

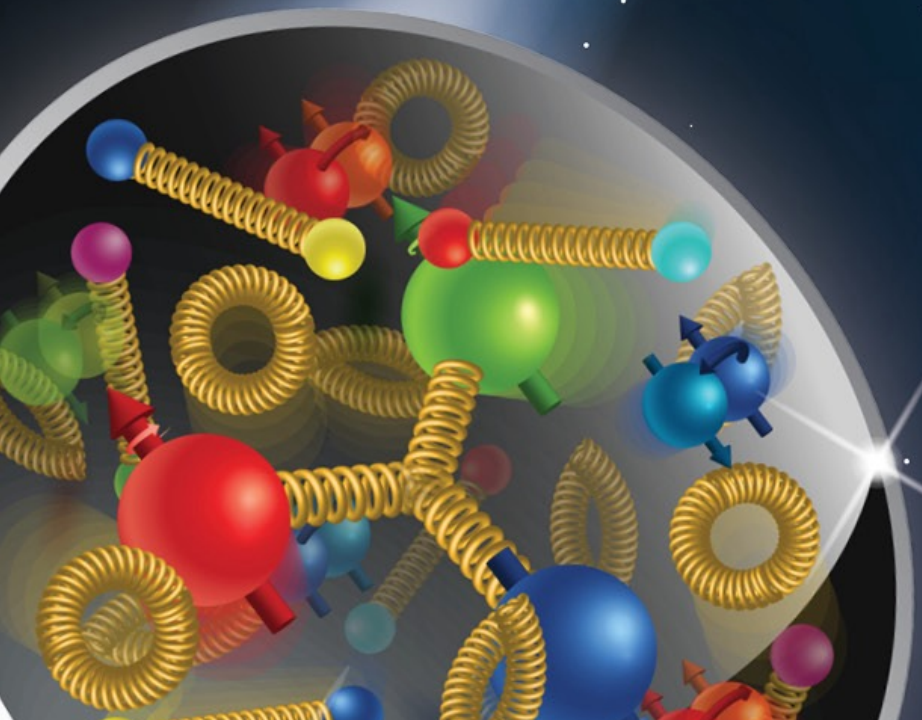
GEANT4
A SIMULATION TOOLKIT



Version 11.2-p01

Primary Particle

Makoto Asai (Jefferson Lab)
Geant4 Tutorial Course



Contents



- Introduction
- Built-in primary particle generators
 - Particle gun
 - Interfaces to HEPEVT and HEPMC
 - General particle source
- Pre-assigned decay



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Primary particle - M. Asai (JLab)



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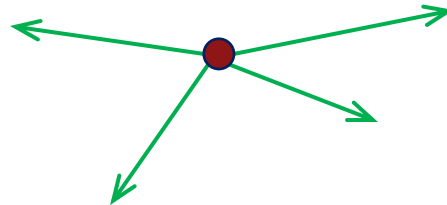
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Primary vertex and primary particle

- Primary particle means particle with which you start an event.
 - E.g. particles made by the primary p-p collision, an alpha particle emitted from radioactive material, a gamma-ray from treatment head, etc.
 - Then Geant4 tracks these primary particles in your geometry with physics interactions and generates secondaries, detector responses and/or scores.
- Primary vertex has position and time. Primary particle has a particle ID, momentum and optionally polarization. One or more primary particles may be associated with a primary vertex. One event may have one or more primary vertices.

G4PrimaryVertex objects
= {position, time}



G4PrimaryParticle objects
= {PDG, momentum,
polarization...}

- Generation of primary vertex/particle is one of the user-mandatory tasks. **G4VUserPrimaryGeneratorAction** is the abstract base class to **control** the generation.
 - Actual generation should be delegated to G4VPrimaryGenerator class. Several concrete implementations, e.g. G4ParticleGun, G4GeneralParticleSource, are provided.

G4VUserPrimaryGeneratorAction

- This class is one of mandatory user classes to **control the generation** of primaries.
 - This class itself **should NOT** generate primaries but **invoke `GeneratePrimaryVertex()`** method of primary generator(s) to make primaries.
- Constructor
 - Instantiate primary generator(s)
 - Set default values to it(them)
- **GeneratePrimaries()** method
 - Invoked at the beginning of each event.
 - Randomize particle-by-particle value(s)
 - Set these values to primary generator(s)
 - Never use hard-coded UI commands
 - Invoke **GeneratePrimaryVertex()** method of primary generator(s)
- Your concrete class of G4VUserPrimaryGeneratorAction must be instantiated in the **Build()** method of your **G4VUserActionInitialization**

G4VUserPrimaryGeneratorAction

```
MyPrimaryGeneratorAction::MyPrimaryGeneratorAction()
{
    G4int n_particle = 1;
    fparticleGun = new G4ParticleGun(n_particle);

    // default particle kinematic
    G4ParticleTable* particleTable = G4ParticleTable::GetParticleTable();
    G4ParticleDefinition* particle = particleTable->FindParticle("gamma");
    fparticleGun->SetParticleDefinition(particle);
    fparticleGun->SetParticleMomentumDirection(G4ThreeVector(0.,0.,1.));
    fparticleGun->SetParticleEnergy(100.*MeV);
    fparticleGun->SetParticlePosition(G4ThreeVector(0.,0.,-50*cm));
}

void MyPrimaryGeneratorAction::GeneratePrimaries(G4Event* anEvent)
{
    fparticleGun->SetParticleMomentum(G4RandomDirection());
    fparticleGun->GeneratePrimaryVertex(anEvent);
}
```

Constructor :
Invoked only once

Invoked once per
each event

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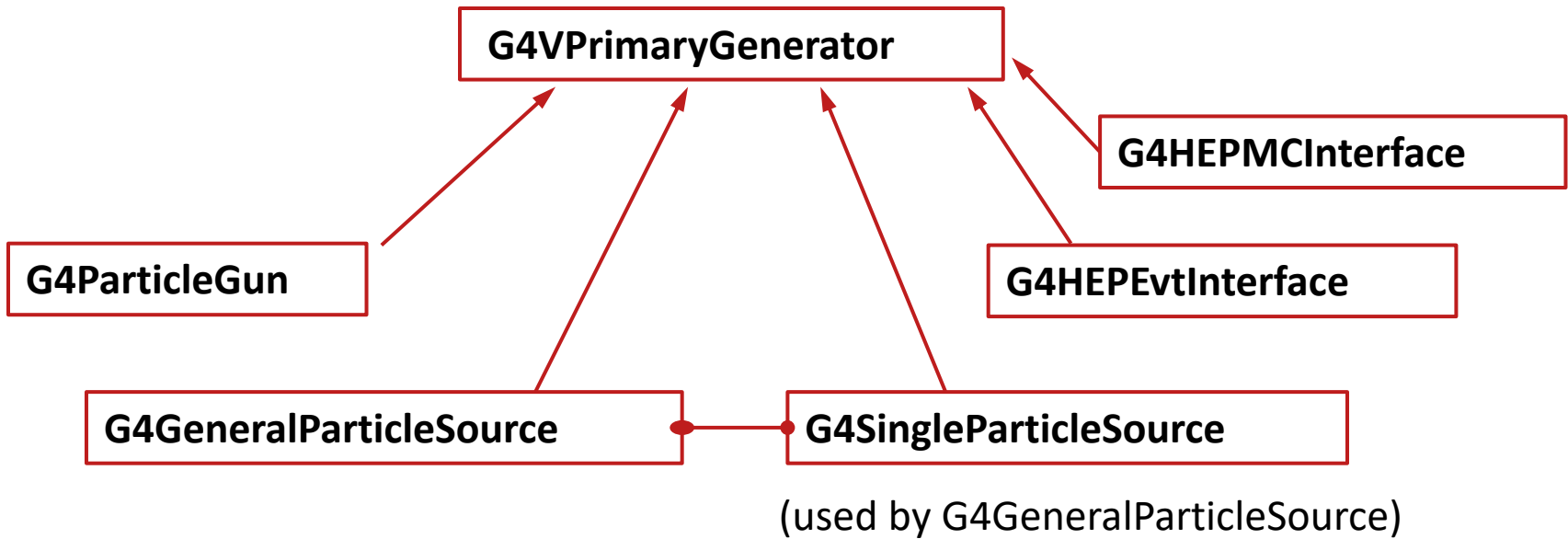


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Built-in concrete classes of G4VPrimaryGenerator



G4ParticleGun

- Concrete implementations of G4VPrimaryGenerator
 - A good example for experiment-specific primary generator implementation
- It shoots one primary particle of a certain energy from a certain point at a certain time to a certain direction.
 - Various set methods are available
 - Intercoms commands are also available for setting initial values
- One of most frequently asked questions is :
I want “particle shotgun”, “particle machinegun”, etc.
- Instead of implementing such a fancy weapon, in your implementation of UserPrimaryGeneratorAction, you can
 - Shoot random numbers in arbitrary distribution
 - Use set methods of G4ParticleGun
 - Use G4ParticleGun as many times as you want
 - Use any other primary generators as many times as you want to make overlapping events

What to do and where to do

- In the constructor of your UserPrimaryGeneratorAction
 - Instantiate G4ParticleGun
 - Set default values by set methods of G4ParticleGun
 - Particle type, kinetic energy, position and direction
- In your macro file or from your interactive terminal session
 - Set values for a run
 - Particle type, kinetic energy, position and direction
- In the GeneratePrimaries() method of your UserPrimaryGeneratorAction
 - Shoot random number(s) and prepare track-by-track or event-by-event values
 - Kinetic energy, position and direction
 - Use set methods of G4ParticleGun to set such values
 - Then invoke GeneratePrimaryVertex() method of G4ParticleGun
 - If you need more than one primary tracks per event, loop over randomization and GeneratePrimaryVertex().

- `examples/basic/B5/src/B5PrimaryGeneratorAction.cc` is a good example to start with.

G4VUserPrimaryGeneratorAction

```
void T01PrimaryGeneratorAction::
    GeneratePrimaries(G4Event* anEvent)
{ G4ParticleDefinition* particle;
  G4int i = (int)(5.*G4UniformRand());
  switch(i)
  { case 0: particle = positron; break; ... }
  particleGun->SetParticleDefinition(particle);
  G4double pp =
    momentum+(G4UniformRand()-0.5)*sigmaMomentum;
  G4double mass = particle->GetPDGMass();
  G4double Ekin = sqrt(pp*pp+mass*mass)-mass;
  particleGun->SetParticleEnergy(Ekin);
  G4double angle = (G4UniformRand()-0.5)*sigmaAngle;
  particleGun->SetParticleMomentumDirection
    (G4ThreeVector(sin(angle),0.,cos(angle)));
  particleGun->GeneratePrimaryVertex(anEvent);
}
```

- You can repeat this for generating more than one primary particles.

Interfaces to HEPEvt and HepMC

- Concrete implementations of G4VPrimaryGenerator
 - A good example for experiment-specific primary generator implementation
- G4HEPEvtInterface
 - Suitable to /HEPEVT/ common block, which many of (FORTRAN) HEP physics generators are compliant to.
 - ASCII file input
- G4HepMCInterface
 - An interface to HepMC class, which a few new (C++) HEP physics generators are compliant to.
 - ASCII file input or direct linking to a generator through HepMC.
 - G4HepMC3Interface is currently under development.

G4GeneralParticleSource

- A concrete implementation of G4VPrimaryGenerator
 - Suitable especially to space applications

```
MyPrimaryGeneratorAction::
```

```
    MyPrimaryGeneratorAction()
```

```
{ generator = new G4GeneralParticleSource; }
```

```
void MyPrimaryGeneratorAction::
```

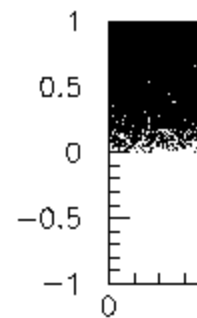
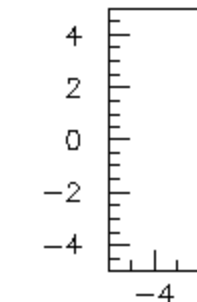
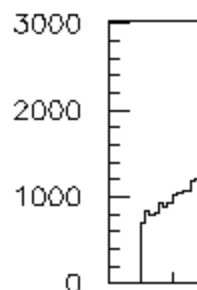
```
    GeneratePrimaries(G4Event* anEvent)
```

```
{ generator->GeneratePrimaryVertex(anEvent); }
```

- Detailed description

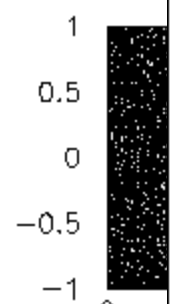
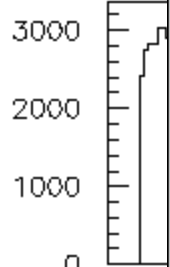
[Section 2.7 of Application Developer's Guide](#)

Square



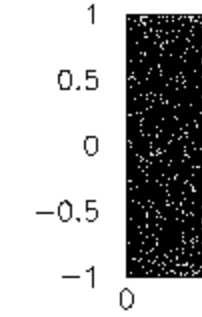
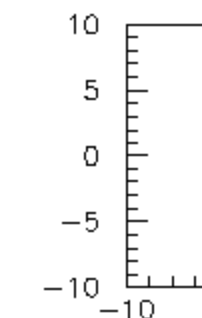
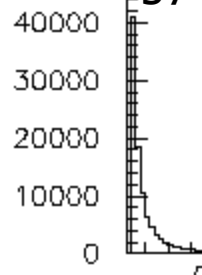
Source

Spherical



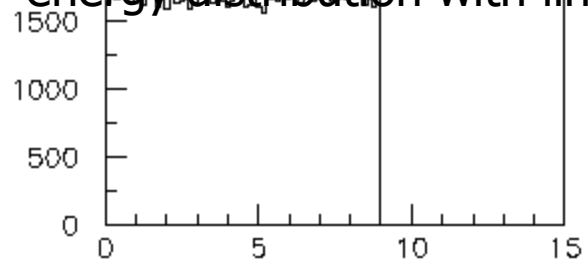
Source

Cylindrical energy

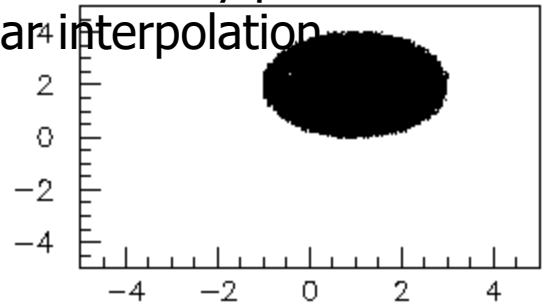


Source

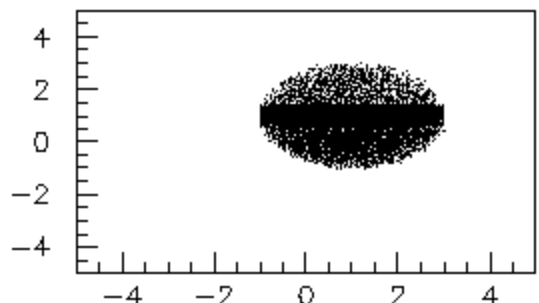
Spherical volume with z biasing, isotropic radiation with theta and phi biasing, integral arbitrary point-wise energy distribution with linear interpolation



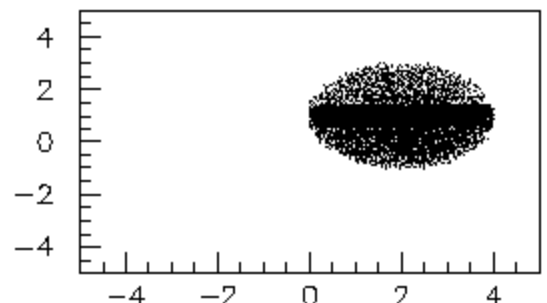
Source Energy Spectrum



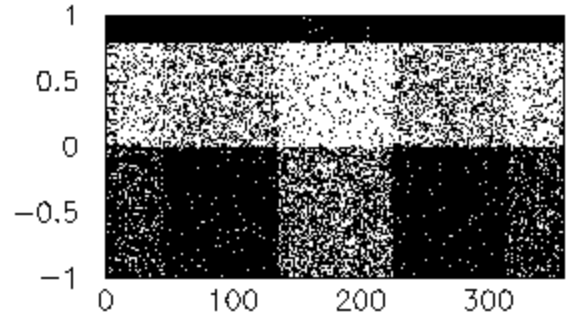
Source X-Y distribution



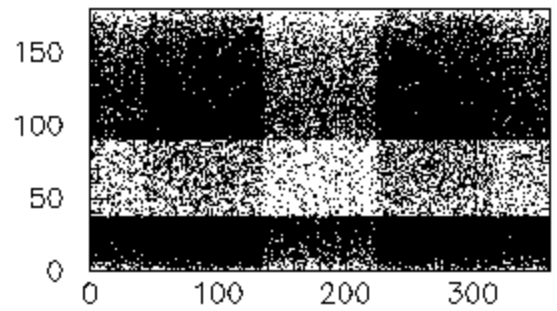
Source X-Z distribution



Source Y-Z distribution



Source cos(theta)-phi distribution



Source theta/phi distribution

Example commands of General Particle Source

two beams in a generator

#

beam #1

default intensity is 1 now change to 5.

/gps/source/intensity 5.

#

/gps/particle proton

/gps/pos/type Beam

#

the incident surface is in the y-z plane

/gps/pos/rot1 0 1 0

/gps/pos/rot2 0 0 1

#

the beam spot is centered at the origin and is of

1d gaussian shape with a 1 mm central plateau

/gps/pos/shape Circle

/gps/pos/centre 0. 0. 0. mm

/gps/pos/radius 1. mm

/gps/pos/sigma_r .2 mm

#

the beam is travelling along the X_axis with

5 degrees dispersion

/gps/ang/rot1 0 0 1

/gps/ang/rot2 0 1 0

/gps/ang/type beam1d

/gps/ang/sigma_r 5. deg

#

the beam energy is in gaussian profile

centered at 400 MeV

/gps/ene/type Gauss

/gps/ene/mono 400 MeV

/gps/ene/sigma 50. MeV

(macro continuation...)

beam #2

2x the intensity of beam #1

/gps/source/add 10.

#

this is a electron beam

/gps/particle e-

/gps/pos/type Beam

it beam spot is of 2d gaussian profile

with a 1x2 mm2 central plateau

it is in the x-y plane centred at the origin

/gps/pos/centre 0. 0. 0. mm

/gps/pos/halfx 0.5 mm

/gps/pos/halfy 1. mm

/gps/pos/sigma_x 0.1 mm

the spread in y direction is stronger

/gps/pos/sigma_y 0.2 mm

#

#the beam is travelling along -Z_axis

/gps/ang/type beam2d

/gps/ang/sigma_x 2. deg

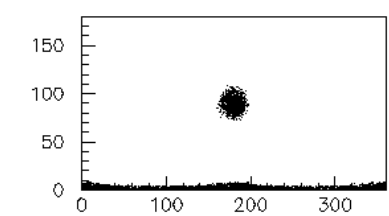
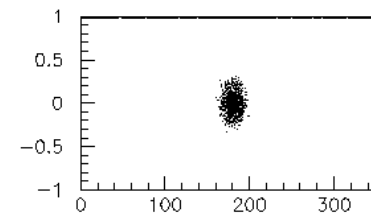
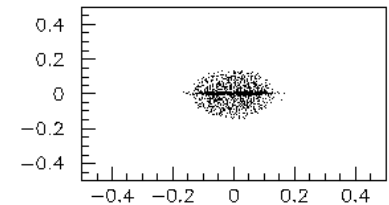
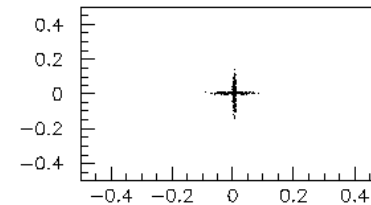
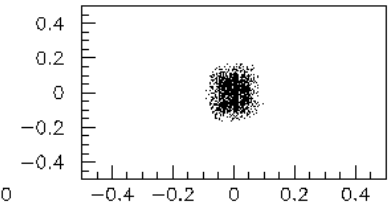
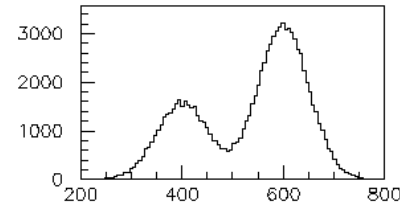
/gps/ang/sigma_y 1. deg

gaussian energy profile

/gps/ene/type Gauss

/gps/ene/mono 600 MeV

/gps/ene/sigma 50. MeV



Particle Gun vs. General Particle Source

- Particle Gun
 - Simple and naïve
 - Shoot one track at a time
 - Easy to handle.
 - Use set methods to alternate track-by-track or event-by-event values.
 - General Particle Source
 - Powerful
 - Controlled by UI commands.
 - Almost impossible to control through set methods
 - Capability of shooting particles from a surface of a volume.
 - Capability of randomizing kinetic energy, position and/or direction following a user-specified distribution (histogram).
-
- If you need to shoot primary particles from a surface of a volume, either outward or inward, GPS is the choice.
 - If you need a complicated distribution, not flat or simple Gaussian, GPS is the choice.
 - Otherwise, use Particle Gun.

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Pre-assigned decay

- By default, when an unstable particle comes to its decay point, G4DecayProcess looks up the decay table defined in the G4ParticleDefinition of this particle type and randomly selects a decay channel.
- Alternatively, you may define a particular decay channel to G4PrimaryParticle.
 - Then, G4DecayProcess takes that channel without looking up the decay table and Lorentz-boost.
- Two major use cases.
 - Shooting exotic primary particle, e.g. Higgs. Geant4 does not know how to decay Higgs, thus you have to define the decay daughters.
 - Forcing decay channel for each particle, e.g. forcing a rare channel

[/examples/extended/runAndEvent/RE05](#)

Pre-assigned decay products

- Physics generator may assign a decay channel for **each individual particle separately**.
 - Decay chain can be “pre-assigned”.
- A parent particle in the form of G4Track object travels in the detector, bringing “pre-assigned” decay daughters as objects of G4DynamicParticle.
 - When the parent track comes to the decay point, pre-assigned daughters become to secondary tracks, instead of randomly selecting a decay channel defined to the particle type. Decay time of the parent can be pre-assigned as well.

