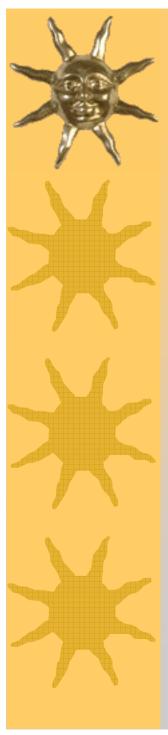


Geant4 Physics List

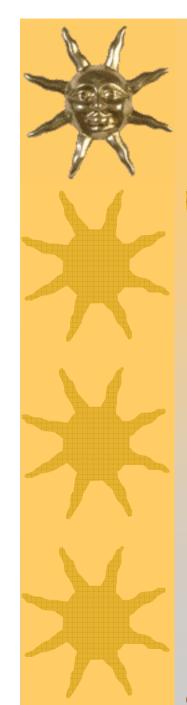
V.Ivanchenko
Thanks to P.Gumplinger, M.Maire, H.P.Wellisch

- **★**General Physics
- *****Electromagnetic Physics
- **★**Optical Photons
- *Hadronic Physics



PhysicsList

- * It is one of the « mandatory user classes »;
 - Defined in source/run
- * Defines the three pure virtual methods:
 - ConstructParticle()
 - ConstructProcesse()
 - SetCuts()
- * Concrete PhysicsList needs to inherit from G4VUserPhysicsList or G4VModularPhysicsList
- **★** For interactivity G4UserPhysicsListMessenger can be used to handle PhysicsList parameters



General Physics

★The list of particles used in simulation needs to be registered

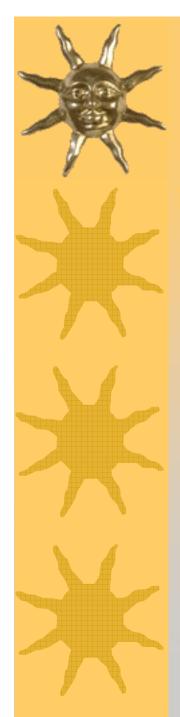
— G4Gamma::Gamma()

– G4Proton::Proton()

—

★The list of physics processes per particle need to be registered before initialization of G4RunManager

– /run/initialize



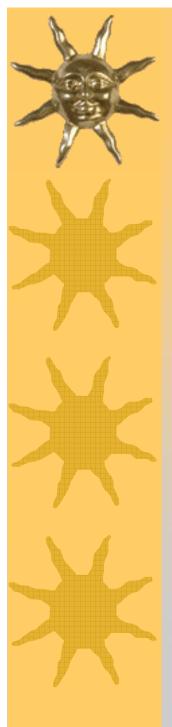
How to build PhysicsList?

- **★** PhysicsList can be build by experience user
- ***** Components are distributed inside subdirectory
 - \$G4INSTALL/physics list
- * PhysicsList can be studied using G4 novice examples
 - N02: Simplified tracker geometry with uniform magnetic field
 - N03: Simplified calorimeter geometry
 - N04: Simplified collider detector with a readout geometry
- ***** Copy PhysicsList from extended and advanced examples
 - electromagnetic: 13 examples for different aspects of EM physics
 - N06 and extended/optical: specifics of optical photons
 - advanced: different mini-applications of Geant4 based on real experimental setups
- **★** Use predefined PhysicsList from
 - \$G4INSTALL/physics_list/hadronic



Example: AddTransportation

```
void G4VUserPhysicsList::AddTransportation()
G4Transportation* the Transportation Process = new G4Transportation();
  // loop over all particles in G4ParticleTable
  theParticleIterator->reset():
  while( (*theParticleIterator)() ){
    G4ParticleDefinition* particle = theParticleIterator->value();
    G4ProcessManager* pmanager = particle->GetProcessManager();
    if (!particle->IsShortLived()) {
      if (pmanager == 0) {
         G4Exception("G4VUserPhysicsList::AddTransportation: no process manager!");
      } else {
        // add transportation with ordering = (-1, "first", "first")
        pmanager->AddProcess(theTransportationProcess);
        pmanager->SetProcessOrderingToFirst(theTransportationProcess,
  idxAlongStep);
        pmanager->SetProcessOrderingToFirst(theTransportationProcess,
  idxPostStep);
```



Example: Gamma processes

- **★** Discrete processes only PostStep actions;
 - Use function AddDiscreteProcess;
 - pmanager is the G4ProcessManager of the gamma;
 - Assume the transportation has been set by AddTransportation();
- * The most simple code:

```
// Construct processes for gamma:
```

```
pmanager->AddDiscreteProcess(new G4GammaConversion());
pmanager->AddDiscreteProcess(new G4ComptonScattering());
pmanager->AddDiscreteProcess(new G4PhotoElectricEffect());
```



Example: electron and positron

```
Main interface with definition of the process order:
G4ProcessManager::AddProcess(G4VProcess*, int orderAtRest,
                              int orderAlongStep, int orderPostStep);
NOTE: if (order < 0) – process inactive; else – the order of DoIt method;
       inverse order of GetInteractionLength
// add processes for e
G4ProcessManager* pmanager = G4Electron::Electron()->GetProcessManager();
pmanager->AddProcess (new G4MultipleScattering, -1, 1, 1);
pmanager->AddProcess (new G4eIonisation, -1, 2, 2);
pmanager->AddProcess (new G4eBremsstrahlung, -1, 3, 3);
// add processes for e<sup>+</sup>
pmanager = G4Positron::Positron()->GetProcessManager();
pmanager->AddProcess (new G4MultipleScattering, -1, 1, 1);
pmanager->AddProcess (new G4eIonisation, -1, 2, 2);
pmanager->AddProcess (new G4eBremsstrahlung, -1, 3, 3);
pmanager->AddProcess (new G4eplusAnnihilation, 1, -1, 4);
```



Example: hadrons and ions

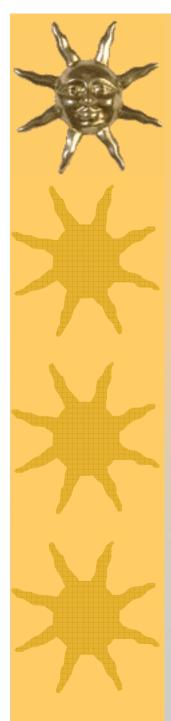
- * Hadrons (pions, kaons, proton,...)
- * Light ions (deuteron, triton, alpha)
- * Heavy ions (GenericIon)
- * Example loop over list of particles:

```
G4ProcessManager* pmanager = particle->GetProcessManager();
G4String pName = particle->GetParticleName();

// Ions

If ( pName == "GenericIon" || pName == "alpha" || pName == "He3") {
    pmanager->AddProcess (new G4MultipleScattering, -1, 1, 1);
    pmanager->AddProcess (new G4ionIonisation, -1, 2, 2);

// Hadrons
} else if (particle->GetPDGCharge() != 0 && particle->GetPDGMass() > 130.*MeV) {
    pmanager->AddProcess (new G4MultipleScattering, -1, 1, 1);
    pmanager->AddProcess (new G4MiltipleScattering, -1, 2, 2);
}
```



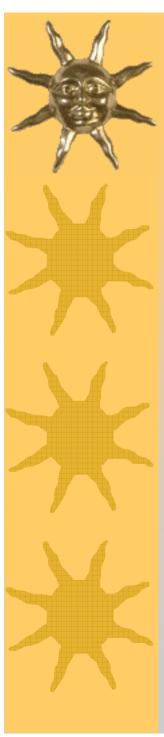
Processes ordering

- * Ordering of following processes is critical:
 - Assuming n processes, the ordering of the AlongGetPhysicalInteractionLength should be:

[n-2] ...

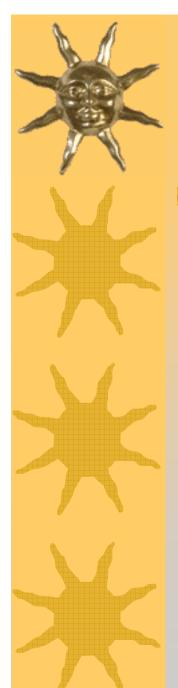
[n-1] multiple scattering[n] transportation

- * Why?
 - Processes return a « true path length »;
 - The multiple scattering convers it into into a *shorter* « geometrical » path length;
 - Based on this new length, the transportation can geometrically limits the step.
- * Other processes ordering usually do not matter



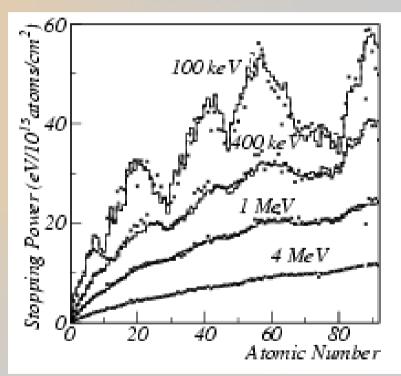
Standard EM PhysicsList

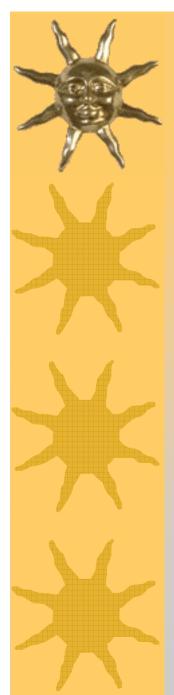
- ***** Standard EM PhysicsList:
 - \$G4INSTALL/physics_lists/electromagnetic/standard
- **★** Different aspects of EM physics are demonstrating in examples:
 - \$G4INSTALL/examples/electromagnetic/extended
- * There are UI commands for defining cuts and to choose options for the EM physics
 - /testem/phys/setCuts0.01 mm
 - /testem/phys/addPhysics standard
 - **–**
- * Steering is also provided via
 - G4EmProcessOptions::SetMaxEnergy(10.0*GeV);
 - G4EmProcessOptions::SetVerbose(2);
- ★ Components of this PhysicsList are provided as physics_list subdirectory and in different extended examples



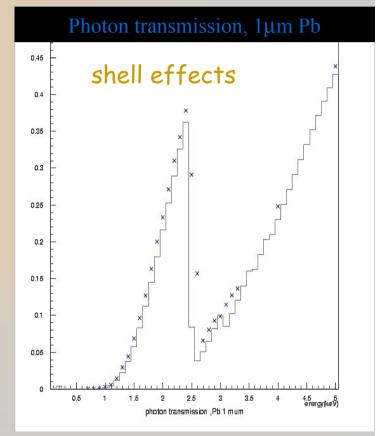
- * When energy transfer become close to energy of atomic electrons atomic shell structure should be taken into account
- * Problems with theory, so phenomenology and experimental data are used

Proton stopping power





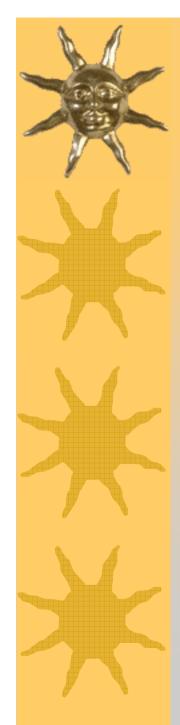
- **★** Validity down to 250 eV
 - 250 eV is a "suggested" lower limit
 - data libraries down to 10 eV
 - -1 < Z < 100
- ***** Exploit evaluated data libraries (from LLNL):
 - EADL (Evaluated Atomic Data Library)
 - EEDL (Evaluated Electron Data Library)
 - EPDL97 (Evaluated Photon Data Library)





- Compton scattering
- Polarised Compton
- Rayleigh scattering
- Photoelectric effect
- Pair production
- Bremsstrahlung
- Electron ionisation
- Hadron ionisation
- Atomic relaxation
- Set of Penelope models (new)

- * It is relatively new package
- ★ Development is driven by requirements which come from medicine and space research
- * There are also users in HEP instrumentation



- ★ To use G4 lowenergy package user has to substitute a standard process in the PhysicsList by the corresponding lowenergy process:
 - G4hIonisation → G4hLowEnergyIonisation
 - G4eIonisation → G4LowEnergyIonisation
 - •
- * The environment variable G4LEDATA should be defined
 - setenv G4LEDATA \$G4INSTALL/data/G4EMLOW3.0



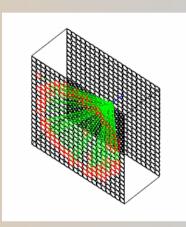
OPTICAL PHOTON PROCESSES IN GEANT4

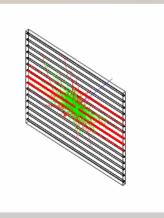
- Optical photons generated by following processes (processes/electromagnetic/xrays):
 - Scintillation
 - Cherenkov
 - **☀** Transition radiation
- Optical photons have following physics processes (processes/optical/):
 - * Refraction and Reflection at medium boundaries
 - * Bulk Absorption
 - * Rayleigh scattering
- ExampleN06 at /examples/novice/N06



OPTICAL PHOTON PROCESSES IN GEANT4

- * Material properties should be defined for G4Scintillation process, so only inside the scintillator the process is active
- * G4Scintillation should be ordered after all energy loss processes
- **★** G4Cerenkov is active only if for the given material an index of refraction is provided
- * For simulation of optical photons propagation G4OpticalSurface should be defined for a given optical system







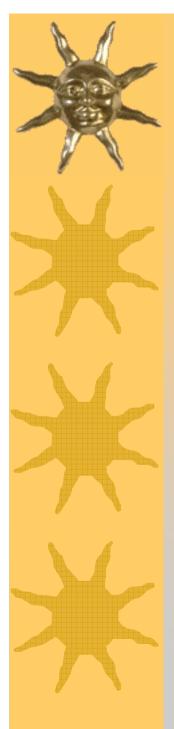
G4Cerenkov: User Options

- Suspend primary particle and track Cherenkov photons first
- Set the max number of Cherenkov photons per step

in ExptPhysicsList:

#include "G4Cerenkov.hh"

G4Cerenkov* theCerenkovProcess = new G4Cerenkov("Cerenkov"); theCerenkovProcess -> SetTrackSecondariesFirst(true); G4int MaxNumPhotons = 300; theCerenkovProcess->SetMaxNumPhotonsPerStep(MaxNumPhotons);



Boundary Processes

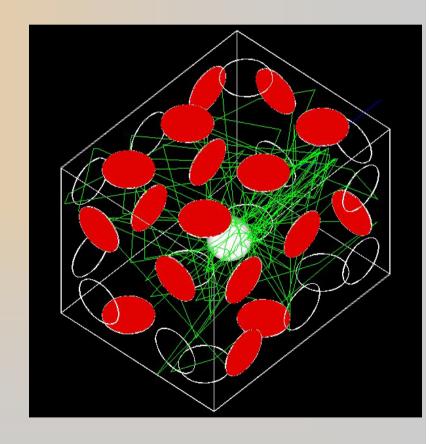
- * G4OpticalSurface needs to be defined
- * Dielectric Dielectric

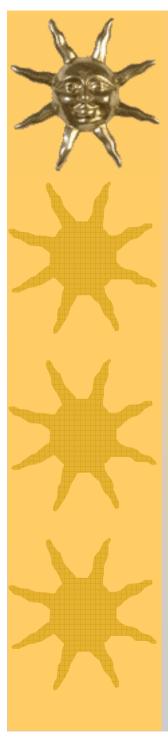
Depending on the photon's wave length, angle of incidence, (linear) polarization, and refractive index on both sides of the boundary:

- (a) total internal reflected
- (b) Fresnel refracted
- (c) Fresnel reflected

* Dielectric - Metal

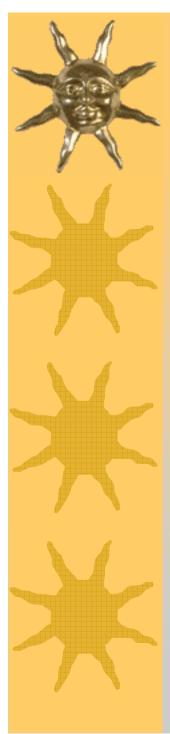
- (a) absorbed (detected)
- (b) reflected





Some remarks

- **★Geant4 Standard EM** package the optimal for most part of HEP applications
- **★**Geant4 Lowenergy package provide a possibility to apply toolkit to variety of applications for which atomic shell structure is essential
- **★**Optical photons generation and tracking can be simulated inside the same geometry



Hadronic Physics

- **★ Interaction of particles** with atomic nuclei
- ★ Interactions on-fly are simulated by discrete processes only PostStep actions
 - Cross section calculation and secondary generators are separated
 - Different secondary generators should be applied for different energy ranges and particle type
- *Capture of stopping particles: only AtRest actions





Hadronic Physics: proton

- * Cross section data set and list of models need to be defined
- * Example:

```
// proton inelastic by Binary Cascade and LHEP

particle = G4Proton::Proton();

pmanager = particle->GetProcessManager();

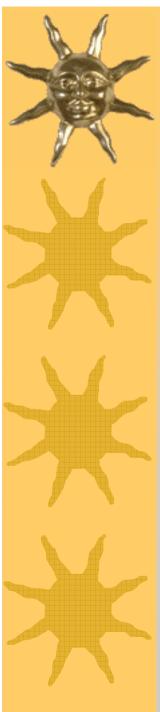
G4ProtonInelasticProcess* p = G4ProtonInelasticProcess);

p->RegisterMe(new G4LEProtonInelastic);

p->RegisterMe(new G4BinaryCascade);

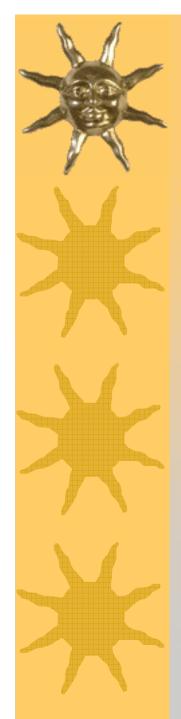
p->AddDataSet(new G4ProtonInelasticCrossSection);

pmanager->AddDiscreteProcess(p);
```



Hadronic Physics: neutron

```
// neutron inelastic by Binary Cascade and LHEP, fission, and capture
particle = G4Neutron::Neutron();
pmanager = particle->GetProcessManager();
G4NeutronInelasticProcess* p = G4NeutronInelasticProcess);
// Default energy ranges for models
p->RegisterMe(new G4LENeutronInelastic);
p->RegisterMe(new G4BinaryCascade);
p->AddDataSet(new G4NeutronInelasticCrossSection);
pmanager->AddDiscreteProcess(p);
// fission
G4HadronFissionProcess* theFissionProcess = new G4HadronFissionProcess:
theFissionProcess->RegisterMe(new G4LFission);
pmanager->AddDiscreteProcess(theFissionProcess);
// capture
G4HadronCaptureProcess* theCaptureProcess = new G4HadronCaptureProcess;
theCaptureProcess->RegisterMe(new G4LCapture);
pmanager->AddDiscreteProcess(theCaptureProcess);
```



Predefined Physics Lists



- ***** Hadronic physics is complex
- **★ Different experiments/groups need to coordinate** simulation efforts
- * Predefined Physics Lists were designed
 - \$G4INSTALL/physics_lists/hadronic
- ★ Both hadronic and EM physics are included, method of compilation and linking is provided
- * Different use-cases
 - Geant4 web



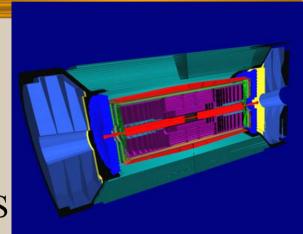
LHC Physics

CMS

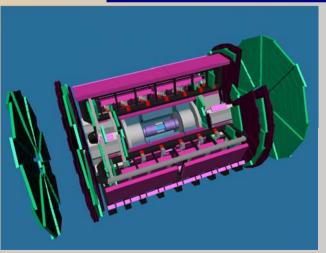
From TeV down to MeV energy scale for precise simulation of detector response

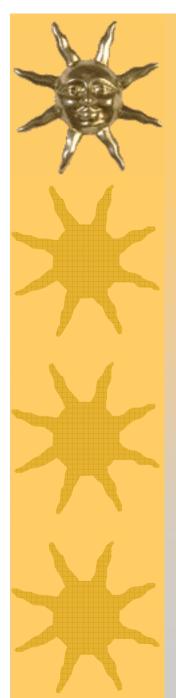
Following lists are recommended for Geant4 version 7.0p01:

- QGSP_GN (Quark Gluon String + PreCompound + Gamma-Nuclear)
- QGSP_BERT (Quark Gluon String + PreCompound + Bertini Cascade)
- QGSC (Quark Gluon String + CHIPS)
- LHEP_BERT (Low-energy Parameterized + Bertini cascade)





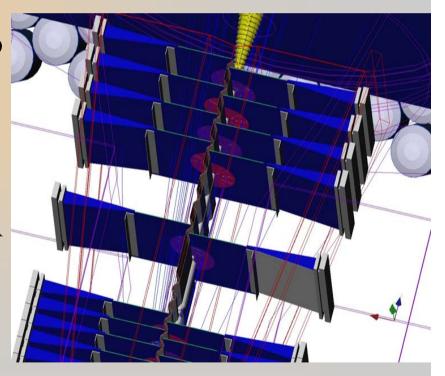


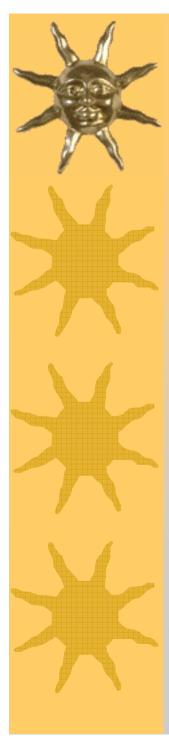


Extensions of Hadronic Physics

- * For neutron penetration
 High Precision model of
 neutron transport down to
 very low energies
 - NeutronHPCrossSections
- * For radioactive decays of nuclei:
 - G4RADIOACTIVEDATA
- * Gamma and electro nuclear interaction by the CHIPS package

LHCb





Conclusion remarks

- ★ Using Geant4 examples and physics_lists package novice user can take existing PhysicsList without detailed studying of interaction of particles with matter
- ★ Default values of internal model parameters are reasonably defined
- **★** To estimate the accuracy of simulation results indeed one have to study Geant4 and physics in more details
- * It is true for any simulation software!