

News from QCDNUM

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xFitter users meeting May 11, 2016

Recent QCDNUM release history

- QCDNUM-17-01-10 released 27 Oct 2015
 - Can build library with autotools
 - Small bug fix in PDFEXT routine
- QCDNUM-17-01-11 released 13 Nov 2015
 - Can specify the number of perturbative terms in EVDGLAP (2/3/4 at LO/NLO/NNLO in QCD-QED)
- QCDNUM-17-01-12 released 26 Feb 2016
 - Bug fix in NLO time-like singlet evolution
 - Put NLO matching conditions in time-like evolution
 - Also update release 17-00-06 → 17-00-07

Splitting function matrices for singlet evolution

The matrices for space-like evolution were OK

$$m{M}^{(0,\mathrm{S})} = egin{pmatrix} P_{\mathrm{FF}}^{(0)} & P_{\mathrm{GF}}^{(0)} \ P_{\mathrm{FG}}^{(0)} & P_{\mathrm{GG}}^{(0)} \end{pmatrix} \qquad m{M}^{(1,\mathrm{S})} = egin{pmatrix} P_{\mathrm{FF}}^{(1,\mathrm{S})} & P_{\mathrm{GF}}^{(1,\mathrm{S})} \ P_{\mathrm{FG}}^{(1,\mathrm{S})} & P_{\mathrm{GG}}^{(1,\mathrm{S})} \end{pmatrix}$$

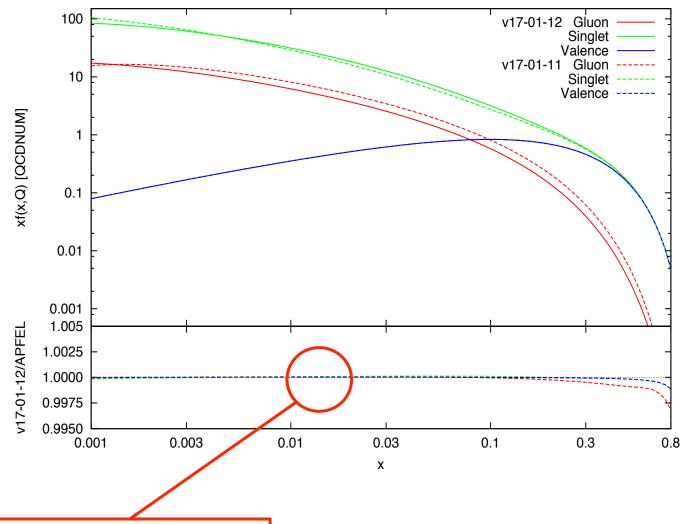
Those for the time-like evolution should be transposed

$$\mathbf{M}^{(0,T)} = \begin{pmatrix} P_{\text{FF}}^{(0)} & 2n_{\text{f}}P_{\text{FG}}^{(0)} \\ \frac{1}{2n_{\text{f}}}P_{\text{GF}}^{(0)} & P_{\text{GG}}^{(0)} \end{pmatrix}$$

$$\boldsymbol{M}^{(0,\mathrm{T})} = \begin{pmatrix} P_{\mathrm{FF}}^{(0)} & 2n_{\mathrm{f}}P_{\mathrm{FG}}^{(0)} \\ \frac{1}{2n_{\mathrm{f}}}P_{\mathrm{GF}}^{(0)} & P_{\mathrm{GG}}^{(0)} \end{pmatrix} \qquad \boldsymbol{M}^{(1,\mathrm{T})} = \begin{pmatrix} P_{\mathrm{FF}}^{(1,\mathrm{T})} & 2n_{\mathrm{f}}P_{\mathrm{FG}}^{(1,\mathrm{T})} \\ \frac{1}{2n_{\mathrm{f}}}P_{\mathrm{GF}}^{(1,\mathrm{T})} & P_{\mathrm{GG}}^{(1,\mathrm{T})} \end{pmatrix}$$

QCDNUM did not transpose this matrix

V. Bertone et al, JHEP 1503,046 (2015) M. Botje, arXiv:1602.08383 (2016)



Comparison of NLO time-like evolution

Excellent agreement between QCDNUM and APFEL after the bug fix

My thanks to Valerio Bertone for help in sorting this out

QCDNUM joblist beyond 17-01-12

- Fixup interpolation routines and make them faster
- Cleanup code to have one evolution routine (now there are two)
- Upgrade polarised and time-like evolution to NNLO
- VFNS evolution starting above charm threshold (intrinsic charm)
- C++ interface
- Re-enable cuts
- Toolbox improvements
- ...

You are welcome to add to this list or make suggestions to prioritise it

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