

Update on D0 Fragmentation Function

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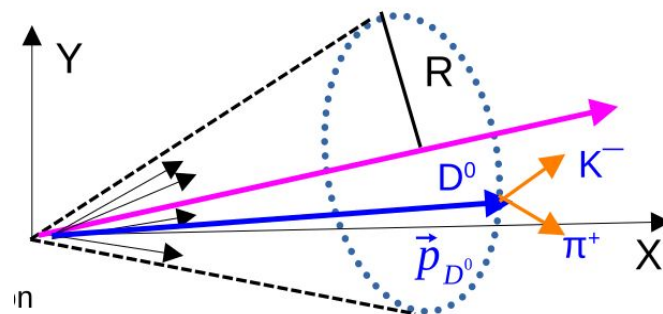
Physics Motivation:

- ❖ **Fragmentation Variable(Z):** It describes the hadronization of quarks
- ❖ In our case, we are looking for the Fragmentation variable for the D0 meson,

$$\mathbf{Z = (Jet Momentum.D0 Momentum) / (Jet Momentum.Jet Momentum)}$$

(It should always be less than 1.0)

- ❖ This study will help us to understand the D0 hadronization in e+p collisions and possible modifications in e + Au collisions



Jet Radius (R) = 1.0

→ Data Sample:

- ep 10 X 100 GeV **314290** Events
- Reconstruction Version 25.10.3
- SIDIS ep :
 - PYTHIA 8.306
 - $Q^2 \text{ min} = 1 \text{ GeV}^2$

→ Algorithm for Jet Reading:

1. Loop over RC Charged Jets.

2. Find the jet momentum vector and using this find the jet eta and phi.

Skip **loop** iteration for jets that have only 1 constituent RC charged particle. Also skip **loop** iteration for jets that have pseudo-rapidity greater than 2.5 or less than -2.

3. Create a **for loop**, which runs each time for a unique RC daughter pion and kaon corresponding to a D0 parent:

- a. Find the daughter pion momentum vector and using this find the corresponding eta and phi values.
- b. Similarly, find the daughter kaon momentum vector and using this find the corresponding eta and phi values.
- c. Construct Lorentz vector corresponding to parent D0 , and using this find the corresponding eta and phi values.

Skip **for loop** iteration for pion and kaon that have pseudo-rapidity greater than 2.5 or less than -2. Skip **for loop** iteration for pion and kaon that have RC index equal to **REMOVED**.(**REMOVED** is a very large positive integer, that no RC charged particle can have as RC index)

d. Calculate the ΔR for each of the daughter pion, daughter kaon and parent D0;
 $\Delta R = \sqrt{[(\Delta\eta)^2 + (\Delta\phi)^2]}$, where $\Delta\eta = \eta_{\text{jet}} - \eta_{\text{particle}}$ and $\Delta\phi = \phi_{\text{jet}} - \phi_{\text{particle}}$

e. If ΔR for all of three particles D0 parent, daughter pion and daughter kaon is less than 1 (as **Jet Radius = 1.0**), then calculate **Fragmentation Variable(Z)**:

$$\mathbf{Z} = (\mathbf{Jet_MomentumVector} \cdot \mathbf{D0_MomentumVector}) / |\mathbf{Jet_MomentumVector}|^2$$

and fill the second bin of *hJetStat* histogram.

Set the RC index of daughter pion and kaon equal to **REMOVED** in **rc_index_D0_pii** and **rc_index_D0_kk** array respectively.

f. If ΔR is less than 1 for D0 parent:

- Fill the first bin of *hJetStat* histogram,
- If ΔR is less than 1 for both pion and kaon daughter:
 - Fill the third bin of *hJetstat* histogram.
 - Set the RC index of daughter pion and kaon equal to **REMOVED** in **rc_index_D0_pii** and **rc_index_D0_kk** array respectively.
- If ΔR is less than 1 for pion only or if ΔR is less than 1 for kaon only:
 - Fill the fourth bin of *hJetstat* histogram.
 - Set the RC index of daughter pion and kaon equal to **REMOVED** in **rc_index_D0_pii** and **rc_index_D0_kk** array respectively.

Repeat the step 3 for all the RC pi-k daughter pairs.

Repeat the step 2 and 3 for all the RC charged Jets.

CODE:

```
635 //new:
636 // Reading Jet:
637 for(unsigned int i=0; i<recoType.GetSize(); i++) // Loop over RC Jets
638 {
639     int x = partsBegin[i]; //Calculate No. of Jet Particles
640     int y = partsEnd[i];
641     int NumberOf_JetParticles = y-x ;
642
643     hJetParticles->Fill(NumberOf_JetParticles);
644     if(NumberOf_JetParticles < 2 ) continue; // skip the jets with only 1 constituent
645
646     TVector3 jetMom(recoMomX[i],recoMomY[i],recoMomZ[i]); // Jet Kinematics
647     double eta_Jet = jetMom.Eta();
648     double phi_Jet = jetMom.Phi();
649     hJetpT->Fill(jetMom.Pt());
650
651     if(eta_Jet >2.5 || eta_Jet < -2) continue; //eta cut on jet
652
653     for(unsigned int j=0; j<rc_index_D0_pii.size(); j++) { // Loop over all RC Unlike Charged pi-k daughters of D0
654         if( rc_index_D0_pii[j] == REMOVED || rc_index_D0_kk[j] == REMOVED) continue; // REMOVED == 96844441
655
656         int index_pii = rc_index_D0_pii[j];
657         int index_kk = rc_index_D0_kk[j];
658
659         TVector3 piiMom(rcMomPx[index_pii],rcMomPy[index_pii],rcMomPz[index_pii]); // pi-k Daughters Kinematics
660         TVector3 kkMom(rcMomPx[index_kk],rcMomPy[index_kk],rcMomPz[index_kk]);
661
662         double eta_pii = piiMom.Eta();
663         double phi_pii = piiMom.Phi();
664
665         double eta_kk = kkMom.Eta();
666         double phi_kk = kkMom.Phi();
667
668     }
669 }
```

```

669
670 if(eta_pii>2.5 || eta_pii <-2 || eta_kk>2.5 || eta_kk <-2) continue; // eta cut on pi-k
671
672
673 double deltaEta_pii = eta_Jet - eta_pii;
674 double deltaPhi_pii = phi_Jet - phi_pii;
675 double DeltaR_pii = sqrt(deltaEta_pii * deltaEta_pii + deltaPhi_pii * deltaPhi_pii); // DeltaR for pi
676
677 double deltaEta_kk = eta_Jet - eta_kk;
678 double deltaPhi_kk = phi_Jet - phi_kk;
679 double DeltaR_kk = sqrt(deltaEta_kk * deltaEta_kk + deltaPhi_kk * deltaPhi_kk); // DeltaR for k
680
681 float dcaDaughters, cosTheta, decayLength, V0DcaToVtx; // parent D0 of pi-k daughters
682 TLorentzVector parent = getPairParent(index_pii,index_kk, vertex_rc, dcaDaughters, cosTheta, decayLength, V0DcaToVtx); // Parent D0 Four Vector
683
684 double eta_parent = parent.Eta(); //D0 Parent Kinematics
685 double phi_parent = parent.Phi();
686
687 double deltaEta_parent = eta_Jet - eta_parent;
688 double deltaPhi_parent = phi_Jet - phi_parent;
689 double DeltaR_parent = sqrt(deltaEta_parent * deltaEta_parent + deltaPhi_parent * deltaPhi_parent); // DeltaR D0parent&Jet
690
691 TVector3 parentMom = parent.Vect(); //Parent Momentum vector
692 double D0_momMag = parentMom.Mag();
693
694 double _3dAngle_pik = piiMom.Angle(kkMom); // Calculating 3dAngle
695 double _3dAngle_D0Jet = parentMom.Angle(jetMom);
696
697 double deltaEta_PiK = eta_pii - eta_kk; double deltaPhi_PiK = phi_pii - phi_kk; //DeltaR_Pi&K
698 double DeltaR_PiK = sqrt(deltaEta_PiK * deltaEta_PiK + deltaPhi_PiK * deltaPhi_PiK);
699

```

```

699
700
701 if(DeltaR_pii < 1.0 && DeltaR_kk <1.0 && DeltaR_parent <1.0 ){ // Calculate Fragmentaion Variable
702
703 double z = double(jetMom.Dot(parentMom))/double(jetMom.Dot(jetMom)) ;
704
705 hFragmentation->Fill(z);
706 hJetStat->Fill(1.5);
707 rc_index_D0_pii[j] = REMOVED; // Setting the index of used pi-k equal to "REMOVED", in order to avoid multiple counting
708 rc_index_D0_kk[j] = REMOVED;
709
710 hD0MomVsDeltaR_PiK_BothInside->Fill(D0_momMag,DeltaR_PiK); //Delta_R
711 hD0MomVsDeltaR_D0Jet_BothInside->Fill(D0_momMag,DeltaR_parent);
712
713 hD0MomVs3dAngle_pik_BothInside->Fill(D0_momMag,_3dAngle_pik); //3DAngle
714 hD0MomVs3dAngle_D0Jet_BothInside->Fill(D0_momMag,_3dAngle_D0Jet);
715 }
716

```

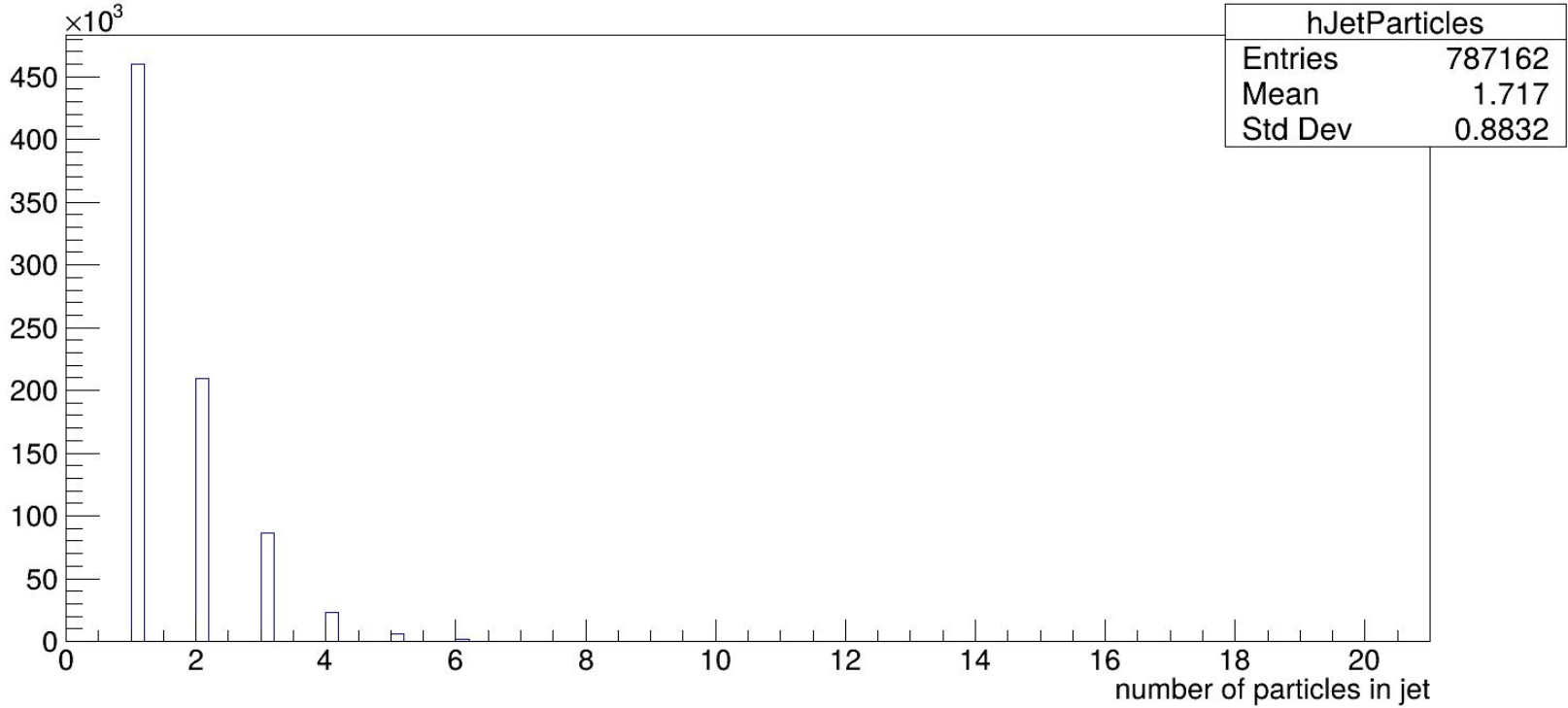
```

710
717     if(DeltaR_parent<1.0){ // If D0 Parent Inside the Jet
718         hJetStat->Fill(0.5);
719
720     if(DeltaR_pii>1.0 && DeltaR_kk >1.0){ // D0 parent inside the jet, and both pi-k daughters are outside the jet
721         hJetStat->Fill(2.5);
722         rc_index_D0_pii[j] = REMOVED;
723         rc_index_D0_kk[j] = REMOVED;
724
725         hD0MomVsDeltaR_PiK_BothOut->Fill(D0_momMag,DeltaR_PiK); //Delta_R
726         hD0MomVsDeltaR_D0Jet_BothOut->Fill(D0_momMag,DeltaR_parent);
727
728         hD0MomVs3dAngle_pik_BothOut->Fill(D0_momMag,_3dAngle_pik); //3DAngle
729         hD0MomVs3dAngle_D0Jet_BothOut->Fill(D0_momMag,_3dAngle_D0Jet);
730     }
731
732     if((DeltaR_pii>1.0 && DeltaR_kk <1.0) || (DeltaR_kk>1.0 && DeltaR_pii<1.0)){ // D0 parent inside the jet, but at least one of daughter is
outside
733         hJetStat->Fill(3.5);
734         rc_index_D0_pii[j] = REMOVED;
735         rc_index_D0_kk[j] = REMOVED;
736
737         hD0MomVsDeltaR_PiK_EitherOut->Fill(D0_momMag,DeltaR_PiK); //Delta_R
738         hD0MomVsDeltaR_D0Jet_EitherOut->Fill(D0_momMag,DeltaR_parent);
739
740         hD0MomVs3dAngle_pik_EitherOut->Fill(D0_momMag,_3dAngle_pik); //3DAngle
741         hD0MomVs3dAngle_D0Jet_EitherOut->Fill(D0_momMag,_3dAngle_D0Jet);
742     }
743     hD0MomVsDeltaR_D0Jet_All->Fill(D0_momMag,DeltaR_parent); //Delta_R
744     hD0MomVs3dAngle_D0Jet_All->Fill(D0_momMag,_3dAngle_D0Jet); //3DAngle
745 }
746 }
747 }
748 cout<<nevents<<"event ends"<<endl;
749 nevents++;
750 }

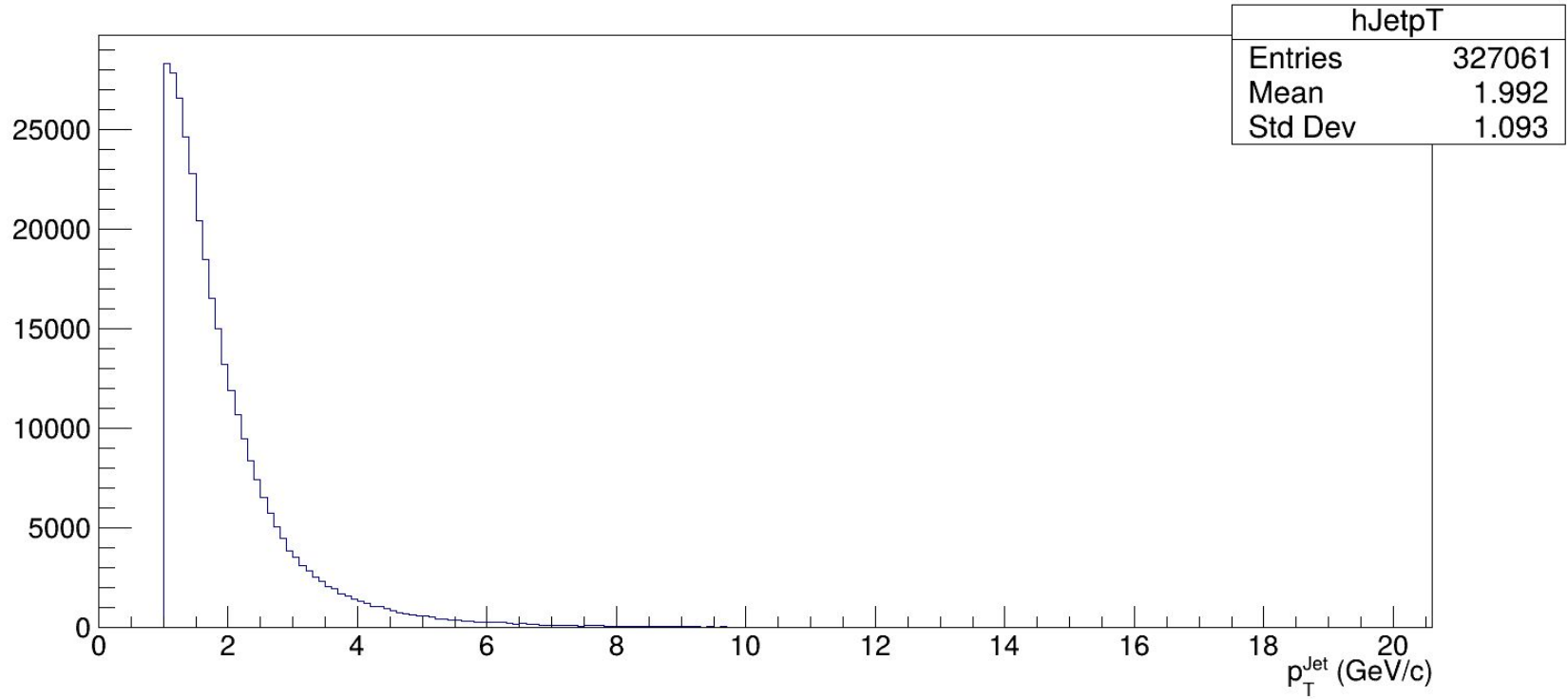
```

Results:

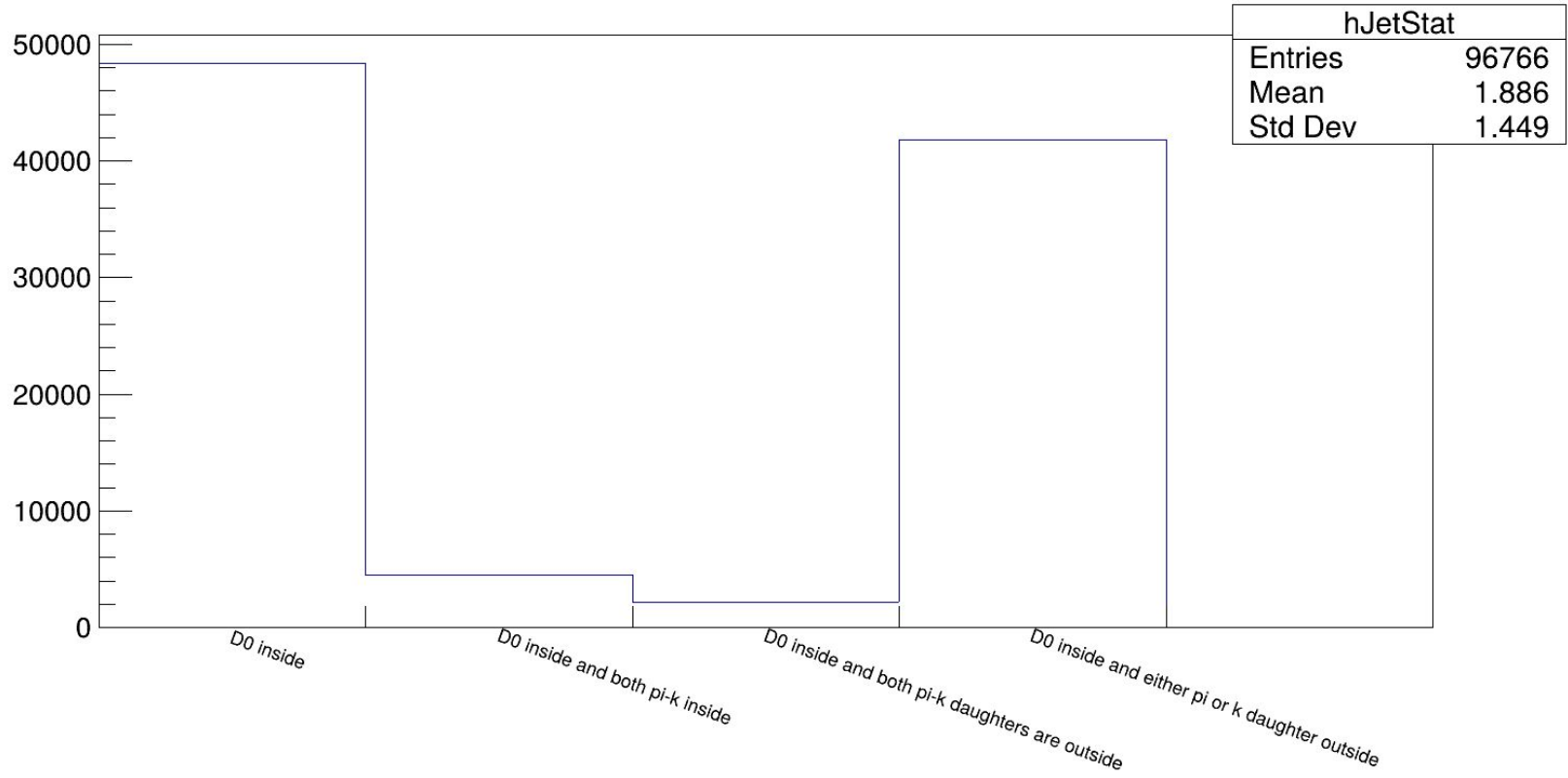
Jet Particles



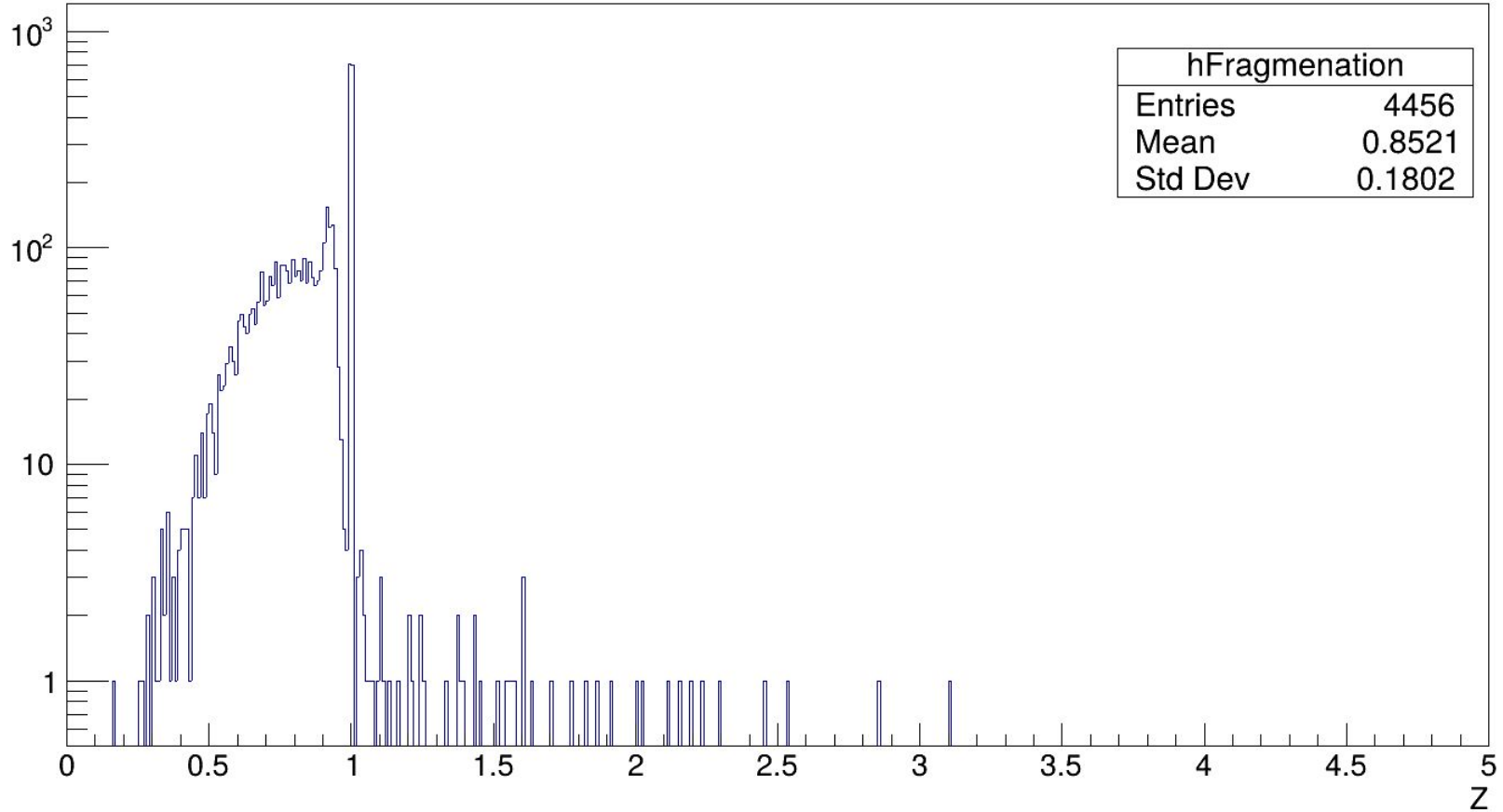
Jet Momentum



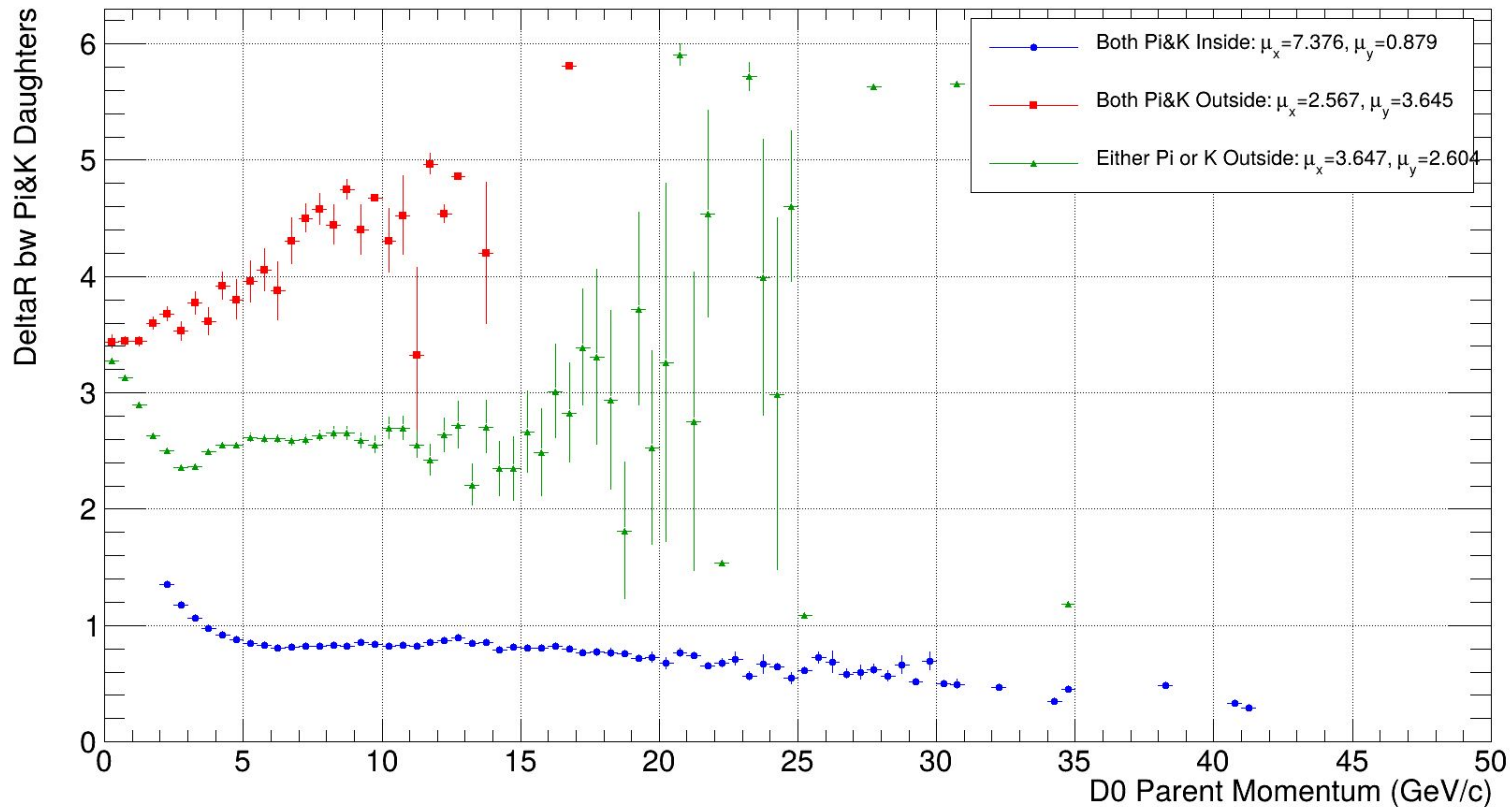
Jet statistics



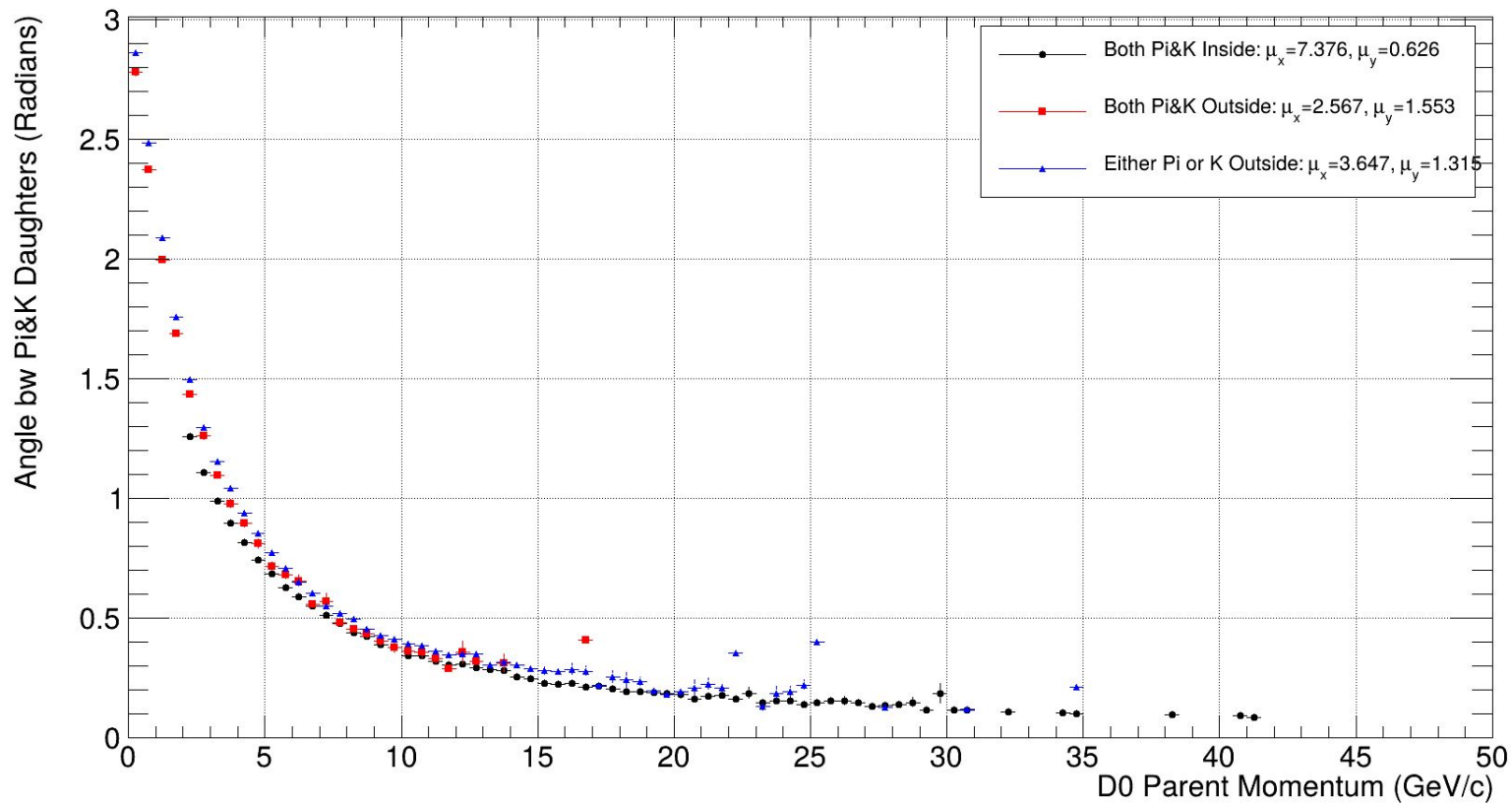
Fragmentation Variable (Z) :



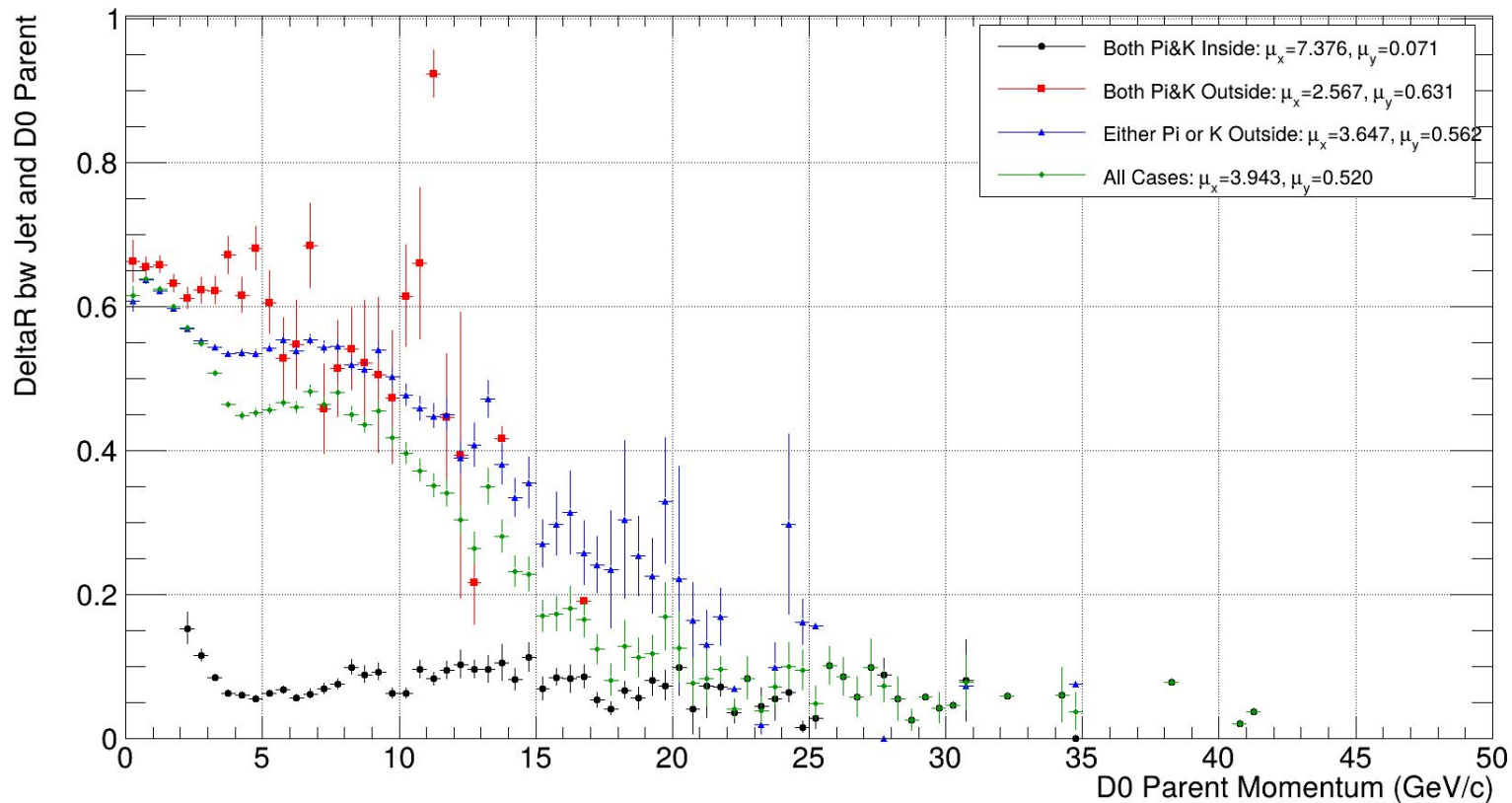
D0 Parent Momentum Vs DeltaR bw Pi&K Daughters



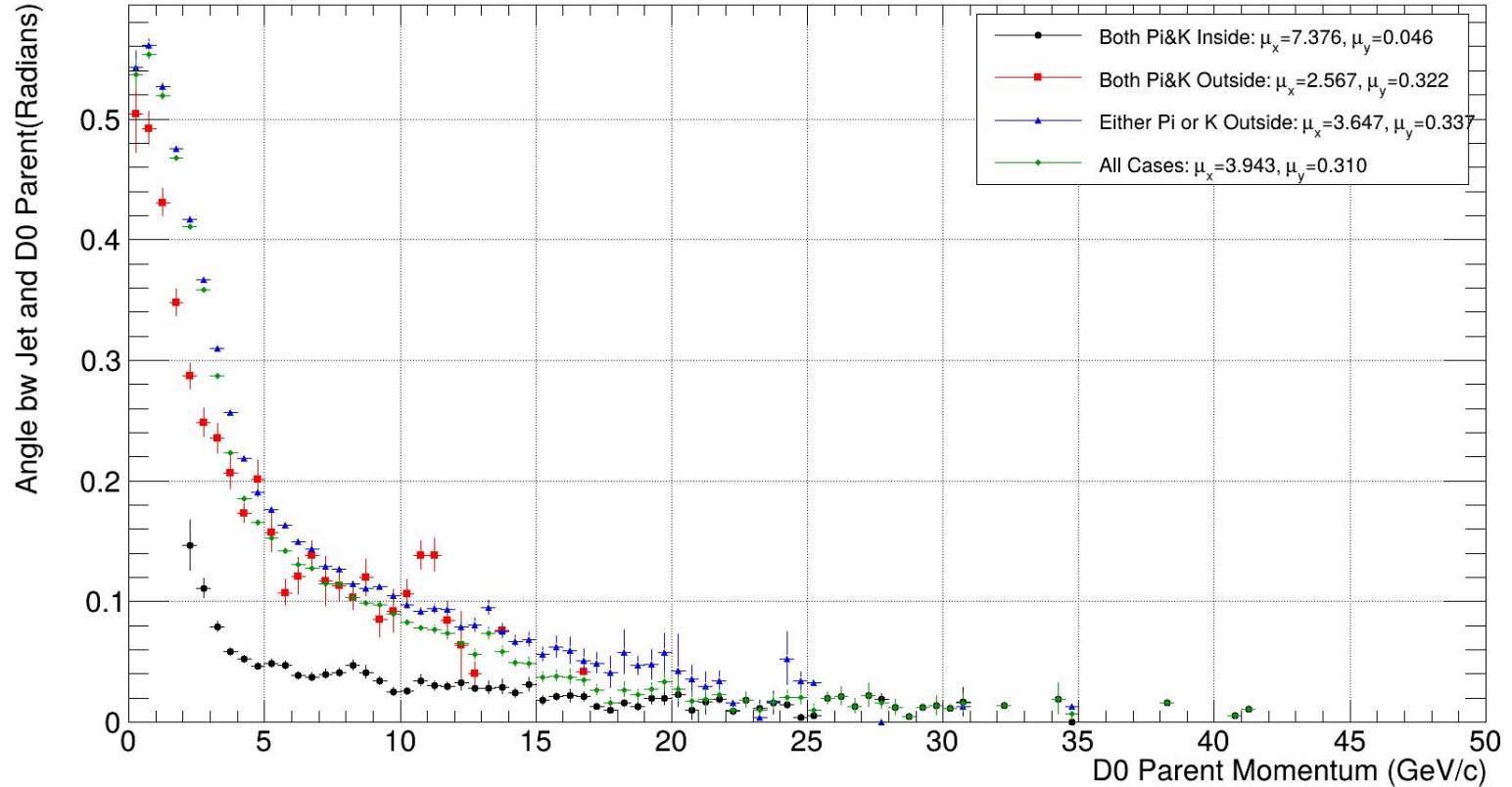
D0 Parent Momentum Vs Angle bw Pi&K Daughters



D0 Parent Momentum Vs DeltaR bw Jet and D0 Parent



D0 Parent Momentum Vs Angle bw Jet and D0 Parent



Conclusion:

- For jet radius $R=0.8$, the fragmentation variable (z) values for all entries are less than 1.0.
- We need to do Jet Reconstruction with some smaller Jet Radius value??