



HOKKAIDO
UNIVERSITY

Summer Institute

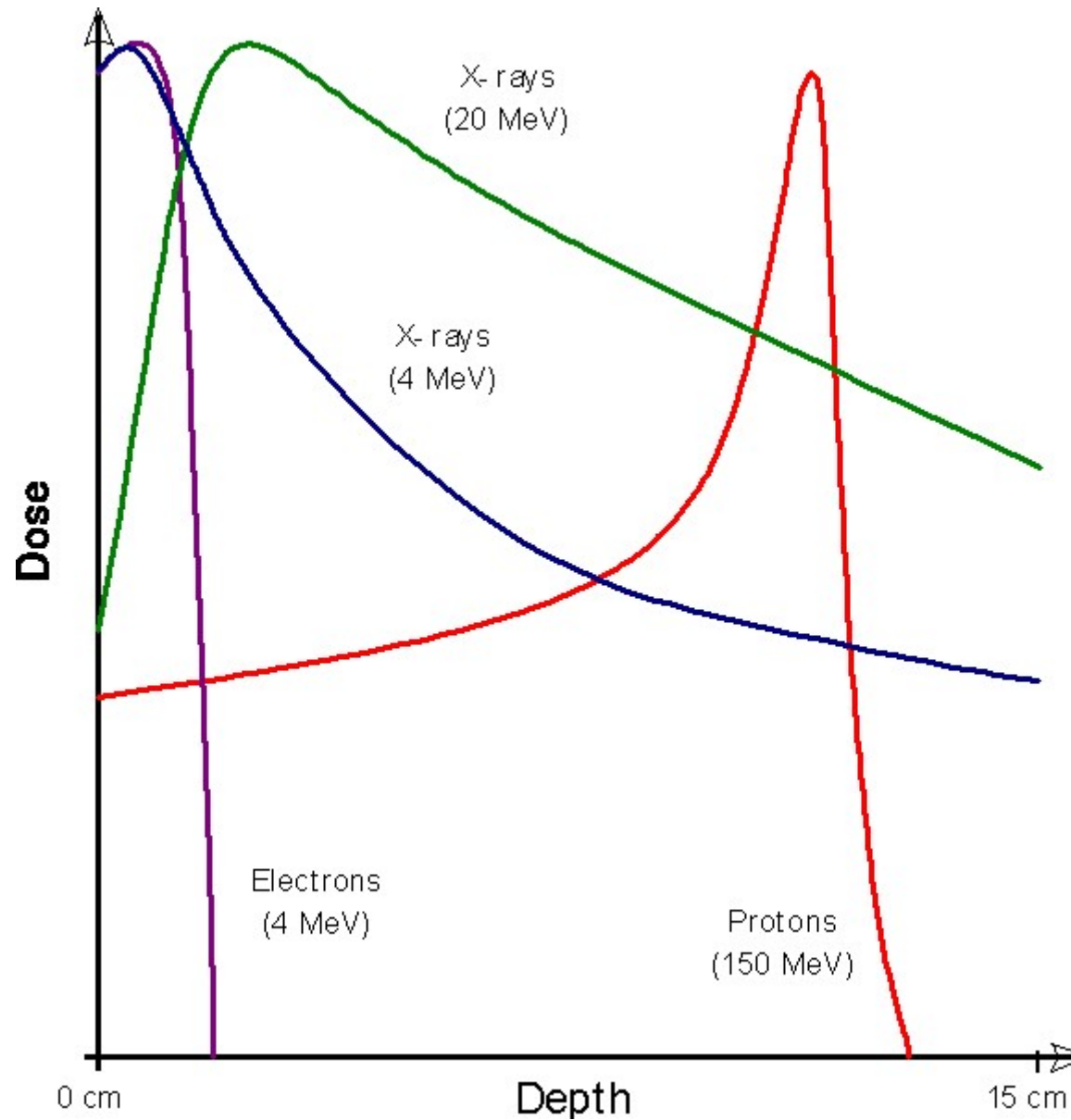
Introduction to Geant4

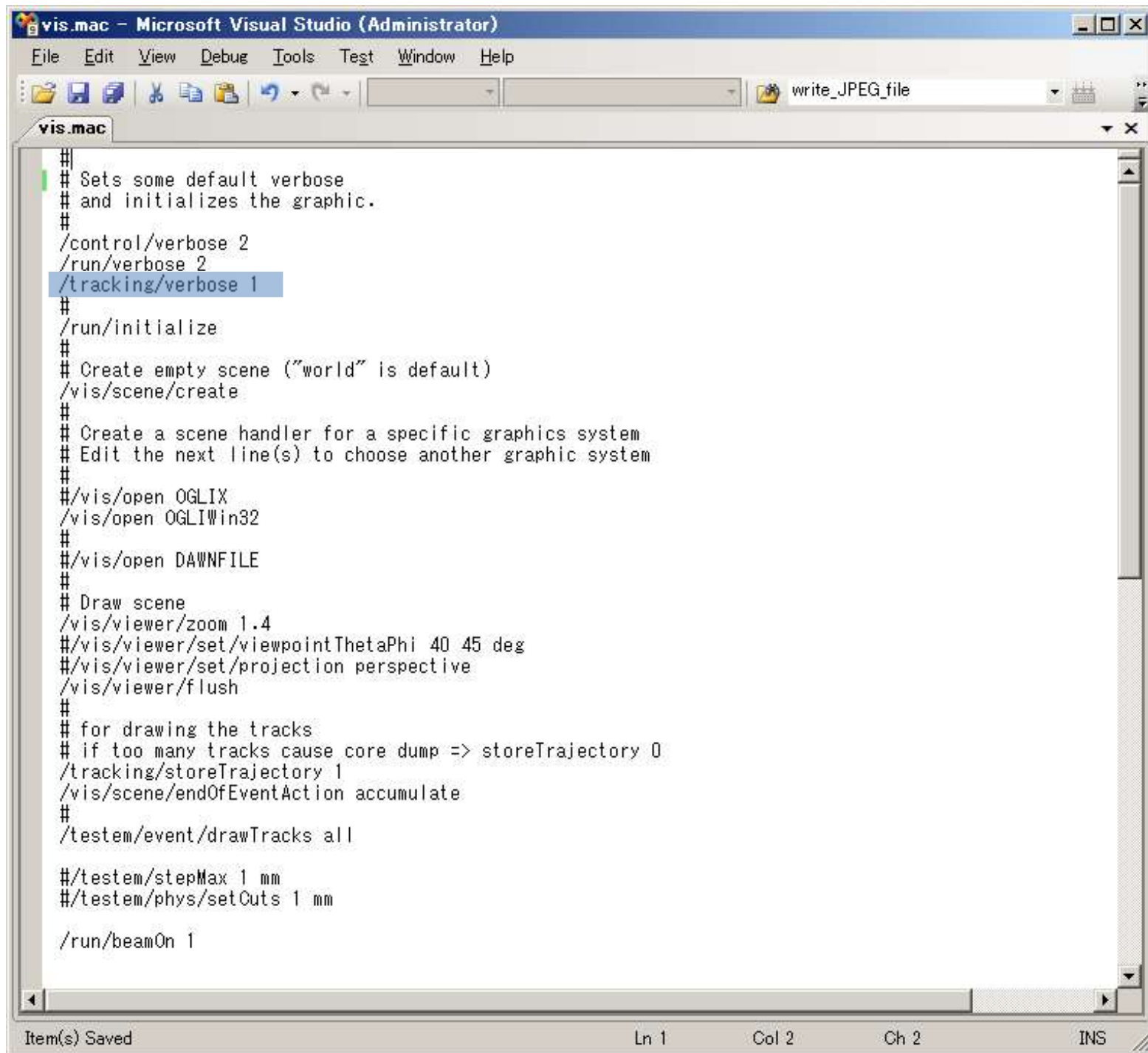
August 22, 2022

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- Geant4 Sample - TestEm7
- DCMTK
- CT Volume Target
- DICOM-RT Dose
- Running in parallel







```
vis.mac - Microsoft Visual Studio (Administrator)
File Edit View Debug Tools Test Window Help
write_JPEG_file
vis.mac
#
# Sets some default verbose
# and initializes the graphic.
#
/control/verbose 2
/run/verbose 2
/tracking/verbose 1
#
/run/initialize
#
# Create empty scene ("world" is default)
/vis/scene/create
#
# Create a scene handler for a specific graphics system
# Edit the next line(s) to choose another graphic system
#
#/vis/open OGLIX
/vis/open OGLIWin32
#
#/vis/open DAWNFILE
#
# Draw scene
/vis/viewer/zoom 1.4
#/vis/viewer/set/viewpointThetaPhi 40 45 deg
#/vis/viewer/set/projection perspective
/vis/viewer/flush
#
# for drawing the tracks
# if too many tracks cause core dump => storeTrajectory 0
/tracking/storeTrajectory 1
/vis/scene/endOfEventAction accumulate
#
/testem/event/drawTracks all

#/testem/stepMax 1 mm
#/testem/phys/setCuts 1 mm

/run/beamOn 1
Item(s) Saved Ln 1 Col 2 Ch 2 INS
```

```
管理者: コマンド プロンプト - Release¥TestEm7.exe vis.mac
-----
Start Run processing.

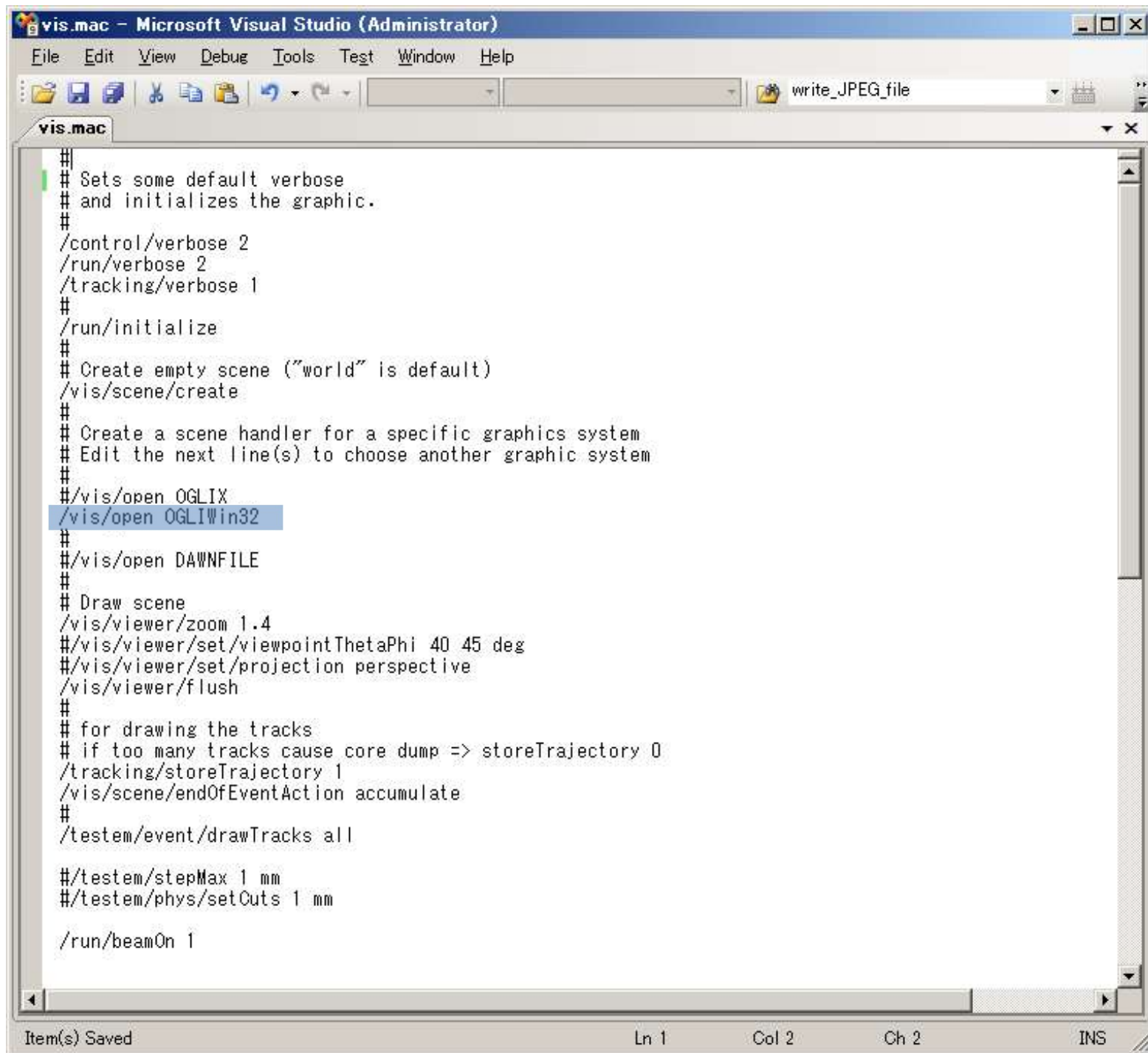
*****
* G4Track Information: Particle = proton, Track ID = 1, Parent ID = 0
*****

Step#      X          Y          Z          KineE    dEStep    StepLeng  TrakLeng  Volume  Process
0         -12 cm         0 fm         0 fm       160 MeV     0 eV       0 fm       0 fm      World  initStep
1         -10 cm         0 fm         0 fm       160 MeV 1.54e-018 eV  2 cm       2 cm      World  Transportation
2         -9.8 cm       -1.66 um      5.32 um     158 MeV    1.52 MeV   1.96 mm     2.2 cm   Absorber  hIoni
3         -6.21 cm      278 um      -342 um     140 MeV    18.2 MeV   3.59 cm     5.79 cm  Absorber  hIoni
4         -3.28 cm      867 um      -345 um     122 MeV    18 MeV     2.93 cm     8.72 cm  Absorber  hIoni
5         -9.45 mm       1.78 mm     -443 um     106 MeV    15.7 MeV   2.33 cm     11.1 cm  Absorber  hIoni
6          9.15 mm       2.59 mm     -389 um     92.2 MeV   14 MeV     1.86 cm     12.9 cm  Absorber  hIoni
7          2.4 cm        3.37 mm     -377 um     80.1 MeV   12.1 MeV   1.48 cm     14.4 cm  Absorber  hIoni
8          3.58 cm        3.96 mm     -526 um     68.6 MeV   11.4 MeV   1.19 cm     15.6 cm  Absorber  hIoni
9          4.52 cm        3.95 mm     -654 um     58.3 MeV   10.3 MeV   9.38 mm     16.5 cm  Absorber  hIoni
10         5.26 cm        3.86 mm     -489 um     49.8 MeV   8.56 MeV   7.4 mm      17.3 cm  Absorber  hIoni
11         5.85 cm        3.7 mm      -440 um     42 MeV     7.79 MeV   5.94 mm     17.9 cm  Absorber  hIoni
12         6.33 cm        3.56 mm     -532 um     34.6 MeV   7.38 MeV   4.76 mm     18.3 cm  Absorber  hIoni
13         6.71 cm        3.51 mm     -648 um     27.7 MeV   6.91 MeV   3.79 mm     18.7 cm  Absorber  hIoni
14         7.01 cm        3.46 mm     -710 um     20.9 MeV   6.77 MeV   3.01 mm     19 cm    Absorber  hIoni
15         7.24 cm        3.44 mm     -731 um     14 MeV     6.94 MeV   2.34 mm     19.3 cm  Absorber  hIoni
16         7.41 cm        3.38 mm     -639 um     6.26 MeV   7.71 MeV   1.68 mm     19.4 cm  Absorber  hIoni
17         7.46 cm        3.37 mm     -582 um     0 eV       6.26 MeV   526 um      19.5 cm  Absorber  hIoni

*****
* G4Track Information: Particle = e-, Track ID = 2, Parent ID = 1
*****

Step#      X          Y          Z          KineE    dEStep    StepLeng  TrakLeng  Volume  Process
0         -9.8 cm       -1.66 um      5.32 um     357 keV     0 eV       0 fm       0 fm   Absorber  initStep
1         -9.74 cm      258 um      -411 um     53.2 keV    303 keV    1.09 mm     1.09 mm  Absorber  eIoni
2         -9.74 cm      280 um      -400 um     0 eV       53.2 keV   48.3 um     1.13 mm  Absorber  eIoni

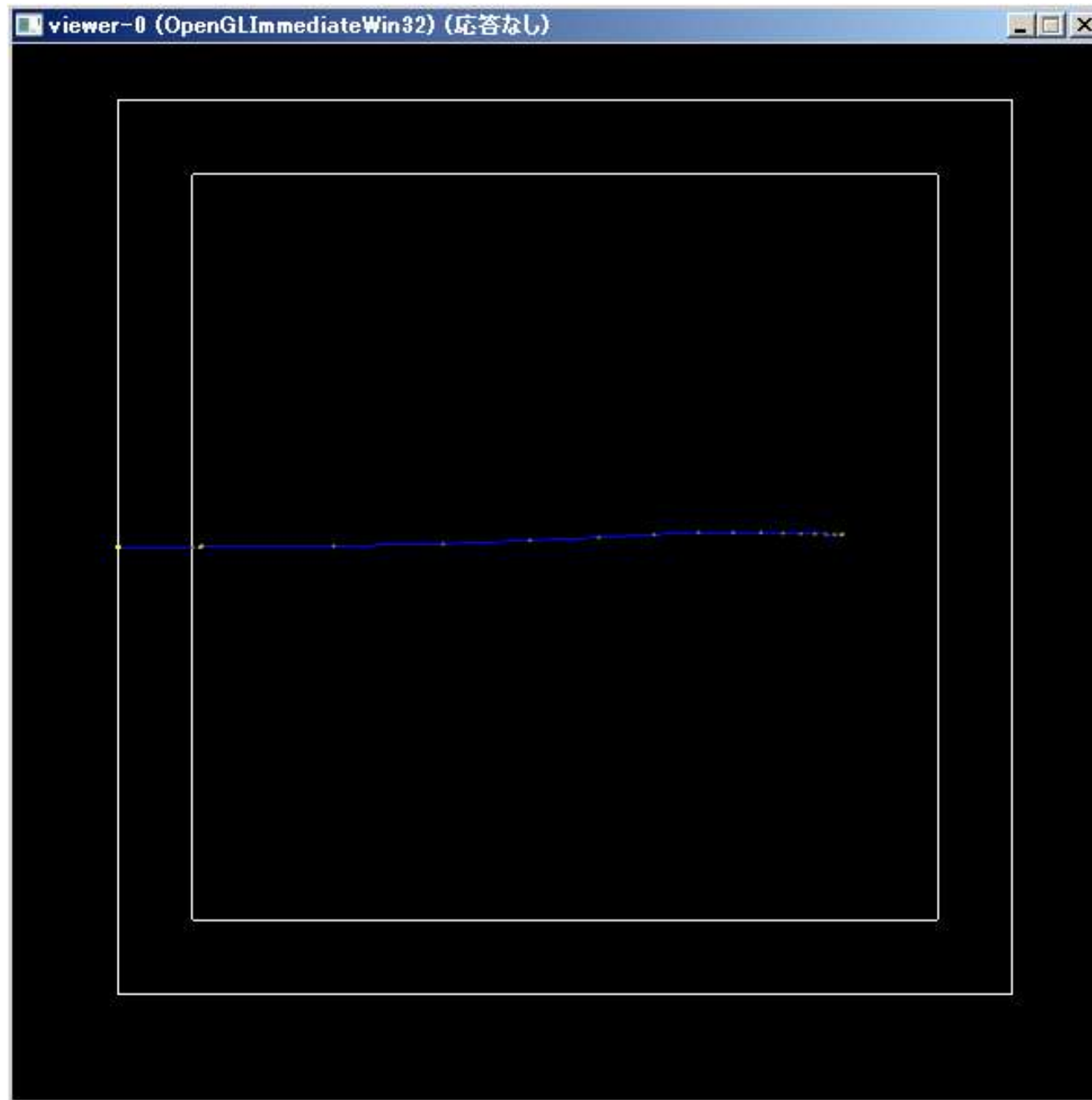
G4VisManager: Using G4TrajectoryDrawByCharge as default trajectory model.
See commands in /vis/modeling/trajectories/ for other options.
Trajectory drawing configuration will be based on imode value of 1000
Run terminated.
Run Summary
  Number of events processed : 1
  User=0s Real=0s Sys=0s
Output saved in 'DepthEnergy0.csv'
1 event has been kept for refreshing and/or reviewing.
Idle> █
```

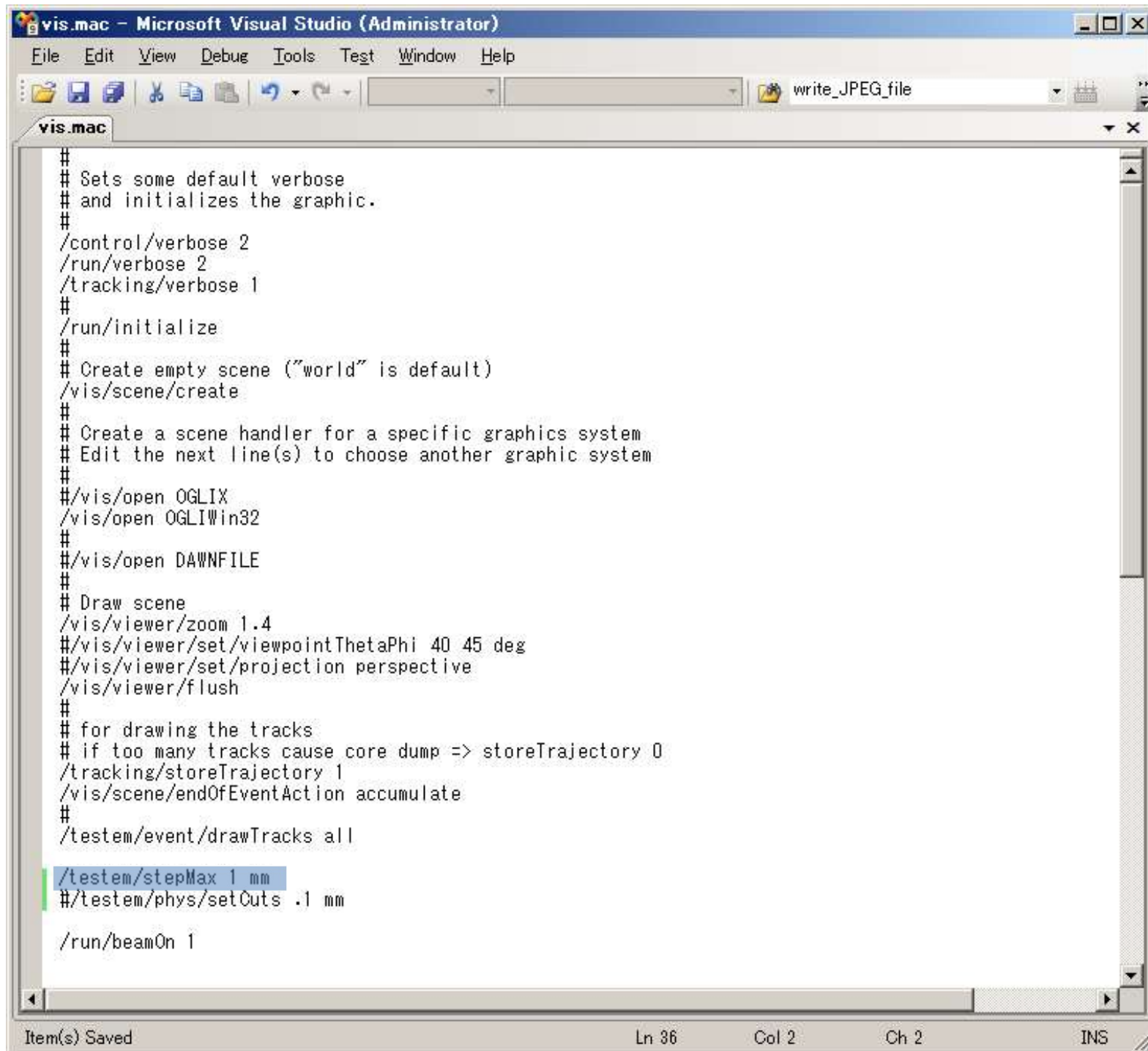


```
vis.mac - Microsoft Visual Studio (Administrator)
File Edit View Debug Tools Test Window Help
write_JPEG_file
vis.mac
#
# Sets some default verbose
# and initializes the graphic.
#
/control/verbose 2
/run/verbose 2
/tracking/verbose 1
#
/run/initialize
#
# Create empty scene ("world" is default)
/vis/scene/create
#
# Create a scene handler for a specific graphics system
# Edit the next line(s) to choose another graphic system
#
#/vis/open OGLIX
/vis/open OGLIWin32
#
#/vis/open DAWNFILE
#
# Draw scene
/vis/viewer/zoom 1.4
#/vis/viewer/set/viewpointThetaPhi 40 45 deg
#/vis/viewer/set/projection perspective
/vis/viewer/flush
#
# for drawing the tracks
# if too many tracks cause core dump => storeTrajectory 0
/tracking/storeTrajectory 1
/vis/scene/endOfEventAction accumulate
#
/testem/event/drawTracks all

#/testem/stepMax 1 mm
#/testem/phys/setCuts 1 mm

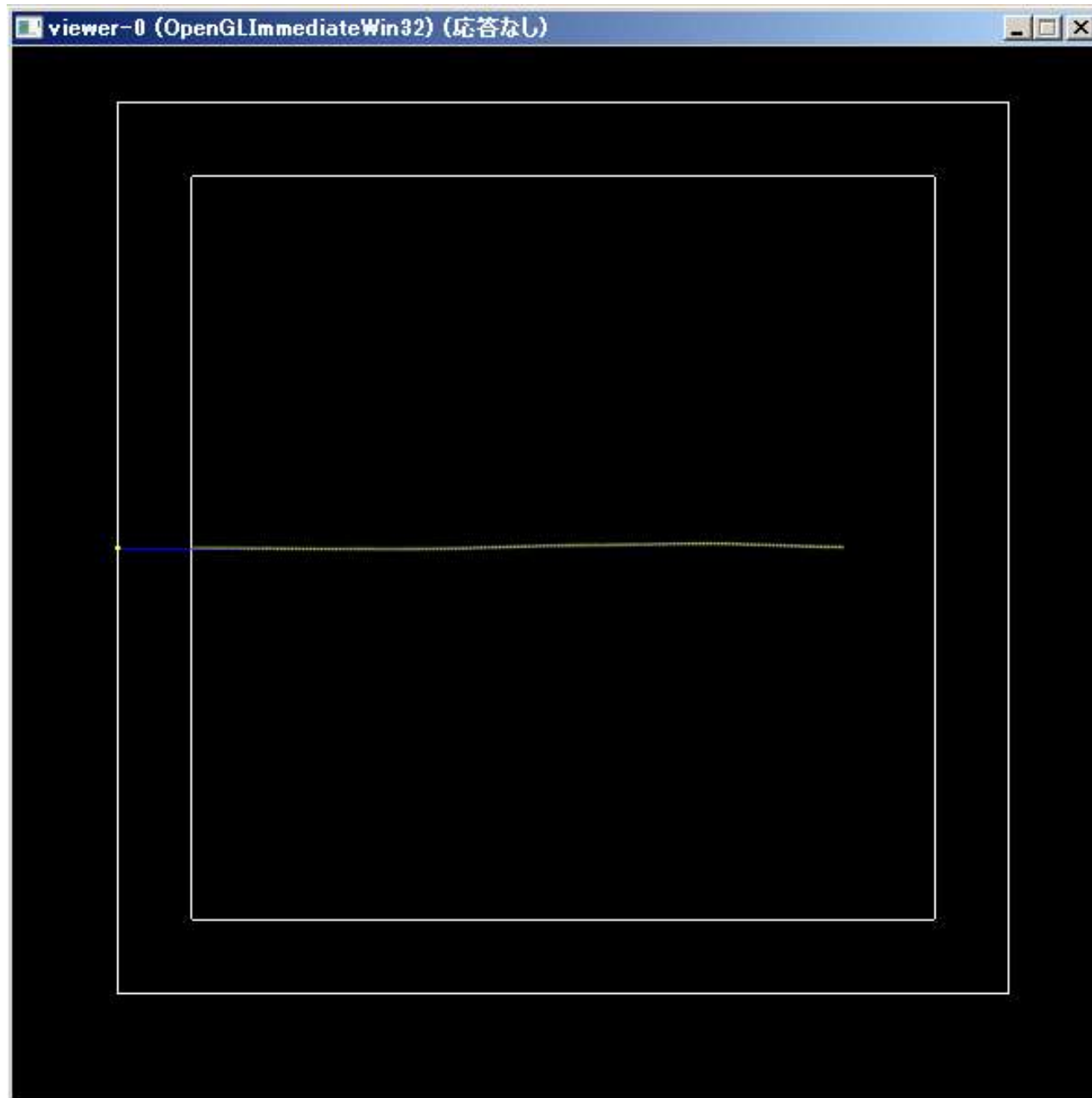
/run/beamOn 1
Item(s) Saved Ln 1 Col 2 Ch 2 INS
```





```
vis.mac - Microsoft Visual Studio (Administrator)
File Edit View Debug Tools Test Window Help
write_JPEG_file
vis.mac
#
# Sets some default verbose
# and initializes the graphic.
#
/control/verbose 2
/run/verbose 2
/tracking/verbose 1
#
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#
# Create empty scene ("world" is default)
/vis/scene/create
#
# Create a scene handler for a specific graphics system
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#
#/vis/open OGLIX
/vis/open OGLIWin32
#
#/vis/open DAWNFILE
#
# Draw scene
/vis/viewer/zoom 1.4
#/vis/viewer/set/viewpointThetaPhi 40 45 deg
#/vis/viewer/set/projection perspective
/vis/viewer/flush
#
# for drawing the tracks
# if too many tracks cause core dump => storeTrajectory 0
/tracking/storeTrajectory 1
/vis/scene/endOfEventAction accumulate
#
/testem/event/drawTracks all
/testem/stepMax 1 mm
#/testem/phys/setCuts .1 mm

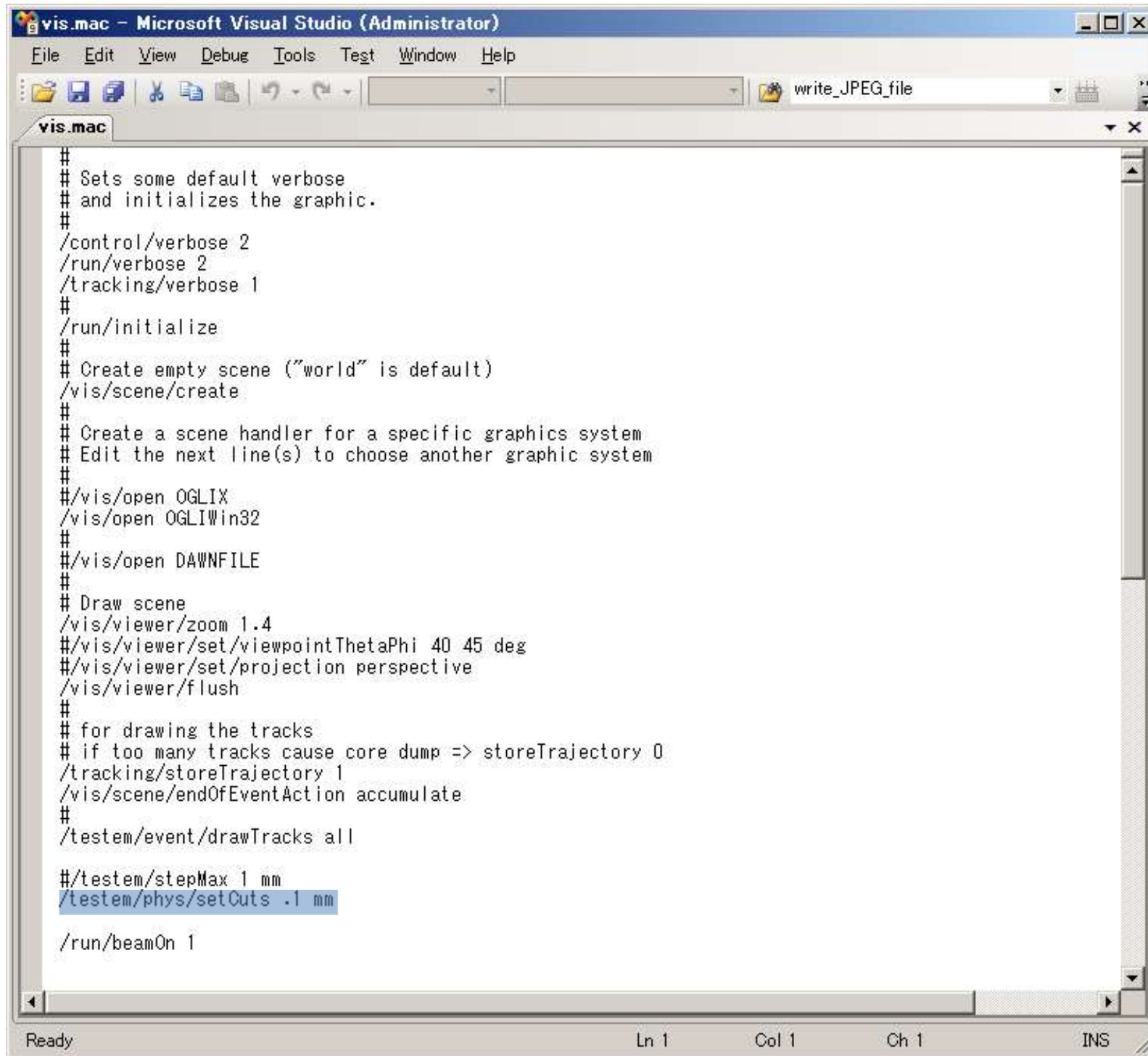
/run/beamOn 1
Item(s) Saved Ln 36 Col 2 Ch 2 INS
```

```
ca. 管理者: コマンド プロンプト - Release¥TestEm7.exe vis.mac
Start Run processing.

*****
* G4Track Information: Particle = proton, Track ID = 1, Parent ID = 0
*****

Step#      X          Y          Z          KineE      dEStep    StepLeng  TrakLeng    Volume    Process
  0     -12 cm      0 fm      0 fm      160 MeV     0 eV      0 fm      0 fm      World    initStep
  1     -10 cm      0 fm      0 fm      160 MeV 1.54e-018 eV  2 cm      2 cm      World    Transportation
  2     -9.9 cm    -1.56 um    1.77 um    159 MeV    750 keV    1 mm      2.1 cm    Absorber  UserMaxStep
  3     -9.8 cm    -701 nm     5.15 um    159 MeV    493 keV    1 mm      2.2 cm    Absorber  UserMaxStep
  4     -9.7 cm    -989 nm     5.51 um    158 MeV    677 keV    1 mm      2.3 cm    Absorber  UserMaxStep
  5     -9.6 cm    -2.05 um    8.95 um    158 MeV    485 keV    1 mm      2.4 cm    Absorber  UserMaxStep
  6     -9.5 cm    -7.25 um    13.7 um    157 MeV    527 keV    1 mm      2.5 cm    Absorber  UserMaxStep
  7     -9.4 cm    -14.1 um    18 um      157 MeV    453 keV    1 mm      2.6 cm    Absorber  UserMaxStep
  8     -9.3 cm    -18.9 um    27.7 um    156 MeV    470 keV    1 mm      2.7 cm    Absorber  UserMaxStep
  9     -9.2 cm    -25.1 um    36.5 um    156 MeV    463 keV    1 mm      2.8 cm    Absorber  UserMaxStep
 10     -9.1 cm    -33.1 um    48.5 um    155 MeV    650 keV    1 mm      2.9 cm    Absorber  UserMaxStep
 11     -9 cm      -39.4 um    62.2 um    154 MeV    563 keV    1 mm      3 cm      Absorber  UserMaxStep
 12     -8.9 cm    -51.1 um    75.3 um    154 MeV    567 keV    1 mm      3.1 cm    Absorber  UserMaxStep
 13     -8.8 cm    -59.8 um    86.2 um    153 MeV    519 keV    1 mm      3.2 cm    Absorber  UserMaxStep
 14     -8.7 cm    -69.1 um    99.8 um    153 MeV    828 keV    1 mm      3.3 cm    Absorber  UserMaxStep
 15     -8.6 cm    -77.8 um    111 um     152 MeV    479 keV    1 mm      3.4 cm    Absorber  UserMaxStep
 16     -8.5 cm    -81 um      122 um     152 MeV    536 keV    1 mm      3.5 cm    Absorber  UserMaxStep
 17     -8.4 cm    -86.7 um    129 um     151 MeV    581 keV    1 mm      3.6 cm    Absorber  UserMaxStep
 18     -8.3 cm    -92.6 um    135 um     151 MeV    447 keV    1 mm      3.7 cm    Absorber  UserMaxStep
 19     -8.2 cm    -96.7 um    142 um     150 MeV    674 keV    1 mm      3.8 cm    Absorber  UserMaxStep
 20     -8.1 cm    -101 um     146 um     149 MeV    719 keV    1 mm      3.9 cm    Absorber  UserMaxStep
 21     -8 cm      -108 um     153 um     149 MeV    555 keV    1 mm      4 cm      Absorber  UserMaxStep
 22     -7.9 cm    -117 um     160 um     148 MeV    656 keV    1 mm      4.1 cm    Absorber  UserMaxStep
 23     -7.8 cm    -127 um     168 um     147 MeV    498 keV    1 mm      4.2 cm    Absorber  UserMaxStep
 24     -7.7 cm    -138 um     176 um     147 MeV    601 keV    1 mm      4.3 cm    Absorber  UserMaxStep
 25     -7.6 cm    -149 um     185 um     146 MeV    509 keV    1 mm      4.4 cm    Absorber  UserMaxStep
 26     -7.5 cm    -163 um     191 um     146 MeV    505 keV    1 mm      4.5 cm    Absorber  UserMaxStep
```

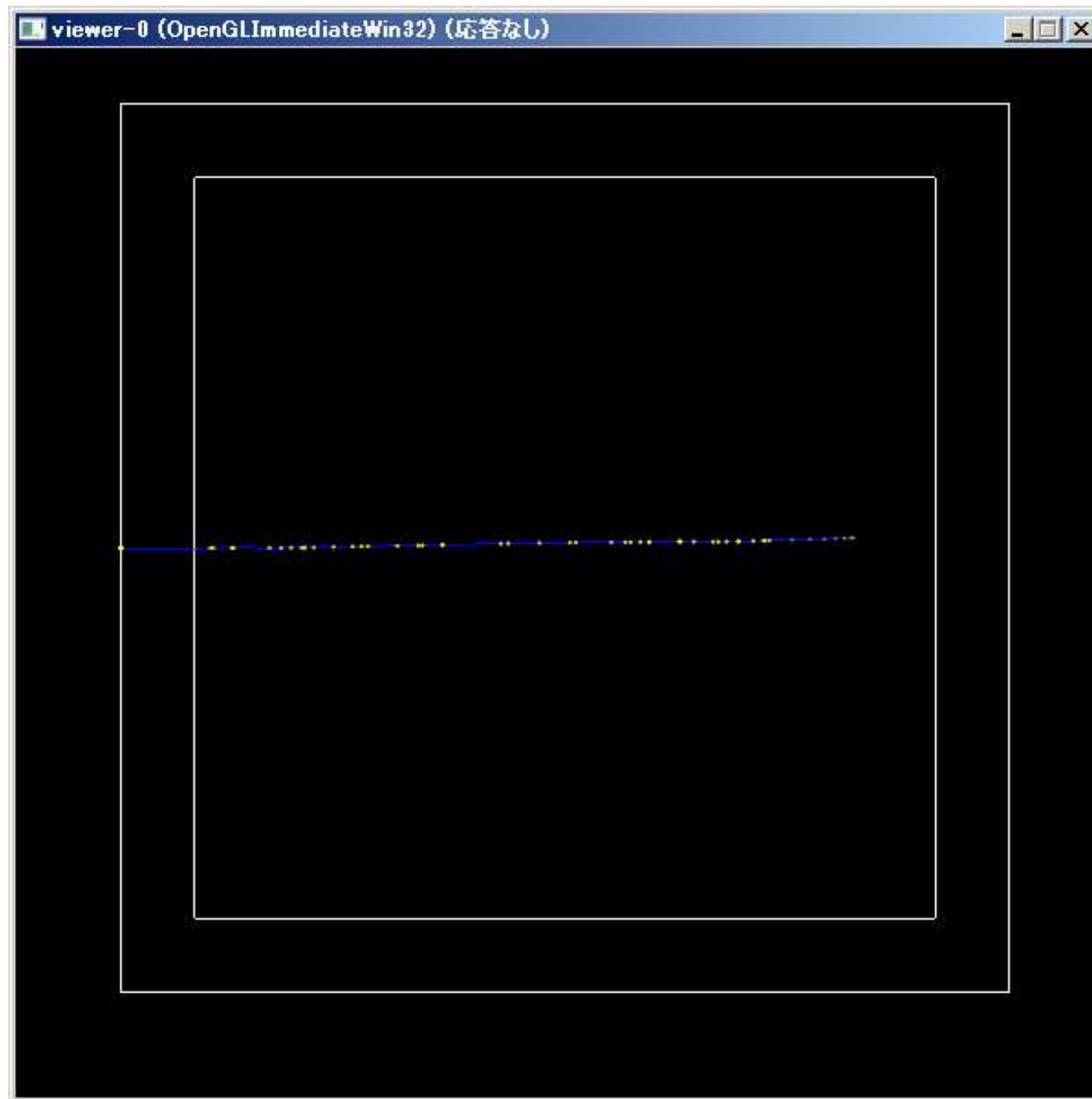


```
vis.mac - Microsoft Visual Studio (Administrator)
File Edit View Debug Tools Test Window Help
write_JPEG_file
vis.mac
#
# Sets some default verbose
# and initializes the graphic.
#
/control/verbose 2
/run/verbose 2
/tracking/verbose 1
#
/run/initialize
#
# Create empty scene ("world" is default)
/vis/scene/create
#
# Create a scene handler for a specific graphics system
# Edit the next line(s) to choose another graphic system
#
#/vis/open OGLIX
/vis/open OGLIWin32
#
#/vis/open DAWNFILE
#
# Draw scene
/vis/viewer/zoom 1.4
#/vis/viewer/set/viewpointThetaPhi 40 45 deg
#/vis/viewer/set/projection perspective
/vis/viewer/flush
#
# for drawing the tracks
# if too many tracks cause core dump => storeTrajectory 0
/tracking/storeTrajectory 1
/vis/scene/endOfEventAction accumulate
#
/testem/event/drawTracks all

#/testem/stepMax 1 mm
/testem/phys/setCuts .1 mm

/run/beamOn 1

Ready Ln 1 Col 1 Ch 1 INS
```



```
管理者: コマンド プロンプト - Release¥TestEm7.exe vis.mac

*****
* G4Track Information: Particle = e-, Track ID = 44, Parent ID = 1
*****

Step#      X          Y          Z          KineE    dEStep    StepLeng  TrakLeng  Volume    Process
   0    5.52 cm    2.03 mm   -1.25 mm   88.1 keV    0 eV      0 fm      0 fm      Absorber  initStep
   1    5.53 cm    2.02 mm   -1.28 mm    0 eV      88.1 keV  116 um    116 um    Absorber  eIoni

*****
* G4Track Information: Particle = e-, Track ID = 43, Parent ID = 1
*****

Step#      X          Y          Z          KineE    dEStep    StepLeng  TrakLeng  Volume    Process
   0    5.4 cm     1.97 mm   -1.23 mm   89.1 keV    0 eV      0 fm      0 fm      Absorber  initStep
   1    5.4 cm     2 mm     -1.22 mm    0 eV      89.1 keV  118 um    118 um    Absorber  eIoni

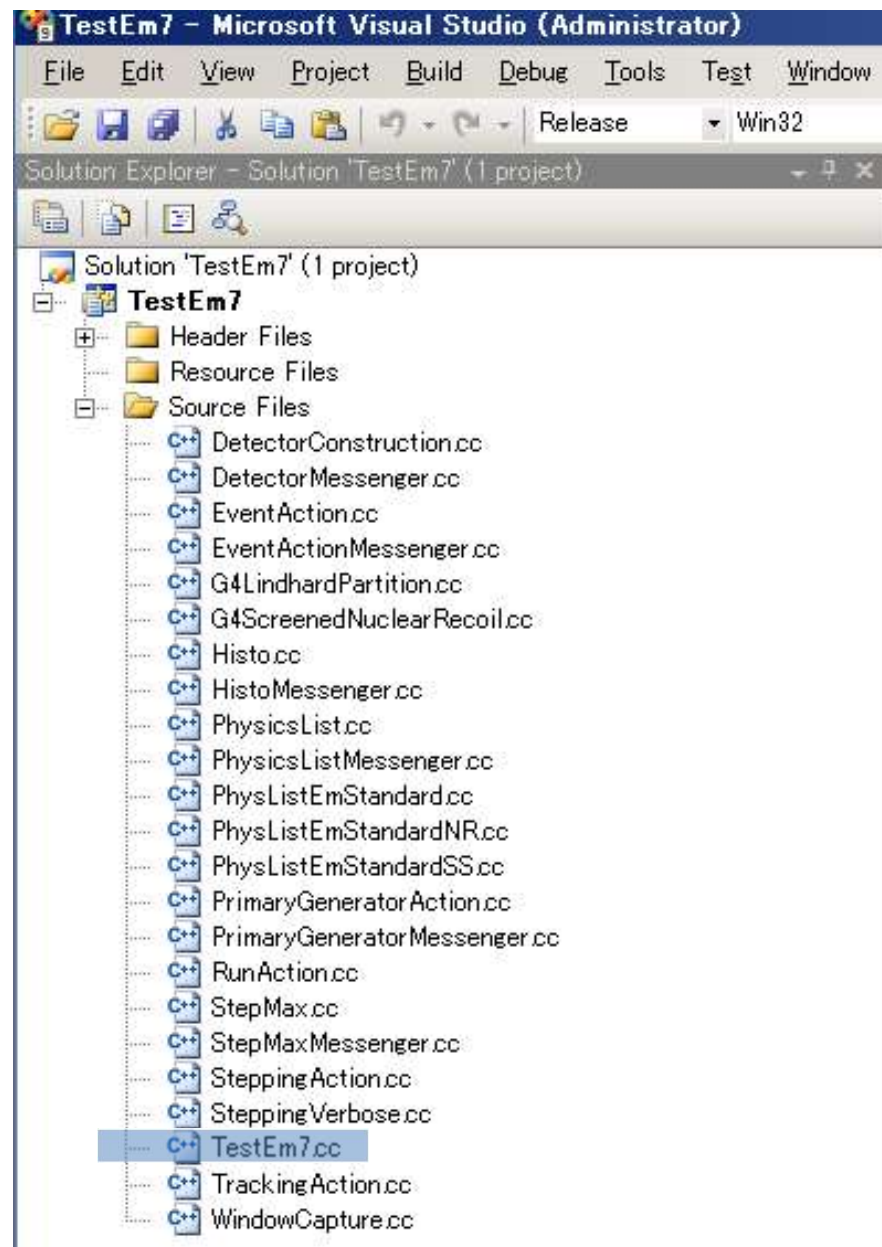
*****
* G4Track Information: Particle = e-, Track ID = 42, Parent ID = 1
*****

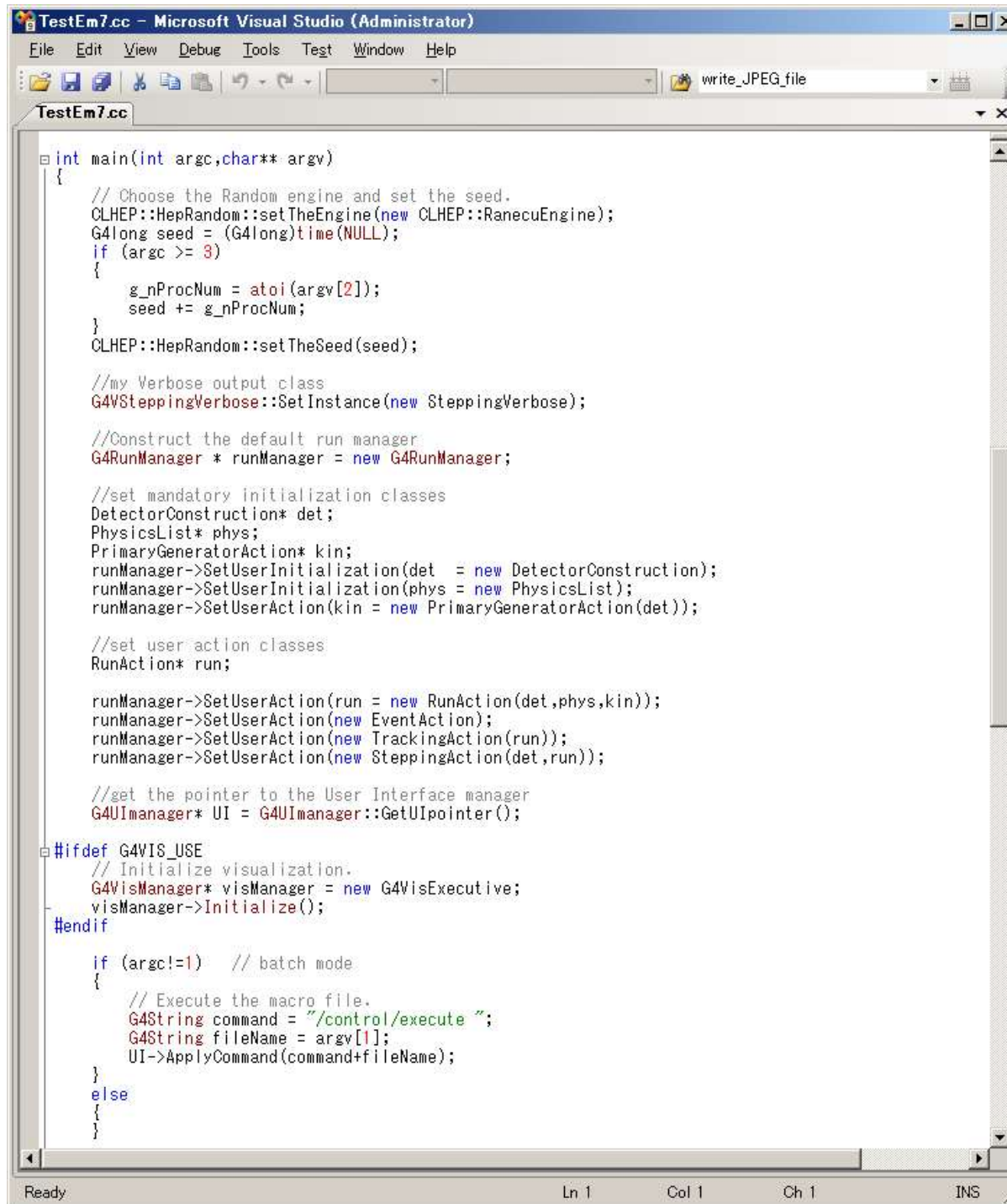
Step#      X          Y          Z          KineE    dEStep    StepLeng  TrakLeng  Volume    Process
   0    5.37 cm    1.96 mm   -1.22 mm   85.2 keV    0 eV      0 fm      0 fm      Absorber  initStep
   1    5.37 cm    1.97 mm   -1.2 mm     0 eV      85.2 keV  109 um    109 um    Absorber  eIoni

*****
* G4Track Information: Particle = e-, Track ID = 41, Parent ID = 1
*****

Step#      X          Y          Z          KineE    dEStep    StepLeng  TrakLeng  Volume    Process
   0    5.09 cm    1.85 mm   -1.16 mm   103 keV     0 eV      0 fm      0 fm      Absorber  initStep
   1    5.1 cm     1.86 mm   -1.19 mm    0 eV      103 keV   151 um    151 um    Absorber  eIoni

*****
```





```
TestEm7.cc - Microsoft Visual Studio (Administrator)
File Edit View Debug Tools Test Window Help
write_JPEG_file
TestEm7.cc
int main(int argc, char** argv)
{
    // Choose the Random engine and set the seed.
    CLHEP::HepRandom::setTheEngine(new CLHEP::RanecuEngine);
    G4long seed = (G4long)time(NULL);
    if (argc >= 3)
    {
        g_nProcNum = atoi(argv[2]);
        seed += g_nProcNum;
    }
    CLHEP::HepRandom::setTheSeed(seed);

    //my Verbose output class
    G4VSteppingVerbose::SetInstance(new SteppingVerbose);

    //Construct the default run manager
    G4RunManager * runManager = new G4RunManager;

    //set mandatory initialization classes
    DetectorConstruction* det;
    PhysicsList* phys;
    PrimaryGeneratorAction* kin;
    runManager->SetUserInitialization(det = new DetectorConstruction);
    runManager->SetUserInitialization(phys = new PhysicsList);
    runManager->SetUserAction(kin = new PrimaryGeneratorAction(det));

    //set user action classes
    RunAction* run;

    runManager->SetUserAction(run = new RunAction(det, phys, kin));
    runManager->SetUserAction(new EventAction);
    runManager->SetUserAction(new TrackingAction(run));
    runManager->SetUserAction(new SteppingAction(det, run));

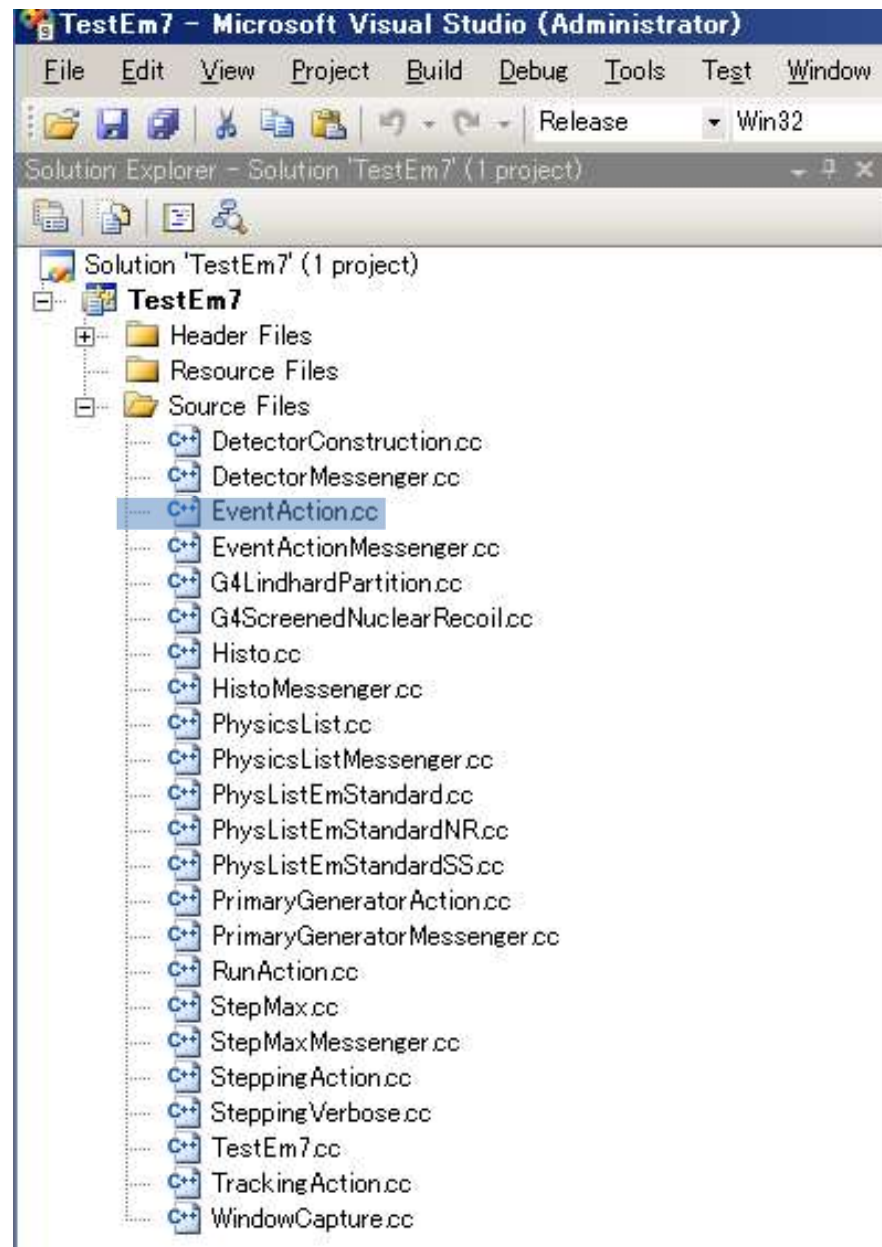
    //get the pointer to the User Interface manager
    G4UImanager* UI = G4UImanager::GetUIpointer();

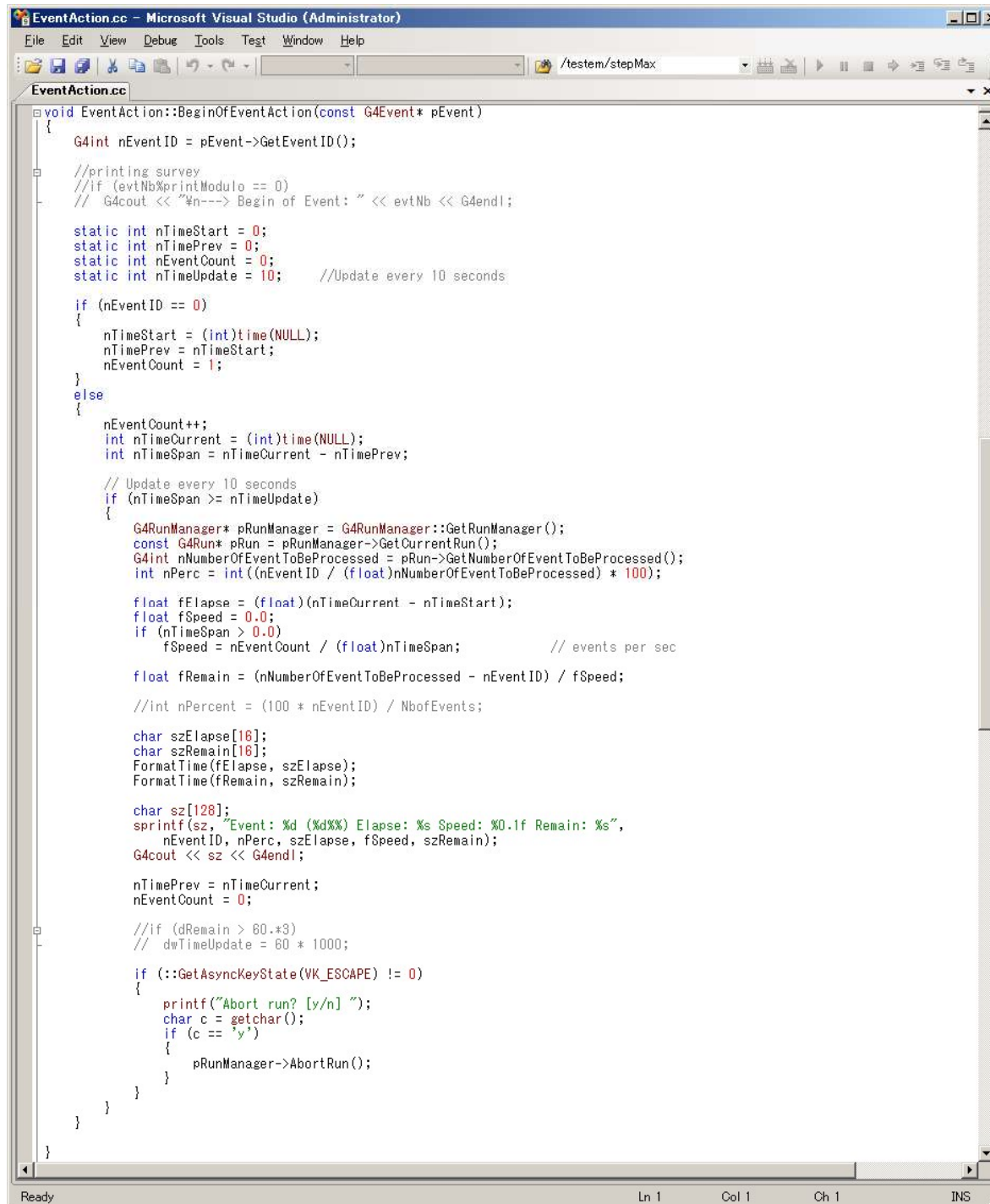
#ifdef G4VIS_USE
    // Initialize visualization.
    G4VisManager* visManager = new G4VisExecutive;
    visManager->Initialize();
#endif

    if (argc!=1) // batch mode
    {
        // Execute the macro file.
        G4String command = "/control/execute ";
        G4String fileName = argv[1];
        UI->ApplyCommand(command+fileName);
    }
    else
    {
    }
}
```

Ready Ln 1 Col 1 Ch 1 INS

- RunAction
 - BeginOfRunAction
 - EndOfRunAction
- EventAction
 - BeginOfEventAction
- SteppingAction
 - UserSteppingAction





```
EventAction.cc - Microsoft Visual Studio (Administrator)
File Edit View Debug Tools Test Window Help
/testem/stepMax
EventAction.cc
void EventAction::BeginOfEventAction(const G4Event* pEvent)
{
    G4int nEventID = pEvent->GetEventID();

    //printing survey
    //if (evtNb%printModulo == 0)
    // G4cout << "\n--> Begin of Event: " << evtNb << G4endl;

    static int nTimeStart = 0;
    static int nTimePrev = 0;
    static int nEventCount = 0;
    static int nTimeUpdate = 10; //Update every 10 seconds

    if (nEventID == 0)
    {
        nTimeStart = (int)time(NULL);
        nTimePrev = nTimeStart;
        nEventCount = 1;
    }
    else
    {
        nEventCount++;
        int nTimeCurrent = (int)time(NULL);
        int nTimeSpan = nTimeCurrent - nTimePrev;

        // Update every 10 seconds
        if (nTimeSpan >= nTimeUpdate)
        {
            G4RunManager* pRunManager = G4RunManager::GetRunManager();
            const G4Run* pRun = pRunManager->GetCurrentRun();
            G4int nNumberOfEventToBeProcessed = pRun->GetNumberOfEventToBeProcessed();
            int nPerc = int((nEventID / (float)nNumberOfEventToBeProcessed) * 100);

            float fElapse = (float)(nTimeCurrent - nTimeStart);
            float fSpeed = 0.0;
            if (nTimeSpan > 0.0)
                fSpeed = nEventCount / (float)nTimeSpan; // events per sec

            float fRemain = (nNumberOfEventToBeProcessed - nEventID) / fSpeed;

            //int nPercent = (100 * nEventID) / NbofEvents;

            char szElapse[16];
            char szRemain[16];
            FormatTime(fElapse, szElapse);
            FormatTime(fRemain, szRemain);

            char sz[128];
            sprintf(sz, "Event: %d (%d%%) Elapse: %s Speed: %0.1f Remain: %s",
                nEventID, nPerc, szElapse, fSpeed, szRemain);
            G4cout << sz << G4endl;

            nTimePrev = nTimeCurrent;
            nEventCount = 0;

            //if (dRemain > 60.*3)
            // dwTimeUpdate = 60 * 1000;

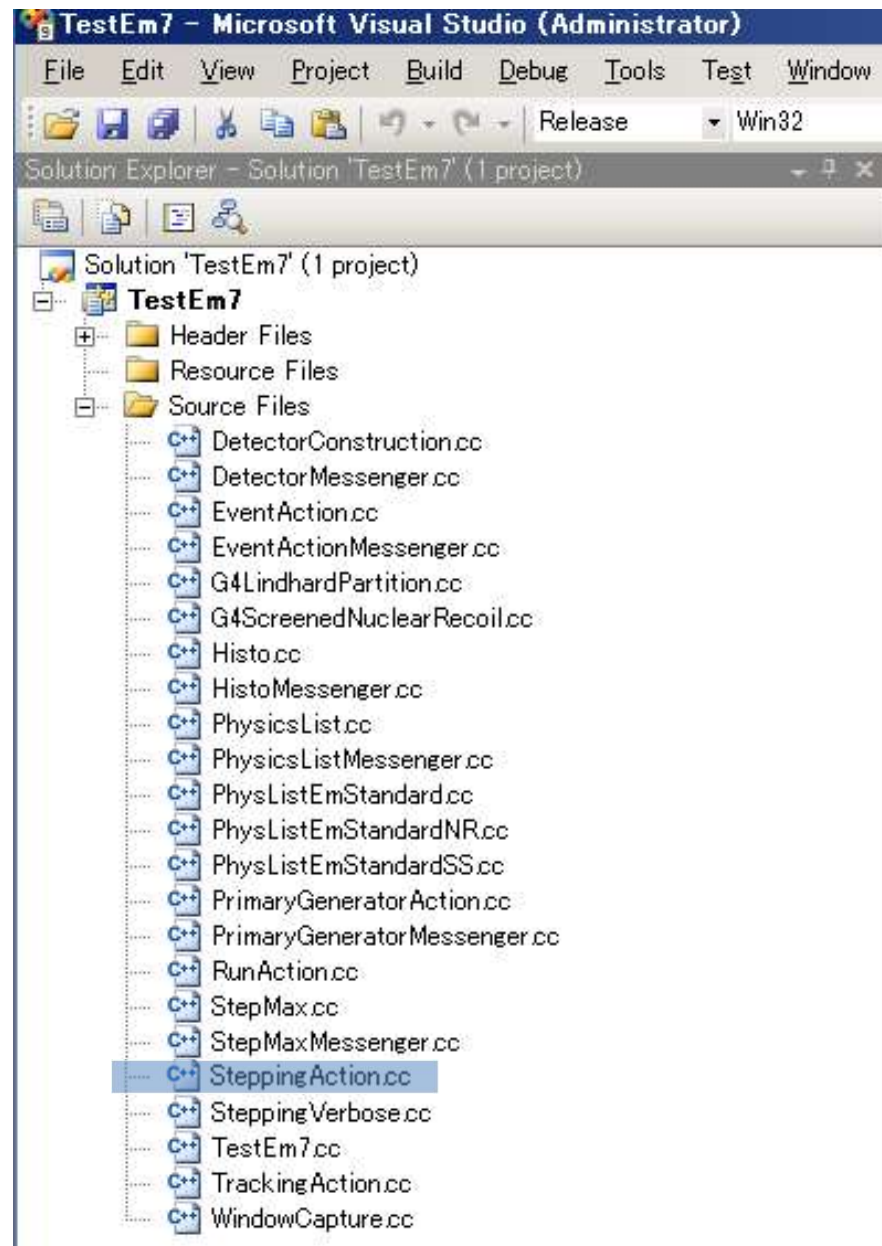
            if (::GetAsyncKeyState(VK_ESCAPE) != 0)
            {
                printf("Abort run? [y/n] ");
                char c = getchar();
                if (c == 'y')
                {
                    pRunManager->AbortRun();
                }
            }
        }
    }
}
```

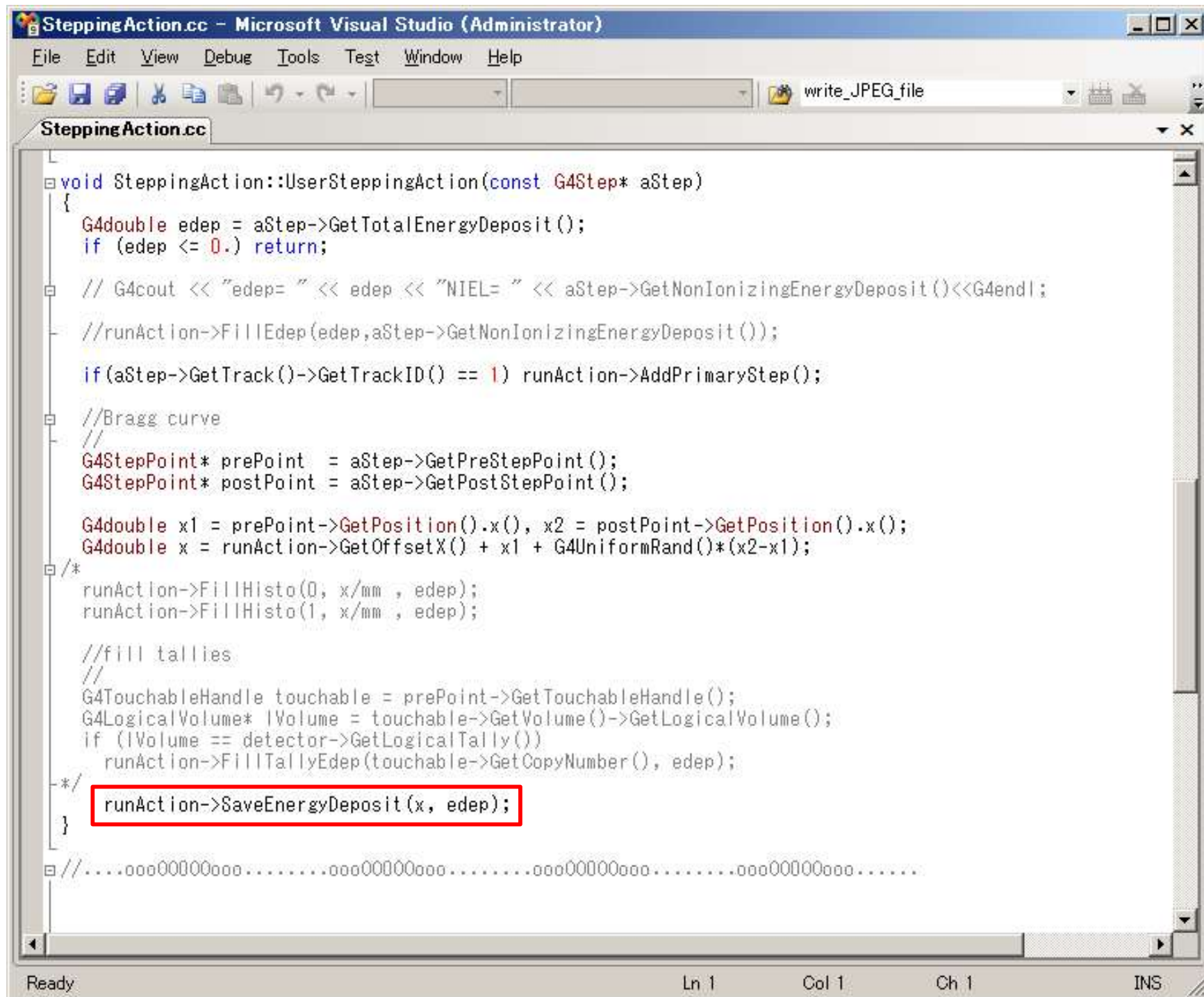
Ready Ln 1 Col 1 Ch 1 INS

```
c:\Work\Presentations\Summer Institute 2020\Geant4\TestEm7\Release\TestEm7.exe
Total CPU time elapsed for geometry optimisation: 0 seconds
### Run 0 start.

----- Ranecu engine status -----
Initial seed (index) = 212
Current couple of seeds = 356133630, 1676634527
-----

Start Run processing.
G4VisManager: Using G4TrajectoryDrawByCharge as default trajectory model.
See commands in /vis/modeling/trajectories/ for other options.
Trajectory drawing configuration will be based on imode value of 1000
WARNING: G4VisManager::IsValidView(): Attempt to draw when no graphics system
has been instantiated. Use "/vis/open" or "/vis/sceneHandler/create".
Alternatively, to avoid this message, suppress instantiation of vis
manager (G4VisExecutive), possibly by setting G4VIS_NONE, and ensure
drawing code is executed only if G4VVisManager::GetConcreteInstance()
is non-zero.
Event: 206297 (20%) Elapse: 10.0 s Speed: 20629.8 Remain: 38.5 s
Event: 420246 (42%) Elapse: 20.0 s Speed: 21394.9 Remain: 27.1 s
Event: 639122 (63%) Elapse: 30.0 s Speed: 21887.6 Remain: 16.5 s
Event: 859728 (85%) Elapse: 40.0 s Speed: 22060.6 Remain: 6.4 s
Run terminated.
Run Summary
  Number of events processed : 1000000
  User=46.203s Real=0s Sys=0s
Output saved in 'DepthEnergy0.csv'
Idle>
```





```
SteppingAction.cc - Microsoft Visual Studio (Administrator)
File Edit View Debug Tools Test Window Help
write_JPEG_file
SteppingAction.cc
void SteppingAction::UserSteppingAction(const G4Step* aStep)
{
    G4double edep = aStep->GetTotalEnergyDeposit();
    if (edep <= 0.) return;

    // G4cout << "edep= " << edep << "NIEL= " << aStep->GetNonIonizingEnergyDeposit()<<G4endl;

    //runAction->FillEdep(edep,aStep->GetNonIonizingEnergyDeposit());

    if(aStep->GetTrack()->GetTrackID() == 1) runAction->AddPrimaryStep();

    //Bragg curve
    //
    G4StepPoint* prePoint = aStep->GetPreStepPoint();
    G4StepPoint* postPoint = aStep->GetPostStepPoint();

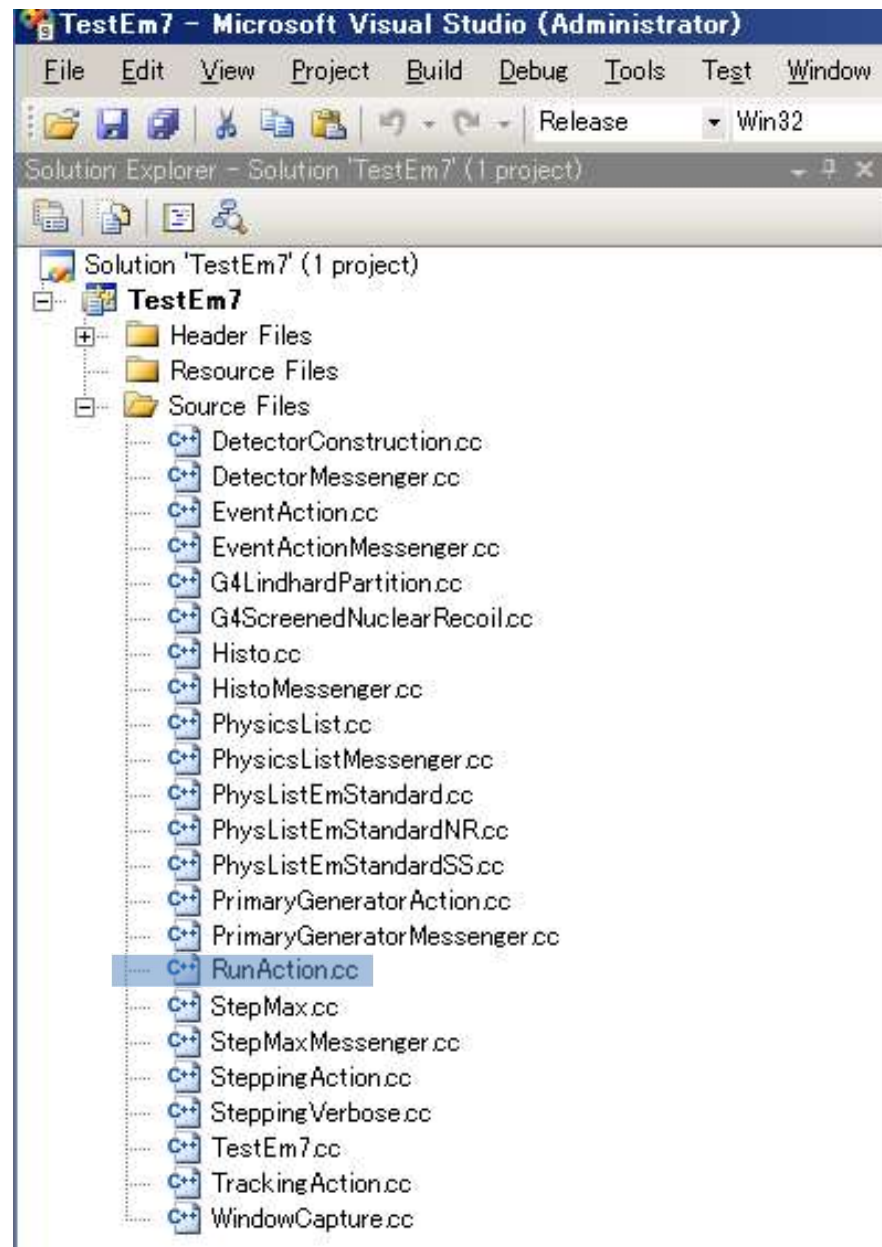
    G4double x1 = prePoint->GetPosition().x(), x2 = postPoint->GetPosition().x();
    G4double x = runAction->GetOffsetX() + x1 + G4UniformRand()*(x2-x1);

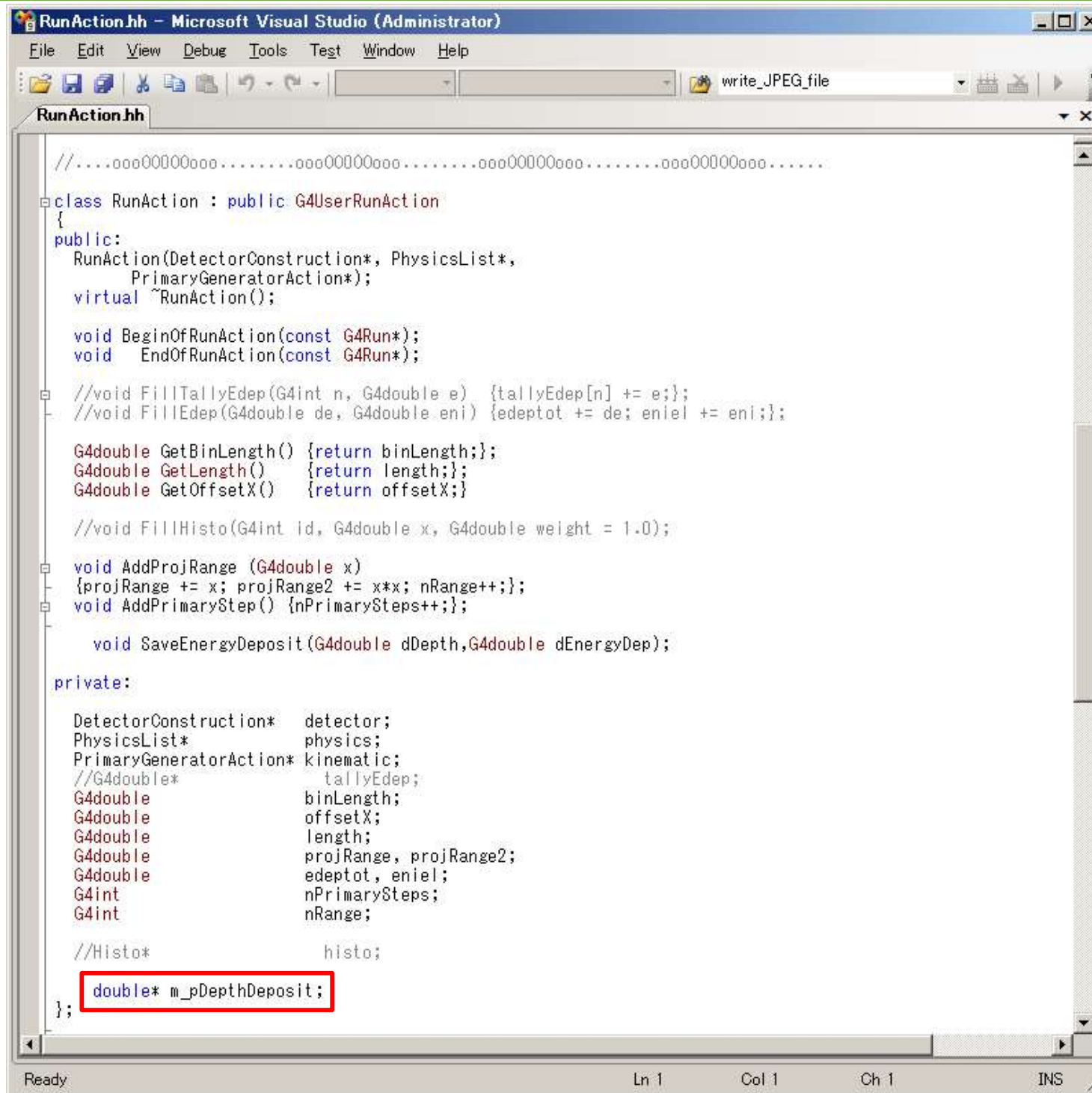
    /*
    runAction->FillHisto(0, x/mm , edep);
    runAction->FillHisto(1, x/mm , edep);

    //fill tallies
    //
    G4TouchableHandle touchable = prePoint->GetTouchableHandle();
    G4LogicalVolume* lVolume = touchable->GetVolume()->GetLogicalVolume();
    if (lVolume == detector->GetLogicalTally())
        runAction->FillTallyEdep(touchable->GetCopyNumber(), edep);
    */
    runAction->SaveEnergyDeposit(x, edep);
}

//.....0000000000.....0000000000.....0000000000.....0000000000.....
```

Ready Ln 1 Col 1 Ch 1 INS





```
RunAction.hh - Microsoft Visual Studio (Administrator)
File Edit View Debug Tools Test Window Help
write_JPEG_file
RunAction.hh
//.....ooo00000ooo.....ooo00000ooo.....ooo00000ooo.....ooo00000ooo.....
class RunAction : public G4UserRunAction
{
public:
  RunAction(DetectorConstruction*, PhysicsList*,
            PrimaryGeneratorAction*);
  virtual ~RunAction();

  void BeginOfRunAction(const G4Run*);
  void EndOfRunAction(const G4Run*);

  //void FillTallyEdep(G4int n, G4double e) {tallyEdep[n] += e;};
  //void FillEdep(G4double de, G4double eni) {edeptot += de; eniel += eni;};

  G4double GetBinLength() {return binLength;};
  G4double GetLength() {return length;};
  G4double GetOffsetX() {return offsetX;};

  //void FillHisto(G4int id, G4double x, G4double weight = 1.0);

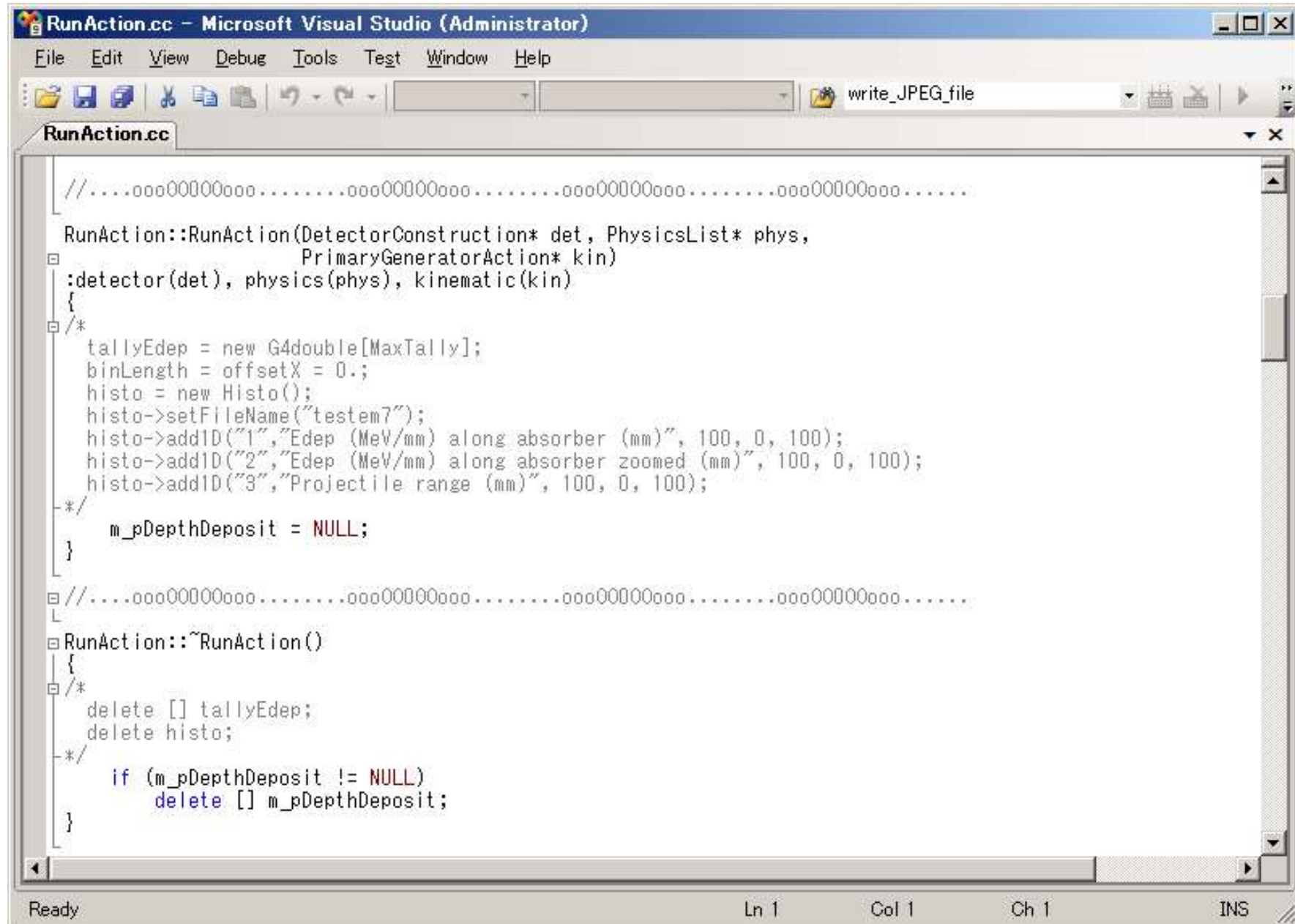
  void AddProjRange (G4double x)
  {projRange += x; projRange2 += x*x; nRange++;};
  void AddPrimaryStep() {nPrimarySteps++;};

  void SaveEnergyDeposit(G4double dDepth,G4double dEnergyDep);

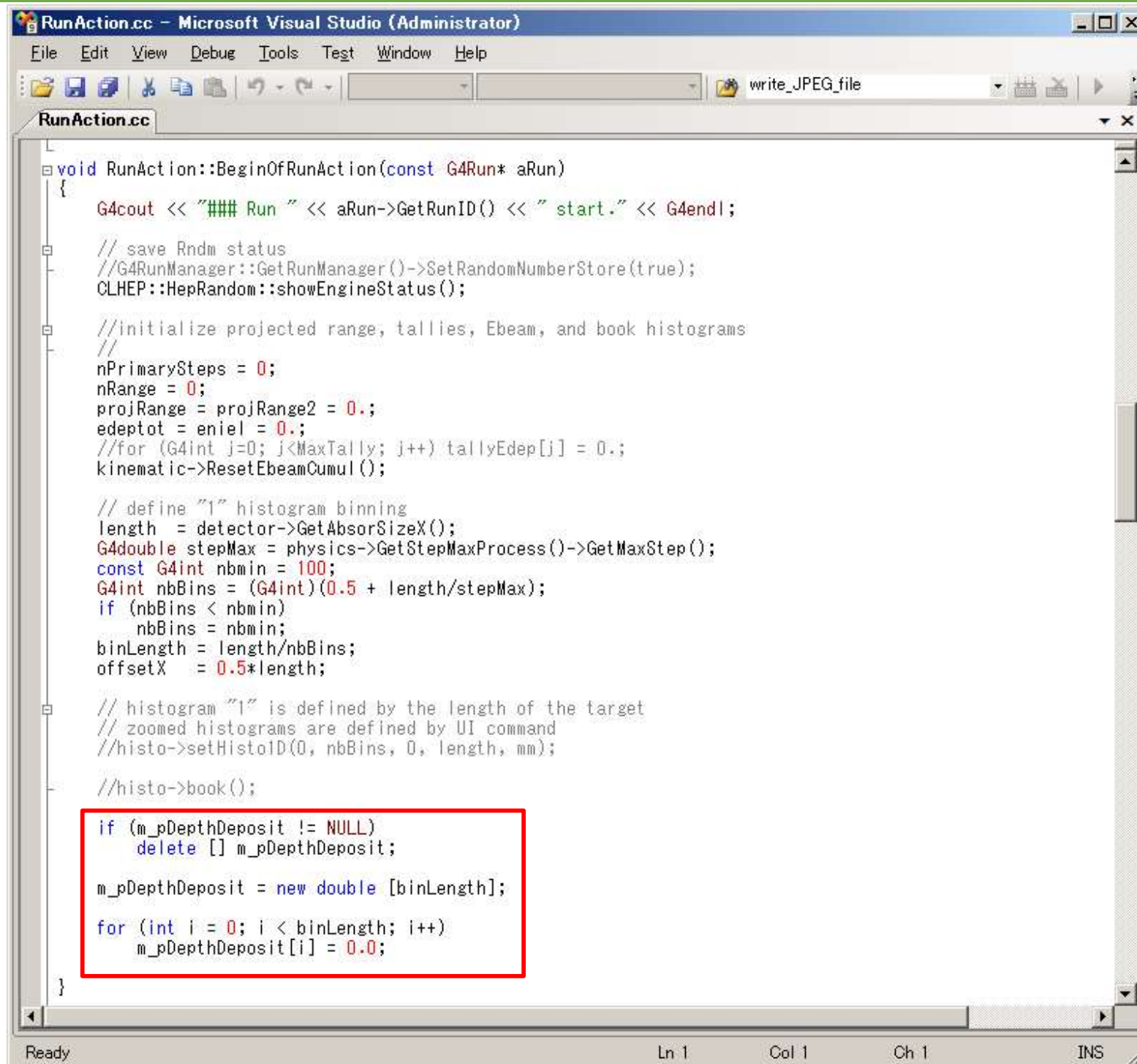
private:
  DetectorConstruction* detector;
  PhysicsList* physics;
  PrimaryGeneratorAction* kinematic;
  //G4double* tallyEdep;
  G4double binLength;
  G4double offsetX;
  G4double length;
  G4double projRange, projRange2;
  G4double edeptot, eniel;
  G4int nPrimarySteps;
  G4int nRange;

  //Histo* histo;
  double* m_pDepthDeposit;
};
```

Ready Ln 1 Col 1 Ch 1 INS



```
RunAction.cc - Microsoft Visual Studio (Administrator)
File Edit View Debug Tools Test Window Help
write_JPEG_file
RunAction.cc
//.....000000000000.....000000000000.....000000000000.....000000000000.....
RunAction::RunAction(DetectorConstruction* det, PhysicsList* phys,
                    PrimaryGeneratorAction* kin)
:detector(det), physics(phys), kinematic(kin)
{
/*
tallyEdep = new G4double[MaxTally];
binLength = offsetX = 0.;
histo = new Histo();
histo->setFileName("testem7");
histo->add1D("1","Edep (MeV/mm) along absorber (mm)", 100, 0, 100);
histo->add1D("2","Edep (MeV/mm) along absorber zoomed (mm)", 100, 0, 100);
histo->add1D("3","Projectile range (mm)", 100, 0, 100);
*/
m_pDepthDeposit = NULL;
}
//.....000000000000.....000000000000.....000000000000.....000000000000.....
RunAction::~RunAction()
{
/*
delete [] tallyEdep;
delete histo;
*/
if (m_pDepthDeposit != NULL)
delete [] m_pDepthDeposit;
}
Ready Ln 1 Col 1 Ch 1 INS
```

```
RunAction.cc - Microsoft Visual Studio (Administrator)
File Edit View Debug Tools Test Window Help
write_JPEG_file
RunAction.cc
void RunAction::BeginOfRunAction(const G4Run* aRun)
{
    G4cout << "### Run " << aRun->GetRunID() << " start." << G4endl;

    // save Rndm status
    //G4RunManager::GetRunManager()->SetRandomNumberStore(true);
    CLHEP::HepRandom::showEngineStatus();

    //initialize projected range, tallies, Ebeam, and book histograms
    //
    nPrimarySteps = 0;
    nRange = 0;
    projRange = projRange2 = 0.;
    edeptot = eniel = 0.;
    //for (G4int j=0; j<MaxTally; j++) tallyEdep[j] = 0.;
    kinematic->ResetEbeamCumul();

    // define "1" histogram binning
    length = detector->GetAbsorSizeX();
    G4double stepMax = physics->GetStepMaxProcess()->GetMaxStep();
    const G4int nbmin = 100;
    G4int nbBins = (G4int)(0.5 + length/stepMax);
    if (nbBins < nbmin)
        nbBins = nbmin;
    binLength = length/nbBins;
    offsetX = 0.5*length;

    // histogram "1" is defined by the length of the target
    // zoomed histograms are defined by UI command
    //histo->setHistoID(0, nbBins, 0, length, mm);

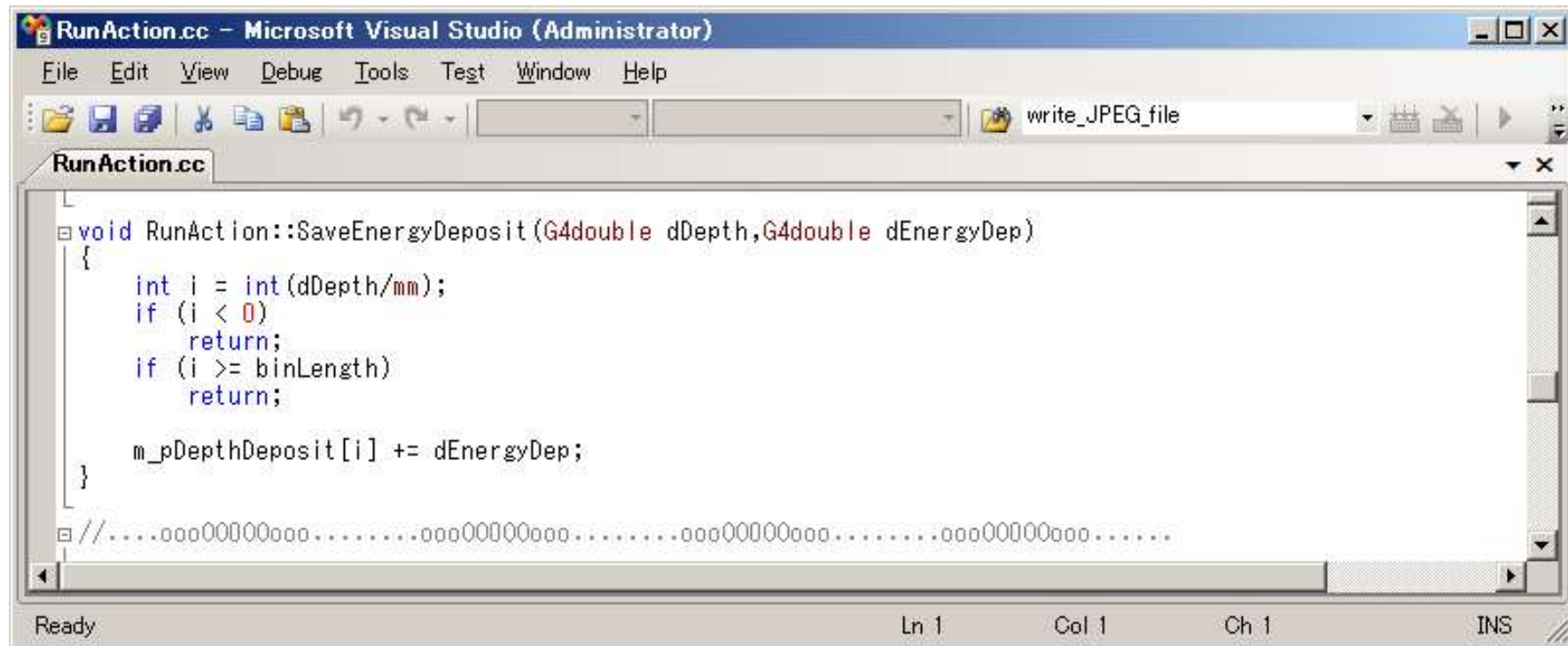
    //histo->book();

    if (m_pDepthDeposit != NULL)
        delete [] m_pDepthDeposit;

    m_pDepthDeposit = new double [binLength];

    for (int i = 0; i < binLength; i++)
        m_pDepthDeposit[i] = 0.0;
}
```

Ready Ln 1 Col 1 Ch 1 INS



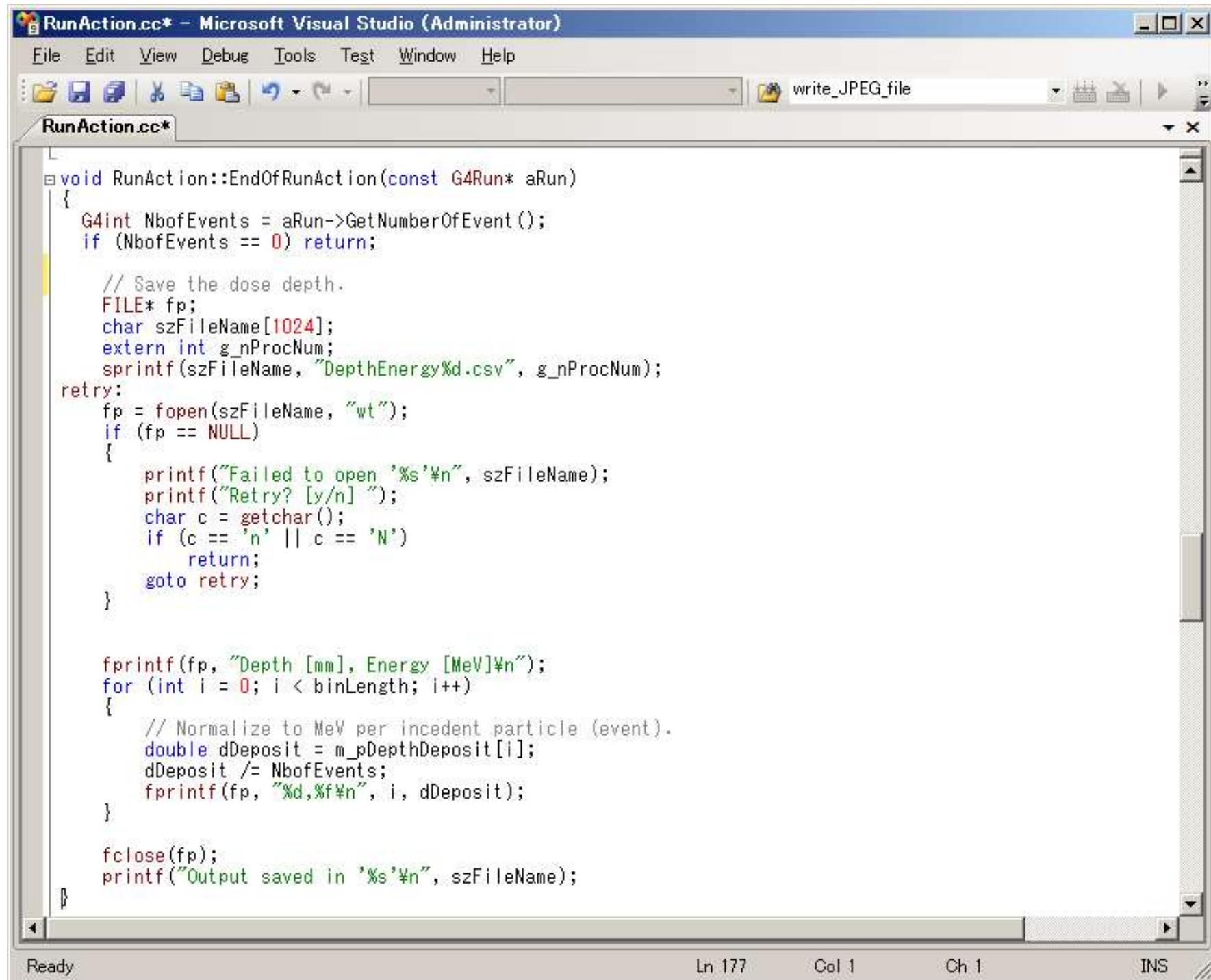
The image shows a screenshot of the Microsoft Visual Studio (Administrator) interface. The window title is "RunAction.cc - Microsoft Visual Studio (Administrator)". The menu bar includes File, Edit, View, Debug, Tools, Test, Window, and Help. The toolbar shows various icons for file operations and a dropdown menu currently set to "write_JPEG_file". The main editor area displays the following C++ code for the `SaveEnergyDeposit` function:

```
void RunAction::SaveEnergyDeposit(G4double dDepth,G4double dEnergyDep)
{
    int i = int(dDepth/mm);
    if (i < 0)
        return;
    if (i >= binLength)
        return;

    m_pDepthDeposit[i] += dEnergyDep;
}

//.....ooo00000ooo.....ooo00000ooo.....ooo00000ooo.....ooo00000ooo.....
```

The status bar at the bottom indicates "Ready", "Ln 1", "Col 1", "Ch 1", and "INS".



```
RunAction.cc* - Microsoft Visual Studio (Administrator)
File Edit View Debug Tools Test Window Help
write_JPEG_file

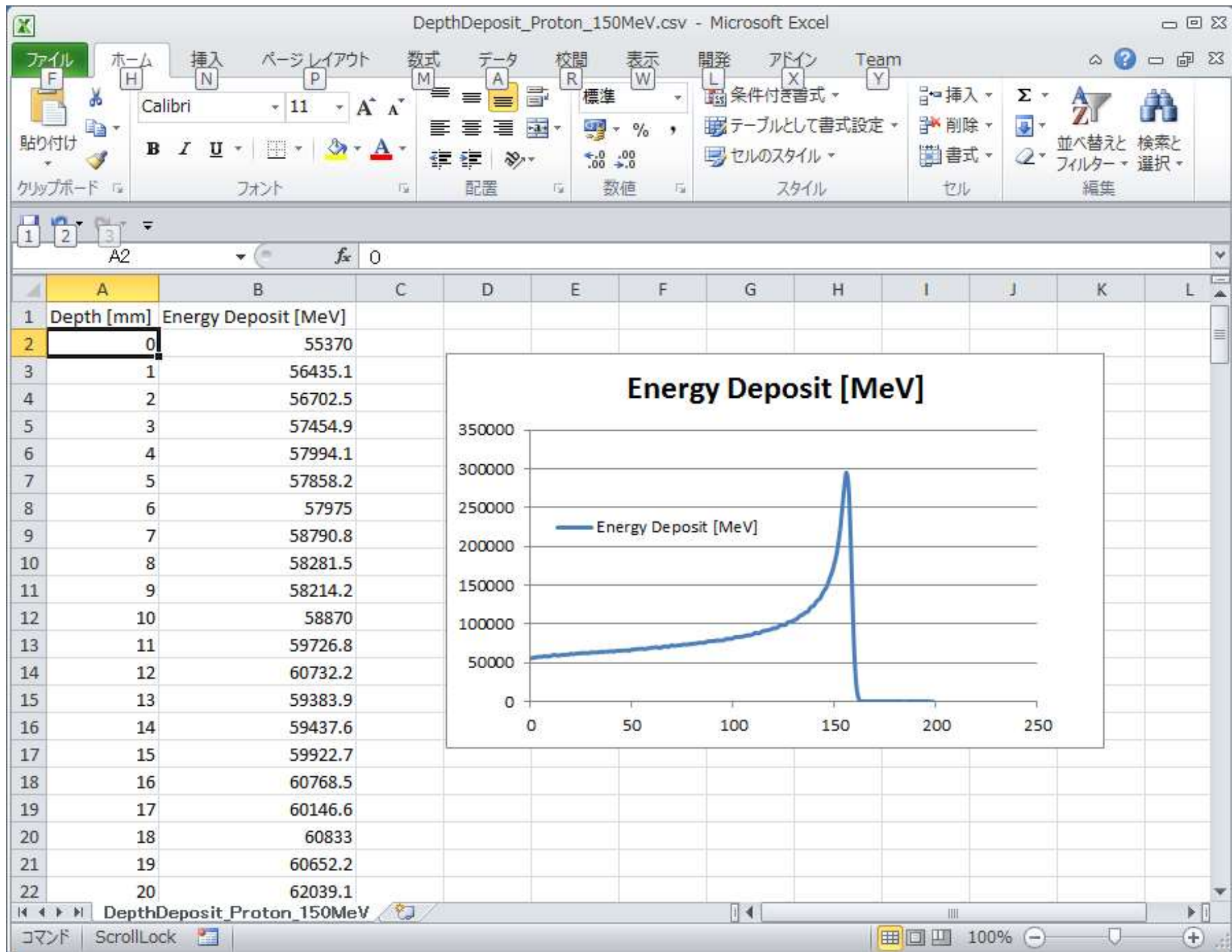
RunAction.cc*
void RunAction::EndOfRunAction(const G4Run* aRun)
{
    G4int NbofEvents = aRun->GetNumberOfEvent();
    if (NbofEvents == 0) return;

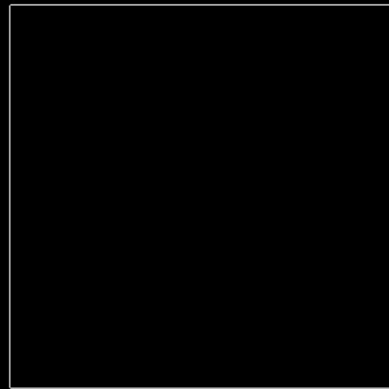
    // Save the dose depth.
    FILE* fp;
    char szFileName[1024];
    extern int g_nProcNum;
    sprintf(szFileName, "DepthEnergy%d.csv", g_nProcNum);
retry:
    fp = fopen(szFileName, "wt");
    if (fp == NULL)
    {
        printf("Failed to open '%s'\n", szFileName);
        printf("Retry? [y/n] ");
        char c = getchar();
        if (c == 'n' || c == 'N')
            return;
        goto retry;
    }

    fprintf(fp, "Depth [mm], Energy [MeV]\n");
    for (int i = 0; i < binLength; i++)
    {
        // Normalize to MeV per incident particle (event).
        double dDeposit = m_pDepthDeposit[i];
        dDeposit /= NbofEvents;
        fprintf(fp, "%d,%f\n", i, dDeposit);
    }

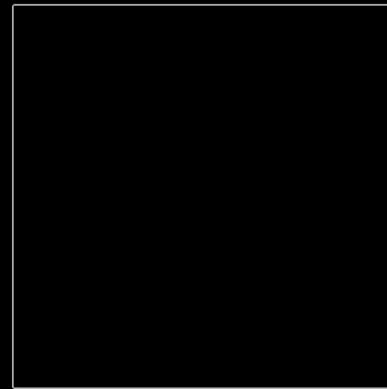
    fclose(fp);
    printf("Output saved in '%s'\n", szFileName);
}
```

Ready Ln 177 Col 1 Ch 1 INS

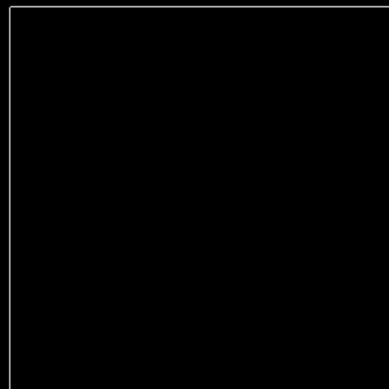




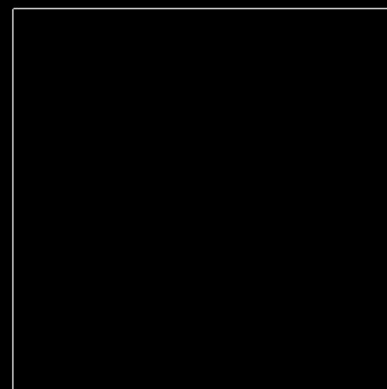
150 MeV Protons



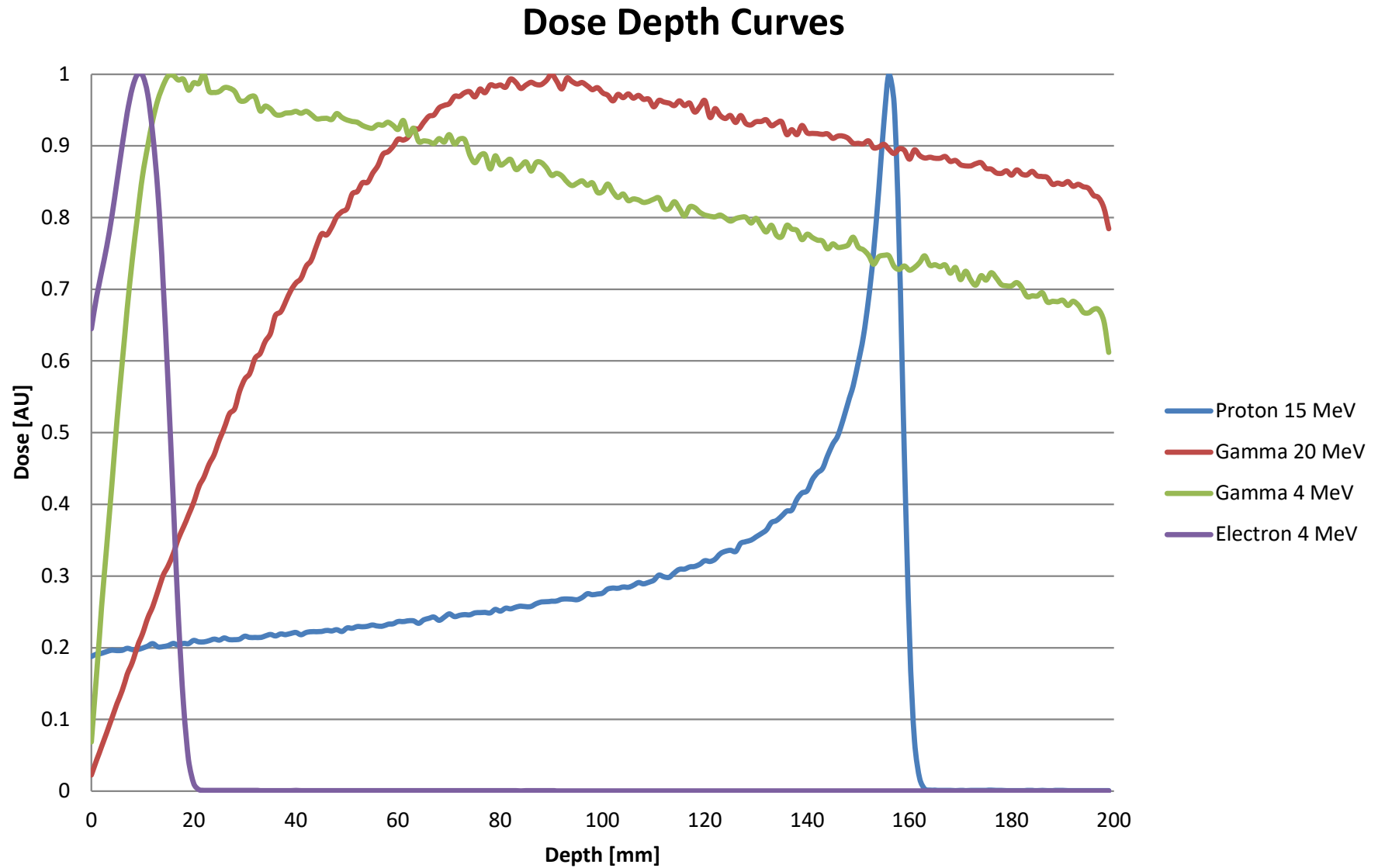
4 MeV Electrons

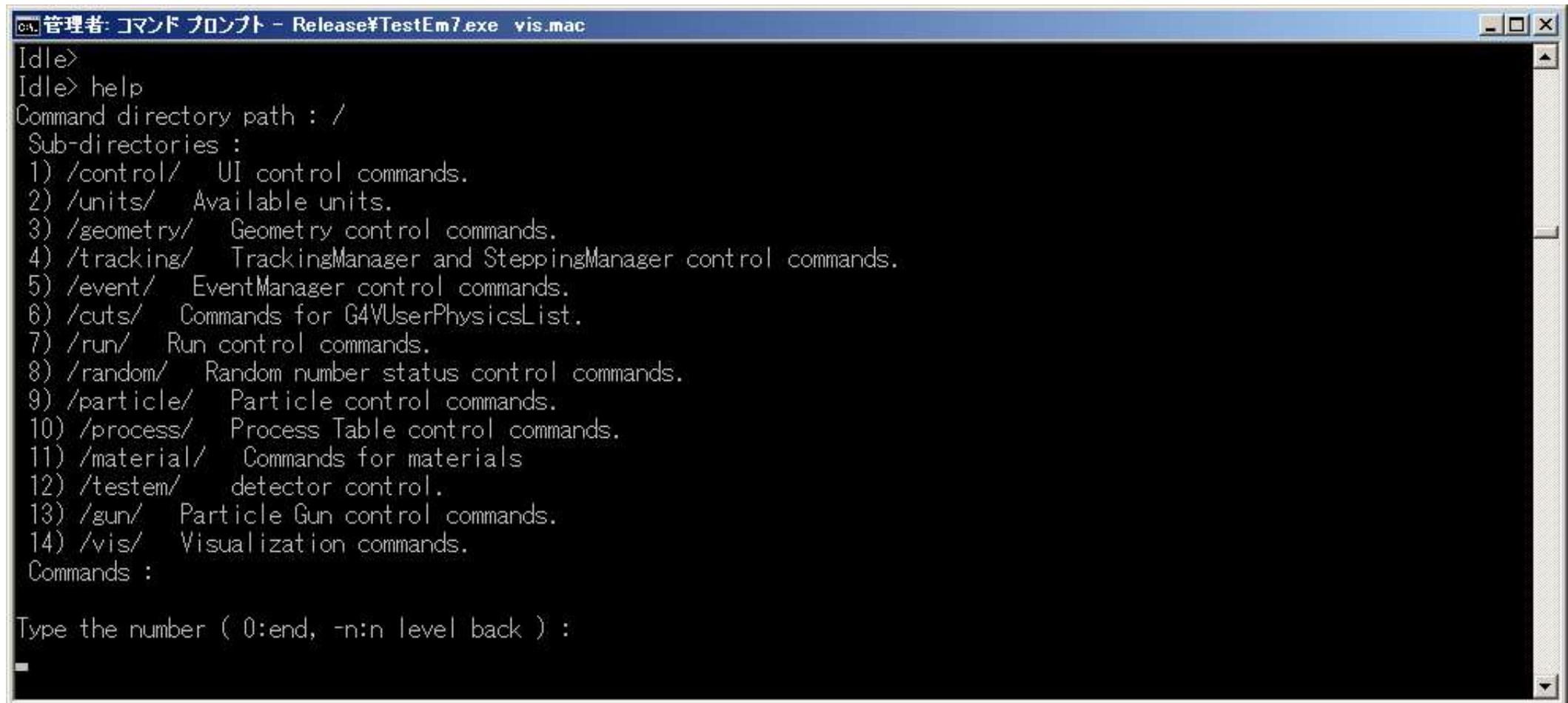


20 MeV X-Rays



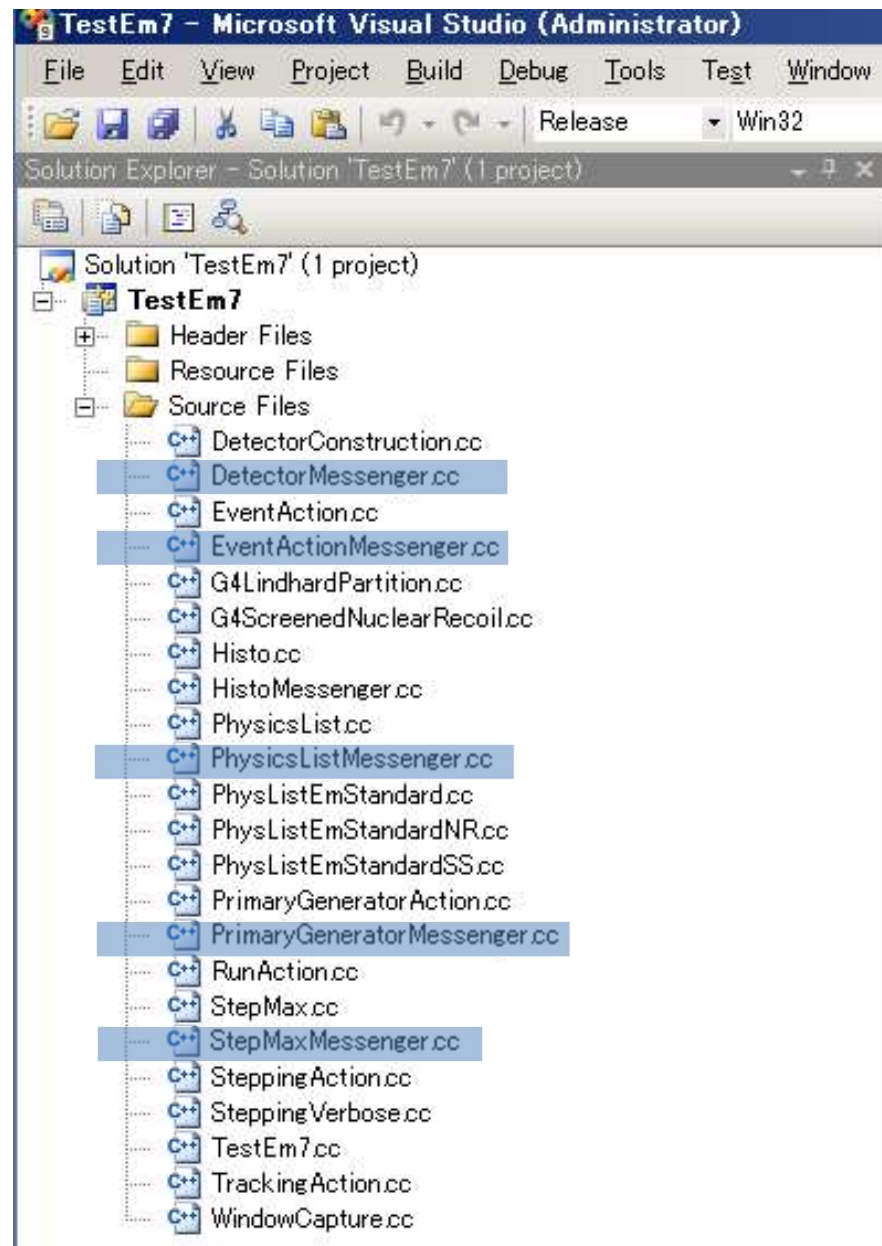
4 MeV X-Rays

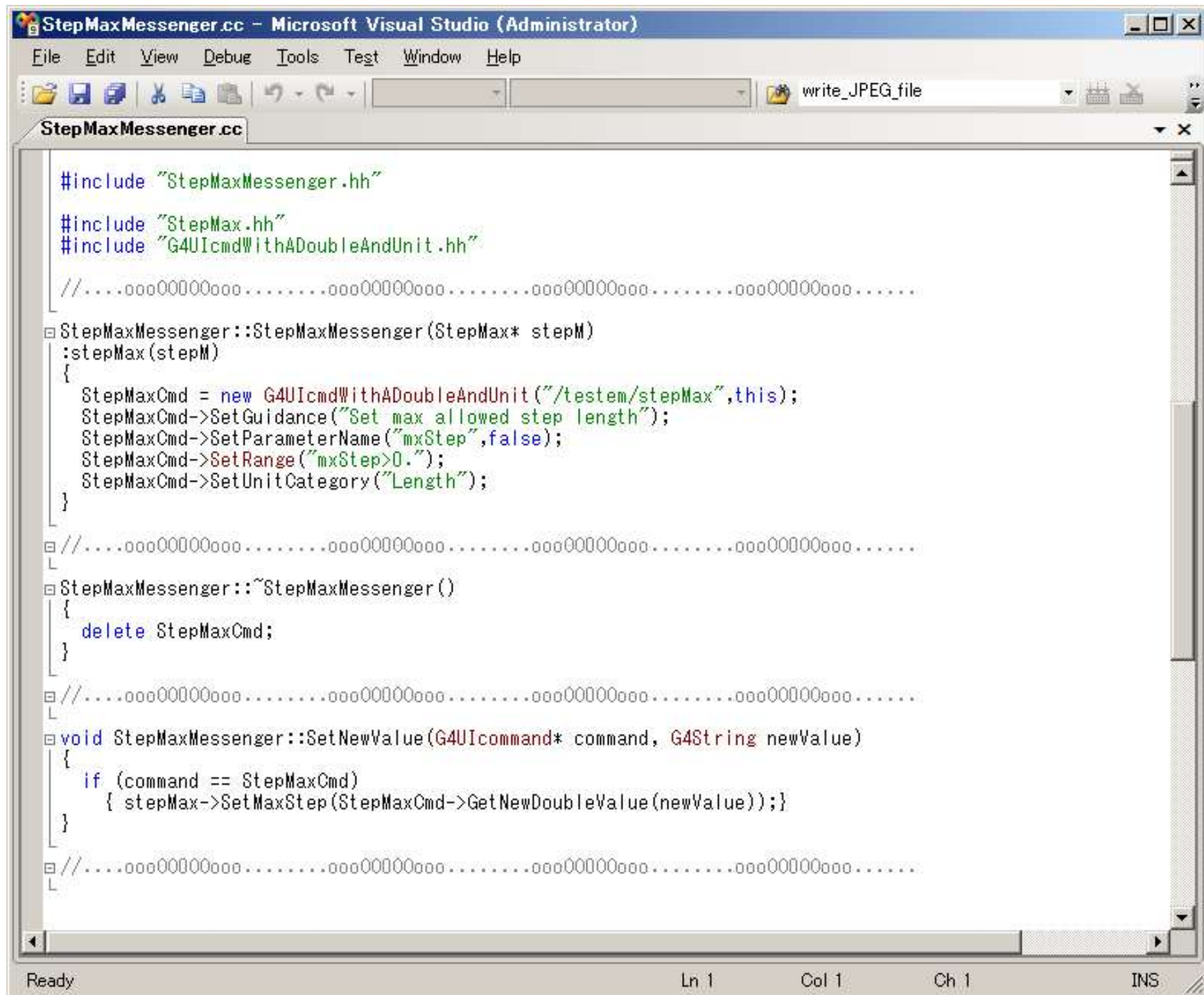




```
管理: コマンド プロンプト - Release¥TestEm7.exe vis.mac
Idle>
Idle> help
Command directory path : /
Sub-directories :
1) /control/  UI control commands.
2) /units/   Available units.
3) /geometry/ Geometry control commands.
4) /tracking/ TrackingManager and SteppingManager control commands.
5) /event/   EventManager control commands.
6) /cuts/    Commands for G4VUserPhysicsList.
7) /run/     Run control commands.
8) /random/  Random number status control commands.
9) /particle/ Particle control commands.
10) /process/ Process Table control commands.
11) /material/ Commands for materials
12) /testem/  detector control.
13) /gun/    Particle Gun control commands.
14) /vis/    Visualization commands.
Commands :

Type the number ( 0:end, -n:n level back ) :
-
```





```
StepMaxMessenger.cc - Microsoft Visual Studio (Administrator)
File Edit View Debug Tools Test Window Help
write_JPEG_file
StepMaxMessenger.cc
#include "StepMaxMessenger.hh"
#include "StepMax.hh"
#include "G4UicmdWithADoubleAndUnit.hh"

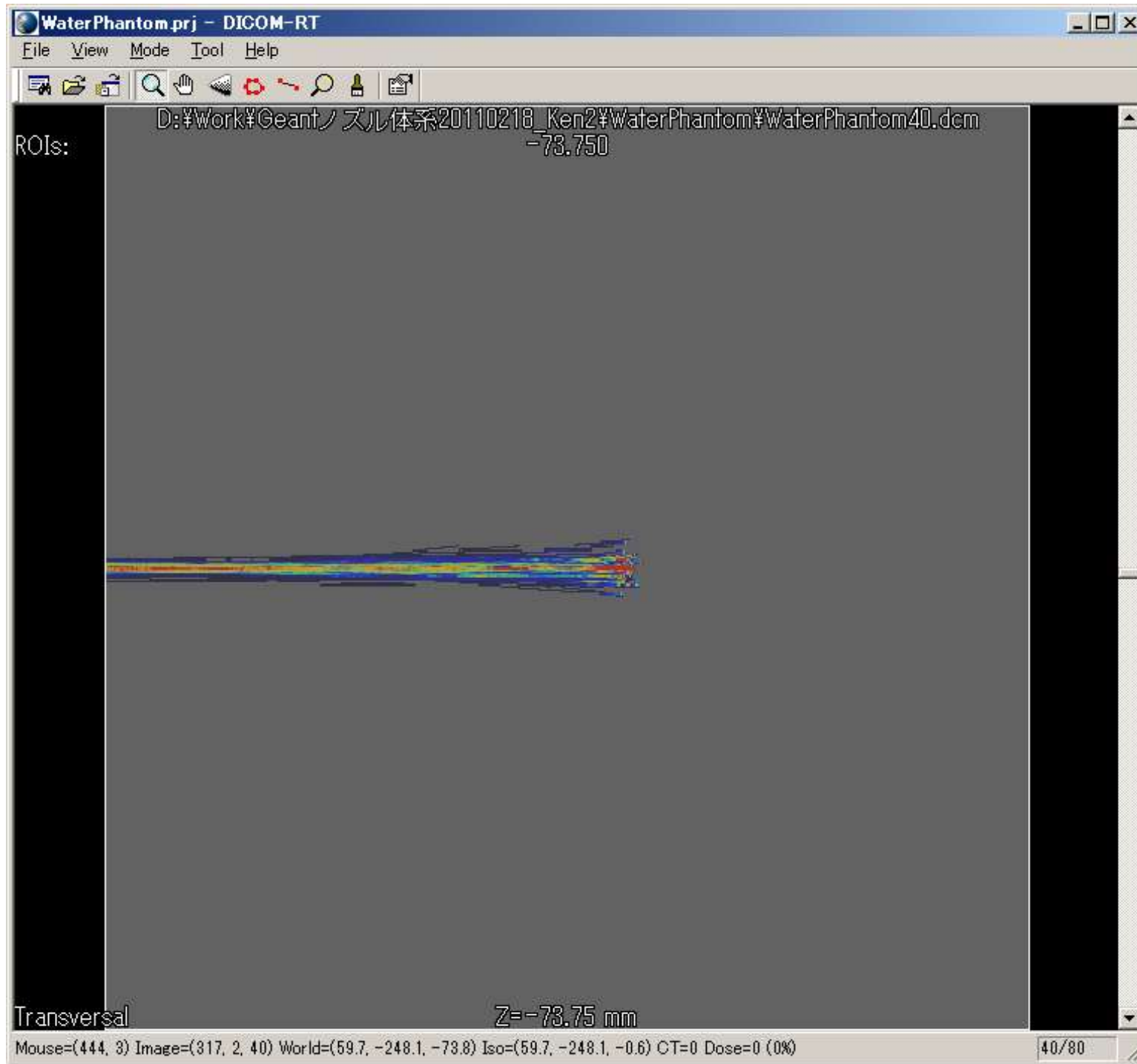
//.....0000000000.....0000000000.....0000000000.....0000000000.....

StepMaxMessenger::StepMaxMessenger(StepMax* stepM)
:stepMax(stepM)
{
    StepMaxCmd = new G4UicmdWithADoubleAndUnit("/testem/stepMax",this);
    StepMaxCmd->SetGuidance("Set max allowed step length");
    StepMaxCmd->SetParameterName("mxStep",false);
    StepMaxCmd->SetRange("mxStep>0.");
    StepMaxCmd->SetUnitCategory("Length");
}

//.....0000000000.....0000000000.....0000000000.....0000000000.....
~StepMaxMessenger()
{
    delete StepMaxCmd;
}

//.....0000000000.....0000000000.....0000000000.....0000000000.....
void StepMaxMessenger::SetNewValue(G4Uicommand* command, G4String newValue)
{
    if (command == StepMaxCmd)
        { stepMax->SetMaxStep(StepMaxCmd->GetNewDoubleValue(newValue));}
}

//.....0000000000.....0000000000.....0000000000.....0000000000.....
Ln 1 Col 1 Ch 1 INS
```

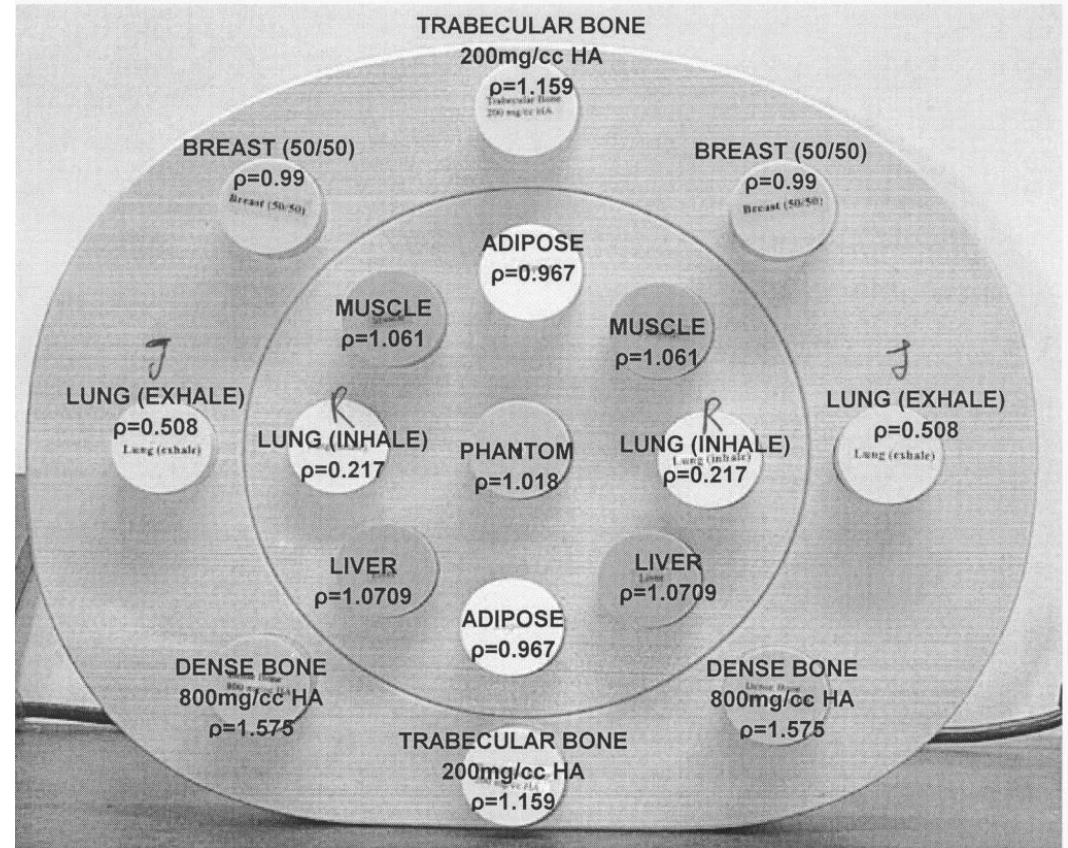
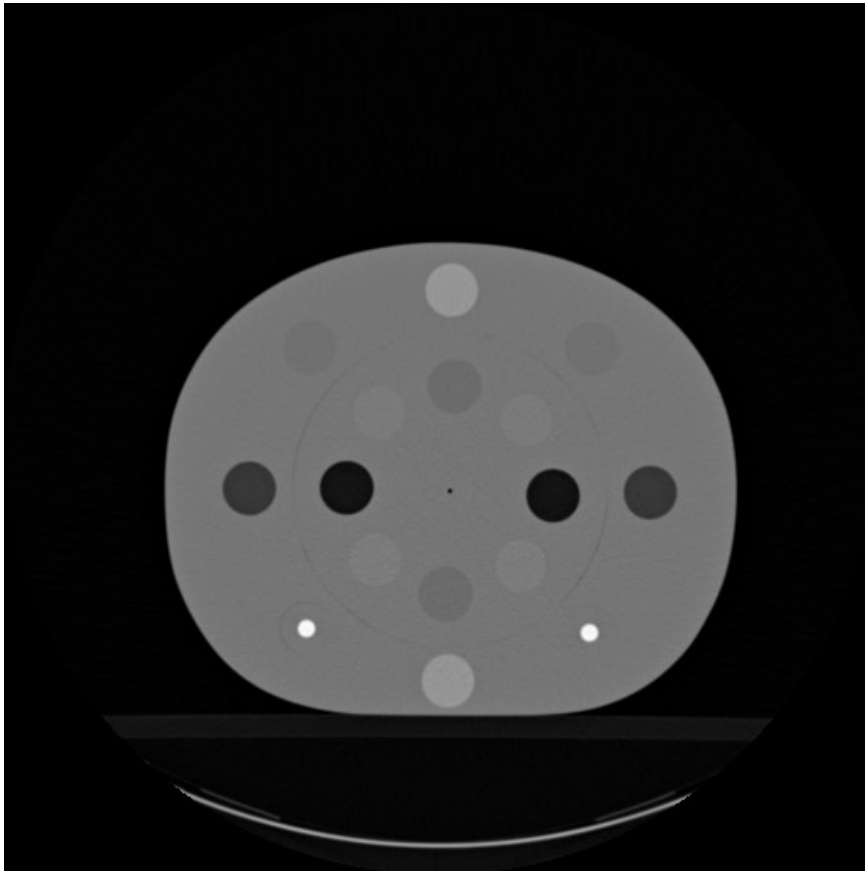


CT scanner table

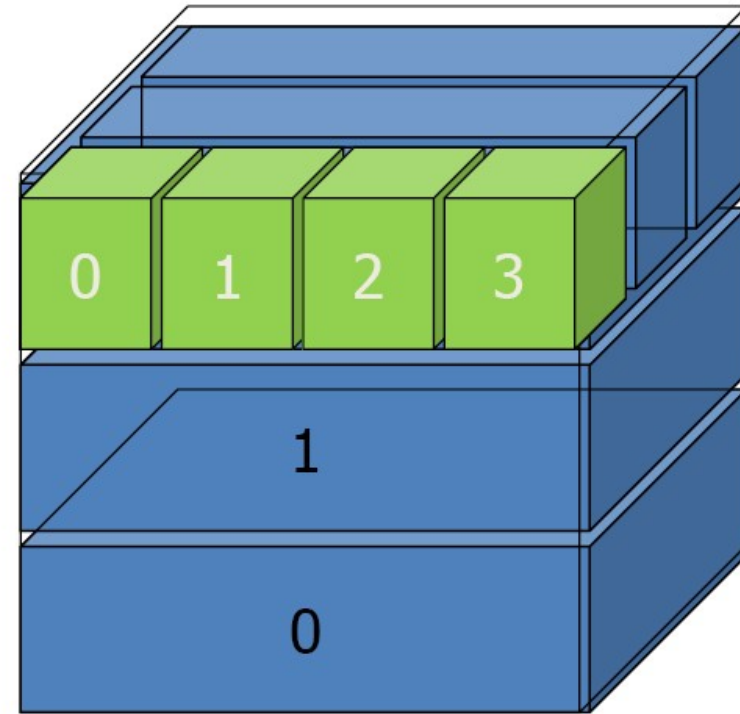
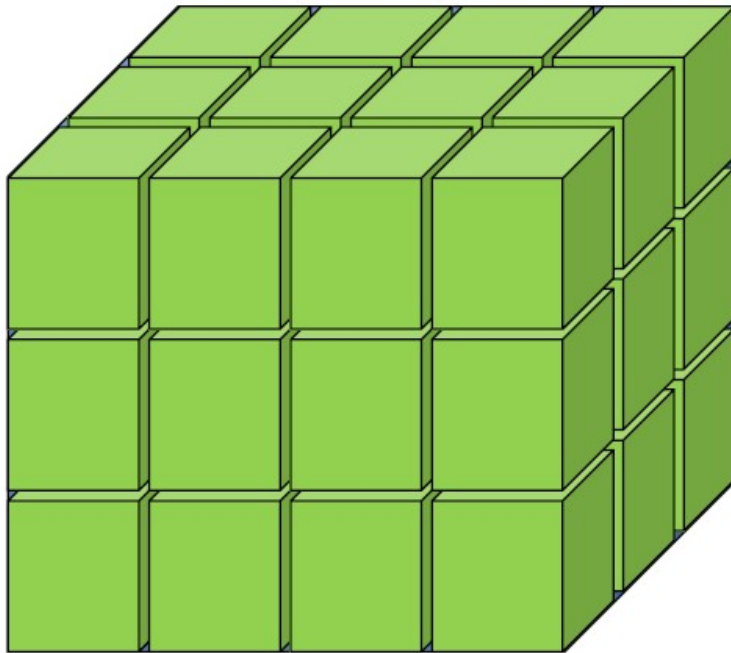
Material	Mass Density	Rel. Electron Density	GE LightSpeed	Siemens	Toshiba
Air	0.000	0.000	-991.5	-969.8	-970.3
Lung 300	0.290	0.278	-729.2	-712.9	-720.8
Lung 450	0.450	0.443	-541.8	-536.5	-543.3
Adipose	0.943	0.926	-92.8	-95.6	-67.2
Breast	0.985	0.962	-33.0	-45.6	-36.4
Solid Water	1.016	0.987	3.7	-1.9	-5.5
Water	1.000	1.000	-2.9	-5.6	-5.1
Brain	1.052	1.048	28.7	25.7	16.8
Liver	1.089	1.058	64.9	65.6	65.8
Inner Bone	1.145	1.098	212.7	207.5	211.0
B-200	1.159	1.111	227.4	220.7	229.6
CB2 30%	1.335	1.280	442.0	429.9	464.4
CB2 50%	1.560	1.470	791.2	775.3	831.1
Cortical Bone	1.823	1.695	1191.8	1173.7	1256.2

Data [Mass Density](#) [Relative Electron Density](#)

<i>H</i>	w_i (pp)											
	H	C	N	O	Na	Mg	P	S	Cl	Ar	K	Ca
−1000−−950			75.5	23.2						1.3		
−950−−120	10.3	10.5	3.1	74.9	0.2		0.2	0.3	0.3		0.2	
−120−−83	11.6	68.1	0.2	19.8	0.1			0.1	0.1			
−82−−53	11.3	56.7	0.9	30.8	0.1			0.1	0.1			
−52−−23	11.0	45.8	1.5	41.1	0.1		0.1	0.2	0.2			
−22−7	10.8	35.6	2.2	50.9			0.1	0.2	0.2			
8−18	10.6	28.4	2.6	57.8			0.1	0.2	0.2		0.1	
19−80	10.3	13.4	3.0	72.3	0.2		0.2	0.2	0.2		0.2	
80−120	9.4	20.7	6.2	62.2	0.6			0.6	0.3			
120−200	9.5	45.5	2.5	35.5	0.1		2.1	0.1	0.1		0.1	4.5
200−300	8.9	42.3	2.7	36.3	0.1		3.0	0.1	0.1		0.1	6.4
300−400	8.2	39.1	2.9	37.2	0.1		3.9	0.1	0.1		0.1	8.3
400−500	7.6	36.1	3.0	38.0	0.1	0.1	4.7	0.2	0.1			10.1
500−600	7.1	33.5	3.2	38.7	0.1	0.1	5.4	0.2				11.7
600−700	6.6	31.0	3.3	39.4	0.1	0.1	6.1	0.2				13.2
700−800	6.1	28.7	3.5	40.0	0.1	0.1	6.7	0.2				14.6
800−900	5.6	26.5	3.6	40.5	0.1	0.2	7.3	0.3				15.9
900−1000	5.2	24.6	3.7	41.1	0.1	0.2	7.8	0.3				17.0
1000−1100	4.9	22.7	3.8	41.6	0.1	0.2	8.3	0.3				18.1
1100−1200	4.5	21.0	3.9	42.0	0.1	0.2	8.8	0.3				19.2
1200−1300	4.2	19.4	4.0	42.5	0.1	0.2	9.2	0.3				20.1
1300−1400	3.9	17.9	4.1	42.9	0.1	0.2	9.6	0.3				21.0
1400−1500	3.6	16.5	4.2	43.2	0.1	0.2	10.0	0.3				21.9
1500−1600	3.4	15.5	4.2	43.5	0.1	0.2	10.3	0.3				22.5

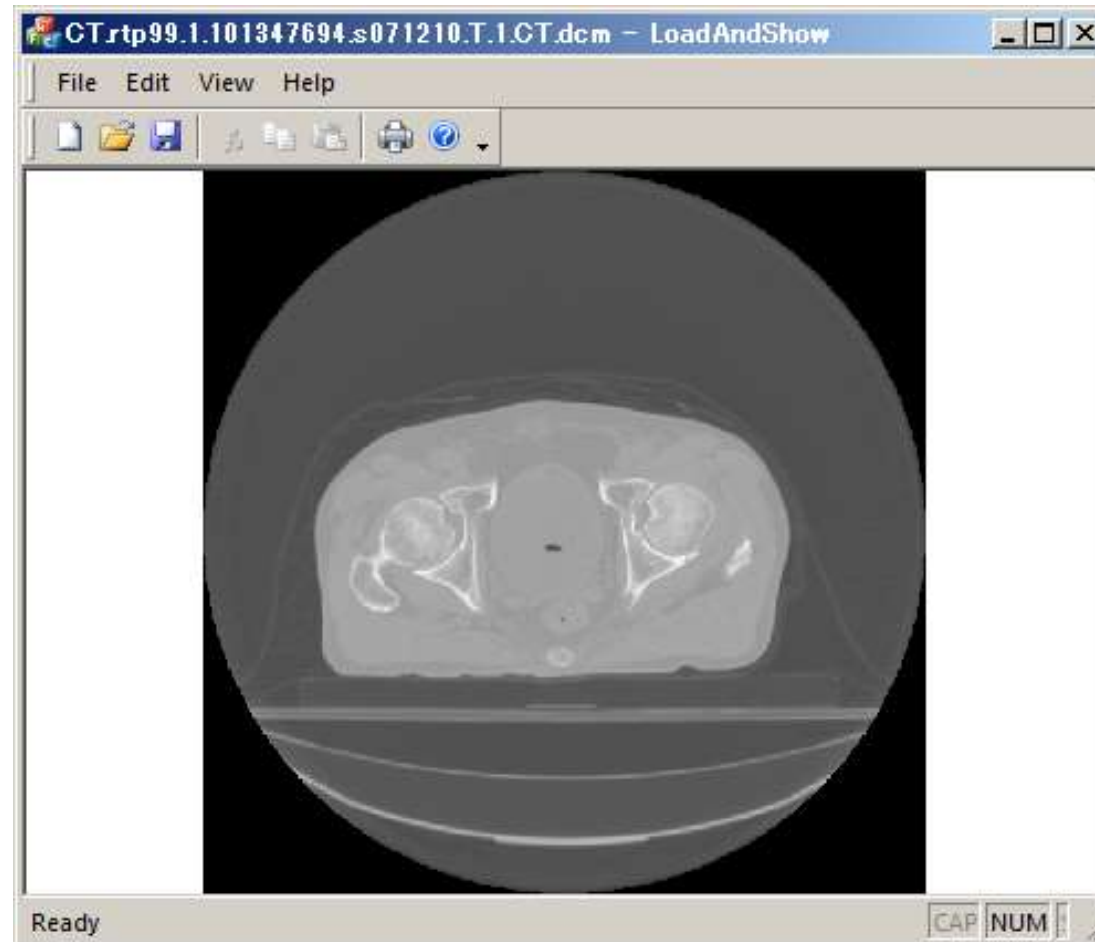


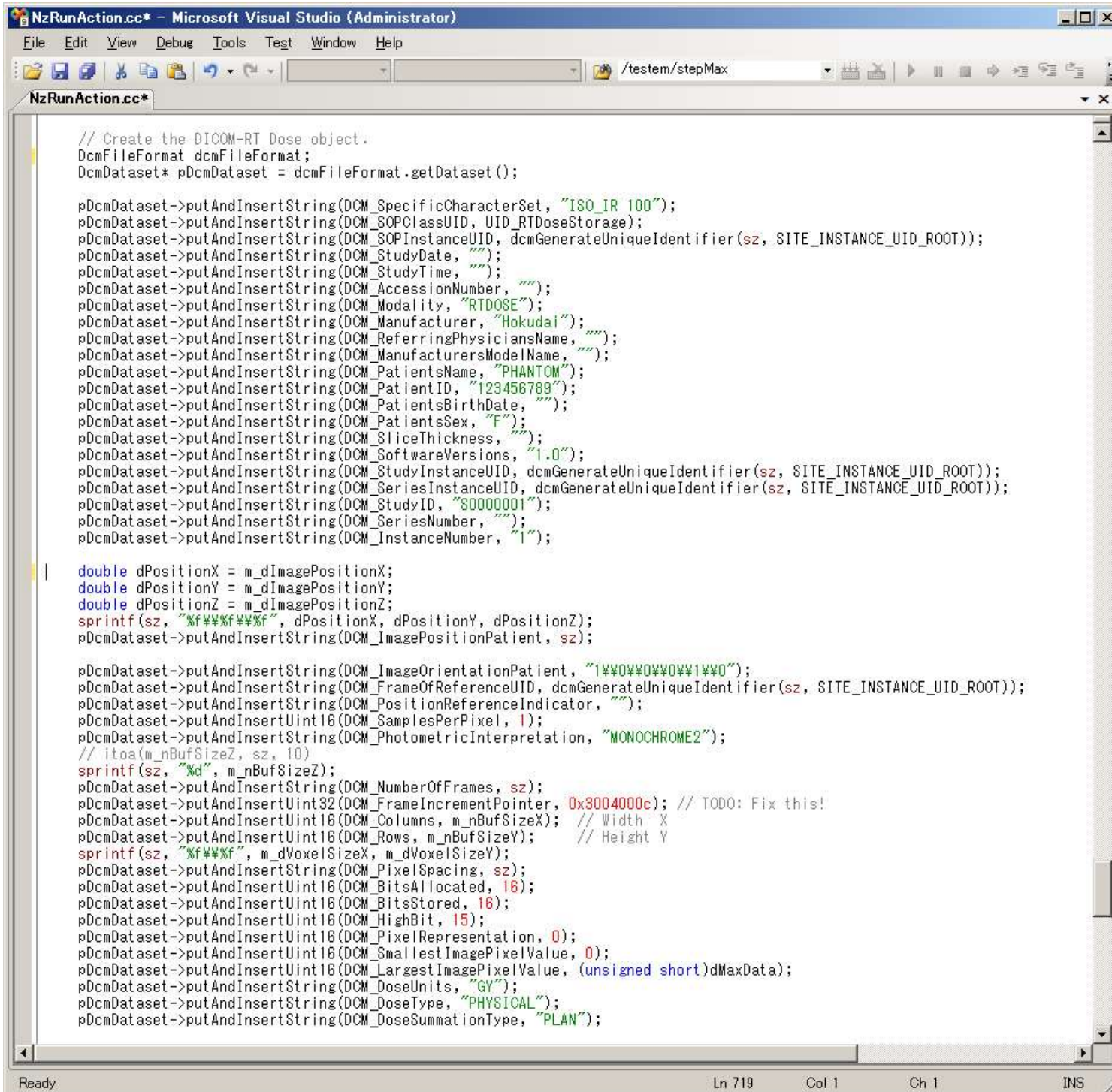
- Use a “**Nested Parameterization**” to store CT voxels.
- Voxels can be accessed via a “**copy number**”.



- The voxels are **regularly placed** and **only differ in material**.
- It requires much **less memory** for geometry optimization and gives **much faster navigation** for ultra-large number of voxels.
- A typical CT scan requires $512 \times 512 \times 100 =$ over **25 million** voxels

- DCMTK – DICOM Toolkit
- <http://dicom.offis.de/dcmtk.php.en>





```
NzRunAction.cc* - Microsoft Visual Studio (Administrator)
File Edit View Debug Tools Test Window Help
/testem/stepMax
NzRunAction.cc*

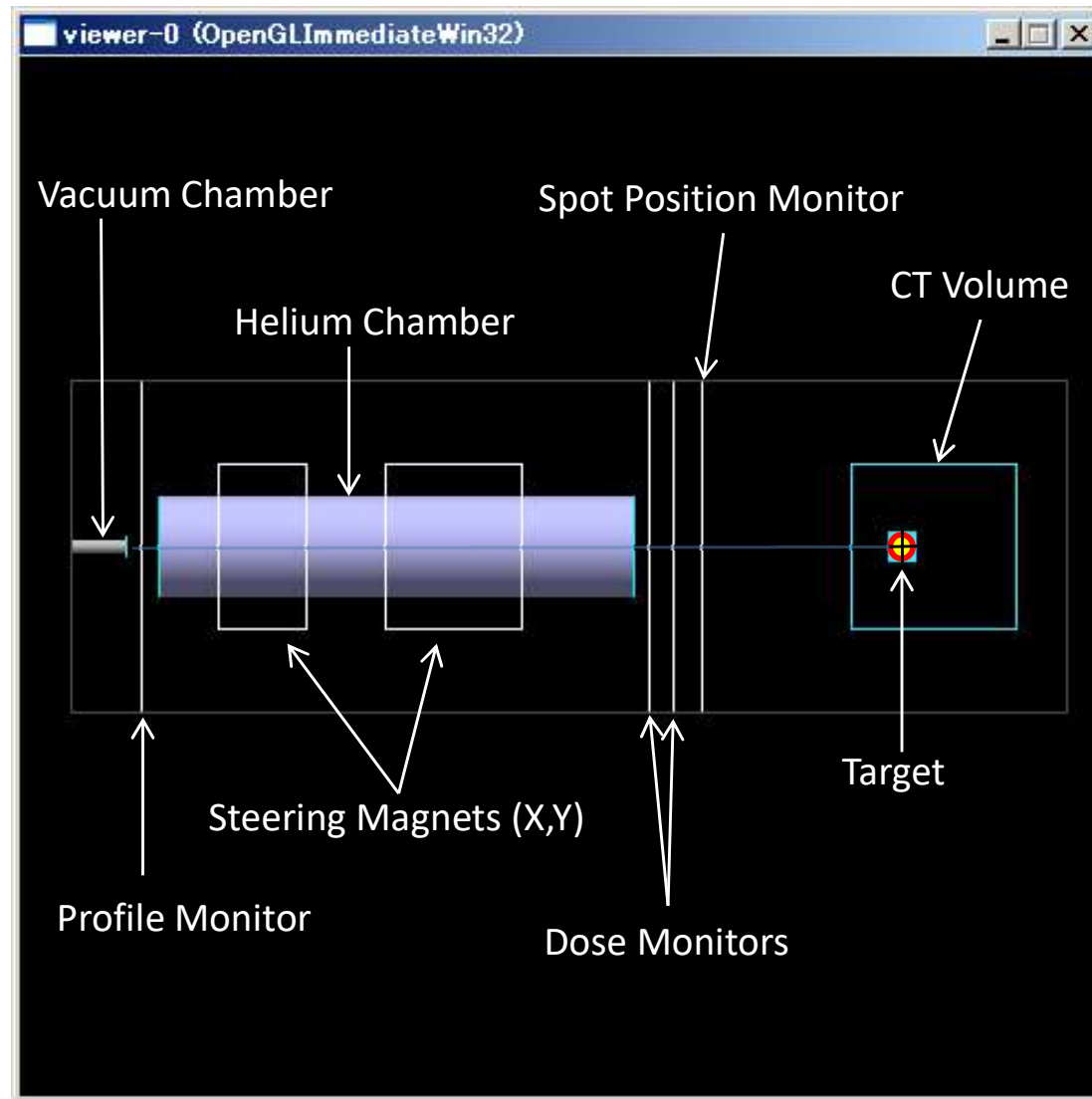
// Create the DICOM-RT Dose object.
DcmFileFormat dcmFileFormat;
DcmDataset* pDcmDataset = dcmFileFormat.getDataset();

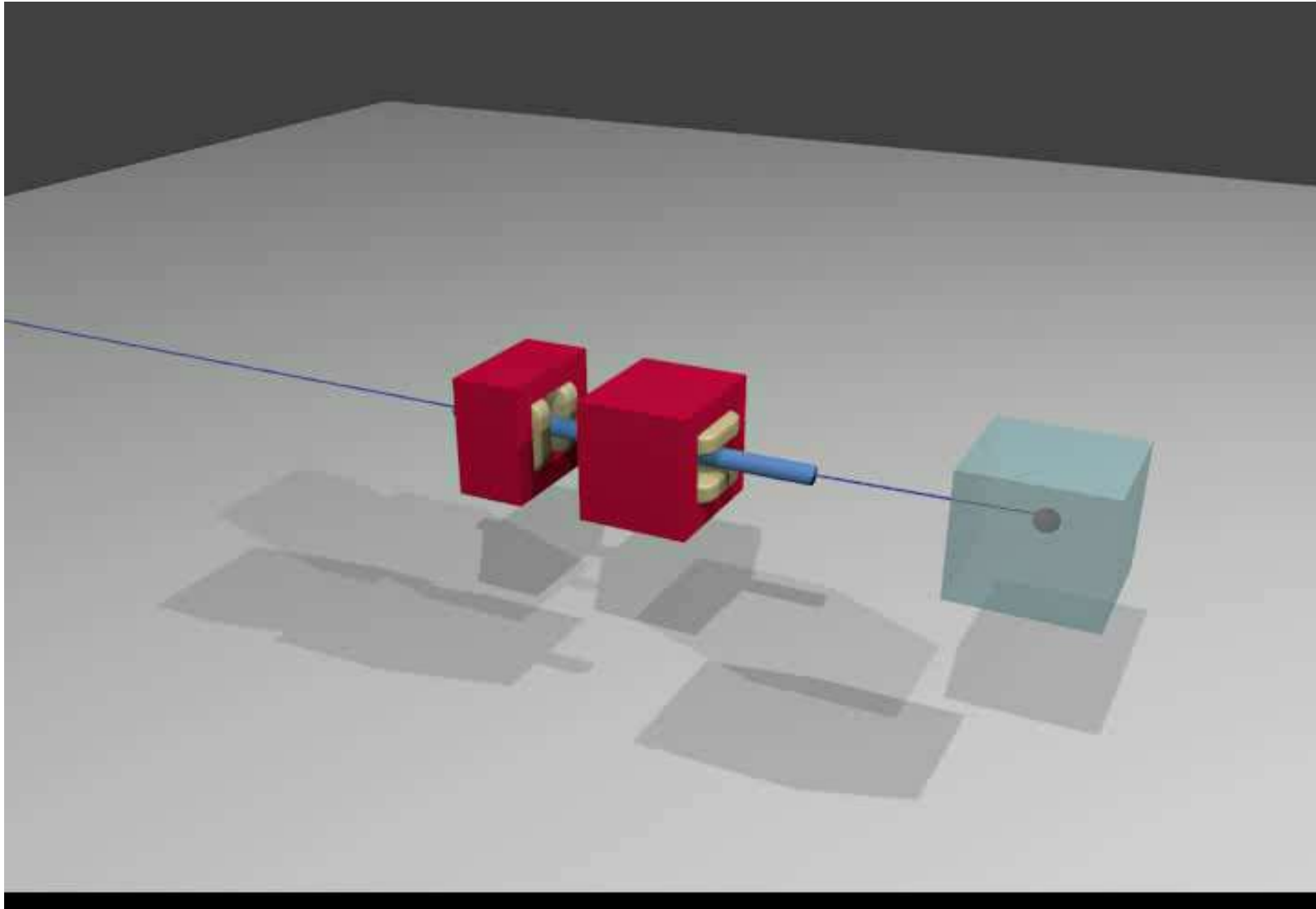
pDcmDataset->putAndInsertString(DCM_SpecificCharacterSet, "ISO_IR 100");
pDcmDataset->putAndInsertString(DCM_SOPClassUID, UID_RTDOSEStorage);
pDcmDataset->putAndInsertString(DCM_SOPInstanceUID, dcmGenerateUniqueIdentifier(sz, SITE_INSTANCE_UID_ROOT));
pDcmDataset->putAndInsertString(DCM_StudyDate, "");
pDcmDataset->putAndInsertString(DCM_StudyTime, "");
pDcmDataset->putAndInsertString(DCM_AccessionNumber, "");
pDcmDataset->putAndInsertString(DCM_Modality, "RTDOSE");
pDcmDataset->putAndInsertString(DCM_Manufacturer, "Hokudai");
pDcmDataset->putAndInsertString(DCM_ReferringPhysiciansName, "");
pDcmDataset->putAndInsertString(DCM_ManufacturersModelName, "");
pDcmDataset->putAndInsertString(DCM_PatientsName, "PHANTOM");
pDcmDataset->putAndInsertString(DCM_PatientID, "123456789");
pDcmDataset->putAndInsertString(DCM_PatientsBirthDate, "");
pDcmDataset->putAndInsertString(DCM_PatientsSex, "F");
pDcmDataset->putAndInsertString(DCM_SliceThickness, "");
pDcmDataset->putAndInsertString(DCM_SoftwareVersions, "1.0");
pDcmDataset->putAndInsertString(DCM_StudyInstanceUID, dcmGenerateUniqueIdentifier(sz, SITE_INSTANCE_UID_ROOT));
pDcmDataset->putAndInsertString(DCM_SeriesInstanceUID, dcmGenerateUniqueIdentifier(sz, SITE_INSTANCE_UID_ROOT));
pDcmDataset->putAndInsertString(DCM_StudyID, "S0000001");
pDcmDataset->putAndInsertString(DCM_SeriesNumber, "");
pDcmDataset->putAndInsertString(DCM_InstanceNumber, "1");

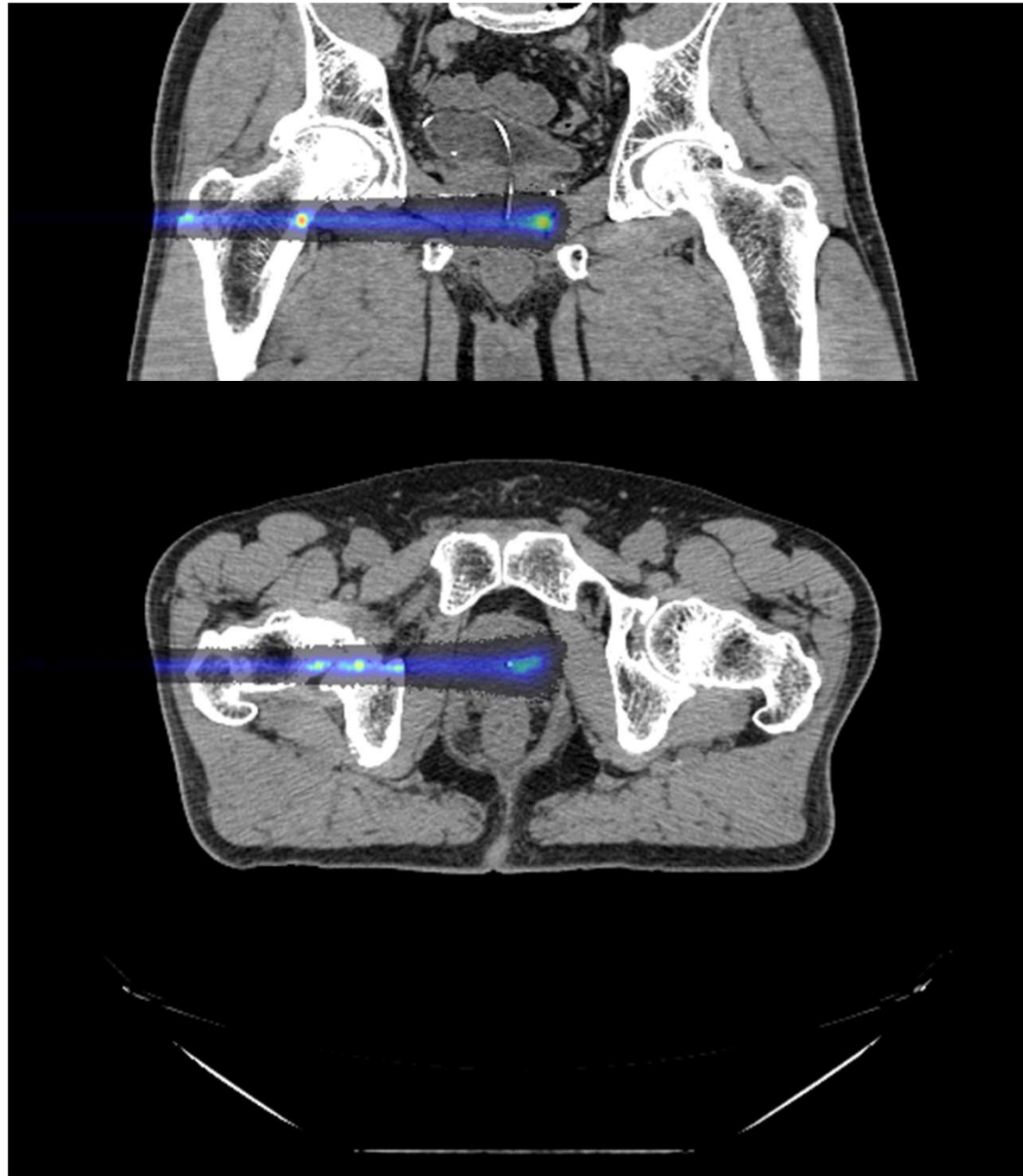
double dPositionX = m_dImagePositionX;
double dPositionY = m_dImagePositionY;
double dPositionZ = m_dImagePositionZ;
sprintf(sz, "%f%f%f", dPositionX, dPositionY, dPositionZ);
pDcmDataset->putAndInsertString(DCM_ImagePositionPatient, sz);

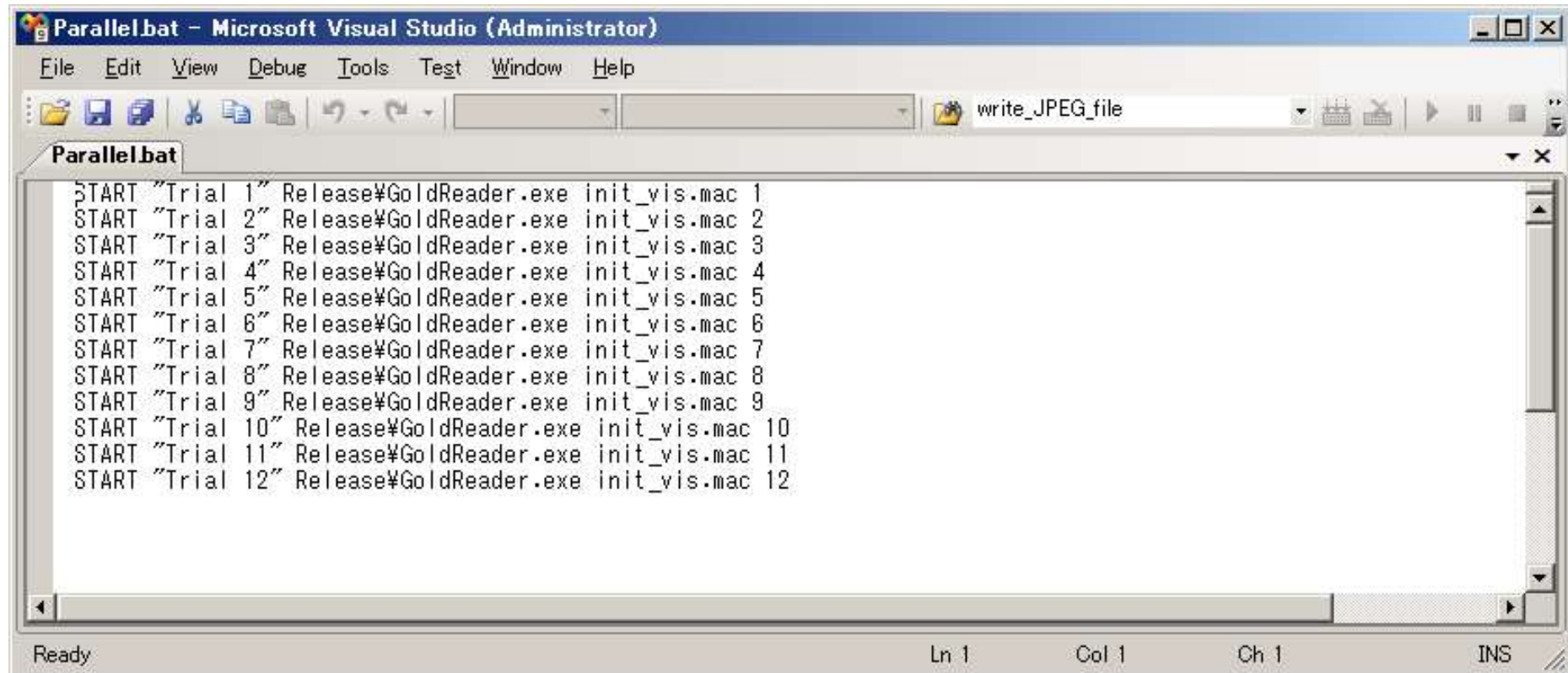
pDcmDataset->putAndInsertString(DCM_ImageOrientationPatient, "1*0*0*0*0*0*1*0*0");
pDcmDataset->putAndInsertString(DCM_FrameOfReferenceUID, dcmGenerateUniqueIdentifier(sz, SITE_INSTANCE_UID_ROOT));
pDcmDataset->putAndInsertString(DCM_PositionReferenceIndicator, "");
pDcmDataset->putAndInsertUint16(DCM_SamplesPerPixel, 1);
pDcmDataset->putAndInsertString(DCM_PhotometricInterpretation, "MONOCHROME2");
// itoa(m_nBufSizeZ, sz, 10)
sprintf(sz, "%d", m_nBufSizeZ);
pDcmDataset->putAndInsertString(DCM_NumberOfFrames, sz);
pDcmDataset->putAndInsertUint32(DCM_FrameIncrementPointer, 0x3004000c); // TODO: Fix this!
pDcmDataset->putAndInsertUint16(DCM_Columns, m_nBufSizeX); // Width X
pDcmDataset->putAndInsertUint16(DCM_Rows, m_nBufSizeY); // Height Y
sprintf(sz, "%f%f", m_dVoxelSizeX, m_dVoxelSizeY);
pDcmDataset->putAndInsertString(DCM_PixelSpacing, sz);
pDcmDataset->putAndInsertUint16(DCM_BitsAllocated, 16);
pDcmDataset->putAndInsertUint16(DCM_BitsStored, 16);
pDcmDataset->putAndInsertUint16(DCM_HighBit, 15);
pDcmDataset->putAndInsertUint16(DCM_PixelRepresentation, 0);
pDcmDataset->putAndInsertUint16(DCM_SmallestImagePixelValue, 0);
pDcmDataset->putAndInsertUint16(DCM_LargestImagePixelValue, (unsigned short)dMaxData);
pDcmDataset->putAndInsertString(DCM_DoseUnits, "GY");
pDcmDataset->putAndInsertString(DCM_DoseType, "PHYSICAL");
pDcmDataset->putAndInsertString(DCM_DoseSummationType, "PLAN");
```

Ready Ln 719 Col 1 Ch 1 INS

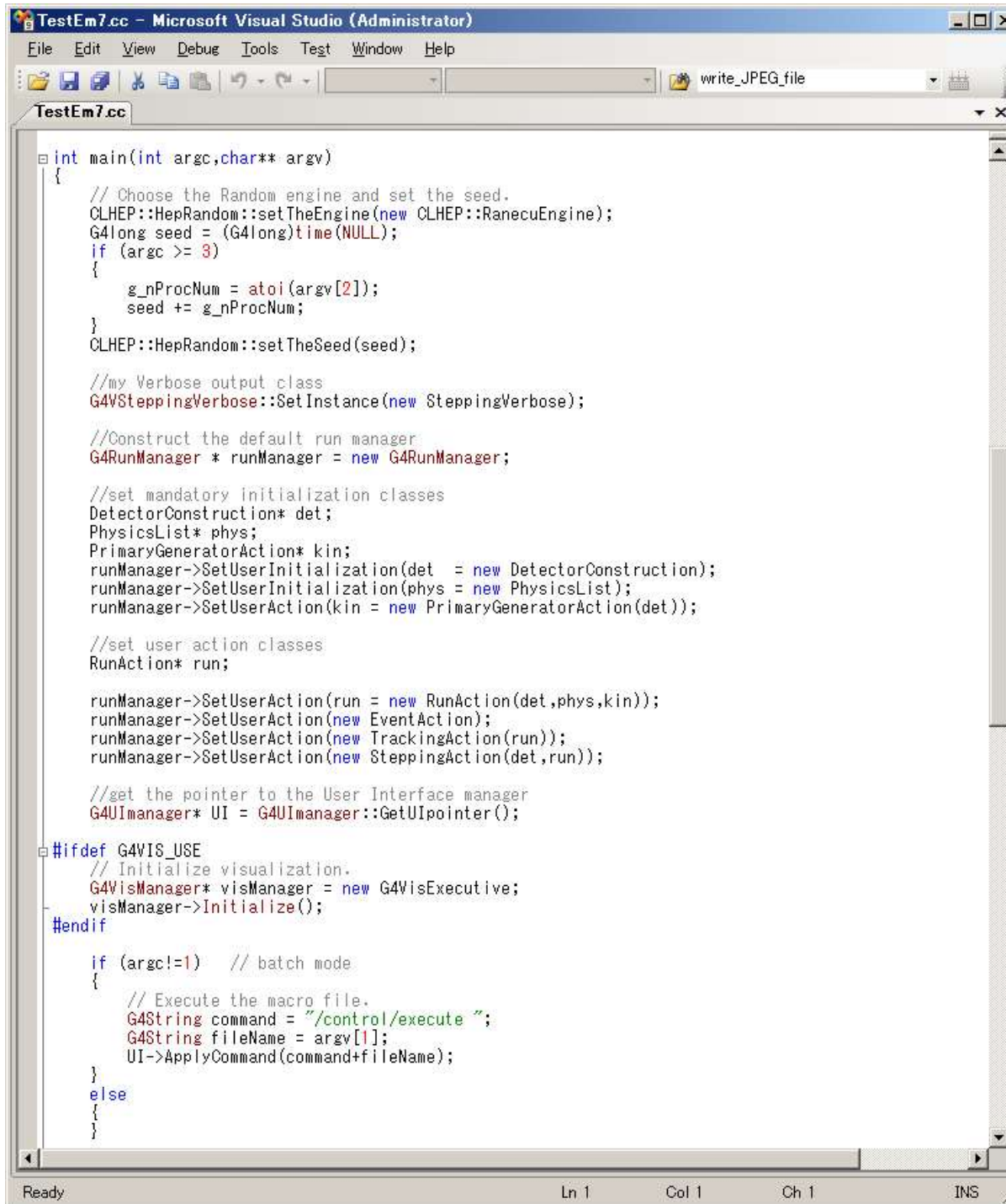








```
Parallel.bat - Microsoft Visual Studio (Administrator)
File Edit View Debug Tools Test Window Help
write_JPEG_file
Parallel.bat
START "Trial 1" Release%GoldReader.exe init_vis.mac 1
START "Trial 2" Release%GoldReader.exe init_vis.mac 2
START "Trial 3" Release%GoldReader.exe init_vis.mac 3
START "Trial 4" Release%GoldReader.exe init_vis.mac 4
START "Trial 5" Release%GoldReader.exe init_vis.mac 5
START "Trial 6" Release%GoldReader.exe init_vis.mac 6
START "Trial 7" Release%GoldReader.exe init_vis.mac 7
START "Trial 8" Release%GoldReader.exe init_vis.mac 8
START "Trial 9" Release%GoldReader.exe init_vis.mac 9
START "Trial 10" Release%GoldReader.exe init_vis.mac 10
START "Trial 11" Release%GoldReader.exe init_vis.mac 11
START "Trial 12" Release%GoldReader.exe init_vis.mac 12
Ready Ln 1 Col 1 Ch 1 INS
```



```
TestEm7.cc - Microsoft Visual Studio (Administrator)
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write_JPEG_file
TestEm7.cc
int main(int argc, char** argv)
{
    // Choose the Random engine and set the seed.
    CLHEP::HepRandom::setTheEngine(new CLHEP::RanecuEngine);
    G4long seed = (G4long)time(NULL);
    if (argc >= 3)
    {
        g_nProcNum = atoi(argv[2]);
        seed += g_nProcNum;
    }
    CLHEP::HepRandom::setTheSeed(seed);

    //my Verbose output class
    G4VSteppingVerbose::SetInstance(new SteppingVerbose);

    //Construct the default run manager
    G4RunManager * runManager = new G4RunManager;

    //set mandatory initialization classes
    DetectorConstruction* det;
    PhysicsList* phys;
    PrimaryGeneratorAction* kin;
    runManager->SetUserInitialization(det = new DetectorConstruction);
    runManager->SetUserInitialization(phys = new PhysicsList);
    runManager->SetUserAction(kin = new PrimaryGeneratorAction(det));

    //set user action classes
    RunAction* run;

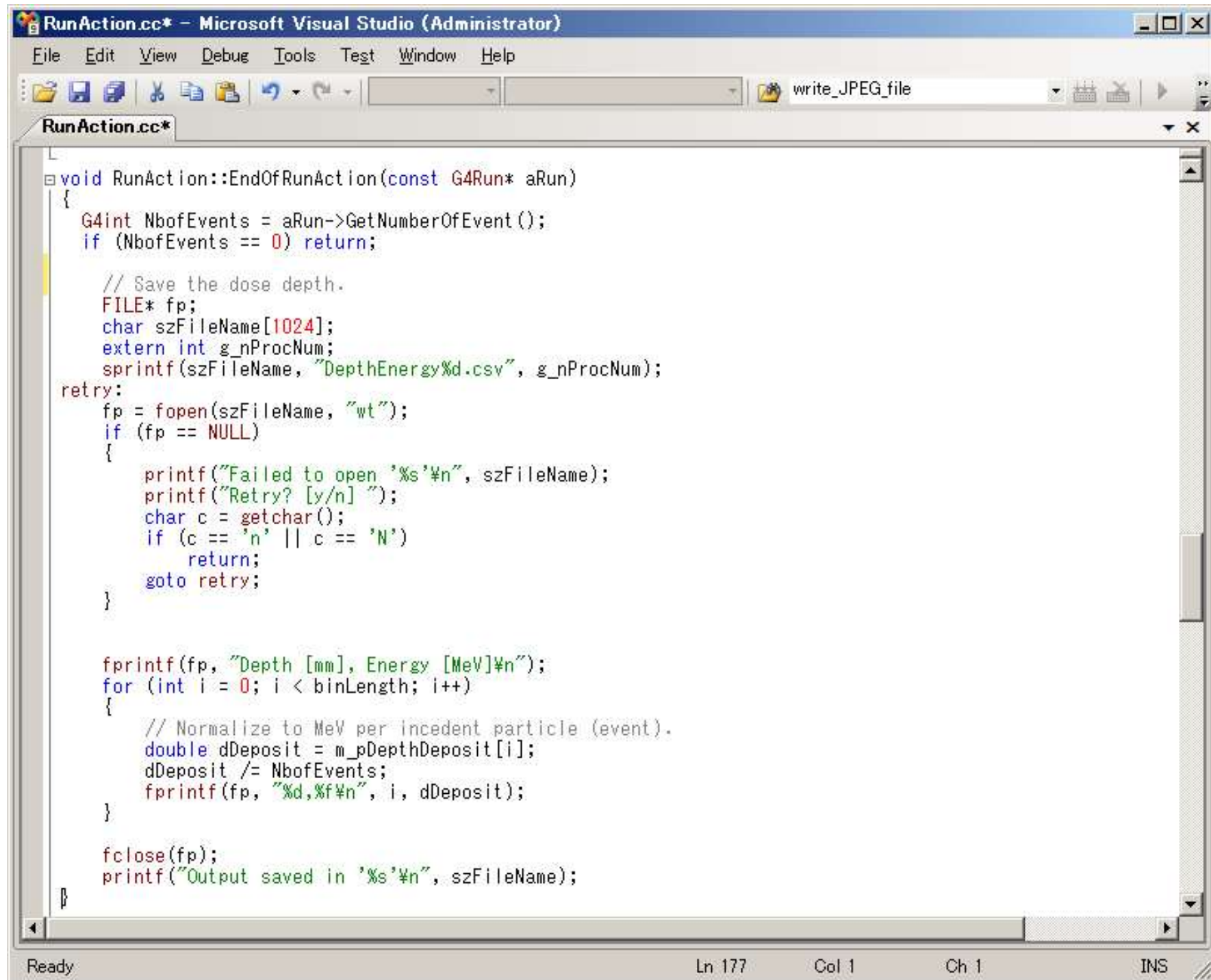
    runManager->SetUserAction(run = new RunAction(det, phys, kin));
    runManager->SetUserAction(new EventAction);
    runManager->SetUserAction(new TrackingAction(run));
    runManager->SetUserAction(new SteppingAction(det, run));

    //get the pointer to the User Interface manager
    G4UImanager* UI = G4UImanager::GetUIpointer();

#ifdef G4VIS_USE
    // Initialize visualization.
    G4VisManager* visManager = new G4VisExecutive;
    visManager->Initialize();
#endif

    if (argc!=1) // batch mode
    {
        // Execute the macro file.
        G4String command = "/control/execute ";
        G4String fileName = argv[1];
        UI->ApplyCommand(command+fileName);
    }
    else
    {
    }
}
```

Ready Ln 1 Col 1 Ch 1 INS



```
RunAction.cc* - Microsoft Visual Studio (Administrator)
File Edit View Debug Tools Test Window Help
write_JPEG_file

RunAction.cc*
void RunAction::EndOfRunAction(const G4Run* aRun)
{
    G4int NbofEvents = aRun->GetNumberOfEvent();
    if (NbofEvents == 0) return;

    // Save the dose depth.
    FILE* fp;
    char szFileName[1024];
    extern int g_nProcNum;
    sprintf(szFileName, "DepthEnergy%d.csv", g_nProcNum);
retry:
    fp = fopen(szFileName, "wt");
    if (fp == NULL)
    {
        printf("Failed to open '%s'\n", szFileName);
        printf("Retry? [y/n] ");
        char c = getchar();
        if (c == 'n' || c == 'N')
            return;
        goto retry;
    }

    fprintf(fp, "Depth [mm], Energy [MeV]\n");
    for (int i = 0; i < binLength; i++)
    {
        // Normalize to MeV per incident particle (event).
        double dDeposit = m_pDepthDeposit[i];
        dDeposit /= NbofEvents;
        fprintf(fp, "%d,%f\n", i, dDeposit);
    }

    fclose(fp);
    printf("Output saved in '%s'\n", szFileName);
}
```

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- Select “Release” build
- In project property pages
 - C++/General/Debug Information Format/Program Database (/Zi)
 - C++/Optimization/Optimization/Disabled (/Od)
 - Linker/Debugging/Generate Debug Info/Yes (/DEBUG)
- You should now be able to set a break point and step through your program

- Use “`/vis/open OGLIWin32`” to check your geometry
- Use “`/tracking/verbose 1`” to make sure the particle is behaving correctly
- Estimate **total execution** time in `G4UserEventAction::BeginOfEventAction`
- Set the **random seed** with the current time
- When running in parallel, make sure **random seeds are unique**
- Make sure it works with **one process** before running in **parallel**