

More on the user interface

- ▶ User specifies couplings between different particles, either partially or as full decay chains, for example:

```
D0{K*(892)bar0,rho(770)0}
```

Couples a D^0 meson to a pair of vectors, then if you add the couplings:

```
K*(892)bar0{K-,pi+}
```

```
K*(892)bar0{K0S0,pi0}
```

```
K*(892)bar0{K0L0,pi0}
```

```
rho(770){pi+,pi-}
```

You can generate the amplitude coupling the D^0 meson to the various final states.

- ▶ You can add additional orbital couplings as

```
D0[P]{K*(892)bar0,rho(770)0}
```

```
D0[D]{K*(892)bar0,rho(770)0}
```

- ▶ Which will be coherently summed to give the total amplitude, mod-squared to give the differential rate:

$$\mathcal{P}(\psi)d\psi \propto \left| \sum_i g_i \mathcal{A}_i(\psi) \right|^2 d\psi \quad (1)$$

Developments this year

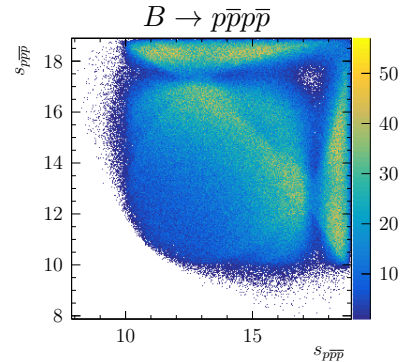
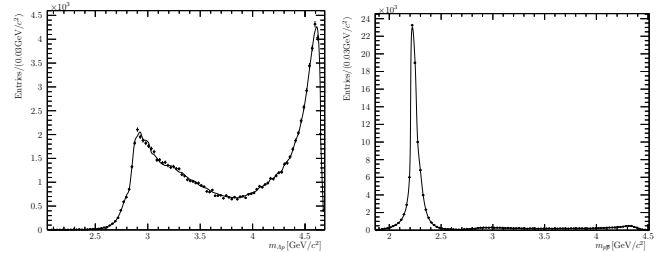
- ▶ Big development is the inclusion of spin-half particles in the initial/final state.
- ▶ Have to deal with additional spin-indices in the probability / need to incoherently sum the different spin configurations.
- ▶ In general, this leads to a rate equation that looks like (for an initial state polarised as $\hat{\rho}$)

$$P(\psi, \hat{\rho}) d\psi = \sum_{ll'} g_l g_{l'} \sum_{imm'} (\delta_{mm'} + \sigma_{mm'} \hat{\rho}) \mathcal{A}_{mi}^l(\psi) \left(\mathcal{A}_{m'i}^{l'}(\psi) \right)^* \quad (2)$$

- ▶ A tricky thing to calculate (and normalise) efficiently!

Toy examples

$\Lambda_b \rightarrow \Lambda p \bar{p}$ with intermediate spin-3/4 contributions:



Future developments

- ▶ With some minor modifications, can generate CUDA kernels that can be integrated into GOOFIT
- ▶ Evaluate amplitude $D^0 \rightarrow K_2^*(1430)^0 [K^-\pi^+] \pi^0$ on 8.4 million events with 1 CPU core (i7-8550U CPU @ 1.80GHz) vs 1 GPU (GeForce GTX 1050M)
- ▶ GPU version is about a factor of two faster than the OpenMP version (i.e. using 8 cores rather than 1 for the CPU version). Further tuning of the code generator has given another factor of $2 \rightarrow 3$ compared to what is shown here.

