



Geant4 simulations for HMB

PROGRESS, ISSUES & PLANS

HARSH PURWAR

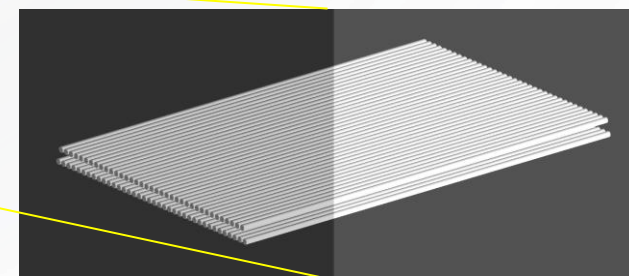
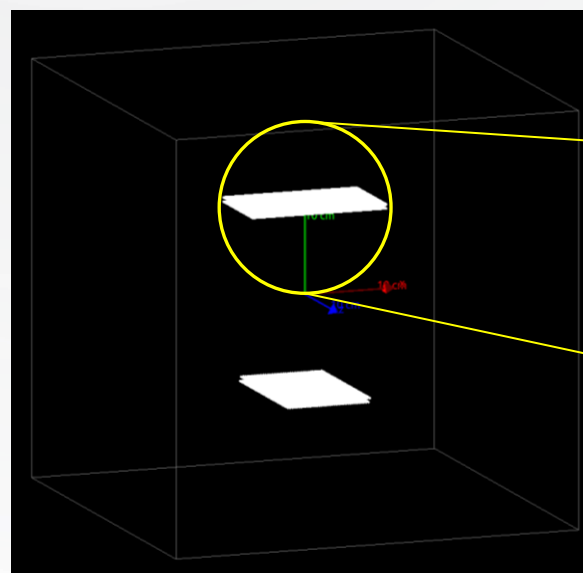
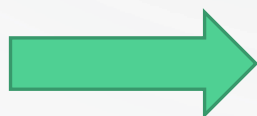
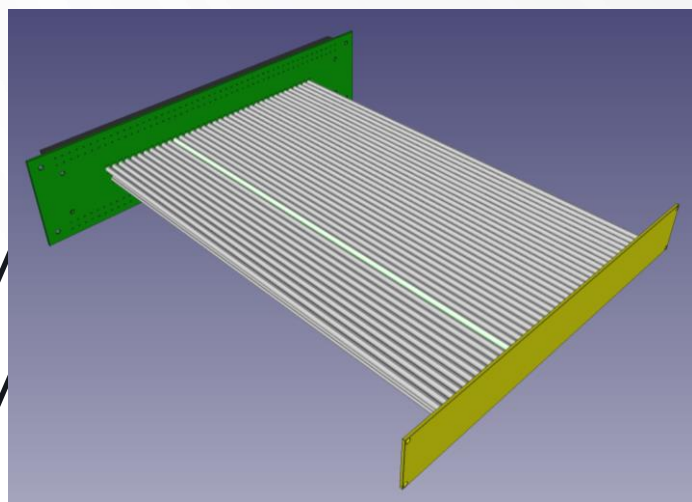
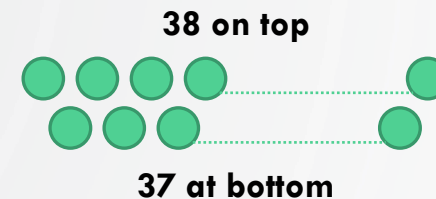
Mar 1st, 2021 - Weekly Progress Meeting

Introduction to GEANT4

- **GEANT** → **GE**ometry **ANd** **T**racking, a platform (toolkit) for simulation of the passage of particles through matter using Monte Carlo methods.
- Last stable release: ver. 10.6
- Developed in C++ by Geant4 Collaboration
- Documentation: https://geant4.web.cern.ch/support/user_documentation
- Provides a complete range of functionality including tracking, geometry, physics models and hits.
- Extensively used in Particle Phys, Nuclear Phys, Acc. Design, Space Engineering, Optical Phys, & Medical Phys.
- The toolkit can be installed on Windows, Mac OS and various Linux distributions (although, only CentOS 7 is officially supported).

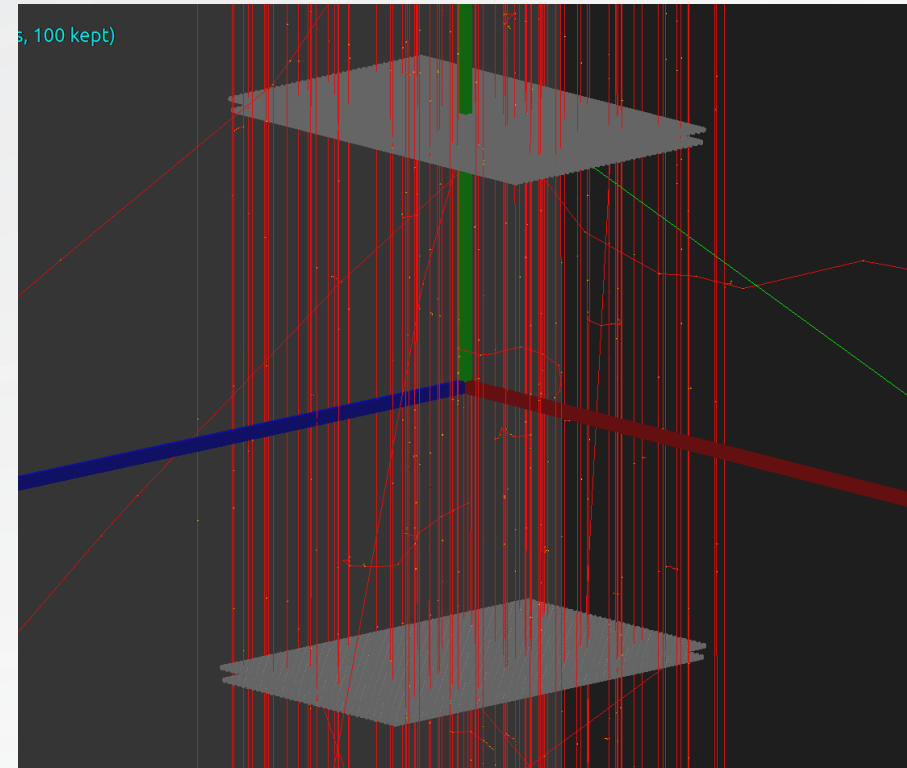
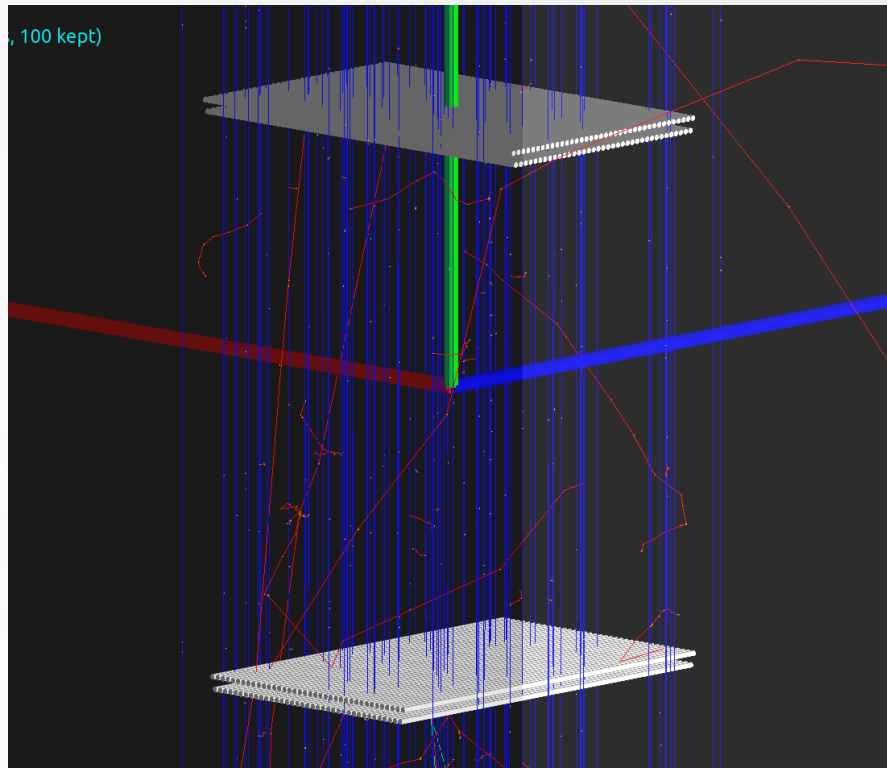
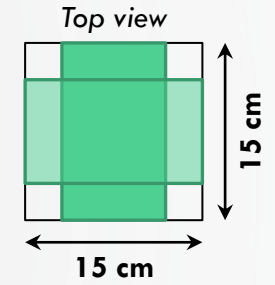
Simple Tracker Geometry

- Started with a simple geometry:
 - 75 silica optical fibres stacked together (38, 37 \rightarrow double layers)
 - Two double-layered trackers
- Will improve the geometry as we go ahead.
- Looking at DD4hep as well. We'll probably need an xml of the drawing.



4 GeV muons (μ^+ , μ^-)

Incident with a moving particle gun



Geant4, DD4hep, & root installation instructions are on git. Assumes installation on clean Ubuntu 20.04.

CRY (Cosmic-ray Shower Library)

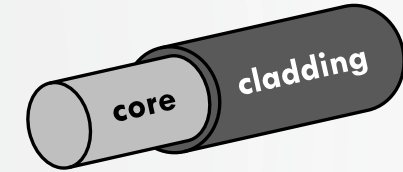
- Installed it on my virtual machine running Ubuntu 20.04.
- Tested out some included examples, installation seems to be fine.
- Looking into more details.

Importing CAD geometry in DD4hep

- Documentation says it is possible with the assimp package (available on git). Supports import from **~53 filetypes**.
- I haven't tried this yet. What filetypes can the geometry be exported in with Solid Edge or SOLIDWORKS? Is XML supported?
- Do we want to import everything in black box for Geant4 simulations?

Scintillating Fiber Geometry & Material

(Single-clad fibers - confirmed)

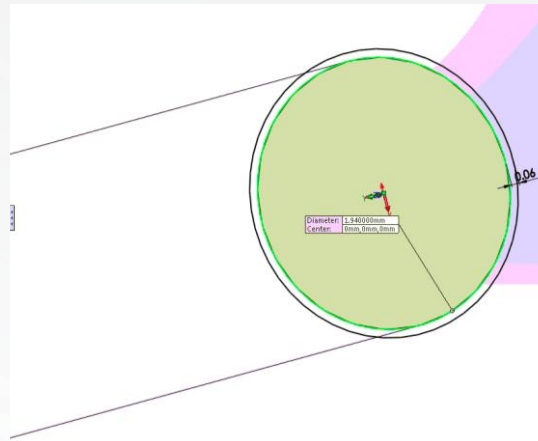


Core

- Material: Polystyrene
- Refractive index: 1.60
- Density: 1.05 g/cc
- Diameter: 1.94 mm

Cladding

- Material: Acrylic (PMMA)
- Refractive index: 1.49
- Density: 1.2 g/cc
- Thickness: 60 μm



Importing CAD files in DD4hep

- Start from a very simple CAD file, maybe collada export (.dae) – similar to xml
- Looking into assimp package examples
- *Would like to try out a few different filetypes:*

STL, STEP → DAE, 3DXML, IFC, XAML

Sample Collada (.dae) export

```
1 <COLLADA xmlns="http://www.collada.org/2005/11/COLLADASchema" version="1.4.1">
2   <asset>
3     <contributor />
4     <created>2020-10-03T20:13:56.930669</created>
5     <modified>2020-10-03T20:13:56.930669</modified>
6     <unit meter="1.0" name="meter" />
7     <up_axis>Z_UP</up_axis>
8   </asset>
9   <library_effects>
10    <effect id="effect_Sphere" name="effect_Sphere">
11      <profile_COMMON>
12        <technique sid="common">
13          <phong>
14            <emission>
15              <color>0.0 0.0 0.0 1.0</color>
16            </emission>
17            <ambient>
18              <color>0.0 0.0 0.0 1.0</color>
19            </ambient>
20            <diffuse>
21              <color>0.800000011920929 0.800000011920929 0.800000011920929 1.0</color>
22            </diffuse>
23            <specular>
24              <color>1 1 1 1.0</color>
25            </specular>
26            <shininess>
27              <float>0.0</float>
28            </shininess>
29            <reflective>
30              <color>0.0 0.0 0.0 1.0</color>
31            </reflective>
32            <reflectivity>
33              <float>0.0</float>
34            </reflectivity>
35            <transparent>
36              <color>0.0 0.0 0.0 1.0</color>
37            </transparent>
38            <transparency>
39              <float>1.0</float>
40            </transparency>
41          </phong>
42        </technique>
43      </extra>
44      <technique profile="GOOGLEEARTH">
45        <double_sided>0</double_sided>
46      </technique>
47    </extra>
48  </profile_COMMON>
49 </effect>
50 <effect id="effect_Box" name="effect_Box">
51   <profile_COMMON>
52     <technique sid="common">
53       <phong>
54         <emission>
```


Supported filetypes with ASSIMP package

Collada (*.dae;*.xml)

Blender (*.blend) 3

Biovision BVH (*.bvh)

3D Studio Max 3DS (*.3ds)

3D Studio Max ASE (*.ase)

Wavefront Object (*.obj)

Stanford Polygon Library (*.ply)

AutoCAD DXF (*.dxf)

IFC-STEP, Industry Foundation Classes (*.ifc)

Neutral File Format (*.nff)

Sense8 WorldToolkit (*.nff)

Valve Model (*.smd,*.vta) 3

Quake I (*.mdl)

Quake II (*.md2)

Quake III (*.md3)

Quake 3 BSP (*.pk3) 1

RtCW (*.mdc)

Doom 3 (*.md5mesh;*.md5anim;*.md5camera)

DirectX X (*.x).

Quick3D (*.q3o;q3s)

Raw Triangles (.raw)

AC3D (*.ac)

Stereolithography (*.stl)

Autodesk DXF (*.dxf)

Irrlicht Mesh (*.irrmesh;*.xml)

Irrlicht Scene (*.irr;*.xml).

Object File Format (*.off).

Terragen Terrain (*.ter)

3D GameStudio Model (*.mdl)

3D GameStudio Terrain (*.hmp)

Ogre (*.mesh.xml, *.skeleton.xml, *.material)3

Milkshape 3D (*.ms3d)

LightWave Model (*.lwo)

LightWave Scene (*.lws)

Modo Model (*.lxo)

CharacterStudio Motion (*.csm)

Stanford Ply (*.ply)

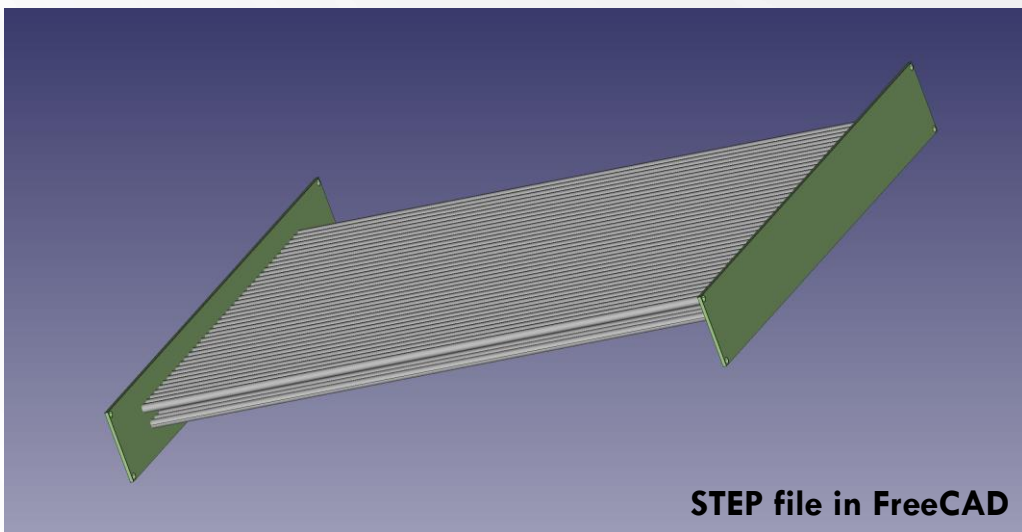
TrueSpace (*.cob, *.scn)

XGL (*.xgl, *.zgl)

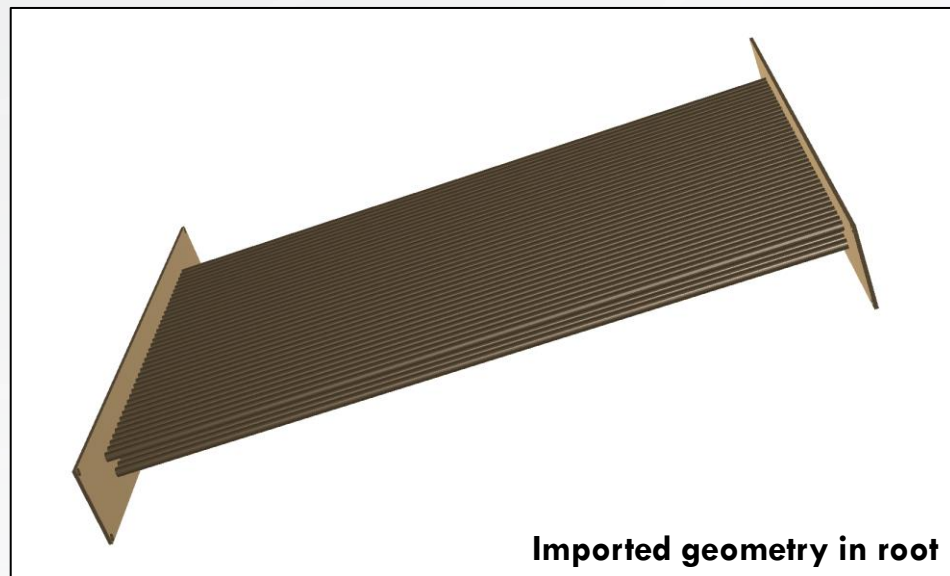
Importing CAD geometry in DD4hep

- Open .STEP file in FreeCAD software and export selected parts to a Collada .dae file.
- Import this .dae file (detector assembly) in DD4hep with DDCAD and then, **root** may be used for visualization.

In FreeCAD (STEP file) → Collada (.dae)



Imported in DD4hep → Visualize with **root**



Import & Display CAD Geometry in DD4hep/DDCAD

test.xml (simple layout):

```
<lccdd>
  <includes>
    <gdmlFile
ref="../../../ClientTests/compact/CheckShape.xml"/>
    </includes>
  <detectors>
    <detector id="1" name="HMB_STL"
type="DD4hep_TestShape_Creator">
      <check vis="T1_Fiber">
        <shape type="CAD_Assembly"
ref="/mnt/hgfs/VMShared/HMB/allGeo.stl"/>
        </check>
      </detector>
    </detectors>
  </lccdd>
```

```
<lccdd>
<info> ... </info> Auxiliary detector model information
<includes> ... </includes> Section defining GDML files to be
included
<define> ... </define> Dictionary of constant expressions and
variables
<materials> ... </materials> Additional material definitions
<display> ... </display> Definition of visualization attributes
<detectors> ... </detectors> Section with sub-detector definitions
<readouts> ... </readouts> Section with readout structure
definitions
<limits> ... </limits> Definition of limit sets for Geant4
<fields> ... </fields> Field definitions
</lccdd>
```

geoDisplay -compact test.xml

CAD drawings from STL → GDML

**geoConverter -compact2gdml -input test.xml -
output test.gdml**

- GDML: XML like syntax, compatible with Geant4
- This can be used in an independent Geant4 simulation (independent of DD4hep)
- Material info in CAD files, perhaps lost in translation! Does STL have material info?
- The resulting GDML file might not be efficiently processed with Geant4 though, especially for complex detector geometries.

```
<position name="assembly_0inshapepos" x="0" y="0" z="0">
<position name="Shape_0inworld_volumepos" x="0" y="0" z="0">
</define>
<materials>
  <material name="dummy" Z="0">
    <D unit="g/cm3" value="0"/>
    <atom unit="g/mole" value="0"/>
  </material>
  <element name="N_elm" formula="N" Z="7">
    <atom unit="g/mole" value="14.0068"/>
  </element>
  <element name="O_elm" formula="O" Z="8">
    <atom unit="g/mole" value="15.9994"/>
  </element>
  <element name="Ar_elm" formula="Ar" Z="18">
    <atom unit="g/mole" value="39.947699999999998"/>
  </element>
  <material name="Air">
    <D unit="g/cm3" value="0.0011999999999999999"/>
    <fraction n="0.012000000104308128" ref="Ar_elm"/>
    <fraction n="0.754000000810623169" ref="N_elm"/>
    <fraction n="0.23399999737739563" ref="O_elm"/>
  </material>
</materials>
<solids>
  <box name="world_volume_shape_0x55e9c5d3b220" x="600" y="600" z="600">
  <tessellated name="vol_0_shape_0x55e9c63a2d10">
    <triangular vertex1="vol_0_shape_0x55e9c63a2d10_0" vertex2="vol_0_shape_0x55e9c63a2d10_1" vertex3="vol_0_shape_0x55e9c63a2d10_2">
```

GENERATION OF PARTICLES WITH CRY LIBRARY

CRY: Cosmic-ray Shower Library (v1.7)

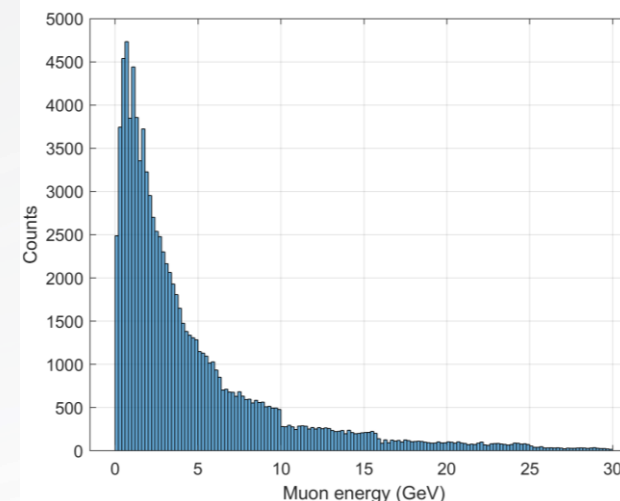
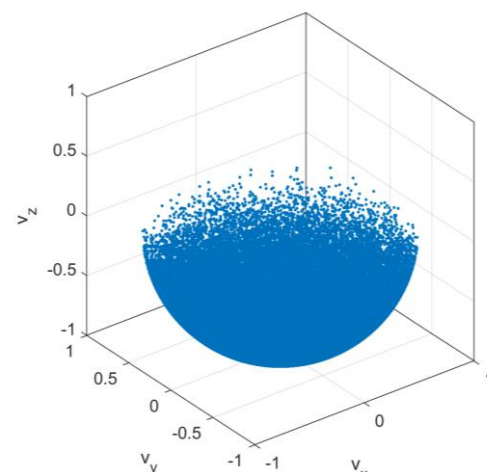
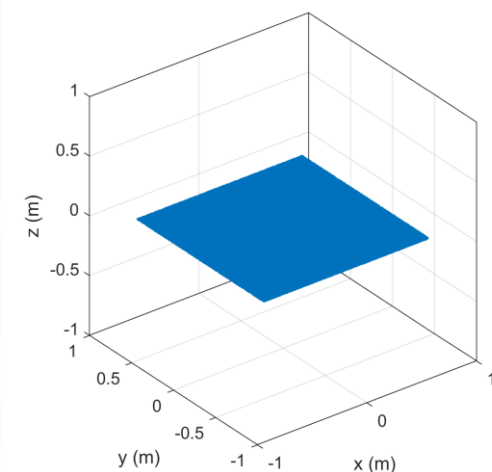
~/cry/test/testOut.cc **setup.file** 100000

Output file → **shower.out:**

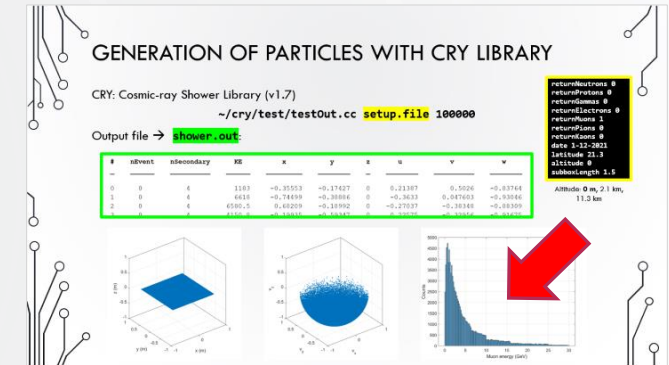
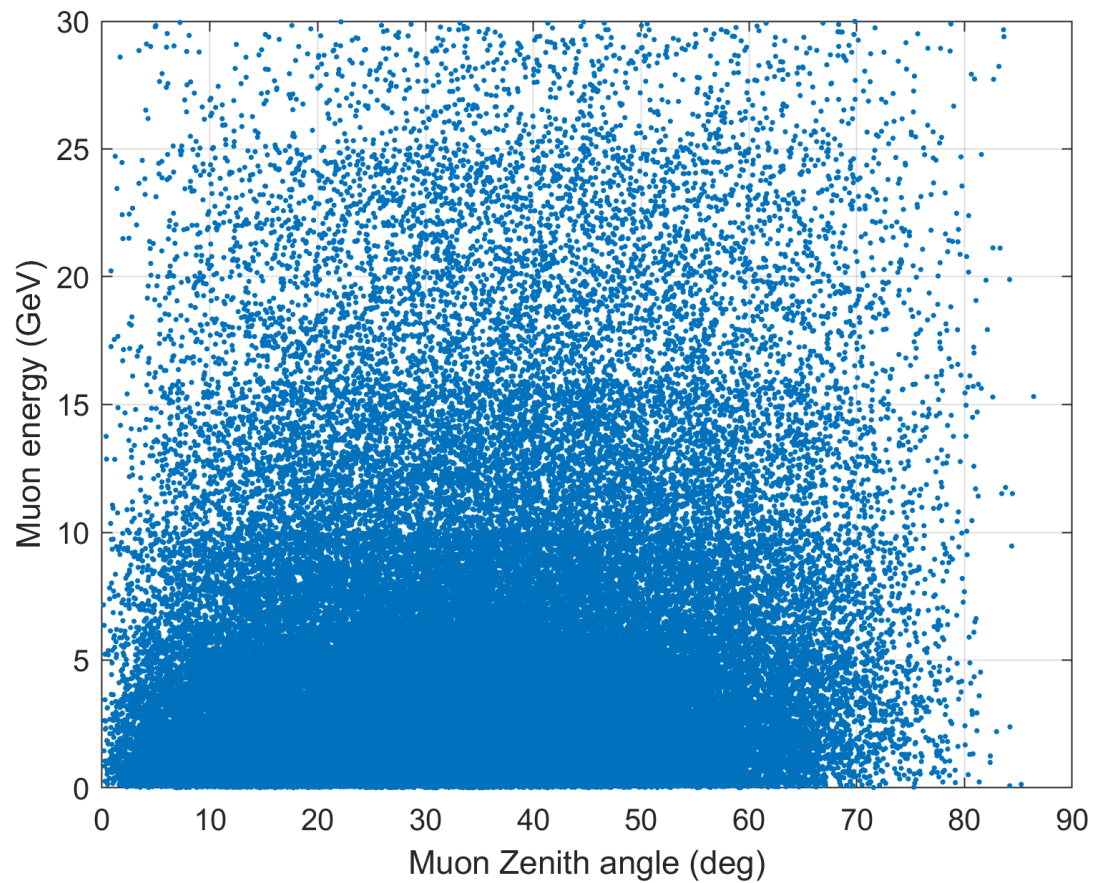
#	nEvent	nSecondary	KE	x	y	z	u	v	w
0	0	4	1183	-0.35553	-0.17427	0	0.21387	0.5026	-0.83764
1	0	4	6618	-0.74499	-0.38886	0	-0.3633	0.047603	-0.93046
2	0	4	6580.5	0.68209	-0.18992	0	-0.27037	-0.38348	-0.88309
3	0	4	4150.8	-0.19935	-0.59347	0	0.22575	-0.32956	-0.91675

```
returnNeutrons 0
returnProtons 0
returnGammas 0
returnElectrons 0
returnMuons 1
returnPions 0
returnKaons 0
date 1-12-2021
latitude 21.3
altitude 0
subboxLength 1.5
```

Altitude: **0 m**, 2.1 km,
11.3 km



Incident Muon's Zenith Angle vs KE



Zenith angle: $\cos^{-1}(-w)$
 w is the z-component of the particle velocity.

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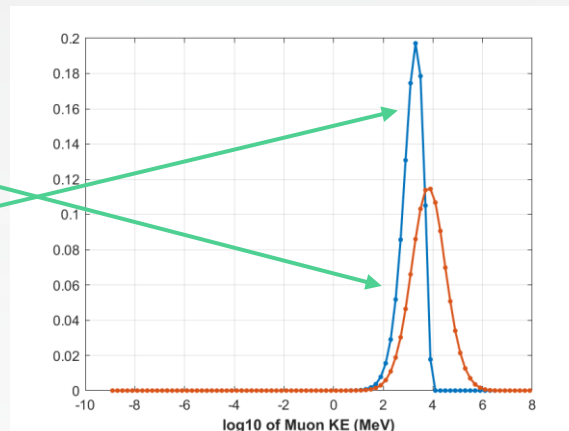
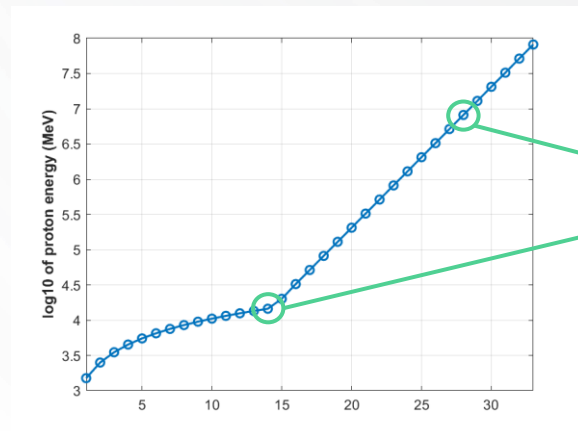
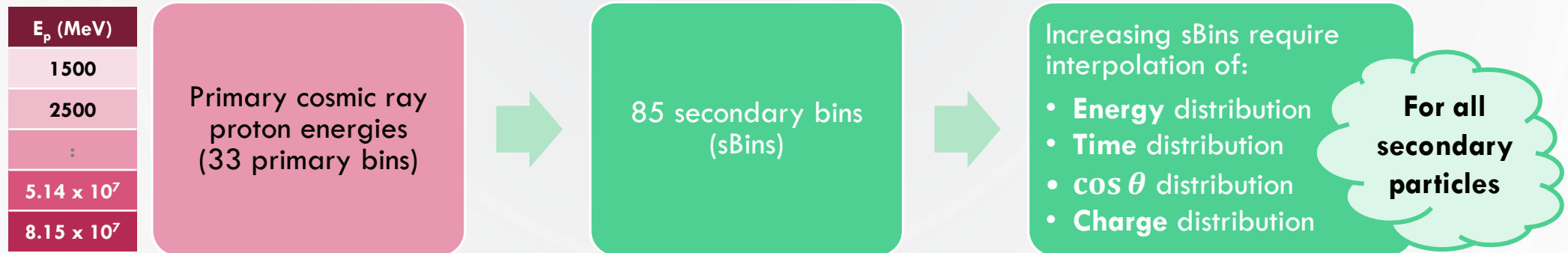
33 primary bins

85 secondary bins



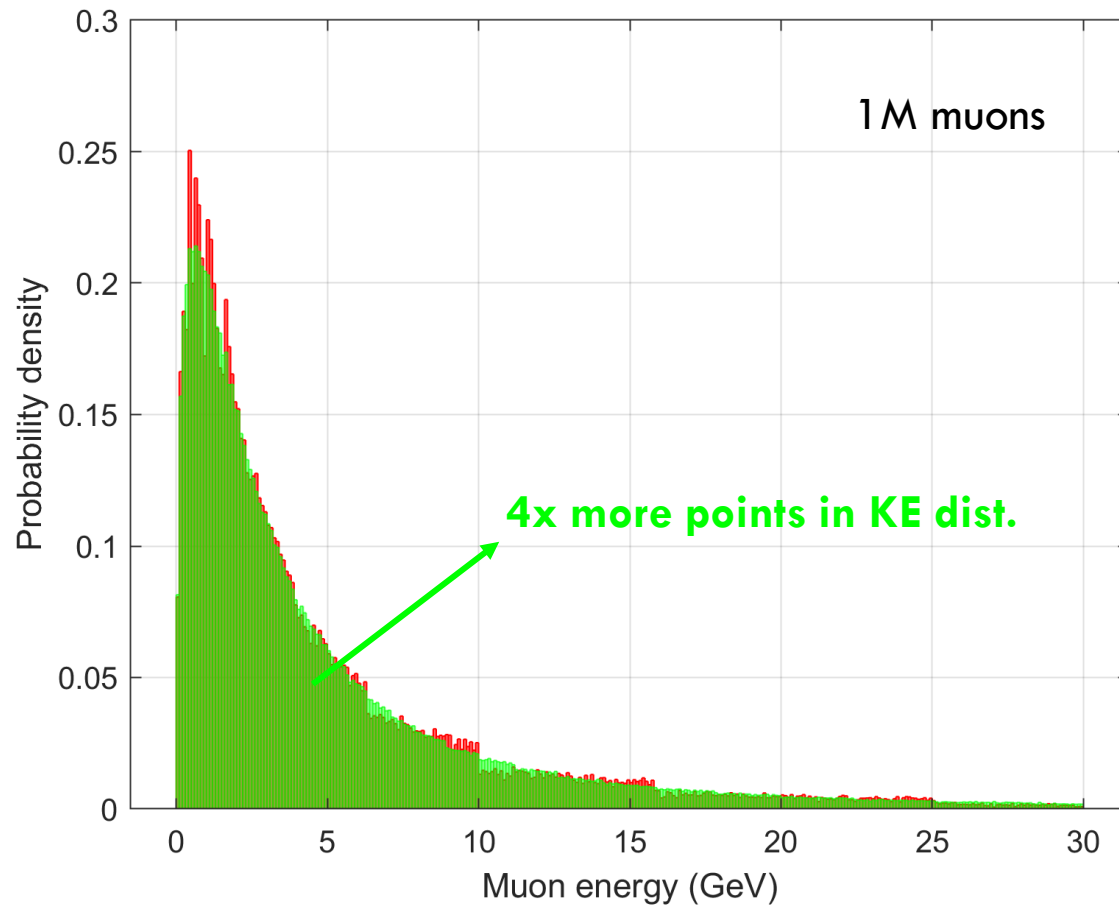
85x33 values

CRY DATA FILE: ORGANIZATION OF PARTICLE PDFs



Muon Energy Distribution

(After interpolation of almost all distributions in CRY data files)



More details on NaI Calorimeter

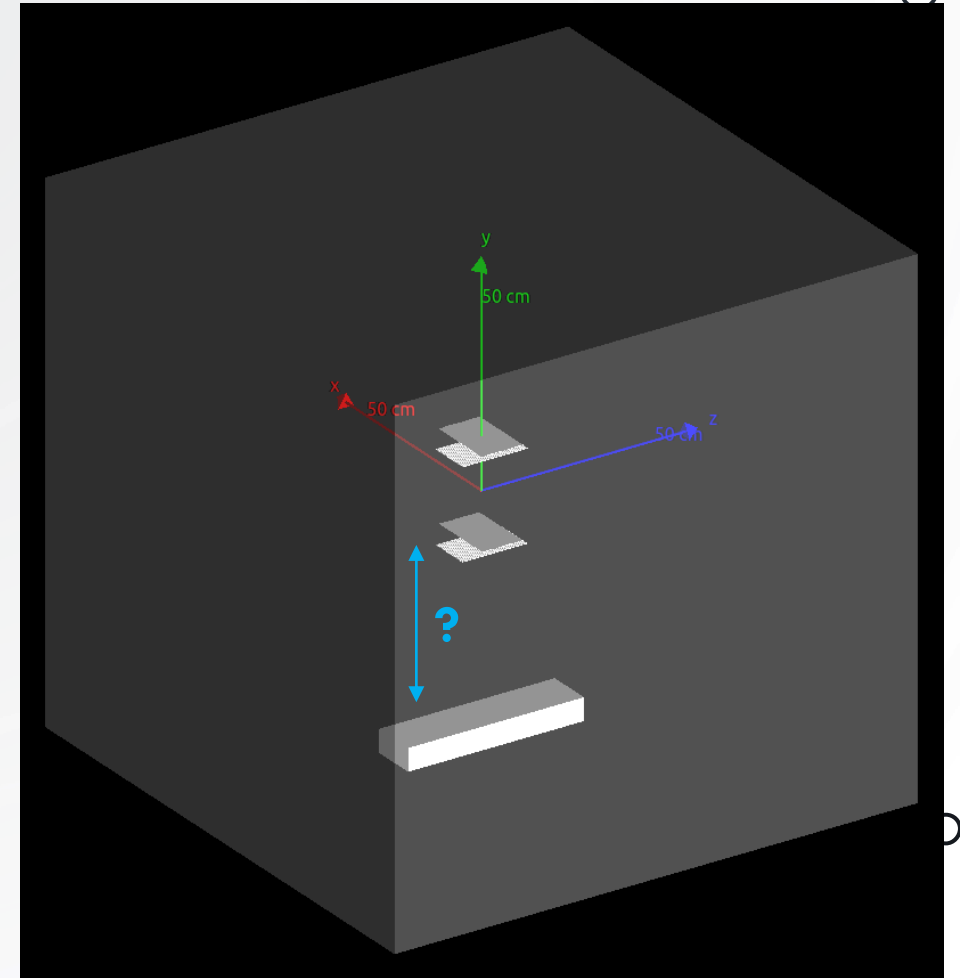
Good references:

- General Info: <https://www.crystals.saint-gobain.com/sites/imdf.crystals.com/files/documents/square-or-rectangular-detector.pdf>
- Product list: <https://www.crystals.saint-gobain.com/products/radiation-detection-products/standard-scintillation-product-list>
- Material reference: https://www.crystals.saint-gobain.com/sites/imdf.crystals.com/files/documents/sodium-iodide-material-data-sheet_0.pdf
- Similar product drawings:
 - <https://www.crystals.saint-gobain.com/sites/imdf.crystals.com/files/documents/s600-8532.pdf>
 - <https://www.crystals.saint-gobain.com/sites/imdf.crystals.com/files/documents/s600-8565.pdf>
 - <https://www.crystals.saint-gobain.com/sites/imdf.crystals.com/files/documents/s600-8391.pdf>

Nal Scintillator Slab (Calorimeter)

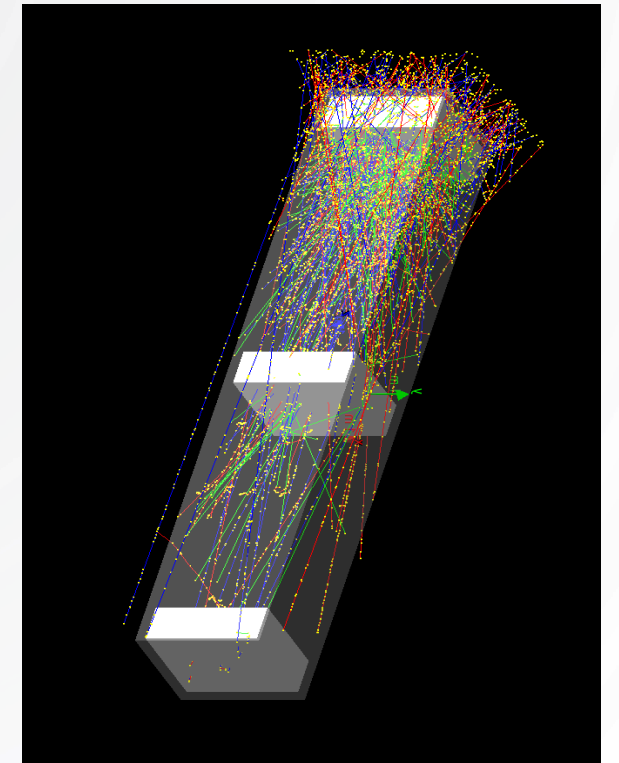
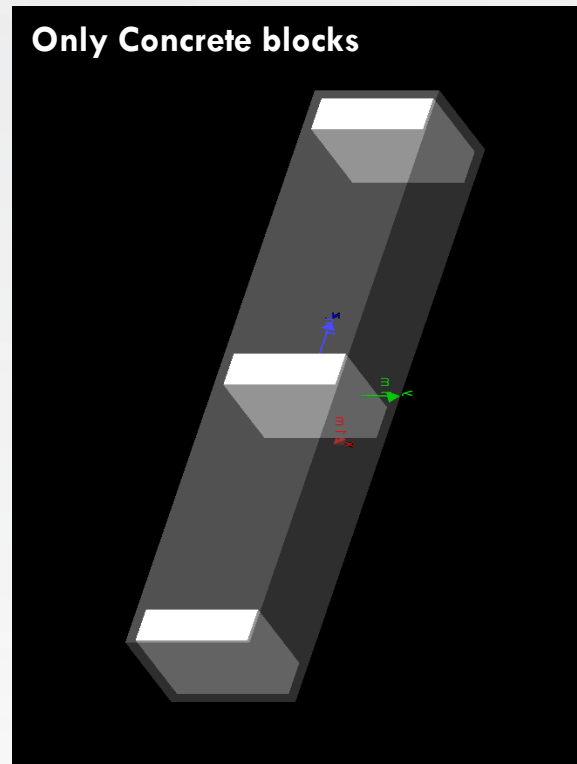
Missing details:

- Spacing between various elements
- Placement/Alignment of Nal Slab inside the HMB Box

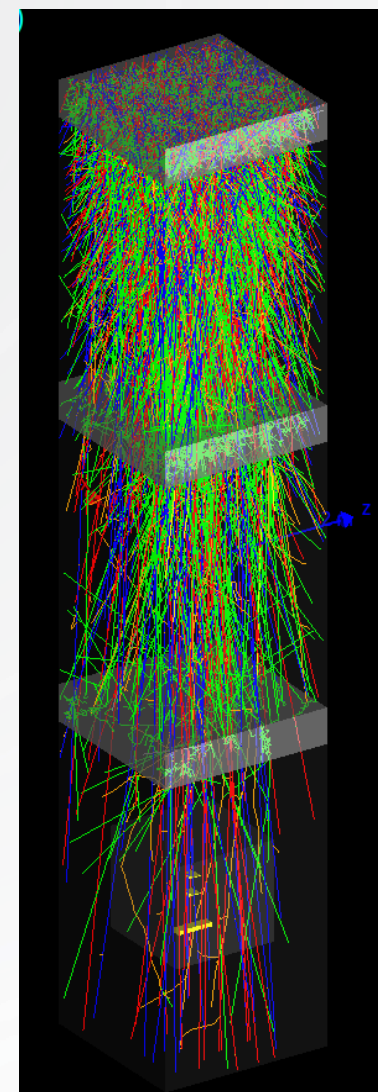
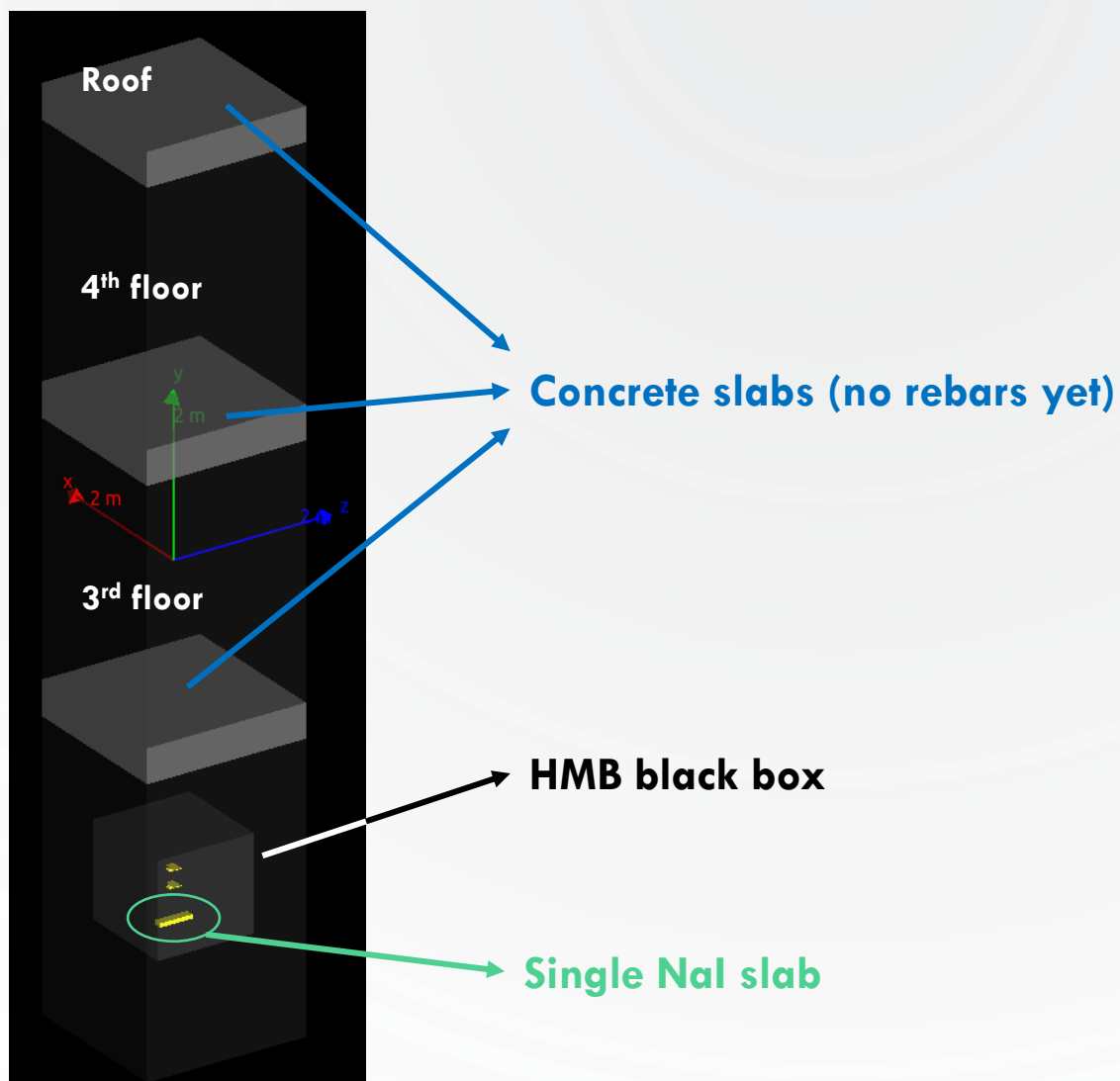


Change in Muon KE due to Concrete & Rebars

- Concrete thickness: 8.25 in
- Material: G4_CONCRETE
- Estimated thickness of rebars: 1 in.
- Material: G4_Fe



Including building structures in simulation



Color codes:

Default color: grey

μ^+ : blue

μ^- : red

gamma : green

e^+ : yellow

e^- : orange

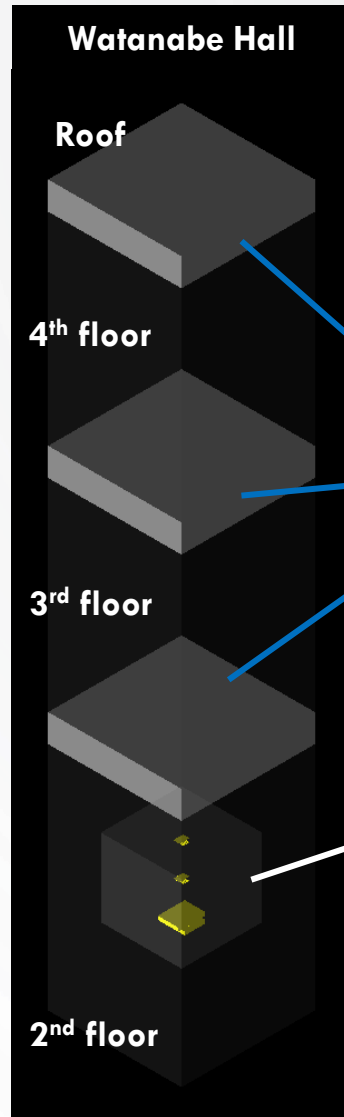
neutron : grey

π^+ : grey

π^- : grey

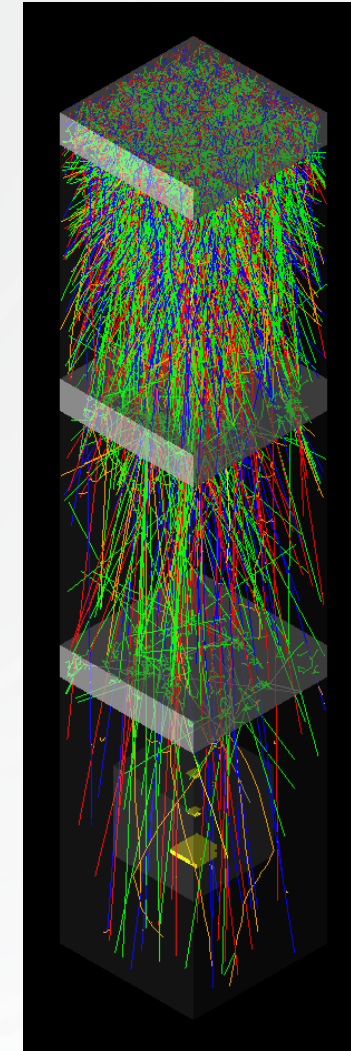
proton : grey

Improved Geometry, Physics & output to Root



Concrete slabs (no rebars yet)

HMB black box



Color codes:
 μ^+ : blue
 μ^- : red
 γ : green
 e^+ : yellow
 e^- : orange
Others: grey

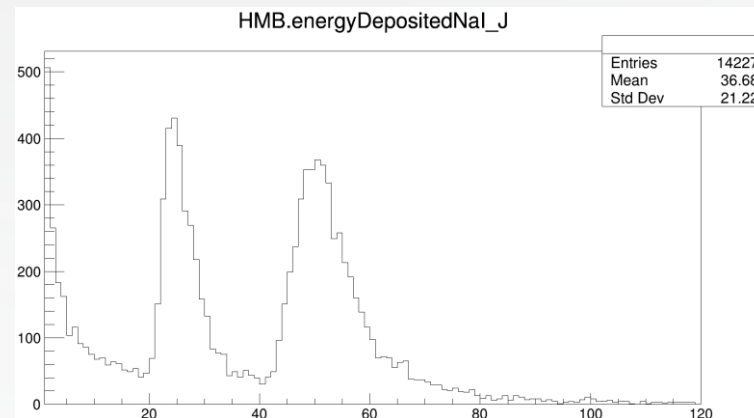
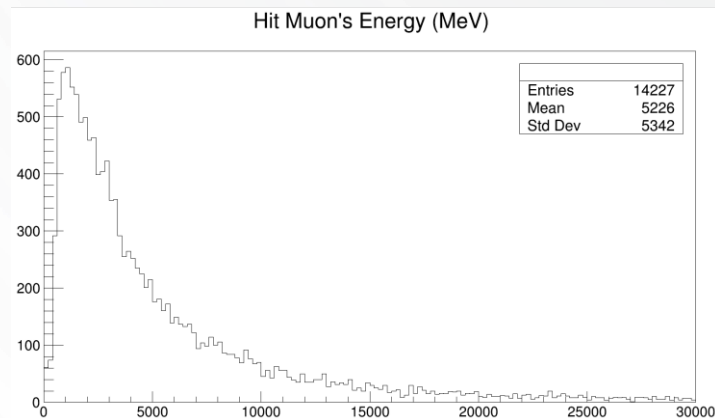
Using FTFP_BERT Reference Physics List

Recommended for Cosmic ray HEP, HEP tracking, HEP calorimetry simulations

No treatment of optical photons

10M particle simulation ($y = 50$ cm):

- Out of 10M incident Muons, 14249 Muons hit NaI slabs – 0.14%
- Avg. Muon incident rate: 2175 hits per hour (~ 36 hits/min on NaI slab)
- Total energy deposited: 413.38 ± 5.00 kJ in ~ 6.5 hours assuming above hit rate (~ 17.66 J/s or ~ 1.0 kJ/min)



Color codes:

μ^+ : blue

μ^- : red

γ : green

e^+ : yellow

e^- : orange

Others: grey

