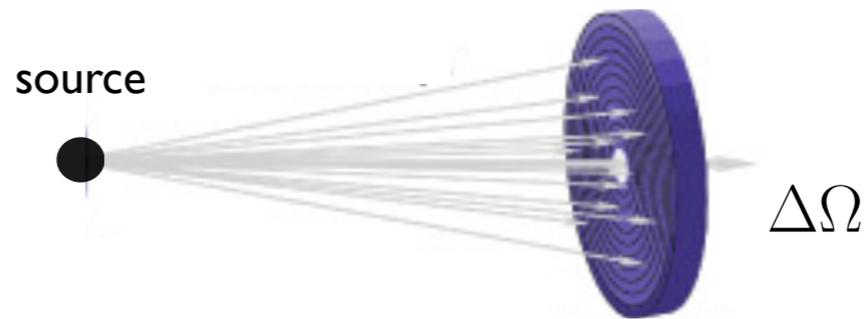


Event Generator Physics

Peter Skands (CERN Theoretical Physics Dept)



Scattering Experiments



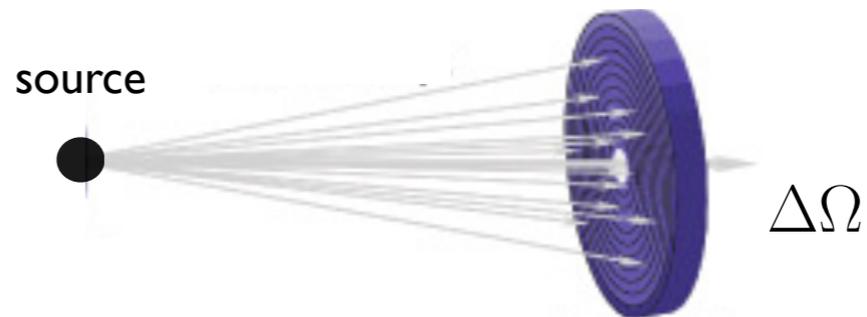
LHC detector
Cosmic-Ray detector
Neutrino detector
X-ray telescope
...

→ Integrate differential cross sections
over specific phase-space regions

Predicted number of counts
= integral over solid angle

$$N_{\text{count}}(\Delta\Omega) \propto \int_{\Delta\Omega} d\Omega \frac{d\sigma}{d\Omega}$$

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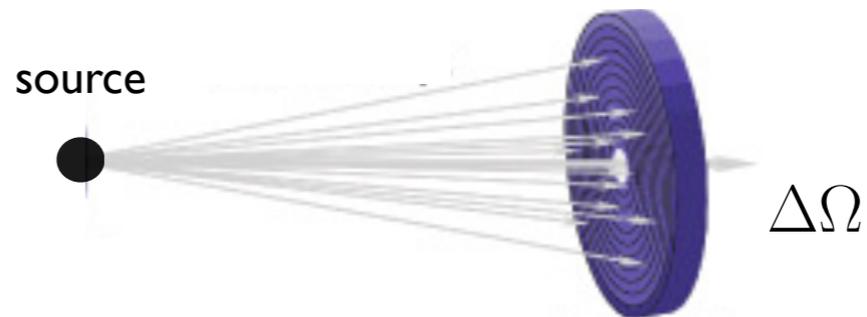
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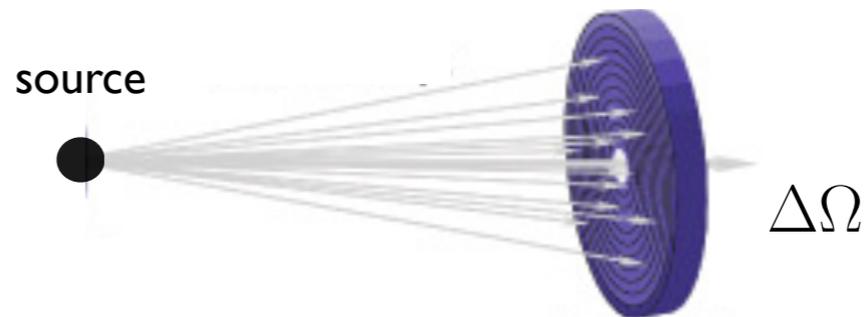
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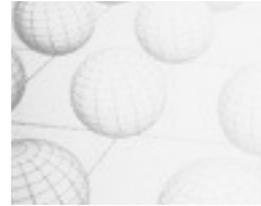
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$$\mathcal{L} = \bar{\psi}_q^i (i\gamma^\mu) (D_\mu)_{ij} \psi_q^j - m_q \bar{\psi}_q^i \psi_{qi} - \frac{1}{4} F_{\mu\nu}^a F^{a\mu\nu}$$

Quark fields



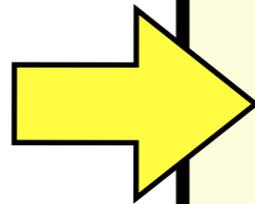
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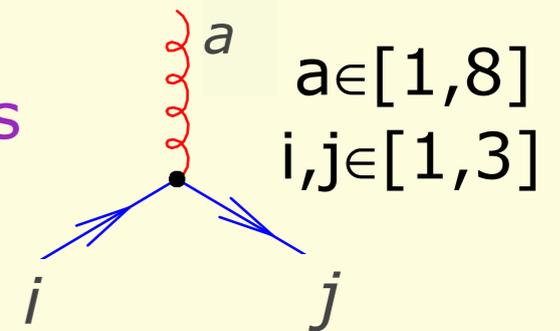
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Covariant Derivative

$$D_{\mu ij} = \delta_{ij} \partial_\mu - \underline{ig_s T_{ij}^a A_\mu^a}$$

⇒ Feynman rules

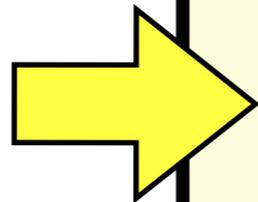


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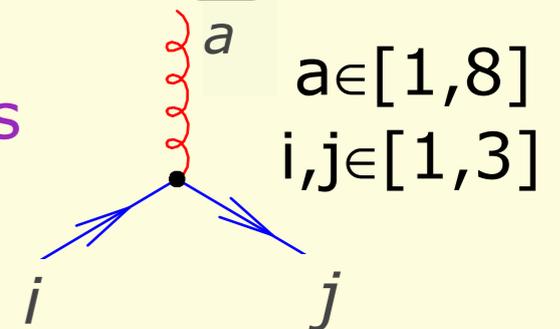
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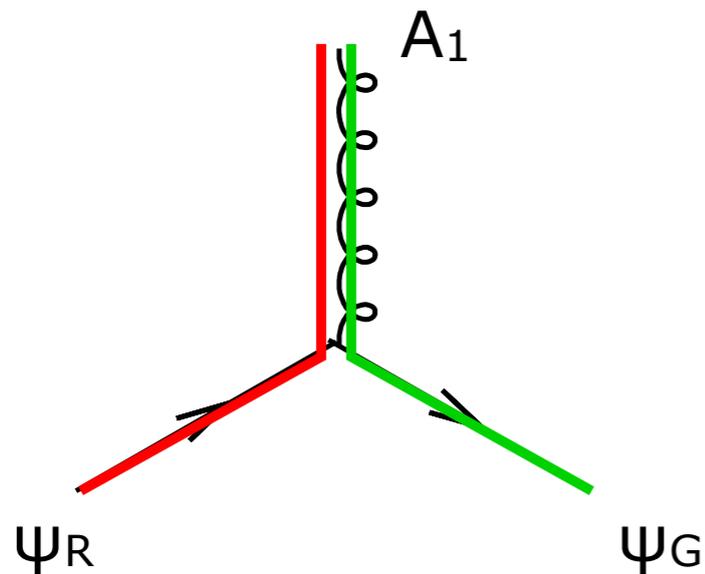
Gell-Mann Matrices ($T^a = 1/2\lambda^a$)

$$\lambda^1 = \begin{pmatrix} 0 & 1 & 0 \\ 1 & 0 & 0 \\ 0 & 0 & 0 \end{pmatrix}, \lambda^2 = \begin{pmatrix} 0 & -i & 0 \\ i & 0 & 0 \\ 0 & 0 & 0 \end{pmatrix}, \lambda^3 = \begin{pmatrix} 1 & 0 & 0 \\ 0 & -1 & 0 \\ 0 & 0 & 0 \end{pmatrix}, \lambda^4 = \begin{pmatrix} 0 & 0 & 1 \\ 0 & 0 & 0 \\ 1 & 0 & 0 \end{pmatrix}$$

$$\lambda^5 = \begin{pmatrix} 0 & 0 & -i \\ 0 & 0 & 0 \\ i & 0 & 0 \end{pmatrix}, \lambda^6 = \begin{pmatrix} 0 & 0 & 0 \\ 0 & 0 & 1 \\ 0 & 1 & 0 \end{pmatrix}, \lambda^7 = \begin{pmatrix} 0 & 0 & 0 \\ 0 & 0 & -i \\ 0 & i & 0 \end{pmatrix}, \lambda^8 = \begin{pmatrix} \frac{1}{\sqrt{3}} & 0 & 0 \\ 0 & \frac{1}{\sqrt{3}} & 0 \\ 0 & 0 & \frac{-2}{\sqrt{3}} \end{pmatrix}$$

Interactions in Color Space

Quark-Gluon interactions



$$\begin{pmatrix} 0 & 1 & 0 \\ 1 & 0 & 0 \\ 0 & 0 & 0 \end{pmatrix}_{A_1} \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix}_{\psi_R} = \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix}_{\psi_G}$$

Interactions in Color Space

Color Factors

All QCD processes have a “color factor”. It counts the enhancement from the sum over colors.

(or suppression if colors have to match)

~ how many “color paths” we can take

Interactions in Color Space

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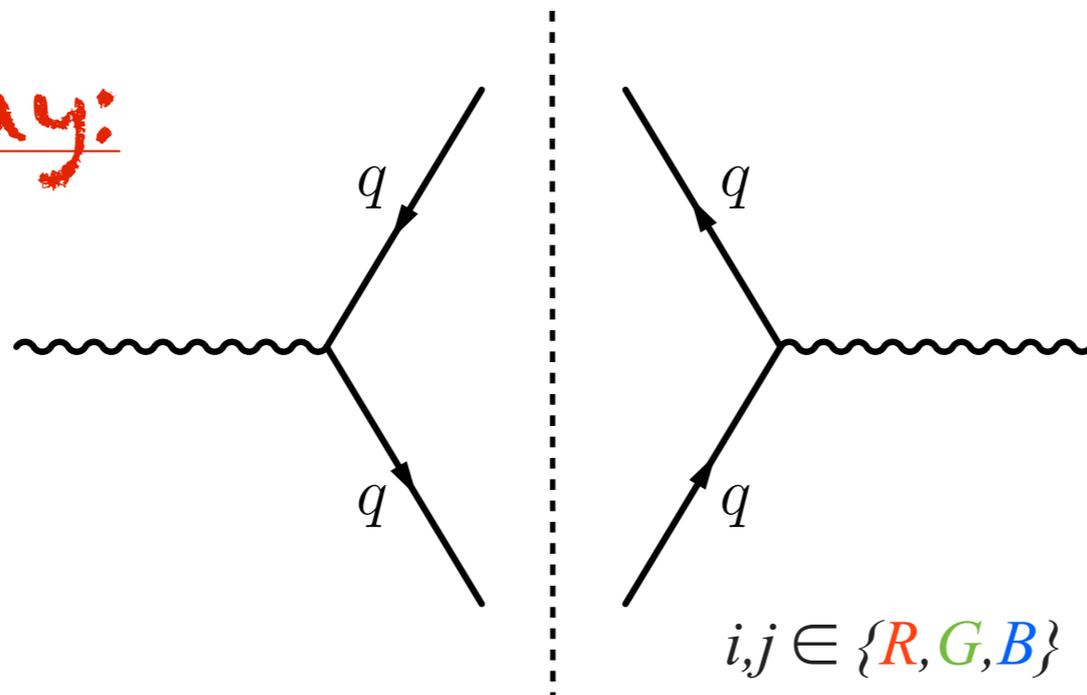
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Z Decay:

\sum_{colours}

$|M|^2 =$



Interactions in Color Space

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Z Decay:

$$\sum_{\text{colours}} |M|^2 = \text{Diagram 1} + \text{Diagram 2}$$

$\propto \delta_{ij} \delta_{ji}^*$
 $= \text{Tr}[\delta_{ij}]$
 $= N_C$

$i, j \in \{R, G, B\}$

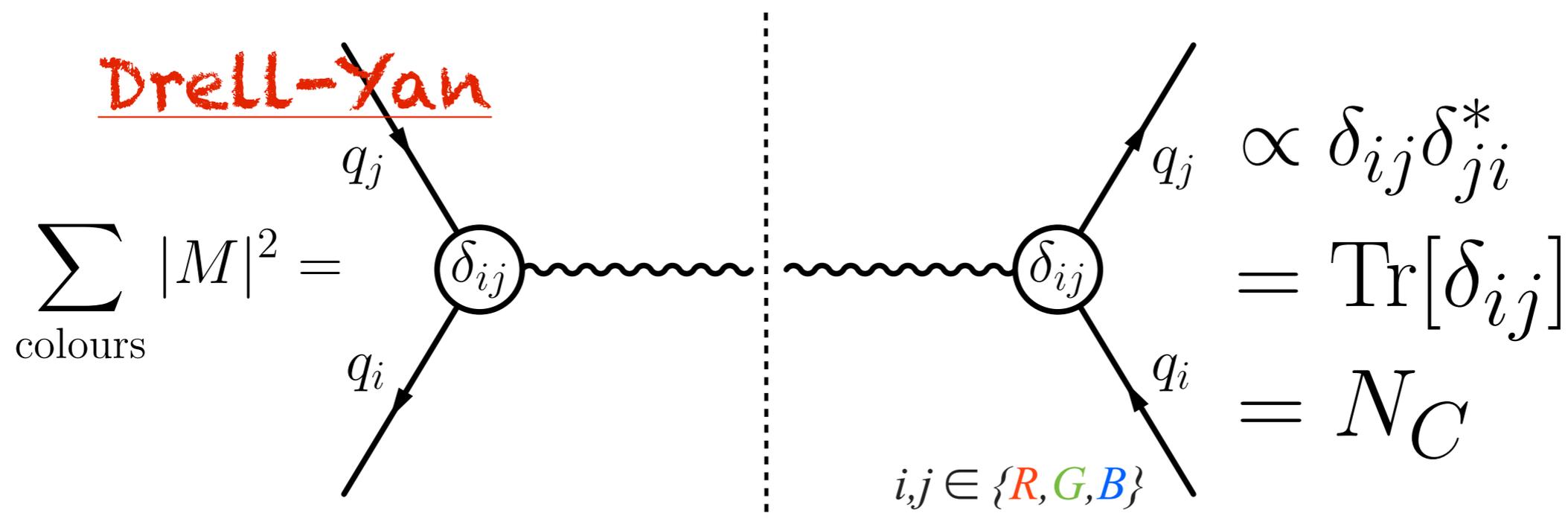
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~ how many “color paths” we can take

Drell-Yan

$$\frac{1}{9} \sum_{\text{colours}} |M|^2 = \text{Diagram 1} \text{ --- } \text{Diagram 2} \propto \delta_{ij} \delta_{ji}^* = \text{Tr}[\delta_{ij}] = N_C$$

$i, j \in \{R, G, B\}$

Interactions in Color Space

Color Factors

All QCD processes have a “color factor”. It counts the enhancement from the sum over colors.

(or suppression if colors have to match)

~ how many “color paths” we can take

$Z \rightarrow 3$ jets

$$\sum_{\text{colours}} |M|^2 =$$

$i, j \in \{R, G, B\}$
 $a \in \{1, \dots, 8\}$

$$\propto \delta_{ij} T_a^{jk} (T_a^{lk} \delta_{il})^*$$

$$= \text{Tr}[T_a T_a]$$

$$= \frac{1}{2} \text{Tr} \delta_{ab}$$

$$= 4$$

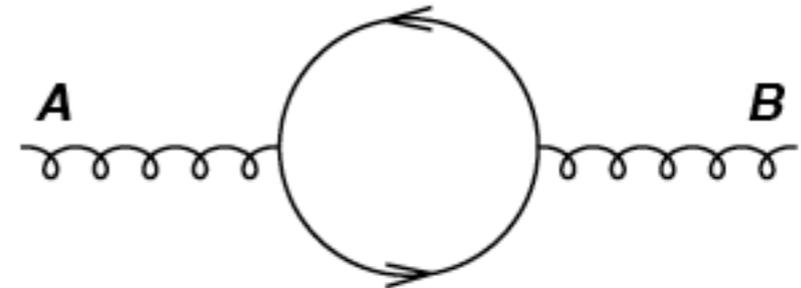
Quick Guide to Color Algebra

Color factors squared produce traces

Trace
Relation

$$\text{Tr}(t^A t^B) = T_R \delta^{AB}, \quad T_R = \frac{1}{2}$$

Example Diagram



(from ESHEP lectures by G. Salam)

Quick Guide to Color Algebra

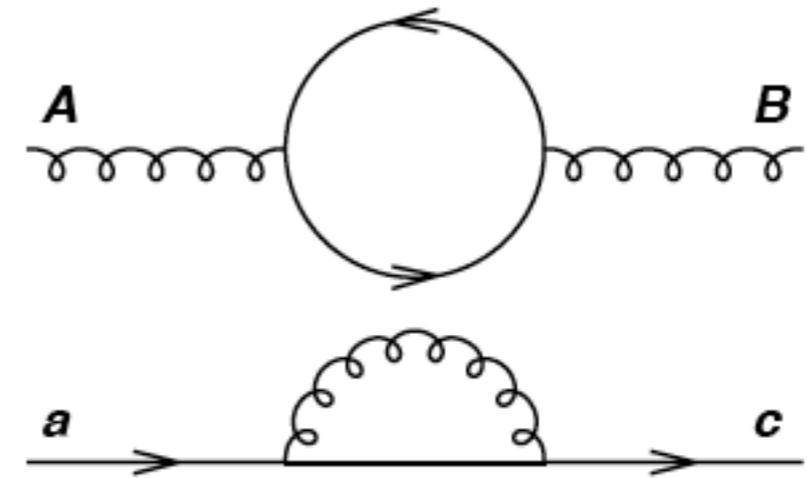
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$$\sum_A t_{ab}^A t_{bc}^A = C_F \delta_{ac}, \quad C_F = \frac{N_c^2 - 1}{2N_c} = \frac{4}{3}$$

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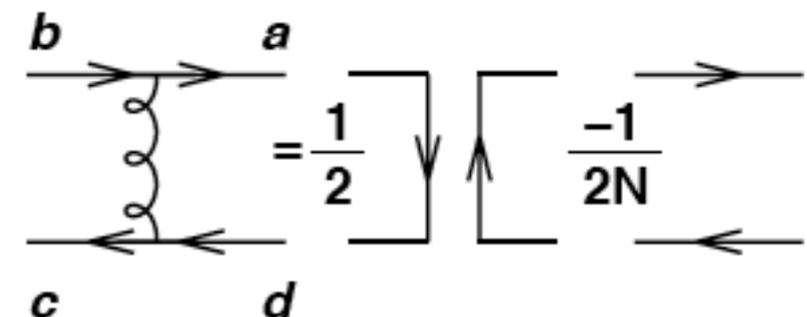
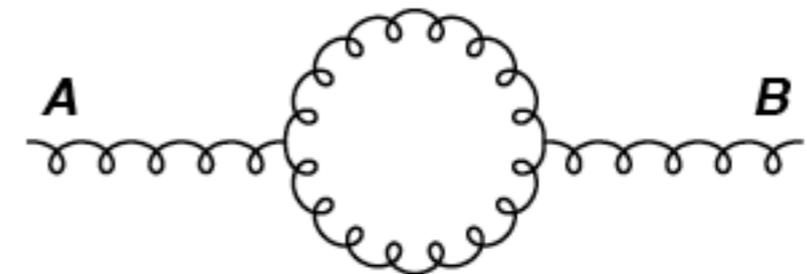
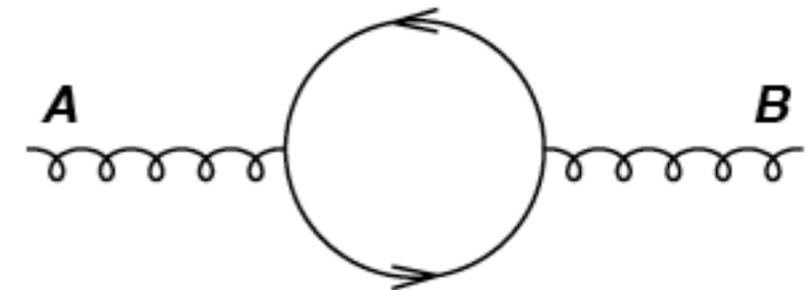
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$$t_{ab}^A t_{cd}^A = \frac{1}{2} \delta_{bc} \delta_{ad} - \frac{1}{2N_c} \delta_{ab} \delta_{cd} \quad (\text{Fierz})$$

Example Diagram



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Trace Relation

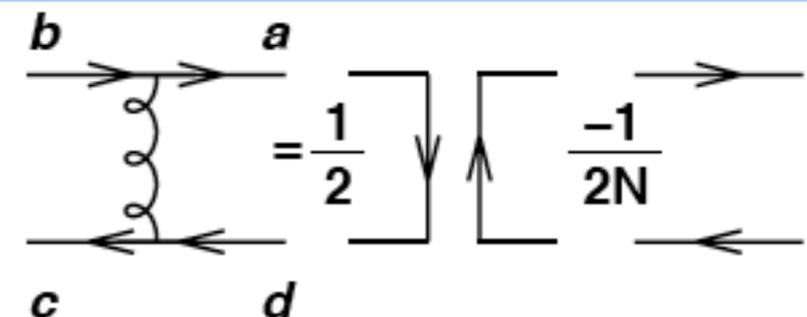
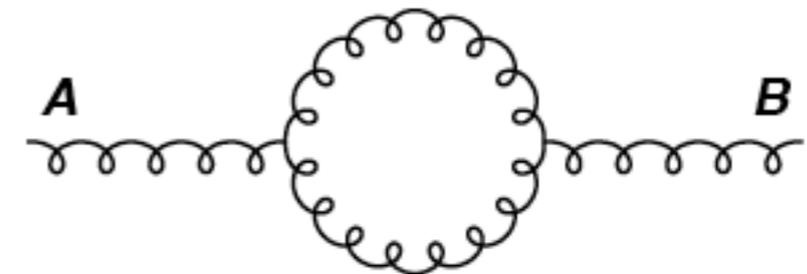
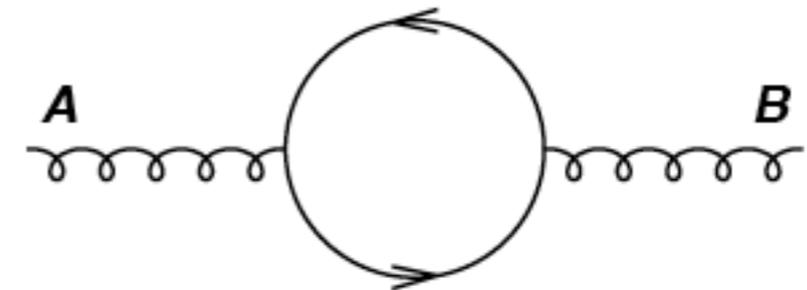
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Example Diagram



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The Gluon

Gluon-Gluon Interactions

$$\mathcal{L} = \bar{\psi}_q^i (i\gamma^\mu) (D_\mu)_{ij} \psi_q^j - m_q \bar{\psi}_q^i \psi_{qi} - \frac{1}{4} F_{\mu\nu}^a F^{a\mu\nu}$$

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Gluon field strength tensor:

$$F_{\mu\nu}^a = \partial_\mu A_\nu^a - \partial_\nu A_\mu^a + g_s f^{abc} A_\mu^b A_\nu^c$$

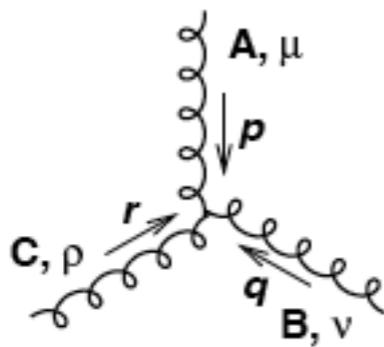
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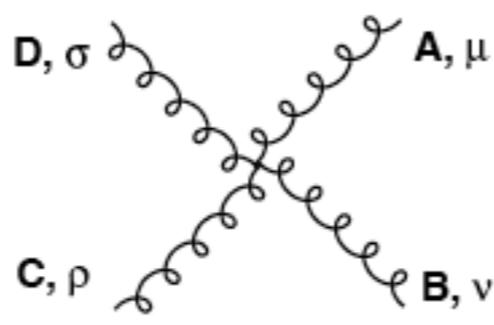
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$$-g_s f^{ABC} [(p - q)^\rho g^{\mu\nu} + (q - r)^\mu g^{\nu\rho} + (r - p)^\nu g^{\rho\mu}]$$



$$-ig_s^2 f^{XAC} f^{XBD} [g^{\mu\nu} g^{\rho\sigma} - g^{\mu\sigma} g^{\nu\gamma}] + (C, \gamma) \leftrightarrow (D, \rho) + (B, \nu) \leftrightarrow (C, \gamma)$$

Structure constants of SU(3):

$$f_{123} = 1$$

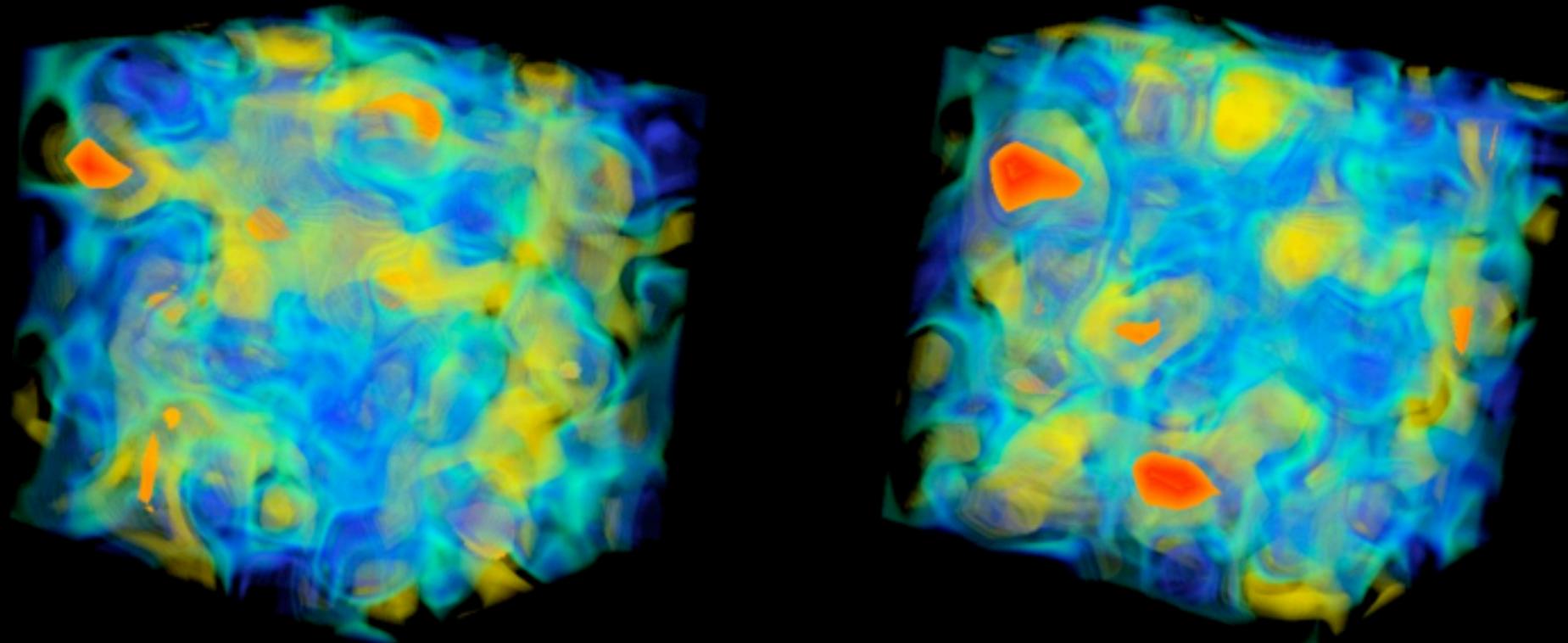
$$f_{147} = f_{246} = f_{257} = f_{345} = \frac{1}{2}$$

$$f_{156} = f_{367} = -\frac{1}{2}$$

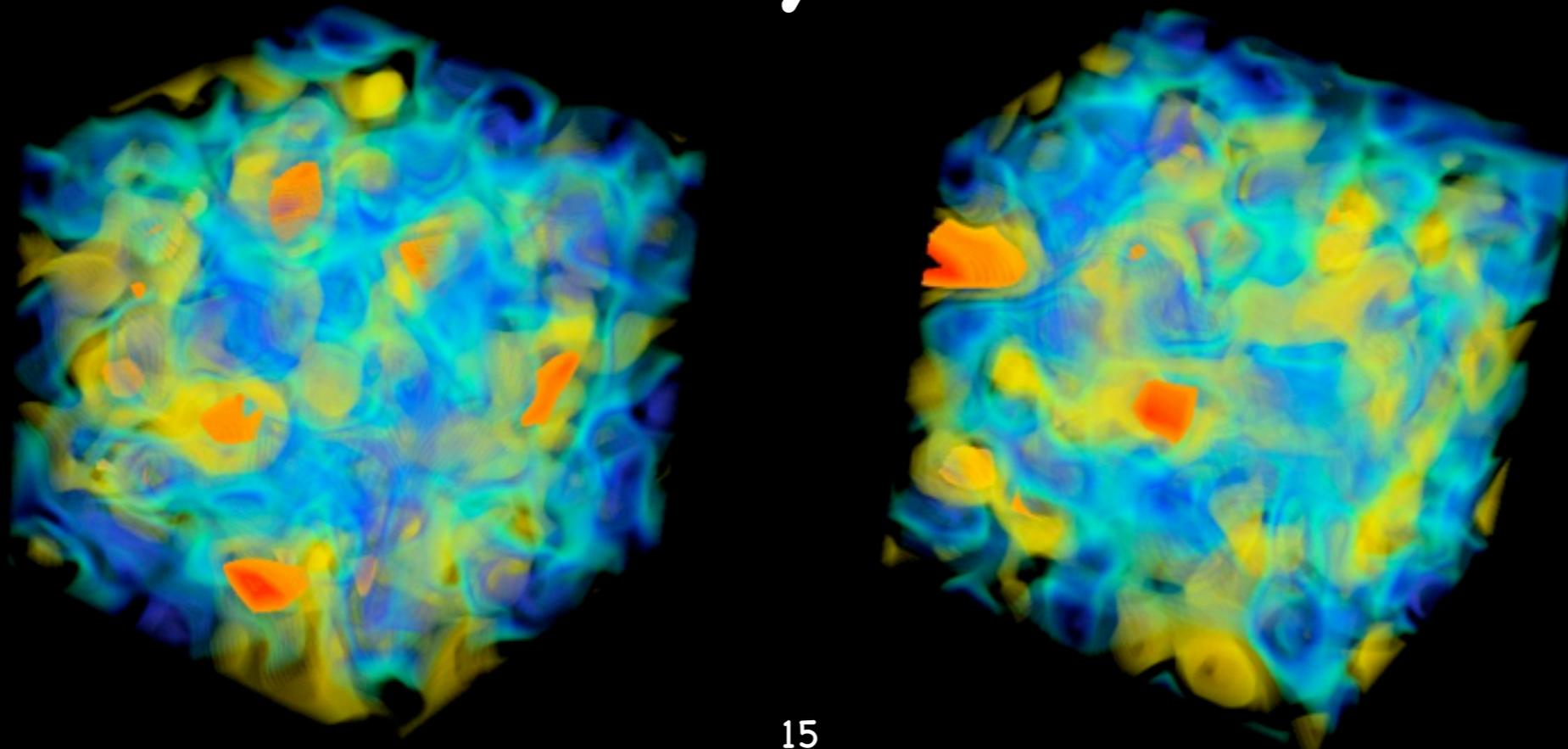
$$f_{458} = f_{678} = \frac{\sqrt{3}}{2}$$

Antisymmetric in all indices

$$\text{All other } f_{ijk} = 0$$



QCD Dynamics



The Strong Coupling



Bjorken scaling

To first approximation, QCD is

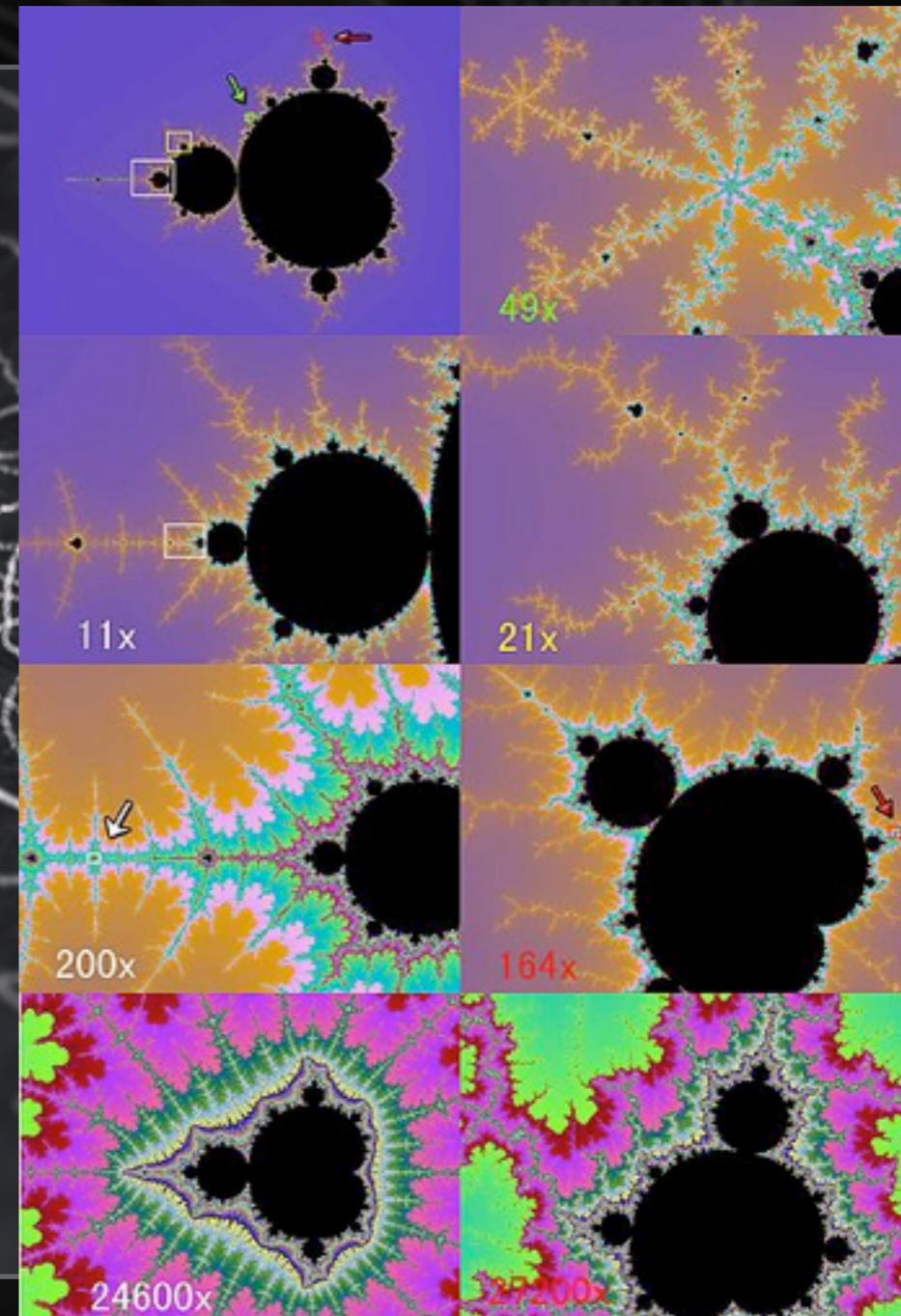
SCALE INVARIANT

(a.k.a. conformal)

A jet inside a jet inside a jet
inside a jet ...

If the strong coupling didn't
“run”, this would be absolutely
true (e.g., N=4 Supersymmetric Yang-Mills)

As it is, α_s only runs slowly
(logarithmically) \rightarrow can still gain
insight from fractal analogy



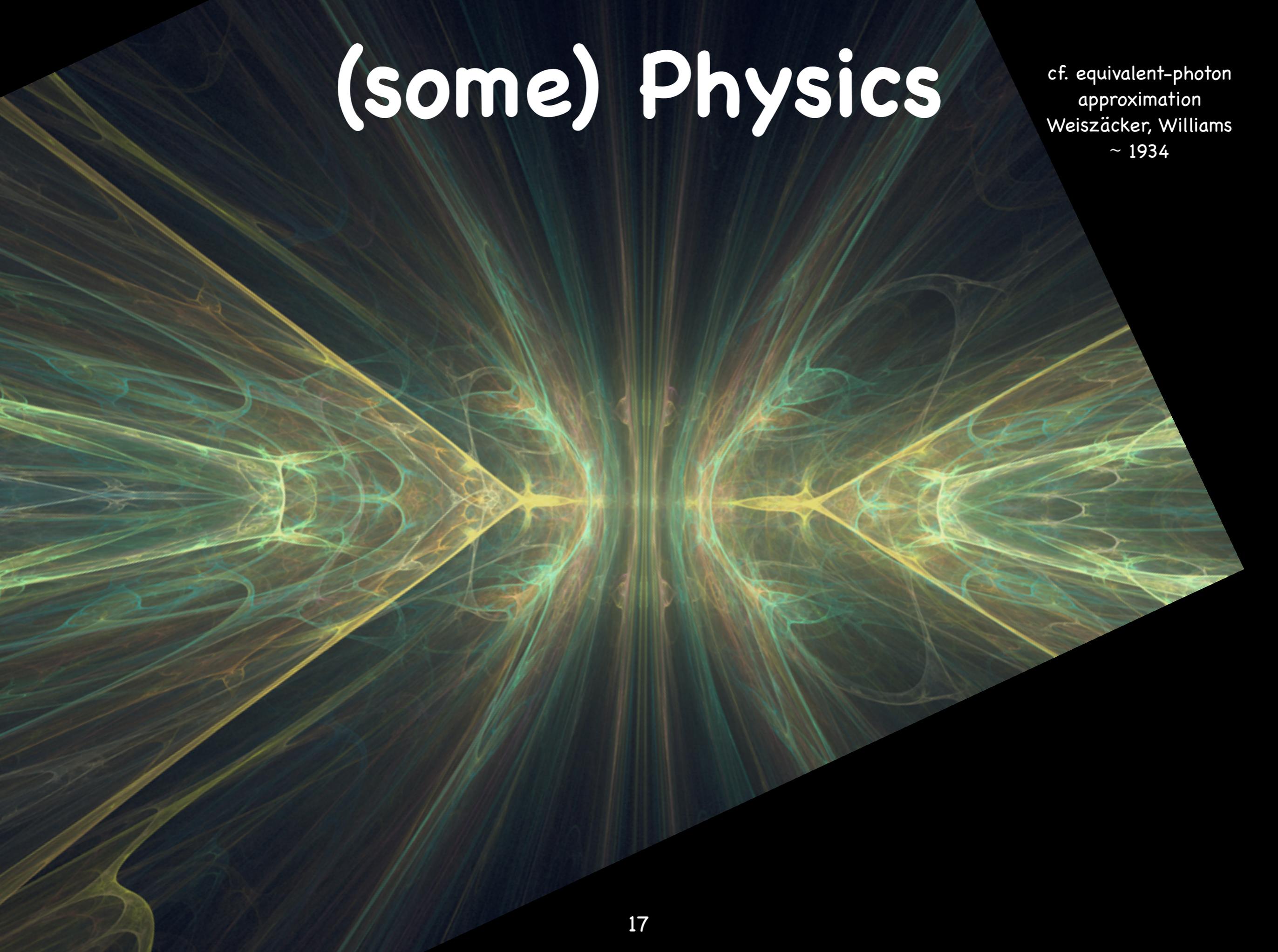
Note: I use the terms “conformal” and “scale invariant” interchangeably

Strictly speaking, conformal (angle-preserving) symmetry is more restrictive than just scale invariance

But examples of scale-invariant field theories that are not conformal are rare (eg 6D noncritical self-dual string theory)

(some) Physics

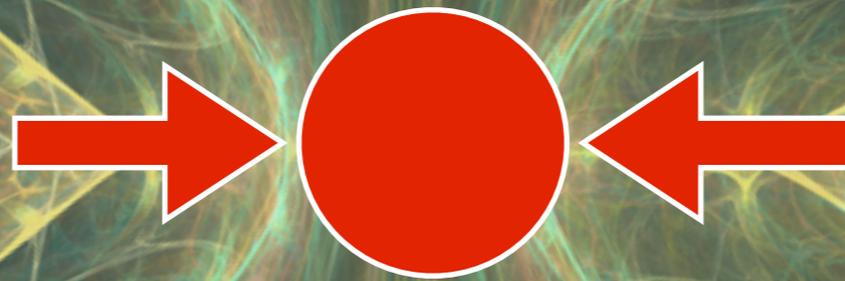
cf. equivalent-photon
approximation
Weiszäcker, Williams
~ 1934



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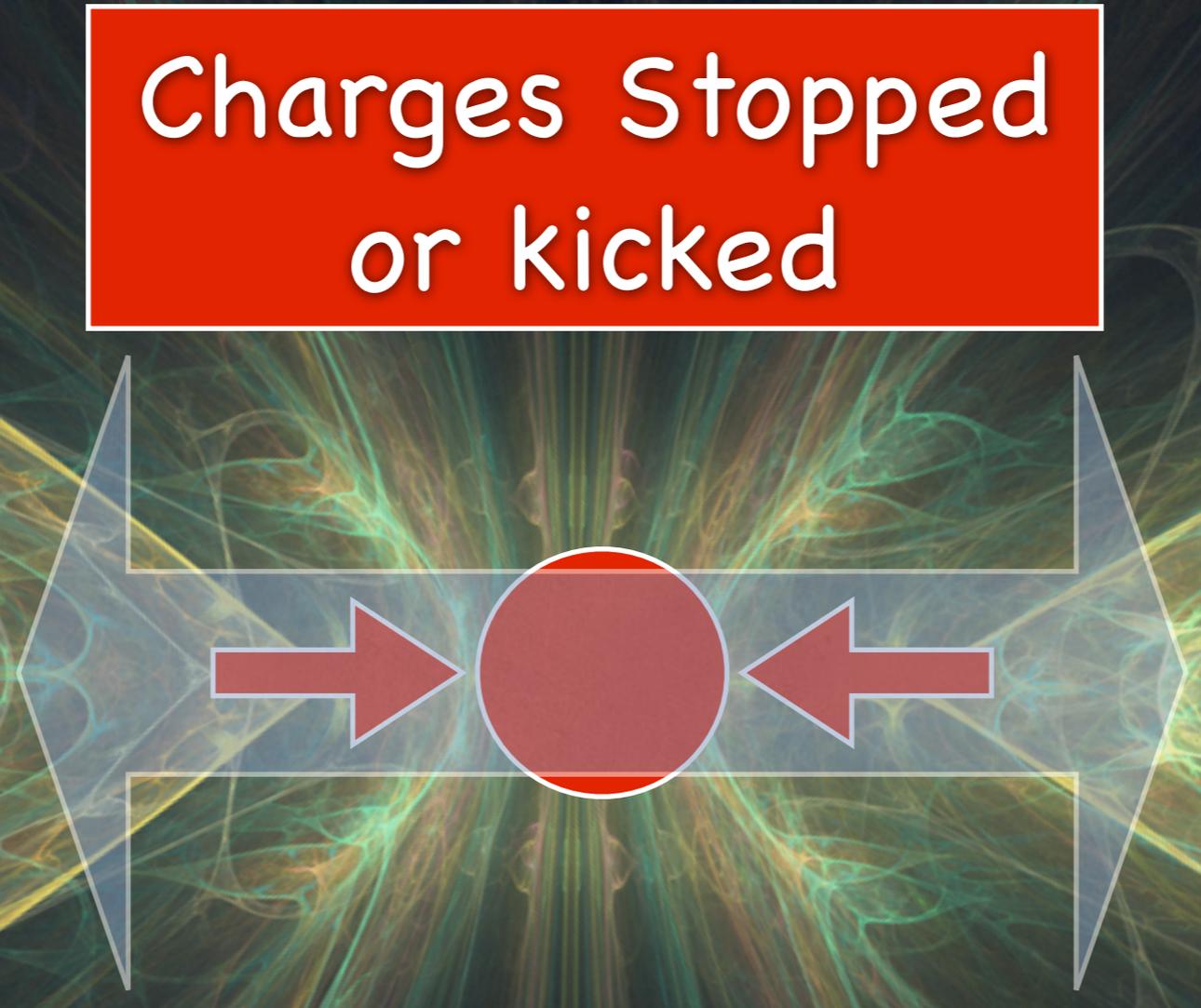
Charges Stopped
or kicked



(some) Physics

cf. equivalent-photon
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Weiszäcker, Williams
~ 1934

Charges Stopped
or kicked

A central red circle represents a charge. Two red arrows point towards it from the left and right. The charge is surrounded by a complex, multi-colored field of green and yellow lines, representing fluctuations. This field is contained within a larger, semi-transparent blue diamond shape. Above the charge is a red box with the text 'Charges Stopped or kicked', and below it is a grey box with the text 'Associated field (fluctuations) continues'.

Associated field
(fluctuations) continues

(some) Physics

cf. equivalent-photon
approximation
Weiszäcker, Williams
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Charges Stopped
or kicked

Radiation

Radiation

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Radiation

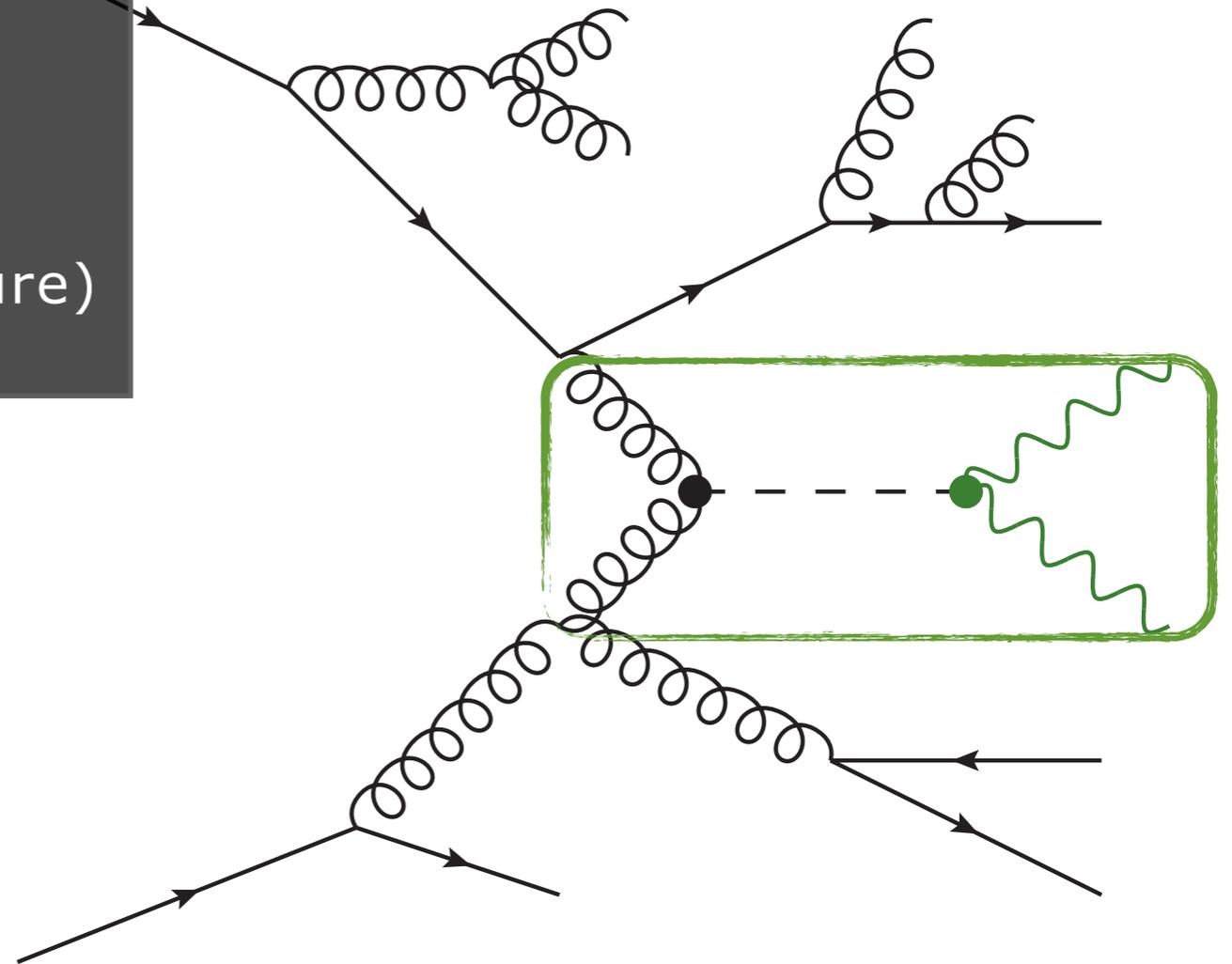
Radiation

a.k.a.
Bremsstrahlung
Synchrotron Radiation

The harder they stop, the harder the
fluctuations that continue to become radiation

Jets \approx Fractals

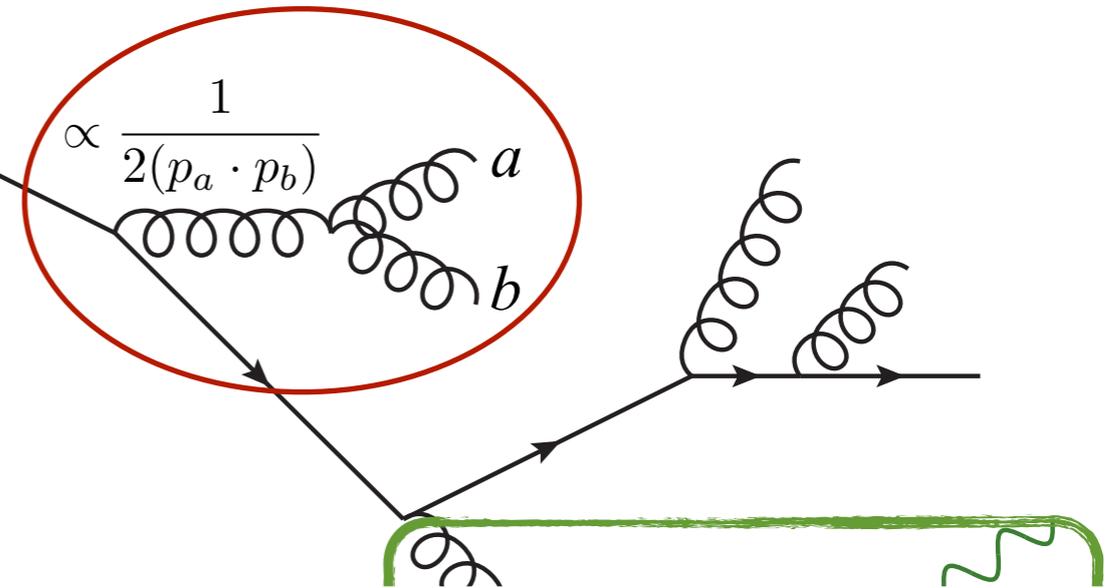
- **Most bremsstrahlung** is driven by divergent propagators \rightarrow simple structure
- **Amplitudes factorize in singular limits** (\rightarrow universal "conformal" or "fractal" structure)



See: PS, *Introduction to QCD*, TASI 2012, [arXiv:1207.2389](https://arxiv.org/abs/1207.2389)

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Partons $ab \rightarrow$
"collinear":

$P(z) =$ DGLAP splitting kernels, with $z =$ energy fraction $= E_a/(E_a+E_b)$

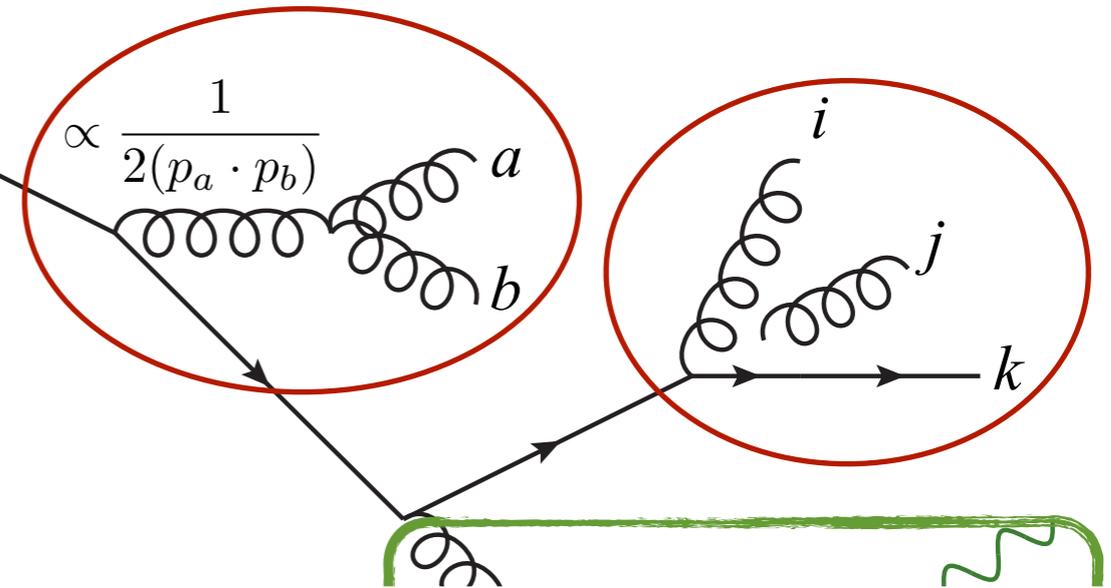
$$|\mathcal{M}_{F+1}(\dots, a, b, \dots)|^2 \xrightarrow{a||b} g_s^2 C \frac{P(z)}{2(p_a \cdot p_b)} |\mathcal{M}_F(\dots, a + b, \dots)|^2$$



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Gluon $j \rightarrow$ "soft": Coherence \rightarrow Parton j really emitted by (i,k) "colour antenna"

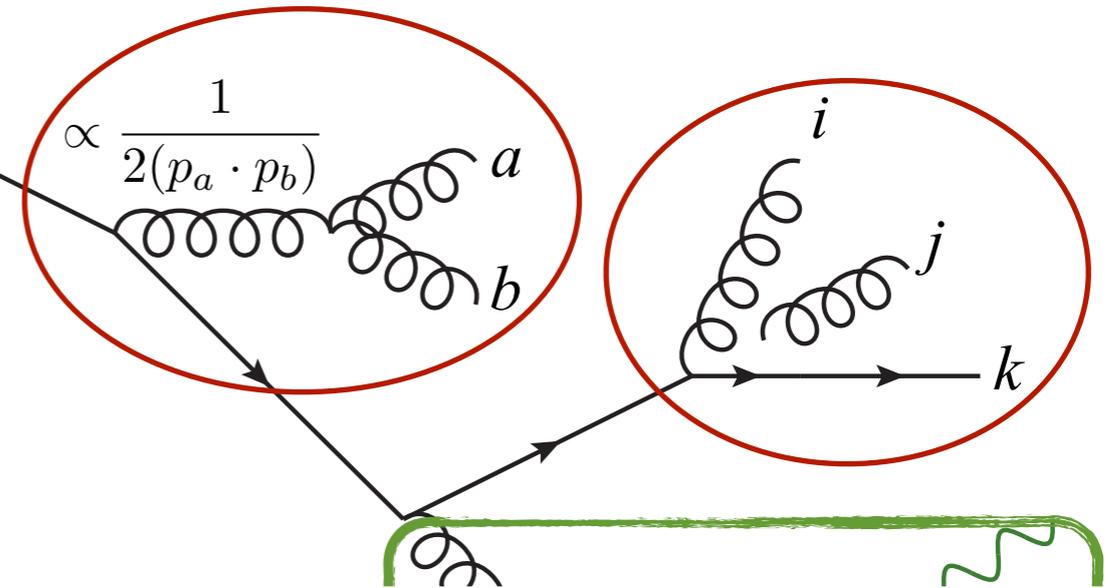
$$|\mathcal{M}_{F+1}(\dots, i, j, k, \dots)|^2 \xrightarrow{j_g \rightarrow 0} g_s^2 C \frac{(p_i \cdot p_k)}{(p_i \cdot p_j)(p_j \cdot p_k)} |\mathcal{M}_F(\dots, i, k, \dots)|^2$$

+ scaling violation: $g_s^2 \rightarrow 4\pi\alpha_s(Q^2)$

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Can apply this many times
 \rightarrow nested factorizations

Factorization: Separation of Scales

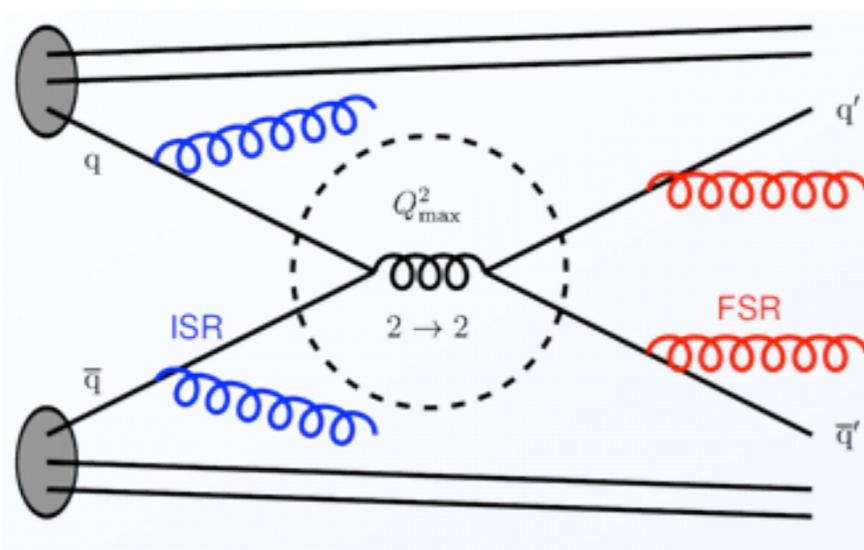
Factorization of Production and Decay:



Valid up to corrections $\Gamma/m \rightarrow$ breaks down for large Γ

More subtle when colour/charge flows *through* the diagram

Factorization of Long and Short Distances



Scale of fluctuations inside a hadron

$$\sim \Lambda_{\text{QCD}} \sim 200 \text{ MeV}$$

Scale of hard process $\gg \Lambda_{\text{QCD}}$

\rightarrow proton looks "frozen"

Instantaneous snapshot of long-wavelength structure, independent of nature of hard process

Factorization 2: PDFs

Hadrons are composite, with time-dependent structure:

Partons within clouds of further partons, constantly emitted and absorbed

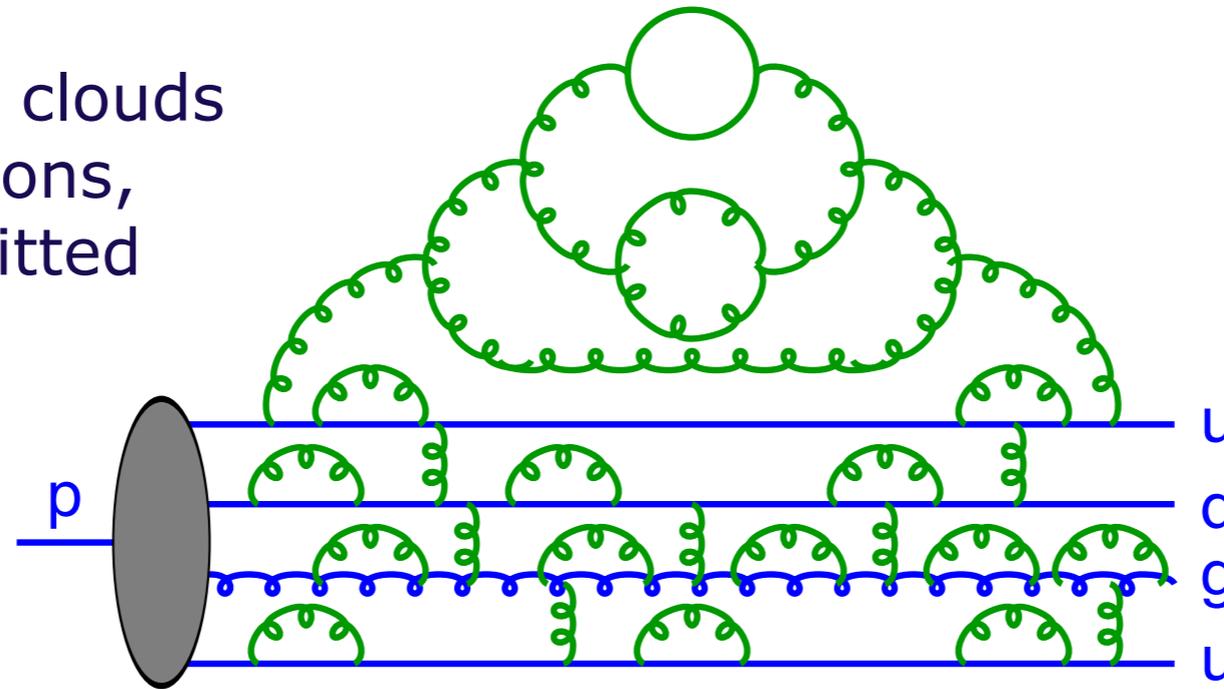
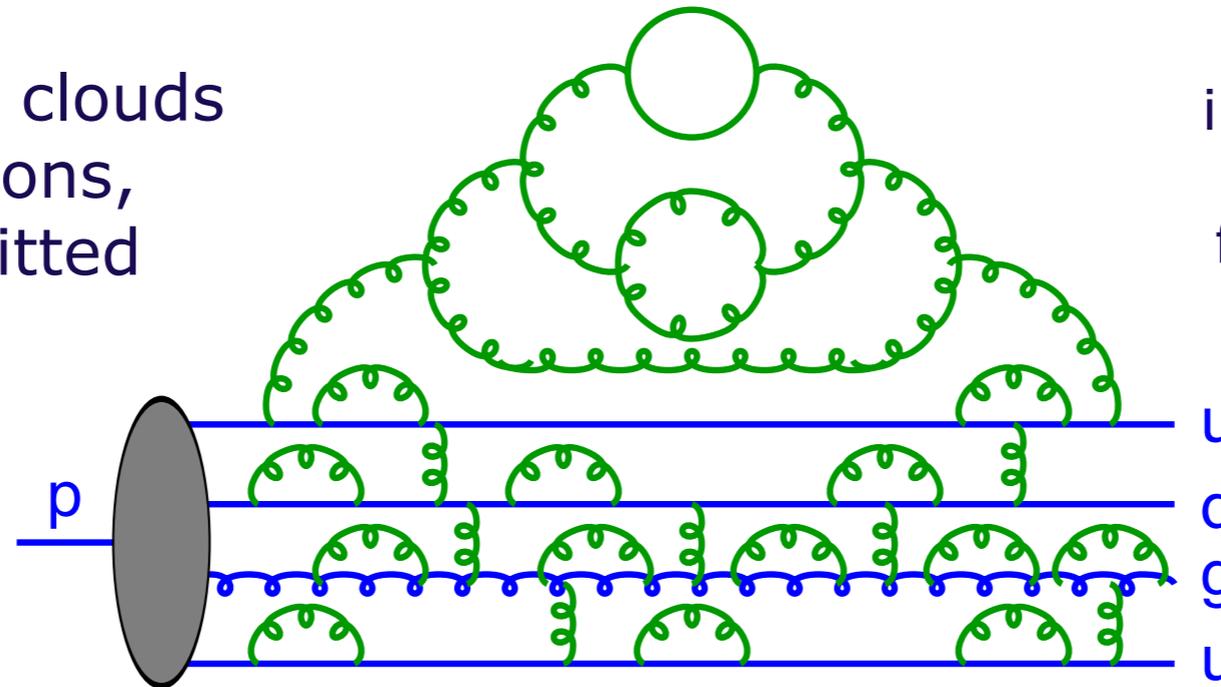


Illustration from T. Sjöstrand

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Partons within clouds of further partons, constantly emitted and absorbed



For hadron to remain intact, virtualities $k^2 < M_h^2$
High-virtuality fluctuations suppressed by powers of

$$\frac{\alpha_s M_h^2}{k^2}$$

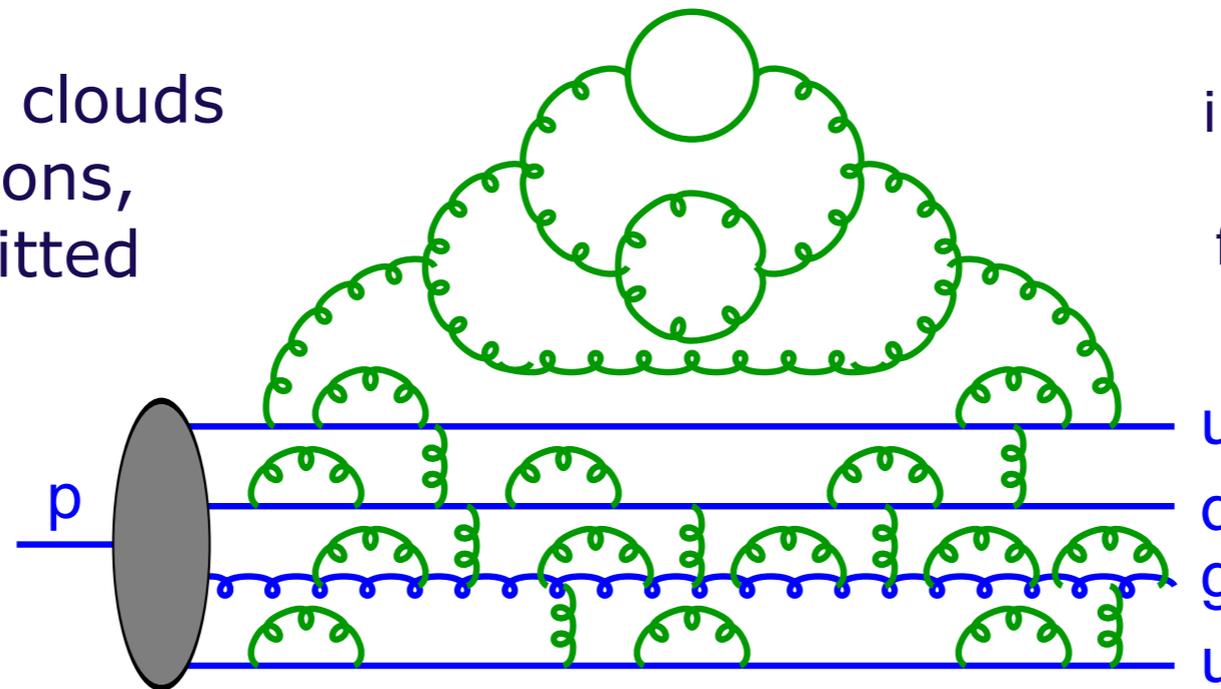
M_h : mass of hadron
 k^2 : virtuality of fluctuation

Illustration from T. Sjöstrand

Factorization 2: PDFs

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→ Lifetime of fluctuations $\sim 1/M_h$

Hard incoming probe interacts over much shorter time scale $\sim 1/Q$

On that timescale, partons \sim frozen

Hard scattering knows nothing of the target hadron apart from the fact that it contained the struck parton

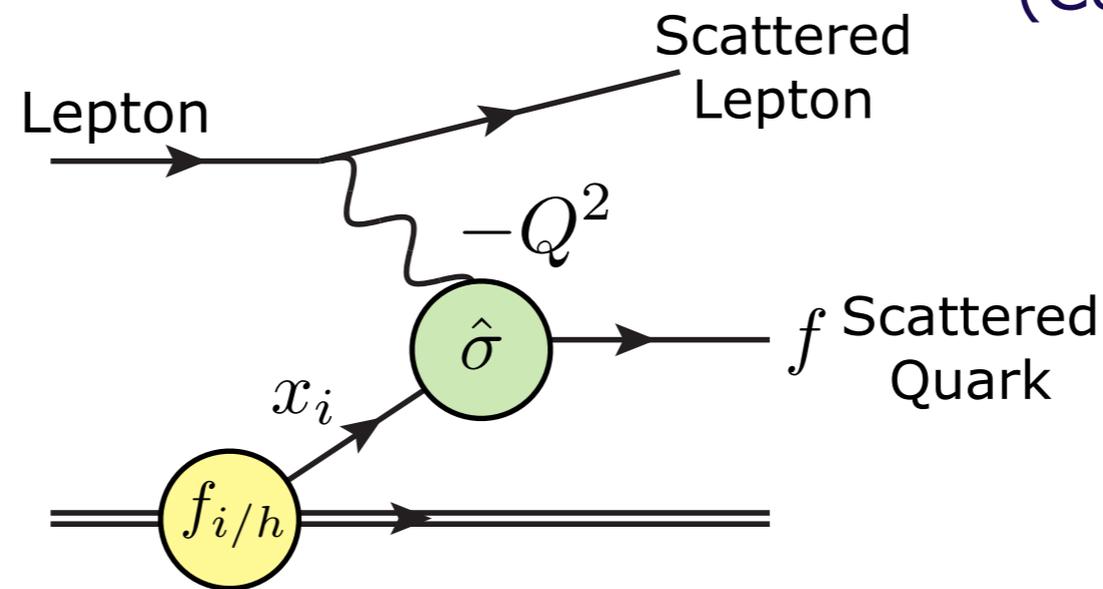
Illustration from T. Sjöstrand

Factorization Theorem

In DIS, there is a formal proof of factorization
(Collins, Soper, 1987)

Deep Inelastic
Scattering
(DIS)

(By "deep", we
mean $Q^2 \gg M_h^2$)

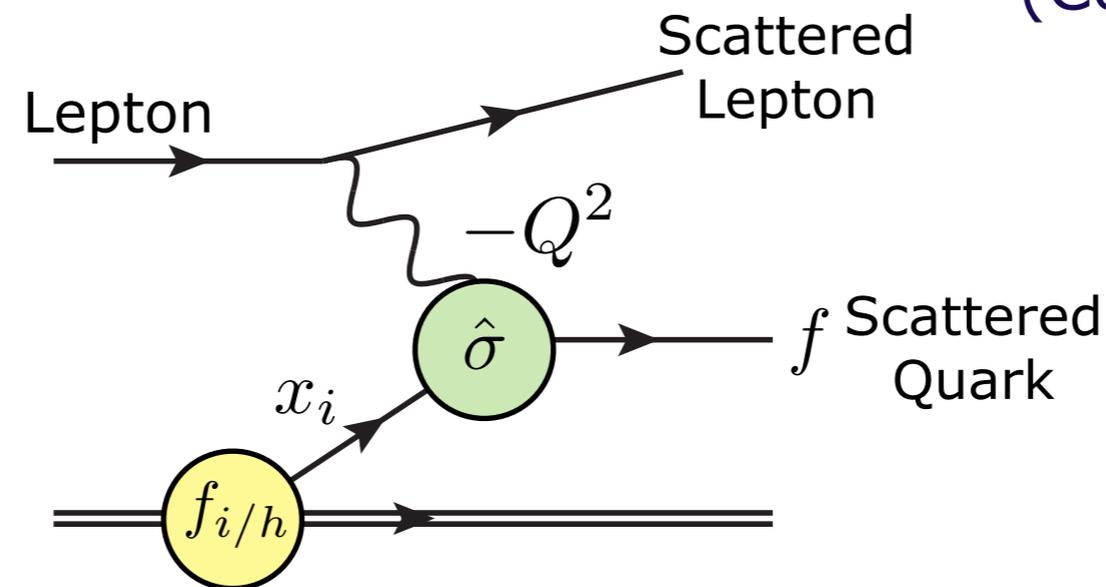


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→ We really can write the cross section in
factorized form :

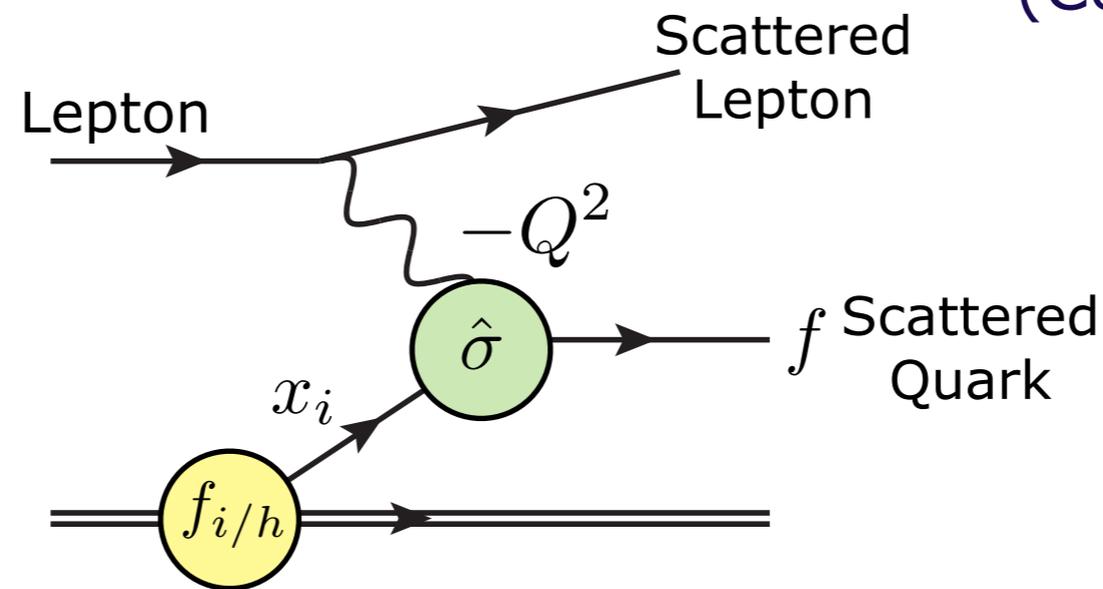
$$\sigma^{lh} = \sum_i \sum_f \int dx_i \int d\Phi_f f_{i/h}(x_i, Q_F^2) \frac{d\hat{\sigma}^{li \rightarrow f}(x_i, \Phi_f, Q_F^2)}{dx_i d\Phi_f}$$

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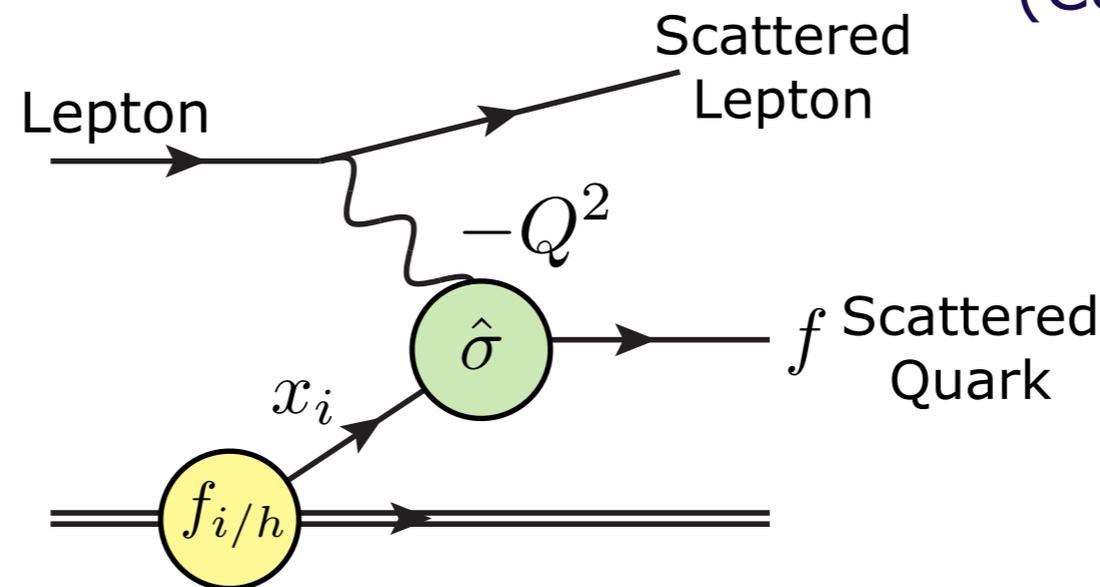
Sum over
Initial (i)
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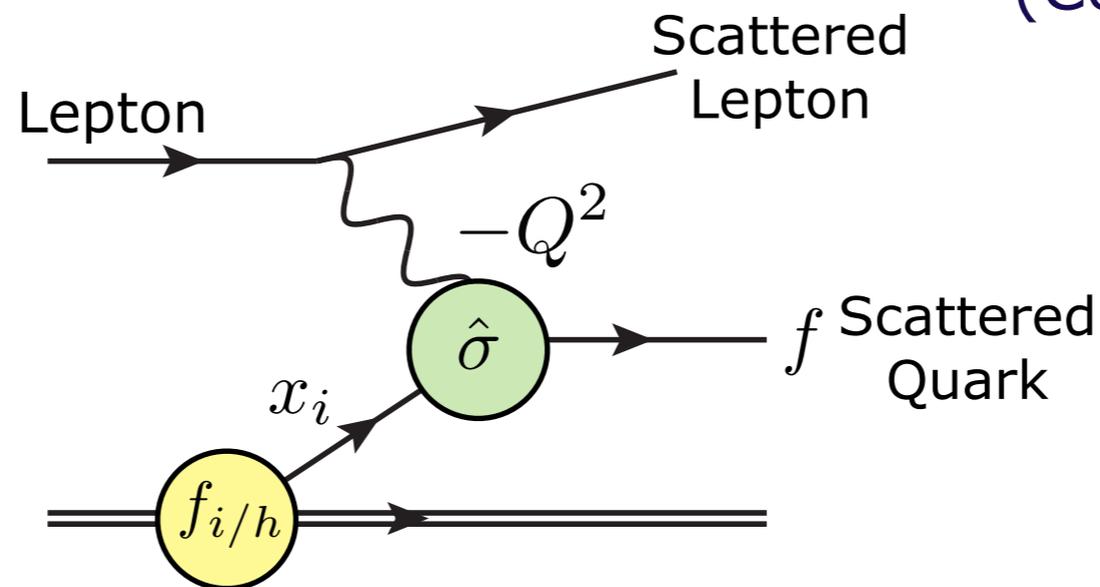
Sum over Initial (i) and final (f) parton flavors Φ_f = Final-state phase space

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Sum over Initial (i) and final (f) parton flavors
= Final-state phase space
= PDFs

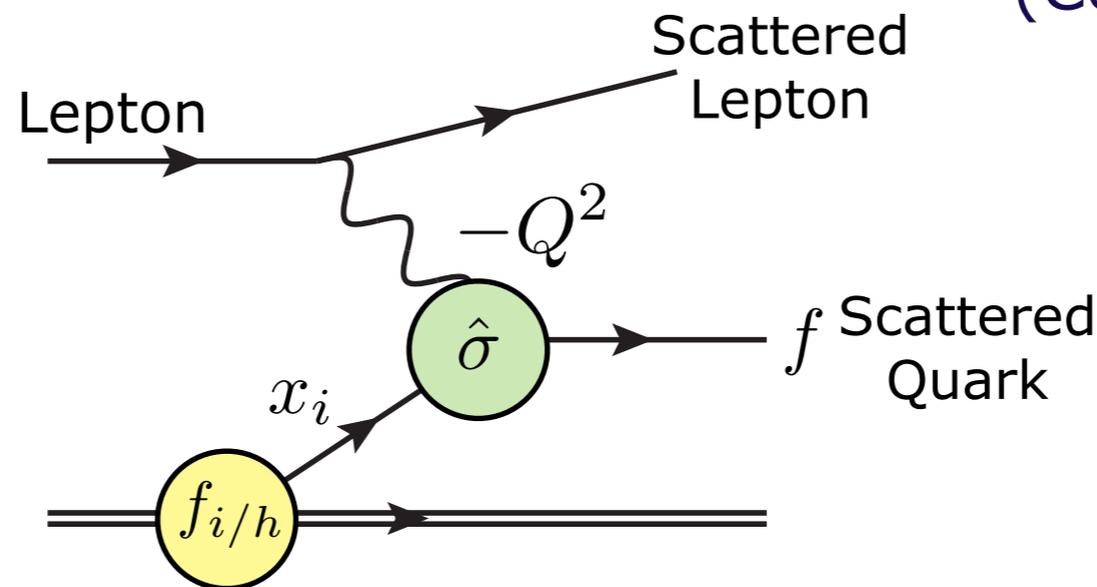
$Q^2 = Q_F^2$

Factorization Theorem

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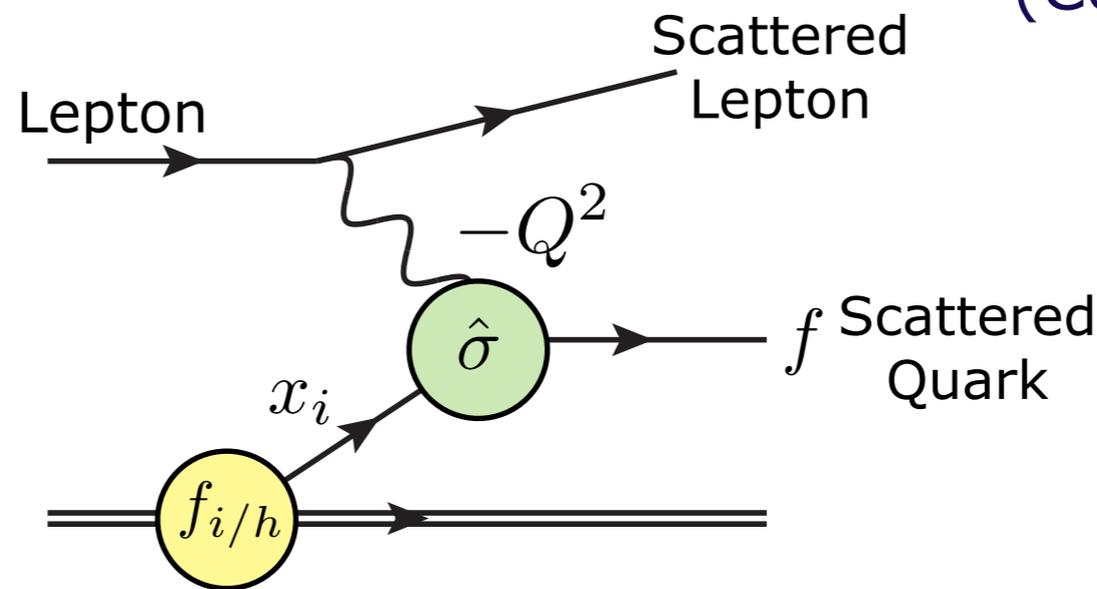
Sum over Initial (i) and final (f) parton flavors	= Final-state phase space	= PDFs Assumption: $Q^2 = Q_F^2$	Differential partonic Hard-scattering Matrix Element(s)
--	------------------------------	--	---

Factorization Theorem

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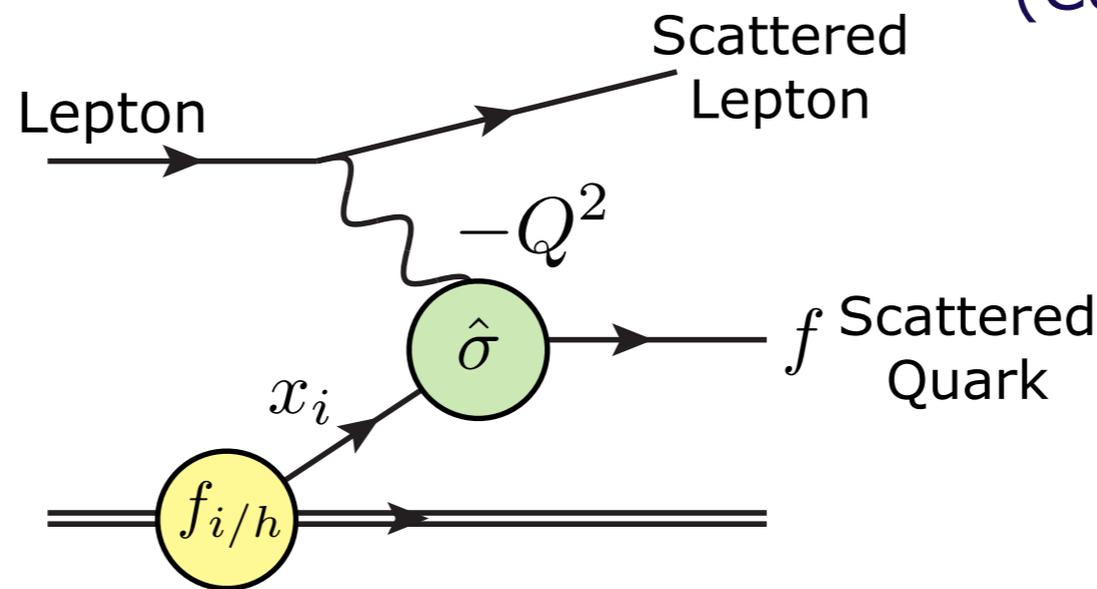
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Factorization Theorem

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Surprise Question:
What's the color
factor for DIS?



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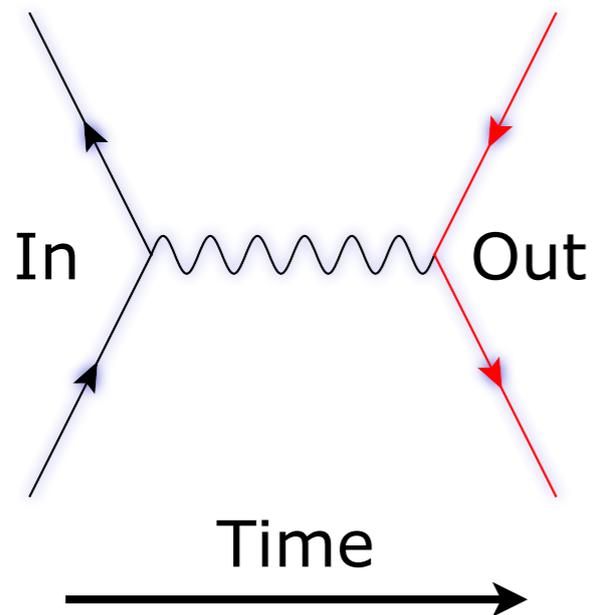
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It's just another crossing

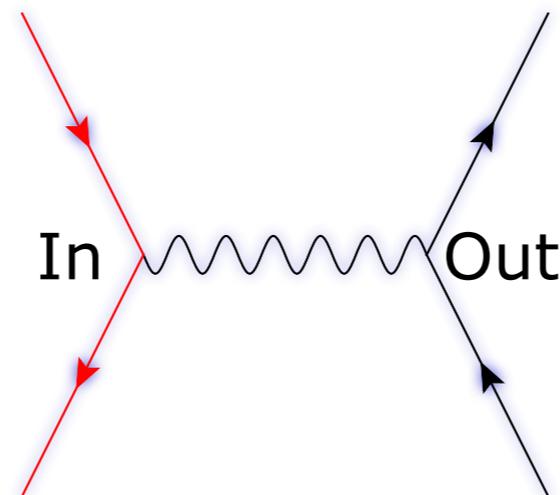
$e^+e^- \rightarrow \gamma^*/Z \rightarrow q\bar{q}$
(Hadronic Z Decay)



Color Factor:

$$\text{Tr}[\delta_{ij}] = N_C$$

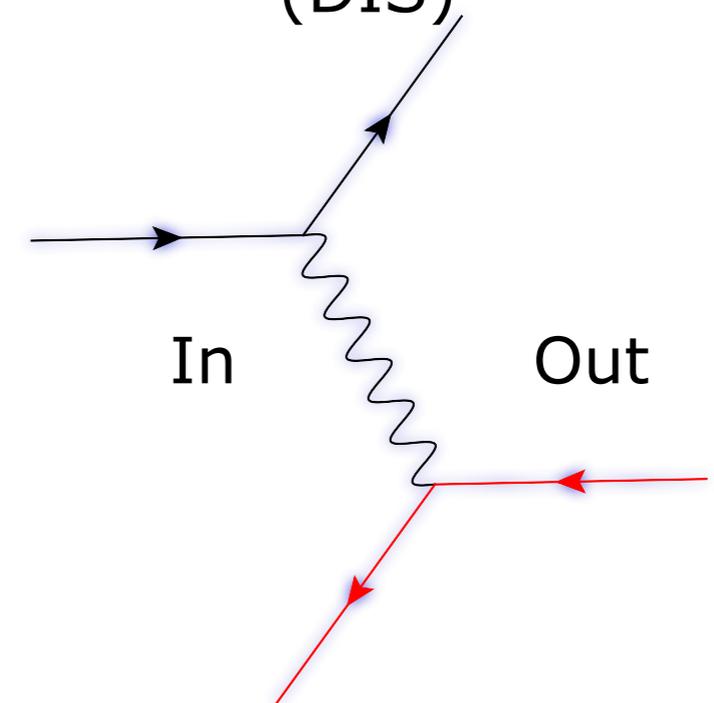
$q\bar{q} \rightarrow \gamma^*/Z \rightarrow \ell^+\ell^-$
(Drell & Yan, 1970)



Color Factor:

$$\frac{1}{N_C^2} \text{Tr}[\delta_{ij}] = \frac{1}{N_C}$$

$\ell q \xrightarrow{\gamma^*/Z} \ell q$
(DIS)



Color Factor:

$$\frac{1}{N_C} \text{Tr}[\delta_{ij}] = 1$$

Factorization

Why is Fixed Order QCD not enough?

: It requires all resolved scales $\gg \Lambda_{\text{QCD}}$ **AND** no large hierarchies

Trivially untrue for QCD

We're colliding, and observing, hadrons \rightarrow small scales

We want to consider high-scale processes \rightarrow large scale differences

\rightarrow A Priori, no perturbatively calculable observables in hadron-hadron collisions

Factorization

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$$\frac{d\sigma}{dX} = \sum_{a,b} \sum_f \int_{\hat{X}_f} f_a(x_a, Q_i^2) f_b(x_b, Q_i^2) \frac{d\hat{\sigma}_{ab \rightarrow f}(x_a, x_b, f, Q_i^2, Q_f^2)}{d\hat{X}_f} D(\hat{X}_f \rightarrow X, Q_i^2, Q_f^2)$$

PDFs: needed to compute inclusive cross sections

FFs: needed to compute (semi-)exclusive cross sections

Factorization

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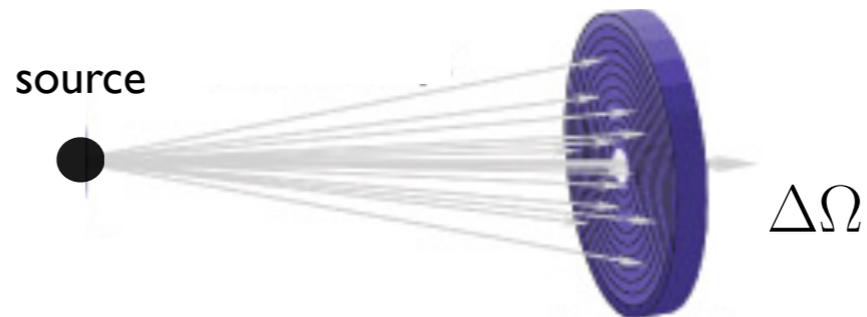
Resummed pQCD: All resolved scales $\gg \Lambda_{\text{QCD}}$ **AND** X Infrared Safe

*)pQCD = perturbative QCD

Introduction to Monte Carlo



Recall: Scattering Experiments



LHC detector
Cosmic-Ray detector
Neutrino detector
X-ray telescope
...

→ Integrate differential cross sections over specific phase-space regions

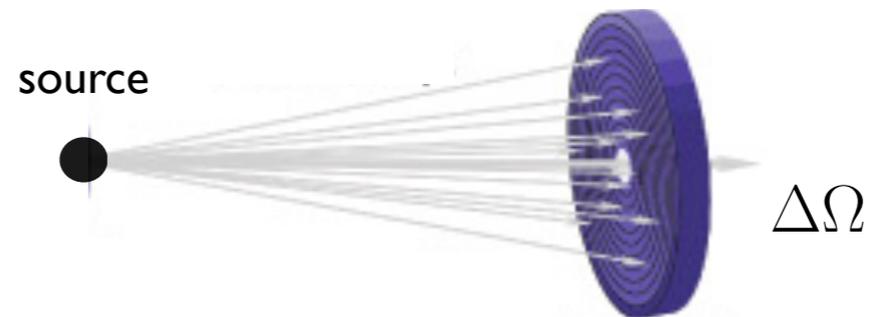
Predicted number of counts
= integral over solid angle

$$N_{\text{count}}(\Delta\Omega) \propto \int_{\Delta\Omega} d\Omega \frac{d\sigma}{d\Omega}$$

In particle physics:
Integrate over all quantum histories
(+ interferences)

Complicated integrands?
→ Numerical approaches
High-dimensional phase spaces?
→ Monte Carlo

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Why Numerical?

Part of $Z \rightarrow 4$ jets ...

5.3 Four-parton tree-level antenna functions

The tree-level four-parton quark-antiquark antenna contains three final states: quark-gluon-gluon-antiquark at leading and subleading colour, A_4^0 and \tilde{A}_4^0 and quark-antiquark-quark-antiquark for non-identical quark flavours B_4^0 as well as the identical-flavour-only contribution C_4^0 . The quark-antiquark-quark-antiquark final state with identical quark flavours is thus described by the sum of antennae for non-identical flavour and identical-flavour-only. The antennae for the $q\bar{q}g\bar{q}$ final state are:

$$A_4^0(1_q, 3_g, 4_g, 2_{\bar{q}}) = a_4^0(1, 3, 4, 2) + a_4^0(2, 4, 3, 1), \quad (5.27)$$

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+ Additional Subleading Terms ...

(5.29)

Why Numerical?

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This is one of the simplest processes ... computed at lowest order in the theory.

$$\begin{aligned} & \frac{s_{13}s_{134}s_{234}}{s_{13}s_{134}(s_{13} + s_{23})} [s_{12}s_{24} + s_{12}s_{34} + 2s_{12}^2] \\ & + \frac{1}{s_{13}s_{134}} [-s_{23} - s_{24} + 2s_{34}] + \frac{1}{s_{13}s_{234}(s_{13} + s_{23})} [s_{12}s_{14} + s_{12}s_{34} + 2s_{12}^2] \\ & + \frac{1}{s_{13}s_{234}} [-2s_{12} - 2s_{14} + s_{24} + 2s_{34}] \\ & + \frac{2s_{12}^3}{s_{13}(s_{13} + s_{23})(s_{14} + s_{24})(s_{13} + s_{14})} \\ & + \frac{1}{s_{13}(s_{13} + s_{23})(s_{13} + s_{14})} [s_{12}s_{24} + 2s_{12}^2] \\ & + \frac{1}{s_{13}(s_{14} + s_{24})(s_{13} + s_{14})} [s_{12}s_{23} + 2s_{12}^2] \\ & + \frac{2s_{12}}{s_{13}(s_{13} + s_{14})} - \frac{2}{s_{13}} + \frac{1}{s_{134}^2} [s_{12} + s_{23} + s_{24}] \\ & \left. + \frac{1}{s_{134}s_{234}} [s_{12} - s_{34}] + \frac{1}{s_{134}} + \mathcal{O}(\epsilon) \right\}. \quad (5.30) \end{aligned}$$

+ Additional Subleading Terms ...

(5.29)

Why Numerical?

Part of $Z \rightarrow 4$ jets ...

5.3 Four-parton tree-level antenna functions

The tree-level four-parton quark-antiquark antenna contains three final states: quark-gluon-gluon-antiquark at leading and subleading colour, A_4^0 and \tilde{A}_4^0 and quark-antiquark-quark-antiquark for non-identical quark flavours B_4^0 as well as the identical-flavour-only contribution C_4^0 . The quark-antiquark-quark-antiquark final state with identical quark flavours is thus described by the sum of antennae for non-identical flavour and identical-flavour-only. The antennae for the $q\bar{q}g\bar{q}$ final state are:

$$A_4^0(1_q, 3_g, 4_g, 2_{\bar{q}}) = a_4^0(1, 3, 4, 2) + a_4^0(2, 4, 3, 1), \quad (5.27)$$

$$\tilde{A}_4^0(1_q, 3_g, 4_g, 2_{\bar{q}}) = \tilde{a}_4^0(1, 3, 4, 2) + \tilde{a}_4^0(2, 4, 3, 1) + \tilde{a}_4^0(1, 4, 3, 2) + \tilde{a}_4^0(2, 3, 4, 1), \quad (5.28)$$

$$\begin{aligned} a_4^0(1, 3, 4, 2) = & \frac{1}{s_{1234}} \left\{ \frac{1}{2s_{13}s_{24}s_{34}} [2s_{12}s_{14} + 2s_{12}s_{23} + 2s_{12}^2 + s_{14}^2 + s_{23}^2] \right. \\ & + \frac{1}{2s_{13}s_{24}s_{134}s_{234}} [3s_{12}s_{34}^2 - 4s_{12}^2s_{34} + 2s_{12}^3 - s_{34}^3] \\ & + \frac{1}{s_{13}s_{24}s_{134}} [3s_{12}s_{23} - 3s_{12}s_{34} + 4s_{12}^2 - s_{23}s_{34} + s_{23}^2 + s_{34}^2] \\ & + \frac{3}{2s_{13}s_{24}} [2s_{12} + s_{14} + s_{23}] + \frac{1}{s_{13}s_{34}} [4s_{12} + 3s_{23} + 2s_{24}] \\ & + \frac{1}{s_{13}s_{134}^2} [s_{12}s_{34} + s_{23}s_{34} + s_{24}s_{34}] \\ & + \frac{1}{s_{13}s_{134}s_{234}} [3s_{12}s_{24} + 6s_{12}s_{34} - 4s_{12}^2 - 3s_{24}s_{34} - s_{24}^2 - 3s_{34}^2] \\ & + \frac{1}{s_{13}s_{134}} [-6s_{12} - 3s_{23} - s_{24} + 2s_{34}] \\ & + \frac{1}{s_{24}s_{34}s_{134}} [2s_{12}s_{14} + 2s_{12}s_{23} + 2s_{12}^2 + 2s_{14}s_{23} + s_{14}^2 + s_{23}^2] \\ & + \frac{1}{s_{24}s_{134}} [-4s_{12} - s_{14} - s_{23} + s_{34}] + \frac{1}{s_{34}^2} [s_{12} + 2s_{13} - 2s_{14} - s_{34}] \\ & + \frac{1}{s_{34}^2s_{134}^2} [2s_{12}s_{14}^2 + 2s_{14}^2s_{23} + 2s_{14}^2s_{24}] - \frac{2s_{12}s_{14}s_{24}}{s_{34}^2s_{134}s_{234}} \\ & + \frac{1}{s_{34}^2s_{134}} [-2s_{12}s_{14} - 4s_{14}s_{24} + 2s_{14}^2] \\ & + \frac{1}{s_{34}s_{134}s_{234}} [-2s_{12}s_{14} - 4s_{12}^2 + 2s_{14}s_{24} - s_{14}^2 - s_{24}^2] \\ & + \frac{1}{s_{34}s_{134}} [-8s_{12} - 2s_{23} - 2s_{24}] + \frac{1}{s_{134}^2} [s_{12} + s_{23} + s_{24}] \\ & \left. + \frac{3}{2s_{134}s_{234}} [2s_{12} + s_{14} - s_{24} - s_{34}] + \frac{1}{2s_{134}} + \mathcal{O}(\epsilon) \right\}, \end{aligned}$$

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Now compute and add the quantum corrections ...

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Then maybe worry about simulating the detector too ...

- 2s₁₂²]

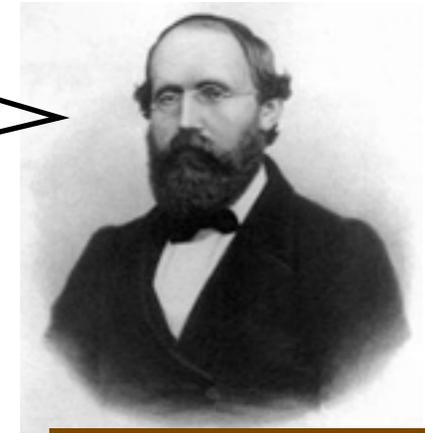
(5.30)

+ Additional Subleading Terms ...

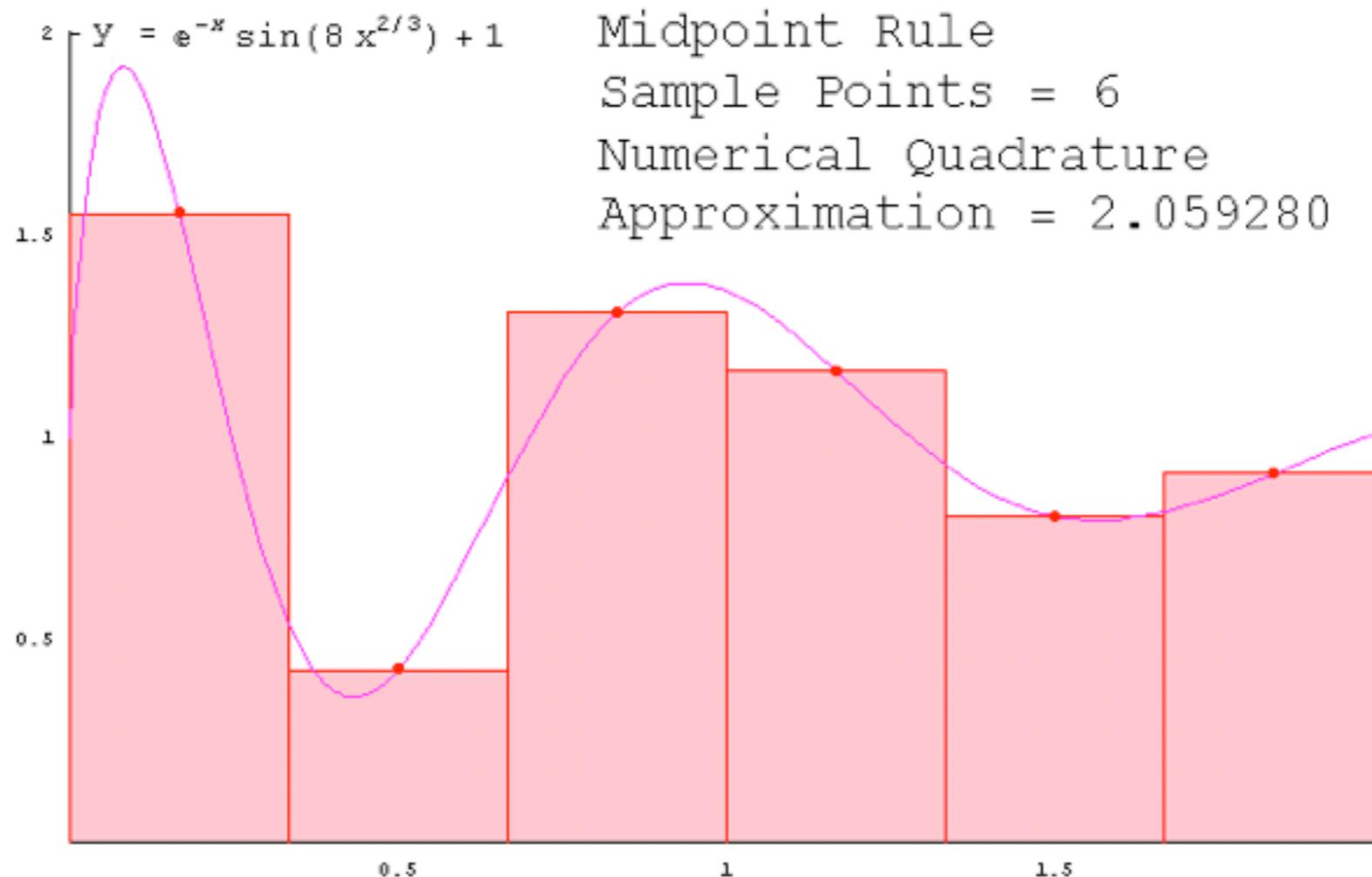
(5.29)

Riemann Sums

$$\int_a^b f(x)dx = \lim_{n \rightarrow \infty} \sum_{i=1}^n f(t_i)(x_{i+1} - x_i)$$



B. Riemann,
(1826-1866)



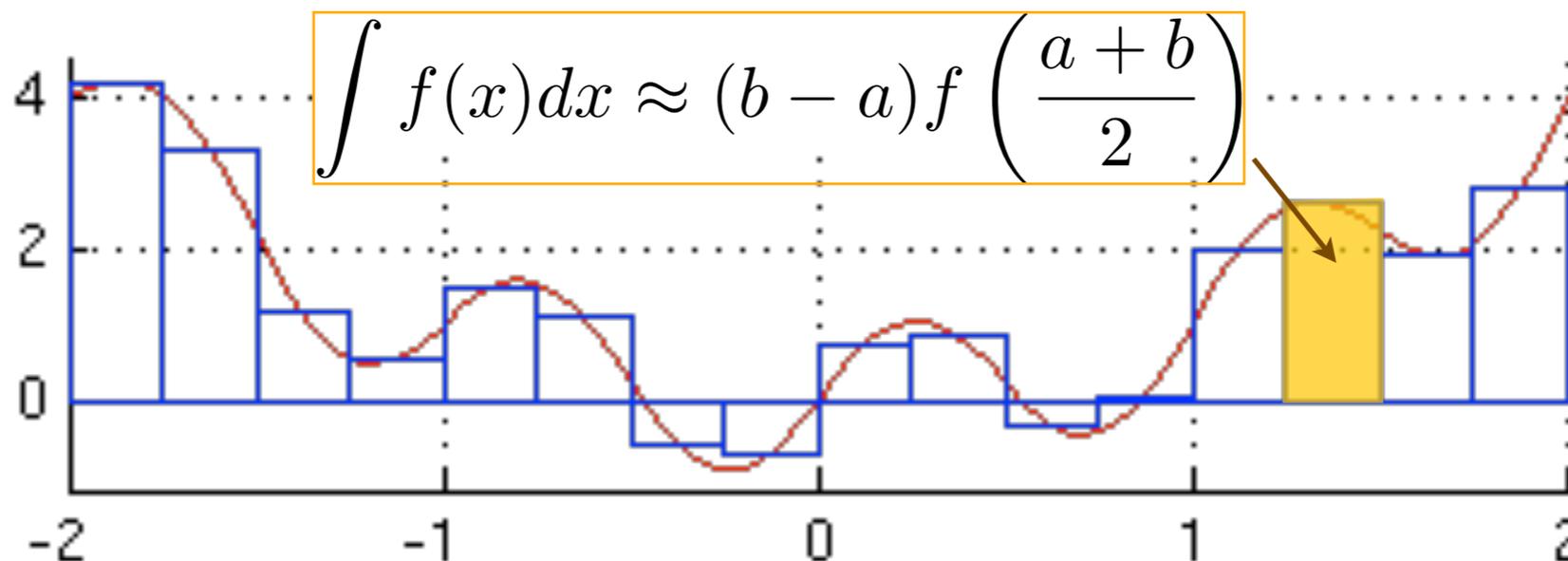
Numerical Integration in 1D

Midpoint (rectangular) Rule:

Fixed-Grid n-point
Quadrature Rules

Divide into N "bins" of size Δ
Approximate $f(x) \approx$ **constant** in each bin
Sum over all **rectangles** inside your region

1 function evaluation per bin



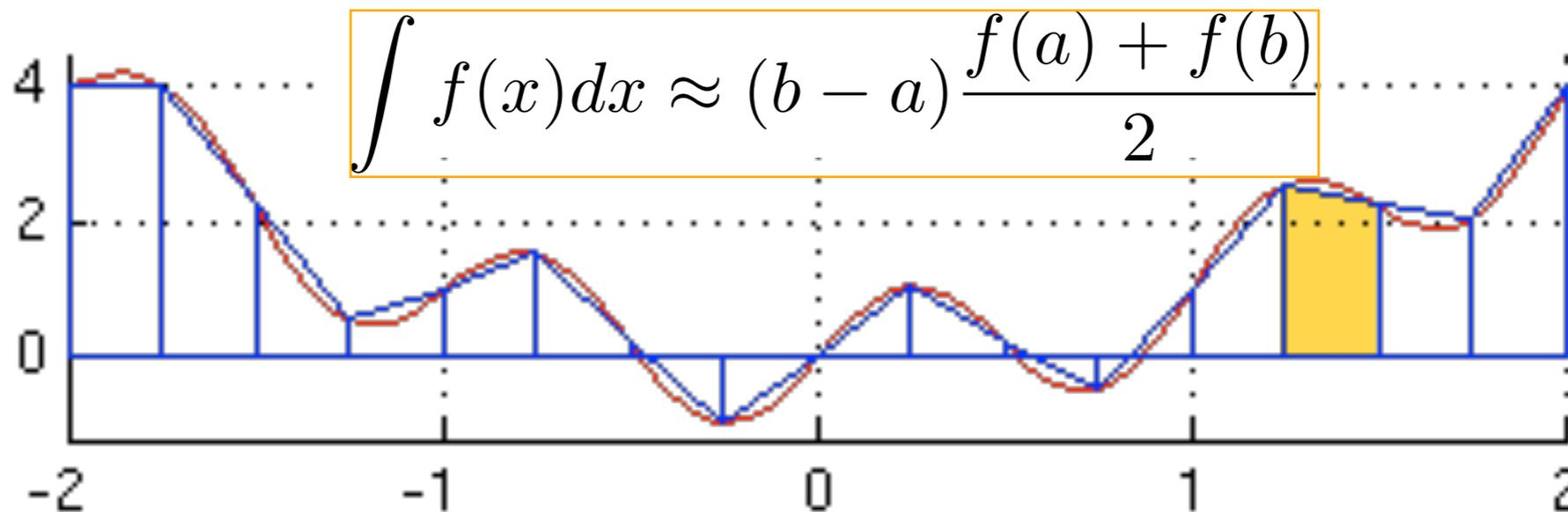
Numerical Integration in 1D

Trapezoidal Rule:

Fixed-Grid n-point
Quadrature Rules

Approximate $f(x) \approx$ **linear** in each bin
Sum over all **trapeziums** inside your region

2 function evaluations per bin



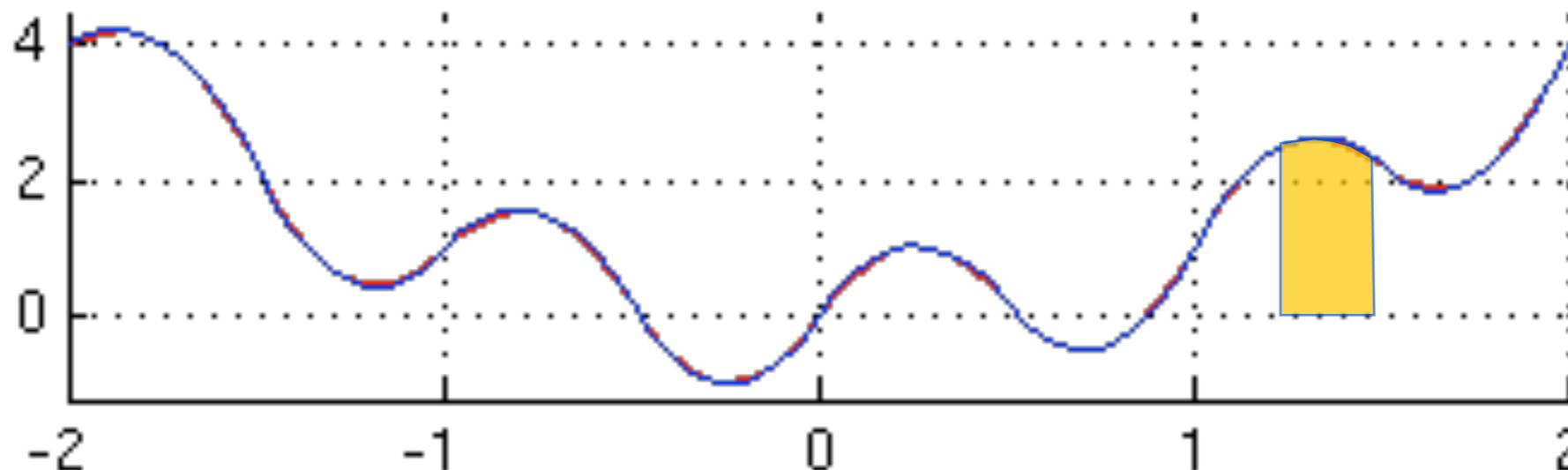
Numerical Integration in 1D

Simpson's Rule:

Fixed-Grid n-point
Quadrature Rules

Approximate $f(x) \approx$ **quadratic** in each bin
Sum over all "**Simpsons**" inside your region

3 function evaluations per bin



... and so on for higher n-point rules ...

Convergence Rate

The most important question:

How long do I have to wait?

How many evaluations do I need to calculate for a given precision?

Uncertainty (after n evaluations)	$n_{\text{eval}} / \text{bin}$	Approx Conv. Rate (in 1D)
Trapezoidal Rule (2-point)	2	$1/N^2$
Simpson's Rule (3-point)	3	$1/N^4$
... m-point (Gauss quadrature)	m	$1/N^{2m-1}$

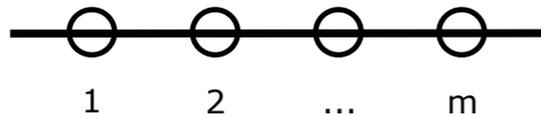
See, e.g., Numerical
Recipes

See, e.g., F. James, "Monte
Carlo Theory and Practice"

Higher Dimensions

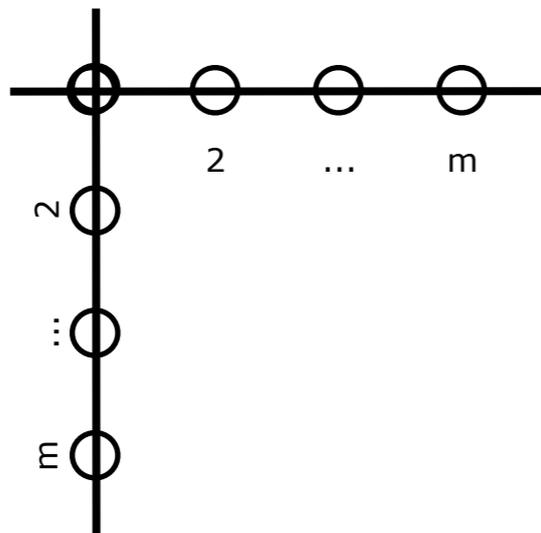
Fixed-Grid (Product) Rules scale exponentially with D

m -point rule in 1 dimension



→ m function evaluations per bin

... in 2 dimensions

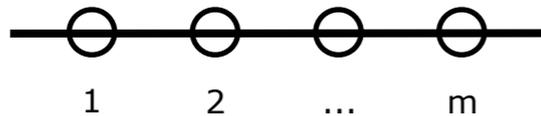


→ m^2 evaluations per bin

Higher Dimensions

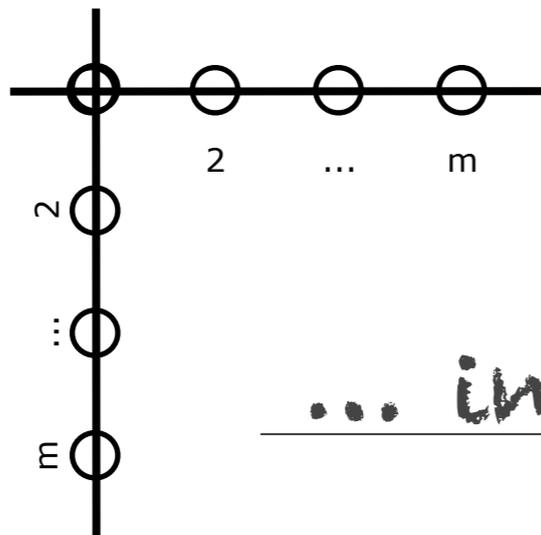
Fixed-Grid (Product) Rules scale exponentially with D

m-point rule in 1 dimension



→ m function evaluations per bin

... in 2 dimensions



→ m^2 evaluations per bin

... in D dimensions → m^D per bin

E.g., to evaluate a 12-point rule in 10 dimensions, need
1 000 billion evaluations per bin

Convergence Rate

+ Convergence is slower in higher Dimensions!

→ More points for less precision



Uncertainty (after n evaluations)	$n_{\text{eval}} / \text{bin}$	Approx Conv. Rate (in D dim)
Trapezoidal Rule (2-point)	2^D	$1/n^{2/D}$
Simpson's Rule (3-point)	3^D	$1/n^{4/D}$
... m-point (Gauss rule)	m^D	$1/n^{(2m-1)/D}$

See, e.g., Numerical
Recipes

See, e.g., F. James, "Monte
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→ Monte Carlo

A nighttime photograph of the Monte Carlo Casino building, a grand neoclassical structure with two large domes and ornate facades. In the foreground, there is a large, illuminated fountain with a central statue, surrounded by a well-manicured lawn and flower beds. Palm trees and street lamps are visible on the left side. The scene is lit up, creating a vibrant atmosphere.

A Monte Carlo technique: is any technique making use of random numbers to solve a problem

→ Monte Carlo



A Monte Carlo technique: is any technique making use of random numbers to solve a problem

Convergence:

Monte Carlo

Calculus: $\{A\}$ converges to B
if an n exists for which
 $|A_{i>n} - B| < \epsilon$, for any $\epsilon > 0$

Monte Carlo: $\{A\}$ converges to B
if n exists for which
the probability for
 $|A_{i>n} - B| < \epsilon$, for any $\epsilon > 0$,
is $> P$, for any $P[0 < P < 1]$

A Monte Carlo technique: is any technique making use of random numbers to solve a problem

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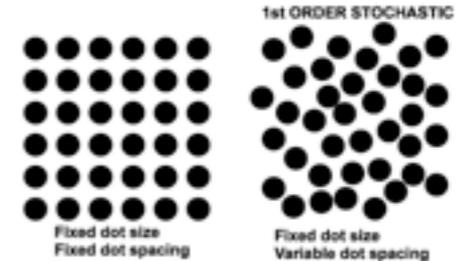
“This risk, that convergence is only given with a certain probability, is inherent in Monte Carlo calculations and is the reason why this technique was named after the world’s most famous gambling casino. Indeed, the name is doubly appropriate because the style of gambling in the Monte Carlo casino, not to be confused with the noisy and tasteless gambling houses of Las Vegas and Reno, is serious and sophisticated.”

*F. James, “Monte Carlo theory and practice”,
Rept. Prog. Phys. 43 (1980) 1145*

Convergence

MC convergence is Stochastic!

$$\frac{1}{\sqrt{n}} \text{ in any dimension}$$



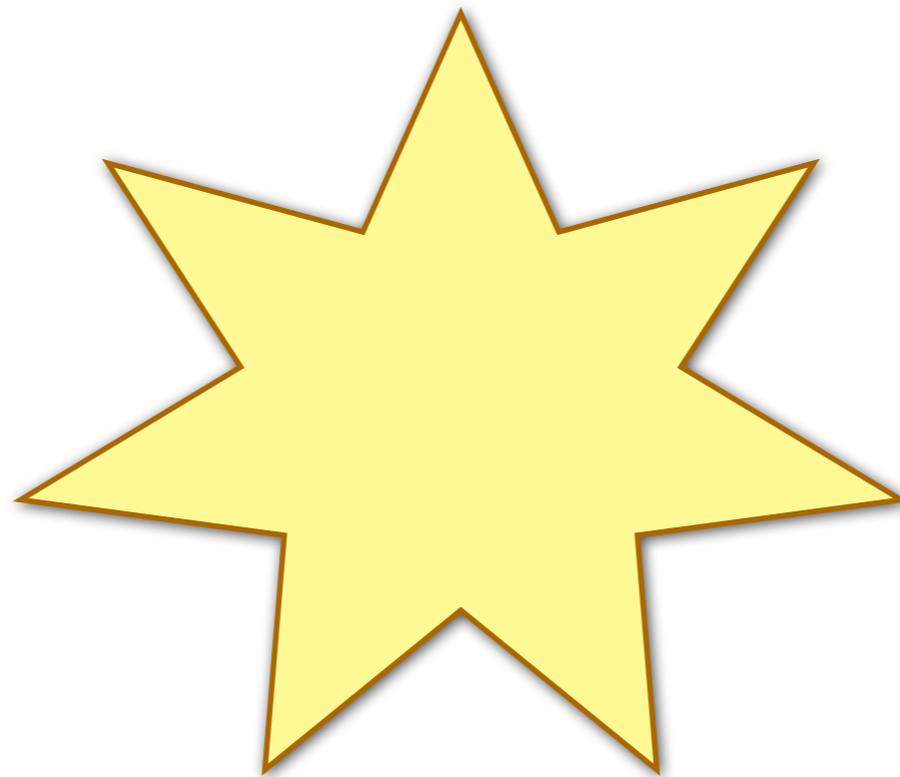
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... m-point (Gauss rule)	m^D	$1/n^{2m-1}$	$1/n^{(2m-1)/D}$
Monte Carlo	1	$1/n^{1/2}$	$1/n^{1/2}$

- + many ways to optimize: stratification, adaptation, ...
 - + gives "events" → iterative solutions,
- + interfaces to detector simulation & propagation codes

Random Numbers

(apologies, I did not have much time to adapt these slides)

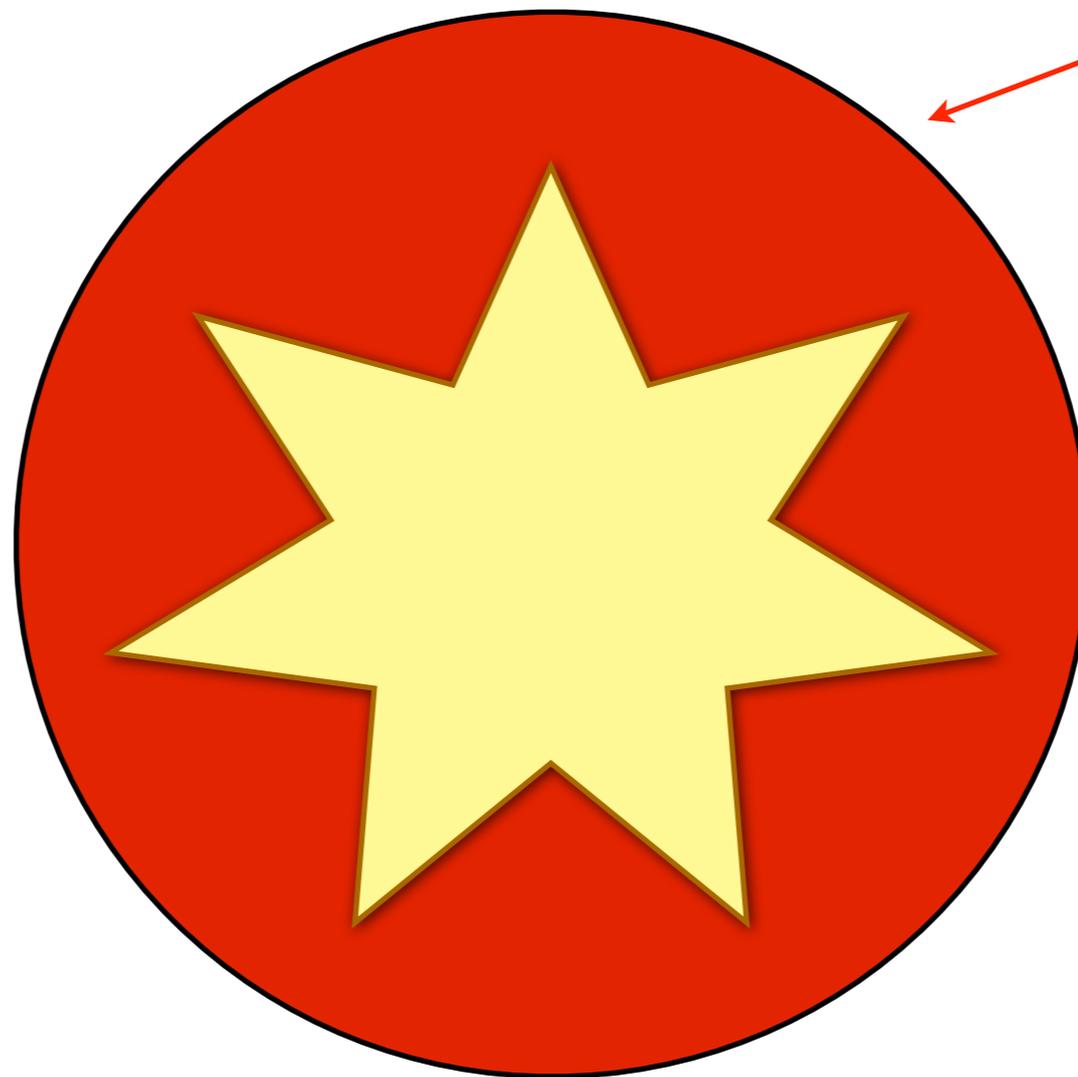
You want: to know the area of this shape:



Random Numbers

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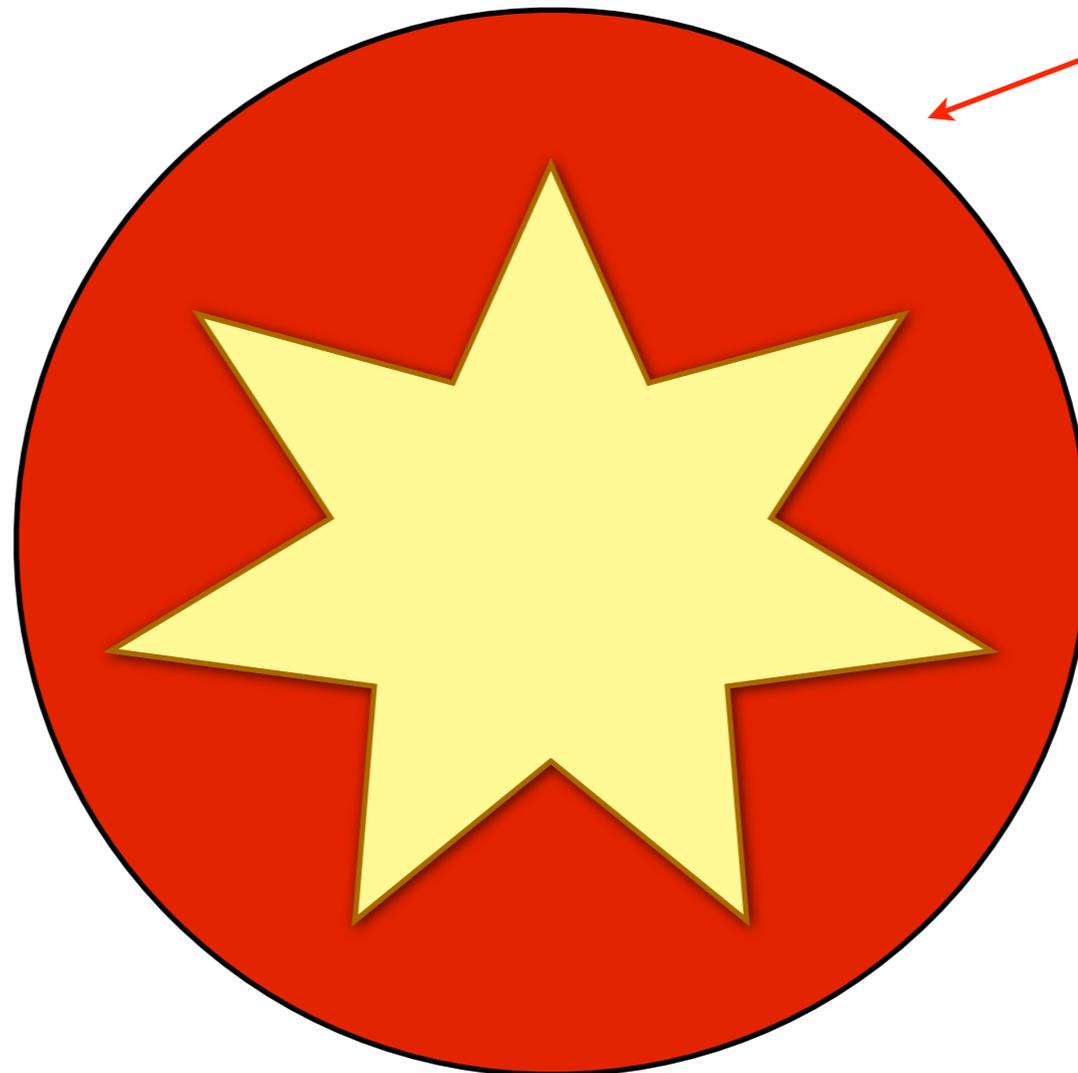
Assume you know the area of this shape:
 πR^2
(an overestimate)

Random Numbers

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You want: to know the area of this shape:

Now get a few friends, some balls, and throw random shots inside the circle (but be careful to make your shots truly random)



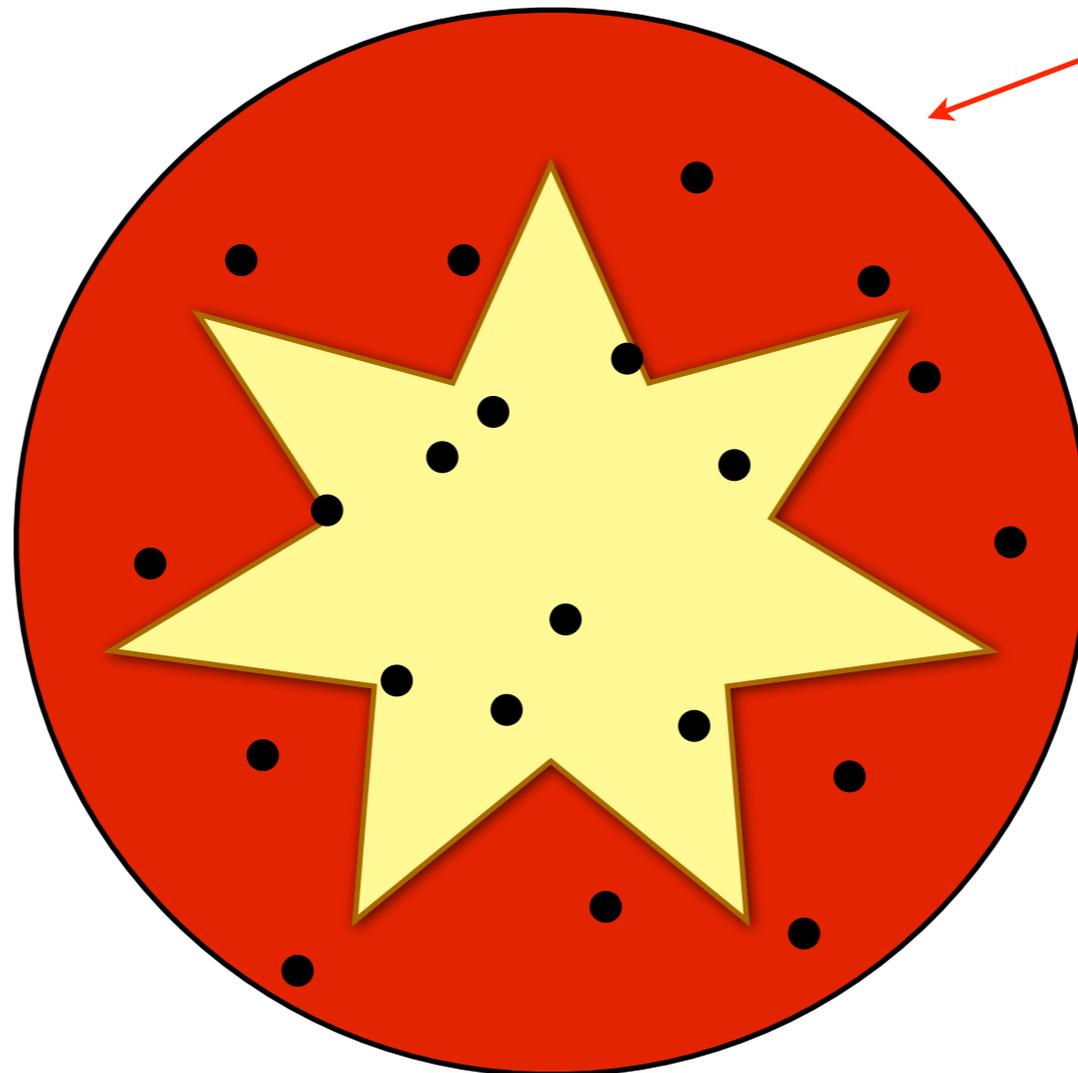
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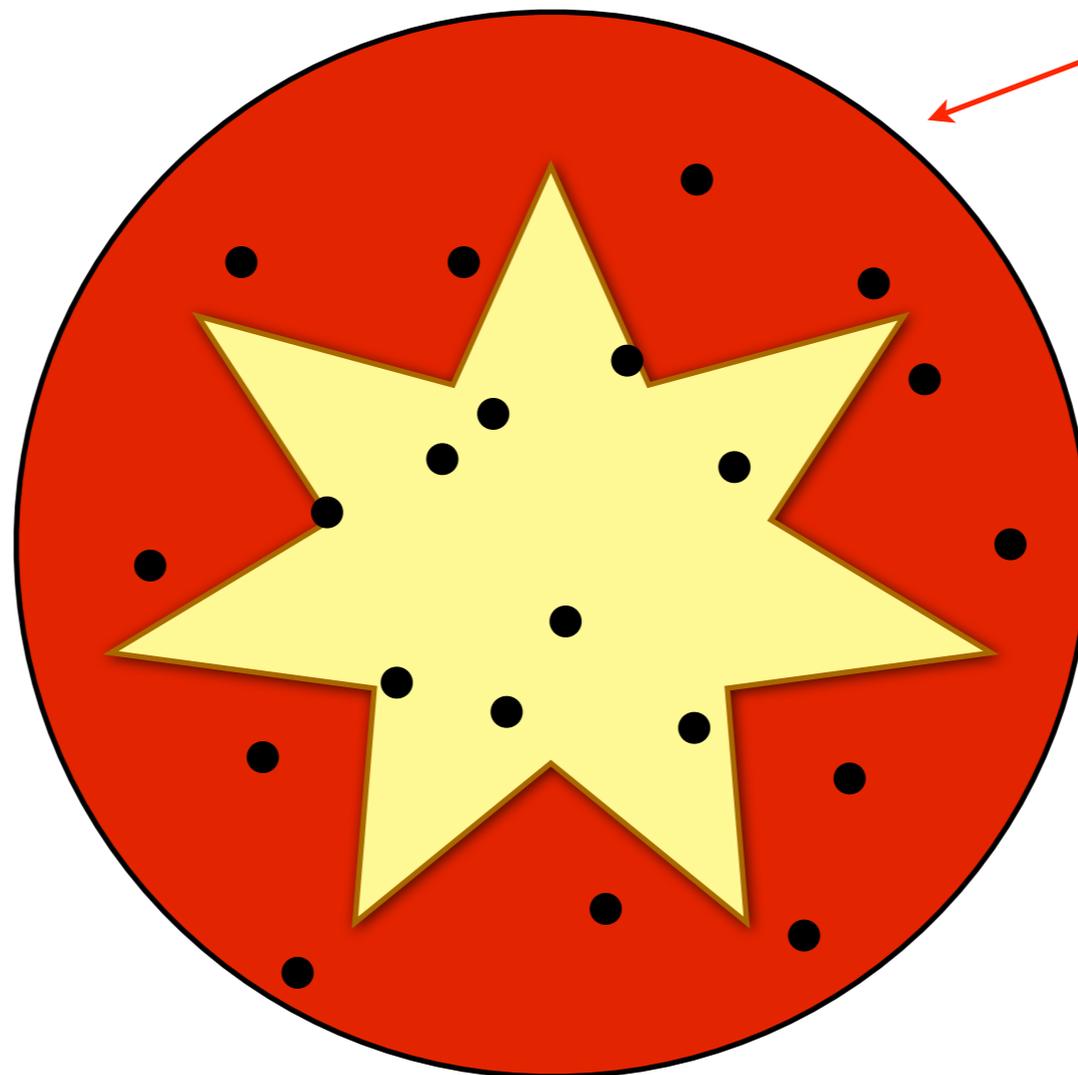
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Count how many shots hit the shape inside and how many miss



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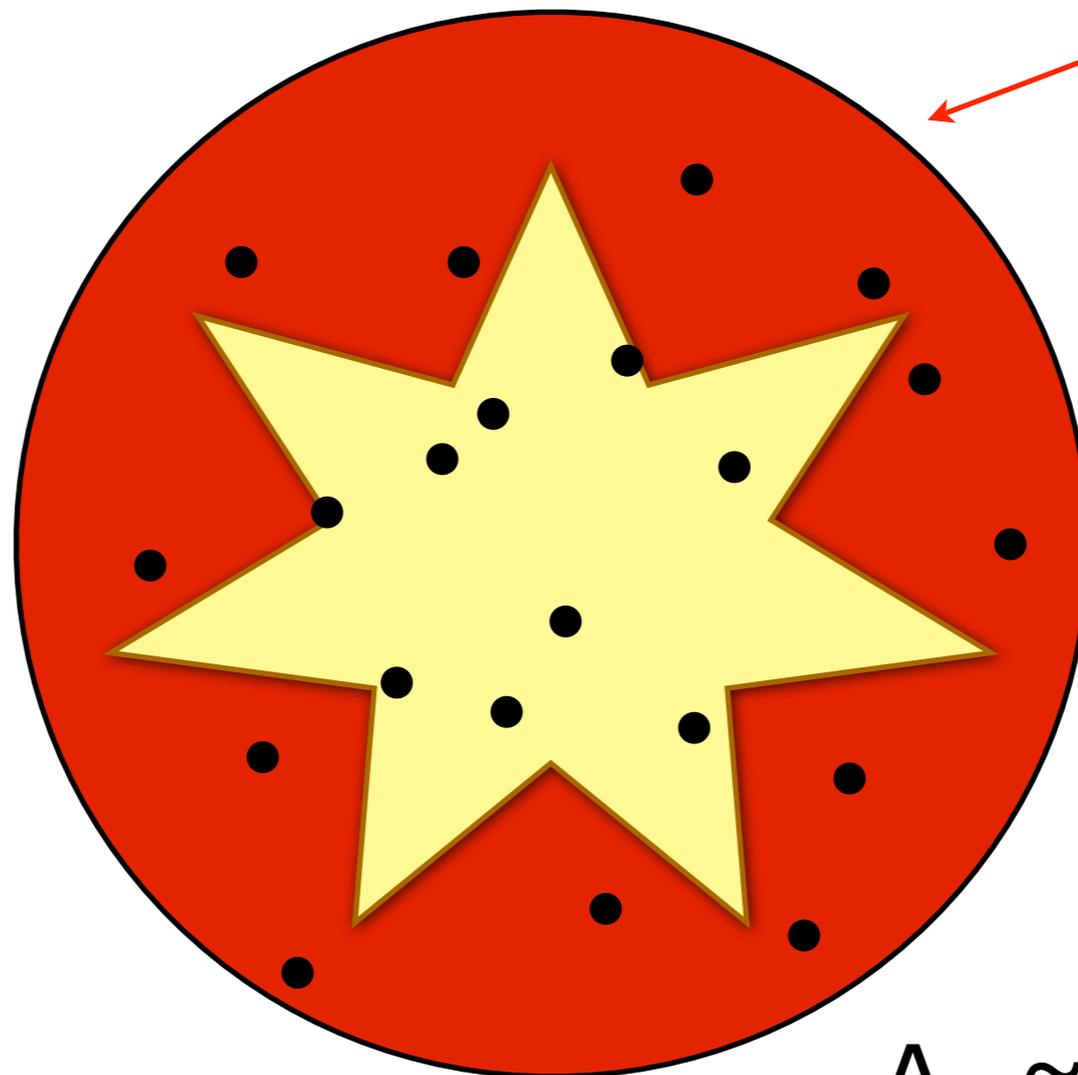
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$$A_{\star} \approx N_{\text{hit}}/N_{\text{miss}} \times \pi R^2$$

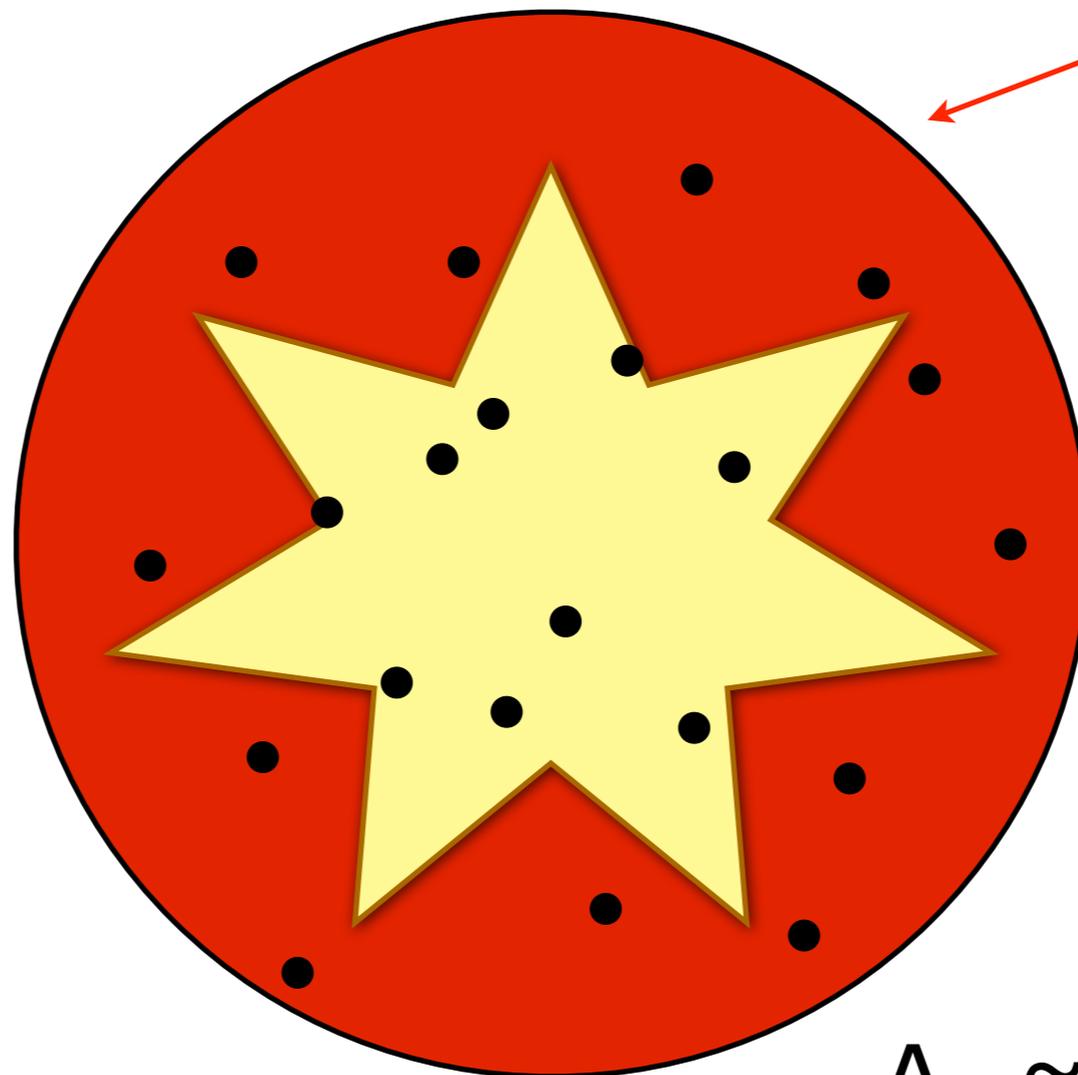
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Earliest Example of MC calculation: Buffon's Needle (1777) to calculate π

G. Leclerc, Comte de Buffon (1707-1788)

$$A_{\star} \approx N_{\text{hit}}/N_{\text{miss}} \times \pi R^2$$

Random Numbers

I will not tell you how to *write* a Random-number generator (interesting topic & history in its own right)

Instead, I assume that you can write a computer code and link to a random-number generator, from a library

E.g., ROOT includes one that you can use if you like.

PYTHIA also includes one

From the PYTHIA 8 HTML documentation, under “Random Numbers”:

Random numbers R uniformly distributed in $0 < R < 1$ are obtained with

```
Pythia8::Rndm::flat();
```

+ Other methods for exp, x^*exp , 1D Gauss, 2D Gauss.

Example: Number of Terascale school students who will get hit by a car this week

Complicated Function:

Time-dependent

Traffic density during day, week-days vs week-ends
(i.e., non-trivial time evolution of system)

No two students are the same

Need to compute probability for each and sum
(simulates having several distinct types of "evolvers")

Multiple outcomes:

Hit → keep walking, or go to hospital?

Multiple hits = Product of single hits, or more complicated?

Monte Carlo Approach

Approximate Traffic

Simple overestimate:

highest recorded density
of most careless drivers,
driving at highest recorded speed

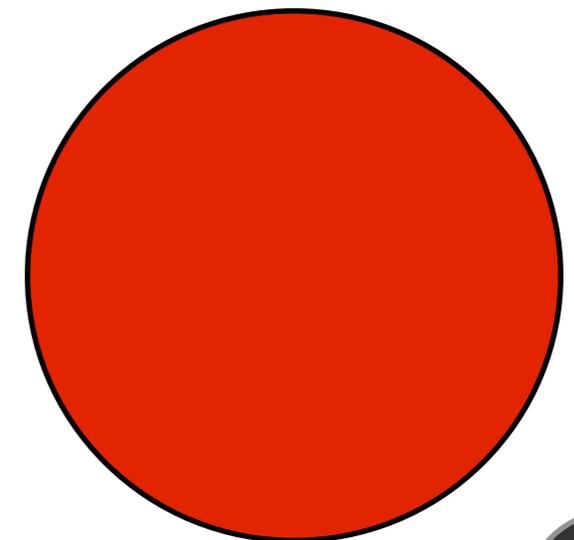
...



Approximate Student

by most completely reckless and accident-prone
student (wandering the streets lost in thought after these lectures ...)

This extreme guess will be the equivalent
of our simple overestimate from before:



Hit Generator

Off we go...

Throw random accidents according to:

$$\sum_{i=1}^{n_{\text{stud}}} \alpha_i(x, t) \rho_i(x, t) \rho_c(x, t)$$

Sum over students

Student-Car hit rate Density of Student i Density of Cars

Hit Generator

Off we go...

Throw random accidents according to:

$$R = \int_{t_0}^{t_e} dt \int_x dx \sum_{i=1}^{n_{\text{stud}}} \alpha_i(x, t) \rho_i(x, t) \rho_c(x, t)$$

Student-Car hit rate Density of Student i Density of Cars

t_e : time of accident

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Simple Overestimate

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Student-Car hit rate
Density of Student i
Density of Cars

t_e : time of accident

Sum over students

$$R = (t_e - t_0) \Delta x \alpha_{\text{max}} n_{\text{stud}} \rho_{c\text{max}}$$

Hit rate for most accident-prone student
Rush-hour density of cars

Too Difficult



Simple Overestimate

Hit Generator

Off we go...

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$$R = \int_{t_0}^{t_e} dt \int_x dx \sum_{i=1}^{n_{\text{stud}}} \alpha_i(x, t) \rho_i(x, t) \rho_c(x, t)$$

Student-Car hit rate
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Density of Cars

Sum over students

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Too Difficult



$$R = (t_e - t_0) \Delta x \alpha_{\text{max}} n_{\text{stud}} \rho_{c\text{max}}$$

Hit rate for most accident-prone student
Rush-hour density of cars

Simple Overestimate

(Also generate trial x_e , e.g., uniformly in circle around DESY)

(Also generate trial i ; a random student gets hit)

Hit Generator

Accept trial hit (i,x,t) with probability

$$\text{Prob(accept)} = \frac{\alpha_i(x, t) \rho_i(x, t) \rho_c(x, t)}{\alpha_{\max} n_{\text{stud}} \rho_{c\max}}$$

Using the following:

ρ_c : actual density of cars at location x at time t

ρ_i : actual density of student i at location x at time t

α_i : The actual "hit rate" (OK, not really known, but can make one up)

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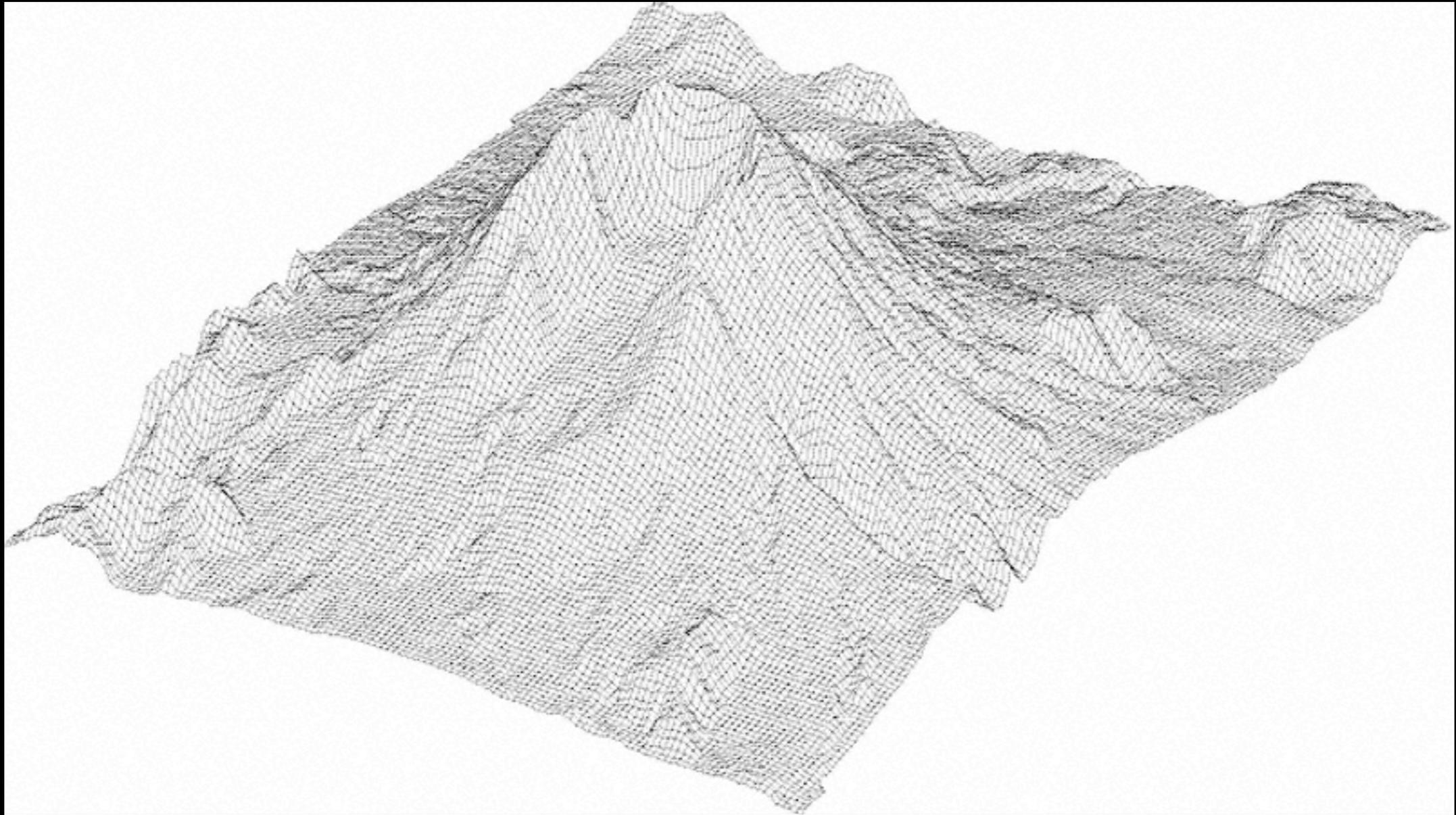
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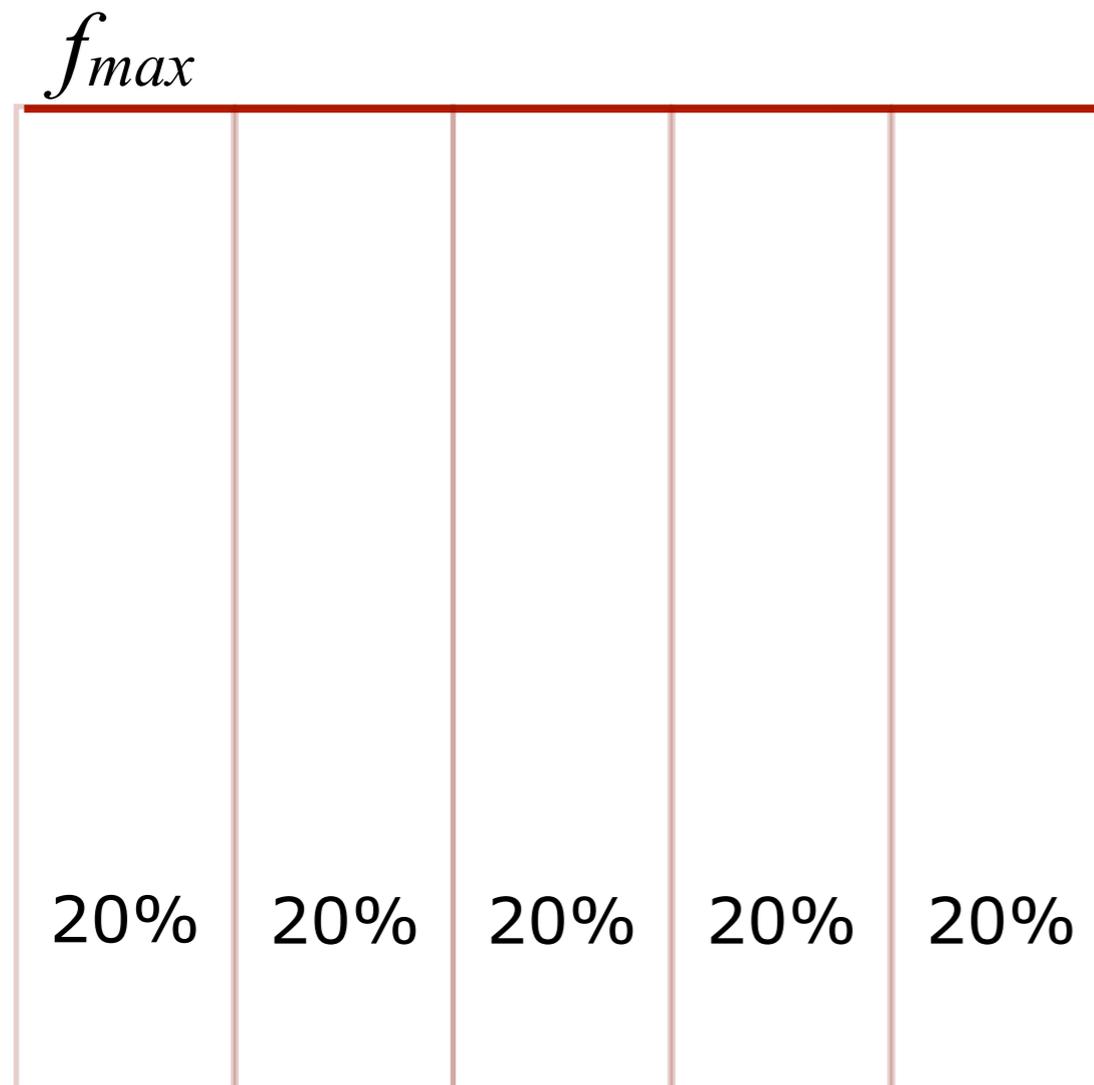
α_i : The actual "hit rate" (OK, not really known, but can make one up)

→ True number = number of accepted hits
(note: we didn't really treat multiple hits ... → Markov Chain)

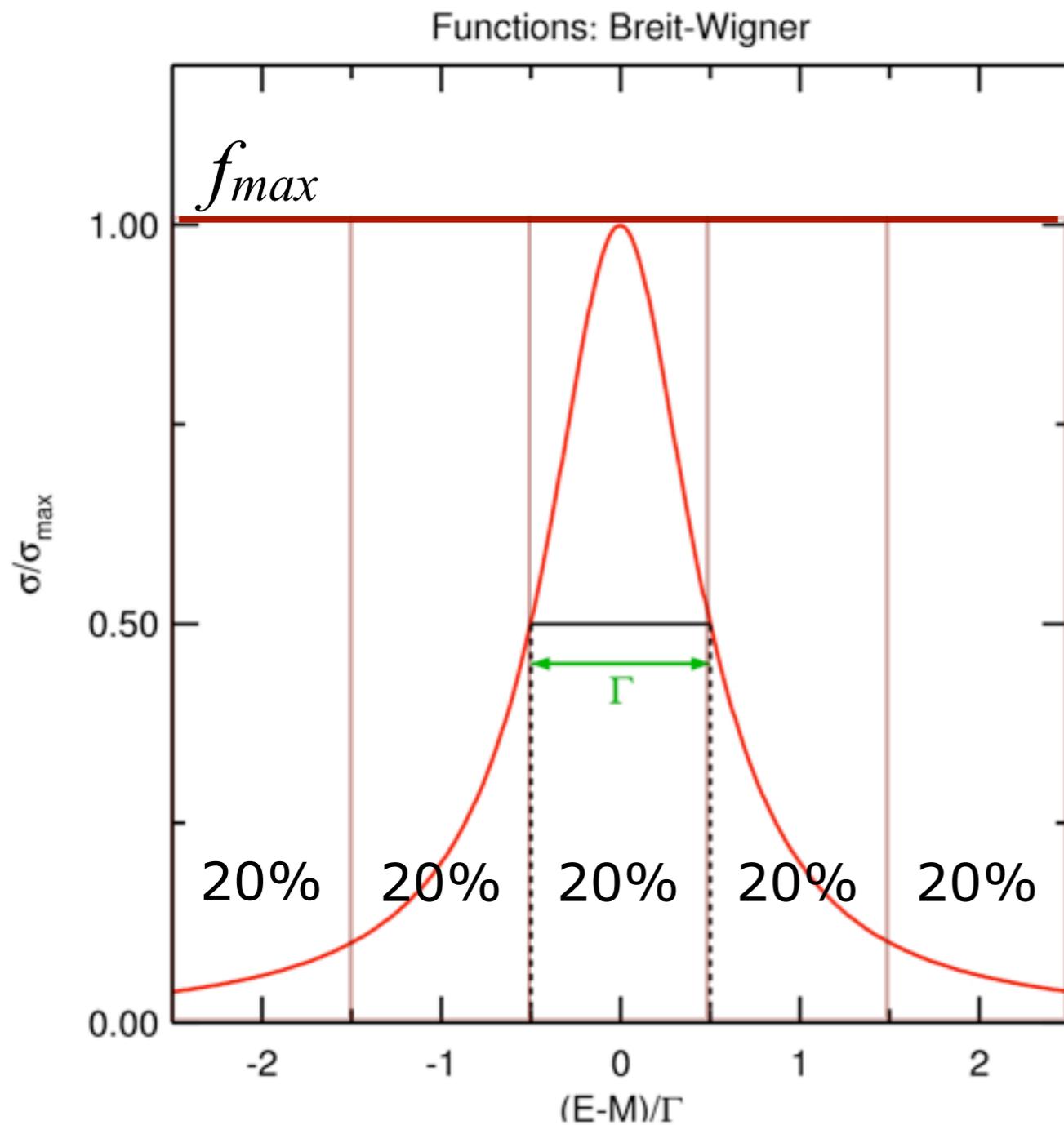
Importance Sampling



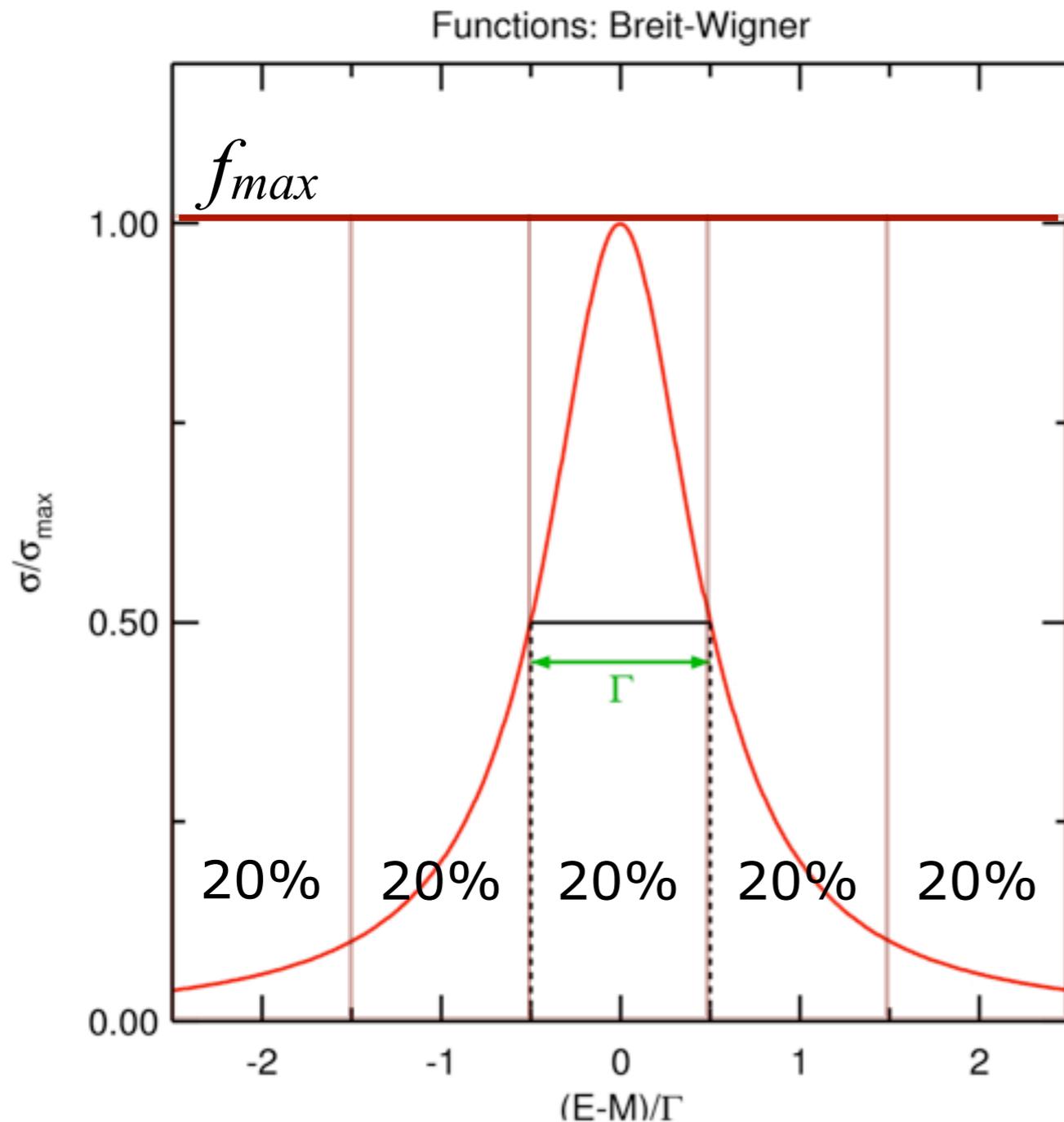
Peaked Functions



Peaked Functions



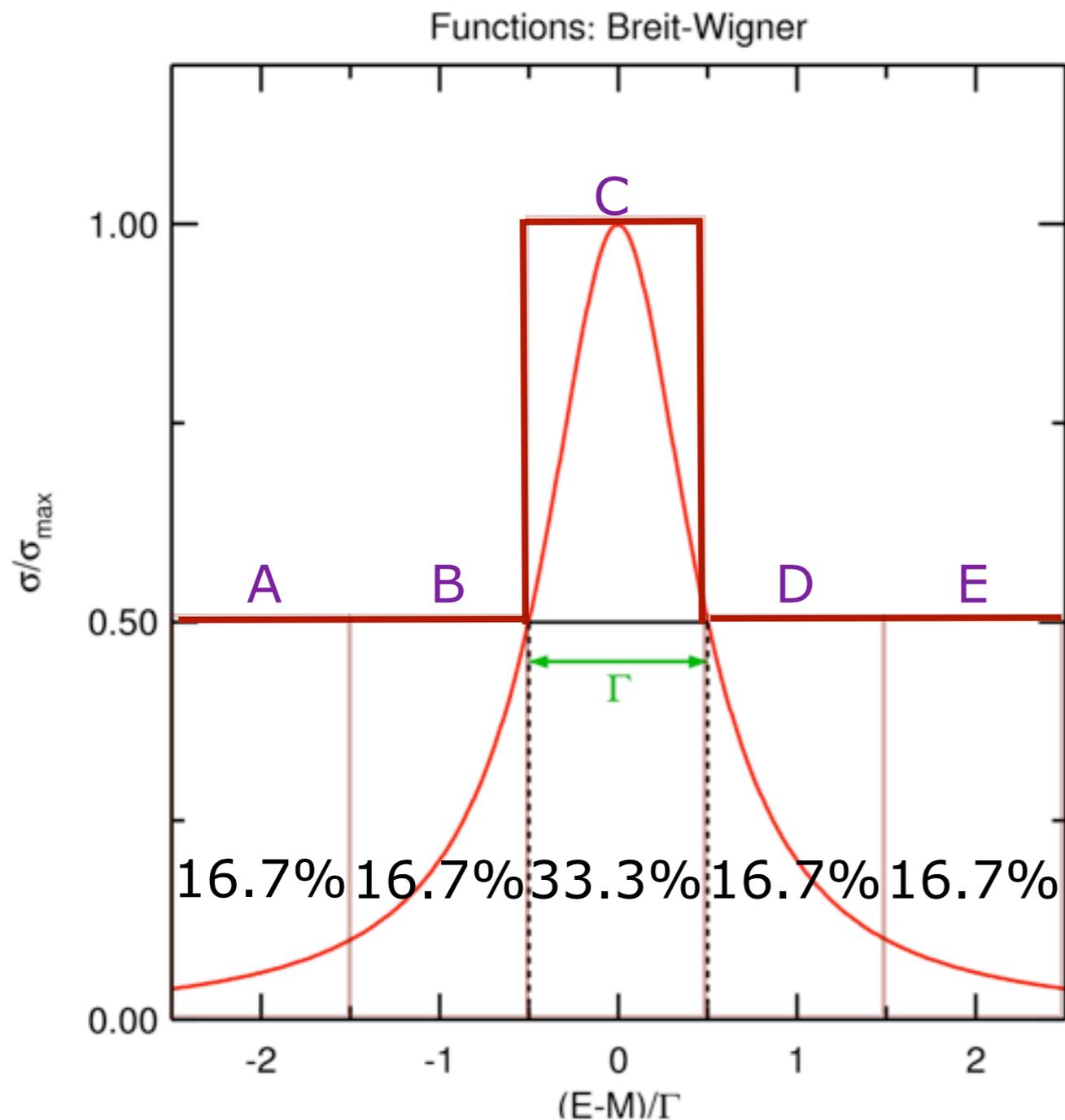
Peaked Functions



Precision on integral dominated by the points with $f \approx f_{\max}$ (i.e., peak regions)

→ slow convergence if high, narrow peaks

Stratified Sampling



→ Make it twice as likely to throw points in the peak

Choose:

[0,1] → Region A

For: [1,2] → Region B

$6 \cdot R_1 \in [2,4]$ → Region C

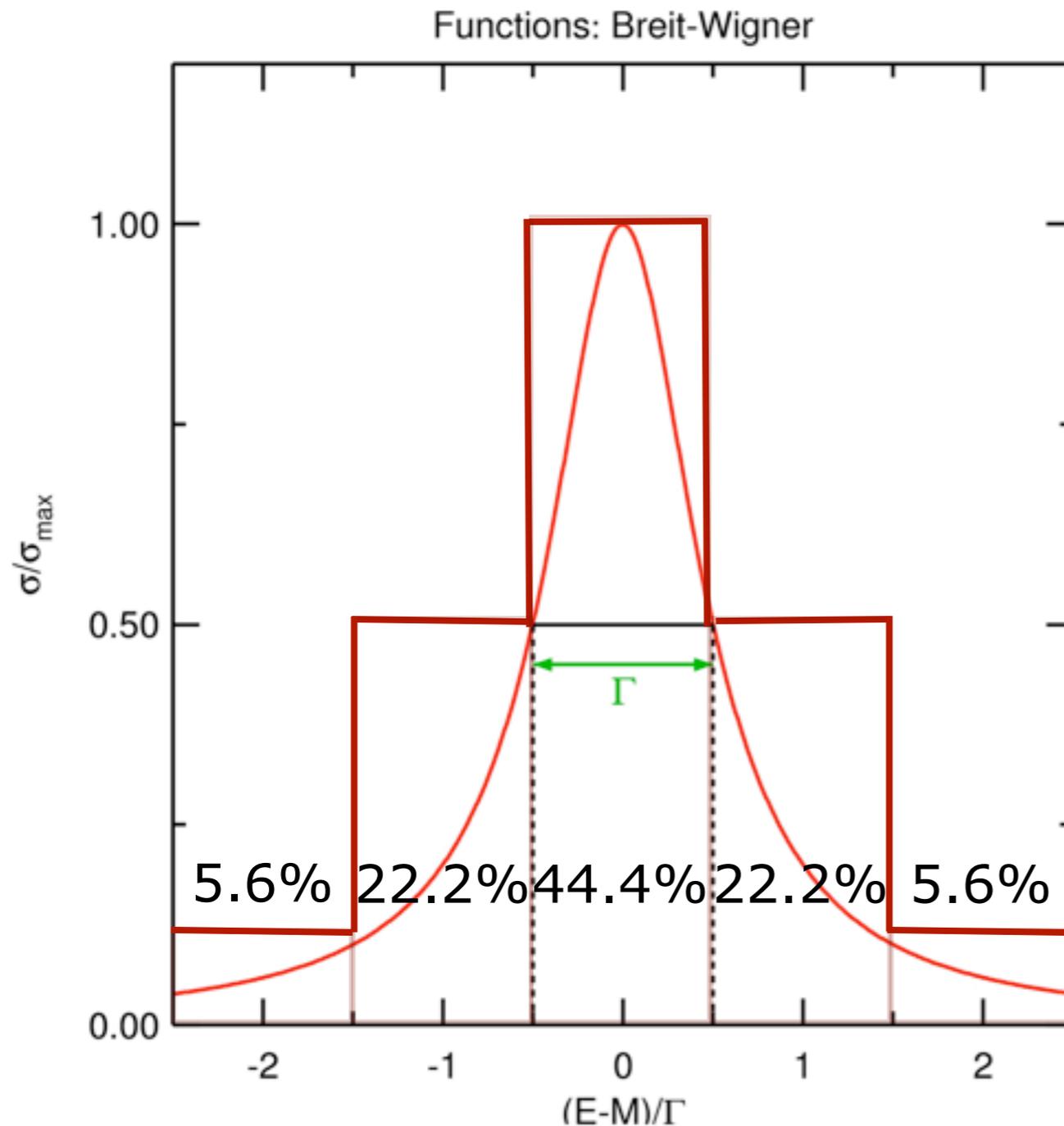
[4,5] → Region D

[5,6] → Region E



→ faster convergence for same number of function evaluations

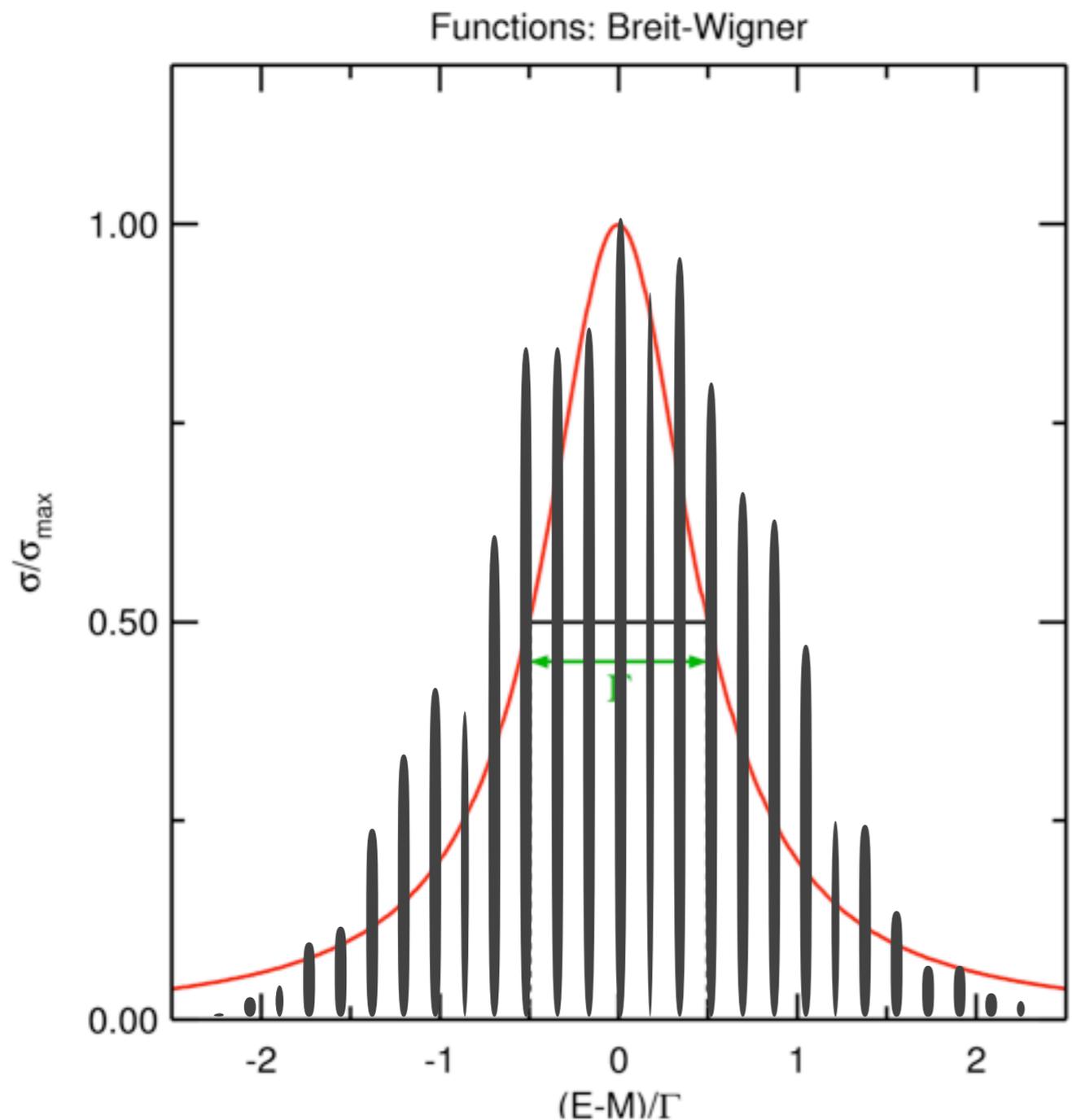
Adaptive Sampling



→ Can even design algorithms to do this automatically as they run (not covered here)

→ Adaptive sampling

Importance Sampling



→ or throw points according to some smooth peaked function for which you have, or can construct, a random number generator (here: Gauss)

E.g., VEGAS algorithm, by G. Lepage

Why does this work?

Why does this work?

1) You are inputting knowledge: obviously need to know where the peaks are to begin with ...
(say you know, e.g., the location and width of a resonance)

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(say you know, e.g., the location and width of a resonance)

2) Stratified sampling increases efficiency by combining fixed-grid methods with the MC method, with further gains from adaptation

3) Importance sampling:

$$\int_a^b f(x)dx = \int_a^b \frac{f(x)}{g(x)}dG(x)$$

Effectively does flat MC with changed integration variables

Fast convergence if $f(x)/g(x) \approx 1$

The Veto Algorithm

Hit



Miss

How we do Monte Carlo

Take your system

Set of radioactive nuclei

Set of hard scattering processes

Set of resonances that are going to decay

Set of particles coming into your detector

Set of cosmic photons traveling across the galaxy

Set of molecules

...



How we do Monte Carlo

Take your system

Generate a "trial" (event/decay/interaction/...)

Not easy to generate random numbers distributed according to exactly the right distribution?

May have complicated dynamics, interactions ...

→ use a simpler "trial" distribution

How we do Monte Carlo

Take your system

Generate a "trial" (event/decay/interaction/...)

Not easy to generate random numbers distributed according to exactly the right distribution?

May have complicated dynamics, interactions ...

→ use a simpler "trial" distribution

Flat with some stratification

Or importance sample with simple overestimating function (for which you can generate random #s)

How we do Monte Carlo

Take your system

Generate a "trial" (event/decay/interaction/...)

Accept trial with probability $f(x)/g(x)$

$f(x)$ contains all the complicated dynamics

$g(x)$ is the simple trial function

If accept: replace with new system state

If reject: keep previous system state

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no dependence on g in final
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convergence rate

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How we do Monte Carlo

Take your system

Generate a "trial" (event/decision)

Accept trial with probability $f(x)/g(x)$

$f(x)$ contains all the complicated stuff

$g(x)$ is the simple trial function

If accept: replace with new system

If reject: keep previous system

Sounds deceptively simple, but ...

with it, you can integrate

arbitrarily complicated functions (*in particular chains of nested functions*), over arbitrarily complicated regions, in arbitrarily many dimensions ...

no dependence on g in result - only affects convergence rate

And keep going: generate next trial ...



Summary - Lecture 2

Quantum Scattering Problems are common to many areas of physics:
To compute expectation value of observable: integrate over phase space

Complicated functions → Numerical Integration

High Dimensions → Monte Carlo (stochastic) convergence is fastest
+ Additional power by stratification and/or importance sampling



Additional Bonus → Veto algorithm → direct simulation of
arbitrarily complicated reaction chains → “Event Generators”

Recommended Reading

F. James

Monte Carlo Theory and Practice

Rept.Prog.Phys.43 (1980) p.1145

S. Weinzierl

Topical lectures given at the Research School Subatomic physics, Amsterdam, June 2000

Introduction to Monte Carlo Methods

e-Print: [hep-ph/0006269](https://arxiv.org/abs/hep-ph/0006269)

P. Skands

Introduction to QCD (TASI 2012)

[arXiv:1207.2389](https://arxiv.org/abs/1207.2389)

Conformal QCD in Action

Naively, QCD radiation suppressed by $\alpha_s \approx 0.1$

Truncate at fixed order = LO, NLO, ...

But beware the jet-within-a-jet-within-a-jet ...

Example:

SUSY pair production at 14 TeV, with $M_{\text{SUSY}} \approx 600$ GeV

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LHC - sps1a - $m \sim 600$ GeV

Plehn, Rainwater, PS PLB645(2007)217

FIXED ORDER pQCD	σ_{tot} [pb]	$\tilde{g}\tilde{g}$	$\tilde{u}_L\tilde{g}$	$\tilde{u}_L\tilde{u}_L^*$	$\tilde{u}_L\tilde{u}_L$	TT
$p_{T,j} > 100$ GeV	σ_{0j}	4.83	5.65	0.286	0.502	1.30
inclusive X + 1 "jet"	$\rightarrow \sigma_{1j}$	2.89	2.74	0.136	0.145	0.73
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σ for 50 GeV jets \approx larger than total cross section \rightarrow not under control

(Computed with SUSY-MadGraph)

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→ More on this in lectures on Jets, Monte Carlo, and Matching

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Scaling Violation

Real QCD isn't conformal

The coupling runs logarithmically with the energy scale

$$Q^2 \frac{\partial \alpha_s}{\partial Q^2} = \beta(\alpha_s) \quad \beta(\alpha_s) = -\alpha_s^2 (b_0 + b_1 \alpha_s + b_2 \alpha_s^2 + \dots),$$

$$b_0 = \frac{11C_A - 2n_f}{12\pi} \quad b_1 = \frac{17C_A^2 - 5C_A n_f - 3C_F n_f}{24\pi^2} = \frac{153 - 19n_f}{24\pi^2}$$

1-Loop β function coefficient

2-Loop β function coefficient

$$b_2 = \frac{2857 - 5033n_f + 325n_f^2}{128\pi^3}$$

$b_3 = \text{known}$

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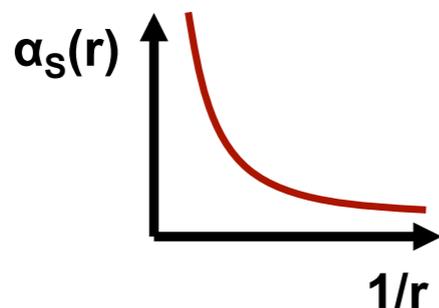
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Asymptotic freedom in the ultraviolet

Confinement (IR slavery?) in the infrared

Asymptotic Freedom

“What this year's Laureates discovered was something that, at first sight, seemed completely contradictory. The interpretation of their mathematical result was that the closer the quarks are to each other, the *weaker* is the 'colour charge'. When the quarks are really close to each other, the force is so weak that they behave almost as free particles. This phenomenon is called ‘asymptotic freedom’. The converse is true when the quarks move apart: the force becomes stronger when the distance increases.”



The Nobel Prize in Physics 2004
David J. Gross, H. David Politzer, Frank Wilczek



David J. Gross



H. David Politzer



Frank Wilczek

The Nobel Prize in Physics 2004 was awarded jointly to David J. Gross, H. David Politzer and Frank Wilczek "for the discovery of asymptotic freedom in the theory of the strong interaction".

Photos: Copyright © The Nobel Foundation

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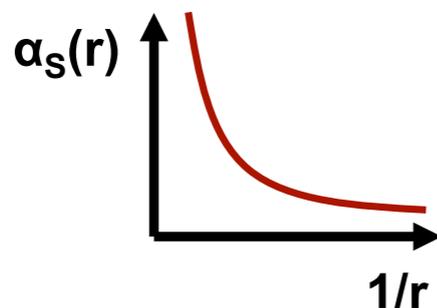
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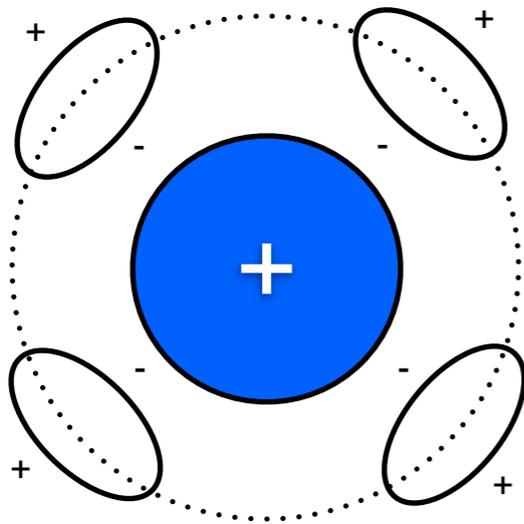
*1 The force still goes to ∞ as $r \rightarrow 0$
(Coulomb potential), just less slowly

*2 The potential grows linearly as $r \rightarrow \infty$, so the force actually becomes constant
(even this is only true in “quenched” QCD. In real QCD, the force eventually vanishes for $r \gg 1 \text{ fm}$)

Asymptotic Freedom

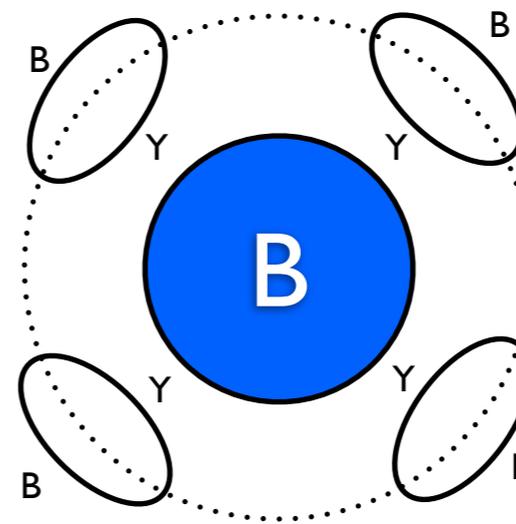
QED:

Vacuum polarization
→ Charge screening



QCD:

Quark Loops
→ Also charge screening

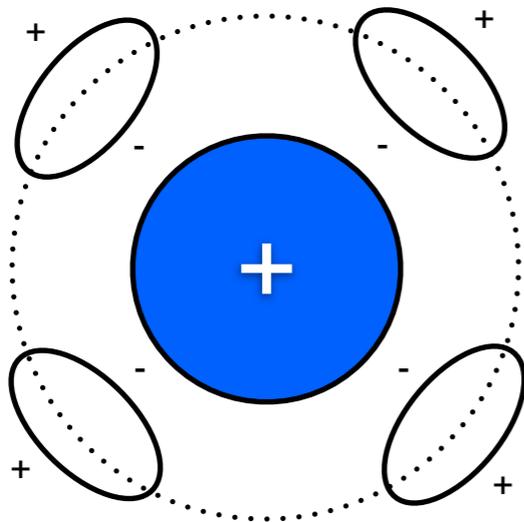


But only dominant if > 16 flavors!

Asymptotic Freedom

QED:

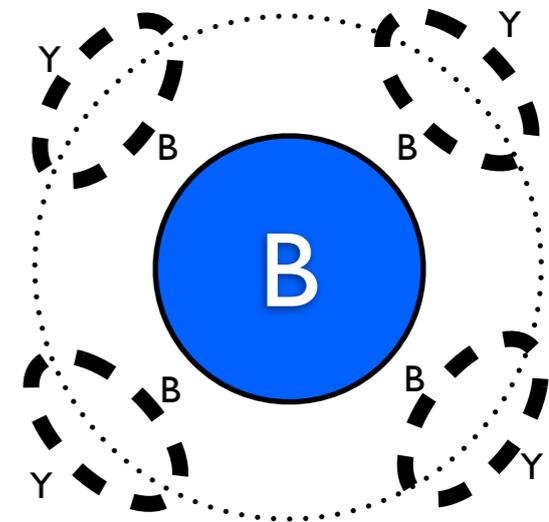
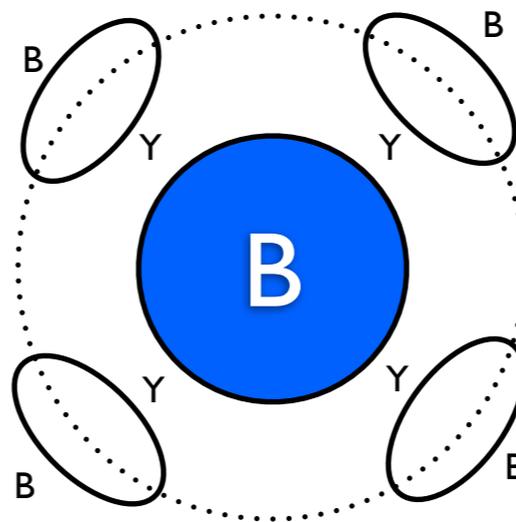
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→ Charge screening



QCD:

Gluon Loops
Dominate if ≤ 16 flavors

$$b_0 = \frac{11C_A - 2n_f}{12\pi}$$



Spin-1 → Opposite Sign

UV and IR

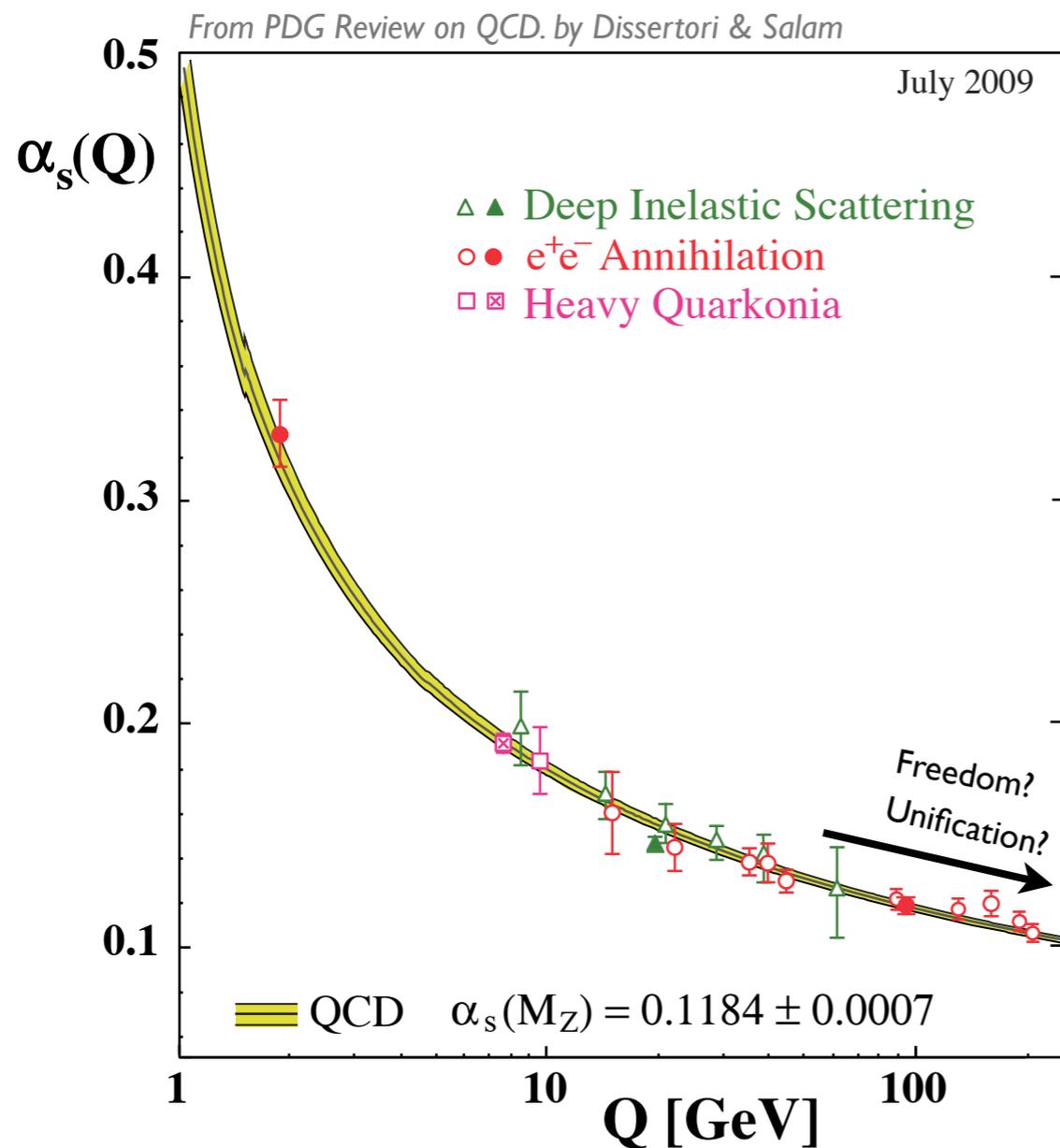
At low scales

Coupling $\alpha_s(Q)$ actually runs rather fast with Q

Perturbative solution diverges at a scale Λ_{QCD} somewhere below

$$\approx 1 \text{ GeV}$$

So, to specify the strength of the strong force, we usually give the value of α_s at a unique reference scale that everyone agrees on: M_Z



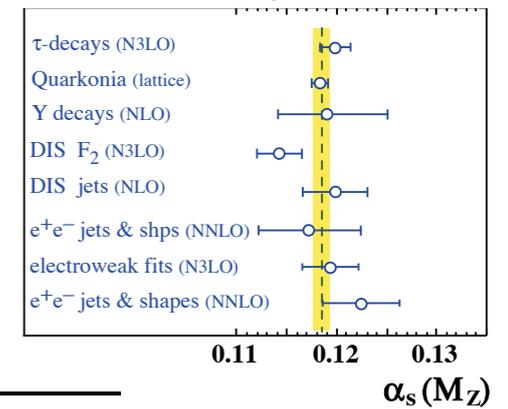
The Fundamental Parameter(s)

QCD has one fundamental parameter

$$\alpha_s(m_Z)^{\overline{\text{MS}}} \alpha_s(Q^2) = \alpha_s(m_Z^2) \frac{1}{1 + b_0 \alpha_s(m_Z) \ln \frac{Q^2}{m_Z^2} + \mathcal{O}(\alpha_s^2)}$$

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From PDG Review on QCD. by Dissertori & Salam



... + n_f and quark masses

The Fundamental Parameter(s)

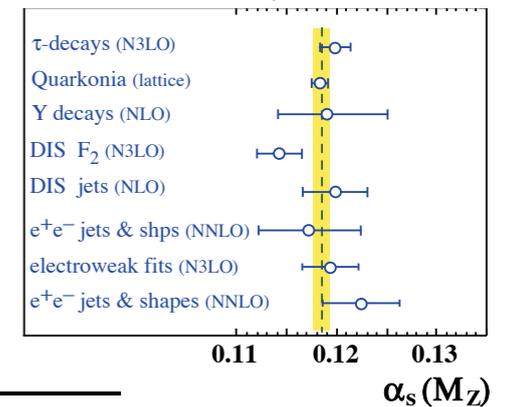
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... and its sibling

$$\Lambda_{\text{QCD}}^{(n_f)\overline{\text{MS}}} \alpha_s(Q^2) = \frac{1}{b_0 \ln \frac{Q^2}{\Lambda^2}} \quad \left(\text{depends on } n_f, \text{ scheme, and \# of loops} \right) \quad \Lambda \sim 200 \text{ MeV}$$

From PDG Review on QCD. by Dissertori & Salam

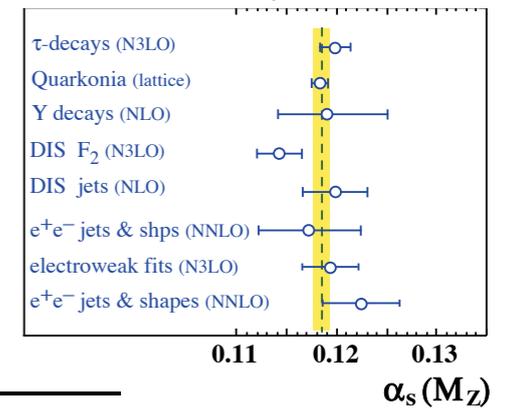


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$$b_0 = \frac{11N_C - 2n_f}{12\pi}$$

$$\Lambda_{\text{QCD}}^{(n_f)\overline{\text{MS}}}$$

$$\alpha_s(Q^2) = \frac{1}{b_0 \ln \frac{Q^2}{\Lambda^2}} \quad \left(\text{depends on } n_f, \text{ scheme, and \# of loops} \right) \quad \Lambda \sim 200 \text{ MeV}$$

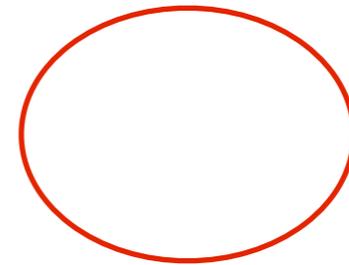
... And all its cousins

$$\Lambda^{(3)} \Lambda^{(4)} \Lambda^{(5)} \Lambda_{\text{CMW}} \Lambda_{\text{FSR}} \Lambda_{\text{ISR}} \Lambda_{\text{MPI}}, \dots$$

... + n_f and quark masses

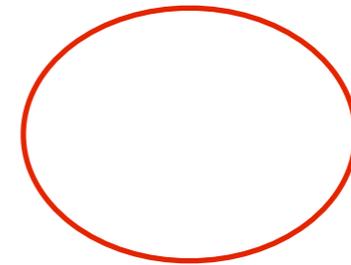
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$$\sigma_{\text{NLO}}(e^+e^- \rightarrow q\bar{q}) = \sigma_{\text{LO}}(e^+e^- \rightarrow q\bar{q}) \left(1 + \frac{\alpha_s(E_{\text{CM}})}{\pi} + \mathcal{O}(\alpha_s^2) \right)$$

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Explosion of # of diagrams ($n_{\text{Diagrams}} \approx n!$)

New initial states contributing at higher orders (E.g., $gq \rightarrow Zq$)

Inclusion of low-x (non-DGLAP) enhancements

Bad (high) scale choices at Lower Orders, ...

Theirs not to reason why // Theirs but to do and die

Tennyson, The Charge of the Light Brigade

Changing the scale(s)

Why scale variation ~ uncertainty?

Scale dependence of calculated orders must be canceled by contribution from uncalculated ones (+ non-pert)

$$\alpha_s(Q^2) = \alpha_s(m_Z^2) \frac{1}{1 + b_0 \alpha_s(m_Z) \ln \frac{Q^2}{m_Z^2} + \mathcal{O}(\alpha_s^2)}$$

$b_0 = \frac{11N_C - 2n_f}{12\pi}$

→ $(\alpha_s(Q'^2) - \alpha_s(Q^2)) |M|^2 = \alpha_s^2(Q^2) |M|^2 + \dots$

→ Generates terms of higher order, but proportional to what you already have ($|M|^2$) → a first naive* way to estimate uncertainty

*warning: some theorists believe it is the only way ... but be agnostic! There are other things than scale dependence ...

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Complicated final states

Intrinsically Multi-Scale problems
with Many powers of α_s

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 $p_{\perp 2} = 50 \text{ GeV}$
 $p_{\perp 3} = 50 \text{ GeV}$

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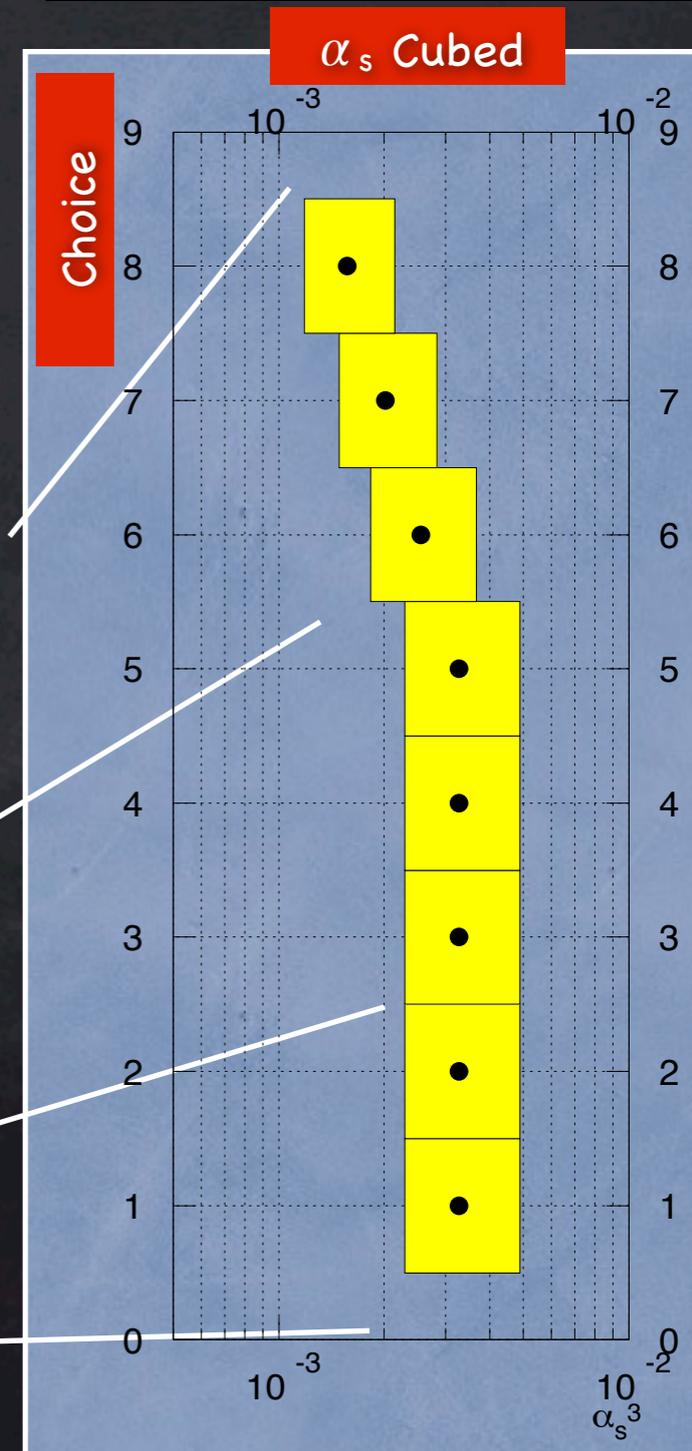
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$p_{\perp 1} = 500 \text{ GeV}$
 $p_{\perp 2} = 100 \text{ GeV}$
 $p_{\perp 3} = 30 \text{ GeV}$

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If you have multiple QCD scales

→ variation of μ_R by factor 2 in each
direction not good enough! (nor is $\times 3$, nor $\times 4$)

Need to vary also functional dependence
on each scale!

