Full sim: status and perspectives

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Outline

- A few things were implemented in view of the next round of production
  - More precise tuning of the bgframes
  - More generator info in metadata
  - Radmon
  - Optical photons for FTOF
- In addition, there are a number of more general, medium-term, longstanding issues we need to start dealing with
  - Event display
  - Event structure
  - Runtime configuration
  - Geometry handling
- There are MANY MORE issues we should be working on, but one must be realistic, and with present manpower they'll have to wait

Tuning of bg frames

- Reminder: bgframes production is “normal” full simulation job, with a few modifications
  - A scoring volume is defined, mostly coinciding with the final_focus
  - At the exit of the scoring volume, all particles BUT neutrons are killed
  - Electrons and photons @ the boundary are saved to file, to be passed to fast-sim
  - Neutrons keep being propagated in the detectors, and their interactions are saved to file to be fed to fast-sim
- Some energy cuts are applied on particles when they are written to file
  - Motivation was that in the fast-sim scale of times, reading from file a large number of entries is a significant overhead
  - Previous cuts were chosen (hard coded) about 2 years ago; now the request was made to better tune them
  - Implemented configurability at runtime of the cuts, with additional macro commands
    - Now committed, under testing
  - This requires a special .mac file to be provided when generating bgframes (**relevant for production system**)
    - BrunoApp -m RadBhabha.Prod.mac -f **FIConfig.mac**

Generator Metadata

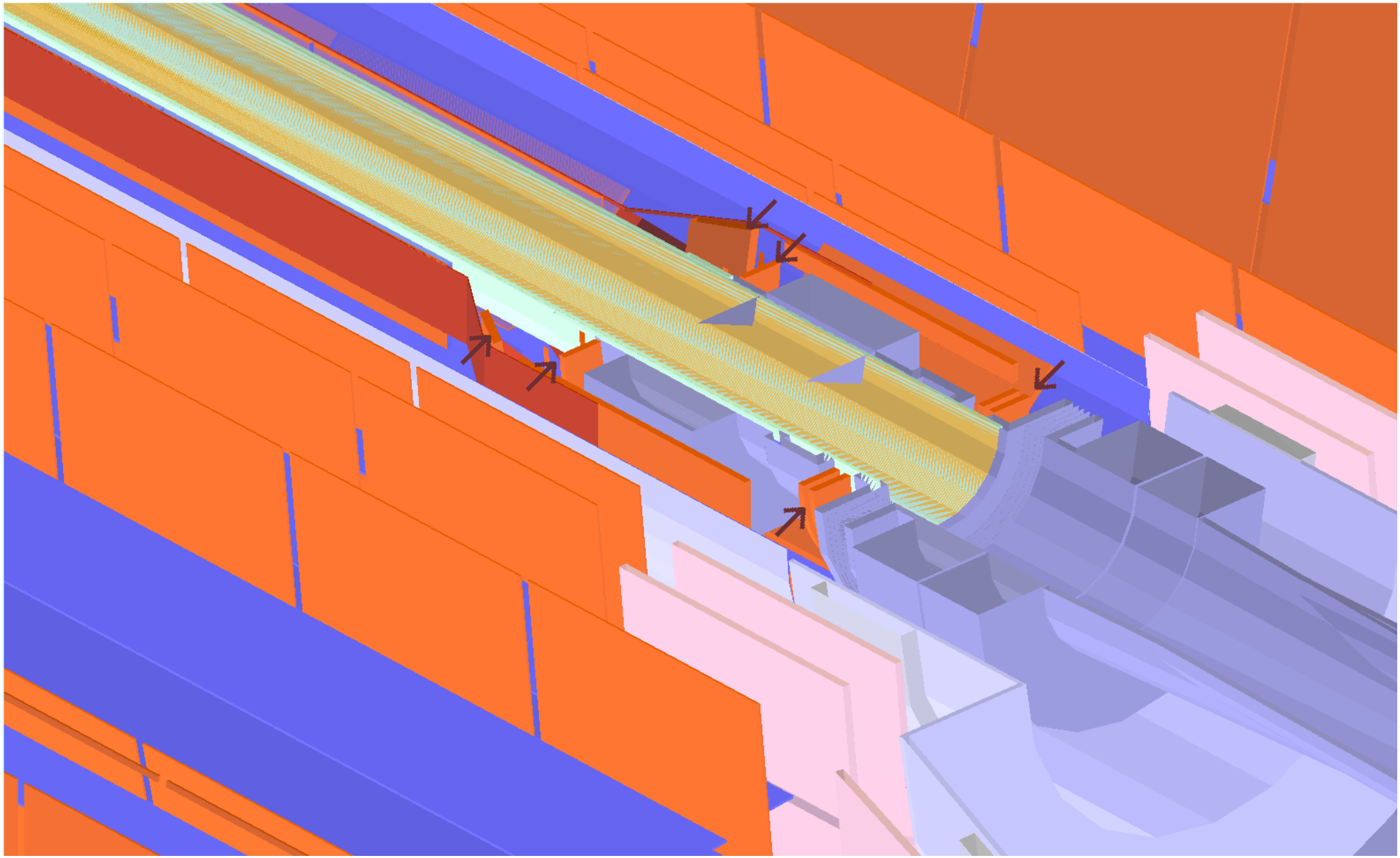
- Reminder: metadata are all configuration parameters of **a run**
  - do not change from event to event
- A lot a info is already saved by default
- Alejandro asked to include more details on the RadBhabha generator, like the bunch crossing frequency
- Required some code changes in Brn3BGen and BrnCore
  - Now committed and tested

```
OBJ: TParameter<double>        BbbremBXFreq@1e36       Named templated parameter type
OBJ: TParameter<double>        BbbremCutOff    Named templated parameter type
OBJ: TParameter<double>        BbbremLumiOverFc        Named templated parameter type
OBJ: TParameter<double>        BbbremMinDE     Named templated parameter type
OBJ: TParameter<double>        BbbremNbBhabha  Named templated parameter type
OBJ: TParameter<double>        BbbremPrescale  Named templated parameter type
OBJ: TParameter<double>        BbbremXSec      Named templated parameter type
```

Rad mon

- Started some preliminary studies to design a radiation monitor
- First request was to add some scoring volumes to assess the expected dose
- Done and committed
  - See next slide for a picture
- The scoring volumes use for detection the same setup used for other FE boards

Rad mon



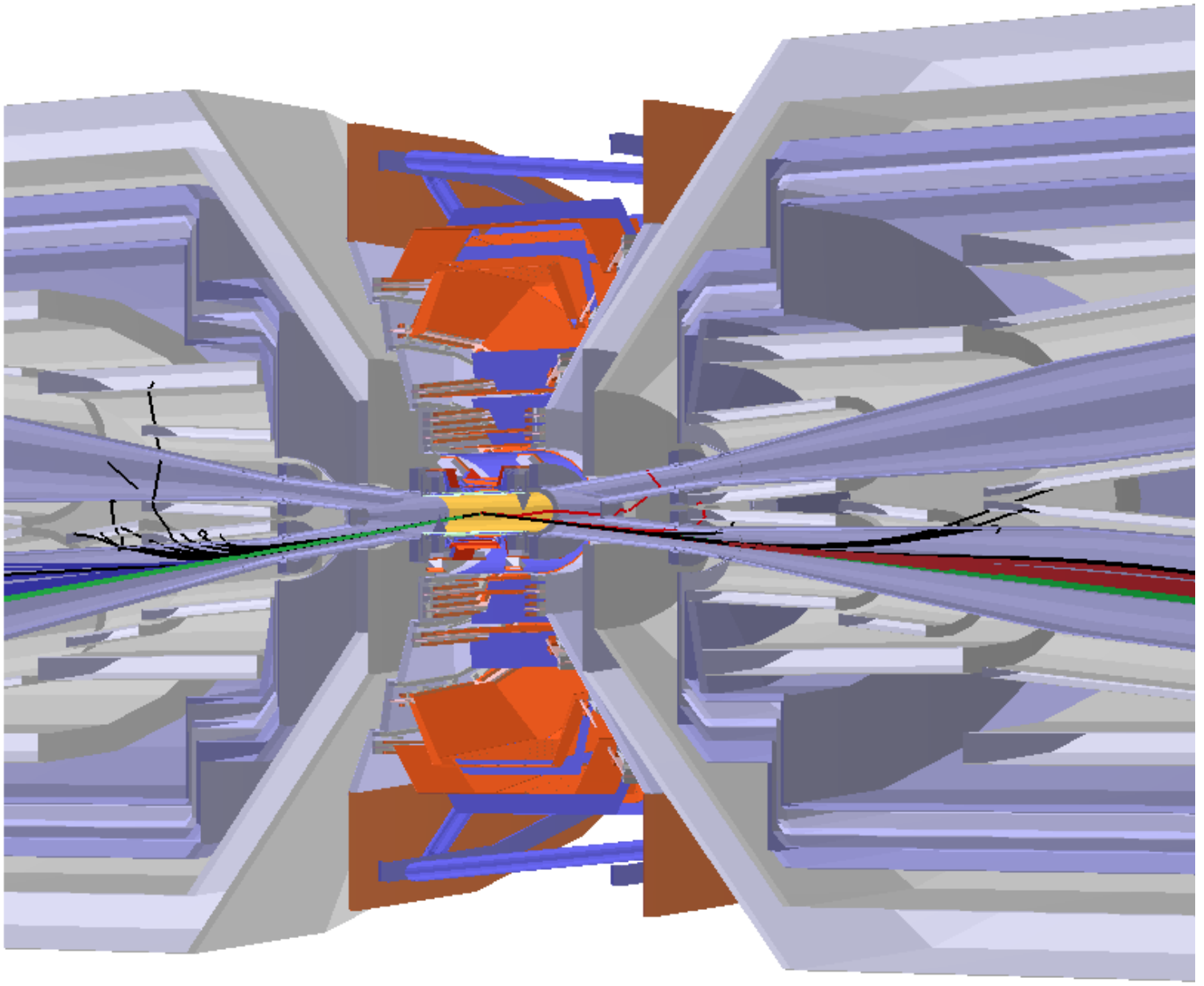
Optical photons in FTOF

- Request from Nicolas/Leonid to include optical processes for FTOF like we did for DIRC
  - Work ongoing
  - Requires modifications in two main areas
    - Definition of optical properties for the materials and the surfaces
      - Done at runtime by detector experts with no code changes
    - Implementation of any detector-specific C++ code needed for detection
      - Hopefully I'll be of some help at this stage
  - The ambitious plan is to include it in this round of production
    - Not clear whether they will make it

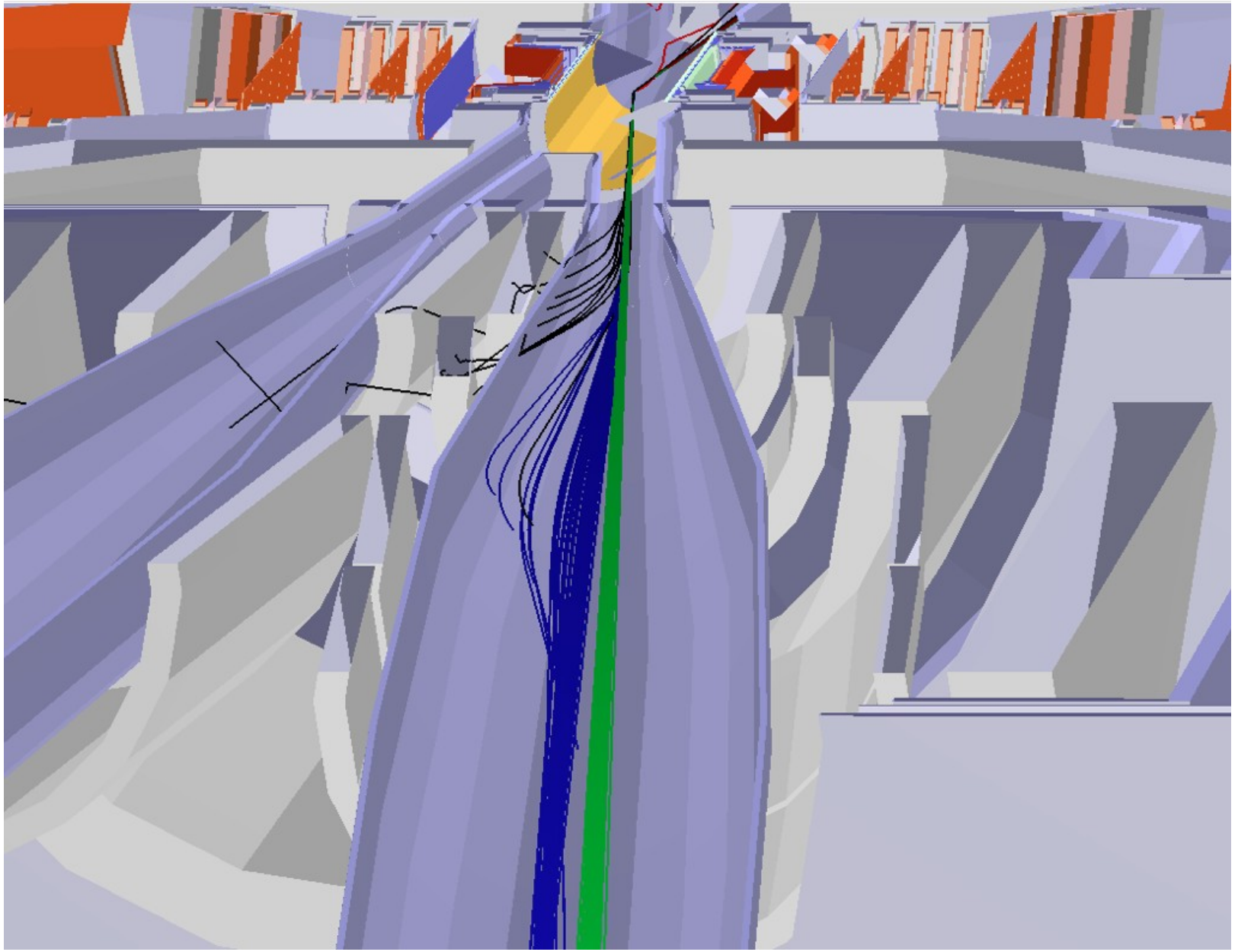
Event display

- All the truth information (including trajectories) was persistified using native ROOT classes
  - One of the reasons was to allow easy drawing within root
  - Never really exploited until the Vienna meeting, where Eugenio produced some astounding ROOT displays
    - See next slides

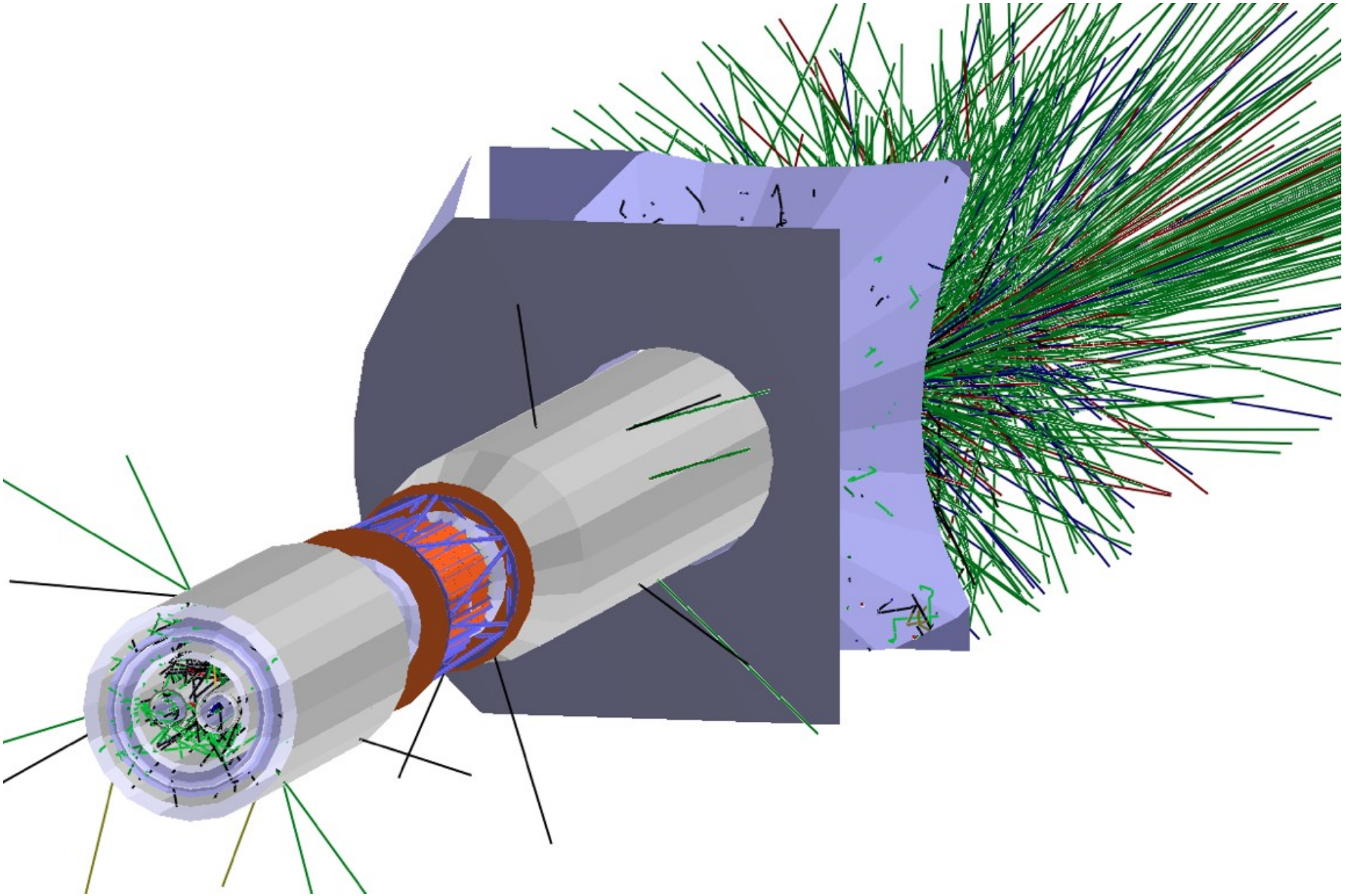
Event display



Event display



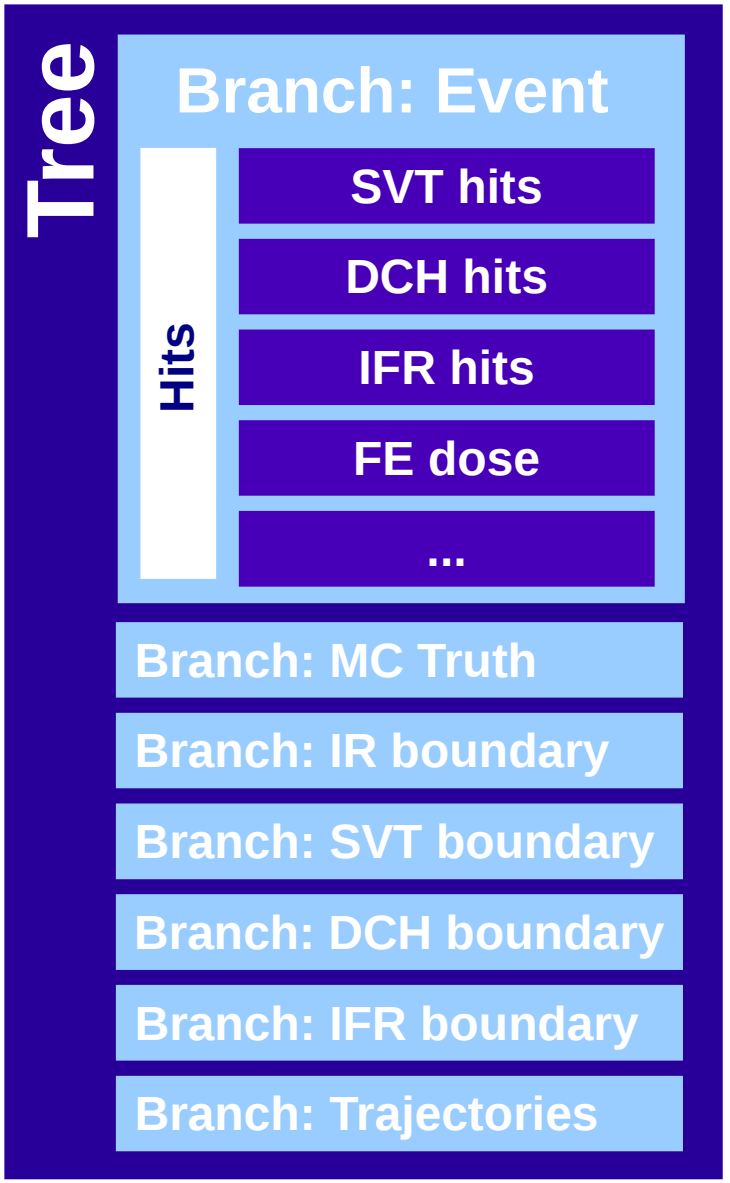
Event display



Event display

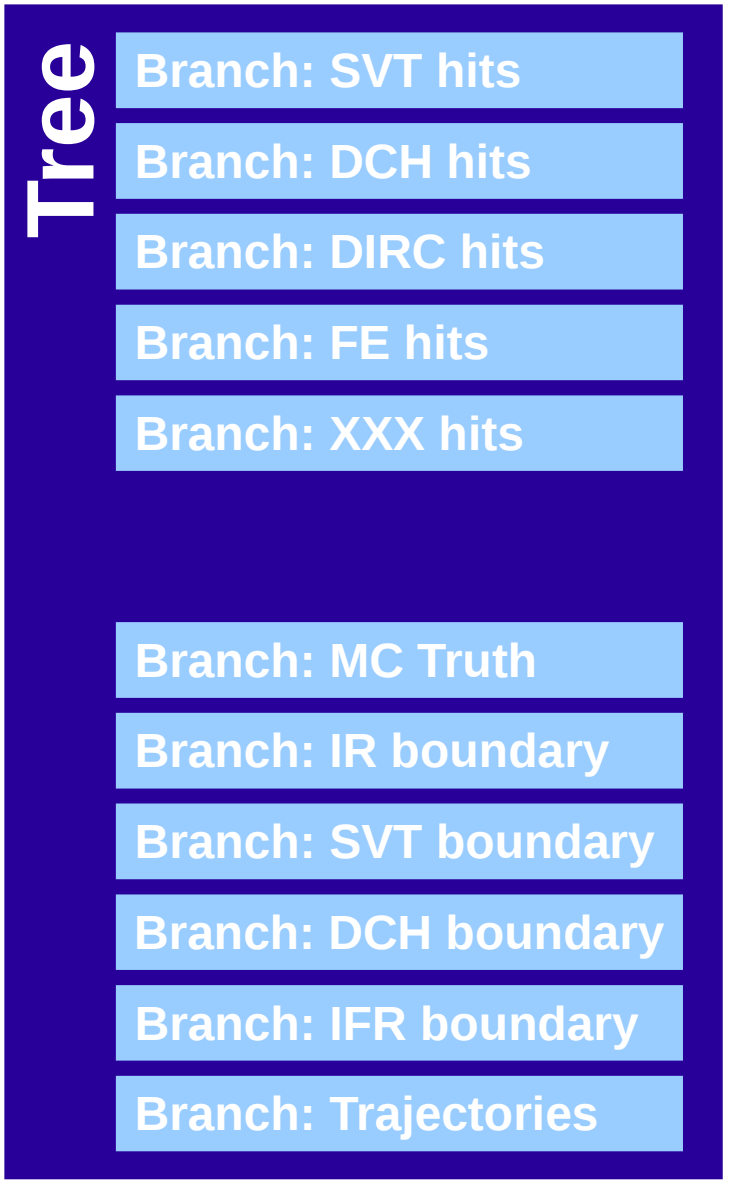
- Given the very nice performance of ROOT as event display, I propose we concentrate our very limited manpower in supporting it as the only “official” display
- Newcomers should be pushed towards it
  - Example macro already available in BrnRunTime
- A few nice side effects of this display:
  - It allows accelerated graphics, without adding GL dependencies on top of Bruno/G4
    - Safe also from the point of view of building/deploying
  - It does not require a special intermediate file to be produced by G4
    - All it needs is the “normal” hit file with truth information and the input gdml for the geometry
- Eventually, we could drop other visualization drivers altogether
  - Raytracer could probably be kept, as it is the only one to give you reliable visualization of all “exotic” volumes

Event structure



- Present event structure based on a monolithic event containing all the hits
- Truth information was split in separate branches some time ago
- Disadvantage of the monolithic event is mainly lack of flexibility
  - The Event class is where one loses modularity, since all detectors must be declaring their outputs to it
  - Adding a new detector requires (trivial, hence error prone) code changes in several places across three packages
    - BrnCore, BrnApp, BrnXXX

Event structure



- My proposal is to push modularity to its full extent, and remove the global event altogether
  - NOT for this production
- Each detector will manage its hits and SensitiveDetectors with no couplings to other detectors
  - Drawback: this will break **all** existing analyses
    - Fixes should be trivial, though

Runtime configuration

- Really, we are reaching the limit of what one can do with .mac files
  - I know I have been claiming this since three years, but things are now **really** bad
  - We are not far away from the point where a key parameter may have to be hard coded because we just don't know how to access it at runtime
- I would like to resume experimenting with python-based configuration
  - My previous pyBruno tests were using pyBoost for dictionary generation
    - I propose now to benchmark how SWIG behaves
  - This requires, most likely, that we drop static linking in favor of shared libraries
    - I would need some help for the building/configuration
  - I also propose to delay all the static/dynamic linking debate until we have a working prototype and we can measure its performances

Geometry handling

- Complaint by users about copy/replication of gdml files across geometry variants
- Reminder: present schema is that a geometry variant is a folder within BrnRunTime
  - Each folder must be self-contained (because of a gdml limit), hence one really has to copy files around
  - Each modification to the geometry (or a new geometry altogether) requires a new release of the whole Bruno code
- The duplication problem could be mitigated, as suggested by Eugenio, by using svn links
- Still, one can't use a given Bruno release to run on older versions of a geometry variant
  - Nor with newer geometry variants/versions
- I propose to decouple geometry releases from Bruno releases
  - Geometry becomes an external dependency, like many others
    - Just easier, because it has no code inside, only plain gdml files
  - From the Bruno side, the choice of a geometry release must be done using an env variable
    - We could also provide some scripts to link/copy a geometry release locally for manual modifications
  - In this context, each geometry variant_version becomes a new geometry release
    - A sensible numbering/naming scheme can be agreed upon
  - On the repository side, variants could be branches of a new package
  - What is the opinion of the release building team?