

A shortcut to the tracking

Author: Marc Verderi

Layout

I. Introduction:

- I. Generalities
- **n** Parameterisation Features

II. Fast Simulation Components of GEANT4:

- I. G4VFastSimulationModel
- **n**. Binding concrete models to an envelope
- **III.** G4FastSimulationManagerProcess
- **w**. Summary Picture of Fast Simulation Mechanism
- **III**.Fast Simulation using Ghost Volumes

IV.Example

I. Introduction

Generalities

- □ Fast Simulation, also called parameterisation, is a shortcut to the tracking.
- □ Fast Simulation allows you to take over the tracking to implement your own fast physics and detector response.
- The classical use case of fast simulation is the shower parameterisation where the typical several thousand steps per GeV computed by the tracking are replaced by a few ten of deposits per GeV.
- □ Parameterisations are generally experiment dependent.

Parameterisation features

Parameterisations take place in an envelope. This is typically the mother volume of a sub-system or of a large module of such a sub-system.

Parameterisations are often particle type dependent and/or may apply only to some.

They are often not applied in complicated regions.

II. Fast Simulation Components of GEANT4

G4VFastSimulationModel

- □ This is the base class allowing to implement concrete parameterisation models.
- □ It has three pure virtual methods to be overriden :
 - G4bool IsApplicable(const G4ParticleDefinition *)
 - Which specify for which particles the model is valid
 - G4bool ModelTrigger(const G4FastTrack &)
 - Which allow to decide or not to trigger the model at the current point, in order to avoid to trigger in a « complicated region ».
 - void DoIt(const G4FastTrack &, G4FastStep &)
 - Which is the parameterisation properly said, invoked when the model has triggered.
- □ The G4FastTrack provides input informations to the model (G4Track, envelope informations, ...).
- □ The G4FastStep allows to return back to the tracking the state of the G4Track after parameterisation (alive/killed, position, ...) and what are the eventual secondaries created.

Binding concrete models to an envelope

- Concrete models are bound to the envelope through a G4Fast-SimulationManager object.
- This allows several models to be bound to a same envelope.
- The « envelope » is simply a G4LogicalVolume which has received a G4FastSimulation-Manager.
- All its [grand[...]]daughters will be sensitive to the parameterisations.



G4FastSimulationManagerProcess

- The G4FastSimulationManagerProcess is a process providing the interface between the tracking and the fast simulation.
- □ It has to be set to the particles to be parameterised:
 - The process ordering is the following:
 - [n-3] ...
 - [n-2] Multiple Scattering
 - [n-1] G4FastSimulationManagerProcess
 - [n] G4Transportation
 - It can be set as a discrete process or it must be set as a continuous & discrete process if using ghost volumes (treated later on in this unit).

Summary Picture of Fast Simulation Mechanism



III. Fast Simulation using Ghost Volumes

Ghost Volumes (1)

- Ghost volumes allow to define envelopes indepen-dently of the volumes of the tracking geometry.
- This allows to group together the electromagnetic and hadronic calorimeters for pion parameterisation for example or to define envelopes for geometries coming out of a CAD system which don't have a hierarchical structure.
- □ In addition Ghost volumes are sensitive the to particle flavor, allowing to define in a completely independant way envelopes for electrons, envelopes for pion etc...

Ghost Volumes (2)

- Ghost Volumes of a given particle flavour are placed in a clone of the world volume for tracking.
- □ This is done automatically by a singleton class: the G4GlobalFastSimulationManager.
- □ The G4FastSimulationManagerProcess provides the additional navigation inside this « parallel » geometry.
- □ This navigation is done transparently to the user.
- As before, when a parameterisation model attached to a ghost volume issues a trigger, the parameterisation is applied, taking over the tracking.



- Example of use of Fast Simulation can be found in example/novice/N05
- This includes examples with non-ghost and ghost envelopes