\varepsilon}$ and a given N_b .

$$N_X = \frac{N_{cand} - N_b}{\varepsilon}$$

- Which statistical uncertainty have I on N_X ?
 - Assume a Poisson statistics to describe N_{cand} negligible uncertainty on \mathcal{E} and on N_b . Minimize the uncertainty on N_{cand} - N_b . We call:

•
$$N = N_{cand}$$

• $B = N_{L}$
 $\sigma^{2}(S) = \sigma^{2}(N) + \sigma^{2}(B) = N + \sigma^{2}(B) \approx N$

•
$$S = N - B$$
 $\frac{S}{\sigma(S)} = \frac{S}{\sqrt{S + B}} \approx \frac{S}{\sqrt{B}}$

How to optimize a selection ? - II

- This is the "significativity" of the signal that can be obtained. The higher is $S/\sigma(S) \approx S/\sqrt{B}$, the larger is the number of std.dev. away from 0 of my measurement of S
 - $S/\sqrt{B} < 3$ probably I have not osserved any signal (my candidates can be simply a fluctuation of the background)
 - $3 < S/\sqrt{B} < 5$ probably I have observed a signal (probability of a background fluctuation very small), however no definite conclusion, more data needed.
 - $S/\sqrt{B} > 5$ observation is accepted.
- NB: S/√B is an approximate figure, it relies on some assumptions (see previous slide).

How to optimize a selection ? - III

- Let's define a more elaborated "score function" (widely used today).
 - Counting experiment: S and B are expected values of signal and background, N is my count. We evaluate the likelihoods in the hypothesys of S+B and only B and take the "likelihood ratio"

$$L(S+B) = \frac{e^{-(S+B)}(S+B)^{N}}{N!}$$
$$L(B) = \frac{e^{-B}B^{N}}{N!}$$
$$\Re = \frac{L(S+B)}{L(B)} = \frac{e^{-S}(S+B)^{N}}{B^{N}} = e^{-S}\left(1+\frac{S}{B}\right)^{N}$$
$$-2\log\Re = 2S - 2N\log\left(1+\frac{S}{B}\right)$$

- Suppose now to count N=S+B and take the square root of the -2logR evaluated above: $\sqrt{2\log\Re(N=S+B)} = \sqrt{2\left[(S+B)\log\left(1+\frac{S}{B}\right)-S\right]}$
- This the so called "score function": significativity of the signal hypothesys.

Normalization

- In order to get quantities that can be compared with theory, once we have found a given final state and counted the number of events, we need to normalize to "how many collisions" took place.
- Measurement of:
 - Luminosity (in case of colliding beam experiments);
 - Number of decaying particles (in case I want to study a decay);
 - Projectile rate and target densities (in case of a fixed target experiements).
- Several techniques to do that, all introducing additional uncertainties.
- *Absolute* vs. *Relative* measurements.

The simplest case: rate measurement

• Rate: r = counts / unit time (normally given in Hz). We count *N* in a time Δt (neglect any possible background) and assume a Poisson process with mean λ

$$r = \frac{\lambda}{\Delta t} = \frac{N}{\Delta t} \pm \frac{\sqrt{N}}{\Delta t}$$

• NB: the higher is *N*, the larger is the absolute uncertainty on *r* but the lower the relative uncertainty.

$$\frac{\sigma(r)}{r} = \frac{1}{\sqrt{N}}$$

• Only for large N ($N \ge 20$) it is a 68% probability interval.

Cosmic ray "absolute" flux

- Rate in events/unit surface and time
- My detector has a surface *S*, I take data for a time Δt with a detector that has an efficiency ε and I count *N* events 8again with no background). The absolute rate *r* is:

$$r = \frac{N}{\varepsilon \Delta t S}$$

• Uncertainty: I combine "in quadrature" all the potential uncertainties. Why in quadrature ???

$$\frac{\sigma(r)}{r} = \sqrt{\frac{1}{N} + \left(\frac{\sigma(\varepsilon)}{\varepsilon}\right)^2 + \left(\frac{\sigma(\Delta t)}{\Delta t}\right)^2 + \left(\frac{\sigma(S)}{S}\right)^2}$$

• Distinction between "*statistical*" and "*systematic*" uncertainty

Not only event counting

- Many quantities are measured (particle properties, e.g. particle mass).
- BUT in most cases they are obtained from a FIT to a data distribution. So, you divide events in bins and extract the quantity as a *fit parameter* → the event counting is still one major source of uncertainty → the uncertainty on the parameter depends on the statistics.
- Example:
 - Measure the mass of a "imaginary" particle of M=5 GeV.
 - Mass spectrum, gaussian peak over a uniform background
 - FIT in three different cases: 10^3 , 10^4 and 10^5 events selected

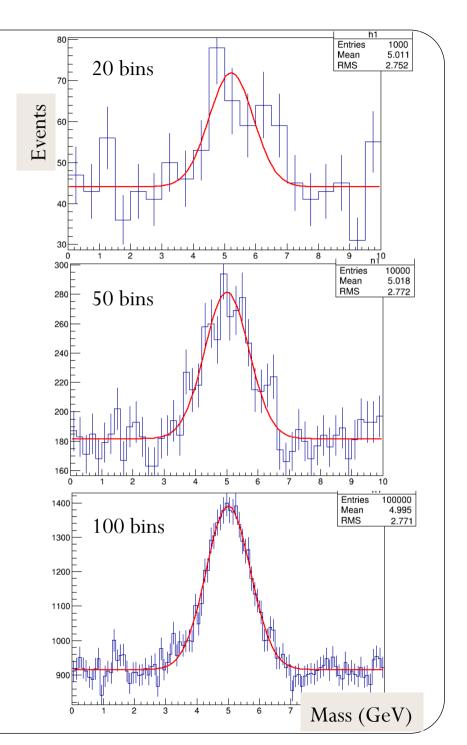
Mass uncertainty due to statistics

Observations:

→ Poissonian uncertainty on each bin
→ Reduce bin size for higher statistics
→ Fit function = A+B*Gauss(M)
→ Free parameters: A,B,M (fixed width)
→ The fit is good for each statistics

Results

N=10³ events:
Mass = 5.22±0.22 GeV,
$$\chi^2$$
 = 28 / 18 dof
N=10⁴ events:
Mass = 5.01±0.06 GeV, χ^2 = 38 / 48 dof
N=10⁵ events:
Mass = 5.02±0.02 GeV, χ^2 = 83 / 98 dof



73

Summarizing

- Steps of an EPP experiment (assuming the accelerator and the detector are there):
 - Design of a **trigger**
 - Definition of an offline **selection**
 - Event counting and normalization (including efficiency and background evaluation)
 - Fit of "candidate" distributions
- Uncertainties
 - Statistical due to Poisson fluctuations of the event counting
 - Statistical due to binomial fluctuations in the efficiency measurement
 - Systematic due to non perfect knowledge of detector effects.