

CalcHEP: Calculator for High Energy Physics

born as a CompHEP in 1989: MSU-89-63/140

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- **CalcHEP** is a powerful tool for efficient and effective studies of high-energy physics (HEP) phenomenology in Beyond the Standard Model (BSM) scenarios. It enables a high level of automation in going from your favourite model to physical observables such as decay widths, branching ratios, cross sections, kinematic distributions, and parton-level events.
- **Highlights**
 - Convenient graphical interface – to **understand** process in details
 - Output of symbolic results ([Mathematica](#), [REDUCE](#), [FORM](#) formats)
 - Calculates particle widths 'on the fly'
 - Easy to modify an existing model (GUI) or to implement the new one ([LanHEP](#), [FeynRules](#))
 - Batch interface: [multidimensional scan of the parameter space](#), produces LHE files in one run
 - Designed to study physics and present and future colliders: [LHA PDF](#), [ISR+Beamstrahlung](#) for ILC
 - Modular structure: one can use it as a matrix element generator in other codes and packages ([e.g. GAMBIT](#))
 - Has different modules for user modifications: [user-defined cuts](#), [user form factor](#) etc.

CalcHEP installation guide

1. Download the code

a) from Dark Tools github

`wget https://raw.githubusercontent.com/dimauiromattia/darktools/main/calchep/calchep_3.9.2.tgz`

or

b) from the **HEP Tools site**

→ Go to HEP TOOLS → calchep → download calchep_3.9.2.tgz

or

c) from `http://theory.npi.msu.su/~pukhov/calchep.html`

`wget https://theory.sinp.msu.ru/~pukhov/CALCHEP/calchep_3.9.2.tgz`

2. Unpack the archive: `tar -zxvf calchep_3.9.2.tgz`

3. Enter the directory: `cd calchep_3.9.2`

4. Compile: `make`

5. Start CalcHEP: `cd work; ./calchep`

Compilation, potential problems and solutions

- To compile the CalcHEP source code you need:
C compiler, the X11 graphics library and the X11 include files
"CalcHEP is compiled successfully and can be started " [is a good sign](#)
- **Supported operating systems:** Linux, MacOS, SunOS, and Windows Subsystem for Linux (WSL)
- **Potential problem**
 - The most frequent compilation problem is due to the absence of the X11 include files: in this case CalcHEP will compile, however, it only runs in non-interactive mode: `./calchep` will give
Error: You have launched the interactive session for a version of CalcHEP that has been compiled without the X11 library.
Presumably, the X11 development package is not installed on your computer.
 - the following additional package should be installed to run CalcHEP in GUI mode:
libX11-devel on Fedora/Scientific; **libX11-dev** on Ubuntu/Debian; **xorg-x11-devel** on SUSE;
for MAC: XQuartz is the official X11 server and client-side libraries for macOS
get it from <https://www.xquartz.org> or `brew install --cask xquartz`
- **Compilation for High Precision Calculations**
 - Intel C compiler has a `_Quad` type, `-D QUAD` has to be added to **FlagsForSh** as
`CFLAGS="-D_QUAD_ -fPIC -fsigned-char -Qoption,cpp,--extended_float_type"`