

# The Gaussino core simulation software

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Marco Clemencic , Gloria Corti , Michał Mazurek ,  
**Adam Morris** , Witold Pokorski 

 CERN,  NCBJ

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## Gauss: the LHCb simulation application Old docs]

- Generates events using external packages (*e.g.* Pythia8, EvtGen, ...)
- Simulates interactions with the detector with Geant4
- First production version in 2004
- Based on the Gaudi software framework  [gaudi/Gaudi](#)]

## A need to upgrade the software

- Need for code optimisation
- Reduce memory usage
- Adapt to changes in LHCb & HEP common software
- Support multi-threading
- Support fast simulation techniques



## Main idea

- Extract the **experiment-independent functionality** from Gauss
- Developed in collaboration with CERN EP-SFT
- **Standalone application** with minimal functionality
- **Toolkit** for building experiment-specific applications

## Features kept from Gauss

- Similar modularity
- Integrated gen and sim phases
- MC truth output
- Gaudi algorithms, tools etc
- High-level configuration in python

## New features

- Multi-threaded event loop in Gaudi
- Multi-threaded Geant4
- Interface for custom simulation with Geant4
- Interface to new external libraries
  - *e.g.* DD4Hep (detector description)
  - *e.g.* Machine Learning libraries

# From initial design to full-scale production

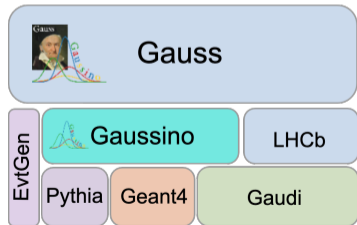
## Standalone Gaussino (out-of-the-box) [Docs](#)

- Generate collisions with Pythia8 or shoot individual particles with ParticleGun
- Choose from a set of Geant4 physics lists
- Define simple detector geometry in the configuration or provide DD4hep or GDML files

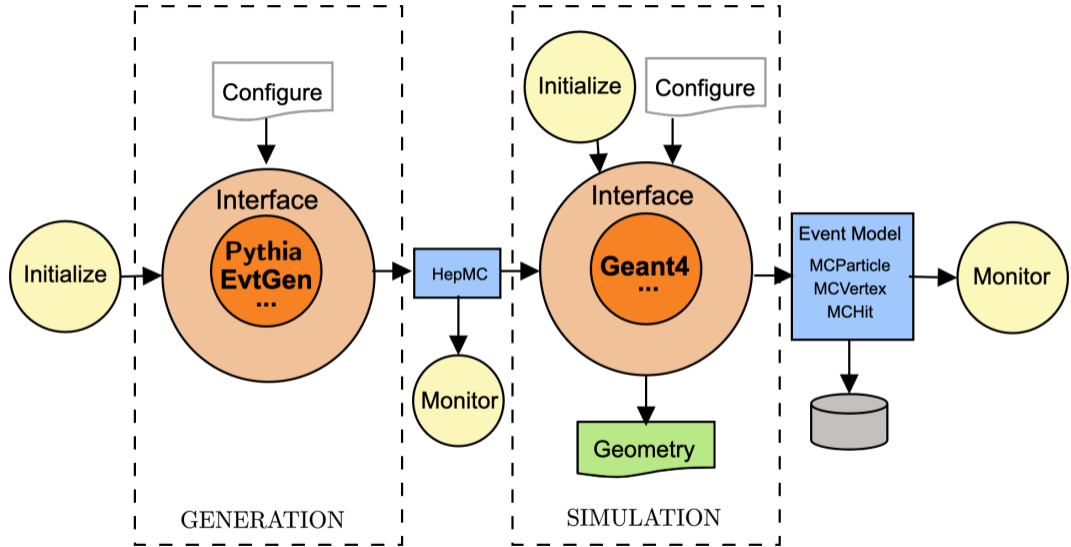


## Gauss on Gaussino [Docs](#) [Lhcb/Gauss](#)

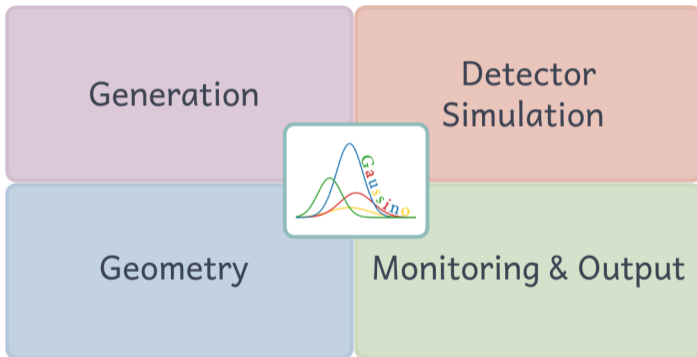
- LHCb simulation application built on top of Gaussino, adding the experiment-specific parts
- Not the focus of this talk but a comprehensive example of using Gaussino as a toolkit




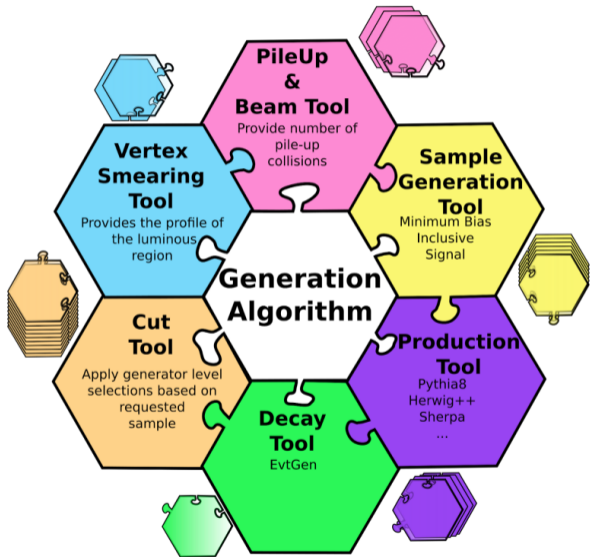
# Generation and Simulation phases




- Python configuration steering C++ classes
- Modular structure with 4 main configurables



- Extracted from Gauss
- Highly modular
- Output in HepMC3 format
-  Talk by A. Verbitskiy
- Interface for Pythia8 included




# Generator interface developments

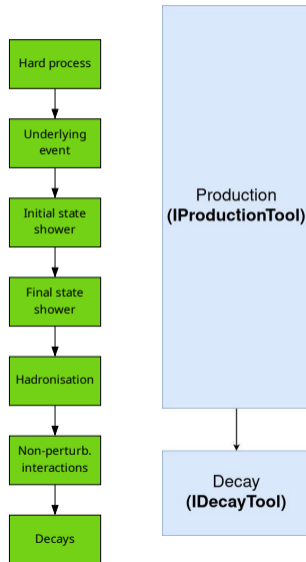
-  Ongoing developments to allow **fine-grained control over different stages of generation**
- More control in the python configuration with the new interfaces
- Design choice influenced by what generators provide as user hooks
- LHE as exchange format






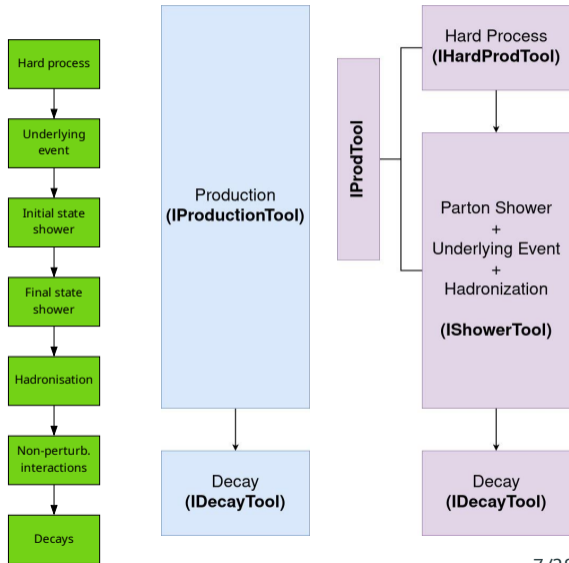
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# Generator interface developments

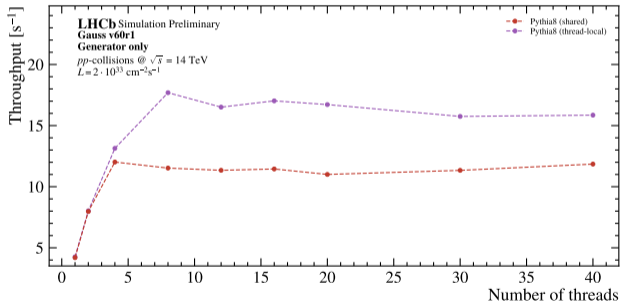
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## Multi-threading with single-threaded generators

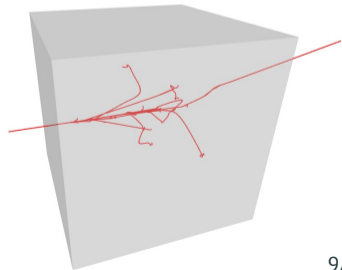
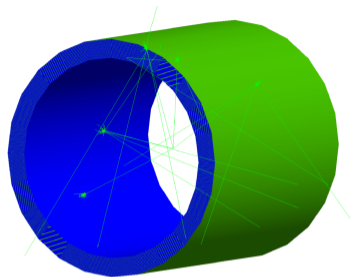
Two approaches:

- Thread-local instance if supported by generator
- Shared instance



Pythia8 in LHCb Run 3 conditions


- Re-implementation with **improved modularity**
- Interaction with Geant4
- Infrastructure for:
  - custom simulation
  - re-use underlying event
  -  parametric (ultra-fast) sim+reco [© CHEP 2023]
- Generic geometry service

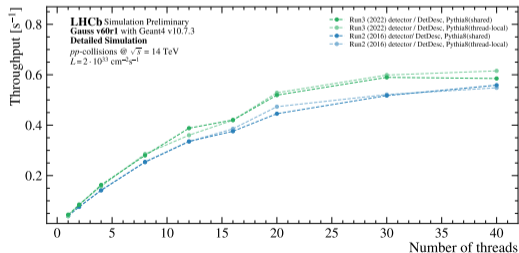
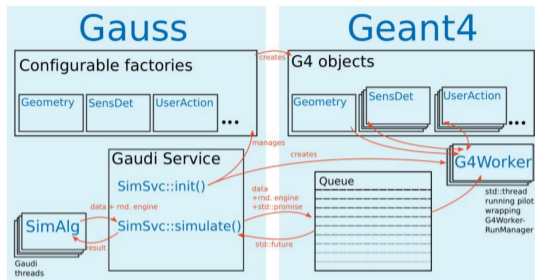


# Interface with Geant4

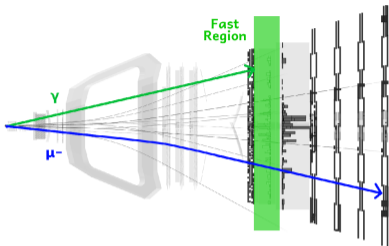
- Gaudi tools as factories for Geant4 objects

## Multi-threaded Geant4

- Gaudi works with task-based multithreading
- Geant4 10 has event-based multithreading
  - → control Geant4 processes ourselves
  - **reimplementation of G4EventManager to allow Gaudi to take control**
- Geant4 11 introduces task-based MT
  -  Need to investigate how to incorporate this

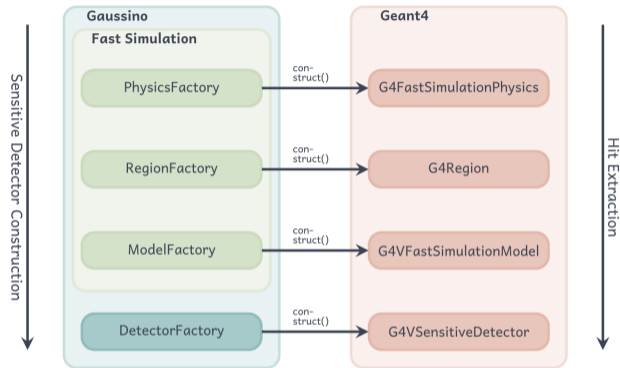


# Custom simulation



Delegate simulation of certain particles in a region of the detector to *e.g.*

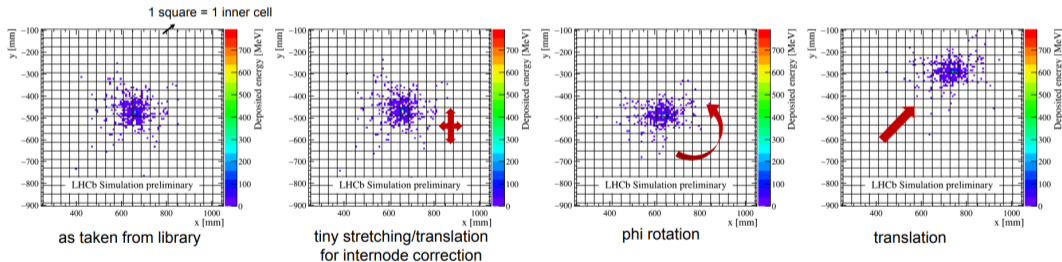
- Point library for calorimeters
- Machine learning models (*e.g.* GANs)
- Particle transport on GPUs




- Use Geant4's fast simulation hooks
- Full-detector transport via physics list

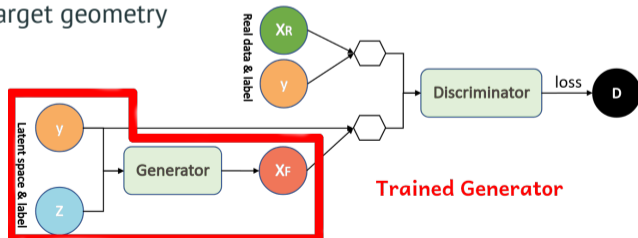
## Point libraries [ICHEP 2020]

- Library of energy deposits extracted from detailed simulation
- Transform based on the properties of the impinging particle



## Machine learning CHEP 2023]


- Train generative models on output of Geant4
- Produce hits from those models during production
- Interfaces for ONNXRuntime & PyTorch backends
- Supports CaloChallenge workflow  [Docs](#)
  - train on experiment-agnostic data
  - compare models objectively
  - retrain chosen model on target geometry





Offload certain physics processes to different computing architecture

### Electromagnetic physics on GPUs

- AdePT<sup>©</sup>:  ongoing work to integrate in Gaussino
  - will provide guidelines for integrating the others
- Celeritas<sup>©</sup>: preliminary studies

### Optical photons on GPUs

- Mitsuba<sup>©</sup>: preliminary studies, developed outside HEP

- Mechanism for **selectively simulating parts of an event** and merging the output
- Proven track-record in LHCb for **greatly reducing computing time** spent in Geant4
- Currently has two implementations (ReDecay & SplitSim) but could be extended

### ReDecay<sup>[EPJC (2018) 78:1009]</sup>

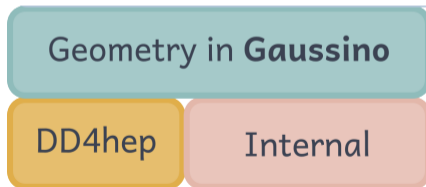
- Re-use same underlying event for many signal decays
- Particularly useful when the production mechanism is not studied
  - *e.g.* Beauty & Charm decays

### SplitSim

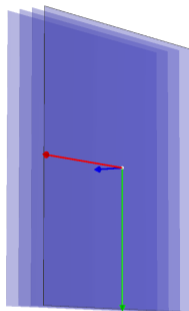
- Simulate part of the event before applying a cut
- Efficient filtering on material interactions or particles decayed by Geant4
  - *e.g.* Converted photons
  - *e.g.* Rare  $K_S^0$  decays

Generic service to steer **passing of information to Geant4** from different backends:

- DD4Hep [[Docs](#)] [[Talk by T. Madlener](#)]
- Import & export of GDML files
- Custom service for “internal” volumes of simple shapes: ExternalDetector



- Provides necessary tools to **embed volumes** and **mark as sensitive**
- Works **stand-alone**, or can be **mixed with other services**
- Wrapper classes around G4VSolid, easily extensible
- Factory classes to create G4Materials based on chemical properties or elements
- Can attach hit extraction and monitoring algorithms
- Supports Geant4 parallel worlds [\[ Docs \]](#)



Tracker planes created with  
CuboidEmbedder (G4Box)

Visualisation in Geant4 is a crucial part of **verifying the geometry after conversion**

Dedicated steering in Gaussino due to Gaudi & Geant4 multi-threading interplay:

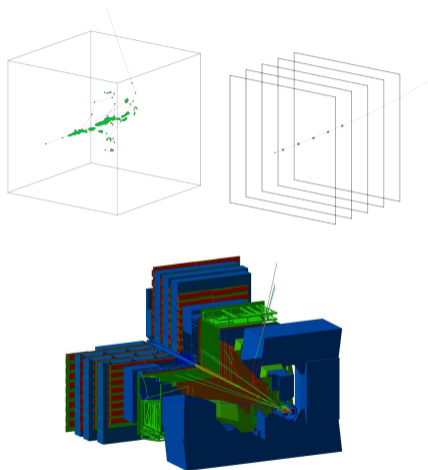
- Visualisation has its own thread
- Information exchange at the right time

Two options implemented:

- Native Geant4 visualisation drivers
- Phoenix event display

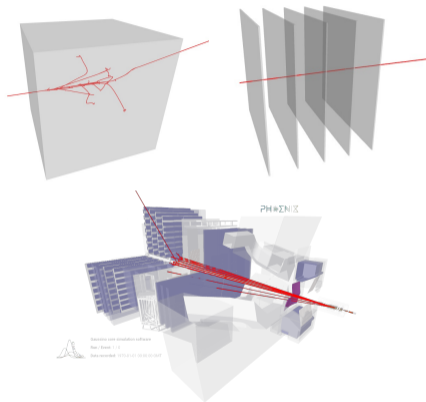
## Geant4 visualisation drivers

- Available **at run time**
- Volume overlap checks possible
- **Geant4 data only**
- Drivers: ASCII Tree, OpenGL, DAWN, HepRep



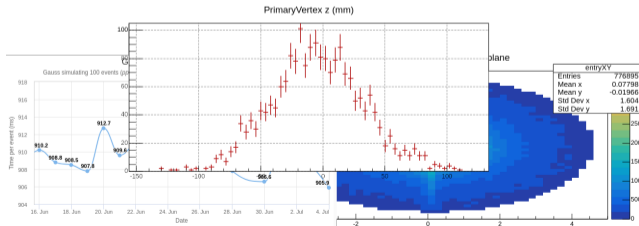
## Phoenix event display [Talk by E. Moyse](#)

- Available as **external tool**
- Supports a variety of geometry and event formats
  - GDML must be converted to *e.g.* glTF
  - Internal JSON format for event data if not using a supported one
- Possible to **compare simulated and reconstructed data**



Various persistent output formats possible with pre-defined contents:

- Built-in event model
- Consistent MC truth: combined info from generator and Geant4
  - Choice of details to keep
- Histograms
- Counters
- Custom n-tuples





### Configuration

One or more python scripts that manipulate the 4 configurable objects:

- Gaussino
- GaussinoGeneration
- GaussinoSimulation
- GaussinoGeometry

### Execution

Invoke with:

```
gaudirun.py options.py [options2.py] [...]
```

## Basic configuration

```
# General imports
from Configurables import Gaussino, GaussinoGeneration, GaussinoSimulation, GaussinoGeometry
from GaudiKernel import SystemOfUnits as units

# Specify number of events
Gaussino().EvtMax = 1000

# Run number informs random seed
Gaussino().RunNumber = 1234

# Set even numbers (useful when splitting into multiple jobs)
Gaussino().FirstEventNumber = 3001

# Specify which phases to run
Gaussino().Phases = ["Generator", "Simulation"]
```

## Multi-threading

```
Gaussino().EnableHive = True,
Gaussino().ThreadPoolSize = 4
Gaussino().EventSlots = 4
```

## ParticleGun

```
# Configure ParticleGun to produce 1 GeV photons
from Configurables import ParticleGun, FixedMomentum, \
FlatNParticles

GaussinoGeneration().ParticleGun = True
pgun = ParticleGun("ParticleGun")
pgun.addTool(FixedMomentum, name="FixedMomentum")
pgun.ParticleGunTool = "FixedMomentum"
pgun.FixedMomentum.px = 0.0 * units.GeV
pgun.FixedMomentum.py = 0.0 * units.GeV
pgun.FixedMomentum.pz = 1.0 * units.GeV
pgun.FixedMomentum.PdgCodes = [22]
pgun.addTool(FlatNParticles, name="FlatNParticles")
pgun.NumberOfParticlesTool = "FlatNParticles"
pgun.FlatNParticles.MinNParticles = 1
pgun.FlatNParticles.MaxNParticles = 1
```

## Pythia8

```
# Configure Pythia8 to produce proton-proton collisions
GaussinoGeneration(
    # Choose the Gaudi tools to configure the generator
    # NB: tool-specific options can be passed here
    SampleGenerationTool = "MinimumBias",
    ProductionTool = "Pythia8ProductionMT",
    PileUpTool = "FixedLuminosityWithSvc",
    # Set the beam configuration (approx. 2023 LHCb)
    B1Particle = "p",
    B2Particle = "p",
    BeamMomentum = 6.8 * units.TeV,
    BeamEmittance = 0.01845 * units.mm,
    BeamBetaStar = 2.0 * units.m,
    BunchRMS = 63.36 * units.mm,
    Luminosity = 1.75e29 / (units.cm2 * units.s),
    TotalCrossSection = 102.5 * units.millibarn,
    RevolutionFrequency = 11.245 * units.kilohertz,
    # Crossing angle and interaction point
    InteractionPosition = [0.0] * 3,
    BeamHCrossingAngle = -0.145 * units.mrad,
    BeamVCrossingAngle = +0.200 * units.mrad,
    BeamLineAngles = [0.0, 0.0],

```

)

## Particle transport & detector simulation

### # Geant4 physics lists

```
GaussinoSimulation().PhysicsConstructors += [  
    "G4EmStandardPhysics",  
    "G4HadronPhysicsFTFP_BERT",  
]
```

### # Custom simulation

```
GaussinoSimulation().CustomSimulation = "MeshModelSimulation"  
customsim = CustomSimulation("MeshModelSimulation")  
customsim.Model = { # Which custom simulation model to use  
    "MeshModel": {  
        "Type": "Gaussino__G4Par04__MeshModelFactory",  
    }  
}  
customsim.Region = { # Which region to delegate  
    "MeshModel": {  
        "SensitiveDetectorName": "CollectorSDet",  
    }  
}  
customsim.Physics = { # Which particles to delegate  
    "ParticlePIDs": [22, 11, -11],  
}
```

## Detector geometry

```
from Configurables import ExternalDetectorEmbedder
from ExternalDetector.Materials import LEAD

# Create the geometry service
GaussinoGeometry().ExternalDetectorEmbedder = "ExternalDetectorEmbedder"
external = ExternalDetectorEmbedder("ExternalDetectorEmbedder")

# Materials
external.Materials = {
    "G4_AIR": {"Type": "MaterialFromNIST"},
    "Pb": LEAD,
}

# Define the surrounding world
external.World = {
    "WorldMaterial": "G4_AIR",
    "Type": "ExternalWorldCreator",
}
```

e.g. a 1 m<sup>3</sup> cube of lead at z=10 m surrounded by air

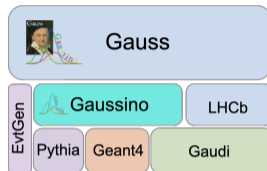
```
# Define a simple shape
external.Shapes = {
    "CubeOfLead": {
        "Type": "Cuboid",
        "MaterialName": "Pb",
        "xPos": 0 * units.m,
        "yPos": 0 * units.m,
        "zPos": 10.0 * units.m,
        "xSize": 1.0 * units.m,
        "ySize": 1.0 * units.m,
        "zSize": 1.0 * units.m,
    },
}

# Mark sensitive
external.Sensitive = {
    "CubeOfLead": {
        "Type": "MCCollectorSensDet",
        "PrintStats": True,
    },
}
```

Gaussino as the basis for a fully-fledged experiment-specific simulation application

## Gauss-on-Gaussino [\[Docs\]](#) [\[Lhcb/Gauss\]](#)

- LHCb simulation application
- Adds **experiment-specific components and configuration**
  - LHCb event model
  - Customised generators & EvtGen
  - DD4hep & DetDesc (legacy) descriptions of LHCb throughout the years
  - Subdetector-specific monitoring
- **Ongoing production tests on the grid**
- Aim to use for **all LHCb simulations** in the future including pre-Upgrade I (Runs 1 and 2)
- Already used in Upgrade II (Run 5) studies



Dependency structure



Geometry dependencies

Gaussino provides:

- an **experiment-independent core simulation framework**
  - ✓ easy configuration in python
  - ✓ modular generator and detector simulation phases
  - ✓ support for custom simulation
  - ✓ internal geometry service
- a test-bed for **detector developments**
- a test-bed for **new simulation techniques**
- a toolkit for full-scale experiment-specific simulation software

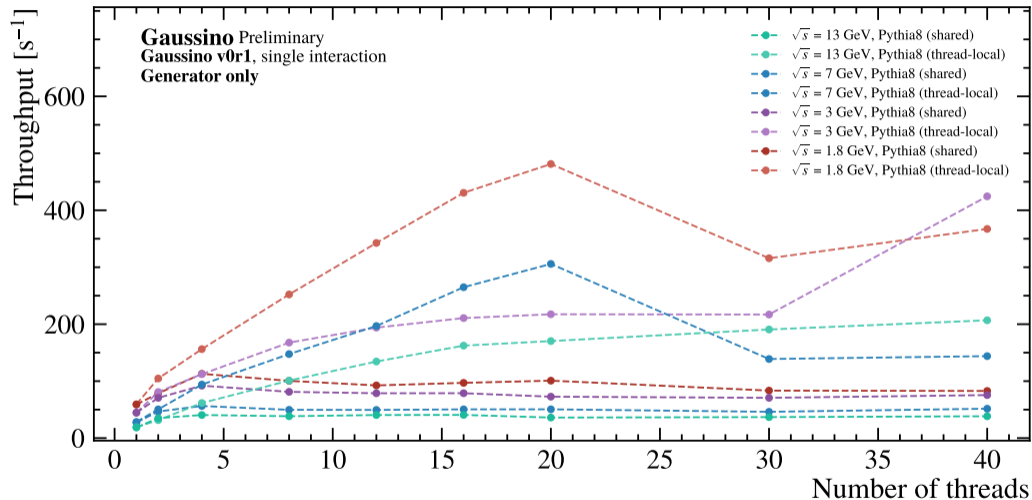


# Appendix

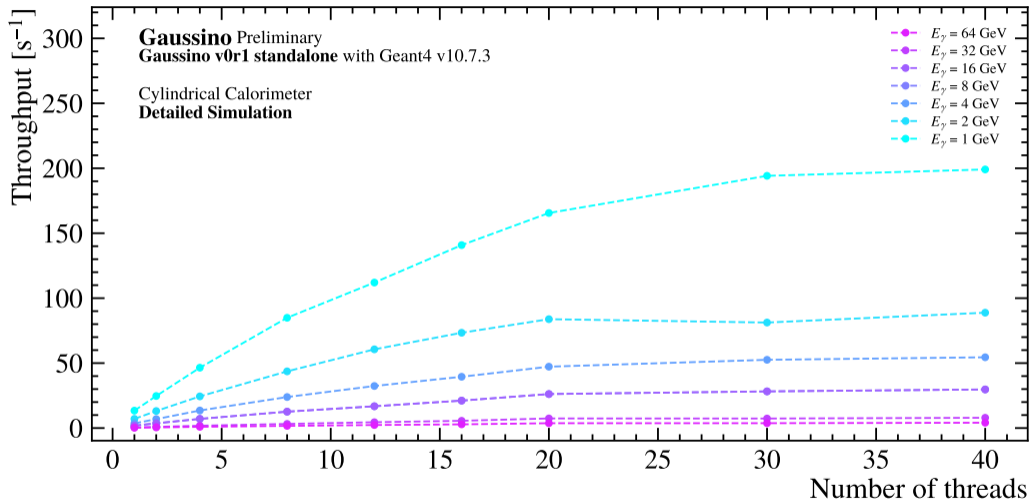


- Ensure **reproducibility**
- Seed initialised with
  - run number
  - event number
  - algorithm instance name
- Create random engines on the stack

# Generator performance



# Simulation performance



### ML model serving

- Use Gaudi **services**
- Handle loading of the model
- Accessible throughout the whole execution
- Set general properties

### ML model evaluation

- Use Gaudi **tools and algorithms**
- Pass the random generator seed to ensure reproducibility
- Fixed or automatic types for inputs & outputs