

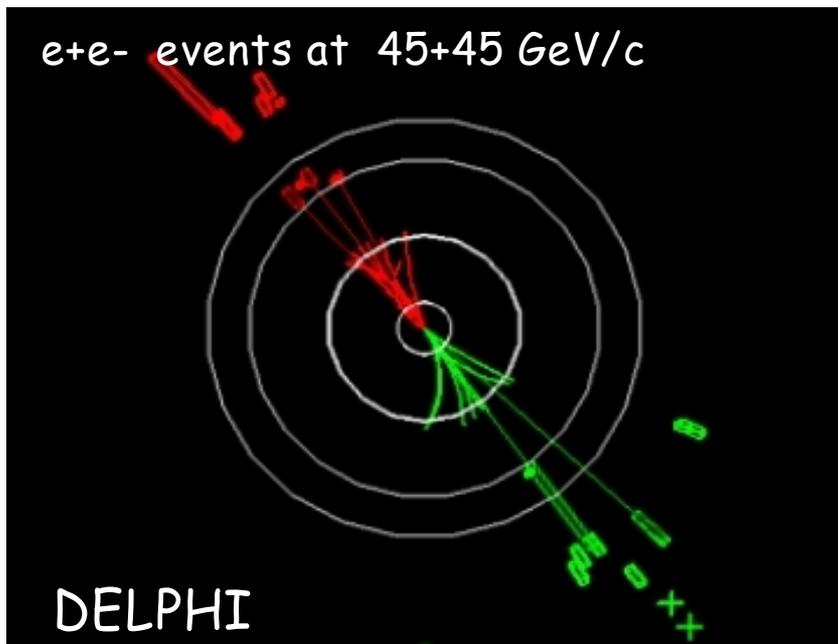
*Zimanyi Winter School 6. 12. 2012*

# *REGGAE - Generator for Uniform Filling of LIPS*

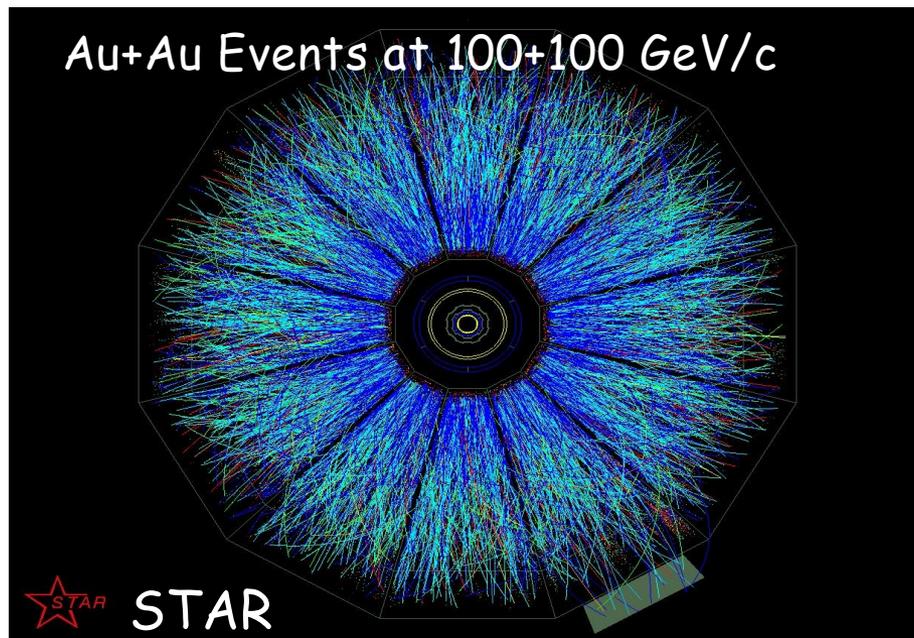
*Ivan Melo, Boris Tomášik, Michal Mereš,  
Vlado Balek, Vlado Černý*

# Multiparticle phase space?

$e^+e^-$ , LEP



Heavy ion, RHIC



LEP:

LHC (pp):

LHC (Pb Pb):

$n \geq 4$

$n \geq 5,6,8$

$n \geq 100$

# Lorentz invariant phase space - LIPS

$$a + b \rightarrow 1 + 2 + 3 \cdots + n$$

$$\sigma = \text{const} \int |M|^2 d\Phi_n$$

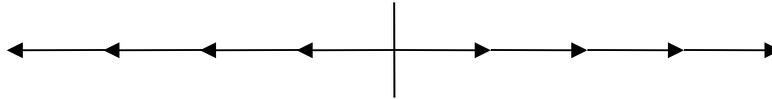
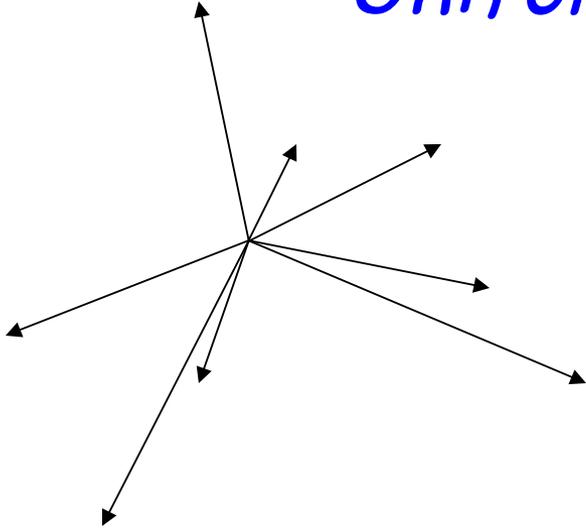
dynamics  
kinematics & statistics

$$= \text{const} \int |M|^2 \frac{d^3\mathbf{p}_1}{(2\pi)^3 2E_1} \frac{d^3\mathbf{p}_2}{(2\pi)^3 2E_2} \cdots \frac{d^3\mathbf{p}_n}{(2\pi)^3 2E_n} \delta^4(p_a + p_b - p_1 - p_2 - p_3 \cdots - p_n)$$

**LIPS:**

$$\int d\Phi_n = \int \frac{d^3\mathbf{p}_1}{(2\pi)^3 2E_1} \frac{d^3\mathbf{p}_2}{(2\pi)^3 2E_2} \cdots \frac{d^3\mathbf{p}_n}{(2\pi)^3 2E_n} \delta^4(p_a + p_b - p_1 - p_2 - p_3 \cdots - p_n)$$

## *Uniform filling of LIPS?*



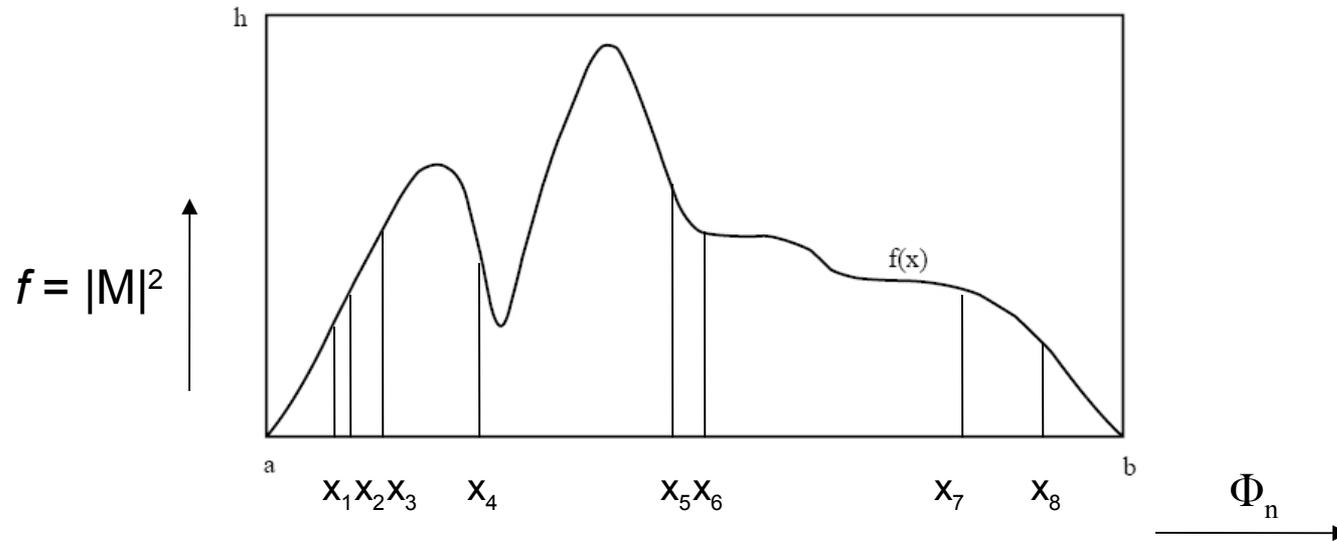
- to calculate  $\sigma$  by Monte Carlo integration

$$\sigma = \text{const} \int |M|^2 d\Phi_n$$

- to generate events

# Monte Carlo Integration

$$\sigma = \text{const} \int |M|^2 d\Phi_n$$



Sample mean method

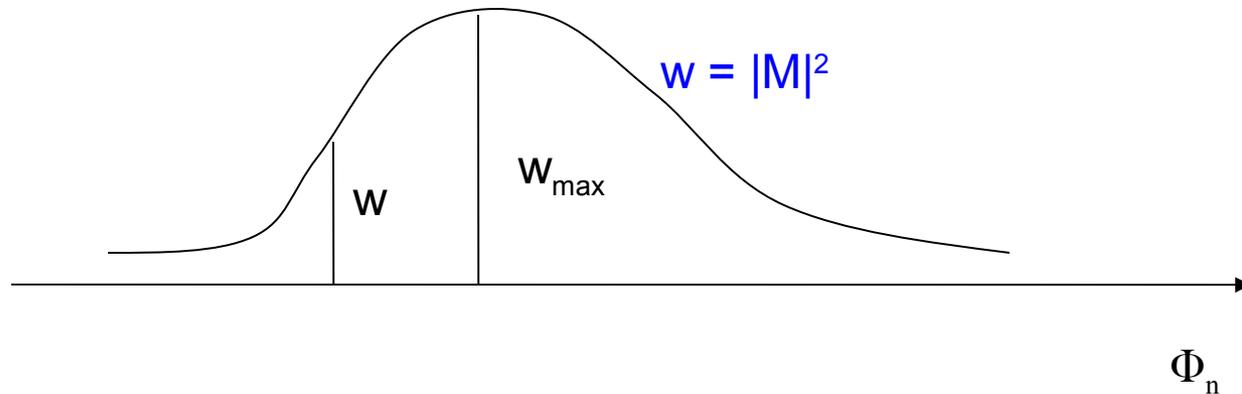
$$F_n = (b - a) \langle f \rangle = (b - a) \frac{1}{n} \sum_{i=1}^n f(x_i)$$

$x_i$  have to be uniformly distributed

# Event generation

$$a + b \rightarrow 1 + 2 + 3 \cdots + n$$

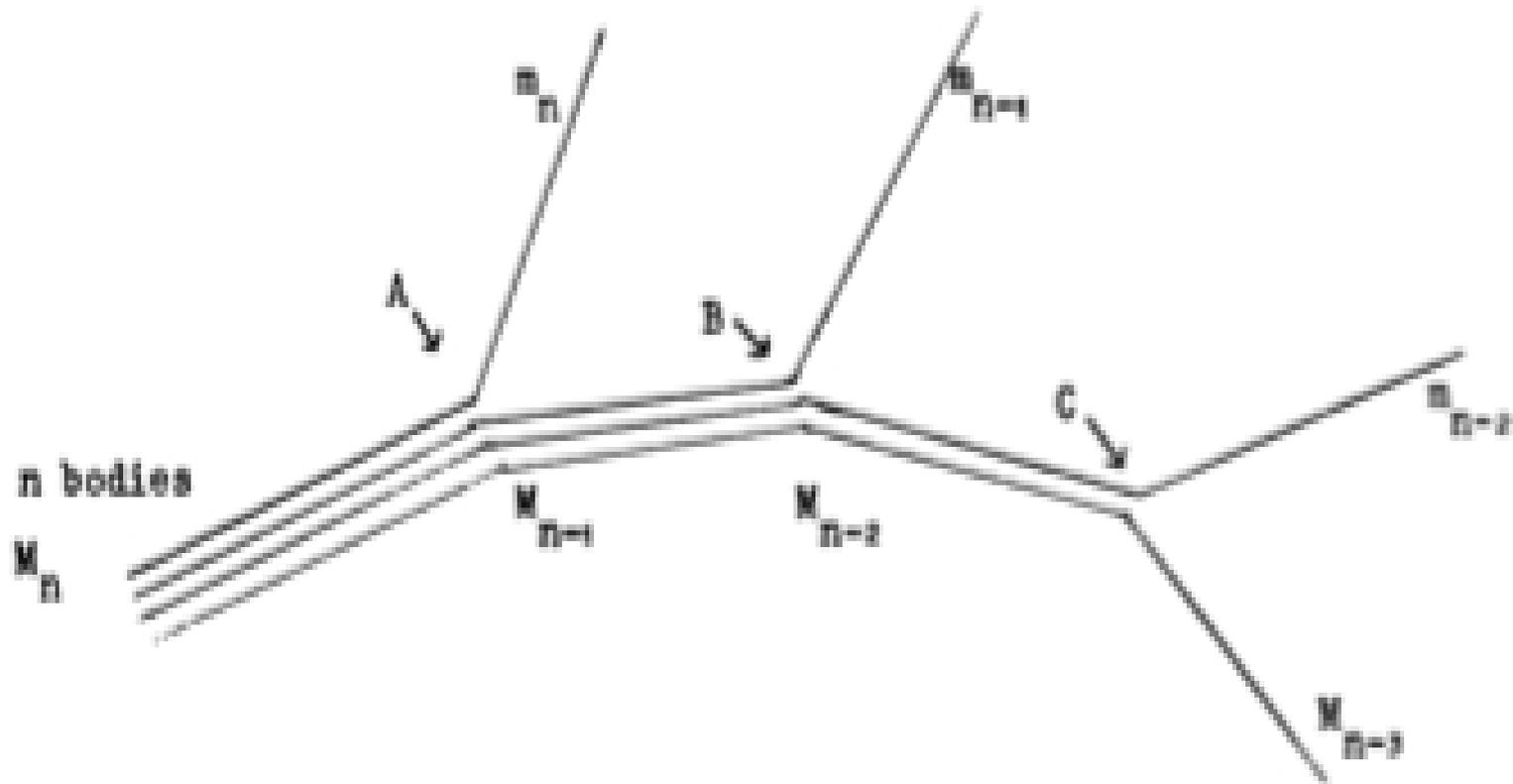
$$\sigma = \text{const} \int |M|^2 d\Phi_n$$



- Take event uniformly distributed in  $\Phi_n$
- Calculate weight  $w = |M|^2$  for this event
- Accept this event with probability  $w/w_{\max}$

# GENBOD generator (F. James)

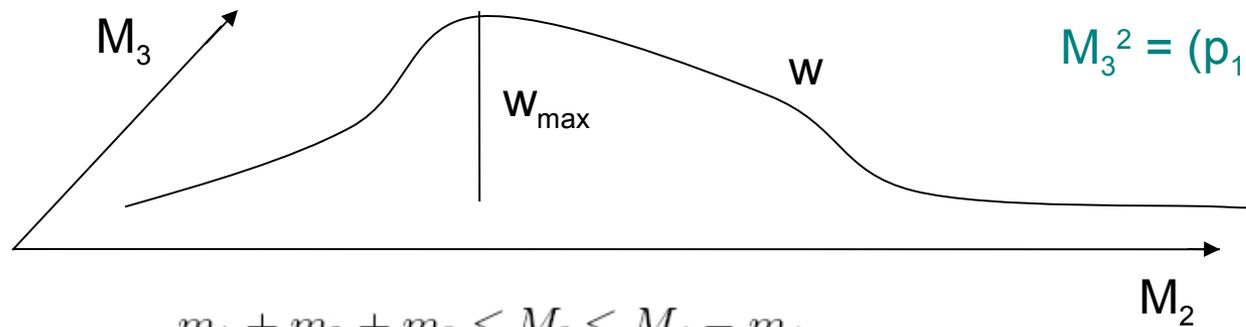
fills LIPS uniformly



# Generate events with Genbod

$$\int d\Phi_4 = \int \frac{d^3\mathbf{p}_4}{(2\pi)^3 2E_4} \frac{d^3\mathbf{p}_3}{(2\pi)^3 2E_3} \frac{d^3\mathbf{p}_2}{(2\pi)^3 2E_2} \frac{d^3\mathbf{p}_1}{(2\pi)^3 2E_1} \delta^4(p_a + p_b - p_1 - p_2 - p_3 - p_4)$$

$$= \int_{M_{3min}}^{M_{3max}} \int_{M_{2min}}^{M_{2max}} w dM_2 dM_3$$



$$M_2^2 = (p_1 + p_2)^2$$

$$M_3^2 = (p_1 + p_2 + p_3)^2$$

$$m_1 + m_2 + m_3 \leq M_3 \leq M_4 - m_4$$

$$m_1 + m_2 \leq M_2 \leq M_3 - m_3$$

- Generate  $M_2, M_3$  uniformly within kinematic limits
- Calculate weight  $w$
- Accept  $M_2, M_3$  with probability  $w/w_{max}$
- Generate angles, calculate momenta, boost to Lab system

# GENBOD vs other generators

## GENBOD

w/w<sub>max</sub> very low

Good for  $n < 30$

## RAMBO

w/w<sub>max</sub> much better, = 1 for massless particles

Good for  $n < 100$  relativistic particles

## NUPHAZ

w/w<sub>max</sub> best so far, = 1 for massless particles

Better than RAMBO, relativistic particles

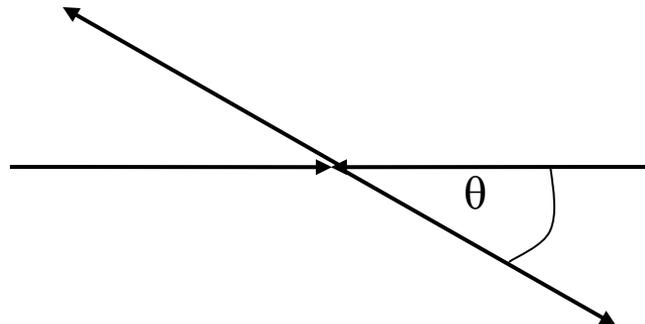
# REGGAE (Tomášik, Mereš, Melo, Balek, Černý)

(REscattering after Genbod Generator of Events)

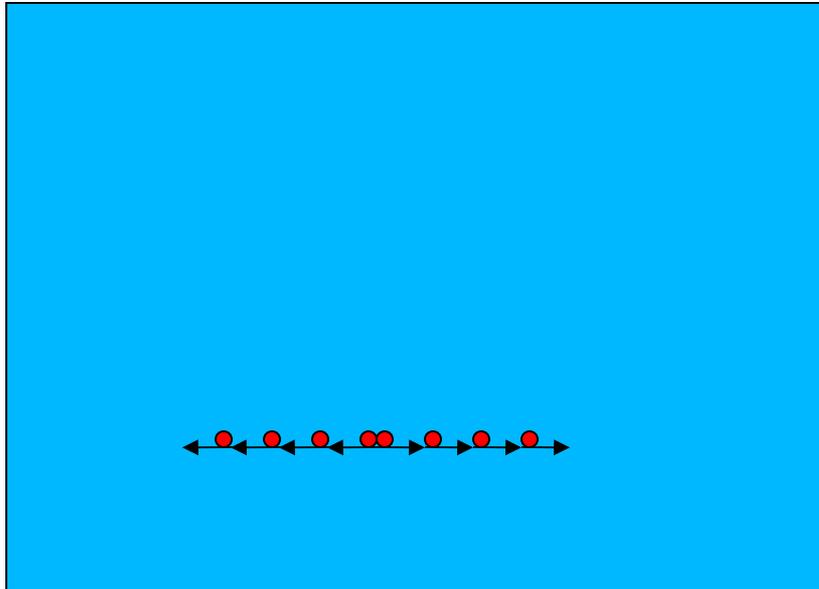
Computer Physics Communications **182** (2011) 2561-2566.

Aim to generate pure phase space events with high multiplicity and efficiency for both relativistic and nonrelativistic particles

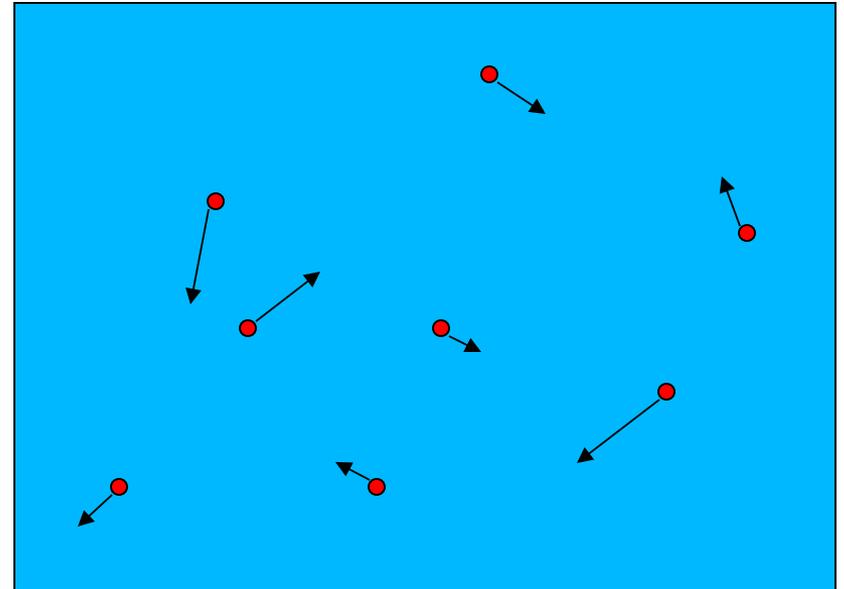
- Use Genbod in the 1<sup>st</sup> step to generate event with any  $w$
- Let the particles in the event collide virtually to reach the most probable configurations in the phase space with  $w \rightarrow 1$



# Gas in a box



Small  $w$



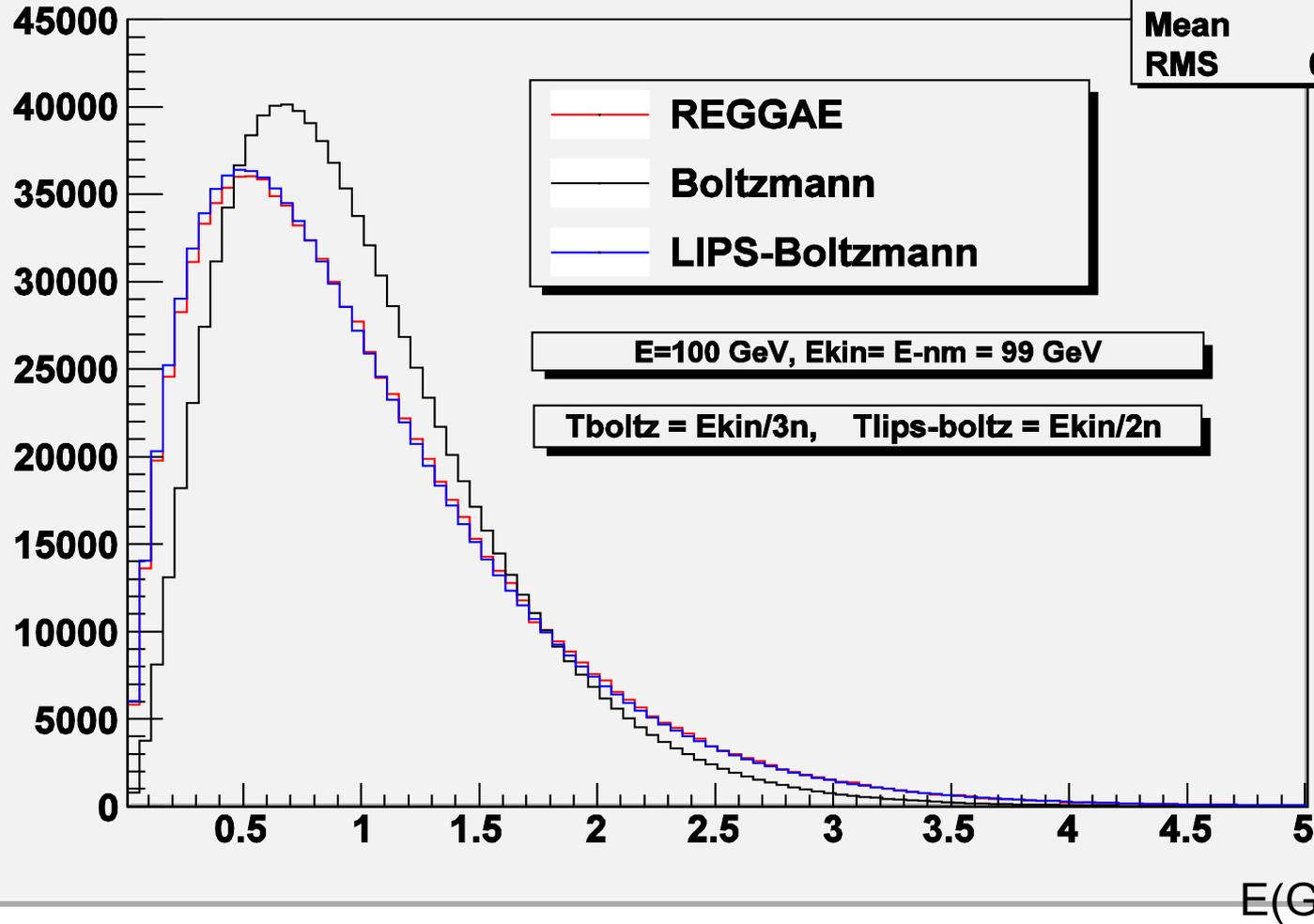
Large  $w$

For large  $n \rightarrow$  Maxwell-Boltzmann  
with temperature  $T$

REGGAE: E spectra of mass = 0.01 GeV sum over  $10^4$  events for  $n = 99$  and  $E=100$  GeV

h3

Entries	990001
Mean	1.008
RMS	0.7005



LIPS  $\xrightarrow{\text{large } n}$  LIPS-Boltzmann

$$\int d\Phi_n = \int \frac{d^3\mathbf{p}_n}{(2\pi)^3 2E_n} \cdots \frac{d^3\mathbf{p}_3}{(2\pi)^3 2E_3} \frac{d^3\mathbf{p}_2}{(2\pi)^3 2E_2} \frac{d^3\mathbf{p}_1}{(2\pi)^3 2E_1} \delta^4(p_a + p_b - p_1 - p_2 - p_3 \cdots - p_n)$$

Darwin-Fowler method

$$\rho(E)dE = N \sqrt{E^2 - m^2} \exp\left(-\frac{E}{kT}\right) dE$$

Microcanonical ensemble  $\xrightarrow{\text{large } n}$  Boltzmann

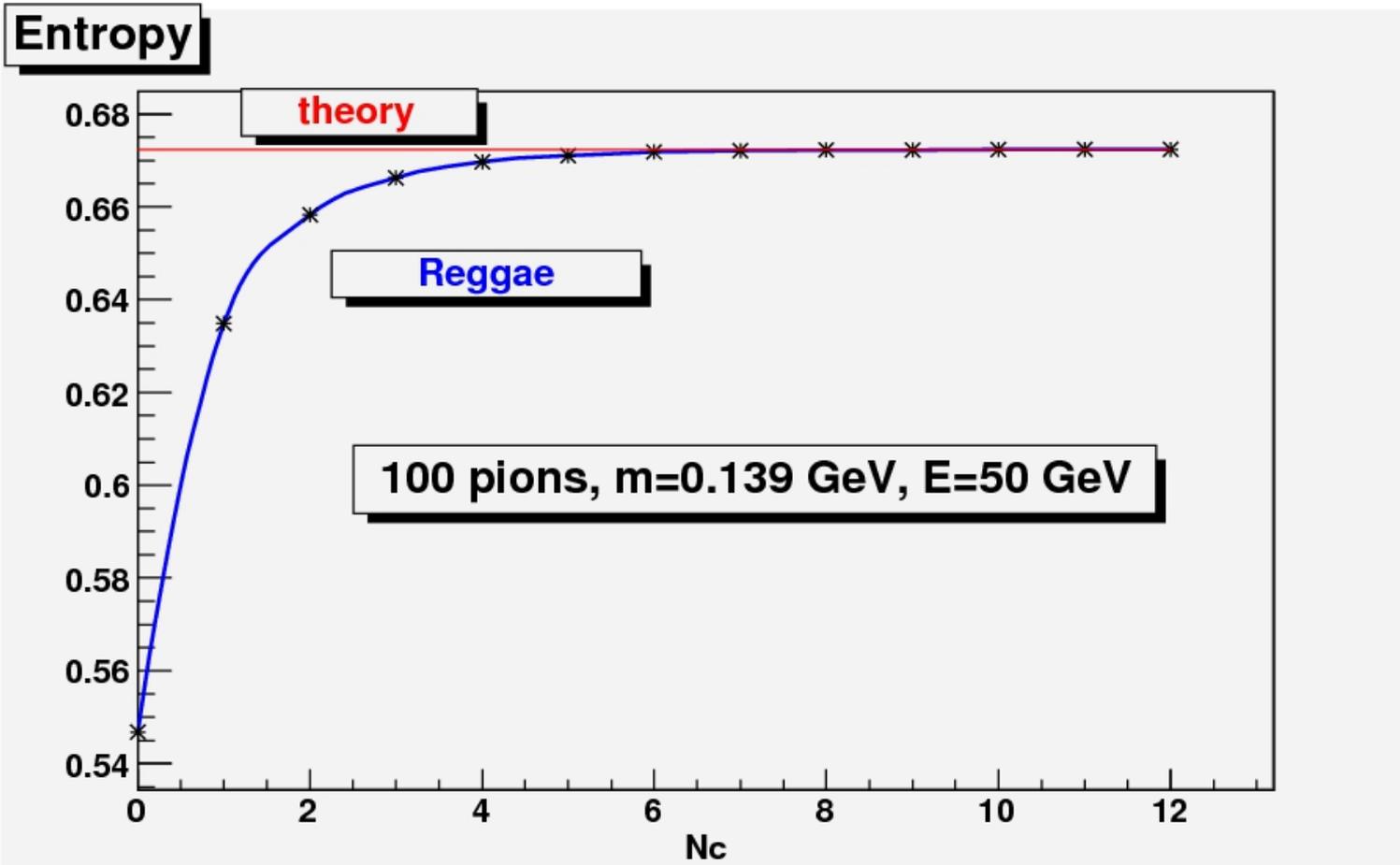
$$\int d\Phi_n = \int \frac{d^3\mathbf{p}_n}{(2\pi)^3 \boxed{\phantom{x}}} \cdots \frac{d^3\mathbf{p}_3}{(2\pi)^3 \boxed{\phantom{x}}} \frac{d^3\mathbf{p}_2}{(2\pi)^3 \boxed{\phantom{x}}} \frac{d^3\mathbf{p}_1}{(2\pi)^3 \boxed{\phantom{x}}} \delta^4(p_a + p_b - p_1 - p_2 - p_3 \cdots - p_n) \quad \checkmark^n$$

$$\rho(E)dE = N \sqrt{E^2 - m^2} \exp\left(-\frac{E}{kT}\right) dE$$

$E$

# Information entropy

$$S = - \int_{\Sigma} \rho(\mathbf{p}) \ln \rho(\mathbf{p}) d^3\mathbf{p}$$



# REGGAE vs other generators

numerical integration

$$I = \int_{\Phi_n} f(\{p_i\}) d\Phi_n, \quad \{p_i\} = (p_1, p_2, p_3, \dots, p_n)$$

$\sigma = \text{const} \int |M|^2 d\Phi_n$



$$\hat{I} = \left( \frac{1}{N} \sum_{j=1}^N f(\{p_i\}_j) \right) \Phi_n$$

$$f_5(p_1, p_2, p_3, p_4, p_5) = \frac{(p_1^2 + p_2^2 + p_3^2)p_1^2}{M^4 + p_4^2 p_5^2}$$

$n = 30$  particles with mass 1 GeV,  $p_a + p_b = (100 \text{ GeV}, 0, 0, 0)$

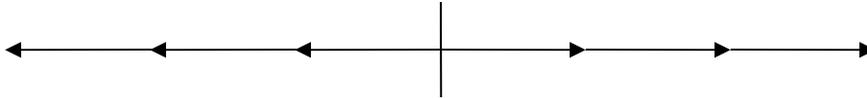
N	REGGAE $N_c = 3$	REGGAE $N_c = 4$	REGGAE $N_c = 6$	NUPHAZ	RAMBO	wGENBOD
$10^4$	13.63	13.41	13.78	12.77	13.23	12.23
$10^5$	13.99	13.52	13.36	13.15	13.21	-
$10^6$	13.84	13.42	13.19	13.06	13.12	-
time	16 min	20 min	28 min	6 min	11 min	300 min

$n = 60$  particles with mass 1 GeV

N	REGGAE ( $N_c = 6$ )	NUPHAZ
$10^4$	0.6339	0.6185
$10^5$	0.6185	0.6315
time for $10^5$	6 min	63 min

# What next?

REGGAE can fill LIPS uniformly for **fixed**  $n$  and chemical composition



... but can we predict if total *CM* energy prefers to convert to, say,  $n=50$  or  $n=60$  particles? I.e. generate events with **different**  $n$ ?

## From LIPS to microcanonical phase space?

- LIPS counts states in the momentum space, these states are asymptotic (**infinite volume**)

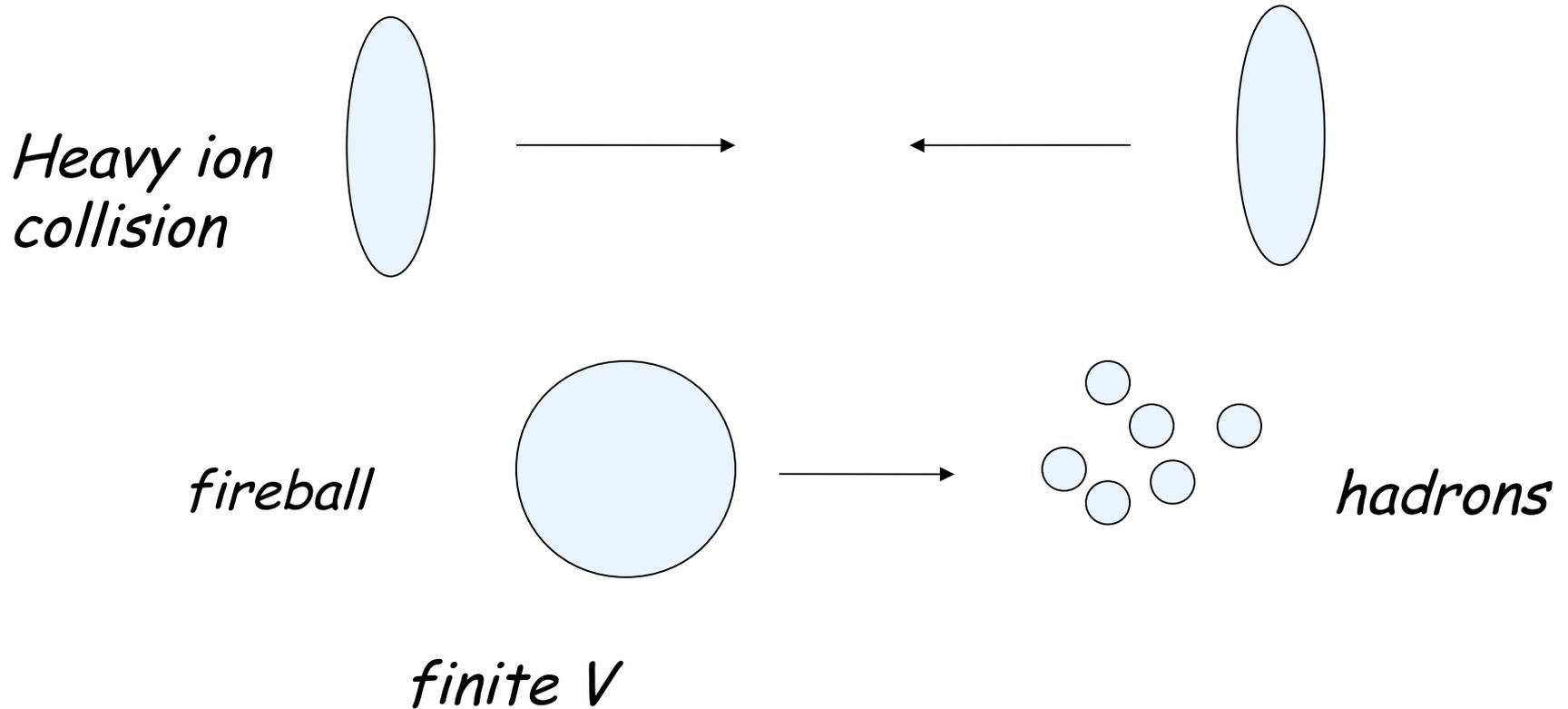
$$\sigma = \text{const} \int |M|^2 \frac{d^3\mathbf{p}_1}{(2\pi)^3 2E_1} \frac{d^3\mathbf{p}_2}{(2\pi)^3 2E_2} \cdots \frac{d^3\mathbf{p}_n}{(2\pi)^3 2E_n} \delta^4(p_a + p_b - p_1 - p_2 - p_3 \cdots - p_n)$$

- Microcanonical counts states both in momentum and configuration space which has **finite volume V**

$$\int d\Phi_n = \int \frac{d^3\mathbf{p}_n}{(2\pi)^3 \boxed{\phantom{x}}} \cdots \frac{d^3\mathbf{p}_3}{(2\pi)^3 \boxed{\phantom{x}}} \frac{d^3\mathbf{p}_2}{(2\pi)^3 \boxed{\phantom{x}}} \frac{d^3\mathbf{p}_1}{(2\pi)^3 \boxed{\phantom{x}}} \delta^4(p_a + p_b - p_1 - p_2 - p_3 \cdots - p_n) V^n$$

$$|M|^2 = 2E_1 2E_2 \cdots 2E_n V^n$$

# *Statistical model of hadronization*



*Described by microcanonical phase space*

BACKUP

Question: Molecules colliding in a box give canonical Boltzmann, how is this different from REGGAE collisions which give LIPS-Boltzmann?

Answer: Molecules in a box collide in **both** momentum and configuration space

Question: Can we adjust REGGAE collisions to get canonical Boltzmann?

Question: If we get canonical Boltzmann, do we also get uniform filling of the microcanonical phase space?

# GENBOD generator (F. James)

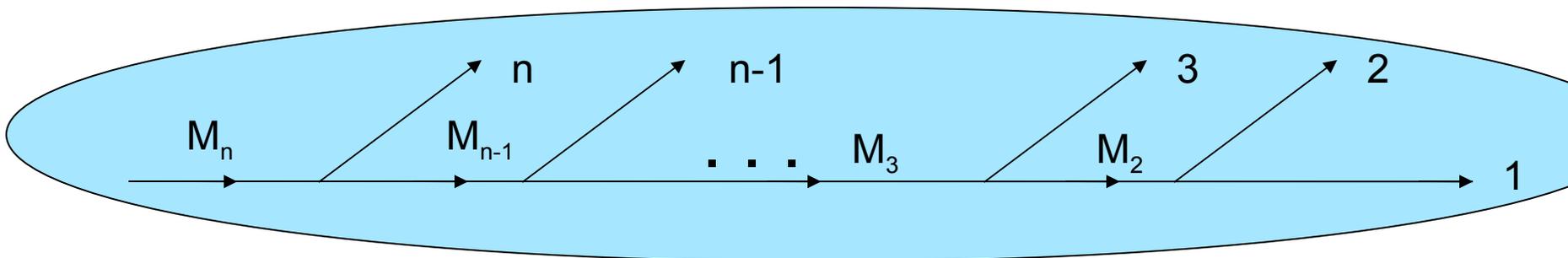
$$M_n \rightarrow 1 + 2 + 3 + \dots + n \quad M_n^2 = (p_a + p_b)^2$$

$$\int d\Phi_n = \int \frac{d^3\mathbf{p}_n}{(2\pi)^3 2E_n} \cdots \frac{d^3\mathbf{p}_3}{(2\pi)^3 2E_3} \frac{d^3\mathbf{p}_2}{(2\pi)^3 2E_2} \frac{d^3\mathbf{p}_1}{(2\pi)^3 2E_1} \delta^4(p_a + p_b - p_1 - p_2 - p_3 \cdots - p_n)$$

$$M_2 \rightarrow 1 + 2 \quad M_2^2 = (p_1 + p_2)^2$$

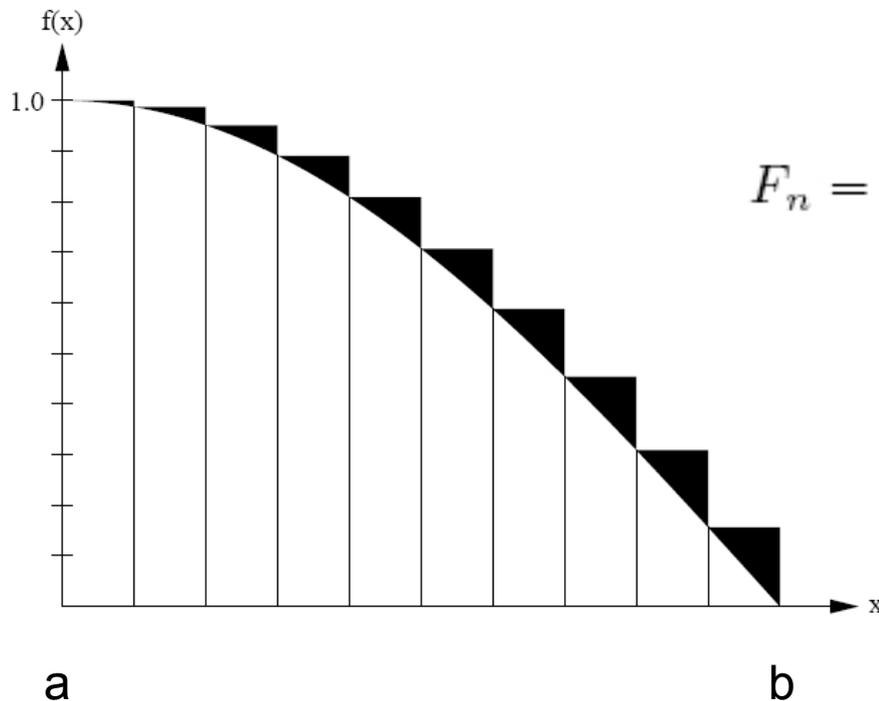
$$M_3 \rightarrow 1 + 2 + 3 \rightarrow 3 + M_2 \quad M_3^2 = (p_1 + p_2 + p_3)^2$$

Each 2-body decay evaluated in the CM frame of 2 daughters



# Standard Numerical Methods of Integration

$$F = \int_a^b f(x) dx.$$



$$F_n = \sum_{i=0}^{n-1} f(x_i) \Delta x.$$

$$\Delta x = \frac{b - a}{n}$$

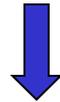
Rectangular

Trapezoidal

Simpson

# GENBOD generator (F. James)

$$\int d\Phi_4 = \int \frac{d^3\mathbf{p}_4}{(2\pi)^3 2E_4} \frac{d^3\mathbf{p}_3}{(2\pi)^3 2E_3} \frac{d^3\mathbf{p}_2}{(2\pi)^3 2E_2} \frac{d^3\mathbf{p}_1}{(2\pi)^3 2E_1} \delta^4(p_a + p_b - p_1 - p_2 - p_3 - p_4)$$



$$\int d\Phi_4 = 2^3 \int_{M_{3min}}^{M_{3max}} M_3 R_2(M_4, M_3, m_4) \int_{M_{2min}}^{M_{2max}} M_2 R_2(M_3, M_2, m_3) R_2(M_2, m_1, m_2) dM_2 dM_3$$

where  $M_2^2 = (p_1 + p_2)^2$        $M_3^2 = (p_1 + p_2 + p_3)^2$

$$R_2(M_4, M_3, m_4) = \frac{2\pi}{M_4} \sqrt{M_4^2 + \left(\frac{M_3^2 - m_4^2}{M_4}\right)^2 - 2(M_3^2 + m_4^2)}$$

$$m_1 + m_2 + m_3 \leq M_3 \leq M_4 - m_4$$

$$m_1 + m_2 \leq M_2 \leq M_3 - m_3$$

12 variables  $\rightarrow$  2

# Pure phase space

(Lorentz Invariant Phase Space, LIPS)

$$\sigma = \text{const} \int |M|^2 d\Phi_n \quad \dots \text{complicated}$$

numerically

$|M|^2 \longrightarrow 1$

$$\int d\Phi_n = \int \frac{d^3\mathbf{p}_1}{(2\pi)^3 2E_1} \frac{d^3\mathbf{p}_2}{(2\pi)^3 2E_2} \cdots \frac{d^3\mathbf{p}_n}{(2\pi)^3 2E_n} \delta^4(p_a + p_b - p_1 - p_2 - p_3 \cdots - p_n)$$

Pure multiparticle phase space = LIPS

kinematics & statistics

# Standard methods vs MC

(Error scaling with n)

Number of dimensions	Standard methods			Monte Carlo
	Rectangular	Trapezoidal	Simpson	
1	$1/n$	$1/n^2$	$1/n^4$	$1/\sqrt{n}$
2	$1/\sqrt{n}$	$1/n$	$1/n^2$	$1/\sqrt{n}$
d	$\frac{1}{n^{1/d}}$	$\frac{1}{n^{2/d}}$	$\frac{1}{n^{4/d}}$	$1/\sqrt{n}$

# A simple computer simulation of molecular collisions leading to Maxwell distribution

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Received 4 March 1983, in final form 3 June 1983

**Abstract** We describe a simple computer program which simulates molecular collisions in two dimensions and leads to Maxwell distribution. The results show that even with 5-10 colliding molecules the velocity distribution is quite close to Maxwell's.

**Zusammenfassung** Ein einfaches Computerprogramm wird beschrieben, das molekulare Stöße in zwei Dimensionen simuliert und zur Maxwell-Verteilung führt. Die Ergebnisse demonstrieren, daß bereits mit Stößen von 5-10 Molekülen nahezu Maxwell-Geschwindigkeitsverteilung erreicht wird.