

NE697: Introduction to Geant4

Geant4 from Scratch

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Today's Agenda

- Building our own Geant4 simulation
- Think about what you want to do for your final project
 - Proposal due by class, Thursday, November 11th
 - Create a “detection scenario”: some sort of radiation bouncing around an environment
 - Ideally something relevant to your work (it's ok to simplify it a lot)
 - Record the hits and do something interesting with it
 - Imaging, different spectra, event reconstruction, dose calculation, etc
 - May use our current WIP as starting point

Information Tracking

- There are multiple ways to keep track of what happened in the simulation
- Completely dependent on what you want to learn!
- B1: accumulates in the SteppingAction (inefficient)
 - Kind of messy passing around the RunAction and EventAction pointers
- Another option: using PrimitiveScorers
 - We won't use this but they're a totally fine option
- Logically, we want to store Hits in the Run and write them to disk at the end with the RunAction

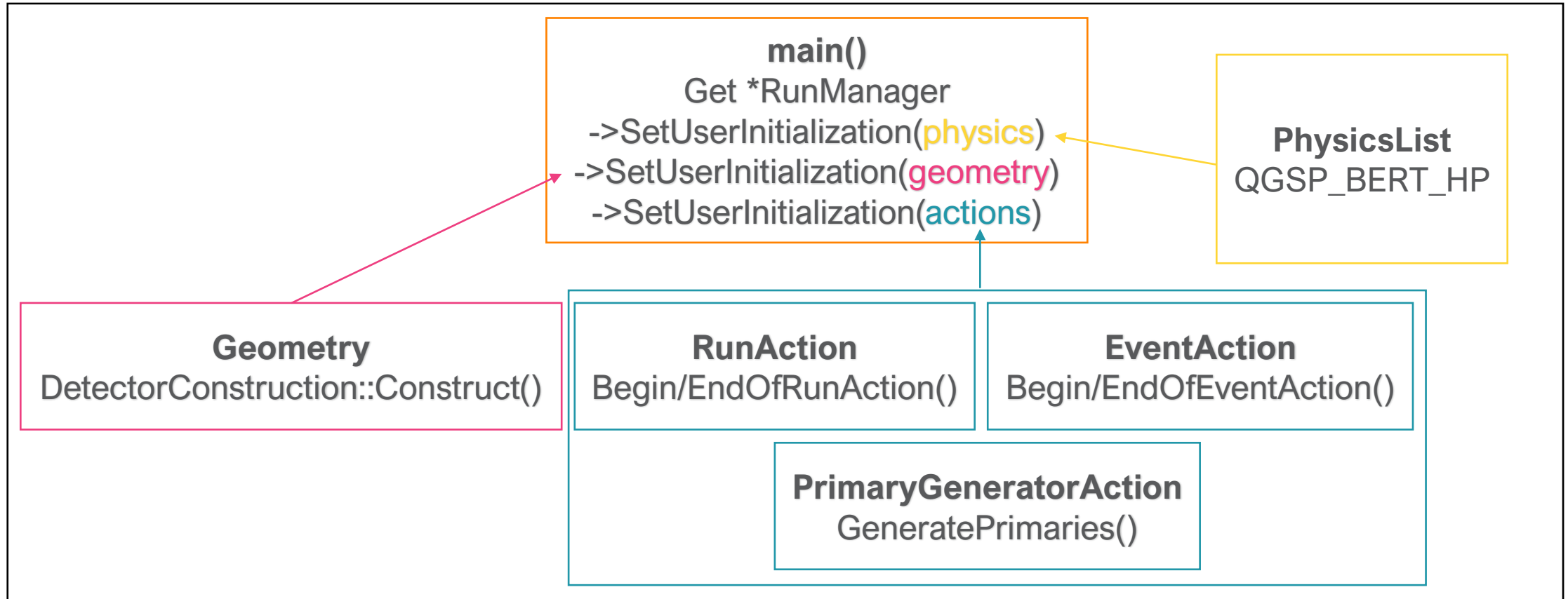
Information Tracking

- Instead of checking every step, making a G4LogicalVolume *sensitive*
 - “Sensitive detector”: only check when in this volume
 - Each SD may connect to more than 1 logical volume
- Inherit from G4VSensitiveDetector
 - Initialize() to set up HitsCollection
 - ProcessHits(G4Step) to record a Hit to the HitsCollection
 - Reminder: G4Event has a HitsCollection (similar to vector<Hit>)
- In Run::RecordEvent(G4Event), collect all of the Hits from each G4Event into the Run object
- In RunAction::EndOfRunAction(), write all of the Hits to .csv

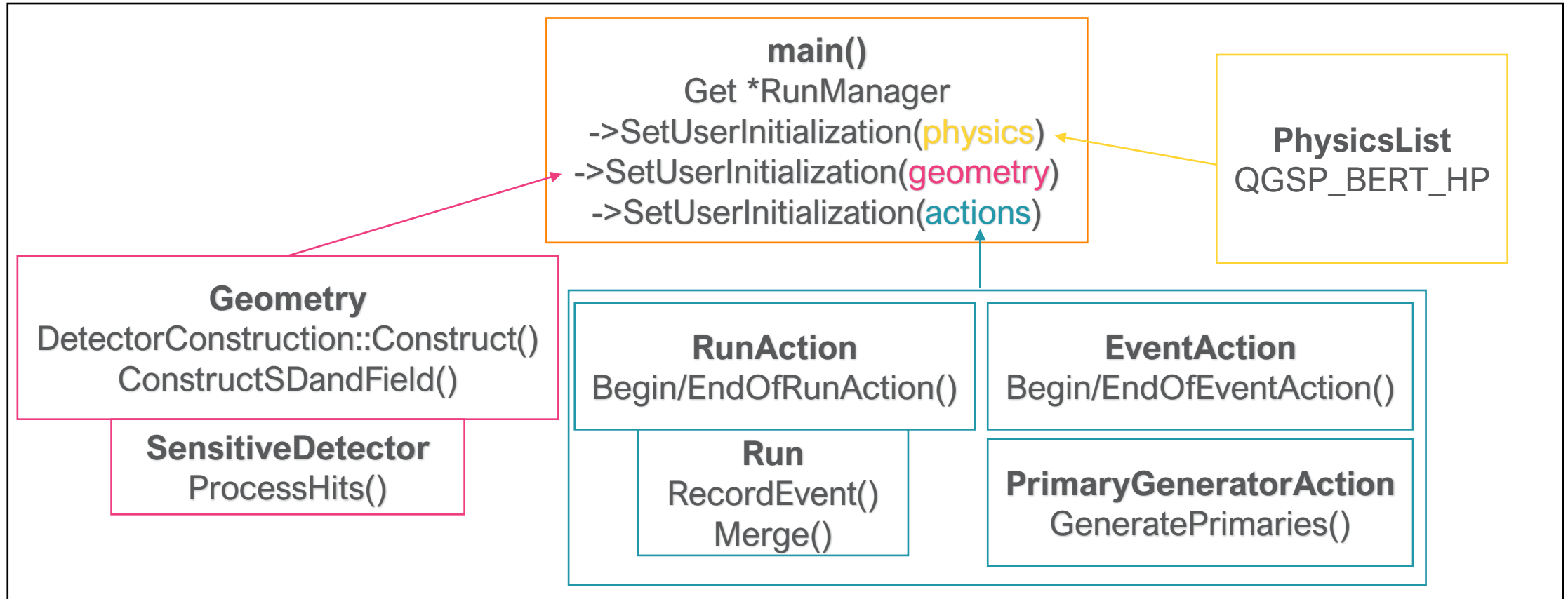
Information Tracking

- Highly recommended: <https://geant4-userdoc.web.cern.ch/UsersGuides/ForApplicationDeveloper/html/Detector/hit.html>

Geant4 Core Program Anatomy



Geant4 Program Anatomy



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- Minimum working example using best practices
- [DEMO]
 - Build system & directory structure - done
 - main() - DONE
 - DetectorConstruction - world created
 - Physics - DONE
 - PrimaryGeneratorAction – mostly done
 - ActionInitialization - DONE
 - EventAction – mostly done
 - RunAction – mostly done

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- Next steps...
- [DEMO]
 - Run object – need to add Hit storage
 - Hit
 - HitTracker (Sensitive Detector)
 - File IO → .csv (inefficient, but simple!)
- Coming up...
 - Custom material definitions
 - Messengers (custom UI commands)