O'Mega & WHIZARD: Monte Carlo Event Generator Generation For Future Colliders

Thorsten Ohl
— TU Darmstadt —
⟨ohl@hep.tu-darmstadt.de⟩

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∘ High Energy Precision Physics ∘ Computer Aided Calculations

2 O'Mega 5

∘ Perturbative Complexity ∘ DAGs & POWs ∘ Algorithm ∘ Architecture

∘ First Results ∘ Outlook

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∘ VAMP ∘ Phase Space ∘ Component Architecture ∘ Example:

$e^-e^+ \to \nu_e\bar{\nu}_e b\bar{b}$

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The Linear Collider as New Frontier:

- final states with many tagged weakly interacting particles accessible
- *(in the absence of low energy SUSY:)* physics beyond the standard model may only be accessible in precision tests of standard model processes

∴ we will need reliable predictions and simulation tools to unleash the full potential of the Linear Collider

- complete (gauge invariant!) calculations, including irreducible backgrounds
- polarization must be included

☹ qualitatively more complicated than at LEP1

- the number of Feynman diagrams explodes combinatorially
- the algebraic expressions grow much more complicated with the growing number of building blocks (independent momenta and polarizations)
- the phase space also becomes much more intricate

∵ even if we had enough graduate students and postdocs, we should not waste them on repetitive “assembly line” calculations

∴ formalize the calculations so that the repetitive part can be delegated to patient computers. Ideally:

$$\left\{\begin{array}{r}\text{Lagrangian, parameters}\\ \text{final state, cuts}\end{array}\right\} \Longrightarrow \text{efficient unweighted event generator}$$

☺ partial solutions exist (CompHEP, Grace, and HELAC), recent progress

- fast and complete tree level calculations for arbitrary models: O'Mega (T. O. et al.)
- adaptive phase space generation for many particles: WHIZARD (Wolfgang Kilian), [using VAMP (T. O.)]

☹ some essential parts will need a lot more work

- loops for many particles

∵ complete one-loop calculations for $2 \to 4$ are the limit of our capabilities

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The number of tree Feynman diagrams w/ n legs in vanilla ϕ^3-theory is

$$F(n) = (2n-5)!! = (2n-5)\cdot(2n-7)\cdot\ldots\cdot 3\cdot 1$$

n	$F(n)$	$P(n)$
4	3	3
5	15	10
6	105	25
7	945	56
8	10395	119
9	135135	246
10	2027025	501
11	34459425	1012
12	654729075	2035

☹ computational costs grow beyond all reasonable limits

☹ gauge theory cancellations cause loss of precision

Number of independent momenta

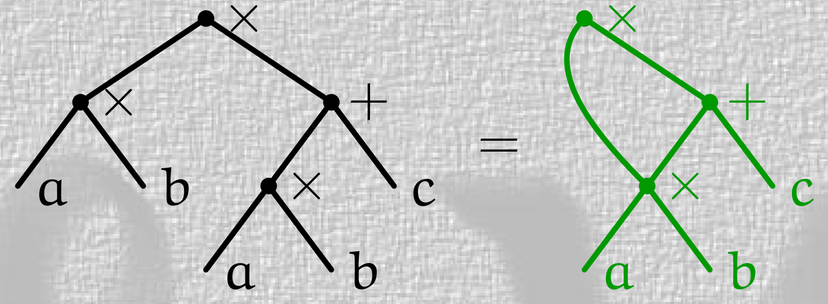
$$P(n) = \frac{2^n - 2}{2} - n = 2^{n-1} - n - 1$$

$\therefore$ Feynman diagrams extremely redundant for many particles in the final state!

☹ terms much too large to expect any help from common subexpression elimination by optimizing compilers that don't understand any physics!

Directed Acyclical Graphs (DAGs) are a more efficient representation for arithmetical expressions than the equivalent trees. E. g.:

$ab(ab + c) =$

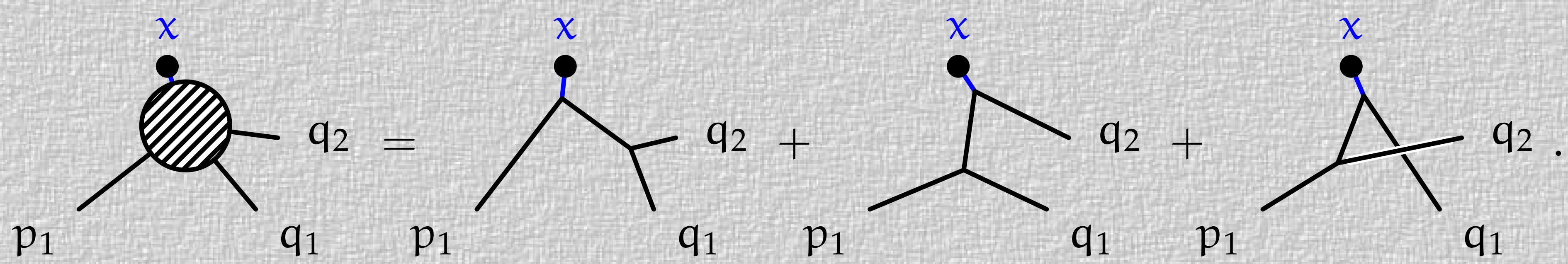


- partial order *"depends on"* prohibits cycles

One particle off-shell wave functions (1POWs) are obtained from Greensfunctions by applying the LSZ reduction formula to all but one line:

$$W(x; p_1, \ldots, p_n; q_1, \ldots, q_m) = \langle \phi(q_1), \ldots, \phi(q_m); \text{out} | \Phi(x) | \phi(p_1), \ldots, \phi(p_n); \text{in} \rangle \, .$$

E. g. $\langle \phi(q_1), \phi(q_2); \text{out} | \Phi(x) | \phi(p_1); \text{in} \rangle$ in unflavored scalar ϕ^3-theory at tree level



- the set of tree level 1POWs forms a DAG and can be constructed recursively
- Theorem: all tree level scattering amplitudes can be represented by combinations of 1POWs (correct combinations are termed keystones)

Grow: starting from the external particles, build the tower of all 1POWs up to a given height (the height is always less than the number of external lines) and translate it to the equivalent DAG D.

Select: from D, determine all possible flavored keystones for the process under consideration and the 1POWs appearing in them.

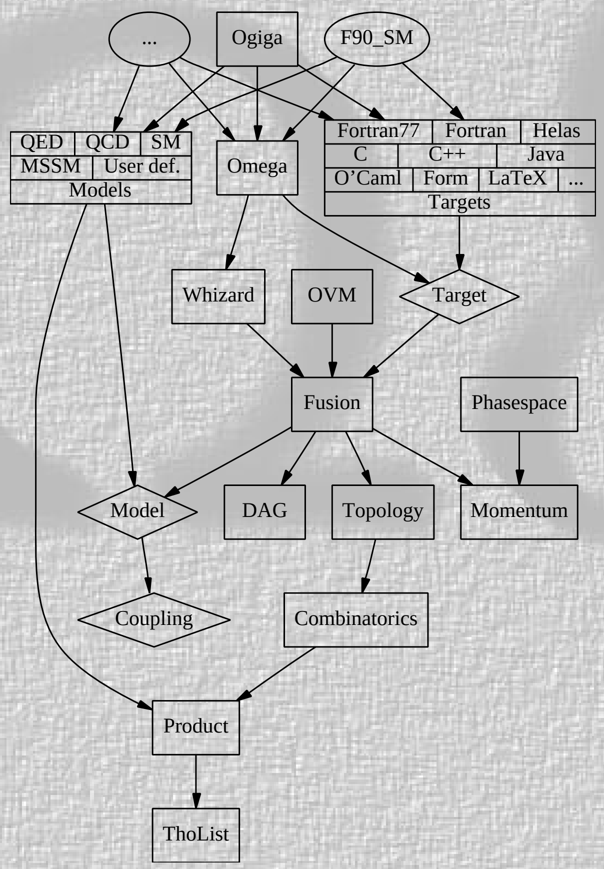
Harvest: construct a sub-DAG $\mathrm{D}^* \subseteq \mathrm{D}$ consisting only of nodes that contribute to the 1POWs appearing in the flavored keystones.

Calculate: multiply the 1POWs as specified by the keystones and sum the keystones.

☺ the resulting DAG contains no more redundancies

☺ the symbolic algorithm contains the numerical methods of Alpha (Caravaglios/Moretti) and HELAC (Kanaki/Papadopoulos) as special cases.

Matrix element compiler O'Mega implemented in Objective Caml (INRIA, France). Its module system supports a flexible architecture with functors building applications from independent modules



The module `Targets` contains implementations of the signature `Target` for each target language and the module `Models` contains implementations of `Model` for each (class of) physics models. E. g. the application writing Fortran95 for the standard model is

```
module O = Omega.Make
             (Fusion.Binary)
             (Targets.Fortran)
             (Models.SM)
let _ = O.main ()
```

- any volunteers for Java and C++ targets?

First Results

Radiative corrections to four fermion production (standard model, unitarity gauge):

process	Diagrams		O'Mega	
$e^+e^- \to$	#	vertices	#prop.	vertices
$e^+\bar{\nu}_e d\bar{u}$	20	80	14	44
$e^+\bar{\nu}_e d\bar{u}\gamma$	146	730	36	151
$e^+\bar{\nu}_e d\bar{u}\gamma\gamma$	1112	6672	94	468
$e^+\bar{\nu}_e d\bar{u}\gamma\gamma\gamma$	12420	86940	168	1246
$e^+\bar{\nu}_e d\bar{u}\gamma\gamma\gamma\gamma$	138816	1110528	344	3746

- O'Mega amplitudes for up to 7 particles ("$2 \to 5$") tested against MADGRAPH

☺ agreement for random momenta always better than 10^{-11}

First realistic application

- simulation of six fermion final states in W^+W^- scattering for the TESLA Technical Design Report, using WHIZARD by Wolfgang Kilian as unweighted event generator.

Get it from `http://www.ikp.physik.tu-darmstadt.de/~ohl/omega/`.

- QCD
  - up to two colored particles are already handled
  - factorization for many-jet final states?
- Supersymmetry and MSSM
  - ☺ Jürgen Reuter (Darmstadt) has added unified support for Dirac and Majorana fermions using the Feynman rules of Ansgar Denner et al.
- O'Mega Virtual Machine
  - ∵ most time is spent in non-trivial vertex evaluations for vectors and spinors, that take $\mathrm{O}(10)$ complex multiplications
  - ∴ virtual vertex evaluation machines can challenge native code and avoid compilations
- O'Giga: O'Mega Graphical Interface for Generation and Analysis
- O'Tera: O'Mega Tool for Evaluating Renormalized Amplitudes

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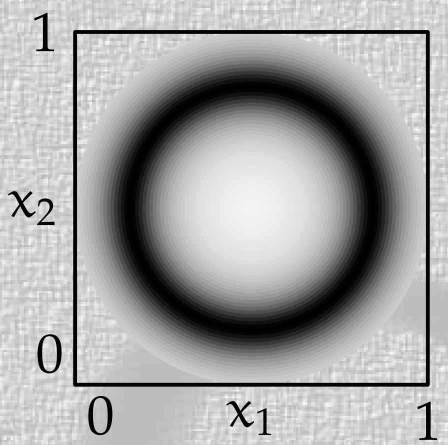
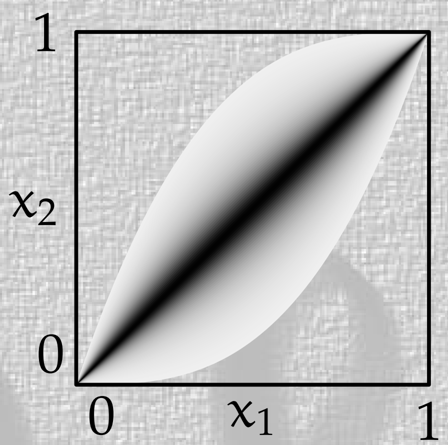
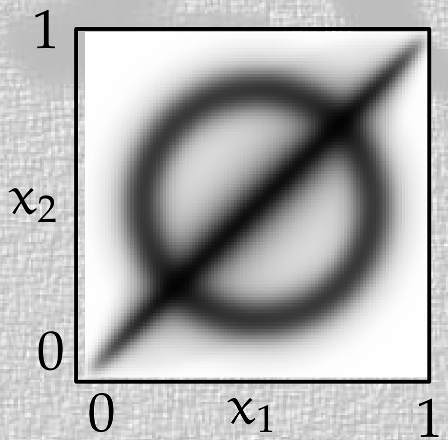
VEGAS' factorized ansatz can deal with





separately after appropriate mapping.

fails for overlapping singularities



which is the common case (if more than one diagram contributes)

$\therefore$ adaptive multichannel approach

$$I(f) = \int_M d\mu(p)\, f(p)$$

$$I(f) = \sum_{i=1}^{N_c} \alpha_i \int_0^1 g_i(x) d^n x \, \frac{f(\phi_i(x))}{g(\phi_i(x))}$$

with

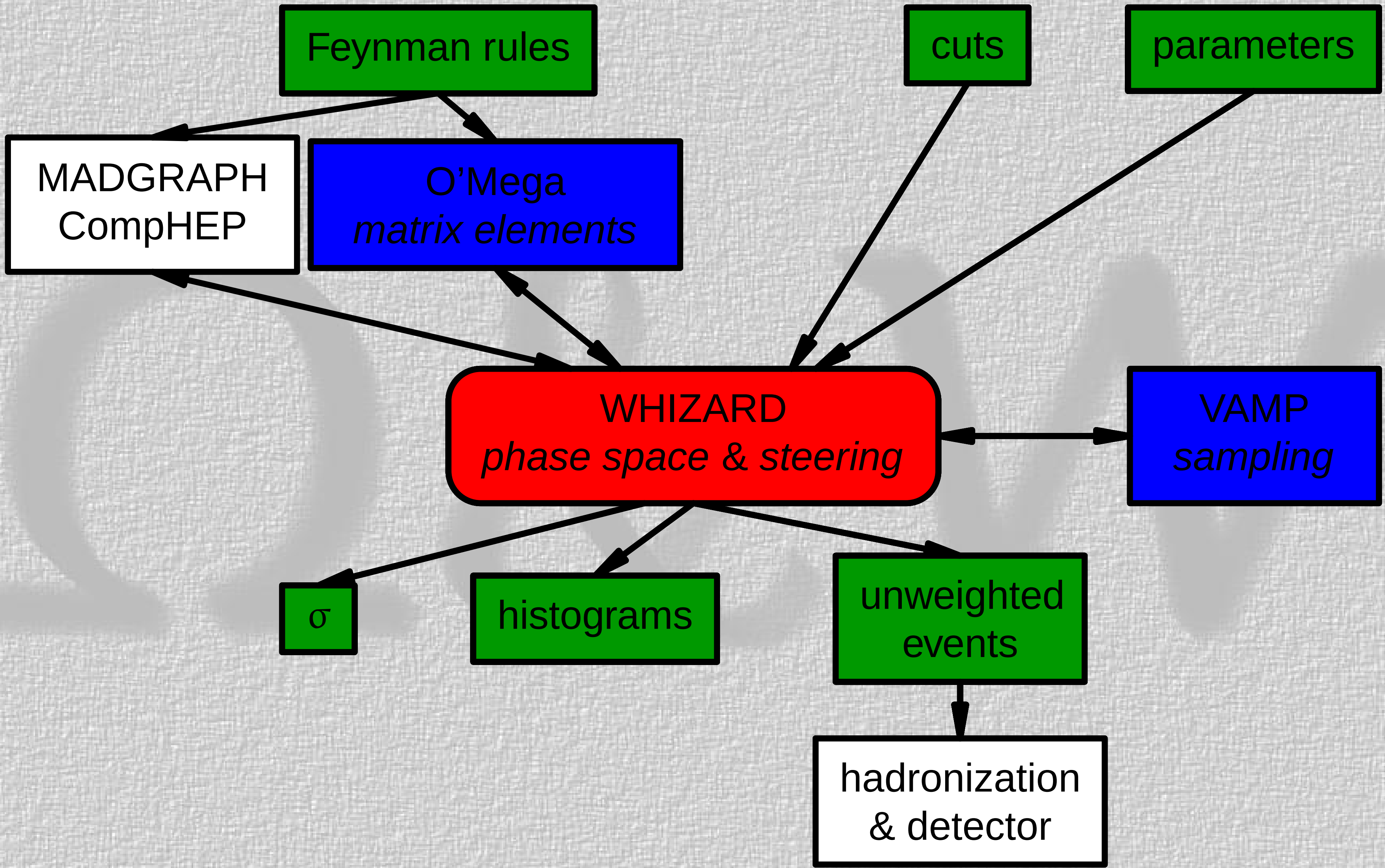
$$g = \sum_{i=1}^{N_c} \alpha_i \cdot (g_i \circ \phi_i^{-1}) \left| \frac{\partial \phi_i^{-1}}{\partial p} \right|$$

works with factorized g_i adapted by VEGAS and α_i adapted by variance reduction.

- in general, $g \circ \phi_i$ does not factorize, even if all g_i factorize.
  - $\pi_{ij} = \phi_j^{-1} \circ \phi_i$: coordinate transformations among coordinate systems in which different singularities factorize.
- pure geometry: economical studies of dependence on cuts and parameters
  - $\because$ π_{ij} universal and are calculated automatically by WHIZARD
  - $\therefore$ VEGAS can optimize the g_i for each set of parameters and cuts

However:

- $\because$ singularity structure determined by Feynman diagrams
- naive application brings the combinatorial explosion in through the back door!
- $\therefore$ WHIZARD selects the important channels
  - s-channel resonances
  - $1/t$-poles for massless particles


Feynman rules
cuts
parameters
MADGRAPH
CompHEP
O'Mega
matrix elements
WHIZARD
phase space & steering
VAMP
sampling
σ
histograms
unweighted
events
hadronization
& detector

WHIZARD uses matrix elements from

O'Mega: polarized scattering of many weakly interacting particles, including unstable vector bosons and including (some) deviations from the standard model

MADGRAPH: polarized scattering of colored particles without gauge invariance problems from intermediate vector boson widths

CompHEP: faster for unpolarized scattering of few (possibly colored) particles

Usage:

Process file:

```
ID      In     Out            Method
zh      e1,E1  Z,H            chep
zww     e1,E1  Z,W+,W-        chep
nnbb    e1,E1  n1,N1,b,B      mad
nnucsd  e1,E1  n1,N1,u,C,s,D  omega
```

Compile: `Makefile` performs all necessary steps

- 21 diagrams in 4 groves (gauge invariant subsets): Higgsstrahlung (5), WW-fusion (10), ZZ (4), Z-FSR (2)
- Higgs signal topologies: sss and stt
- background topologies: sss, sst, stt, and ttt

Event generation at $\sqrt{s} = 350\,\text{GeV}$ for $m_H = 120\,\text{GeV}$.

- In the first pair of steps, VAMP's VEGAS-grids are adapted with fixed relative weights of the channels
- WHIZARD summarizes VAMP's diagnostics

```
! It      Calls   Integral[fb]  Error[fb]  Err[%] Err/Exp Eff[%]   Chi2
!--------------------------------------------------------------------------
! Adapting (fixed weights):  Generating 2 samples of 10000 events ...
   2       20000  5.7019717E+01  1.58E+00    2.76    3.91*  2.31    0.31
```

☺ efficiency not terrible . . .

☹ . . . `Err/Exp` too large

- In the following steps, the relative weights of the channels are allowed to vary

```
! It      Calls   Integral[fb]  Error[fb]  Err[%] Err/Exp Eff[%]   Chi2
!-------------------------------------------------------------------------
! Adapting (var. weights):  Generating 8 samples of 10000 events ...
   3       10000  5.5642224E+01  1.23E+00    2.21     2.21*   7.58
   4       10000  5.9028368E+01  1.06E+00    1.80     1.80*   7.51
   5       10000  5.8586436E+01  8.34E-01    1.42     1.42*   9.82
   6       10000  5.8997829E+01  6.89E-01    1.17     1.17*  12.18
   7       10000  5.8626448E+01  1.04E+00    1.78     1.78   10.78
   8       10000  5.7737567E+01  5.12E-01    0.89     0.89*  17.50
   9       10000  5.7693393E+01  4.75E-01    0.82     0.82*  19.50
  10       10000  5.8216141E+01  5.42E-01    0.93     0.93   14.60
```

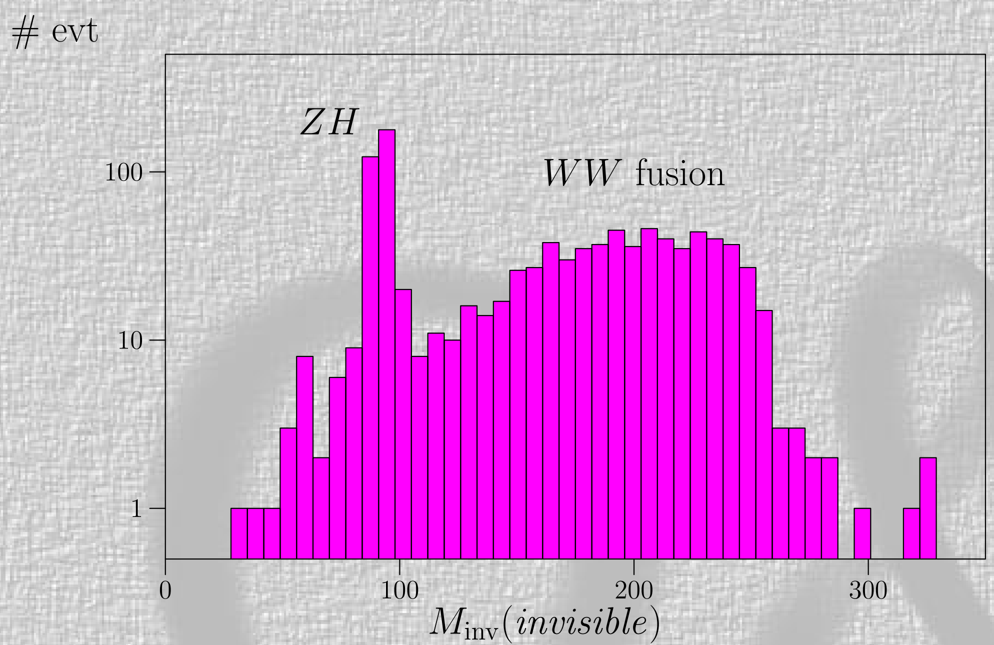
☺ significantly larger efficiency and very good Err/Exp

- Finally generate some events

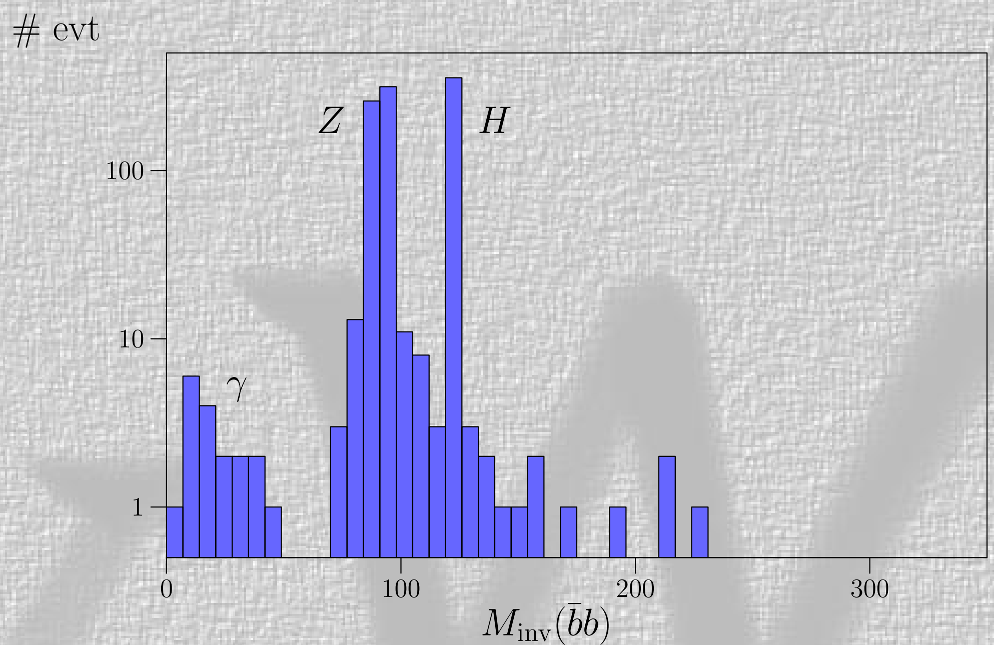
```
! Integrating (fixed w.):  Generating 2 samples of 10000 events ...
  12       20000  5.8910540E+01  4.25E-01    0.72     1.02   11.64     0.05
```

☺ 15 min for adaptation, 10 min for 10,000 unweighted events on a Pentium II 233 MHz.

missing mass



invariant $b\bar{b}$-mass



Observations:

- adaption typically takes a bit longer than event generation
- adapted grids and weights can be saved and reloaded if the cuts and parameters are changed only slightly

WHIZARD will be available from `http://www-ttp.physik.uni-karlsruhe.de/~kilian/whizard/` soon.

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- make O’Mega more complete (QCD, MSSM)
- add better interaction of O’Mega and WHIZARD to avoid redundancies
  - O’Mega purely symbolical: values of masses, couplings, energies and cuts still unspecified
  - ∴ channel selection has to be done in WHIZARD
- create generic interface to JETSET and friends (non-trivial physics!)
- efficient incoherent jet-like sums, avoiding combinatorial explosion
- loops (holy grail)
  - effective actions in O’Mega
  - ☹ straightforward, but tedious
  - numerical approach
  - ☹ hard problem, others have failed
  - ☺ challenge!