

# Running Chain Wrapper

The background features a dark blue gradient on the left, transitioning into a complex, glowing blue structure on the right. This structure consists of numerous thin, parallel lines that curve and spiral inward, creating a sense of depth and movement, similar to a tunnel or a data stream visualization.

# 1. Prepare the folder where you will run

1. Copy the clean\_run\_dir somewhere else
2. Make sure the symbolic links are ok
  - EKT -> hadrex-workshop-2021/sources/KoMPoST/EKT
  - EOS -> hadrex-workshop-2021/sources/MUSIC/EOS
  - tables -> hadrex-workshop-2021/sources/MUSIC/tables
  - iSS\_tables -> hadrex-workshop-2021/sources/iSS/iSS\_tables
  - tables\_urqmd -> hadrex-workshop-2021/.local/urqmd/tables.dat
  - scripts -> hadrex-workshop-2021/generators/hydro\_chain/chain/scripts

## 2. Choose your run parameters

```
<general>
```

```
  <start_event_index>0</start_event_index>
```

```
  <end_event_index>11</end_event_index>
```

```
  <num_processes>4</num_processes>
```

```
  <dynamical_num_proc>enabled</dynamical_num_proc>
```

```
  <hadrex_conversion>enabled</hadrex_conversion>
```

```
  <oversampling_factor>1</oversampling_factor>
```

```
</general>
```

## 2. Choose your run parameters

```
<general>
```

```
<start_event_index>0</start_event_index>
```

```
<end_event_index>11</end_event_index>
```

```
<num_processes>4</num_processes>
```

```
<dynamical_num_proc>enabled</dynamical_num_proc>
```

```
<hadrex_conversion>enabled</hadrex_conversion>
```

```
<oversampling_factor>1</oversampling_factor>
```

```
</general>
```

- Event indexing
- Number events to generate

## 2. Choose your run parameters

```
<general>
```

```
<start_event_index>0</start_event_index>
```

```
<end_event_index>11</end_event_index>
```

```
<num_processes>4</num_processes>
```

```
<dynamical_num_proc>enabled</dynamical_num_proc>
```

```
<hadrex_conversion>enabled</hadrex_conversion>
```

```
<oversampling_factor>1</oversampling_factor>
```

```
</general>
```

- Number of processes to spawn

## 2. Choose your run parameters

```
<general>
```

```
<start_event_index>0</start_event_index>
```

```
<end_event_index>10</end_event_index>
```

```
<num_processes>4</num_processes>
```

```
<dynamical_num_proc>enabled</dynamical_num_proc>
```

```
<hadrex_conversion>enabled</hadrex_conversion>
```

```
<oversampling_factor>1</oversampling_factor>
```

```
</general>
```

- Enables modification of num\_processes on the fly

## 2. Choose your run parameters

```
<general>
```

```
<start_event_index>0</start_event_index>
```

```
<end_event_index>10</end_event_index>
```

```
<num_processes>4</num_processes>
```

```
<dynamical_num_proc>enabled</dynamical_num_proc>
```

```
<hadrex_conversion>enabled</hadrex_conversion>
```

```
<oversampling_factor>1</oversampling_factor>
```

```
</general>
```

- DO NOT CHANGE
- Disable conversion on the end of the chain

## 2. Choose your run parameters

```
<general>
```

```
<start_event_index>0</start_event_index>
```

```
<end_event_index>10</end_event_index>
```

```
<num_processes>4</num_processes>
```

```
<dynamical_num_proc>enabled</dynamical_num_proc>
```

```
<hadrex_conversion>enabled</hadrex_conversion>
```

```
<oversampling_factor>1</oversampling_factor>
```

```
</general>
```

- DO NOT CHANGE
- Number of times to run iSS



## 2. Choose your run parameters

```
<trento>  
  <enabled>true</enabled>  
  <basic>  
    <projectile>Pb</projectile>  
    <projectile>Pb</projectile>  
  </basic>  
  <output>  
    <hdf5>disabled</hdf5>  
    <quiet>enabled</quiet>  
    <header>enabled</header>  
    <ncoll>disabled</ncoll>  
  </output>  
  <physics>  
    <reduced-thickness>0.007</reduced-thickness>  
    <fluctuation>1.187</fluctuation>  
    <nucleon-width>0.956</nucleon-width>  
    <nucleon-min-dist>1.27</nucleon-min-dist>  
    <cross-section>6.28</cross-section>  
    <normalization>286.23</normalization>  
    <b-min>default</b-min>  
    <b-max>default</b-max>  
  </physics>  
  <grid>  
    <grid-max>14</grid-max>  
    <grid-step>0.1</grid-step>  
  </grid>  
</trento>
```

Change to false to disable trento.

For details, see

[TRENTo — trento 2](http://qcd.phy.duke.edu/trento/.o) <http://qcd.phy.duke.edu/trento/.o> documentation (duke.edu)

Tunned to describe  $\left\langle \frac{dN}{d\eta} \right\rangle_{|\eta| < 0.5}$

## 2. Choose your run parameters

- Impact parameter vs Centrality

Centrality	b-min (fm)	b-max (fm)
0-5%	0	3.74
5-10%	3.74	5.28
10-20%	5.28	7.46
20-30%	7.46	9.13
30-40%	9.13	10.55
40-50%	10.55	11.79
50-60%	11.79	12.91
60-70%	12.91	13.94
70-80%	13.94	14.91
80-90%	14.91	15.94
90-100%	15.94	default

## 2. Choose your run parameters

- Impact parameter vs Centrality

Centrality	b-min (fm)	b-max (fm)
0-5%	0	3.74
5-10%	3.74	5.28
10-20%	5.28	7.46
20-30%	7.46	9.13
30-40%	9.13	10.55
40-50%	10.55	11.79
50-60%	11.79	12.91
60-70%	12.91	13.94
70-80%	13.94	14.91
80-90%	14.91	15.94
90-100%	15.94	default

### Performance estimation:

10-20% centrality, WSL box, 4 GHz

- 10-20%: ~ 1 hour to run up to iSS
- 10-20%: ~ 2 hours to run only UrQMD
- ~ 1-2 GB of scratch per event
- ~ 1GB of RAM per event
- ~1 GB of final storage per event

## 2. Choose your run parameters

```
<kompost>
```

```
<enabled>true</enabled>
```

Change to false to disable kompost.

```
<renormalization_factor>0.86</renormalization_factor>
```

```
<trento2kompost>enabled</trento2kompost>
```

```
<eos>s95p-v1.2_eos</eos>
```

```
<num_threads>2</num_threads>
```

```
<physics>
```

```
<start_time>0.2</start_time>
```

```
<end_time>1.2</end_time>
```

```
<EtaOverS>0.16</EtaOverS>
```

```
<EtaOverS_TemperatureScale>0.1</EtaOverS_TemperatureScale>
```

```
<enable_ekt>>false</enable_ekt>
```

```
<enable_energy_perturbations>>true</enable_energy_perturbations>
```

```
<enable_momentum_perturbations>>true</enable_momentum_perturbations>
```

```
</physics>
```

```
<input_grid>
```

```
<lattice_spacing>0.1</lattice_spacing><!--lattice spacing in fm-->
```

```
<number_points>280</number_points><!--number of grid points on a square lattice-->
```

```
<x_start_point>0</x_start_point>
```

```
<x_end_point>279</x_end_point>
```

```
<y_start_point>0</y_start_point>
```

```
<y_end_point>279</y_end_point>
```

```
</input_grid>
```

```
</kompost>
```

## 2. Choose your run parameters

```
<kompost>
  <enabled>true</enabled>
  <renormalization_factor>0.86</renormalization_factor>
  <trento2kompost>enabled</trento2kompost>
  <eos>s95p-v1.2_eos</eos>
  <num_threads>2</num_threads>
  <physics>
    <start_time>0.2</start_time>
    <end_time>1.2</end_time>
    <EtaOverS>0.16</EtaOverS>
    <EtaOverS_TemperatureScale>0.1</EtaOverS_TemperatureScale>
    <enable_ekt>>false</enable_ekt>
    <enable_energy_perturbations>true</enable_energy_perturbations>
    <enable_momentum_perturbations>true</enable_momentum_perturbations>
  </physics>
  <input_grid>
    <lattice_spacing>0.1</lattice_spacing><!--lattice spacing in fm-->
    <number_points>280</number_points><!--number of grid points on a square lattice-->
    <x_start_point>0</x_start_point>
    <x_end_point>279</x_end_point>
    <y_start_point>0</y_start_point>
    <y_end_point>279</y_end_point>
  </input_grid>
</kompost>
```

Kompost affects multiplicity. This number corrects it.

Uses FS (false) or EKT (true)

## 2. Choose your run parameters

```
<music>
  <enabled>true</enabled> Enable/disable MUSIC
  <IC_mode>kompost</IC_mode>
  <physics>
    <EOS_to_use>s95p-v1.2</EOS_to_use>
    <Viscosity_Flag>True</Viscosity_Flag>
    <Include_Shear_Viscosity>True</Include_Shear_Viscosity>
    <Include_Bulk_Viscosity>True</Include_Bulk_Viscosity>
    <Include_deltaf_bulk>True</Include_deltaf_bulk>
    <Include_second_order_terms>True</Include_second_order_terms>
    <T_dependent_Shear_to_S_ratio>True</T_dependent_Shear_to_S_ratio>
    <Include_Rhob>False</Include_Rhob>
    <use_eps_for_freeze_out>False</use_eps_for_freeze_out>
    <T_freeze>0.151</T_freeze>
  </physics>
  <discretization>
    <boost_invariant>true</boost_invariant>
    <Delta_Tau>0.005</Delta_Tau>
    <Y_grid_size_in_fm>28.0</Y_grid_size_in_fm>
    <X_grid_size_in_fm>28.0</X_grid_size_in_fm>
    <Grid_size_in_y>280</Grid_size_in_y>
    <Grid_size_in_x>280</Grid_size_in_x>
  </discretization>
  <output>
    <output_evolution_data>False</output_evolution_data>
    <output_evolution_every_N_timesteps>10</output_evolution_every_N_timesteps>
    <outputBinaryEvolution>True</outputBinaryEvolution>
  </output>
  <misc>
    <Initial_time_tau_0>1.2</Initial_time_tau_0>
  </misc>
</music>
```

## 2. Choose your run parameters

```
<music>
  <enabled>true</enabled>
  <IC_mode>kompost</IC_mode> IC format
  <physics>
    <EOS_to_use>s95p-v1.2</EOS_to_use>
    <Viscosity_Flag>True</Viscosity_Flag>
    <Include_Shear_Viscosity>True</Include_Shear_Viscosity>
    <Include_Bulk_Viscosity>True</Include_Bulk_Viscosity>
    <Include_deltaf_bulk>True</Include_deltaf_bulk>
    <Include_second_order_terms>True</Include_second_order_terms>
    <T_dependent_Shear_to_S_ratio>True</T_dependent_Shear_to_S_ratio>
    <Include_Rhob>False</Include_Rhob>
    <use_eps_for_freeze_out>False</use_eps_for_freeze_out>
    <T_freeze>0.151</T_freeze>
  </physics>
  <discretization>
    <boost_invariant>true</boost_invariant>
    <Delta_Tau>0.005</Delta_Tau>
    <Y_grid_size_in_fm>28.0</Y_grid_size_in_fm>
    <X_grid_size_in_fm>28.0</X_grid_size_in_fm>
    <Grid_size_in_y>280</Grid_size_in_y>
    <Grid_size_in_x>280</Grid_size_in_x>
  </discretization>
  <output>
    <output_evolution_data>False</output_evolution_data>
    <output_evolution_every_N_timesteps>10</output_evolution_every_N_timesteps>
    <outputBinaryEvolution>True</outputBinaryEvolution>
  </output>
  <misc>
    <Initial_time_tau_0>1.2</Initial_time_tau_0>
  </misc>
</music>
```

## 2. Choose your run parameters

```
<music>
  <enabled>true</enabled>
  <IC_mode>kompost</IC_mode>
  <physics>
    <EOS_to_use>s95p-v1.2</EOS_to_use>
    <Viscosity_Flag>True</Viscosity_Flag>
    <Include_Shear_Viscosity>True</Include_Shear_Viscosity>
    <Include_Bulk_Viscosity>True</Include_Bulk_Viscosity>
    <Include_deltaf_bulk>True</Include_deltaf_bulk>
    <Include_second_order_terms>True</Include_second_order_terms>
    <T_dependent_Shear_to_S_ratio>True</T_dependent_Shear_to_S_ratio>
    <Include_Rhob>False</Include_Rhob>
    <use_eps_for_freeze_out>False</use_eps_for_freeze_out>
    <T_freeze>0.151</T_freeze>
  </physics>
  <discretization>
    <boost_invariant>true</boost_invariant>
    <Delta_Tau>0.005</Delta_Tau>
    <Y_grid_size_in_fm>28.0</Y_grid_size_in_fm>
    <X_grid_size_in_fm>28.0</X_grid_size_in_fm>
    <Grid_size_in_y>280</Grid_size_in_y>
    <Grid_size_in_x>280</Grid_size_in_x>
  </discretization>
  <output>
    <output_evolution_data>False</output_evolution_data>
    <output_evolution_every_N_timesteps>10</output_evolution_every_N_timesteps>
    <outputBinaryEvolution>True</outputBinaryEvolution>
  </output>
  <misc>
    <Initial_time_tau_0>1.2</Initial_time_tau_0>
  </misc>
</music>
```

Time of start of hydro

$\tau_0 = 1.2$  fm/c for EKT/FS

$\tau_0 = 0.2$  fm/c for Trento only



## 2. Choose your run parameters

```
<music>
  <enabled>true</enabled>
  <IC_mode>kompost</IC_mode>
  <physics>
    <EOS_to_use>s95p-v1.2</EOS_to_use>
    <Viscosity_Flag>True</Viscosity_Flag>
    <Include_Shear_Viscosity>True</Include_Shear_Viscosity>
    <Include_Bulk_Viscosity>True</Include_Bulk_Viscosity>
    <Include_deltaf_bulk>True</Include_deltaf_bulk>
    <Include_second_order_terms>True</Include_second_order_terms>
    <T_dependent_Shear_to_S_ratio>True</T_dependent_Shear_to_S_ratio>
    <Include_Rhob>False</Include_Rhob>
    <use_eps_for_freeze_out>False</use_eps_for_freeze_out>
    <T_freeze>0.151</T_freeze>
  </physics>
  <discretization>
    <boost_invariant>true</boost_invariant>
    <Delta_Tau>0.005</Delta_Tau>
    <Y_grid_size_in_fm>28.0</Y_grid_size_in_fm>
    <X_grid_size_in_fm>28.0</X_grid_size_in_fm>
    <Grid_size_in_y>280</Grid_size_in_y>
    <Grid_size_in_x>280</Grid_size_in_x>
  </discretization>
  <output>
    <output_evolution_data>False</output_evolution_data>
    <output_evolution_every_N_timesteps>10</output_evolution_every_N_timesteps>
    <outputBinaryEvolution>True</outputBinaryEvolution>
  </output>
  <misc>
    <Initial_time_tau_0>1.2</Initial_time_tau_0>
  </misc>
</music>
```

### BEWARE:

- Not all hydro parameters are included in this file
- Look at `sources/MUSIC/src/read_in_parameters.cpp` for complete list
- New parameters can be implemented in `scripts/parse_input_music.py`

## 2. Choose your run parameters

```
<iss>
  <enabled>true</enabled>
  <hydro>
    <hydro_mode>1</hydro_mode>
    <turn_on_shear>1</turn_on_shear>
    <turn_on_bulk>1</turn_on_bulk>
    <turn_on_rhob>0</turn_on_rhob>
    <turn_on_diff>0</turn_on_diff>
    <include_deltaf_shear>1</include_deltaf_shear>
    <include_deltaf_bulk>1</include_deltaf_bulk>
    <include_deltaf_diffusion>0</include_deltaf_diffusion>
    <bulk_deltaf_kind>1</bulk_deltaf_kind>
    <restrict_deltaf>0</restrict_deltaf>
    <deltaf_max_ratio>1.0</deltaf_max_ratio>
    <f0_is_not_small>1</f0_is_not_small>
  </hydro>
  <output>
    .
    .
  </output>
  <sampling>
    <perform_decays>0</perform_decays>
    .
    .
    <y_LB>-2.5</y_LB>
    <y_RB>2.5</y_RB>
    .
    .
    <sample_upto_desired_particle_number>1</sample_upto_desired_particle_number>
    <number_of_particles_needed>100000</number_of_particles_needed>
    <number_of_repeated_sampling>10</number_of_repeated_sampling>
    <sample_pT_up_to>4.5</sample_pT_up_to>
    .
    .
  </sampling>
  <randomSeed>-1</randomSeed>
</iss>
```

False will disable iSS

Decays disabled by default

Rapidity range to sample

Oversample up to desired particle number

Maximum  $p_T$  to be sampled

## 2. Choose your run parameters

```
<iss>
  <enabled>true</enabled>
  <hydro>
    <hydro_mode>1</hydro_mode>
    <turn_on_shear>1</turn_on_shear>
    <turn_on_bulk>1</turn_on_bulk>
    <turn_on_rhob>0</turn_on_rhob>
    <turn_on_diff>0</turn_on_diff>
    <include_deltaf_shear>1</include_deltaf_shear>
    <include_deltaf_bulk>1</include_deltaf_bulk>
    <include_deltaf_diffusion>0</include_deltaf_diffusion>
    <bulk_deltaf_kind>1</bulk_deltaf_kind>
    <restrict_deltaf>0</restrict_deltaf>
    <deltaf_max_ratio>1.0</deltaf_max_ratio>
    <f0_is_not_small>1</f0_is_not_small>
  </hydro>
  <output>
    .
    .
  </output>
  <sampling>
    <perform_decays>0</perform_decays>
    .
    .
    <y_LB>-2.5</y_LB>
    <y_RB>2.5</y_RB>
    .
    .
    <sample_up_to_desired_particle_number>1</sample_up_to_desired_particle_number>
    <number_of_particles_needed>100000</number_of_particles_needed>
    <number_of_repeated_sampling>10</number_of_repeated_sampling>
    <sample_pT_up_to>4.5</sample_pT_up_to>
    .
    .
  </sampling>
  <randomSeed>-1</randomSeed>
</iss>
```

Number of particles to sample per rapidity unit  
(if sampling up to desired particle numbers)

Number of particles to sample  
(if NOT sampling up to desired particle numbers)

## 2. Choose your run parameters

```
<urqmd>  
  <enabled>true</enabled> False will Disable UrQMD  
  <calculation>  
    <decays_only>>false</decays_only> true makes UrQMD only consider decays  
    <list_output_time>80000</list_output_time>  
    <calc_stop_time>80000</calc_stop_time>  
  </calculation>  
  <disable-output>  
    <f13>>false</f13>  
    <f14>>true</f14>  
    <f15>true</f15> false outputs collision history  
    <f16>true</f16>  
    <f19>true</f19>  
    <f20>true</f20>  
  </disable-output>  
</urqmd>
```

### 3. Run and monitor chain

- Run the script `scripts/run_chain.sh`
- Folder `log` gives an overview of what of the progress of each event
- `ls jobs_status/running` will show which events are running
- `ls jobs_status/completed` will show which events are completed
- You may edit `NUM_PROCESSES` inside `GENERAL_VARS.sh` to increase/decrease number of cores used.
- Each step keeps its respective log inside its folder

## 4. Outputs

- Outputs are on the `HadrEx` folder
  - Output1: Particles sampled by iSS
  - Output2: Particles decayed by UrQMD (no hadron gas simulation)
  - Output3: Full hadron gas simulation by UrQMD