

# Geant4: Geometry Replicas

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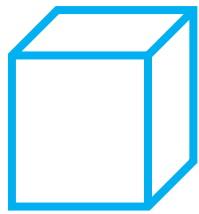
**Quick Intro to  
Geant 4**

# Hierarchy of Volumes

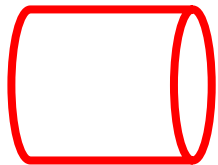
Recap

logical volume Box-1 with  $10\text{ cm} \times 10\text{ cm} \times 30\text{ cm}$   
at  $(0, 0, 0)\text{ cm}$  in the world

additional  
logical volumes:



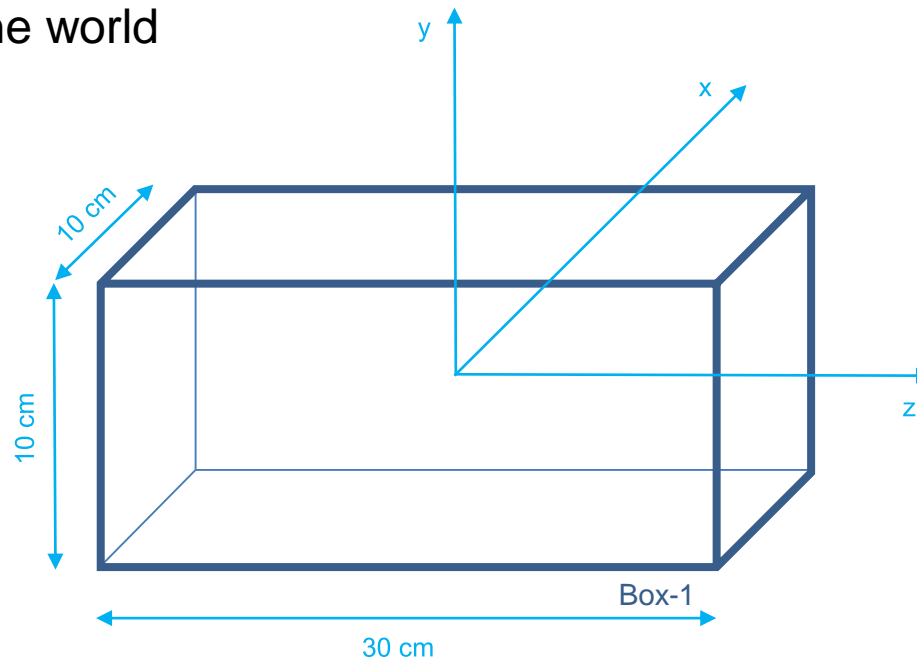
Box-2



Cyl-1



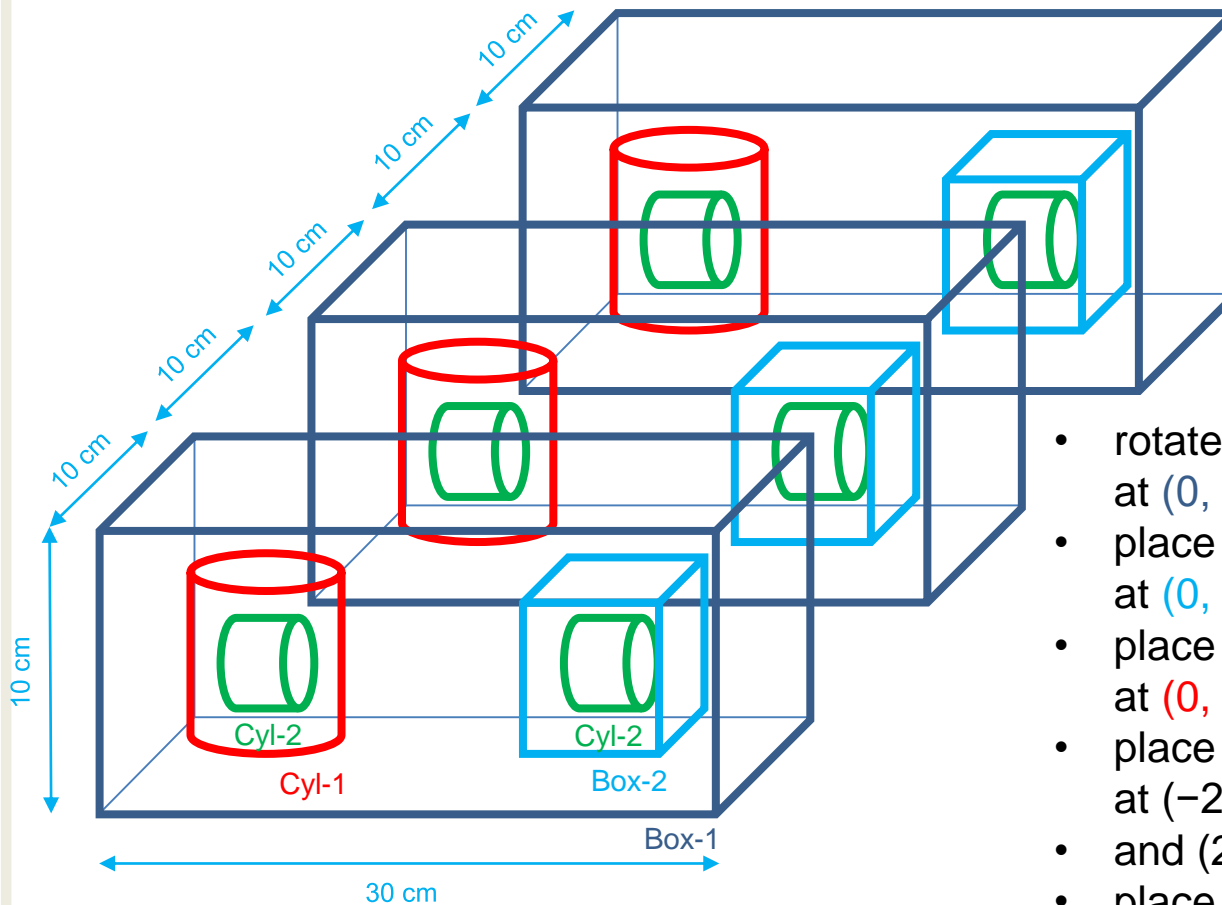
Cyl-2



- Box-2:  $5\text{ cm} \times 5\text{ cm} \times 5\text{ cm}$
- Cyl-1: diameter  $5\text{ cm}$  and height  $5\text{ cm}$
- Cyl-2: diameter  $2\text{ cm}$  and height  $2\text{ cm}$

# Multiple Placements of Volumes

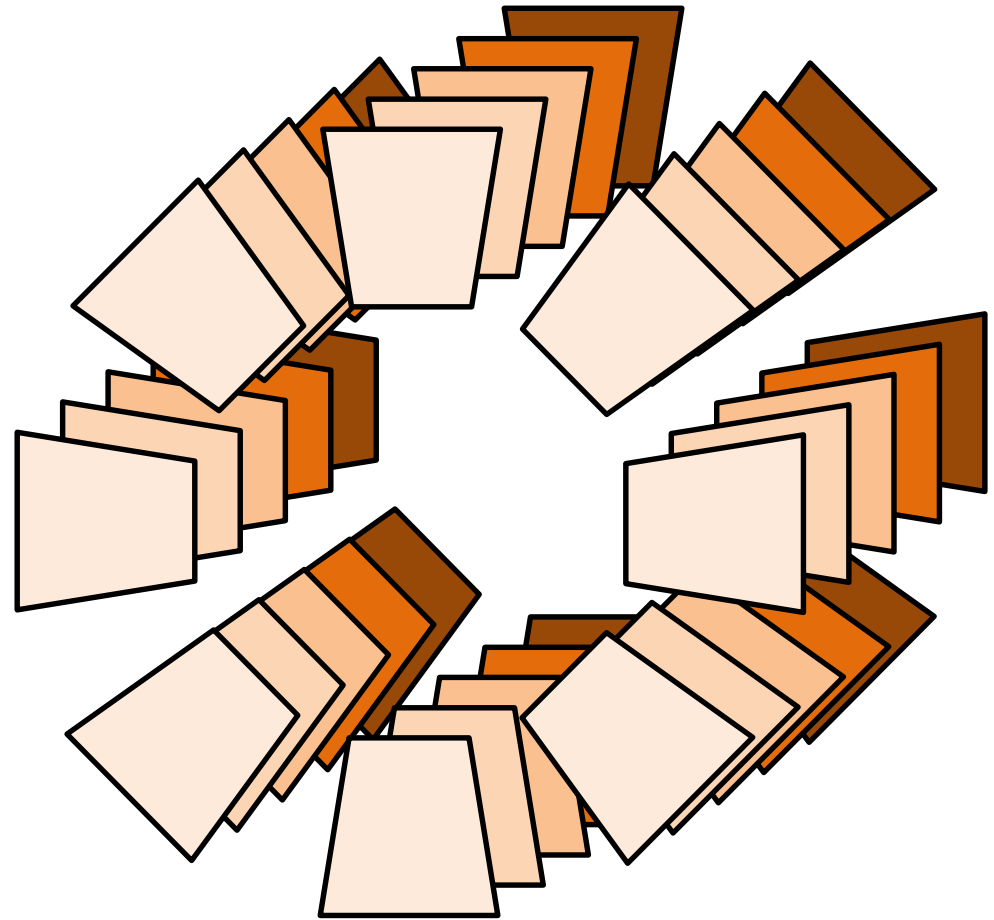
Recap



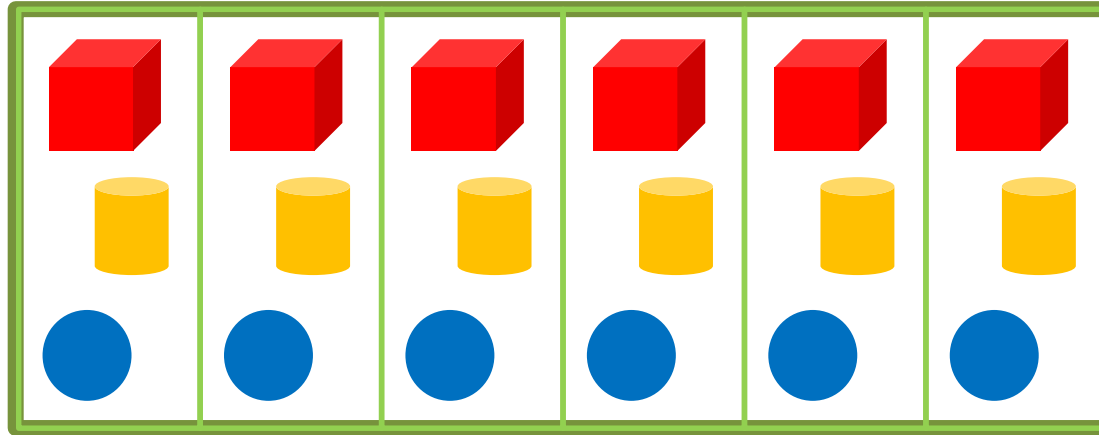
- rotate and place LV **Cyl-1** at  $(0, 0, -10)$  cm in LV **Box-1**
- place LV **Cyl-2** at  $(0, 0, 0)$  cm in LV **Box-2**
- place LV **Cyl-2** at  $(0, 0, 0)$  cm in LV **Cyl-1**
- place LV **Box-1** at  $(-20, 0, 0)$  cm and  $(20, 0, 0)$  cm in the world
- place LV **Box-2** at  $(0, 0, 10)$  cm in LV **Box-1**

# Replicas

- easy way to repeat a given structure
- no need to manually calculate the individual coordinates of the objects
- **G4PVR replica** represents  $n$  volumes
  - differing only in their positioning
  - **completely filling** the containing mother volume
  - **no gaps** between repeated volumes
  - **no other volumes** in the mother volume



# Replicas—Linear Repetition

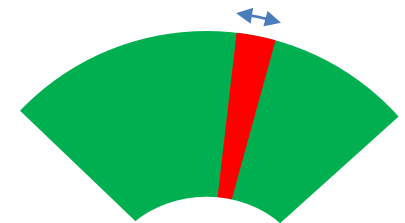
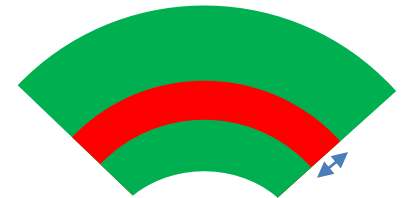
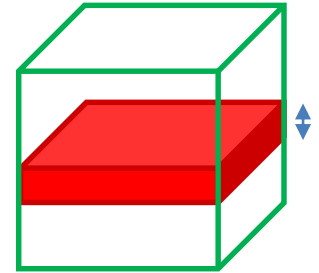


- mother volume (envelope) is divided into  $n$  equal daughter volumes (divisions)
- each division contains the same content

```
#include "G4PVReplica.hh"
repBoxes = new G4PVReplica("linear array", // name
                             logicalBox,    // daughter
                             logicalEnvelope, // mother
                             kZAxis,         // axis
                             6,              // number of replicas
                             10.*cm);        // width along axis
// (optional parameter offset = 0)
```

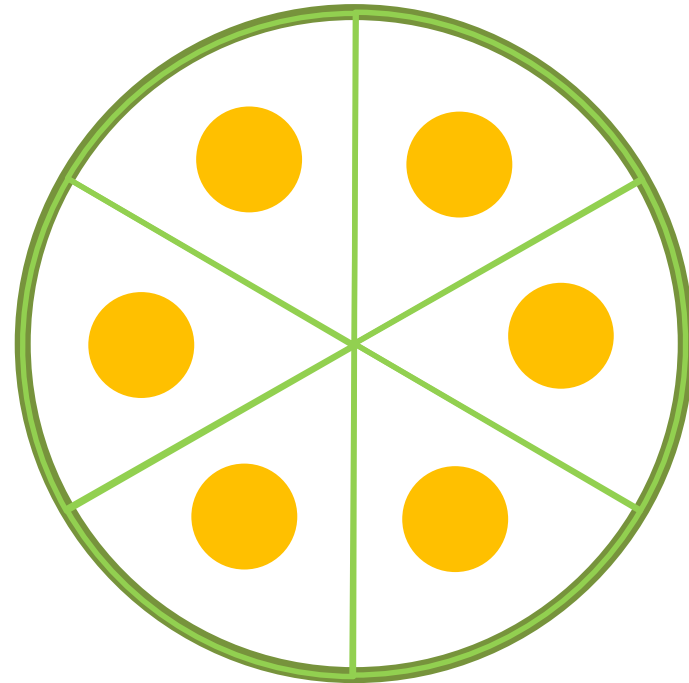
# Replicas and Axes

- **Cartesian axes** ( $kXAxis$ ,  $kYAxis$ ,  $kZAxis$ )
  - offset shall not be used
  - centre of n-th daughter:  $-width*(nReplicas-1)*0.5+n*width$
  - origins of the replicas are at the centre of each replica
- **Radial axis** ( $kRho$ )
  - cons/tubs sections, centred on the origin and are unrotated
  - centre of n-th daughter:  $width*(n+0.5)+offset$
  - coordinate system is unchanged with respect to the mother.
- **Phi axis** ( $kPhi$ )
  - phi sections or wedges, and of cons/tubs form
  - centre of n-th daughter:  $width*(n+0.5)+offset$
  - new coordinate system is rotated (X axis bisects the angle made by each wedge, Z parallel to the mother's Z axis)
- solid of the replicated logical volume
  - dimensions of the first volume created
  - must be of the correct symmetry/type in order to assist in good visualisation



# Replicas—Circular Repetition

- mother volume (envelope) is divided into  $n$  equal daughter volumes (divisions)
- each division contains the same content



```
#include "G4PVReplica.hh"
repWedges = new G4PVReplica("circular array", // name
                             logicalWedge,      // daughter
                             logicalEnvelope,    // mother
                             kPhi,               // axis
                             6,                  // number of replicas
                             M_PI/3.*rad,        // width along axis
                             0);                 // offset
```

# Exercise

1. Download [DetectorPhys\\_T4.tar.gz](#) and decompress it.
2. Model the set-up shown in the figure using the template [DetectorPhysDetectorConstruction.cc](#).  
Follow instructions and create 21 components in nine steps.
3. Check your geometry with:  
`/geometry/test/run`

