

Long-lived particle searches with the ILD experiment



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Long-lived particles

Many states within the SM have macroscopic lifetimes

- Various BSM models predict LLPs: e.g. SUSY particles, axion-like particles, heavy neutral leptons, dark photons, exotic scalars...
- Multiple searches at the LHC, but:
- → LHC is mostly sensitive to high masses and mass splittings



Experiment proposed for e⁺e⁻ Higgs factory, such as International Linear Collider (ILC)
ILC baseline centre-of-mass energy: 250-500 GeV, possible extension to 1 TeV

 The core of ILD tracking systems is a time projection chamber (TPC)
 → almost continuous tracking







→ promising for the LLP studies

Background sources

Random track intersections, interactions with detector material, long-lived SM hadrons are background sources → processes with production of hadrons or

with large activity inside detector

Benchmarks

Selected based on kinematic properties

/Most challenging case: small-boost, low-p_T track pair, not pointing towards IP - heavy scalar LLP (A) and DM (H) pair-production with small mass splitting, Z^{*} $\rightarrow \mu\mu$

The opposite extreme case, (large boost, high-pT final state) - light pseudoscalar LLP, $a \rightarrow \mu\mu$

Study based on verex finding at 250 GeV ILC
vertex placed between points of closest approach of track helices, requiring max. distance of 25 mm
procedure not optimised for any

scenario

Background reduction

10¹¹ bunch crossings expected at ILC per year \rightarrow reduction at the level of ~10⁻⁹ required

	Combined p_T of tracks at vertex	Invariant mass, assuming tracks are pions	V
	ILD Simulation	ILD Simulation	
0⁵ Ӗ ไ	heavy scalars, $\Delta m_{AH} = 1.0 \text{ GeV}$	10^3 pseudoscalar, m _a = 1.0 GeV	
0 ⁴ ∎	heavy scalars, $\Delta m_{AH} = 2.0 \text{ GeV}$	heavy scalars, $\Delta m_{AH} = 2.0 \text{ GeV}$	

1. Beam-induced photoproduction of:

- · low- p_T hadrons (~1.55 per bunch crossing)
- incoherent e⁺e⁻ pairs (~10⁵ per bunch crossing, only a small fraction is measured)

These processes can overlay on physical event or constitute background themselves

2. Hard (high- p_T) events including jets in the final state



Additional cuts on the track pair mass to

selection working points: standard

reject photons, kaons and Λ^0 s (two

and tight)

Vertex finding results

	Δm _{AH} [GeV]	1	2	3	5	
	Efficiency (standard) [%]	3	33.2	43.4	51.1	
	Efficiency (tight) [%]	0.4	28.3	40.7	50.2	
	m _a [GeV]	0.3	1	3	10	
	Efficiency (standard) [%]	7.4	48.4	61.7	65.8	
	Efficiency (tight) [%]	—	47.3	61.7	65.8	
{tion} hea	avy scalars, $\Delta m{AH} = 2 \text{ GeV}$		ILD Simulation	ps	eudosca	lar, m _a = 1 GeV
	0.9 0.8 0.7 0.7 0.6 0.5 0.4 0.3	⊑ ш 1500 1000				

ILD Simul

<u>E</u> 또 1500

95% C.L. cross section limits

Standard selection: solid line

All-silicon tracker

Alternative ILD design with TPC replaced by a silicon tracker modified from the Compact Linear Collider detector (CLICdet) outer tracker design
 Tracking algorithm designed for CLICdet used for reconstruction at all-silicon ILD

Track reconstruction efficiency (heavy scalars)

TPC

Efficiency: reconstructed vertex within 30 mm from the true vertex, decays within TPC acceptance

Signal selection efficiency depends strongly on the final state boost: Δm_{AH} (Z* virtuality) and m_a
 Dedicated approach required for scenarios with Δm_{AH} = 1 GeV and m_a = 0.3 GeV

z [mm]

Tight selection: dashed line ILD Simulation $\sqrt{s} = 250 \,\mathrm{GeV}, \int \mathcal{L} \mathrm{d}t = 2 \,\mathrm{ab}^{-1}$ ILD Simulation $\sqrt{s} = 250 \,\mathrm{GeV}, \int \mathcal{L} \mathrm{d}t = 2 \,\mathrm{ab}^{-1}$ - $m_a = 0.3 \text{ GeV}$ $-m_{H} = 1.0 \text{ GeV}$ $m_a = 1.0 \text{ GeV}$ $m_{A} - m_{H} = 2.0 \text{ GeV}$ 10⁵ $m_A - m_H = 3.0 \text{ GeV}$ $m_a = 3.0 \text{ GeV}$ $m_A - m_H = 5.0 \text{ GeV}$ - $m_a = 10.0 \text{ GeV}$ 10^{4} [fb] 10³ 10² 10² 60 ິ 10¹ 10^{1} 10 100 10^{-1} 10^{-1} *cτ* [mm] *cτ* [mm] heavy scalars pseudoscalar

A wide range of models with heavy scalars with small mass splittings, or light pseudo scalar particles, can be excluded for $\sigma \lesssim 0.1 \, {\rm fb}$





Vertex reconstruction driven by track reconstruction efficiency
Performance similar to baseline design (TPC) near the beam axis
Smaller number of hits available → efficiency drops faster with vertex displacement

At least 4 hits required for track reconstruction → limited reach
 For large decay lengths, efficiency significantly higher for
 "standard" ILD with TPC