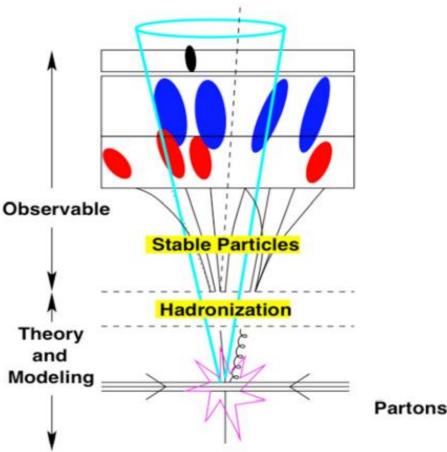
Study of jet reconstruction in the high-energy heavy-ion collision experiment sPHENIX

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What is JET?

In high-energy heavy-ion collisions, a physical phenomenon called jet can occur.

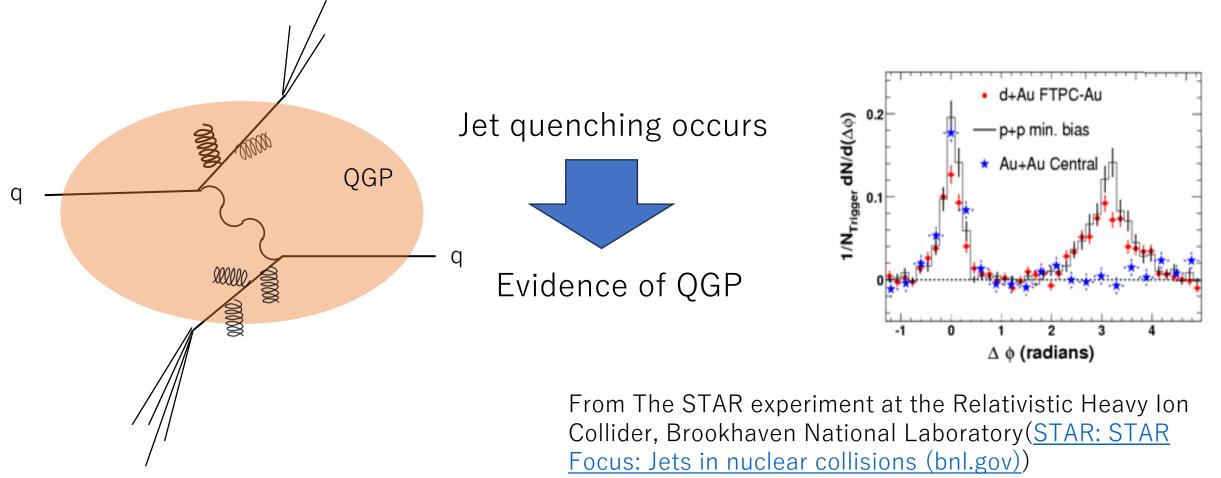
jet...A group of particles ejected in the same direction created by the breakup of high-momentum partons created in the early stages of a collision.



Why is jet important?

Jet is an important tool to understand the nature of QGP

jet quenching : Strong interaction with QGP causes Jet energy loss



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Jet reconstruction algorithm

In order to analyze the JET \cdots

We need to extract only the JET from the various particles after collision.



Jet reconstruction algorithm

jet reconstruction algorithm

- K_t
- Cambridge/Aachen
- Iterative cones(IC-PR,IC-SM)
- SIScone

<u>Anti- K_t algorithm</u>

Distance between two particles d_{ii}

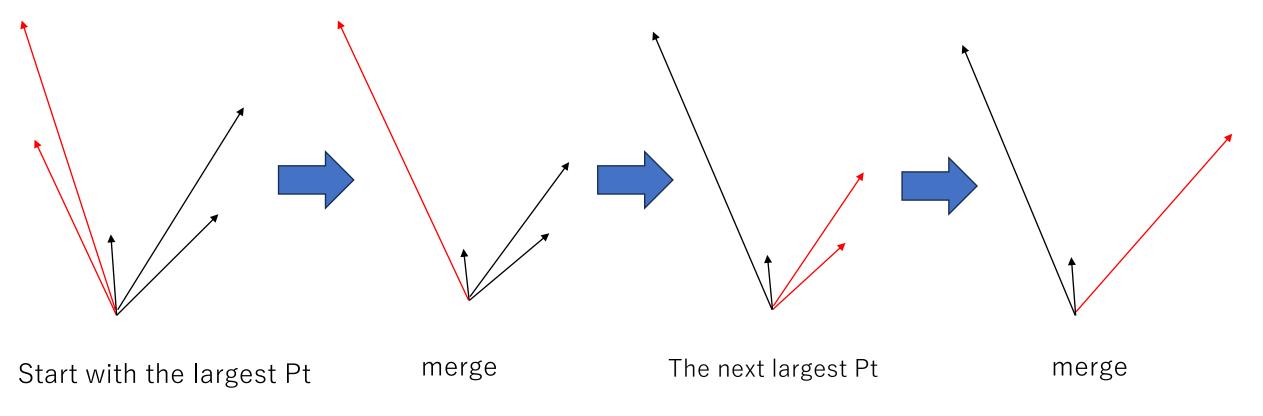
momentum space distance between the beam axis and the detected particle d_{iB}

$$d_{ij} = \min\left(\frac{1}{p_{ti}^2}, \frac{1}{p_{tj}^2}\right) \times \frac{R_{ij}^2}{R}$$
$$d_{iB} = \frac{1}{p_{ti}^2}$$

 $R_{ij}^2 = (\eta_i - \eta_j)^2 + (\phi_i - \phi_j)^2$ is the $(\eta - \phi)$ space distance between the two particles R is the radius parameter which determines the final size of the jet Find the smallest d

Anti-K_t algorithm

• If d_{ij} is minimal, remove particles i and j from the list of particles and sum the four-dimensional vectors to make one particle • If d_{iB} is minimal, set i as final jet and remove it from the list of particles



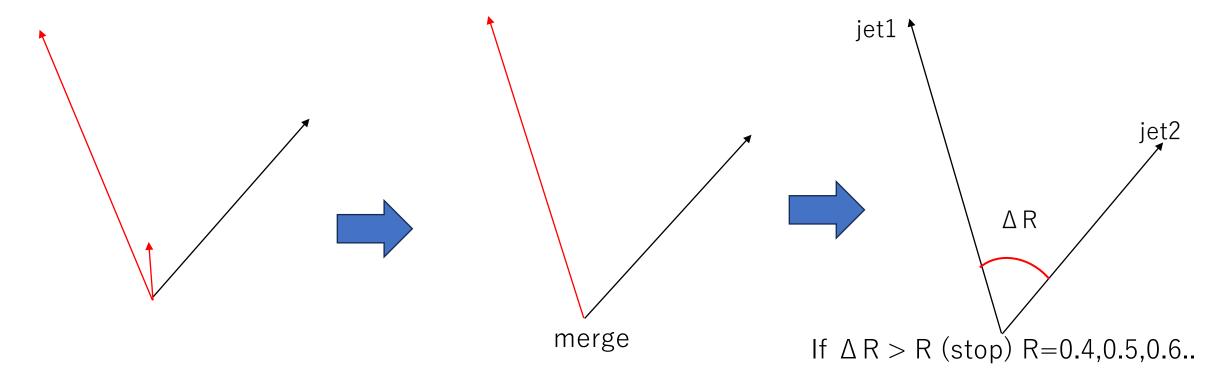
<u>Anti- K_t algorithm</u>

$\operatorname{Repeat} (1) \operatorname{until} (2)$

- All particles are part of a jet where the distance R_{ij} between the jet axes is greater than R
 - or

(2)

• Find the amount of jets we want



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What I actually do

Jet reconstruction

- MB HIJING simulation data embedded with 30GeV Pythia dijet
- using an external tool FastJet
- \cdot R=0.4 and cut of Pt>30 GeV for jet

FastJet

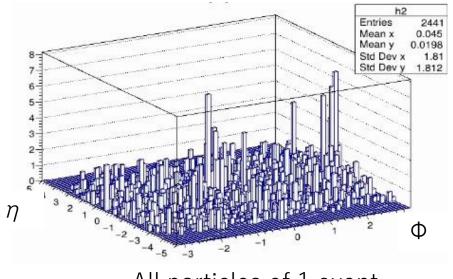
Jet reconstruction can be performed with various jet reconstruction algorithms, including background (pileup/UE) subtraction and jet substructure analysis tools.

We know the TRUTH jet because I use simulated data.



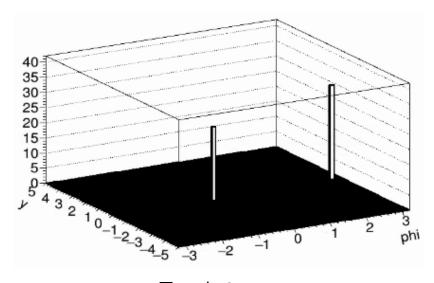
I would like to improve the reconstruction code in fastjet so that only the truth jet can be reconstructed more accurately.

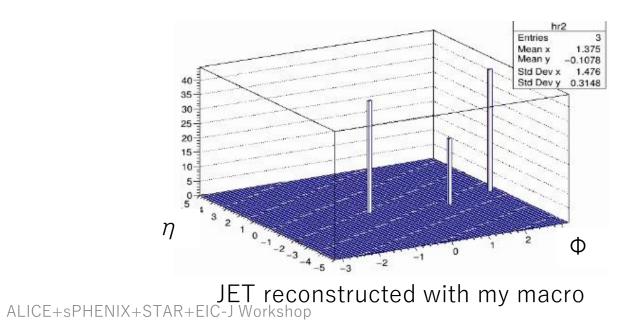
state of progress



All particles of 1 event

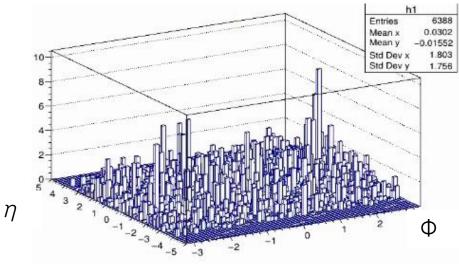
Less background is not perfect, but it can be reconstructed to some extent.





Truth jet

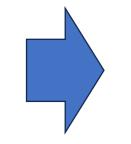
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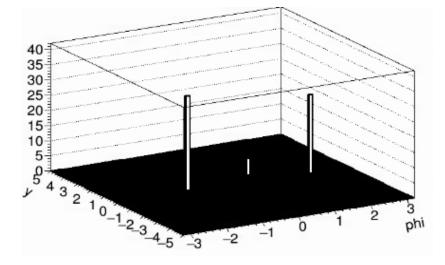
All particles of 1 event

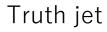
Still needs to be improved for events with a lot of background.

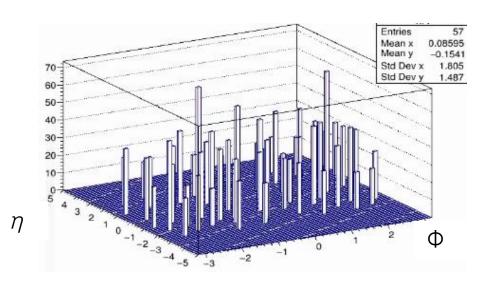
Since the Pt of reconstructed jet is larger than the Truth jet, it is possible thatbackground unrelated to the jet is also counted as a jet.



It might be better to cut each particle before reconstruction.







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<u>summary</u>

I'm making a code that can reconstruction jet accurately.

Room for improvement in events with large backgrounds.



Try the cut condition not only on the Jet after reconstruction but also on the particles before reconstruction, so that the truth jet can be reconstructed more accurately.

