

Accessing high momentum nucleons in lattice QCD

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Outline

- Motivation
- Z3 Noise Dilution Source
- Momentum phase in the smearing
- Comparison
- Outlook



Motivation

• Form factor is important for us to understand the properties of hadron.



JLab, Hall A, PRC85 (2012) 045203



Motivation

- The form factor extracted from Lattice need the information of high momentum hadron.
- The high momentum spectrum suffers a large $G(\vec{p};t) \sim \sum e^{-E_{\alpha}t}$ $V = 24^3 \times 48$ error. P=(2,2,2) P=(0,0,0)2 0 am 0 am -2 -2 -4 -4 8 16 24 32 40 48 0 32 16 24 40 48 8 0



Correlation function of Proton

• Operator for Proton:

$$\chi = \epsilon^{abc} \big(u^{aT} C \gamma_5 d^b \big) u^c$$

• The correlation function:

$$G(\vec{p};\vec{x},t) = \sum_{\vec{y}} \Gamma e^{i\vec{p}.(\vec{y}-\vec{x})} \langle \Omega | \chi(\vec{y},t) \bar{\chi}(\vec{x},0) | \Omega \rangle$$

$$\vec{x} = \sum_{\vec{y}} e^{i\vec{p}.(\vec{y}-\vec{x})} f(S(\vec{y},\vec{x}),S(\vec{y},\vec{x}),S(\vec{y},\vec{x}))$$

Only one source location is calculated Single Source





 $e^{i\vec{p}\cdot(\vec{y}-\vec{x})}f(S(\vec{y},\vec{x}),S(\vec{y},\vec{x}),S(\vec{y},\vec{x}))$

1 source location



$$\sum_{i=1,N} e^{i\vec{p}.(\vec{y}-\vec{x}_i)} f(S(\vec{y},\vec{x}_i),S(\vec{y},\vec{x}_i),S(\vec{y},\vec{x}_i))$$

N source location

Problem: Cost more inversions



• Z3 noise vector:

 $\begin{aligned} \mathbf{\eta}(\vec{x}_n) &= e^{i \, 2r(n)\pi/3}; \quad \mathbf{n} = 0, \, 1, \, 2, \, \dots; \\ \mathbf{r}(\mathbf{n}) \text{ is random number of "0,1,2"} \\ \left\langle \mathbf{\eta}(\vec{x}_i)\mathbf{\eta}(\vec{x}_j)\mathbf{\eta}(\vec{x}_k) \right\rangle &= \delta_{ij}\delta_{jk} \end{aligned}$

• Dilution Source:

pick out N source locations

$$\boldsymbol{\chi}(\vec{y}) = \sum_{i=1,N} \boldsymbol{\eta}(\vec{x}_i) S(\vec{y}, \vec{x}_i)$$

• The correlation function:(at rest $\vec{p} = 0$)

$$G_N(\vec{0};t) = \sum_{\vec{y}} f(\chi(\vec{y}), \chi(\vec{y}), \chi(\vec{y}))$$

Including information of N source locations, still only one inversion, but in the correlation function it will bring a lot noise terms.



 $\vec{\chi}$

 $S(\vec{y}, \vec{x}_i)$



• The correlation function:(at rest $\vec{p} = 0$) $G_N(\vec{p}; t)$

$$= \sum_{\vec{y}} \sum_{i=1,N} f(S(\vec{y}, \vec{x_i}), S(\vec{y}, \vec{x_i}), S(\vec{y}, \vec{x_i}))$$

+
$$\sum_{\vec{y}} \sum_{i,j,k=1,N} \eta(\vec{x_i}) \eta(\vec{x_j}) \eta(\vec{x_k}) (1 - \delta_{ij} \delta_{ik}) f(S(\vec{y}, \vec{x_i}), S(\vec{y}, \vec{x_j}), S(\vec{y}, \vec{x_k}))$$



- The correlation function: (at rest $\vec{p} = 0$) $G_N(\vec{p}; t)$ Signal Term's Error: σ_s
- $= \sum_{\vec{y}} \sum_{i=1,N} f(S(\vec{y},\vec{x_i}),S(\vec{y},\vec{x_i}),S(\vec{y},\vec{x_i})) \sum_{\vec{x_i},\vec{x_i$















Z3 Noise Dilution Source

 $f\left(S(\vec{y}, \vec{x_i}), S(\vec{y}, \vec{x_j}), S(\vec{y}, \vec{x_k})\right)$ smaller and smaller

N can not be too large, i.e., Dilution





Z3 Noise Dilution Source

 $f\left(S(\vec{y}, \vec{x_i}), S(\vec{y}, \vec{x_j}), S(\vec{y}, \vec{x_k})\right)$ smaller and smaller

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Z3 Noise Dilution Source

 $f\left(S(\vec{y}, \vec{x_i}), S(\vec{y}, \vec{x_j}), S(\vec{y}, \vec{x_k})\right)$ smaller and smaller

N can not be too large, i.e., Dilution



 $V = 24^3 \times 48$

$$\vec{x} = (0,0,0) \quad (2,2,2)$$



Z3 Noise Dilution Source

 $f\left(S(\vec{y}, \vec{x_i}), S(\vec{y}, \vec{x_j}), S(\vec{y}, \vec{x_k})\right)$ smaller and smaller

N can not be too large, i.e., Dilution





i.i.k=1.N

Z3 Noise Dilution Source

 $f\left(S(\vec{y}, \vec{x_i}), S(\vec{y}, \vec{x_j}), S(\vec{y}, \vec{x_k})\right)$ smaller and smaller

N can not be too large, i.e., Dilution

- The correlation function: (at rest $\vec{p} = 0$) $G_N(\vec{p}; t)$
- $= \sum_{i=1,N} f(S(\vec{y}, \vec{x_i}), S(\vec{y}, \vec{x_i}), S(\vec{y}, \vec{x_i})) \qquad \begin{array}{l} \text{Signal Terms: } \propto \mathsf{N} \\ \text{Noise Terms: } \propto \mathsf{N}(\mathsf{N}^2-1) \\ + \sum \eta(\vec{x_i})\eta(\vec{x_j})\eta(\vec{x_k})(1 \delta_{ij}\delta_{ik})f(S(\vec{y}, \vec{x_i}), S(\vec{y}, \vec{x_j}), S(\vec{y}, \vec{x_k})) \end{array}$



Z3 Noise Dilution Source

 $f\left(S(\vec{y}, \vec{x_i}), S(\vec{y}, \vec{x_j}), S(\vec{y}, \vec{x_k})\right)$ smaller and smaller

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 $f\left(S(\vec{y}, \vec{x_i}), S(\vec{y}, \vec{x_j}), S(\vec{y}, \vec{x_k})\right)$ smaller and smaller

N can not be too large, i.e., Dilution



Signal Terms: $\propto N$ Noise Terms: $\propto N(N^2-1)$

4 points better than2 points better than1 point

8 points almost the same as 4 points

16 points worse than 8 points



Z3 Noise Dilution Source

 $f\left(S(\vec{y}, \vec{x_i}), S(\vec{y}, \vec{x_j}), S(\vec{y}, \vec{x_k})\right)$ smaller and smaller

N can not be too large, i.e., Dilution



Signal Terms: $\propto N$ Noise Terms: $\propto N(N^2-1)$

4 points better than2 points better than1 point

8 points almost the same as 4 points

64 points worse than27 points worse than16 points worse than8 points



Momentum phase in the smearing

Gunnar S. Bali, Bernhard Lang, Bernhard U. Musch, and Andreas Schäfer PRD 93, 094515 (2016)

• Source and Sink Smearing:

$$S^{smearing}(\vec{y}, \vec{x}) = \sum_{\vec{x}_i, \vec{y}_i} f(\vec{y}_i - \vec{y}) f^*(\vec{x}_i - \vec{x}) S(\vec{y}, \vec{x})$$

• Momentum phase:



• This smearing will help to get better signal at large momentum.



Comparison

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•**









Outlook





Thanks Very Much



Milt-Momentum method

$$\boldsymbol{\chi}_{\vec{p}}(\vec{y}) = \sum_{i=1,N} e^{-i\vec{p}\cdot\vec{x}_i} \boldsymbol{\eta}(\vec{x}_i) S_{\vec{p}}(\vec{y},\vec{x}_i)$$

$$G_{N}(\vec{p}_{1} + \vec{p}_{2} + \vec{p}_{3}; t) = \sum_{\vec{y}} e^{i(\vec{p}_{1} + \vec{p}_{2} + \vec{p}_{3}).\vec{y}} \epsilon^{abc} \epsilon^{a'b'c'} \begin{cases} Tr \left[\chi_{\vec{p}_{1}}^{aa'}(\vec{y})(\gamma_{5}C)\chi_{\vec{p}_{2}}^{bb'}(\vec{y})(\gamma_{5}C)\right] \chi_{\vec{p}_{3}}^{cc'}(\vec{y}) \\ + [\chi_{\vec{p}_{1}}^{aa'}(\vec{y})(\gamma_{5}C)\chi_{\vec{p}_{2}}^{bb'}(\vec{y})(\gamma_{5}C)\chi_{\vec{p}_{3}}^{cc'}(\vec{y})]_{\gamma\gamma'} \end{cases}$$

Four different Momentum Versions:
(0,0,0) (0,0,1)(0,1,1)(1,1,1)

generate 20 different total momentum from (0,0,0) to (3,3,3)