



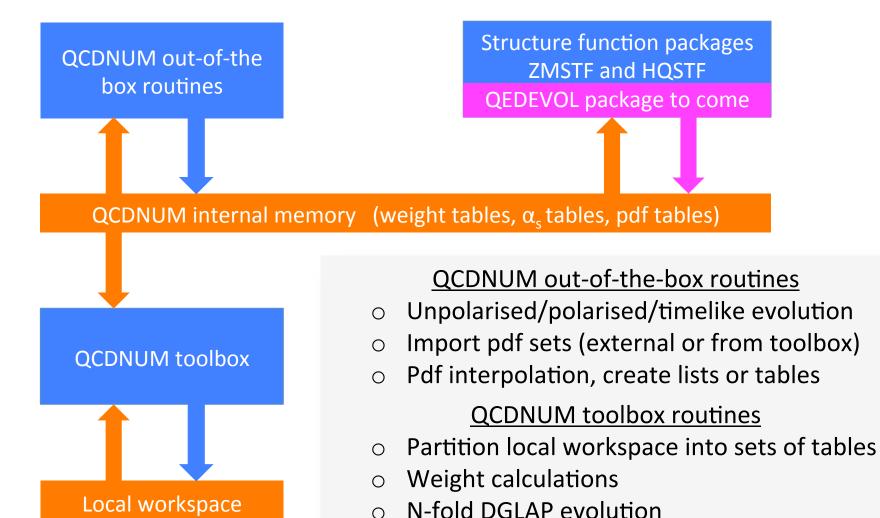
QCDNUM Status and Plans

Michiel Botje Nikhef, Amsterdam

xFitter users meeting

Oxford March 21, 2017

QCDNUM Program Structure



Convolution tools, fast convolution engine

Is QCDNUM fast?

- Mimic a fit by 1000 evolutions and 10⁶ F₂ and F_L calculations
 - VFNS NNLO on a 5-fold 100×60 x-Q² grid in the HERA kinematic range
 - MacBook Pro (2012) with 2.5 GHz Intel core i5 and 8 GB RAM
 - Code compiled with O3 optimisation and w/o array boundary check

10 ³ evolutions	2×10 ⁶ structure functions	total
3.7 secs	4.0 secs	7.7 secs

 Heavy quark contributions to F_{2,L} with HQSTF take about the same CPU as the light quark structure functions with ZMSTF

Yes, QCDNUM is pretty fast

QCDNUM Releases

Website
http://www.nikhef.nl/
user/h24/qcdnum

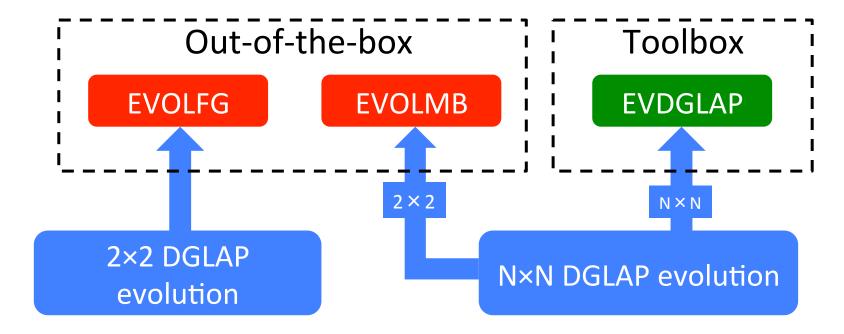
- <u>17-00/07</u>: Stable release
 - Bug fix in singlet time-like evolution (Feb 2016)

arXiv:1602.08383

- 17-01/13: Pre-release on the road to QCDNUM-18-00
 - Suite of toolbox routines for N-fold DGLAP evolution
 - Routine to copy toolbox pdf set to internal memory
 - Imported pdf sets can have pdfs beyond qluon and quarks
 - Can store pdf sets with different evolution parameters
 - QCDNUM steering with datacards
 - New very fast pdf interpolation routines
 - C++ interface (written by Valerio, not yet fully tested)
- Upcoming release 17-01/14
 - New out-of-the-box evolution routine (testversion)
 - First steps towards thread support via OpenMP

Coming soon: QCDNUM-17-01/14

• EVOLMB: new out-of-the-box evolution routine



 EVOLMB is fully backward compatible with EVOLFG and will ultimately replace it

NB: N×N refers to the dimension of the splitting function matrix for N-fold evolution

EVOLMB versus **EVOLFG**

call EVOLMB(itype,func,def,iq0,epsi)

- EVOLMB has the same argument list as EVOLFG
 - itype now allows you to select the output pdf set
 - iq0 can be anywhere within the grid or cuts



Output pdf set selection in EVOLMB

 Evolution type selection via itype allows for direct storage of evolved pdfs into any pdf set [1-24]

- Thus itype=52 stores polarised pdfs in set 5, etc.
- This provides an alternative to copying pdf set 1, 2, 3 to another set with PDFCPY

Start scale in EVOLMB

- For <u>EVOLFG</u> the VFNS start scale <u>must</u> be below the charm threshold: evolution always starts at nf = 3
- For **EVOLMB** the VFNS start scale can be anywhere inside the grid: evolution can start at nf = 3, 4, 5, 6



- This allows for evolution with intrinsic heavy flavours
- Back-evolution of a heavy pdf over the threshold:
 - Subtract the discontinuity (if any) and set the heavy quark pdf to $f(x, \mu_h)$ for all $\mu \le \mu_h$ (with option to set f to zero)
- When you start the evolution at a threshold iqh:

```
iq0 = +iqh : start with nf above the threshold
iq0 = -iqh : start with nf below the threshold
```

Thresholds in EVOLFG and EVOLMB

Scheme	nfix	Thresholds	
FFNS	3/4/5/6	No flavour thresholds	
VFNS 0		iqc	Boundary nf = 3/4
	iqb	Boundary nf = 4/5 must be iqb ≥ iqc+2	
		iqt	Boundary nf = 5/6 must be iqt ≥ iqb+2

Threshold settings in the VFNS

- EVOLFG evolution <u>must</u> start at nf = 3 so that the set of thresholds put inside the grid must always include iqc
- EVOLMB has no start point restriction so that one may put any single threshold, or any two consecutive thresholds, or all three thresholds



New in EVOLMB: thread support

- At fixed nf, the 2nf singlet and nonsinglet evolutions can in principle be run in parallel (up to 12 evolutions)
- OpenMP directives are not yet implemented but by design EVOLMB should be thread-safe (EVOLSG is not)
- Proof of principle in MickeyMouse code: fake evolution of 6 pdfs distributed over 4 threads on my MacBook

```
PDF 1 NF 6 evolved up in thread 0
PDF 2 NF 6 evolved up in thread 0
PDF 3 NF 6 evolved up in thread 1
PDF 4 NF 6 evolved up in thread 1
PDF 5 NF 6 evolved up in thread 2
PDF 6 NF 6 evolved up in thread 3
```

Might become quite a CPU saver when it all works ...

EVOLMB issues after its first release

- QCDNUM plague: spline oscillation when back-evolving
 - Presently cured by iterative back-evolution
 - No problem when back-range is small < iqc for EVOLFG
 - For EVOLMB the back-range is not restricted so that the iterative solution needs to be reviewed for large back-ranges
- QCDNUM feature: speed
 - EVOLMB is now about a factor of two slower than EVOLFG
 - Have to investigate timing & speedup of EVOLMB
- EVOLMB will replace EVOLFG when all this is resolved

To come: QEDEVOL package

- QCDNUM QCD-QED is already implemented in xFitter and Renat sent me the standalone version of the code
- Turn this into a package with basically two routines:

QEDWGTS To be called instead of FILLWT

OEDEVOL To be called instead of EVOLFG

- To do in addition:
 - Provide C++ interface
 - Provide thread support
 - Provide small write-up
 - Include the package in the QCDNUM distribution with proper reference to Renat's work

QCDNUM todo list

- Finalise EVOLMB and release QCDNUM-17-01/14
- And then, not in order of priority:
 - Turn Renats code into a QEDEVOL package
 - Implement cuts
 - Fully test C++ interface to QCDNUM
 - Improve numerical stability of backward evolution
 - More attention to OpenMP thread-safe code in QCDNUM
 - Toolbox: more flexibility through user-defined functions
 - Upgrade polarised and time-like evolution to NNLO