Generation of a primary event

Date

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- Primary vertex and primary particle
- Built-in primary particle generators
  - The particle gun
  - Interfaces to HEPEVT and HEPMC
  - General Particle Source (or GPS)
- Particle gun or GPS?

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Primary particle generation

User classes

Initialisation classes

- Use `G4RunManager::SetUserInitialization()` to define;
- Invoked at the initialisation:
  - G4VUserDetectorConstruction
  - G4VUserPhysicsList

Action classes

- `G4RunManager::SetUserAction()` to define;
- Invoked during an event loop
  - G4VUserPrimaryGeneratorAction
  - G4UserRunAction
  - G4UserStackingAction
  - G4UserTrackingAction
  - G4UserSteppingAction

Main()

- Geant4 does not provide a main()

G4VUserPrimaryGeneratorAction

- Is one of the mandatory user classes and it controls the generation of primary particles
  - This class does not generate primaries but invokes the `GeneratePrimaryVertex()` method to make the primary
- Constructor
  - Instantiate primary generator (i.e. `G4ParticleGun()`)
    - `particleGun = new G4ParticleGun(n_particle);`
  - Set the default values
    - `particleGun->SetParticleEnergy(1.0*GeV);`
- `GeneratePrimaries()` method
  - Randomize particle-by-particle value
  - Set these values to primary generator
  - Invoke `GeneratePrimaryVertex()` method of primary generator

G4VUserPrimaryGeneratorAction

```
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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.... its concrete implementation

```
ExN02PrimaryGeneratorAction::ExN02PrimaryGeneratorAction(
                             ExN02DetectorConstruction* myDC)
:myDetector(myDC)
{
  G4int n_particle = 1;
  particleGun = new G4ParticleGun(n_particle);
 // default particle
  G4ParticleTable* particleTable = G4ParticleTable::GetParticleTable();
  G4ParticleDefinition* particle = particleTable->FindParticle("proton");

  particleGun->SetParticleDefinition(particle);
  particleGun->SetParticleMomentumDirection(G4ThreeVector(0.,0.,1.));
  particleGun->SetParticleEnergy(3.0*GeV);
}
```

Class constructor

```
ExN02PrimaryGeneratorAction::~ExN02PrimaryGeneratorAction()
{
  delete particleGun;
}
```

Class delete

.... its concrete implementation

```
void ExN02PrimaryGeneratorAction::GeneratePrimaries(G4Event* anEvent)
{
  G4double position = -0.5*(myDetector->GetWorldFullLength());
  particleGun->SetParticlePosition(G4ThreeVector(0.*cm,0.*cm,position));

  particleGun->GeneratePrimaryVertex(anEvent);
}
```

The unique method

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Built-in primary particle generators

G4ParticleGun()

- Concrete implementation of G4VPrimaryGenerator
  - It can be used for experiment specific primary generator implementation
- It shoots one primary particle of a certain energy from a certain point at a certain time to a certain direction
  - Various "Set" methods are available (see ../source/event/include/G4ParticleGun.hh)

```
void SetParticleEnergy(G4double aKineticEnergy);
void SetParticleMomentum(G4double aMomentum);
void SetParticleMomentum(G4ParticleMomentum aMomentum);
```

G4VUserPrimaryGeneratorAction

```
void T01PrimaryGeneratorAction::GeneratePrimaries(G4Event* anEvent)
{ G4ParticleDefinition* particle;
  G4int i = (int)(5.*G4UniformRand());
  switch(i)
  { case 0: particle = positron; break; ... }
  particleGun->SetParticleDefinition(particle);
  G4double pp = momentum+(G4UniformRand()-0.5)*sigmaMomentum;
  G4double mass = particle->GetPDGMass();
  G4double Ekin = sqrt(pp*pp+mass*mass)-mass;
  particleGun->SetParticleEnergy(Ekin);
  G4double angle = (G4UniformRand()-0.5)*sigmaAngle;
  particleGun->SetParticleMomentumDirection
          (G4ThreeVector(sin(angle),0.,cos(angle)));
  particleGun->GeneratePrimaryVertex(anEvent);
}
```

You can repeat this for generating more than one primary particles

G4GeneralParticleSource

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
- Momentum direction and kinetic energy of the primary particle can also be randomised
- Distribution defined by UI commands

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G4GeneralParticleSource

- On line manual: http://reat.space.qinetiq.com/gps/
- /gps main command
  - /gps/pos/type (planar, point, etc.)
  - gps/ang/type (iso, planar wave, etc.)
  - gps/energy/type (monoenergetic, linear, User defined)
  - .....

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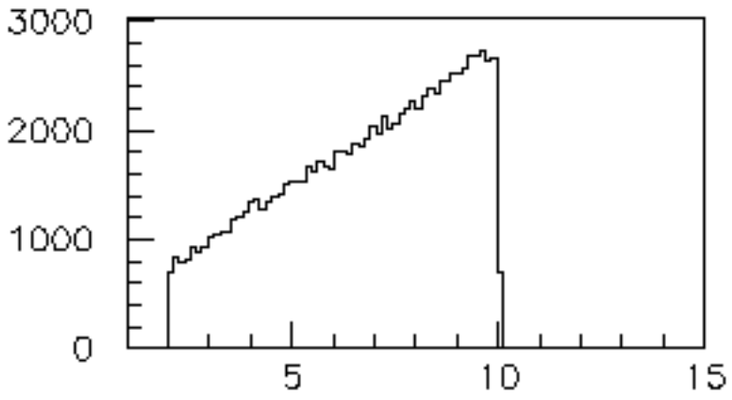
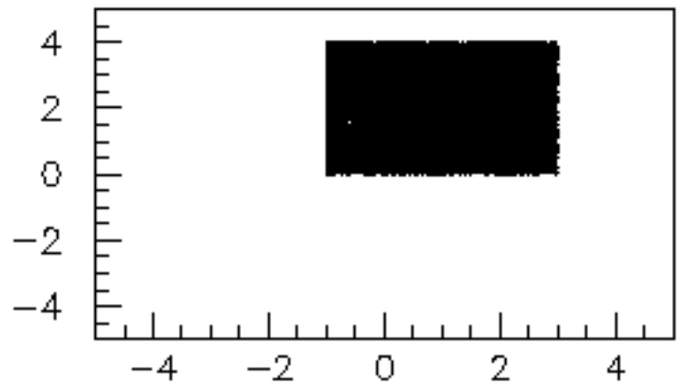
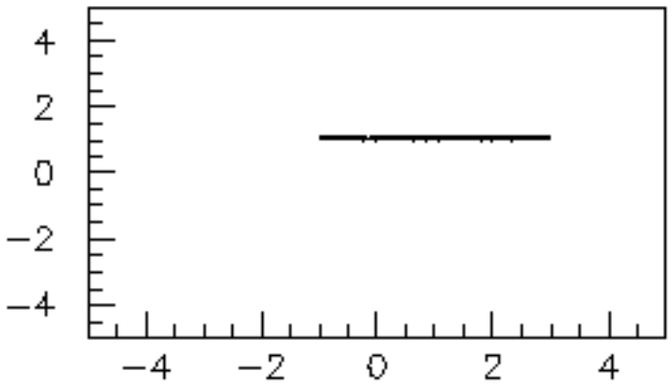
Square plane, cosine-law direction, linear energy



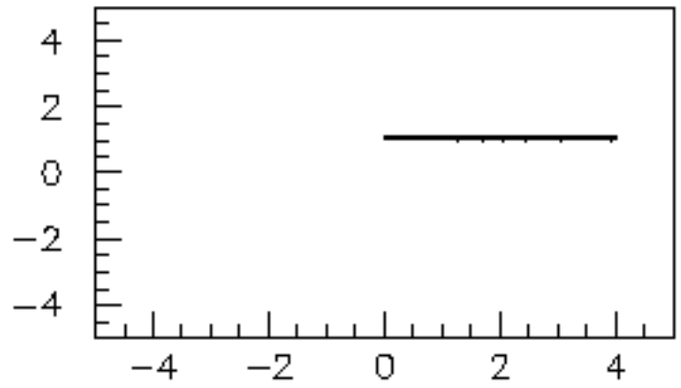
Source Energy Spectrum



Source X−Y distribution



Source X−Z distribution



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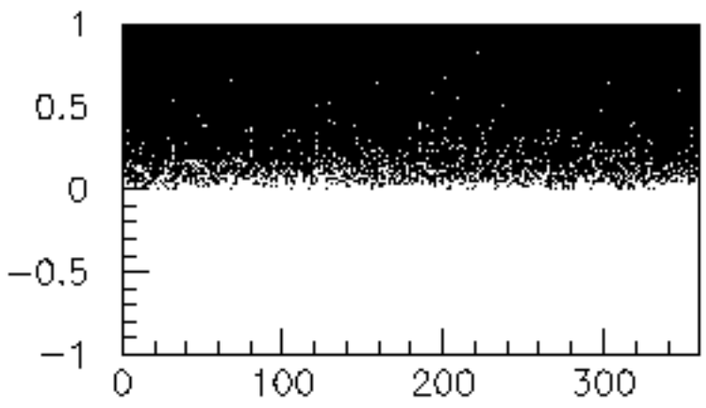
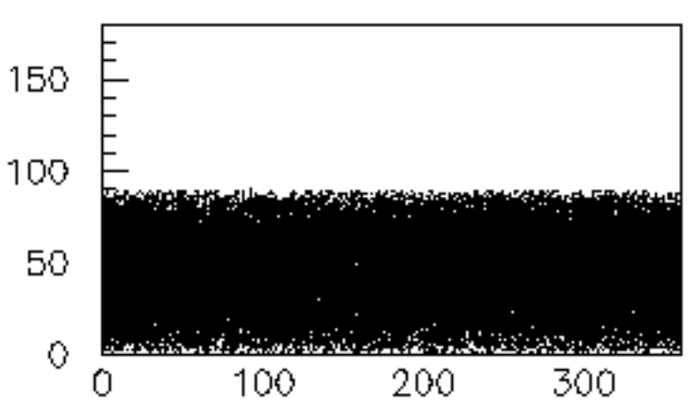


Source cos(theta)−phi distribution



Source theta/phi distribution

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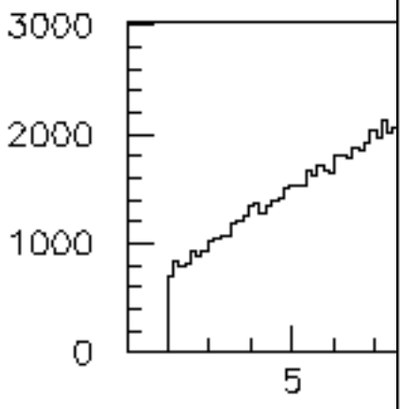
Square plane



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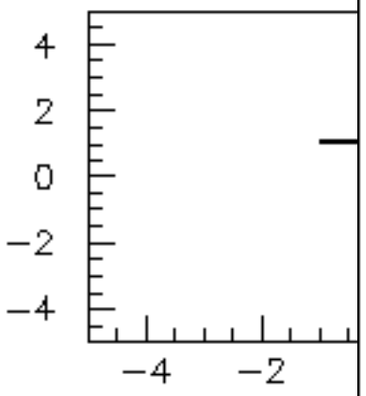
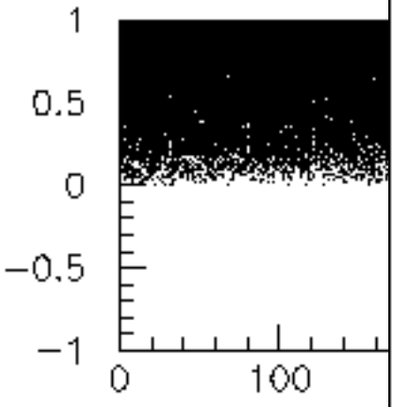
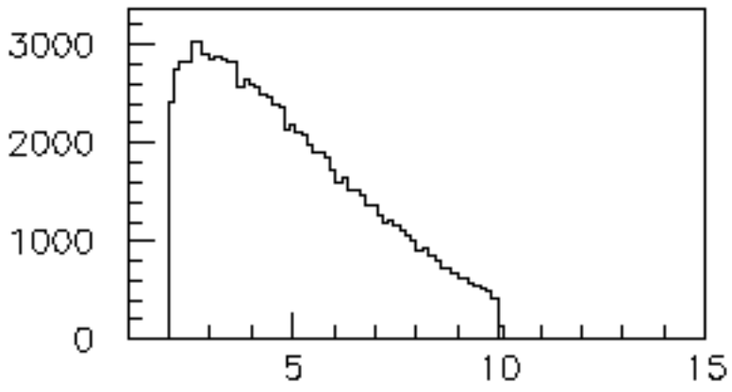


Source X−

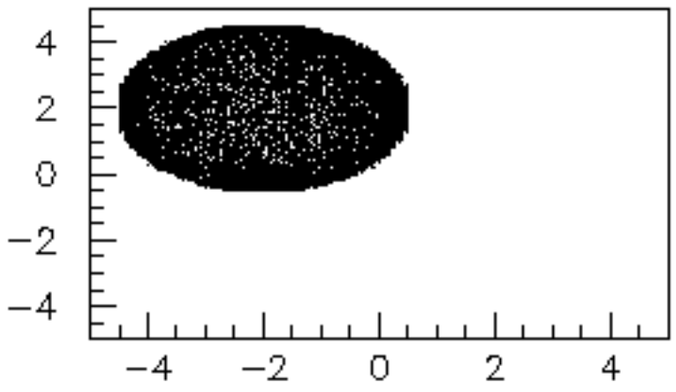


Source cos(thet

Spherical surface, isotropic radiation, black-body energy



Source Energy Spectrum



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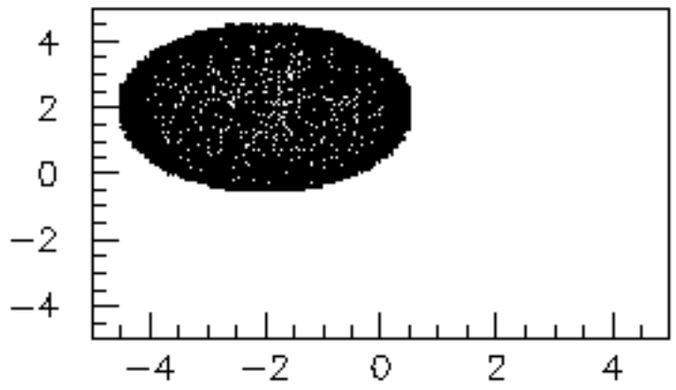
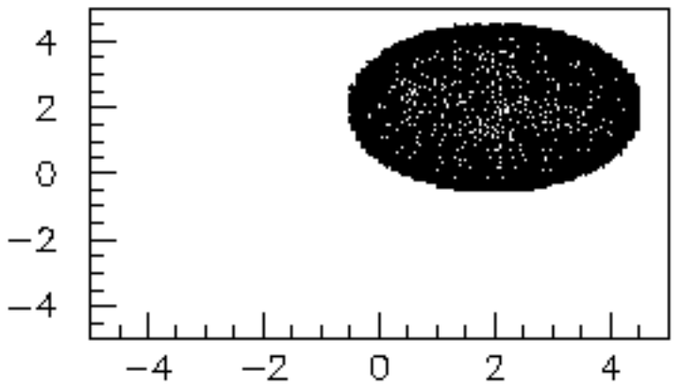
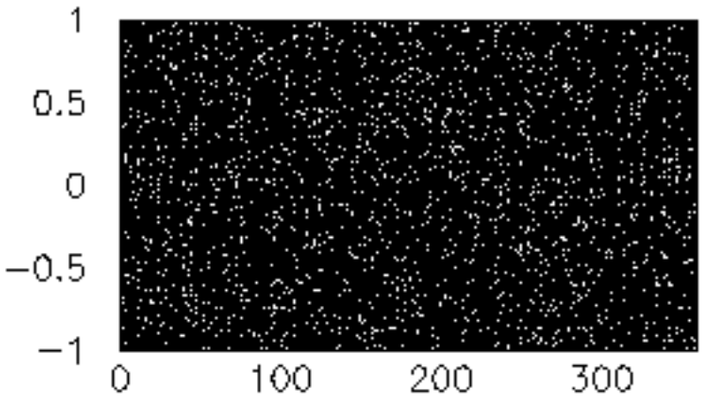


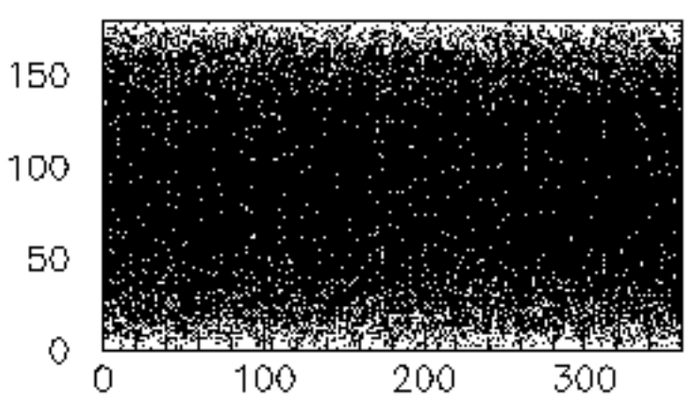
Source X−Z distribution



Source Y−Z distribution



Source cos(theta)−phi distribution



Source theta/phi distribution

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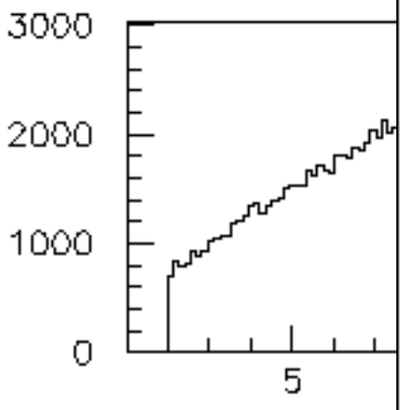
Square plane



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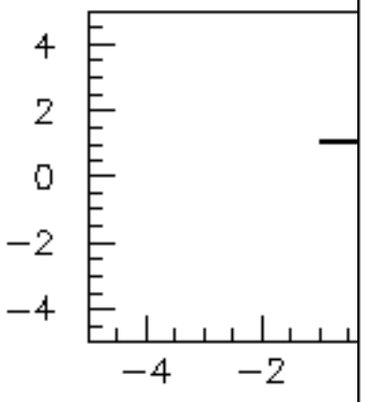

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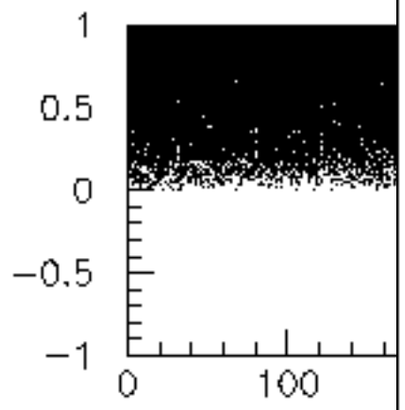
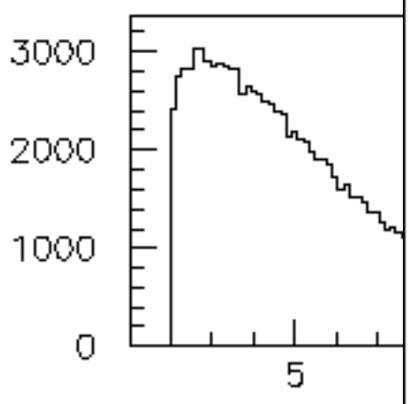
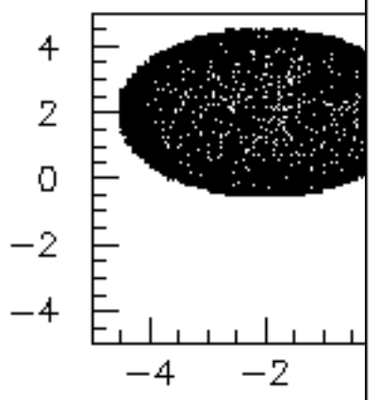


Source cos(thet

Spherical surfa



Source Ene



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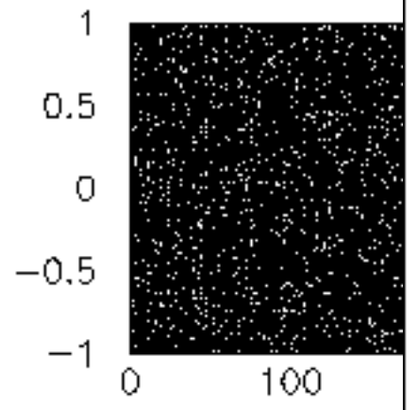
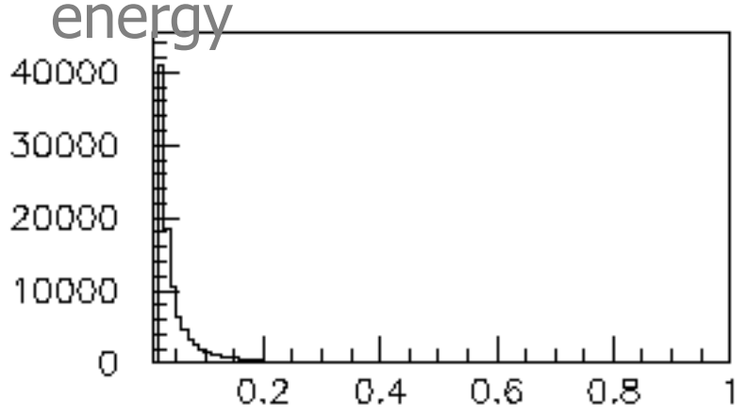
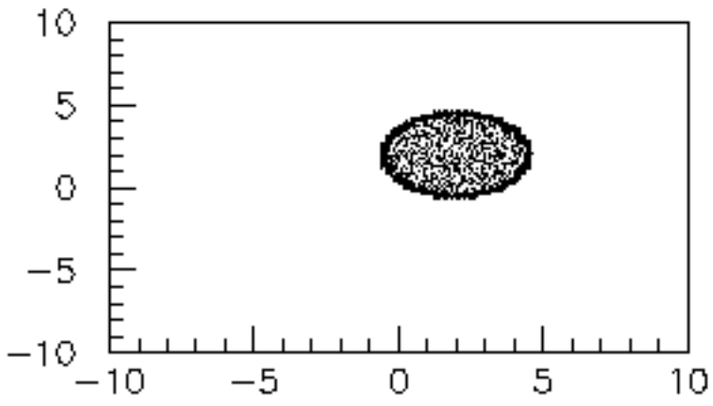


Source cos(theta

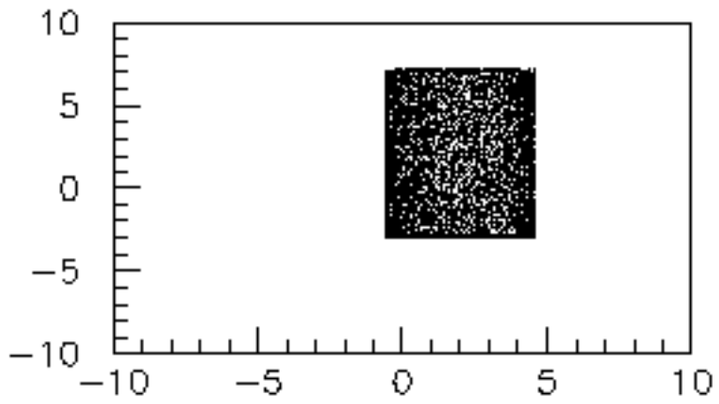
Cylindrical surface, cosine-law radiation, Cosmic diffuse energy



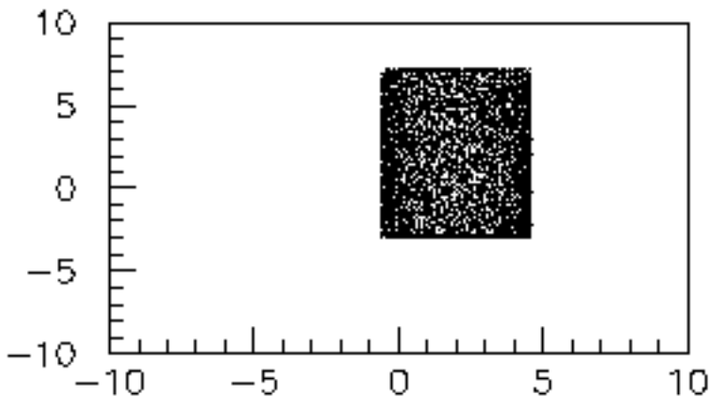
Source Energy Spectrum



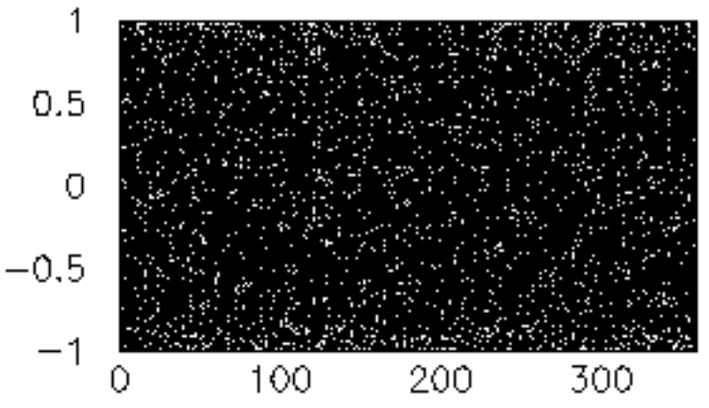
Source X−Y distribution



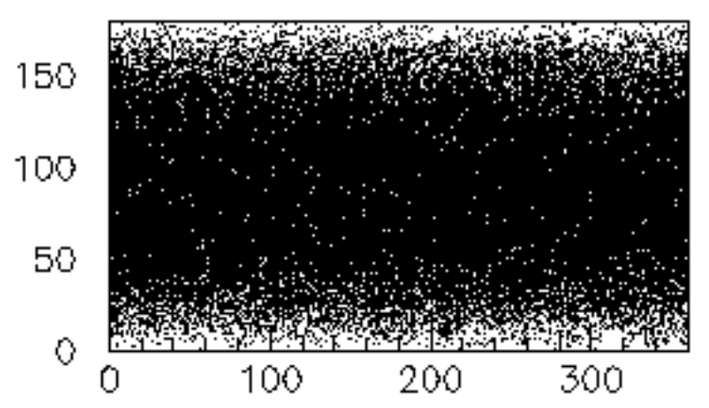
Source X−Z distribution



Source Y−Z distribution



Source cos(theta)−phi distribution



Source theta/phi distribution

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Particle Gun vs GPS

- Particle Gun
  - Simple and native
  - Shoot one track at a time
  - Easily to handle

- General Particle Source
  - Powerful
  - Controlled by UI commands
    (`G4GeneralParticleSourceMessenger.hh`)
    - Almost impossible to control with set methods
  - capability of shooting particles from a surface of a volume
  - Capability of randomizing kinetic energy, position, direction following a user-specified distribution (histogram)

- If you need to shot 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

A summary:
what to do and where to do

Summary

- In the constructor of your UserPrimaryGeneratorAction
  - Instantiate G4ParticleGun
  - Set default values by set methods of G4ParticleGun
    - Particle type, kinetic energy, position and direction
- In your macro file or from your interactive terminal session
  - Set values for a run
- In the GeneratePrimaries() method
  - Shoot random numbers and prepare the values of
    - Kinetic energy, position, direction ....
  - Use set methods of G4ParticleGun to set such values
  - Then invoke GeneratePrimaryVertex() method of G4ParticleGun
  - If you need more than one primary tracks per event loop over randomisation and GeneratePrimaryVertex()

- Examples/extended/analysis/A01/src/A01PrimaryGeneratorAction.cc is a good example to start with

- Examples also exists for GPS

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Primary vertex and particle

- Primary vertices and primary particles are stored in G4Event in advance to processing and event
  - G4PrimaryVertex and G4PrimaryParticle classes
    - These classes do not have any dependence to G4ParticleDefinition nor to G4Track
    - ```
      G4PrimaryParticle* particle = new G4PrimaryParticle(particle_definition,
      px,py,pz;
      particle->SetMass( mass );
      ```
    - ```
      G4PrimaryVertex* vertex = new G4PrimaryVertex(particle_position,particle_time;
      vertex->SetPrimary( particle );
      ```
- Geant4 provides some concrete implementation of G4PrimaryGenerator
  - G4ParticleGun
  - G4HEPEvtInterface, G4HEPMCInterface
  - G4GeneralParticleSource