


دومین روز گردهمایی سرن در روز یکشنبه ادامه داشت و در این روز ابتدا دکتر محمد صدقی مطالبشان را پیرامون شبیه‌سازی (از برخورد پروتون‌ها تا برهم کنش ذرات با آشکارساز) ارائه دادند که مطالب پربار و مباحث جامعی ارائه شد، همراه با پرسش و پاسخ دانشجویان علاقه مند. که در ادامه تصاویر منتخبی از این بخش آورده شده است:

In the name of God, the compassionate, the merciful

## Simulations: from proton-proton collisions to particle interactions with detectors

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Simulation Postprocessor

HONDA  
The Power of Dreams

In 6 months of working with DELTAGE we realized a dream of going from this



DELTA GEN

HONDA  
The Power of Dreams

To this

Why do we do simulations?

- ❖ Simulation: the re-creation of real world process in a controlled environment.
- ❖ Mode: a representation of an object or process that describes and explains phenomenon when it cannot be experimented directly.



Simulation is a very useful, essential tool in modern particle physics

- **designing** an experiment (e.g. now ILC/CLIC, FCC)
- **analyzing** the data (e.g. now LHC experiments)

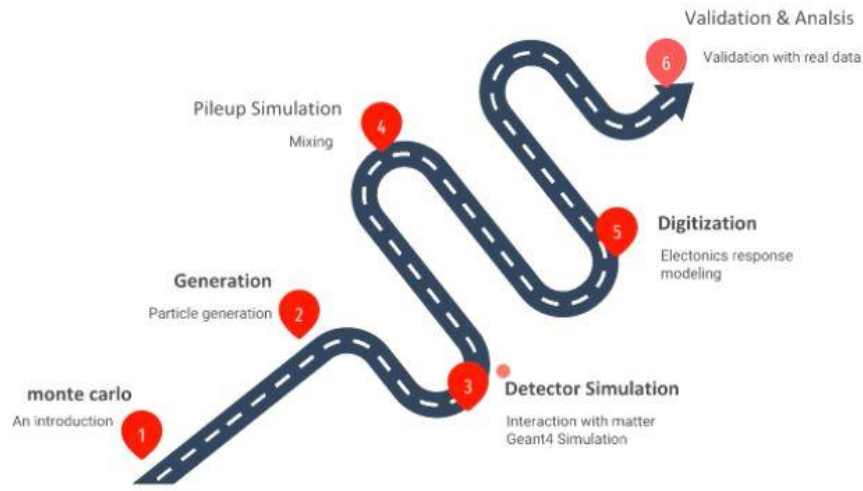
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## Simulation steps



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## Laplace's method of calculating $\pi$ (1886)

❖ General idea is "Instead of performing long complex calculations, perform large number of experiments using random number generation and see what happens"

- ❖ Area of the square = 4
  - Area of the circle =  $\pi$
  - Probability of random points inside the circle =  $\pi / 4$
- ❖ Random points :  $N$ 
  - Random points inside circle :  $N_c$
  - $\pi \approx 4 N_c / N$



$$\text{Area} = (\# \text{ Hits}) / (\# \text{ Total}) \times \text{total area}$$



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## Monte Carlo method : definition

- ❖ The Monte Carlo method is a stochastic method for numerical integration.
- ❖ Generate N random points  $x_i$  in the problem space
- ❖ Calculate the “score”  $f_i = f(x_i)$  for N points.
- ❖ Calculate

$$\langle f \rangle = \frac{1}{N} \sum_{i=1}^N f_i \quad \langle f^2 \rangle = \frac{1}{N} \sum_{i=1}^N f_i^2$$

- ❖ According to central limit theorem, for large N, then  $\langle f \rangle$  will approach the true value  $f$ .

$$p(\langle f \rangle) = \frac{1}{\sqrt{2\pi\sigma}} \exp\left(-\frac{(\langle f \rangle - \bar{f})^2}{2\sigma^2}\right), \quad \sigma^2 = \frac{\langle f^2 \rangle - \langle f \rangle^2}{N-1}$$



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## Les Houches Accord PDF

- ❖ Various models for Parton distribution functions
  - PDF: Parton distribution functions
- ❖ 2001 Les Houches meeting – LHAPDF interface was conceived to enable the usage of PDF sets with uncertainties in a uniform manner.
- ❖ Using LHAPDF routines to evaluate PDFs
- ❖ Many PDF sets are now available in the



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## MC event generation

❖ HEP MC event generation can typically be split into the following steps:

- 1) Process level calculations, needing
    - Matrix Element calculations
    - Parton distribution function evaluation
  - 2) Parton Shower
  - 3) Hadronization
- } evolve at the parton-level to its final state

❖ All these latter steps rely heavily on models and are generally independent from the Matrix Element calculation.

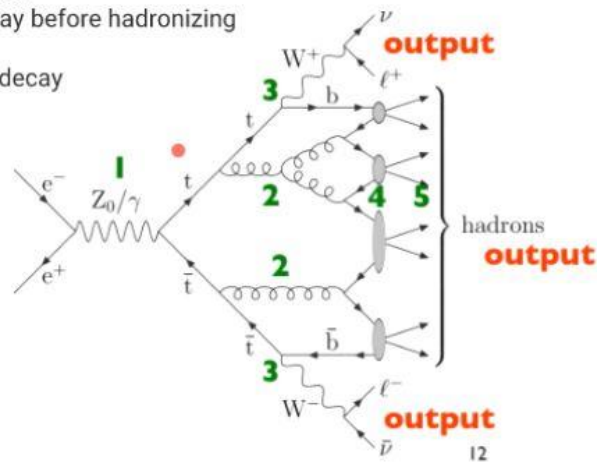
❖ Therefore only few, typically multi-purpose event generators, implement those additional steps.

- Examples are
- Pythia (6 and 8)
  - Herwig (Fortran and C++ versions)
  - Sherpa



## Pythia Monte Carlo event generator process

- 1) Hard process (ME  $\oplus$  PDF)
- 2) Parton-shower phase
- 3) Hard particles decay before hadronizing
- 4) Hadronization
- 5) Unstable hadrons decay



## Interface standard between generator

- ❖ You may need more than a MC generator to generate particles for the new physics.
- ❖ For example you may need mass spectrum from one generator and hadronization process from another.
  - How various generators should talk together?
- The Les Houches Events (LHE) file format is an agreement between Monte Carlo event generators and theorists to define **Matrix Element** level event listings in a common language.



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## Monte Carlo radiation transportation codes

- The detector simulation is different for each experiment. However, general codes exist that can be used for simulating any detector
- These general codes, e.g. Geant4, are called **“Monte Carlo radiation transportation codes”**
- Non-deterministic (e.g. do not solve equations); use random numbers to reproduce distributions
- **Transport particles through matter**

Simulation engines

- Geant4 and Fluka are well established packages

### Geant4

Geant4 is a toolkit to simulate the interaction of particles in matter, created by the Geant4 Collaboration.

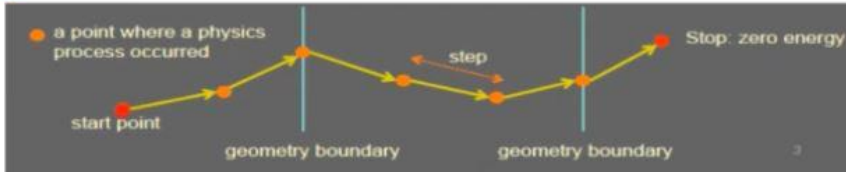


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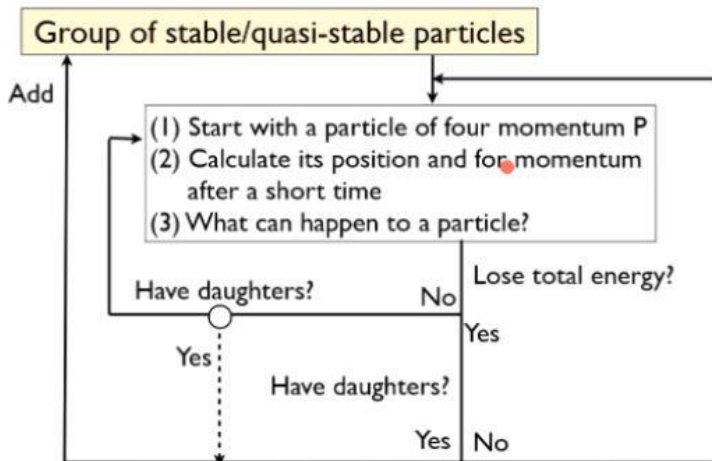
## How does it work?



- Treat one particle at the time
- Treat a particle in steps
- For each step
  - the step length is determined by **the cross sections of the physics** processes and the geometrical boundaries; if new particles are created, add them to the list of particles to be transported;
    - local energy deposit; effect of magnetic and electric fields;
    - if the particle is destroyed by the interaction, or it reaches the end of the apparatus, or its energy is below a (tracking) threshold, then the simulation of this particle is over; else continue with another step.
- Output - new particles created (indirect)
  - local energy deposits throughout the detector (direct)



## How does MC work in detector simulation



## Pileup simulation

- ❖ Particle accelerators are designed to deliver two parameters to the HEP user
    - Energy
    - Luminosity (L) ●
      - Measure of collision rate per unit area
      - Event rate for a given event probability ("cross-section") given by:  $R = \mathcal{L} \sigma$
    - Suppose  $L_b$  corresponds to the luminosity of one pp head-on collision
      - Or the so-called one bunch-crossing
- Then  $L_b$  dc is proportional to the mean number of interaction per pp collision.

$$\mu = \langle N_{int.} \rangle = \frac{\mathcal{L}_b \sigma}{f_{rev}}$$

where  $f_r = 11245.6$  Hz is the LHC revolution frequency during collisions,  
 $\sigma$  is the total interaction cross section.

At the LHC,  $L_b$  is typically expressed in units of  $\text{Hz}/\mu\text{b} \equiv 10^{30} \text{ cm}^{-2} \text{ s}^{-1}$ .

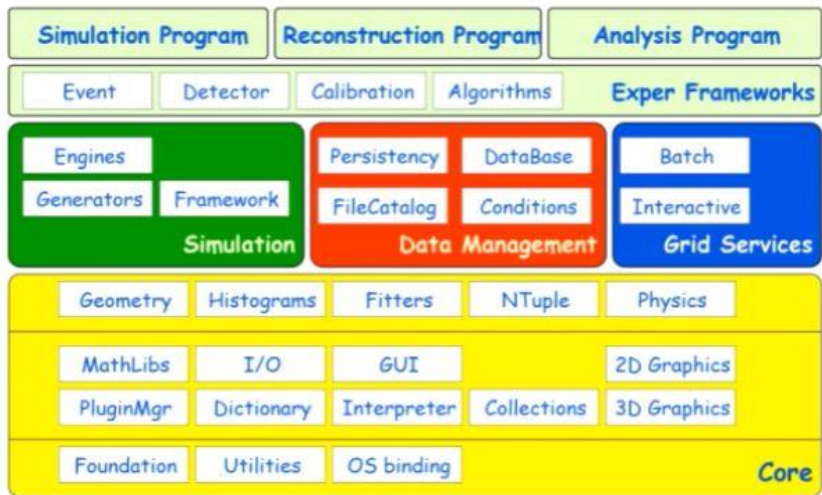
- ❖ the mean number of interaction per pp collision ( $\mu$ ) is called pileup.
- ❖ At HL-LHC  $\mu \approx 200 \rightarrow \sim L_b \approx 28 \text{ Hz}/\mu\text{b}$



## CMSSW CMS software framework



## Software and Analysis in CMS



در ادامه عکس دسته جمعی گروهی گرفته شد که در زیر مشاهده می کنید:



