

How to install Geant 4 and build an application

IV International Geant4 School October 23, 2016 - October 28, 2016 Belgrade - Serbia

Supported platforms & compilers Geant4.10.2.p02

- Linux systems
 - Scienti >=5.2. *Virtual Machine* : CentOS7 *Linux with* gcc 4.8.5 *including Debian, Ubuntu and Opene*



- MacOSX systems
- Mac OS X 10.10 (Yosemite) with Apple-LLVM (Xcode)
 7.0, 64bit

Geant4 has also been successfully compiled on Mac OS X 10.7 (Lion) with clang 3.1 (Apple), (not officially supported)

- Windows systems
 - Windows 7 with Visual Studio (VS2013 or VS2015).

Check current Geant4 supported platforms in http://geant4.web.cern.ch/geant4/

Required software

- The Geant4 toolkit source code (10.02.p02)
- C++11 compiler: GCC >=4.8.2 to support C++11 installed
 - It is usually installed on your Linux. If not, you need to install it (*not shown here*)
- CMake 3.3 or higher
- CLHEP library
 - an internal version is now supplied with the geant4 source (since 9.5 version)
- The Geant4 data files
 - an automatic procedure can retrieve them (with CMake)

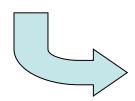
External software packages

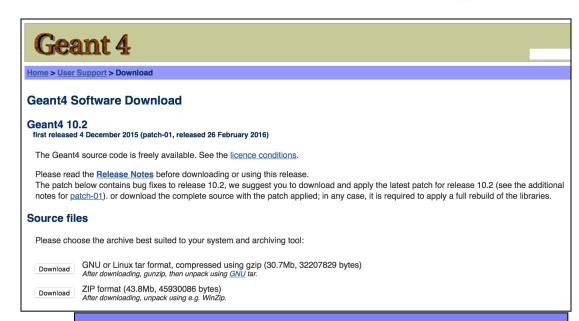
Suggested tools (optional):

- X11 OpenGL Visualization (Linux and Mac OS X)
 Requires: X11, OpenGL or MesaGL (headers and libraries).
- Qt User Interface and Visualization (All Platforms)
 - Requires: Qt4, OpenGL or MesaGL (headers and libraries).
- Motif User Interface and Visualization (Linux and Mac)
 - Requires: Motif and X11, OpenGL or MesaGL headers and libraries.
- Open Inventor Visualization (All Platforms)
- X11 RayTracer Visualization (Linux and Mac OS X)
- DAWN postscript renderer
- HepRApp Browser
- VRML browser
- WIRED4 JAS Plug-In
- GDML Support (All Platforms)
- AIDA (Abstract Interface for Data Analysis)

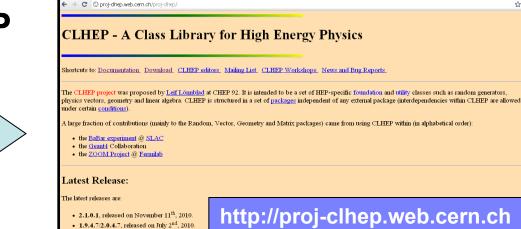
Where to download the packages

Geant4



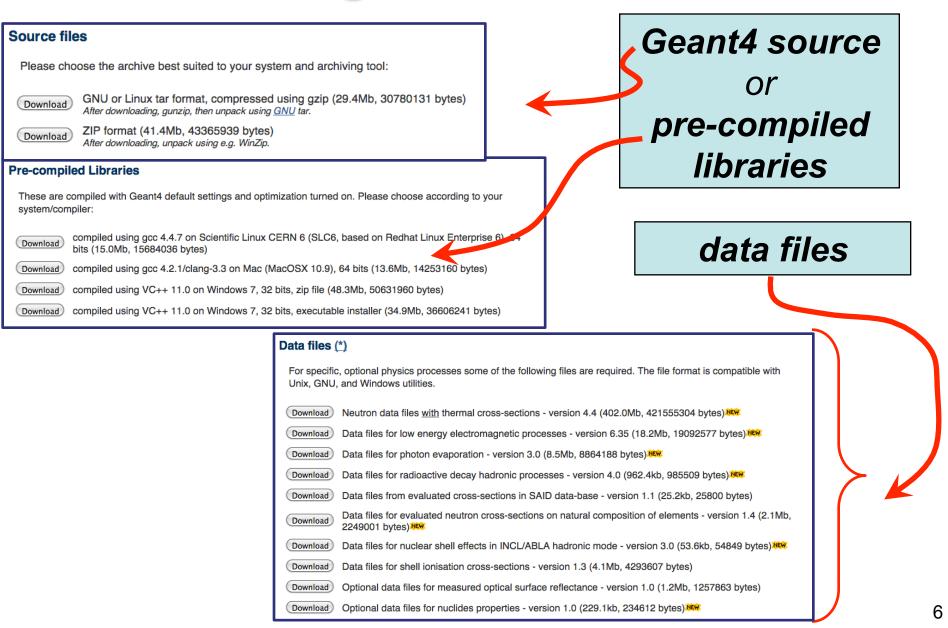


http://geant4.cern.ch/support/download.shtml



• CLHEP

Downloading Geant4 and data files



Geant4 installation (10.2 version)

Working area & installation area

- Why two different areas ?
 - To allow centralized installation of the Geant4 kernel libraries and related sources in a multi-user environment
 - To decouple user-developed code and applications from the kernel
 - To allow an easy integration of the Geant4 software in an existing software framework

Two ways to proceed:

- Manually installing by env variables (deprecated)
- <u>Using CMake</u> (recommended and officially supported)

Installing Geant4 with CMake

CMake installation (if not provided)

- Depending on the OS installation, CMake may not be installed by default. In that case you have to install it:
 - <u>On Linux</u>: it is recommended to use the CMake provided by the package management system of your distribution.

In case it does not meet the minimum version requirement:

- 1. download the latest version (*http://www.cmake.org/*)
- 2. unzip the tar-ball
- 3../bootstrap, make, make install
- On Mac: install it using the Darwin64 dmg installerpackage
- <u>On Windows</u>: install it using the Win32 exe installerpackage

- Unpack the geant4 source package geant4.10.02.p02.tar.gz to a location of your choice:
 - ex.: /path/to/geant4.10.02.p02 → source directory
- Create a directory in which to configure and run the build and store the build products (not inside the source dir!)
 - ex.: /path/to/geant4.10.02.p01-build → <u>build directory</u>

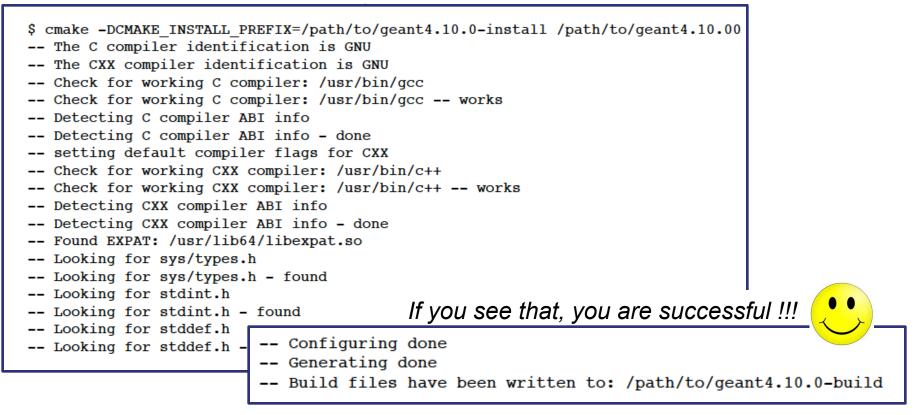
\$ mkdir /path/to/geant4.10.02.p02-build

• To configure, change into the build directory and run CMake:

\$ cd /path/to/geant4.10.02.p02-build \$ cmake -DCMAKE_INSTALL_PREFIX=/path/to/geant4.10.02.p02-install /path/to/geant4.10.02.p02

- CMAKE_INSTALL_PREFIX option is used to set the <u>install directory</u>
- The second argument to CMake is the path to the source directory.

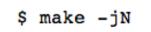
 CMake configures the build and generates Unix Makefiles to perform the actual build:



If you see errors at this point, carefully check the messages output by CMake



 After the configuration has run, CMake have generated Unix Makefiles for building Geant4. To run the build, simply execute make in the build directory:



- where N is the number of parallel jobs you require. The build will now run, and will output information on the progress of the build and current operations
- When build has completed, you can install Geant4 to the directory you specified earlier in CMAKE_INSTALL_PREFIX by running:

- Additional arguments can be passed to CMake to activate optional components of Geant4 (*standard* and *advanced* options):
 - -DGEANT4_INSTALL_DATA=ON (recommended)
 the additional external data libraries are automatically downloaded
 - DGEANT4_USE_OPENGL_X11=ON (recommended) build the X11 OpenGL visualization driver
 - DGEANT4_BUILD_MULTITHREADED=ON (recommended)
 build Geant4 libraries with support for multithreading
 - DGEANT4_USE_QT=ON (optional, but nice!!!)
 build the Qt visualization driver

 If you want to activate additional options, simply rerun CMake in the build directory, passing it the extra options, and repeat:

```
$ cd /path/to/geant4.10.02.p02-build
$ cmake -DGEANT4_INSTALL_DATA=ON /path/to/geant4.10.02.p02
$ make -jN
$ make install
```

• If you want to *deactivate* a previously selected option:

\$ cmake -DCMAKE_INSTALL_PREFIX=/path/to/geant4.10.02.p02-install -DGEANT4_USE_GDML=OFF /path/to/geant4.10.02.p02

You may also directly include the options since the beginning:

cmake -DCMAKE_INSTALL_PREFIX=/path/to/geant4.10.02.p02-install DGEANT4_INSTALL_DATA=ON
-DGEANT4_USE_OPENGL_X11=ON -DGEANT4_USE_QT=ON /path/to/geant4.10.02.p02

 The install of Geant4 is contained under the directory chosen (CMAKE_INSTALL_PATH), with the following structure:

```
+- CMAKE INSTALL PREFIX
   +- bin/
      +- geant4-config
                          (UNIX ONLY)
         geant4.csh
                          (UNIX ONLY)
         geant4.sh
                          (UNIX ONLY)
      +- G4global.dll
                          (WINDOWS ONLY)
   +- include/
      +- Geant4/
         +- G4global.hh
         +- ...
         +- CLHEP/
                          (WITH INTERNAL CLHEP ONLY)
         +- tools/
   +- lib/
                          (MAY BE lib64 on LINUX)
      +- libG4qlobal.so (AND/OR .a, OR G4Global.lib ON WINDOWS)
       - Geant4-10.0.0/
```

• To make the Geant4 binaries and libraries available on your PATH and library path and to set the variables for external data libraries:



N.B.: each time you open a new shell remember to source the geant4.sh script before executing an application !!!

Application in Geant4

For instance: examples/basic/B1:						
		mpies/basic/b	CMake script containing commands			
2,4K		CMakeLists.txt	which describe how to build the exampleB1 application			
475B 2,8K 7,5K			contains main() for the application			
4,0K 226B	4 Dic 14:48	exampleB1.cc exampleB1.in	Header classes			
35K 272B		exampleB1.out	2,2K 4 Dic 14:48 B1ActionInitialization.hh 2,4K 4 Dic 14:48 B1DetectorConstruction.hh			
338B 553B	4 Dic 14:48		2,4K 4 Dic 14:48 B1EventAction.hh 2,7K 4 Dic 14:48 B1PrimaryGeneratorAction.hh 2,5K 4 Dic 14:48 B1RunAction.hh 2,4K 4 Dic 14:48 B1SteppingAction.hh			
448B 272B		src	Source classes			
3,8K	_4 Dic 14:48	VIS.Mac	2,9K 4 Dic 14:48 B1ActionInitialization.cc 7,7K 4 Dic 14:48 B1DetectorConstruction.cc 2,6K 4 Dic 14:48 B1EventAction.cc			

5,8K

3,2K

Macro file containing the commands

4,3K 4 Dic 14:48 B1PrimaryGeneratorAction.cc

4 Dic 14:48 B1SteppingAction.cc

4 Dic 14:48 B1RunAction.cc

- To build an application that uses the Geant4 toolkit, it is necessary to include Geant4 headers in the application sources and link the application to the Geant4 libraries:
 - using CMake → Geant4Config.cmake → writing a CMakeLists.txt script

containing commands which describe how to build the application:

cmake_minimum_required(VERSION 2.6 FATAL_ERROR) project(B1) option(WITH_GEANT4_UIVIS "Build example with Geant4 UI and Vis drivers" ON) if(WITH_GEANT4_UIVIS) find_package(Geant4 REQUIRED ui_all vis_all) else() find_package(Geant4 REQUIRED) endif()

include(\${Geant4_USE_FILE}) include_directories(\${PROJECT_SOURCE_DIR}/include)

file(GLOB sources \${PROJECT_SOURCE_DIR}/src/*.cc) file(GLOB headers \${PROJECT_SOURCE_DIR}/include/*.hh)

add_executable(exampleB1 exampleB1.cc \${sources} \${headers}) target_link_libraries(exampleB1 \${Geant4_LIBRARIES})

set(EXAMPLEB1_SCRIPTS exampleB1.in exampleB1.out init_vis.mac run1.mac run2.mac vis.mac

- Example of CMakeList structure:
 - 1. Cmake minimum version and set the project name
 - 2. Find and configure G4
 - 3. Configure the project to use G4 and B1 headers
 - 4. List the sources
 - 5. Define and link the executable
 - 6. Copy any runtime script to the build directory
 - 7. Install the executable

• **First step**: create a folder into your \$HOME (ex. geant4-exercises)

\$ mkdir geant4-exercises

• <u>Second step</u>: copy in the geant4-exercises folder one of the Geant4 examples, ex: the B1 example contained in the source folder

```
$ cp -r /usr/local/geant4/geant4.10.01.p02/examples/
basic/B1 $HOME
```

• <u>Third step</u>: create a build directory for the specific application (suggestion: build that alongside the application source directory):

\$ cd \$HOME

\$ mkdir B1-build

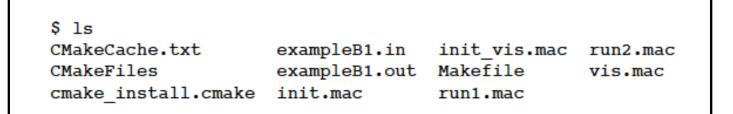
 Change to this build directory and run cmake to generate the Makefiles needed to build the B1 application. Pass cmake two arguments:

\$ cd \$HOME/B1-build \$ cmake -DGeant4_DIR=/path/to/geant4.10.02.p01-install/lib64/ Geant4-10.2.1 \$HOME/B1

• cmake will now run to configure the build and generate Makefiles .:

```
$ cmake -DGeant4_DIR=/home/you/geant4-install/lib64/Geant4-10.0.0 $HOME/B1
-- The C compiler identification is GNU
-- The CXX compiler identification is GNU
-- Check for working C compiler: /usr/bin/gcc
-- Check for working C compiler: /usr/bin/gcc -- works
-- Detecting C compiler ABI info
-- Detecting C compiler ABI info - done
-- Check for working CXX compiler: /usr/bin/c++
-- Check for working CXX compiler: /usr/bin/c++
-- Check for working CXX compiler: /usr/bin/c++
-- Detecting CXX compiler ABI info
-- Detecting done
-- Configuring done
-- Build files have been written to: /home/you/B1-build
```

• The following files have been generated:



• Once the Makefile is available we can do:

```
$ make -jN
```

• The following output should be displayed:

```
$ make
Scanning dependencies of target exampleB1
[ 16%] Building CXX object CMakeFiles/exampleB1.dir/exampleB1.cc.o
[ 33%] Building CXX object CMakeFiles/exampleB1.dir/src/B1PrimaryGeneratorA
ction.cc.o
[ 50%] Building CXX object CMakeFiles/exampleB1.dir/src/B1EventAction.cc.o
[ 66%] Building CXX object CMakeFiles/exampleB1.dir/src/B1RunAction.cc.o
[ 83%] Building CXX object CMakeFiles/exampleB1.dir/src/B1DetectorConstruct
ion.cc.o
[ 100%] Building CXX object CMakeFiles/exampleB1.dir/src/B1SteppingAction.cc
.o
Linking CXX executable exampleB1
[ 100%] Built target exampleB1
```

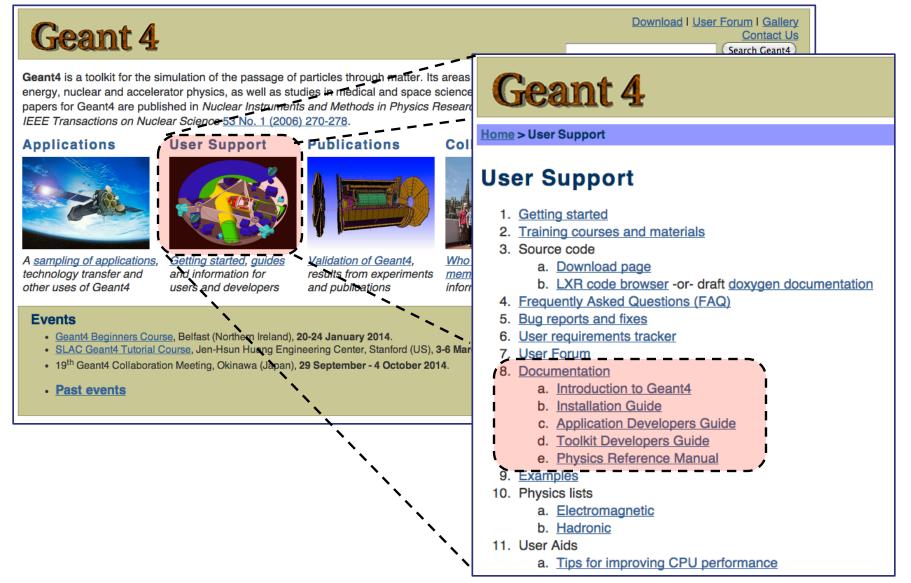
• List again the content of the build directory, you see the executable:

\$ ls			
CMakeCache.txt	exampleB1	init.mac	run1.mac
CMakeFiles cmake_install.cmake	exampleB1.in exampleB1.out	init_vis.mac Makefile	run2.mac vis.mac

- Don't forget to source the geant4.sh script before executing the application!
- Run the application, simply with./exampleB1, the following output should be displayed:

• And that's all !!!

• For further details have a look at the Installation guide:

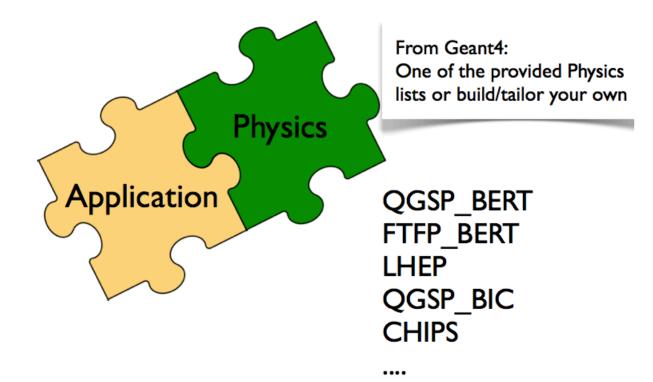


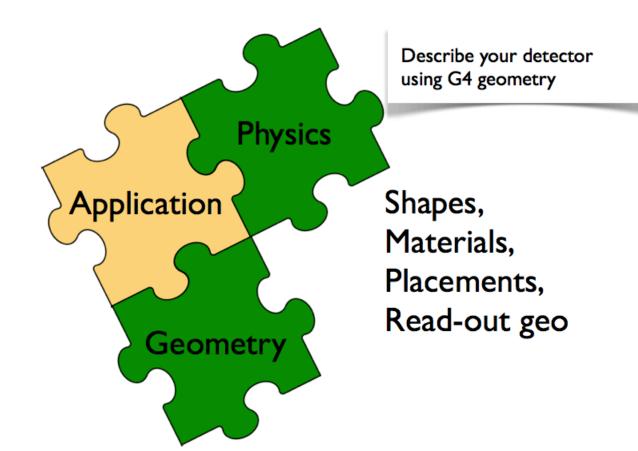
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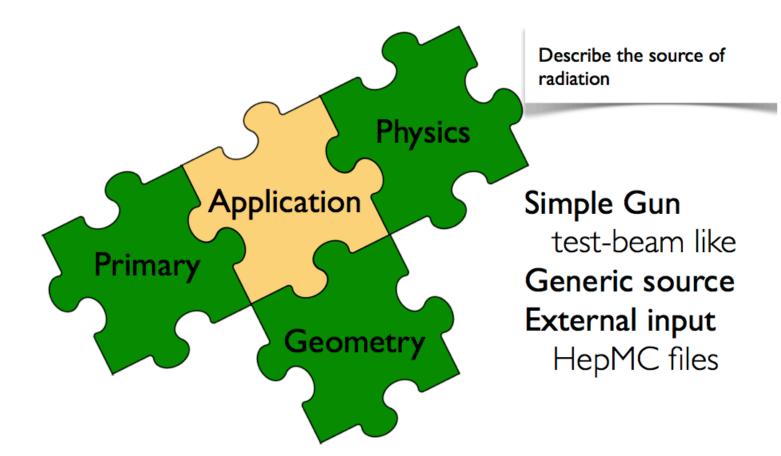
- Geant4 is a **toolkit**: no "main" program
- User is responsible of building an application
- Increased flexibility, but...

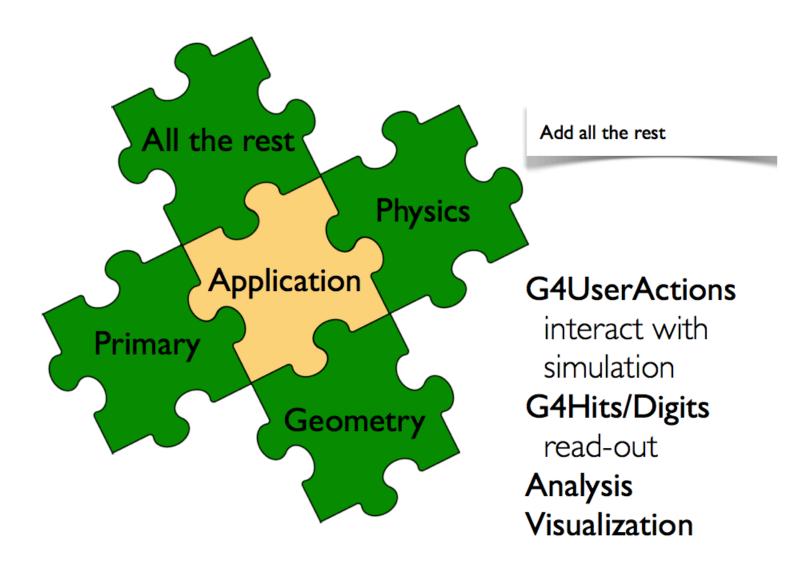
... more work to be done











Thank you for your attention