

# **GE**ant4 **M**onte**C**arlo

geant4

esempio gemc

panoramica gemc

# Geant4 Toolkit

- Nuclear Physics experiments and detector design
- Radiation shielding (in space too)
- Calorimetry
- Cosmic rays
- Neutrino physics
- Dosimetry
- Radiotherapy
- Biological damage studies
- Assessment of radiation damage to the electronics of satellites
- Study of the radiation environment of planets.

# Geant4 Toolkit

## Basic Example B5

Hardcoded Numbers

Hardcoded Instances names

Other hardcoded variables

```
// hodoscopes in first arm
```

```
auto hodoscope1Solid
```

```
= new G4Box("hodoscope1Box", 5.*cm, 20.*cm, 0.5*cm);
```

—————→ Solid

```
fHodoscope1Logical
```

```
= new
```

```
G4LogicalVolume(hodoscope1Solid, scintillator, "hodoscope1Logical");
```

—————→ Logical

```
for (auto i=0; i<kNofHodoscopes1; i++) {
```

```
    G4double x1 = (i-kNofHodoscopes1/2)*10.*cm;
```

```
    new
```

```
G4PVPlacement(0, G4ThreeVector(x1, 0., -1.5*m), fHodoscope1Logical,
```

```
                "hodoscope1Physical", firstArmLogical,
```

```
                false, i, checkOverlaps);
```

—————→ Physical

```
}
```

# Problemi

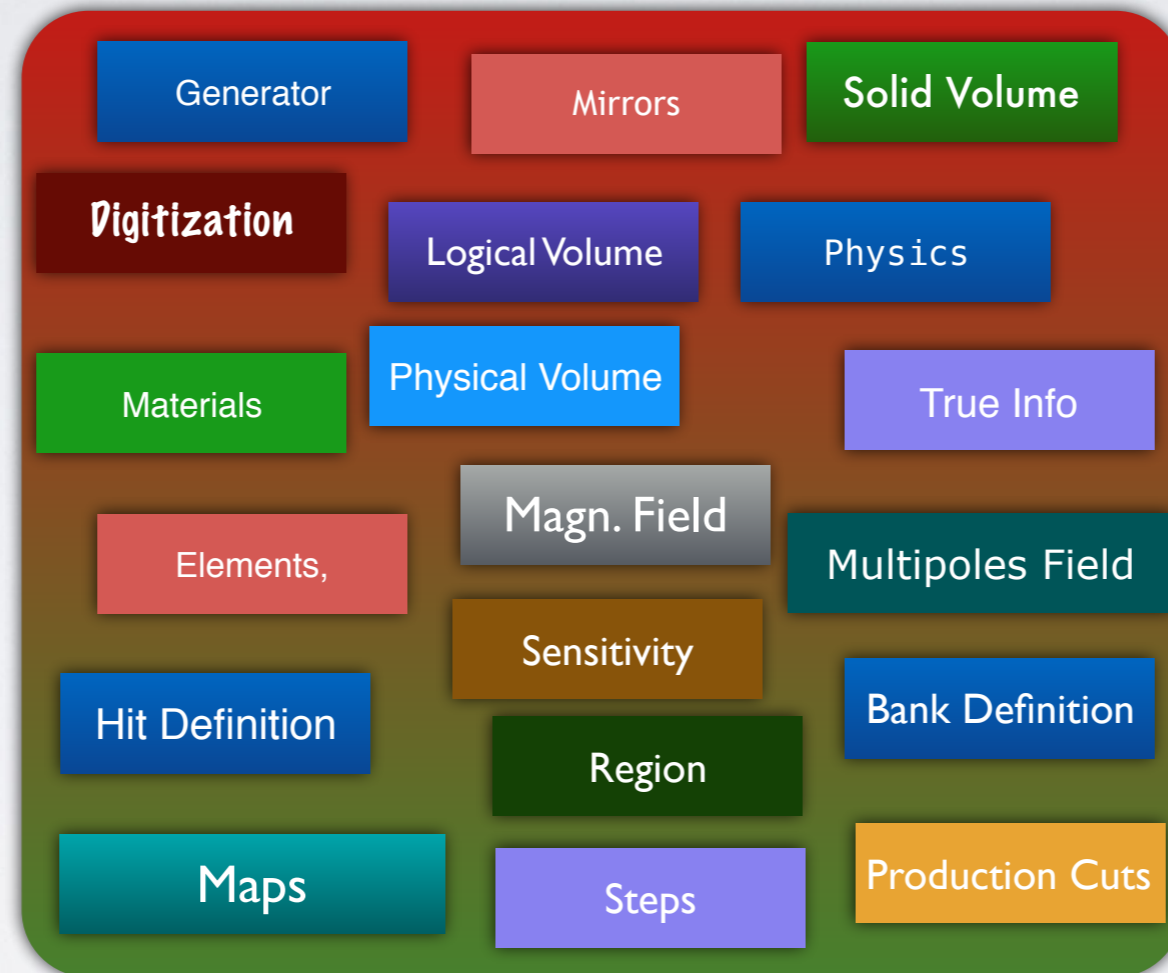
E' necessaria la conoscenza (C++, Geant4) di:

- Come e dove si costruisce un volume solido, logico, fisico
- Come e dove si definisce un volume "attivo"
- Come e dove si trattano i vari hits nei vari volumi attivi.
- Come e dove si organizza e si scrive l'output.
- Come e dove si definiscono i campi magnetici.

Come tutte queste variabili e numeri interagiscono tra di loro!

Hard-coded numbers, hardcoded variables names: e' un incubo!

# Simulazione Realistica

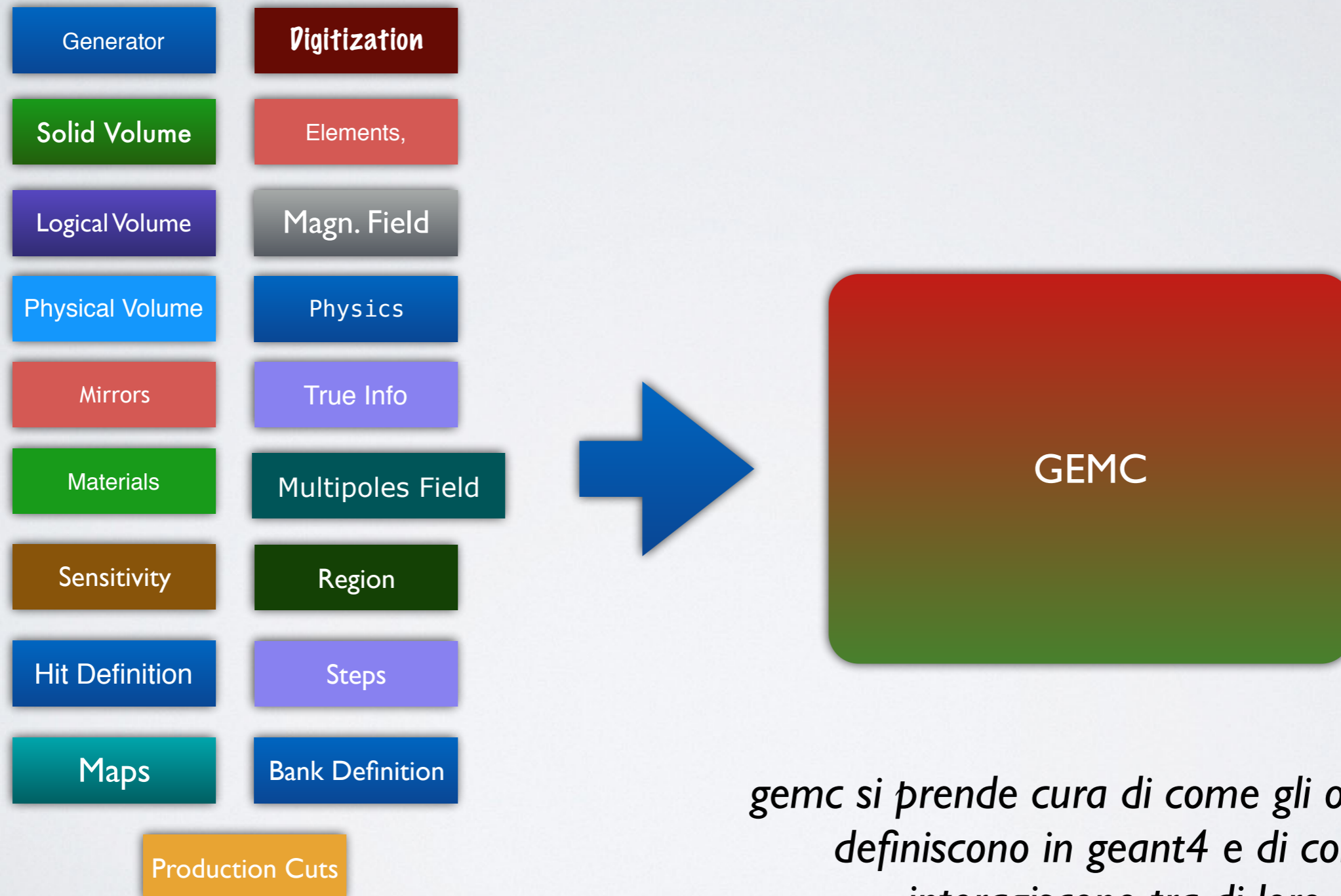


*Ingredienti per una simulazione realistica*

*Dobbiamo anche scrivere la comunicazione tra gli oggetti in ognuno di questi ingredienti e gli oggetti negli altri ingredienti*

# Simulazione Realistica

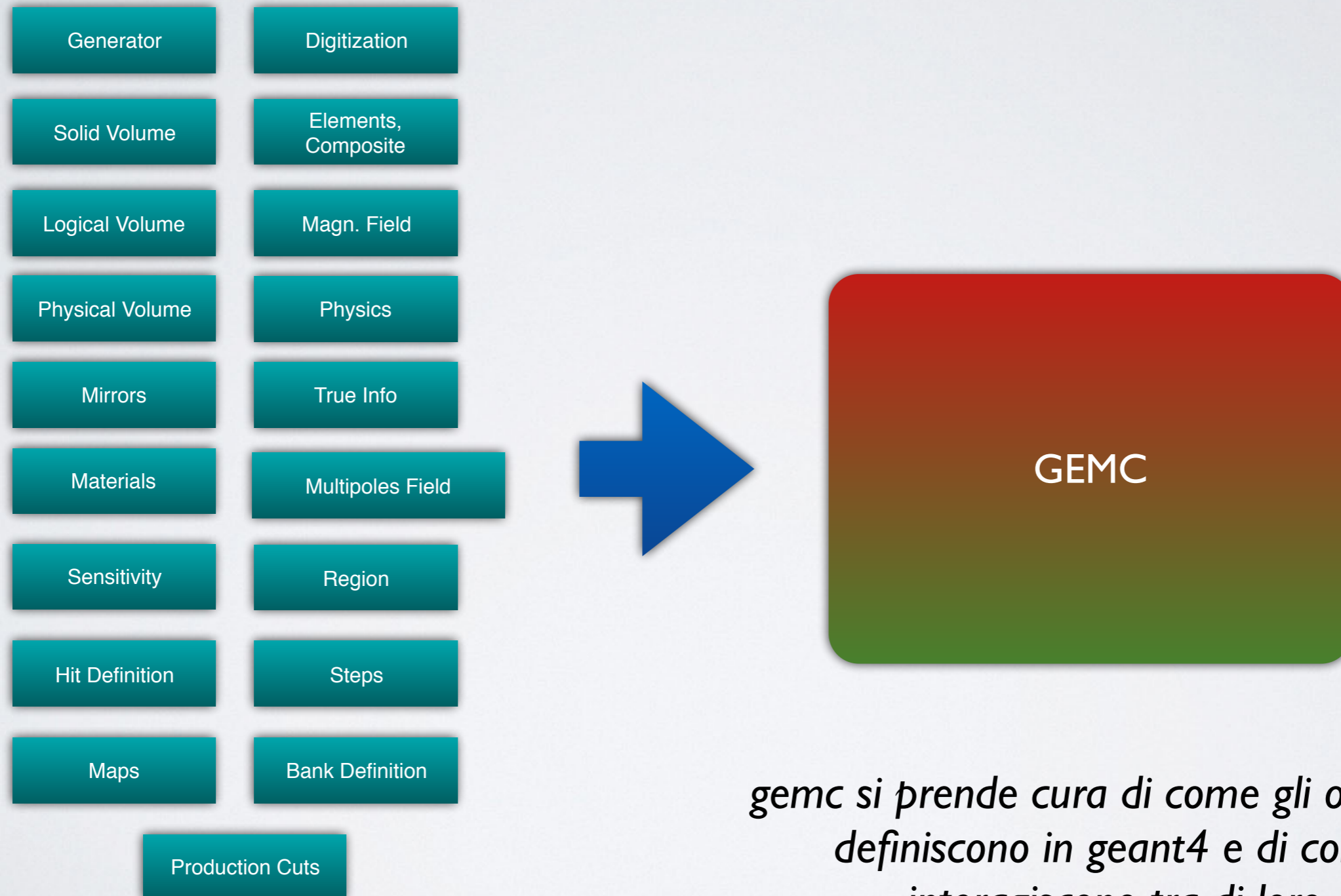
abstraction of “detector” to table of parameters



*gemc si prende cura di come gli oggetti si definiscono in geant4 e di come interagiscono tra di loro*

# Simulazione Realistica: GEMC

standardized api for all components



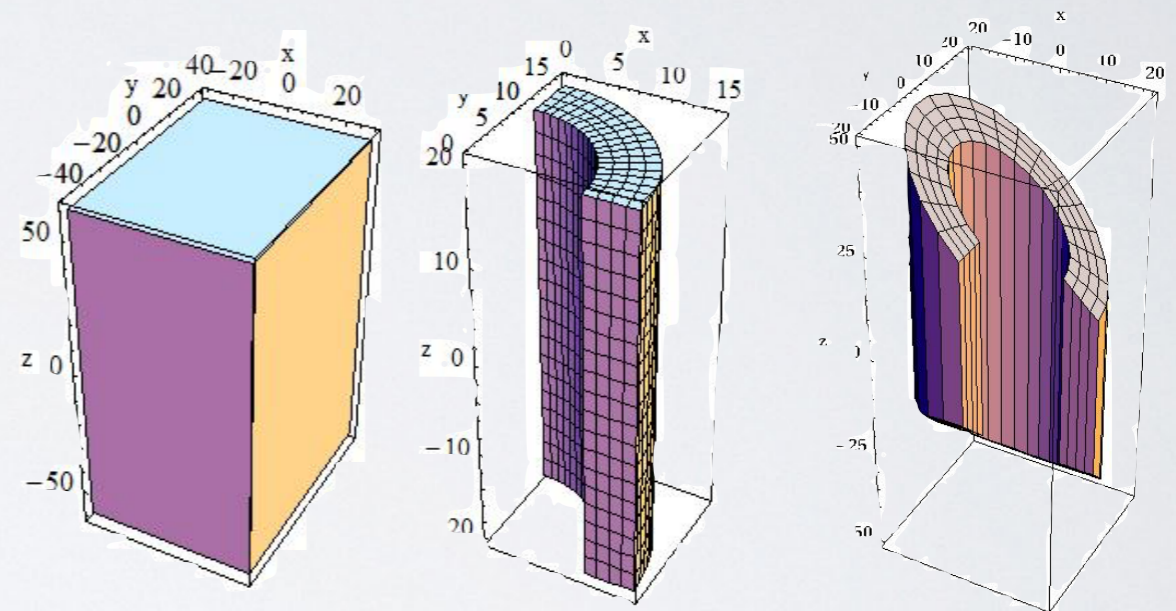
*gemc si prende cura di come gli oggetti si definiscono in geant4 e di come interagiscono tra di loro*

*parametri in databases*

# Esempio: definizione di volume in geant4

```
def makeGeometry(configuration):  
  
    detector = MyDetector(name="paddle_01", mother="root")  
    detector.description = "Si detector"  
  
    detector.type = "Tube"  
    detector.dimensions = "0.*cm 1.*cm 5.*mm 0*deg 360*deg"  
  
    detector.material = "G4_Si"
```

Da sapere:  
che volumi sono a disposizione  
che materiali sono a disposizione



Z	Name	ChFormula	density(g/cm <sup>3</sup> )	I (eV)
1	G4_H		8.3748e-05	19.2
2	G4_He		0.000166322	41.8
3	G4_Li		0.534	40
4	G4_Be		1.848	63.7
5	G4_B		2.37	76
6	G4_C		2	81
-	-	-	-	-



# Esempio: attributi grafici

```
def makeGeometry(configuration):
```

```
    detector = MyDetector(name="paddle_01", mother="root")  
    detector.description = "Si detector"
```

```
    detector.type          = "Tube"  
    detector.dimensions   = "0.*cm 1.*cm 5.*mm 0*deg 360*deg"
```

```
    detector.material     = "G4_Si"
```

```
    detector.visible      = 1
```

```
# 1 visible, 0 to leave hidden
```

```
    detector.style        = 1
```

```
# 1 displays as a solid, 0 as wireframe
```

```
    detector.color        = "f4a988"
```

## Vantaggi:

- E' uno script. Non c'e' bisogno di ricompilare.
- I numeri possono venire da un DB.
- Le "cose" da sapere di geant4 sono 2: nomi dei solidi, e nomi dei materiali.

# Esempio: sensibilità, digitizzazione

```
def makeGeometry(configuration):  
  
    detector = MyDetector(name="paddle_01", mother="root")  
    detector.description = "Si detector"  
  
    detector.type          = "Tube"  
    detector.dimensions   = "0.*cm 1.*cm 5.*mm 0*deg 360*deg"  
  
    detector.material     = "G4_Si"  
  
    detector.visible      = 1                # 1 visible, 0 to leave hidden  
    detector.style        = 1                # 1 displays as a solid, 0 as wireframe  
    detector.color        = "f4a988"  
  
    detector.sensitivity  = "flux"           # Use the "flux" sensitivity. Defines the output  
    detector.hit_type     = "flux"           # Use the "flux" digitization: defines response.  
    detector.identifiers  = "paddle manual 1" # Identifies the detector being hit
```

## Vantaggi:

- E' uno script. Non c'e' bisogno di ricompilare.
- I numeri possono venire da un DB.
- Le "cose" da sapere di geant4 sono 2: nomi dei solidi, e nomi dei materiali.
- Tutte le definizioni necessarie sono compatte, in un solo posto.

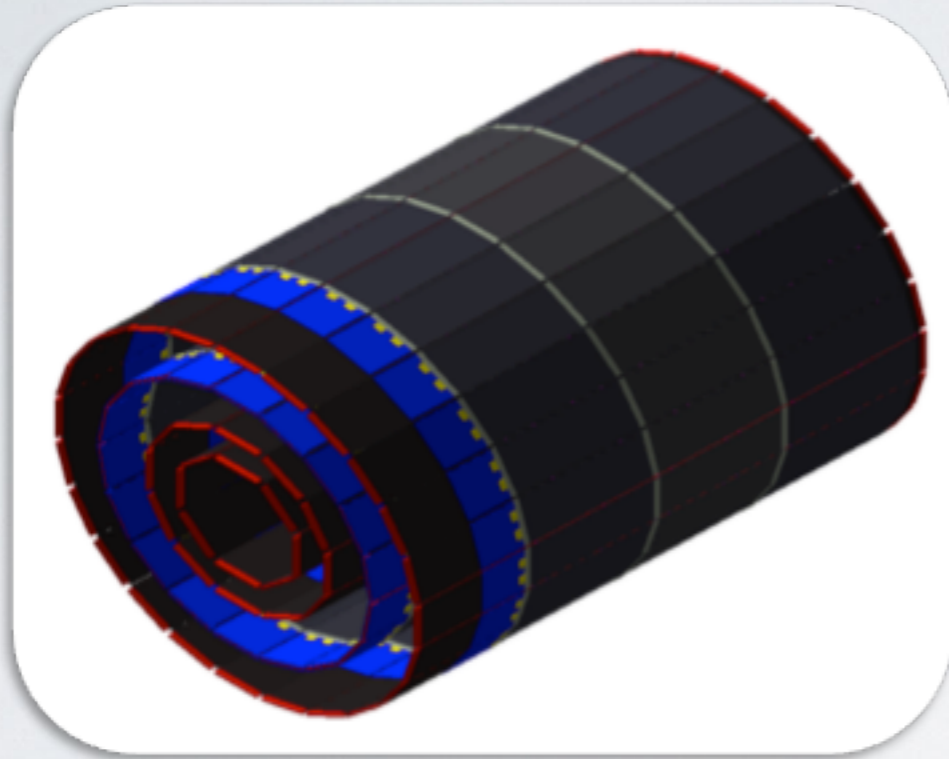
# Esempio: campo magnetico

```
def makeGeometry(configuration):  
  
    detector = MyDetector(name="paddle_01", mother="root")  
    detector.description = "Si detector"  
  
    detector.type          = "Tube"  
    detector.dimensions   = "0.*cm 1.*cm 5.*mm 0*deg 360*deg"  
  
    detector.material     = "G4_Si"  
    detector.mfield       = "Torus"  
  
    detector.visible      = 1                # 1 visible, 0 to leave hidden  
    detector.style        = 1                # 1 displays as a solid, 0 as wireframe  
    detector.color        = "f4a988"  
  
    detector.sensitivity  = "flux"           # Use the "flux" sensitivity. Defines the output  
    detector.hit_type     = "flux"           # Use the "flux" digitization: defines response.  
    detector.identifiers  = "paddle manual 1" # Identifies the detector being hit
```

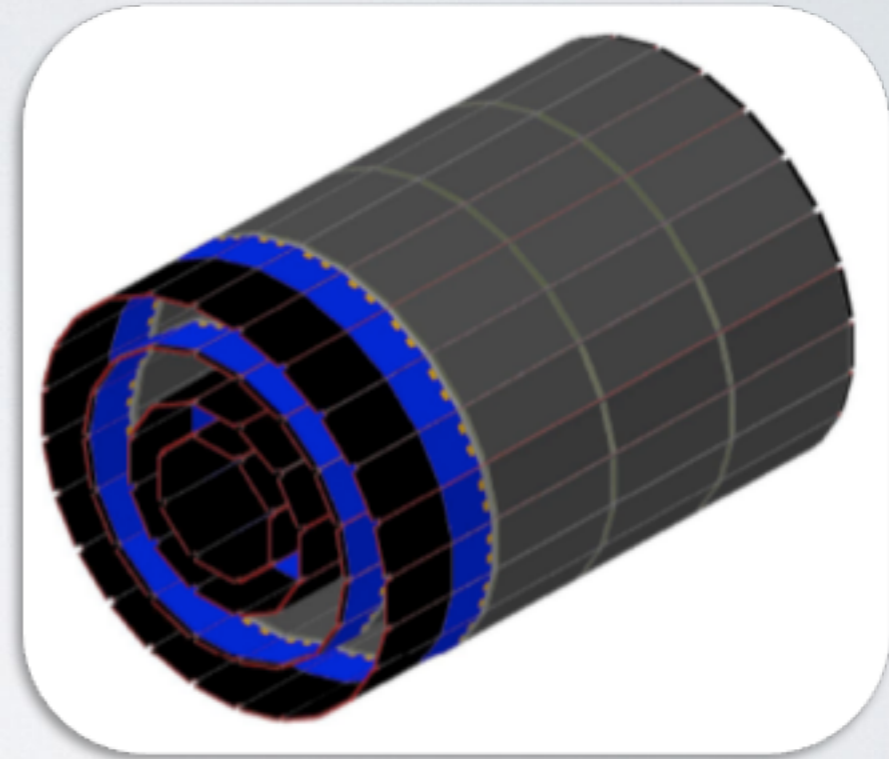
## Vantaggi:

- E' uno script. Non c'e' bisogno di ricompilare.
- I numeri possono venire da un DB.
- Le "cose" da sapere di geant4 sono 2.
- Tutte le definizioni necessarie sono compatte, in un solo posto.
- GEMC si cura di tutto il resto: digitizzazione, campi magnetici, output, etc.

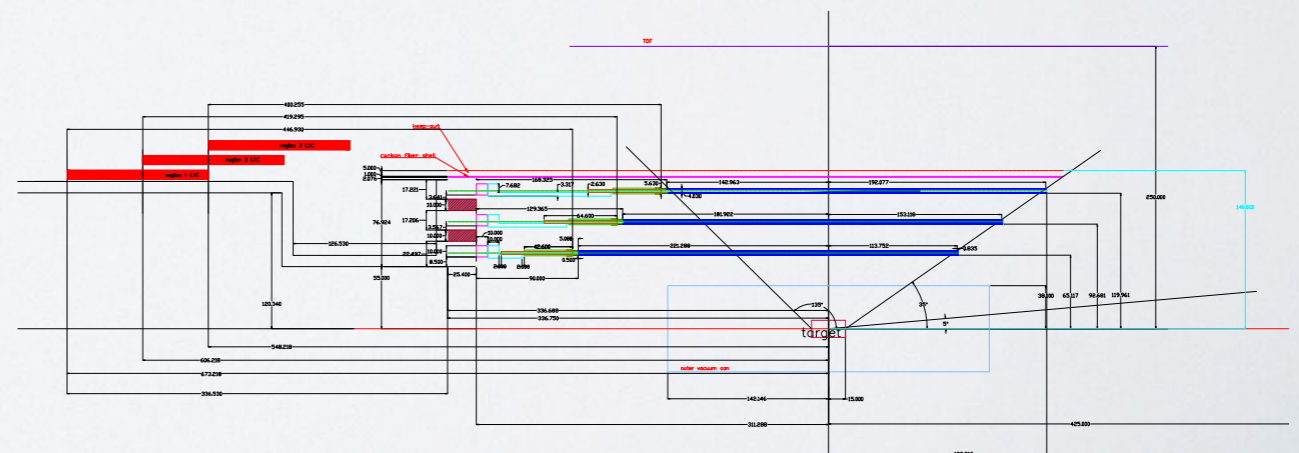
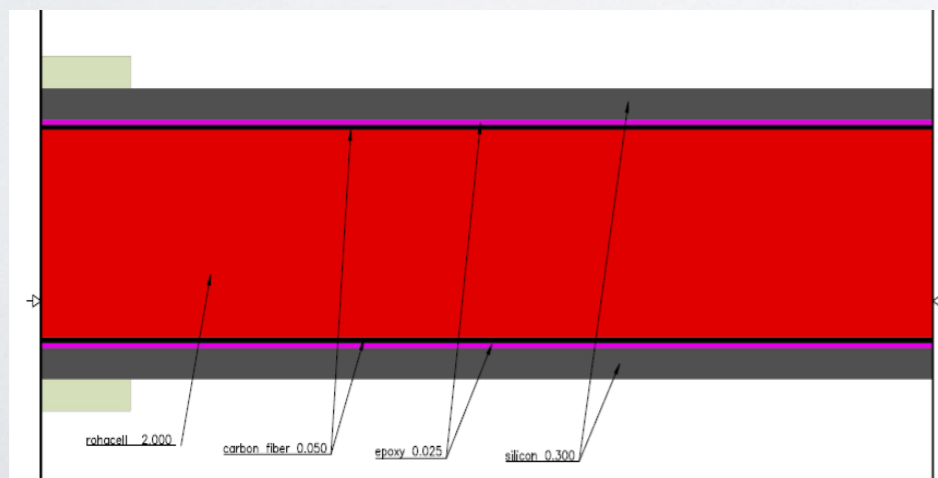
# Esempio di un detector usato a Jefferson Lab



GEMC



Engineers



# generators

Internal: up to 3 particles  
One primary two "beam"

Lund, BEAGLE Format (text)

SLAC Formats  
(StdHep, IXDR)

Modello raggi cosmici

GEMC

Easy to add others

# esempio di modello raggi cosmici

$$\frac{a \cos(b * \theta)}{p^2}$$

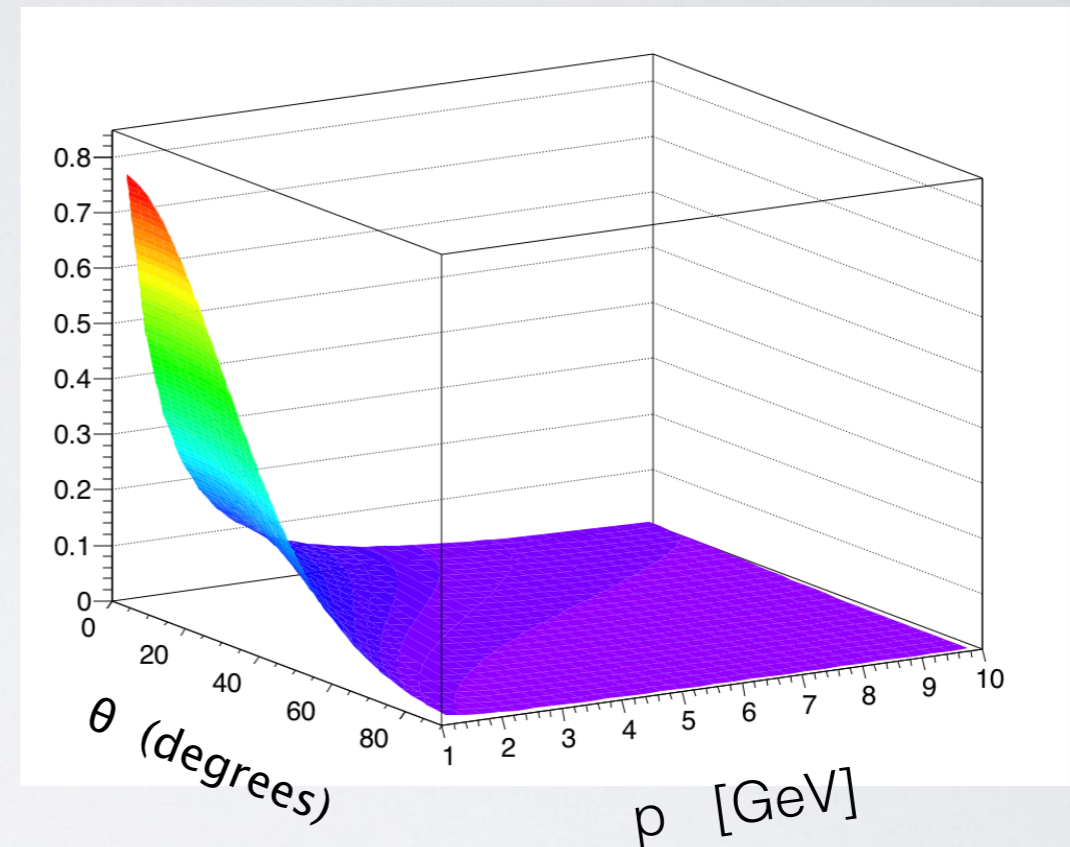
$$a = 55.6$$

$$b = 1.04$$

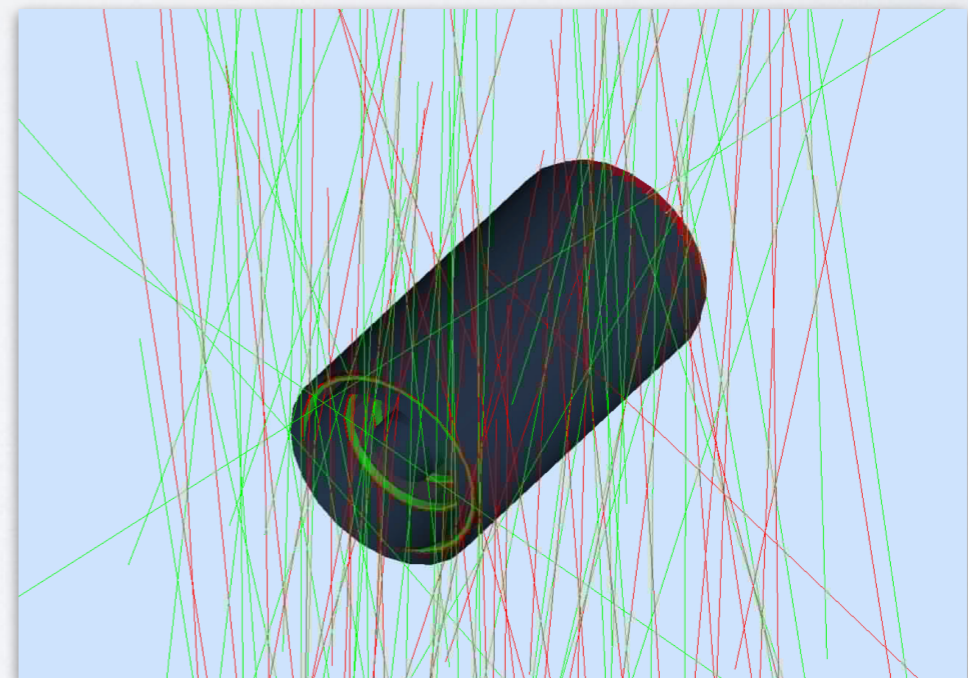
$$c = 64$$

$$p > 1 \text{ GeV}$$

A. Dar, Phys.Rev.Lett, 51,3,p.227 (1983)



GEMC:  
define parameters (or use  
"default"), p range  
define target "AREA"  
(x, y, z), R



# Output

> BST 100, 0

> True Step by Step infos (101, 0)

- Edep (101, 1)
- Pid (101, 2)
- positions (101, 3)

> Dgtz Step by Step infos (102, 0)

- ADCL (102, 1)
- ADCR (102, 2)

> True Integrated infos (103, 0)

- Edep (103, 1)
- Pid (103, 2)
- positions (103, 3)

> Dgtz Integrated infos (104, 0)

- ADCL (104, 1)
- ADCR (104, 2)

> Voltage as a function of time (105, 0)

- Identifier (105, 1)
- Time (105, 2)
- Voltage (105, 3)

> Trigger Bank (106, 0)

- Identifier (106, 1)
- Time (106, 2)
- Voltage (106, 3)

```
"pid", "Ri", "ID of the first particle");
"mpid", "Ri", "ID of the mother of the first particle entering the volume");
"tid", "Ri", "Track ID of the first particle entering the volume");
"mtid", "Ri", "Track ID of the mother of the first particle entering the volume");
"otid", "Ri", "Track ID of the original track");
"trackE", "Rd", "Energy of the track");
"totEdep", "Rd", "Total Energy Deposited");
"avg_x", "Rd", "Average X position in global reference system");
"avg_y", "Rd", "Average Y position in global reference system");
"avg_z", "Rd", "Average Z position in global reference system");
"avg_lx", "Rd", "Average X position in local reference system");
"avg_ly", "Rd", "Average Y position in local reference system");
"avg_lz", "Rd", "Average Z position in local reference system");
"px", "Rd", "x component of momentum of the particle");
"py", "Rd", "y component of momentum of the particle");
"pz", "Rd", "z component of momentum of the particle");
"vx", "Rd", "x component of primary vertex of the particle");
"vy", "Rd", "y component of primary vertex of the particle");
"vz", "Rd", "z component of primary vertex of the particle");
"mvx", "Rd", "x component of primary vertex of the mother of the particle");
"mvy", "Rd", "y component of primary vertex of the mother of the particle");
"mvz", "Rd", "z component of primary vertex of the mother of the particle");
"avg_t", "Rd", "Average time");
"hitn", "Ri", "Hit Number");
```

sector  
SuperLayer  
Layer  
wire  
LR  
Doca  
SDoca  
time  
Stime

# Modelli fisici

- **PHYSICS** = "HADRONIC + <EM> + <HP> + <OPTICAL>"

## Hadronic can be:

- CHIPS
- FTFP\_BERT
- FTFP\_BERT\_TRV
- FTFP\_BERT\_HP
- FTF\_BIC
- LHEP
- QGSC\_BERT
- QGSP
- QGSP\_BERT
- QGSP\_BERT\_CHIPS
- QGSP\_BERT\_HP
- QGSP\_BIC
- QGSP\_BIC\_HP
- QGSP\_FTFP\_BERT
- QGS\_BIC
- QGSP\_INCLXX

## EM can be

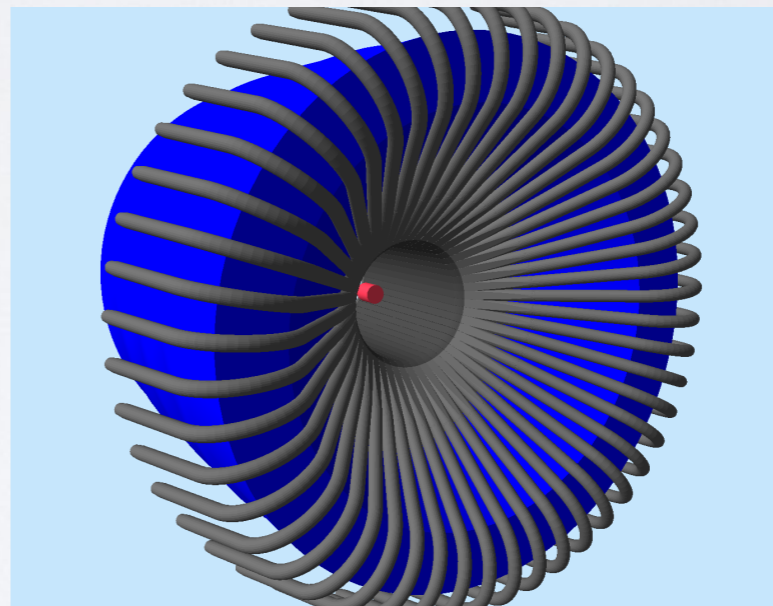
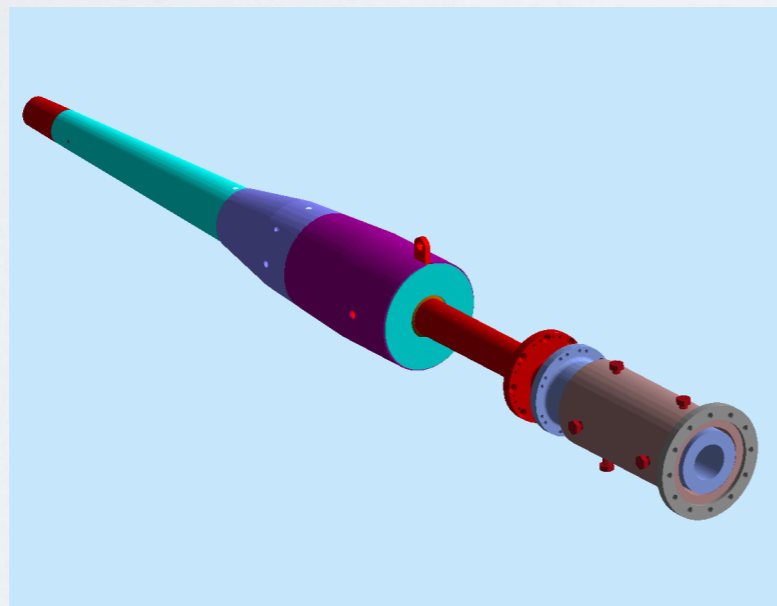
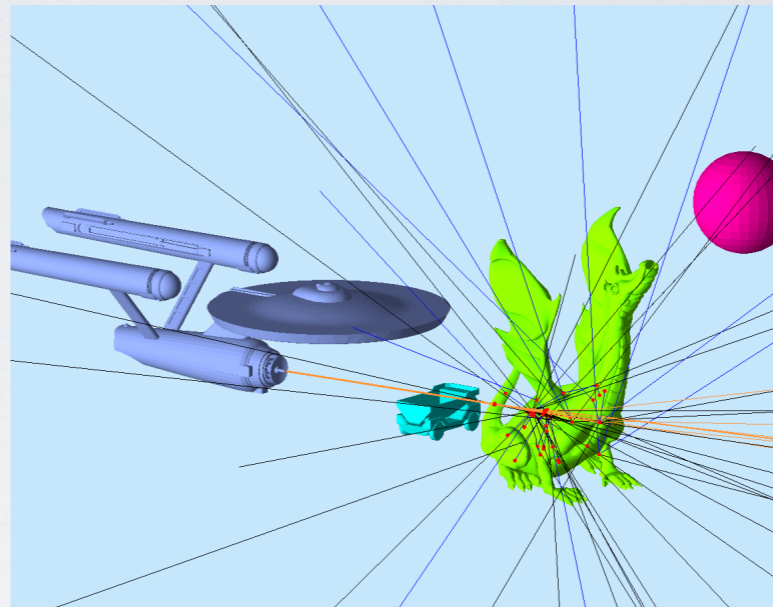
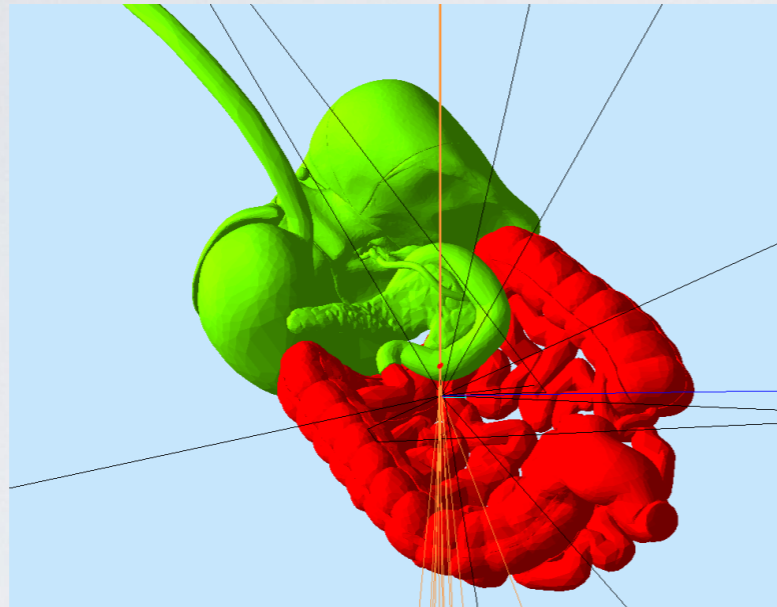
- STD
- EMV
- EMX
- EMY
- EMZ
- LIV
- PEN

**HP:** High Precision cross sections (e.g. thermal neutron, very low energy processes, etc)

**Optical:** Activate optical processes



# Modelli CAD / GDML / STL



CLAS12  
Beamline:  
CAD  
engineering  
drawings

CLAS12  
CTOF and light  
guides:  
CAD  
engineering  
drawings

- CAD: objects can be made sensitive at run time.
- Attributes (material, mother volume, position, rotation, touchable ID) can be assigned at run time.
- Mix and match of several factories: TEXT, GDML, CAD

# Interfaccia Grafica

N. Events:

**Generator** | Beam 1 | Beam 2

Momentum:

Particle Type:

p:  ±

$\theta$ :  ±

$\phi$ :  ±

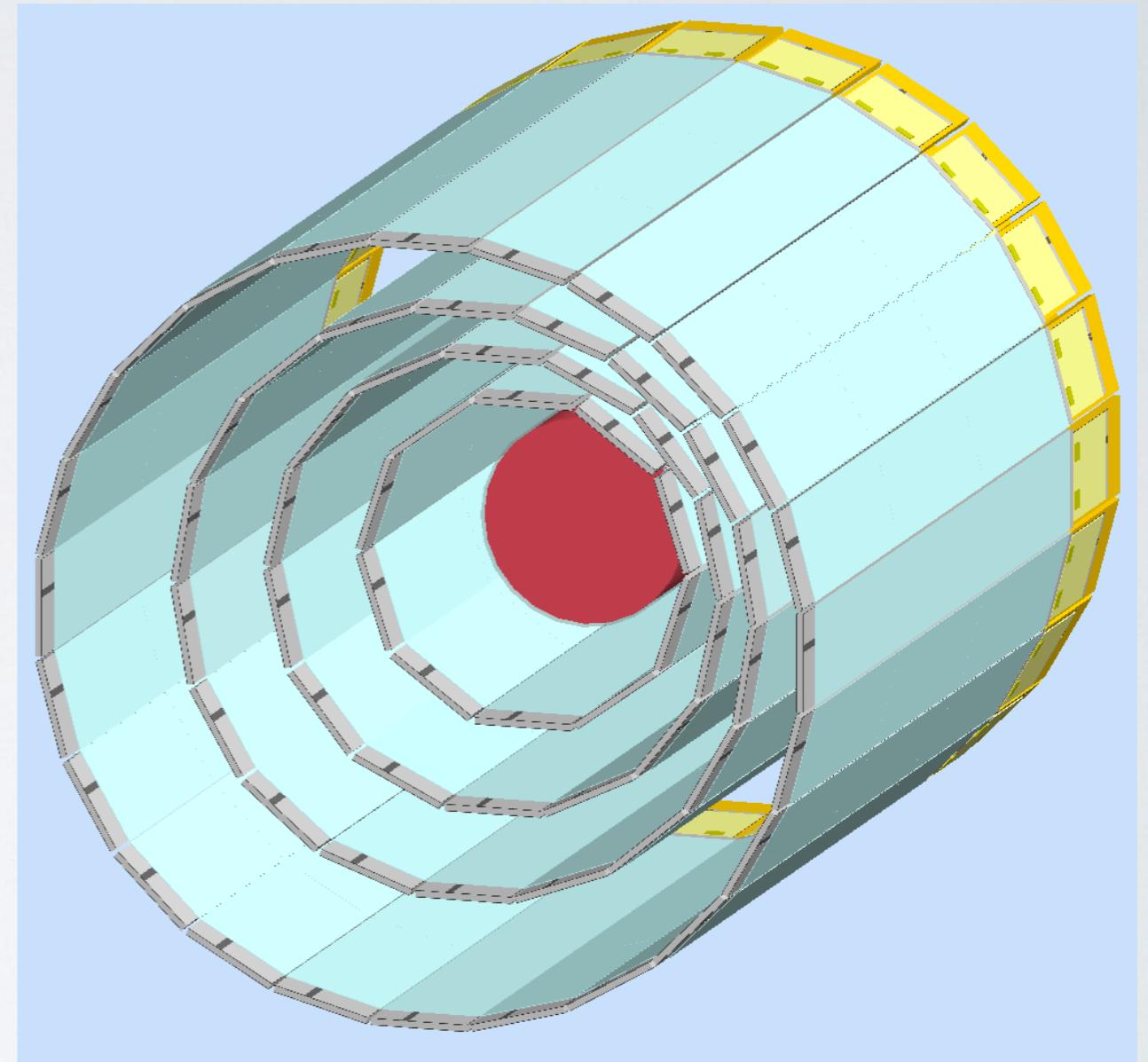
Vertex

vX:   $\Delta r$ :

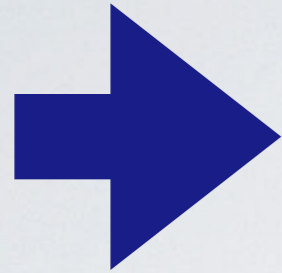
vY:   $\Delta z$ :

vZ:  Units:

Generator  
Camera  
Detector  
Infos  
G4Dialog  
Signals  
Trigger  
Physics



# Interfaccia Grafica



N. Events:

**Generator**  
**Camera**  
Detector  
Infos  
G4Dialog  
Signals  
Trigger  
Physics

**Camera Control**

Move:  Projection:

theta

phi

**Slices [mm]**

X:   Active:  Invert:

Y:   Active:  Invert:

Z:   Active:  Invert:

**Visualization Options**

Anti-Aliasing

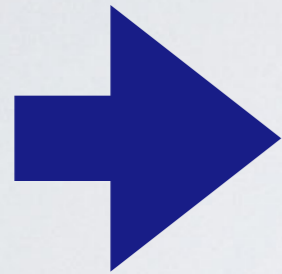
Sides per circle

Auxiliary Edges

**Explode**

**Utilities**

# Interfaccia Grafica



N. Events:

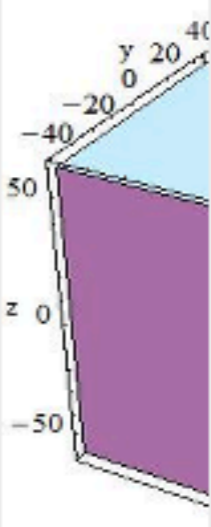
**Generator**  
**Camera**  
**Detector**  
**Infos**  
**G4Dialog**  
**Signals**  
**Trigger**  
**Physics**

**Volumes**

- scatteringChamberVacuum
  - scatteringChamber
- svt
  - region1
    - sector10\_r1
    - sector1\_r1
    - sector2\_r1
      - busCable\_m1\_s2\_r1
      - busCable\_m2\_s2\_r1
      - carbonFiber\_m1\_s2\_r1
      - carbonFiber\_m2\_s2\_r1
      - pcBoardAndChips\_m1\_s2\_r1
      - pcBoardAndChips\_m2\_s2\_r1
      - epoxyAndRailAndPads\_m1\_s...
      - epoxyAndRailAndPads\_m2\_s...
      - heatSinkCu\_s2\_r1
      - heatSinkRidge\_s2\_r1
      - module\_m1\_s2\_r1
      - module\_m2\_s2\_r1
      - pitchAdaptor\_m1\_s2\_r1
      - pitchAdaptor\_m2\_s2\_r1
      - rohacell\_s2\_r1
    - sector3\_r1

Placeholder for Volume Name  
Placeholder for Volume description

placeholder fo



(X,Y,Z) Position  
placeholder for (X,Y,Z) pos

(phi, theta, psi) Euler rotation  
placeholder for (X,Y,Z) rot

Placeholder for material  
Placeholder for magnetic field  
Placeholder for sensitivity, Hit proc  
Placeholder for identifier

# Interfaccia Grafica

N. Events: 1

▶ Run

↻ Cycle

■ Stop

✕ Exit



Generator



Camera



Detector



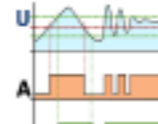
Infos



G4Dialog



Signals



Trigger



Physics

E Dep.

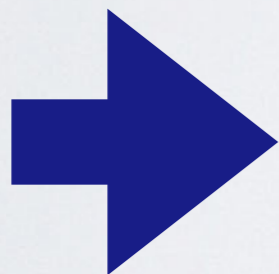
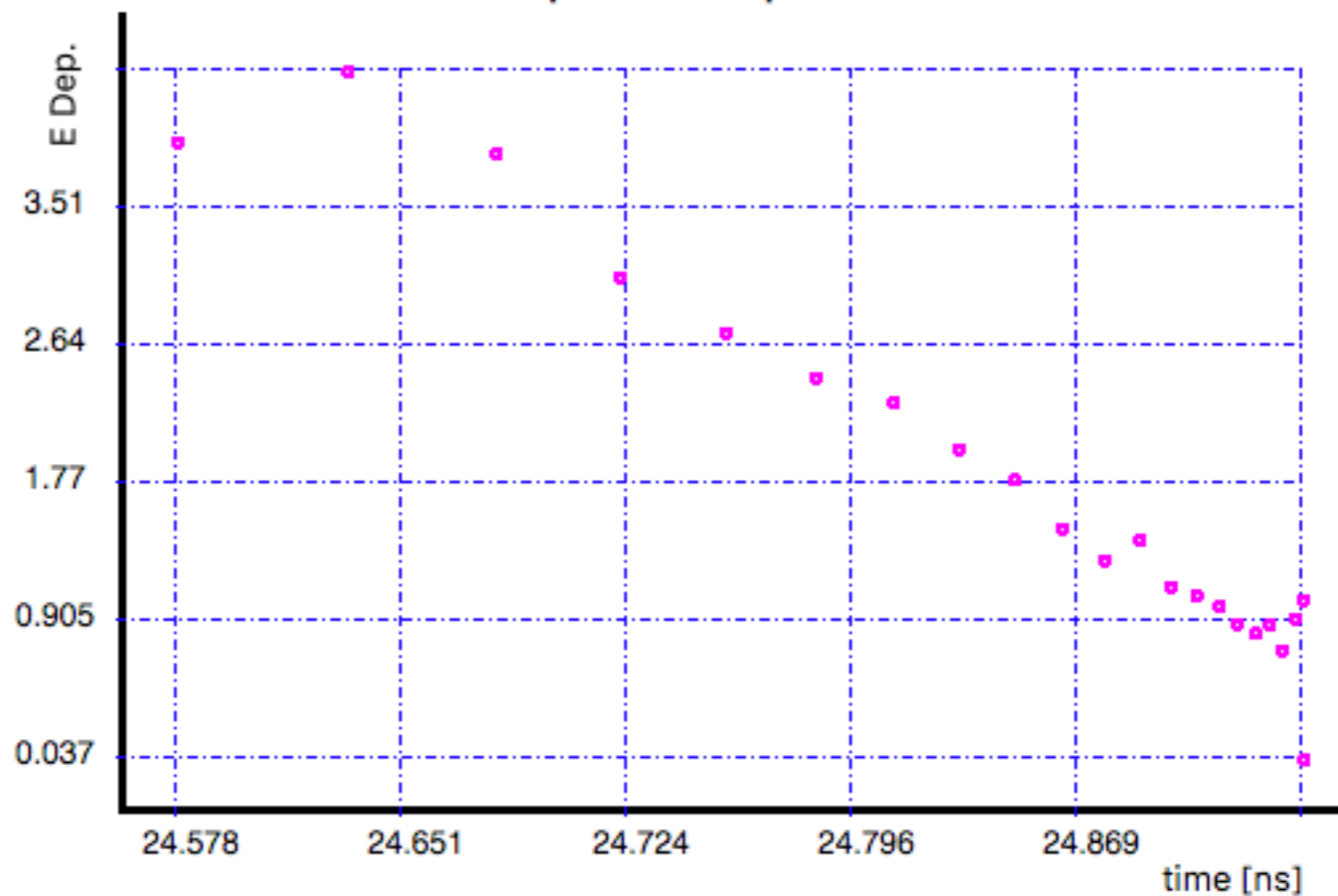
Hits List

- ▼ ftof 21 hits
- Hit n. 1 nsteps: 9
- Hit n. 2 nsteps: 65
- Hit n. 3 nsteps: 22
- Hit n. 4 nsteps: 2

Data

▼ ftof Hit n. 3 nsteps: 22		
E Dep.	pid	Time[ns]
3.92975	211	24.5776
4.37846	211	24.6329
3.86250	211	24.6808

sector 6 panel 2 paddle 35



downloads, documentation, examples:  
(avviso: stiamo passando da perl a python)

[gemc.jlab.org](http://gemc.jlab.org)  
[github.com/gemc](https://github.com/gemc)

Any questions: [ungaro@jlab.org](mailto:ungaro@jlab.org)

Come contribuire allo sviluppo:

Create un git "issue".

Oppure:

1. Fork
2. Modify
3. Pull request

