

Some new algorithms for Monte-Carlo event generators

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MMCP-2024

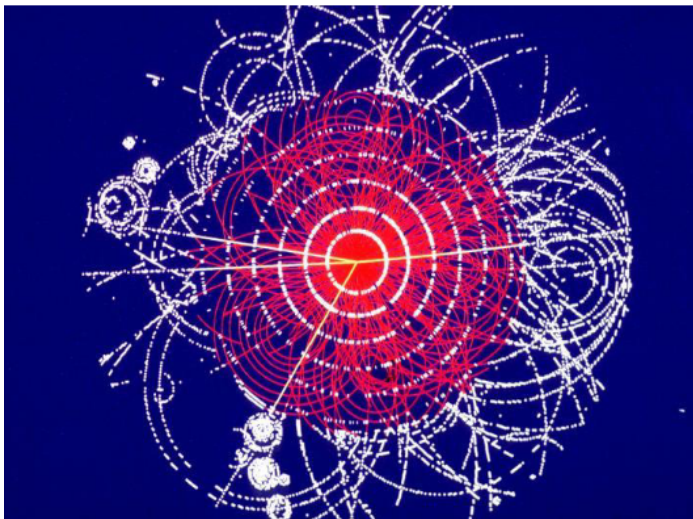
Outline

The background of the slide is a detailed, hand-drawn celestial globe. It features a grid of latitude and longitude lines, with various handwritten labels in a cursive script. The globe is oriented with the North Pole at the top. The text includes names of celestial bodies and regions, such as 'Mars', 'Jupiter', 'Saturnus', 'Mercurius', 'Veneris', 'Telluris', 'Luna', 'Sol', 'Mars', 'Jupiter', 'Saturnus', 'Mercurius', 'Veneris', 'Telluris', 'Luna', 'Sol'. The drawing is intricate, showing the curvature of the globe and the placement of these labels.

- Motivation
- Generator vs. Integrator
- Adaptive “foam”
- Smooth functions
- Conclusion and plans

Motivation

Collider experiments



Generators vs. Integrators

Integration with MC

$$I = \int_a^b f(x)dx = (b-a)\langle f \rangle, \quad \langle f \rangle \approx \frac{1}{N} \sum_{i=1}^N f(\xi_i), \quad \xi_i \in [a, b]$$

error estimation $\delta I \approx \sqrt{\frac{D[f]}{N}}$, with dispersion $D[f] = \langle f^2 \rangle - \langle f \rangle^2$

Generation of events

$$I = \int_a^b f(x)dx = \int_a^b \int_0^{f_{max}} \theta[y < f(x)] dx dy \approx \frac{1}{N} \sum_{i=1}^N \theta[f(\xi_i) < \eta_i] = \frac{N_{acc}}{N}, \quad \begin{array}{l} \xi_i \in [a, b], \\ \eta_i \in [0, f_{max}] \end{array}$$

Additional task: to find f_{max} global on $[a, b]$.

Real world conditions

Integrand properties

- Matrix element squared is positive and analytic function
- Experimental cuts make integrand piecewise analytic
- Typical singularities are poles and branch-points outside of integration contour

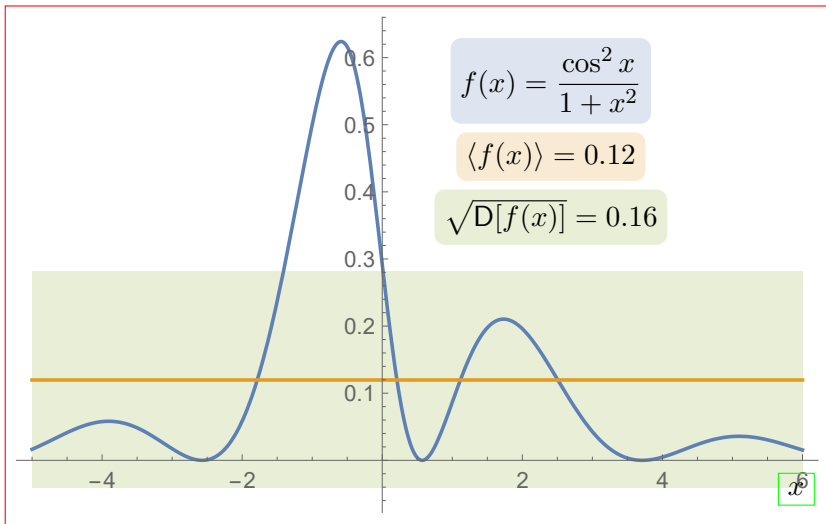
Typical dimensions

- Born-level integral is from 1- to 3-dimensional for $2 \rightarrow 2$ processes.
- Each additional particle increases dimension by 3.
- Markov Chain Parton showers allow variable-dimension events

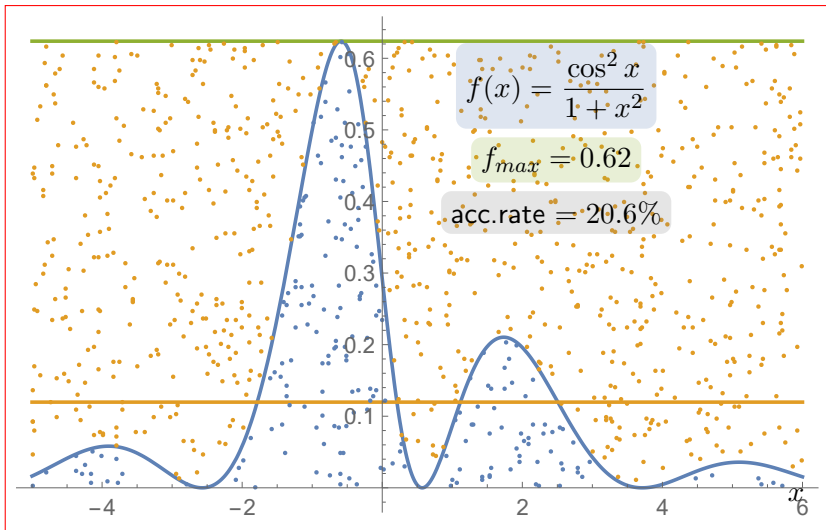


Interval arithmetic approach

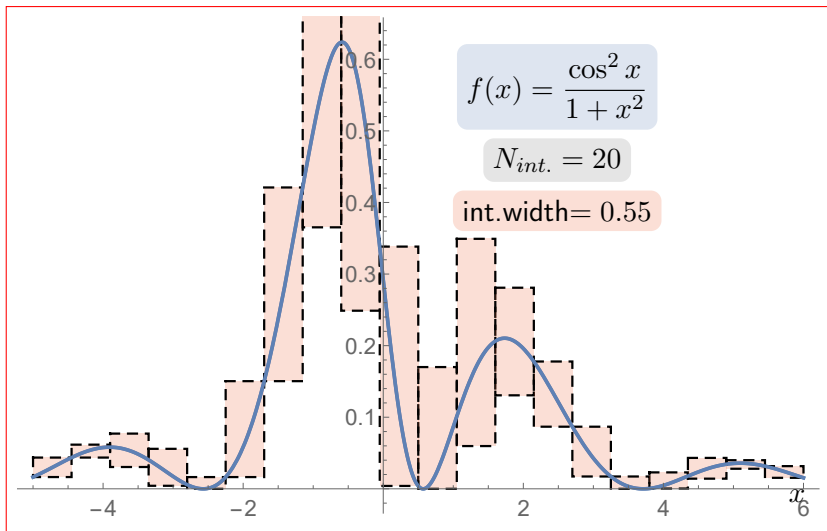
1D example



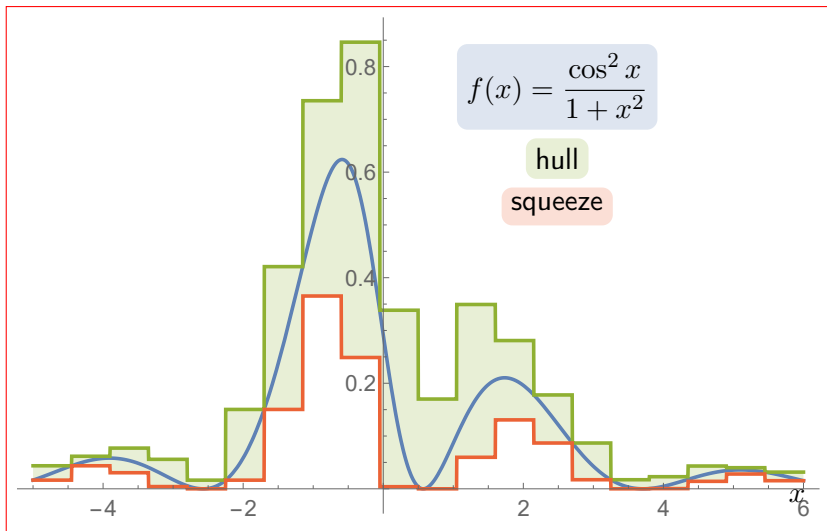
1D example



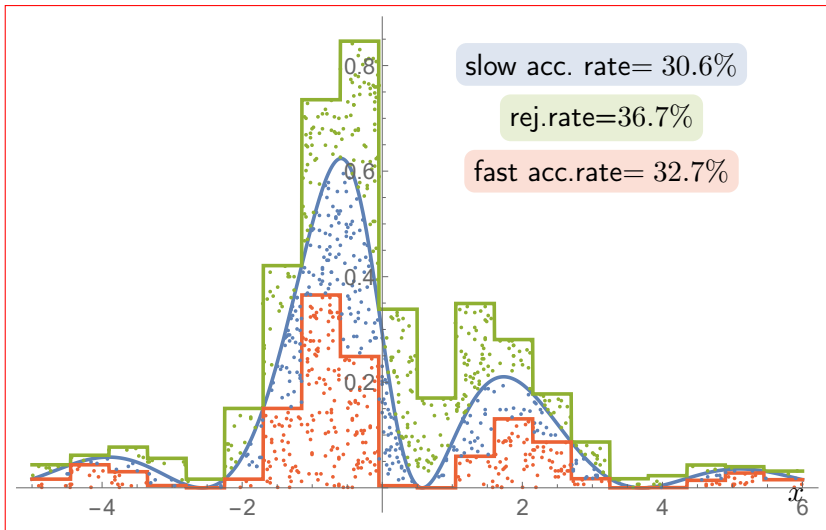
1D example

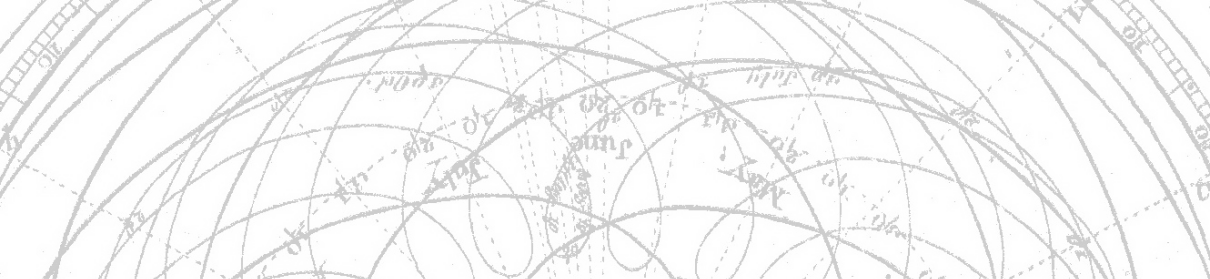


1D example

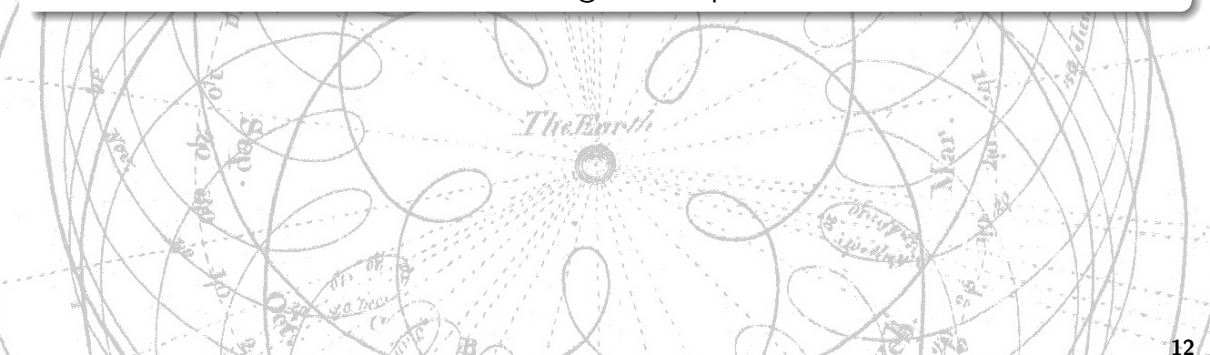


1D example

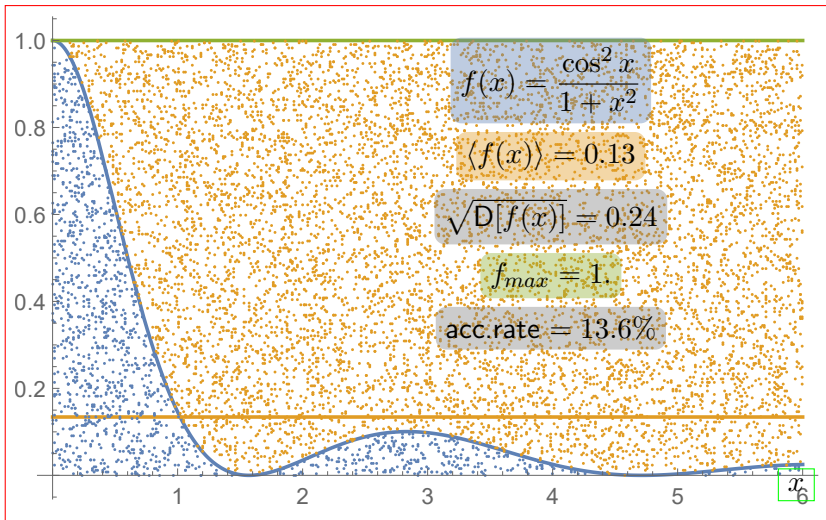




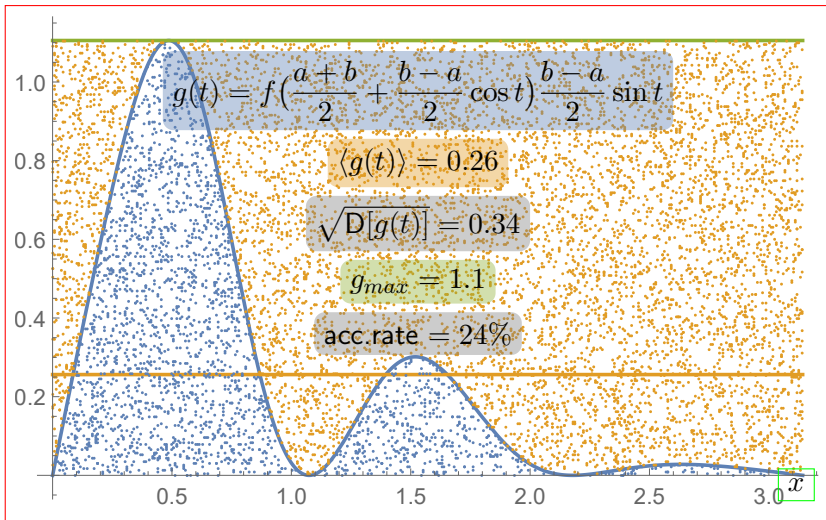
Mirroring technique



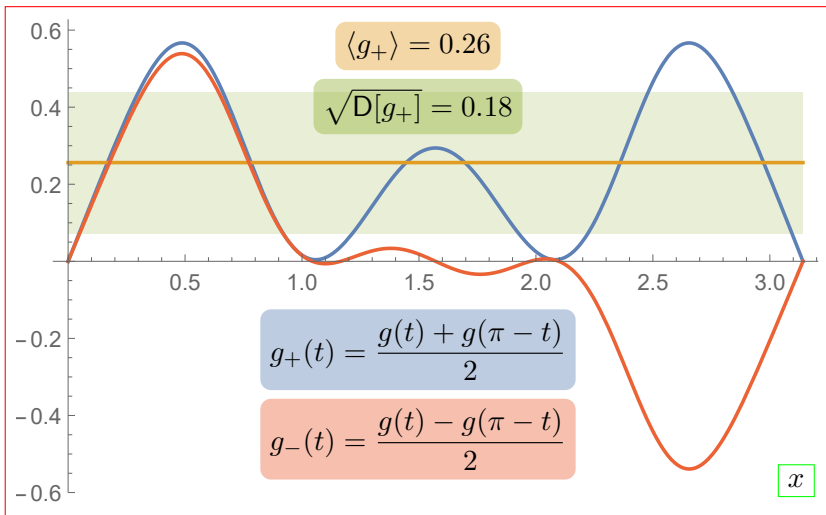
1D example



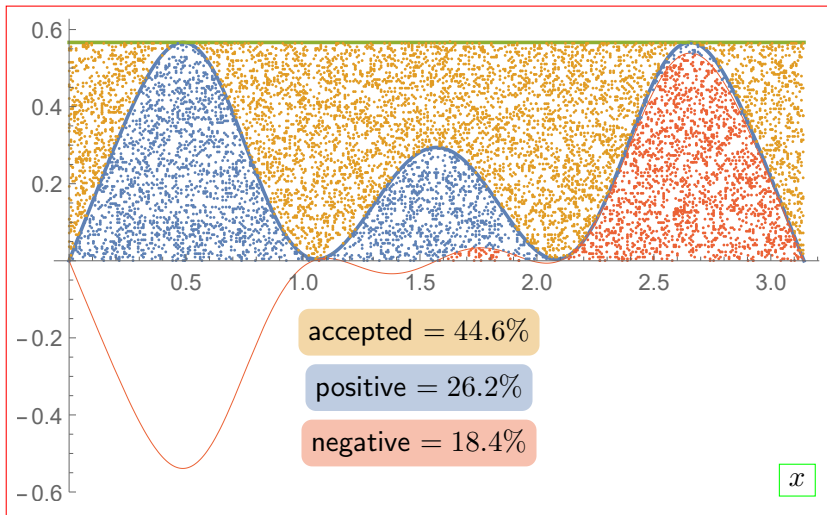
Chebyshev change of variable



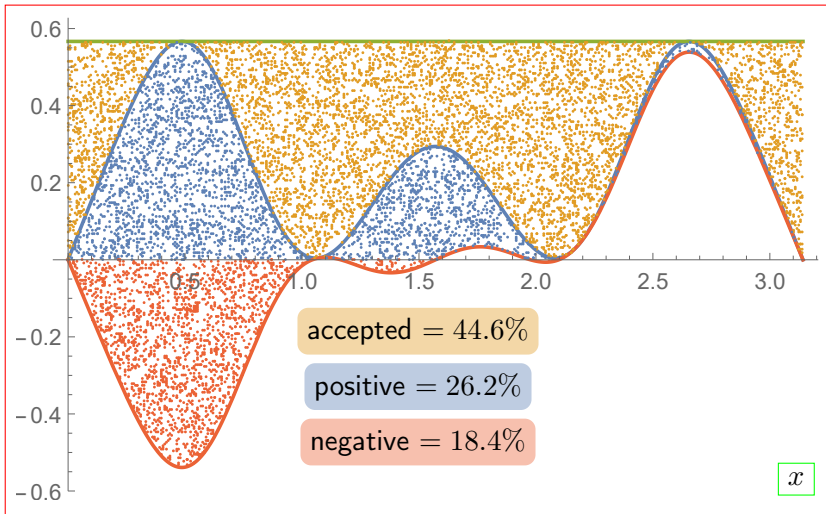
Symmetric and antisymmetric parts



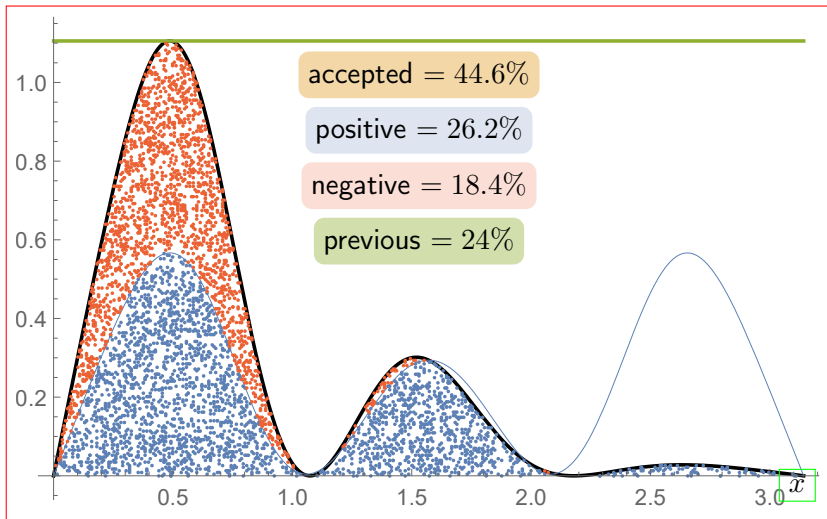
Symmetric and antisymmetric parts (sampling)



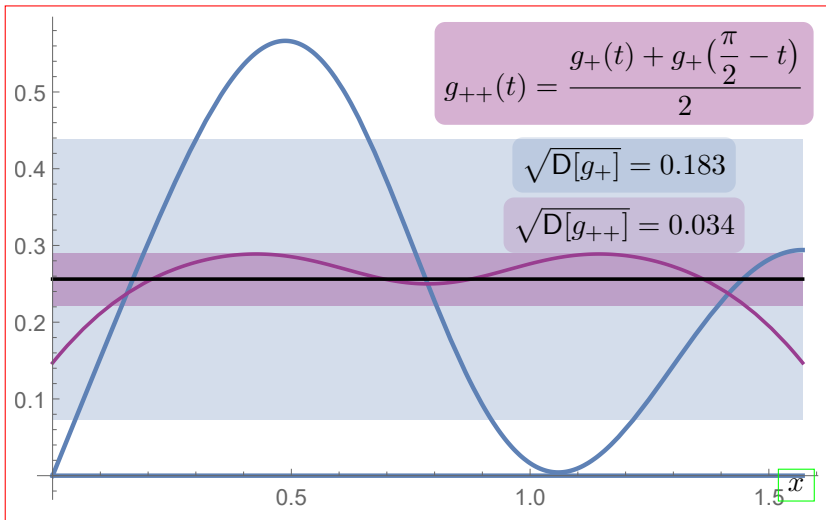
Symmetric and antisymmetric parts (mirroring)



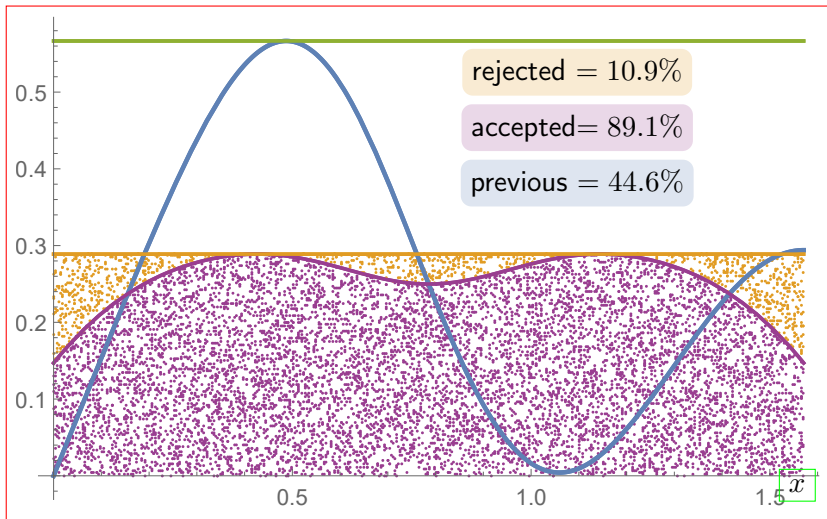
Symmetric and antisymmetric parts (mirroring)



Symmetrize once more



Symmetrize once more (generate)



Fourier expansion

$$g(t) = \frac{a_0}{2} + a_1 \cos t + a_2 \cos 2t + a_3 \cos 3t + a_4 \cos 4t + a_5 \cos 5t + \dots,$$

Symmetrization

$$g_+(t) \equiv \frac{g(t) + g(\pi - t)}{2} = \frac{a_0}{2} + a_2 \cos 2t + a_4 \cos 4t + a_6 \cos 6t + \dots,$$

$$g_{++}(t) \equiv \frac{g_+(t) + g_+(\frac{\pi}{2} - t)}{2} = \frac{a_0}{2} + a_4 \cos 4t + a_8 \cos 8t + a_{12} \cos 12t + \dots,$$

Hadamard transform

$$g_{++}(t) = g(t) + g_1(t) + g_2(t) + g_3(t),$$

$$g_{+-}(t) = g(t) + g_1(t) - g_2(t) - g_3(t),$$

$$g_{-+}(t) = g(t) - g_1(t) + g_2(t) - g_3(t),$$

$$g_{--}(t) = g(t) - g_1(t) - g_2(t) + g_3(t)$$

with

$$g_1(t) = g(\pi - t)/4$$

$$g_2(t) = g\left(\frac{\pi}{2} - t\right)/4$$

$$g_3(t) = g\left(\frac{\pi}{2} + t\right)/4$$

Conclusion

- Interval arithmetics allows construction of efficient MC generator resolving *global maximum* problem.
- Adaptive algorithms based on interval arithmetic can be build
- Smoothness properties of integrand can be benefited by with Hadamar symmetrization.

The research is supported by grant of the Russian Science Foundation (project No. 22-12-00021)