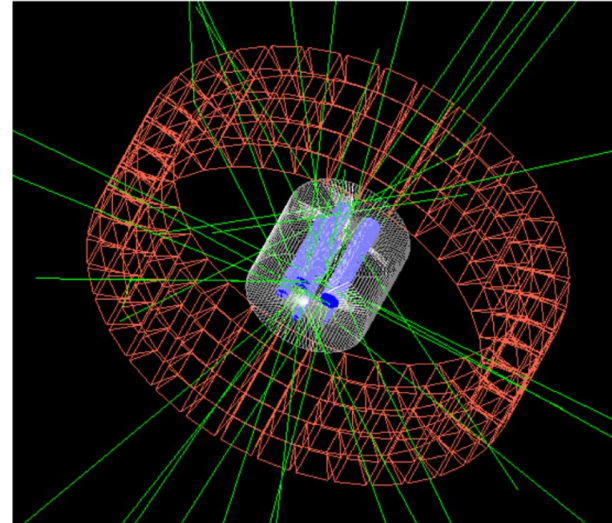


GEANT4 Primer

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August 19th 2024

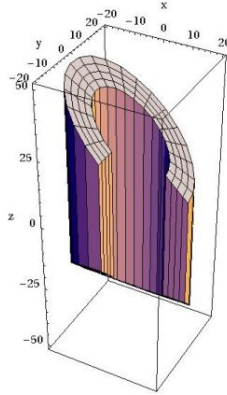
What is GEANT4?

- **Geometry And Tracking**
- Make a detector and specify materials
- Shoot particles or make particles decay around your detector
- Track the way the particles interact with your detector
- Used in:
 - Particle/nuclear physics
 - Detector design
 - Medical physics



Geometry construction

```
G4CutTubs (const G4String& pName,  
            G4double pRMin,  
            G4double pRMax,  
            G4double pDz,  
            G4double pSPhi,  
            G4double pDPhi,  
            G4ThreeVector pLowNorm,  
            G4ThreeVector pHighNorm)
```

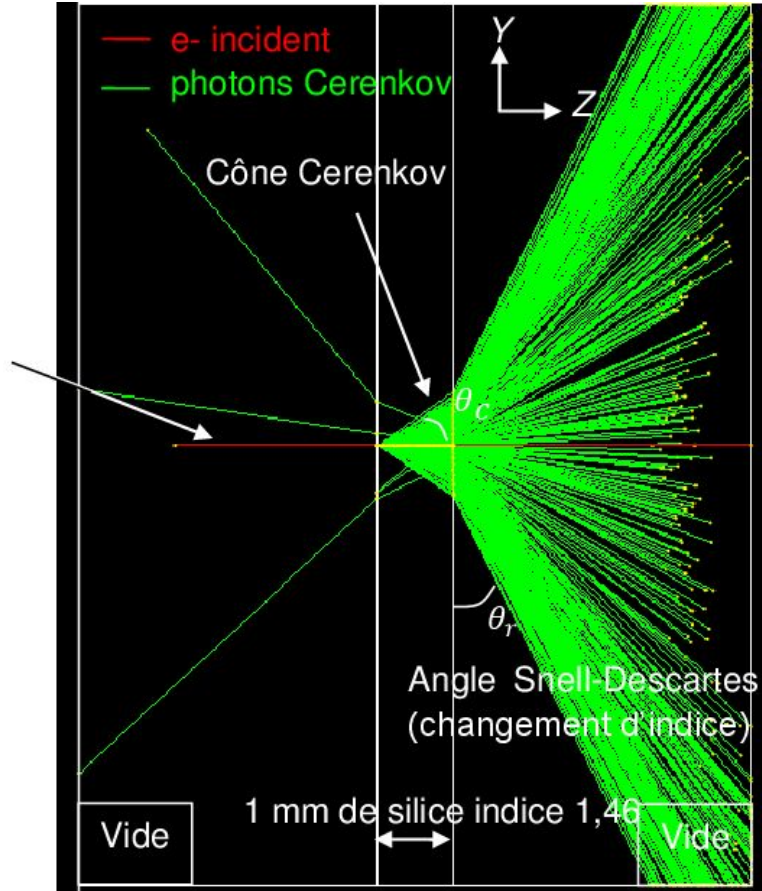


In the picture:

$pRMin = 12$, $pRMax = 20$, $pDz = 30$,
 $pSPhi = 0$, $pDPhi = 1.5 \cdot \pi$, $pLowNorm = (0, -0.7, -0.71)$,
 $pHighNorm = (0.7, 0, 0.71)$

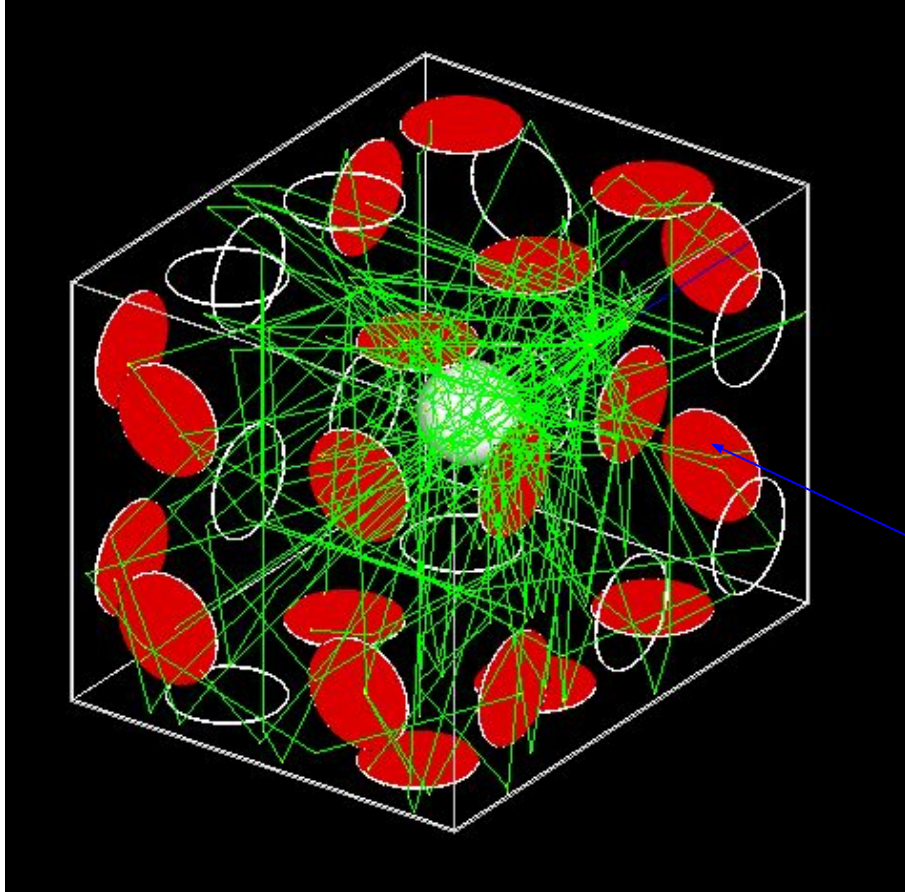
- Solid volume: The pure geometry
- Logical volume: Geometry + material
- Physical volume:
 - Placement of logical volumes
 - Copy number for logical volumes
 - Add boundary effects between materials (e.g. reflectivity)

Physics lists



- Includes the physical processes that you want to simulate
- E.g.: Cerenkov process can create optical photons

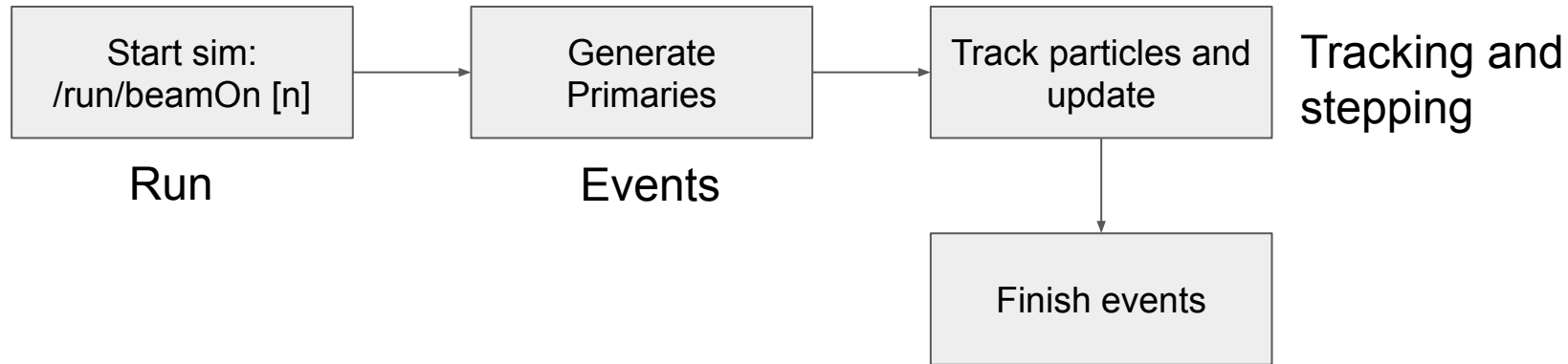
Sensitive detectors



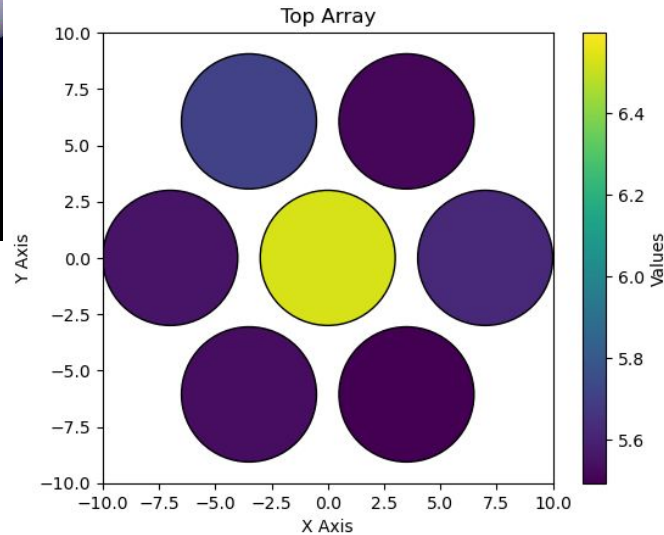
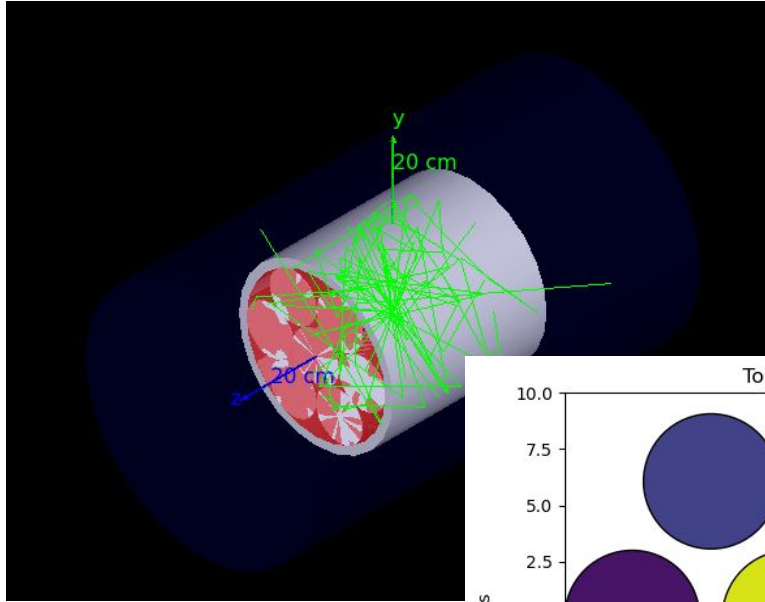
- Make some of your logical volumes able to process interactions within them
- These volumes are called *sensitive detectors*
- The interactions within them are *hits*

Sensitive detector in LXe
example turns red when hits are
present

What happens when you start a simulation?



- Before and after each Run, Event, Track, or Step, the user can intervene
- Interventions can be:
 - Color a sensitive detector if there are hits
 - Kill a track if it reaches a given volume
 - Write data to file



- Build a LXe detector with:
 - PTFE reflector wall
 - 7 PMTs on top and bottom
- Simulate optical photons as they bounce around
- See PMT hitpatterns for different positions