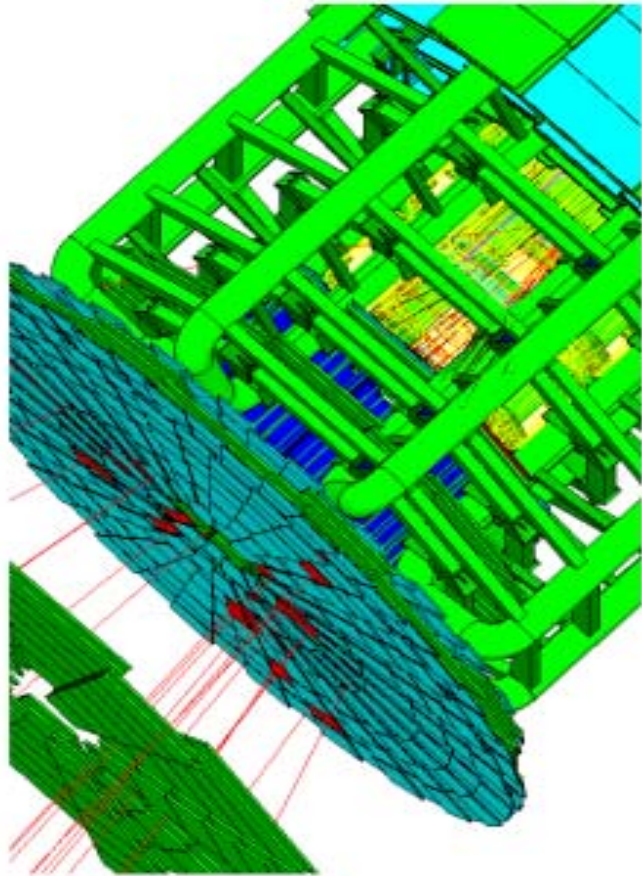


# Geant 4

*Detector Description – advanced features*

<http://cern.ch/geant4>

The full set of lecture notes of this Geant4 Course is available at  
<http://www.ge.infn.it/geant4/events/nss2004/geant4course.html>



## PART IV

---

**Detector Description:**  
Optimisation technique & Advanced features

# Detector Description

## Advanced features

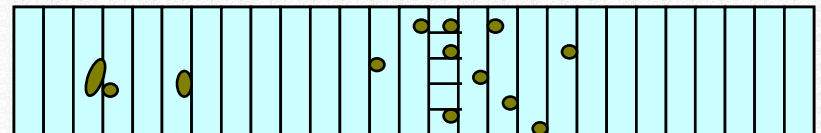
---

- *The optimisation technique*
- *Grouping volumes*
- *Reflections of volumes and hierarchies*
- *Detector regions*
- *User defined solids*
- *Debugging tools*



# Smart voxels

- For each mother volume
  - a one-dimensional virtual division is performed
    - the virtual division is along a chosen axis
    - the axis is chosen by using an heuristic
  - Subdivisions (slices) containing same volumes are gathered into one
  - Subdivisions containing many volumes are refined
    - applying a virtual division again using a second Cartesian axis
    - the third axis can be used for a further refinement, in case
- *Smart voxels* are computed at initialisation time
  - When the detector geometry is *closed*
  - Do not require large memory or computing resources
  - At tracking time, searching is done in a hierarchy of virtual divisions



# Detector description tuning

- Some geometry topologies may require 'special' tuning for ideal and efficient optimisation
  - for example: a dense nucleus of volumes included in very large mother volume
- Granularity of voxelisation can be explicitly set
  - Methods `Set/GetSmartless()` from `G4LogicalVolume`
- Critical regions for optimisation can be detected
  - Helper class `G4SmartVoxelStat` for monitoring time spent in detector geometry optimisation
    - Automatically activated if `/run/verbose` greater than 1

Percent	Memory	Heads	Nodes	Pointers	Total CPU	Volume
-----	-----	-----	-----	-----	-----	-----
91.70	1k	1	50	50	0.00	Calorimeter
8.30	0k	1	3	4	0.00	Layer

# Visualising voxel structure

- The computed voxel structure can be visualized with the final detector geometry
  - Helper class `G4DrawVoxels`
  - Visualize voxels given a logical volume
    - `G4DrawVoxels::DrawVoxels(const G4LogicalVolume*)`
  - Allows setting of visualization attributes for voxels
    - `G4DrawVoxels::SetVoxelsVisAttributes(...)`
  - useful for debugging purposes
  - Can also be done through a visualization command at run-time:
    - `/vis/scene/add/logicalVolume <logical-volume-name> [<depth>]`

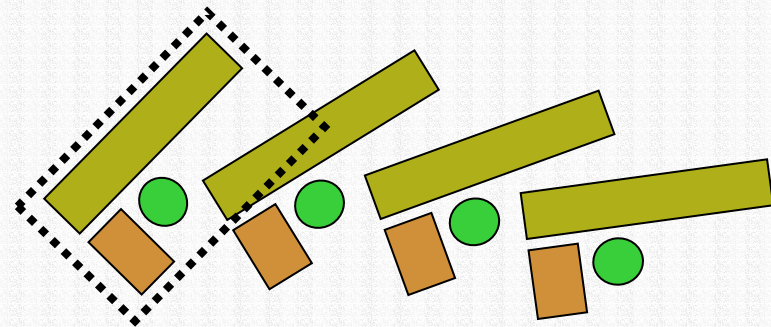


# Customising optimisation

---

- Detector regions may be excluded from optimisation (ex. for debug purposes)
  - Optional argument in constructor of `G4LogicalVolume` or through provided set methods
    - `SetOptimisation/IsToOptimise()`
  - Optimisation is turned on by default
- Optimisation for parameterised volumes can be chosen
  - Along one single Cartesian axis
    - Specifying the axis in the constructor for `G4PVParameterised`
  - Using 3D voxelisation along the 3 Cartesian axes
    - Specifying in `kUndefined` in the constructor for `G4PVParameterised`

# Grouping volumes



- To represent a regular pattern of positioned volumes, composing a more or less complex structure
  - structures which are hard to describe with simple replicas or parameterised volumes
  - structures which may consist of different shapes
- ***Assembly*** volume
  - acts as an *envelope* for its daughter volumes
  - its role is over once its logical volume has been placed
  - daughter physical volumes become independent copies in the final structure



# G4AssemblyVolume

```
G4AssemblyVolume( G4LogicalVolume* volume,  
                  G4ThreeVector& translation,  
                  G4RotationMatrix* rotation);
```

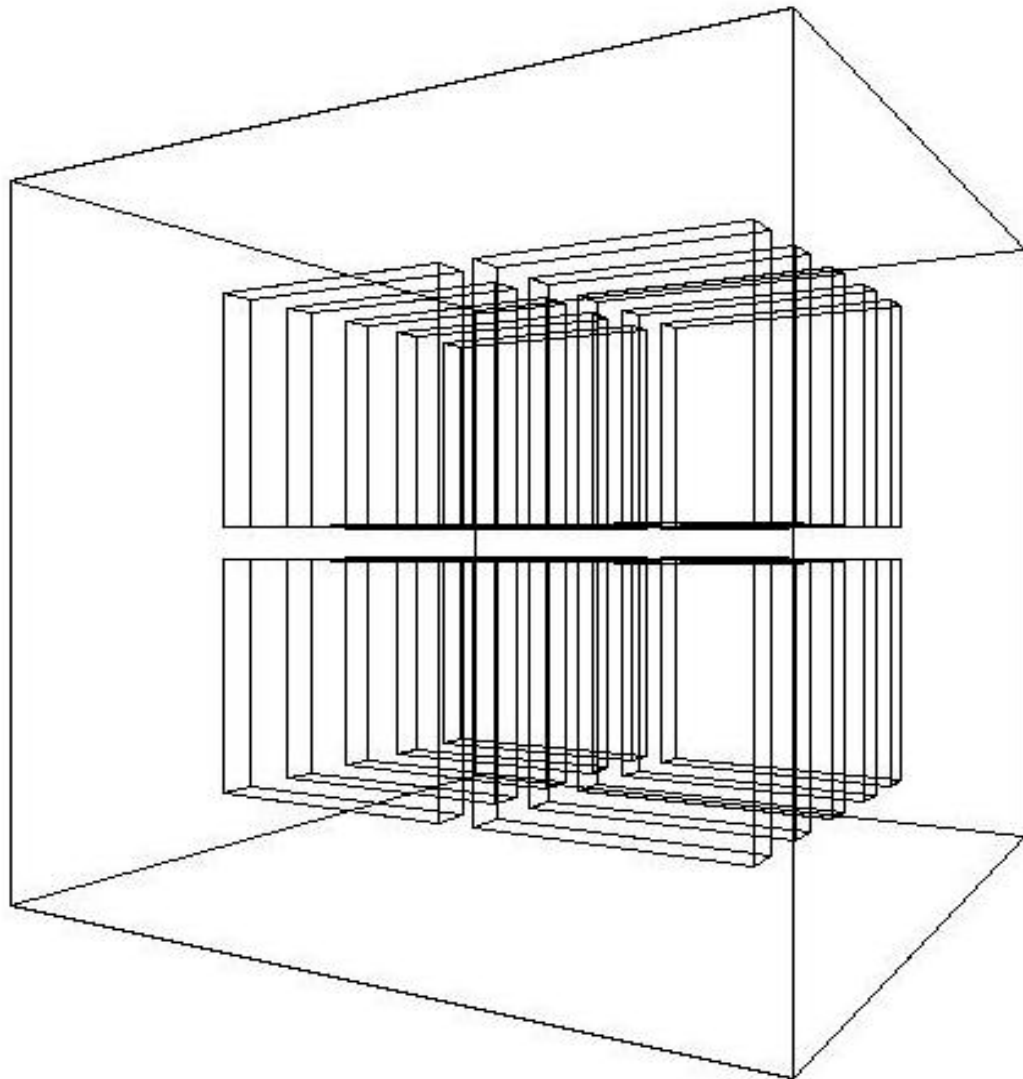
- Helper class to combine logical volumes in arbitrary way
  - Participating logical volumes are treated as triplets
    - logical volume, translation, rotation
  - Imprints of the assembly volume are made inside a mother logical volume through `G4AssemblyVolume::MakeImprint(...)`
  - Each physical volume name is generated automatically
    - Format: `av_www_impr_xxx_yyy_zzz`
      - **www** – assembly volume instance number
      - **xxx** – assembly volume imprint number
      - **yyy** – name of the placed logical volume in the assembly
      - **zzz** – index of the associated logical volume
- Generated physical volumes (and related transformations) are automatically managed (creation and destruction)

# Assembly of volumes: example -1

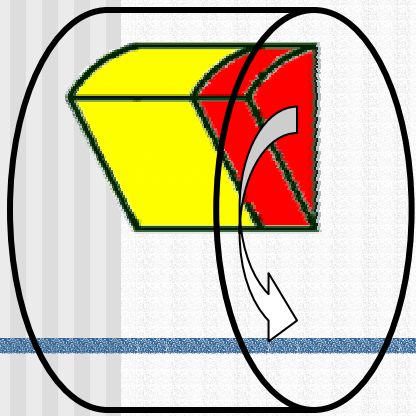
```
// Define a plate
G4VSolid* PlateBox = new G4Box( "PlateBox", plateX/2., plateY/2., plateZ/2. );
G4LogicalVolume* plateLV = new G4LogicalVolume( PlateBox, Pb, "PlateLV", 0, 0, 0 );
// Define one layer as one assembly volume
G4AssemblyVolume* assemblyDetector = new G4AssemblyVolume();
// Rotation and translation of a plate inside the assembly
G4RotationMatrix Ra; G4ThreeVector Ta;
// Rotation of the assembly inside the world
G4RotationMatrix Rm;
// Fill the assembly by the plates
Ta.setX( caloX/4. ); Ta.setY( caloY/4. ); Ta.setZ( 0. );
assemblyDetector->AddPlacedVolume( plateLV, G4Transform3D(Ra,Ta) );
Ta.setX( -1*caloX/4. ); Ta.setY( caloY/4. ); Ta.setZ( 0. );
assemblyDetector->AddPlacedVolume( plateLV, G4Transform3D(Ra,Ta) );
Ta.setX( -1*caloX/4. ); Ta.setY( -1*caloY/4. ); Ta.setZ( 0. );
assemblyDetector->AddPlacedVolume( plateLV, G4Transform3D(Ra,Ta) );
Ta.setX( caloX/4. ); Ta.setY( -1*caloY/4. ); Ta.setZ( 0. );
assemblyDetector->AddPlacedVolume( plateLV, G4Transform3D(Ra,Ta) );
// Now instantiate the layers
for( unsigned int i = 0; i < layers; i++ ) {
    // Translation of the assembly inside the world
    G4ThreeVector Tm( 0,0,i*(caloZ + caloCaloOffset) - firstCaloPos );
    assemblyDetector->MakeImprint( worldLV, G4Transform3D(Rm,Tm) );
}
```

# Assembly of volumes: example -2

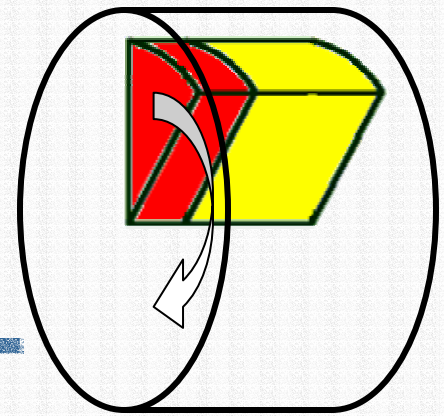
---







# Reflecting volumes



- `G4ReflectedSolid`
  - utility class representing a solid shifted from its original reference frame to a new *symmetric* one
  - the reflection (`G4Reflect[X/Y/Z]3D`) is applied as a decomposition into rotation and translation
- `G4ReflectionFactory`
  - Singleton object using `G4ReflectedSolid` for generating placements of reflected volumes
  - Provides tools to detect/return a reflected volume
- Reflections can be applied to CSG and specific solids

# Reflecting hierarchies of volumes - 1

`G4ReflectionFactory::Place(...)`

- Used for normal placements:
  - i. Performs the transformation decomposition
  - ii. Generates a new reflected solid and logical volume
    - Retrieves it from a map if the reflected object is already created
  - iii. Transforms any daughter and places them in the given mother
  - iv. Returns a pair of physical volumes, the second being a placement in the reflected mother

`G4PhysicalVolumesPair`

```
Place(const G4Transform3D&    transform3D, // the transformation
      const G4String&         name,        // the actual name
      G4LogicalVolume* LV,        // the logical volume
      G4LogicalVolume* motherLV, // the mother volume
      G4bool                  noBool,     // currently unused
      G4int                    copyNo)    // optional copy number
```

# Reflecting hierarchies of volumes - 2

`G4ReflectionFactory::Replicate(...)`

- Creates replicas in the given mother volume
- Returns a pair of physical volumes, the second being a replica in the reflected mother

`G4PhysicalVolumesPair`

```
Replicate(const G4String& name,          // the actual name
          G4LogicalVolume* LV,           // the logical volume
          G4LogicalVolume* motherLV,     // the mother volume
          Eaxis axis,                     // axis of replication
          G4int replicaNo,                // number of replicas
          G4int width,                    // width of single replica
          G4int offset=0)                 // optional mother offset
```



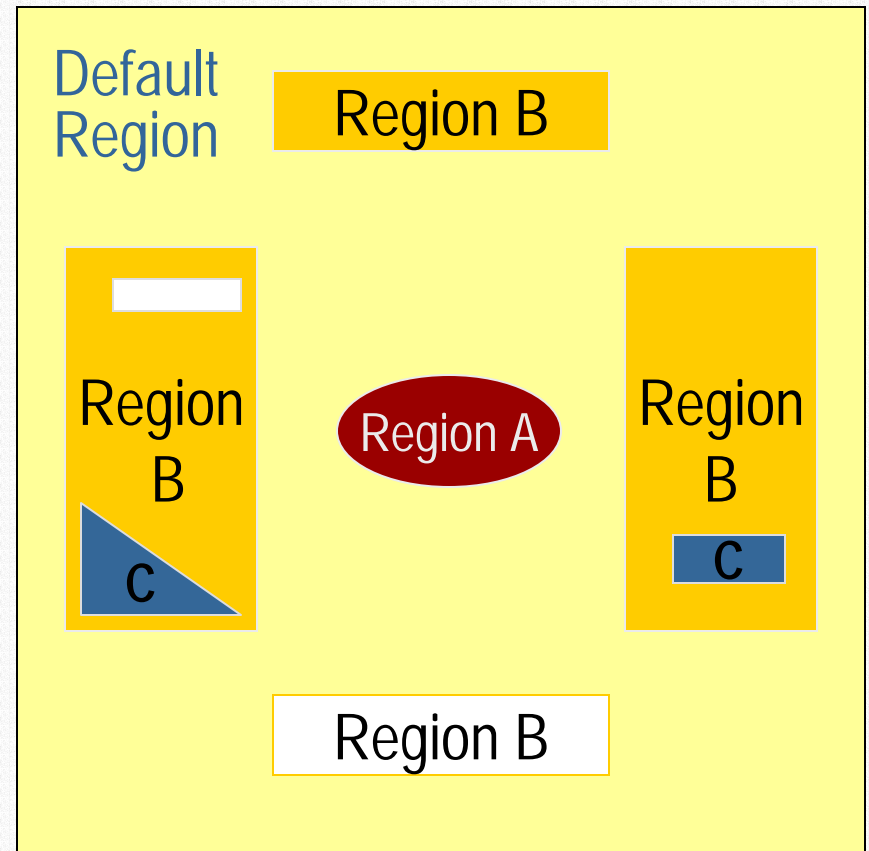
# Cuts by Region

---

- Geant4 has had a unique production threshold ('cut') expressed in length (i.e. minimum range of secondary)
  - For all volumes
  - Possibly different for each particle.
- Yet appropriate length scales can vary greatly between different areas of a large detector
  - E.g. a vertex detector (5  $\mu\text{m}$ ) and a muon detector (2.5 cm)
  - Having a unique (low) cut can create a performance penalty
- Geant4 allows for several cuts
  - Globally or per particle
  - Enabling the tuning of production thresholds at the level of a sub-detector, i.e. **region**
  - Cuts are applied **only for gamma, electron and positron** and **only for processes which have infrared divergence**

# Detector Region

- Concept of region:
  - Set of geometry volumes, typically of a sub-system
    - barrel + end-caps of the calorimeter;
    - “Deep” areas of support structures can be a region.
  - Or any group of volumes
- A set of cuts in range is associated to a region
  - a different range cut for each particle among gamma, e-, e+ is allowed in a region

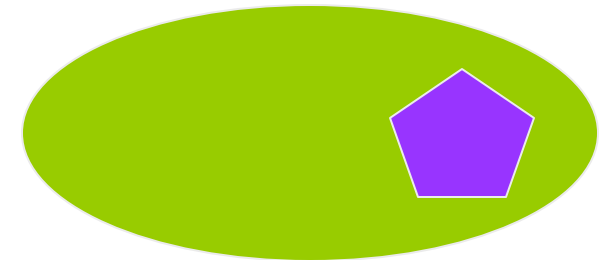
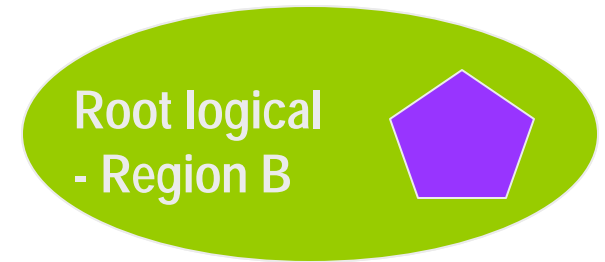


# Region and cut

- Each region has its unique set of cuts.
- World volume is recognized as the default region. The default cuts defined in Physics list are used for it.
  - User is not allowed to define a region to the world volume or a cut to the default region
- A **logical volume** becomes a **root logical volume** once it is assigned to a region.
  - All daughter volumes belonging to the root logical volume share the same region (and cut), unless a daughter volume itself becomes to another root
- Important restriction :
  - **No** logical volume can be shared by more than one regions, regardless of root volume or not

## World Volume - Default Region

### Root logical - Region A





# User defined solids

---

- All solids should derive from **G4VSolid** and implement its abstract interface
  - will guarantee the solid is treated as any other solid predefined in the kernel
- Basic functionalities required for a solid
  - Compute distances to/from the shape
  - Detect if a point is inside the shape
  - Compute the surface normal to the shape at a given point
  - Compute the extent of the shape
  - Provide few visualization/graphics utilities

# What a solid should reply to...- 1

```
EInside Inside(const G4ThreeVector& p) const;
```

- *Should return, considering a predefined tolerance:*
  - `kOutside` - if the point at offset `p` is outside the shapes boundaries
  - `kSurface` - if the point is close less than `Tolerance/2` from the surface
  - `kInside` - if the point is inside the shape boundaries

```
G4ThreeVector SurfaceNormal(const G4ThreeVector& p) const;
```

- *Should return the outwards pointing unit normal of the shape for the surface closest to the point at offset `p`.*

```
G4double DistanceToIn(const G4ThreeVector& p,  
                        const G4ThreeVector& v) const;
```

- *Should return the distance along the normalized vector `v` to the shape from the point at offset `p`. If there is no intersection, returns `kInfinity`. The first intersection resulting from 'leaving' a surface/volume is discarded. Hence, it is tolerant of points on the surface of the shape*

# What a solid should reply to...- 2

```
G4double DistanceToIn(const G4ThreeVector& p) const;
```

- *Calculates the distance to the nearest surface of a shape from an outside point  $p$ . The distance can be an underestimate*

```
G4double DistanceToOut(const G4ThreeVector& p,  
                      const G4ThreeVector& v,  
                      const G4bool calcNorm=false,  
                      G4bool* validNorm=0,  
                      G4ThreeVector* n=0) const;
```

- *Returns the distance along the normalised vector  $v$  to the shape, from a point at an offset  $p$  inside or on the surface of the shape. Intersections with surfaces, when the point is less than  $\text{Tolerance}/2$  from a surface must be ignored. If  $\text{calcNorm}$  is true, then it must also set  $\text{validNorm}$  to either:*
  - *True - if the solid lies entirely behind or on the exiting surface. Then it must set  $n$  to the outwards normal vector (the Magnitude of the vector is not defined)*
  - *False - if the solid does not lie entirely behind or on the exiting surface*

```
G4double DistanceToOut(const G4ThreeVector& p) const;
```

- *Calculates the distance to the nearest surface of a shape from an inside point  $p$ . The distance can be an underestimate*



# Solid: more functions...

```
G4bool CalculateExtent(const EAxis pAxis,  
                      const G4VoxelLimits& pVoxelLimit,  
                      const G4AffineTransform& pTransform,  
                      G4double& pMin, G4double& pMax) const;
```

- *Calculates the minimum and maximum extent of the solid, when under the specified transform, and within the specified limits. If the solid is not intersected by the region, return false, else return true*

## Member functions for the purpose of visualization:

```
void DescribeYourselfTo (G4VGraphicsScene& scene) const;
```

- *“double dispatch” function which identifies the solid to the graphics scene*

```
G4VisExtent GetExtent () const;
```

- *Provides extent (bounding box) as possible hint to the graphics view*

# GGE (Graphical Geometry Editor)

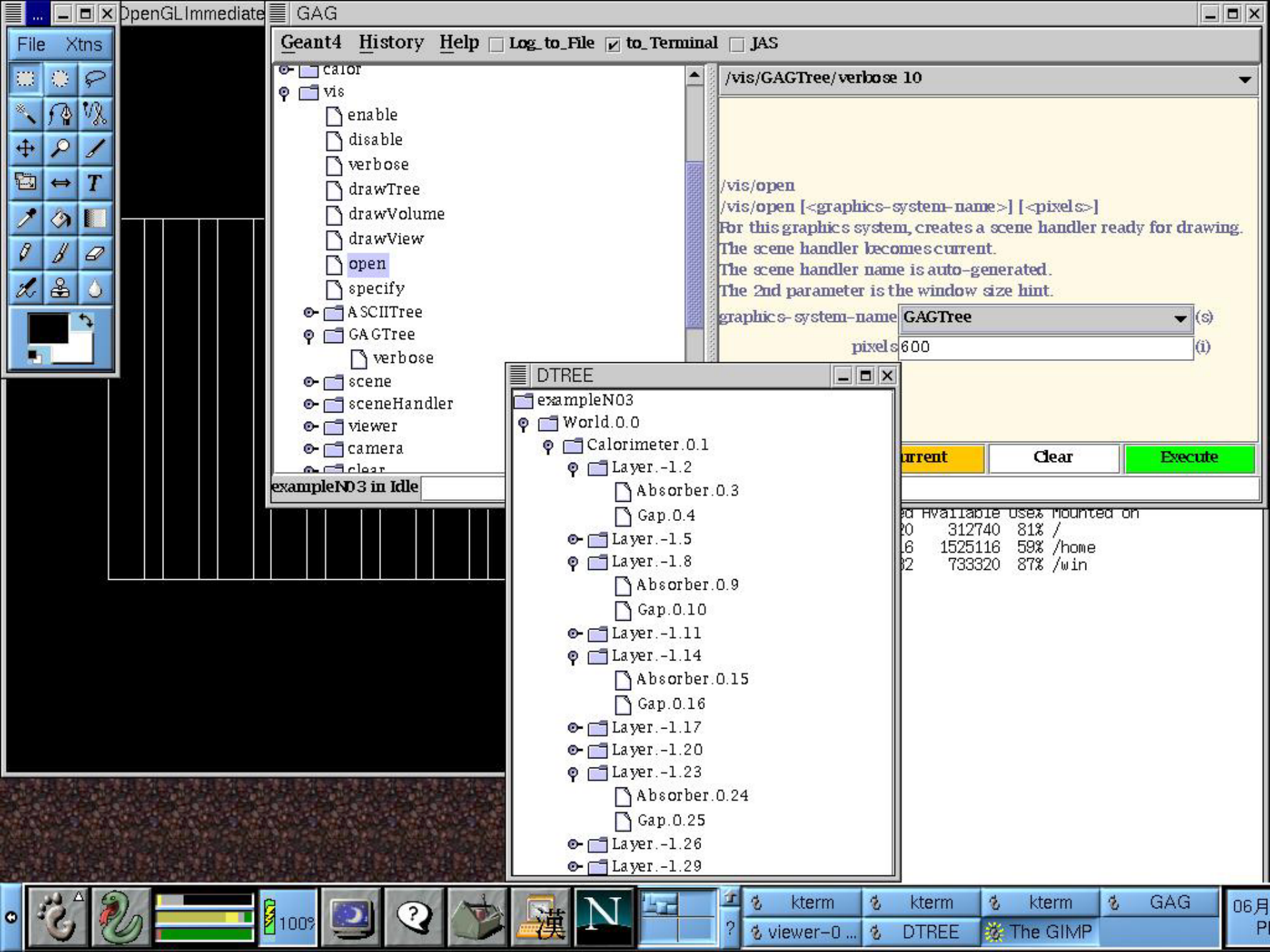
- Implemented in JAVA, GGE is a graphical geometry editor compliant to Geant4. It allows to:
  - Describe a detector geometry including:
    - materials, solids, logical volumes, placements
  - Graphically visualize the detector geometry using a Geant4 supported visualization system, e.g. DAWN
  - Store persistently the detector description
  - Generate the C++ code according to the Geant4 specifications
- GGE can be downloaded from Web as a separate tool:
  - <http://erpc1.naruto-u.ac.jp/~geant4/>

# Visualizing detector geometry tree

---

- Built-in commands defined to display the hierarchical geometry tree
  - As simple ASCII text structure
  - Graphical through GUI (combined with GAG)
  - As XML exportable format
- Implemented in the visualization module
  - As an additional graphics driver
- G3 DTREE capabilities provided and more





Geant4 History Help ☐ Log\_to\_File ☒ to\_Terminal ☐ JAS

- calor
  - vis
    - enable
    - disable
    - verbose
    - drawTree
    - drawVolume
    - drawView
    - open
    - specify
  - ASCIITree
  - GAGTree
    - verbose
  - scene
  - sceneHandler
  - viewer
  - camera
  - clear

exampleN03 in Idle

/vis/GAGTree/verbose 10

/vis/open

/vis/open [<graphics-system-name>] [<pixels>]

For this graphics system, creates a scene handler ready for drawing.  
The scene handler becomes current.

The scene handler name is auto-generated.

The 2nd parameter is the window size hint.

graphics-system-name GAGTree (s)

pixels 600 (i)

Current

Clear

Execute

DTREE

- exampleN03
  - World.0.0
    - Calorimeter.0.1
      - Layer.-1.2
        - Absorber.0.3
        - Gap.0.4
      - Layer.-1.5
      - Layer.-1.8
        - Absorber.0.9
        - Gap.0.10
      - Layer.-1.11
      - Layer.-1.14
        - Absorber.0.15
        - Gap.0.16
      - Layer.-1.17
      - Layer.-1.20
      - Layer.-1.23
        - Absorber.0.24
        - Gap.0.25
      - Layer.-1.26
      - Layer.-1.29

Available users mounted on

20	312740	81%	/
16	1525116	59%	/home
02	733320	87%	/win

kterm

kterm

kterm

GAG

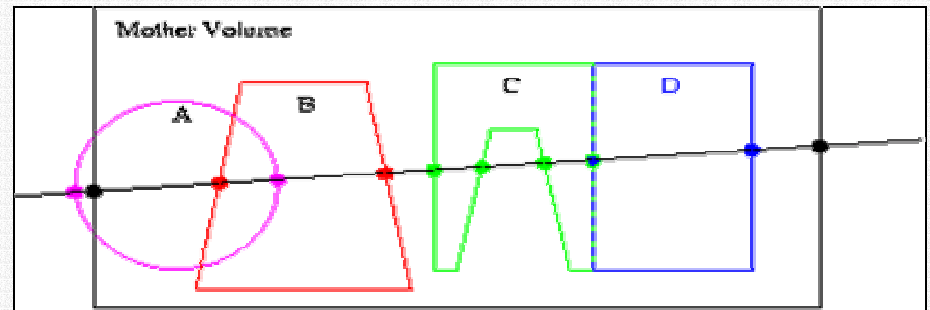
viewer-0 ...

DTREE

The GIMP

06月  
PI

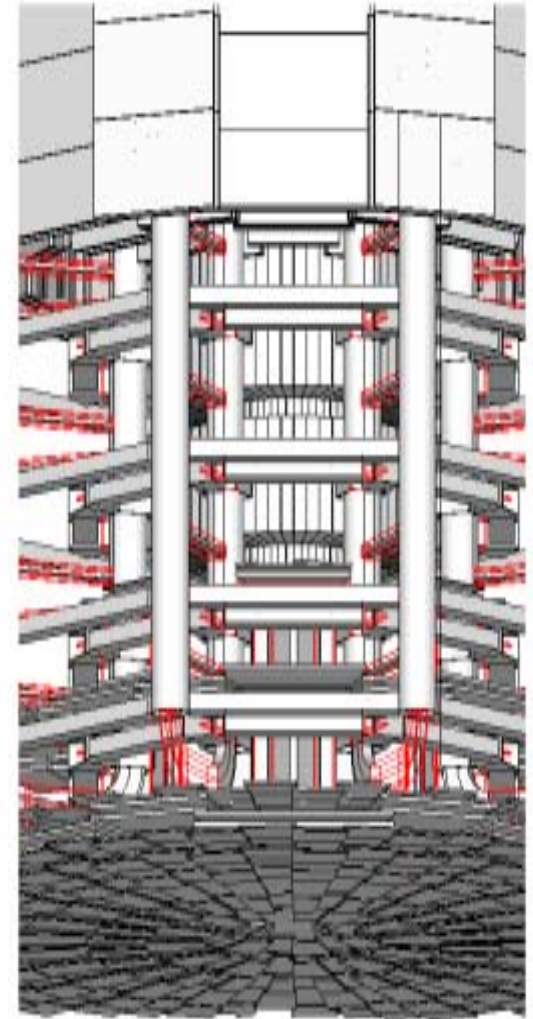
# Debugging geometries



- An *overlapping* volume is a contained volume which actually protrudes from its mother volume
  - Volumes are also often positioned in a same volume with the intent of not provoking intersections between themselves. When volumes in a common mother actually intersect themselves are defined as overlapping
- Geant4 does not allow for malformed geometries
- The problem of detecting overlaps between volumes is bounded by the complexity of the solid models description
- Utilities are provided for detecting wrong positioning
  - Graphical tools
  - Kernel run-time commands

# Debugging tools: DAVID

- DAVID is a graphical debugging tool for detecting potential intersections of volumes
- Accuracy of the graphical representation can be tuned to the exact geometrical description.
  - physical-volume surfaces are automatically decomposed into 3D polygons
  - intersections of the generated polygons are parsed.
  - If a polygon intersects with another one, the physical volumes associated to these polygons are highlighted in color (red is the default).
- DAVID can be downloaded from the Web as external tool for Geant4
  - [http://geant4.kek.jp/GEANT4/vis/DAWN/About\\_DAVID.html](http://geant4.kek.jp/GEANT4/vis/DAWN/About_DAVID.html)





# Debugging run-time commands

- Built-in run-time commands to activate verification tests for the user geometry. Tests can be applied recursively to all depth levels (may require CPU time!): `[recursion_flag]`  
`geometry/test/run [recursion_flag]` or  
`geometry/test/grid_test [recursion_flag]`
  - to start verification of geometry for overlapping regions based on a standard grid setup  
`geometry/test/cylinder_test [recursion_flag]`
  - shoots lines according to a cylindrical pattern  
`geometry/test/line_test [recursion_flag]`
  - to shoot a line along a specified direction and position  
`geometry/test/position` and `geometry/test/direction`
  - to specify position & direction for the `line_test`
- Resolution/dimensions of grid/cylinders can be tuned

# Debugging run-time commands - 2

## ■ Example layout:

GeomTest: no daughter volume extending outside mother detected.

GeomTest Error: Overlapping daughter volumes

The volumes Tracker[0] and Overlap[0],

both daughters of volume World[0],

appear to overlap at the following points in global coordinates: (list truncated)

length (cm)	-----	start position (cm)	-----	-----	end position (cm)	-----
240		-240		-145.5		-145.5
				0		-145.5

Which in the mother coordinate system are:

length (cm)	-----	start position (cm)	-----	-----	end position (cm)	-----
. . .						

Which in the coordinate system of Tracker[0] are:

length (cm)	-----	start position (cm)	-----	-----	end position (cm)	-----
. . .						

Which in the coordinate system of Overlap[0] are:

length (cm)	-----	start position (cm)	-----	-----	end position (cm)	-----
. . .						

# Debugging tools: OLAP

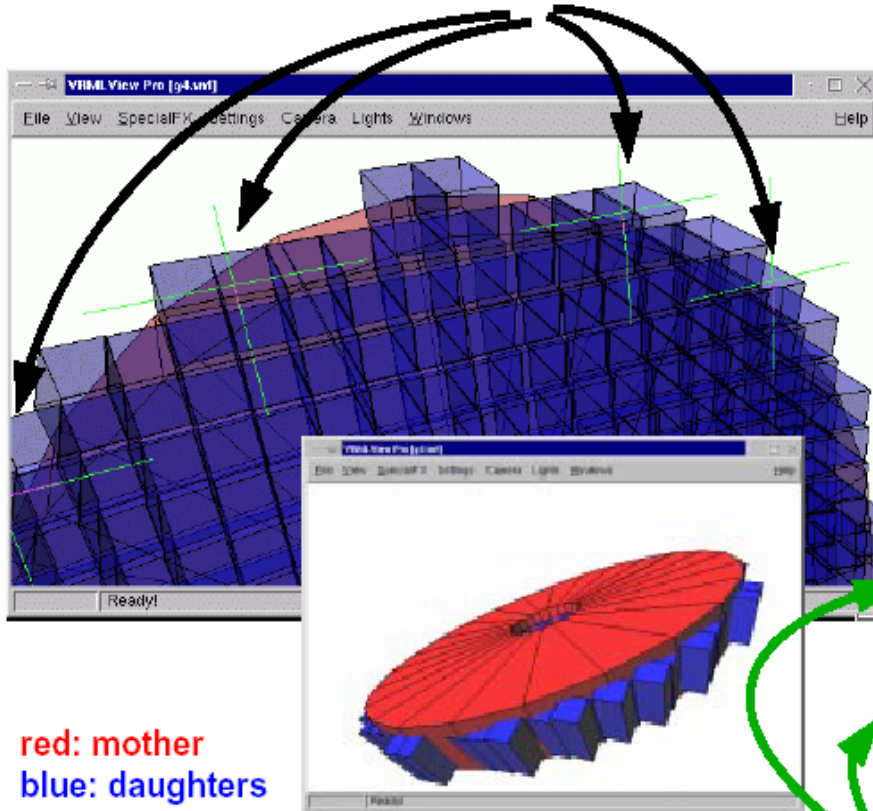
---

- Uses tracking of neutral particles to verify boundary crossing in opposite directions
- Stand-alone batch application
  - Provided as extended example
  - Can be combined with a graphical environment and GUI (ex. Qt library)
  - Integrated in the CMS Iguana Framework



# Debugging tools: OLAP

graphical indication of  
detected overlaps



Geant4 Macro:

```
/vis/scene/create
/vis/sceneHandler/create VRML2FILE
/vis/viewer/create
/olap/goto ECalEnd
/olap/grid 7 7 7
/olap/trigger
/vis/viewer/update
```

Output:

```
delta=59.3416
vol 1: point=(560.513,1503.21,-141.4)
vol 2: point=(560.513,1443.86,-141.4)
A -> B:
[0]: ins=[2] PVName=[NewWorld:0] Type=[N] ...
[1]: ins=[0] PVName=[ECalEndcap:0] Type=[N] ..
[2]: ins=[1] PVName=[ECalEndcap07:38] Type=[N]

B -> A:
[0]: ins=[2] PVName=[NewWorld:0] Type=[N] ...
```

NavigationHistories of points of overlap  
(including: info about translation, rotation, solid specs)