

Generation of a primary event

Luciano Pandola

INFN – Laboratori Nazionali del Sud

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Outline

- Primary vertex and primary particle
- G4VPrimaryGenerator instantiated via the GeneratePrimaryVertex()
 - The particle gun
 - General Particle Source (or GPS)
- Particle gun or GPS?



User Classes

Initialisation classes

Invoked at the initialization

- G4VUserDetectorConstruction
- G4VUserPhysicsList

Global: **only one instance** of them exists in memory, shared by all threads (**readonly**). Managed only by the **master** thread.

Action classes

Invoked during the execution loop

- G4VUserActionInitialization
 - G4VUserPrimaryGeneratorAction
 - G4UserRunAction (*)
 - G4UserEventAction
 - G4UserTrackingAction
 - G4UserStackingAction
 - G4UserSteppingAction

Local: an **instance** of each action class exists **for each thread**.
(*) Two RunAction's allowed: one for master and one for threads



G4VUserPrimaryGeneratorAction

- It is one of the **mandatory** user classes and it controls the **generation** of **primary particles**
 - This class does not directly generate primaries but invokes the **GeneratePrimaryVertex()** **method** of a **generator** to create the initial state
 - It **registers** the primary particle(s) to the **G4Event** object
- It has **GeneratePrimaries(G4Event*)** method which is **purely virtual**, so it **must** be implemented in the user class

```
26 //
27 // $Id: G4VUserPrimaryGeneratorAction.hh,v 1.5 2006/06/29 21:13:38 gunter Exp $
28 // GEANT4 tag $Name: geant4-09-03-patch-02 $
29 //
30
31 #ifndef G4VUserPrimaryGeneratorAction_h
32 #define G4VUserPrimaryGeneratorAction_h 1
33
34 class G4Event;
35
36 // class description:
37 //
38 // This is the abstract base class of the user's mandatory action class
39 // for primary vertex/particle generation. This class has only one pure
40 // virtual method GeneratePrimaries() which is invoked from G4RunManager
41 // during the event loop.
42 // Note that this class is NOT intended for generating primary vertex/particle
43 // by itself. This class should
44 // - have one or more G4VPrimaryGenerator concrete classes such as G4ParticleGun
45 // - set/change properties of generator(s)
46 // - pass G4Event object so that the generator(s) can generate primaries.
47 //
48
49 class G4VUserPrimaryGeneratorAction
50 {
51 public:
52     G4VUserPrimaryGeneratorAction();
53     virtual ~G4VUserPrimaryGeneratorAction();
54
55 public:
56     virtual void GeneratePrimaries(G4Event* anEvent) = 0;
57 };
58
59 #endif
```



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G4VPrimaryGenerator

- **G4VPrimaryGenerator** is the **base class** for particle generators, that are called by **GeneratePrimaries(G4Event*)** to produce an **initial state**
 - **Notice:** you may have **many particles** from one vertex, or even **many vertices** in the initial state
- **Derived** class from **G4VPrimaryGenerator** **must implement** the purely virtual method **GeneratePrimaryVertex(G4Event*)**
- Geant4 provides **three concrete classes** derived by **G4VPrimaryGenerator**
 - **G4ParticleGun**
 - **G4HEPEvtInterface** (not described here → ask, if you are curious !)
 - **G4GeneralParticleSource**



G4ParticleGun

- (Simplest) **concrete implementation** of **G4VPrimaryGenerator**
 - It can be used for experiment-specific **primary generator** implementation
- It shoots **one primary particle** of a given energy from a given point at a given time to a given direction
- Various **“Set” methods** are available (see `../source/event/include/G4ParticleGun.hh`)

```
void SetParticleEnergy(G4double aKineticEnergy);  
void SetParticleMomentum(G4double aMomentum);  
void SetParticlePosition(G4ThreeVector aPosition);  
void SetNumberOfParticles(G4int aHistoryNumber);
```




G4VUserPrimaryGeneratorAction: the usual recipe

- Constructor
 - **Instantiate** primary generator (i.e. `G4ParticleGun()`)
`particleGun = new G4ParticleGun();`
 - (Optional, but advisable): set the **default** values
`particleGun -> SetParticleEnergy(1.0*GeV);`
- **GeneratePrimaries()** **mandatory** method
 - **Randomize** particle-by-particle value, if required
 - **Set** these values to the primary generator
 - **Invoke `GeneratePrimaryVertex()`** method of primary generator
 - `particleGun->GeneratePrimaryVertex(...)`

A "real-life" myPrimaryGenerator: constructor & destructor

```
myPrimaryGenerator::myPrimaryGenerator ()
: G4VUserPrimaryGeneratorAction(), fParticleGun(0)
{
    fParticleGun = new G4ParticleGun();           } Instantiate
                                                    } concrete generator

    // set defaults
    fParticleGun->SetParticleDefinition(
        G4Gamma::Definition());
    fParticleGun->
        SetParticleMomentumDirection(G4ThreeVector(0.,0.,1.));
    fParticleGun->SetParticleEnergy(6.*MeV);
}

myPrimaryGenerator::~~myPrimaryGenerator ()
{
    delete fParticleGun;           } Clean it up in the destructor
}
```



A "real-life" myPrimaryGenerator: `GeneratePrimaries(G4Event*)`

```
myPrimaryGenerator::GeneratePrimaries(G4Event* evt)
{
    // Randomize event-per-event
    G4double cost = -1.0 + G4UniformRand()*2.0;
    G4double phi = G4UniformRand()*twopi;
    } Sample direction
    isotropically

    G4double sinT = sqrt(1-cost*cost);
    G4ThreeVector direction(sinT*sin(phi), sinT*cos(phi), cost);

    G4double ene = G4UniformRand()*6*MeV;
    } Sample energy
    (flat distr.)

    fParticleGun->SetParticleDirection(direction);
    fParticleGun->SetParticleEnergy(ene);
    }

    fParticleGun->GeneratePrimaryVertex(evt);
    } Shoot event
}
```

G4ParticleGun

- Commands can be also given **interactively** by **user interface**
 - But **cannot** do **randomization** in this case
- Allows to change **primary parameters** **between** one run and another
 - Notice: parameters from the UI could be **overwritten** in **GeneratePrimaries()**

```
/gun/energy 10 MeV
```

```
/gun/particle mu+
```

```
/gun/direction 0 0 -1
```

Change settings

```
/run/beamOn 100
```

Start first run

```
/gun/particle ion
```

```
/gun/ion 55 137
```

Change settings

Generate
 ^{137}Cs

```
/gun/position 10 10 -100 cm
```

```
/run/beamOn 100
```

Start second run



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G4GeneralParticleSource()

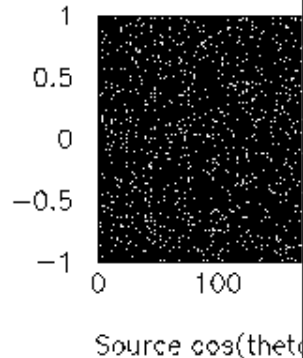
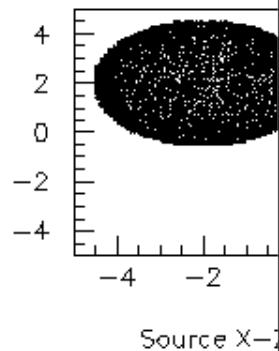
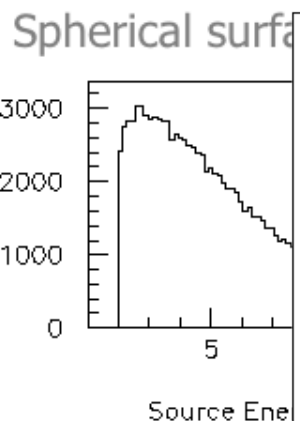
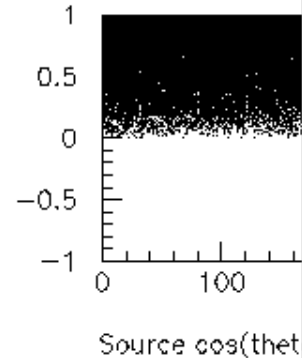
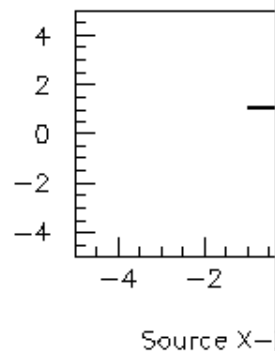
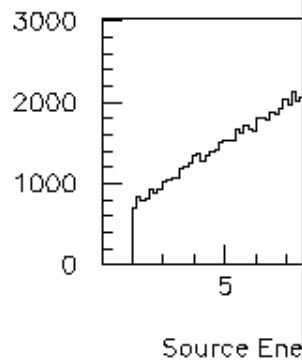
- `source/event/include/G4GeneralParticleSource.hh`
- **Concrete** implementation of `G4VPrimaryGenerator`
`class G4GeneralParticleSource : public G4VPrimaryGenerator`
- Is designed to replace the `G4ParticleGun` class
- It is designed to allow **specification** of **multiple particle sources** each with independent definition of particle **type**, **position**, **direction** and **energy** distribution
 - Primary **vertex** can be randomly chosen on the surface of a certain volume, or within a volume
 - **Momentum** direction and **kinetic** energy of the primary particle can also be randomized
- Distribution defined by **UI commands**



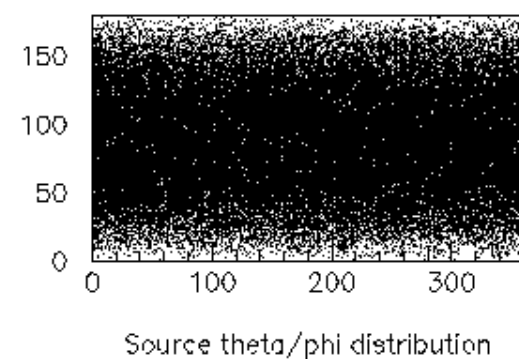
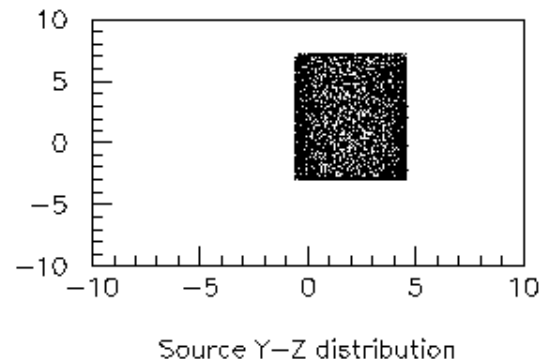
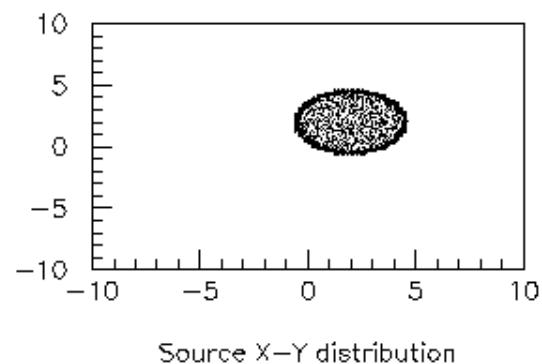
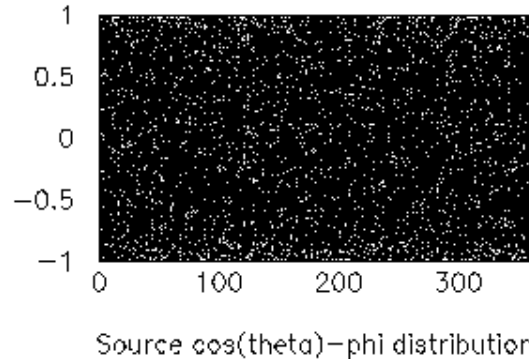
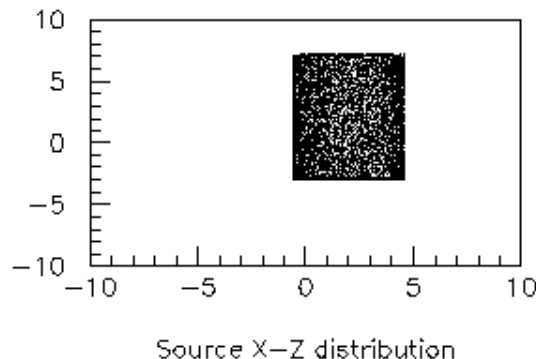
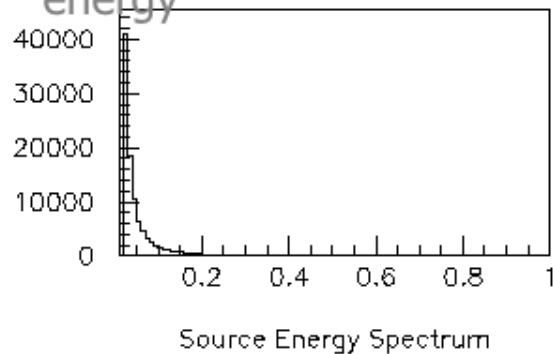
G4GeneralParticleSource

- On line manual:
 - [Section 2.7](#) of the Geant4 [Application Developer Manual](#)
- /gps main commands
 - **/gps/pos/type** (planar, point, etc.)
 - **/gps/ang/type** (iso, planar wave, etc.)
 - **/gps/energy/type** (monoenergetic, linear, User defined)
 -

Square plane cosine-law direction linear energy



Cylindrical surface, cosine-law radiation, Cosmic diffuse energy



GPS documentation

2.7. Geant4 General Particle Source

Chapter 2. Getting Started with Geant4 - Running a Simple Example

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2.7. Geant4 General Particle Source

2.7.1. Introduction

The `G4GeneralParticleSource` (GPS) is part of the Geant4 toolkit for Monte-Carlo, high-energy particle transport. Specifically, it allows the specifications of the spectral, spatial and angular distribution of the primary source particles. An overview of the GPS class structure is presented here. [Section 2.7.2](#) covers the configuration of GPS for a user application, and [Section 2.7.3](#) describes the macro command interface. [Section 2.7.4](#) gives an example input file to guide the first time user.

Spectrum	Abbreviation	Functional Form	User Parameters
mono-energetic	Mono	$I \propto \delta(E-E_0)$	Energy E_0
linear	Lin	$I \propto I_0 + m \times E$	2.7.3.3. Source position and structure
exponential	Exp	$I \propto \exp(-E/E_0)$	
power-law	Pow	$I \propto E^\alpha$	
Gaussian	Gauss	$I = (2\pi\sigma)^{-1/2} \exp[-(E-E_0)^2 / \sigma^2]$	
bremsstrahlung	Brem	$I = \int 2E^2 [h^2c^2 (\exp(-E/kT) - 1)]^{-1}$	
black body	Bbody	$I \propto (kT)^{-1/2} E \exp(-E/kT)$	
cosmic diffuse gamma ray	Cdγ	$I \propto [(E/E_b)^{\alpha_1} + (E/E_b)^{\alpha_2}]$	

Command	Arguments	Description and restrictions
<code>/gps/pos/type</code>	dist	Sets the source positional distribution type: <i>Point</i> [default], <i>Plane</i> , <i>Beam</i> , <i>Surface</i> , <i>Volume</i> .
<code>/gps/pos/shape</code>	shape	Sets the source shape type, after <code>/gps/pos/type</code> has been used. For a Plane this can be <i>Circle</i> , <i>Annulus</i> , <i>Ellipse</i> , <i>Square</i> , <i>Rectangle</i> . For both Surface or Volume sources this can be <i>Sphere</i> , <i>Ellipsoid</i> , <i>Cylinder</i> , <i>Para</i> (parallelepiped).
<code>/gps/pos/centre</code>	X Y Z unit	Sets the centre co-ordinates (X,Y,Z) of the source [default (0,0,0) cm]. The units can only be micron, mm, cm, m or km.
<code>/gps/pos/rot1</code>	R1 _x R1 _y R1 _z	Defines the first (x' direction) vector R1 [default (1,0,0)], which does not need to be a unit vector, and is used together with <code>/gps/pos/rot2</code> to create the rotation matrix of the shape defined with <code>/gps/shape</code> .
<code>/gps/pos/rot2</code>	R2 _x R2 _y R2 _z	Defines the second vector R2 in the xy plane [default (0,1,0)], which does not need to be a unit vector, and is used together with <code>/gps/pos/rot1</code> to create the rotation matrix of the shape defined with <code>/gps/shape</code> .
<code>/gps/pos/halfx</code>	len unit	Sets the half-length in x [default 0 cm] of the source. The units can only be micron, mm, cm, m or km.



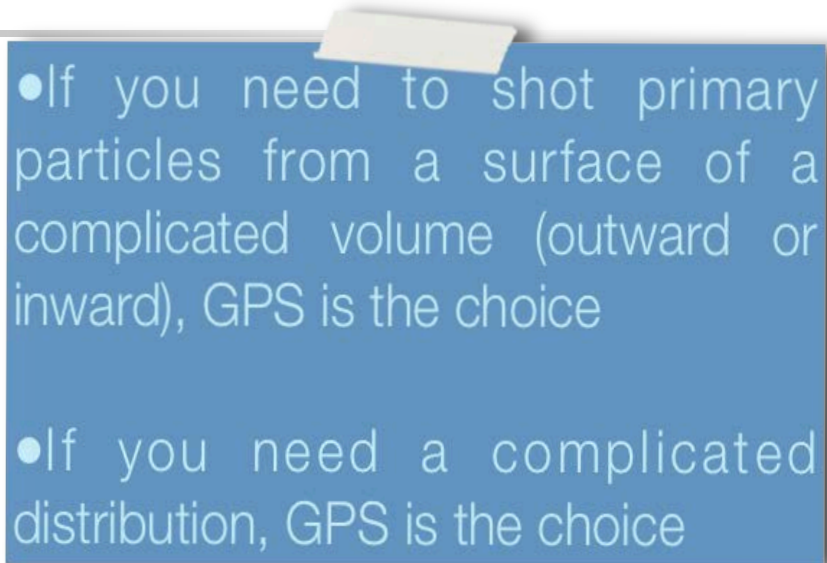
ParticleGun vs. GPS

■ G4ParticleGun

- **Simple** and native
- Shoots **one track** at a time
- **Easy** to handle

■ G4GeneralParticleSource

- **Powerful**
- Controlled by **UI commands**
 - G4GeneralParticleSourceMessenger.hh
 - Almost impossible to do with the naive Set methods
- Capability of shooting particles from a **surface** or a **volume**
- Capability of **randomizing** kinetic energy, position, direction following a user-specified distribution (histogram)



• If you need to shoot primary particles from a surface of a complicated volume (outward or inward), GPS is the choice

• If you need a complicated distribution, GPS is the choice



When do you need your own derived class of `G4VPrimaryGenerator`

- In some cases, what is provided by Geant4 **does not fit** specific needs: need to write a **derived class** from `G4VPrimaryGenerator`
 - Must implement the virtual method `GeneratePrimaryVertex(G4Event* evt)`
 - Generate **vertices** (`G4PrimaryVertex`) and attach **particles** to each of them (`G4PrimaryParticle`)
 - Add vertices to the event `evt->AddPrimaryVertex()`
- Needed when:
 - You need to **interface** to a **non-HEPEvt external generator**
 - neutrino interaction, Higgs decay, non-standard interactions
 - **Many particles** from one vertex, or **many vertices**
 - double beta decay
 - **Time difference** between primary tracks



Examples

- `examples/extended/analysis/A01/src/A01PrimaryGeneratorAction.cc` is a good example to start with
- Examples also exist for `GPS`
`examples/extended/eventgenerator/exgps`
- And for `HEPEvtInterface`
`example/extended/runAndEvent/RE01/src/RE01PrimaryGeneratorAction.cc`



Hands-on session

- Task2
 - G4ParticleGun and Geant4 GPS
- <http://geant4.lngs.infn.it/alghero2018/task2>





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- Primary vertex and primary particle
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 - **Interfaces to HEPEVT and HEPMC**
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G4HEPEvtInterface

- Concrete implementation of **G4VPrimaryGenerator**
- Almost all **event generators** in use are written in **FORTRAN** but Geant4 does not link with any external FORTRAN code
 - Geant4 provides an **ASCII file interface** for such event generators
- **G4HEPEvtInterface** reads an **ASCII file** produced by an Event generator and reproduce the G4PrimaryParticle objects.
- In particular it reads the **/HEPEVT/ fortran block** (born at the LEP time) used by almost all event generators
- It generates only the kinematics of the initial state, so the **interaction point** must be still **set by the user**