



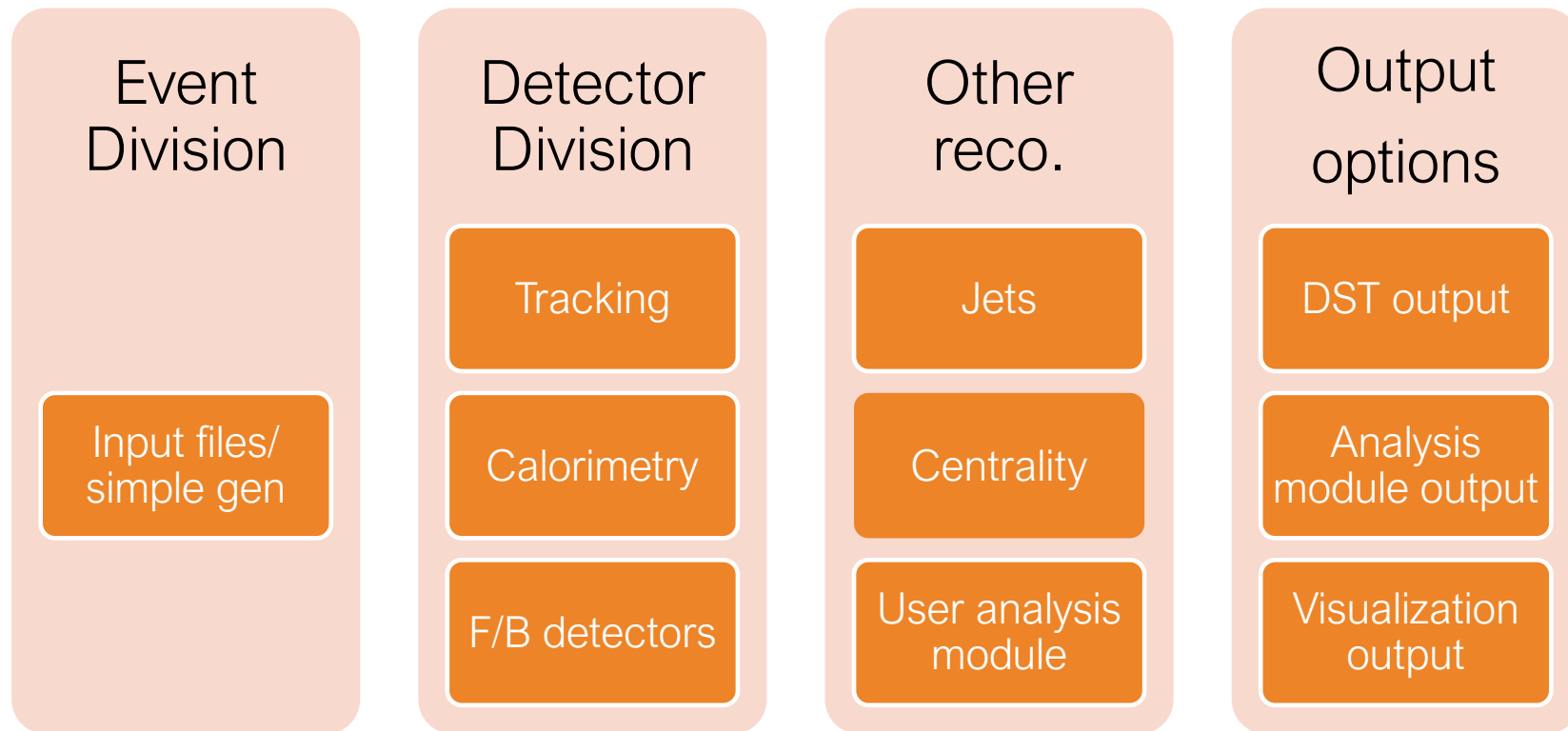
# RUNNING SIMULATIONS WITH MACROS

AKA RUNNING FUN4ALL\_G4\_SPHENIX.C

# THE FUN4ALL MACRO

- Can be used to run **simulations**; among other things (see presentations by Chris, Joe)
- Default Fun4ALL macro: Fun4All\_G4\_sPHENIX.C
  - Modular design (can run all sPHENIX or individual subdetectors)
  - Input generators: SimpleEventGenerator, GUN
  - Turn on/off subdetectors: Enable::<subdetector> = true/false
  - Others: G4Setup\_sPHENIX.C (G4 detector info), DisplayOn.C + \*.mac (to visualize the simulation)

# BASIC ANATOMY OF A FUN4ALL MACRO



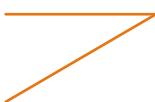
# RUNNING A FUN4ALL MACRO

- Clone the default sPHENIX Fun4ALL macro
- `git clone https://github.com/sPHENIX-Collaboration/macros`
- `cd macros/detectors/sPHENIX`
- Open Fun4All\_G4\_sPHENIX.C with your favorite editor
- *Now let's have a look together (in my terminal)*
- Can do `root.exe Fun4All_G4_sPHENIX.C` to run this off the bat (takes a while)

# USING THE SIMPLE EVENT GENERATOR IN A FUN4ALL MACRO

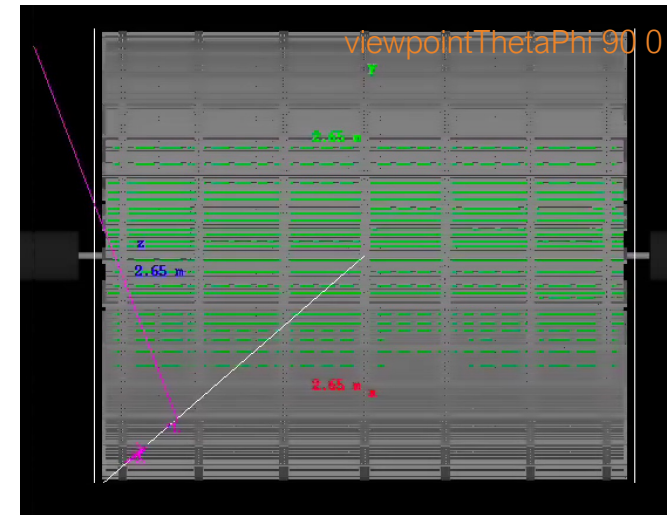
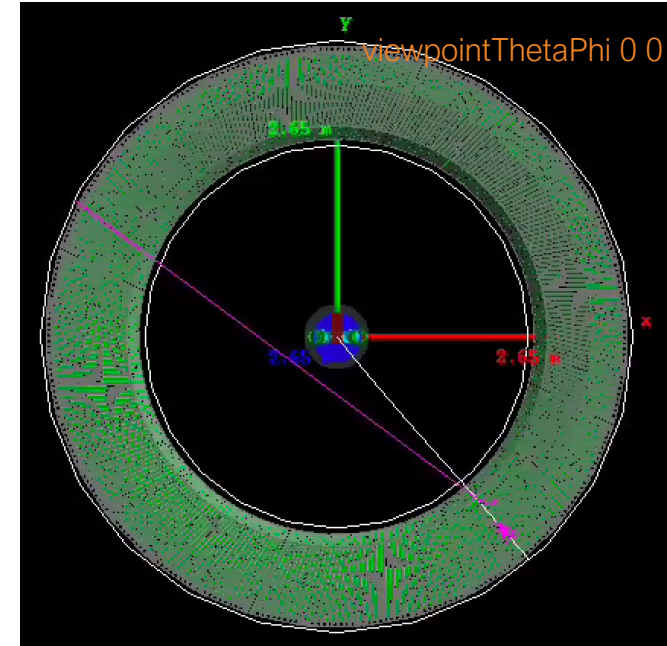
- `Input::SIMPLE = true;` on switch
- `InputInit();` Creates the input generator
- `INPUTGENERATOR::SimpleEventGenerator[0]->add_particles("pi-", 5);` (particle type, number per event)
- `INPUTGENERATOR::SimpleEventGenerator[0]->set_vertex_distribution_function(PHGSimpleEventGenerator::Gaus, PHGSimpleEventGenerator::Gaus, PHGSimpleEventGenerator::Gaus);` vx distribution Gaus or Uniform
- `INPUTGENERATOR::SimpleEventGenerator[0]->set_vertex_distribution_mean(0.,0.,0.);` Particle vx coordinates (x, y, z in cm)
- `INPUTGENERATOR::SimpleEventGenerator[0]->set_vertex_distribution_width(0.01, 0.01, 5.);` Vx smearing or leave at (0,0,0)
- `INPUTGENERATOR::SimpleEventGenerator[0]->set_eta_range(-1,1);` Particle eta range or fixed value at e.g. (0.5, 0.5)
- `INPUTGENERATOR::SimpleEventGenerator[0]->set_phi_range(-M_PI, M_PI);` Particle phi range or fixed value at e.g. (0.5\*M\_PI, 0.5\*M\_PI)
- `INPUTGENERATOR::SimpleEventGenerator[0]->set_pt_range(0.1, 20.);` Particle PT range or fixed value at e.g. (10, 10) GeV
- `InputRegister();` Register input generator with Fun4ALL

## ADDING A SUBDECTOR

- Using HCALOUT (user is free to add or remove any subsystem)
- `Enable::HCALOUT = true;` on switch  G4 level
- `Enable::HCALOUT_ABSORBER = true;`
- `Enable::HCALOUT_CELL = Enable::HCALOUT && true;` sum the g4 hits into eta/phi slat
- `Enable::HCALOUT_TOWER = Enable::HCALOUT_CELL && true;` tower creation with eta/phi coordinates, tower energies
- `Enable::HCALOUT_CLUSTER = Enable::HCALOUT_TOWER && true;` clustering option

# VISUALIZING THE SIMULATION

- Enable::DISPLAY = true;
- Example simplistic Fun4All macro (simple evt gen + HCALOUT) [\[link\]](#)
- To run in display mode (in terminal):
  - `.x Fun4All_G4_sPHENIX.C(-1)`
  - `se->run(1)` **run 1 event**
  - `g4->ApplyCommand("/vis/viewer/refresh")`
    - Other options (in terminal)
      - `g4->ApplyCommand("/vis/viewer/zoom 2)` **zoom by a factor of 2**
      - `g4->ApplyCommand("/vis/viewer/set/viewpointThetaPhi 40 40")` **rotate the geometry**
  - Color coding particle (in vis.mac)
    - `/vis/modeling/trajectories/create/drawByParticleID`
    - `/vis/modeling/trajectories/drawByParticleID-0/set e- red`
    - `/vis/modeling/trajectories/drawByParticleID-0/set e+ yellow`
    - `/vis/modeling/trajectories/drawByParticleID-0/set gamma magenta`
    - `/vis/modeling/trajectories/drawByParticleID-0/set pi- blue`
    - `/vis/modeling/trajectories/drawByParticleID-0/set mu- white`



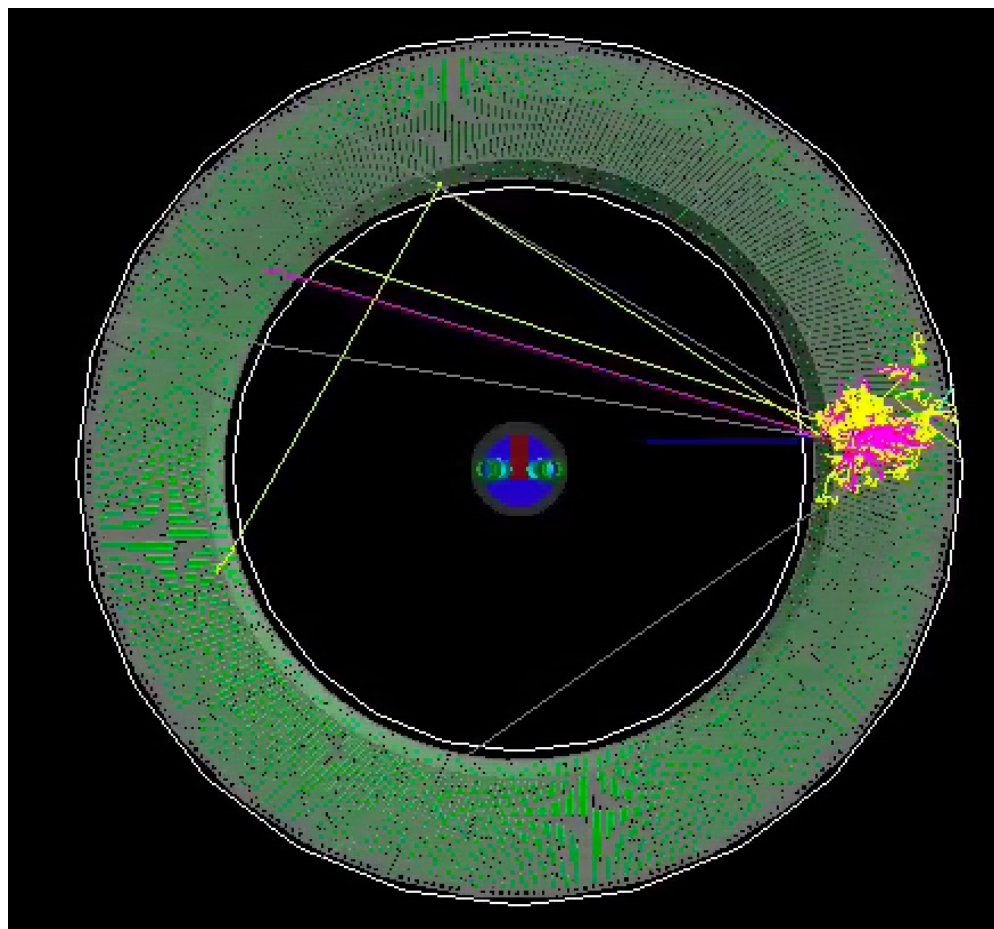
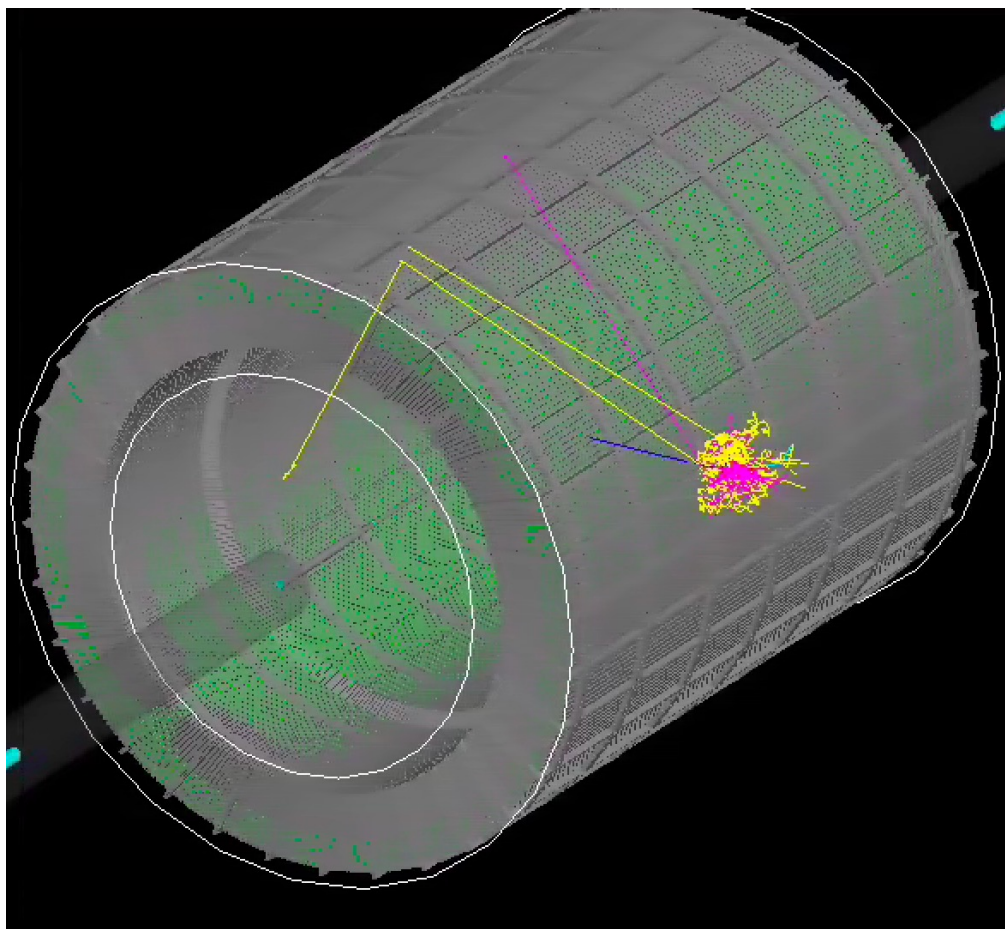
# UPDATING THE SIMPLE GENERATOR SETTINGS FOR DEDICATED USE

- `INPUTGENERATOR::SimpleEventGenerator[0]->add_particles("pi-", 1);` (1 pion per event)
- `INPUTGENERATOR::SimpleEventGenerator[0]->set_vertex_distribution_function(PHGSimpleEventGenerator::Uniform, PHGSimpleEventGenerator::Gaus, PHGSimpleEventGenerator::Uniform);`
- `INPUTGENERATOR::SimpleEventGenerator[0]->set_vertex_distribution_mean(140.,140.,10.);` move vertex close to HCALOUT sector
- `INPUTGENERATOR::SimpleEventGenerator[0]->set_vertex_distribution_width(0., 0., 0.);`
- `INPUTGENERATOR::SimpleEventGenerator[0]->set_eta_range(0,0);`
- `INPUTGENERATOR::SimpleEventGenerator[0]->set_phi_range(0, 0);`
- `INPUTGENERATOR::SimpleEventGenerator[0]->set_pt_range(10, 10.);`

This is a 10 GeV pion with vertex at (140, 140, 10) cm approaching the hcalout with  $(\phi, \eta) = (0,0)$ ;

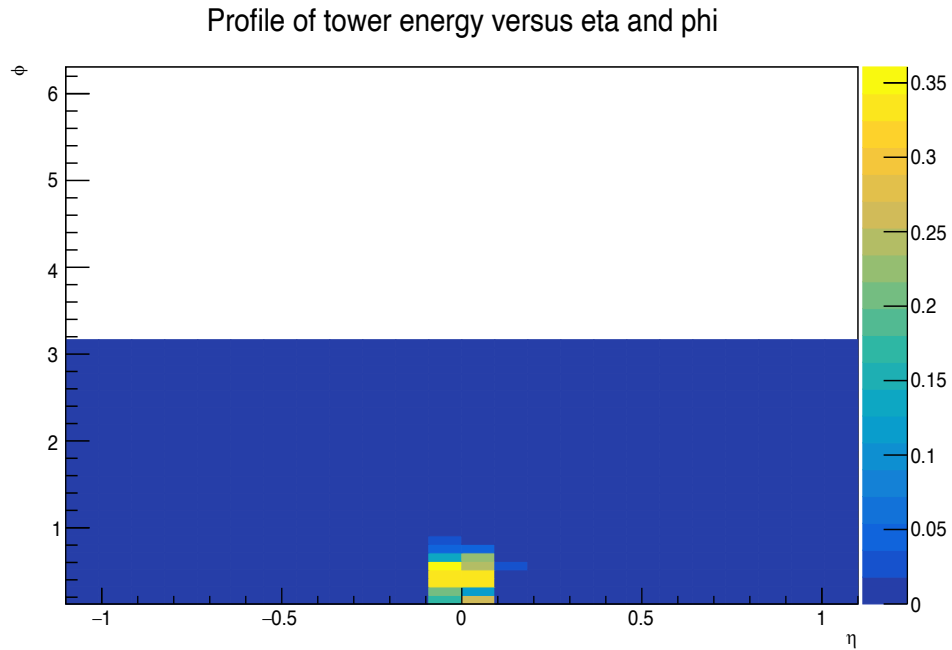


# SINGLE PION EVENT VIZUALIZATION IN HCALOUT

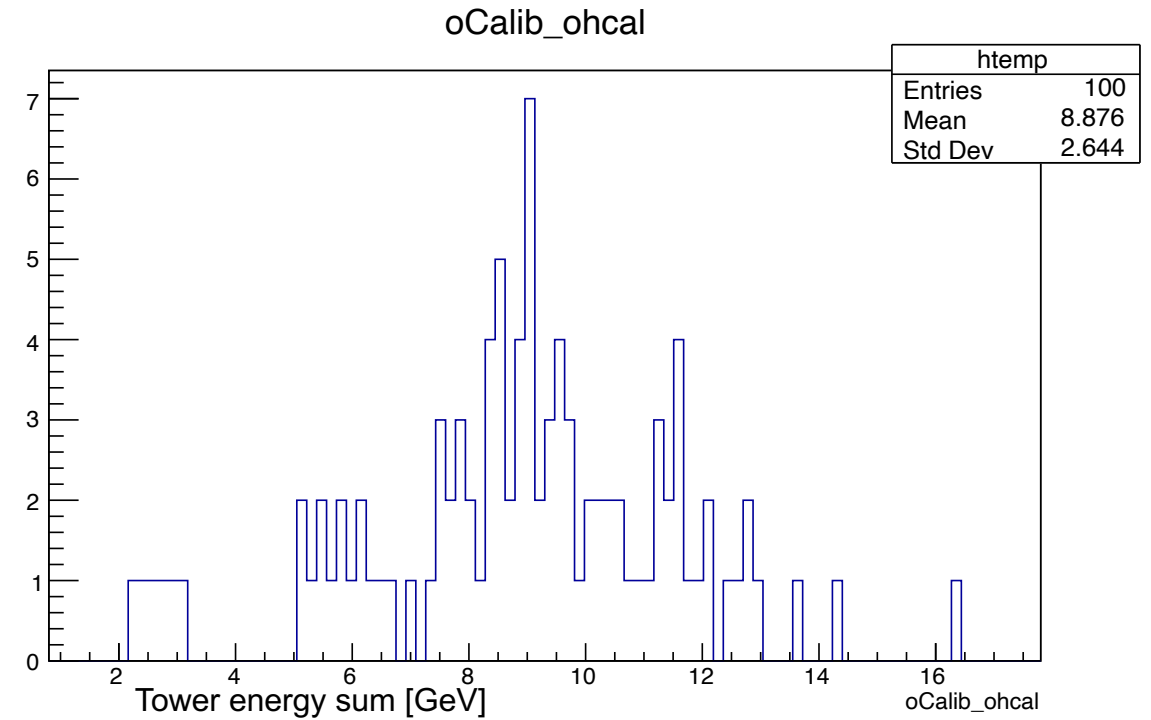


- Blue =  $\pi^-$
- Yellow =  $e^+$
- Magenta =  $\gamma$

# ANALYSIS MODULE OUTPUT FROM THIS SIMULATION



- Analysis module [Calib.cc](#) pulls the tower energies
- Stores the tower energies as a function of eta and phi
- Also total tower energy sum per event





## WRAPPING UP

- The Fun4All macro can be used to run simulations, your analysis code, display simulations etc...
- Can be adjusted to your needs (remove/add subsystems)
- It's a living document/macro; several additions and deletions over the years (and more to come!)
- Next, Joe will talk about writing an analysis module

# SPHENIX ACCLIMATION TOOLS

- Simulation meetings: [\[link\]](#)
- Core software: [\[link\]](#)
- Topical group meetings: [\[link\]](#)
- Juniors wiki: [\[link\]](#)

