EvtGen - Recent developments and prospects

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- Introduction
- Testing framework
- Enabling multithreading
- Other improvements
- Outlook

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**Introduction**

- **EvtGen**: generator package specialised for heavy-flavour hadron decays
  - Used as well inside simulation of $b$ jets
- Contains about 130 decay models implementing specific dynamics of various decays
- Maintains detailed decay table with large number of explicit decays
  - Known decay branching fractions do not add up to 100%; Remainder is filled up by generating quark configurations and passing those to **Pythia8** for fragmentation
  - Fraction of decays passed to Pythia8 depends on particle ($b$-baryons rely more on Pythia8 than others)
- $\tau$ decays simulated using **TAUOLA**
- Final-state radiation (FSR) simulated using **PHOTOS**
Status

- Developed in the 90’s, stable over past 10 years (changes mostly additions of new models)

Challenges for updates

- Various code styles across models (due to contributions from various authors)
- Several code duplications across models (often same kinematics but different form factors)
- Experiments (main users) need generators to be thread-safe as they are moving their simulation frameworks towards multithreading to exploit modern CPUs

Recent developments

- Work on modernisation and clean-up
- First adaptation of core code towards thread safety (with help of software engineers)
- Implemented global testing framework for validation
Plans

- Physics wise no plan for changes in near future

- Currently working on code consolidation
  - Unify coding style, C++ modernisation
  - Plan to decrease code duplication within decay models
  - Improve/Update documentation (Doxygen and paper/guide)
  - Improve method to update decay table

- Continue work towards thread safety
  - Exploring alternatives for external dependencies that are not yet thread safe
  - Implementing full adaptation of internal code redesign
Testing framework
Testing framework

- Simulation needs testing and validation after structural changes due to code consolidation and implementation of thread safety
- Tests (in different formats) existed only for about 40% of the 130 decay models
- Migrated all tests and added new ones to a common testing framework
  - With common testing module and configuration files
- Finalized first working version with tests for all models
  - Served to discover and fix issues with existing models
  - Will require to add new tests for each new model
Testing framework

Implemented automatic recognition of tests to be run depending on changes

- Identify files modified in a commit
- If files associated with a model changed ⇒ run respective tests
- If framework files changed ⇒ run all tests
- Issue: Gitlab BEFORE_SHA variable not always set (for example when new branch created)

- git diff --numstat $CI_COMMIT_BEFORE_SHA $CI_COMMIT_SHA | awk '{print $NF}' | xargs ./runTests.py Models.json SrcDeps.json

⇒ Need to decide what to compare to in such cases
⇒ Comparing with master branch could be a solution (but is probably not what is needed in all cases)
Making EvtGen thread-safe
Challenges for multithreading in Evtgen

- **Internal:** structural limitations for multithreading inside EvtGen
  - Global instance of random number generator
  - Global instance of particle properties and decay table

  Needed structural changes identified and first combination of solutions found

- **External:** limitations from dependences
  - TAUOLA
  - PHOTOS

  Overcoming limitations from dependences are more challenging as they are external
  - TAUOLA and PHOTOS authors currently exploring ways to enable thread safety
  - Exploring use of Pythia8 as alternative to TAUOLA
  - Exploring use of Sherpa’s PHOTONS++ as alternative to PHOTOS
Progress on thread safety

Set of solutions to reach thread-safety (preliminary):

- Converted static objects to static const where possible
- Global singleton objects made thread-local
- Serialized calls (using mutex) to PHOTOS and TAUOLA

⇒ Deeper structural changes needed to fully exploit multi-threading (plan to continue working on it)
⇒ Reproducible results independent of number of threads
⇒ Current preliminary status reached thread-safety, passing tests for all decay models
⇒ But performance limited by external dependencies

With help from software engineers at Warwick University

Heather Ratcliffe
Chris Brady
Pythia 8 for $\tau$ decays

- In addition to multithreading limitations, spin-state information of $\tau$ not propagated between EvtGen and TAUOLA:
  - Needed for analyses sensitive to $\tau$ polarization

- Simulation of $\tau$ decays with spin-state propagation possible with PYTHIA8 using HME (helicity-matrix element) amplitude model.

- Main EvtGen $\leftrightarrow$ Pythia interface ready

- Need to iron out conversion of helicity/spin basis (interesting also for interface with TAUOLA)
PHOTOS in EvtGen

- EvtGen does not consider soft photon emission from charged particles (final-state radiation)
- Full event is passed to PHOTOS and retrieved for FSR simulation
  ⇒ PHOTOS is commonly used in almost all decays
- Profiling shows a significant amount of CPU time consumption in PHOTOS itself
- Conversion EvtGen ↔ HepMC also significant
  ▪ Similar conversion happens inside PHOTOS
  ▪ Probably half of CPU time effectively spent on conversion
  ▪ Need to try bypassing HepMC to estimate possible gain
  ⇒ Usually ~1/3 of EvtGen CPU time spent on FSR simulation
Sherpa’s PHOTONS++ for final-state radiation

- **PHOTONS++** in Sherpa can simulate emission of soft photons (to higher orders of perturbation theory)
- If switched on, also hard photons (to first order)
- Algorithm implementation enables thread safety
  - Can be explored as alternative to PHOTOS
- Recently started work on EvtGen ↔ Sherpa interface
  - Implementation in progress
  - Requires tuning (for instance of cut-off energy)
  - And validation of physics output

**Energy of radiated soft photon**

Other improvements
Improving the decay table handling

Decay table instance should be made `const` (rather than thread-local)

Class member function accepting/rejecting events and part of decay table instance (EvtDecayTable ↔ EvtModel ↔ DecayProb)

Function calling calculation of decay probability inside decay model and modifying `_prob`

⇒ Should return value instead of modifying member of decay table instance

⇒ Solution appears straightforward on initial inspection, but needs intervention in all decay models

```cpp
void EvtDecayProb::makeDecay( EvtParticle* p, bool recursive )
{
    int ntimes = 10000;
    double dummy;
    do {
        _weight = 1.0;
        _daugsDecayedByParentModel = false;
        decay( p );
        ntimes--;
        _prob = _prob / _weight;
        dummy = getProbMax( _prob ) * EvtRandom::Flat();
        p->setDecayProb( _prob / getProbMax( _prob ) );
    } while ( ntimes && ( _prob < dummy ) );
} 
```
Updating the decay table content

- PDG collects all measurements, but limited metadata
- Will probably improve with upcoming PDG API
- Still will need checking actual papers to avoid ambiguities, for example double counting of resonant decay modes
- Explored recently possibility to update table content by generating decays and comparing fractions of generated decays with world averages of branching fractions
  - Tune worst offenders until $\chi^2$ becomes reasonable or does not improve due to conflicting information
  - Ignore inclusive branching fractions in the tuning, but check them at the end.
- Promising, but needs testing with larger number of decays

![Graph showing $\chi^2$ values before and after tuning with $D_s^+$ decays]
Summary and outlook

- Physics-wise code is kept stable
- Working on code consolidation (modernization, removing duplications, improving docu)
- Finalized common testing framework for validation
- Currently making EvtGen threadsafe
  ⇒ Converged on preliminary set of solutions to enable thread-safety of generator (full exploitation of multithreading will require further structural changes)
  ⇒ Performance limited by external dependencies (especially PHOTOS)
  ⇒ $\tau$ decays: plan to iron out basis conversion for Pythia8 (interesting also for TAUOLA)
  ⇒ FSR: exploring use of Sherpa’s PHOTONS++ as alternative to PHOTOS
- Working on other improvements: handling and update procedure of decay table