

# Modifying the detector geometry

The dangers of volume overlaps in GEANT

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Federico Meloni (DESY)



# Introduction

I started building a modified detector geometry to explore 10 TeV concepts and learned many things (i.e. generated a ton of buggy samples)

This presentation could be summarised by one sentence:

**always check for overlaps when modifying a detector xml descriptor**

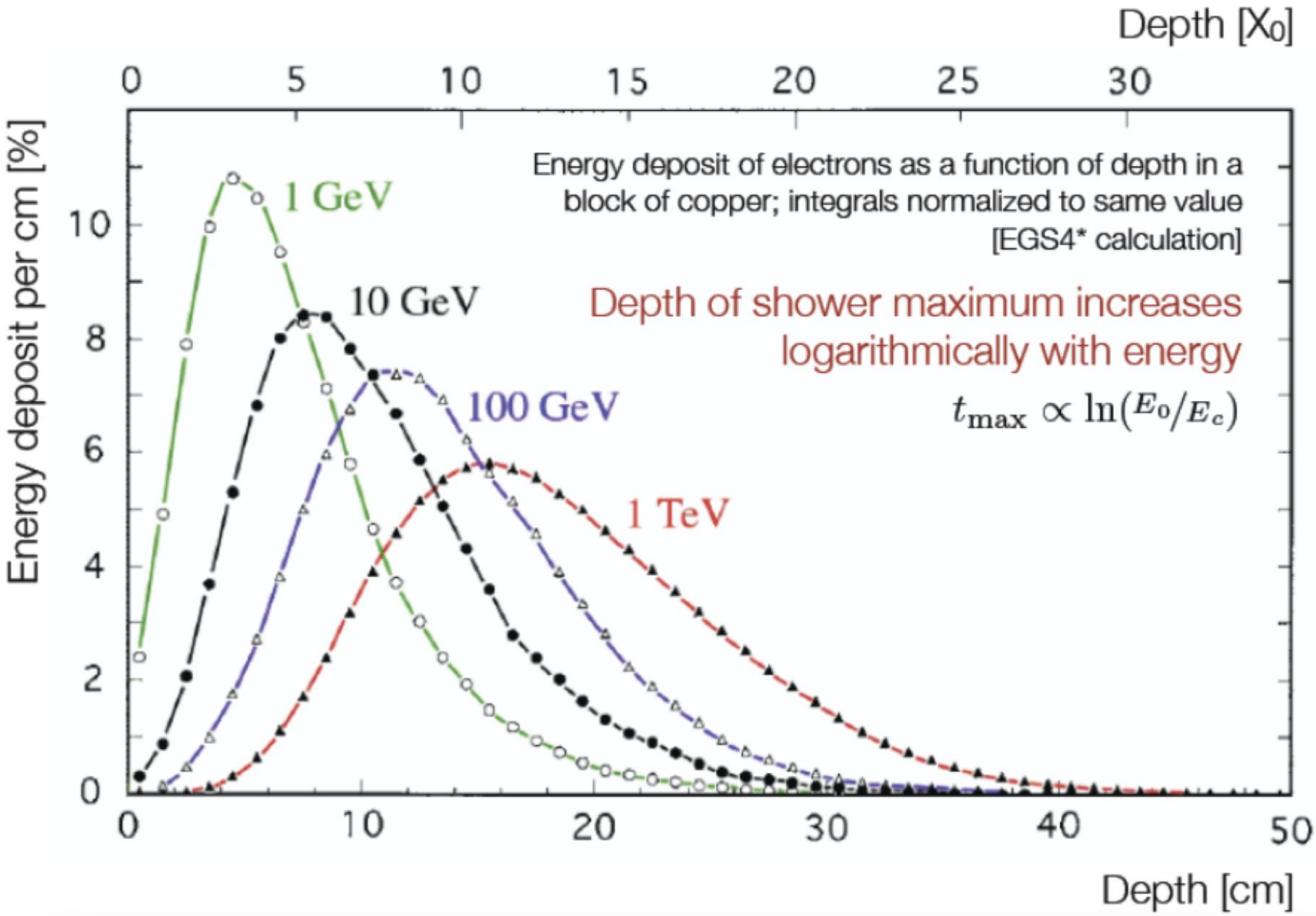
I'll take a few more minutes of your time to:

- Show what kind of things could happen to you
- Explain how to find the overlaps (solving them is, in general, far less trivial)

Focus today:

- effects of overlaps on photon shower development in calorimeters

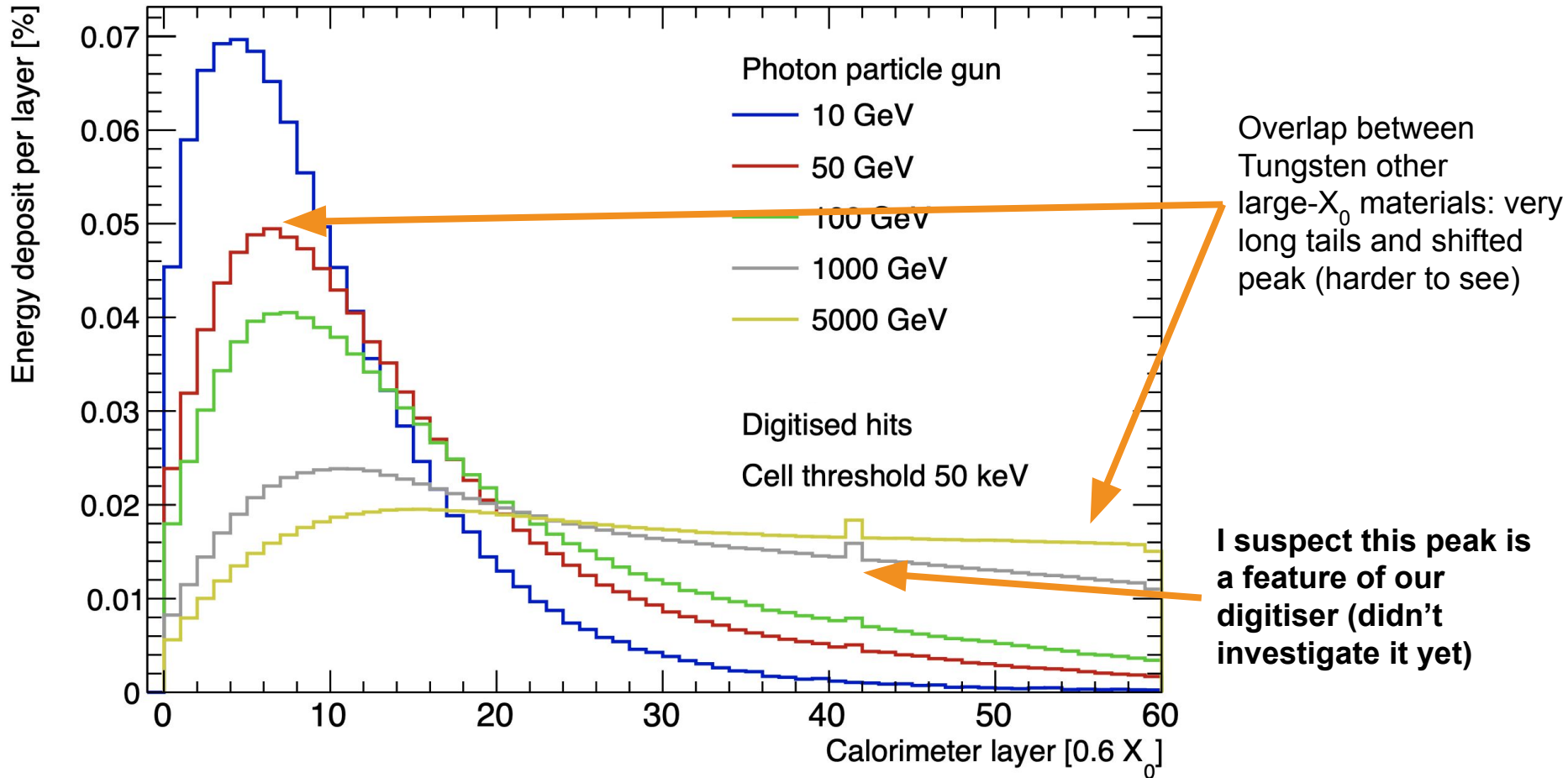
# Reference result



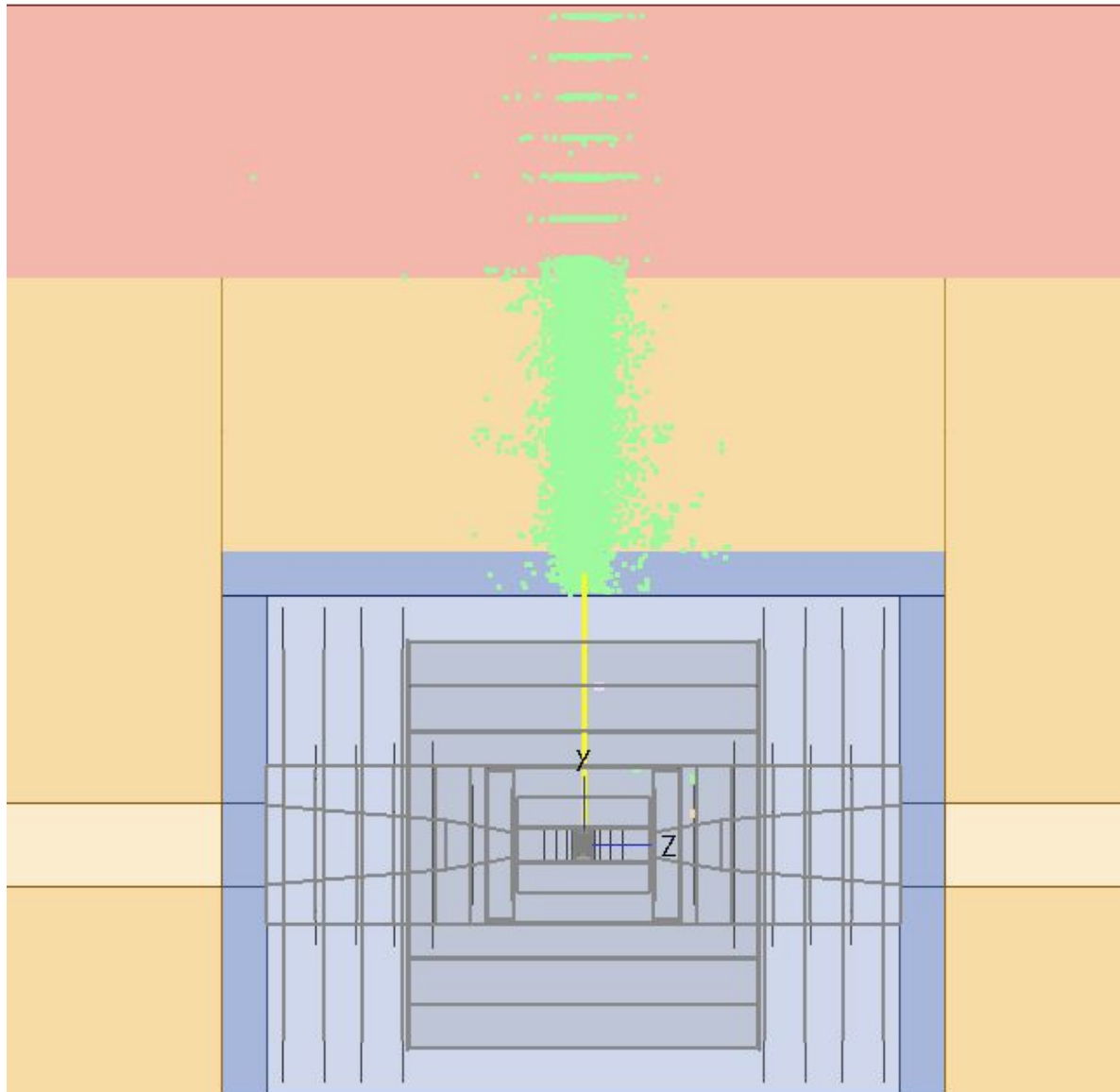
# Accident #1: large overlap

Maximum radius of inner detector > minimum radius of outer detector

- Part of the shower develops in one medium, part in another



# Visual inspection

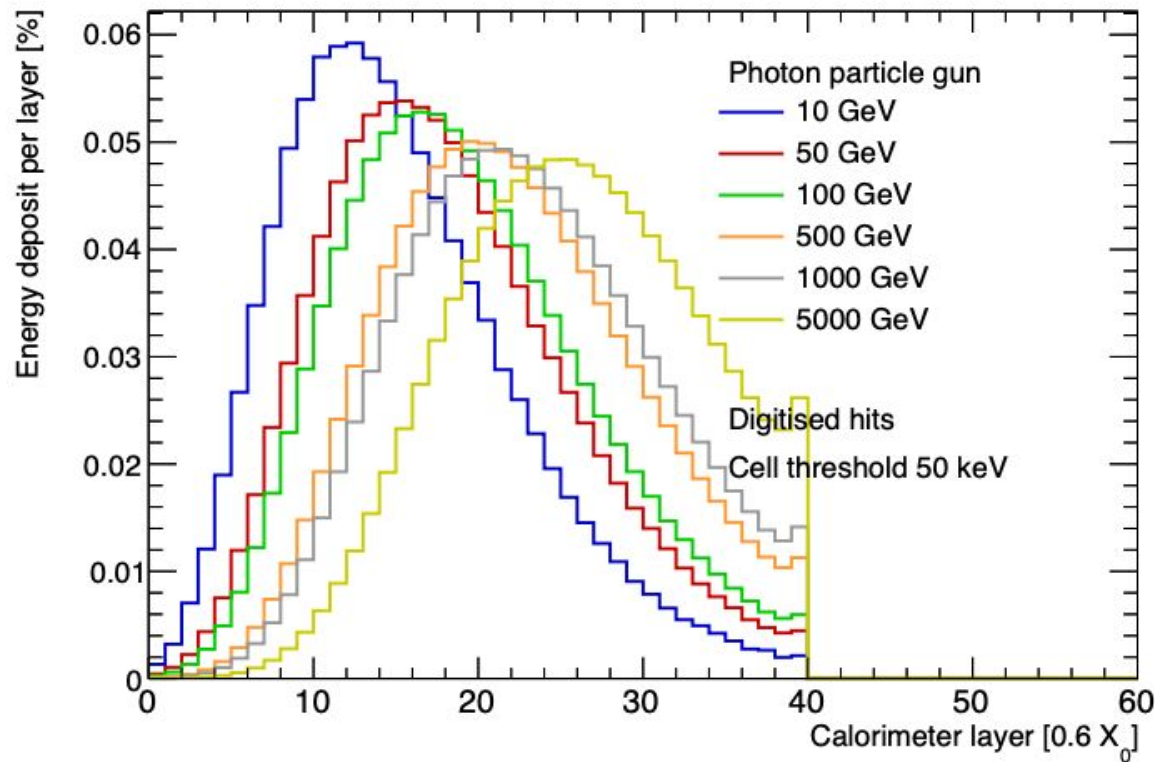


# Accident #2: pocket dimension

There are places that can capture a particle.

Happened to me shooting a photonGun in the direction (1,0,0).

- The MC particle will get captured, and after 10 steps GEANT will start increasing the step size to get free.



- In this particular case, the photon would be released after it “teleported” through the whole ECAL

## How to detect:

- DD4hep prints a (very easy to miss) warning when increasing the step size

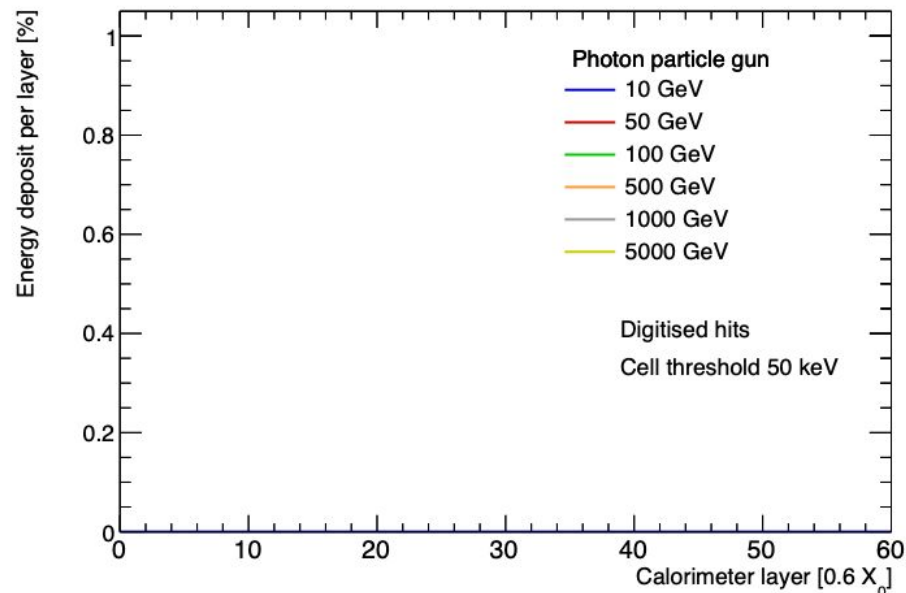
**Minor note:** the plots are not fully consistent as I saved them at different time while investigating different things.

# Accident #3: volume subtraction

Similar problem of accident #1, but this time with subtraction volumes (like those used to carve the beampipe/nozzle hole in the HCAL)

Need to be extra careful, because subtraction volumes can act on other detectors, they are not limited to the xml where they are specified in

- Accidentally subtracted away  $\frac{2}{3}$  of the tracker + the whole ECAL
- **Other cases might be harder to spot**



# Always check for overlaps!

## Overlap Checking

Whenever you change the geometry in a non-trivial way there are the possibilities of overlaps and the following things should be kept in mind

1. There are no trivial changes
2. See point 1
3. Run the overlap check

(Excellent) slides from [A. Sailer](#) at [Key4hep Software Tutorial for Future Collider studies](#)



# How to check for overlaps

## Running the Geant4 Overlap Check

Create the following file as `overlap.mac`

```
/geometry/test/run  
exit
```

And then we run `ddsim` with this macro file, and dump the output to a text file for easy browsing

```
ddsim --compactFile FCCee_o1_v05/FCCee_o1_v05.xml \  
      --runType run \  
      --macroFile overlap.mac > overlapDump &
```

- ▶ With the full detector model including the tracker this would take about 30 minutes

(Excellent) slides from [A. Sailer](#) at [Key4hep Software Tutorial for Future Collider studies](#)

# Conclusions

Ran the overlap checker on v1 and v1.3.1 geometry (not sure if we changed the default in the latest sw release).

- Found 104 overlaps (in InnerTracker, Support structures, Nozzle, Beampipe, Vertex Endcap, HCalEndcap, Yoke Endcap)

## Example

```
Checking overlaps for volume av_35_impr_6_InnerTrackerEndcapModule_2x2_Out_pv_0 (G4Box) ...
----- WWW ----- G4Exception-START ----- WWW -----
*** G4Exception : GeomVol1002
      issued by : G4PVPlacement::CheckOverlaps()
Overlap with volume already placed !
      Overlap is detected for volume av_35_impr_6_InnerTrackerEndcapModule_2x2_Out_pv_0:108 (G4Box)
      with av_35_impr_11_section_ConeSupport1_pos_pv_0:608 (G4Cons) volume's
      local point (-95,-4.16501,-220.759), overlapping by at least: 100.452 um
NOTE: Reached maximum fixed number -1- of overlaps reports for this volume !
*** This is just a warning message. ***
----- WWW ----- G4Exception-END ----- WWW -----
```

Saved dump files and happy to share them if anybody would like to take a look.

**Always check for overlaps when modifying a detector xml descriptor!**