

It's never too much
Talking about
B physics

F.Sanfilippo

In collaboration with:

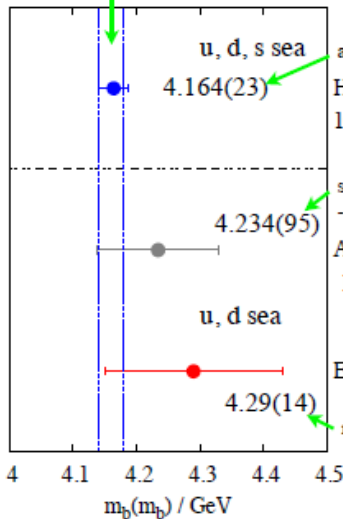
N.Carrasco, V.Gimenez, V.Lubicz, A.Shindler, S.Simula

Data from HLRN and CINECA

October 14, 2011

Tests/comparison of m_b

av. inc. contnm results 4.16(2) GeV
 CD+M.Steinhauser 2011



a^2 dominates

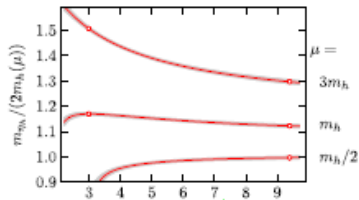
HPQCD HISQ
 1004.4285

stats dominates
 - can reduce

ALPHA LAT11
 Fritsch(Fri)

ETMC 1107.1441

m_h fit dominates



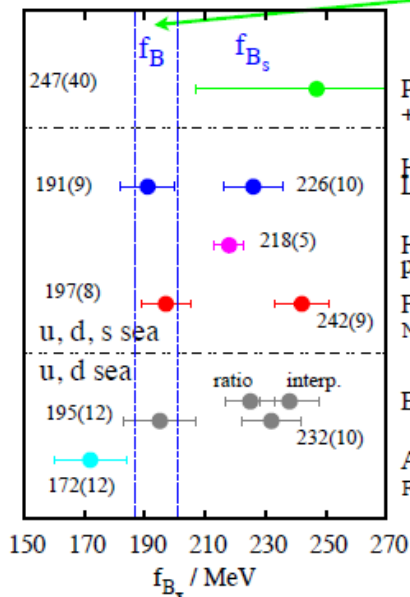
ηh corrs
 $a: 0.15, 0.12, 0.09, 0.06, 0.04 \text{ fm}$
 - extrap. to b from c
 $m_b/m_c = 4.51(4)$

static (HYP)+1/M for
 B - step scaling method
 $a: 0.08, 0.07, 0.05 \text{ fm}$
 CLS confs

TM for h - ratio of M_B s
 to mass with known
 static limit - extrap. to b
 $a: 0.1, 0.09, 0.07, 0.05 \text{ fm}$

Need NRQCD, Fermilab, RHQ!

f_{B_s}, f_B comparison



f_B average : 194(7) MeV
(inc. corr) down from LAT10

PDG av BR(B- \rightarrow $\tau\nu$)
+ PDG av V_{ub}

f_B expt

HPQCD NRQCD
LAT11 Shigemitsu (Mon)

HPQCD HISQ
prelim.

2.4σ

FNAL/MILC LAT11
Neil (poster)

apart for f_{B_s}

ETMC 1107.1441

ALPHA LAT11
Fritsch (Fri)

static +1/M
cont. + chiral extrap
a:0.075,0.065,0.048 fm

NOTE:

$f_{B_s} < f_{D_s}$ now quite clear

f_B, m_b obtained by interpolating from $\sim m_c - 2m_c$ to static point.

The problem going to the b

Believed to be **discretization errors**: $am \sim 1$ on typical lattices.
Expect $\mathcal{O}(100\%)$ discretization effects on observable!

Actual experience with TM

Discretization effects increases quite slowly with quark mass.
Example, pseudo-scalar meson masses:

Pion: $\mathcal{O}(5\%)$ effects (but also compatible with 0)

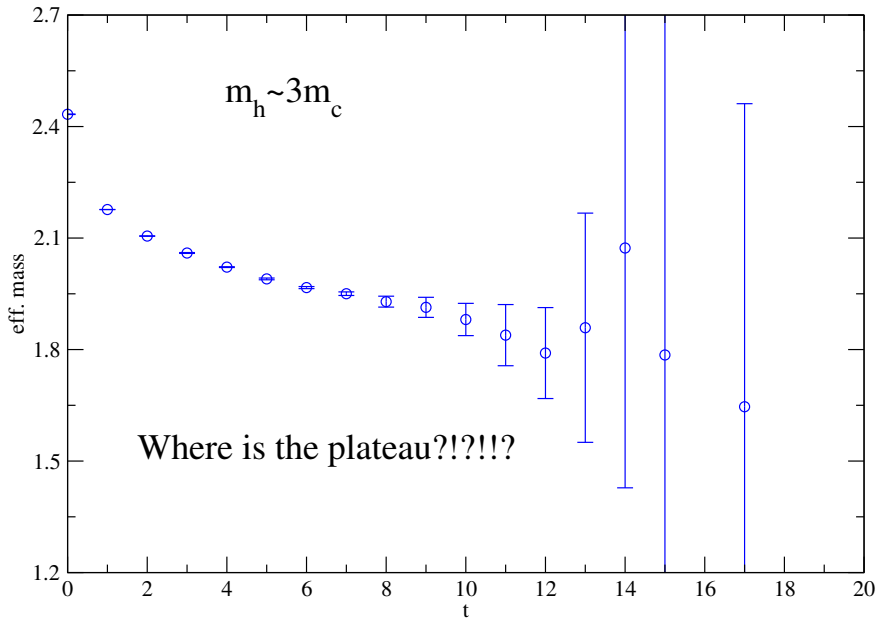
Kaon: $\mathcal{O}(9\%)$ effects

D: $\mathcal{O}(13\%)$ effects

Discretization effects are **smaller than expected**.

Why not to give higher mass correlation function mass **a try?**

Eff. mass $\beta=3.90$, $am_l=0.0064$, $L=24$



Gaussian smearing

Substitute interpolating operators O with:

$$O_s = G^n(k) O, \quad G(k) \equiv \frac{1 + kH}{1 + 6k}$$

with: $H_{x,y} \equiv \sum_{\mu=1,2,3} \left(U_{x;\mu} \delta_{y,x+\hat{\mu}} + U_{x-\hat{\mu};\mu}^\dagger \delta_{y,x-\hat{\mu}} \right)$.

Two points correlation functions

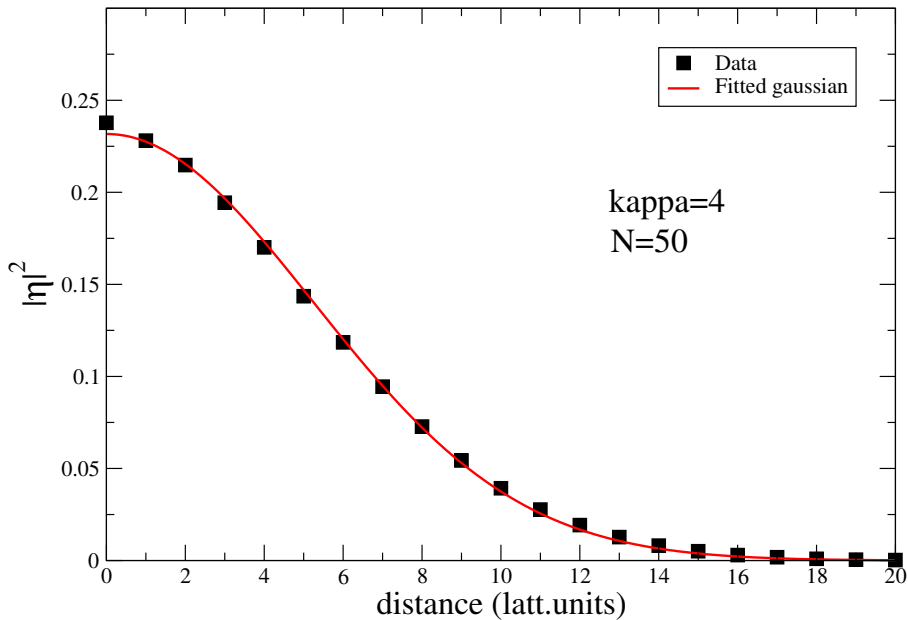
Calling A (source) and B (sink) the possible **S**meared or **L**ocal interpolators:

$$C^{AB}(t) = Z_A Z_B e^{-TM/2} \cosh [M(T/2 - t)] / M$$

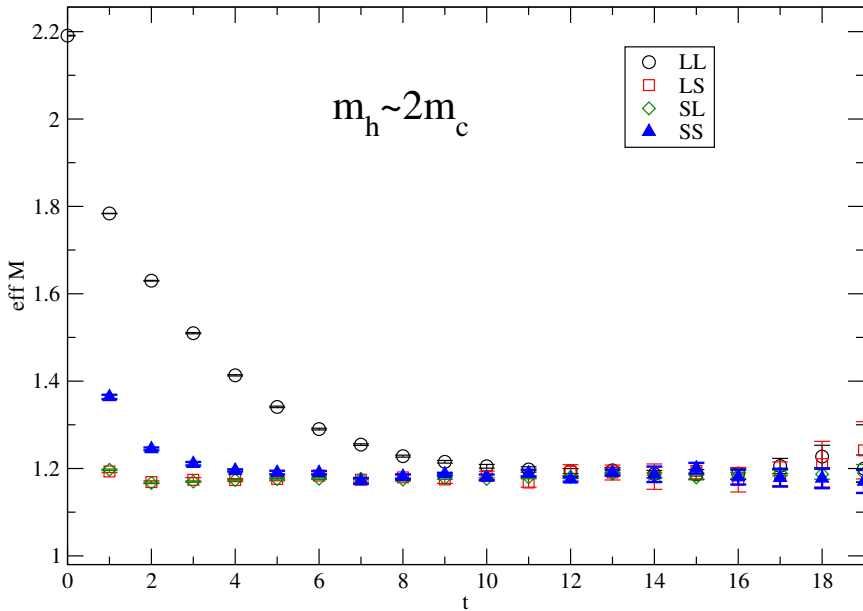
We can obtain Z_L by fitting simultaneously C_{SL} and C_{SS} :

$$\begin{cases} C_{SS} & \rightarrow Z_S Z_S \rightarrow Z_S \\ C_{SL} & \rightarrow Z_S Z_L \rightarrow Z_L \end{cases}$$

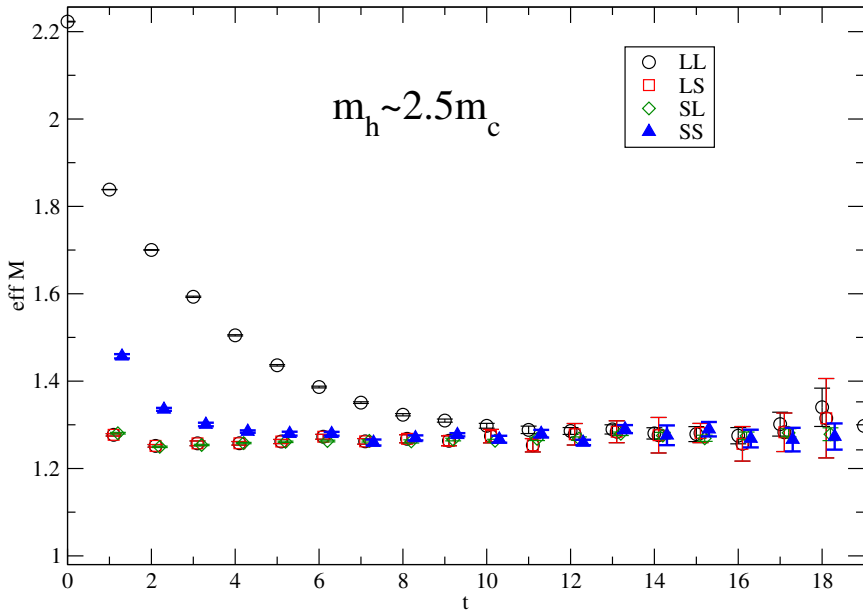
Density profile of a smeared point source



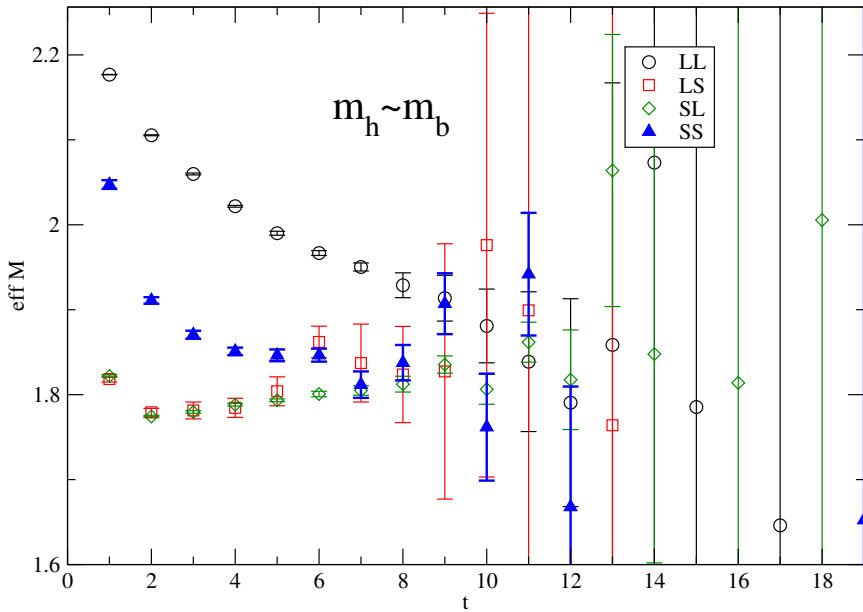
Eff. mass $\beta = 3.90$, $am_1 = 0.0064$, $L = 24$



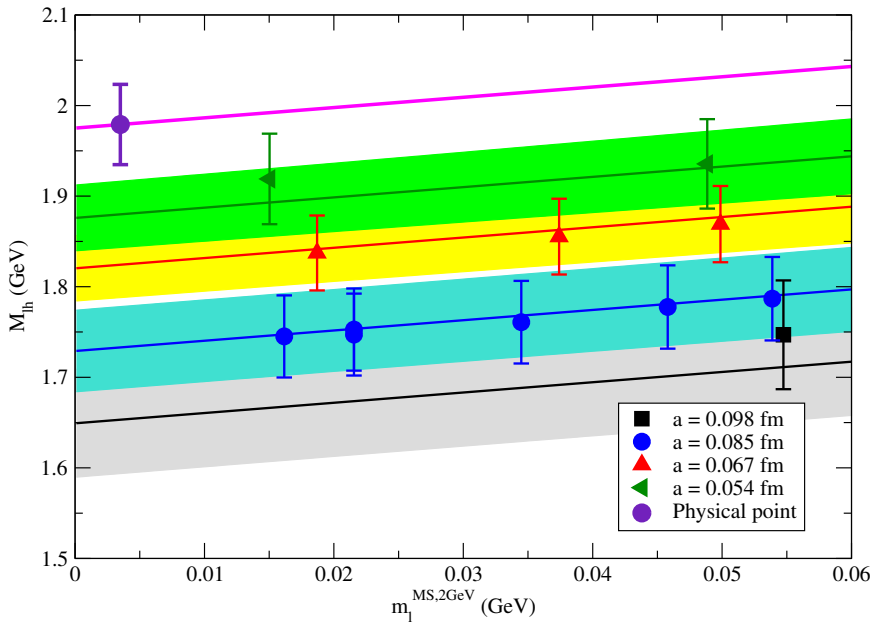
Eff. mass $\beta = 3.90$, $am_1 = 0.0064$, $L = 24$



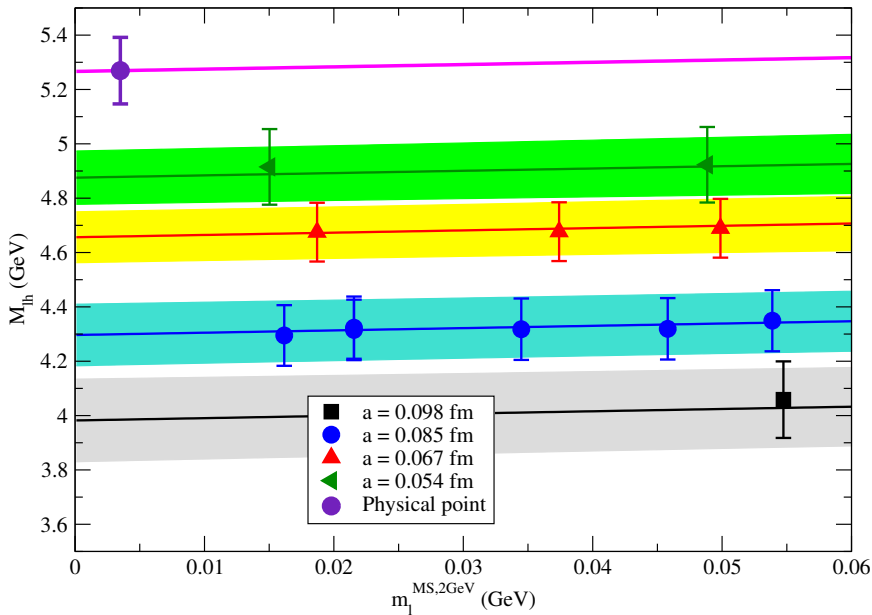
Eff. mass $\beta = 3.90$, $am_1 = 0.0064$, $L = 24$



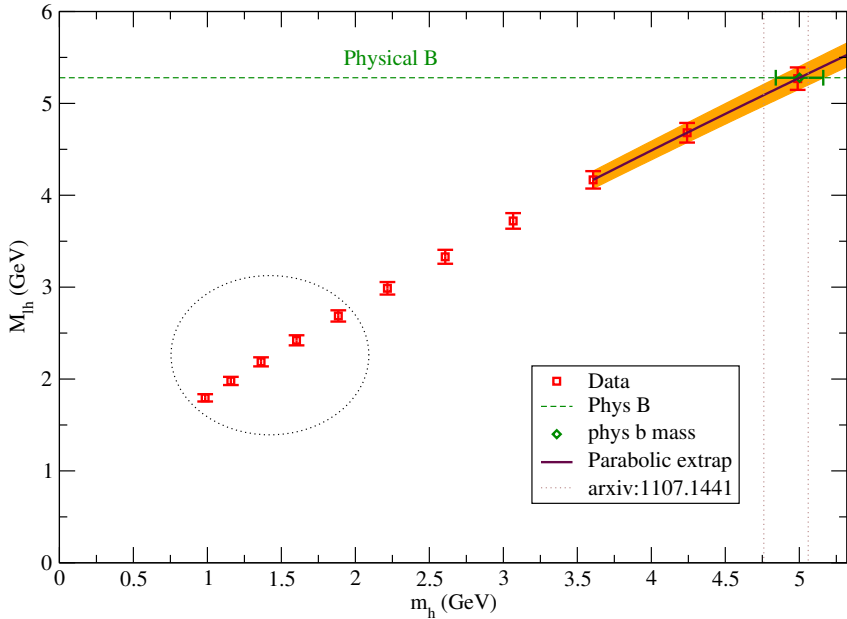
Chiral & cont. extrapolation of $M_{lh}(m_h \sim m_c)$



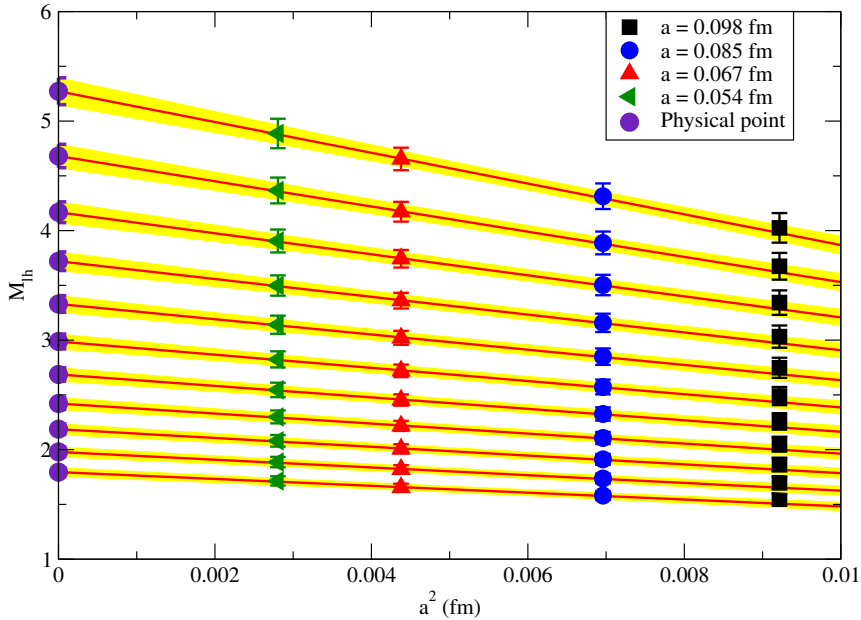
Chiral & cont. extrapolation of M_{lh} ($m_h \sim m_b$)



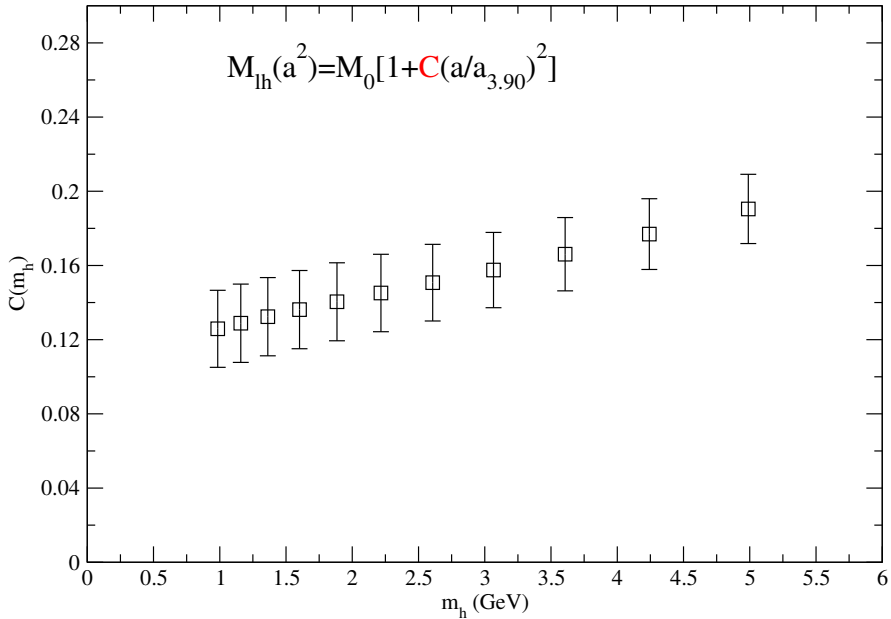
b interpolation of M_{lh}



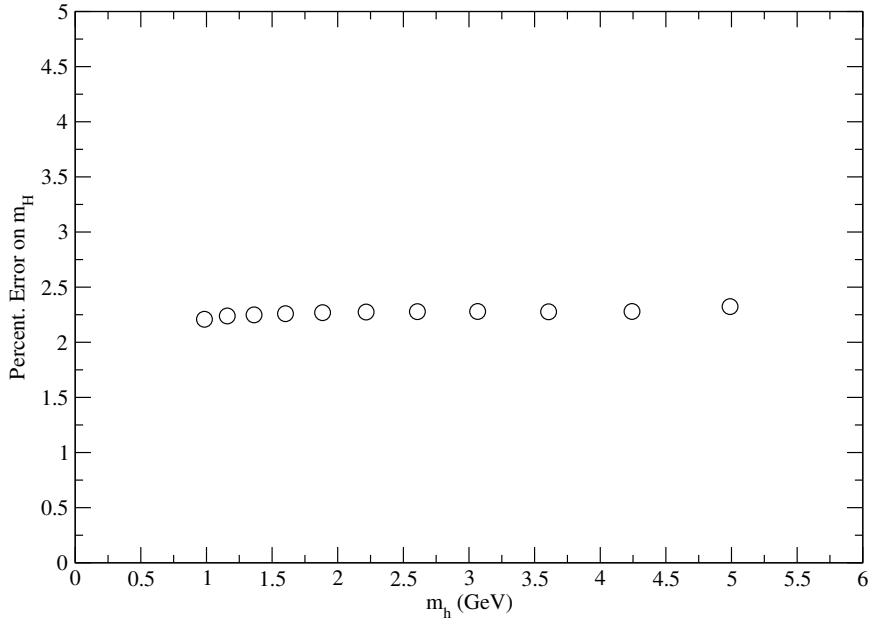
Continuum extrapolation of M_{lh}



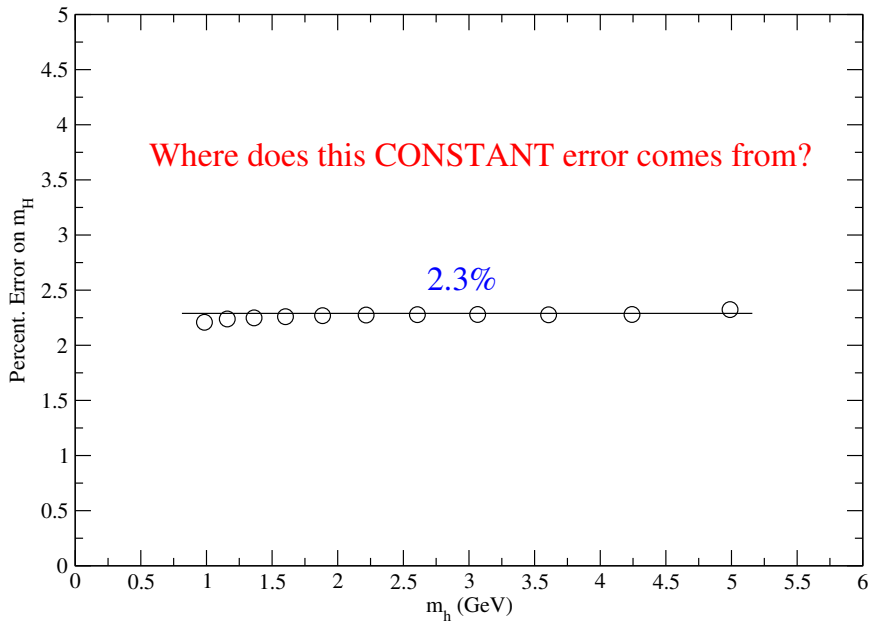
Increasing of disc. effects



Percentual error on M_{lh}



Percentual error on M_{lh}

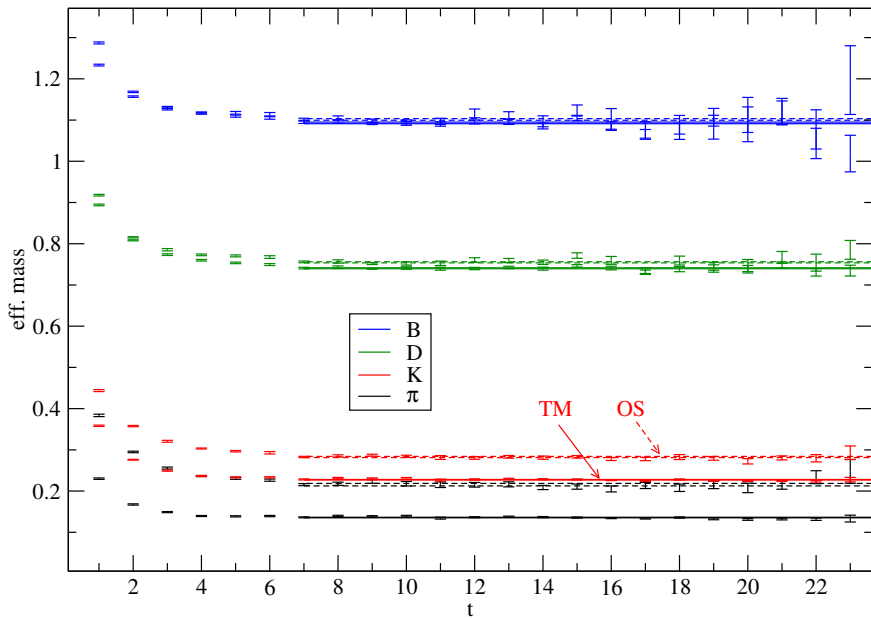


Hint... **Lattice spacings** uncertainties

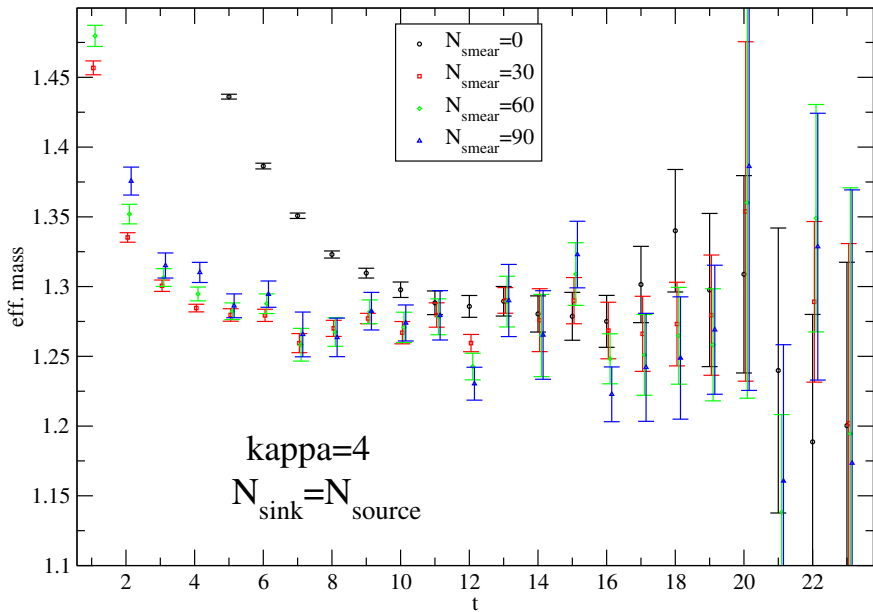
β	a ($10^{-3} fm$)	$\delta a/a$
3.80	97.7(3.1)	3.2%
3.90	84.7(2.3)	2.7%
4.05	67.1(1.6)	2.4%
4.20	53.6(1.2)	2.3%

This errors enters **directly** in the conversion to physical units...

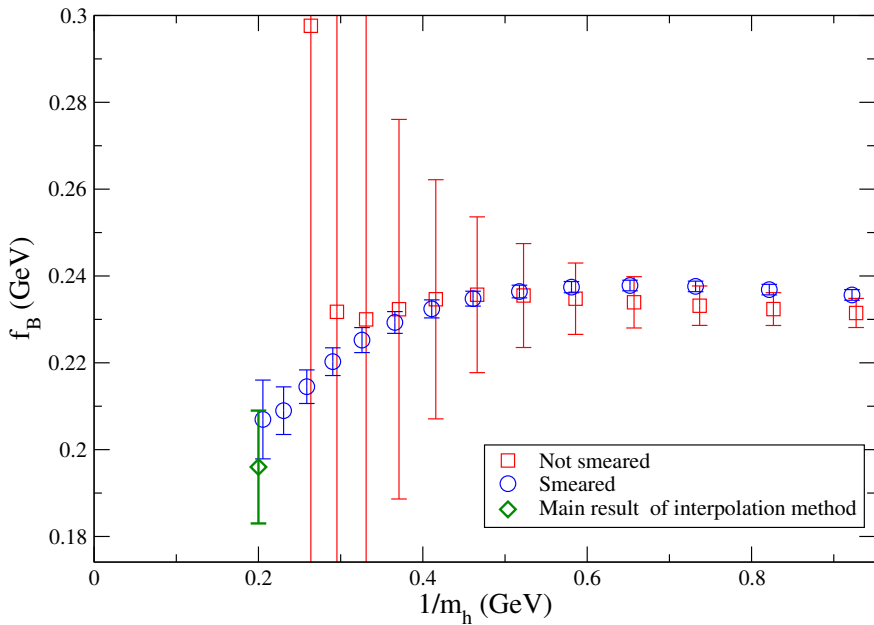
TM vs OS comparison ($\beta=3.90$ $a_m=0.0040$ $L=24$)



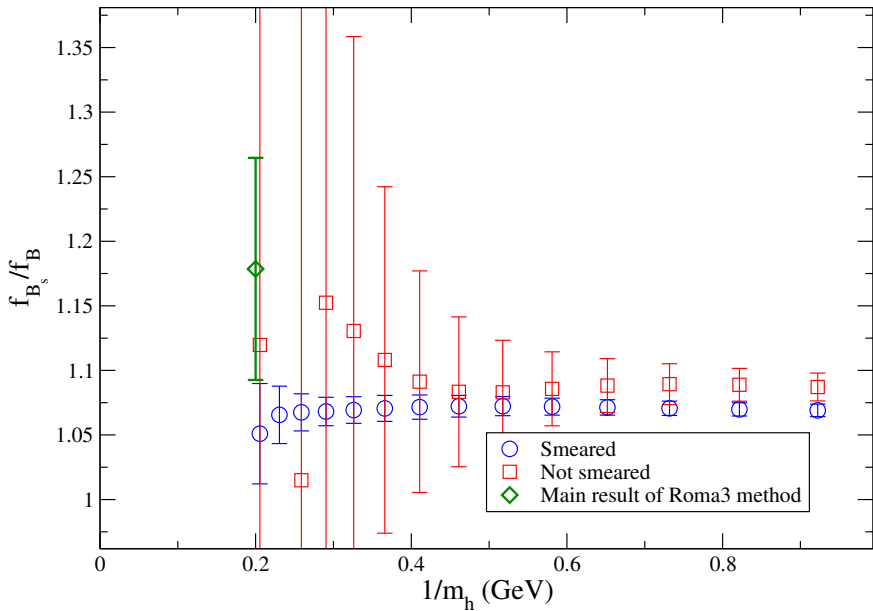
$\beta=3.90$ $am=0.0064$ $L=24$, $m_h \sim 2m_c$



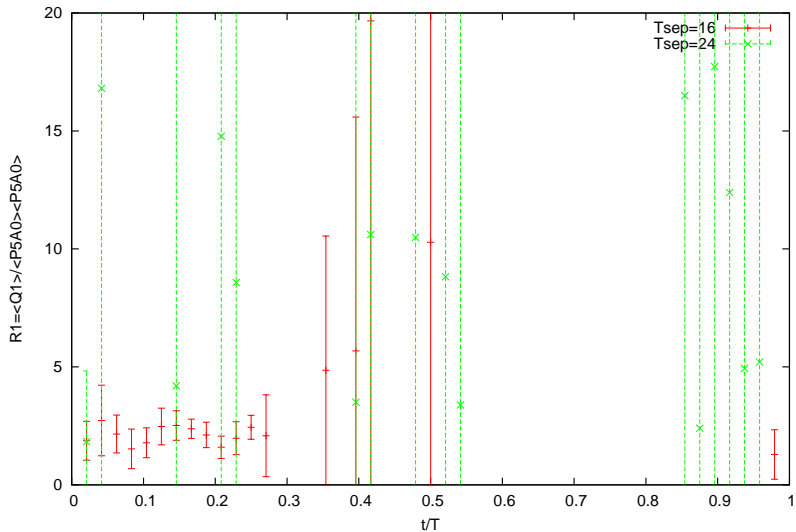
B decay constant ($\beta=3.90, L=24, am=0.0064$)



B_s/B decay constants ($\beta=3.90, L=24, am=0.0064$)



R1=OVV+OAA beta=3.80 L=24 T=48 m1=0.0080 m2=0.8536 smearing=30, 30



Smearing

- Seem very interesting.
- Why nobody tried it before?
- Space for tuning of procedure adjusting smear size.

$\mathcal{O}(a)$ improvement

- Much better than expected.
- Can some TM guru explain it?
- Does anybody else (Fodor) have this nice feature?

Future directions

- Finish f_B , f_{B_s} , B_X trying also with ratio method.
- Look at three point functions.

Hope not to have disgusted you (too much)!