

New library structure of AdePT

Previous AdePT examples

- Little shared code
- Creating a new example involved copying most files from the one used as a starting point
- Functionality was spread among the user actions
- The AdePT core classes depended on user-defined code

New library structure

- All “Pure AdePT” code has been made common and moved out of the examples
- All AdePT configuration is now centralized in a single class
- Single entry point for the user code: A G4 application only needs to register the AdePT physics list in order to use the GPU
- Code will be compiled into three libraries that examples will need to link to:
 - AdePT-G4_interface
 - AdePT
 - AdePT_cuda

Overview of an AdePT example using the new library



- AdePT examples are now pure Geant4 applications with the exception of registering the AdePT Physics list
- Scoring done on the Host by default, transparent for the user, the only requirement is that some SensitiveDetector code is registered

Overview of an AdePT example using the new library

- The user needs to register PhysListAdePT for EM Physics
- This is the only mandatory AdePT dependency a G4 application needs to have
- As an example we provide the FTFP_BERT_AdePT modular physics list

```
class FTFP_BERT_AdePT : public G4VModularPhysicsList
```

```
// EM Physics
RegisterPhysics(new PhysListAdePT());

// Decays
RegisterPhysics(new G4DecayPhysics(ver));

// Hadron Elastic scattering
RegisterPhysics(new G4HadronElasticPhysics(ver));

// Hadron Physics
RegisterPhysics(new G4HadronPhysicsFTFP_BERT(ver));

// Stopping Physics
RegisterPhysics(new G4StoppingPhysics(ver));

// Ion Physics
RegisterPhysics(new G4IonPhysics(ver));

// Neutron tracking cut
RegisterPhysics(new G4NeutronTrackingCut(ver));
```