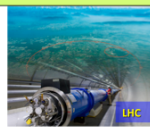


# Acceleration of Feynman loop integrals in high-energy physics on many core GPUs

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LHC



KEK B



J-PARC



ILC

Much of the success of the Standard Model, rests on the result of the various precision measurements. These precision measurements required the knowledge of higher order quantum corrections. In the diagrammatic Feynman approach followed by most of the automated systems, the cross sections can be obtained by computing directly the squared of matrix elements or amplitudes.



## Higher order corrections

Feynman loop integrals for L-loops with N internal line

$$(-1)^N \left( \frac{1}{4\pi} \right)^{nL/2} \Gamma(N - nL/2) \int_0^1 \prod_{i=1}^N dx_i \delta(1 - x_1 \cdots x_N) \frac{C^{N-n(L+1)/2}}{(D - i\epsilon C)^{N-nL/2}}$$

D and C functions are polynomials of  $x_i$

## Direct Computation Method (DCM)

Combination of iterative numerical multivariate Integration and extrapolation

**DQ-DCM: QUADPACK**

**DE-DCM: Double Exponential formulas**

+ Wynn's epsilon algorithm

Fully numerical method

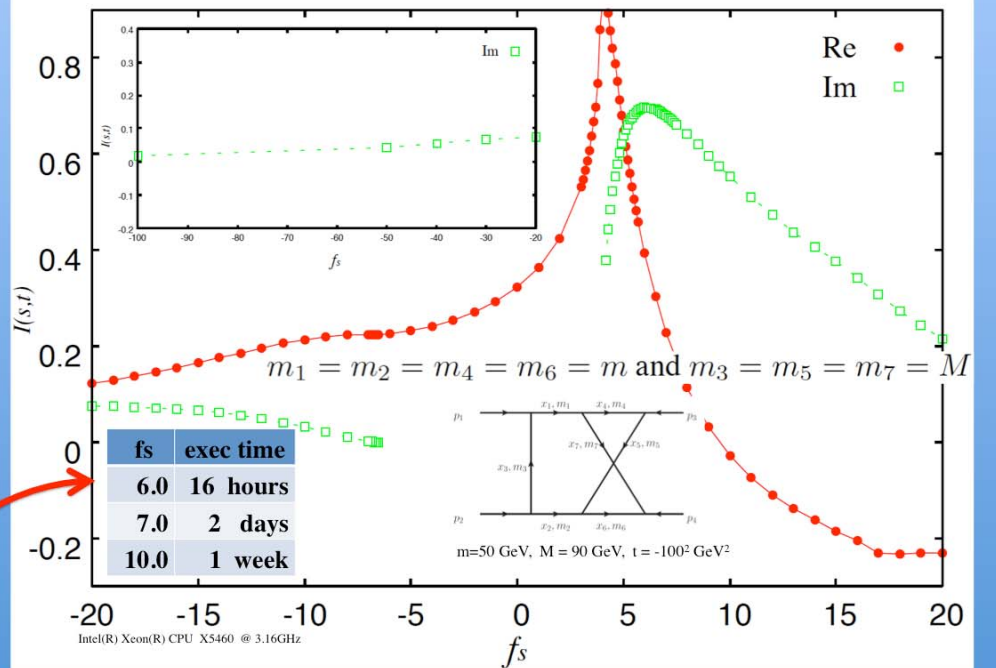
Pros: flexibility

various masses, multi legs, multi loops

good match with automated systems

Cons: long execution time

$$I = - \int_0^1 dx_1 dx_2 dx_3 dx_4 dx_5 dx_6 dx_7 \delta(1 - \sum_{\ell=1}^7 x_\ell) \frac{C}{(D - i\epsilon C)^3}$$



Numerical results of Two-loop **non-planar** box with masses  
 Ref. F.Yuasa et al. Computer Physics Communications 183 (2012) 2136.

## Acceleration of DCM on GPU's

	HD5870	HD6970
Clock [MHz]	850	880
Stream processor	1600	1536
SP FP [GFLOP]	2740	2732
DP FP[GFLOP]	544	683

Software env.: LSUMP, Goose

Ref. N.Nakasato et al. IEEE International Conference on Cluter Computing and Workshops, 2009, pp1-9.

## 2nd example: Two-loop selfenergy (2 legs)

$$I = \int_0^1 dx_1 dx_2 dx_3 dx_4 dx_5 \delta(1 - \sum_{i=1}^5 x_i) \frac{1}{CD}$$

$$D = -s(x_5(x_1 + x_3)(x_2 + x_4) + (x_1 + x_2)x_3x_4 + (x_3 + x_4)x_1x_2) + C\tilde{M}^2,$$

$$C = (x_1 + x_2 + x_3 + x_4)x_5 + (x_1 + x_2)(x_3 + x_4),$$

$$\tilde{M}^2 = \sum_{i=1}^5 x_i m_i^2.$$

1 day job on host is reduced to 1 or 2 min. job on GPU's

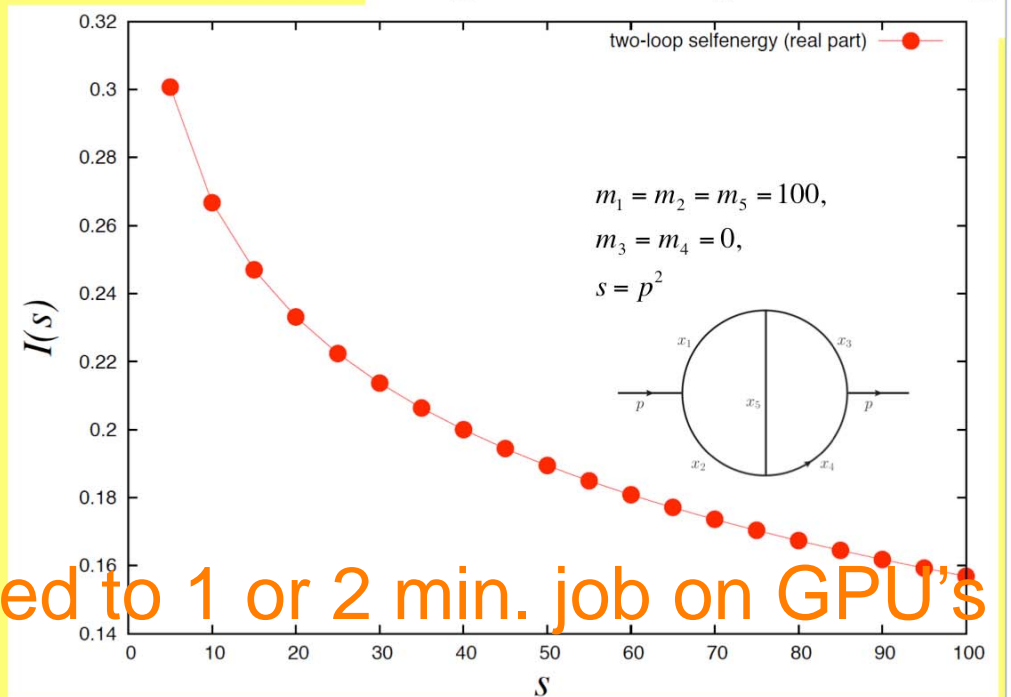
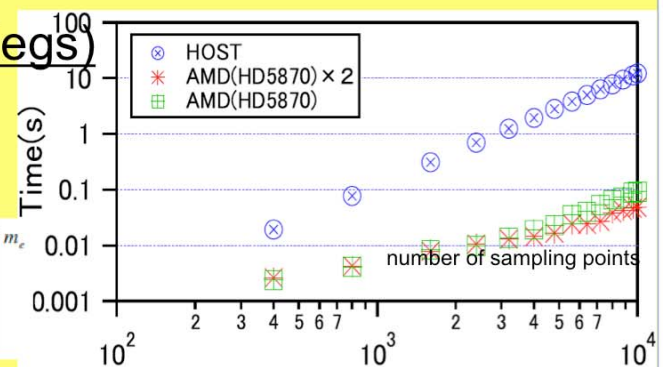
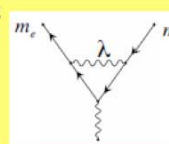
## 1st example: One-loop vertex (3 legs)

$$I = \int_0^1 dx \int_0^{1-x} dy \frac{D}{D^2 + \epsilon^2} + i \frac{\epsilon}{D^2 + \epsilon^2}$$

$$D = -xys + (x + y)^2 m_e^2 + (1 - x - y)\lambda^2$$

$$s = 500^2 \text{ GeV}^2 \quad \lambda = 90 \text{ GeV}$$

$$m_e = 0.5 \times 10^{-3} \text{ GeV}$$



Future plan:

Extension to more complex loop integrals such as

- Two-loop vertex (3 legs),
- Two-loop box (4 legs),
- Three-loop selfenergy (2 legs).

HOST computer	Two-loop selfenergy (s=5) [sec]
AMD Phenon II X6 1090T (3.2GHz)	79903.860
AMD FX-8150 (3.6GHz)	96984.307

s	size	HD5870 x 2 [sec]	HD6970 x 4 [sec]
-1	2048	1600.489	882.288
5	1024	122.551	55.667