## **SHERPA**

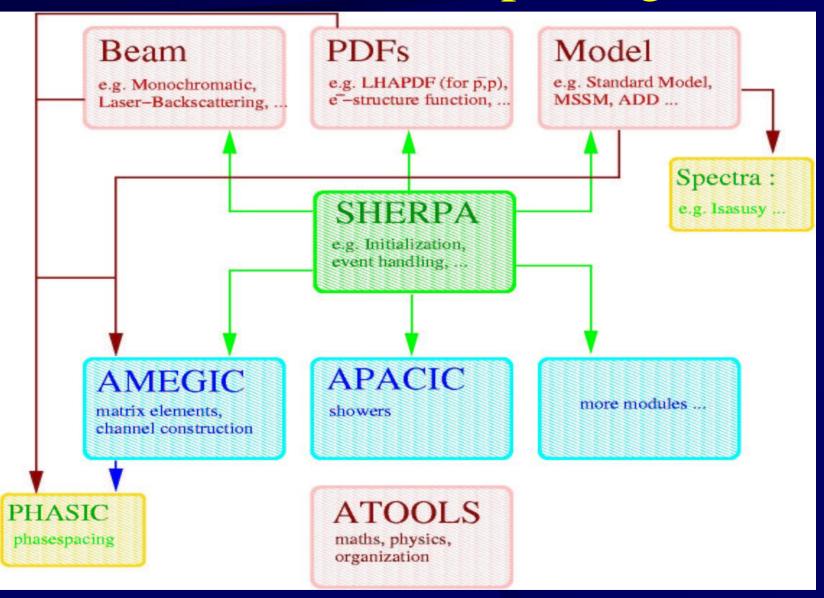
Simulation for High Energy Reaction of PArticles



# Aim of the SHERPA project

- A new full event generator, including
  - Matrix elements (⇒ AMEGIC++ & PHASIC)
  - Parton showers (⇒ APACIC++)
  - Hadronization (to be included soon)
  - Hadron decays
  - Underlying events
  - Pile-up events

# Structure of the package



### Quick tour of modules: ATOOLS

#### Physics tools:

- Event record stuff, flavour declarations, observables, selectors, ...
- event record is a list of "blobs", connected through particles.

#### • Organisation tools:

- Reading data, some global parameters, stuff for parallel computing, ...
- Input is handled through ASCII-files with declarations keyword = value

#### Mathematical tools:

- Functions, simple integrators, matrices, random numbers, histograms, ....

## Quick tour of modules: BEAM

- Simple beam handling
  - different spectra, so far monochromatic and Laser back scattering
  - geometries simple to add, so far not explored
  - beam spectra lead to specific phase space integrators

Class structure

Beam\_Spectra\_Handler includes two Beam\_Bases connects beams with their c.m. system

Laser\_Backscattering for photon coll Mono

for photon coll Monochromatic no spectrum

Beam\_Base base class

### Quick tour of modules: PDFs

#### ISR Handler

includes two ISR\_Bases connects bunch particles and partons

Structure\_Function includes a PDF\_Base

#### Intact

bunch particle is the interacting one, no pdf is needed

ISR\_Base

might include a PDF\_Base, stores some information

PDF\_Handler

selects a pdf from the available ones according to input data

LHAPDF\_Fortran\_Interface

PDF\_MRST99 (C++)

PDF\_Electron

PDF\_Base

## Quick tour of modules: MODEL

- Physical model:
  - masses (electroweak sector, SUSY),
  - mixing matrices,
  - running couplings,running masses ....
- Interface to spectrum generators:
  - Isajet/Isasusy
  - Hdecay

#### MODEL

calculates/initalizes physics parameters: mixing matrices, (running) couplings, ...

interface through maps (via strings)
Function\_Base \* GetScalarFunction(string name)

#### AMEGIC++

#### Interaction\_Model

contains a Model + Vertices

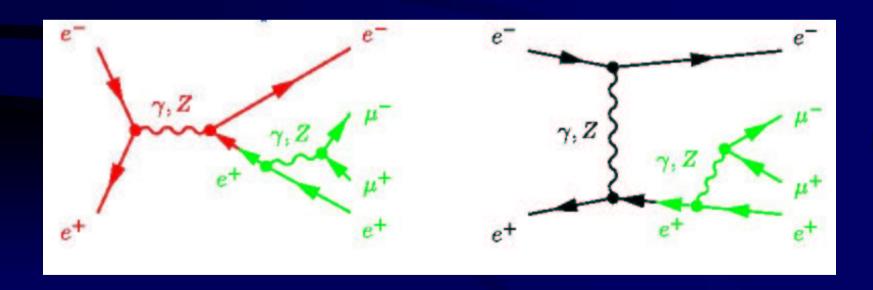
Vertex: 3 legs: in[0,1,2] Colour\_Structure: T[0][1,2]

Lorentz\_Structure: Gamma[0][1,2]

- Calculation of arbitrary tree-level processes
  - SM, MSSM, ADD, extension simple & straightforward
- Explicit polarisation vectors
- Adaptive MC integration
- Completely automatic approach: AMEGIC writes out libraries of helicity amplitudes & phase space mappings
  - leads to user interaction: run, make install, run

```
//gluino - gluon - gluino
Flavour flgluino = Flavour(kf::gluino);
Flavour flgluon = Flavour(kf::gluon);
if (flgluino.IsOn() && flgluon.IsOn()) {
   vertex[vanz].in[0]
                        = flgluino;
   vertex[vanz].in[1]
                        = flgluon;
   vertex[vanz].in[2]
                        = flgluino;
   kcpl0 = kcpl1 = -g3;
   vertex[vanz].cpl[0] = vertex[vanz].cpl[1] = kcpl0.Value();
                        = (kcpl0*PR+kcpl1*PL).String();
   vertex[vanz].Str
   vertex[vanz].ncf
                        = 1;
   vertex[vanz].Color
                        = new Color_Function(cf::F,0,1,2,'0','1','2');
   vertex[vanz].nlf
   vertex[vanz].Lorentz = new Lorentz_Function(lf::Gamma);
   vertex[vanz].Lorentz->SetParticleArg(1);
   vertex[vanz].on
                        = 1;
   vanz++;
```

To tame the factorial growth: Factor out common pieces ⇒ "Superamplitudes"

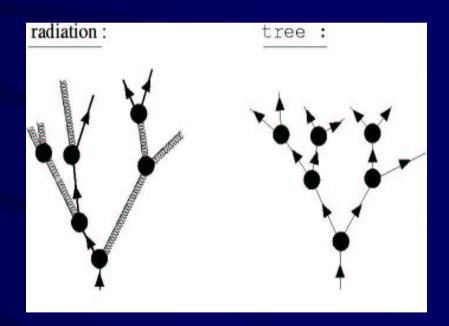


- AMEGIC was exhaustively tested:
  - trivial tests: ee  $\rightarrow$  4f, 4f+ $\gamma$  (vs. RacoonWW)
  - not so trivial: ee → 6f, 2q4g, ....
     (vs. Lusifer & Helac/Phegas)
  - $pp \rightarrow W+jets, WW+jets, ....$ (vs. Madgraph)
  - Some simple SUSY processes
     (really complicated ones not available so far)
  - tested limit so far: 6 final sate particles

## Quick tour of modules: APACIC

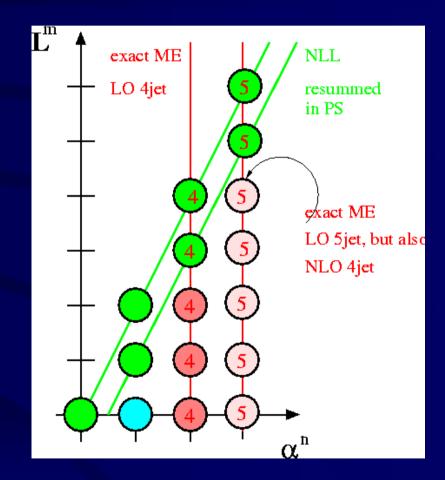
- Parton shower ordered by virtualities with angular ordering imposed "by hand" (Pythia-like)
- General idea:
   Organisation through

   a binary tree, each
   knot containing the
   branching parton



# Interfacing MEs & PS

- General idea:
   Produce jets with MEs,
   evolve them with PS
- Potential traps:Double counting,mismatch of leading logs.
- Cured in SHERPA implementation of suitable
   algorithm: Extra weight
   on MEs, veto on PS



## Hadronisation & hadron decays

- .... are handled by a call to Pythia at the moment ....
- .... it is anticipated that a new hadronisation module based on an improved cluster scheme will be incorporated in SHERPA ....
- .... a hadron decay module is a top item on the agenda.

# SHERPAs event handling

#### **SHERPA**

main class,
initialises physics
handlers, fill them
into the Event\_Phases
and adds them in the
Event\_Handler

#### Event\_Handler

contains a list of
Event\_Phase\_Handlers,
passes a (extending) list
of blobs through them.
They know the type of
blob they must deal with
and take according action.

Signal\_Processes

link to Matrix\_Element\_Handler

Jet\_Evolution

link to Shower\_Handler and ME\_PS\_Interface

#### **Hadronization**

link to Beam\_Remnant\_Handler and Fragmentation\_Handler

Event\_Phase\_Handler base class

#### Plans for the near future

- Check, check & check all modules (ME working group, ME+PS interface ...)
- Public release of the code in August,
   take part in the Data Challenge (if possible)
- Implement the hadronisation package
- Add hard decays (e.g. of top etc.) that's simple - and add spin correlations - that's tedious ...

#### Plans for the not so near future

- Construct a new hadron decay module
- underlying event
- pile-up events

#### BE READY FOR LHC IN 2005

(i.e. with a full code)