Primary Particles

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Introduction

- Assume you have:
  - **created your geometry**
    - An LHC detector, a PET system, etc.
  - **selected your physics setup**, that is a "physics list" in Geant4 terminology
    - High energy one, or medical one, or low E specialized neutron one, or DNA one, etc.

→ And now, **you want to tell Geant4 what particles you want to "start with"**, eg:

  - PET system simulation → start with a positron from a source
    - You want one positron, it will lead to one "reconstructed line"
    - **And you repeat many times such an "event"**, to build the image
  - LHC detector simulation → start from particles created in a high energy proton – proton collision
    - **And you repeat many times such an "event"**, to build, say, the Higgs mass distribution over a background
  - Etc.
  - These **initial particles** are so-called **"primary particles"**

→ **This presentation explains how to generate these "primary particles"**

- **Remark/repetition :** defining this action to produce "primary particles" **is one of the three mandatory operations** in Geant4 :
  - The two others are:
    - detector construction: inheriting from **G4VUserDetectorConstruction**
    - physics list: inheriting from **G4VUserPhysicsList**
- Remark 2: **beware** that "primary" also means the "mother particle" in an interaction…

G4VUserPrimaryGeneratorAction

- **G4VUserPrimaryGeneratorAction** is the base class (interface) which allows you to generate primary particles

Class name example, use the name you like !

- For this you must **inherit** from this base class (in your MyPrimaryGeneratorAction.hh):

class MyPrimaryGeneratorAction : public G4VUserPrimaryGeneratorAction {…}

- And **implement the pure virtual method:**

void GeneratePrimaries(G4Event* event);

- **In this method you create and give to "event" the "primary particles"** the event has to start with.

- **GeneratePrimaries(…) is called at the *beginning of each event:***
  - To create in memory these initial particles that Geant4 will have to track, as well as their daughters, gran-daughters, etc.
  - It means that doing:

Idle**> /run/beamOn 1000**

  - Will start a run of 1000 events…
  - **…** and **GeneratePrimaries(G4Event* event)** will be called 1000 times.

Using your Primary Generation Action

- **To use your MyPrimaryGeneratorAction class**, you must **give an object of this type to the run manager.**

- **You proceed in two steps:**

Class name example, use the name you like !

1. **In your "action initialization class"**, MyActionInitialization:

```
void MyActionInitialization::Build() const
{
    SetUserAction(new MyPrimaryGeneratorAction);
}
```

2. **In your main program:**

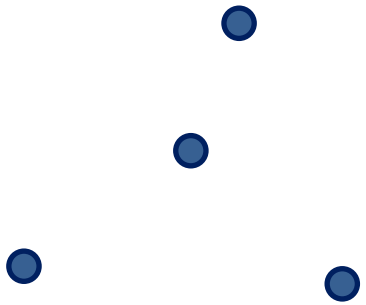
```
G4RunManager* runManager = new G4RunManager;
…
runManager->SetUserInitialization(new MyActionInitialization);
```

- The run manager will then ensure your MyPrimaryGenerator action is properly used
  - (for example : you **never** call by yourself GeneratePrimaries(…)

Primary particle generation, in principle

- For each event, you will define:

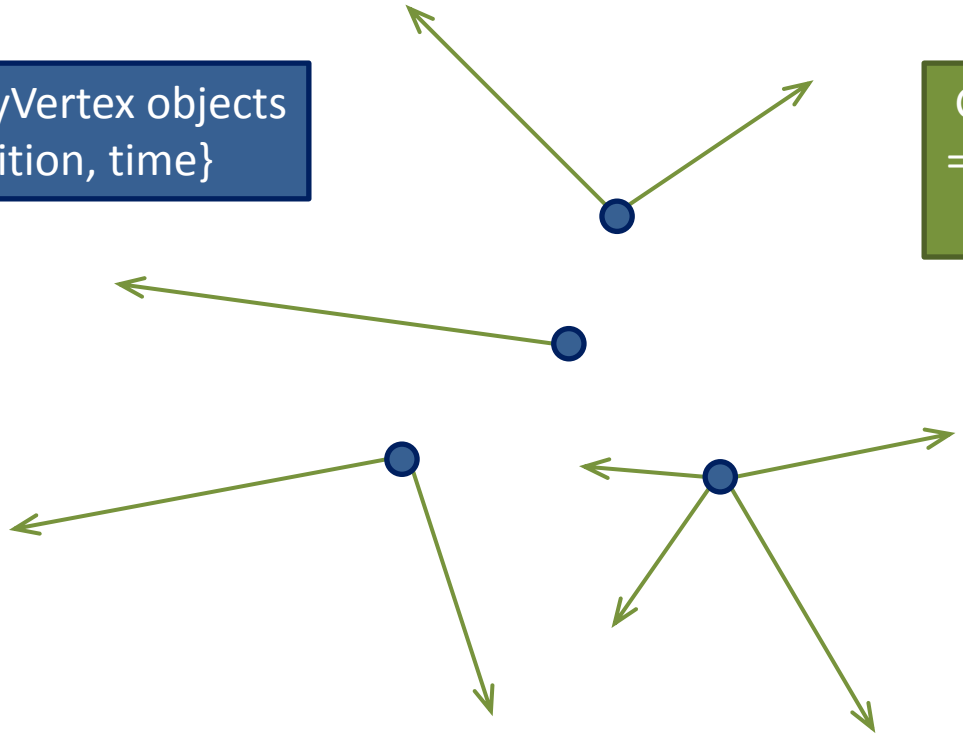
G4PrimaryVertex objects
= {position, time}



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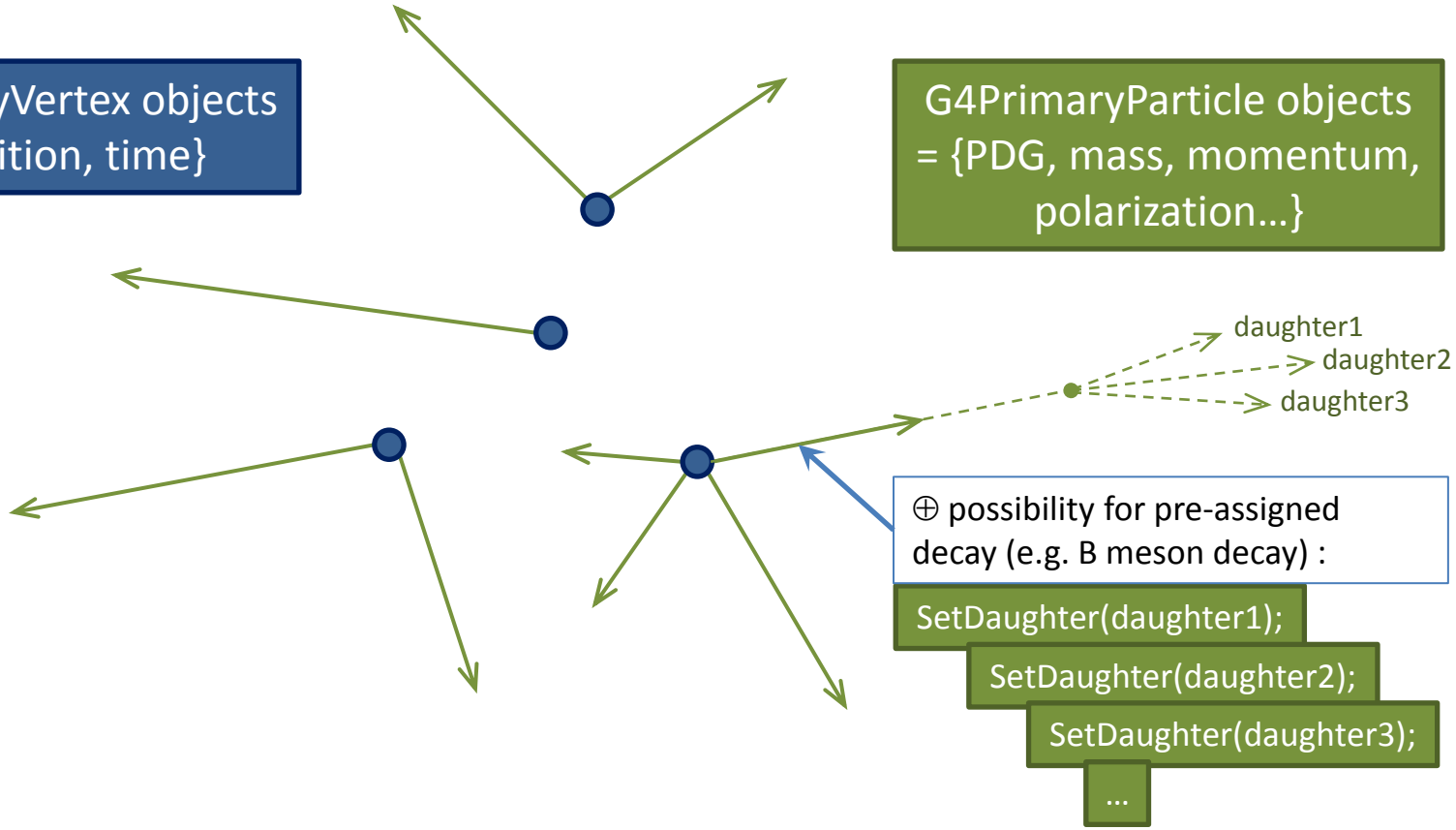
G4PrimaryVertex objects
= {position, time}



G4PrimaryParticle objects
= {PDG, mass, momentum, polarization…}

Primary particle generation, in principle

- For each event, you will define:



Primary particle generation, in practice (2/2)

- We have already seen that you must inherit from base class:

  G4VUserPrimaryGeneratorAction

- And implement the (pure virtual) method :

  void GeneratePrimaries(G4Event* event);

- **In this method, you pass to "event" the G4PrimaryVertex objects you created,**
  - **to which you have attached the related G4PrimaryParticle objects.**

First example of a G4VUserPrimaryGeneratorAction, with today's sample code

```
void EDPrimaryGeneratorAction::GeneratePrimaries(G4Event* event)
{
   // Define particle properties
   G4String particleName = "proton";
   G4ThreeVector position(0, 0, -9.*m);
   G4ThreeVector momentum(0, 0, 1.*GeV);
   G4double time = 0;

   // Get particle definition from G4ParticleTable
   G4ParticleTable* particleTable = G4ParticleTable::GetParticleTable();
   G4ParticleDefinition* particleDefinition = particleTable->FindParticle(particleName);
   if ( ! particleDefinition ) {
      G4cerr << "Error: " << particleName << " not found in G4ParticleTable" << G4endl;
      exit(1);
   }

   // Create primary particle
   G4PrimaryParticle* primaryParticle = new G4PrimaryParticle(particleDefinition);
   primaryParticle->SetMomentum(momentum.x(), momentum.y(), momentum.z());
   primaryParticle->SetMass(particleDefinition->GetPDGMass());
   primaryParticle->SetCharge( particleDefinition->GetPDGCharge());

   // Create vertex
   G4PrimaryVertex* vertex = new G4PrimaryVertex(position, time);
   vertex->SetPrimary(primaryParticle);
   event->AddPrimaryVertex(vertex);
}
```

Primary particle generation, in practice (2/2)

- We have already seen that you must inherit from base class:

  G4VUserPrimaryGeneratorAction

- And implement the (pure virtual) method :

  void GeneratePrimaries(G4Event* event);

- **In this method, you pass to "event" the G4PrimaryVertex objects you created,**
  - **to which you have attached the related G4PrimaryParticle objects.**

- **In practice**, actual vertices and particles creation is **delegated to an other class**

  G4VPrimaryGenerator

- **Very recommended**, as this makes easy re-use of code for generating primary particles
  - And several concrete implementations of these exist in Geant4 (see after)

- From G4VPrimaryGenerator, you may either
  - Inherit to implement your own, implementing the method

    void GeneratePrimaryVertex(G4Event* event);
  - Or use some of the existing concrete helper implementations (details later):
    - G4ParticleGun, G4GeneralParticleSource, G4SingleParticleSource, G4HEPEvtInterface

2nd example of a G4VUserPrimaryGeneratorAction, using a G4VPrimaryGenerator : G4ParticleGun (1/2)

Sample code of G4ParticleGun class.
It is defined in geant4 : you don't have to provide it ! But just use it (see after).

```
void G4ParticleGun::GeneratePrimaryVertex(G4Event* evt)
{
   if(particle_definition==0) return;

   // create a new vertex
   G4PrimaryVertex* vertex = new G4PrimaryVertex(particle_position,particle_time);

   // create new primaries and set them to the vertex
   G4double mass =  particle_definition->GetPDGMass();
   for( G4int i=0; i<NumberOfParticlesToBeGenerated; i++ ){
      G4PrimaryParticle* particle = new G4PrimaryParticle(particle_definition);
      particle->SetKineticEnergy( particle_energy );
      particle->SetMass( mass );
      particle->SetMomentumDirection( particle_momentum_direction );
      particle->SetCharge( particle_charge );
      particle->SetPolarization(particle_polarization.x(), particle_polarization.y(), particle_polarization.z());
      vertex->SetPrimary( particle );
   }

   evt->AddPrimaryVertex( vertex );
}
```

2nd example of a G4VUserPrimaryGeneratorAction, using a G4VPrimaryGenerator : G4ParticleGun (2/2)

Constructor (ie, called once)

```
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));
}
```

class MyPrimaryGeneratorAction : public G4VUserPrimaryGeneratorAction

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

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}

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

G4ParticleGun: public G4VPrimaryGenerator

2nd example of a G4VUserPrimaryGeneratorAction, using a G4VPrimaryGenerator : G4ParticleGun (2/2)

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    fparticleGun->SetParticlePosition(G4ThreeVector(0.,0.,-50*cm));
}
```

Initialization of this G4ParticleGun for shooting a same initial gamma (same E, from same $\vec{x}, \vec{p}$ …)

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

2nd example of a G4VUserPrimaryGeneratorAction, using a G4VPrimaryGenerator : G4ParticleGun (2/2)

Constructor (ie, called once)

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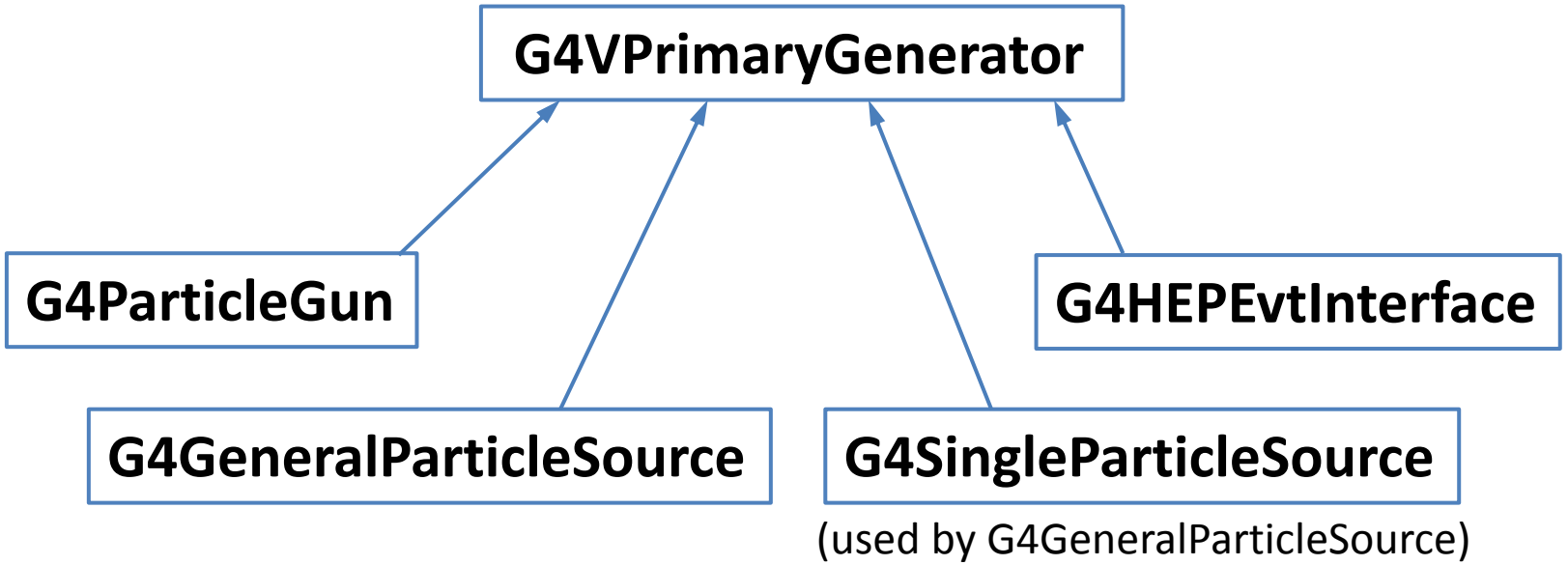
    // default particle kinematic
    G4ParticleTable* particleTable = G4ParticleTable::GetParticleTable();
    G4ParticleDefinition* particle = particleTable->FindParticle("gamma");
    fparticleGun->SetParticleDefinition(particle);
    fparticleGun->SetParticleMomentumDirection(G4ThreeVector(0.,0.,1.));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

Called at each event start

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

Built-in G4VPrimaryGenerator classes

- Geant4 provides concrete implementations for G4VPrimaryGenerator:



G4ParticleGun

- **The simplest G4VPrimaryGenerator implementation:**
  - Shoot one or several particle(s) at a time,
  - All of same fixed type, energy, momentum direction, position, time, etc.
- Particle gun configured with methods:

SetNumberOfParticles(G4int)	SetParticleEnergy(G4double)
SetParticleDefinition(G4ParticleDefinition*)	SetParticleTime(G4double)
SetParticleMomentum(G4ParticleMomentum)	SetParticlePosition(G4ThreeVector)
SetParticleMomentumDirection(G4ThreeVector)	SetParticlePolarization(G4ThreeVector)

- **Simple, and a convenient tool to start with, and that can be used for more advanced and randomized generation (and example after).**

- **G4ParticleGun comes together with a messenger** (it creates it):
  - Meaning that once you have created a G4ParticleGun object in memory, its messenger is also created, and you have access interactively to the menu:

    Idle > /gun/
  - With commands like: /gun/energy 10 MeV ; /gun/direction 0 0 1 ; etc…
  - You then just need to have the simple GeneratePrimaryVertex(anEvent) call in your MyPrimaryGeneratorAction::GeneratePrimaries(G4Event* anEvent) , all the configuration of the particle gun will be done interactively.

Example with randomizing a direction

- Our first simple example: shooting a gamma, with particleGun fully configured in constructor of MyPrimaryGeneratorAction:

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

Note: case you can all configure your particle gun interactively

- An example of e^+e^- generation, with random direction (assumes the rest is configured in MyPrimaryGeneratorAction constructor or interactively) :

```
void MyPrimaryGeneratorAction::GeneratePrimaries(G4Event* anEvent)
{
    // shoot one electron (ie: add one electron to anEvent):
    fparticleGun->SetParticleDefinition(G4Electron::Definition());
    fparticleGun->SetParticleMomentum(G4RandomDirection());
    fparticleGun->GeneratePrimaryVertex(anEvent);
    // shoot one positron (ie: add one positron to anEvent):
    fparticleGun->SetParticleDefinition(G4Positron::Definition());
    fparticleGun->SetParticleMomentum(G4RandomDirection());
    fparticleGun->GeneratePrimaryVertex(anEvent);
}
```

An other example, more granular

- Previous example was generating particles uniformly in full angular space.
- If you need to focus the production in some angular space (not uniform here), you may do something like:

```
void MyPrimaryGeneratorAction::GeneratePrimaries(G4Event* anEvent)
{
    // shoot one electron (ie: add one electron to anEvent):
    fparticleGun->SetParticleDefinition(G4Electron::Definition());
    G4double dtheta = 10.*deg;
    G4double dphi   = 25.*deg;
    G4double theta  = G4UniformRand()*dtheta;
    G4double phi    = G4UniformRand()*dphi;
    G4ThreeVector randomDirection(sin(theta)*sin(phi),
                                  sin(theta)*cos(phi),
                                  cos(theta)));
    fParticleGun->SetParticleMomentumDirection(randomDirection);
    fparticleGun->GeneratePrimaryVertex(anEvent);
}
```

G4GeneralParticleSource (GPS)

- A more advanced implementation of G4VPrimaryGenerator
- It uses G4SingleParticleSource
  - Itself a G4VPrimaryGenerator
  - And which is an extended version of G4ParticleGun, allowing particles to be shoot according to distributions

- **GPS Relies on the concept of "source"**
  - The source emits the primary particles;
    - Of a given particle type
  - Sources can be combined with relative intensities to form a more advanced source.
    - Eg: built an Am/Be neutron + gamma source
- A source emits primary particles randomly according to
  - Position distribution
    - Ie the "source" distribution (point-like, surface, 3D…)
  - Energy, angular spectra
    - Built-in (uniform, exponential, gaussian, etc.)
    - Or user defined (providing an histogram-like data)

- Sources can be biased to enhance some phase space regions
  - And related statistical weight is provided

G4GeneralParticleSource (GPS)

- Using the GPS in your primary generator action:

```
MyPrimaryGeneratorAction::PrimaryGeneratorAction()
{
    fgps  = new G4GeneralParticleSource();
}

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

- As for the G4ParticleGun, GPS comes together with a messenger, which commands are under:

Idle > /gps/

  - Which has a *rich* set of commands
  - All details can be found at:

    https://geant4-userdoc.web.cern.ch/UsersGuides/ForApplicationDeveloper/html/GettingStarted/generalParticleSource.html

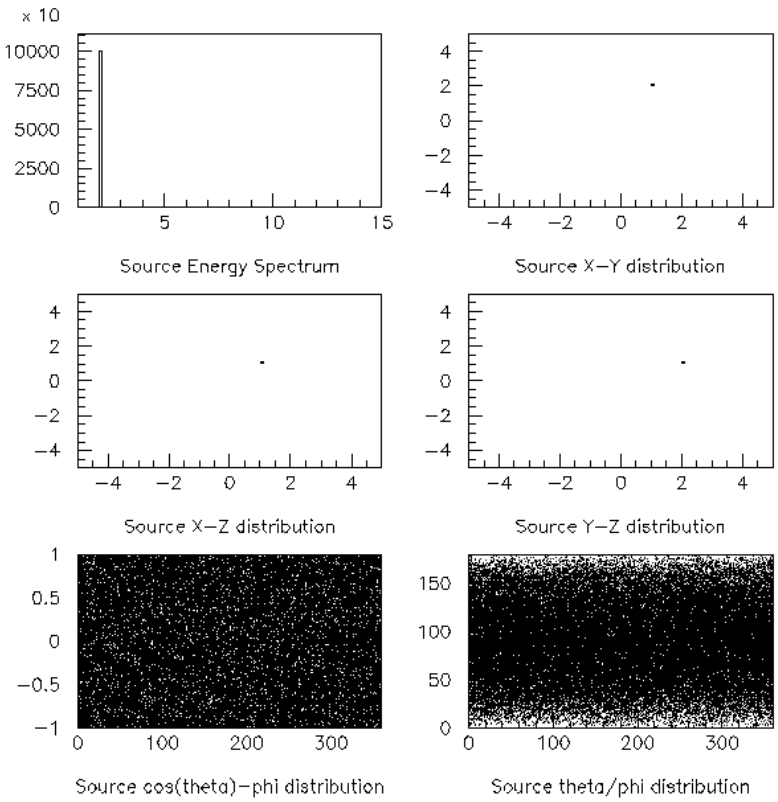
geant4/examples/extended/eventgenerator/exgps/macros/ test1.g4mac : GPS Command Example 1

Macro file commands:

/gps/particle proton
/gps/pos/type Point
/gps/pos/centre 1. 2. 1. cm
/gps/ang/type iso
/gps/energy 2. MeV

Shooting protons
Point-like source
Source position
Isotropic source
Protons energy

Resulting distributions



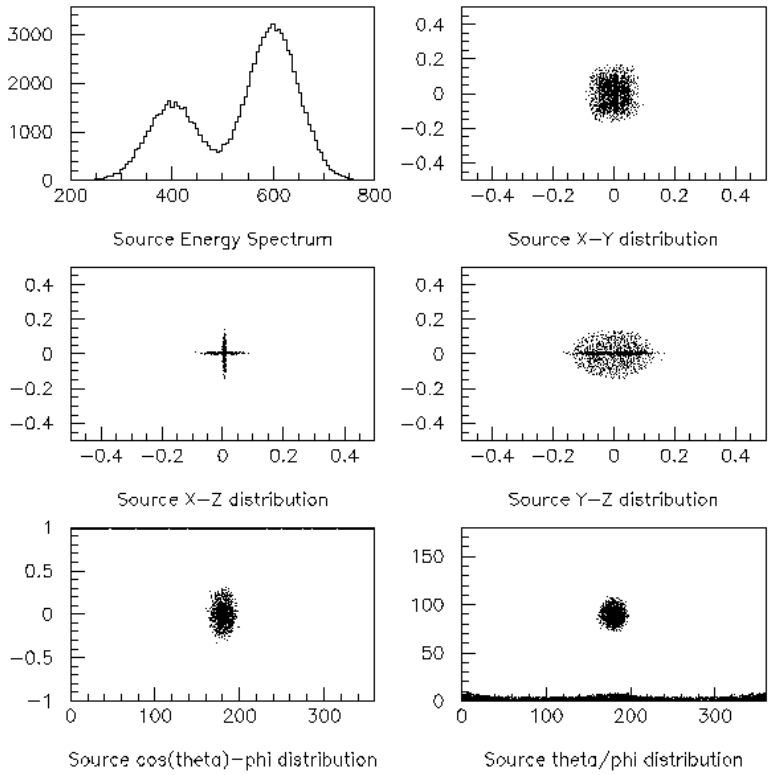
geant4/examples/extended/eventgenerator/exgps/macros/ test31.g4mac : GPS Command Example 31

```
# 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 instensity 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 orgin
/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
```

Resulting distributions



Interfaces to HEPEvt and HepMC

- Interface implementations of G4VPrimaryGenerator to standard formats in HEP:
  - useful 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 (4-vectors from HEP generator code)
- More can be found in geant4/examples/extended/eventgenerator:
  - Showing an interface to HepMC
    - which a few new (C++) HEP physics generators are compliant to
      - Eg : Pythia
  - ASCII file input or direct linking to a generator through HepMC

Summary

- User must derive from **G4VUserPrimaryGeneratorAction** and
  - Implement **GeneratePrimaries(G4Event* anEvent)**
  - Register it to the run manager
  - Very recommended : use internally a **G4VPrimaryGenerator** for actual particle generation
    - If you implement your own generator, please start from this class.

- Generators must be derived from **G4VPrimaryGenerator**
  - Implementing **GeneratePrimaryVertex(G4Event* event)**
  - G4PrimaryVertex objects will be generated
  - To which G4PrimaryParticle objects will be associated

- Some built-in generators are provided:
  - **G4ParticleGun**, for simple cases
  - G4GeneralParticleSource for more complex ones
  - Interface G4HEPEvtInterface

For information : what happens then to your “primary particles” ?

- After MyPrimaryGeneratorAction:: GeneratePrimaries(G4Event* anEvent) call :
  - Geant4 makes the conversion :
    - G4PrimaryVextex + G4PrimaryParticle objects → G4Tracks objects
    - Remember, G4Track has:
      - particle type information : mass, charge, PDG, etc.
      - dynamic information : position, time, energy, momentum, polarization, etc.
  - And puts these tracks on the urgent (= normal) stack
    - More on stacks later : for now, it is a stack of particle waiting for being tracked
- Then, the event simulation starts :
  - the G4Track object on top of the stack is popped up and tracked in your detector representation

- Why G4PrimaryVertex and G4PrimaryParticle, and not directly G4Tracks in GeneratePrimaries(G4Event* anEvent) ?
  - G4Track is (too) specific to Geant4, with other information of no meaning for the generation
    - “G4TouchableHistory” geometrical information
    - Or pointer to a G4Step, etc.
  - G4PrimaryVertex and G4PrimaryParticle are free from this G4-specific stuff, and hence offer easier interfacing to standard particle and vertex representations
    - Like HEPEvt, HEPMC, etc.