

Geant 4

Read-out and detector response

<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>

Contents

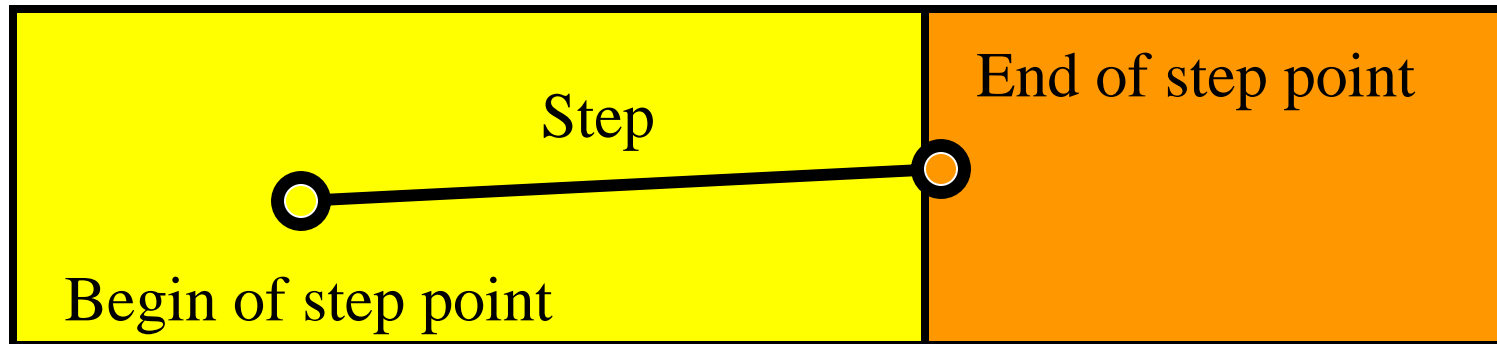
- Sensitive detector and hit
- Digitizer module and digit
- Hit class
- Sensitive detector class
- Touchable
- Readout geometry
- G4HCofThisEvent class and its use

Sensitive detector and Hit

- Each Logical Volume can have a pointer to a sensitive detector.
 - Then this volume becomes **sensitive**.
- Hit is a snapshot of the physical interaction of a track or an accumulation of interactions of tracks in the sensitive region of your detector.
- A sensitive detector creates hit(s) using the information given in **G4Step** object. The user has to provide his/her own implementation of the detector response.
 - UserSteppingAction class **should NOT** do this.
- Hit objects, which are still the user's class objects, are collected in a **G4Event** object at the end of an event.

Detector sensitivity

- A sensitive detector either
 - constructs one or more hit objects or
 - accumulates values to existing hitsusing information given in a `G4Step` object.
- Note that you must get the volume information from the “`PreStepPoint`”.



Digitizer module and digit

- Digit represents a detector output (e.g. ADC/TDC count, trigger signal, etc.).
- Digit is created with one or more hits and/or other digits by a user's concrete implementation derived from `G4VDigitizerModule`.
- In contradiction to the sensitive detector which is accessed at tracking time automatically, the `digitize()` method of each `G4VDigitizerModule` must be **explicitly** invoked by the user's code (e.g. at `EventAction`).

Hit class

- Hit is a user-defined class derived from **G4VHit**.
- You can store various types information by implementing your own concrete Hit class. For example:
 - Position and time of the step
 - Momentum and energy of the track
 - Energy deposition of the step
 - Geometrical information
 - or any combination of above
- Hit objects of a concrete hit class must be stored in a dedicated collection which is instantiated from **G4THitsCollection template class**.
- The collection will be associated to a G4Event object via **G4HCofThisEvent**.
- Hits collections are accessible
 - through G4Event at the end of event.
 - to be used for analyzing an event
 - through G4SDManager during processing an event.
 - to be used for event filtering.

Implementation of Hit class

```
#include "G4VHit.hh"
class MyDriftChamberHit : public G4VHit
{
    public:
        MyDriftChamberHit();
        virtual ~MyDriftChamberHit();
        virtual void Draw();
        virtual void Print();
    private:
        // some data members
    public:
        // some set/get methods
};

#include "G4THitsCollection.hh"
typedef G4THitsCollection<MyDriftChamberHit>
    MyDriftChamberHitsCollection;
```

Sensitive Detector class

- Sensitive detector is a user-defined class derived from G4VSensitiveDetector.

```
#include "G4VSensitiveDetector.hh"
#include "MyDriftChamberHit.hh"
class G4Step;
class G4HCofThisEvent;
class MyDriftChamber : public G4VSensitiveDetector
{
public:
    MyDriftChamber(G4String name);
    virtual ~MyDriftChamber();
    virtual void Initialize(G4HCofThisEvent*HCE);
    virtual G4bool ProcessHits(G4Step*aStep,
                               G4TouchableHistory*ROhist);
    virtual void EndOfEvent(G4HCofThisEvent*HCE);
private:
    MyDriftChamberHitsCollection * hitsCollection;
    G4int collectionID;
};
```


Implementation of Sensitive Detector

```
MyDriftChamber::MyDriftChamber(G4String name)
    :G4VSensitiveDetector(name)
{ collectionName.insert("driftChamberCollection");
  collectionID = -1;}

void MyDriftChamber::Initialize(G4HCofThisEvent*HCE)
{ hitsCollection = new MyDriftChamberHitsCollection
    (SensitiveDetectorName,collectionName[0]);
  if(collectionID<0)
  { collectionID = G4SDManager::GetSDMpointer()
    ->GetCollectionID(hitsCollection); }
  HCE->AddHitsCollection(collectionID,hitsCollection); }

G4bool MyDriftChamber::ProcessHits
    (G4Step*aStep,G4TouchableHistory*ROhist)
{ MyDriftChamberHit* aHit = new MyDriftChamberHit();
  // some set methods
  ...
  hitsCollection->insert(aHit);
  return true; }

void MyDriftChamber::EndOfEvent(G4HCofThisEvent*HCE) {;}

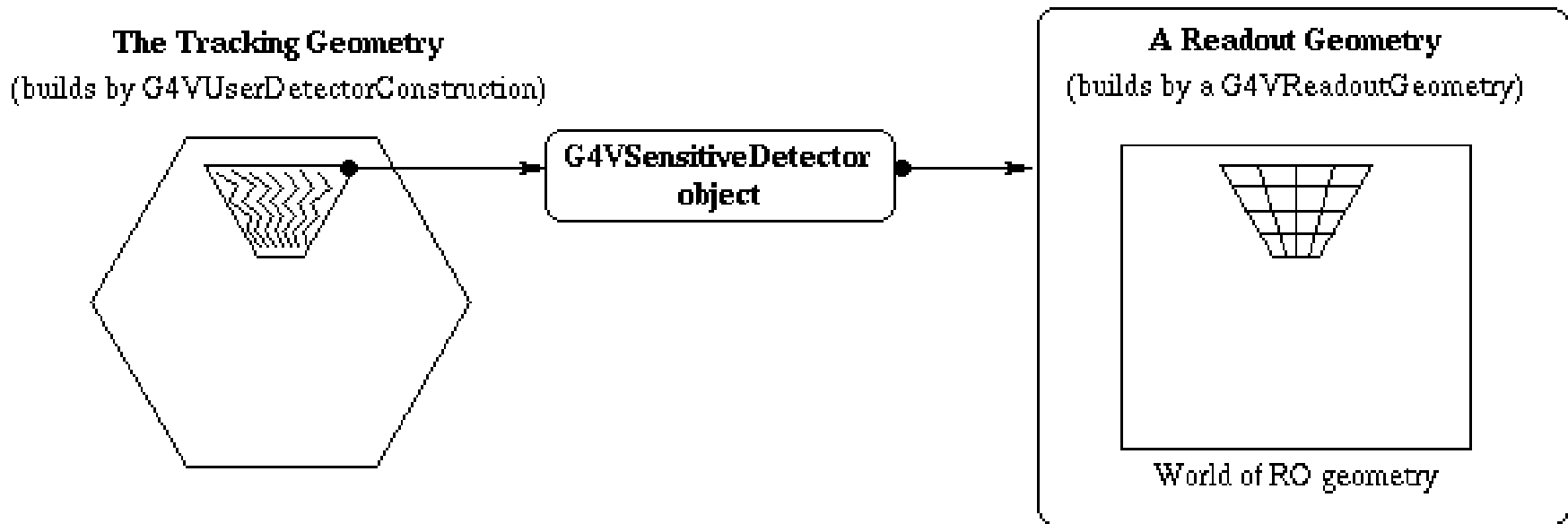
```

Touchable

- As mentioned already, G4Step has two G4StepPoint objects as its starting and ending points. All the geometrical information of the particular step should be taken from “PreStepPoint”.
 - Geometrical information associated with G4Track is basically same as “PostStepPoint”.
- Each G4StepPoint object has
 - Position in world coordinate system
 - Global and local time
 - Material
 - G4TouchableHistory for geometrical information
- G4TouchableHistory object is a vector of information for each geometrical hierarchy.
 - copy number
 - transformation / rotation to its mother

Readout geometry

- In some cases of most complicated geometries, it is not easy to define volume boundaries corresponding to the readout segmentation.
- Readout geometry is a **virtual** and **artificial** geometry which can be defined **in parallel to the real** detector geometry.
- Readout geometry is optional. May have more than one.
 - Each one should be associated to a sensitive detector.
- Note that a step is **not** limited by the boundary of readout geometry.



Defining a sensitive detector

- Basic strategy

```
G4LogicalVolume* myLogCalor = .....;  
G4VSensitiveDetector* pSensitivePart =  
    new MyCalorimeter( "/mydet/calorimeter1" );  
G4SDManager* SDMan = G4SDManager::GetSDMpointer();  
SDMan->AddNewDetector(pSensitivePart);  
myLogCalor->SetSensitiveDetector(pSensitivePart);
```

- Each detector **object** must have a unique name.
 - Some logical volumes can share one detector object
 - More than one detector objects can be made from one detector class with different detector name.
 - One logical volume cannot have more than one detector objects. But, one detector object can generate more than one kinds of hits.
 - e.g. a drift chamber class may generate anode and cathode hits separately.

G4HCofThisEvent

- A G4Event object has a G4HCofThisEvent object at the end of (successful) event processing. G4HCofThisEvent object stores all hits collections made within the event.
 - Pointer(s) may be NULL if collection(s) are not created in the particular event.
 - Hits collections are stored by pointers of G4VHitsCollection base class. Thus, you have to cast them to types of individual concrete classes.

Usage of G4HCofThisEvent

```
int CHCID = G4SDManager::GetSDMpointer()  
    ->GetCollectionID("myDet/calorimeter1/collection1");  
G4HCofThisEvent* HCE = evt->GetHCofThisEvent();  
MyCalorimeterHitsCollection* CHC = 0;  
if(HCE)  
{CHC = (MyCalorimeterHitsCollection*)(HCE->GetHC(CHCID));}  
if(CHC)  
{ int n_hit = CHC->entries();  
  G4cout<<"Calorimeter has "<<n_hit<<" hits."<<G4endl;  
  for(int i1=0;i1<n_hit;i1++)  
  { MyCalorimeterHit* aHit = (*CHC)[i1];  
    aHit->Print(); }  
}
```

- This scheme can be utilized also for Digitization.