Geant4 Input to Community Input on the EPPSU

Ben Morgan (The University of Warwick) On behalf of the Geant4 Collaboration





Geant4: Prime Objectives



- 1. Provide long-term support (LTS) to experiments using the toolkit
- 2. Provide **long-term maintenance and sustainability** (M&S) of the toolkit for experiments
- 3. Improve the physics models for precision and energy range coverage to meet experiment requirements
- 4. Improve the overall technical performance of the toolkit

Implicit in what follows: Geant4's challenges are ultimately defined by the needs of the experiments using it and how to deliver these

Overall Development Challenges



The <u>HSF submission to the 2020 LHCC HL-LHC Computing Review</u> noted three topics for Geant4 development:

"Firstly, it is necessary to continue to modernise and refactor the simulation code by using more optimal, modern programming techniques.

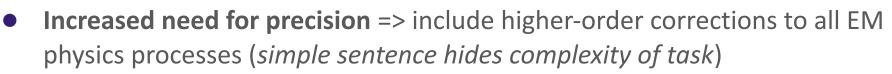
Secondly, different fast simulation techniques, where tracking of individual particles in given detectors is replaced by some sort of parameterisation and precision is traded to achieve higher event throughput.

Finally, the use of compute accelerators (like GPUs or FPGAs) is the third emerging path that needs to be undertaken and that requires intense R&D effort." <u>HSF-DOC-2020-01</u>

• First item ongoing and will remain a core topic, but challenging as:

- Experiments want **stability of API/physics**, but modernization eventually leads to **breaking API** backward compatibility (so **co-working on cost/benefit vital**).
- Availability of personnel at sufficient FTE at current funding level (more later)

Physics Modelling Challenges: Electromagnetic



- Some progress already with implementation of $e^+e^- \rightarrow \gamma\gamma\gamma$ in Geant4 11.3
- Implementations for rare EM processes will also be needed.
- High-granularity calorimeters => more precise tracking, may require new algorithmic methods in physics.
- Potential use of MC Event Generators to calculate cross-sections or final states during transport loop is one specific area to explore
 - Similarly, use of Event Generators for decay processes/final states during transport
- Overarching all of these: though EM models have solid theoretical base, validation against experimental data essential as need for precision increases.

Physics Modelling Challenges: Hadronic



- Development of **nuclear de-excitation, neutronics at low energies** expected to continue, important collaboration and common topic with **Nuclear Physics** experts.
- Most important development for HEP will be possibility to use FLUKA hadronic physics as part of an overall Geant4 Physics List
 - Will require FLUKA-CERN v5 in C++, which is expected by Run 4.
- Extension of FTF/QGS string models above 5-10TeV, or development of models like EPOS/DPMJET valuable for **cosmic-ray experiments or FCC-hh**, for example.
- **Key overall challenge**: phenomenological nature of models means **ongoing validation** against thick/thin target **experiment data is essential** to the improvement and development of models such as
 - Multi-parameter and energy transition range tuning for FTF/QGS/BERT models
 - More detailed use of models according to particle types, energy, target material
 - More specific tunings by experiments against, e.g. test beam data, important as well, with co-working essential to assist in understanding validations here

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Geometry Description/Navigation Challenges



- Geant4's Geometry Modeller is used reliably for O(10²⁵) geometrical steps per year by LHC experiments.
- Key requirements:
 - robustness for complex detector geometries
 - optimal performance on current and future CPU and GPUs
 - a platform to investigate other hardware architectures or approaches
- Today's approaches:
 - Geant4 navigation engine use the **solid modelling** approach
 - VecGeom R&D on **surface modelling** on GPU for AdePT (and ORANGE within Celeritas) is a promising base for GPU geometry navigation.
- We foresee the need to retain, refine and further develop **both solid-based and surface-based modelling** in mature and well-tested implementations, to ensure robust and performant use on CPUs and GPUs.

Fast/Biasing Simulation Techniques



"...Secondly, different fast simulation techniques, where tracking of individual particles in given detectors is replaced by some sort of parameterisation and precision is traded to achieve higher event throughput." <u>HSF-DOC-2020-01</u>

- Challenges for application of any ML/Biasing model (not only Geant4-provided):
 - Efficient event processing that allows ML GPU inference with large batches of particles
 - Models that balance speed/accuracy for granular EM **and** Hadronic calorimeters (High-Lumi and Future colliders)
 - How best to handle geometrically/kinematically distinct regions of a detector.
 - Lack of personpower/attractiveness of work: not only model design, but also integration, validation within experimental frameworks

• Specific for Geant4-integrated, general approach to fast/biased sim:

- Lack of interest from major LHC experiments (who can afford dedicated fast simulation teams unlike **smaller experiments**) leading to decreased funding and **potential lack of future support**
- Co-working with experiments to identify/implement where biasing or general ML can give benefit (e.g. Russian Roulette in CMS/ATLAS, Woodcock Tracking in ATLAS)

Value of General Fast/Biasing Simulation



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- <u>Geant4-provided detector-independent workflow for fast calo simulation released</u>
 - Workflow used for data production for training and for integration of models back within Geant4
 - Wrappers of DD4hep: <u>ddfastsim</u> for voxelisation, <u>DDFastShowerML</u> for integration within simulation
 - This workflow and VAE model is implemented and tested by LHCb (<u>CHEP'24</u>) showing satisfactory accuracy
 - Involvement in organising <u>CaloChallenge 2022</u>, showing how many models may be used in this workflow.
- Demonstration of **generalisation capabilities of ML models** trained within this workflow that **drastically reduces computing needs** (need of adaptation on top of pre-trained models):
 - MetaHEP approach based on the VAE model
 - <u>Generalisation of the CaloDiT model (ML4Jets'24)</u>
- Challenge for Geant4 with ML is prescience: what balance between experiment-specific and general techniques will arise in response to overall ML landscape, and how should Geant4 adapt to this whilst retaining expertise to support experiments large and small?
- Equally, how best to support Biasing/Optimization methods in cooperation with experiments? e.g. ATLAS achieved 1.8x throughput from Run2-3 through combination of these

R&D Topics and Challenges



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- Major progress on using GPUs for e/γ transport by the AdePT and Celeritas projects see their talks later for their challenges and perspectives
 - **Optical photon transport on GPU** another key area where R&D is ongoing, with interest from LHCb and the Intensity Frontier/Low Background domain
- Important that R&D is not just for GPUs core algorithms/methods also vital
 - Reducing expensive calls (math, MFP/MSC), variance reduction (e.g. Woodcock Tracking), optimized data/algorithms (G4HepEm)
 - We note the synergy/feedback loop with GPU work, especially in HEP/HPC knowledge sharing!
- From Geant4 perspective, challenge over next decade will be twofold
 - *If/how to integrate successful outcomes,* even partial, into production for experiments to deliver performance, validation, ease of use, *portability*.
 - If integrated into Geant4, **how to ensure LTS and M&S** given technology evolution and funding timescales

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Sustainability of Personnel: M&S vs R&D



- Key challenge: Today's R&D may be tomorrow's LTS/M&S
 - Sustaining successful R&D outcomes into Geant4 production releases requires sufficient personnel with expertise be available for M&S tasks over 5-10 years
 - **Continuity/overlap** of personnel critical here, alongside **training opportunities** to keep pace with rapid technological changes that may impact, e.g. GPU code.
 - R&D funding can sometimes have a cliff-edge...
 - Also an *infrastructure* problem to ensure availability of testing, performance, and physics validation on quickly changing heterogeneous CPU/GPU systems.
- Balance in personnel/funding needed to ensure M&S for experiments is not compromised, alongside R&D to meet their new/future challenges
 - Ideally **not zero-sum** for funding or overall FTE when need arises.
 - Again, co-working/consultation with experiments vital

Sustainability of Personnel in General



- "There is a strong consensus throughout the field that the decline in detector simulation investment, including the Geant4 toolkit, must be reversed, with funding not just restored, but increased above historical levels": <u>Snowmass 2021 report</u>
- This is perhaps Geant4's (or any common scientific software) greatest challenge over the EPPSU timescale
 - Generational change underway, but **limited funding opportunities or stable career paths** for the new generation, making it less attractive despite the **interesting work** and challenges.
 - *Short-term/piecemeal funding* means small FTE fractions spread over many people and short time periods.
 - Continuity/overlap of personnel over longer periods vital for training and **knowledge transfer**.
 - Technology evolution requires a **balance of expertise across HEP/HPC**, which may have different funding bodies and programmes which may not be connected.
- Contributions by user community a valuable resource and **always welcome**, but cannot be the **sole mechanism** of Geant4's LTS and M&S for experiments
 - **Not just coding significant** M&S effort required for **performance measurement** and most critically, **physics validation**, to ensure changes are fit for use in production

Comments, Questions?



