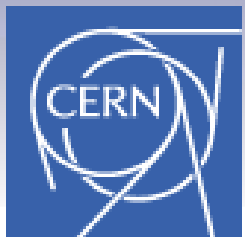


DDG4

A Simulation Framework Based on DD4hep^(a) and Geant4

M.Frank⁽¹⁾, F.Gaede^(1,2), N.Nikiforou⁽¹⁾, M.Petric⁽¹⁾, A.Sailer⁽¹⁾
(¹)CERN (²)Desy

(a) DD4hep: A General Purpose Detector Description Toolkit, CHEP2013, Amsterdam, NL



- **Motivation, goals and the grand picture**

=> Introduction / Reminders

- **Concepts and Design**
- **Side remarks: Users and extensions**
- **Summary**

Motivation and Goal

DD4hep: a detector description

- **For the full experiment life cycle**
 - concept development, optimization, construction and operation
 - 'Anticipate the unforeseen'
- **Consistent description, single source of information**
 - Support for simulation, reconstruction, analysis
- **Full description, including**
 - Geometry, readout, alignment, calibration etc.

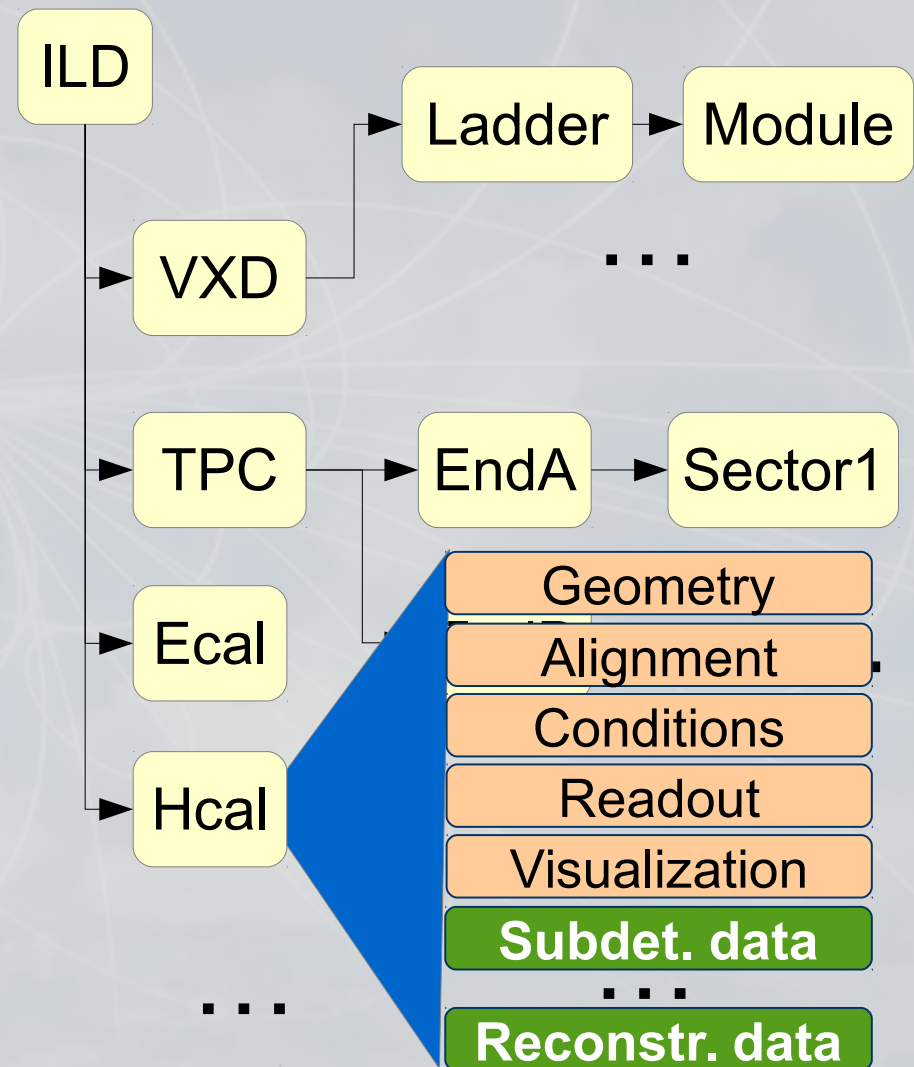
DDG4⁽¹⁾: Simulation support for DD4hep

- **Require minimal user effort**

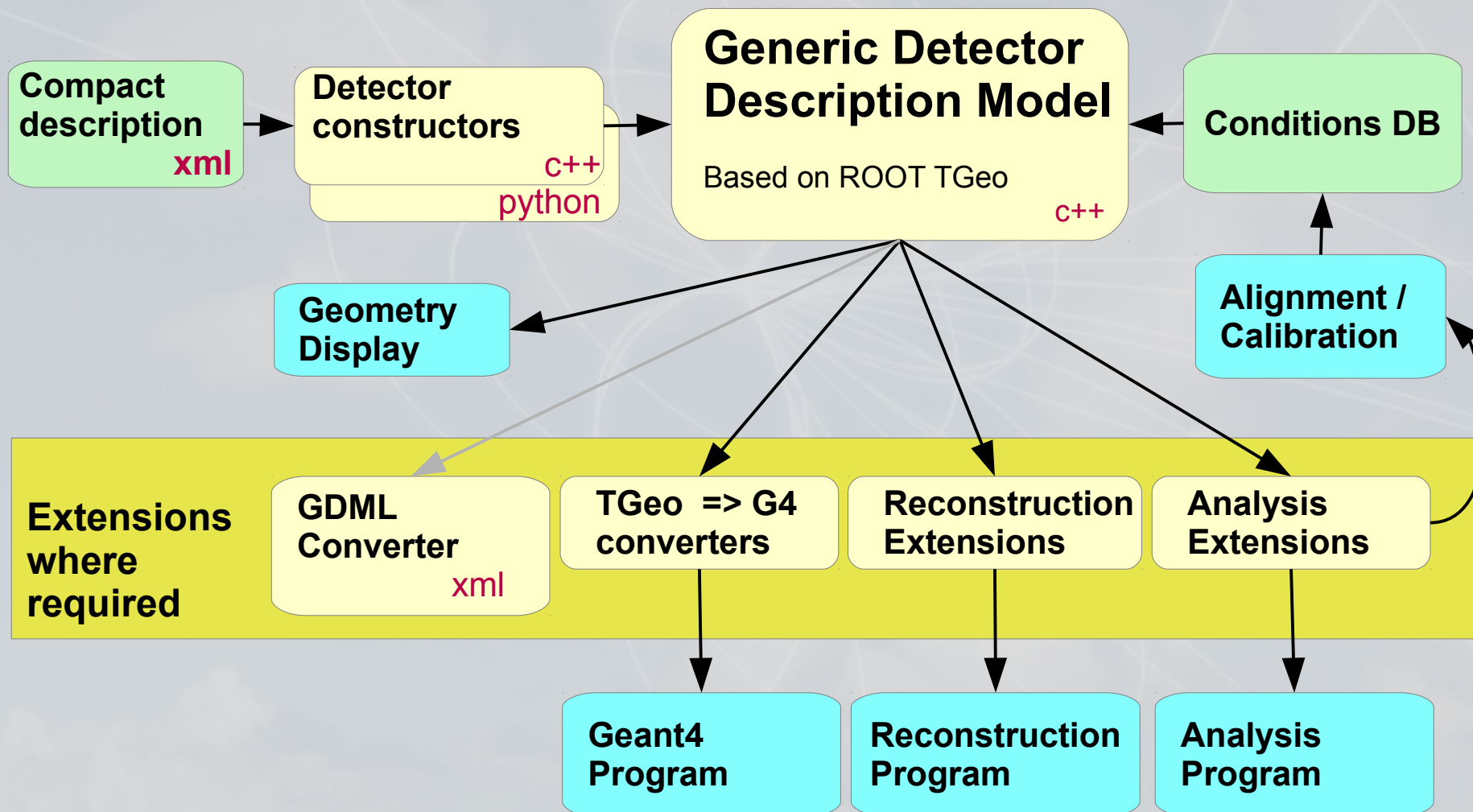
⁽¹⁾AIDA-2020 project/Horizon-2020: WP3 Advanced Software

What is Detector Description ?

- **Description of a tree-like hierarchy of 'detector elements'**
 - **Subdetectors or parts of subdetectors**
- **Detector Element describes**
 - **Geometry**
 - **Environmental conditons**
 - **Properties required to process event data**
 - **Optionally: experiment, sub-detector or activity specific data**



DD4Hep - The Big Picture



- **Motivation and Goals**
- **Concepts and Design**
 - ... life is a wish-list
 - The design and some illustration examples
- **Side remarks: Users and extensions**
- **Summary**

Simulation: The Wish

- **Simulation =**
Geometry + Detector response + Physics
- **Minimalistic approach**
 - **Ideally: configuration without extra (C++) user code**
- **DDG4 Wish:**
 - **Bootstrap Geant4 from DD4hep memory model**
 - **Configure the simulation application**
 - **Run...**

Configuring Simulation Application: Concept

- **Walk through the geometry and convert on the fly from ROOT to Geant4**
- **Hook into the Geant4 provided entry points**
- **Instantiate detector response (sensitive detectors) from plugin palette**
- **Instantiate physics list, -constructors and -processes from plugin palette**
- **Run...**

Geant4 Provided Hooks

[and what we want to do inside]

Main issue: flexible configuration

Flexible definition of the physics list

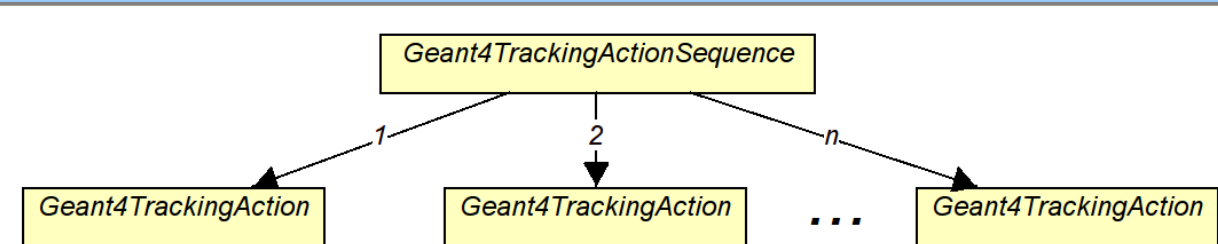
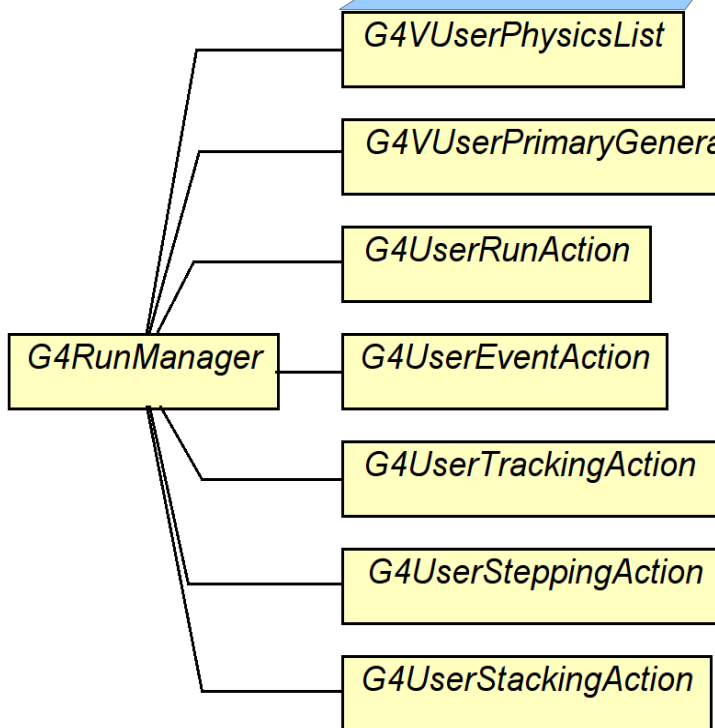
- Define particles, processes, physics constructors or use/extend predefined physics lists

Flexible data input

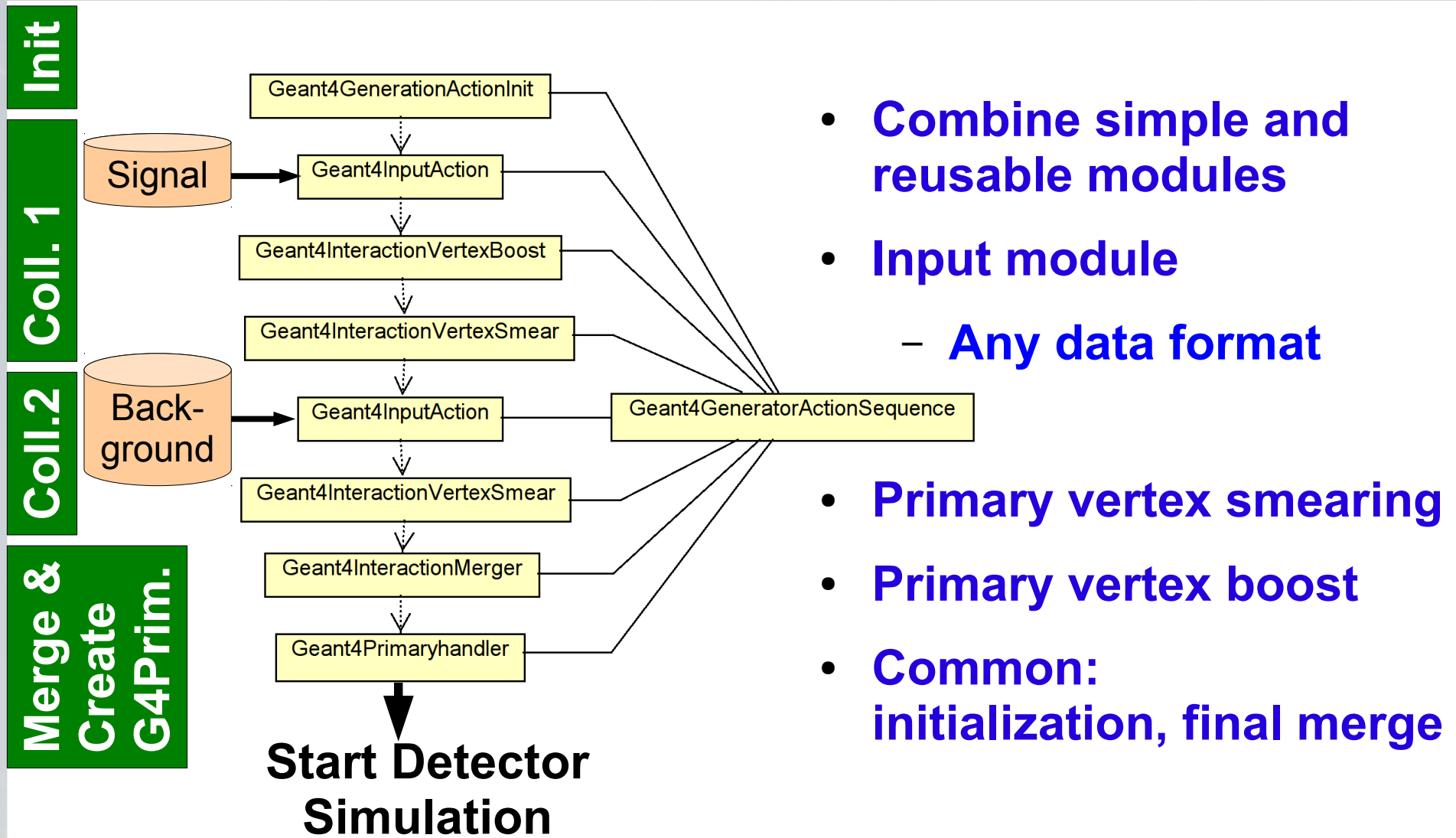
- Programmable sequence. Input from particle gun, Icio, stdhep or HepMC (text) – easily extensible
- Modules to smear and boost primary vertices
- Modules to construct interaction overlays
- Further extensions may independently added

Provide user programmable sequences

- Either as explicit object type using ABC
- Or registering a member function as callback



Example of an Action Sequence: Event Overlay with Features



- **Combine simple and reusable modules**
- **Input module**
 - **Any data format**
- **Primary vertex smearing**
- **Primary vertex boost**
- **Common: initialization, final merge**

Another Example: MC Truth Handling

Registers itself as global
MC truth handler

Callback when
hit is created

Geant4Sensitive

Geant4GeneratorActionSequence

Geant4GeneratorAction

Geant4ParticleHandler

Automatically called as
part of the event
generation

Geant4SteppingActionSequence

Geant4TrackingActionSequence

Geant4EventActionSequence

Connect to stepping action
by callback:

Remember if track created
secondaries

Connect to begin/end event
by callback:

Store user track at end

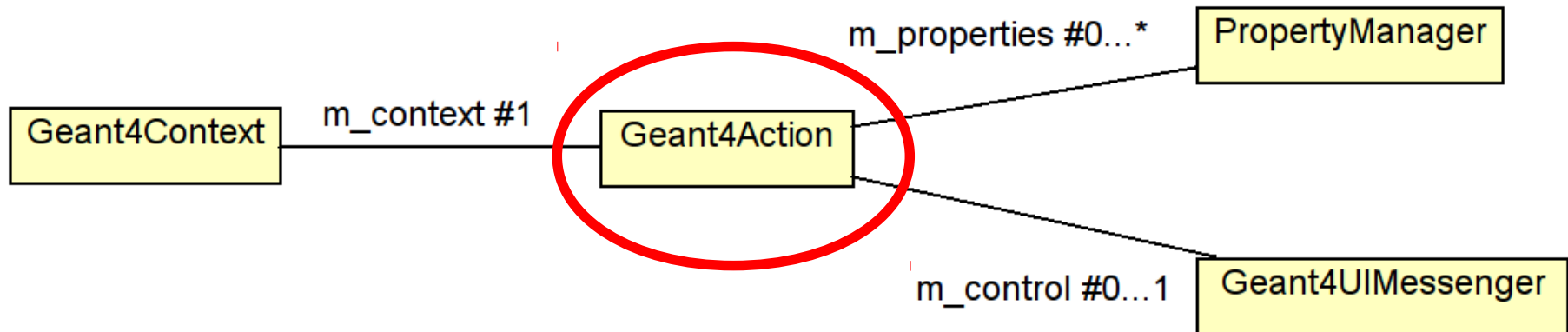
Connect to begin/end
event by callback

Init event related data

Design Considerations

- **External configuration**
 - => requires Plugin mechanism
 - => requires Property mechanism to configure plugin instances
 - => Allows to naturally support configuration using XML, python or ROOT-AClick
- **Interactivity in Geant4**
 - => For all plugins export properties and selected member functions
- **Formalization and external setup of physics**
 - => formalize construction of physics lists, physics constructors and particle type constructors in Geant4

Simple Basic Block for all Entities



- **Geant4Context**
 - Access Geant4 internals and Geometry
- **PropertyManager**
 - External configuration [similar to e.g. Gaudi]
- **Geant4UIMessenger**
 - Interactivity from the Geant4 prompt

Construct Specialized Components with Geant4Action as Base Class:

- **Configurable physics actions (physics list)**
- **Configurable action sequences to handle sensitive detectors**
- **Configurable action sequences to handle**
 - **Events (e.g. event output) => Event action**
 - **Tracks => Tracking action**
 - **Simulation step => Stepping action**
 - **...if the user application wants to interact with these**
- **And of course also provide the modules to populate these sequences!**

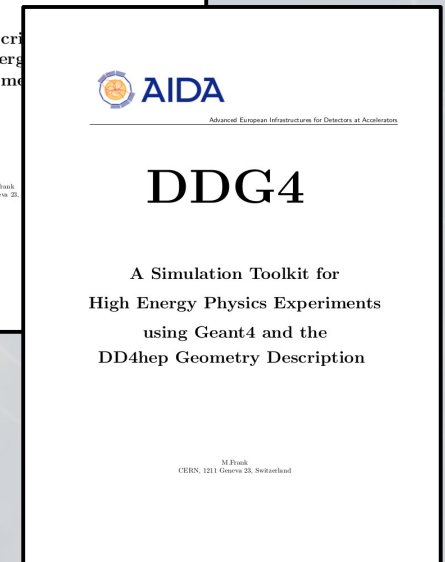
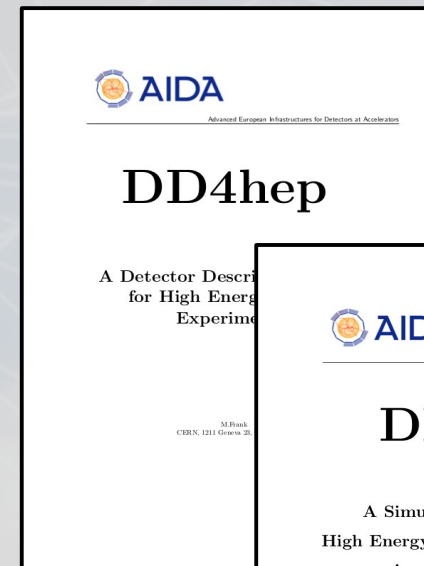
Simulation: Plugin Palettes

- **Palette of sensitive detectors**
 - Generic sensitive detectors for trackers & calorimeters
 - Adopt generic designs for other detector 'classes'
- **Palette of IO handlers**
 - Input: Icio, StdHep(Icio), HepEvt (ascii), HepMC(ascii)
 - Output: Root, Icio
- **MC truth handling w/o record reduction**
- **Physics lists, Physics/particle constructors etc.**
 - Wrapped factory plugins directly taken from Geant4
 - Users extend physics list (e.g. QGSP)

- **Motivation and Goals**
- **Concepts and Design**
- **Side remarks: Users and extensions**
- **Summary**

Documentation

- <http://aidasoft.web.cern.ch/DD4hep>
- <https://svnsrv.desy.de/basic/aidasoft/DD4hep/trunk>
- Doxygen documentation
- In svn trunk/doc:
 - DD4hep manual, ~ 40 pages
 - DDG4 manual, ~40 pages
 - First issues, to be completed
 - Living documents



Known Toolkit Users

Users are mandatory for feedback to avoid developments in thin air (i.e. purely academic)

- **ILD:** F. Gaede et al., ported complete Mokka model ILD_o1_v05 ⁽¹⁾
- **CLICdp:** starting new design after CDR ⁽¹⁾
- **FCC-eh:** P. Kostka et al.
- **FCC-hh:** starting, A.Salzbunger et al.
- **LHCb:** investigations by technical student

DD4hep	DDG4
X	X
X	X
X	X
X	
X	

⁽¹⁾ See A.Sailer's poster in Session B: "Integration of DD4hep in the Linear Collider Software Framework" Booth 6, Wednesday + Thursday <https://indico.cern.ch/event/304944/session/10/contribution/290>

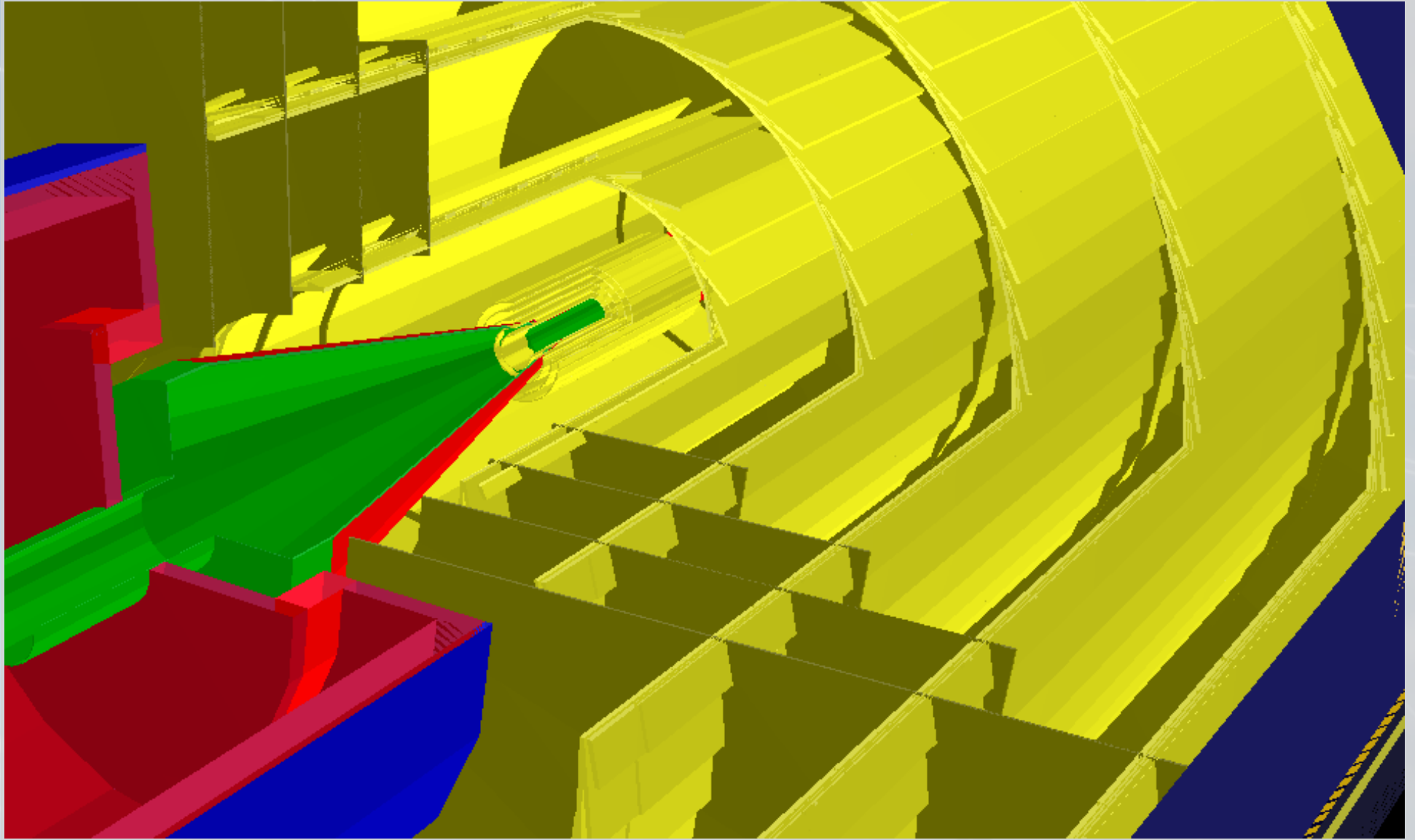
To Keep Us Off the Street ...

- **Possible improvements of DDG4**
 - **Support for fast and parametrized simulation**
 - Speed-up by avoiding full Geant4 machinery
 - **Heterogenous simulation**
 - Full, fast and parametrized simulation depending on sensitive region
 - **Take action on demand, hope for external contributions**
- **DDG4 is the 2nd. episode of the DD saga**
 - **DD4hep, DDG4, DDRec, DDAlign and DDCond**
(to come)

Summary and Outlook

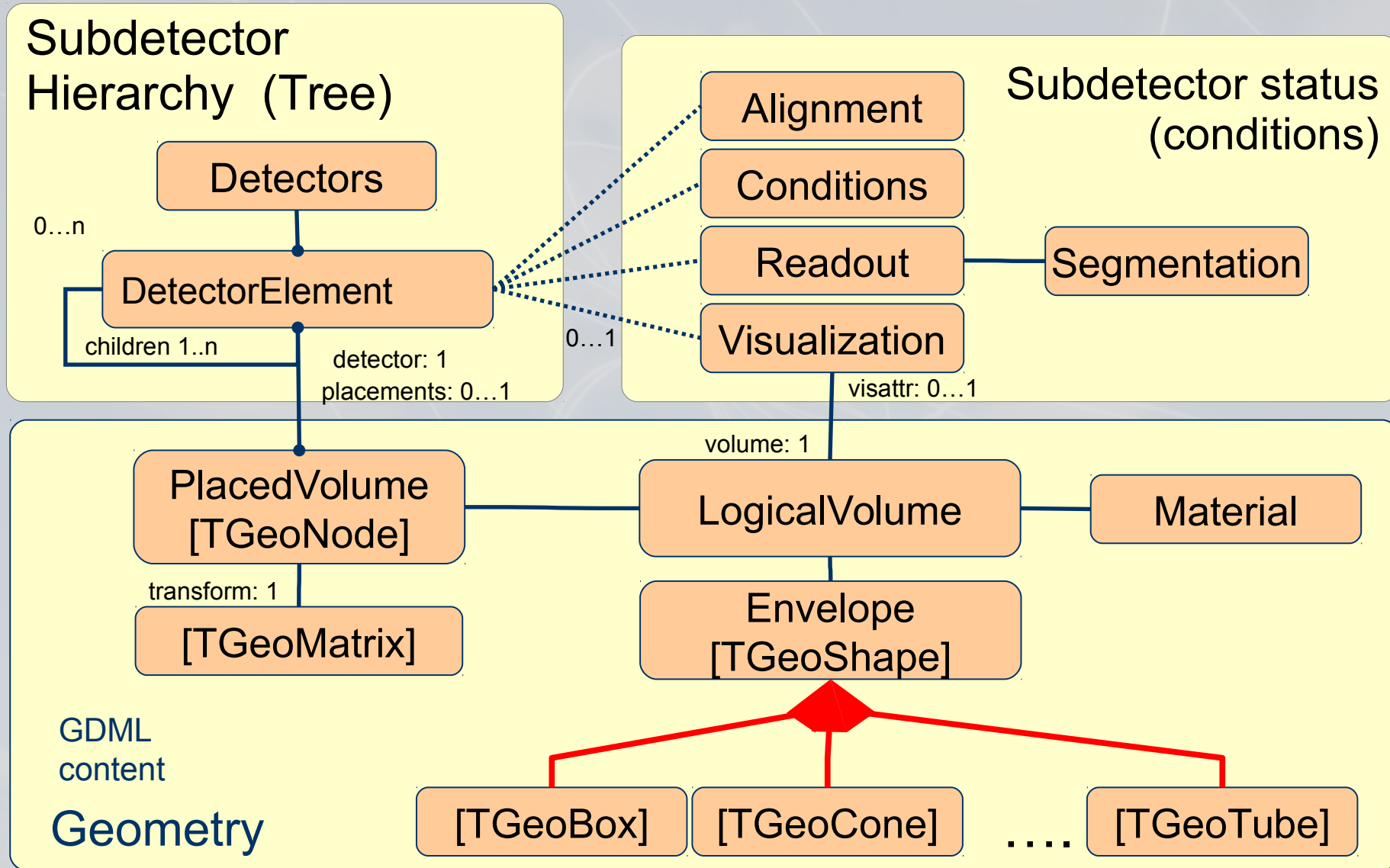
- **The DD4hep toolkit (+extensions) is getting accepted:
=> Validation by users has started**
- **Simulation toolkit DDG4 being validated**
 - **Toolkit to simulate particle collisions in HEP detectors with minimal effort: simple, easy, flexible**
 - **DDG4 can host user plugins: extensible**
- **Basic DD4hep detector palette established**
 - **Hope for further user contributions**
 - **Hope to offer 'complete' sensitive detector palette**
- **Hope for contributions to complete the plugin suite to cover all simulation needs (I/O, MC truth, etc)**

Questions and Answers



Backup slides

Implementation: Geometry



Geant4 Interactivity

```
Idle> ls /ddg4
Command directory path : /ddg4/

Guidance :
Control for all named Geant4 actions

Sub-directories :
 /ddg4/RunInit/   Control hierarchy for Geant4 action:RunInit
 /ddg4/RunAction/ Control hierarchy for Geant4 action:RunAction
 /ddg4/EventAction/ Control hierarchy for Geant4 action:EventAction
 /ddg4/LcioOutput/ Control hierarchy for Geant4 action:LcioOutput
```

```
Sub-directories :
Commands :
 show * Show all properties of Geant4 component:UserParticleHandler
 Control * Property item of type bool
 MinimalKineticEnergy * Property item of type double
 Name * Property item of type std::string
 OutputLevel * Property item of type int
 TrackingVolume_Rmax * Property item of type double
 TrackingVolume_Zmax * Property item of type double
 name * Property item of type std::string
```

```
Idle> /ddg4/UserParticleHandler/TrackingVolume_Rmax
Geant4UIMessenger: +++ UserParticleHandler> Unchanged property value TrackingVolume_Rmax = 1265.
Idle> /ddg4/UserParticleHandler/TrackingVolume_Rmax 1.3*m
Geant4UIMessenger: +++ UserParticleHandler> Setting property value TrackingVolume_Rmax = 1.3*m native:1300.
Idle> /ddg4/UserParticleHandler/TrackingVolume_Rmax
Geant4UIMessenger: +++ UserParticleHandler> Unchanged property value TrackingVolume_Rmax = 1300.
Idle> █
```

**Geant4 interactivity
interfaced to every
action object**

- **Enabled on request**

**Actions have properties
(similar to Gaudi)**

- **Interrogate properties**
- **Modify properties**

Configure DDG4 Application with python

```
kernel = DDG4.Kernel()
lcdd = kernel.lcdd()
kernel.loadGeometry("file:"+install_dir+"/DDDeta
kernel.loadXML("file:"+example_dir+"/DDG4_field
DDG4.importConstants(lcdd)
```

```
Generation of isotope tracks of a given multiplicity
"""
```

```
# First particle generator: pi+
gen = DDG4.GeneratorAction(kernel,
    "Geant4IsotopeGenerator/IsotropPi+")
gen.Particle = 'pi+'
gen.Energy = 100 * GeV
gen.Multiplicity = 2
gen.Mask = 1
kernel.generatorAction().adopt(gen)
# Install vertex smearing for this interaction
gen = DDG4.GeneratorAction(kernel,
    "Geant4InteractionVertexSmear/SmearPi-
gen.Mask = 1
gen.Offset = (20*mm, 10*mm, 10*mm, 0*ns)
gen.Sigma = (4*mm, 1*mm, 1*mm, 0*ns)
kernel.generatorAction().adopt(gen)
```

- **Python configuration snippets**
 - Loading geometry
 - Configuring actions
 - Steer Geant4 until it's prompt/batch
- **C++ config ~ same**
- **Alternative: xml**
Load xml with lcdd

Configure DDG4 Application from XML

```
<sequences>
```

Geant4 event action setup

```
<sequence name="Geant4EventActionSequence/EventAction">  
  <properties Control="true"/>  
  <action name="Geant4Output2ROOT/RootOutput">  
    <properties Control="true" Output="simple.root"/>  
  </action>
```

```
</sequence>
```

Geant4 generator action setup

```
<sequence name="Geant4GeneratorActionSequence/GeneratorAction">  
  <action name="Geant4ParticleGun/Gun">  
    <properties .... />  
  </action>
```

```
</sequence>
```

Sensitive detector setup

```
<sequence sd="SiVertexBarrel" type="Geant4SensDetActionSequence">  
  <properties Control="true"/>  
  <filter name="GeantinoRejector"/>  
  <filter name="EnergyDepositMinimumCut"/>  
  <action name="Geant4SimpleTrackerAction/SiVertexBarrelHandler">  
    <properties Control="true"/>  
  </action>
```

```
</sequence>
```

```
....
```

```
</sequences>
```

Instance type from palette

Instance name for reference

Complete Mokka model ILD_o1_v05 ported

(F.Gaede, L.Shaojun)

- VXD, FTD, SIT, TPC, SET, beam pipe
- Ecal, Hcal, Yoke, Beamcal, Lcal, LHcal
- two generic SensitiveDetectors

