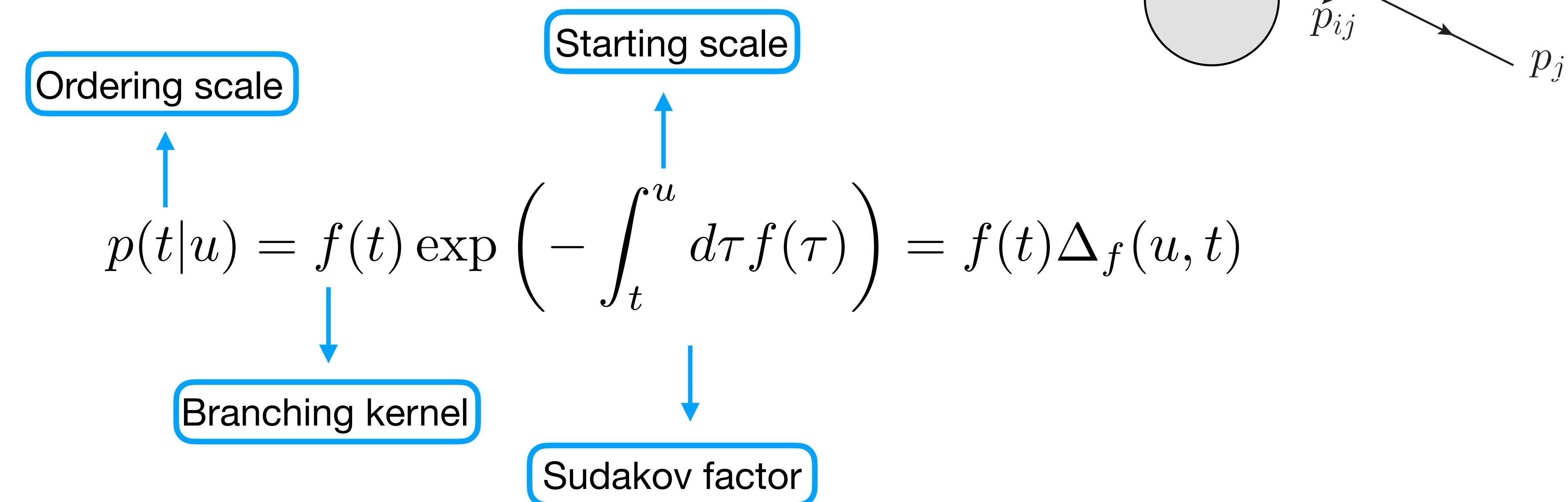


Competing Sudakov Veto Algorithms

Rob Verheyen

Shower Probabilities

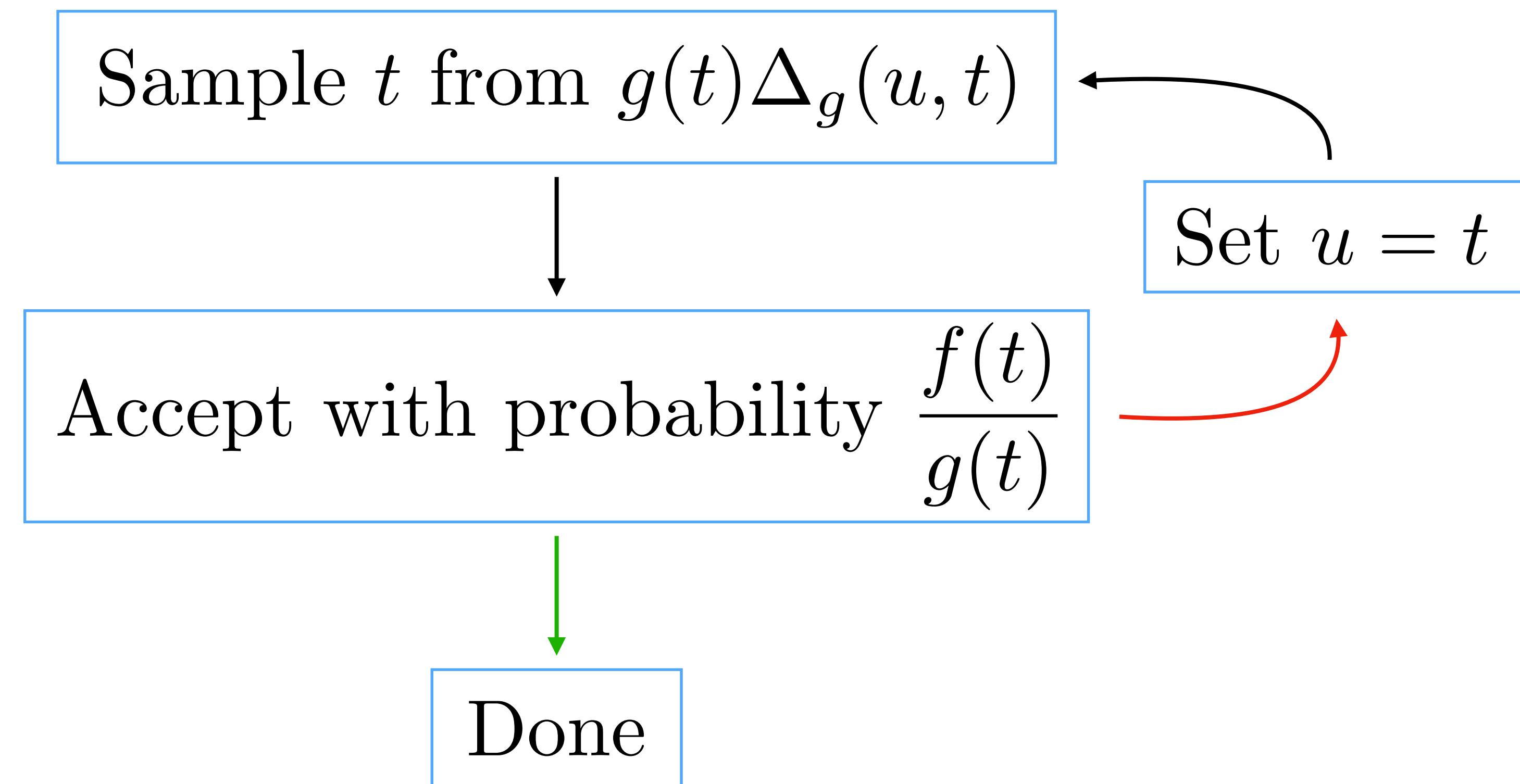
Goal: Sample from the distribution



The branching kernel $f(t)$ is usually too complicated to sample directly

The Sudakov Veto Algorithm

Solution: Find a *simple* overestimate $g(t) > f(t)$ and do the following:



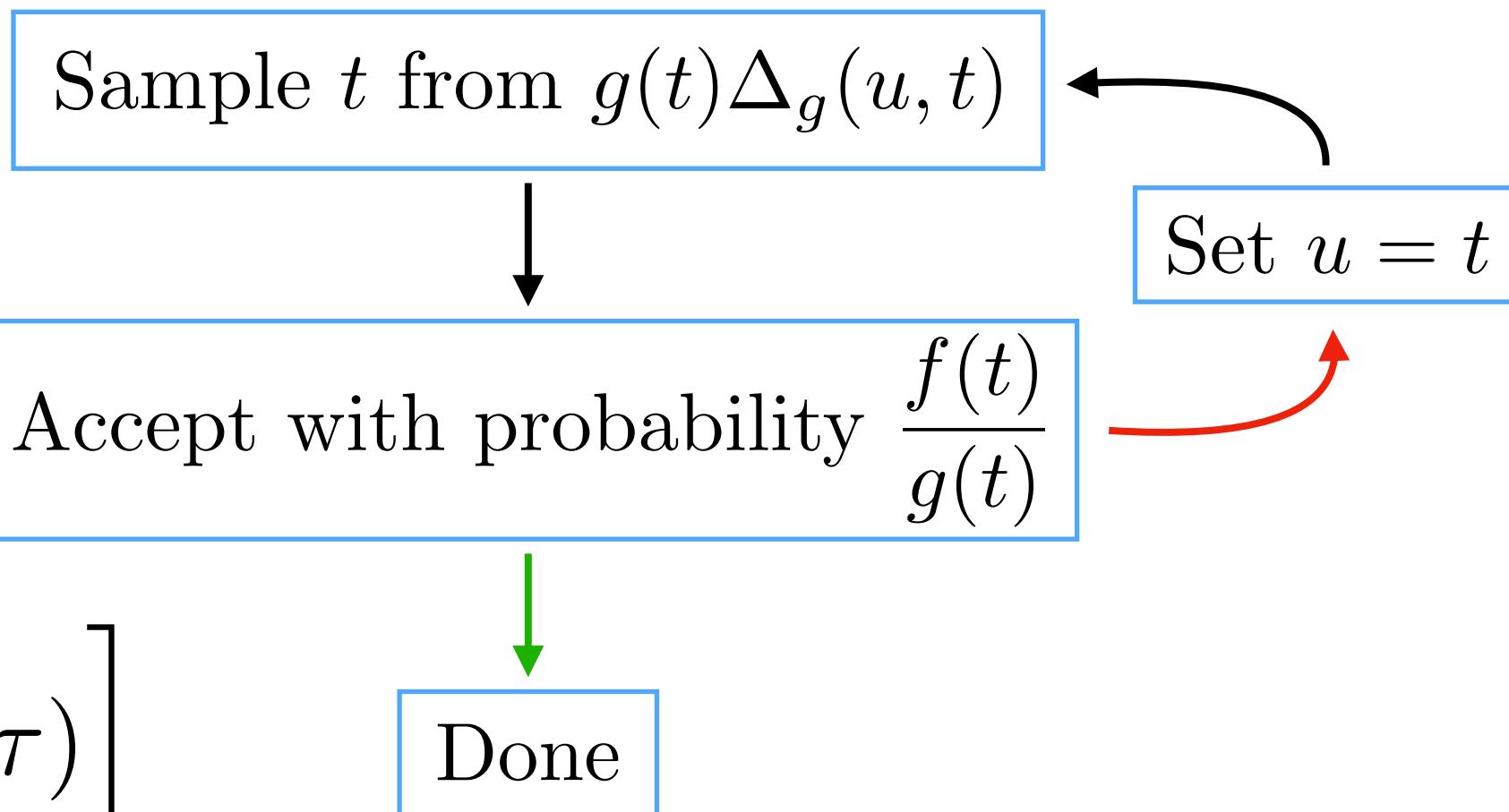
The Sudakov Veto Algorithm

Why does that work? Write out probability recursively:

$$p(t|u) = \int_0^u d\tau g(\tau) \Delta_g(u, \tau) \left[\frac{f(\tau)}{g(\tau)} \delta(\tau - t) + \left(1 - \frac{f(\tau)}{g(\tau)}\right) p(t|\tau) \right]$$



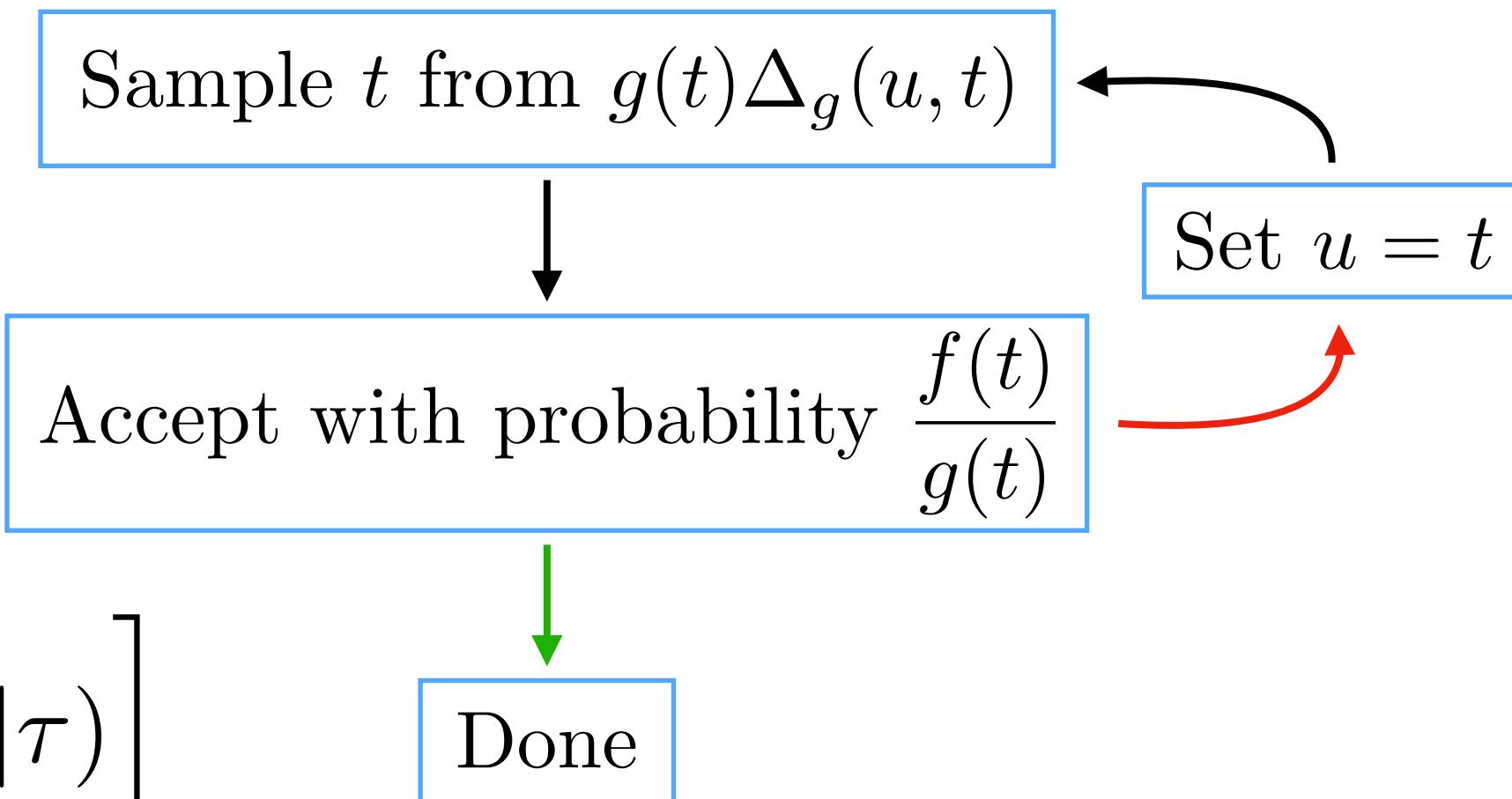
Markovian



The Sudakov Veto Algorithm

Why does that work? Write out probability recursively:

$$p(t|u) = \int_0^u d\tau g(\tau) \Delta_g(u, \tau) \left[\frac{f(\tau)}{g(\tau)} \delta(\tau - t) + \left(1 - \frac{f(\tau)}{g(\tau)}\right) p(t|\tau) \right]$$



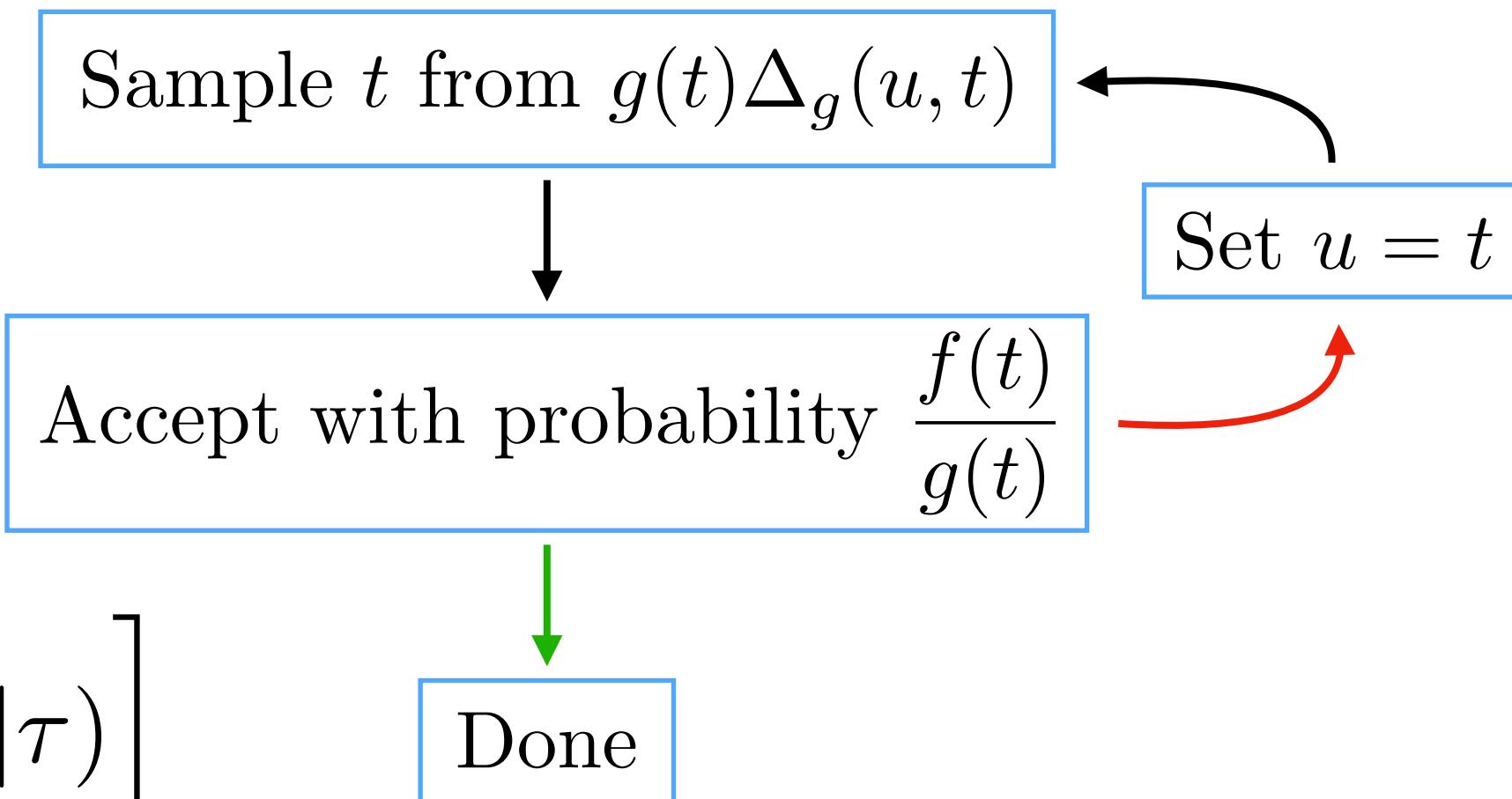
Find differential equation

$$\frac{\partial}{\partial u} p(t|u) = f(t)\delta(t - u) - f(u)p(t|u)$$

The Sudakov Veto Algorithm

Why does that work? Write out probability recursively:

$$p(t|u) = \int_0^u d\tau g(\tau) \Delta_g(u, \tau) \left[\frac{f(\tau)}{g(\tau)} \delta(\tau - t) + \left(1 - \frac{f(\tau)}{g(\tau)}\right) p(t|\tau) \right]$$



Find differential equation

$$\frac{\partial}{\partial u} p(t|u) = f(t)\delta(t - u) - f(u)p(t|u)$$

General(ish) solution

$$p(t|u) = f(t)\Delta_f(u, t)\theta(\sigma < t < u) + p_0(t, \sigma)$$



Cutoff term

Competition

Many extensions possible and required for practical implementation

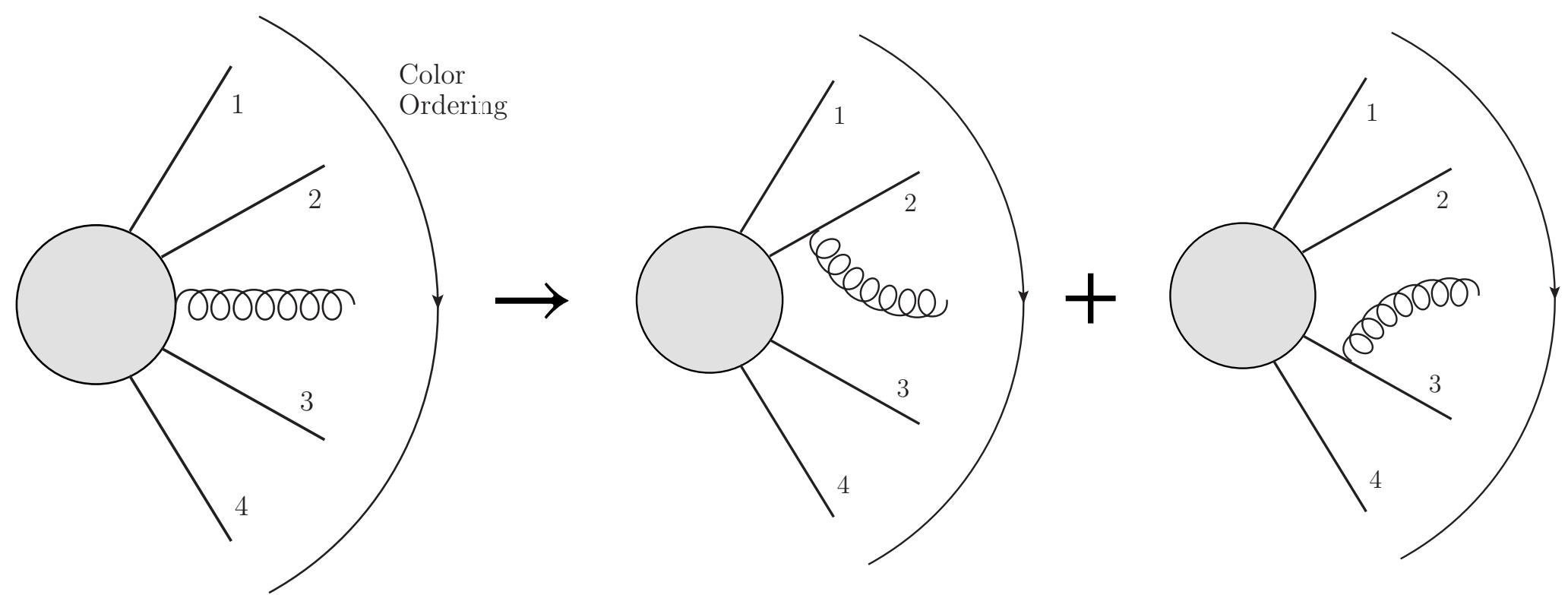
- More variables
- Weighted veto algorithm
- Etc..

Focus this talk: *Competition*

$$\tilde{p}(t|u) = \tilde{f}(t) \exp \left(- \int_t^u d\tau \tilde{f}(\tau) \right) \quad \text{where} \quad \tilde{f}(t) = \sum_i^N f_i(t)$$



Partons/Dipoles/Antennae



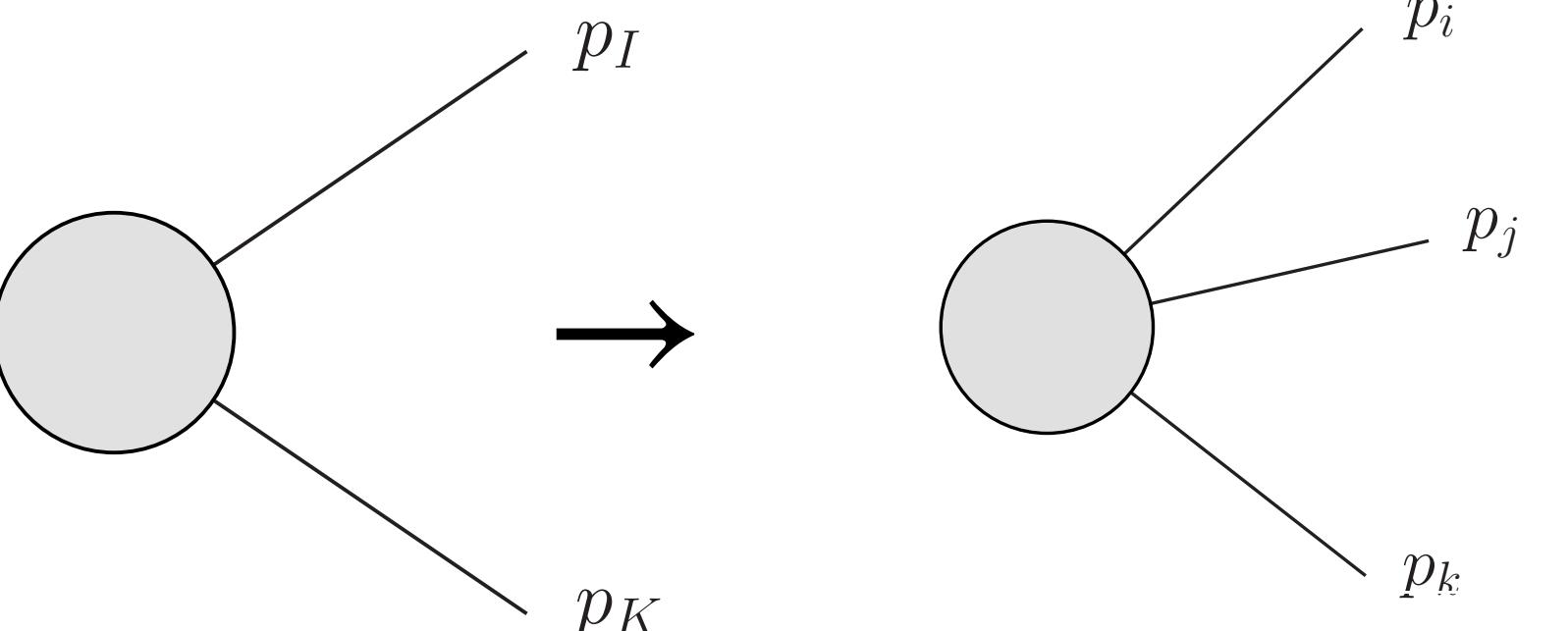
Toy Shower

Vincia-based simple final-state toy shower

- Branching kernel: Soft eikonal

$$s_{ab} = 2p_a \cdot p_b$$

$$f(s_{ij}, s_{jk}) = a \frac{s_{ik}}{s_{ij}s_{jk}} \quad g(s_{ij}, s_{jk}) = a \frac{s_{IK}}{s_{ij}s_{jk}}$$

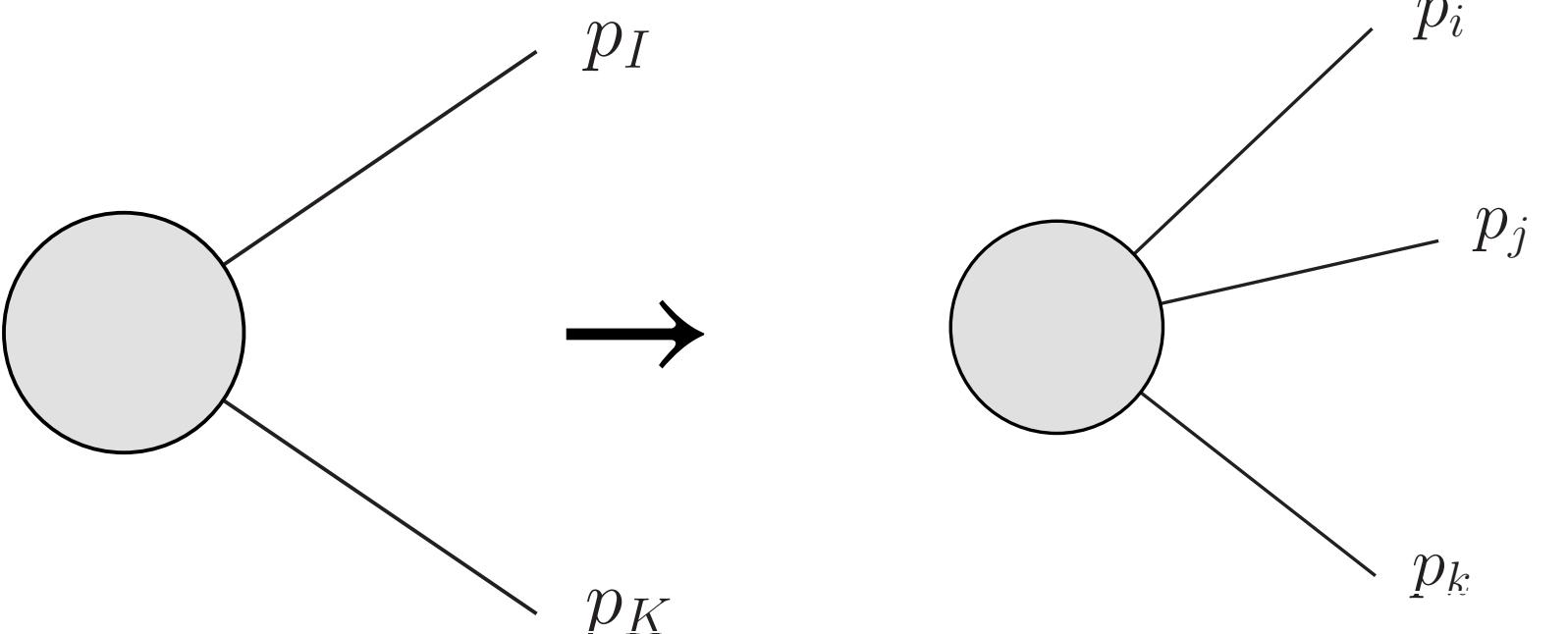


Toy Shower

Vincia-based simple final-state toy shower

- Branching kernel: Soft eikonal

$$s_{ab} = 2p_a \cdot p_b$$



$$f(s_{ij}, s_{jk}) = a \frac{s_{ik}}{s_{ij}s_{jk}} \quad g(s_{ij}, s_{jk}) = a \frac{s_{IK}}{s_{ij}s_{jk}}$$

- Phase space factorisation: Vincia

$$\begin{aligned} d\Phi_{n+1} &= d\Phi_n \times ds_{ij} ds_{jk} d\varphi \\ &= d\Phi_n \times dp_\perp^2 dz d\varphi \end{aligned}$$

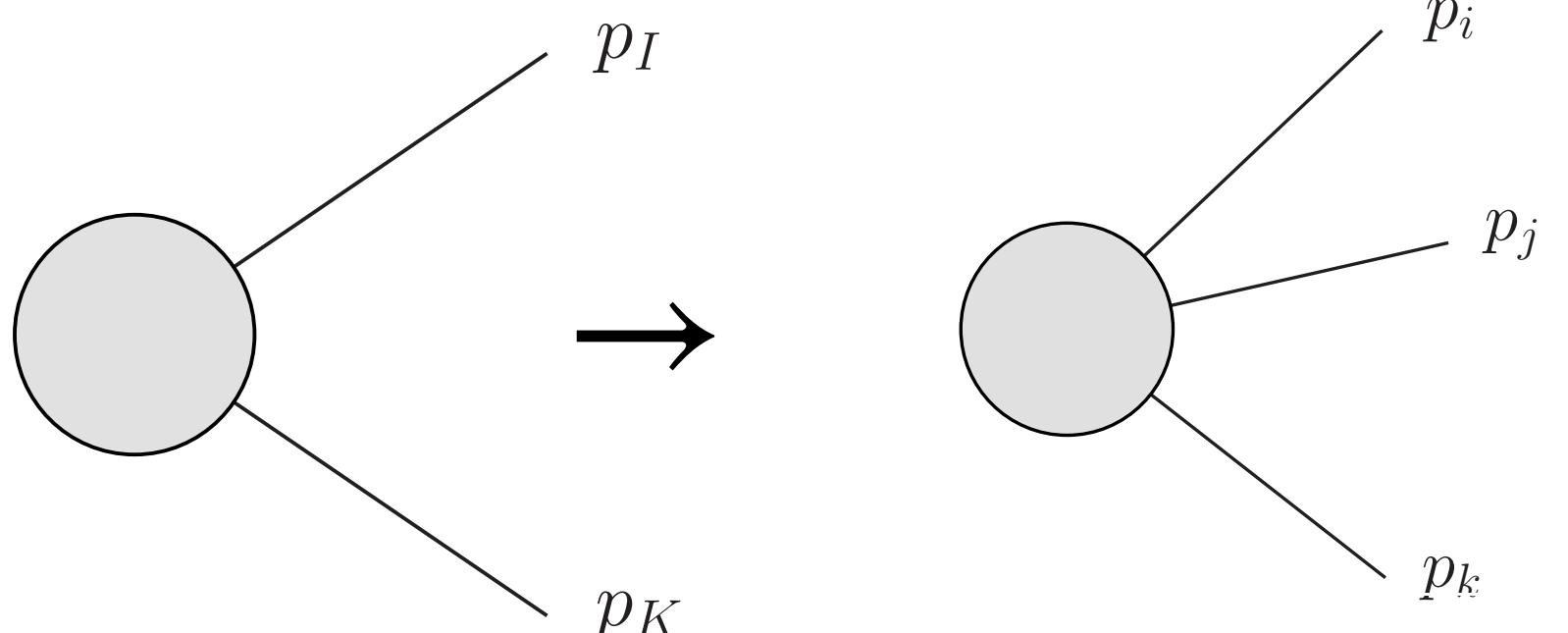
$$p_\perp^2 = \frac{s_{ij}s_{jk}}{s_{IK}} \quad z = \frac{s_{jk}}{s_{IK}}$$

Toy Shower

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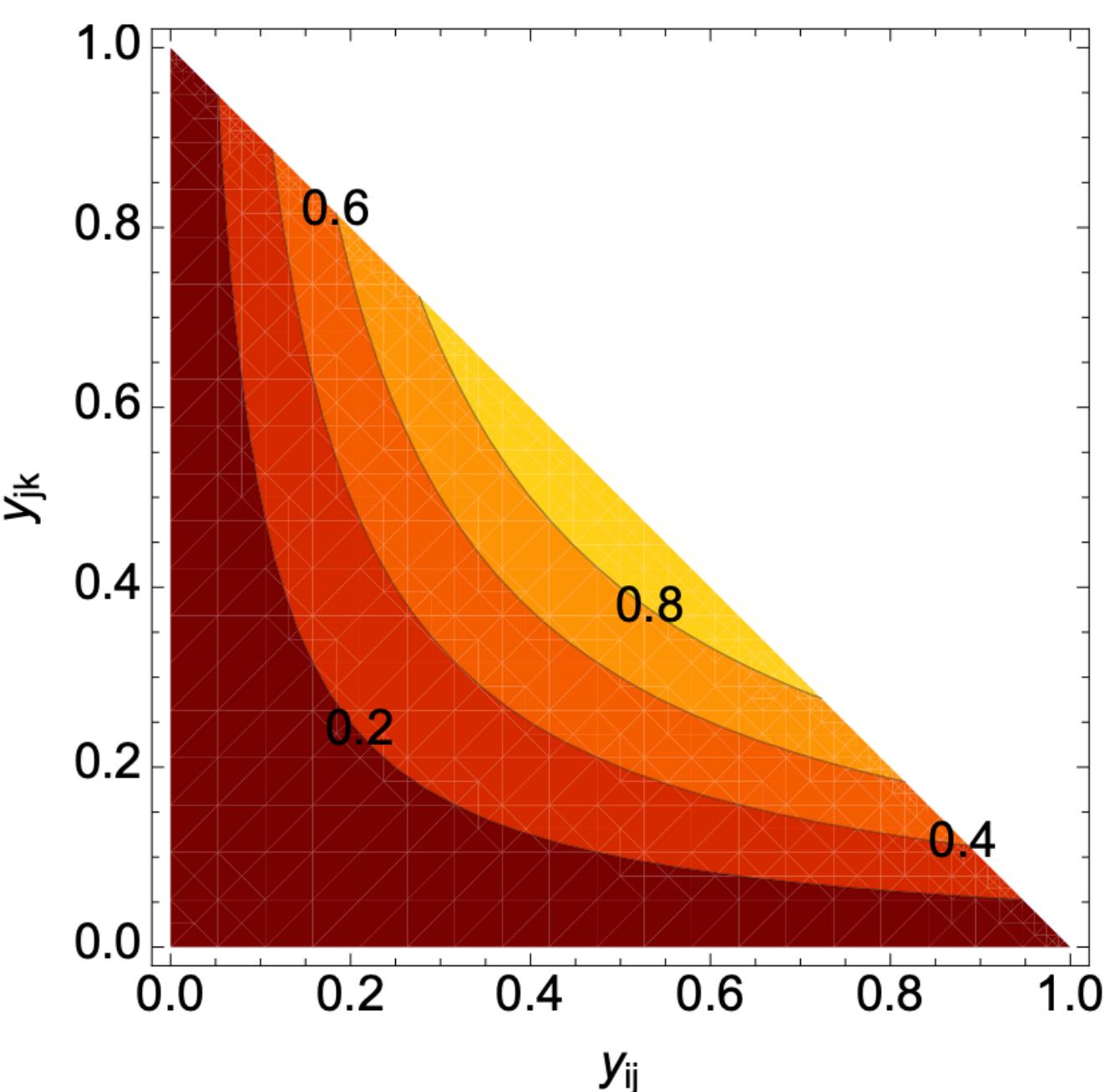
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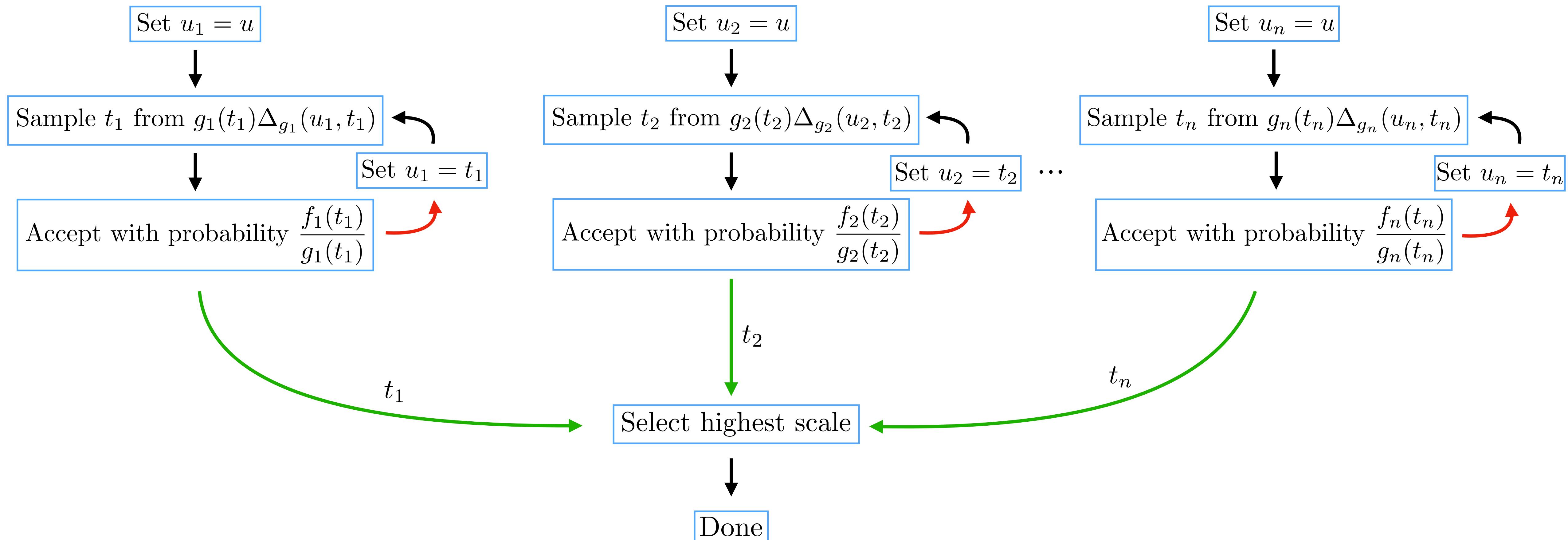
$$p_\perp^2 = \frac{s_{ij}s_{jk}}{s_{IK}} \quad z = \frac{s_{jk}}{s_{IK}}$$

- Phase space boundaries

$$z_\pm = \frac{1}{2} \left(1 \pm \sqrt{1 - 4 \frac{p_\perp^2}{s_{IK}}} \right)$$



Veto-Max



Veto-Max

Why does that work?

$$\left[\prod_{i=1}^n \int_0^u dt_i f_i(t_i) \Delta_{f_i}(u, t_i) \right] \sum_{j=1}^n \left[\prod_{k \neq j} \theta(t_j > t_k) \right] \delta(t - t_j)$$

Veto-Max

Why does that work?

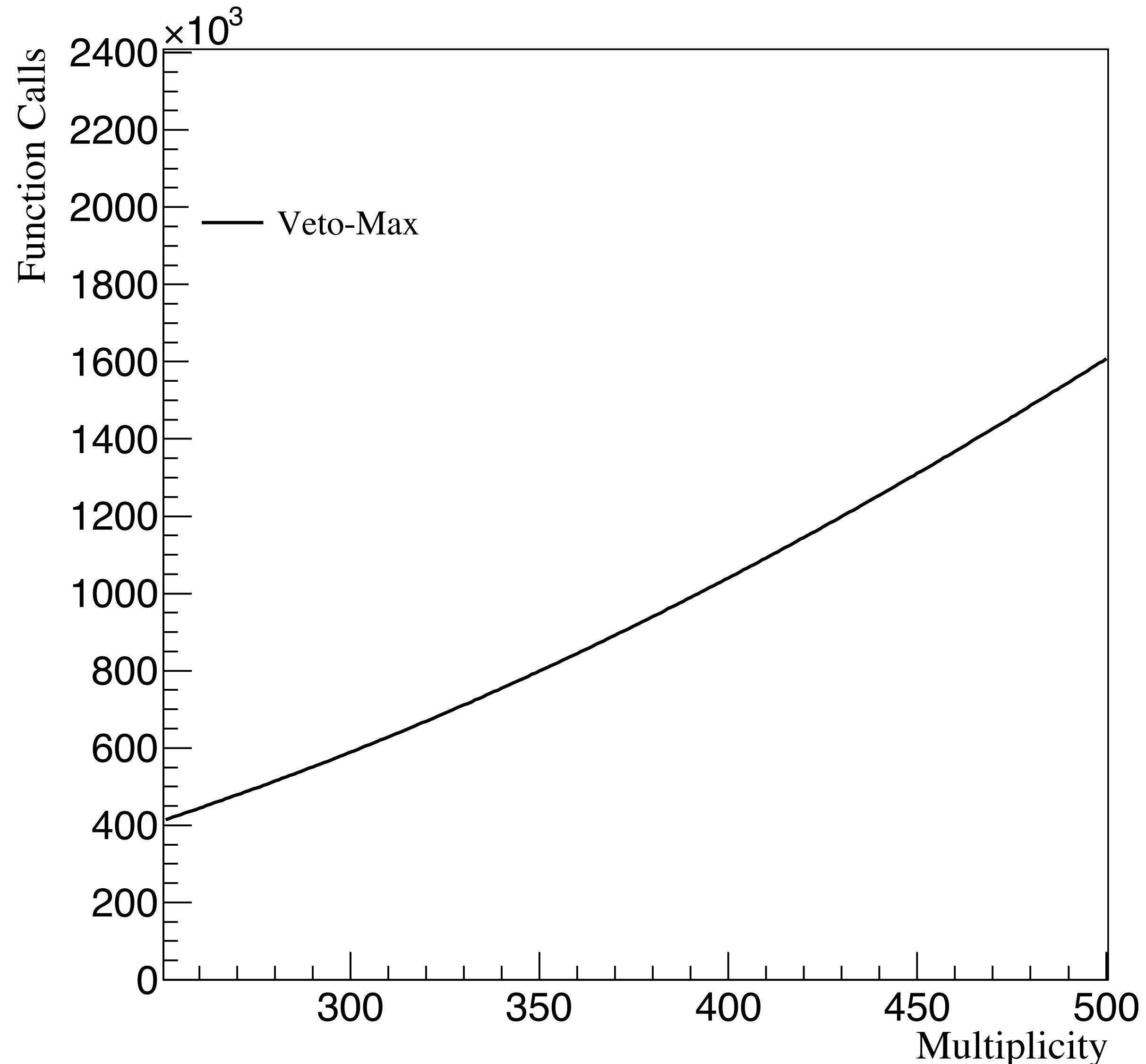
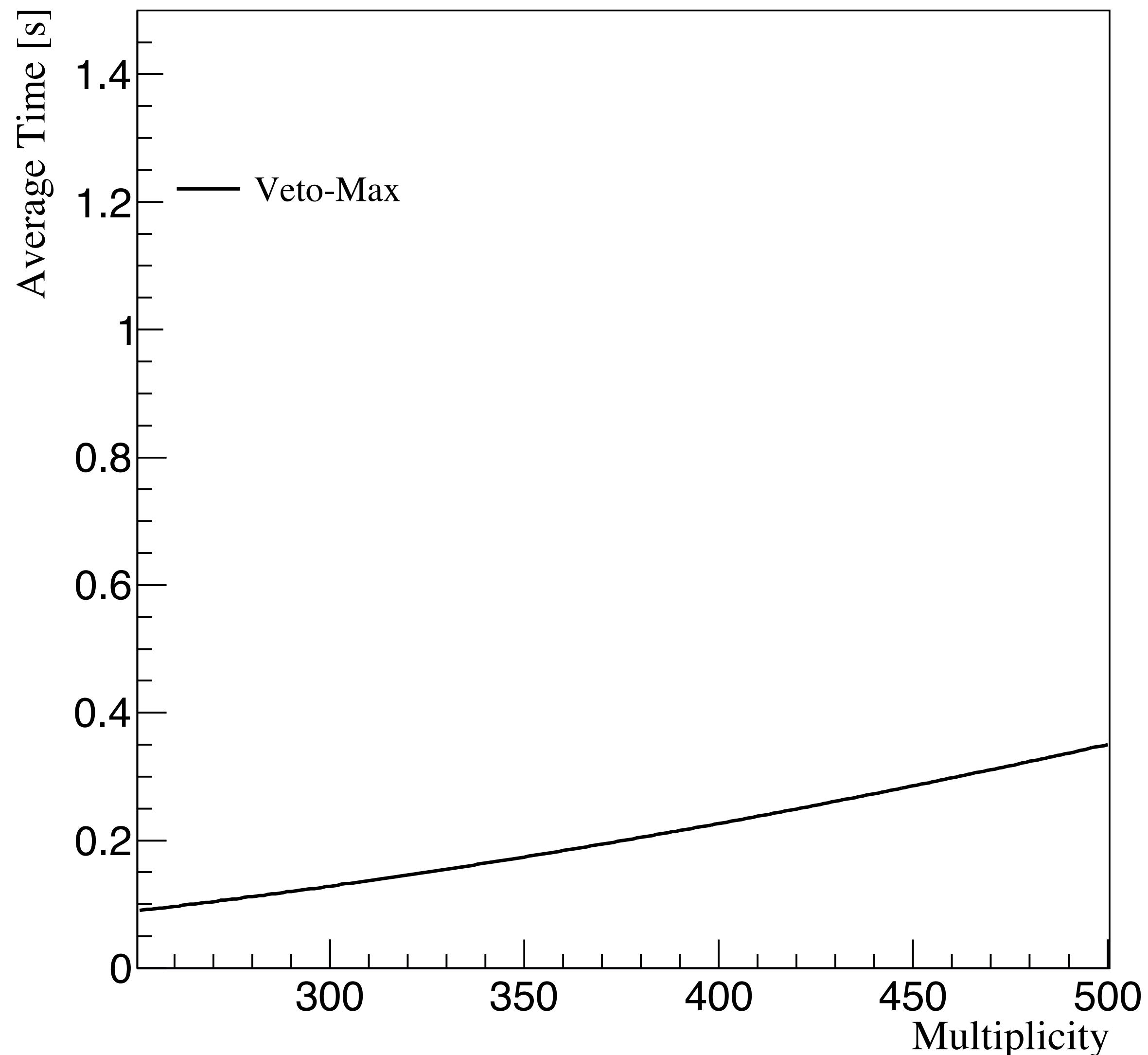
$$\left[\prod_{i=1}^n \int_0^u dt_i f_i(t_i) \Delta_{f_i}(u, t_i) \right] \sum_{j=1}^n \left[\prod_{k \neq j} \theta(t_j > t_k) \right] \delta(t - t_j)$$
$$= \sum_{i=1}^n \left[\prod_{j \neq i} \int_0^{t_i} dt_j f_j(t_j) \Delta_{f_j}(u, t_j) \right] \int_0^u dt_i f_i(t_i) \Delta_{f_i}(u, t_i) \delta(t - t_i)$$

Veto-Max

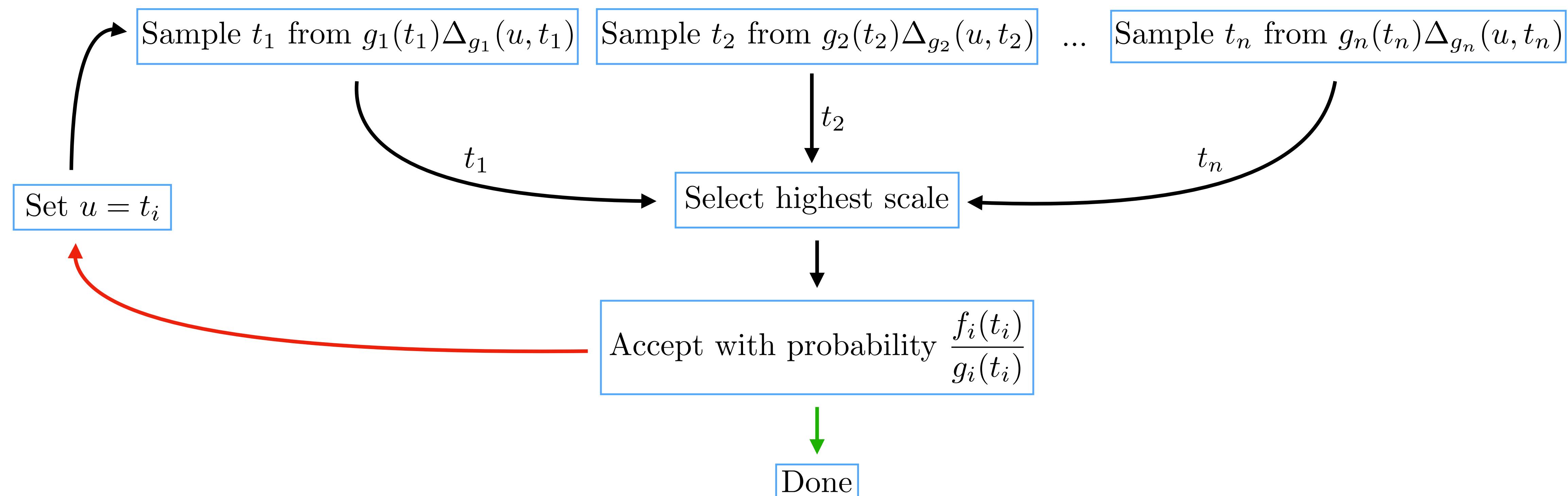
Why does that work?

$$\begin{aligned} & \left[\prod_{i=1}^n \int_0^u dt_i f_i(t_i) \Delta_{f_i}(u, t_i) \right] \sum_{j=1}^n \left[\prod_{k \neq j} \theta(t_j > t_k) \right] \delta(t - t_j) \\ &= \sum_{i=1}^n \left[\prod_{j \neq i} \int_0^{t_i} dt_j f_j(t_j) \Delta_{f_j}(u, t_j) \right] \int_0^u dt_i f_i(t_i) \Delta_{f_i}(u, t_i) \delta(t - t_i) \\ &= \sum_{i=1}^n f_i(t) \Delta_{f_i}(u, t) \prod_{j \neq i} \Delta_{f_j}(u, t) = \tilde{p}(t|u) \end{aligned}$$

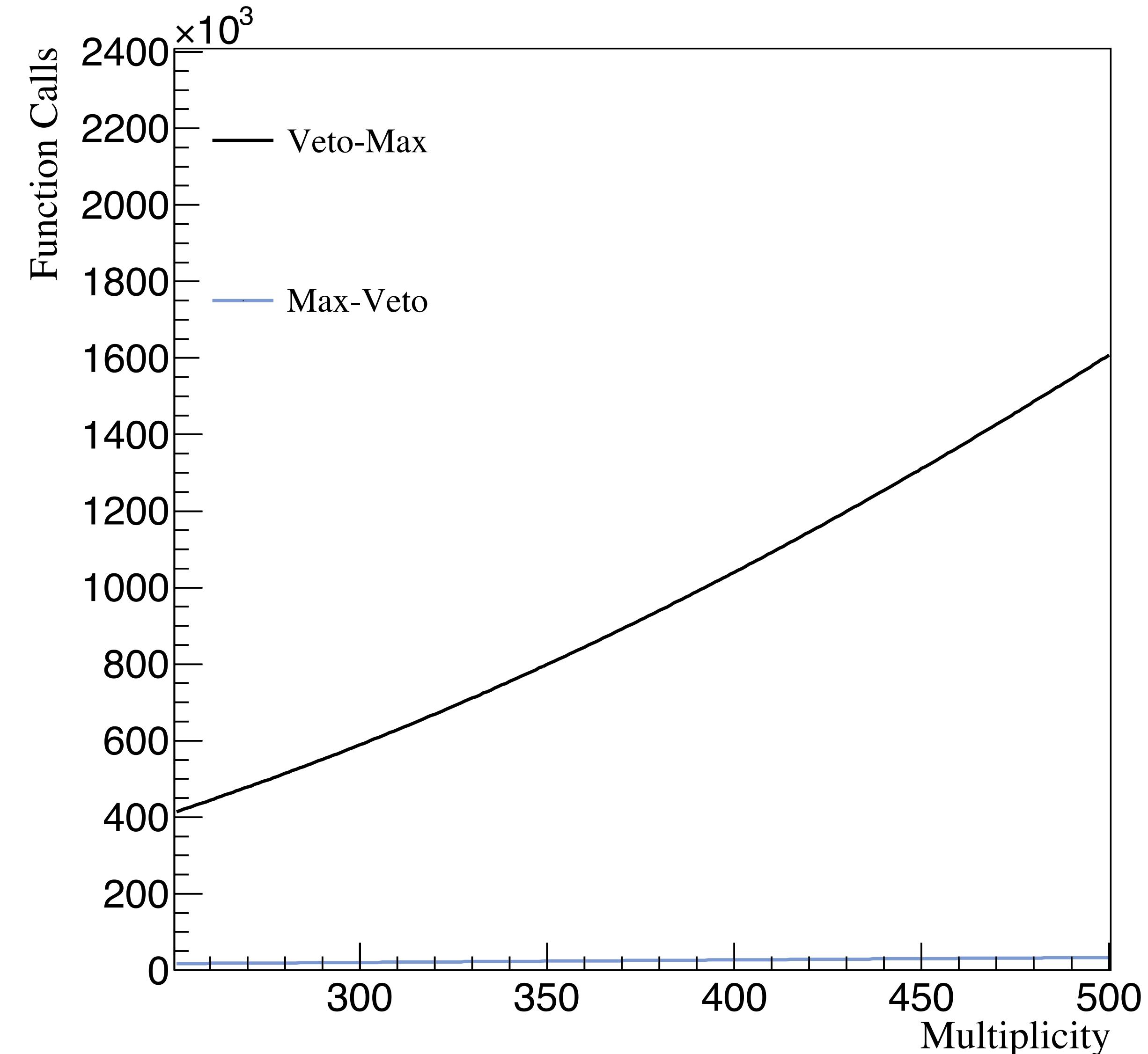
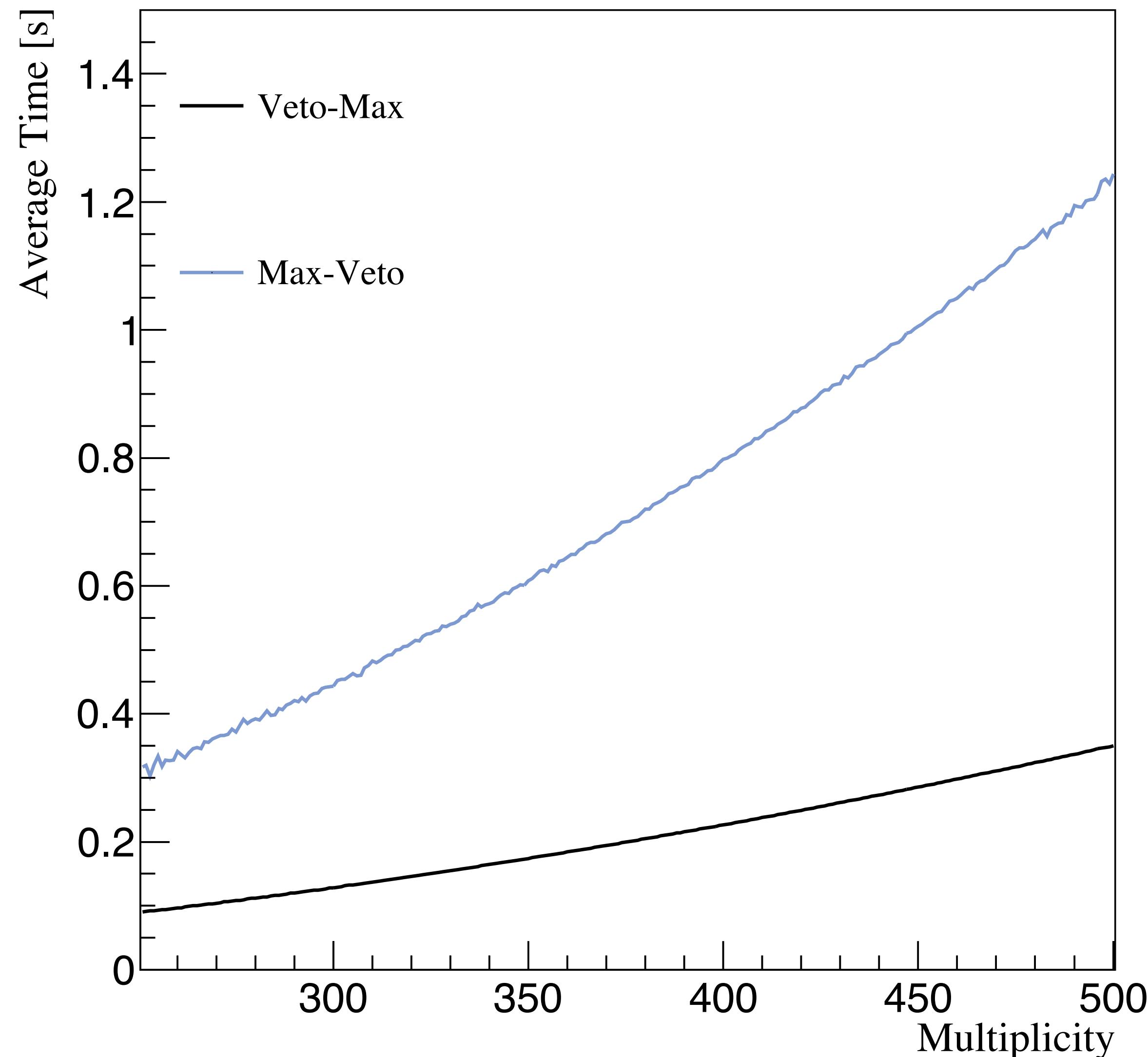
Timings



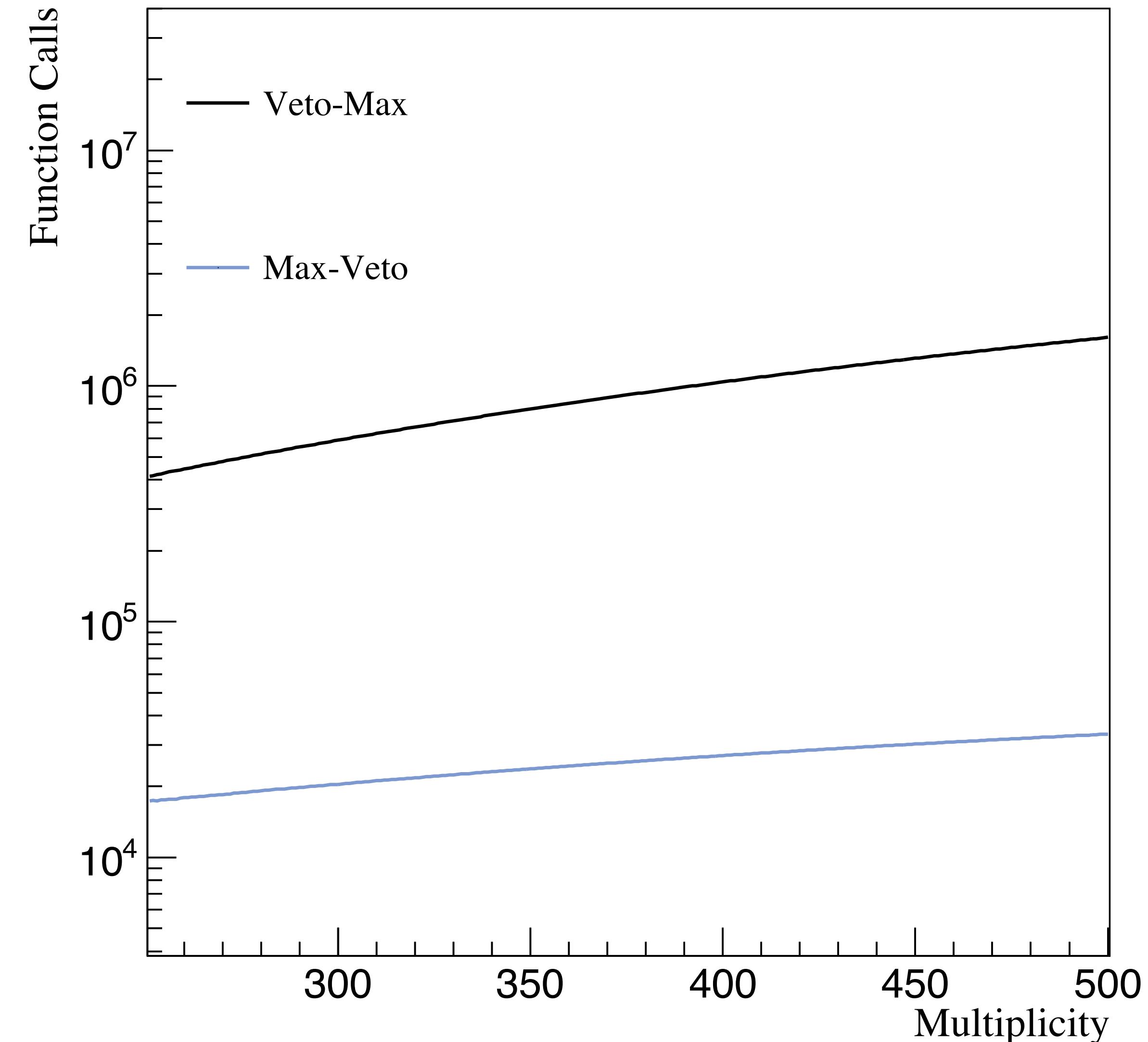
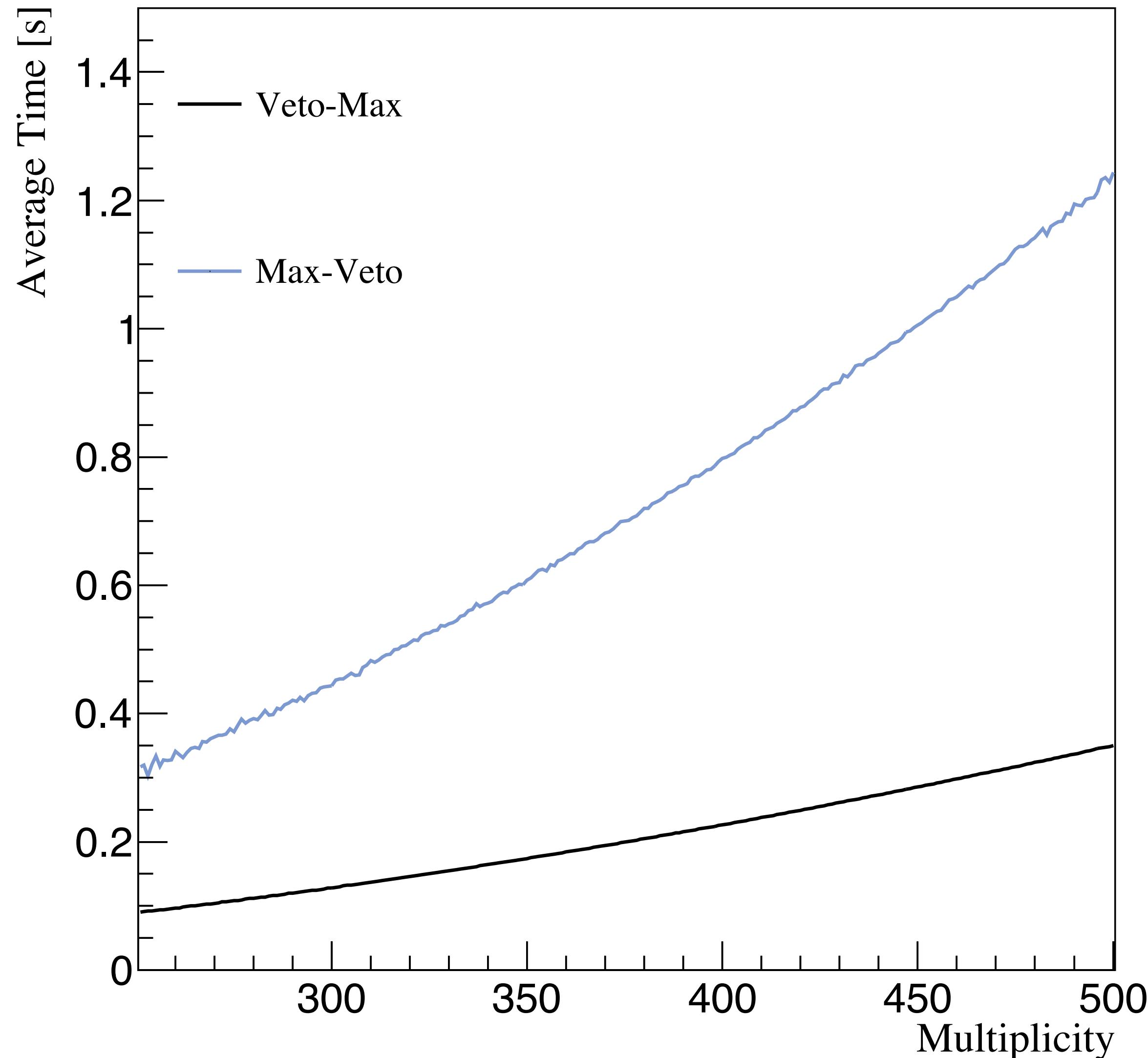
Max-Veto



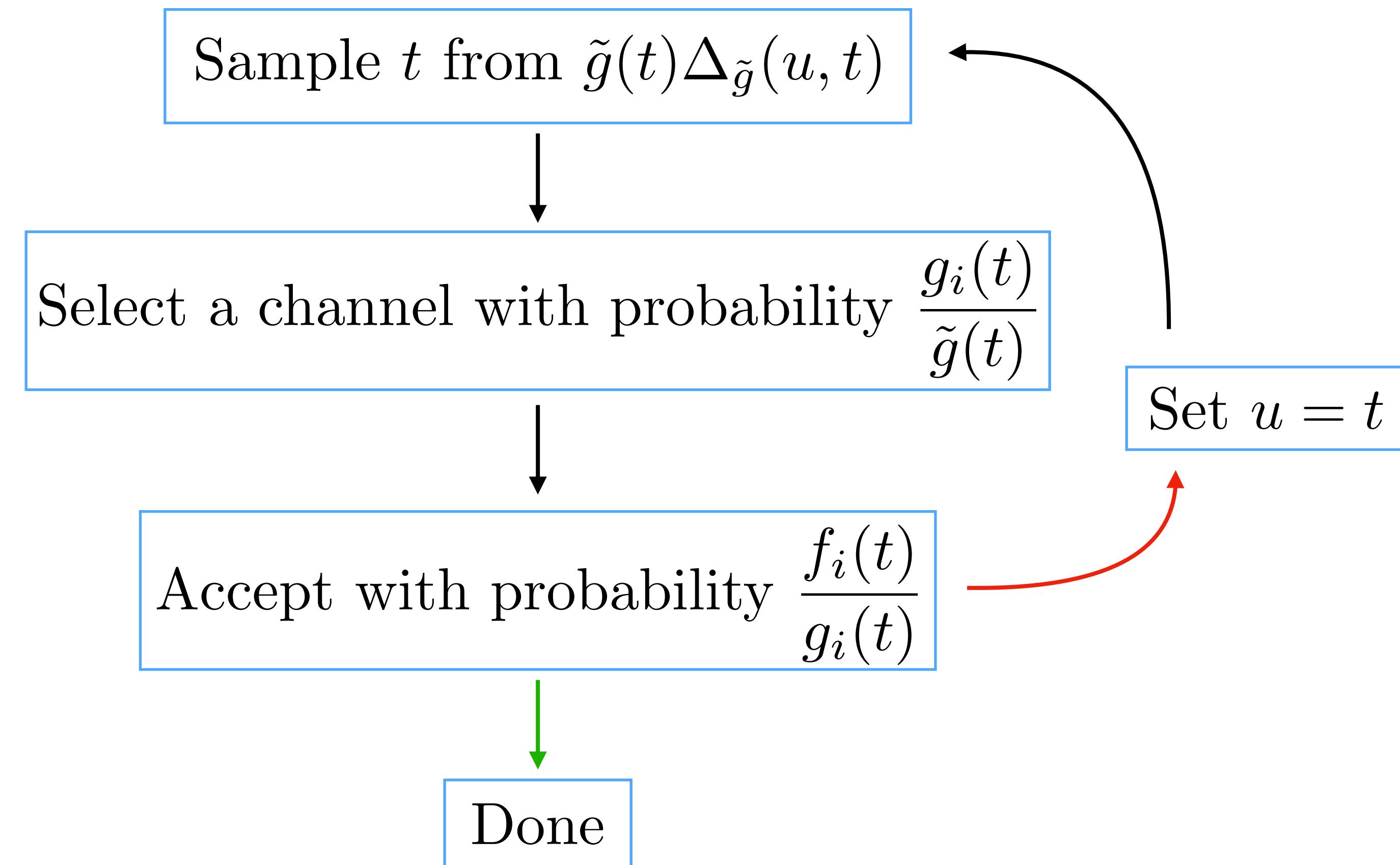
Timings



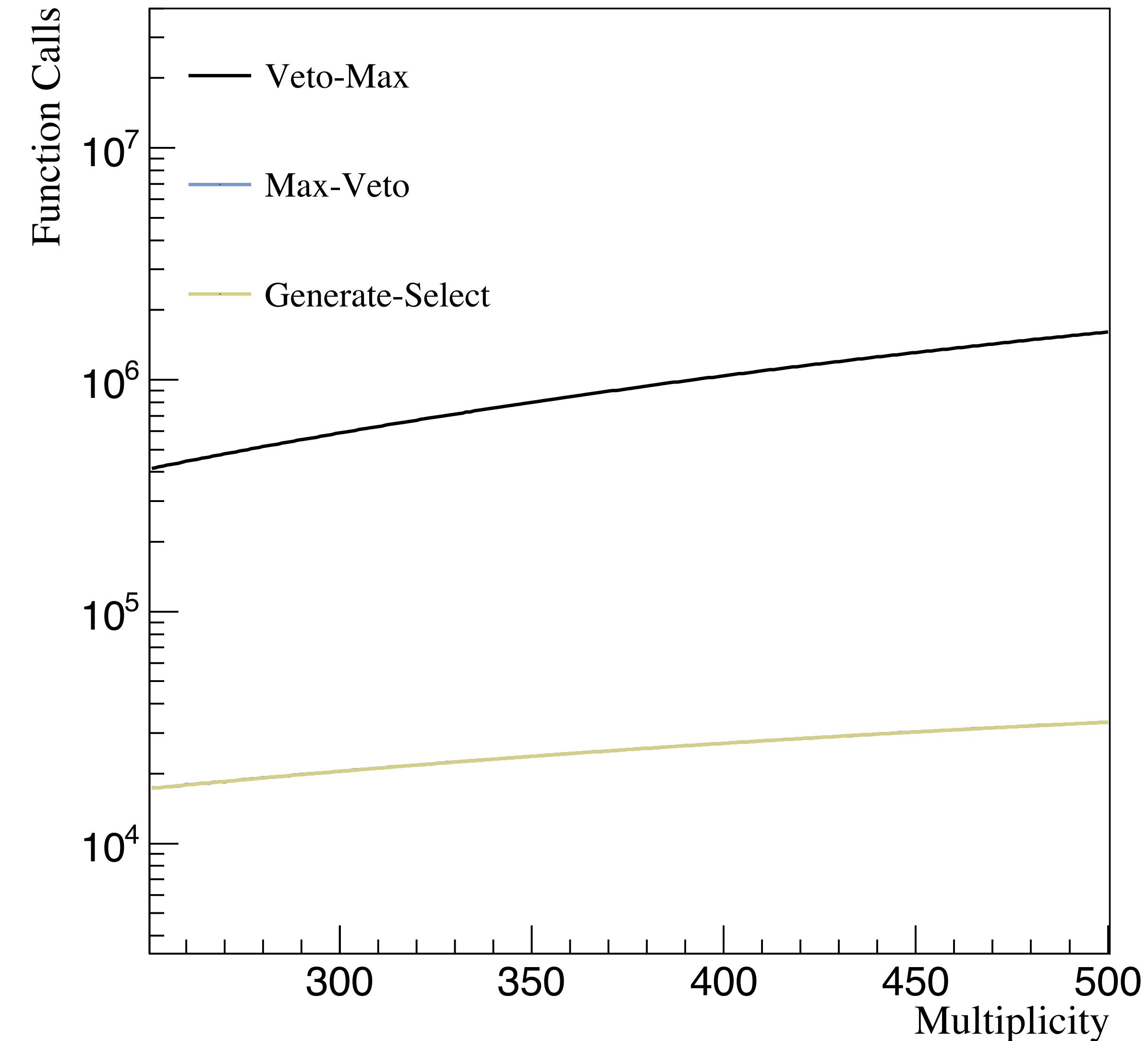
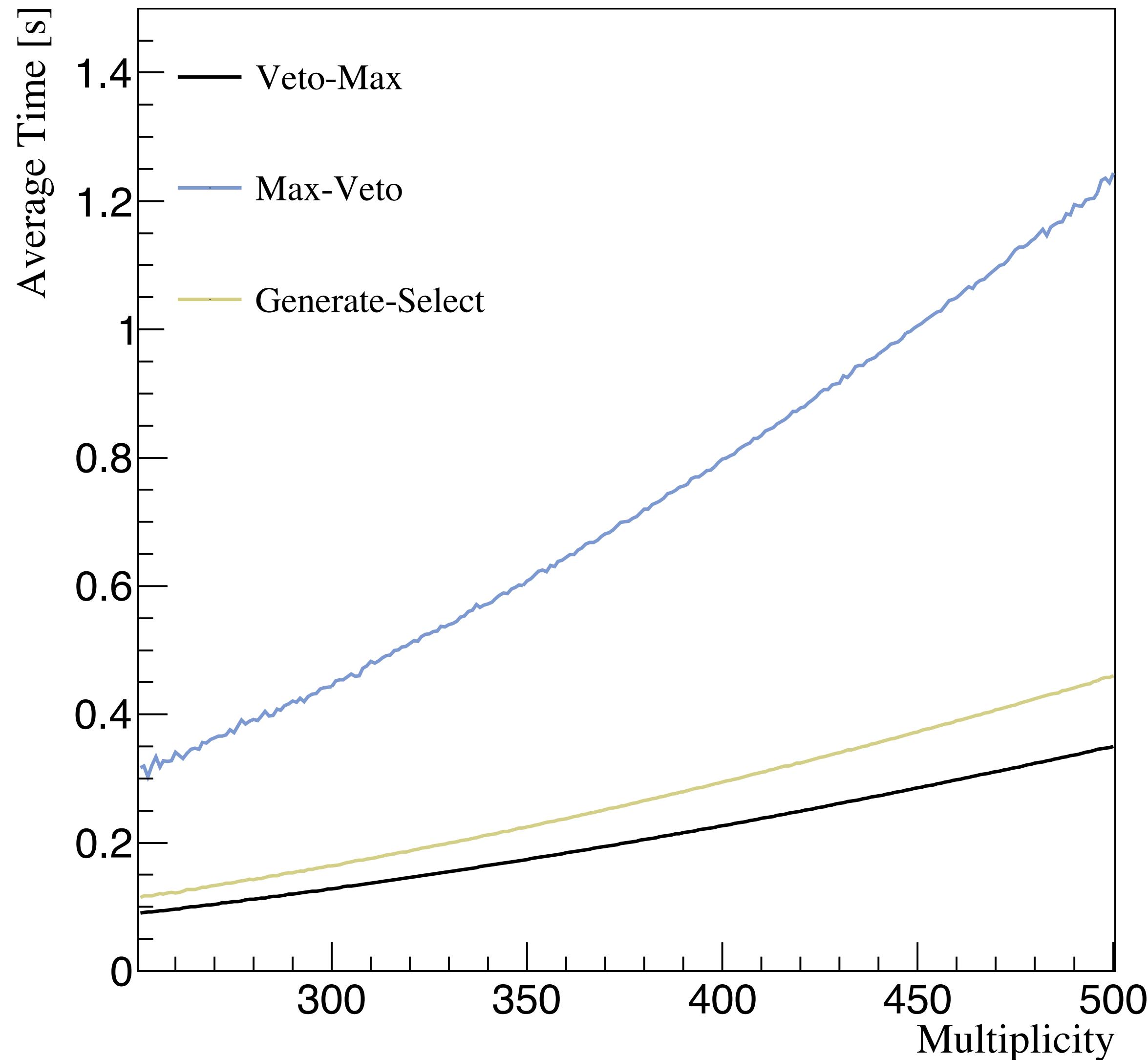
Timings



Generate-Select



Timings

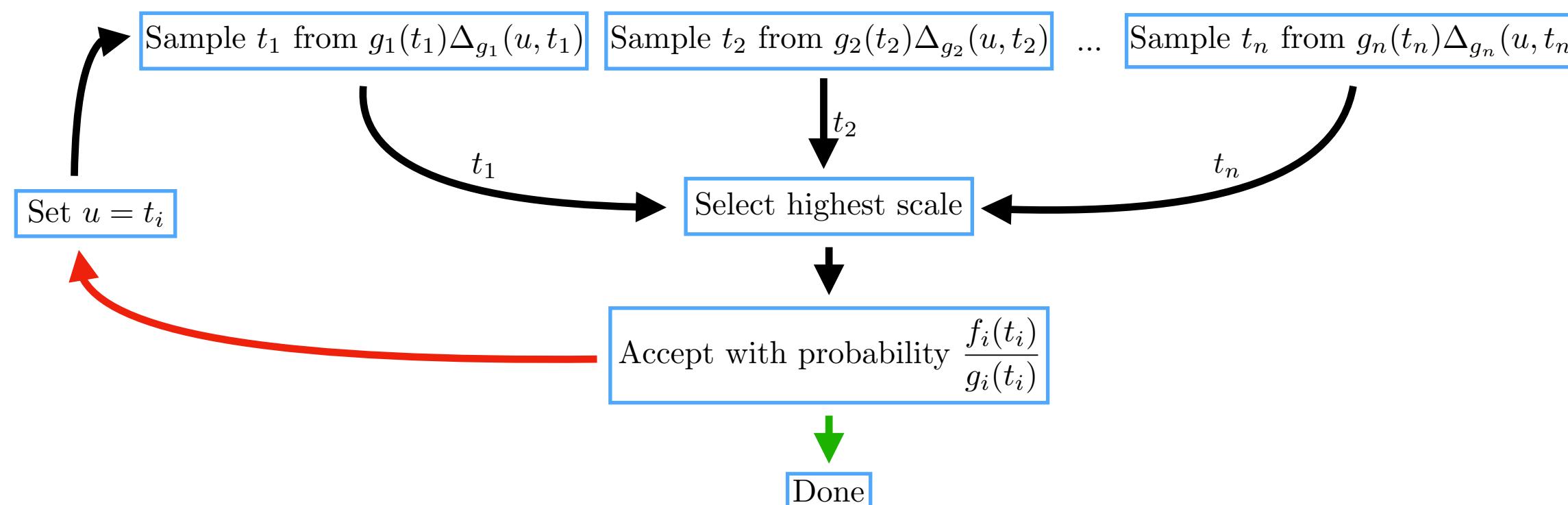
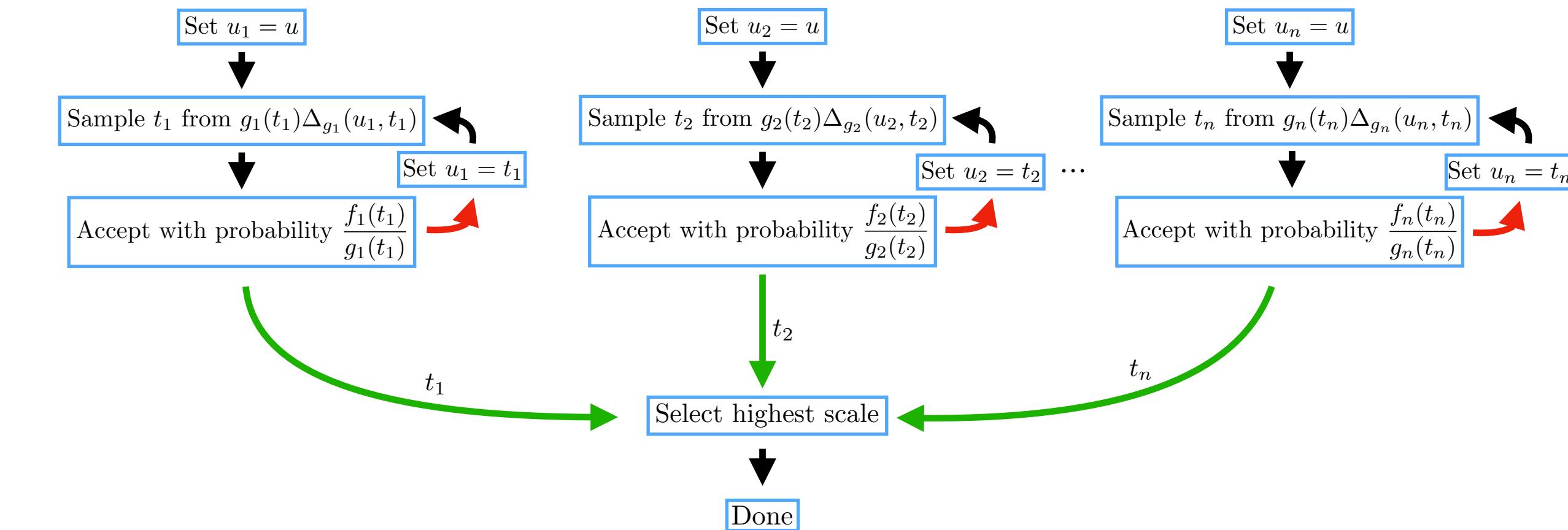


Scale Saving (Veto-Max & Max-Veto)

Scales of unselected emissions can be saved

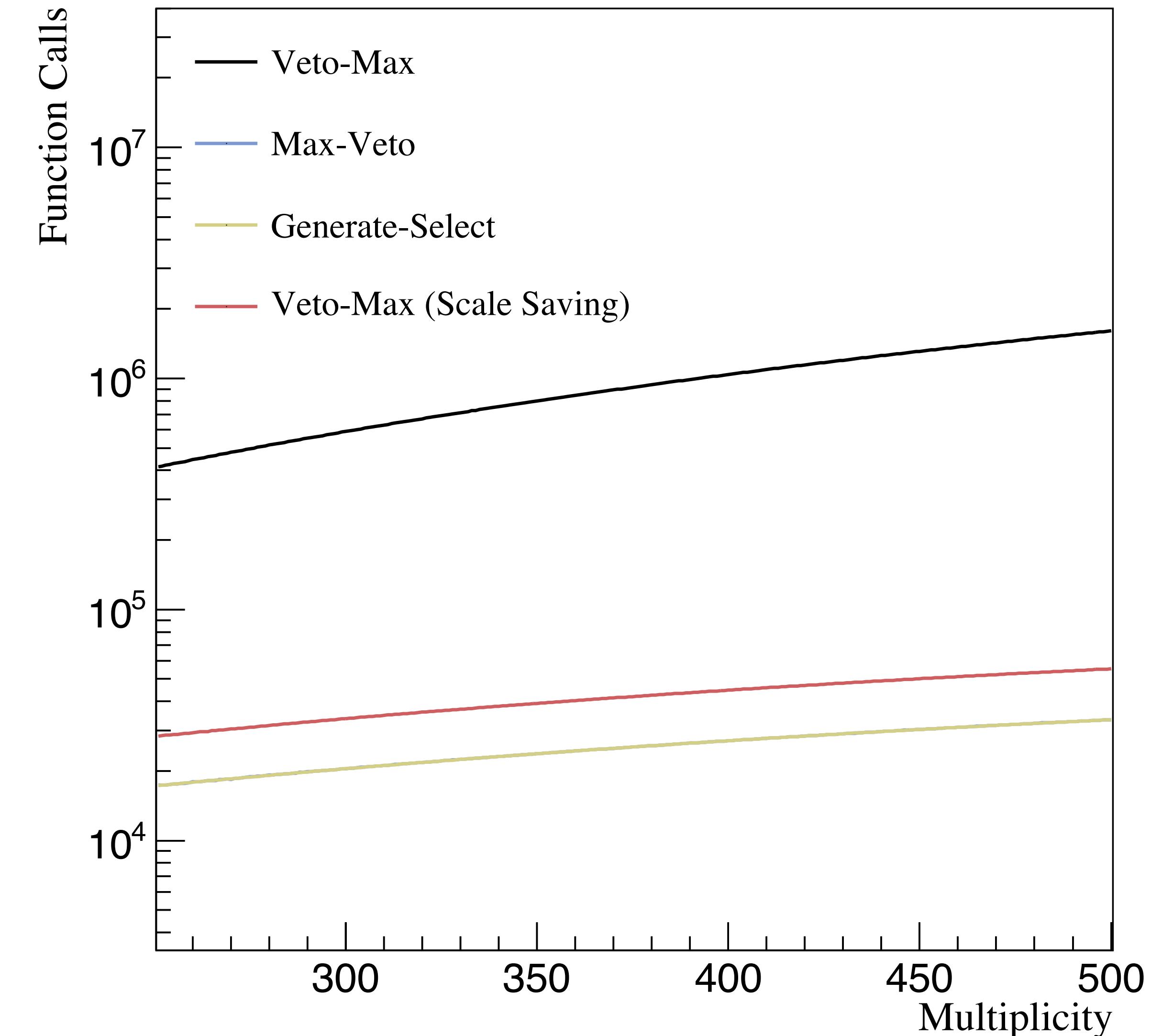
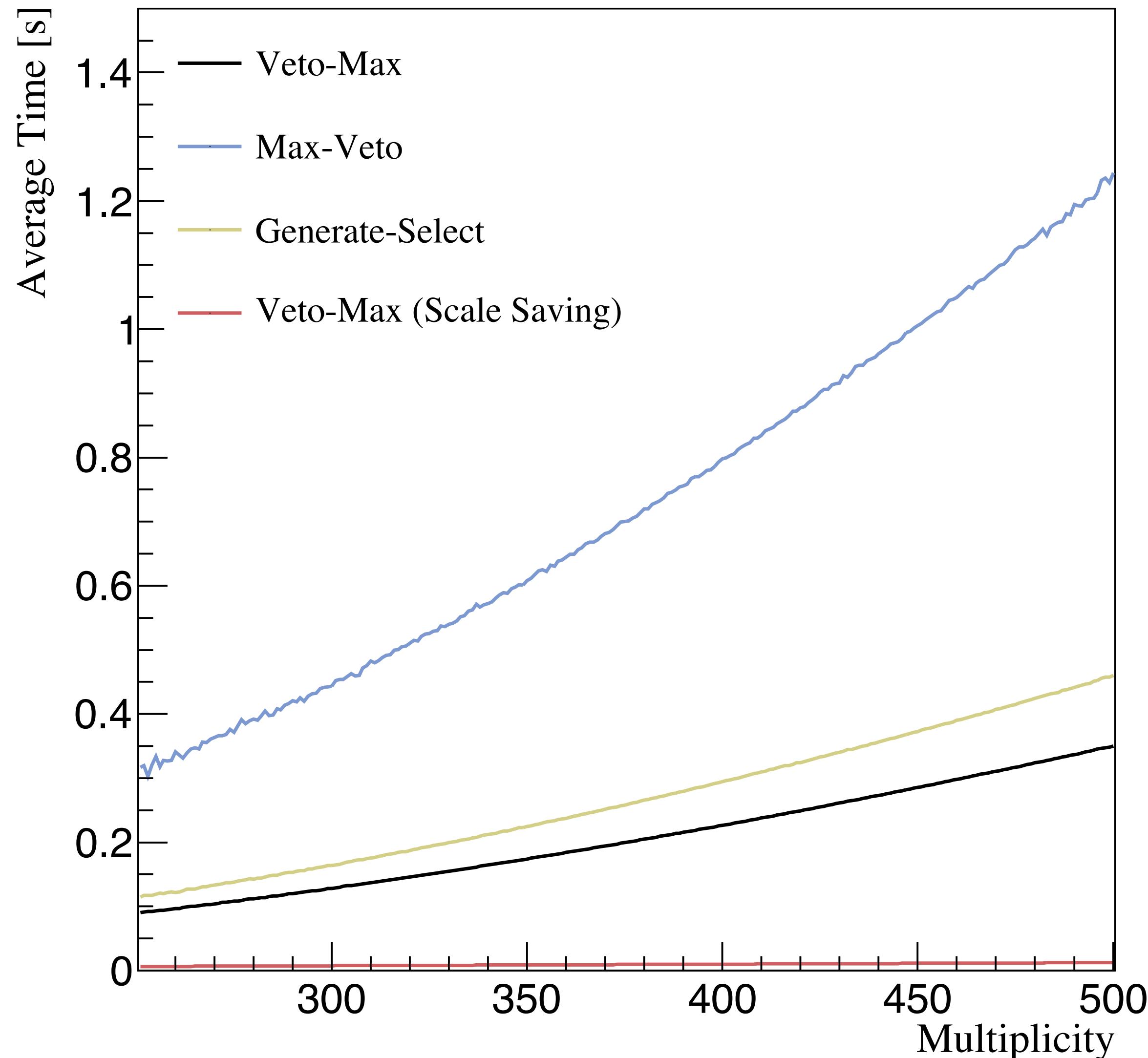
$$f(t)\Delta_f(u, t) = \Delta_f(u, \bar{t}) \times f(\bar{t})\Delta_f(\bar{t}, t)$$

Constant

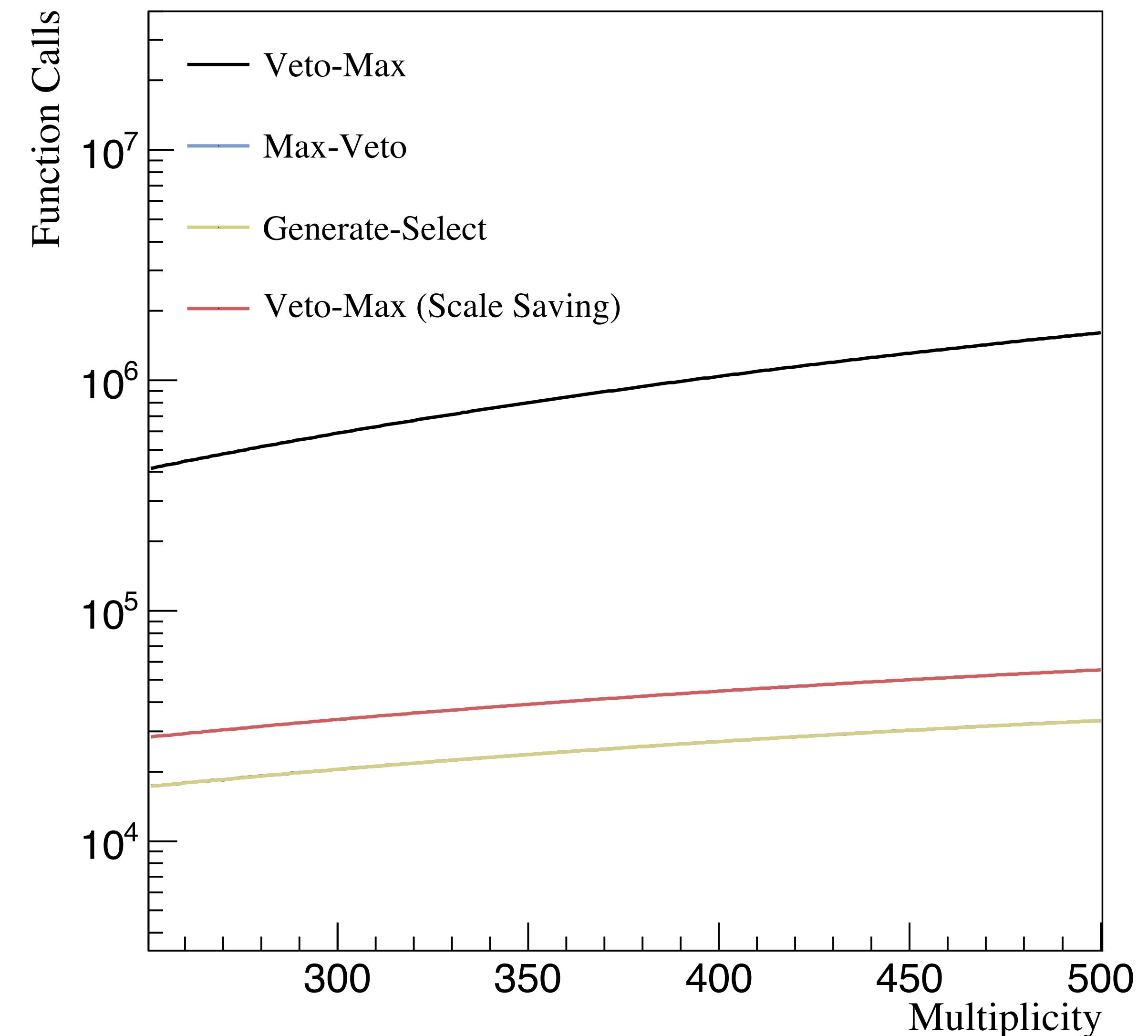
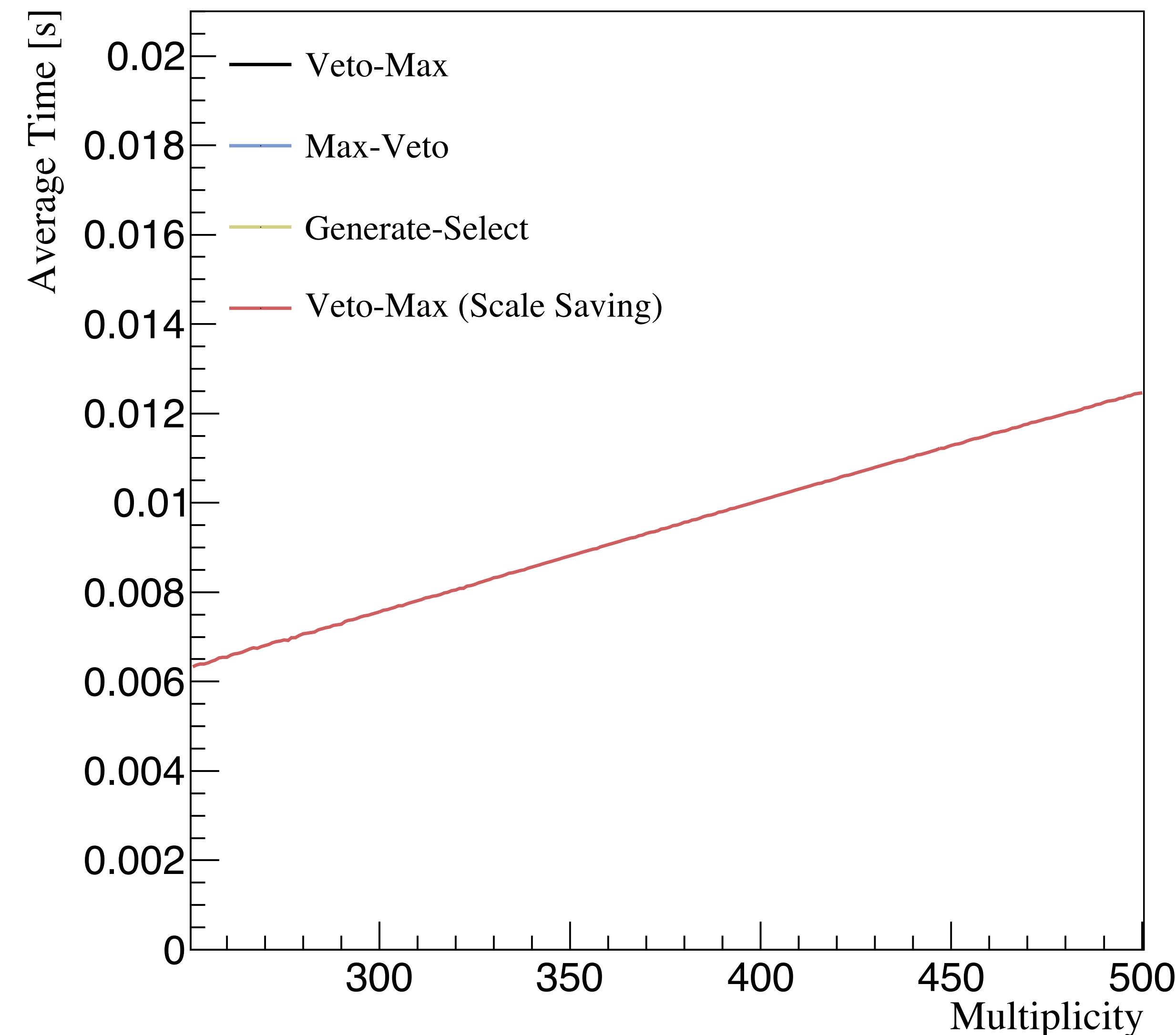


Scales can even be saved after emissions are accepted, as long as the antenna is not kinematically affected

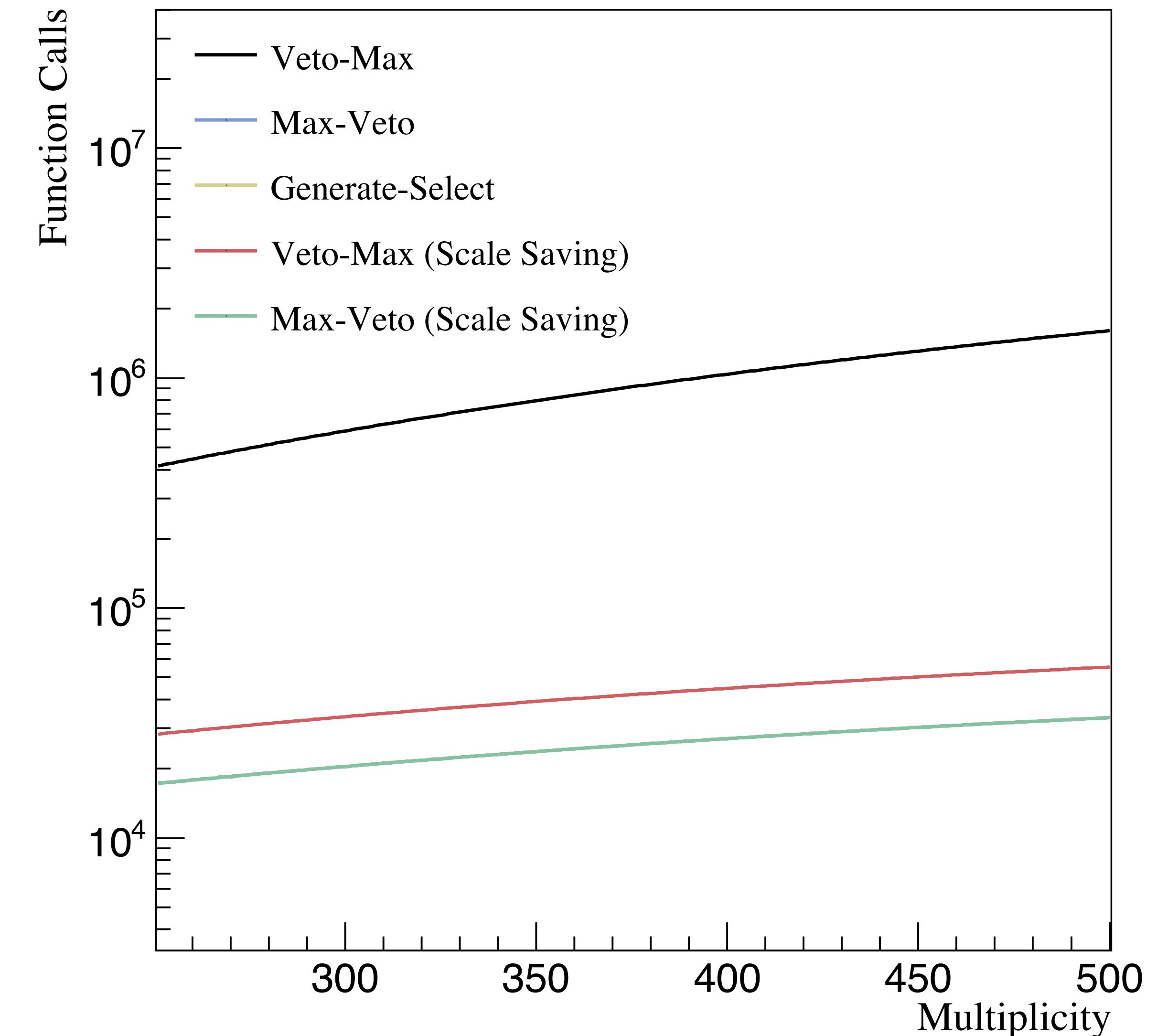
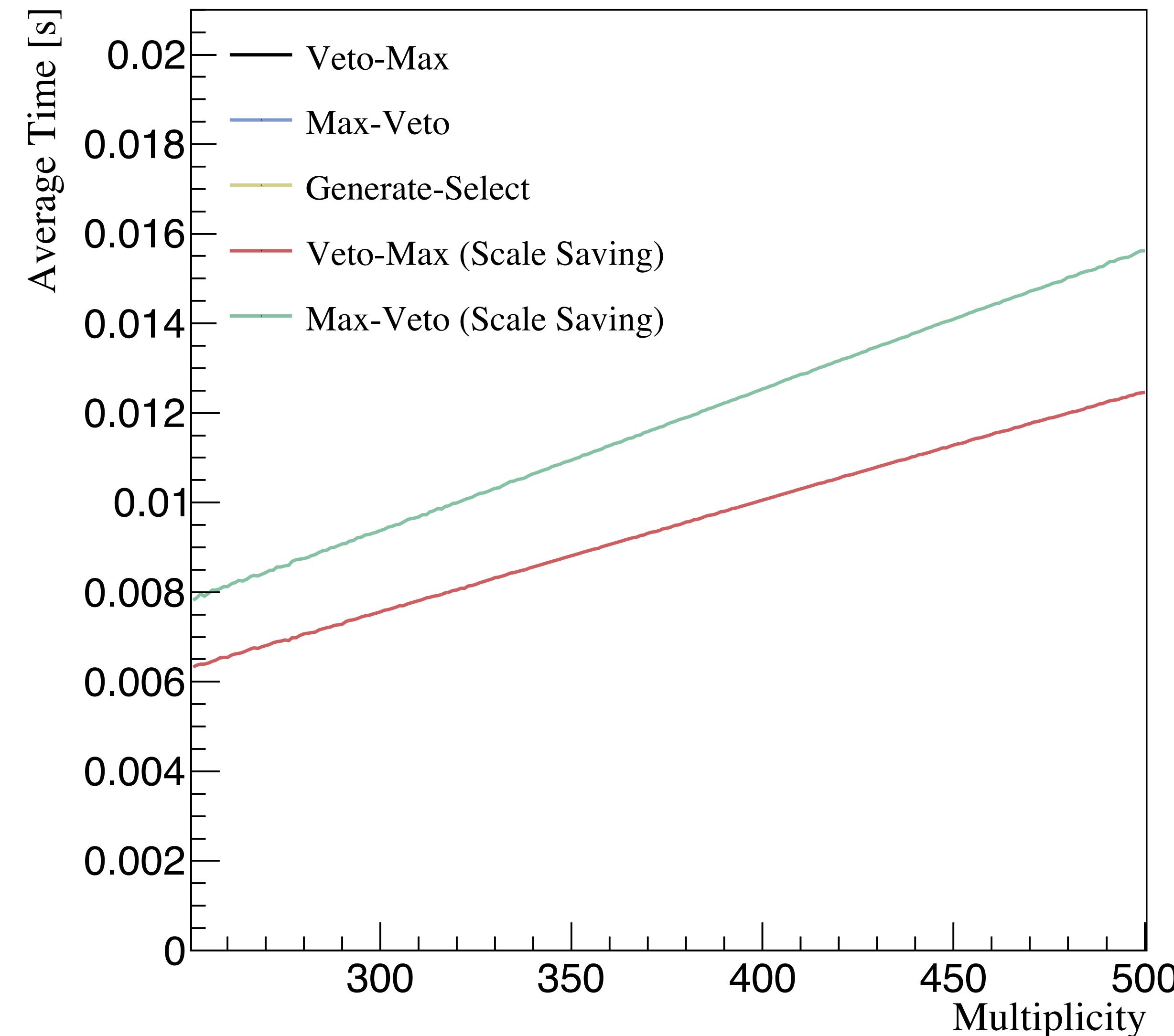
Timings



Timings

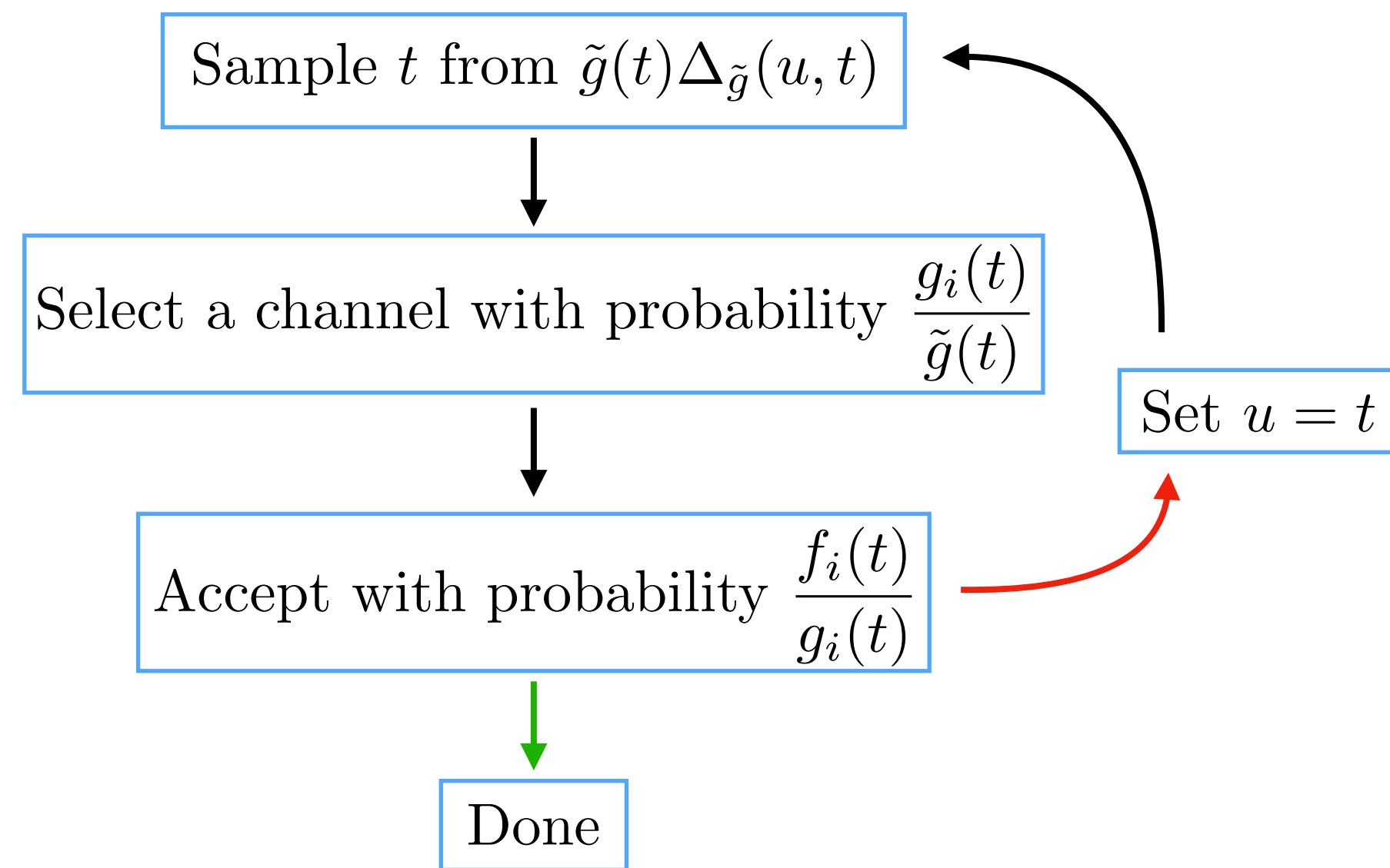
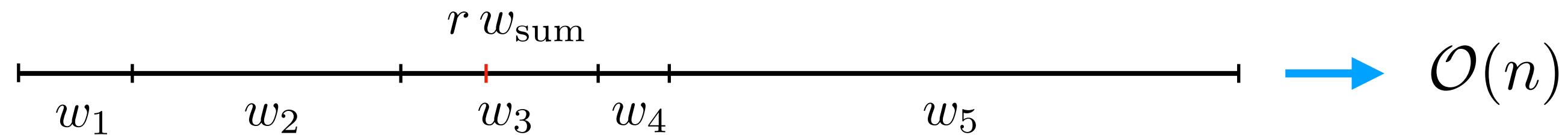


Timings

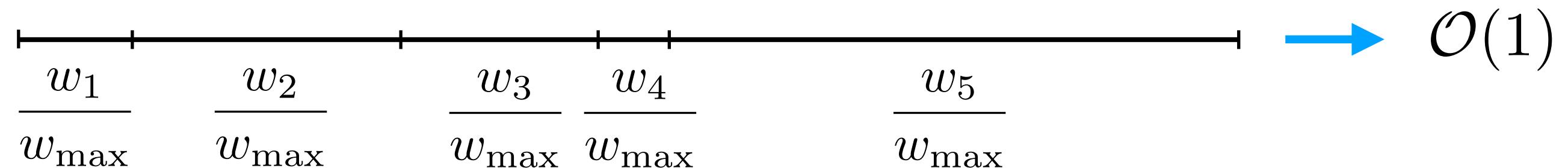


Roulette Wheel Selection (Generate-Select)

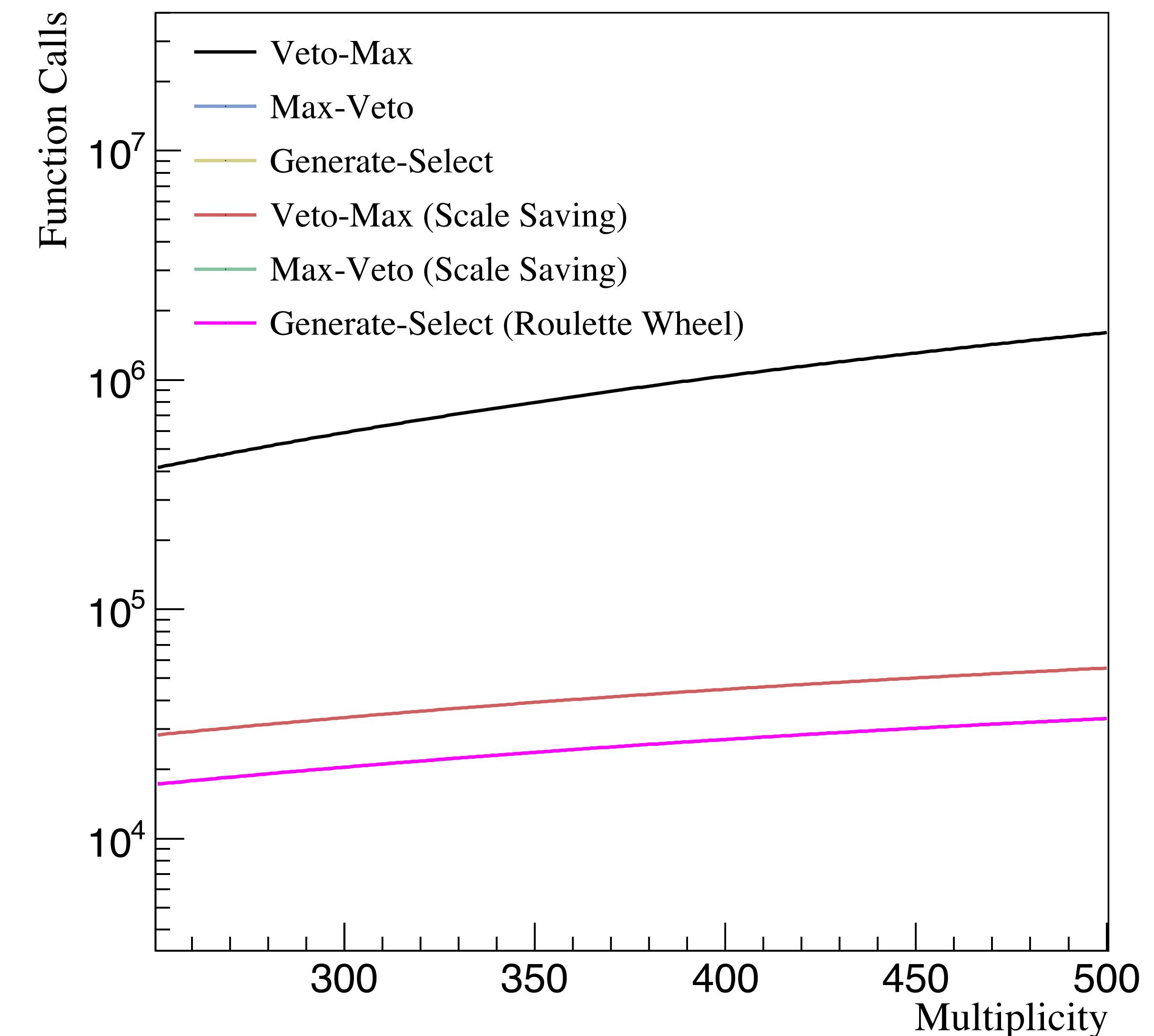
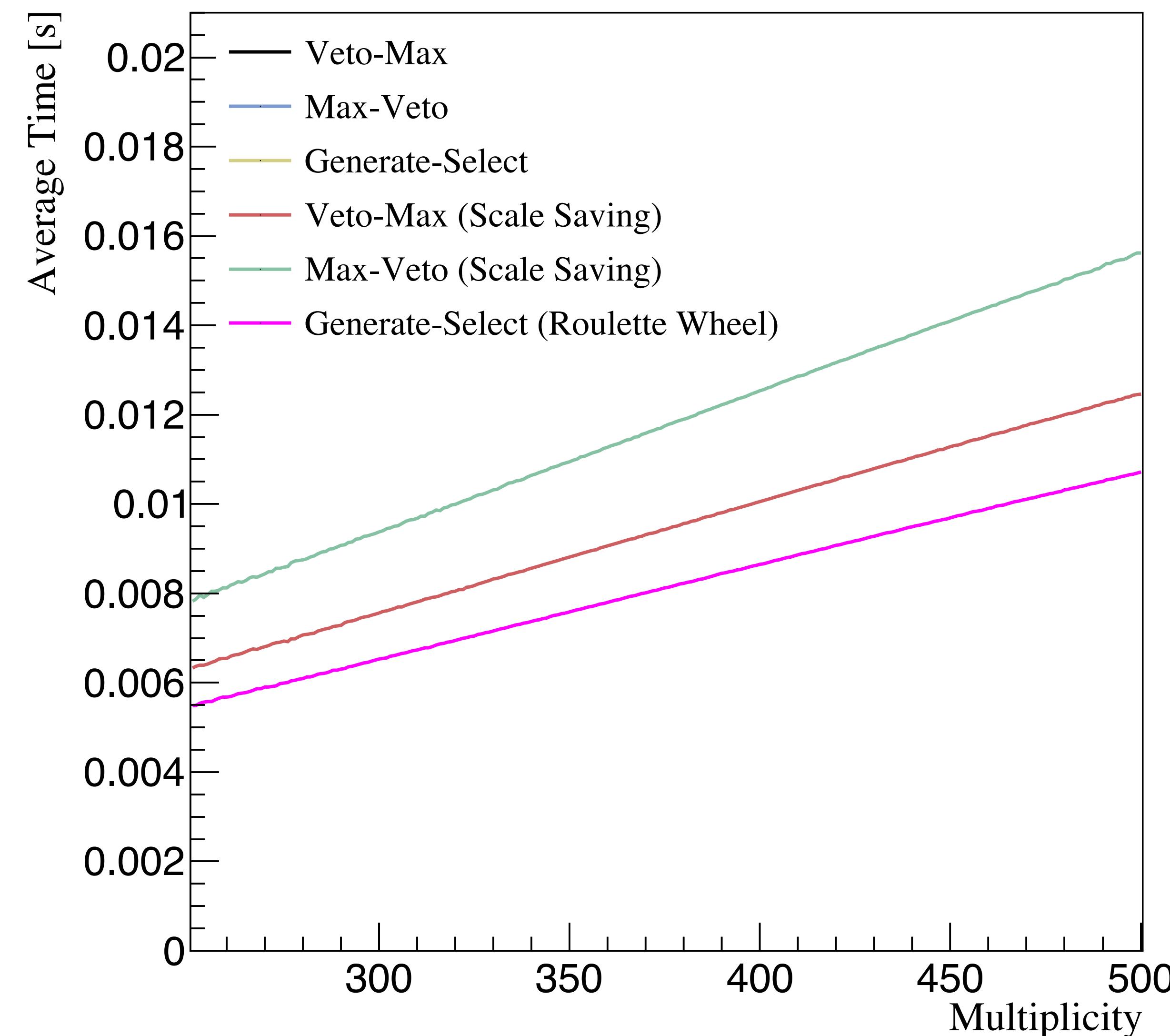
Linear search: Count up to selected element



Roulette wheel selection: Select uniformly, accept with proportional probability



Timings



Examples from Vincia: Photon Emissions

No leading colour approximation in QED

→ Photon emission kernel is a sum over many terms, some negative

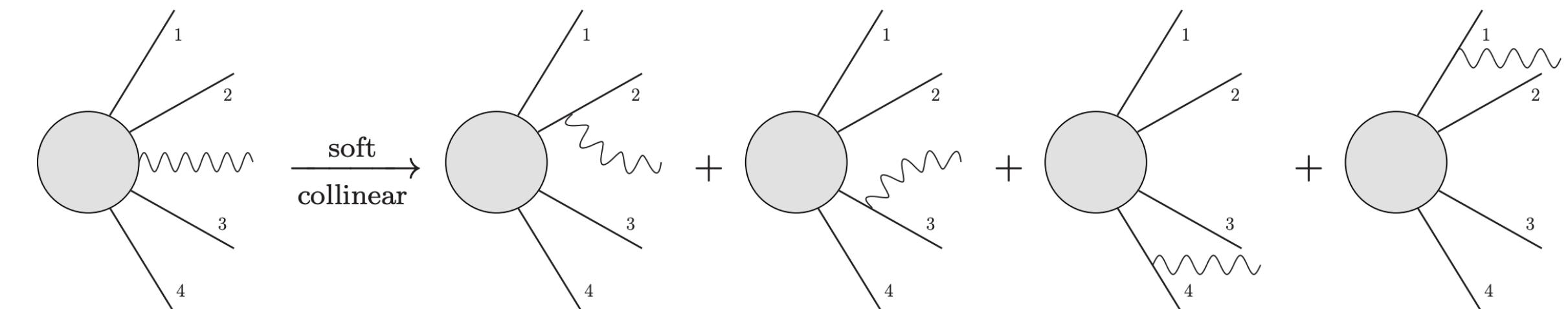
$$f(\{p\}, p_{\text{phot}}) = \sum_i \sum_{j < i} Q_i Q_j f_{ij}(p_i, p_j, p_{\text{phot}})$$

Avoid negative weights:

- Use all of $f(\{p\}, p_{\text{phot}})$ as branching kernel
- Sectorize phase space

$$\bar{f}(\{p\}, p_{\text{phot}}) = \sum_i \sum_{j < i} \Theta(p_{\perp,ij}^2) f(\{p\}, p_{\text{phot}})$$

↳ Pair ij has the smallest transverse momentum

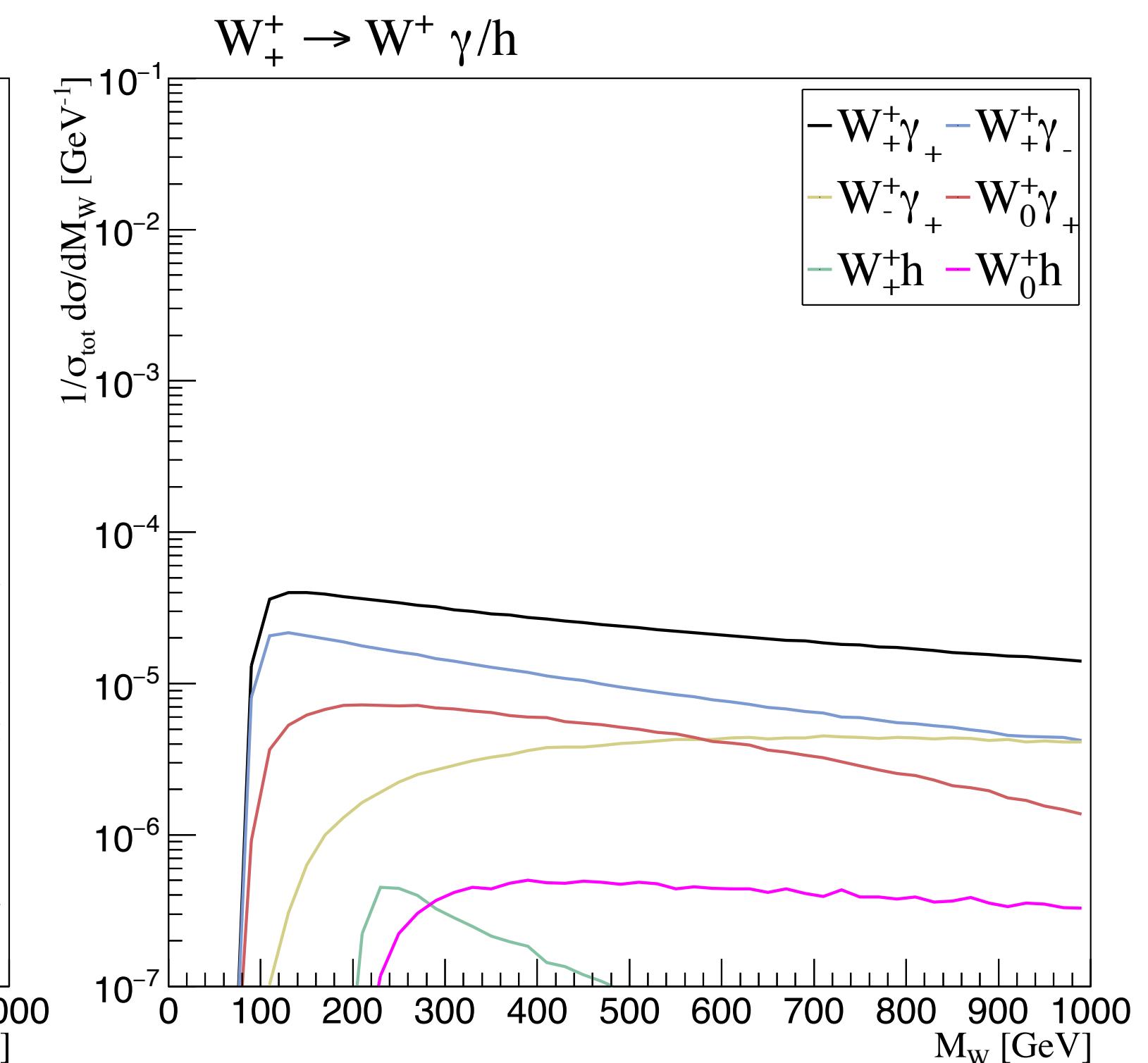
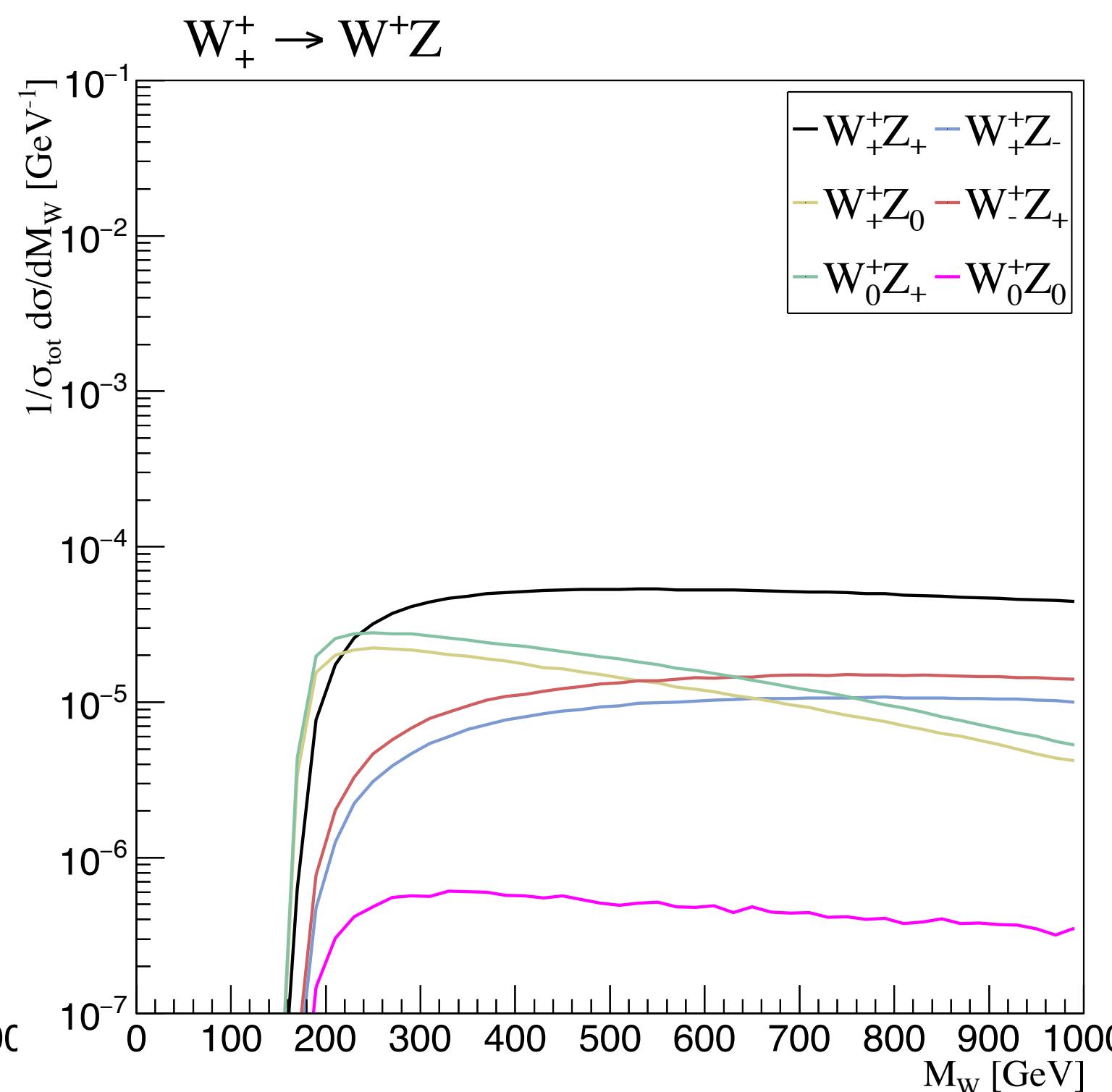
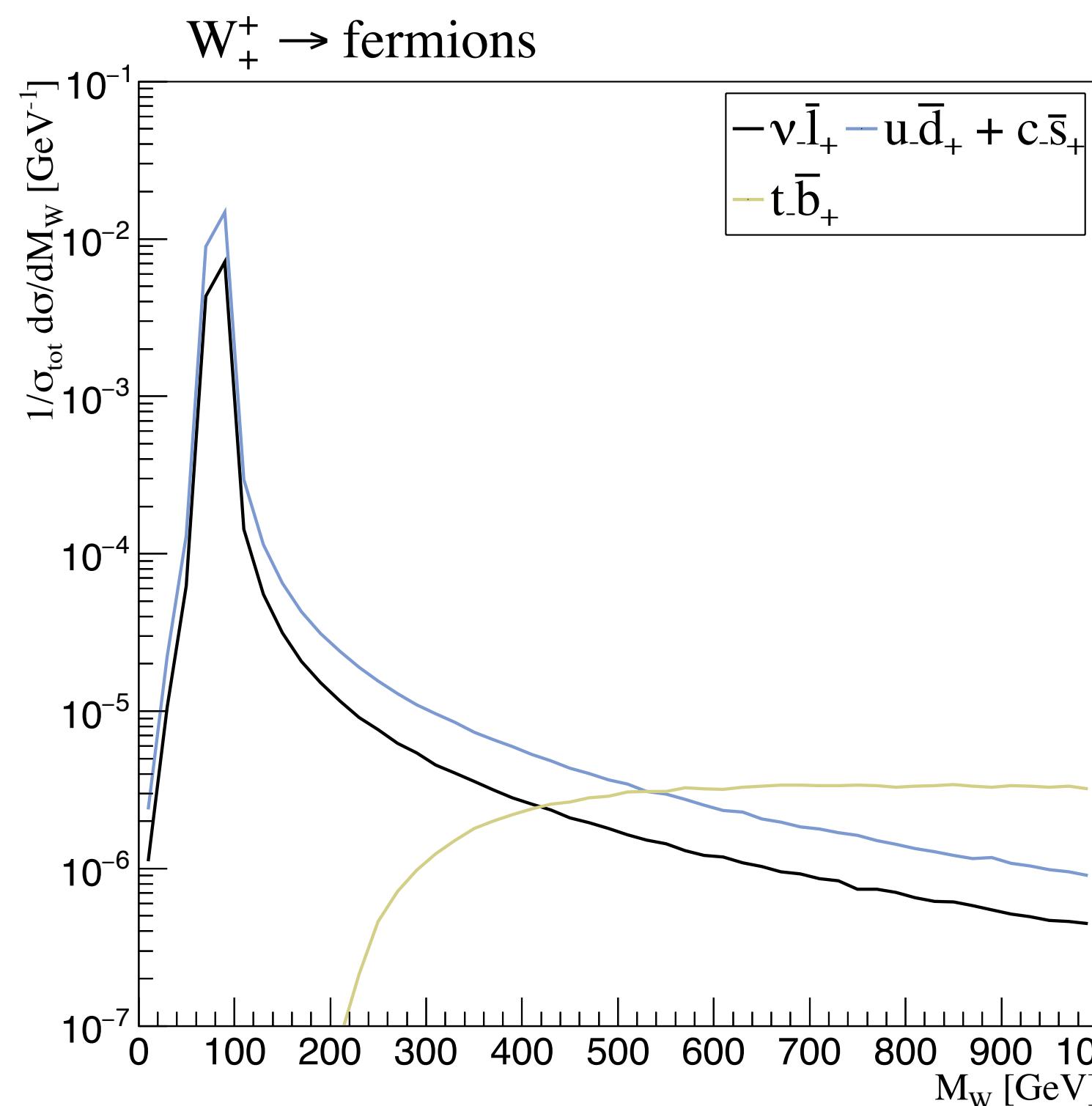


Sectors now compete: Generate and save scales in all sectors

Examples from Vincia: EW Showers

Upcoming in Vincia: Full-fledged EW shower with helicity-dependence

Problem: $\mathcal{O}(1000)$ different branchings with complicated branching kernels



Examples from Vincia: EW Showers

Solution: Write down a parameterised overestimate

$$Q^2 = s_{ij} + m_i^2 + m_j^2 - m_I^2$$

$$g(s_{ij}, s_{jk}) = \frac{1}{Q^2} \left[c_1^{\text{FF}} + c_2^{\text{FF}} \frac{m_{IK}^2}{s_{ij} + s_{ik} + m_i^2} + c_3^{\text{FF}} \frac{m_{IK}^2}{s_{ij} + s_{jk} + m_j^2} + c_4^{\text{FF}} \frac{m_I^2}{Q^2} \right]$$

Solve coefficients numerically: Linear Programming

Use mix of Max-Veto and Generate-Select for sampling:

- Sample a scale for all 4 terms, select the largest
- Select channel with relative probability of its coefficient

Conclusions

- Several ways to handle competition in the Sudakov veto algorithm
- $\mathcal{O}(n \log n)$ (or better) scaling in all cases
- Methods can be combined straightforwardly