Geometry

Recent & ongoing developments



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for the Geant4 Geometry Working Group

Outline



- Developments in the last year

 Introduced in release 9.5 and patches
- Real Planned for release 9.6 and ongoing ...
 - Currently under development and scheduled for inclusion in the November release

Fixes/updates on solids



Improved random sampling of points on surface

9.6.beta

- Using polar coordinate parameterizations, to generate more uniform distributions
- Refined protection for potential cases of infinite loop in *DistanceToIn(p,v)* of *G4SubtractionSolid*

9.6.beta

- Return computed distance instead of zero and provide more descriptive information when issuing warning
- Problem report #1304

9.4.p03 & 9.5.p01

- Fix in G4EllipticalCone in DistanceToIn(p,v)
 - ™ To exclude imaginary solution (virtual cone) when distance is calculated
- Fixes for Coverity defects

 None of them critical...

9.5.p01

More fixes/updates



9.6.beta

- Fix all cases of variable shadowing
 - Part of a general cleanup for the Geant4 code

9.6.beta

- Explicit inclusion of headers for system of units and physical constants
 - In provision to remove implicit inclusions of CLHEP headers from global
 - Part of a general cleanup for the Geant4 code for variable shadowing
- Fine tuning of parameters in G4PropagatorInField

9.5.p01

- Revised threshold for *decreaseFactor* from 100 to 30 times the zero-step threshold
- Added base materials in properties propagation for *G4Region*

9.5.ref08

Fixing computation of material-cuts couples for materials defined through base materials

More developments included in release 9.5



- Representation of the Parallel layered mass geometry
 - Now possible to define volumes with material in parallel geometry layers
 - Enhancement of the existing functionality for parallel specialised geometries, which is also used for scoring, fast simulation, shower parameterisation and event biasing
- Added capability for (uniform) gravity field
 - ™ Implemented with new classes G4EqGravityField, G4UniformGravityField
- Fix long-standing issue in locator classes for tracks stuck on boundaries between volumes
 - Improved the condition for accepting a candidate intersection with a boundary in all locator classes and added ability to compute global surface normal to G4Navigator
 - Addressing issue reported by ATLAS
 - See presentation by J.Apostolakis in parallel session 5b for issues on surface normal calculation

Yet expected for release 9.6 ...



- Implementation of precise ComputeSafety() in navigation for EM use
 - Refined implementation of alternative Computesafety() for use by physics processes (mainly EM) for measuring the exact safety value, not limited by voxels boundaries
- Identification of first/last step in a volume for curved tracks
 - Reature currently possible only for linear track
 - Requires to be extended also for curved tracks in magnetic field
- Review of field classes and of design for field accuracy settings
 - Revise design and implementation of the field classes, improving intersection, adding trajectory (and potentially interpolation)
- Start adaptation of relevant classes for multi-threading
 - Identify design choices to be applied for making relevant parts of the geometry modeler thread-safe and implement most obvious ones

 Review in parallel session 5b of affected classes & code

Unified Solids library on-going development



- Implementation of a common library for shapes (CSG and specific) with Root geometry
 - Work started in the context of the AIDA EU Project
 - Types and common interface defined
 - Bridge classes defined and implemented for both Geant4 and Root
 - Solids implemented so far: box, orb, simple trapezoid, new "Unions of Many" solid and improved tessellated solid
 - Planning to include new improved tessellated solid already in release 9.6 as *G4TessellatedSolid*
 - Currently tackling: tube, cons and polycone
 - Comprehensive testing suite defined, deployed and extended
- > Detailed presentation by Marek Gayer in parallel session 5b



Thanks!