XIV Seminar on Software for Nuclear, Subnuclear and Applied Physics

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Geant4 Installation

Geant4 tutorial



Installation process

- 1) Check that you meet all the requirements
- 2) Download Geant4 source code
- 3) Configure the build using CMake
- 4) Make & install
- 5) Configure your environment to use Geant4

Supported platforms & requirements

- Operating system
 - CentOS 7 with gcc 4.8.5 - "recent" Linux (e.g. CentOS 7), best support
 - macOS 10.10+
 - Windows 7+ (limited support, not recommended)

Compilers

- C++11 compliance
- such as GCC 4.8.5+, clang 3.6+, Visual C++ 14.0 (2015)
- **CMake** (configuration generation tool) 3.3+
- System libraries (as development packages):
 - expat, xerces-c

These may or may not be necessary. Just keep this in mind when compilation fails.

Virtual Machine:

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:
 - **Linux**: it is recommended to use the CMake provided by the package management system of your distribution.

If version 3.3+ is not available:

1. download the latest version (*http://www.cmake.org/*)

- 2. unzip the tar-ball
- 3. ./bootstrap, make, make install
- **macOS**: install it using the Darwin64 dmg installerpackage
- **Windows**: install it using the Win64/32 exe installerpackage

Note: You may also want to install ccmake and/or cmake-gui tools for user-friendly configuration

Optional libraries

- **X11** for simple graphical user interface and ray-tracing
- OpenGL for visualization
- Qt4 or Qt5 for graphical user interface
- **ROOT** for data analysis (even inside Geant4)

Less frequently used libraries/tools:

Motif, OpenInventor, DAWN, RayTracer X11, HepRApp, WIRED JAS Plug-in, AIDA, VRML browser, (external) CLHEP, Wt...

2 Download Geant4...

• Go to the Geant4 webpage:

http://geant4.web.cern.ch/geant4/



...download Geant4...

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





Download data (optional)

Alternative 1: download everything (slow connections)

Data files (*)

For specific, optional physics processes some of the following files are required. The file format is compatible with Unix, GNU, and Windows utilities.



· Low Energy Nuclear Data (LEND) files can be downloaded from: ftp://gdo-nuclear.uclini.org/pub/

Alternative 2: use **CMake** to download data automatically (preferred)

3 Configuration with CMake

- Extract the package into source directory tar xzf geant4.10.03.p01.tag.gz
- Run CMake in the build directory
 cd geant4-build
 cmake [options...] ../geant4.10.03.p01

Directories for installation

Source directory: where you unpack the source /usr/local/geant4/geant4.10.03.p01

Build directory: where you run CMake and build Geant4 ("working directory")

/usr/local/geant4/geant4.10.03.p01-build vm

Installation directory: where you install Geant4 to and which the applications compile against

/usr/local/geant4/geant4.10.03.p01-install ₩

Only the installation dir is necessary to compile & run user apps.

CMake configuration options

Important options:

- -DCMAKE_INSTALL_PREFIX=...installation_path...
- -DGEANT4_INSTALL_DATA=ON/OFF
- -DGEANT4_BUILD_MULTITHREADED=ON/OFF

Further options:

- -DGEANT4_USE_OPENGL_X11=ON/OFF
- -DGEANT4_USE_QT=ON/OFF
- -DCMAKE_BUILD_TYPE=Release/Debug/RelWithDebInfo

https://geant4.web.cern.ch/geant4/UserDocumentation/UsersGuides/InstallationGuide/html/ch02s03.html

Running CMake

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

cmake -DGEANT4_INSTALL_DATA=ON -DGEANT4_BUILD_MULTITHREADED=OFF -DCMAKE_INSTALL_PREFIX= /usr/local/geant4/geant4.10.03.p01-install /usr/local/geant4/geant4.10.03.p01



If you see that, you are successful !!!



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



4 Compile...

• Runmake (and get a cup of coffee)

Tip: If you have a multi-core machine, you can run the compilation in parallel using multiple jobs. Just add the -jN parameter, where N is the required number of jobs (it is recommended to set this to the number of your processor's cores), e.g.: make -j2

Scanning dependencies of target G4ENSDFSTATE Scanning dependencies of target G4NDL [0%] Creating directories for 'G4ENSDFSTATE' [0%] Creating directories for 'G4NDL' [0%] Performing download step (download, verify and extract) for 'G4NDL' ...(4029 lines, ~1 hour of execution) [100%] Built target G4visXXX [100%] Building CXX object source/visualization/gMocren/CMakeFiles/G4GMocren.dir/src/G4GMocrenIO.cc.o [100%] Building CXX object source/visualization/gMocren/CMakeFiles/G4GMocren.dir/src/G4GMocrenMessenger.cc.o [100%] Linking CXX shared library ../../../BuildProducts/lib64/libG4GMocren.so [100%] Built target G4GMocren



...and install

• Runmake install (this takes much less time)

make install

- [0%] Built target G4ENSDFSTATE
- [0%] Built target G4NDL
- [0%] Built target PhotonEvaporation
- [0%] Built target RadioactiveDecay
- [0%] Built target G4ABLA
- ...(42830 lines, ~2 minute of execution)
- -- Installing: /usr/local/geant4/geant4.10.03.p01-install/include/Geant4/G4VModelCommand.hh
- -- Installing: /usr/local/geant4/geant4.10.03.p01-install/include/Geant4/G4VModelFactory.hh
- -- Installing: /usr/local/geant4/geant4.10.03.p01-install/include/Geant4/G4VTrajectoryModel.hh
- -- Installing: /usr/local/geant4/geant4.10.03.p01-install/include/Geant4/G4VisTrajContext.hh
- -- Installing: /usr/local/geant4/geant4.10.03.p01-install/include/Geant4/G4VisTrajContext.icc

Tip: If you want to combine the two steps (compilation + installation) into one, you can leave out the first step.

(Random) installation notes

• Windows: See the installation guide

https://geant4.web.cern.ch/geant4/UserDocumentation/UsersGuides/InstallationG uide/html/ch02s02.html

- **Binary packages:** Installation without compiling Geant4 is possible (but not recommended)
- Data packages: If you haven't used CMake to download them, unpack the downloaded files in the share/Geant4-10.3.1/data/ subdirectory of your installation

5 Set-up environment

• Geant4 need properly set environment variables:

G4ABLADATA="/usr/local/geant4/geant4.10.03.p01-install/share/Geant4-10.3.1/data/G4ABLA3.0" G4ENSDFSTATEDATA="/usr/local/geant4/geant4.10.03.p01-install/share/Geant4-10.3.1/data/G4ENSDFSTATE2.1" G4LEDATA="/usr/local/geant4/geant4.10.03.p01-install/share/Geant4-10.3.1/data/G4EMLOW6.50" G4LEVELGAMMADATA="/usr/local/geant4/geant4.10.03.p01-install/share/Geant4-10.3.1/data/G4NDL4.5" G4NEUTRONHPDATA="/usr/local/geant4/geant4.10.03.p01-install/share/Geant4-10.3.1/data/G4NDL4.5" G4NEUTRONXSDATA="/usr/local/geant4/geant4.10.03.p01-install/share/Geant4-10.3.1/data/G4NEUTRONXS1.4" G4PIIDATA="/usr/local/geant4/geant4.10.03.p01-install/share/Geant4-10.3.1/data/G4NEUTRONXS1.4" G4PIIDATA="/usr/local/geant4/geant4.10.03.p01-install/share/Geant4-10.3.1/data/G4PII1.3" G4RADIOACTIVEDATA="/usr/local/geant4/geant4.10.03.p01-install/share/Geant4-10.3.1/data/RadioactiveDecay5.1.1" G4REALSURFACEDATA="/usr/local/geant4/geant4.10.03.p01-install/share/Geant4-10.3.1/data/RadioactiveDecay5.1.1" G4SAIDXSDATA="/usr/local/geant4/geant4.10.03.p01-install/share/Geant4-10.3.1/data/G4SAIDDATA1.1" LD_LIBRARY_PATH="...:/usr/local/geant4/geant4.10.03.p01-install/share/Geant4-10.3.1/data/G4SAIDDATA1.1"

• To set them up properly in your shell, run the script in Geant4 installation directory:

source /usr/local/geant4/geant4.10.03.p01-install/bin/geant4.(c)sh

 You can put this line your ~/.bashrc file (or similar for other shells)

Your Geant4 is ready now.



Can we continue to... build an application?

Build a Geant4 application

Application build process

- 1) Properly organize your code into directories
- 2) Prepare a CMakeLists.txt file
- 3) Create a build directory and run CMake
- 4) Compile (make) the application
- 5) Run the application

Note: Recommended, not enforced!

1 Application source structure in Geant4

Official basic/B1 example:							The text file CMakeLists.txt is the					
						7		CMa	ke scr	ipt containing co	mmands	
2.4	.4K 4 Dic 14:48 CMakelists.txt					which describe how to build the						
475	R	1	Dic	14.48	GNUmakefile		exampleB1 application					
2 0		т Л	Dic	1/./0	Hictory							
2,0		4	DIC	14:40					con	tains main() for		
1,5		4	DIC	14:48	README				th	e application		
4,0	κ,	4	Dic	14:48	exampleB1.cc							
226	B 4	4	Dic	14:48	exampleB1.in	Header files						
35	κ.	4	Dic	14:48	exampleB1.out	2,2K		4 Dic	14:48	B1ActionInitiali	zation.hh	
272	B	4	Dic	14:49	include	2,4K	2,4K 4 Dic 14:48 B1DetectorConstruction.hh					
338	R	4	Dic	14:48	init vis.mac	2,4K	2,4K 4 Dic 14:48 B1EventAction.hh					
552		л Л	Dic	1/./0	run1 mac	2,7K	2.5K 4 Dic 14:48 B1RunAction.hh					
2221		4	DIC	14:40		2,4K	2,4K 4 Dic 14:48 B1SteppingAction.hh					
448	5 4	4	DIC	14:48	runz.mac							
272	B 4	4	Dic	14:49	Src		Source files					
3,8	<u>،</u> ک	4	Dic	14:48	vis.mac	2,9K	4	4 Dic	14:48	B1ActionInitializ	zation.cc	
							,7K 4 Dic 14:48 B1DetectorConstruction.cc					
wacro me containing the							4	4 Dic	14:48	B1EventAction.cc	arAction co	
commands						4,3N 5.8K		4 Dic 14:48 BIPrimaryGeneratorAction.cc				
						3,2K	4	4 Dic	14:48	B1SteppingAction.	cc	

2 CMake (again)

- **CMake** is a build configuration tool
 - it takes configuration file (CMakeLists.txt)
 - it finds all dependencies (in our case, Geant4)
 - creates Makefile to run the compilation itself
- You have to write this CMakeLists.txt file
 - take inspiration in examples directories
 - be sure to set the name of your application correctly
 - specify all auxiliary files you need

CMakeLists.txt

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

foreach(_script \${EXAMPLEB1_SCRIPTS}) configure_file(\${PROJECT_SOURCE_DIR}/\${_script} \${PROJECT_BINARY_DIR}/\${_script} COPYONLY

File structure

- 1) Cmake minimum version and 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 macro files to the build directory



3 Build directory and CMake

1) If modifying the Geant4 examples, copy them to your \$HOME first:

cp -r /usr/local/geant4/geant4.10.03.p01/examples/basic/B1 ~

2) Create a **build directory***, where the compiled application will be put:

mkdir -p ~/B1-build cd ~/B1-build

*Note: It is possible (though not recommended) to compile **inside** source directory.

Run CMake

Path to Geant4

 In the build directory you just created, run CMake:

cmake -DGeant4 DIR=/usr/local/geant4/geant4.10.03.p01-install/lib64/Geant4-10.3.1/ ~/B1/ -- The C compiler identification is GNU 4.8.5 -- The CXX compiler identification is GNU 4.8.5 -- Check for working C compiler: /usr/bin/cc -- Check for working C compiler: /usr/bin/cc -- works -- Detecting C compiler ABI info -- Detecting C compiler ABI info - done -- Detecting C compile features -- Detecting C compile features - done -- Check for working CXX compiler: /usr/bin/c++ -- Check for working CXX compiler: /usr/bin/c++ -- works -- Detecting CXX compiler ABI info -- Detecting CXX compiler ABI info - done -- Detecting CXX compile features -- Detecting CXX compile features - done Path to source

-- Configuring done

- -- Generating done
- -- Build files have been written to: /path/to/build/directory

4 Compilation

• In the build directory, run make



(and don't get a cup of coffee)

- You have only a couple of files, it should be ready in a minute or two
- An **executable** with the name of your application is created (e.g. exampleB1) in build directory
- Macros and other auxiliary files are copied into build directory

Scanning dependencies of target exampleB1 [12%] Building CXX object CMakeFiles/exampleB1.dir/exampleB1.cc.o [25%] Building CXX object CMakeFiles/exampleB1.dir/src/B1RunAction.cc.o [37%] Building CXX object CMakeFiles/exampleB1.dir/src/B1SteppingAction.cc.o [50%] Building CXX object CMakeFiles/exampleB1.dir/src/B1DetectorConstruction.cc.o [62%] Building CXX object CMakeFiles/exampleB1.dir/src/B1PrimaryGeneratorAction.cc.o [75%] Building CXX object CMakeFiles/exampleB1.dir/src/B1EventAction.cc.o [75%] Building CXX object CMakeFiles/exampleB1.dir/src/B1EventAction.cc.o [87%] Building CXX object CMakeFiles/exampleB1.dir/src/B1EventAction.cc.o [100%] Linking CXX executable exampleB1 [100%] Built target exampleB1

⑤ Run the application – GUI

- Just type the name of your application, including the ./ identifier of current directory (e.g. ./exampleB1)
- By default, graphical user interface is started*



***Note:** Depends on your application main(), Geant4 configuration, etc.

Conclusion

Building an application is easy ③