

# The Geant 4 concept

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#### http://geant4.org

## What is Geant 4

- Toolkit for the Monte Carlo simulation of the interaction of particles with matter
  - physics processes (EM, hadronic, optical) cover a comprehensive set of particles, materials and over a wide energy range
  - it offers a complete set of support functionalities (tracking, geometry, hits)
- Distributed software production and management: developed by an international Collaboration
  - Established in 1998
  - Approximately 100 members, from Europe, America and Asia
- Written in C++ language
  - Takes advantage from the Object Oriented software technology
- Open source

S. Agostinelli et al., Nucl. Instr. Meth. A **506** (2003) 250 J. Allison et al., IEEE Trans. Nucl. Scie. **53** (2006) 270



#### http://geant4.org

#### Events

- 2<sup>nd</sup> LPCC Detector Simulation Workshop, CERN, Geneva (Switzerland), 18-19 March 2014.
- <u>37<sup>th</sup> Geant4 Technical Forum</u>, CERN, Geneva (Switzerland), 20 March 2014.
- <u>10<sup>th</sup> Geant4 Space Users Workshop</u>, at NASA/MSFC, Huntsville, Alabama (USA), 27-29 May 2014.
- International Workshop on Monte Carlo Techniques in Medical Physics, Quebec City (Canada), 17-20 June 2014.
- 19<sup>th</sup> Geant4 Collaboration Meeting, Okinawa (Japan), 29 September 4 October 2014.
- Past events

Code and documentation available in the main web page

### Regular tutorial courses held worldwide

### Who/why is using Geant4?

### Experiments and MC

- In my knowledge, all experiments have a (more or less detailed) full-scale Monte Carlo simulation
- Design phase
  - Evaluation of background
  - Optimization of setup to maximize scientific yield
    - Minimize background, maximize signal efficiency
- Running/analysis phase
  - Support of data analysis (e.g. provide efficiency for signal, background, coincidences, tagging, ...).
    - often, Monte Carlo is the only way to convert *relative rates* (events/day) in *absolute yields*

Why Geant4 is a common choice in the market

- Open source and object oriented/C++
  - No black box
  - Freely available on all platforms
  - Can be easily extended and customized by using the existing interfaces
    - New processes, new primary generators, interface to ROOT analysis, ...
- Can handle complex geometries
- Regular development, updates, bug fixes and validation
- Good physics, customizable per use-cases
- End-to-end simulation (all particles, including optical photons)

LHC @ CERN



 Benchmark with test-beam data
 Key role for the Higgs searches

### All four big LHC experiments have a Geant4 simulation

- M of volumes
- Physics at the TeV scale



# Space applications

Satellites (γ astrophysics, planetary sciences)



# Medical applications



#### Treatment planning for hadrontherapy and protontherapy systems

- <u>Goal</u>: deliver dose to the tumor while sparing the healthy tissues
- Alternative to less-precise (and commercial) TP software

### Medical imaging

- Radiation fields from medical accelerators and devices
  - medical\_linac
  - gamma-knife
  - brachytherapy

### **Dosimetry with Geant4**









### Effects on electronics components



### Nuclear spectroscopy







### Low background experiments

# Neutrinoless ββ decay:

#### GERDA, Majorana COBRA, CUORE, EXO







Dark matter detection: Zeplin-II/III, Drift, Edelweiss, ArDM, Xenon, CRESST, Lux, Elixir,





# Geant4-based frameworks in the medical physics



### Basic concept of Geant4

## **Toolkit and User Application**

- Geant4 is a toolkit (= a collection of tools)
  - i.e. you cannot "run" it out of the box
  - You must write an application, which uses Geant4 tools
- Consequences:
  - There are no such concepts as "Geant4 defaults"
  - You must provide the necessary information to configure your simulation
  - You must deliberately choose which Geant4 tools to use
- Guidance: many examples are provided
  - Basic Examples: overview of Geant4 tools
  - Advanced Examples: Geant4 tools in real-life applications

### **Basic concepts**

#### • What you **MUST** do:

- Describe your experimental set-up
- Provide the primary particles input to your simulation
- Decide which particles and physics models you want to use out of those available in Geant4 and the precision of your simulation (cuts to produce and track secondary particles)

#### You may also want

- To interact with Geant4 kernel to control your simulation
- To **visualise** your simulation configuration or results
- To produce **histograms**, **tuples** etc. to be further analysed

## Main Geant4 capabilities

- Transportation of a particle 'step-by-step' taking into account all possible interactions with materials and fields
- The transport ends if the particle
  - is slowed down to zero kinetic energy (and it doesn't have any interaction at rest)
  - disappears in some interaction
  - reaches the end of the simulation volume
- Geant4 allows the User to access the transportation process and retrieve the results (USER ACTIONS)
  - at the beginning and end of the transport
  - at the end of each step in transportation
  - if a particle reaches a sensitive detector
  - Others...

### Multi-thread mode

- Geant4 10.0 (released Dec, 2013) supports multithread approach for multi-core machines
  - Simulation is automatically split on an event-byevent basis
    - different events are processed by different cores
  - Can fully profit of all cores available on modern machines → substantial speed-up of simulations
  - Unique copy (master) of geometry and physics
    - All cores have them as read-only (saves memory)
- Backwards compatible with the sequential mode
  - The MT programming requires some care: need to avoid conflicts between threads
  - Some modification and porting required

The (conceptual) recipe for a Geant4-based application

Interaction with the Geant4 kernel - 1

- Geant4 design provides tools for a user application
  - To tell the kernel about your simulation configuration
  - To interact with Geant4 kernel itself
- Geant4 tools for user interaction are base classes
  - You create your own concrete class derived from the base classes → interface to the Geant4 kernel
  - Geant4 kernel handles your own derived classes transparently through their base class interface (polymorphism)

Interaction with the Geant4 kernel - 2

Two types of Geant4 base classes:

- Abstract base classes for user interaction (classes starting with <u>G4V</u>)
  - User derived concrete classes are mandatory
  - User to implement the <u>purely virtual</u> methods
- Concrete base classes (with virtual dummy default methods) for user interaction
  - User derived classes are optional

# User Classes (from 10.0)

### Initialisation classes

Invoked at the initialization

- G4VUserDetectorConstruction
- G4VUserPhysicsList

<u>Global</u>: 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

User Classes - 2

Mandatory classes in ANY Geant4 User Application

- G4VUserDetectorConstruction describe the experimental set-up
- G4VUserPhysicsList select the physics you want to activate
- G4VUserActionInitialization
  - takes care of the user initializations

G4VUserPrimaryGeneratorAction



# The mandatory user classes

## The geometry

- User class which describes the geometry must inherit from G4VUserDetectorConstruction and registered in the Run Manager
- <u>Virtual</u> base class: the purely virtual method must be implemented
  - G4VPhysicalVolume\* Construct() = 0;
    - Must return the pointer to the world volume: all other volumes are contained in it
- Optionally, implement the virtual method
  - void ConstructSDandField();
    - Defines sensitive volumes and EM fields

### Select physics processes

- Geant4 doesn't have any default particles or processes
- Derive <u>your</u> own concrete class from the G4VUserPhysicsList abstract base class
  - define all necessary particles
  - define all necessary processes and assign them to proper particles
  - define  $\gamma/\delta$  production thresholds (in terms of range)
- Pure virtual methods of G4VUserPhysicsList

ConstructParticles() ConstructProcesses() SetCuts()



**must** be implemented by the user in his/her concrete derived class

### **Physics Lists**

- Geant4 doesn't have any default particles or processes
- <u>Partially true</u>: there is no default, but there are a set of "ready-for-use" physics lists released with Geant4, tailored to different use cases. Mix and match:
  - Different sets of hadronic models (depending on the energy scale and modeling of the interactions)
  - Different options for neutron tracking
    - Do we need (CPU-intensive) description of thermal neutrons, neutron capture, etc?
  - Different options for EM physics
    - Do you need (CPU-intensive) precise description at the lowenergy scale (< 1 MeV)? E.g. fluorescence, Doppler effects in the Compton scattering, Auger emission, Rayleigh diffusion
    - Only a waste of CPU time for LHC, critical for many lowbackground experiments

## **Action Initialization**

- New in Geant4 10.0 (supports multi-thread)
- User class must inherit from G4VUserActionInitialization and registered in the Run Manager
- Implement the purely virtual method
  - void Build() = 0;
  - Invoked in sequential mode and in MT mode by all workers
  - Must instantiate at least the primary generator
- Optional virtual method
  - void BuildForMaster();
  - Invoked by the master in MT mode. Applies only to Run Action (all other user actions are thread-local)

### Primary generator

- User class must inherit from
   G4VUserPrimaryGeneratorAction
  - Registered to the Run Manager via the ActionInizialitation (MT mode)
  - Register directly to the RunManager in seq-mode
- Implement the purely virtual method
  - void GeneratePrimaries(G4Event\*)=0;
  - Called by the RunManager during the event loop, to generate the primary vertices/particles
- Uses internally a concrete instance of G4VPrimaryGenerator (e.g. G4ParticleGun) to do the job

### The optional user classes

### Optional user classes - 1

- Five concrete base classes whose virtual member functions the user may override to gain control of the simulation at various stages
  - G4UserRunAction
  - G4UserEventAction
  - G4UserTrackingAction
  - G4UserStackingAction
  - G4UserSteppingAction

e.g. actions to be done at the beginning and end of each event

- Each member function of the base classes has a dummy implementation (not purely virtual)
  - Empty implementation: does nothing

### Optional user classes - 2

- The user may implement the member functions he desires in his/her derived classes
  - E.g. one may want to perform some action at each tracking step
- Objects of user action classes must be registered to the Run Manager via the G4VActionInizialization
  - <u>Notice</u>: in the old-style sequential mode, the user action classes can be registered directly to the Run Manager

### Methods of user classes - 1

### G4UserRunAction

- BeginOfRunAction(const G4Run\*) // book histos
- EndOfRunAction(const G4Run\*) //store histos

#### G4UserEventAction

- -BeginOfEventAction(const G4Event\*) //initialize event
- -EndOfEventAction (const G4Event\*) // analyze event

G4UserTrackingAction - PreUserTrackingAction(const G4Track\*)

//decide to store/not store a given track
-PostUserTrackingAction(const G4Track\*)

### Methods of user classes - 2

G4UserSteppingAction

- UserSteppingAction(const G4Step\*)

//kill, suspend, pospone the track, draw the step, ...

### G4UserStackingAction

-PrepareNewEvent() //reset priority control

-ClassifyNewTrack(const G4Track\*)

// Invoked when a new track is registered (e.g. kill, pospone)

- NewStage()

// Invoked when the Urgent stack becomes empty (re-classify, abort event)

# MyActionInitialization (MT mode)

Register thread-local user actions
void MyActionInitialization::Build() const
{
 //Set mandatory classes
 SetUserAction(new MyPrimaryGeneratorAction());
 // Set optional user action classes
 SetUserAction(new MyEventAction());
 SetUserAction(newMyRunAction());

#### Register RunAction for the master

void MyActionInitialization::BuildForMaster() const

// Set optional user action classes
SetUserAction(newMyMasterRunAction());

{
# The main() program

# The main() program - 1

- Geant4 does not provide the main()
  - Geant4 is a toolkit!
  - The main() is part of the user application
- In his/her main(), the user must
  - construct G4RunManager (or his/her own derived class)
  - notify the G4RunManager mandatory user classes derived from
    - G4VUserDetectorConstruction
    - G4VUserPhysicsList
    - G4VUserActionInitialization (takes care of Primary)
  - In MT mode, use G4MTRunManager

## The main() program - 2

- The user may define in his/her main()
  - optional user action classes
  - VisManager, (G)UI session
- The user also has to take care of retrieving and saving the relevant information from the simulation (Geant4 will not do that by default)
- Don't forget to delete the G4RunManager at the end

### Sequential vs. MT main()

- The MT vs. sequential mode can be chosen in the main() by picking the appropriate RunManager:
  - G4RunManager for sequential
  - G4MTRunManager for multi-thread

// Construct the default run manager. Pick the proper run
// manager depending if the multi-threading option is

// manager depending if the multi-threading option i
// active or not.

#ifdef G4MULTITHREADED

G4MTRunManager\* runManager = new G4MTRunManager; #else

```
G4RunManager* runManager = new G4RunManager;
#endif
```

### An example of (MT) main()

// Construct the default run manager

G4MTRunManager\* runManager = new G4MTRunManager;

// Set mandatory user initialization classes
MyDetectorConstruction\* detector = new MyDetectorConstruction;
runManager->SetUserInitialization(detector);
MyPhysicsList\* physicsList = new MyPhysicsList;
runManager->SetUserInitialization(myPhysicsList);

// Set mandatory user action classes
runManager->SetUserAction(new MyActionInitialization);

### Optional: select (G)UI

In your main(), taking into account your computer environment, instantiate a G4UIsession concrete/derived class provided by Geant4 and invoke its SessionStart() method

mysession->SessionStart();

- It can be used to give commands at run-time (do not require the re-compilation of the application)
  - Select particle/energy, change settings, etc.
- Geant4 provides:
  - G4UIterminal
  - csh or tcsh like character terminal
  - Qt
  - batch job with macro file
  - • •

### **Optional: select visualization**

- In your main(), taking into account your computer environment, instantiate the G4VisExecutive and invoke its Initialize() method
- Geant4 provides interfaces to many graphics drivers:
  - DAWN (Fukui renderer)
  - WIRED
  - RayTracer (ray tracing by Geant4 tracking)
  - OpenGL
  - OpenInventor
  - Qt
  - VRML
  - X11-compliant

# An example of (sequential) main()

// Construct the default run manager G4RunManager\* runManager = new G4RunManager;

// Set mandatory user initialization classes
MyDetectorConstruction\* detector = new MyDetectorConstruction;
runManager->SetUserInitialization(detector);
MyPhysicsList\* physicsList = new MyPhysicsList;
runManager->SetUserInitialization(myPhysicsList);

// Set mandatory user action classes
runManager->SetUserAction(new MyPrimaryGeneratorAction);

// Set optional user action classes
MyEventAction\* eventAction = new MyEventAction();
runManager->SetUserAction(eventAction);
MyRunAction\* runAction = new MyRunAction();
runManager->SetUserAction(runAction);

## General recipe for novice

users

Experienced users may do **much more**, but the conceptual process is still the same...

- Design your application... requires some preliminar thinking (what is it supposed to do?)
- Create your derived mandatory user classes
  - MyDetectorConstruction
  - MyPhysicsList
  - MyActionInitialization (must register MyPrimaryGenerator)
- Create optionally your derived user action classes
  - MyUserRunAction, MyUserEventAction, ...
- Create your main()
  - Instantiate G4RunManager or your own derived MyRunManager
  - Notify the RunManager of your mandatory and optional user classes
  - Optionally initialize your favourite User Interface and Visualization
  - That's all!

http://geant4.org

### Documentation

A few manuals available in the Geant4 webpage

- Application developer manual
- Physics manual

#### **User Support**

- 1. Getting started
  - 2. Training courses and materials
- 3. Source code
  - a. Download page
  - b. LXR code browser -or- draft doxygen documentation
- 4. Frequently Asked Questions (FAQ)
- 5. Bug reports and fixes
- 6. User requirements tracker
- 7. User Forum
- 8. Documentation
  - a. Introduction to Geant4
  - b. Installation Guide
  - c. Application Developers Guide
  - d. Toolkit Developers Guide
  - e. Physics Reference Manual
- 9. Examples
- 10. Physics lists
  - a. Electromagnetic
  - b. <u>Hadronic</u>
- 11. User Aids
  - a. Tips for improving CPU performance

Bugzilla

Other tools

available

LXR code

repository

User forum

### Examples

- Ready-for-the-use Geant4 applications (examples) are distributed with Geant4
  - Very good starting point for new users
- Three suites of examples:
  - "basic": oriented to novice users and covering the most typical use-cases of a Geant4 application with keeping simplicity and ease of use.
  - "extended": covers many specific use cases for actual detector simulation.
  - advanced": where real-life complete applications for different simulation studies are provided
- The exercises of this course are based on the basic example B3

### Examples

### A webpage with doxygen documentation is available for the basic/extended examples

Main Page	Related Pages	Modules	Namespaces	Classes	Files	Q Search
Basic Examples						

The set of basic examples is oriented to "novice" users and covering many basic general use-cases typical of an "application"-oriented kind of development.

#### • Example B1

- · Simple geometry with a few solids
- · Geometry with simple placements (G4PVPlacement)
- · Scoring total dose in a selected volume user action classes
- Geant4 physics list (QBBC)
- Example B2
  - · Simplified tracker geometry with global constant magnetic field
  - · Geometry with simple placements (G4PVPlacement) and parameterisation (G4PVParameterisation)
  - · Scoring within tracker via G4 sensitive detector and hits
  - · Geant4 physics list (FTFP\_BERT) with step limiter
  - · Started from novice/N02 example
- Example B3
  - Schematic Positron Emitted Tomography system

http://cern.ch/geant4/UserDocumentation/Doxygen/examples\_doc/html



### Initialization



### Beam On





### User Classes (<= 9.6)

### **Initialisation classes**

Invoked at the initialization

- G4VUserDetectorConstruction
- G4VUserPhysicsList

Classes having name starting with G4V are abstract classes (containing purely virtual methods)

### **Action classes**

Invoked during the execution loop

- G4VUserPrimaryGeneratorAction
- G4UserRunAction
- G4UserEventAction
- G4UserTrackingAction
- G4UserStackingAction
- G4UserSteppingAction



