



HADRONIC PHYSICS AND PHYSICS LIST DESIGN

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Outline

- Hadronic design update
- Destruction end of job
- New utilities for hadron physics configuration
- Hadronic parameters
- Variation of hadronic cross sections
- Initialization of nuclear level data
- Summary

- **Basic goals or recent modification of Physics Lists:**
 - *Reduce duplicated code in EM and hadronic configurations*
 - *More transparent configuration of models and cross sections*
 - *Optional addition of b-, c- hadrons*
 - *Cross section variation required for systematics studies*

Motivation

- Number of EM physics constructors – 12
 - *Number of particles – 55*
 - 14 are configured individually
 - 41 are configured in the same way
- Number of hadronic builders – 62
- Number of hadron_inelastic physics – 18
- Amount of duplicate code is huge
 - *If we will implement b- and c- meson/baryon physics in the same style then number of combinations will increase substantially*
- Hadronic physics was not properly destructed end of run

Models, hadronic framework

- All hadronic processes, models, and cross sections are registered and are destructed end of run
 - *BuildPhysicsTable(..) method for G4VCrossSectionDataSet and G4HadronicInteraction*
 - *Components of hadronic framework use G4HadronicInteraction as a base class*
 - *G4QuasiElastic, G4ExcitedStringDecay....*
- Simplified instantiation of FTF and QGS model
 - *Pre-compound is the default transport model*
 - *G4ExcitedStringDecay by default uses G4LundStringFragmentation*
- Recommendations:
 - *Do not delete internal objects end of run if they are registered*
 - *Do not use particle type at initialisation, instead use PDG code*
 - *Elementary cross section G4HadronNucleusXsc is fixed in this respect*

Destruction of physics at exit

(initial requirements)

- Why we need full destruction of physics at exit?
 - *Users have trouble using debug tools like valgrind*
 - *Users may have problem in their application code when destruct Geant4*
 - *Developers have problem to identify memory leaks*
- Recommendations:
 - *cross sections, models, and processes should be instantiated via pointers not be part of any other objects*
 - *no private destruction of these objects is allowed*
 - *We should not use G4THREAD_LOCAL data members*
 - *Both in hadronics and in Physics Lists constructors*
- The most important pending updates:
 - *Simplified instantiation of FTF and QGS model*
 - *Builders should not instantiate Lund fragmentation and Participants*
 - *This should be done without interface change*
 - *Provide correct destruction of HP and AllHP models and cross sections*

Destruction at exit in 10.7

- Destruction end of job was not working properly
 - *Some data members are thread local*
 - *Some was not deleted end of job*
- Difficulty of destruction of physics is in the fact, that cross section, model, and process classes may be shared between different particles in different ways for different Physics Lists
 - *This is strongly needed to reduce memory and CPU for initialization of physics but make destruction problematic*
- For 10.7beta the most part of physics is destructed due to use of register/deregister mechanism
 - *Processes, models, and cross sections should not be deleted by Physics List classes*
 - *A good part of thread local variables in Physics Lists are removed*
- What is not done: some hadronic builders are thread local

New utilities for hadron physics configuration

- **G4HadParticles** – returns several lists of particle PDG codes
 - `std::vector<G4int>& G4HadParticles::GetKaons();`
 - `std::vector<G4int>& G4HadParticles::GetHyperons();`
 - `std::vector<G4int>& G4HadParticles::GetAntiHyperons();`
 - ...
- **G4HadProcesses** – return pointers to hadronic processes per particle and allows adding extra cross section per particle
 - `G4HadronicProcess* G4HadProcesses::FindInelasticProcess(const G4String& partname);`
 - `G4HadronicProcess* G4HadProcesses::FindInelasticProcess(const G4String& partname);`
 - `G4bool G4HadronicProcesses::AddInelasticCrossSection(const G4ParticleDefinition*, G4VCrossSectionDataSet* my_xs);`
 -
- **G4HadronicBuilder** – build standard set of models and cross sections for group of particles
 - `G4HadronicBuilder::BuildHyperonsFTFP_BERT();`
 - `G4HadronicBuilder::BuildBCHadronsFTFP_BERT();`
 - `G4HadronicBuilder::BuildHyperonsQGSP_BERT();`

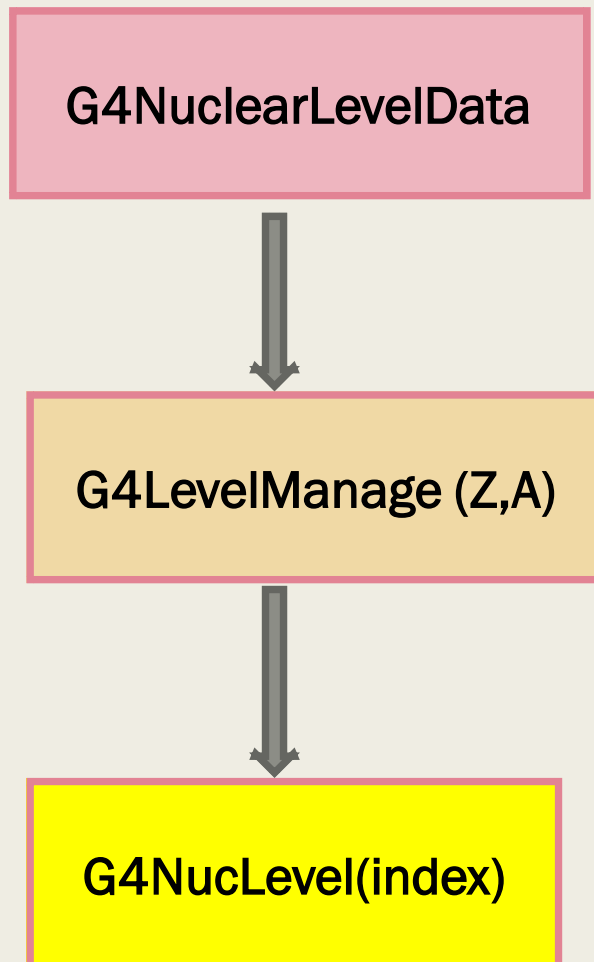
Hadronic parameters

- Utilities in the previous slide are using `G4HadronicParameters` class
 - *User has a chance to change any parameter between instantiation of the `PhysicsList` and run initialization*
 - `G4State_PreInit`
 - Both C++ interface and UI commands (not for all) are available
 - Should we force, at least, a printout on each UI command?
- New parameters:
 - *`G4bool EnableBCParticles()`*
- Proposed extra parameters:
 - *`G4double EnergyThresholdForHeavyParticles()`*
 - The default is 1.1 GeV
 - If max energy is below, then no hyperons, anti-ions, b-, c- particle physics
 - We need to check if this bring some advantages to low-energy simulations

Variation of hadronic cross sections

- For study of systematic uncertainty due to simulation we may consider following approach:
 - For hadronic models we propose to use different Physics Lists
 - FTFP_BERT -> QGSP_BIC, FTFP_INCLXX, or QBBC
 - For cross sections we may propose to use a factor to vary cross section value
 - +/- 5-10% would be within Geant4 accuracy
- Cross section factors are defined via G4HadronicParameters class:
 - *G4bool ApplyFactorXS() const; // false by default*
 - *G4double XSFactorNucleonInelastic() const ;*
 - *G4double XSFactorNucleonElastic() const ;*
 - *G4double XSFactorPionInelastic() const ;*
 - *G4double XSFactorPionElastic() const ;*
 - *G4double XSFactorHadronInelastic() const ;*
 - *G4double XSFactorHadronElastic() const ;*
 - *G4double XSFactorEM() const ;*
- User must change the flag and set corresponding factor via C++ interface

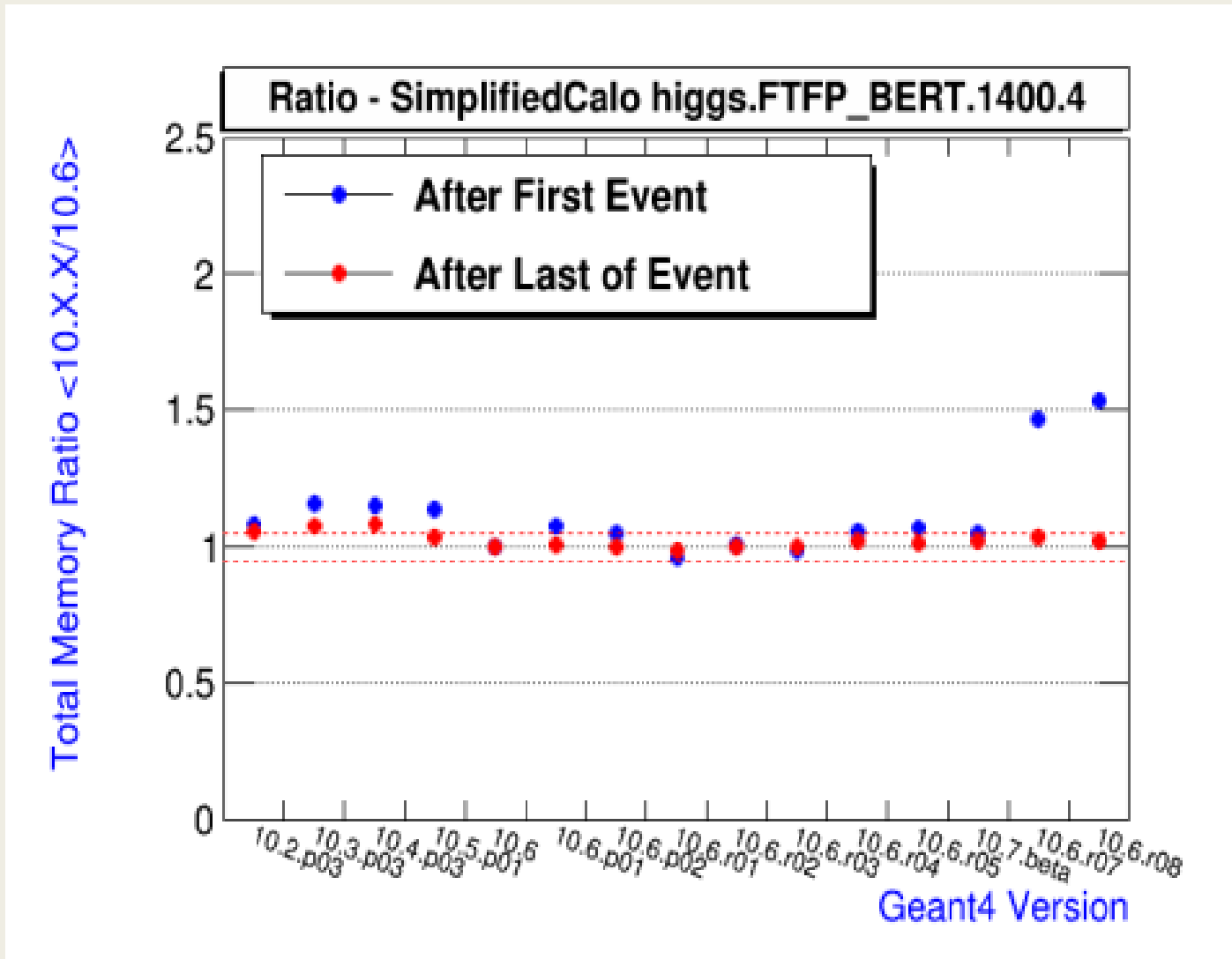
Nuclear level data



- Since 10.3 we have nuclear level data handled by G4NuclearLevelData class
 - *Static singleton shared between all threads*
 - *In 10.5 we had only lazy initialization per isotope*
 - *In 10.6 two possibilities*
 - *On demand initialization of all needed isotopes before the run $Z < Z_{max}$*
 - *lazy initialization of the data per isotope badly interacts*
 - *In 10.7 $Z < Z_{max}$ initialization will be default*
- **The memory used:**
 - *Full data (all levels are uploaded) takes **56 MB***
 - *Data without e- internal conversion coefficients **8 MB***

Memory profile (FNAL group)

https://g4cpt.fnal.gov/g4p/summary/mem_SimplifiedCalo_higgs.html



Summary

- Described developments together with development of Alberto for decay channels of b-, c- hadrons complete our plans to improve Physics List configurations for 2020
 - *We can offer c- and b- hadron physics*
 - *We can offer a method of Geant4 physics variation for study of systematics*
 - *It is available for more popular Physics List (FTFP_BERT..., QGSP_..., QBBC)*
 - *Should be propagated to other hadron inelastic constructors*
 - *Bug fix and tuning of the approach are not excluded*
- Destruction of all EM and hadronic physics end of run is achieved
- Optimization of the initialization of nuclear level data structures is not yet finalized
 - *By default we upload only data for $Z < Z_{max}$*
 - *It is possible to upload all data begin of run*
 - *Recently Makoto proposed convert ASCII data files into binary compressed file(s)*

Plans for the next release

- Makoto pointed out that having data structure with many small files makes problems for HPCs:
 - *Lazy initialization is difficult at this architecture*
 - *Reading of many small files at initialization is also a problem*
- Proposed solution:
 - *Produce one big binary file from these ASCII files*
 - *G4NuclearLevelData::DumpData(const G4String& file)*
 - *Added extra Boolean parameters ReadASCII*
 - *Create 2 binary files*
 - *One for HEP - no internal e- conversion*
 - *Second - full data*
 - *May be implemented for the next release*
- Physics_list/builder sub-directory may be cleaned up
 - *Removing all thread local variables*