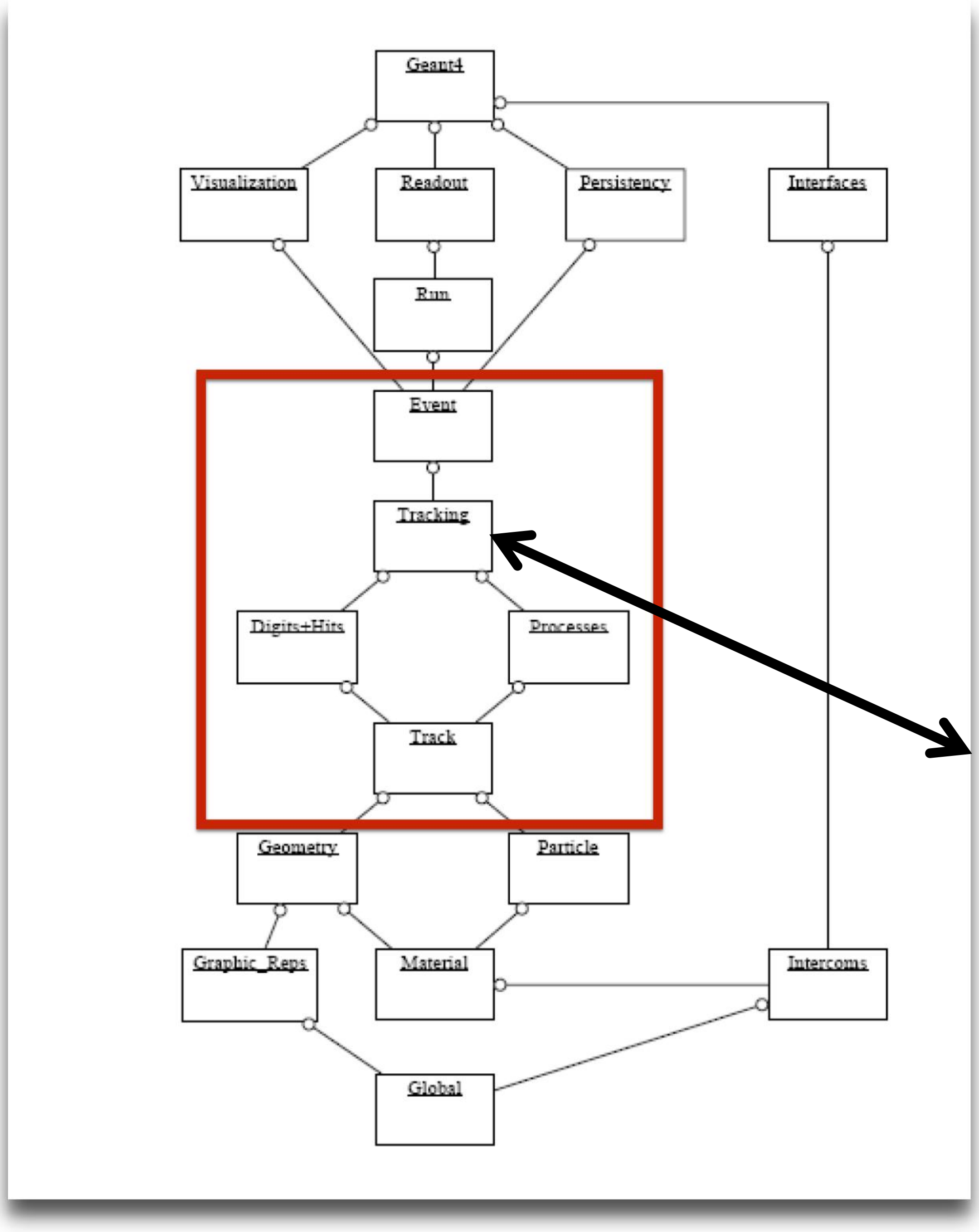
the Geant4 Kernel-I

Davide Chiappara (LNS-INFN)

XVI Seminar on Software school for Nuclear, Subnuclear ad Applied Physics (Hotel Porto Conte, Alghero)

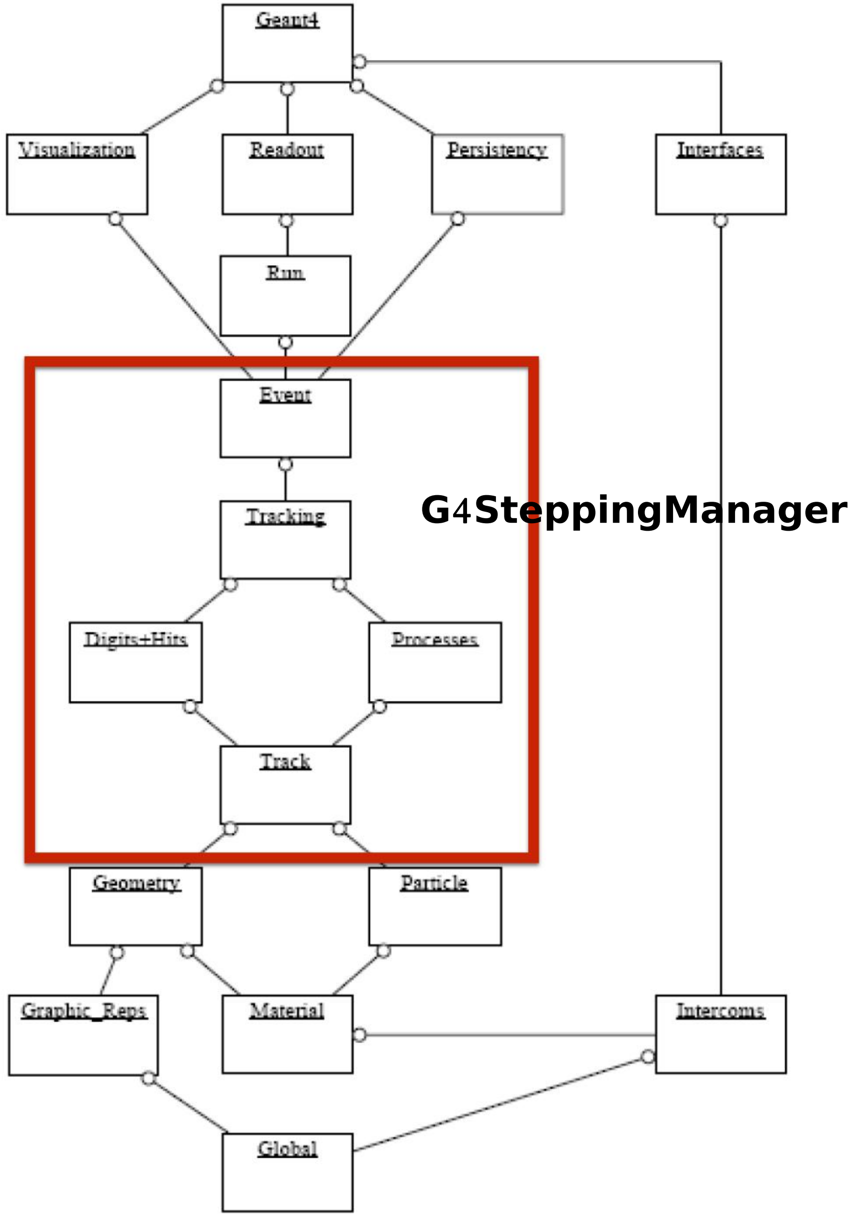


In spite of the name "track-ing", **particles are not transported in the tracking** category.

G4TrackingManager is an **interface class** which brokers transactions between the **event**, **track** and **tracking** categories.

The tracking manager **receives a track from the event** manager and takes the actions required to finish tracking

G4TrackingManager aggregates the pointers to **G4SteppingManager**, **G4Trajectory** and **G4UserTrackingAction** (it also uses **G4Track and G4Step**)

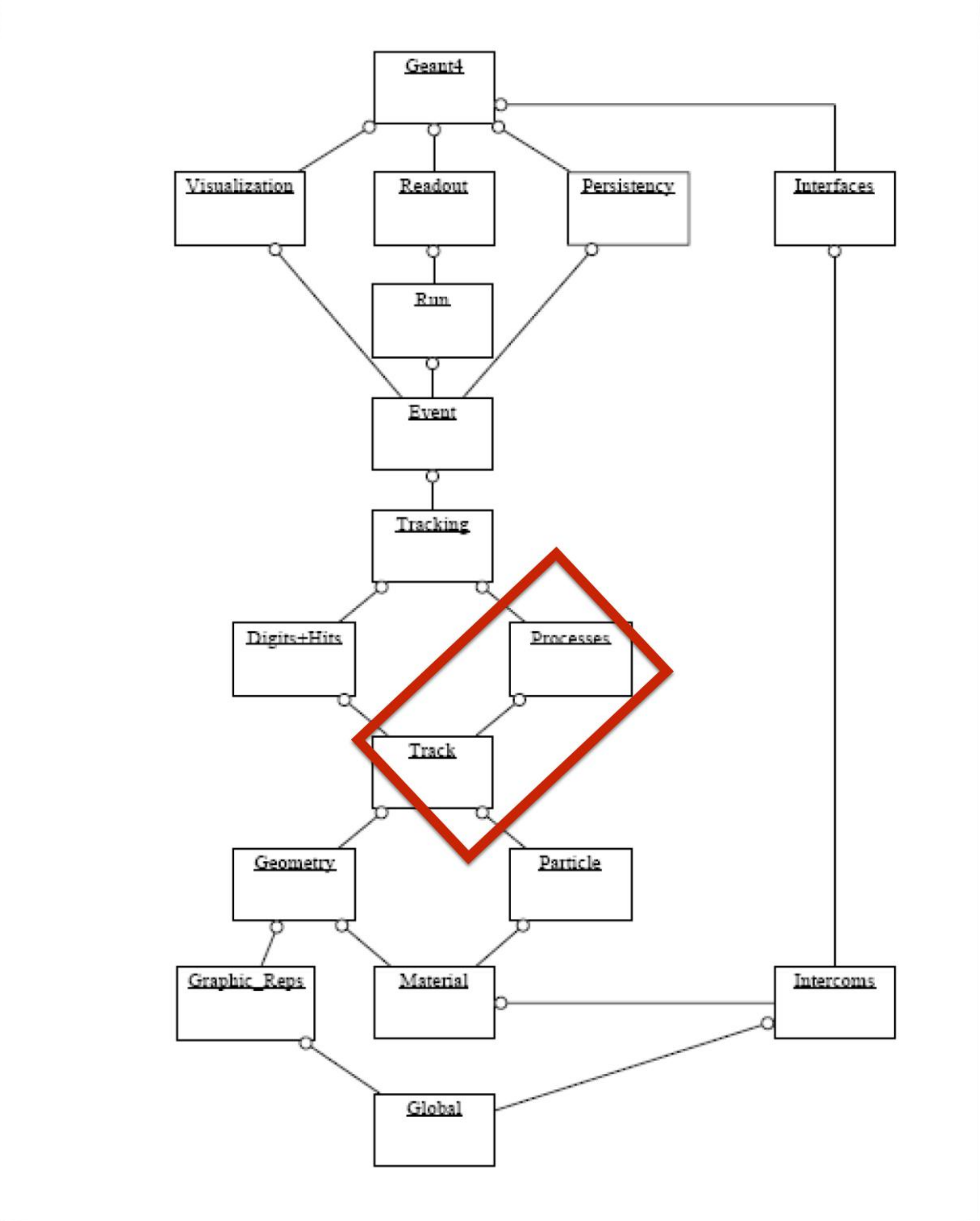


G4SteppingManager

G4SteppingManager plays an essential role in **tracking the particle.**

It takes care of all **message passing between objects in the different categories relevant to transporting** a particle (for example, geometry and interactions in matter).

Its public method **Stepping**() steers the stepping of the particle.



Processes

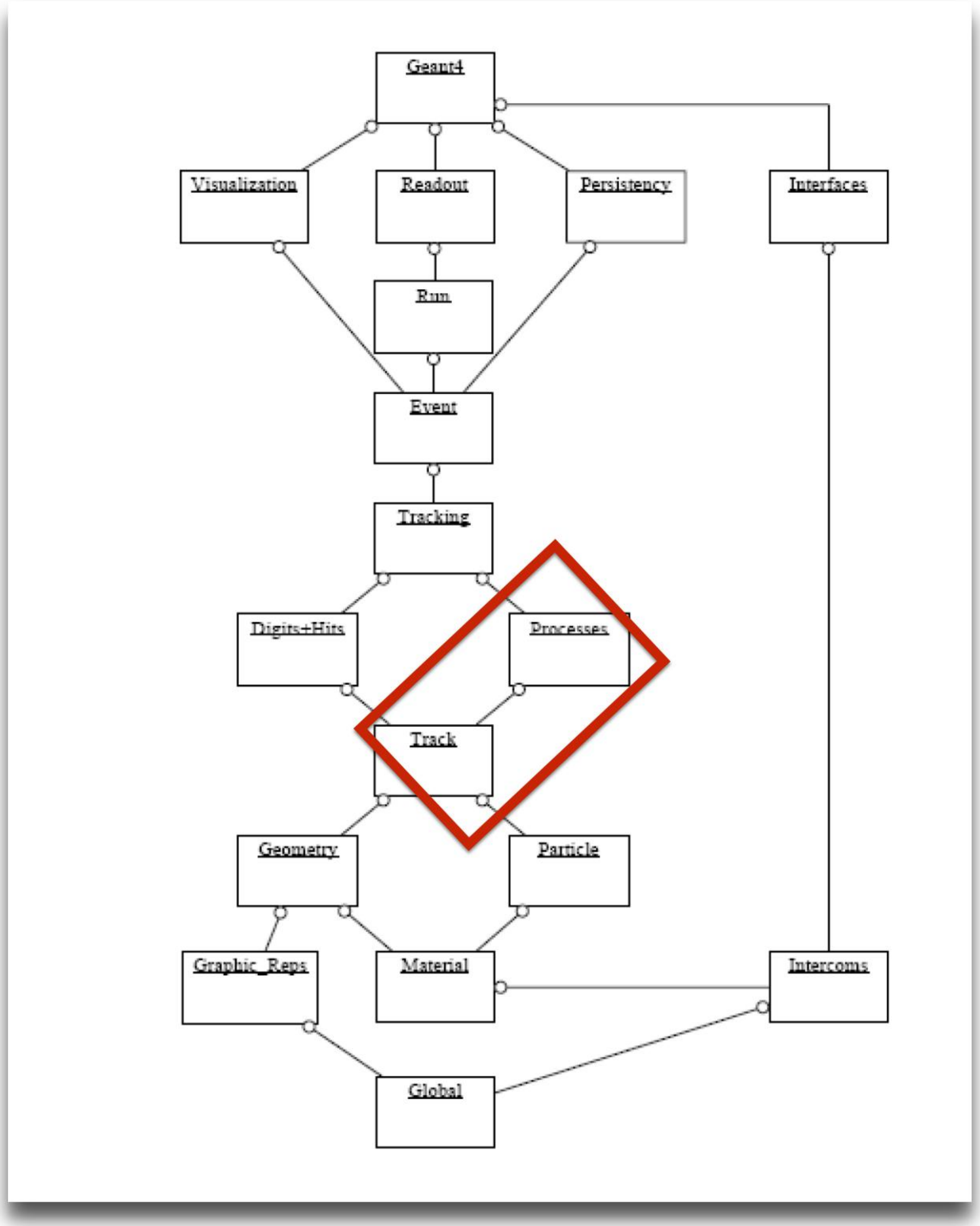
G4VProcess is a base class of all processes

Only processes **can change information** of **G4Track** and add secondary tracks via **ParticleChange**.

If a user want to modify information of **G4Track**, he SHOULD create a special process for the purpose and **register the process to the particle.**

G4VProcess is a **base class** of all processes and it has 3 kinds of **DoIt** and

GetPhysicalInteraction



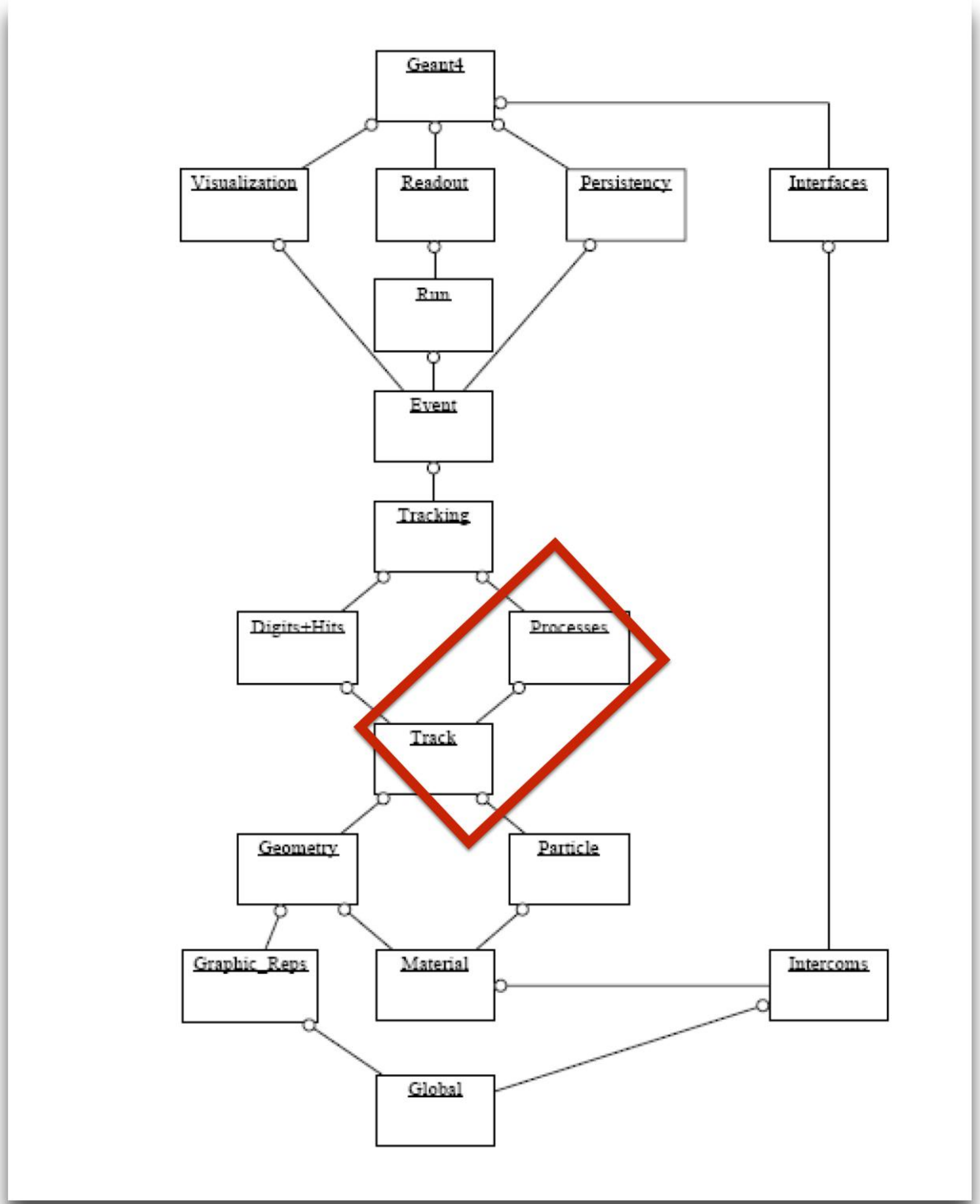
Track

G4Track keeps **'current' information of the particle.** (i.e. energy,momentum, position, time and so on) and **has 'static'** information (i.e. mass, charge, life and so on)

Step

G4Step stores the transient information of a step.
This includes the **two endpoints** of the step, PreStepPoint and PostStepPoint, which contain the **points' coordinates and the volumes containing the points**.
G4Step also stores
the change in track properties between the two points (such as energy and momentum), are updated as the various active processes are invoked.

Particle Change



Processes do NOT change any information of **G4Track** directly in their DoIt.

Instead, **they proposes changes** as a result of interactions by using **ParticleChange**.

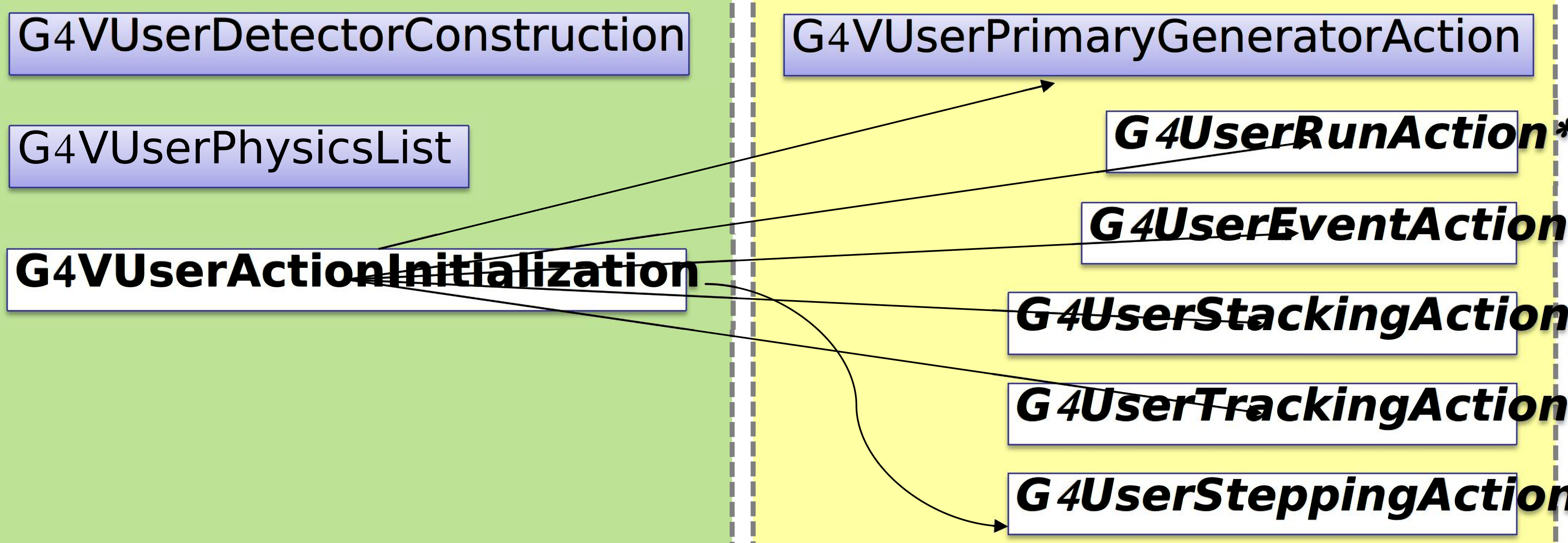
After each DoIt, ParticleChange updates PostStepPoint based on proposed changes.

Then, G4Track is updated after finishing all AlongStepDoIts and after each PostStepDoIt.

…User classes (continued)

At initialization

At execution



G4VUserDetectorConstruction

G4VUserPhysicsList

G4VUserActionInitialization

G4VUserPrimaryGeneratorAction

G4UserRunAction*

G4UserEventAction

G4UserStackingAction

G4UserTrackingAction

G4UserSteppingAction

Global: only one instance exists in memory, shared by all threads.

Local: an instance of each action class exists for each thread.

(*) Two RunAction's allowed: one for master and one for threads

Contents

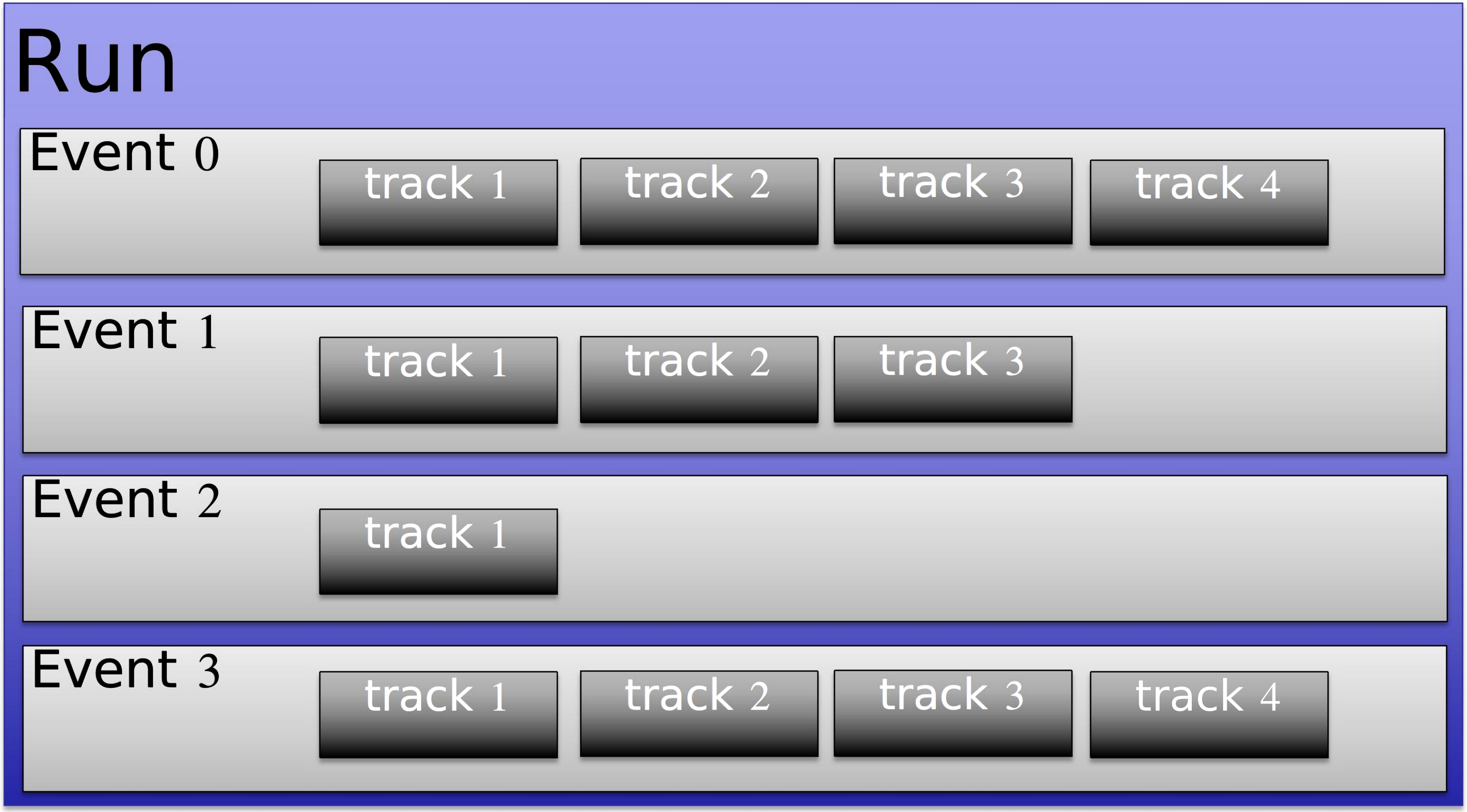
- Run, Event, Track, …
  - a word about multi-threading
- Optional user action classes
- Command-based scoring
- Accumulables
- Analysis tools

Part I: Run, Track, Event, …

Geant4 terminology: an overview

- The following keywords are often used in Geant4
  - **Run, Event, Track, Step**
  - **Processes**: At Rest, Along Step, Post Step
  - **Cut** (or production threshold)
  - **Worker** / **Master threads**

Run, Event and Tracks



Run

Event 0
track 1 track 2 track 3 track 4

Event 1
track 1 track 2 track 3

Event 2
track 1

Event 3
track 1 track 2 track 3 track 4

The Event (G4Event)

- An Event is the basic unit of simulation
- At the beginning of event, primary tracks are generated and they are pushed into a stack
- Tracks are popped up from the stack one-by-one **and** ‘**tracked**’
  - Secondary tracks are also pushed into the stack
  - When the stack gets empty, the processing of the event is completed
- **G4Event** class represents an event. At the end of a successful event it has:
  - List of primary vertices and particles (as input)
  - Hits and Trajectory collections (as outputs)

The Run (G4Run)

- As an analogy with a real experiment, a run of Geant4 starts with '**Beam On**'
- Within a run, the user **cannot change**
  - The detector setup
  - The physics setting (processes, models)
- A run is a collection of events with the same detector and physics conditions
- The G4(MT)RunManager class manages the processing of each run, represented by:
  - **G4Run** class
  - **G4UserRunAction** for an optional user hook

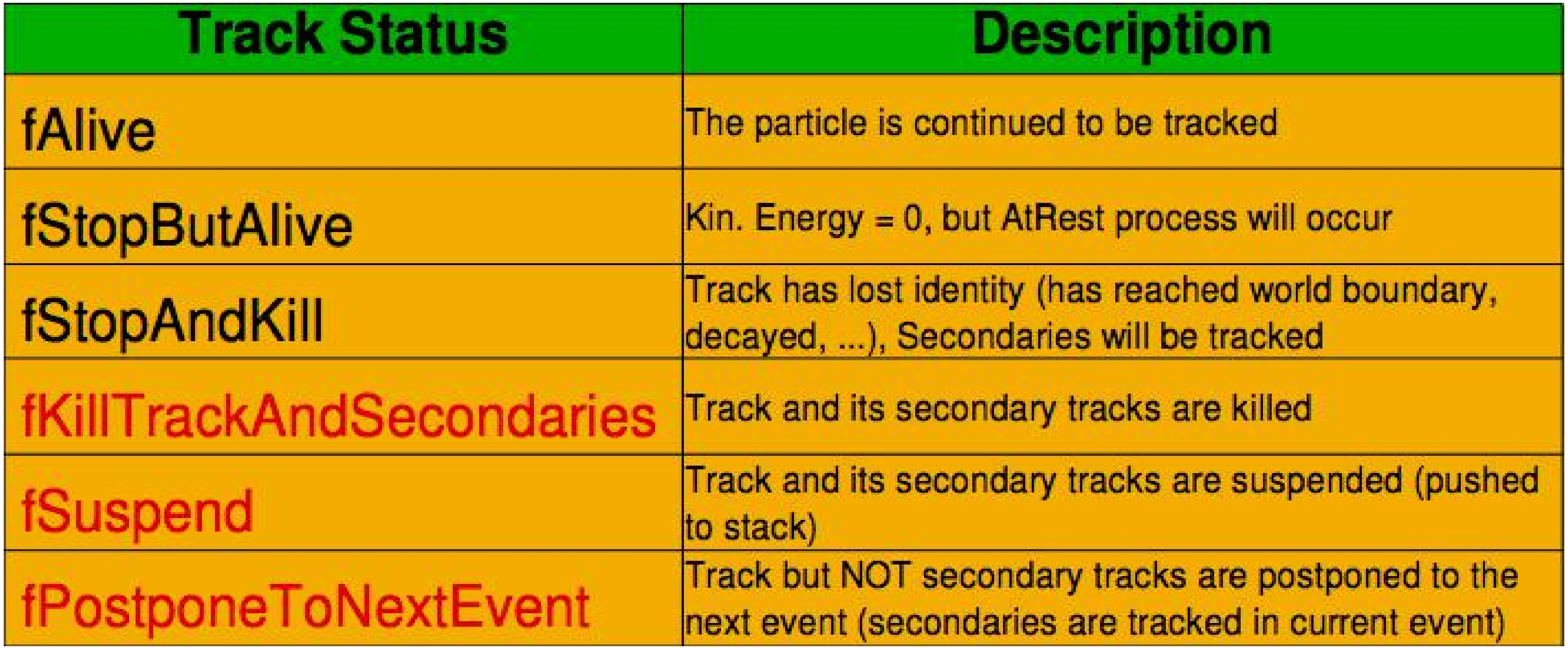
The Track (G4Track)

- The Track is a **snapshot of a particle** and it is represented by the **G4Track** class
  - It keeps ‘current’ information of the particle (i.e. energy, momentum, position, polarization, ..)
  - It is updated after every step
- The track object is **deleted** when:
  - It goes outside the world volume
  - It disappears in an interaction (decay, inelastic scattering)
  - It is slowed down to zero kinetic energy and there are no ’AtRest’ processes
  - It is manually killed by the user
- No track object **persists** at the end of the event

- **G4TrackingManager** class manages the tracking
- **G4UserTrackingAction** is the optional User hook

G4Track status

- After each step the track can change its state
- The status can be (red can only be set by the User)



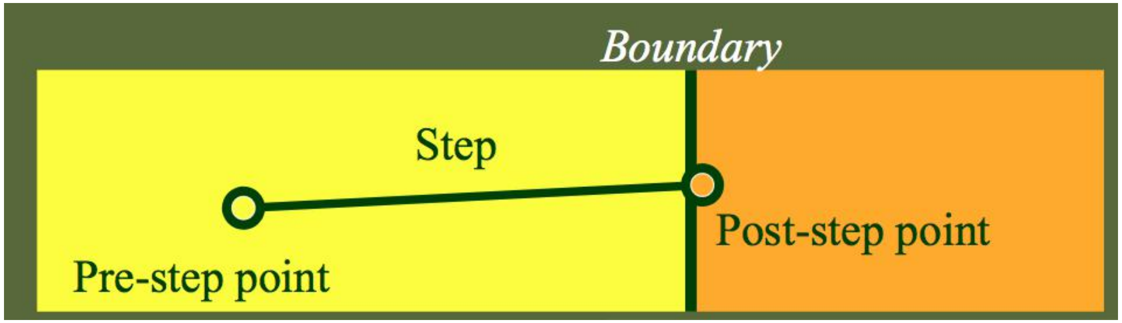
Track Status	Description
fAlive	The particle is continued to be tracked
fStopButAlive	Kin. Energy = 0, but AtRest process will occur
fStopAndKill	Track has lost identity (has reached world boundary, decayed, ...), Secondaries will be tracked
fKillTrackAndSecondaries	Track and its secondary tracks are killed
fSuspend	Track and its secondary tracks are suspended (pushed to stack)
fPostponeToNextEvent	Track but NOT secondary tracks are postponed to the next event (secondaries are tracked in current event)

The Step (G4Step)

- **G4Step** represents a step in the particle propagation
- A G4Step object stores transient information of the step
  - In the tracking algorithm, G4Step is updated each time a process is invoked (e.g. multiple scattering)
- You can extract information from a step after the step is completed, e.g.
  - in **ProcessHits**() method of your sensitive detector *(later)*
  - in **UserSteppingAction**() of your step action class *(later)*

The Step in Geant4

- The G4Step has the information about the **two points** (pre-step and post-step) and the **‘delta’** information of a particle (energy loss on the step, …..)
- Each point knows the volume (and the material)
  - In case a step is limited by a volume boundary, the end point physically stands on the boundary and it logically belongs to the next volume



G4Step object

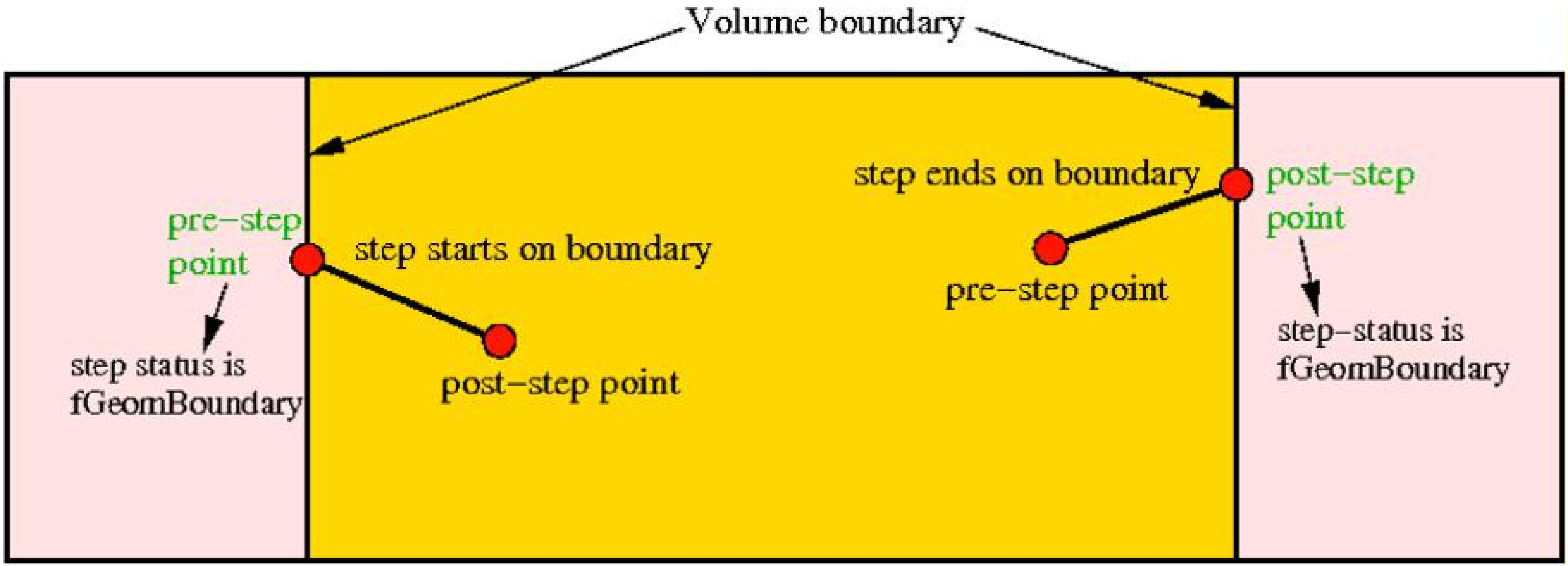
- A **G4Step** object contains
  - The two endpoints (pre and post step) so one has access to the volumes containing these endpoints
  - Changes in particle properties between the points
    - Difference of particle energy, momentum, ...
    - Energy deposition on step, step length, time-of-flight, ...
  - A pointer to the associated **G4Track** object
  - Volume hiearchy information
- **G4Step** provides many Get... methods to access these information or objects
  - **G4StepPoint*** **GetPreStepPoint**(), ...

The geometry boundary

- To check, if a step ends on a boundary, one may compare if the physical volume of pre and post-step points are equal

- One can also use the **step status**
  - Step Status provides information about the process that restricted the step length
  - It is attached to the step points: the pre has the status of the previous step, the post of the current step
  - If the status of POST is **fGeometryBoundary**, the step ends on a volume boundary (does not apply to word volume)
  - To check if a step starts on a volume boundary you can also use the step status of the PRE-step point

Step concept and boundaries



Example: boundaries

```
G4StepPoint* preStepPoint = step -> GetPreStepPoint();
G4StepPoint* postStepPoint = step -> GetPostStepPoint();

// Use the GetStepStatus() method of G4StepPoint to get the status of the
// current step (contained in post-step point) or the previous step
// (contained in pre-step point):
if(preStepPoint -> GetStepStatus() == fGeomBoundary) {
   G4cout << ‘Step starts on geometry boundary‘ << G4endl;
}
if(postStepPoint -> GetStepStatus() == fGeomBoundary) {
   G4cout << ‘Step ends on geometry boundary‘ << G4endl;
}

// You can retrieve the material of the next volume through the
// post-step point:
G4Material* nextMaterial = step->GetPostStepPoint()->GetMaterial();
```

Geant4 terminology: an overview

- –**Run:** is a collection of events with the same detector and physics conditions;
- –**Event:** is a collection of primary and secondary particles in a stack
- –**Track:** is a **snapshot** of a particle
- –**Step:** represents a step in the particle propagation

- –**Processes: …**
- –**Cut: …**
- –**Worker / Master threads: …**

Part II: Optional user action classes

Optional user action classes

- Five **base classes** with **virtual methods** the user may override to step during the execution of the application

  - G4User**Run**Action
  - G4User**Event**Action
  - G4User**Tracking**Action
  - G4User**Stacking**Action
  - G4User**Stepping**Action

- Default implementation (**not** purely virtual): **Do nothing** ☺
- Therefore, **override** only the methods you need.

G4UserRunAction

This class has three virtual methods which are invoked by G4RunManag

GenerateRun() ==| **G4Run* GenerateRun()**
This method is invoked at the beginning of BeamOn. Because the user c

BeginOfRunAction() ==| **void BeginOfRunAction(const G4Run*)**
This method is invoked before entering the event loop. This method is i

EndOfRunAction() ==| **void EndOfRunAction(const G4Run*)**
This method is invoked at the very end of the run processing. It is typic

G4UserEventAction

This class has two virtual methods which are invoked by G4EventMa

beginOfEventAction() ==| **void BeginOfEventAction(const G4Even**

This method is invoked before converting the primary particles to G

endOfEventAction() ==| **void EndOfEventAction(const G4Event*)**

This method is invoked at the very end of event processing. It is typ

G4UserStackingAction

This class has three virtual methods, **ClassifyNewTrack**, **NewStage** and **Prepare**

ClassifyNewTrack() ==|
G4ClassificationOfNewTrack ClassifyNewTrack(const G4Track*)

is invoked by G4StackManager whenever a new G4Track object
is ‘pushed‘ onto a stack by G4EventManager.

G4ClassificationOfNewTrack has four possible values:
fUrgent - track is placed in the *urgent* stack
fWaiting - track is placed in the *waiting* stack, and will not be simulated until the *ur*
fPostpone - track is postponed to the next event
fKill - the track is deleted immediately and not stored in any stack.

These assignments may be made based on the origin of the track which is obtained
G4int parent_ID = aTrack-|get_parentID();

where
parent_ID = 0 indicates a primary particle
parent_ID | 0 indicates a secondary particle
parent_ID < 0 indicates postponed particle from previous event.

G4UserStackingAction

NewStage() $\Longrightarrow$ **void NewStage()**
is invoked when the *urgent* stack is empty and the *waiting* stack contains at least one G4Track object.

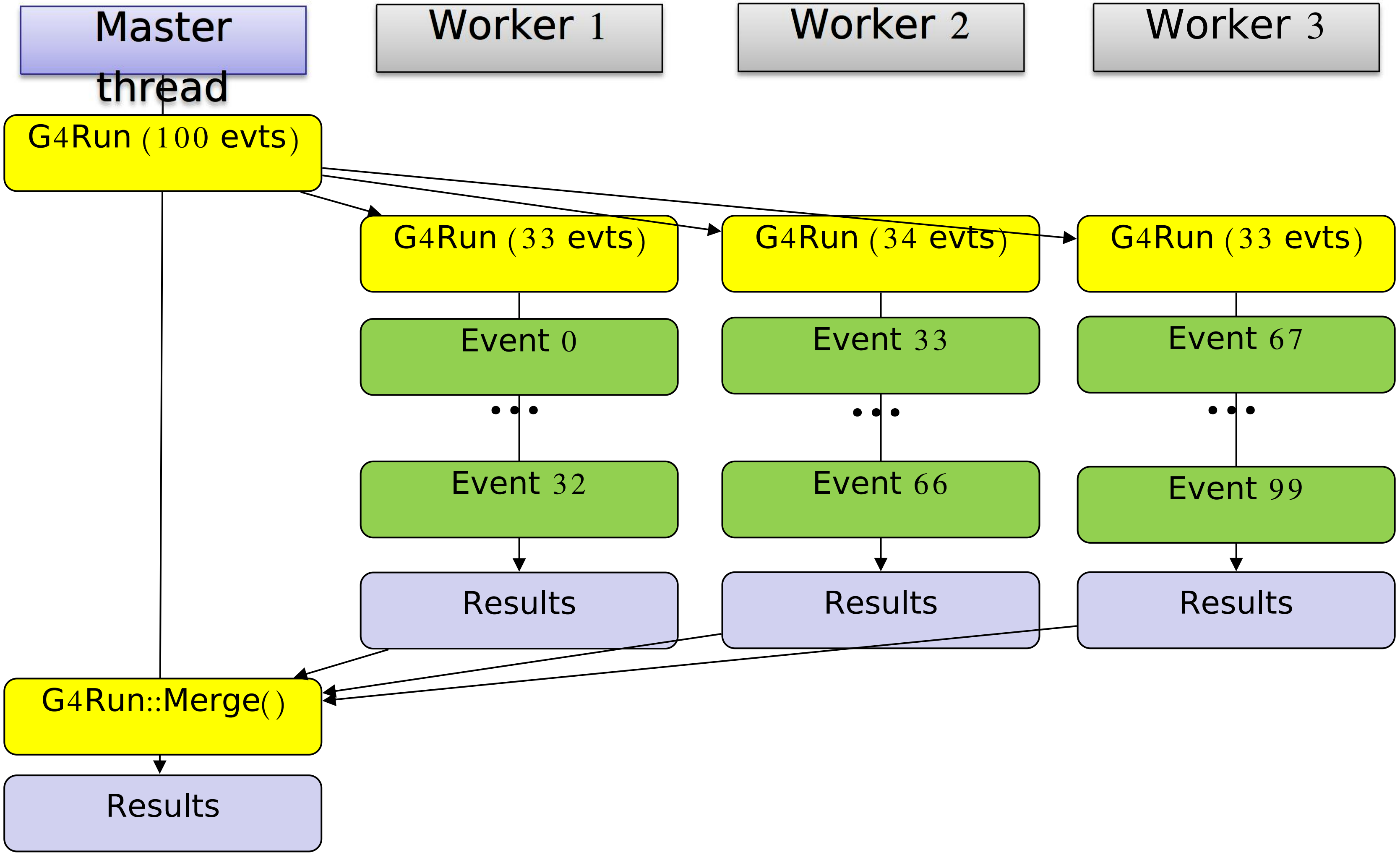
PrepareNewEvent() $\Longrightarrow$ **void PrepareNewEvent()**
is invoked at the beginning of each event. At this point no primary particles have been converted to tracks, so the *urgent* and *waiting* stacks are empty.

G4UserSteppingAction

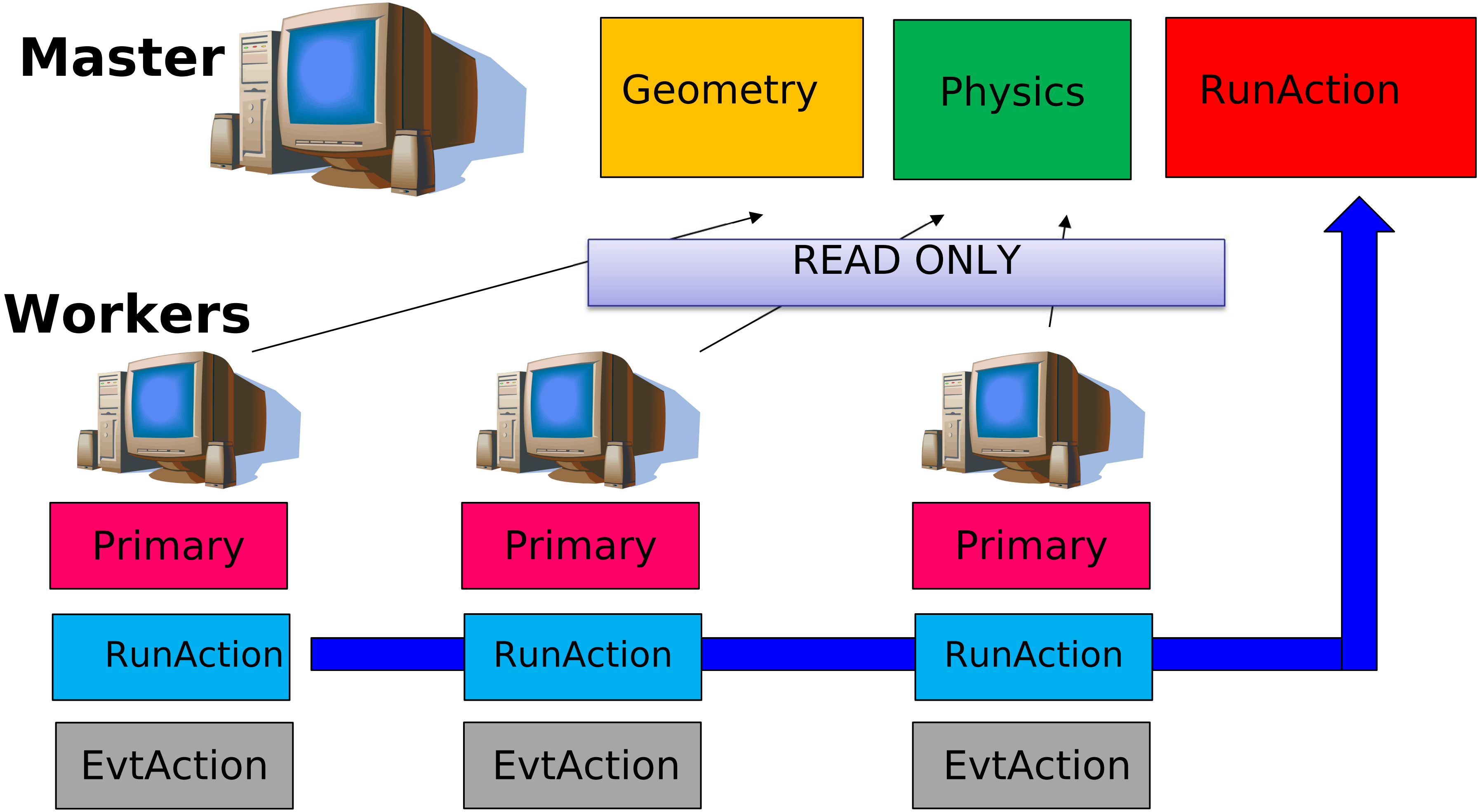
UserSteppingAction() ⟹ **void UserSteppingAction(const g4Step*)**

Get information about particles;
kill tracks under specific circumstances

Multi-threaded processing of events



User actions in multi–threaded run



Part III: Command-based scoring

Command-based scoring

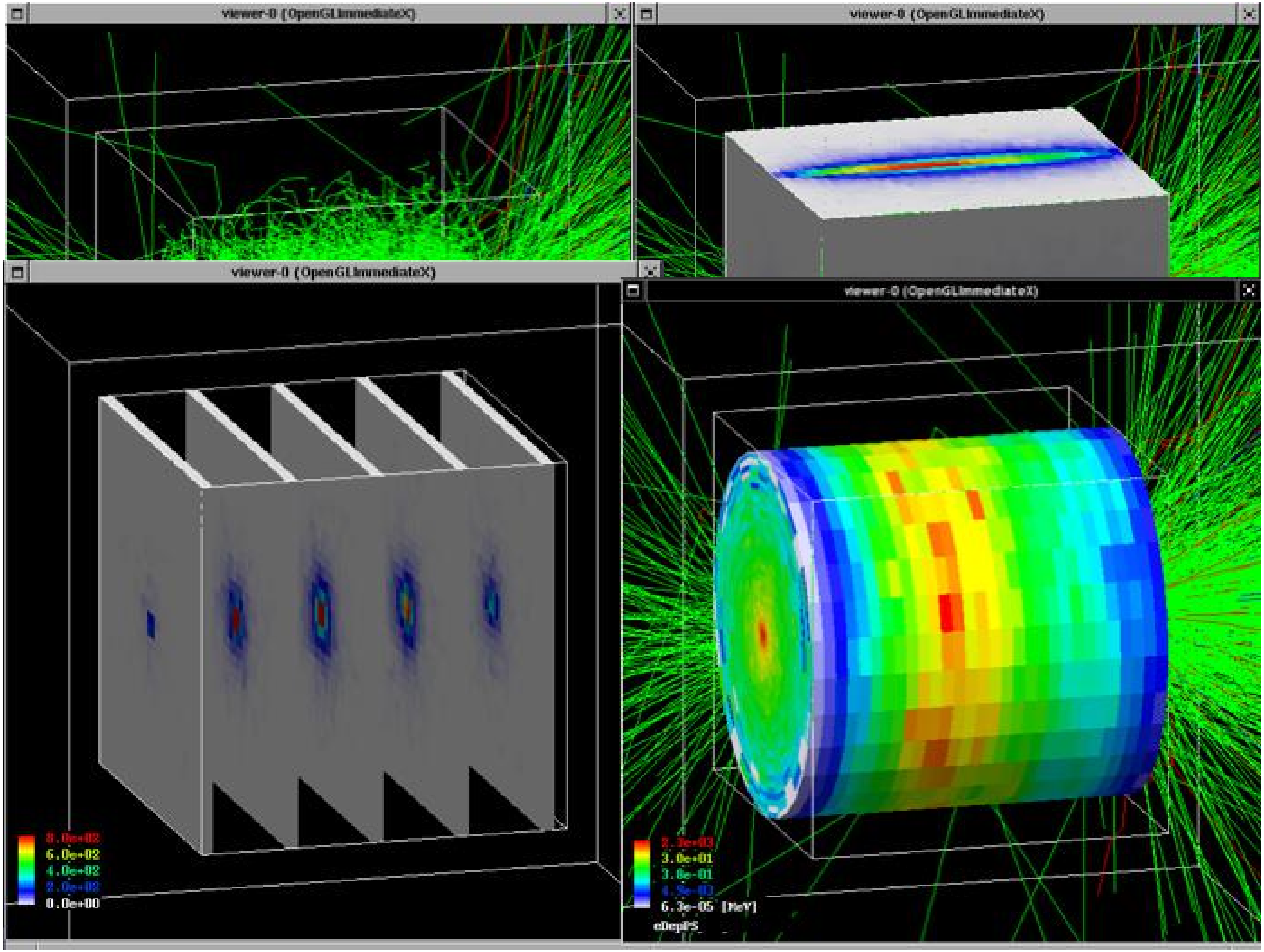
UI commands for scoring → no C++ required, apart from accessing G4ScoringManager

```
int main() {
    ...
    G4ScoringManager::GetScoringManager();
    ...
}
```

- Define a scoring mesh
  /score/create/boxMesh <mesh_name>
  /score/open, /score/close
- Define mesh parameters
  /score/mesh/boxsize <dx> <dy> <dz>
  /score/mesh/nbin <nx> <ny> <nz>
  /score/mesh/translate,
- Define primitive scorers
  /score/quantity/eDep <scorer_name>
  /score/quantity/cellFlux <scorer_name>
  currently 20 **scorers** are available

- Define filters
  /score/filter/particle <filter_name> <particle_list>
  /score/filter/kinE <filter_name> <Emin> <Emax <unit>
  currently 5 **filters** are available
- Output
  /score/draw <mesh_name> <scorer_name>
  /score/dump, /score/list

https://geant4.web.cern.ch/geant4/UserDocumentation/UsersGuides/ForApplicationDeveloper/html/AllResources/Control/UIcommands/_score_.html


viewer-0 (OpenGLImmediateX)
viewer-0 (OpenGLImmediateX)
viewer-0 (OpenGLImmediateX)
viewer-0 (OpenGLImmediateX)
8.0e+02
6.0e+02
4.0e+02
2.0e+02
0.0e+00
2.3e+03
3.0e+01
3.8e-01
4.9e-03
6.3e-05 [MeV]
eDepPS

G4Accumulable<T

- Templated class can be used to facilitate merging of the values accumulated on workers to the master thread
  - Accumulable during Run
  - Value merge at the end (explicit)
  - Scalar variables only (otherwise, expert)
- Alternative to ntuples/histograms *(later)*
- Ma er

<=10.2: Previously named **G4Parameter**!

Detached session:
g4analysis tools

Geant4 analysis classes

- A basic analysis interface is available in Geant4 for histograms (1D and 2D) and ntuples

- Unified interface to support different output formats
  - ROOT, CSV, AIDA XML, and HBOOK
  - Code is the same, just change one line to switch from one to an other

- Everything is done using **G4AnalysisManager**
  - **UI commands** available

g4analysis

- Selection of output format is performed by including a proper header file:

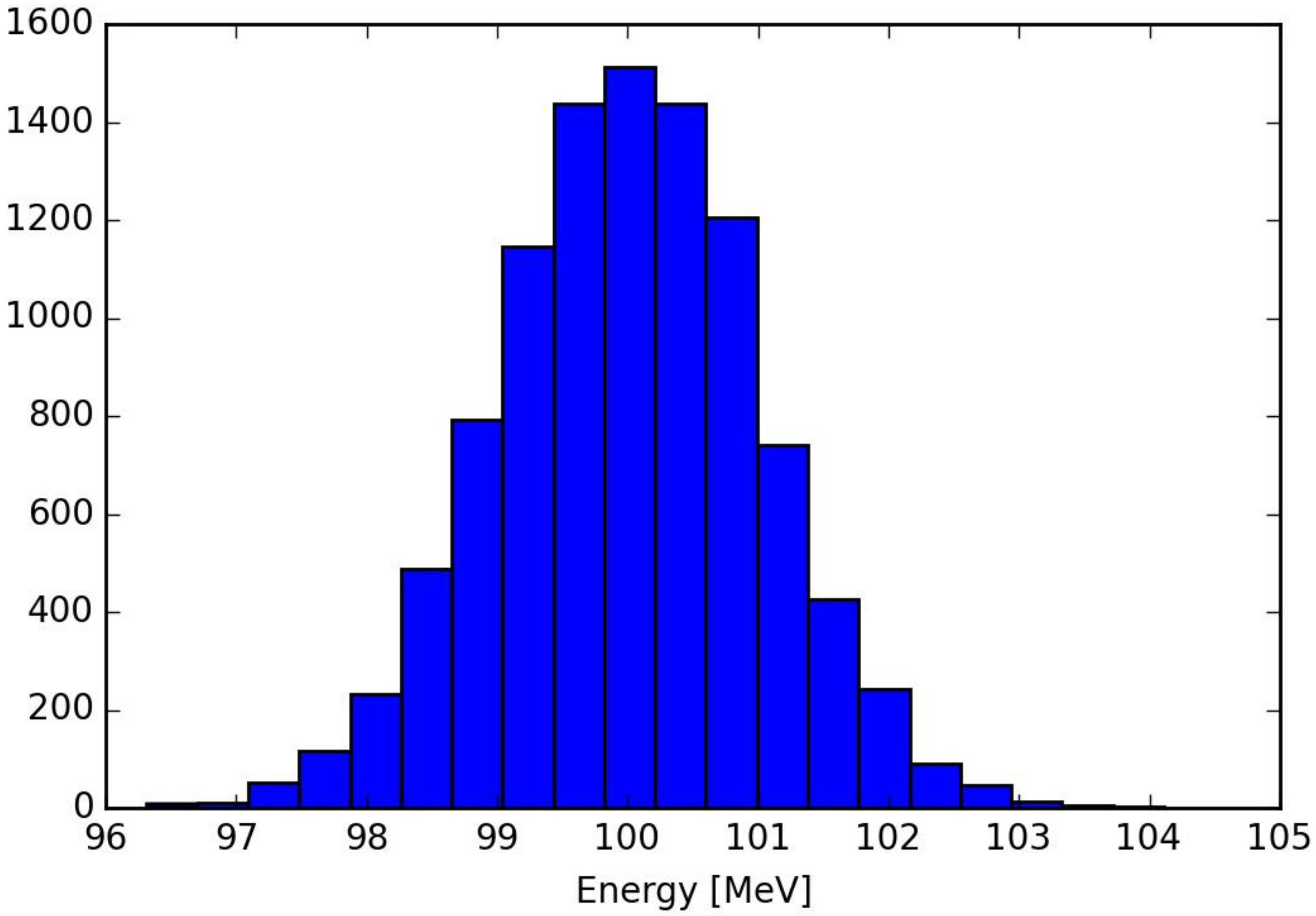
```
#ifndef MyAnalysis_h
#define MyAnalysis_h 1

#include ‘g4root.hh‘
//#include ‘g4xml.hh‘
//#include ‘g4csv.hh‘   // can be used only with ntuples


#endif
```

Advanced topic: It is possible to use more formats at the same time. See documentation.

Histograms


1600
1400
1200
1000
800
600
400
200
0
96
97
98
99
100
101
102
103
104
105
Energy [MeV]

Open file and book histograms

```
#include ‘MyAnalysis.hh‘

void MyRunAction::BeginOfRunAction(const G4Run* run)
{
  // Get analysis manager
  G4AnalysisManager* man = G4AnalysisManager::Instance();
  man-ıSetVerboseLevel(1);
  man-ıSetFirstHistoId(1);

  // Creating histograms
  man-ıCreateH1(‘h‘, ‘Title‘, 100, 0., 800*MeV);
  man-ıCreateH1(‘hh‘, ‘Title‘, 100, 0., 10*MeV);

 // Open an output file
  man-ıOpenFile(‘myoutput‘);
}
```

Start numbering of histograms from ID=1

ID=1

ID=2

Open output file

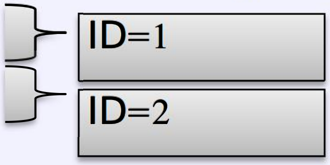
Fill histograms and write the file

```
#include ‘MyAnalysis.hh‘

void MyEventAction::EndOfEventAction(const G4Run* aRun)
{
  auto man = G4AnalysisManager::Instance();
  man-ıFillH1(1, fEnergyAbs);
  man-ıFillH1(2, fEnergyGap);
}

MyRunAction::~MyRunAction()
{
  auto man = G4AnalysisManager::Instance();
  man-ıWrite();
}

int main()
{
  ...
  auto man = G4AnalysisManager::Instance();
  man-ıCloseFile();
}
```



Ntuples

ParticleID	Energy	x	y
0	99.5161753	-0.739157031	-0.014213165
1	98.0020355	1.852812521	1.128640204
2	100.0734469	0.863203688	-0.277949199
3	99.3508677	-2.063452685	-0.898594988
4	101.2505954	1.030581054	0.736468229
5	98.9849841	-1.464509417	-1.065372115
6	101.1547644	1.121931704	-0.203319254
7	100.8876748	0.012068917	-1.283410959
8	100.3013861	1.852532119	-0.520615895
9	100.6295882	1.084122362	0.556967258
10	100.4887681	-1.021971662	1.317380892
11	101.6716567	0.614222096	-0.483530242
12	99.1083093	-0.776034456	0.203524549
13	97.3595776	0.814378204	-0.690615126
14	100.7264612	-0.408732803	-1.278746667

Ntuples support

- **g4tools** support ntuples
  - **any** number of ntuples
  - **any** number of columns
  - supported types: **int**/**float**/**double**
- For more complex tasks (other functionality of ROOT TTrees) have to link **ROOT** directly

Book ntuples

```
#include ‘MyAnalysis.hh‘

void MyRunAction::BeginOfRunAction(const G4Run* run)
{
  // Get analysis manager
  G4AnalysisManager* man = G4AnalysisManager::Instance();
  man-ı SetFirstNtupleId(1);


  // Creating ntuples
  man-ıCreateNtuple(‘name‘, ‘Title‘);
  man-ıCreateNtupleDColumn(‘Eabs‘);
  man-ıCreateNtupleDColumn(‘Egap‘);
  man-ıFinishNtuple();

  man-ıCreateNtuple(‘name2‘,‘title2‘);
  man-ıCreateNtupleIColumn(‘ID‘);
  man-ıFinishNtuple();
}
```

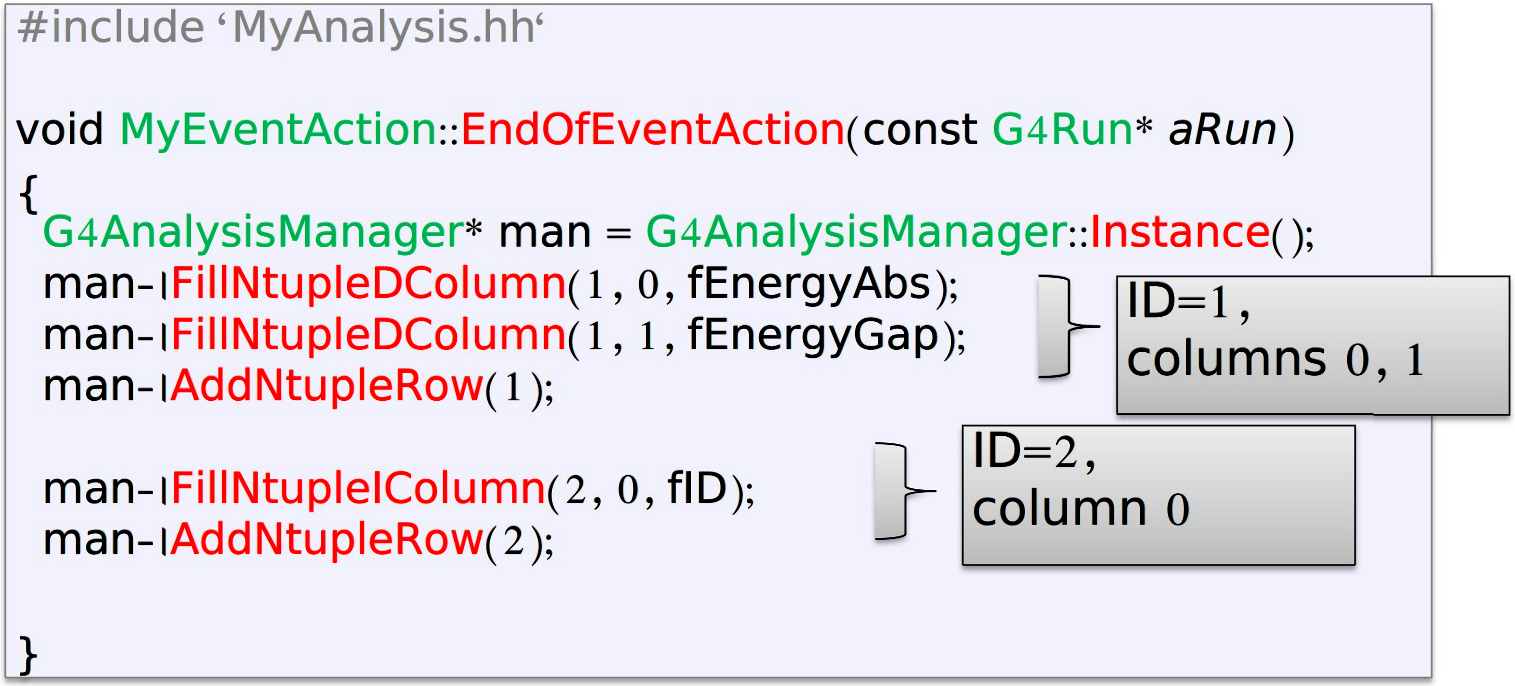
Start numbering of ntuples from ID=1

ID=1

ID=2

Fill ntuples

- File handling and general clean-up as shown for histograms



```
#include ‘MyAnalysis.hh‘

void MyEventAction::EndOfEventAction(const G4Run* aRun)
{
  G4AnalysisManager* man = G4AnalysisManager::Instance();
  man-ıFillNtupleDColumn(1, 0, fEnergyAbs);
  man-ıFillNtupleDColumn(1, 1, fEnergyGap);
  man-ıAddNtupleRow(1);

  man-ıFillNtupleIColumn(2, 0, fID);
  man-ıAddNtupleRow(2);

}
```

ID=1,
columns 0, 1

ID=2,
column 0

Conclusion

- Concepts of run, event, step, track, particle
- User action classes
- Data output – g4tools

Task 4

http://geant4.lngs.infn.it/alghero2019/task4

- Task 4a User actions
- Task 4b Command-based scoring
- Task 4c Geant4 native scoring (multi-functional detectors)

Exercise 4a.1: Kill a particle

Exercise 4a.2: Calculate total track length

Exercise 4b.2: Create a scoring mesh

Exercise 4b.1: Enable the scoring manager

Exercise 4b.3: Visualize the mesh

Exercise 4b.4: Dump results