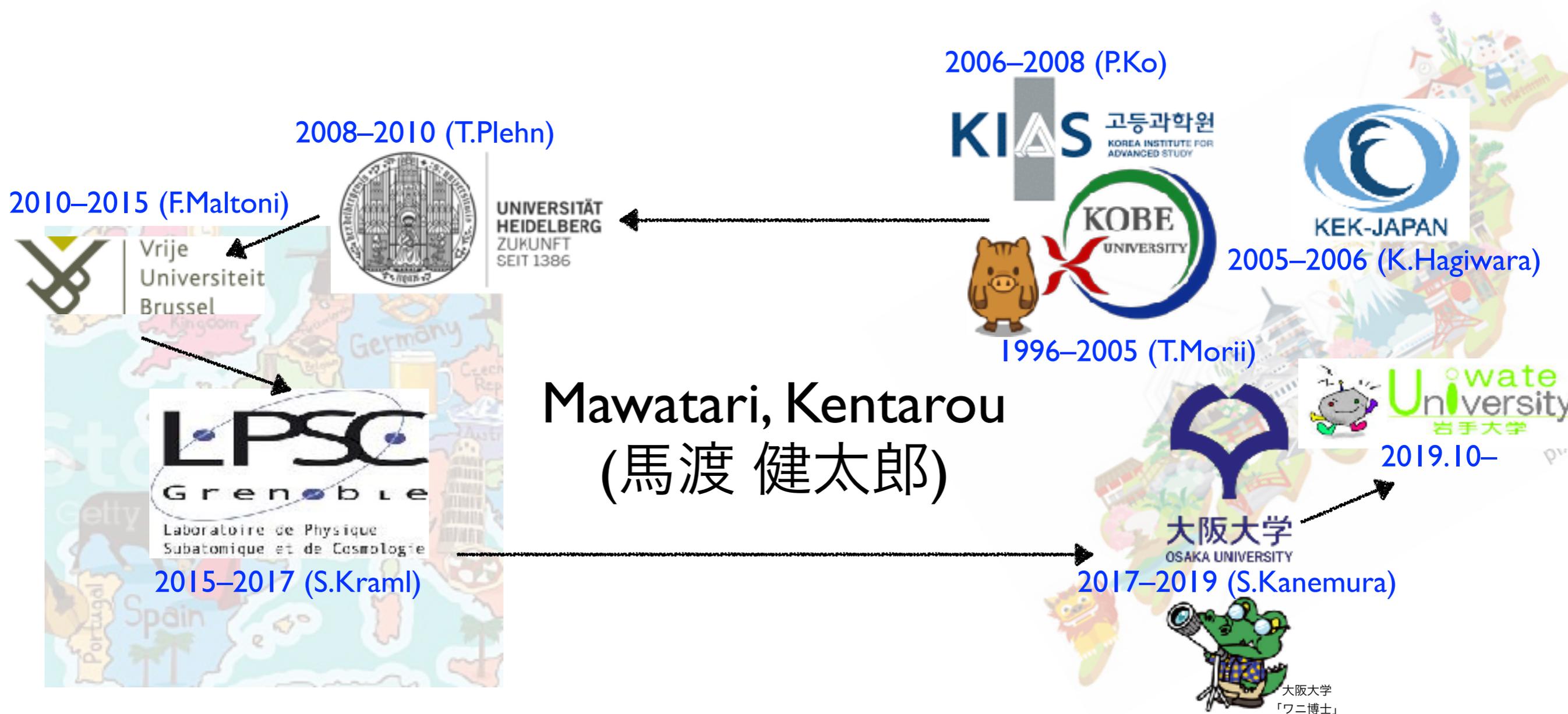
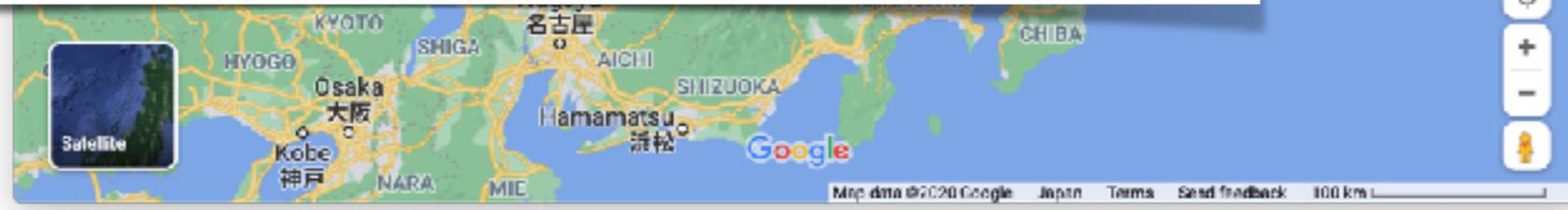
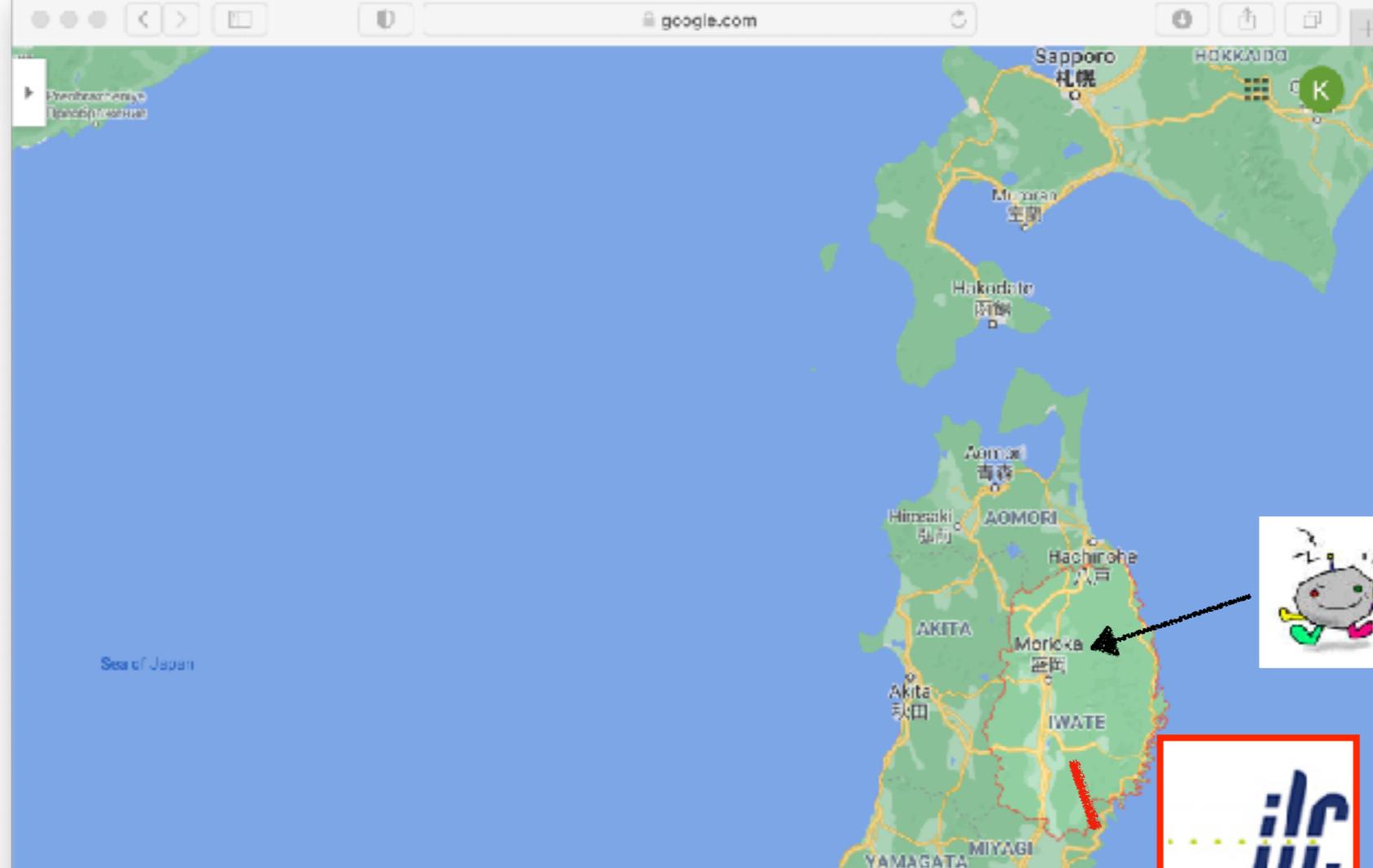


disclaimer

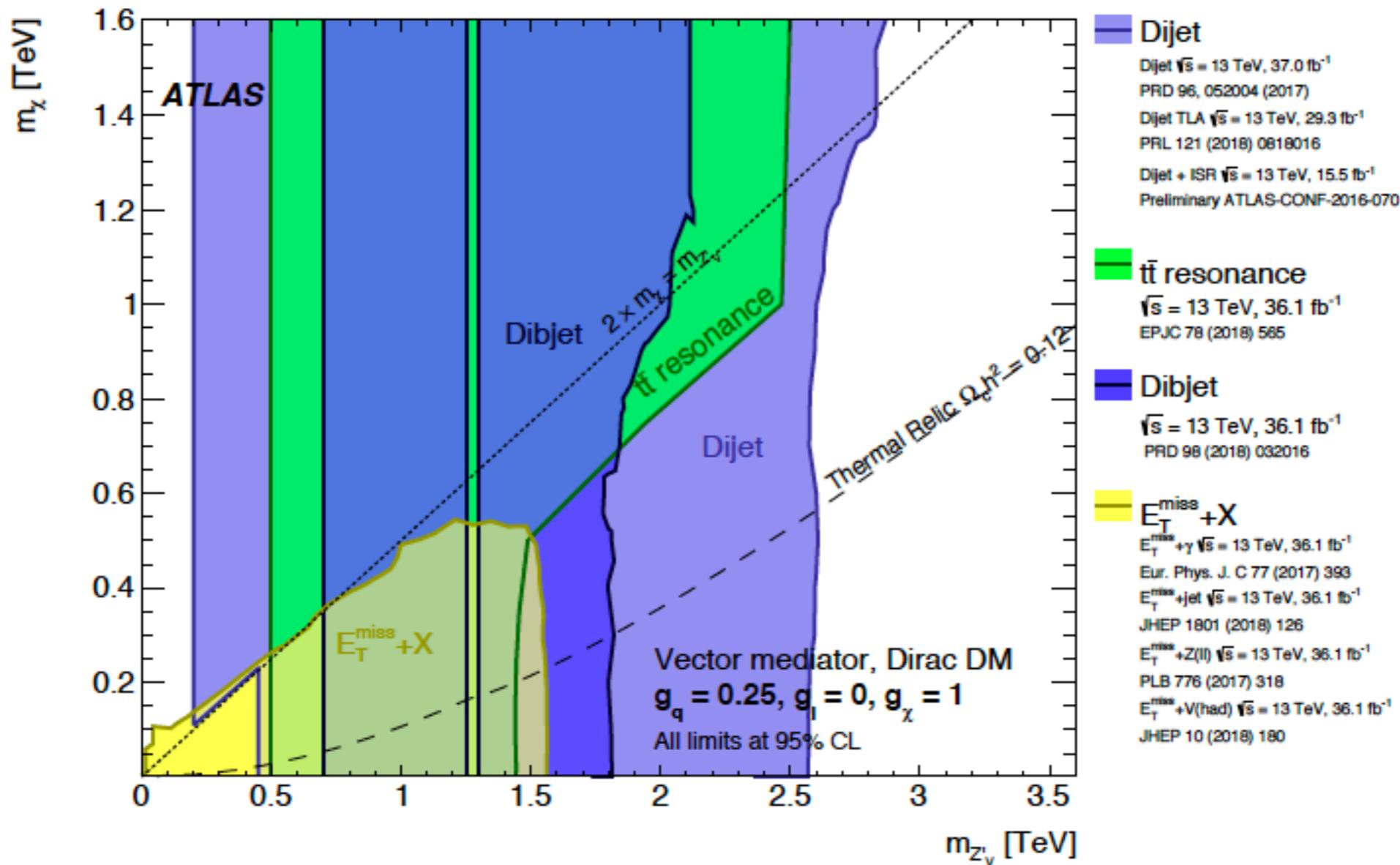
- I'm a (BSM) pheno person.
- I'm a heavy user of MG5aMC, but not a real developer.

VSOP28 : Tools & Monte Carlo





Constraints on mediator-based dark matter and scalar dark energy models using $\sqrt{s} = 13$ TeV pp collision data collected by the ATLAS detector

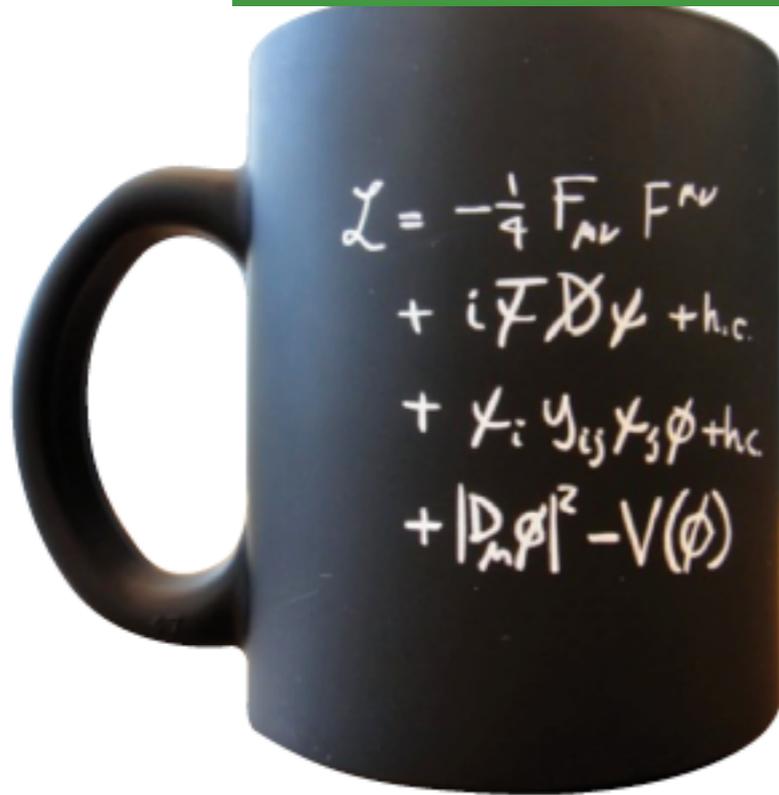


Event generations

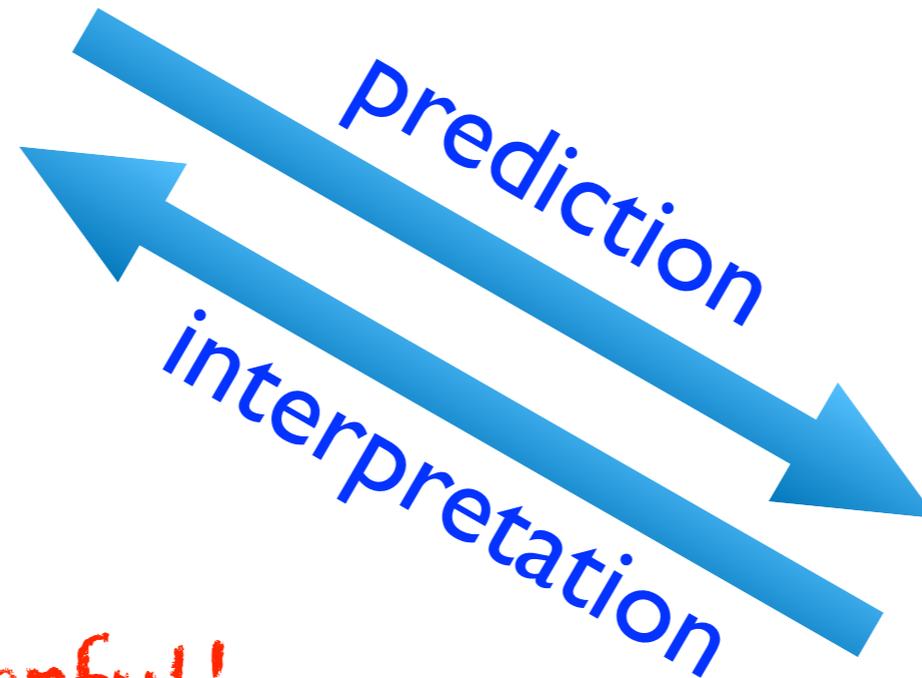
Table 2: Details of the generation setup and Universal FeynRules Output (UFO) model used for the spin-1 mediator simplified models, for each signature considered in this paper. [\[1903.01400\]](#)

Model and Final State	UFO	Generator and Parton Shower	Cross-section	Additional details
$Z'(\chi\bar{\chi}) + j$	DMV [26, 170]	POWHEG-BOX v2 [171] + PYTHIA 8.205 [172]	NLO	Particle-level rescaling of leptophobic Z'_A scenario of Ref. [26] (see Appendix A.1)
$Z'(\chi\bar{\chi}) + \gamma$	DMSimp [113, 173]	MG5_AMC@NLO 2.4.3 (NLO) [174] + PYTHIA 8.212	NLO	Leptophobic Z'_A scenario simulated, other scenarios obtained by cross-section rescaling (see Appendix A.1)
$Z'(\chi\bar{\chi}) + V$	DMSimp	MG5_AMC@NLO 2.5.3 (NLO) + PYTHIA 8.212	NLO	Particle-level rescaling of LO samples of Ref. [20] to each of the four NLO scenarios (see Appendix A.1)
$Z'(qq)$ or $Z'(qq)+ISR$	DMSimp	MG5_AMC@NLO 2.2.3 (NLO) + PYTHIA 8.210	NLO	Leptophobic Z'_A scenario simulated, other scenario obtained by Gaussian resonance limits and cross-section rescaling [175]
$Z'(b\bar{b})$	DMSimp	MG5_AMC@NLO 2.2.3 (NLO) + PYTHIA 8.210	NLO	Leptophobic Z'_A scenario simulated, other scenario obtained by Gaussian resonance limits and cross-section rescaling [175]
$Z'(\ell\bar{\ell})$	DMSimp	MG5_AMC@NLO 2.2.3 (NLO)	NLO	Gaussian resonance limits and cross section rescaling [175]
$Z'(t\bar{t})$	DMSimp	MG5_AMC@NLO 2.4.3 (LO) + PYTHIA 8.186	LO	Particle level rescaling of the topcolour assisted technicolour samples of Ref. [176] (see Appendix A.1)

Lagrangian (TH) \Leftrightarrow Data (EXP)



simulation tools



so easy, so powerful!
= so dangerous...

Let's learn its proper usage!

