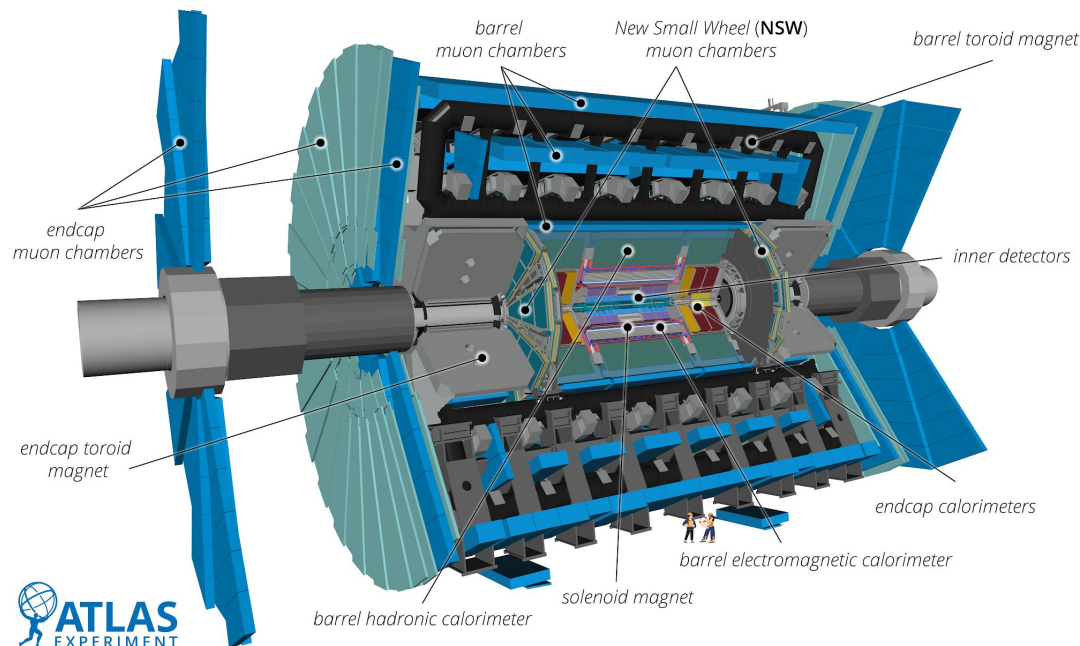


# The ATLAS Monte Carlo detector simulation for Run 3 at the LHC

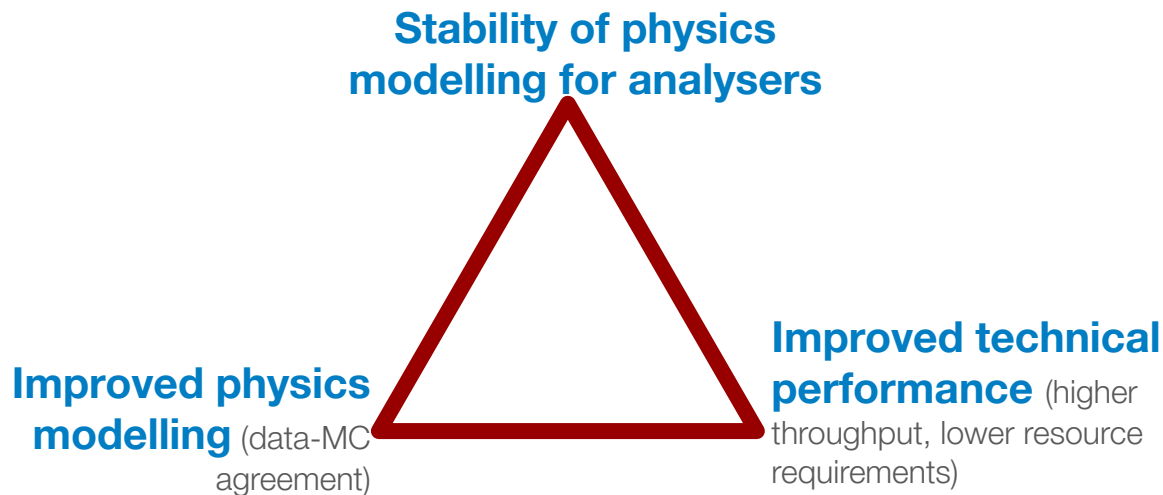
ICHEP, 20th July 2024

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- Simulation of interactions within the ATLAS Experiment at the LHC is performed using Geant4 integrated into the ATLAS Offline Software framework (Athena).
- In Run 2 ATLAS used Geant4 10.1. In Run 3 ATLAS uses Geant4 10.6.

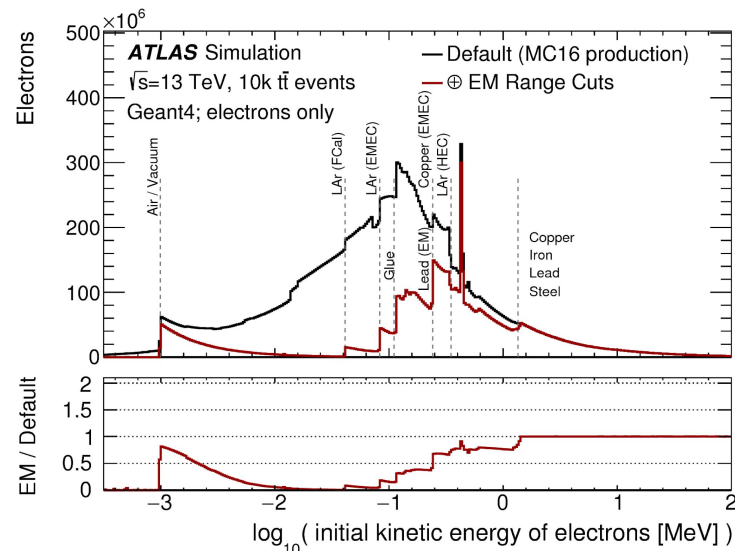


- Analysers need a consistent set of Monte Carlo (MC) samples with matching physics modelling corresponding to all data periods in an LHC run.
- Physics modelling changes in MC require updated recommendations for physics objects.
  - This is an expensive process (personpower) which is only undertaken once or twice per LHC run.
- Optimizations which improve technical performance can be added to production releases between data-taking years in an LHC Run - *if they do not alter the physics modelling*.
- Changes (improvements) to physics modelling can only be included in production releases at points when new physics object recommendations are planned.

- There are two main ways to optimize the technical performance of simulation code:
  - **Avoid simulating uninteresting particles** (Simulation output changes.)
  - **Speed up the simulation of interesting particles**
    - **Do the same thing, but faster.** (Simulation output unchanged.)
    - **Do something simpler.** (Simulation output changes.)
- Output-changing optimizations require very careful validation, but can produce output which is compatible with being analysed together with previous MC production.
- This talk focuses on “Full Simulation”, but ATLAS also maintains a “Fast Simulation” workflow.
- See [“The Fast Simulation Program of ATLAS at the LHC”](#) later in this session for a discussion of the other flavours of simulation used by ATLAS.

- Beam-pipe killer
  - Kill particles entering certain forward beam-pipe volumes which mean they will be very unlikely to reach sensitive detector regions. (Statistical differences in output due to random number changes for remaining particles.)
- **EM Range Cuts**
  - Turn on range cuts for gamma processes (conv, phot, compt). See next slide.
- Neutron/Photon Russian Roulette
  - Kill low energy neutrons/photons with some probability when created. Upweight energy deposits of surviving particles accordingly. Speed-up: ~10%

- Range cuts are a built-in way of optimizing Geant4 performance
- For each material-volume pair, range cuts can be specified in distance units (mm).
- Secondary particles that are expected to travel less than the range cut are not created and their energy is immediately deposited by the parent particle.
- By default Geant4 does not apply range cuts for the conversion, photo-electric or Compton-scattering gamma processes.
- Option provided by Geant4 to activate range cuts for these processes:
  - G4 command: `'/process/em/applyCuts true'`
- Range cut of 0.1 mm used (same as for electron processes).
- Speed-up: 6-10% - due to far fewer being particles created.



- VecGeom
  - ATLAS uses VecGeom implementations for a subset of G4Solid implementations.
  - In testing it was found that switching only Cones, Tubes and Polycone implementations from the defaults to VecGeom gave the best performance. Speed-up: 2-7%
- **EM Endcap Calorimeter (EMEC) Geometry Optimisation**
  - Reduce the time needed for geometry navigation calls by dividing the EMEC inner (outer) wheel into 14 (21) thick slices along the  $z$ -axis. Speed-up: 5-6%
- **Tailored magnetic field switch-off in LAr Calorimeters**
  - Magnetic field switched off in central LAr calorimeter for all particles except muons. Speed-up: 3%.
- G4GammaGeneralProcess
  - Use a super-process that hides all six standard physics processes involving photons.
  - Only one mean free path needs to be calculated for a photon. Speed-up: 3%
- **Woodcock Tracking in the EMEC**
  - See following slides.
- **Big Library**
  - See following slides.
- **Link Time Optimization**
  - See following slides.

- Woodcock Tracking is a tracking optimisation technique for highly segmented detectors where the geometry boundaries rather than the physical interactions limit the simulation steps.
- In the EMEC region photon simulation is dominated by the transportation process.
- Photons don't interact during transport (no continuous energy deposition), therefore safe to perform tracking of photons in a simplified EMEC geometry (i.e. without boundaries) made of the densest material from the standard EMEC geometry (Pb).
- Interaction then occurs with probability equal to ratio of cross-sections of the true material and Pb. Statistical changes in output only.
- Woodcock tracking is applied on top of the G4GammaGeneralProcess.
- This code will be part of G4HepEM, but was added as atlas patch on Geant4 10.6.patch03
  - Geant4 command: ``/process/em/useWoodcockTracking EMEC'`
- Speed-up: 17.5%
  - 50% reduction in number of steps for photons in EMEC.



- Single shared object library for all Athena code with Geant4 dependencies - statically linked to Geant4 libraries.
- Implementation strategy:
  - a. Identify all packages which depend on Geant4.
  - b. Compile Geant4 external in static mode (e.g. create .a archives).
  - c. For all the packages identified in (a) modify CMakeLists.txt to create a cmake library of OBJECT type (.o files).
  - d. Create a meta-package that will create the “big library” using all OBJECT libraries and static link from G4.
- Speed-up: 5-7%

## PkgA/CMakeLists.txt

```
atlas_subdir( PkgA )
atlas_add_library( PkgA
  src/*.cxx
  [...]
  OBJECT )
// ...
```

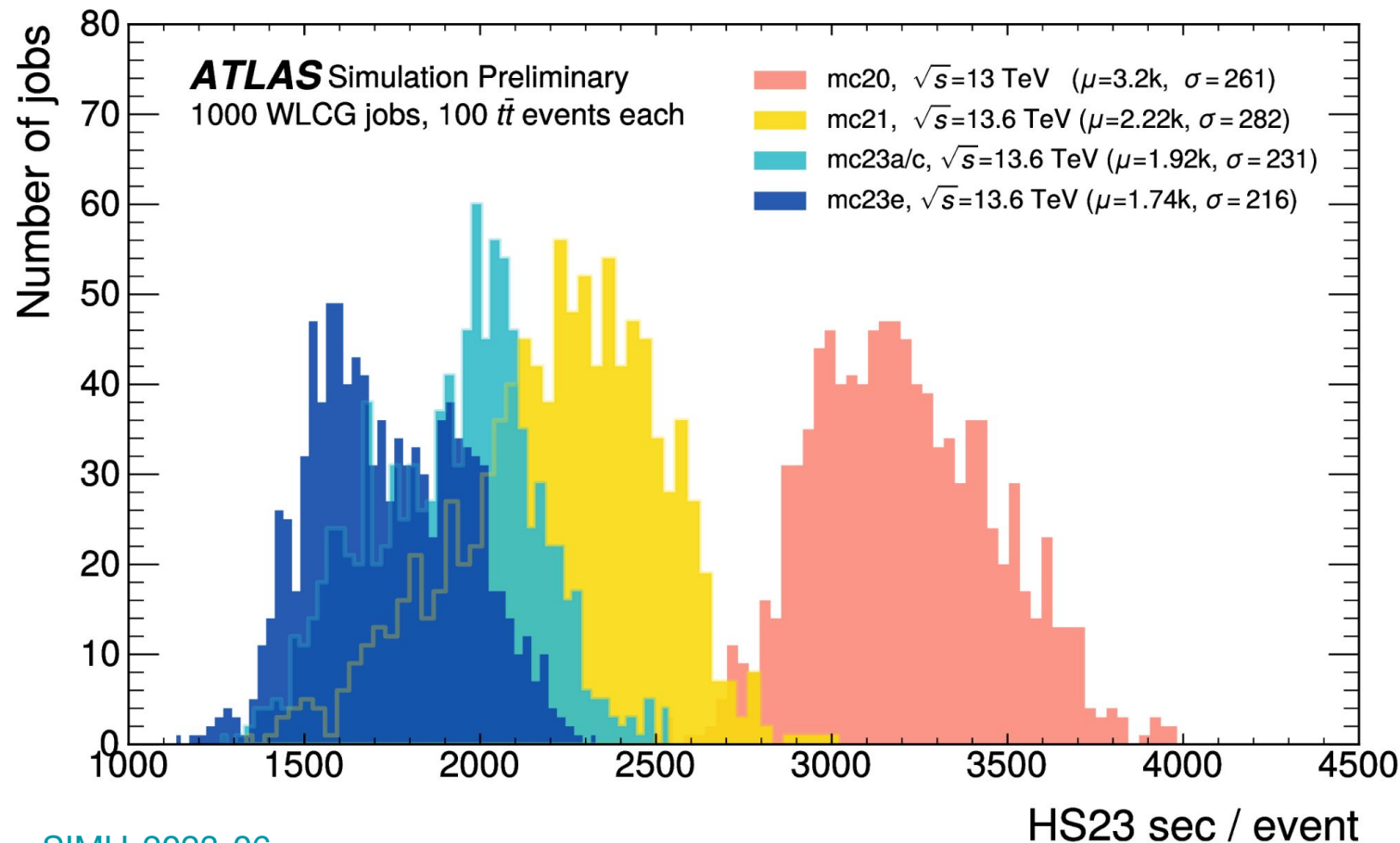
## PkgB/CMakeLists.txt

```
atlas_subdir( PkgB )
atlas_add_library( PkgB
  src/*.cxx
  [...]
  OBJECT )
// ...
```

## PkgC/CMakeLists.txt

```
atlas_subdir( PkgC )
atlas_add_library( PkgC
  [...]
  OBJECT_LIBRARIES
  PkgA
  PkgB )
// ...
```

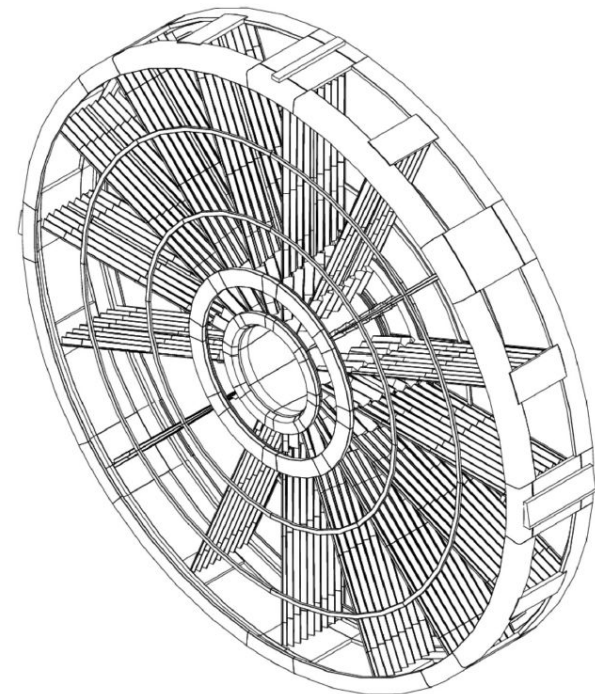
- Once all files have been compiled separately into object files, traditionally, a compiler links (merges) the object files into a single file, the executable.
- However in LTO the compiler is able to dump its intermediate representation, so that all the different compilation units that will go to make up a single executable can be optimized as a single module when the link finally happens. [\[wikipedia\]](#)
- As all Athena code with Geant4 dependencies is statically linked together into a single shared-object library it is possible to use LTO on this shared-object library (instead of an executable).
- This only required changes in the CMake configuration of the Athena build.
- As expected, the simulation output is identical after this purely technical change.
- Speed-up: ~5%



Throughput increased by x1.84 between mc20 and mc23e campaigns! (mc20 uses Geant4 10.1, mc21 & mc23x use Geant4 10.6)

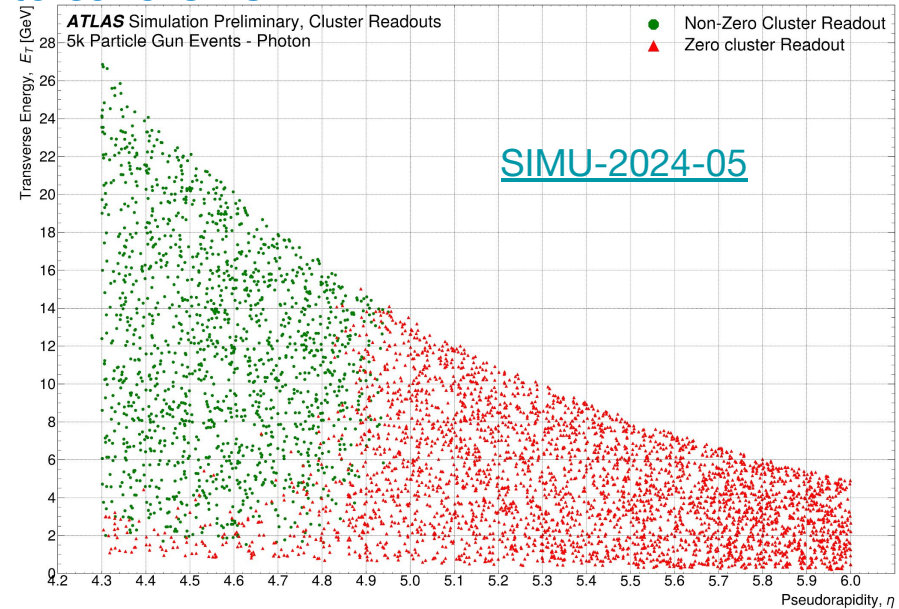
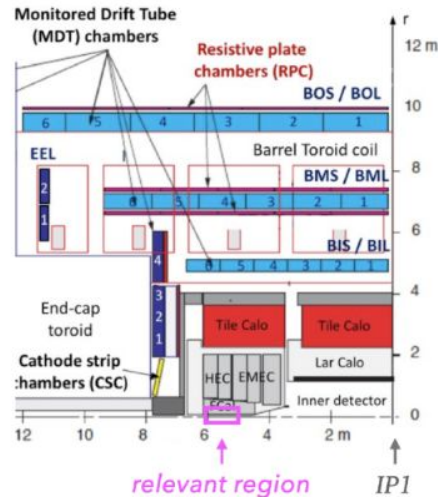
- Switching off Energy Loss fluctuation
  - G4 Command `"/process/eLoss/fluct false"`
  - Physics output-changing. Postponed until next major MC campaign.
- Advanced Compiler Optimisations - PGO / AutoFDO
  - Next step after LTO - use profile driven feedback to further optimize the big library.
- **High- $\eta$  particle rejection**
  - See following slides
- Parameter Tuning of In-Field Tracking
  - Customize G4 tracking parameters based on particle type, properties and location region to optimize CPU performance without compromising precision.
- Adoption of G4HepEM and the specialised transport
  - A new compact Geant4 EM library optimized to be used for HEP em showers development and transport. It provides significant speedup w.r.t the general Geant4 EM library.
- G4NeutronGeneralProcess
  - Super-process for neutron physics.
- **Re-implementation of EMEC geometry**
  - See following slides

- **Background:**
  - The as-built EMEC has a complicated “Spanish Fan” geometry.
  - Efficient description using the G4Solids available in early versions of Geant4 was not possible.
  - Custom solids used to implement the geometry algebraically.
- **New implementation based on data taken from the technical drawings**
  - EMEC mother volume
  - Inner and Outer Wheel envelopes
  - Inner and Outer Wheel Absorbers and Electrodes defined as G4GenericTrap solids
- **Includes option to subdivide the geometry into slices to aid voxelization.**
- **Initial tests in a stand-alone Geant4 example:**
  - Tracking performance ~4 times faster even with extra debugging enabled.
- **Code now integrated into Athena.**
- **Next step is to adapt the corresponding sensitive detectors to the new geometry implementation to allow assessment of physics modelling.**



# High- $\eta$ particle rejection

- **Idea:** Kill primary particles generating secondaries close to the beam-pipe at  $\sim$  5-6 m from the IP.
- Many particles in the collision are at high  $|\eta|$  (no Inner Detector hits) with little energy compared to the calorimeter noise.
- Check if we can kill some particles early on which will have no or little effect on the simulated energy in the calorimeters to save CPU.
- Cutting  $\eta > 5.0$  and  $E_T < 0.5$  GeV looks promising.



- The ATLAS Simulation group aims to:
  - provide Monte Carlo samples with consistent physics for entire LHC runs for analysers
  - include new optimizations without changing physics modelling between yearly sub-campaigns.
  - include physics modelling improvements between campaigns.
- Multiple optimizations were introduced between the Run 2 (mc20) campaign and the latest Run 3 campaign (mc23e - matching 2024 data), increasing throughput by a factor of 1.84!
- Close collaboration with the Geant4 Collaboration is key.
- Healthy programme of on-going development to include further optimizations in the future both from adopting new Geant4 features and improving code within Athena.
- Further performance improvements expected for the sub-campaign for 2025 data.





## ● Neutron Russian Roulette

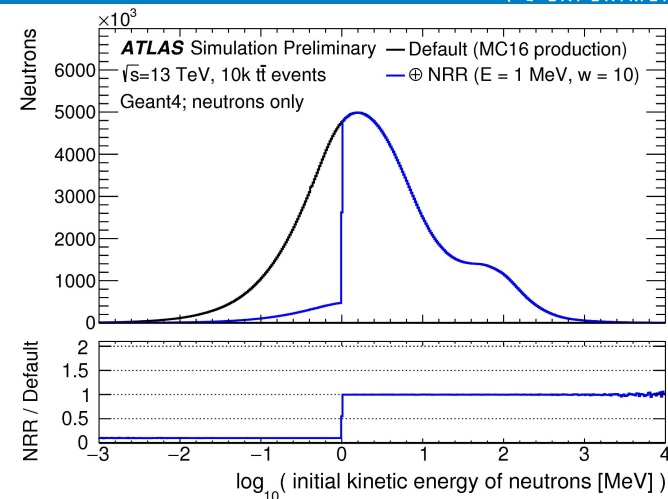
- Low energy neutrons take quite some CPU time in simulation, usually with many steps that are not really correlated with the point of their creation.
- Randomly kill neutrons below some threshold energy with a probability  $1/w$  and apply a corresponding weight ( $w$ ) to the remaining neutrons. The remaining neutrons would then deposit  $w$ -times the energy.
  - Based on an idea already used in [CMS Simulations](#).
- Parameters used in production: Threshold = 2.0 MeV,  $w = 10$ .

## ● Photon Russian Roulette:

- Applied to photons produced in the LAr EM Calorimeters in ATLAS
  - Avoids unwanted effects in the Inner Detector.
- Parameters used in production: Threshold = 0.5 MeV,  $w = 10$ .

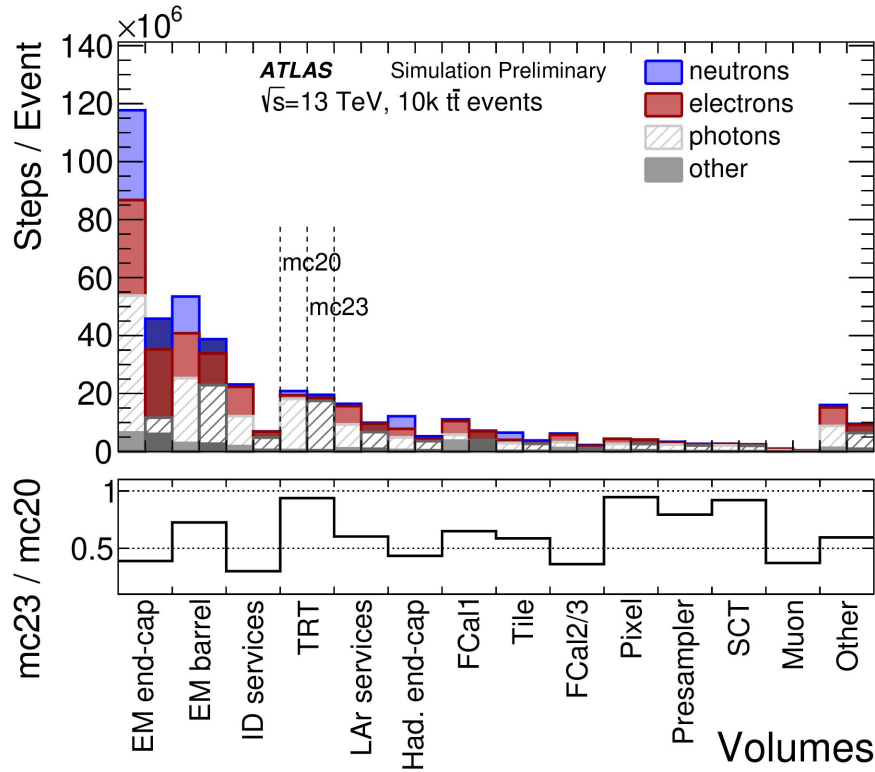
## ● Both [Implemented in Athena](#) in a configurable `G4UserStackingAction`.

## ● Speed-up: $\sim 10\%$ overall



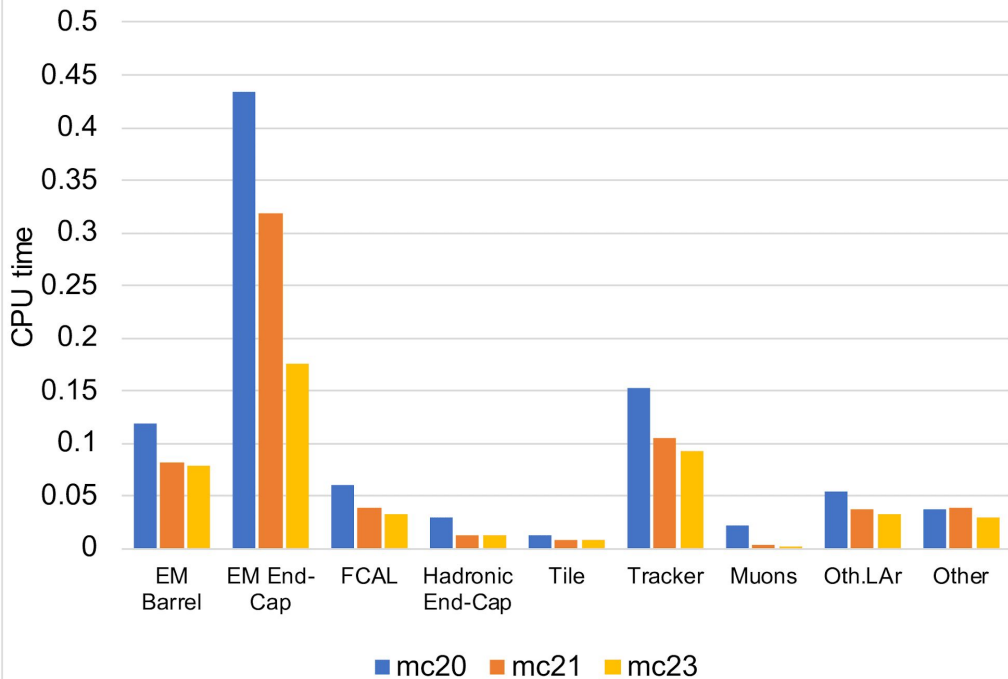
- The G4GammaGeneralProcess is a super-process that hides all six standard physics processes involving photons.
- The G4SteppingManager only sees one physics process rather than six, so only one mean free path needs to be calculated for a photon.
- The number of instructions is reduced at the cost of introducing extra physics tables shared between threads.
- Initial version included in Geant4 10.6 onwards. Additional patches backported to atlas patch on Geant4 10.6.patch03.
- Output unchanged.
- Geant4 command: `` /process/em/UseGeneralProcess true``
- Speed-up: 3%





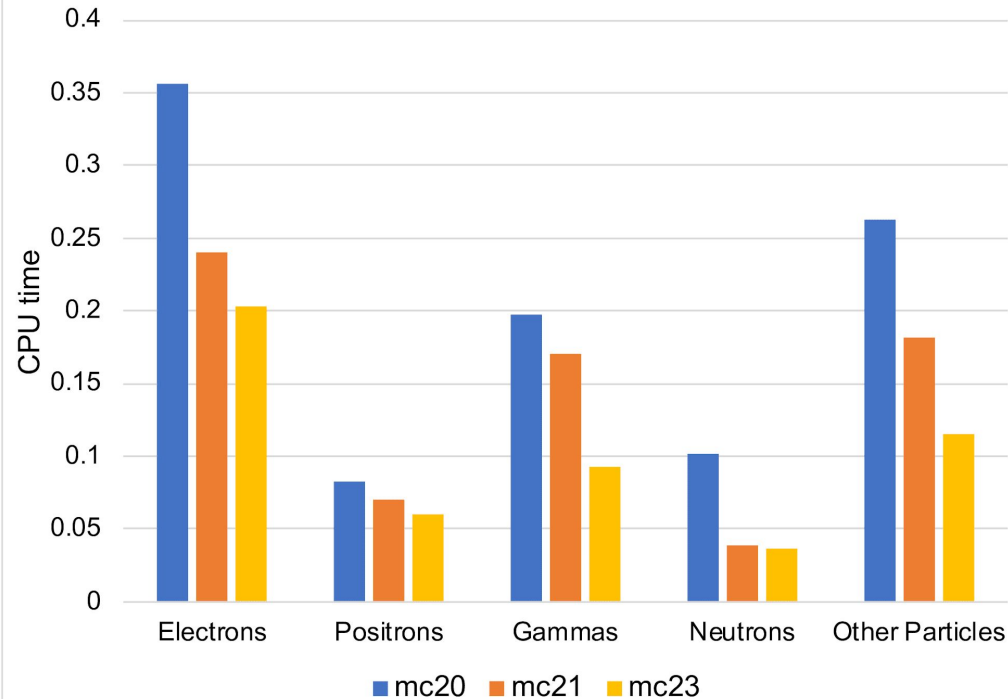
- Number of Geant4 steps per event for various ATLAS detector volumes. The left column in each section represents the Run 2 (mc20) setup and the right column represents the setup during Run 3 (mc23 = mc23c).
- 'FCal1' includes the first (electromagnetic) module of the forward calorimeter and 'FCal2/3' includes the subsequent two hadronic modules.
- 'ID services' includes ID services and the beam pipe.
- 'LAr services' includes LAr services and LAr cryostats.
- 'Other' includes all other particles and all other volumes that are simulated.

**ATLAS** Simulation Preliminary  
Major subdetectors normalized CPU time  
100  $t\bar{t}$  events



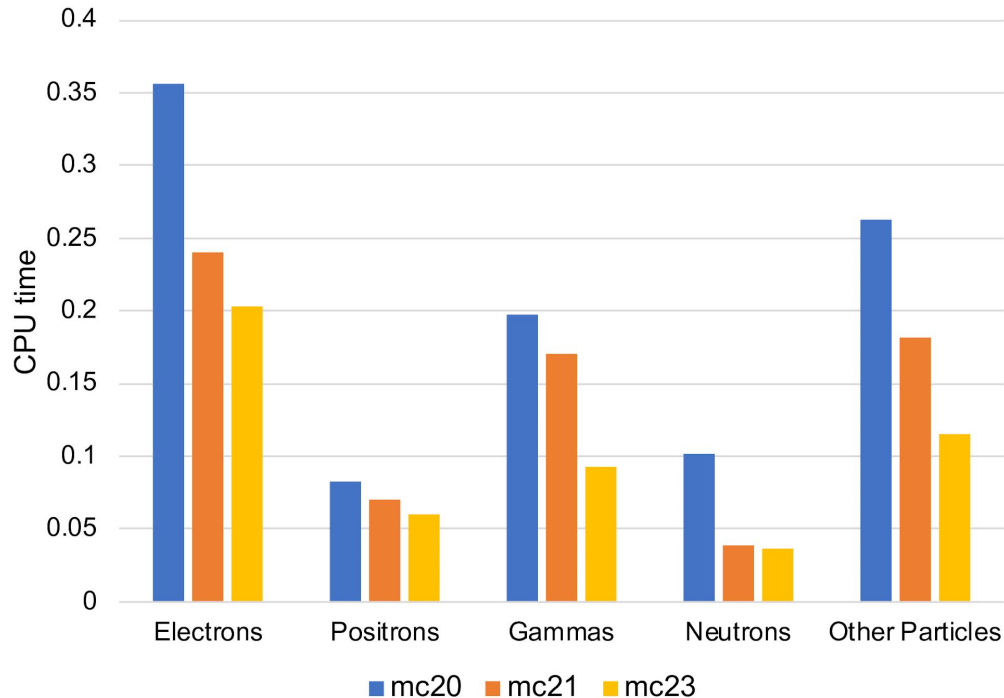
- Time spent per event simulating 100  $t\bar{t}$  events, normalized to the total time spent to simulate events in mc20, for each of the major subdetectors.
- The different colored bars represent different simulation configurations: the left most bar, for each subdetector, shows the simulation time for the Run 2 (mc20) configuration; the middle bar displays the time for an optimization used for the first Run 3 simulated samples (mc21); while the right bar shows the time spent on simulating events with the latest Run 3 configuration (mc23 = mc23c).

**ATLAS** Simulation Preliminary  
 Per particle event normalized CPU time  
 100  $t\bar{t}$  events

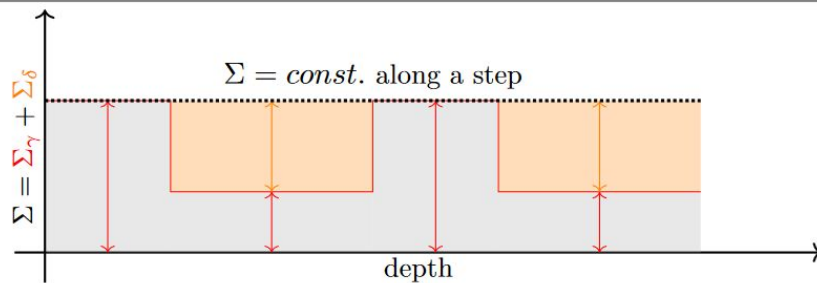
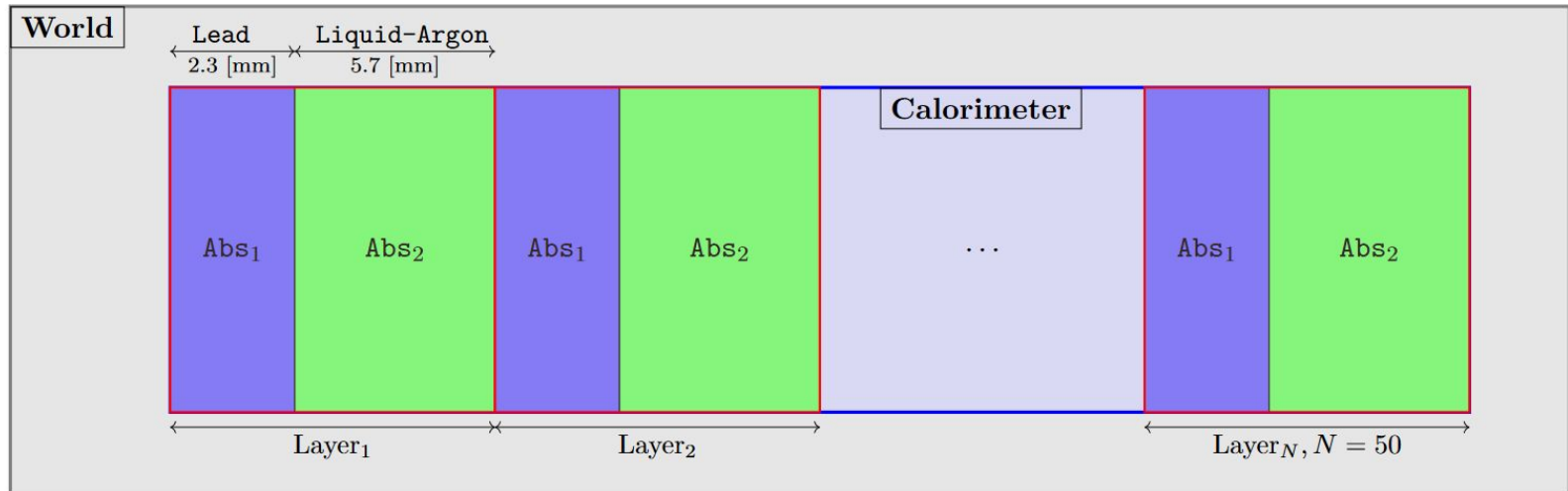


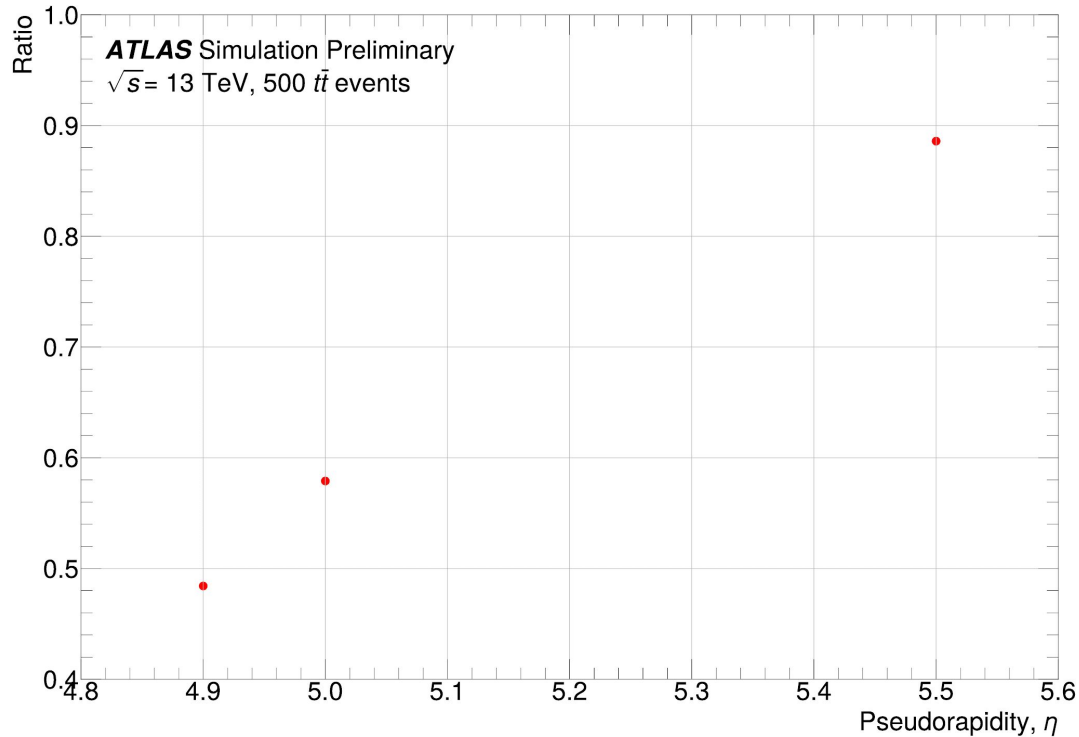
- Time spent per event simulating 100  $t\bar{t}$  events, normalized to the total time spent to simulate events in mc20, for each particle type.
- The different colored bars represent different simulation configurations: the left most bar, for each subdetector, shows the simulation time for the Run 2 (mc20) configuration; the middle bar displays the time for an optimization used for the first Run 3 simulated samples (mc21); while the right bar shows the time spent on simulating events with the latest Run 3 configuration (mc23 = mc23c).

**ATLAS Simulation Preliminary**  
 Per particle event normalized CPU time  
 100  $t\bar{t}$  events



- Time spent per event simulating 100  $t\bar{t}$  events, normalized to the total time spent to simulate events in mc20, for each particle type.
- The different colored bars represent different simulation configurations: the left most bar, for each subdetector, shows the simulation time for the Run 2 (mc20) configuration; the middle bar displays the time for an optimization used for the first Run 3 simulated samples (mc21); while the right bar shows the time spent on simulating events with the latest Run 3 configuration (mc23 = mc23c).





- Benchmark study for the relative CPU speed for simulating the particles in 500  $t\bar{t}$  events with pseudorapidities larger than 4.3 and smaller than the pseudorapidity value indicated in the figure. The CPU speed is given relative to the simulation of particles in  $t\bar{t}$  events in the pseudorapidity range of  $= 4.3 \sim 6.0$ .