



tiktaalik: fast code for NLO GPD evolution

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May 15, 2026

Comp. Phys. Comm. 311 (2025) 109552



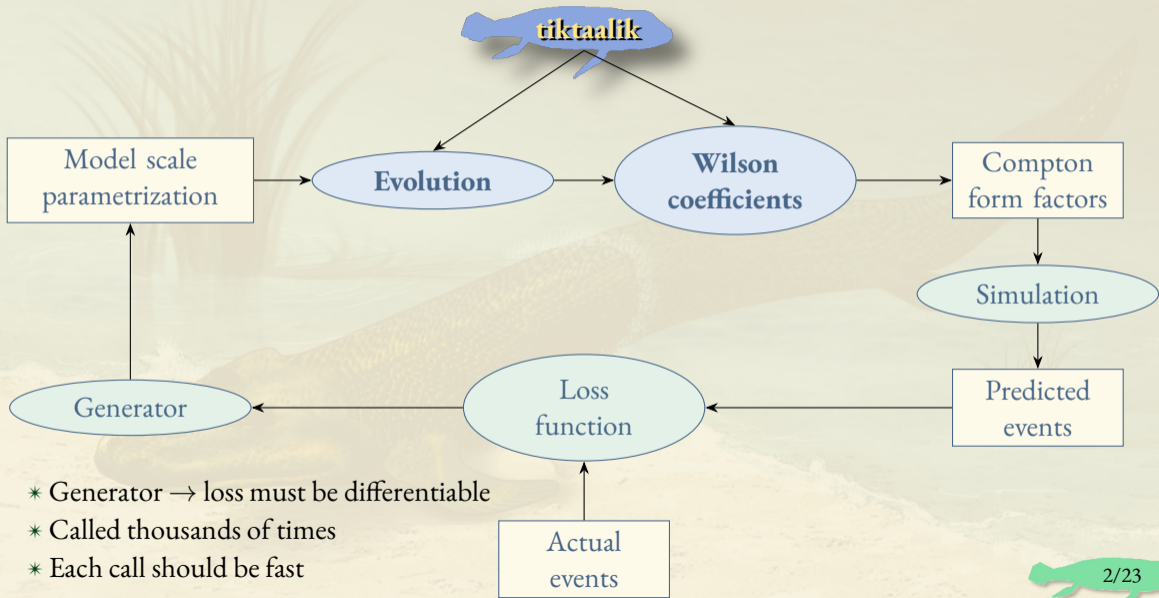
- * **tiktaalik** is a Fortran+Python code package to:
 - 1 Evolve generalized parton distributions (GPDs) in x -space
 - 2 Convert evolved GPDs into Compton form factors (CFFs)
- * tiktaalik does both via **matrix multiplication**

$$H(x_a, \xi_c, Q_d^2) = \sum_b M_{ab}(\xi_c, Q_0^2 \rightarrow Q_d^2) H(x_b, \xi_c, Q_0^2)$$

$$\mathcal{H}(\xi_c, Q_d^2) = \sum_a C_a(\xi_c, Q_d^2) H(x_a, \xi_c, Q_d^2)$$

- ⇒ Fast (microseconds on GPUs)
 - ⇒ Auto-differentiable
 - ⇒ Massively parallelizable (especially on GPUs)
- * tiktaalik **creates the matrices**
 - ⇒ Matrices can be plugged into existing framework
 - ⇒ Easy-to-use Python interface

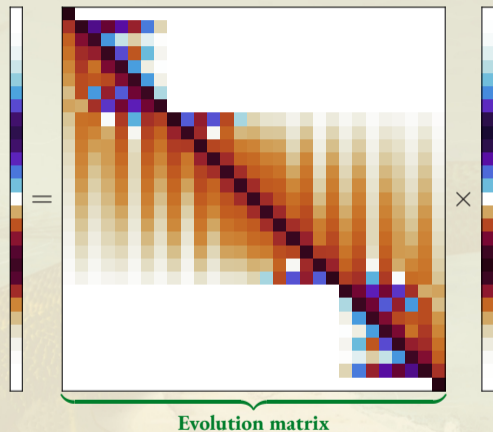
Why matrix multiplication?



- * Generator → loss must be differentiable
- * Called thousands of times
- * Each call should be fast

Evolution matrices: what they do

- * **Evolution matrix** evolves discretized GPDs via matrix multiplication



- * **Evolution matrices** are *independent* of the specific GPD
 - Compute once, store in memory
- * Evolving a GPD takes **microseconds** on a GPU!
 - Can easily be incorporated into global fits with AI/ML

Interpixels as finite elements



Interpixels

* **Interpixels (interpolated pixel):** interpolation basis functions.

⇒ Exploit linearity of polynomial interpolation:

$$P[y_1 + y_2](x) = P[y_1](x) + P[y_2](x)$$

⇒ GPD pixelation is a sum of pixels:

$$\mathbf{H} = \begin{bmatrix} H_1 \\ H_2 \\ \vdots \\ H_n \end{bmatrix} = H_1 \begin{bmatrix} 1 \\ 0 \\ \vdots \\ 0 \end{bmatrix} + H_2 \begin{bmatrix} 0 \\ 1 \\ \vdots \\ 0 \end{bmatrix} + \dots + H_n \begin{bmatrix} 0 \\ 0 \\ \vdots \\ 1 \end{bmatrix} \equiv H_1 \hat{e}_1 + H_2 \hat{e}_2 + \dots + H_n \hat{e}_n$$

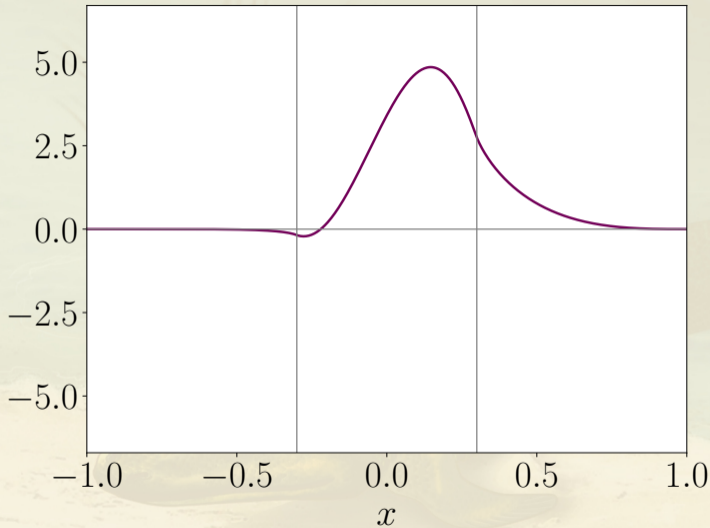
⇒ Interpolated pixelation is a sum of interpixels!

$$P[\mathbf{H}](x) = H_1 P[\hat{e}_1](x) + H_2 P[\hat{e}_2](x) + \dots + H_n P[\hat{e}_n](x)$$

* Interpixels are an example of a **finite element**.

⇒ Used previously in some PDF evolution codes, e.g., HOPPET and APFEL.

Interpixel demo

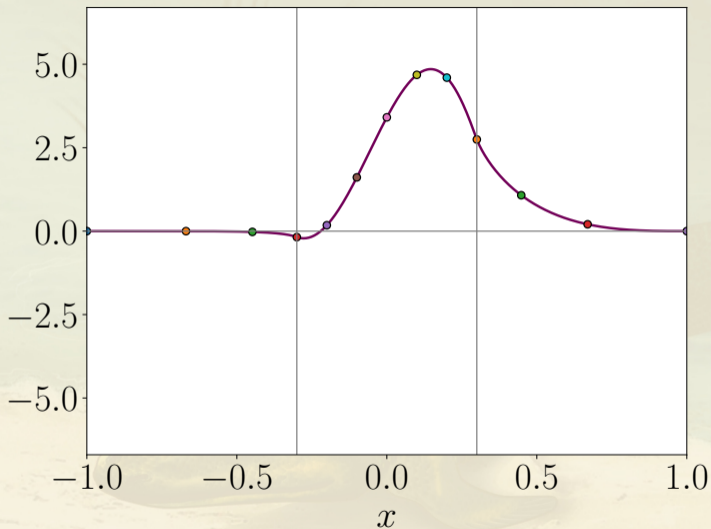


* Model H_u for **ground truth**

Example with $N_x = 13$

Model from: Kroll, Moutarde & Sabatie, [Eur Phys J C 73 \(2013\) 2278](#)

Interpixel demo

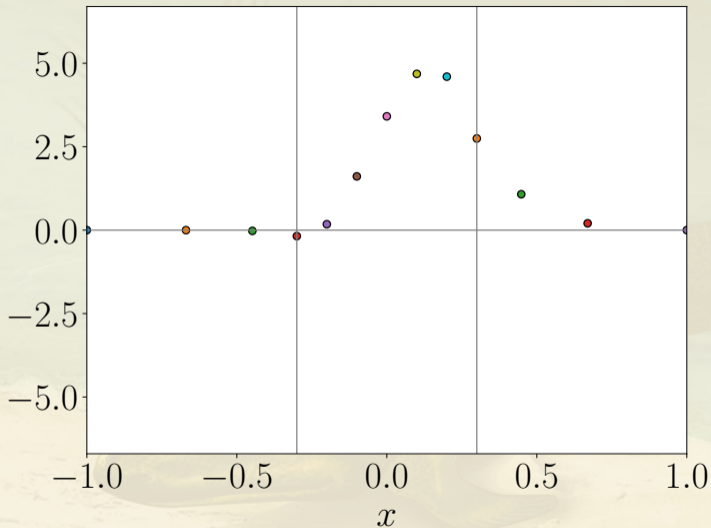


- * Model H_u for **ground truth**
- * Select **discrete values** from grid

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Interpixel demo

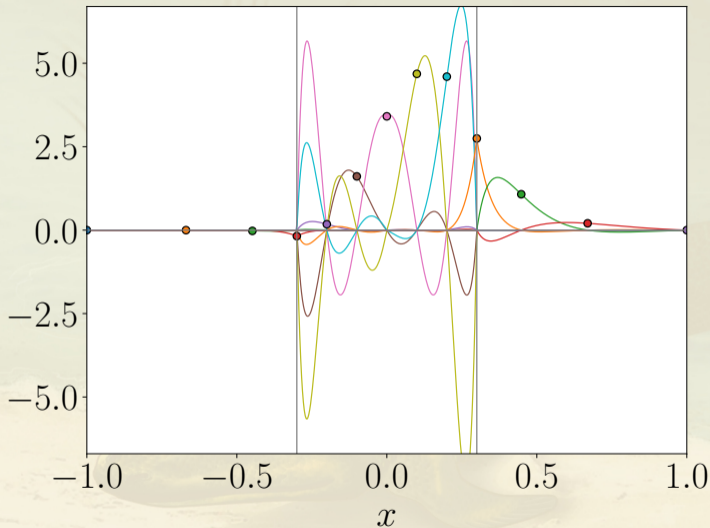


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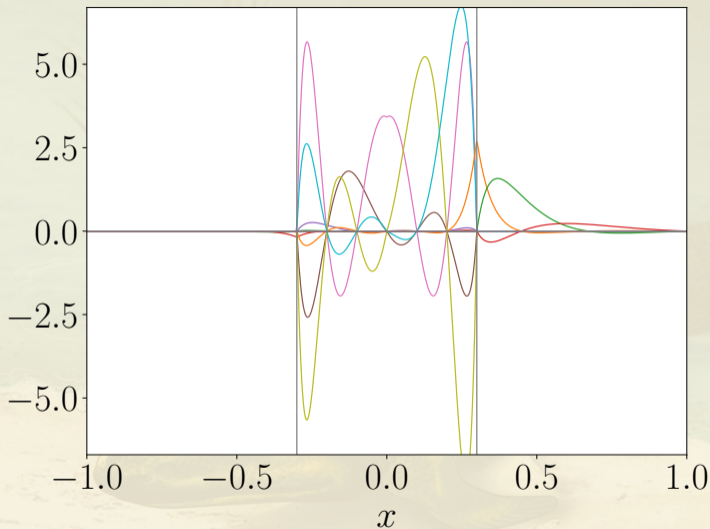


- * Model H_u for **ground truth**
- * Select **discrete values** from grid
- * Build **interpixels** from each discrete value (highly oscillatory)
 - Treat $x = \pm\xi$ as *edges*

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Interpixel demo

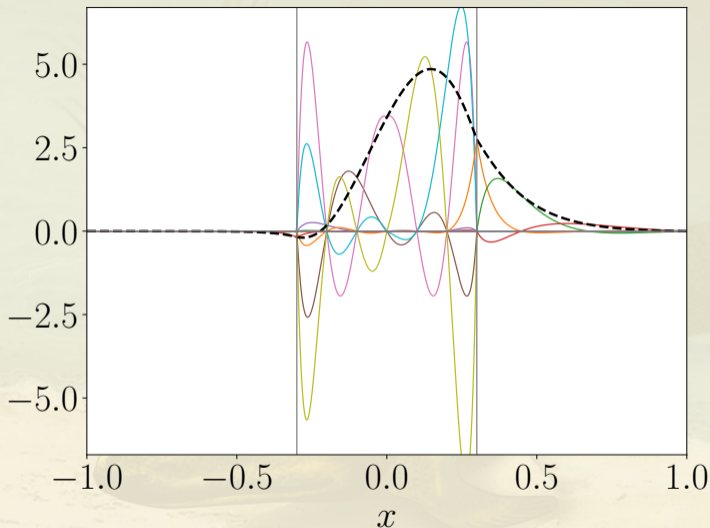


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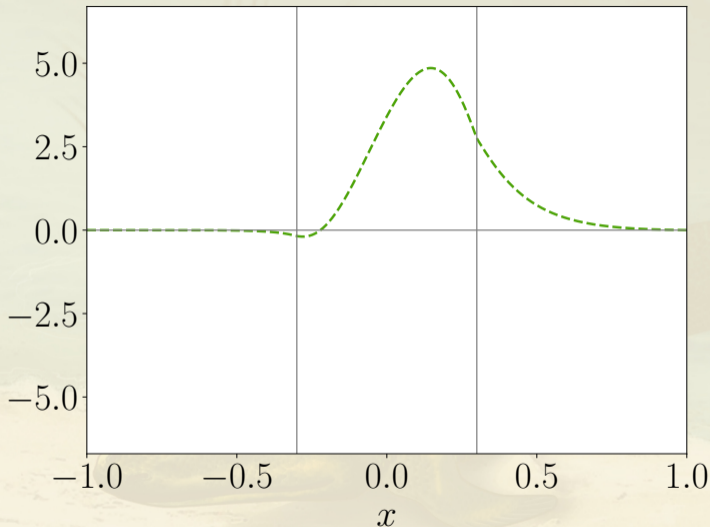


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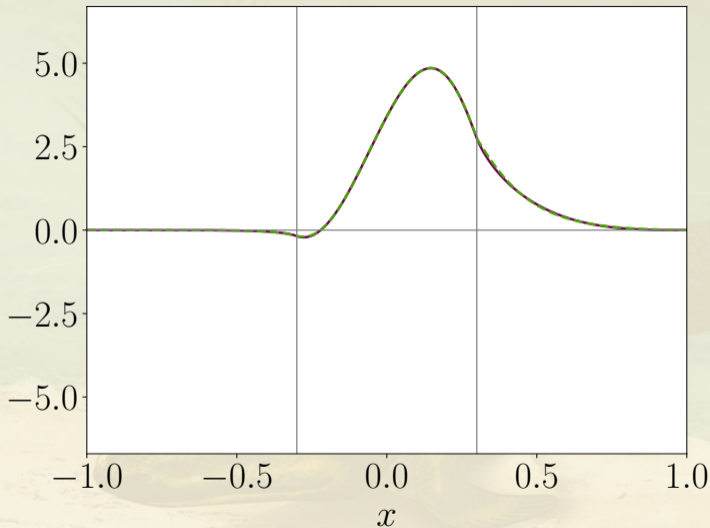


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Example with $N_x = 13$

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Discretizing the integral

- * Right-hand side of evolution equation is an integral:

$$\frac{dH(x, \xi, Q^2)}{d \log(Q^2)} = \int_{-1}^{+1} dy K(x, y, \xi, Q^2) H(y, \xi, Q^2)$$

- * Integral in evolution equation approximated using **Gauss-Kronrod quadrature**.

⇒ The domain $[-1, 1]$ is broken into **six regions** with boundaries:

$$-1 < \min(-\xi, -|x|) < \max(-\xi, -|x|) < 0 < \min(\xi, |x|) < \max(\xi, |x|) < 1$$

⇒ If $x = \pm\xi$, reduces to four regions.

⇒ 21-point quadrature used inside each region. (First release & paper used 15-point rule)

$$\int_{-1}^{+1} dy K(x, y, \xi, Q^2) H(y, \xi, Q^2) \approx \sum_{g=1}^{N_g=6 \times 21} w_g K(x, y_g, \xi, Q^2) H(y_g, \xi, Q^2)$$

⇒ Discretized grid $\{x_i\}$ and quadrature grid $\{y_g\}$ are not the same.

⇒ x_i - and ξ -dependent interpolation must be done.

⇒ **Interpixels** are used for interpolation.

Integral discretization: now with interpixels!

- * GPD at Gaussian weight points from piecewise polynomial interpolation:

$$H(y_g, \xi, Q^2) \approx \sum_{j=1}^{N_x} H_j(\xi, Q^2) P[\hat{e}_j](y_g)$$

⇒ Interpolation decomposed into basis functions (**interpixels**).

- * Integral is only over interpixels:

$$\int_{-1}^{+1} dy K(x, y, \xi, Q^2) H(y, \xi, Q^2) \approx \sum_{j=1}^{N_x} \underbrace{\left(\sum_{g=1}^{N_g} w_g K(x_i, y_g, \xi, Q^2) P[\hat{e}_j](y_g) \right)}_{(K(\xi, Q^2))_{ij}} H_j(\xi, Q^2)$$

⇒ Absorb interpixel into kernel matrix.

⇒ Integral over interpixel **independent of specific GPD**.

⇒ Method can be generalized to distributions (plus prescription etc.)

Differential matrix equation

- * Discretization+interpixels turns the evolution equation into a **matrix differential equation**:

$$\frac{dH_i(\xi, Q^2)}{d \log(Q^2)} = \sum_{j=1}^{N_x} K_{ij}(\xi, Q^2) H_j(\xi, Q^2)$$

- * Can be solved with standard techniques, like Runge-Kutta.

$$H_i(\xi, t, Q_{\text{fin}}^2) = \sum_{j=1}^{N_x} M_{ij}(\xi, Q_{\text{ini}}^2 \rightarrow Q_{\text{fin}}^2) H_j(\xi, Q_{\text{ini}}^2)$$

⇒ Only K_{ij} —not H_j itself—is needed to build M_{ij} .

Features and limitations of tiktaalik

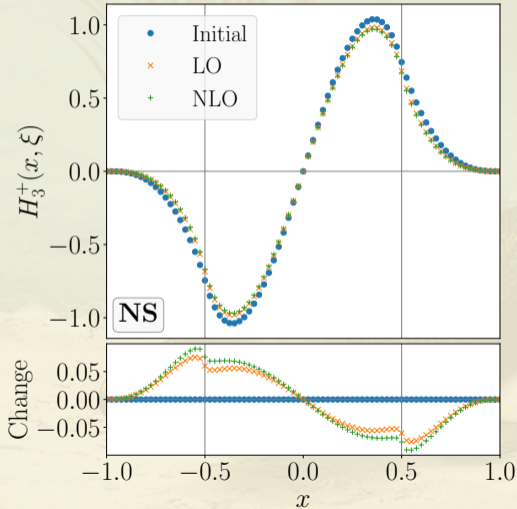


Features of tiktaalik

- * Two grid types:
 - 1 Linear x spacing—ideal for $\xi \gtrsim 0.2$
 - 2 Hybrid log-linear spacing—ideal for $\xi \lesssim 0.2$
 - ↪ Logarithmic in DGLAP region, linear in ERBL region.
- * Leading order (LO) and next-to-leading order (NLO) GPD evolution
 - ↪ Splitting functions from Belitsky, Freund & Müller, Nucl Phys B 574 (2000) 347
- * LO and NLO Wilson coefficients for Compton form factors (CFFs)
 - ↪ Wilson coefficients from Braun, Yao Ji & Schoenleber, Phys Rev Lett 129 (2022) 172001
 - ↪ GPD \rightarrow CFF conversion is *also* matrix multiplication!
 - ↪ Only implemented in dev branch—will pull into master branch in near future
- * Easy installation via pip.

Linear x grid

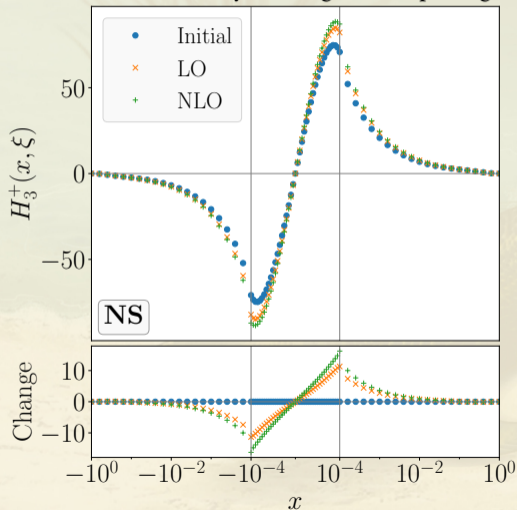
$\xi = 0.5$, linear spacing



- * User chooses x grid type, via `grid_type` kwarg, when calling `tiktaalik.matrices.set_x_xi_grids`
- * `grid_type=1` (default) gives linear spacing.
- * Great for $\xi \gtrsim 0.2$
- * Awful at $\xi \lesssim 0.1$

Hybrid log-linear x grid

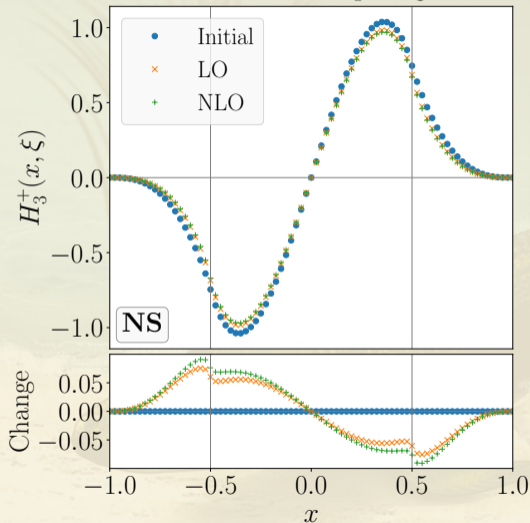
$\xi = 10^{-4}$, hybrid log-linear spacing



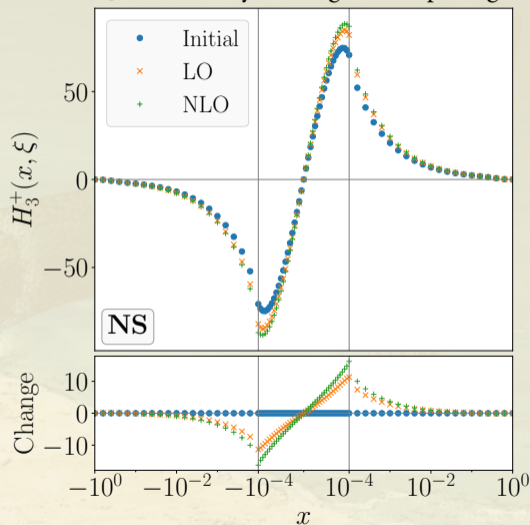
- * User chooses x grid type, via `grid_type` kwarg, when calling `tiktaalik.matrices.set_x_xi_grids`
- * `grid_type=2` gives the hybrid spacing.
 - ⇨ Logarithmic when $|x| > |\xi|$
 - ⇨ Linear when $|x| < |\xi|$
- * Great for $\xi \lesssim 0.1$
- * Okay at $\xi > 0.2$, except for $|x| \rightarrow 1$
- * Best choice for HERMES & EIC analyses!

NLO evolution: non-singlet demo

$\xi = 0.5$, linear spacing



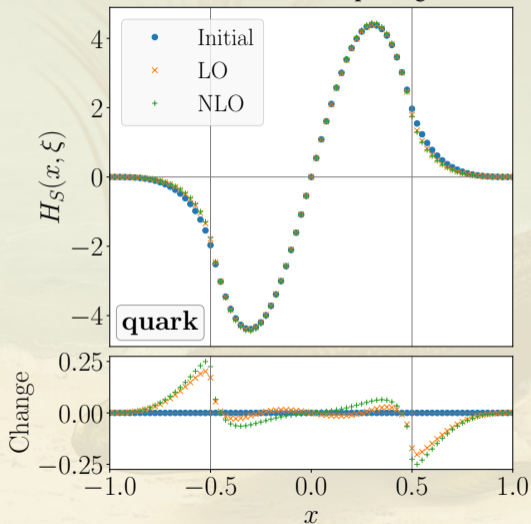
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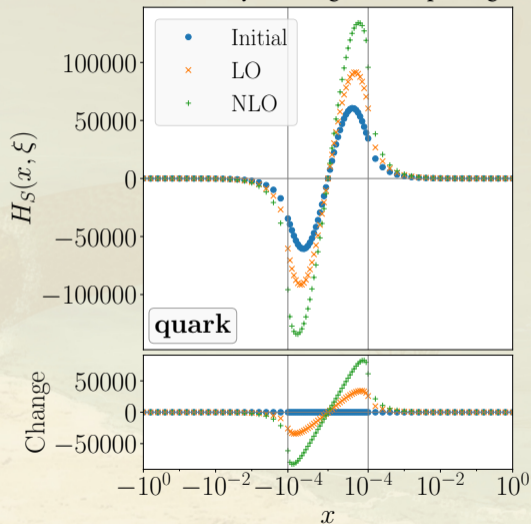
* tiktaalik features next-to-leading order (NLO) evolution!

NLO evolution: quark singlet demo

$\xi = 0.5$, linear spacing



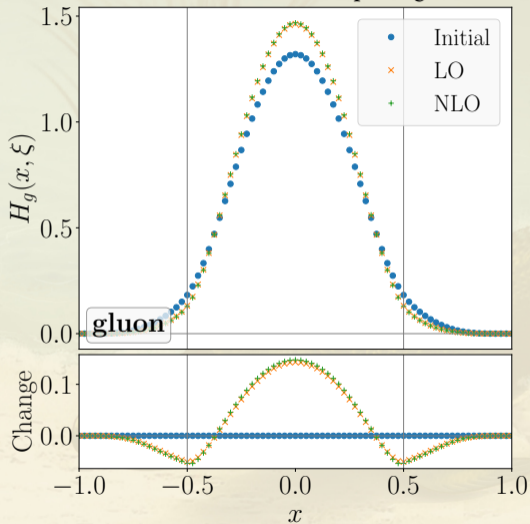
$\xi = 10^{-4}$, hybrid log-linear spacing



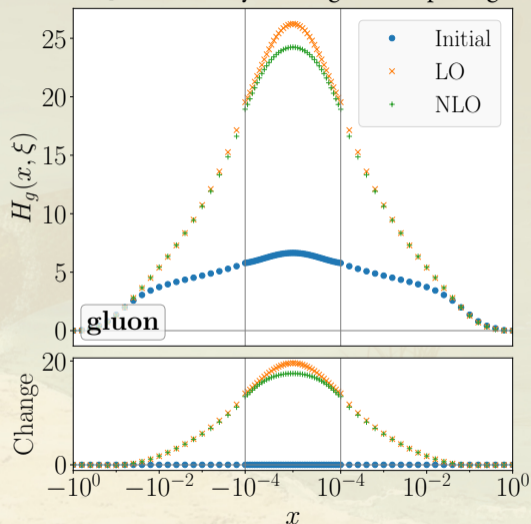
* NLO has a massive impact on singlet quark distribution at small ξ

NLO evolution: gluon demo

$\xi = 0.5$, linear spacing



$\xi = 10^{-4}$, hybrid log-linear spacing



* Gluon distribution smaller at NLO

Limitations of tiktaalik

- * Lower bound on ξ values where tiktaalik is reliable.
 - ⇒ **Leading order:** $\xi \gtrsim 3 \times 10^{-6}$
 - ⇒ **Next-to-leading order:** $\xi \gtrsim 2 \times 10^{-5}$
 - ⇒ You should use hybrid grid for such low ξ values
- * master branch requires $x \neq \pm\xi$
 - ⇒ Allow $x = \pm\xi$ in dev branch, but more testing needed before we can pull the changes
- * The dev branch requires $N_x = 4n + 1$
 - ⇒ Ensures $x = \pm\xi$ are included on grid for hybrid spacing
 - ⇒ This requirement *will* be pulled into master branch soon
- * Accuracy limitations in DVCS Wilson coefficients
 - ⇒ Need $N_x \gtrsim 401$ for sub-percent error in LO real part
 - ⇒ Cannot get sub-percent error in NLO real part
 - ⇒ Imaginary part under control
- * tiktaalik assumes $3 \leq n_{fl.} \leq 5$

Accuracy benchmarks



Defining accuracy benchmarks

- * Accuracy benchmarks done on the integral:

$$S(x, \xi) = \int_{-1}^{+1} dy K(x, y, \xi) H(y, \xi)$$

- * “Ground truth” from different numerical method.

⇒ We don't have an analytic solution.

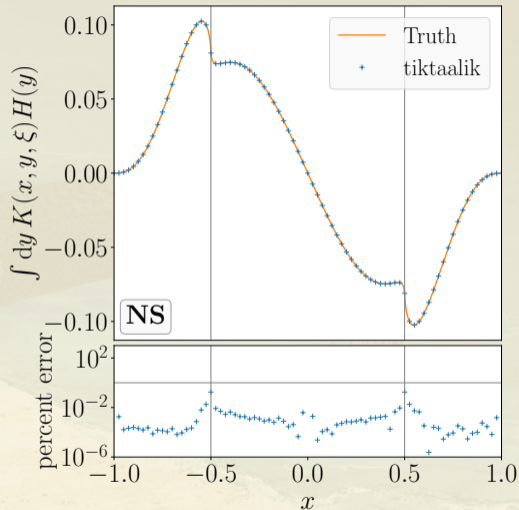
⇒ Adaptive quadrature for ground truth.

- * Percent error estimated via:

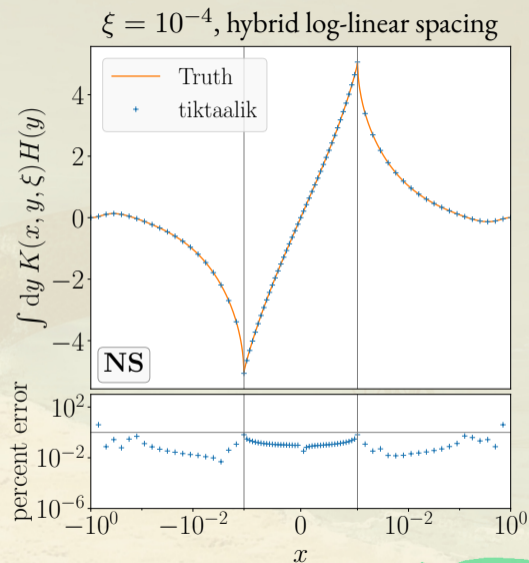
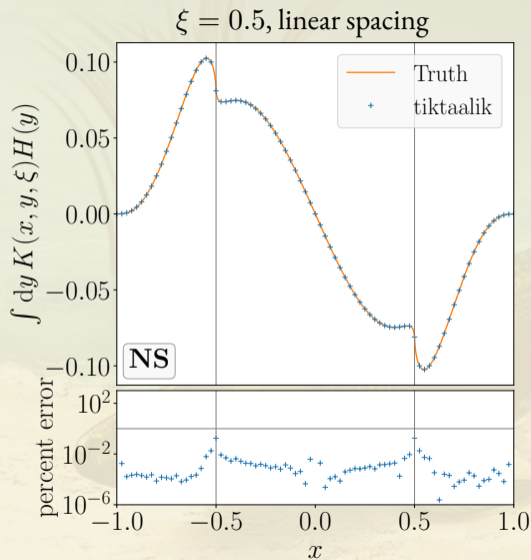
$$100\% \times \frac{|S_{\text{truth}}(x, \xi) - S_{\text{tiktaalik}}(x, \xi)|}{|S_{\text{truth}}(x, \xi)|}$$

⇒ Artificial spikes when truth goes to zero.

- * Goloskokov-Kroll model used in benchmarks.



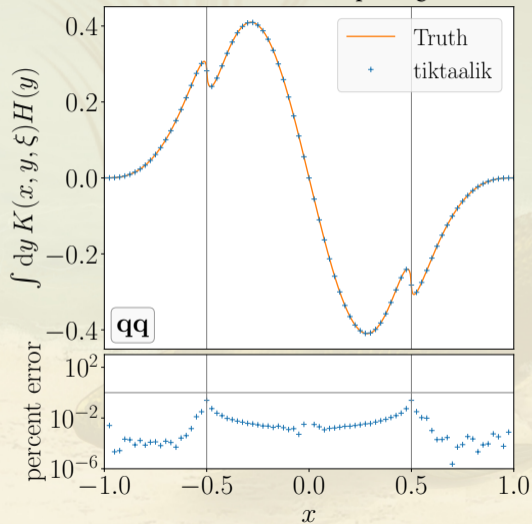
Accuracy benchmarks: non-singlet



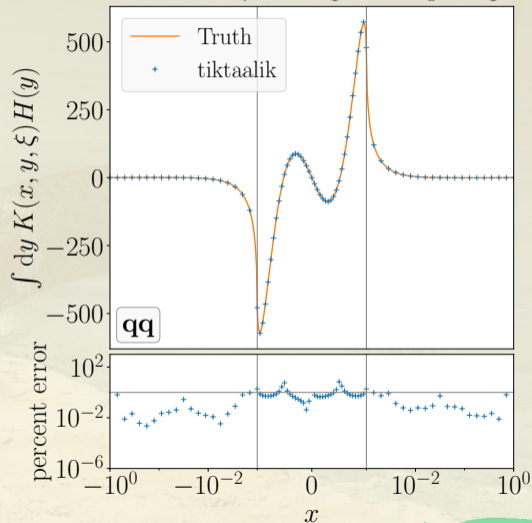
* Benchmarks at **next-to-leading order** (NLO), & $N_x = 81$.

Accuracy benchmarks: quark-from-quark

$\xi = 0.5$, linear spacing



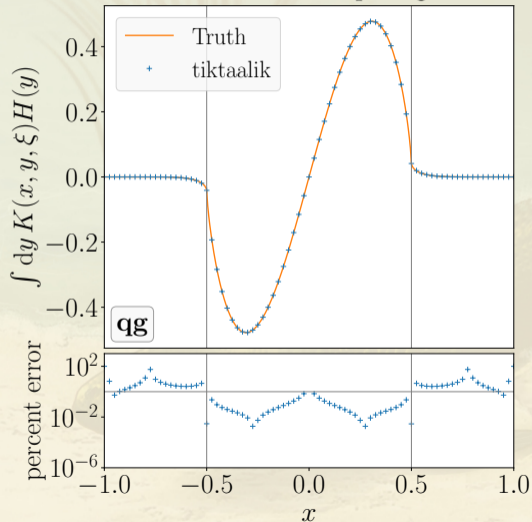
$\xi = 10^{-4}$, hybrid log-linear spacing



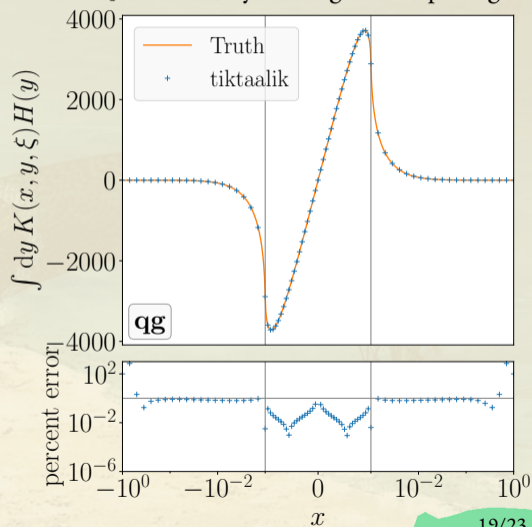
* Some error spikes are artifacts of zero crossings.

Accuracy benchmarks: quark-from-gluon

$\xi = 0.5$, linear spacing

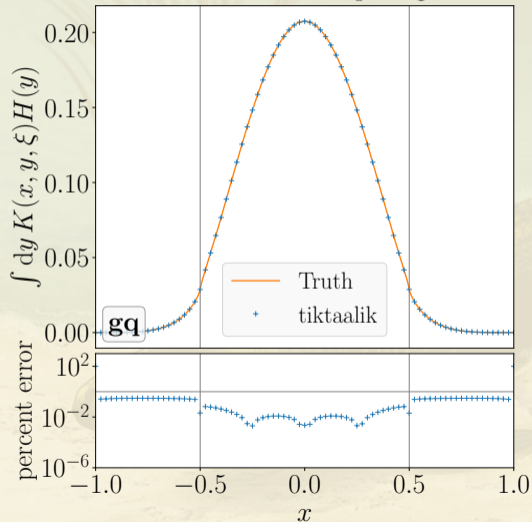


$\xi = 10^{-4}$, hybrid log-linear spacing

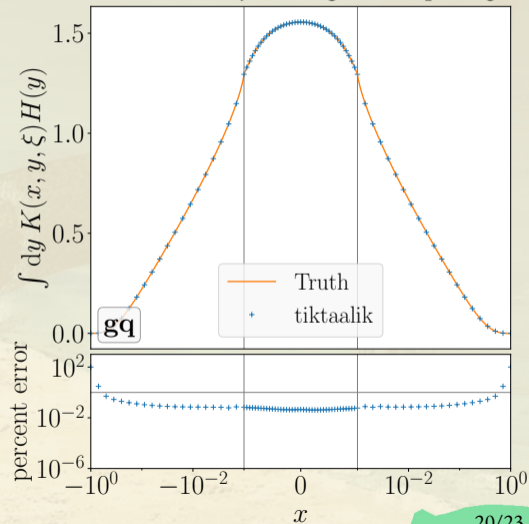


Accuracy benchmarks: gluon-from-quark

$\xi = 0.5$, linear spacing

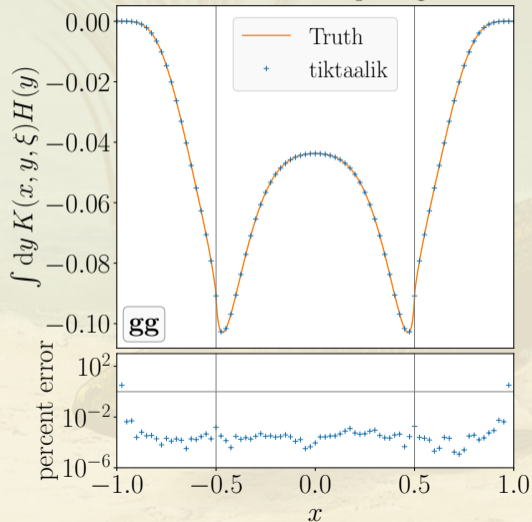


$\xi = 10^{-4}$, hybrid log-linear spacing

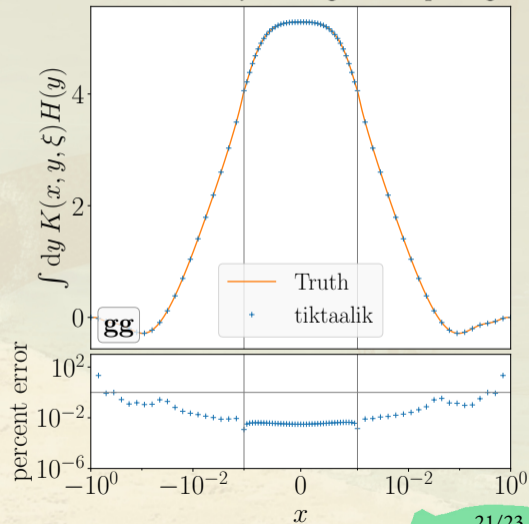


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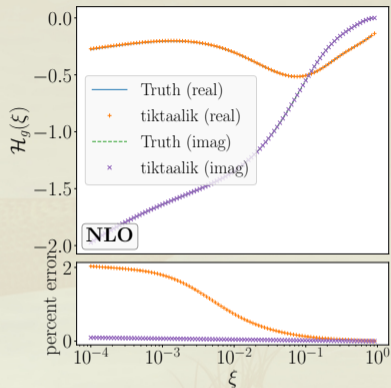
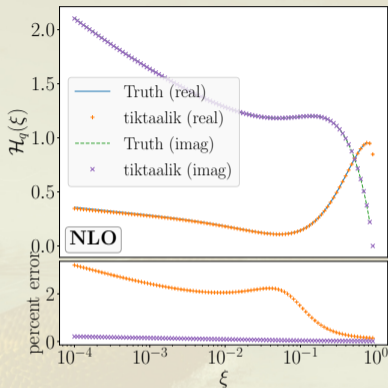
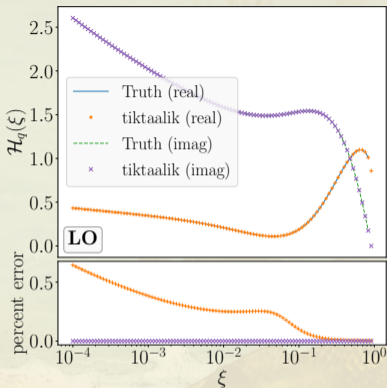
$\xi = 0.5$, linear spacing



$\xi = 10^{-4}$, hybrid log-linear spacing



Accuracy benchmarks: Compton form factors



- * Matrices to get LO and NLO CFFs available
- * Need large $N_x \sim 401$ for sub-percent error in LO real part
- * Can't get sub-percent error in NLO real part
- * More work needed to improve CFF accuracy

Wrapping Up



The End

- * First paper published!
 - ⇒ Computer Physics Communications 311 (2025) 109552
 - ⇒ Second paper (on NLO and new features) in progress
- * Code package **tiktaalik** is public!
 - ⇒ <https://github.com/quantom-collab/tiktaalik>
 - ⇒ **tiktaalik** is open source, & all are welcome to contribute!
 - ⇒ Latest features in dev branch, but dev branch is unstable.
- * **Developers:**
 - ⇒ AF (lead)
 - ⇒ Daniel Adamiak
 - ⇒ Ian Cloët
 - ⇒ Jian-Wei Qiu
 - ⇒ Nobuo Sato
 - ⇒ Marco Zaccheddu

Thank you for your time!