

Application of Geant4 Python Interface

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■ Shell Environment

- ✓ front end shell
- ✓ script language

■ Programming Language

- ✓ much easier than C++
- ✓ supporting Object-Oriented programming
- ✓ providing multi-language binding (C-API)
- ✓ dynamic binding
 - » modularization of software components
 - » many third-party modules (*just plug-in*)
 - » software component bus

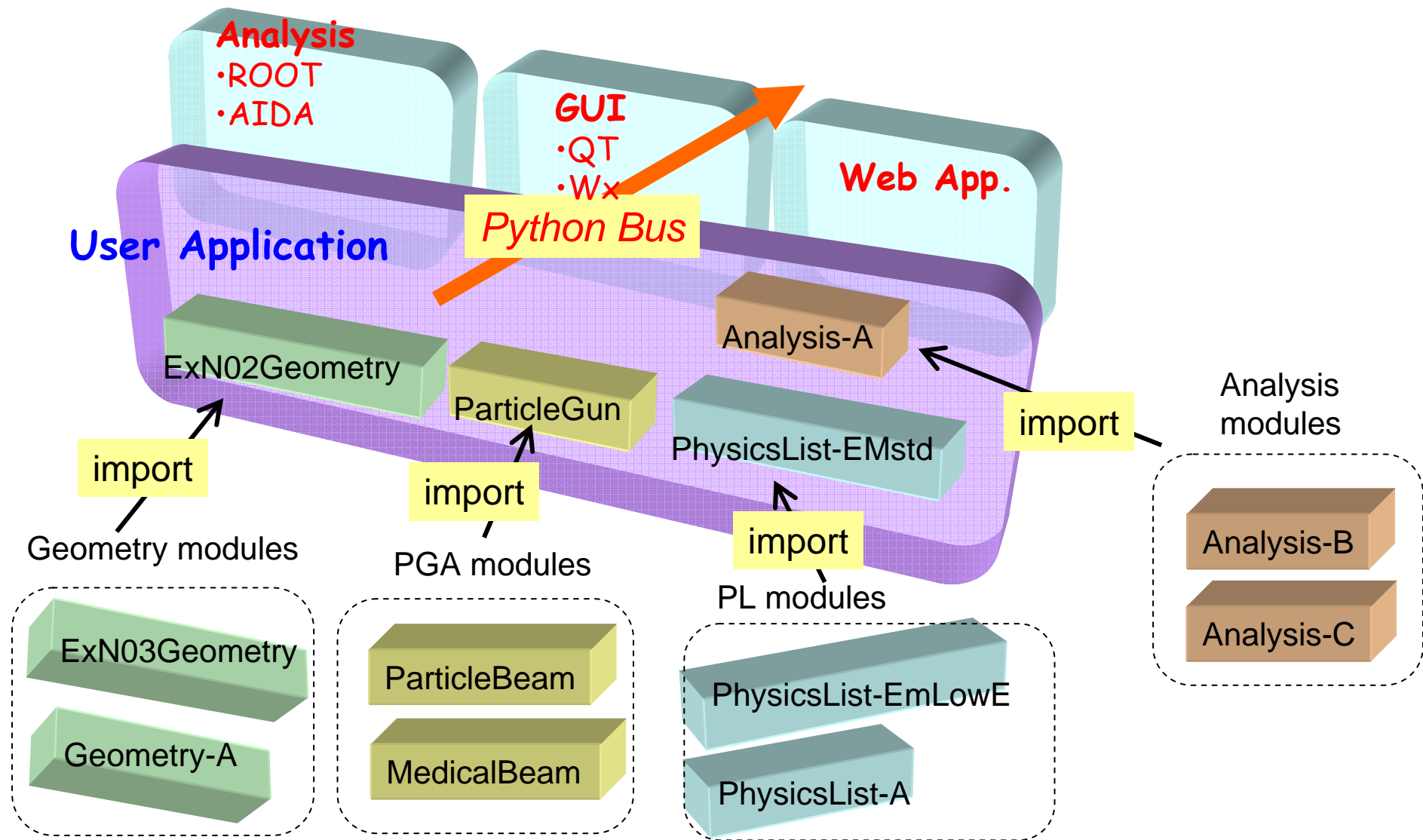
■ Runtime Performance

- ✓ slower than compiled codes, but not so slow.
- ✓ Performance can be tunable between speed and interactivity.

- Improving functionalities of current Geant4 UI
 - ✓ more powerful scripting environment
 - » driving Geant4 on a Python front end
 - » flow control, variables, arithmetic operation

- flexibility in the configuration of user applications
 - ✓ Modularization of user classes with dynamic loading scheme
 - » DetectorConstruction, PhysicsList, PrimaryGeneratorAction, UserAction-s
 - » It helps avoid code duplication.
 - ✓ quick prototyping and testing

- Software component bus
 - ✓ interconnectivity with many Python external modules,
 - » analysis tools (ROOT/AIDA), plotting tools (SciPy/matplotlib)
 - ✓ middleware for application developers
 - » GUI applications/web applications
 - » much quicker development cycle



- “*Geant4Py*” is included in the Geant4 distribution since the 8.1 release.
 - ✓ please check the directory “environments/g4py/”
 - ✓ Linux and MacOSX(10.4+XCode 2.3/4) are currently supported.

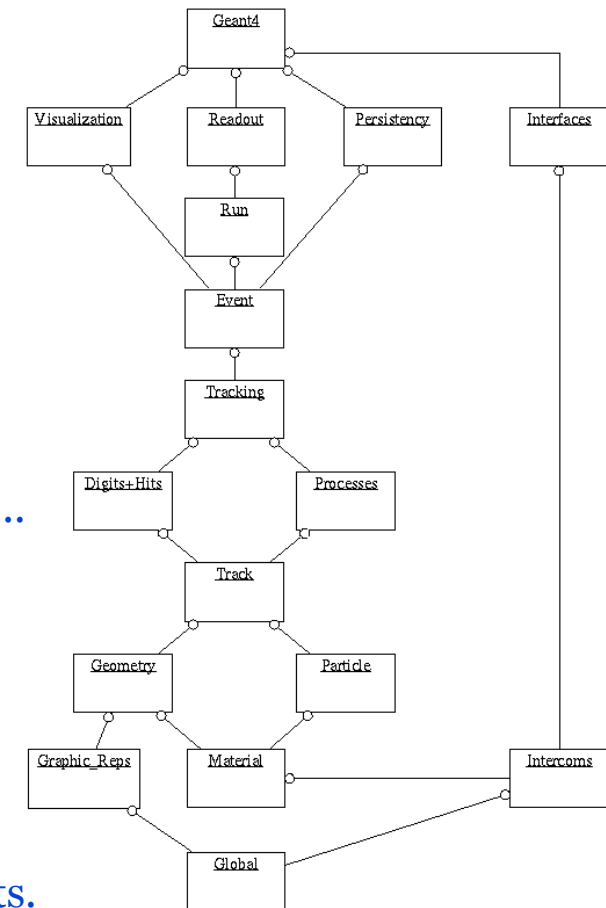
- A G4-Python bridge as “*Natural Pythonization*” of Geant4
 - ✓ start with just importing the module;
 - » `>>> import Geant4`
 - ✓ not specific to particular applications
 - ✓ same class names and their methods
 - ✓ keeping compatibility with the current UI scheme
 - ✓ minimal dependencies of external packages
 - » only depending on *Boost-Python C++ Library*, which is a common, well-established and freely available library.

- Currently, over 100 classes over different categories are exposed to Python.

- ✓ Classes for Geant4 managers
 - » G4RunManager, G4EventManager, ...
- ✓ UI classes
 - » G4UImanager, G4UITerminal, G4UIcommand, ...
- ✓ Utility classes
 - » G4String, G4ThreeVector, G4RotationMatrix, ...
- ✓ Classes of base classes of user actions
 - » G4UserDetectorConstruction, G4UserPhysicsList,
 - » G4UserXXXAction
 - PrimaryGenerator, Run, Event, Stepping,...
 - » **can be inherited in Python side**
- ✓ Classes having information to be analyzed
 - » G4Step, G4Track, G4StepPoint, G4ParticleDefinition, ...
- ✓ Classes for construction user inputs
 - » G4ParticleGun, G4Box, G4PVPlacement, ...

- NOT all methods are exposed.

- ✓ Only safe methods are exposed.
 - » Getting internal information are exposed.
 - » Some setter methods can easily break simulation results.



- Your own classes can be exposed, and create your own modules in the Boost-Python manner.

```
BOOST_PYTHON_MODULE(mymodule) {  
    class_<MyApplication>("MyApplication", "my application")  
        .def("Configure", &MyApplication::Configure)  
        ;  
}
```

- Once an abstract class is exposed to Python, you can implement/override its derived class in the Python side.

```
class MyRunAction(G4UserRunAction):  
    """My Run Action"""  
    def BeginOfRunAction(self, run):  
        print "*** #event to be processed (BRA)=", \\  
              run.GetNumberOfEventToBeProcessed()  
    def EndOfRunAction(self, run):  
        print "*** run end run(ERA)=", run.GetRunID()
```

- Geant4Py provides a bridge to G4UImanager.
 - ✓ Keeping compatibility with current usability

- UI Commands
 - ✓ `gApplyUICommand("/xxx/xxx")` allows to execute any G4UI commands.
 - ✓ Current values can be obtained by `gGetCurrentValues("/xxx/xxx")`.

- Existing G4 macro files can be reused.
 - ✓ `gControlExecute("macro_file_name")`

- Front end shell can be activated from Python
 - ✓ `gStartUISession()` starts G4UISession.
 - » `g4py(Idle) : //` invoke a G4UI session
 - » when exit the session, go back to the Python front end

- *Python variables/methods starting "g" are global.*

- We will also provide site-module package as predefined components for easy-to-use as well as good examples.
 - ✓ Material
 - » NIST materials via G4NistManager
 - ✓ Geometry
 - » “exNo3” geometry as pre-defined geometry
 - » “EZgeometry”
 - provides functionalities for easy geometry setup
 - ✓ Physics List
 - » pre-defined physics lists
 - » easy access to cross sections, stopping powers, ... via *G4EmCalculator*
 - ✓ Primary Generator Action
 - » particle gun / particle beam
 - ✓ Sensitive Detector
 - » calorimeter type / tracker type
 - ✓ Scorer
 - » MC particle/vertex
- They can be used just by importing modules.

- “EZgeom” module provides an easy way to create simple users geometries;
 - ✓ structure of geometry construction is hidden;
 - » Solid/Logical Volume/World Volume
 - » “EZvolume” is the only gateway to a physical volume from users side.
 - ✓ automatic creation of the world volume
 - » *volume size should be cared.*
 - ✓ creating CSG-solid volumes (Box, Tube, Sphere, ...)
 - ✓ changing volume materials
 - ✓ creating nested volumes
 - » placing a volume in the world by default
 - ✓ creating replicas / voxelizing BOX volumes
 - ✓ setting detector sensitivities
 - ✓ setting visualization attributes

```

import NISTmaterials
from EZsim import EZgeom
from EZsim.EZgeom import G4EzVolume

NISTmaterials.Construct()
# set DetectorConstruction to the RunManager
EZgeom.Construct()

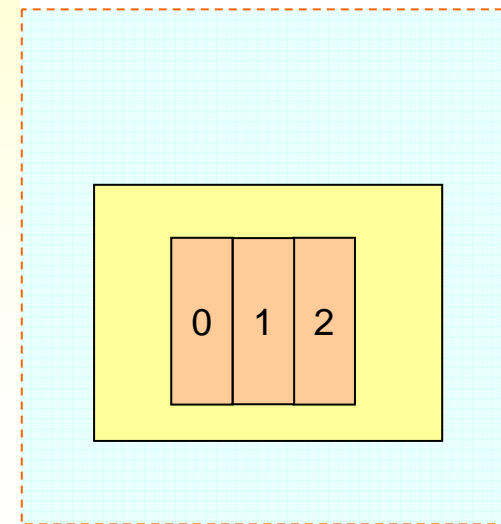
# reset world material
air= gNistManager.FindOrBuildMaterial("G4_AIR")
EZgeom.SetWorldMaterial(air)

# dummy box
detector_box=G4EzVolume("DetectorBox")
detector_box.CreateBoxVolume(air, 20.*cm, 20.*cm, 40.*cm)
detector_box_pv=
detector_box.PlaceIt(G4ThreeVector(0.,0.,20.*cm))

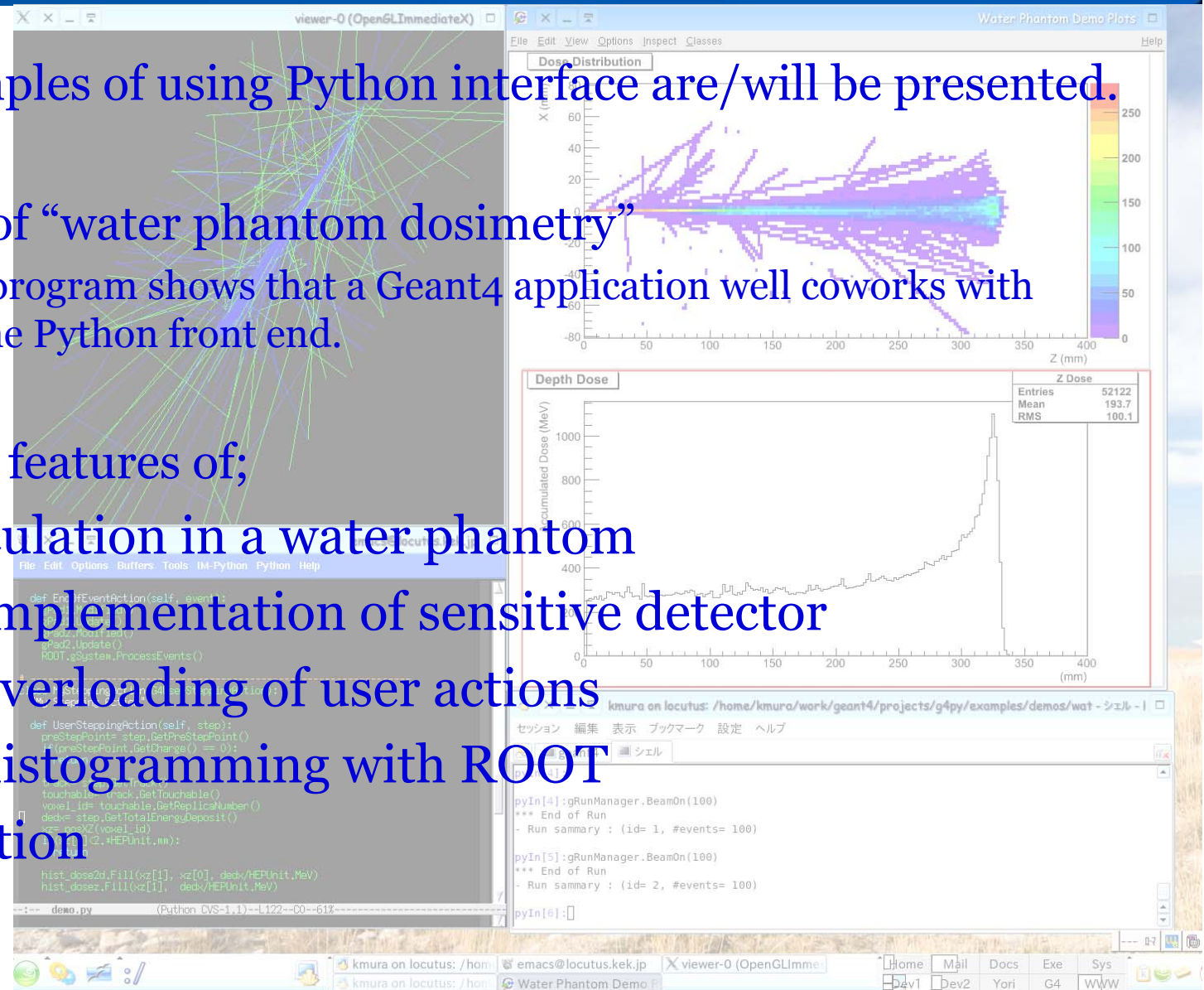
# calorimeter placed inside the box
cal= G4EzVolume("Calorimeter")
nai= gNistManager.FindOrBuildMaterial("G4_SODIUM_IODIDE")
cal.CreateBoxVolume(nai, 5.*cm, 5.*cm, 30.*cm)
dd= 5.*cm
for ical in range(-1, 2):
    calPos= G4ThreeVector(dd*ical, 0., 0.)
    cal.PlaceIt(calPos, ical+1, detector_box)

```

less than 20 lines!!

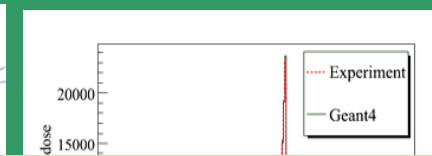
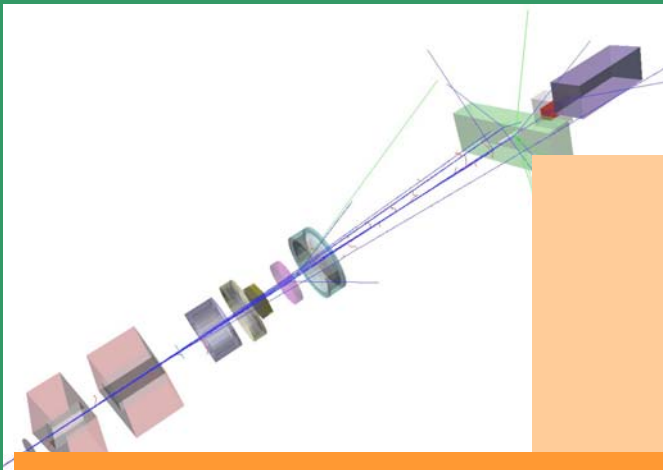


- Several examples of using Python interface are/will be presented.
- An example of “water phantom dosimetry”
 - ✓ This demo program shows that a Geant4 application well coworks with ROOT on the Python front end.
- You can look features of;
 - ✓ dose calculation in a water phantom
 - ✓ Python implementation of sensitive detector
 - ✓ Python overloading of user actions
 - ✓ on-line histogramming with ROOT
 - ✓ visualization

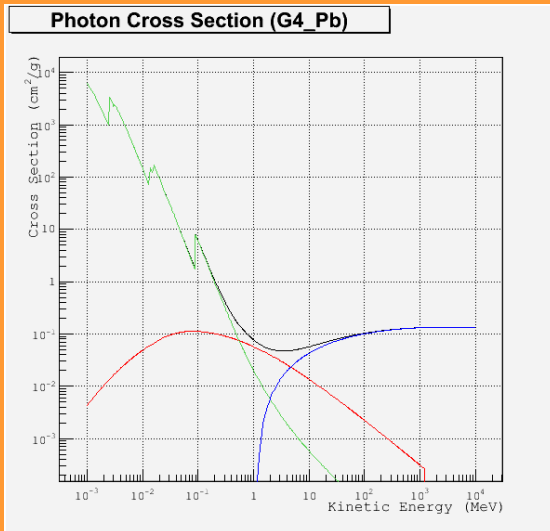
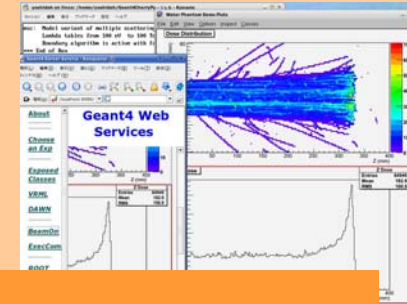
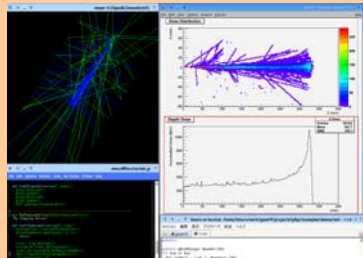


- Various level of pythonized application can be realized.
 - ✓ It is completely up to users!
 - ✓ Optimized point depends on what you want to do in Python.
- There are two metrics;
 - ✓ Execution Speed
 - » wrap out current existing C++ components, and configure them
 - » no performance loss in case of object controller
 - ✓ Interactivity
 - » more scripting in interactive analysis/rapid prototyping
 - » pay performance penalty to interpretation in stepping actions.

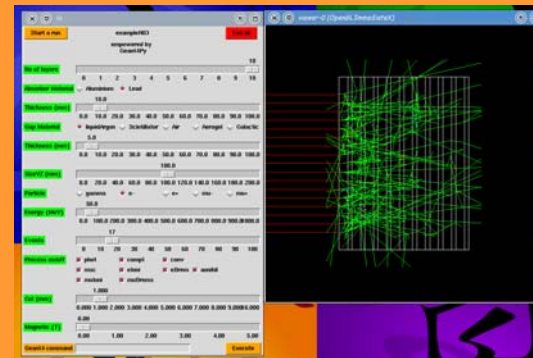
Applications of Pythonization



Execution Speed



“plotting photon cross sections”



“GUI control panel for educational uses: Various parameters (detector parameters, initial particles, processes, etc) can be changed on GUI”

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Inter
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- A Python interface of Geant4 (Geant4Py) has been well designed and Geant4Py is now included in the latest release, 8.1.
 - ✓ check the “environments/g4py/” directory
- Python as a powerful scripting language
 - ✓ much better interactivity
 - » easy and flex configuration
 - » rapid prototyping
- Python as “Software Component Bus”
 - ✓ modularization of Geant4 application
 - ✓ natural support for dynamic loading scheme
 - ✓ interconnectivity with various kind of software components.
 - » histogramming with ROOT
- These applications show the flexibility and usefulness of dynamic configuration of user applications using Python.