

# Usage of ROOT geometry with GEANT4

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**ROOT 2007, March 26-28**

# Outline

- **Motivation**
- **TGeo@VMC**
- **Implementation**
- **Integration in GEANT4 VMC**
- **Ongoing tests & validation procedure**
- **Preliminary results**
- **Conclusions**

# Motivation

- ✦ **Running GEANT4 simulation with ROOT geometry modeller**
  - **The only way to run full ALICE simulation with G4**
  - **ROOT TGeo is a multi-purpose geometry engine independent from any MC framework**
    - ✦ **Developed by ALICE offline in collaboration with ROOT team**
    - ✦ **Optimized for navigation performance in detector geometries**
    - ✦ **Additional features: checking tools, visualization, alignment tools, ROOT persistency, ...**
- ✦ **Having an external geometry description as alternative to MC-embedded models**
  - **Geometry is used a lot outside the simulation framework**
  - **Having 3 transport MC's interfaced with TGeo**
  - **Important component in making a simulation application survive outside the specific MC framework → Virtual Monte Carlo**

**ROOT: 3D Graphics**

GL Viewer: Can now be used as a standalone viewer and as built in pad. TPad can render classical 2D graphics, using X11 or Windows graphics and 3D graphics using OpenGL. We intend to exploit this to offer wide new range of data representation techniques.

```
root@] qstyle=MacCanvasFreeGL(XTROR);
root@] .x shapes.C
```

Draw Style: Objects can be drawn as solids and solids with outlines:

CSG Operation: Add all object meshes  
Proc: Any arbitrary clipping shape po  
Adding both methods, clip planes for interactive setup, CSG for high quality renders.

Can take advantage of graphics accelerators

Automatic illegal overlap detection

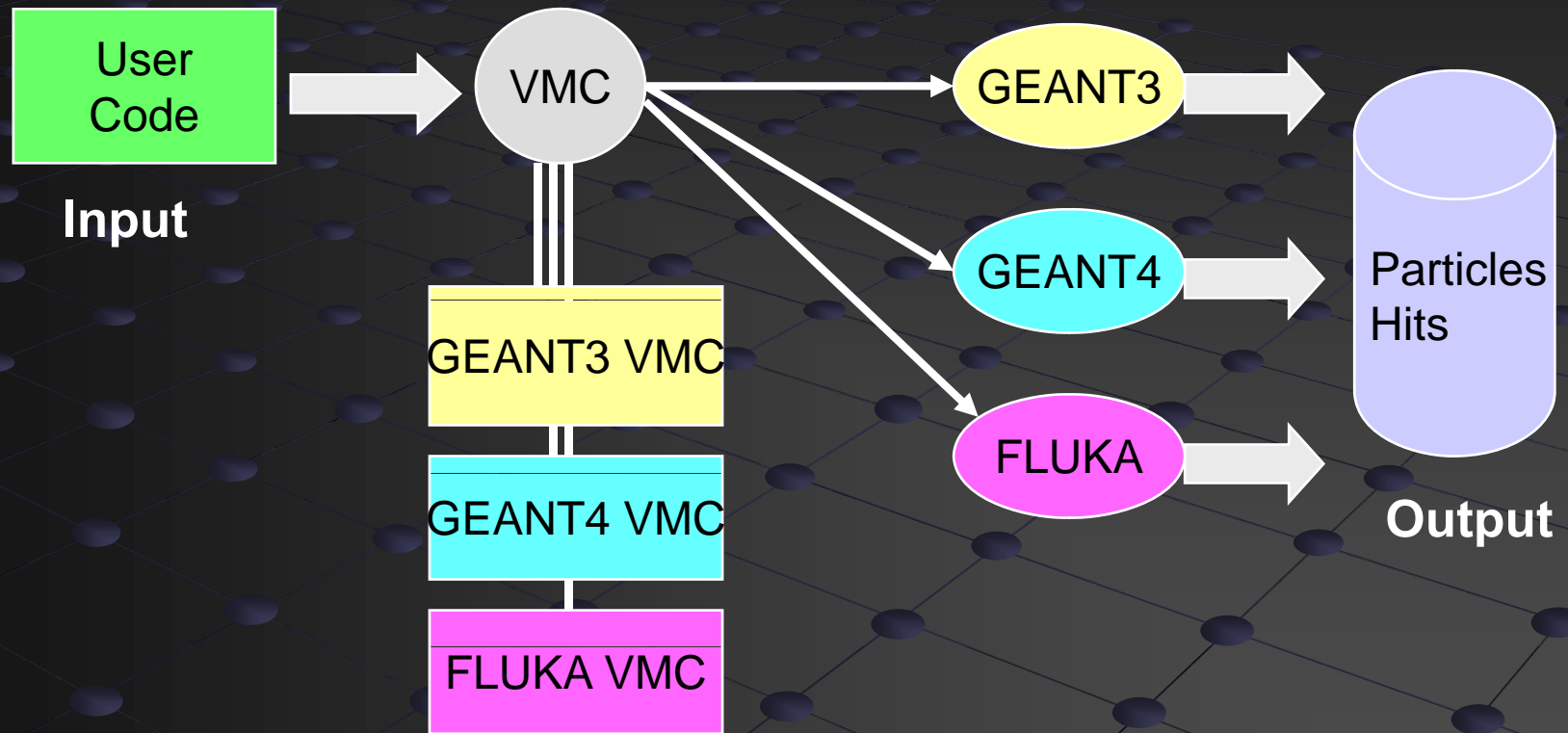
Run-time volume assemblies

Misalignment of ideal geometry

# The Virtual Monte Carlo idea

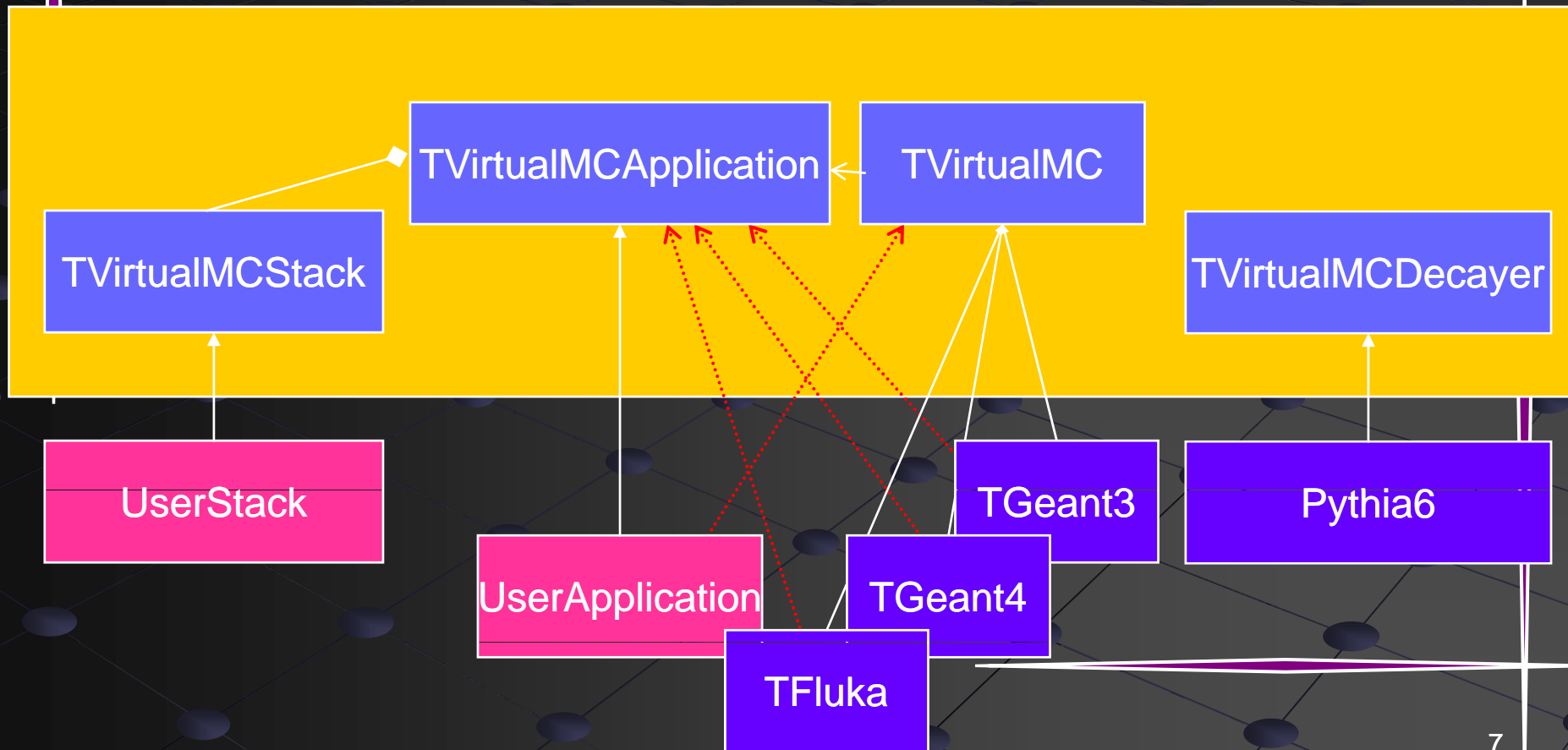
- **Make user application independent of specific transport code**
  - **GEANT3, GEANT4 and FLUKA** supported so far
  - Keeping the **SAME** definition for geometry, I/O formats and detector response simulation
    - **Allows running the same application with different MC's**
- **VMC decouples user code from the concrete MC**
  - **Provides MC-independent API for :**
    - **Geometry definition, setting up physics, setting up cuts, handling particle stack ...** (features very different from one MC to another)
    - **Querying MC machine state and kinematics during stepping callbacks** (very similar mechanisms)

# VMC concept



# VMC design

## Communication only via interfaces

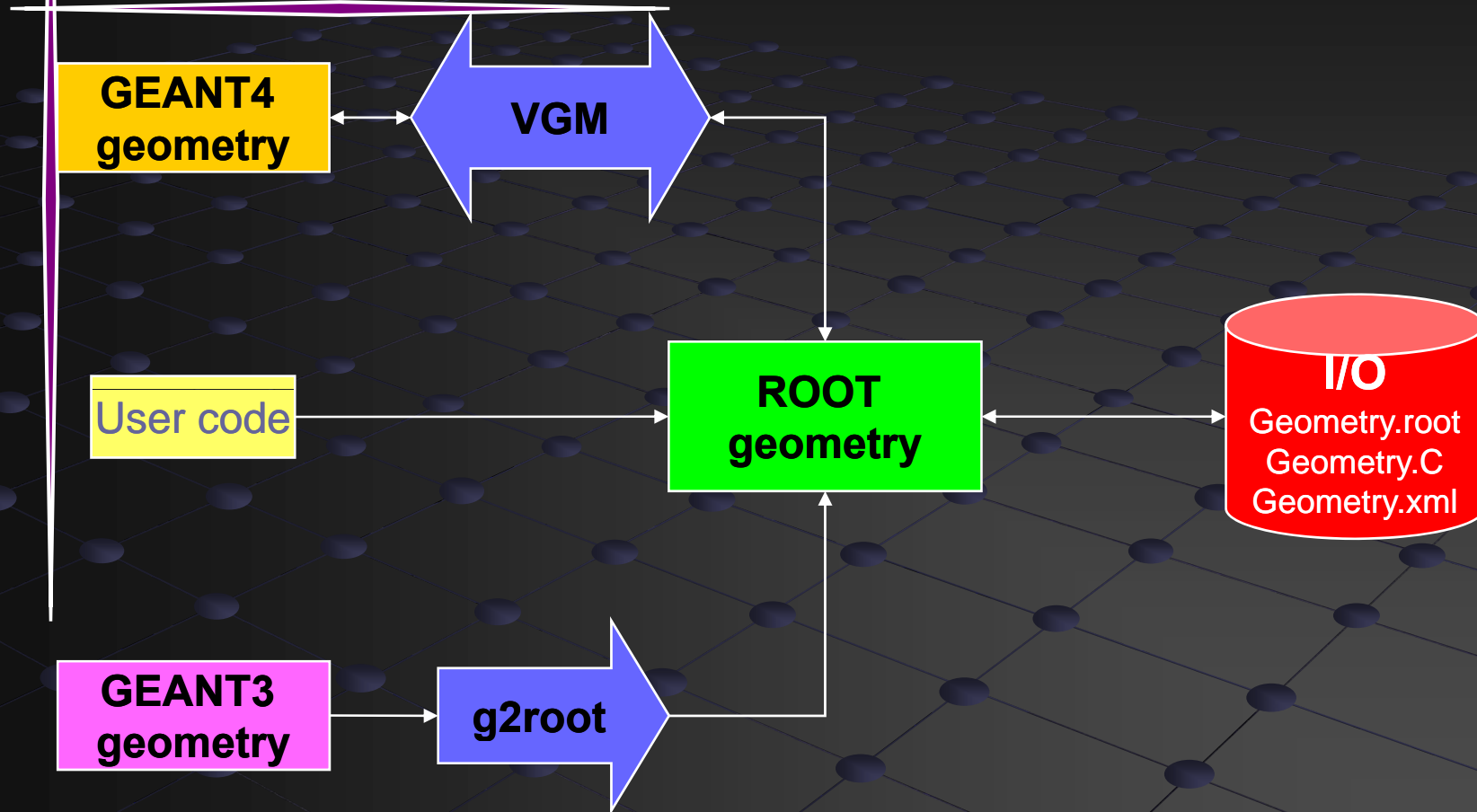


# Geometry in VMC

- Initially the idea was to keep a unique VMC API for geometry construction
  - Fill different native geometries with calls *à la GEANT3*
  - VMC provides this API supporting some common features
- Geometry models are quite different for different MC's
  - There is a common denominator G3/G4
  - FLUKA geometry completely different
  - What do we do to provide the geometry that transport MC wants?
- There are several geometry convertors, working to a certain extent
  - g2root (G3 → TGeo), g3tog4 (G3 → G4)
  - Most advanced: VGM (G4 ↔ XML (AGDD, GDML) ↔ TGeo)
    - <http://ivana.home.cern.ch/ivana/VGM.html>



# Geometry definition and TGeo



# External geometry – a coherent solution

- **Experience shows that all conversions have serious limitations**

- **Not all features can be converted**

- **Matters a bit when results get different due to geometry differences**

- **Matters a lot when not all geometry can be converted**

- **One of the reasons TGeo was developed**

- **Navigation speed was a priority**

- **Even behind an interface TGeo gains ~8% in simulation speed in case of ALICE compared to GEANT3 native**

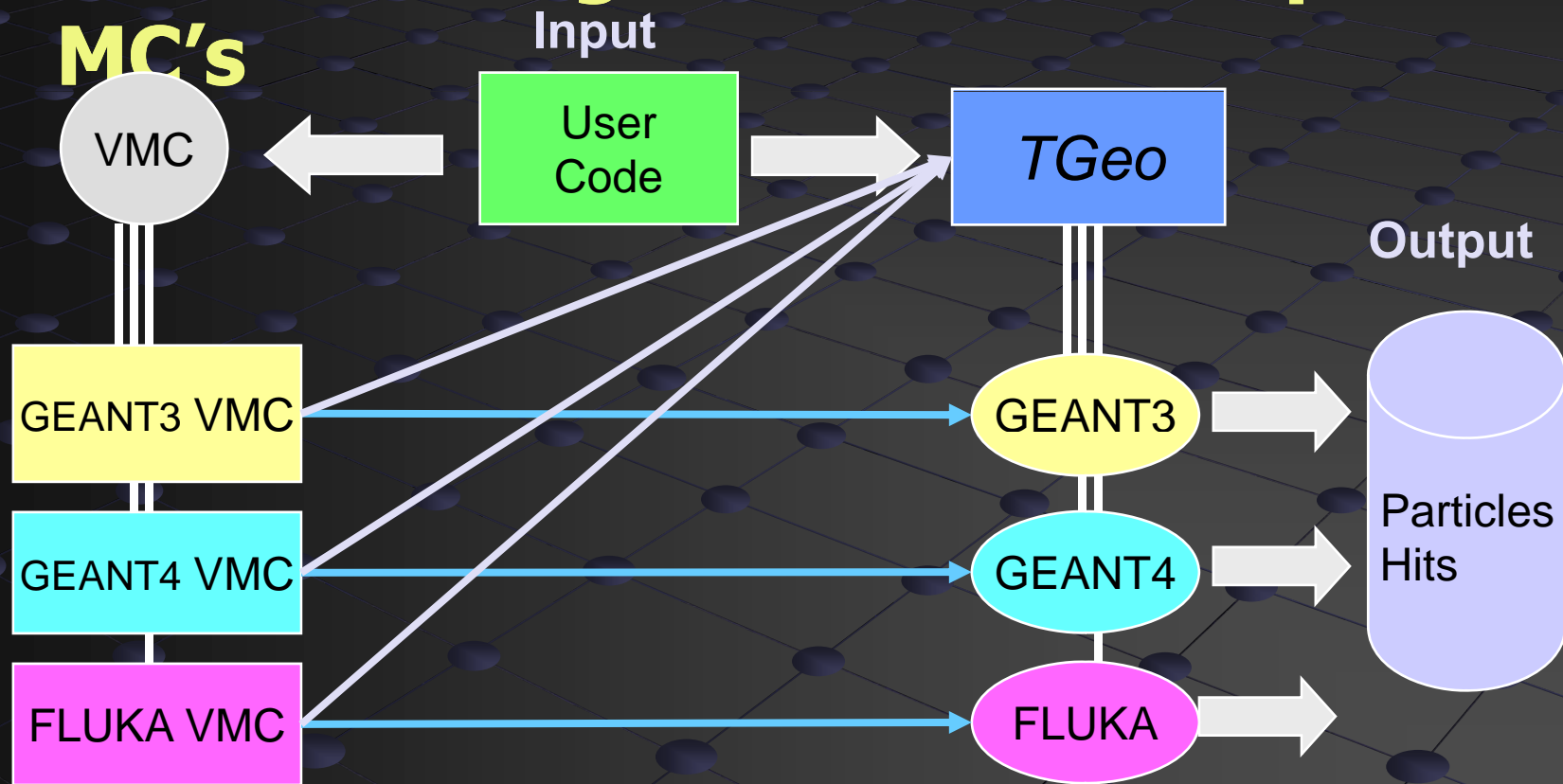
- **Even more in case of non-optimized geometries**

- **In case of FLUKA there were no other way out for running ALICE simulation**

- **We needed to make all supported MC transport engines able to work directly with TGeo**

# TGeo@VMC concept

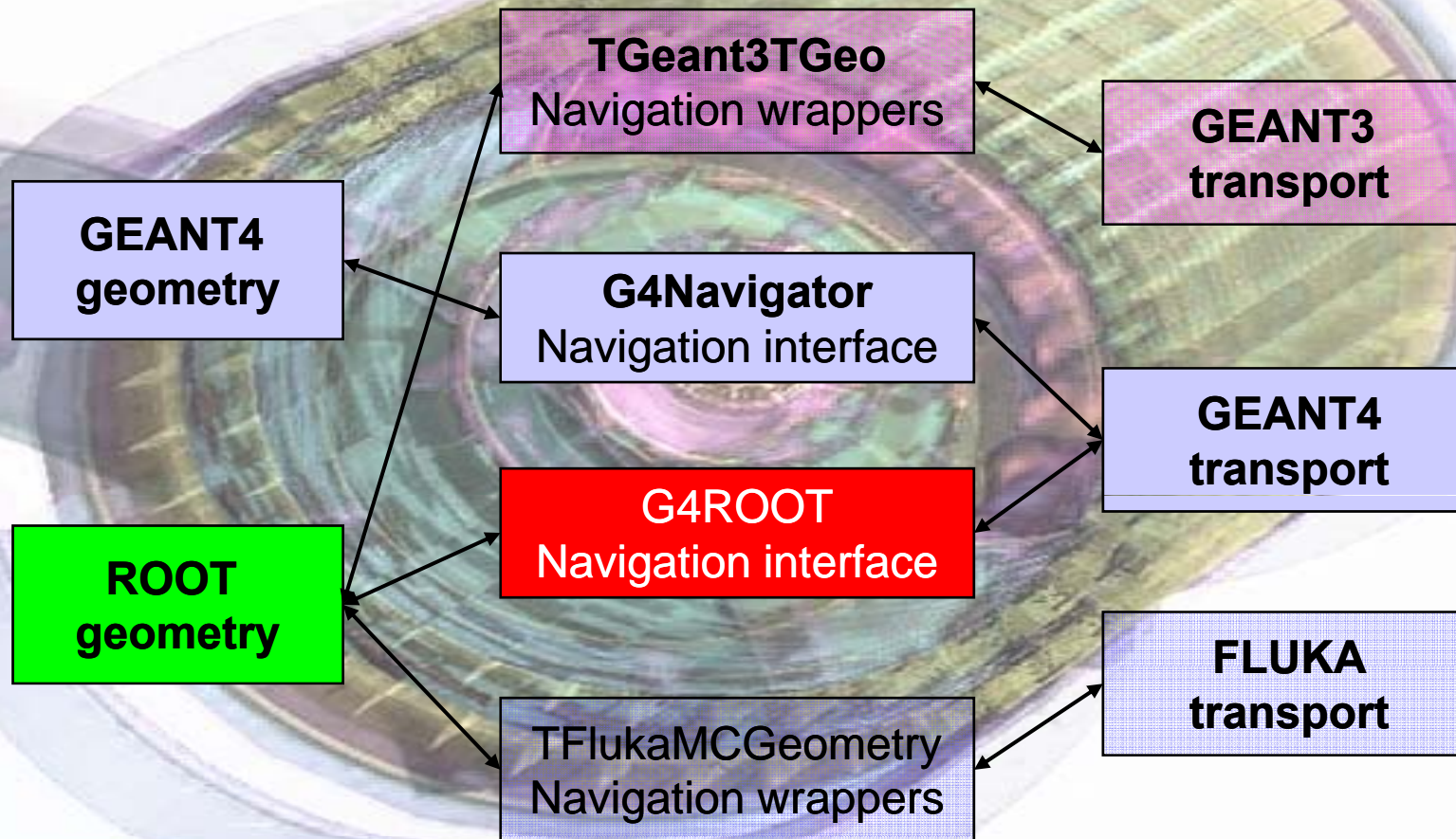
## TGeo as navigator for all transport MC's



# Navigation interfaces

- **Interface mechanisms providing geometry answers to queries posted by transportation**
  - **Thin layer based on wrapper functions/ virtual methods “spying” the geometry channels**
- **GEANT3 – Geant3TGeo interface**
  - **Validated**
- **FLUKA – Fluka MC Geometry interface**
  - **Validated**
- **GEANT4 – G4ROOT interface**
  - **2 modes supported:**
    - **Via VMC**
    - **With a native G4 application with geometry defined via Root (or converted to ROOT structures)**
  - **Ongoing tests**

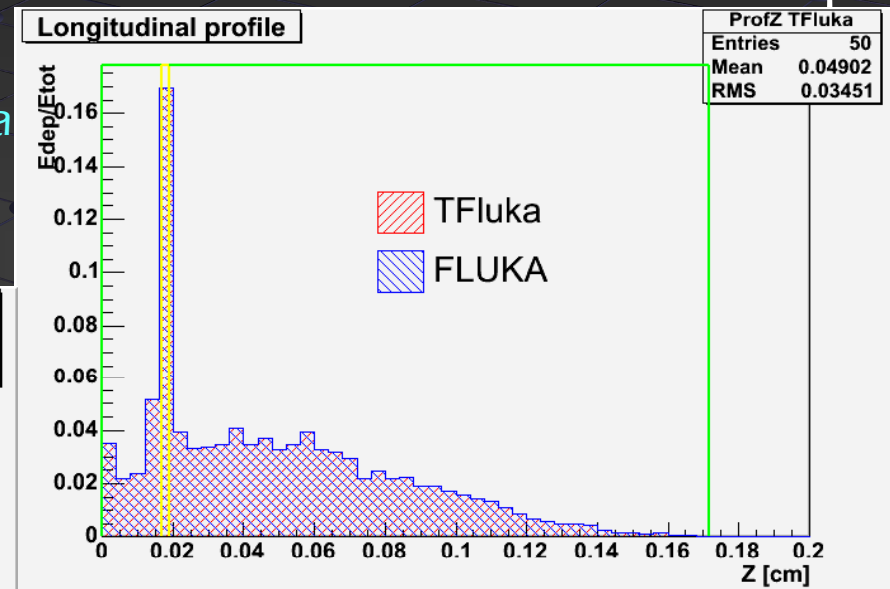
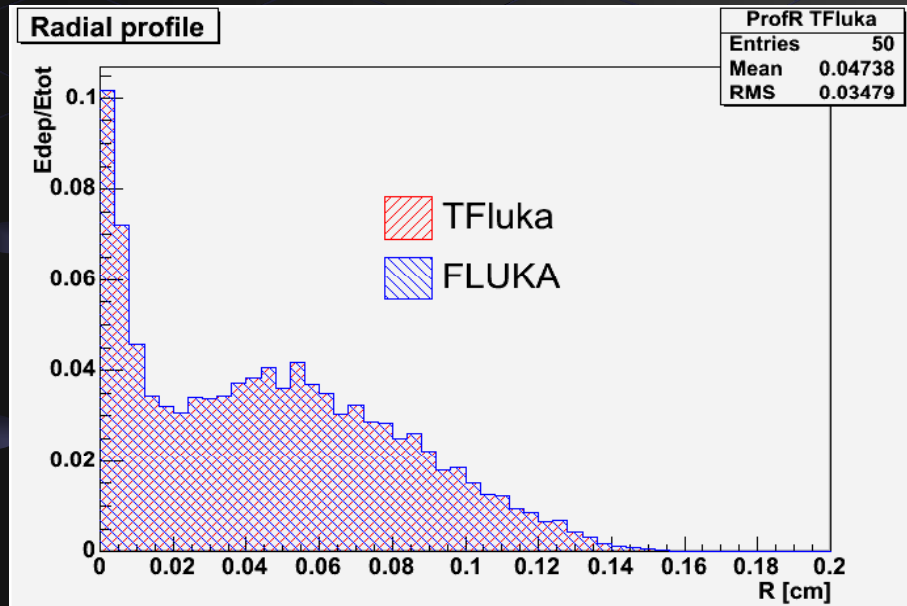
# Geometry access during MC transportation



# How the navigation validation was done...

## FLUKA electron transport in thin layers

- AIAuAl FLUKA native example
- 1000 electrons at 1 MeV, EM cascades
- Same final random number after simulations with FLUKA native and TFluka
- The same for all 3 tested examples



# Implementation of G4 navigation interface

- **GEANT4 transportation as well as several physics processes need real G4 geometry objects**

- Sensitive detectors, user limits, optical properties are connected to **G4LogicalVolume**
- Need to provide geometry states that are understandable by G4

- **TG4RootDetectorConstruction : public**

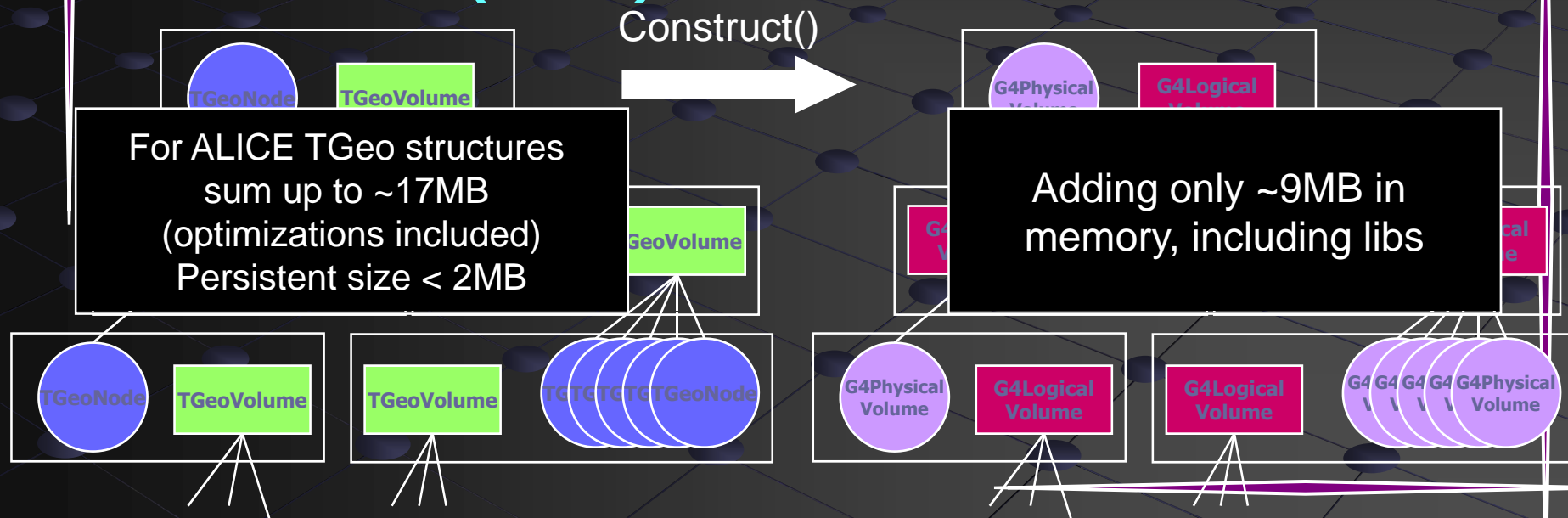
## **G4VUserDetectorConstruction**

- Having a **TGeo** geometry in memory (**TGeoManager**) is a prerequisite
- *Construct()* method building up a **G4** hierarchy corresponding to **TGeo** one

# Implementation – building the structure

## Special user detector construction registered to G4RunManager

- *Construct()* method called during initialization
- G4 logical hierarchy created, but no optimization structures (voxels) needed





# Implementation – navigation interface

## ■ **G4Navigator** – base class for GEANT4 navigation

- Very useful help from GEANT4 team in changing some methods/data members qualifications – made the implementation easier

## ■ **TG4RootNavigator** : public **G4Navigator**

- Implementing methods for locating a point, finding the distance to next boundary, computing the safety distance and the normal to a crossed surface

# Implementation – connecting to G4 geometry

- **Several user-defined objects need to be connected to the newly-created G4 volumes**

- Sensitive detectors manager, user limits, ...
- G4 geometry objects are mapped to TGeo ones and accessible from TG4RootDetectorConstruction

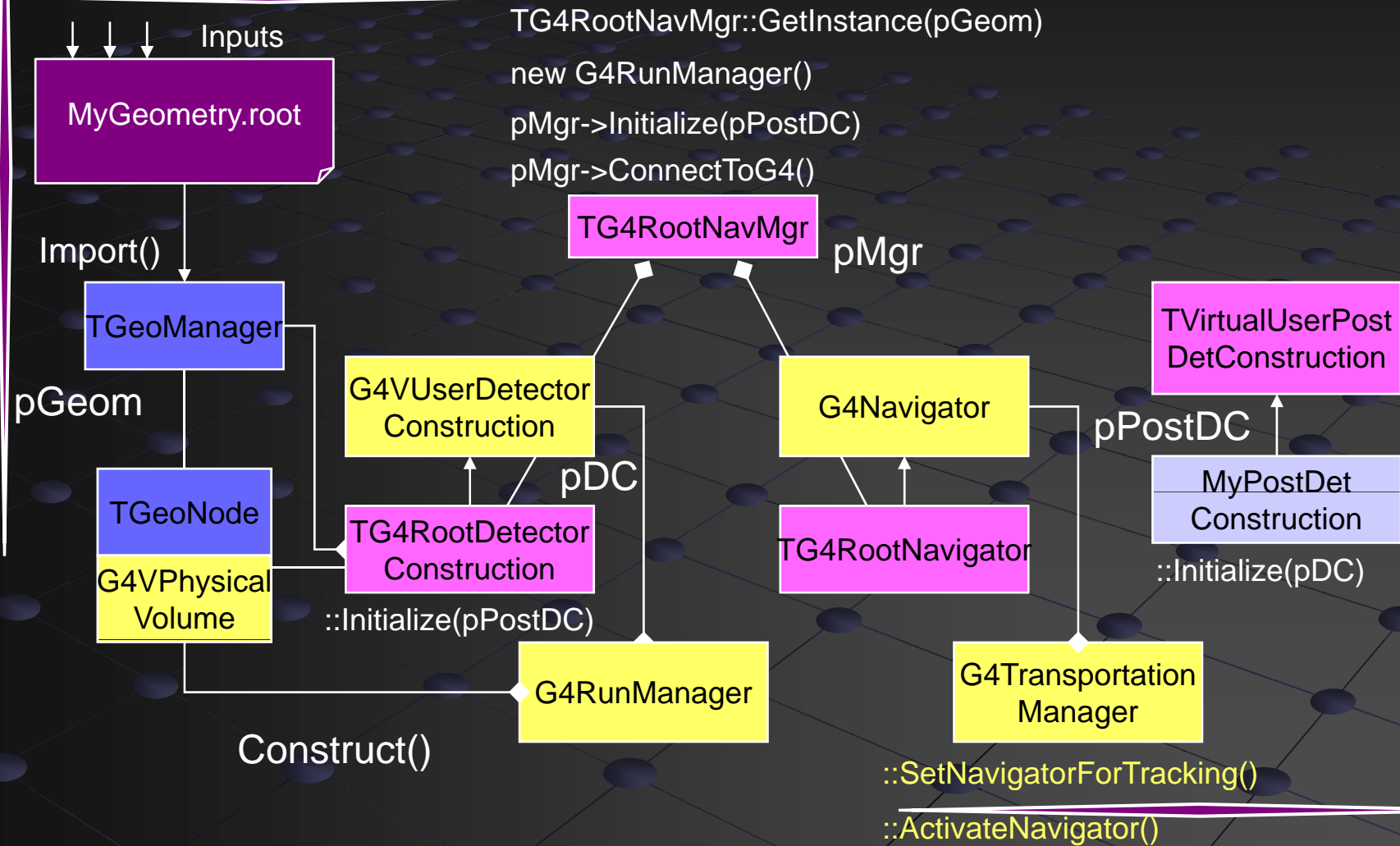
- **TVirtualUserPostDetConstruction**

- Pure virtual plugin class
- *Initialize()* user method to implement for connecting additional objects to geometry

# Interface management

- **Root-ified manager class allowing connection to G4**
  - **TG4RootNavMgr : public TObject**
- **Additional class interfacing TGeo shapes as G4 solids:**
  - **TG4RootSolid : public G4VSolid**
  - **Navigation methods of solids not used in the interface**
    - **Navigation entirely redirected to TGeo**
  - **Possibility to use directly TGeoShape objects in a native G4 geometry**
    - **Few methods not yet implemented at this level**
    - **The feature will be supported by the interface**

# How it works



# Availability

- **Interface introduced in ROOT as G4ROOT module**

- **README file describing how to compile the module**

- **`$ROOTSYS/configure --enable-g4root`**

- **Available starting from:**

- **ROOT version 5.14**

- **GEANT4 version 8.2**

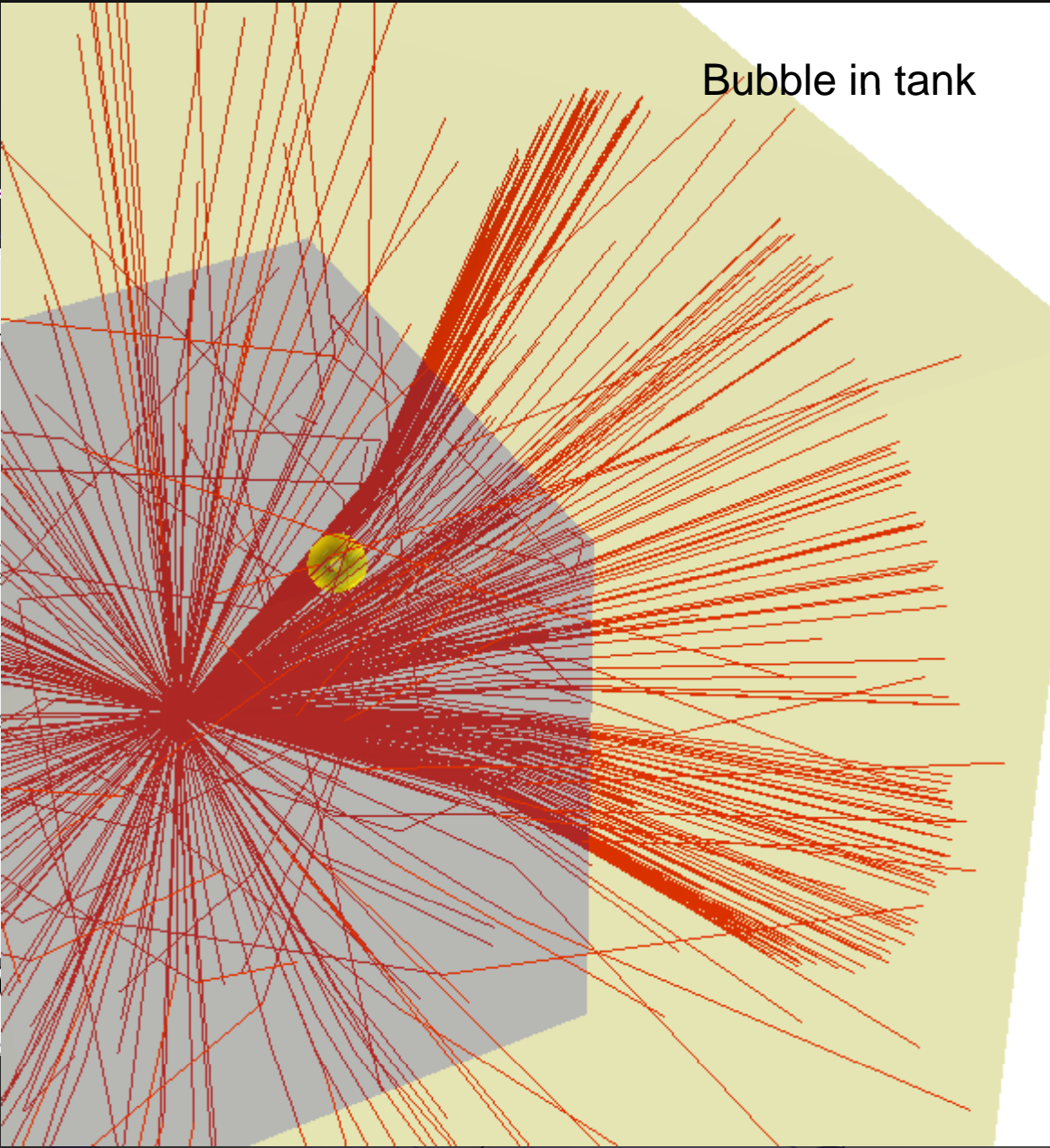
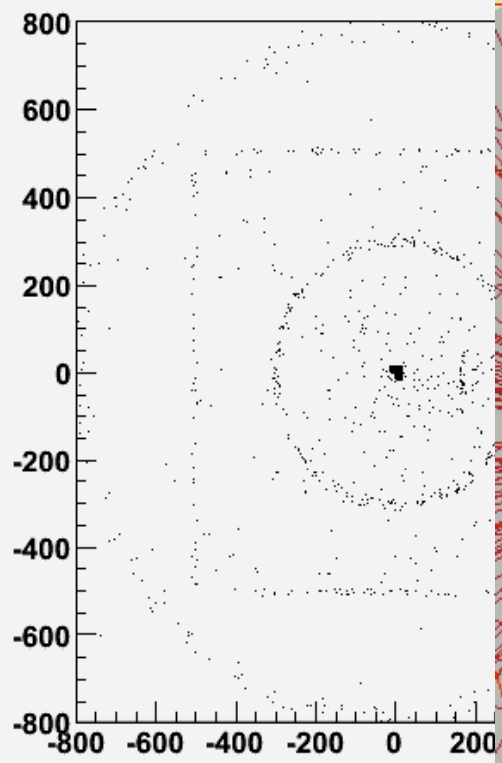
- **Direct comparison tests between normal/g4root navigation performed on modified versions of GEANT4 novice examples**

- **One (N06) included in G4root/test**

# Example: optical photon transport

- **Modified version of Novice example N06**
- **Adds few files to N06 ones**
  - **Demonstrating the usage of the interface**
- **Comparing results when running with G4 or G4ROOT navigation**
  - **Geometries used in the 2 cases equivalent**
  - **Same initial random seed**
  - **Comparison plots of XY coordinates at boundary crossings**
- **Showing a graphical output of tracks over the geometry**

Step coordinates TGeo



# Support for TGeo navigation in GEANT4 VMC

## Support for TGeo geometry

- Since v1.0 (Jul 2003) - via roottog4 converter
- From v1.6 (Mar 2005) – via VGM (Virtual Geometry Model, the generalized version of roottog4 converter)
- Version 2.0 (December 2006) – direct use of TGeo geometry in Geant4 via G4Root
- Several tests for consistency already done or ongoing
  - ✦ Tested on the VGM geometry tests & VMC examples
  - ✦ Identical results for tracking with geantinos for basic shapes
  - ✦ Small differences for complex geometries to be investigated with VGM testbed

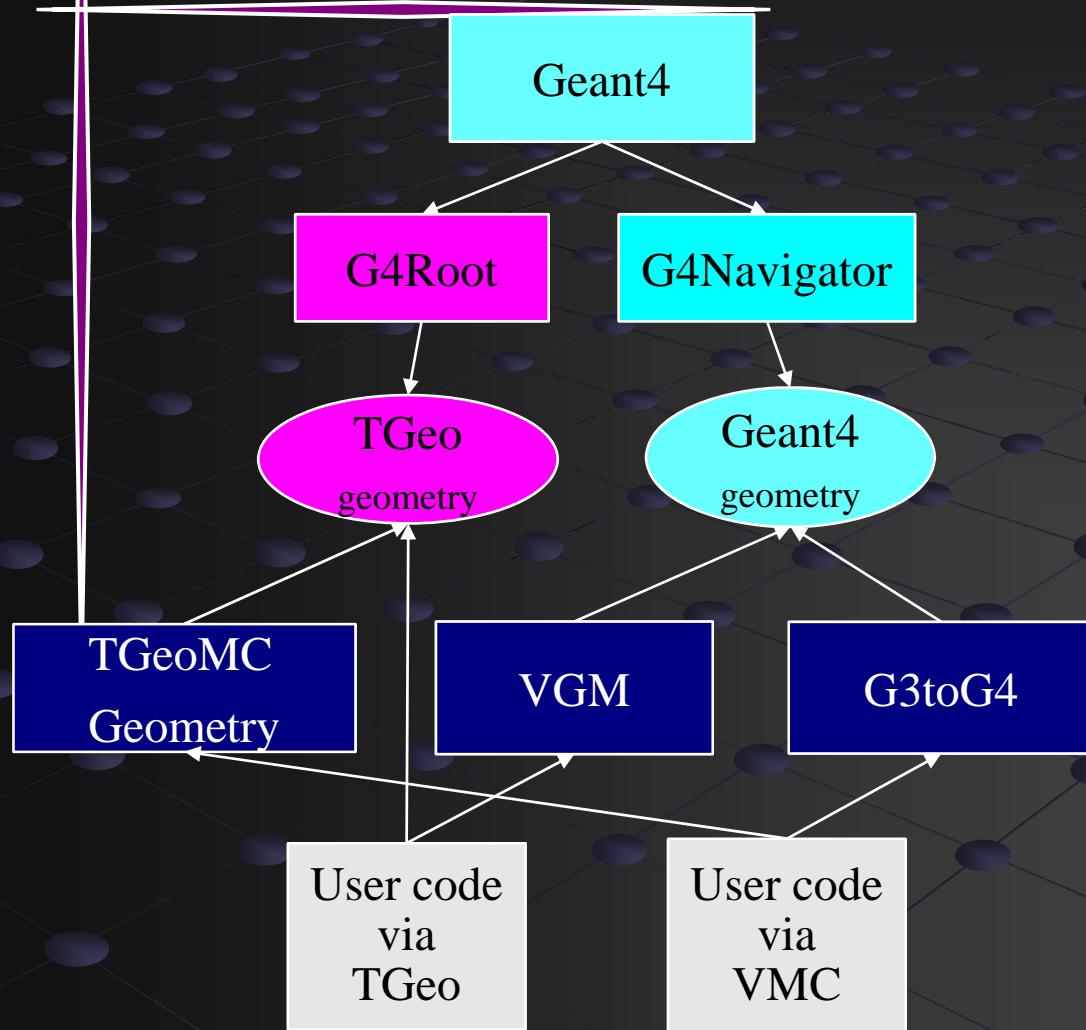
By Ivana Hrivnacova, IPN Orsay



# GEANT4-VMC run configuration

- **User has a choice to define geometry via:**
  - **VMC – GEANT3 style**
  - **TGeo geometry modeller in ROOT**
  - **Geant4 - standard Geant4 detector construction class**
- **User can choose to use G4 native or G4ROOT navigation.**
- **Selection in the run configuration object instantiated in the configuration macro**
  - **VMCtoGeant4**
  - **VMCtoRoot**
  - **RootToGeant4**
  - **Root**
  - **Geant4**
- **The first word means geometry input, the second one navigator to be used**

# GEANT4 VMC run configuration



Geant4 VMC connects automatically necessary packages and activates selected navigator

*With both geometry definition via VMC and TGeo user has a possibility to run with both G4 native and G4Root navigation*

# Using G4ROOT from a native G4 application

## • Can this be done ?

- Yes, an example of use G4Root with G4 native application with geometry defined via Root is provided with G4Root package
- The sensitive detectors and other user are connected to geometry in a bit different way as it is demonstrated on the example objects to the generated G4LogicalVolume objects
- Possibility to convert G4 geometry to TGeo
  - Most G4 geometry features existing also in TGeo
  - Procedure not yet automated
  - Could be avoided in future by keeping the original G4 geometry

## • Does it worth trying ?

- Yes, a minimal working setup for checking performance issues can be put together quite easily
  - Can give fast an idea if the interface usage can save some CPU

# Validation procedure

## • Testing with G4 native examples

- Comparing results given by G4/G4ROOT navigation
- Equivalent TGeo geometries with G4 ones
- Done for some Novice examples
  - Most give identical results (N01, N03, N05, N06)
  - Some differences (random seed change) observed for N02
    - Understood – due to different isotropic safety values

## • Tests within VGM test setups

- Checking various geometry configurations and different geometry features
  - Boolean operations, divisions, replicas, ...
- Revealed few bugs in the navigation interface that were fixed
- More complex geometries to be compared – **extremely performant debugging tool !**

# Validation procedure (cont)

## • Tests with GEANT4 VMC

- Novice examples with either G4 or G4ROOT navigation available in G4\_VMC
- Comparisons with physics switched on/off to be done for real experiments
  - ALICE was the first candidate
  - Further testing/feedback expected from other VMC users:
    - MINOS, CBM/PANDA@GSI/FAIR
- Performance comparisons for complex geometries
  - TGeo navigation performance demonstrated against GEANT3 (faster by 8%)
  - Realistic timing comparisons can only be done for realistic cases (example geometries much too simple)
  - Tests with ALICE TPC and MUON detectors already done !
  - Performance-wise optimizations not yet done for the interface

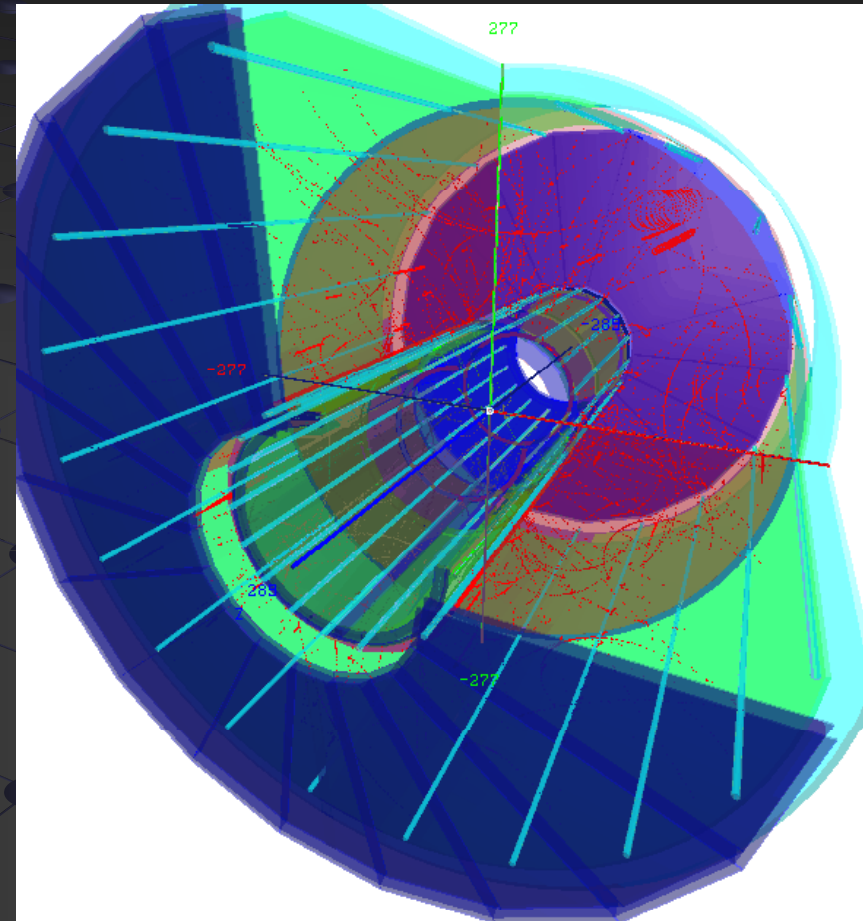
# Tests and benchmarks

## ■ AliRoot – ALICE offline framework

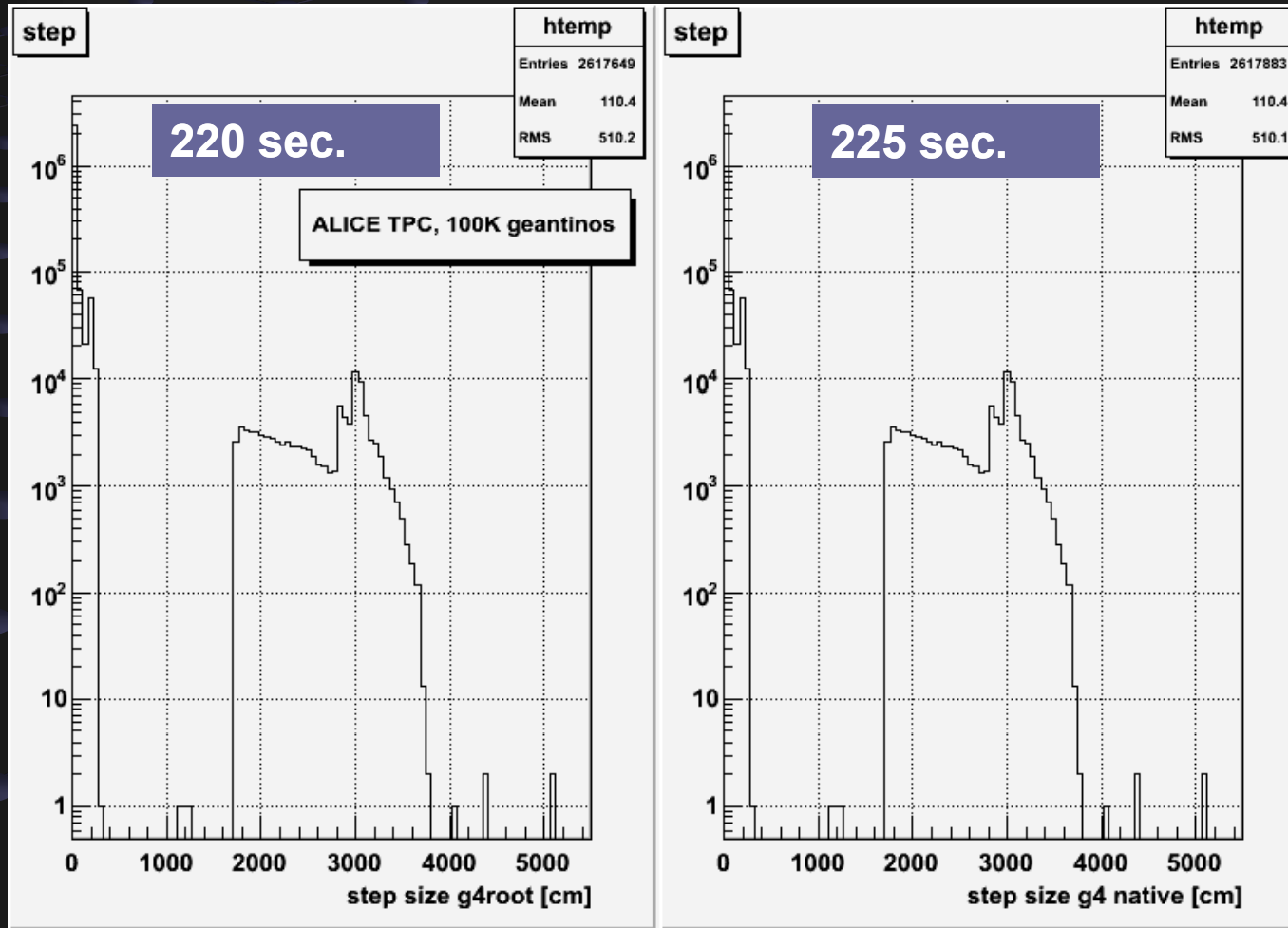
- Using VMC for simulation
  - GEANT4\_VMC – the interface to GEANT4
- VMC API used to define physics and in a similar way for all MC's
  - No special ALICE physics list yet
  - Cuts equivalent to G3 ones
- VMC+TGeo used to define detector geometry
  - TGeo used directly via g4root
  - Geometry converted with VGM to a G4 geometry
    - Works for part of ALICE
- Comparisons made with geantinos and full physics
  - Step distribution comparisons, profiling for different geometry configurations (done)
  - Comparisons at the level of signal (digitization) and tracking/reconstruction outputs (ongoing)
- Comparisons between different MC's – to be done

# ALICE TPC tests

- **Main tracking detector of ALICE**
- **Comparisons with 100K geantinos in 4n**
- **Comparisons with physics ON**
  - **5K parameterized HIJING (0.5-999 GeV)**
  - **L3 field ON**
- **Profiling done for 500 tracks on both navigation setups**

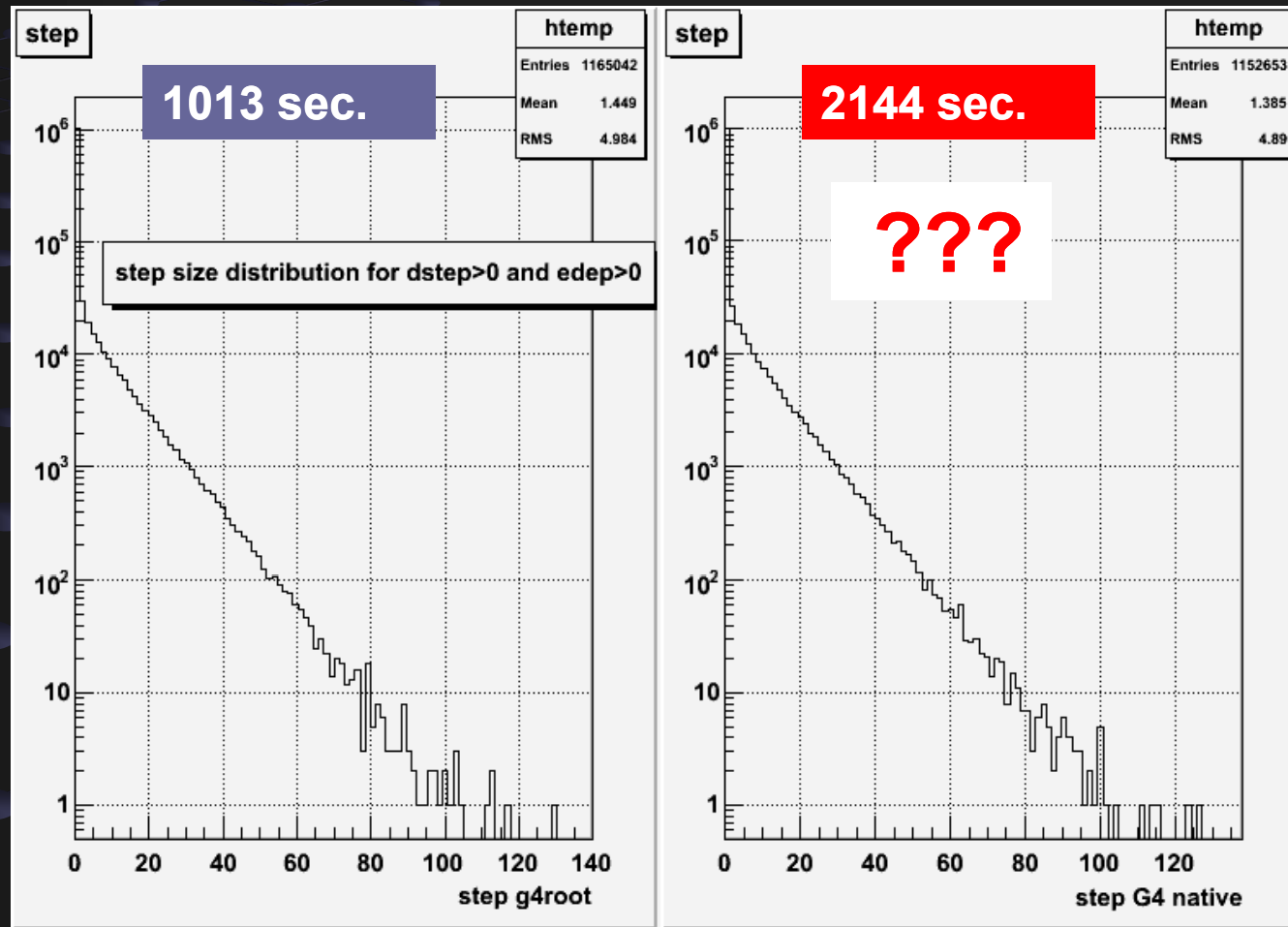


# 100K geantinos TPC

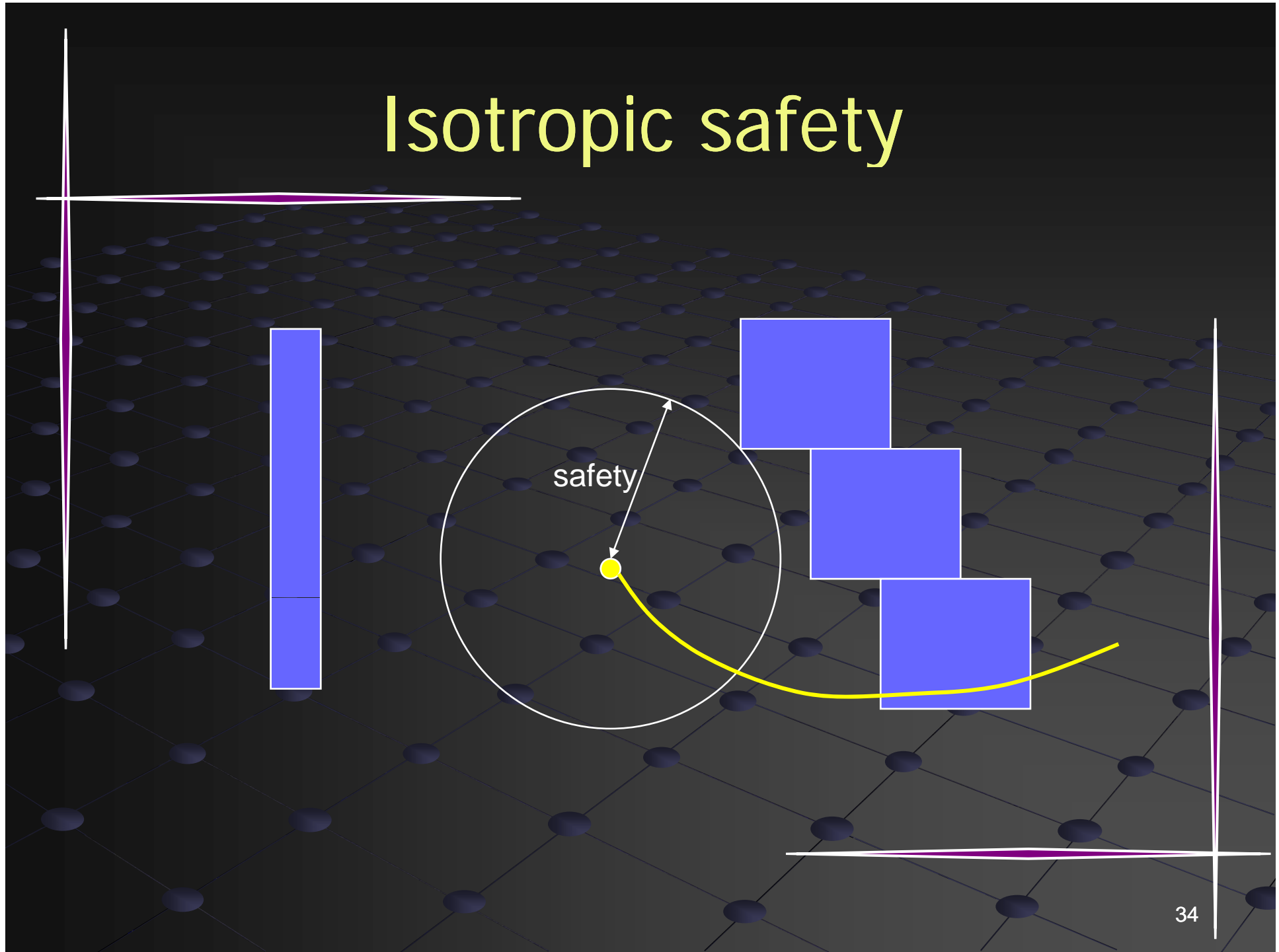




# TPC – 5K particles, physics + field



# Isotropic safety



# Profiling

G4ROOT

1165042 steps

G4

1152653 steps

Multiple scattering process

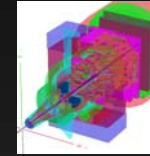
G4RootNavigator::ComputeStep  
1143536 calls (25.9%)

G4Navigator::ComputeStep  
2261101(62.8%)

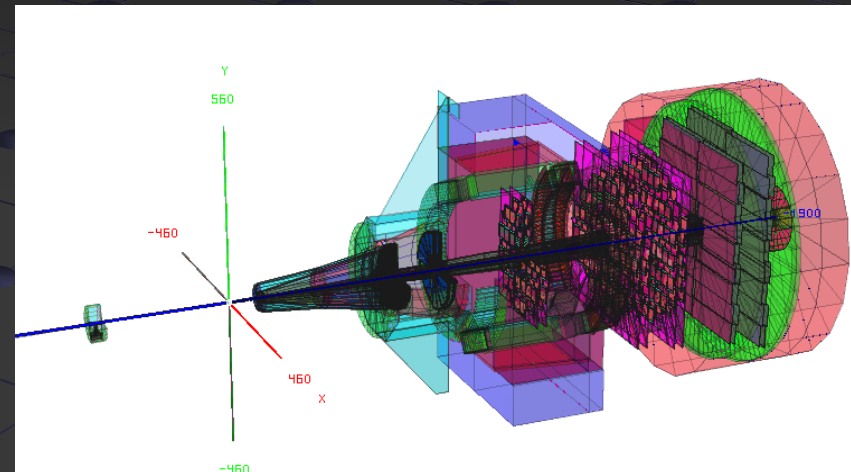
G4PropagatorInField::IntersectChord

**CONCLUSION:** Accurate isotropic safety computation can highly improve simulation time in an environment where low energy charged particles (curling tracks) need to be transported in magnetic field over considerable distances.

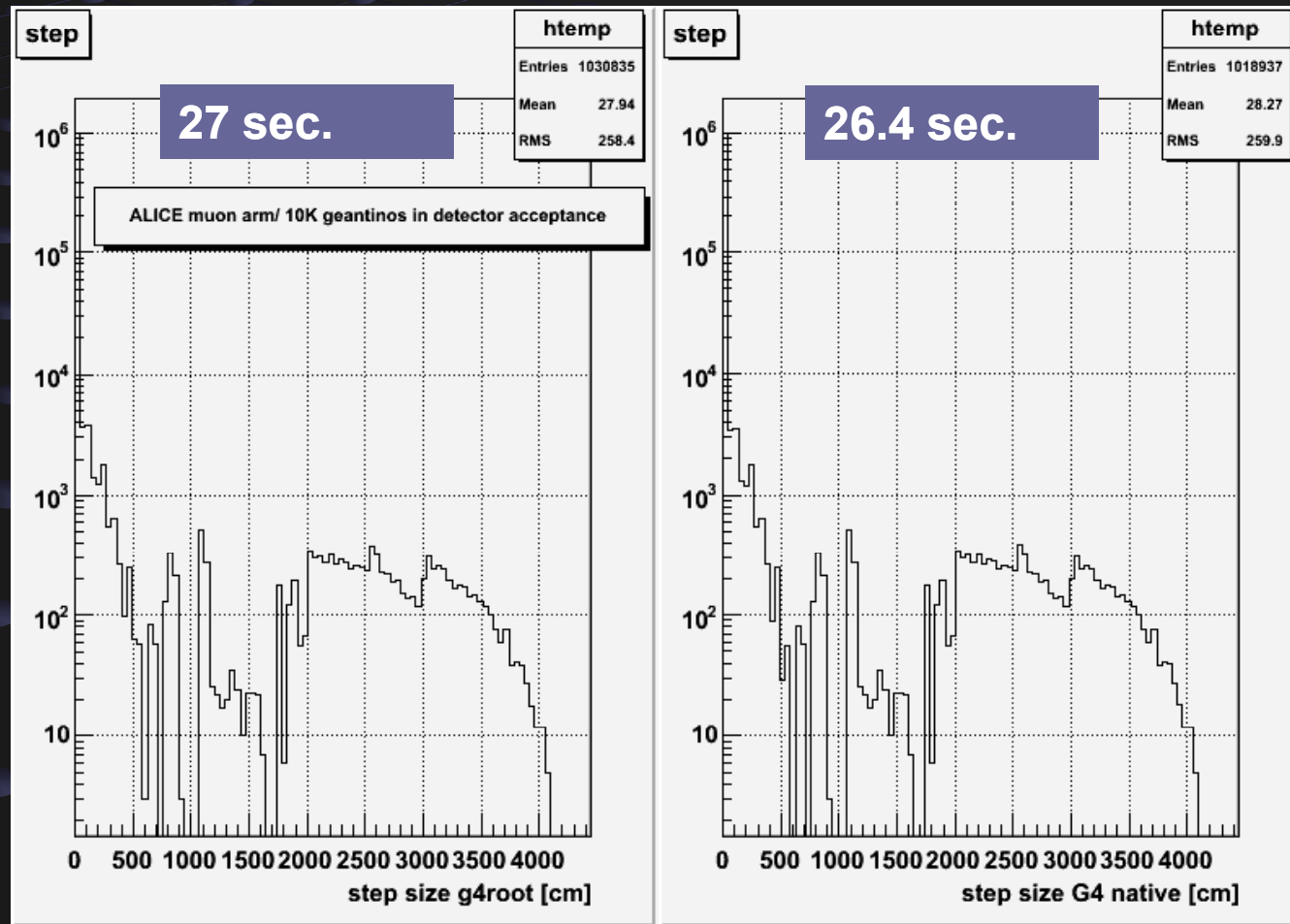
# ALICE MUON ARM



- **10K geantinos within acceptance**
- **500 HIJING parameterized (0.5-999 GeV)**
- **Step length distributions**
- **Most particles stopped within the absorber**



# 10 K geantinos MUON



# Summary

- **A prototype of the navigation interface of GEANT4 using TGeo geometry available**
  - Starting with ROOT v5.14, GEANT4 v8.2
  - Interface used by GEANT4\_VMC v2.0
- **The interface can be used 'as is' by G4-based applications with a TGeo geometry representation and minor additions (example available)**
- **Most benefits by usage via VMC**
  - User application kept unchanged for 3 MC's
  - Navigation based on the same geometry allow reliable comparisons for the MC predictions

# Summary

- **Comparative tests in realistic ALICE setups show consistency between GEANT4 and ROOT geometries**
  - Still some differences at the level of 10 per million to be investigated
  - Computation of the distance to next boundary at **same level of performance** for the tested geometries
  - More realistic isotropic safety values in TGeo highly improve total simulation time for ALICE TPC

# Acknowledgements

## • **GEANT4 team**

- **Support for changes in G4Navigator to accommodate this interface**

## • **ALICE Offline & ROOT teams**

- **Supporting the development and facilitating the integration in ROOT framework**

## • **All current (and future) contributors...**