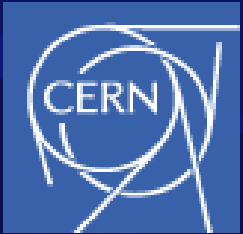


DD4hep Status

Recent activities



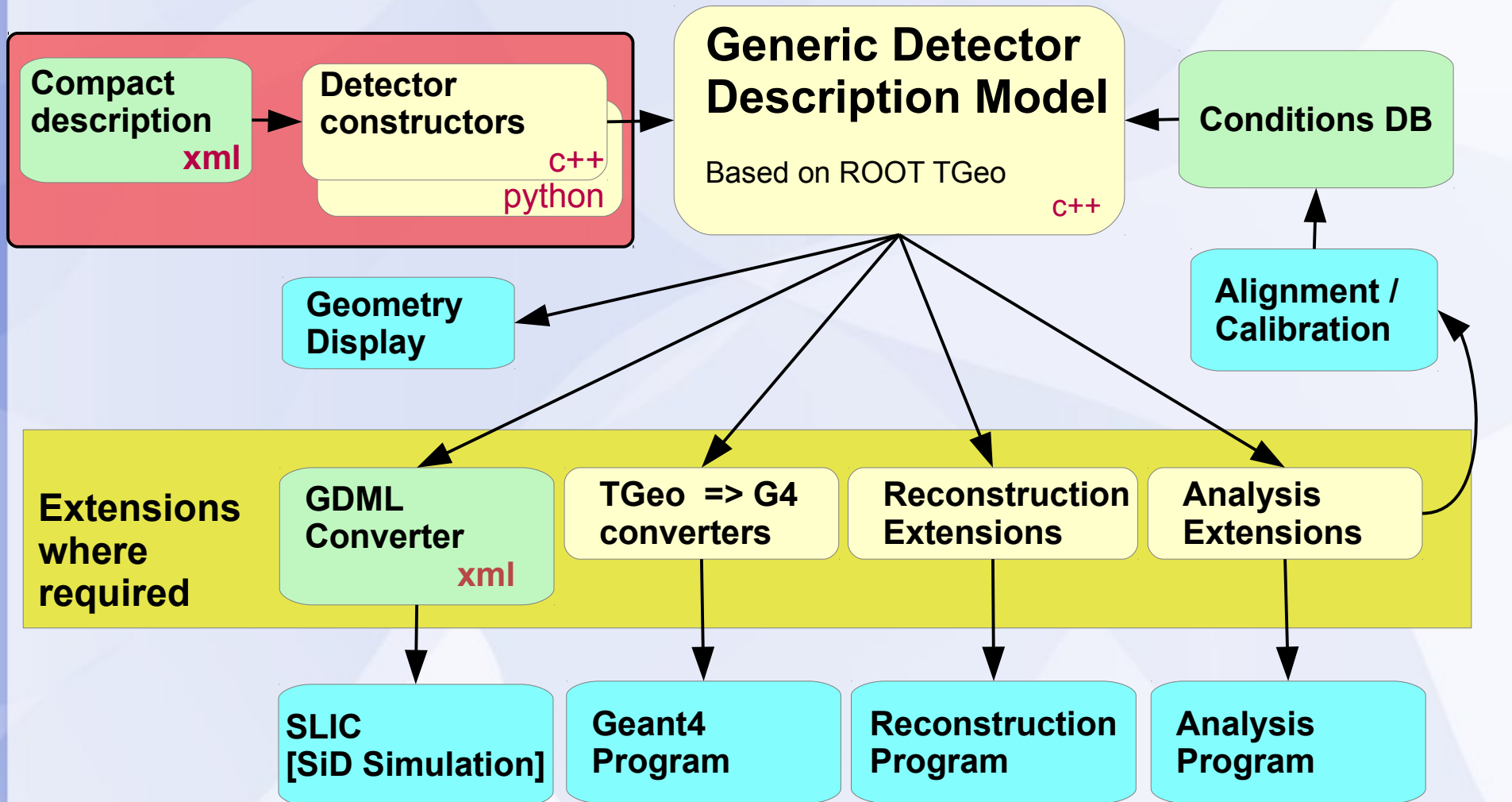
DD4hep Investigated by CMS

- **Got approached by Yana Osborne (CMS) about DD4hep**
- **First informal talk**
- **...followed by a small test using the CMS tracker**
- **Let's see how it went**

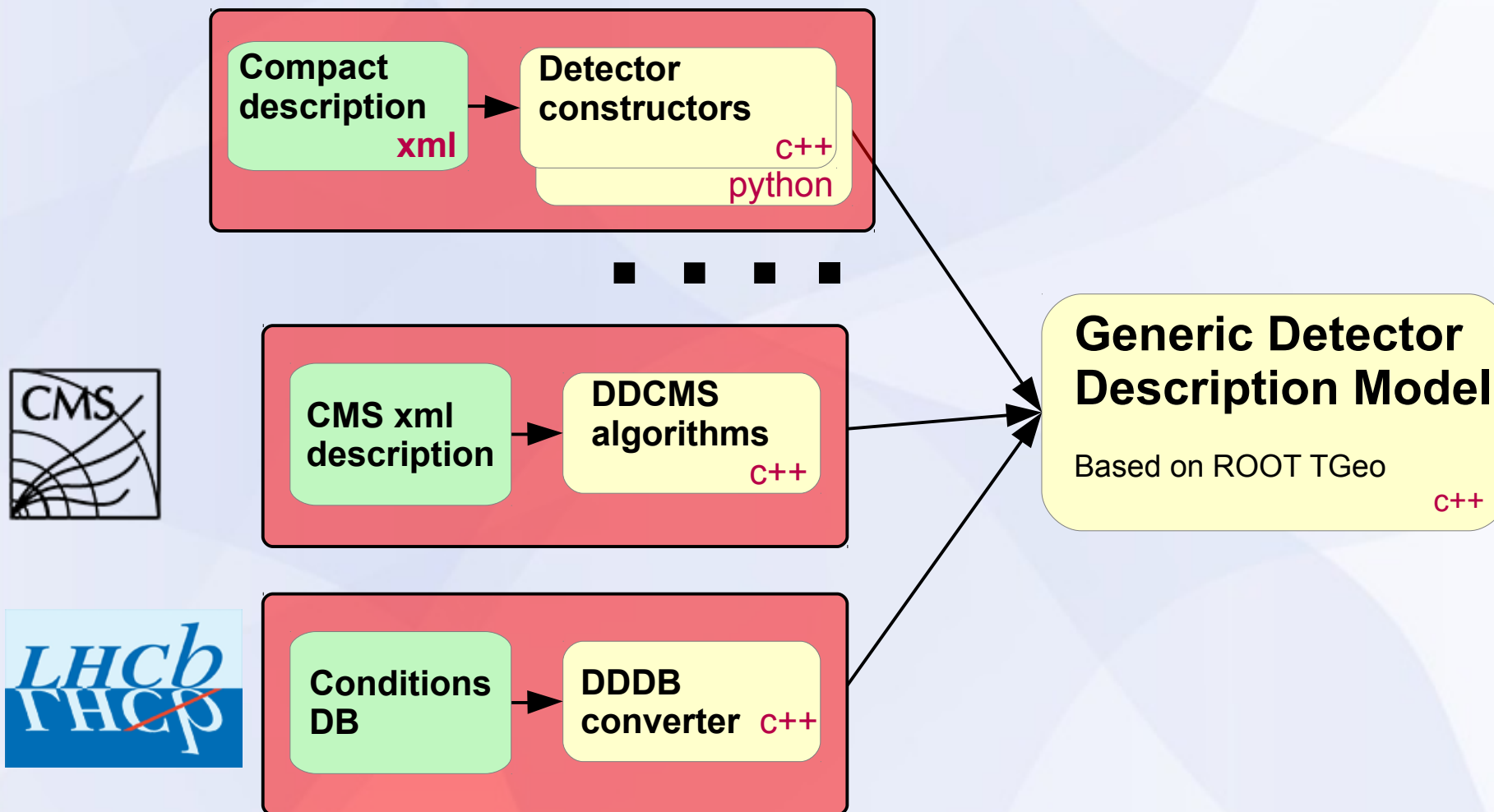
Bootstrap DD4hep for CMS

- **Requirement**
 - **Keep CMS xml input source (backwards compatibility)**
 - **Adapt the population step for CMS**
 - **Rewrite expansion algorithms**
- **Similar approach as used for the LHCb parser**
- **But:**
 - **Only geometry conversion**
 - **Xml description does not contain information about**
 - **Detector element structure**
 - **Sensitive element information**
- **Most, but not all subdetectors converted**

DD4Hep - The Big Picture



Multiple Input Sources to DD4hep



Additional Modules

- **Color encoding for display**
 - **Default colors look ugly**
- **Geant4 Simulation**
 - **Not so smooth: had to disable some elements**
 - **Geant4 detected overlaps and bailed out**
 - **Still most of the barrel present**
 - **Definition of sensitive elements**
 - **Not present in CMS xml**
 - **Simply define:**
 - **if (Si fraction in material) > 0.9:**
 - 1) volume is sensitive**
 - 2) attach default sensitive detector**

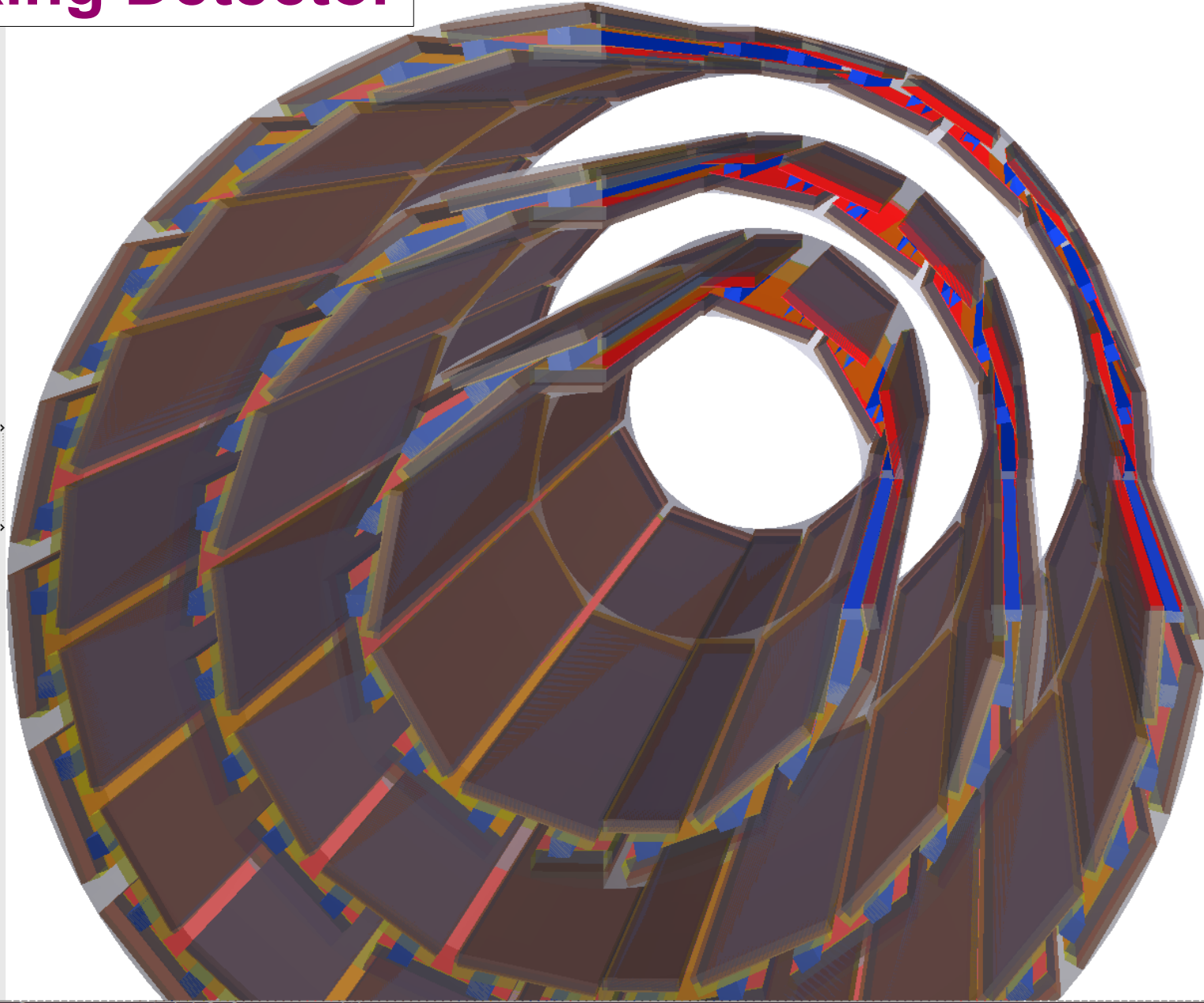
CMS Pixbar Barrel Vertexing Detector

Clip Type
 None Plane Box

Clip away inside
 Auto update clip
 Edit In Viewer
 Show In Viewer

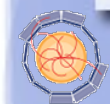
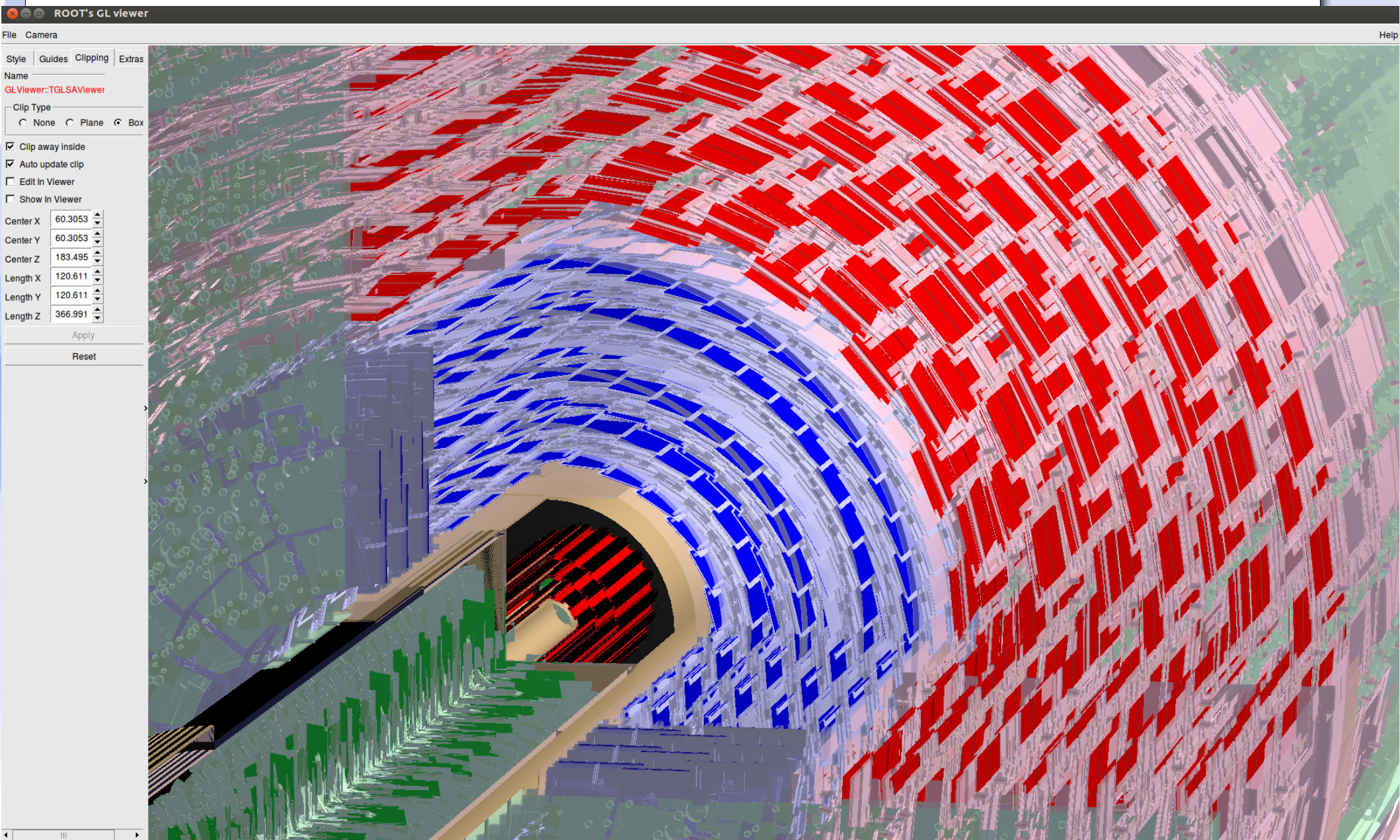
Center X	5.38794
Center Y	5.38794
Center Z	13.8555
Length X	10.7759
Length Y	10.7759
Length Z	27.7111

Apply
Reset



Info in Canvas: MakeDefCanvas: created default TCanvas with name c1

CMS Tracker



CMS Tracker: Simulated with DDG4

Eve Main Window

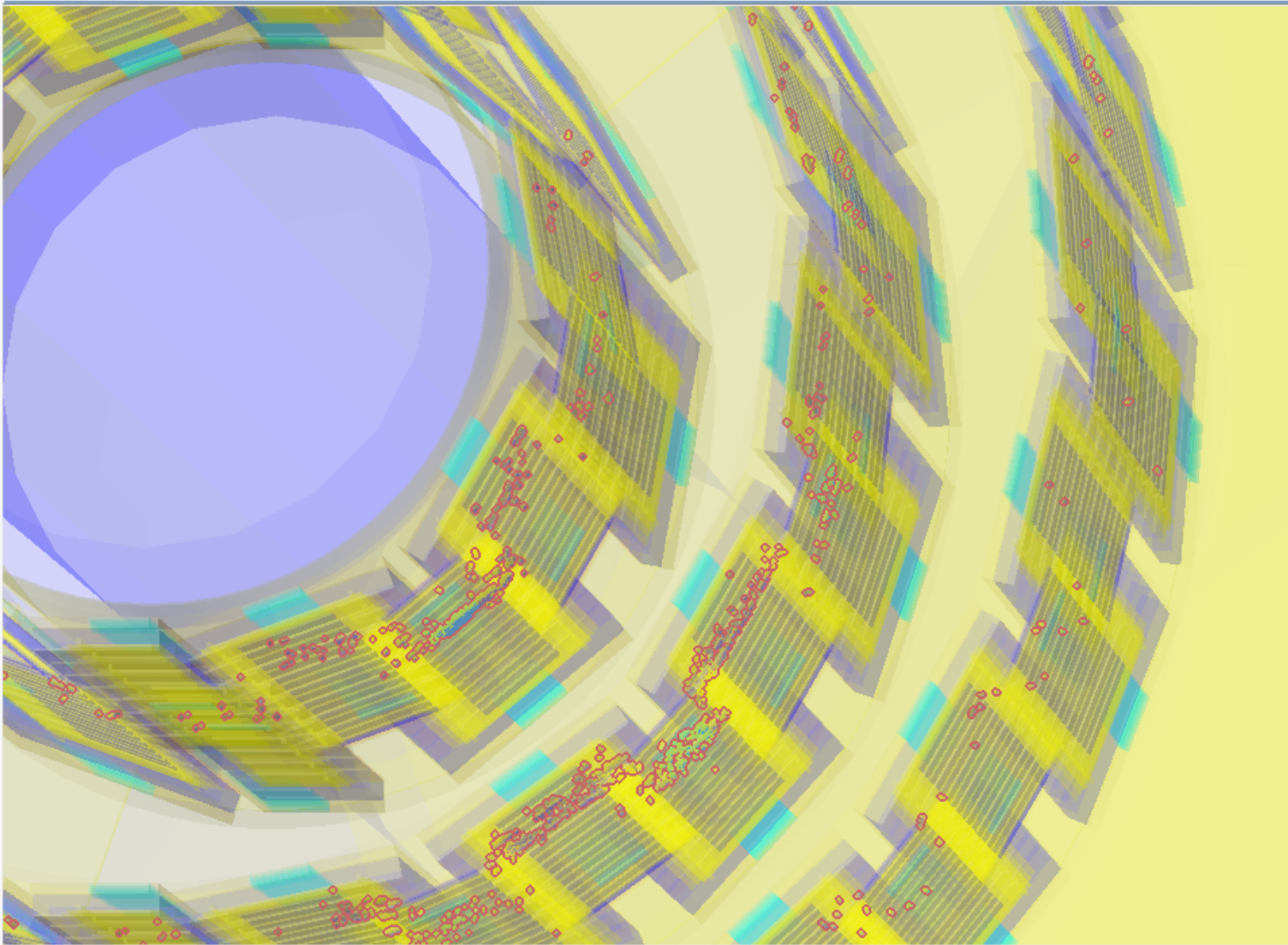
Browser Eve dd4hep

Eve Evt I/O

- WindowManager
- Viewers
- Scenes
 - Geometry scene
 - Event scene
 - PixelBarrel_1Hits**
 - TIB_1Hits
 - TIDB_2Hits
 - TOB_1Hits
 - MC_Particles

Global Scene

Hide Viewer 1 Actions



Style

PixelBarrel_1Hits [TEvePointSet]

TEveElement

Show: Self Children

Marker

0.2

Opacity

1

Command

Command (local):

Conclusions

- **It would be great if CMS would be a new customer**
- **It was relatively simple to adopt a new geometry population mechanisms**
 - **Mainly depends on the complication of the underlying xml model**
 - **CMS was painless:
CMS uses already similar approach as compact:**
 - **XML fragments together with code plugins**
- **Next steps**
 - **See how Geant4 simulation behaves**