pandora:
do-it-yourself
linear collider event generation

M. E. Peskin
May, 2003
In this lecture, I will describe the event generator pandora, which simulates processes at $e^+e^-$, $e^-e^-$, $e\gamma$, and $\gamma\gamma$ colliders.

pandora is constructed with the following goals:

- it contains a parametrization of beam effects interfaced to physics processes in a simple way.
- it correctly represents polarization and final state spin effects.
- written in C++, its code is (hopefully) readable and even extensible.

One item is not on the list: precision calculation. pandora achieves only tree-level accuracy.
For any process, a cross section is a convolution of beam distributions with a scattering cross section.

\[ \sigma = \int dx_i \ dy_j \ dz_k \ \frac{df^a}{dx_i} \ \frac{df^b}{dy_j} \ \frac{d\sigma^{ab}}{dz_k} \]

pandora assigns the components to C++ classes:

- beam distributions
- cross sections

The **pandora** class is a Monte Carlo integrator, based on VEGAS. Its constructor is

```
pandora(beam & B1, beam & B2, process & Pr);
```

Its most important methods are:

```
LEvent getEvent();
LEvent getEvent(double & weight);
double integral(double & sd);
```
#include "pandora.h"
#include "eetottbar.h"

int main(){
  double ECM = 500.0;
  double epol = -0.8;  double ppol = 0.0;
  ebeam B1(ECM/2.0, epol, electron, electron);
  B1.setup(NLC500H);
  ebeam B2(ECM/2.0, ppol, positron, positron);
  B2.setup(NLC500H);
  eetottbar Pr;
  pandora P(B1,B2,Pr);
  P.prepare(100000);
  for(int i = 1; i <= 10; i++){  
      LEvent E = P.getEvent(); cout << E;
  }
  return 0;
}
The LEvent is constructed so that pandora's parton-level events can be straightforwardly input to PYTHIA for fragmentation.

An interface pandora-pythia, written by Masako Iwasaki inserts the pandora process into PYTHIA as a subprocess.

makes the indicated color string connections

calls out the indicated QCD showers

sends \( \tau \) s to TAUOLA for decay with longitudinal polarization.

PYTHIA hadronizes the events and outputs them in StdHep format.
```c
#include "pandora.h"
#include "ebeams.h"
#include "eetottbar.h"
#include "pandorarun.h"

int main(int argc, char * argv[]){
    int nEvent   =  atoi(argv[1]);
    char * outfile = argv[2];
    int  iseed_pan = atoi(argv[3]);
    /* insert pandora code to define pandora P */
    pandorarun PR(P,nEvent,iseed_pan);
    PR.initialize();
    PR.getevents();
    PR.terminate();
    return 0;
}
```
pandora includes e-, e+ beams with

beamstrahlung - see below

bremsstrahlung - approx. of collinear radiation, using Fadin-Kuraev structure function

energy spread - approx. of flat-top distribution

default beams include all three features, but these can be turned off individually in simulations:

e.g. B1.ISRoff();
pandora now offers beamstrahlung in three versions:

**Yokoya-Chen** approximate formulae

**Ohl's CIRCE 1.0** parametrization of Schulte's Guinea-Pig simulations for specific machine designs

user-defined beams with virtual functions \( \text{myF}(x) \), \( \text{myG}(x) \)

Ohl's are the best fit to the simulation data.

Yokoya-Chen allows continuous variation of accelerator parameters for studies of beam effects.

pandora also allows input of distributions with beam-beam correlations (**luminosity** class). Gronberg has built such beam classes from CAIN data for \( \gamma \gamma \) studies.
electron spectra: NLC500H

all beam effects

beamstrahlung only

Chen
CIRCE
photon spectra: NLC500H

- Chen
- CIRCE

all beam effects

beamstrahlung only
e^- beams get their information about the accelerator from the setup method. The following forms of this method are available for a Yokoya-Chen beam (ebeam class):

```plaintext
B.setup(design);                e.g.    design = NLC500H
B.setup(design, lumi);          returns luminosity
B.setup(design,Nfraction,lumi);
B.setup(Upsilon,Ngamma,spread);
B.setup(N,sigmax,sigmay,sigmaz, betax,betay,spread,f,lumi);
```
$e^- e^- \rightarrow \tilde{e}^- \tilde{e}^-$

no beam effects

no beamstrahlung

Nfraction = 0.3, 0.5, 1.0
pandora contains a list of predefined standard linear collider physics processes, to be given later.

However, pandora also contains tools to create your own physics processes, or to modify existing ones.

The methods for building new processes are based on C++ class inheritance.
For example, pandora defines a `fulltdecay` which has Standard Model decays to $b_L$ but allows matrix elements for decay to $b_R$.

From this, one can easily build a class for non-standard top decay:

```cpp
#define tdecayNS : public fulltdecay { ... }

    // constructor
    tdecayNS(FW1L,FW1R,FW2L,FW2R);
    // overload
    void properamplitudes(){
        CDPamps[-1][1] =
            sqrt(2.0 * (1.0 + coschi))
            (DecayFs[1]-0.5*DecayFs[3]);
        ...
    }
```
For particles with several different decay modes, pandora includes a class `complexdecay`. This includes an array of decay classes representing specific decay modes and a `noodle` which chooses one mode for each particular event. Some methods of this class are:

```cpp
void addChannel(decay * D);

double partialGamma(int i);
DVector partialGammas();

void newGammaValue(int i, double GV);
void newGammaPattern(DVector & GVs);

void makestable();
```

`Higgsdecay` is a subclass of `complexdecay` which includes 10 Standard Model decay channels.
Higgs branching ratio pattern from Higgsdecay
Processes implemented in the current version of pandora: pandora 2.3 / pandora-pythia 3.3

\[ e^+e^- \rightarrow l^+l^- \quad qq \quad e^+e^- \quad \gamma \gamma \quad t\bar{t} \quad \gamma Z^0 \quad Z^0Z^0 \quad W^+W^- \]

\[ \gamma \gamma \rightarrow l^+l^- \quad qq \quad e^+e^- \quad t\bar{t} \quad W^+W^- \]

\[ e\gamma \rightarrow e\gamma \quad eZ^0 \quad \nu W \]

\[ e^+e^- \rightarrow Z^0h^0 \quad \nu \bar{\nu}h^0 \quad e^+e^-h^0 \]

\[ e^+e^- \rightarrow \gamma \nu \bar{\nu} \]

and a few beyond-the-Standard-Model processes, e.g.:

\[ e^+e^- \rightarrow l^+l^- \quad qq \quad e^+e^- \]

with \( E_6 \) \( Z' \) or graviton exchange

\[ e^+e^- \rightarrow \gamma G \]

beam classes for \( e^+e^- \), \( e^-e^- \), \( \gamma\gamma \).
Find the latest version at pandora's home page:


or use the link from my home page:

http://www.slac.stanford.edu/~mpeskin/

On pandora's home page you will find links to download:

- pandora 2.3
- pandora-pythia 3.3
- the pandora/pandora-pythia user's guide (pdf)