







COMMON/MUPARS/MUDBUG, SIGT, SIGL, EFFCY, RANDOM, SIGTEW, PULSES REAL*8 RANDOM

LOGICAL MUDBUG

MC parameter control common

MUDBUG Debug flag

SIGT Transverse Resolution (mm) of yoke and sidewall chambers

SIGL Longitudinal Resolution (mm)

EFFCY Chamber efficiency

RANDOM Random noise in chambers

SIGTEW End wall transverse resolution

PULSES Multi-pulsing probability

Set by: MUFIX

Used by: MUORDR, MUSTOR

COMMON/RESULT/XEND, YEND, ZEND, P, AMAS, SINL, COSL, SINP, COSP, NCH, EN, RS REAL NCH

Contains the current data for the current particle

XEND

YEND position of this particle (cm)

ZEND

р Momentum (Mev/c)

AMAS · mass (Mev/c**2)

SINL sin of dip angle

COSL COS 11

SINP sin of azimuthal angle

COSP COS

NCH Charge (REAL*4 - don't ask me why!)

EN Energy

RS Available CMS energy

Used by: everybody

COMMON/SUN/DELTN

DELTN is the size of the current step (cm)

Used by: MUBREM, MUDKBG, MUINTA, MUPAIR, MURTNE, MUSCA, MUTRAK

COMMON/TODAY/HS, HMIN, HH, HD, HMO, HY

Time of run - secs, mins, hour, day, month, year all integer*2

Set up by BLOCK DATA (after MUCONM) or by the user

Read by MCDATE

COMMON ELOCKS

COMMON/ABUL/SIGB(100), ALPHA(100)

Cross section interpolation
For nucleon target X-section I mb
SIGB(I) is the constant
ALPHA(I) is the exponent

Used by MUSIGM

COMMON/CJTCDC/IBANK, IPART

Common created by main Monte Carlo IPART = particle number

Used by: MUORDR, MURTNE, MUSTOR

COMMON/CMURJB/LASTR

LASTR is the last region number visited

used by: MURTNE, MUZAP

COMMON/CMUSIG/LMUX1,NH,IMUX1,IMUX2,IMUX9

Keeps track of hit lists

LMUX1 length of MUX1 banks (1 and 2)

NH Number of hits. -1, 0 are special

IMUX1 Index for MUX1:1

IMUX2 Index for MUX1:2

IMUX9 Index for MUX1:9

Used by: MUORDR, MURTNE, MUSTOR

COMMON/DISPL/IDBUG, DECAY

LOGICAL IDBUG, DECAY

IDBUG debug printing flag

DECAY flag set for decays

used by: MUDKBG, MURTNE

COMMON/EVENT/NSIZE, NCUR, NEXT, NTOT, EVE(10000)

Stores all the particles yet to be tracked

NSIZE Dimension of EVE

NCUR Always 1

NEXT Next empty word in EVE

NTOT Total number of particles in EVE

EVE Particle data. 10 words each.

Correspond to RESULT values

Used by: MUBREM, MUCAS, MUNUCL, MUPAIR, MURTNE

MUSGIL (BEAM, TARGET, ECM, PLAB, P4TOT)

Called by:

MUCAS

Calls:

None

Arguments/value: BEAM and TARGET are beam and target masses

ECM is the energy in the CMS (returned)

PLAB is the lab momentum

P4TOT(4) is the Lorentz frame for the event

Input Common(s): SYMB2.INIT Output Common(s): SAGELL, SAGEWT

Does some initialisation for the SAGE package, before the call to MUSGNS which does the actual event generation. All energies etc in GeV. See SAGE manual for further details

MUSGNS(TECM, PP, NP, AMASS, PCM, RMAX, IENT)

Called by:

MUCAS

Calls:

MUSGRD

Arguments/value:

TECM is the cms energy

PP(4) is the Lorentz frame in which the event occurs

NP is the number of particles to be generated

according to longitudinal phase space

AMASS(NP) are the particle masses PCM(4,NP) are the 4-momenta generated RMAX is a control parameter for LPS.

Set to the recommended value of 0.4

IENT is the number of attempts at this event

Input Common(s): SYMB2,COUNT,SAGEWT

Output Common(s): COUNT, SAGEWT

Generates an NP particle event acording to LPS. For further details consult the SAGE manual (under routine GENIS).

This seems to give sensible results. I havn't done a detailed study somebody probably should some time - but there's nothing really sticky here.

MUSIGM(P, AMASS, Q, A)

Called by:

MUINTA

Calls:

None

Arguments/value:

P is momentum of incident particle

AMASS is its mass Q is the charge

A is the atomic weight of the nucleus

Real value returned is the X-section in millibarns

Input Common(s): ABUL, MUSIGA

Output Common(s): None

Computes the absorption cross section. Decides on the particle type by looking at AMASS and Q. AMASS is restricted to certain non-obvious values: see the comments in the listing for complete details. Then finds the cross section for Nucleon Targets for this momentum by interpolating in the MUSIGA common, obtained from the data compilations. Then finds C and alpha for the formula C*A**alpha for nuclear targets. (Full details of this method will appear at some point).

Status: Good. I believe these numbers. Results agree with experimentals values of absorption cross sections within 3% though it may be worse for e.g. low energy antiprotons

MUSTOR(I,X,Z)

Called by:

MUZAP, MUORDR

Calls:

none

Arguments/value: Chamber Number, transverse and longitudinal values

Imput Common(s): CUTCDC, MUPARS, CMUSIG

Output Common(s): CMUSIG

Uses bank(s):

MUX1:1, MUX1:2, MUX1:9

Stores a hit in the banks MUX1:1 (x) MUX1:2 (z) and particle info in MUX1:9. Multipulsing, smearing, and inefficiency are all applied here

MUPIO

Called by: MURTNE Calls: MUROT Arguments/value: None Input Common(s): RESULT

Output Common(s): EVENT, RESULT

Goes right through the EVENT common looking for neutral pions. When it finds one, two gammas are produced, isotropically about the pi0 direction

MUROT(XP, YP, ZP)

Called by:

MUPIO, MUDKBG

calls: Arguments/value: Xp,etc

None

Input Common(s): RESULT

Output Common(s): RESULT

A rotation routine. A particle produced with components XP,YP,ZP and momentum P (in RESULT) in the frame of a particle with direction SINL, COSL, SINP, COSP (in RESULT) has its direction worked out. This new direction then overwrites the SINL etc values in RESULT.

MURTNE(PV,R,IDUM,*)

Called by:

MCJADE

Calls:

MUDKBG, MUFIND, MUMAT, MUPAIR, MUBREM, MUINTA, MUTRAK

MUSCAT, MUEXNU, MUNUCL, MUCAS, MUPIO

Arguments/value: PV is momentum vector

R is position

IDUM and * are not used

Input Common(s): DISPL,CJTCDC,CPROD,KUT,JEVENT

Output Common(s): EVENT, CMURJB, CMUSIG, RESULT, SUN, Bos Common

Output Bank(s): MUX1:1, MUX1:2, MUX1:9, MUCH

This is the general steering routine, called for each event.

First time through, it sets up some parameters (NSIZE, STEP, PCUT) and seeds the random number generator.

If this is the first track of an event, then the MUX1:1,2,9 banks are created.

The tracks parameters are then copied from PV and R to RESULT. Dimensions are converted from mm & GeV to cm & MeV. K zeros are reassigned as K+-. This is OK for aborption but incorrect as far as energy loss goes.

MUMAGF(FIELD)

called by:

MUTRAK

Calls:

none

Arguments/value: FIELD(3) is the direction of the field

value returned is the magnitude

Input Common(s): RESULT, MUTYPE

Output Common(s): none

Works out where it is in the return yoke or end walls and evaluates the magnetic field magnitude and direction. This is normalised to 1, the multiplication by 4.8 kG (or whatever) is done in MUTRAK

MUMAT(INDEED)

called by:

MURTNE

calls:

none

Arguments/value: INDEED is index to this material

Input Common(s): None

Output Common(s): MAT, MUABSL

This routine extracts the properties of the current material (density, radiation length, dE/dx parameters etc) from tables and puts them into MAT; MUABSL is also filled.

It looks very complicated, because it is a multi-purpose routine which can also be used to produce the tables for new materials. This part does not happen in normal use.

MUNUCL(TKIN)

called by:

MURTNE

calls:

None

Arguments/value: TKIN is energy to be used in creating fragments

Input Common(s): RESULT, KUT

Output Common(s): EVENT

Produces nuclear fragments. Distribution for KE is T exp-(100 T**2) Goes on producing fragments until all the available energy TKIN is used up.

Status: Uncertain, See MUEXNU.

MUEXNU(EN, AMAS)

Called by: MURTNE calls: none

Arguments/value: EN and AMAS are the energy and mass of the

incident particle

Real value returned is the energy to go to nuclear

excitation

Input Common(s): MAT

Decides on energy to evaporation nucleons. Gives 10 Mev/nucleon for collisions below 3 Gev, above 3 Gev multiplies this by E/3

Status: very suspicious. Grant's paper and program say different things here. Both are probably wrong. This is first on my list for improvements.

Output Common(s): None

MUFIND(IND)

Called by: MURTNE

Calls: ENDCLG, MUZAP

Arguments/value: Ind is material index: 0 = air (=vacuum)

-1 = left apparatus

1 - 92 are elements
100+ are composites

Input Common(s): RESULT, CGE01, CMUREG

Output Common(s): MUTYPE

Prom the position it works out what material it is in (aluminium, lead-glass, iron, iron-loaded concrete, air...) It does this by looking at the geometry common values (for radius of coil, etc), by the lead glass routine ENDCLG which knows where the lead glass blocks are in the end cap, and by looking at the muon region list. If it discovers it is in a chamber, it calls MUZAP to score the hit.

MUCAS

Called by: MURTNE

Calls: MUPCN, MUTRYN, MUSGIL, MUSGNS, MUSGWT

Arguments/value: None
Input Common(s): RESULT
Output Common(s): EVENT

Generates a multiparticle event.

First decides on the probability of charge exchange (MUPCN) for the target. (p \rightarrow n or n \rightarrow p)

If the beam momentum is low (<400 Mev/c) then the multiparticle collision is not generated, instead the beam particle loses 10% of its energy, and that's it.

It decides randomly on proton or neutron as target particle.

For a nucleon-nucleon collision, if the target charge exchanges and if the energy is reasonably high, then there is a 50:50 chance of beam charge exchange too. This is a bit of a kludge.

It then decides on the number of charged and neutral pions produced. by calling MUTRYN. If there is not enough cms energy to create all these particles, it drops pi zeros until there is. If there still isn't enough after all the pi zeros have been dropped, then the low energy (<400 Mev/c) procedure is followed.

The SAGE routines are called to generate the event. SAGE produces weighted events, and these have to be selected by comparing the weight with the "maximum weight". This last is very time consuming to calculate. I have set the standard value to 2.0, from looking at actual values of the weight generated. If it takes more than 10 shots at the generation then it decides that 2.0 is far too high, and uses 3 times the average weight (from the >=10 tries it's just made) instead.

At the end, energy, momentum, and charge balance is checked.

Status: Fairly satisfactory. Main defect is the lack of any Kaon production — everything is a pion or a nucleon (though the target mass is correct). If anyone had some numbers for kaon production fractions (which are probably easy — it's reactions like K p \rightarrow pi Lambda that will make life difficult) then it would be relatively easy to put them in — SAGE could handle them.

OVERVIEW

```
MUCONM----MUFIX
        / get KALIBR consts fix parameters
                       MUDKEG --- MUROT
                       / pi, K decay rotate ENDCLG
                                        / from lead glass lib
                      | MUFIND ----
                                          -+-MUZAP
                      // where am I ?
                                            hit in muon chambers
                      MUMAT
                                            MUSTOR
                      |/ get material props.
                                             save mu hit
                      | MUPAIR ---- MUTRAK
                      // gamma -> e+e-
                      MUBREM
                              ----- MUTRAK, MUSCAT
                      // e -> e gamma
                                 ---- MUSIGM
                      | MUINTA -
                      // did it interact? get cross section
MCJADE--- |-MURTNE -
       | steers muon
                      11
                      MUTRAK -----MUDEDX, MUMAGF
       part of MC
                      move particle energy loss mag field
                      MUSCAT
                      | coulomb scattering
                      MUEXNU
             these
                      energy to nuclear excitation?
             only
             called |\
             if it
                     MUNUCL
                        Produce evaporation nucleons
             interacts |
                      11
                                      - MUPCN
                      | MUCAS ----
                                        Charge exchange
                                      1
         MUORDR-MUSTOR | generate
                         interaction
                                      11
          create MUEV
                                      | MUTRYN - Multiplicity
                                      11
                                      | MUSGIL - Sage initialise
                        MUPIO ---MUROT
                                      11
                          pizero decay | MUSGNS - Sage generator
                                       MUSGWT - Sage weight
```

Note: MUCONM is called only once, at the start of the job.

MURTNE is called for every track (that gets as far as the filter).

MUORDR is called once per event, at the end









