

Geant4 Tutorial Course

Jefferson Lab, Newport News, VA, USA

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User Documentation and Examples

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Introduction

- ◆ **Geant4 Installation**

- ◆ **Examples**

- ◆ Build, shoot particles and look at some code of basic example B1
- ◆ Basic, Extended and Advanced examples. See also README in each top and subdir

- ◆ **Documentation**

- ◆ Geant4 Guides
- ◆ LXR / Doxygen Documentation

- ◆ **User Support**

I recommend to download and install Geant4 from source if you want to create your own simulation.

- ◆ Direct link to download and release notes on the Geant4 Homepage
- ◆ Refer to the guide for the *installation dependencies, and then Building and Installing from Source*

1. Download tarball and CMake Configuration

```
$ cd <tutorial>
$ wget http://cern.ch/geant4-data/releases/geant4-v11.3.2.tar.gz
$ tar xzpf geant4-v11.3.2.tar.gz
$ mkdir build install
$ ls

build geant4-v11.3.2 geant4-v11.3.2.tar.gz install

$ cd build
$ cmake -DCMAKE_INSTALL_PREFIX=../install -DGEANT4_INSTALL_DATA=ON -DGEANT4_USE_QT=ON
-DGEANT4_USE_OPENGL_X11=ON ../geant4-v11.3.2
```

Destination Dir

Source Code Dir

Install Data Libraries

-DGEANT4_USE_QT_QT6=ON If you have QT6 installed

Many additional notes in the Tutorial Page

2. Compilation

```
$ make -j N  
$ make install
```

Recommended: use all your cores as N. Try this to find out how many cores you have:


```
$ cat /proc/cpuinfo | grep processor | wc -l  
$ getconf _NPROCESSORS_ONLN
```

After Geant4 has been compiled and installed the content of the <tutorial>/install directory should contain the directories:

```
bin data include lib[64]
```

3. Post-installation environment

The <tutorial>/install/bin directory has the .csh and the .sh environment script. Source the one you need to setup the environment. This will basically just add bin to your PATH so `geant4-config` can be found.

 **NOTE:** Developed by Geant4 users but not maintained by Geant4 developers

- ◆ Spack
- ◆ Conda
- ◆ Various Linux Distributions Repos
- ◆ Guix
- ◆ CVMS releases for CentOS/Alma/Ubuntu Linux and macOS

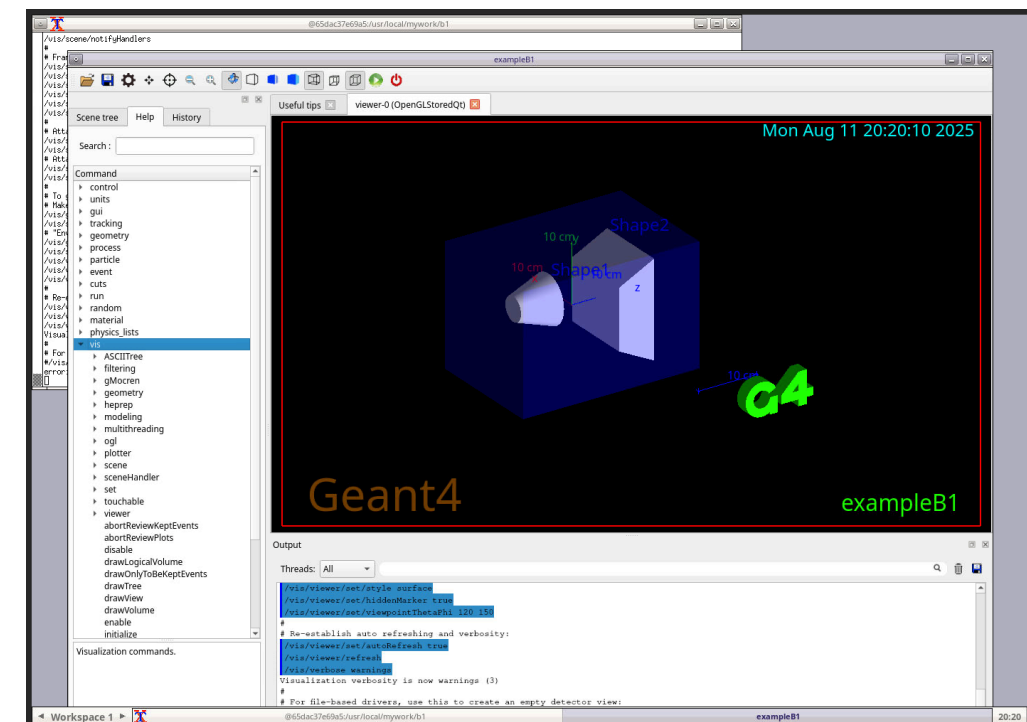
- ◆ jeffersonlab/geant4:g4v11.3.2-fedora36
- ◆ jeffersonlab/geant4:g4v11.3.2-fedora40
- ◆ jeffersonlab/geant4:g4v11.3.2-ubuntu24
- ◆ jeffersonlab/geant4:g4v11.3.2-almalinux94

Recommended use with a ~/mywork directory for permanent storage

```
$ mkdir ~/mywork
$ docker run --platform linux/amd64 -it --rm -v ~/mywork:/usr/local/mywork jeffersonlab/
geant4:g4v11.3.2-fedora40 bash
```

Interactively:

```
$ docker run --platform linux/amd64 -it --rm -p 8080:8080
-v ~/mywork:/usr/local/mywork
jeffersonlab/geant4:g4v11.3.2-fedora40
```



Build Example B1

Here **G4INSTALL** points to the Geant4 installation.

1. Environment:

```
source $G4INSTALL/bin/geant4.sh
```

2. Create install dir and cd to it:

```
mkdir B1 ; cd B1
```

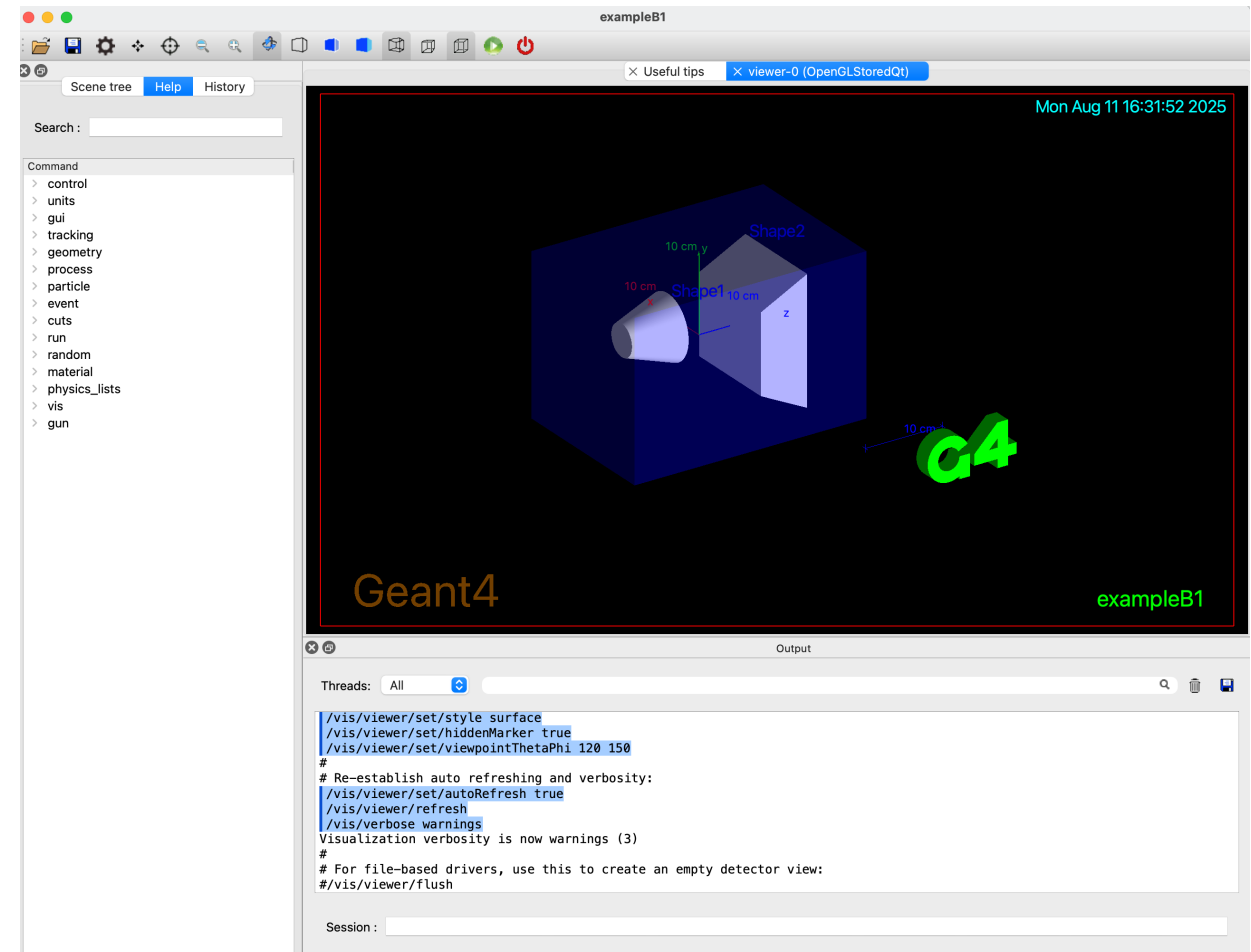
3. Configure and make (this will also copy the relevant macros)

```
cmake $G4INSTALL/data/Geant4/examples/basic/B1
```

```
make -j6
```

4. Run

```
./exampleB1
```



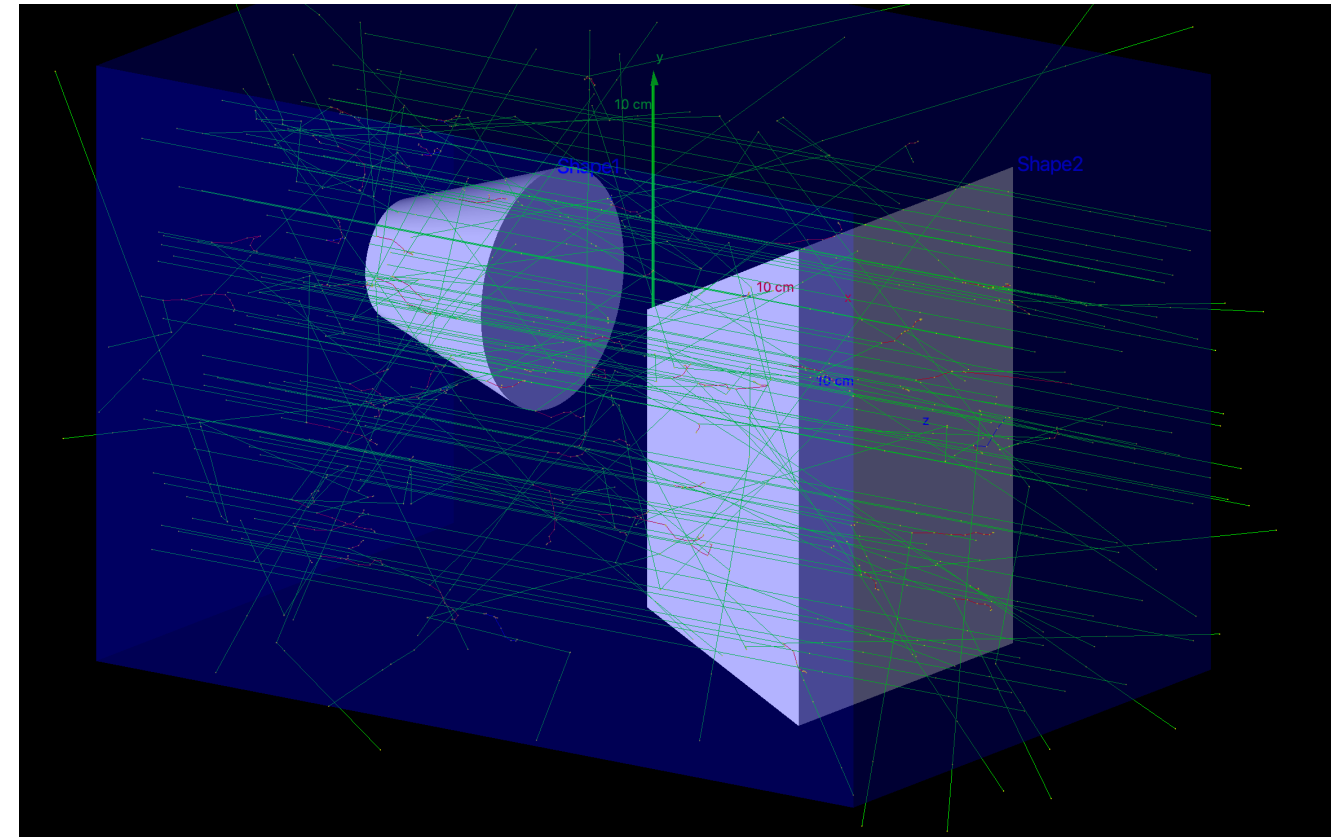
NOTE: In the HandsOn, we are copying the source in a separate dir and running `cmake .` because we are playing with / modifying the code. In general, we want to separate the build dir from the install dir

Example B1: Shoot Particles 1/2

PrimaryGeneratorAction.cc

/run/beamOn 100

```
void PrimaryGeneratorAction::GeneratePrimaries(G4Event* event) {  
    [...]  
    G4double envSizeXY = 0;  
    G4double envSizeZ = 0;  
  
    G4double size = 0.8;  
    G4double x0 = size * envSizeXY * (G4UniformRand() - 0.5);  
    G4double y0 = size * envSizeXY * (G4UniformRand() - 0.5);  
    G4double z0 = -0.5 * envSizeZ;  
  
    fParticleGun->SetParticlePosition(G4ThreeVector(x0, y0, z0));  
  
    fParticleGun->GeneratePrimaryVertex(event);  
}
```



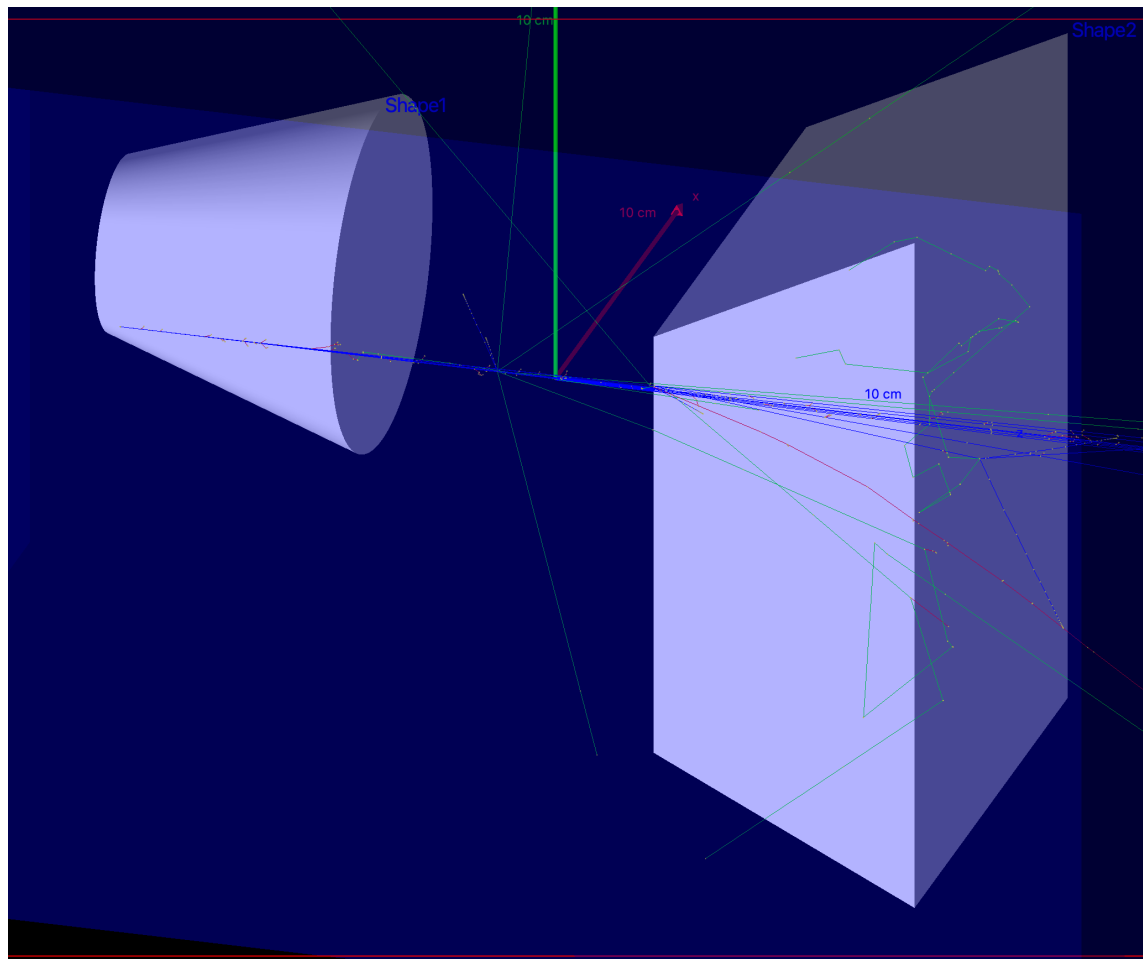
```
PrimaryGeneratorAction::PrimaryGeneratorAction()  
{  
    [...]  
    G4ParticleDefinition* particle = particleTable->FindParticle(particleName = "gamma");  
    fParticleGun->SetParticleDefinition(particle);  
    fParticleGun->SetParticleMomentumDirection(G4ThreeVector(0., 0., 1.));  
    fParticleGun->SetParticleEnergy(6. * MeV);  
}
```

100 6 MeV gammas distributed on a plane

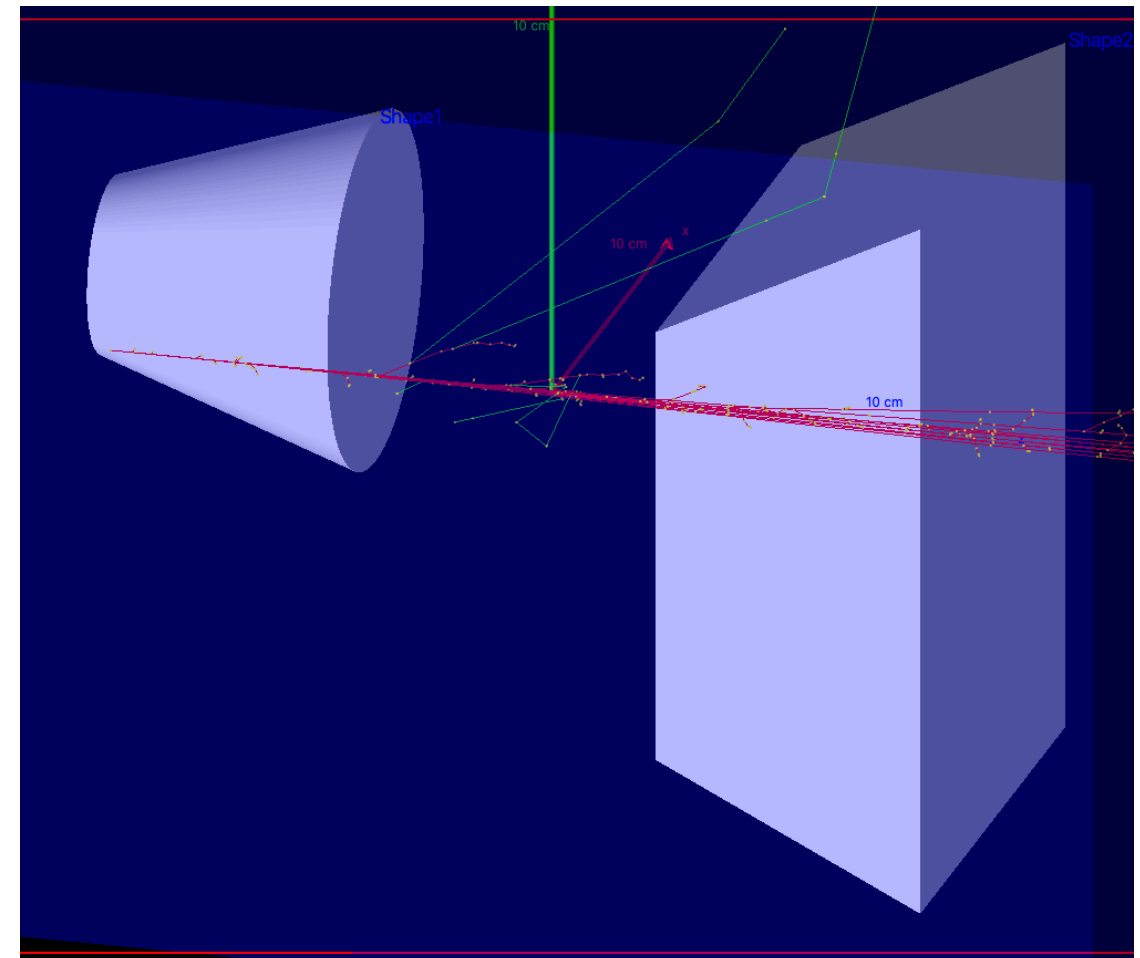
Example B1: Shoot Particles 2/2

```
void PrimaryGeneratorAction::GeneratePrimaries(G4Event* event) {  
  
    [...]  
  
    // fParticleGun->SetParticlePosition(G4ThreeVector(x0, y0, z0));  
  
}
```

```
/gun/particle proton  
/gun/energy 1.0 GeV  
/gun/position 0 0 -10  
/run/beamOn 10
```



```
/gun/particle mu-  
/gun/energy 1.0 GeV  
/gun/position 0 0 -10  
/run/beamOn 10
```



Example B1: main()

exampleB1.cc

Every Geant4 application has a run manager

There are different run manager types (single-threaded vs. multi-threaded)

Both the detector geometry and the physics list are passed to the run manager

and user actions too...

```
int main(int argc, char** argv)
{
    [...]

    auto runManager =
        G4RunManagerFactory::CreateRunManager(G4RunManagerType::Default);

    // Set mandatory initialization classes
    //
    // Detector construction
    runManager->SetUserInitialization(new DetectorConstruction());

    // Physics list
    auto physicsList = new QBBC;
    physicsList->SetVerboseLevel(1);
    runManager->SetUserInitialization(physicsList);

    // User action initialization
    runManager->SetUserInitialization(new ActionInitialization());

    [...]
}
```

Example B1: DetectorConstruction()

Users are responsible for creating the simulated geometry

Geant4 provides virtual classes to be inherited by user code that overrides the virtual methods

Solids, logical volumes and physical volumes are created in the `::Construct()` method, which must return the pointer to the world `G4VPhysicalVolume`

include/DetectorConstruction.hh

```
class DetectorConstruction : public G4VUserDetectorConstruction
{
    [...]

public:
    DetectorConstruction() = default;
    ~DetectorConstruction() override = default;

    G4VPhysicalVolume* Construct() override;

    [...]
};
```

src/DetectorConstruction.cc

```
G4VPhysicalVolume* DetectorConstruction::Construct()
{

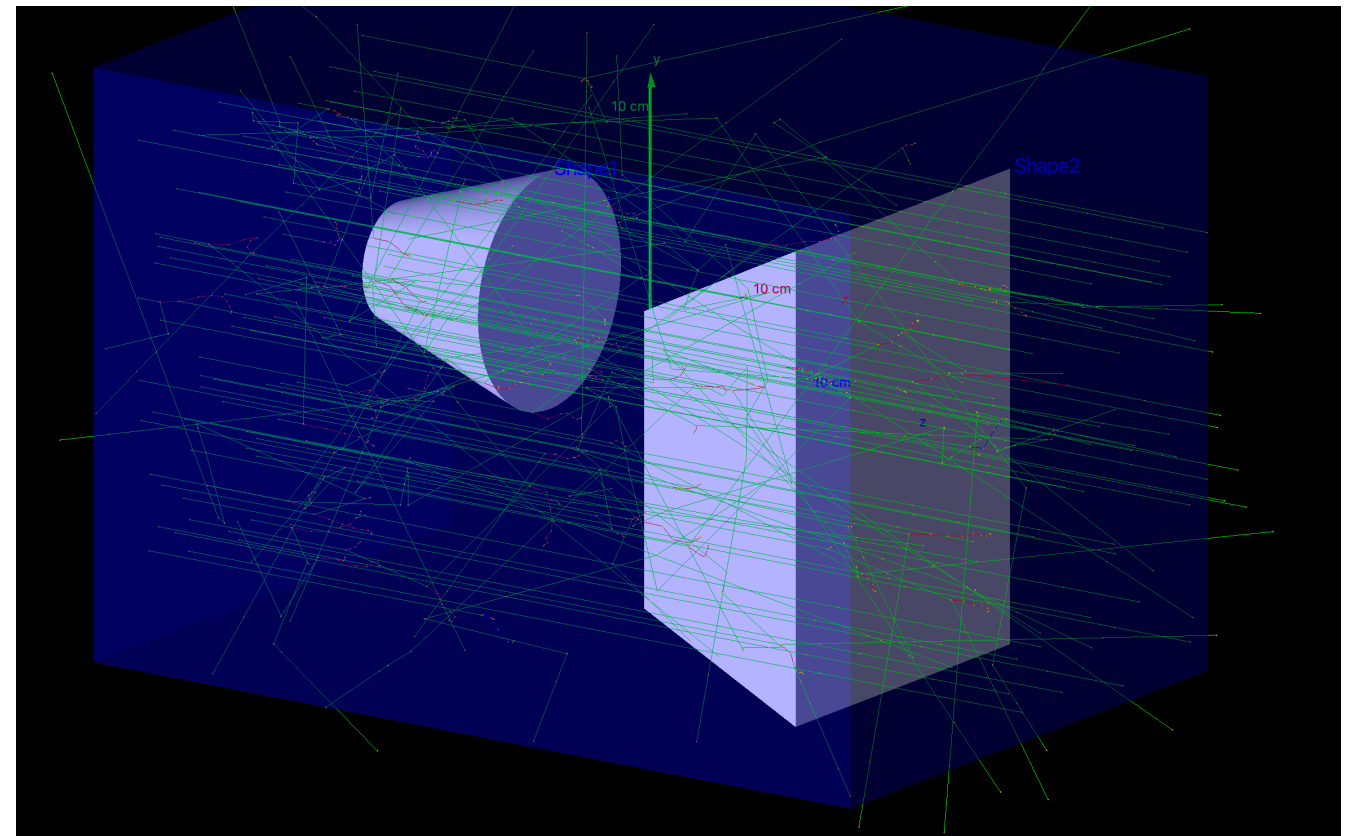
    auto solidWorld = ...
    auto logicWorld = ...
    auto physWorld = ...

    // always return the physical World
    return physWorld;
}
```

Basic Examples

complete applications demonstrating simple features of toolkit – good for tutorials

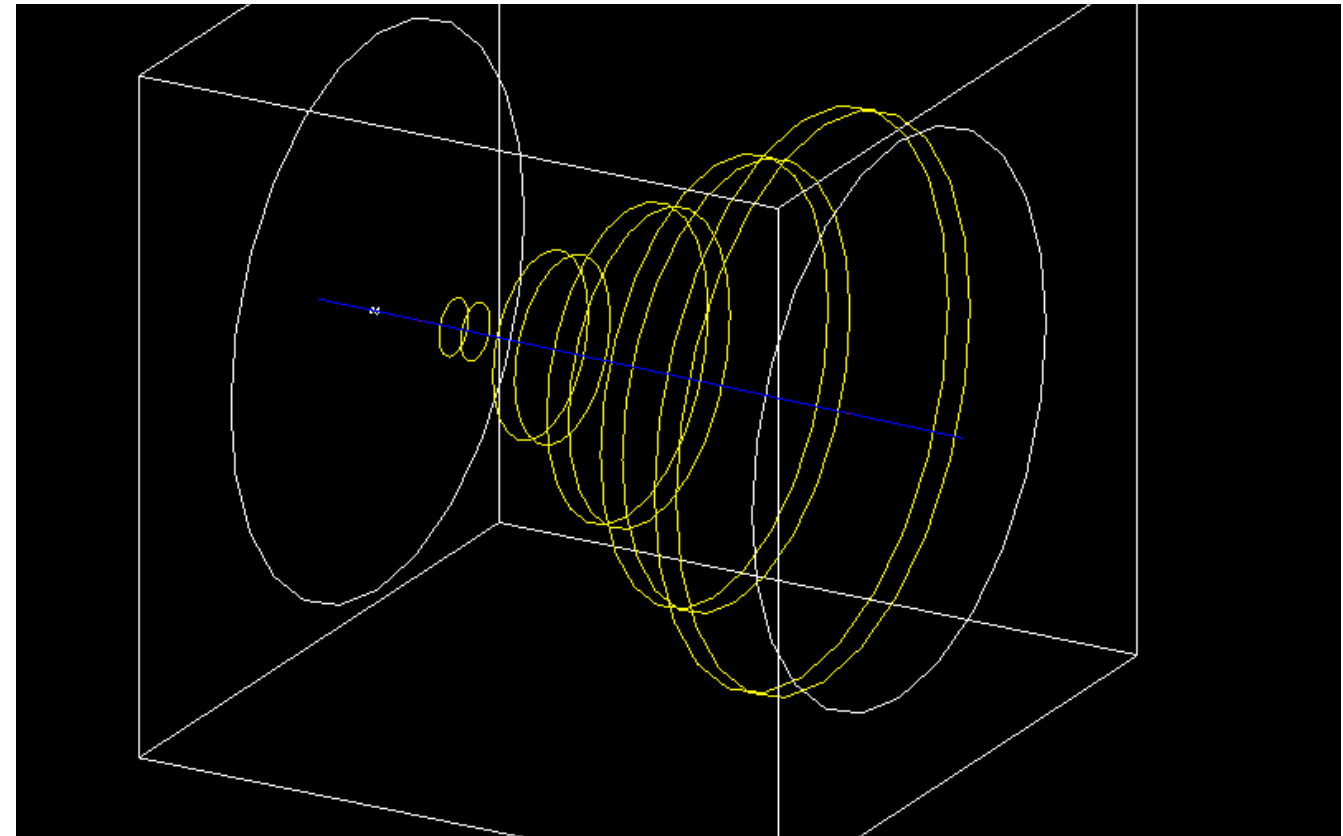
- ◆ **Example B1** (previous slides): simple volumes, scoring dose with stepping action



Basic Examples

complete applications demonstrating simple features of toolkit – good for tutorials

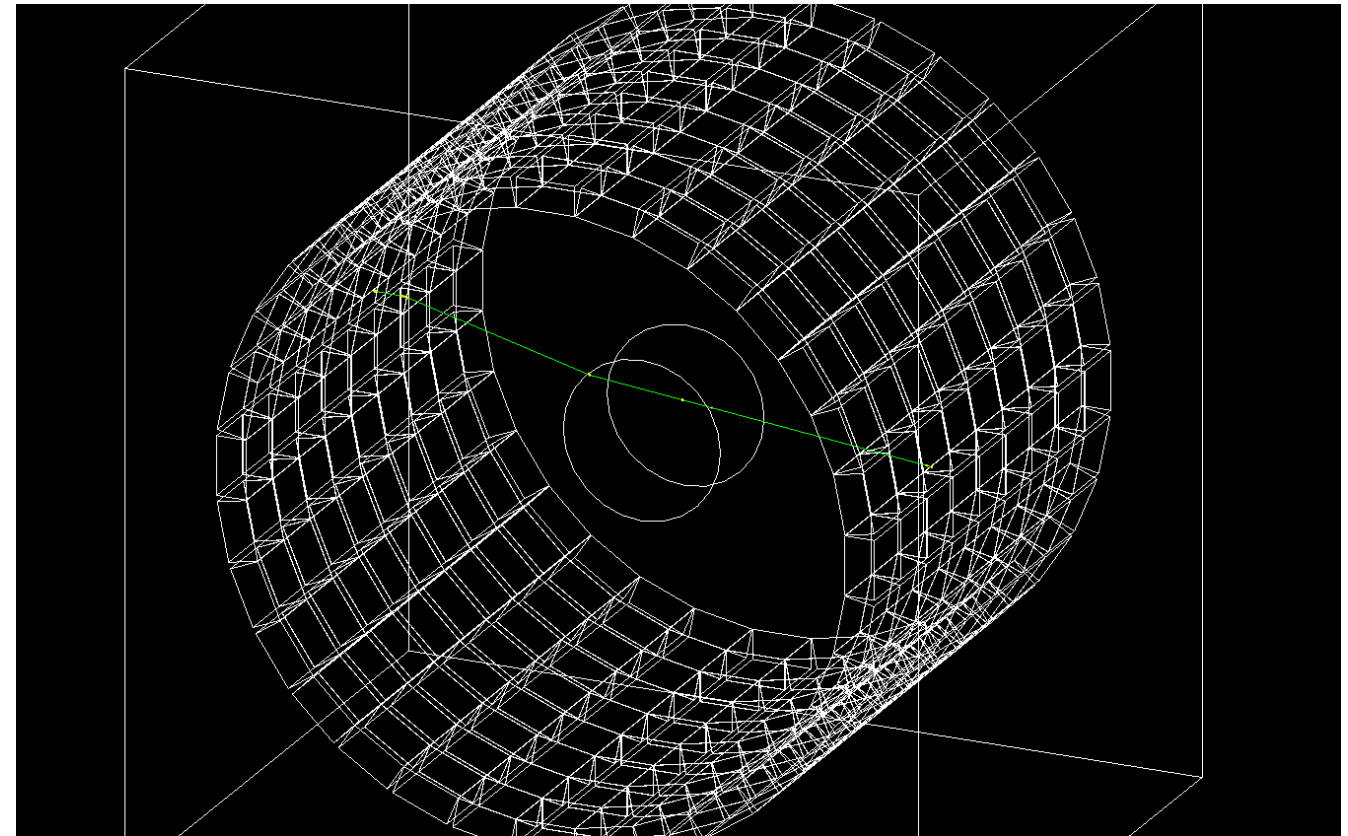
- ♦ **Example B1** (previous slides): simple volumes, scoring dose with stepping action
- ♦ **Example B2**: global constant magnetic field, scoring with sensitive detectors and hits, step limiter



Basic Examples

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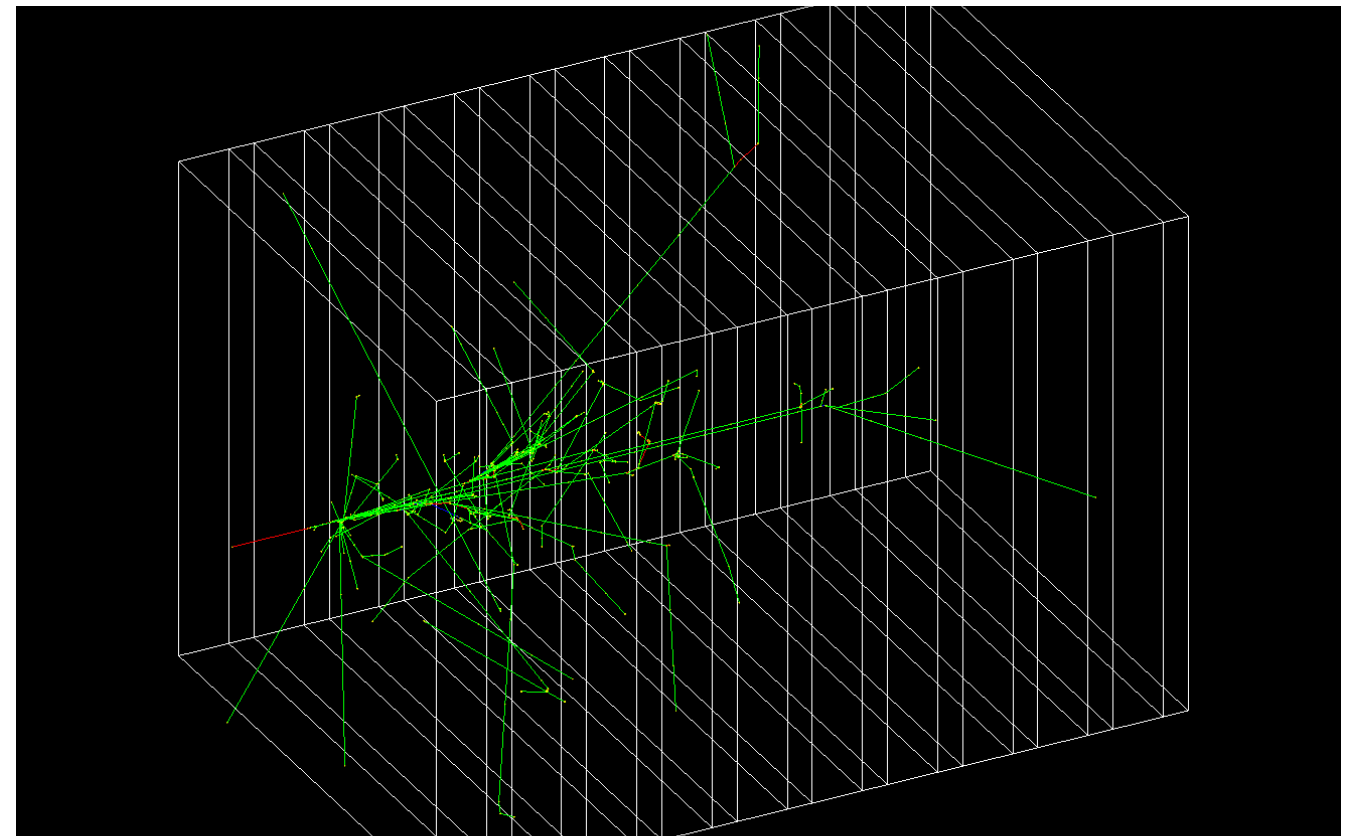
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- ♦ **Example B3** (Positron Emitted Tomography): placement with rotations, modular physics, radioactive source



Basic Examples

complete applications demonstrating simple features of toolkit – good for tutorials

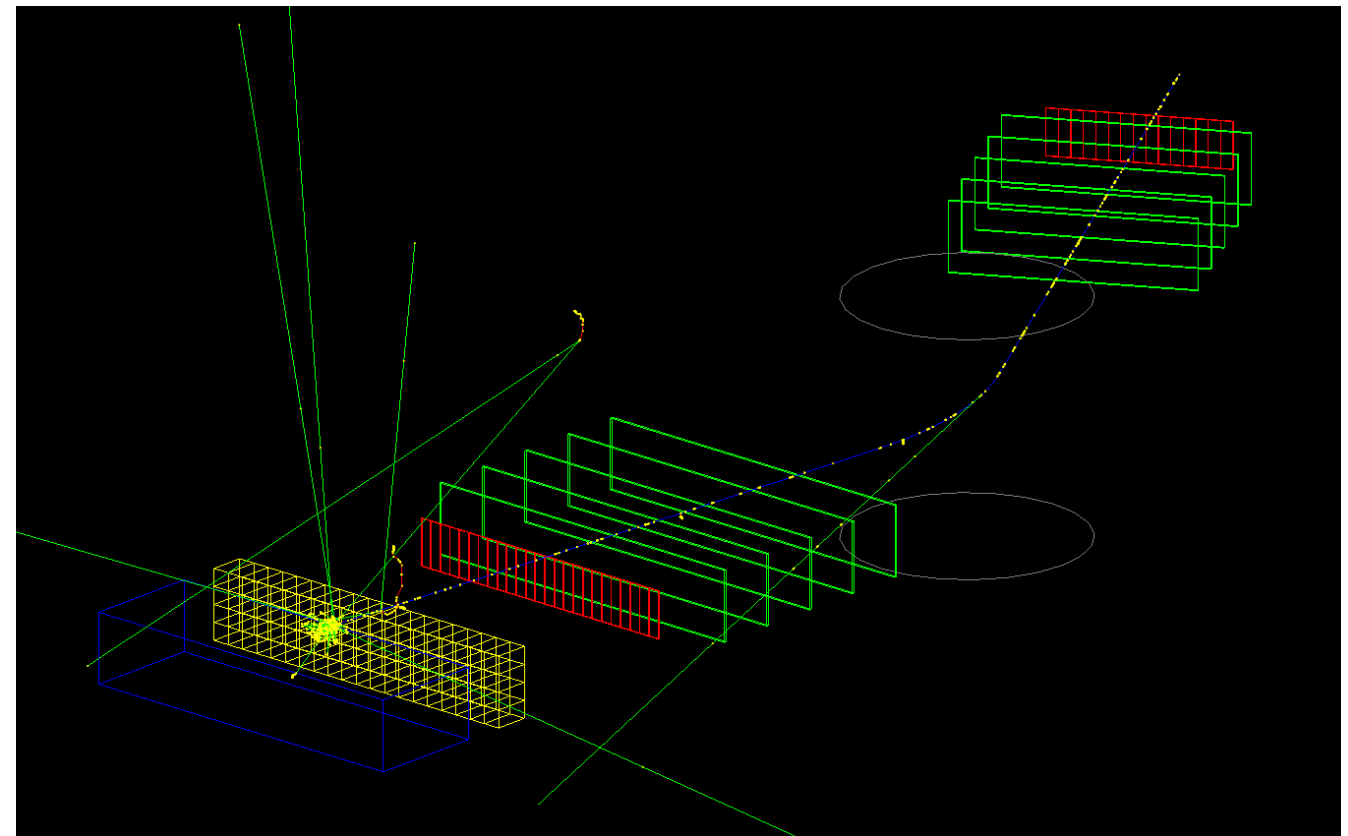
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- ♦ **Example B4**: geometry with replicas, saving histograms and ntuples with g4analysis



Basic Examples

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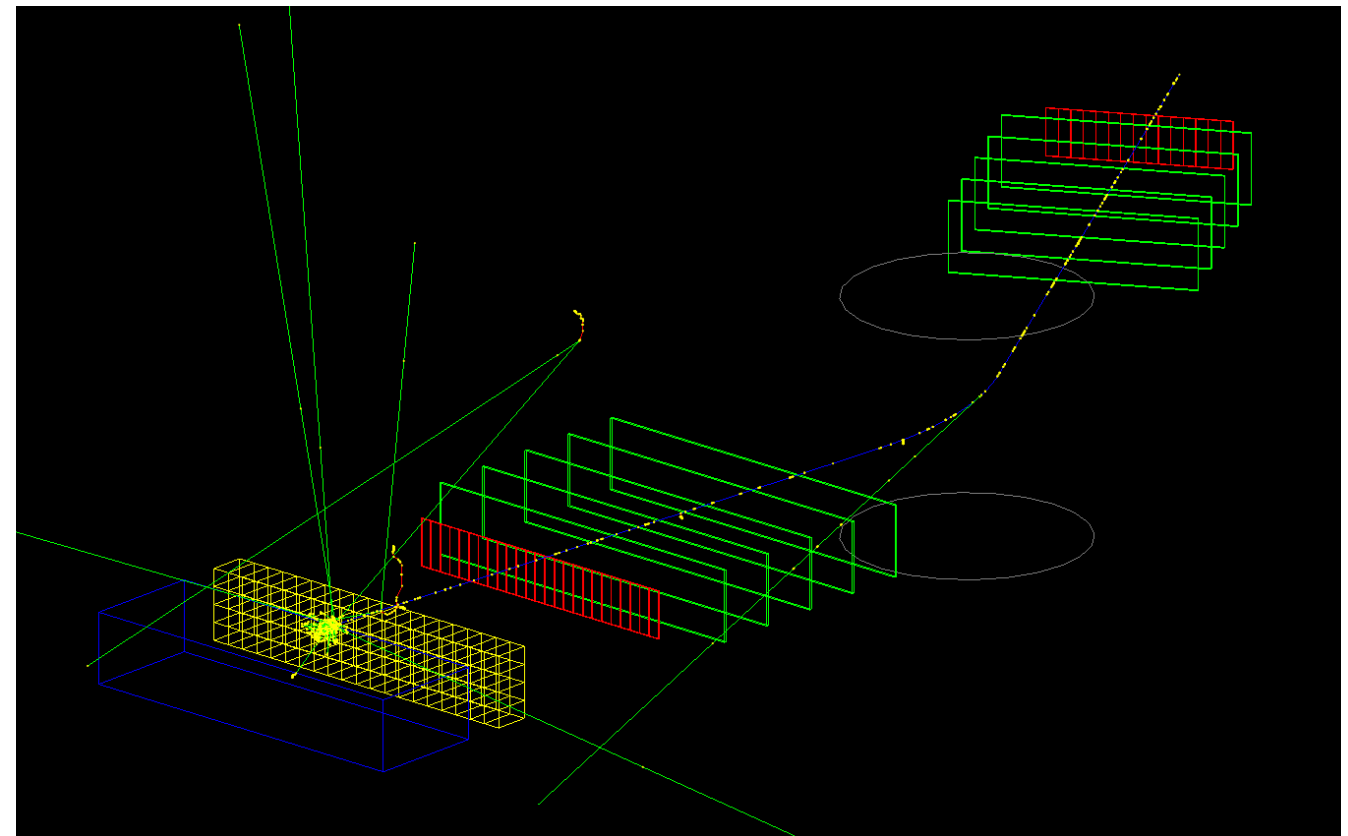
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- ♦ **Example B4**: geometry with replicas, saving histograms and ntuples with g4analysis
- ♦ **Example B5**: double-arm spectrometer with wire chambers, hodoscopes and calorimeters, replicas and parameterisation, G4GenericMessenger, drawing with TSG



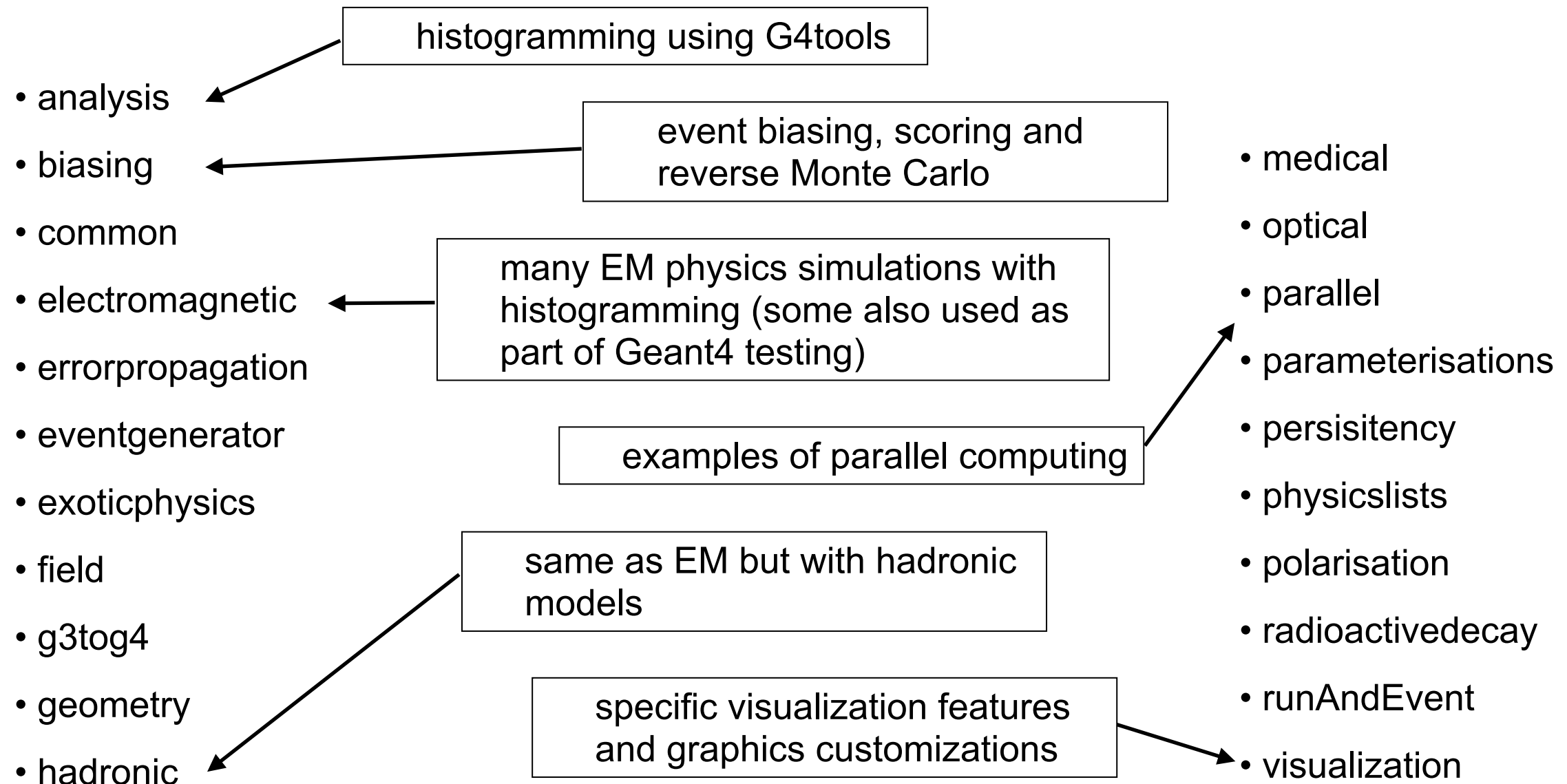
Basic Examples

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21 Extended Examples organized in macro areas:



35 Extended Examples

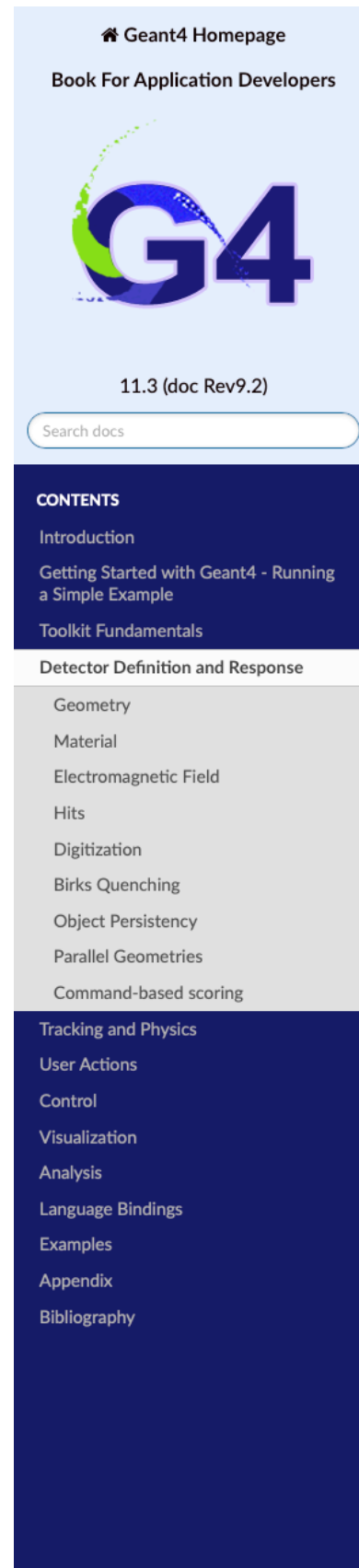
air_shower	gammaknife	
ChargeExchangeMC	hadrontherapy	ICRP145_HumanPhantoms
doiPET	ICRP110_HumanPhantoms	microbeam
fastAerosol	medical_linac	xray_fluorescence
gorad	purging_magnet	CaTS
human_phantom	underground_physics	dna
lAr_calorimeter	xray_TESdetector	exp_microdosimetry
nanobeam	brachytherapy	iort_therapy
stim_pixe_tomography	composite_calorimeter	microelectronics
xray_telescope	eRosita	STCyclotron
amsEcal	gammaray_telescope	xray_SiliconPoreOptics
eFLASH_radiotherapy	HGCal_testbeam	

All the Geant4 Examples can be compiled exactly like B1

Book for Application Developers

Introduces the first-time user to Geant4, provides a description of the available tools and supply the practical information required to develop and run simulation applications.

A must read reference for new and advanced users.



Detector Definition and Response

- **Geometry**
 - Introduction
 - Solids
 - Logical Volumes
 - Physical Volumes
 - Touchables: Uniquely Identifying a Volume
 - Creating an Assembly of Volumes
 - Reflecting Hierarchies of Volumes
 - The Geometry Modeller and Optimisation
 - The Geometry Navigator
 - Converting Geometries from Geant3.21
 - Detecting Overlapping Volumes
 - Dynamic Geometry Setups
 - Importing XML Models Using GDML
 - Importing ASCII Text Models
 - Saving geometry tree objects in binary format
- **Material**
 - General considerations
 - Introduction to the Classes
 - Recipes for Building Elements and Materials
 - The Tables
- **Electromagnetic Field**
 - An Overview of Propagation in a Field
 - Creating a Field for a Detector
 - Practical Aspects
 - Spin Tracking
 - Alternative Integration Methods
 - Quantum State Simulation
 - Bulirsch-Stoer
 - Symplectic Integration
- **Hits**
 - Hit
 - Sensitive detector
 - G4SDManager
 - G4MultiFunctionalDetector and G4VPrimitiveScorer
 - Concrete classes of G4VPrimitiveScorer
 - G4VSDFilter and its derived classes
 - Multiple sensitive detectors associated to a single logical-volume
 - Utilities
- **Digitization**
 - Digi
 - Digitizer module
- **Birks Quenching**
- **Object Persistency**
 - Persistency in GEANT4
 - Using Root-I/O for persistency of GEANT4 objects
- **Parallel Geometries**
 - A parallel world
 - Defining a parallel world
 - Layered mass geometry
- **Command-based scoring**

Book for Toolkit Developers

Provides information for those who want to understand or refer to the detailed design of the toolkit, as well as procedures for extending the functionality of the toolkit



Design and Function of GEANT4 Categories

Contents:

- [Introduction](#)
- [Run](#)
 - [Design Philosophy](#)
 - [Class Design](#)
- [Event](#)
 - [Design Philosophy](#)
 - [Class Design](#)
- [Tracking](#)
 - [Design Philosophy](#)
 - [Class Design](#)
 - [Track Category](#)
 - [Tracking Category](#)
 - [Tracking Algorithm](#)
 - [Interaction with Physics Processes](#)
 - [Ordering of Methods of Physics Processes](#)
- [Physics Processes](#)
 - [Design Philosophy](#)
 - [Class Design](#)
 - [General](#)
 - [Electromagnetic](#)
 - [Hadronic](#)
- [Hits and Digitisation](#)
 - [Design Philosophy](#)
 - [Class Design](#)
- [Geometry](#)
 - [Design Philosophy](#)
 - [Class Design](#)
 - [Additional Geometry Diagrams](#)
- [Electromagnetic Fields](#)
 - [Class Design](#)
- [Particles](#)
 - [Design Philosophy](#)
 - [Class Design](#)
- [Materials](#)
 - [Design Philosophy](#)
 - [Design](#)
 - [Classes For Material Description](#)
 - [The NIST Manager Utility](#)
 - [Optical Classes](#)
 - [Material Extension](#)
- [Global Usage](#)
 - [Design Philosophy](#)
 - [Class Design](#)
 - [HEPNumerics](#)

Physics Reference Manual

Presents the theoretical formulation, model, or parameterization of the physics interactions and describes the probability of the occurrence of an interaction and the sampling mechanisms required to simulate it

Physics List Guide

A brief guide to physics lists:

- ◆ Lists the Reference Physics Lists
- ◆ Lists the electromagnetic physics constructors
- ◆ Hadronic physics options and extra features

Advanced Examples

FAQ

Classes and Members Reference Guide

Every class and file is available and fully hyper-linked.

Very useful overviews of the Geant4 classes and methods

Past versions are available as well.

Geant4 v11.3.2

[Main Page](#) [Namespaces ▾](#) [Classes ▾](#) [Files ▾](#)

G4VUserDetectorConstruction Class Reference abstract

Public Member Functions

virtual G4VPhysicalVolume *	Construct ()=0
virtual void	ConstructSDandField ()
virtual void	CloneSD ()
virtual void	CloneF ()
void	RegisterParallelWorld (G4VUserParallelWorld *)
G4int	ConstructParallelGeometries ()
void	ConstructParallelSD ()
G4int	GetNumberOfParallelWorld () const
G4VUserParallelWorld *	GetParallelWorld (G4int i) const

Protected Member Functions

void	SetSensitiveDetector (const G4String &logVolName, G4VSensitiveDetector *aSD, G4bool multi=false)
void	SetSensitiveDetector (G4LogicalVolume *logVol, G4VSensitiveDetector *aSD)

Private Attributes

std::vector< G4VUserParallelWorld * >	parallelWorld
---	-------------------------------

Detailed Description

Definition at line 50 of file [G4VUserDetectorConstruction.hh](#).

Member Data Documentation


◆ [parallelWorld](#)

std::vector<[G4VUserParallelWorld](#)*> parallelWorld

Definition at line 79 of file [G4VUserDetectorConstruction.hh](#).

Linux Cross-Referencer

Web-browser tool that helps developers understand and explore codebases by providing clickable links between different parts of the code.



Geant4 LXR

Geant4 Cross Reference

Search Menu:

[geant4/](#) Browse the source code tree.

File Name Search

Find

Search for files by name (case sensitive).

Full-Text Search

Find

Search through all the text.

Identifier Search

Find

Find a class, method, variable, etc.

Hi,

This is an interactive viewing and searching facility for the Geant4 source code.

It offers:

Source-tree browsing and file name search to easily find source files and navigate through the source directories.

Full-text indexing for fast retrieval of source files containing a given word or pattern.

Identifier cross-reference for fully hyperlinked source code. The names of classes, methods, and data can be clicked on to find the source files where they are defined and used.

The full-text indexing and retrieval are implemented using [Glimpse](#), so all the capabilities of Glimpse are available. Please see [Glimpse document](#) for details. Note that glimpse syntax is available for text and identifier searches. For file name search, please use regular expression.

Note

All source files are rendered into HTML. Do not attempt to download the Geant4 source code from this site!

Links

[Yet another version of Geant4 LXR](#) (editor's cut)

[Geant4 Reference Guide](#) (Doxygen)

User Forum

Active Geant4
Community forum

Organized in
categories.

Signing-up is required
to post a topic

<div><div>Q Search</div><div></div></div>					
<div><div>categories ▾</div><div><div>Latest</div><div>New (2)</div><div>Hot</div><div>Categories</div></div><div>New Topic</div></div>					
Topic		Replies	Views	Activity ▾	
Noobs using Geant4 for highschool IB project Getting Started	<div><div></div><div></div><div>A</div><div>S</div><div>J</div></div>	10	79	3h	
Interaction of low-energy electrons (0.1 eV -210 eV) with matter simulation Physics Processes, Models and Cross Sections	<div><div></div></div>	2	12	6h	
Problem in Installation of Geant4 • Getting Started	<div><div></div><div>D</div></div>	1	19	9h	
Underestimation of neutron capture by ³ He • Physics Lists	<div><div></div><div>J</div></div>	1	21	1d	
last visit					
Geant4 installation ubuntu G4NDL Getting Started	<div><div></div><div></div></div>	1	23	3d	
Installation of Geant4 with CMake Getting Started	<div><div></div><div></div><div>G4</div></div>	2	26	3d	
The problem of physics list Physics Processes, Models and Cross Sections	<div><div></div></div>	0	19	3d	
Creating custom scattering functions Physics Lists	<div><div></div></div>	0	12	4d	
Pb to visualize track even with CloseFile(false) Particles, Track, Event, Run and Biasing	<div><div>T</div><div>A</div></div>	2	22	4d	

User Forum

Active Geant4
Community forum

Organized in
categories.

Signing-up is required
to post a topic

Q Search

categories Latest New (2) Hot Categories

New Topic

Replies Views Activity

Noobs using Geant4 for highschool IB project

Getting Started

10793h

Interaction of low-energy electrons (0.1 eV -210 eV) with matter simulation

My code crashes in the Stepping Action, what do I do?

2126h

Problem in Installation of Geant4

Getting Started

1199h

Underestimation of neutron capture by ³He

Physics Lists

1211d

Geant4 installation ubuntu G4NDL

Getting Started

1233d

Installation of Geant4 with CMake

Getting Started

2263d

The problem of physics list

Physics Processes, Models and Cross Sections

0193d

Creating custom scattering functions

Physics Lists

0124d

Pb to visualize track even with CloseFile(false)

Particles, Track, Event, Run and Biasing

2224d

Signing-up is required to post a topic

The image shows a forum interface with a search bar at the top. Below the search bar, there are tabs for 'categories', 'Latest', 'New (2)', 'Hot', and 'Categories'. A 'New Topic' button is on the right. The forum posts are listed with their titles, tags, replies, views, and activity. Two sections are highlighted with semi-transparent boxes:

- Try not to:** (Red box)
 - Be vague
 - My code crashes in the Stepping Action, what do I do?
- Ideally:** (Green box)
 - Provide
 - G4/OS/Compiler version
 - minimalistic code to reproduce problem.

The forum posts visible in the background include:

- Noobs using Geant4 for highschool IB project (Getting Started, 10 replies, 79 views, 3h)
- Interaction of low-energy electrons (0.1 eV -210 eV) with matter simulation (2 replies, 12 views, 6h)
- Problem in Installation of Geant4 (Getting Started, 1 reply, 19 views, 9h)
- Underestimation of neutron capture by ^3He (1 reply, 21 views, 1d)
- on ubuntu G4NDL (Getting Started, 1 reply, 23 views, 3d)
- on of Geant4 with CMake (Getting Started, 2 replies, 26 views, 3d)
- Physics Processes, Models and Cross Sections (0 replies, 19 views, 3d)
- Physics Lists (0 replies, 12 views, 4d)
- Pb to visualize track even with CloseFile(false) (2 replies, 22 views, 4d)

Summary

Geant4 is a modular code made of ~2 million lines of code → be patient, it takes time to master it

Few recommended steps:

- ◆ Start from the [basic examples](#)
 - ✿ Isolate their building blocks
 - ✿ Adopt the “*change something and see what happens*” mind
- ◆ The User Guide: **For Application Developers** is the essential reference
- ◆ Inspect Geant4 *classes* on [Doxygen](#)
- ◆ Refer to the [documentation](#) or post your questions on the **User Forum**

Essential References

How to actually learn any new programming concept



Essential

Changing Stuff and
Seeing What Happens

O RLY?

@ThePracticalDev

The internet will make those bad words go away



Essential

Googling the
Error Message

O RLY?

The Practical Developer
@ThePracticalDev

Cutting corners to meet arbitrary management deadlines



Essential

Copying and Pasting
from Stack Overflow

O'REILLY®

The Practical Developer
@ThePracticalDev