#### Prospects of Event Shape Sorting

#### Jakub Cimerman, Boris Tomášik

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#### ZIMÁNYI SCHOOL'19



Gyorti Andras: Az uton (On the road,

19. ZIMÁNYI SCHOOL WINTER WORKSHOP ON HEAVY ION PHYSICS

> Dec. 2. - Dec. 6., Budapest, Hungary



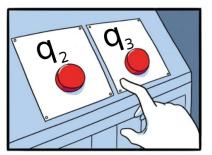
József Zimányi (1931 - 2006)

Have you ever been told by someone "You're doing too much averaging in that analysis. You lose a lot of information about anisotropies and so on."?

No problem. I'll just use

# **Event Shape Engineering**

But according to which variable I sort the events?





Have you recognized yourself in this?

Then we have a perfect tool for you

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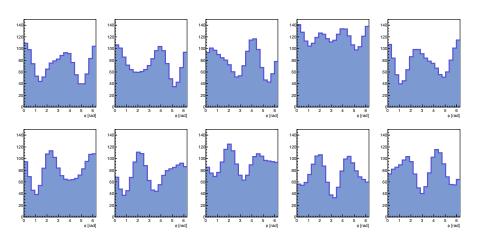
Event Shape Engineering Sorting

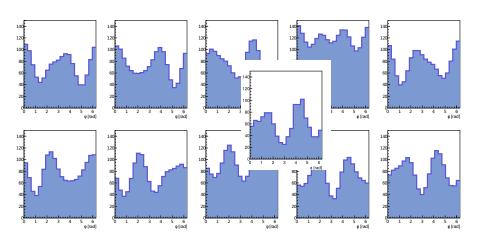
#### Event Shape Sorting vs Event Shape Engineering

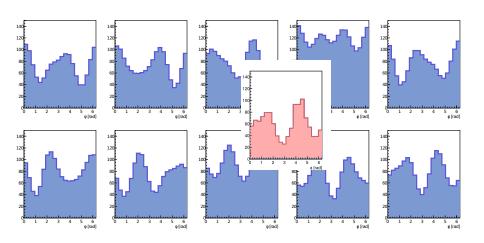
• Both are sorting algorithms

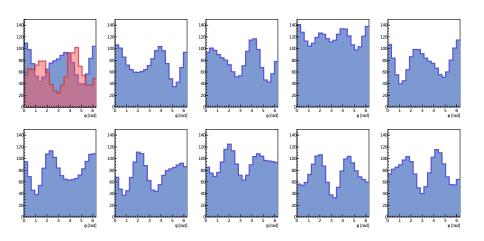
• ESE sorts events according to one chosen property  $(q_2, q_3, ...)$ , but all the other properties will be averaged out

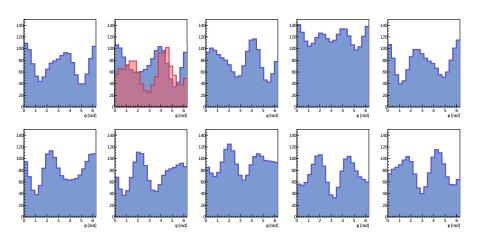
 ESS sorts events according to similarity of their shapes in a more complex way, so you can see combination of anisotropies of different orders at the same time

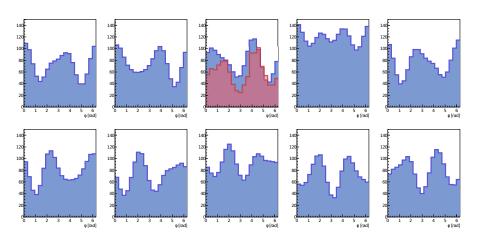


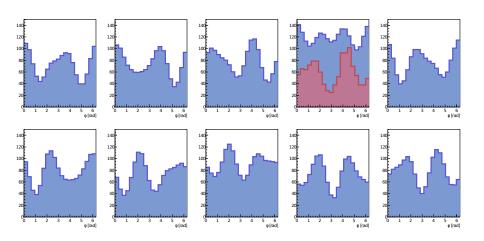


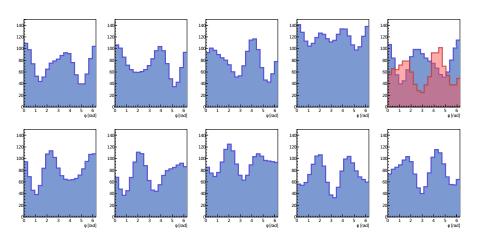


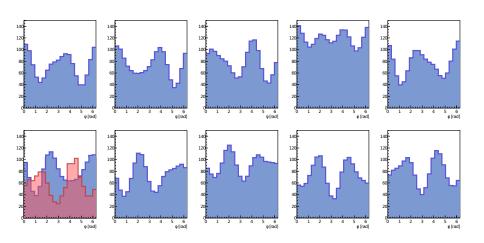


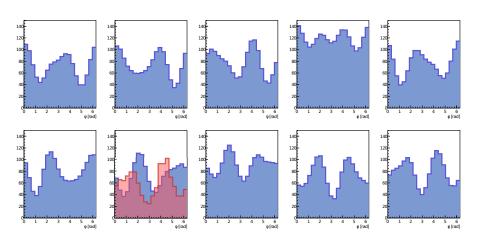


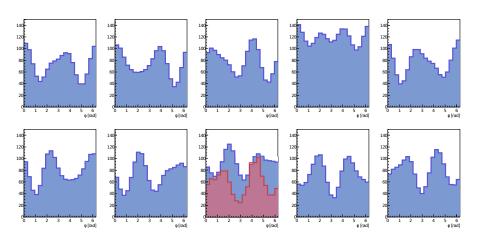


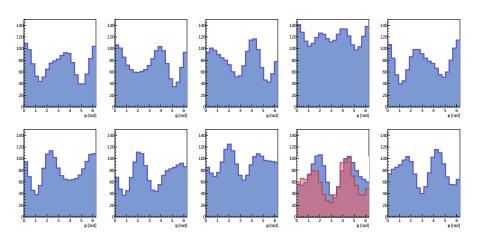


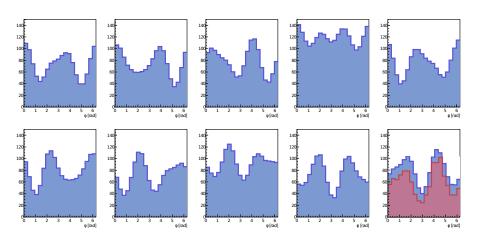








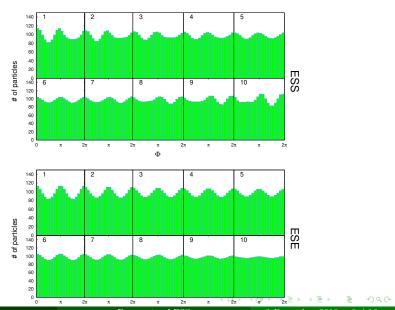


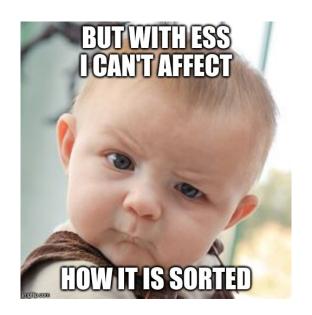


#### Animation of Event Shape Sorting

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#### Results of Sorting: ESS vs. ESE





But that is a good thing

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ESS can find things you don't know are there

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Let's take a look at some example

#### Correlation between the Second and Third-Order Event Plane

• For uncorrelated event planes we get

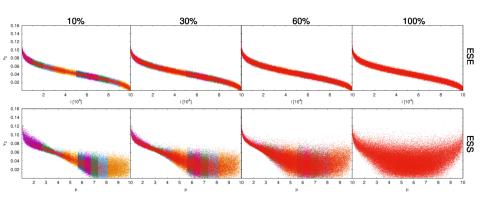
$$\left\langle e^{i\{\theta_2 - \theta_3\}_{min}} \right\rangle = \frac{\int_0^{\pi} d\theta_2 \int_0^{\frac{2\pi}{3}} d\theta_3 e^{i\{\theta_2 - \theta_3\}_{min}}}{\int_0^{\pi} d\theta_2 \int_0^{\frac{2\pi}{3}} d\theta_3} = \frac{3}{\pi}$$

• The same value of the correlator can be obtained with event planes which only differ by one of two possible values

$$\left\langle e^{i\{\theta_2 - \theta_3\}_{min}} \right\rangle = \frac{1}{2} \left( e^{i\delta_1} + e^{i\delta_2} \right) = \frac{3}{\pi}$$
$$\delta_{1,2} = \pm 0.301374$$

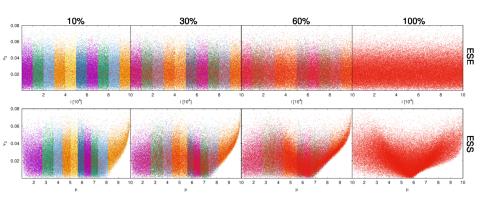
• To illustrate this, we generated 100 000 events using DRAGON with 10%, 30%, 60% and 100% events with correlated event planes

## Amplitude of Second Order Anisotropy $v_2$



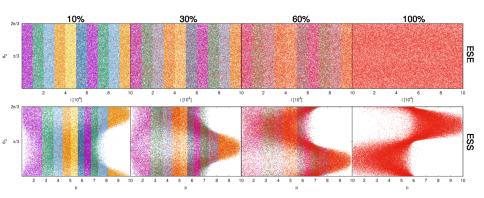
- Correlated events are tagged with red dots
- $\bullet$   $\mu$  is the sorting variable in ESS algorithm

## Amplitude of Third Order Anisotropy $v_3$



- Correlated events are tagged with red dots
- $\mu$  is the sorting variable in ESS algorithm

## Angle of Rotation of the Third Order Plane $\theta_3$



- Correlated events are tagged with red dots
- $\bullet$   $\mu$  is the sorting variable in ESS algorithm

#### Conclusions

- We have shown the advantages of ESS against ESE
  - ESS takes into account both sedond- and third-order anisotropies at the same time, which ESE can not
  - ESS can find out some informations which can not be found using ESE



#### Backup slides

Backup slides

- $\bullet$  1. Split particles in each event into k azimuthal angle bins
- 2. Initial sorting according to  $|\vec{q}_2|$
- 3. Calculate  $P(i|\mu)$  for each angle bin in each class

$$P(i|\mu) = \frac{\sum_{\text{events in } \mu\text{-th class}} (n_i)_j}{\sum_{\text{events in } \mu\text{-th class}} N_j}$$

• 4. Calculate  $P(\mu | \{n_i\}_i)$  for each event

$$P(\mu|\{n_i\}_j) = \frac{\prod_{i=1}^k P(i|\mu)^{(n_i)_j}}{\sum_{\mu'=1}^{\omega} \prod_{i=1}^k P(i|\mu')^{(n_i)_j}}$$

• 5. Calculate mean class number  $\overline{\mu}$ 

$$\overline{\mu} = \sum_{\mu=1}^{\omega} \mu P(\mu | \{n_i\}_j)$$

- 6. Sort events according to  $\overline{\mu}$
- 7. Repeat from step 3, until order of events stay unchanged



#### Statistical Fluctuations

- How statistical fluctuations influence the sorting?
- To find out we split the particles according to their pseudorapidity into reference particles  $|\eta| < 0.4$  and test particles  $0.5 < |\eta| < 0.8$
- This was done with three sets of simulated data
  - **DRAGON:** 150 000 events with anisotropies  $a_2, \rho_2 \in (-0.1; 0.1), a_3, \rho_3 \in (-0.03; 0.03)$
  - UrQMD: 100 000 events in Au+Au collisions,  $\sqrt{s_{NN}}=200$  GeV, impact parameter  $b\in(7;10)$  fm
  - AMPT: 10 000 events in Au+Au collisions,  $\sqrt{s_{NN}} = 200$  GeV, impact parameter  $b \in (7; 10)$  fm

#### Amplitude of Second Order Anisotropy $v_2$

