

Rising Complexity in Multibody Decays ($n > 3$)

In the helicity formalism, a general decay amplitude for a multi-body decay can be written as

$$\mathcal{A}_{\lambda_1, \lambda_2, \dots}^{\lambda_0} = \sum_{\text{chains}} A_c^{\text{aligned}}(\lambda_0, \lambda_1, \lambda_2, \dots) \quad ,$$

where $A_c^{\text{aligned}}(\lambda_0, \lambda_1, \lambda_2, \dots)$ denotes the aligned chain amplitude and λ are the initial and final-state helicities [1].

The number of chains is calculated as

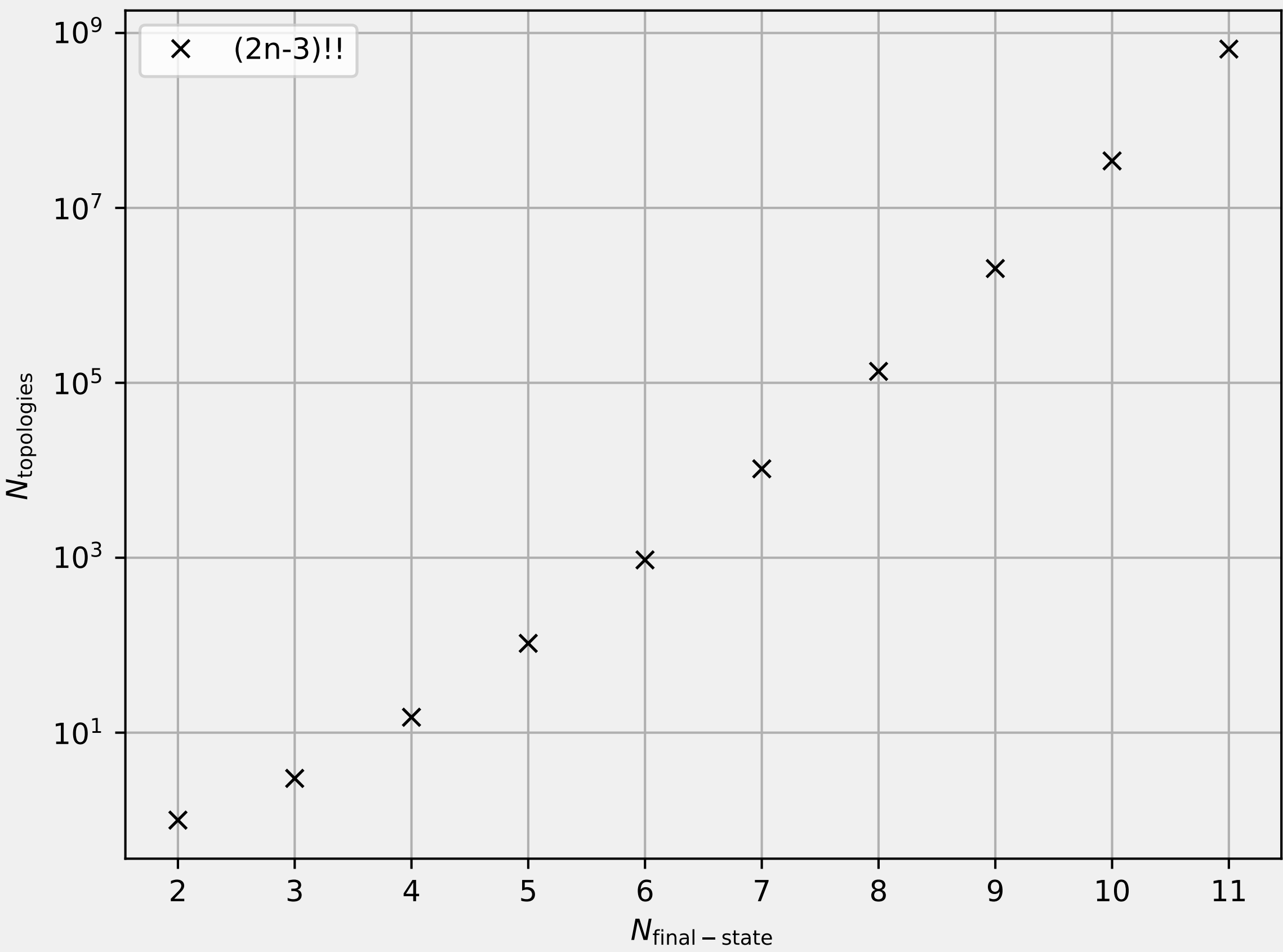
$$N_{\text{chains}} = N_{\text{topologies}} \cdot \prod_{\text{nodes}} N_{\text{Resonances}} \quad .$$

From this formula, one sees that:

- ▶ The total number of amplitude chains grows with the number of intermediate resonances.
- ▶ Each resonance can participate in multiple topologies, further increasing the combinatorial complexity.
- ▶ Due to combinatorics $N_{\text{topologies}} = (2 \cdot N_{\text{final-state}} - 3)!!$ grows quickly as a function of final-state particles.

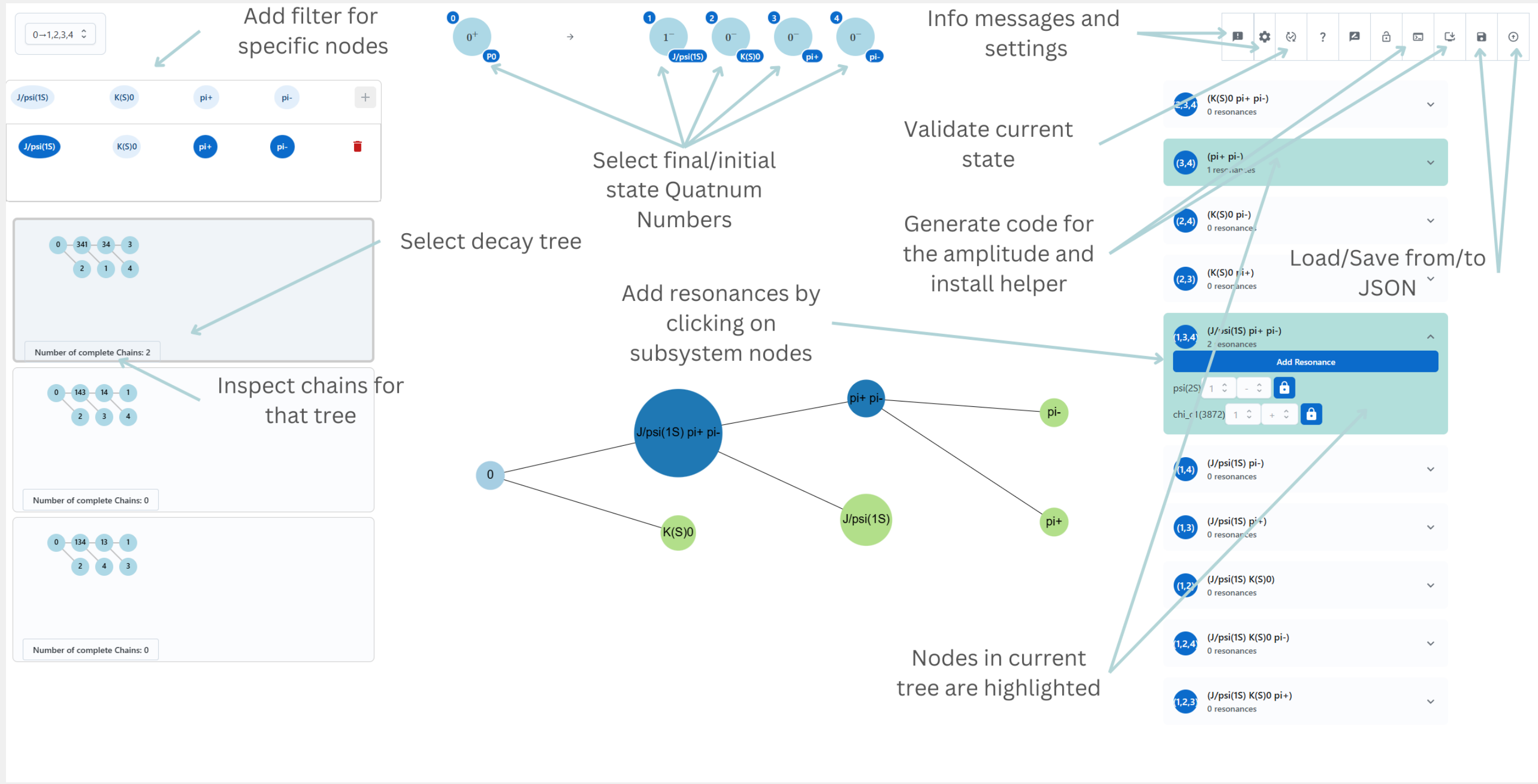
DecaySelector helps manage this complexity by allowing users to:

- ▶ Visually inspect automatically generated decay topologies.
- ▶ Manage complexity with filtering, sorting and automatic filling of chains.
- ▶ Generate and view chains by adding resonances.
- ▶ Export validated decay setups for amplitude analysis.



[1] Kai Habermann and Mikhail Mikhasenko. Wigner rotations for cascade reactions. *Phys. Rev. D*, 111:056015, Mar 2025.

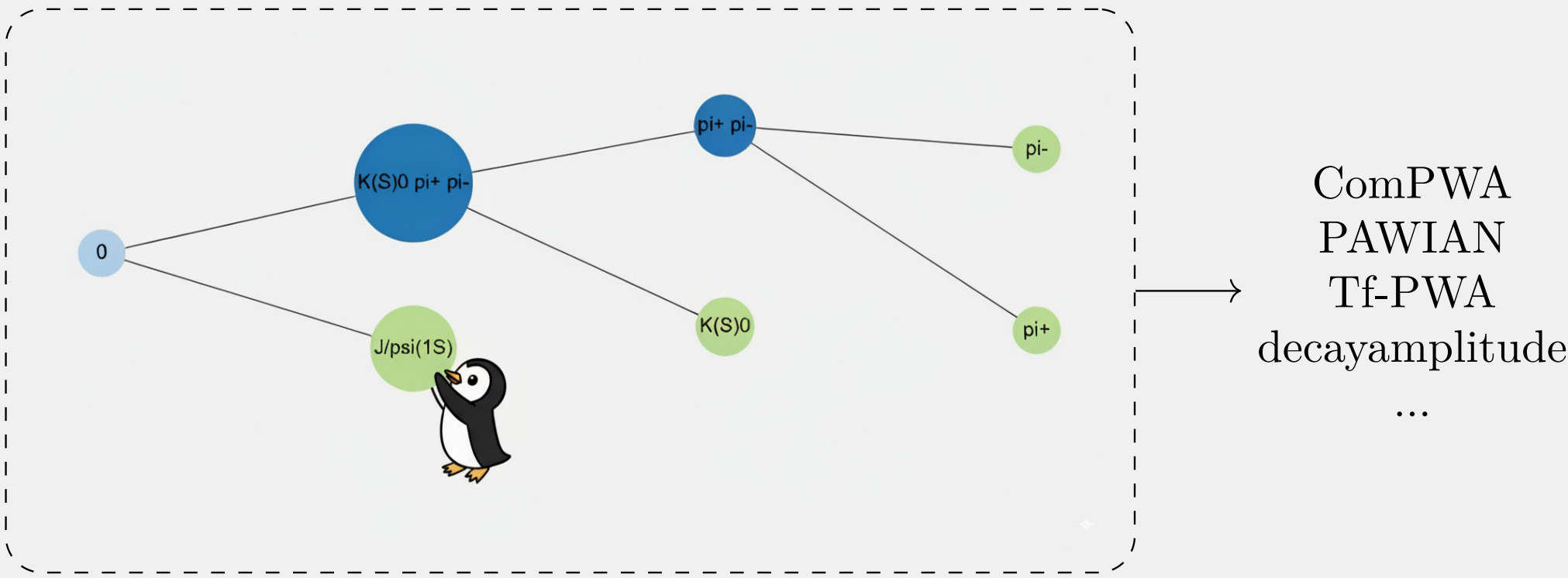
Sneak Peek



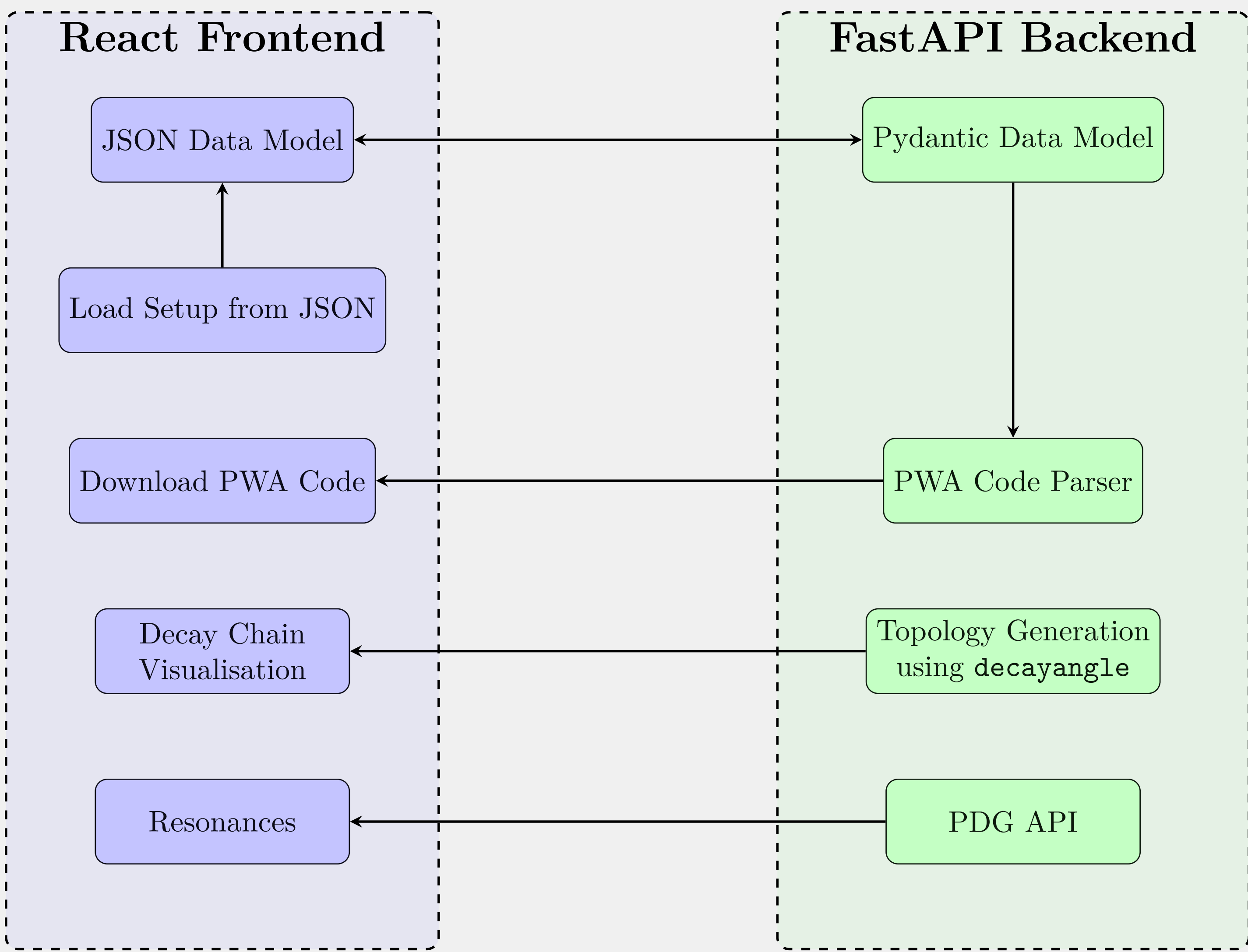
<https://kaihabermann.github.io/DecaySelector/>

Integration with Amplitude Frameworks

- ▶ Current support: decayamplitude framework.
- ▶ JSON dumps can be parsed to generate running amplitude code.
- ▶ Future: support for more amplitude analysis frameworks.
- ▶ **Help needed:** If you develop amplitude analysis frameworks please get into contact, so we may be able to build a parser together!



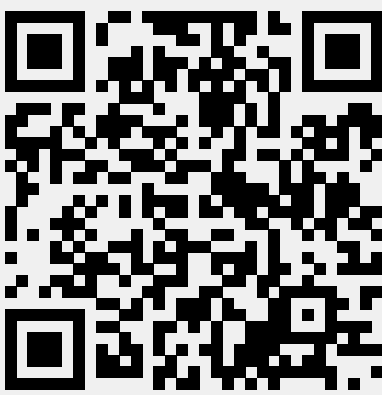
Architecture



Outlook

- ▶ Extend support to additional PWA frameworks.
- ▶ Smart resonance suggestion system.

Live Demo



Try out the Prototype!



Add your own parser!