Markovian (constrained) Monte Carlo Evolution DESY-H, June 04

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The long standing problem • Markovian MC implementing the QCD/QED evolution equations is basic ingredient in all parton shower type MCs

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 Is it possible to invent an efficient MC algorithm for constrained Markovian based on *internal* MC solutions of the evolution eqs?

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Multicomponent evolution equation

$$\frac{\partial}{\partial t}D_k(t,x) = \sum_j \int_x^1 \frac{dz}{z} P_{kj}(z) \frac{\alpha_S(t,z)}{\pi} D_j\left(t,\frac{x}{z}\right)$$

Indices *i* and *k* denote gluon or quark, Evolution *time* is $t = \ln(Q)$.

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 $f(\cdot) \otimes g(\cdot)(x) \equiv \int dx_1 dx_2 \delta(x - x_1 x_2) f(x_1) g(x_2)$

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Monte Carlo solution of Evolution Equation

$$\frac{\partial}{\partial t}D_k(t,x) = \sum_j \mathcal{P}_{kj}(t,\cdot) \otimes D_j(t,\cdot)$$

Differential equation \longrightarrow integral equation:

$$e^{\Phi_k(t,t_0)}D_k(t,x) = D_k(t_0,x) + \int_{t_0}^t dt_1 e^{-\Phi_k(t_1,t_0)} \sum_j \mathcal{P}^{\Theta}_{kj}(t_1,\cdot) \otimes D_j(t_1,\cdot)(x)$$

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where IR regulator is introduced

$$\mathcal{P}_{kj}(t,z) = -\mathcal{P}_{kk}^{\delta}(\epsilon(t))\delta_{kj}\delta(1-z) + \mathcal{P}_{kj}^{\Theta}(t,z)\Theta(1-z-\epsilon)$$

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and the Sudakov formfactor appears

$$\Phi_k(t,t_0) = \int_{t_0}^t dt' \ \mathfrak{P}_{kk}^{\delta}(\epsilon(t'))$$

Iterative multi-integral solution

$$\begin{aligned} D_{K}(t,x) &= e^{-\Phi_{K}(t,t_{0})} D_{K}(t_{0},x) \\ &+ \sum_{n=1}^{\infty} \sum_{K_{0}...K_{n-1}} \prod_{i=1}^{n} \left[\int_{t_{0}}^{t} dt_{i} \ \Theta(t_{i} - t_{i-1}) \int_{0}^{1} dz_{i} \right] \\ &\times e^{-\Phi_{K}(t,t_{n})} \int_{0}^{1} dx_{0} \prod_{i=1}^{n} \left[\mathcal{P}_{K_{i}K_{i-1}}^{\Theta}(t_{i},z_{i}) e^{-\Phi_{K_{i-1}}(t_{i},t_{i-1})} \right] \\ &\times D_{K_{0}}(t_{0},x_{0}) \delta(x - x_{0} \prod_{i=1}^{n} z_{i}), \end{aligned}$$

where $K_n \equiv K$. Many options for the MC implementation. Generally they can be Markovian OR non-Markovian.

Iterative multi-integral solution

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where $K_n \equiv K$. Many options for the MC implementation. Generally they can be Markovian OR non-Markovian. Solution for energy parton distributions xD(x) more convenient! Why? Kernels obey sum rules: $\sum_X \int dz \ z \mathcal{P}_{XK}(z) = 1$.

Master equation for Markovian solution

 \mathcal{X}

$$D_{K}(\tau, x) = \int_{\tau_{1} > t} d\tau_{1} dz_{1} \sum_{K_{1}} \bar{\omega}(\tau_{1}, x_{1}, K_{1} | \tau_{0}, x_{0}, K) \quad x D_{K}(\tau_{0}, x)$$

$$+ \sum_{n=1}^{\infty} \int_{0}^{1} dx_{0} \int_{\tau_{n+1} > \tau} d\tau_{n+1} dz_{n+1} \sum_{K_{n+1}} \sum_{K_{0} \dots K_{n-1}} \prod_{i=1}^{n} \int_{\tau_{i} < \tau}^{t} d\tau_{i} dz_{i}$$

$$\times \bar{\omega}(\tau_{n+1}, x_{n+1}, K_{n+1} | \tau_{n}, x_{n}, K_{n}) \quad \leftarrow \text{ spillover}$$

$$\times \prod_{i=1}^{n} \bar{\omega}(\tau_{i}, x_{i}, K_{i} | \tau_{i-1}, x_{i-1}, K_{i-1}) \quad \leftarrow \text{ normal step}$$

$$\times \delta(x - x_{0} \prod_{i=1}^{n} z_{i}) x_{0} D_{K_{0}}(\tau_{0}, x_{0}) \bar{w}_{P} \bar{w}_{\Delta} \quad \leftarrow \text{ MCweight}$$

Tests: Proton \rightarrow **gluon**



Upper plot shows gluon distribution $xD_G(x,Q_i)$ evolved from $Q_0 = 1 \text{GeV}$ to $Q_i = 10, 100, 100 \text{GeV}$ obtained from QCDnum16 and EvolMC1, while lower plot shows their ratio. The horizontal axis is $\log_{10}(x).$ Starting distribution is complete proton at Q = 1GeV.

Tests: Proton \rightarrow **quarks**



Upper plot shows quark singlet distribution $xD_G(x,Q_i)$ evolved from $Q_0 = 1$ GeV to $Q_i = 10, 100, 100 \text{GeV}$ obtained from QCDnum16 and EvolMC1, while lower plot shows their ratio. horizontal axis is The $\log_{10}(x)$. Starting distribution is complete proton at Q = 1GeV.

Proton composition at 1**GeV**

This is what we took for the introductory exercise:

 $\begin{aligned} xD_G(x) &= 1.9083594473 \cdot x^{-0.2}(1-x)^{5.0}, \\ xD_q(x) &= 0.5 \cdot xD_{\text{sea}}(x) + xD_{2u}(x), \\ xD_{\bar{q}}(x) &= 0.5 \cdot xD_{\text{sea}}(x) + xD_d(x), \\ xD_{\text{sea}}(x) &= 0.6733449216 \cdot x^{-0.2}(1-x)^{7.0}, \\ xD_{2u}(x) &= 2.1875000000 \cdot x^{0.5}(1-x)^{3.0}, \\ xD_d(x) &= 1.2304687500 \cdot x^{0.5}(1-x)^{4.0}, \end{aligned}$

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Recently, 1-st prototype of the efficient constrained Markovian MC (solution IIB) prototyped.

Constrained Solutions class I and II



Prototype IIB



Replace $D(x_0) \to 1/x_0 = x \prod \frac{1}{z_i}$. Compensated by MC weight. Must generate $P(z_i) = 2C_A(\frac{1}{z_i} + \frac{1}{1-z_i})$ with the constraint $\prod_i z_i \ge x$. Not so trivial! Solution by the multibranching method:





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Contributions 1/z and 1/(1-z) are combined and resummed separately. Worst-case scenario (pure gluon bremsstrahlung) is now prototyped and tested.

Important: First, for two branches the ordered *t*'s are generated separately and independently in the entire *t*-range!



Next, (t_i, z_i) are *relabelled* according to a <u>common</u> ordering in t. Only after such a relabelling x's are constructed: $x_i = \prod_{j=0}^i z_j$.

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- Recently, 1-st prototype of the efficient *constrained Markovian MC* (solution IIB) prototyped.
- It agrees with the Markovian EvolMC to within 0.2%

Testing prototype IIB



Comparison of IIB solution with the Markovian MC EvolMC for pure gluonstrahlung. Two solutions and the ratio (lower plot). Agreement to within 0.2%

k_T -dependent PDFs can also be obtained!

Use the CCFM equation in "1-loop approximation"

 $f(x, Q_t, q_0) = f_0(x, Q_t)$

 $+ \int_{q_{min}}^{q_0} \frac{d^2 \vec{q}}{\pi q^2} \frac{\alpha_S(q^2)}{2\pi} \int_{x}^{1} \frac{dz}{z} z P(z) f\left(\frac{x}{z}, |\vec{Q_t} + (1-z)\vec{q}|, q\right)$

$$= f_0(x, Q_t) + \sum_{n=1}^{n} \int_0^1 dz_0 \delta\left(x - \prod_{i=0}^n z_i\right)$$

$$\times \left[\prod_{i=1}^n \int_{q_{min}}^{q_{i-1}} \frac{d^2 \vec{q_i}}{\pi q_i^2} \frac{\alpha_S(q_i^2)}{2\pi} \int_0^1 dz_i z_i P(z_i)\right] f_0\left(z_0, |\vec{Q_t} + \sum_{i=1}^n (1 - z_i)\vec{q_i}|\right)$$

Integrated over d^2Q_t this equation turns into ordinary GLAP with $xD(x,q_0) \equiv \int d^2\vec{Q_t}f(x,Q_t,q_0)$

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 $\vec{Q}_t = -\sum_{i=1}^n (1 - z_i)\vec{q}_i$, the "CCFM in 1-loop approx."

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Short-term prospects

- More testing of IIB.
- Including p_T and CCFM in the game.
- Implementing transitions Q → G and G → Q (at least 2 methods found)
- Implementing NLL kernels (looks rather trivial)

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• Bottom line: NEW AVENUES are opened in the construction of the ISR PARTON SHOWER type MCs