



LArG4

Hans Wenzel

th
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Relationship with Geant4 Collaboration

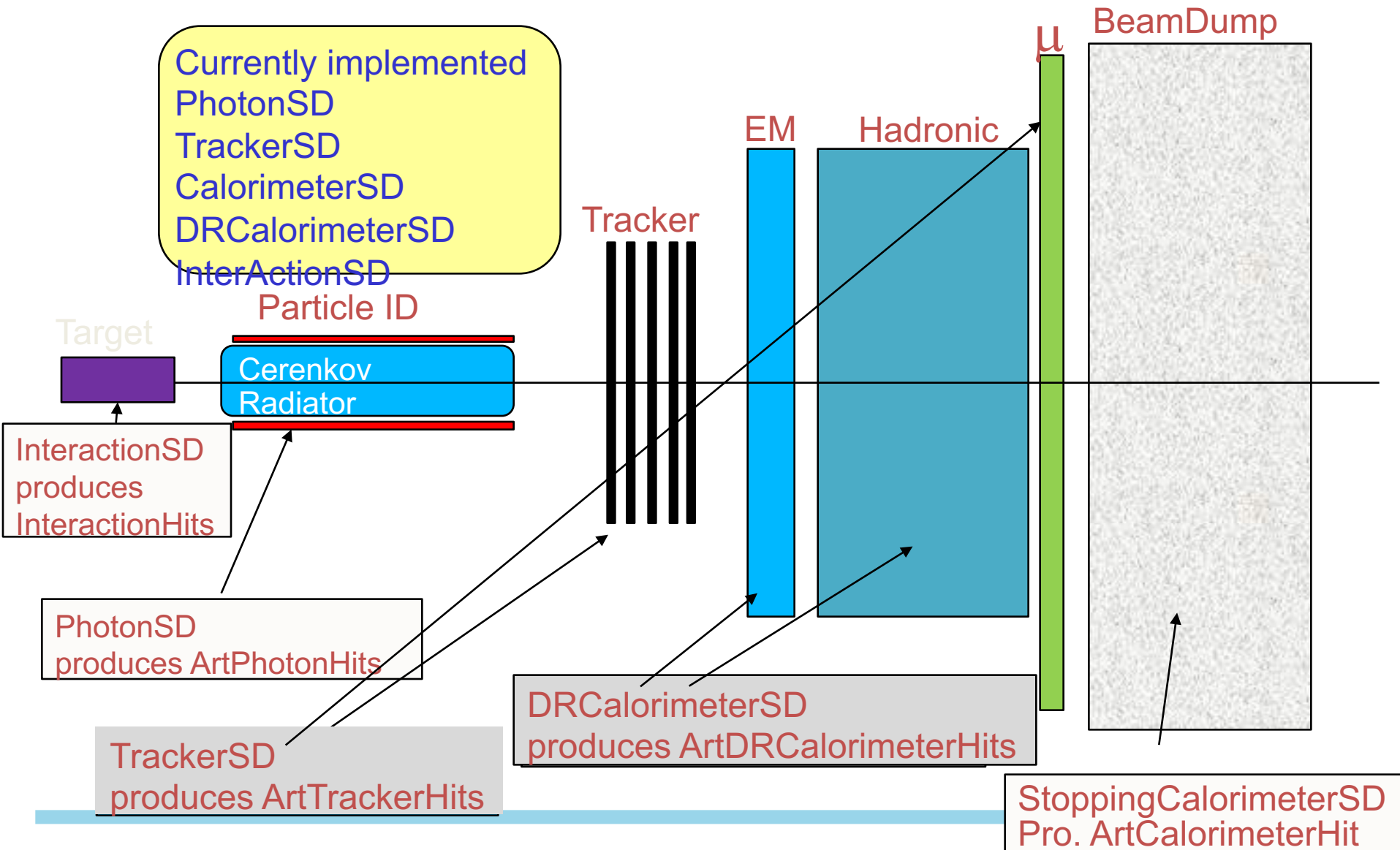
- Many changes just for the IF community:
 - Optical
 - Providing highly configurable physics constructors and interfaces that we requested → no need to do your own plumbing.
 - Eliminate performance bottle necks, e.g. access to material properties much faster.
 - Eliminate features: e.g. various cross sections much improved.
- Physics use the new configurable and extendable Physicslistfactory:
 - Allows to select all reference physics lists
 - Can be extended e.g. we use
 - G4optical physics.
 - Step limiter for charged particles.
 - Neutron time cuts
 - For the brave build your own physics lists, modify existing ones

GDML(+ extensions): a complete description of detector configuration (at runtime)

- Materials, volumes etc....
- Assign step-limits to specific volumes.
- Optical properties (bulk and surface)
- Assignment of sensitive detectors of predefined type to logical volumes→ automatically trigger the creation and filling of the appropriate hit collections
- Assignment of optical surfaces
- Visualization attributes (color, solid,....)
- Makes use of formulas and loops → to keep gdml file compact
- Homogeneous electric field (no electric field→ no separation of charge)

Motivation: Modular system

build detector from predefined components at runtime.



```

<?xml version="1.0" encoding="UTF-8" ?>
<gdml xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" xsi:noNamespaceSchemaLocation="http://service-spi.web.cern.ch/service-spi/app/releases/GDML/schema/gdml.xsd">
  <define>
    <constant name="TWOPI" value="2.*pi"/>
    <constant name="HALFPI" value="pi/2."/>
    <variable name="i" value="0"/>
    <constant name="num" value="77"/>
    <constant name="scale" value="2."/>
    <matrix name="SY" coldim="1" values="51282/MeV" />
    <matrix name="RS" coldim="1" values="1.0" />
    <matrix name="FTC" coldim="1" values="7.*ns" />
    <matrix name="STC" coldim="1" values="1400.*ns" />
    <matrix name="YR" coldim="1" values="0.75" />
    <matrix name="ArINDEX" coldim="2" values="6.7*eV 1.5
      7.1*eV 1.5
      7.4*eV 1.5
      7.7*eV 1.5
      7.9*eV 1.5
      8.1*eV 1.5
      8.4*eV 1.5
      8.5*eV 1.5
      8.6*eV 1.5
      8.8*eV 1.5
      9.0*eV 1.5
      9.1*eV 1.5
      9.4*eV 1.5
      9.8*eV 1.5
      10.4*eV 1.5"/>
    <matrix name="REFLECTIVITY" coldim="2" values="6.7*eV 0.8
      7.1*eV 0.8
      7.4*eV 0.8
      7.7*eV 0.8
      7.9*eV 0.8
      8.1*eV 0.8
      8.4*eV 0.8
      8.5*eV 0.8
      8.6*eV 0.8
      8.8*eV 0.8
      9.0*eV 0.8
      9.1*eV 0.8
      9.4*eV 0.8
      9.8*eV 0.8
      10.4*eV 0.8"/>
  </define>
</gdml>

```

Optical properties

```

<matrix name="SCINT" coldim="2" values="6.7*eV 0.04
    7.1*eV 0.12
    7.4*eV 0.27
    7.7*eV 0.44
    7.9*eV 0.62
    8.1*eV 0.80
    8.4*eV 0.91
    8.5*eV 0.92
    8.6*eV 0.85
    8.8*eV 0.70
    9.0*eV 0.50
    9.1*eV 0.31
    9.4*eV 0.13
    9.8*eV 0.04
    10.4*eV 0.01"/>

</define>

<materials>
  <material name="LAR" formula="LAr">
    <D value="1.40" unit="g/cm3"/>
    <fraction n="1.0000" ref="G4_Ar"/>
    <property name="RINDEX" ref="ArINDEX"/>
    <property name="SLOWCOMPONENT" ref="SCINT"/>
    <property name="SCINTILLATIONYIELD" ref="SY" />
    <property name="RESOLUTIONSCALE" ref="RS" />
    <property name="SLOWTIMECONSTANT" ref="STC" />
    <property name="YIELDRATIO" ref="YR" />
  </material>
  <material name="Iron" formula="Iron">
    <D value="4.0" unit="g/cm3"/>
    <fraction n="1.0000" ref="G4_Fe"/>
    <property name="RINDEX" ref="ArINDEX"/>
  </material>
  <material name="Silicon" formula="Si">
    <D value="2.33" unit="g/cm3"/>
    <fraction n="1.0000" ref="G4_Si"/>
    <property name="RINDEX" ref="ArINDEX"/>
  </material>
</materials>
<solids>
  <box name="WorldBox" lunit="cm" x="100" y="100" z="410"/>

```



```

<solids>
  <box name="WorldBox" lunit="cm" x="100" y="100" z="410"/>
  <tube name="Cryostat" lunit="cm" z="100.0" rmax="40." deltaphi="TWOPI" aunit="rad" />
  <tube name="ArgonVolume" lunit="cm" z="99.0" rmax="39.5" deltaphi="TWOPI" aunit="rad" />
  <box name="PhotoBox" lunit="cm" x="10.0" y="0.03" z="90.0"/>
  <box name="PaddleBox" lunit="cm" x="20.0" y="5." z="5"/>
  <box name="TPCVolume" lunit="cm" x="40" y="40" z="90"/>
  <tube name="t1000" lunit="cm" z="90.0" rmax="0.01" deltaphi="TWOPI" aunit="rad" />
  <opticalsurface name="surf" model="glisur" finish="polished" type="dielectric_metal" value="1.0">
    <property name="REFLECTIVITY" ref="REFLECTIVITY" />
  </opticalsurface>
</solids>
<structure>
  <volume name="Paddle">
    <materialref ref="G4_PLEXIGLASS"/>
    <solidref ref="PaddleBox"/>
    <auxiliary auxtype="SensDet" auxvalue="Tracker"/>
    <auxiliary auxtype="Color" auxvalue="Blue"/>
    <auxiliary auxtype="Solid" auxvalue="True"/>
  </volume>
  <volume name="SenseWire">
    <materialref ref="G4_W"/>
    <solidref ref="t1000"/>
    <auxiliary auxtype="Color" auxvalue="Green"/>
  </volume>
  <volume name="volTPCActiveInner">
    <materialref ref="LAr"/>
    <solidref ref="TPCVolume"/>
    <auxiliary auxtype="SensDet" auxvalue="Tracker"/>
    <auxiliary auxtype="Color" auxvalue="Blue"/>
    <auxiliary auxtype="StepLimit" auxvalue="0.01"/>
    <auxiliary auxtype="Efield" auxvalue="1000."/>
    <loop for="i" from="0" to="num" step="1">
      <physvol name="psenseWireVolume">
        <volumeref ref="SenseWire"/>
        <position name="posijk" unit="mm" x="-200.0+(i+1)*5." y="-199.8" z="0"/>
      </physvol>
    </loop>
  </volume>
  <volume name="volPhotodetector">
    <materialref ref="Silicon"/>

```

Logical Volumes

```

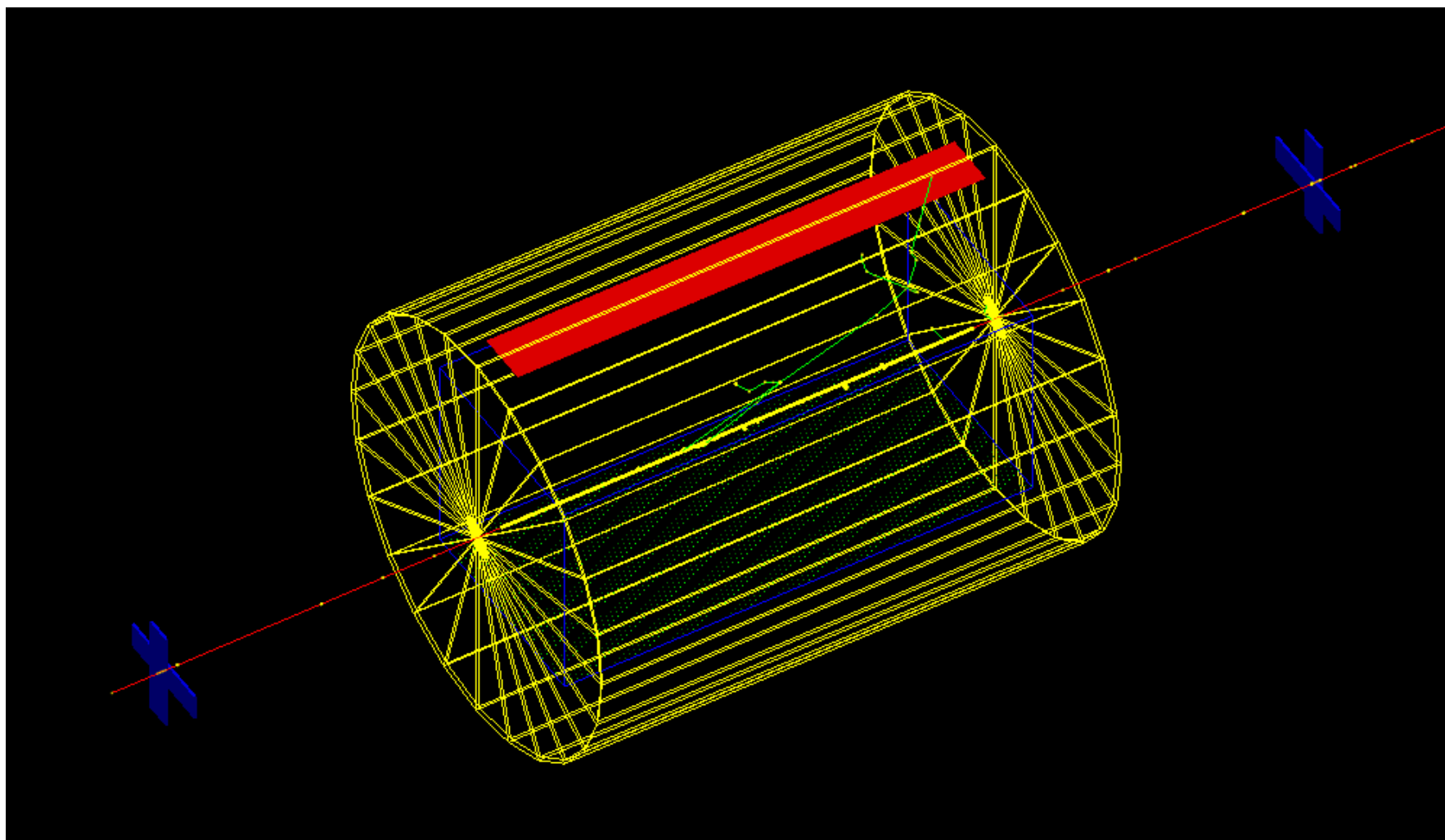
<auxiliary auxtype="SensDet" auxvalue="PhotonDetector"/>
<auxiliary auxtype="Color" auxvalue="Red"/>
<auxiliary auxtype="Solid" auxvalue="True"/>
</volume>
<volume name="volArgon">
  <materialref ref="LAr"/>
  <solidref ref="ArgonVolume"/>
  <auxiliary auxtype="Color" auxvalue="Yellow"/>
  <physvol name="pCalorimeterVolume">
    <volumeref ref="volTPCActiveInner"/>
    <position name="Calpos" x="0" y="0" z="0"/>
  </physvol>
  <physvol name="pvolPhotodetector">
    <volumeref ref="volPhotodetector"/>
    <position name="photondetectorpos" unit="mm" x="0" y="391." z="0"/>
  </physvol>
</volume>
<volume name="volCryostat">
  <materialref ref="Iron"/>
  <solidref ref="Cryostat"/>
  <auxiliary auxtype="Color" auxvalue="Yellow"/>
  <physvol name="pArgonVolume">
    <volumeref ref="volArgon"/>
    <position name="Argonpos" x="0" y="0" z="0"/>
  </physvol>
</volume>
<volume name="TOP">
  <materialref ref="G4_AIR"/>
  <solidref ref="WorldBox"/>
  <physvol name="pCryostatVolume">
    <volumeref ref="volCryostat"/>
    <position name="Cryopos" x="0" y="0" z="0"/>
  </physvol>
  <physvol name="pPaddle1">
    <volumeref ref="Paddle"/>
    <position name="Paddlepos1" unit="cm" x="0" y="0" z="-110."/>
  </physvol>
  <physvol name="pPaddle3">
    <volumeref ref="Paddle"/>
    <position name="Paddlepos3" unit="cm" x="0" y="0" z="-111."/>
    <rotation name="rotatebvz3" z="HALFPI"/>

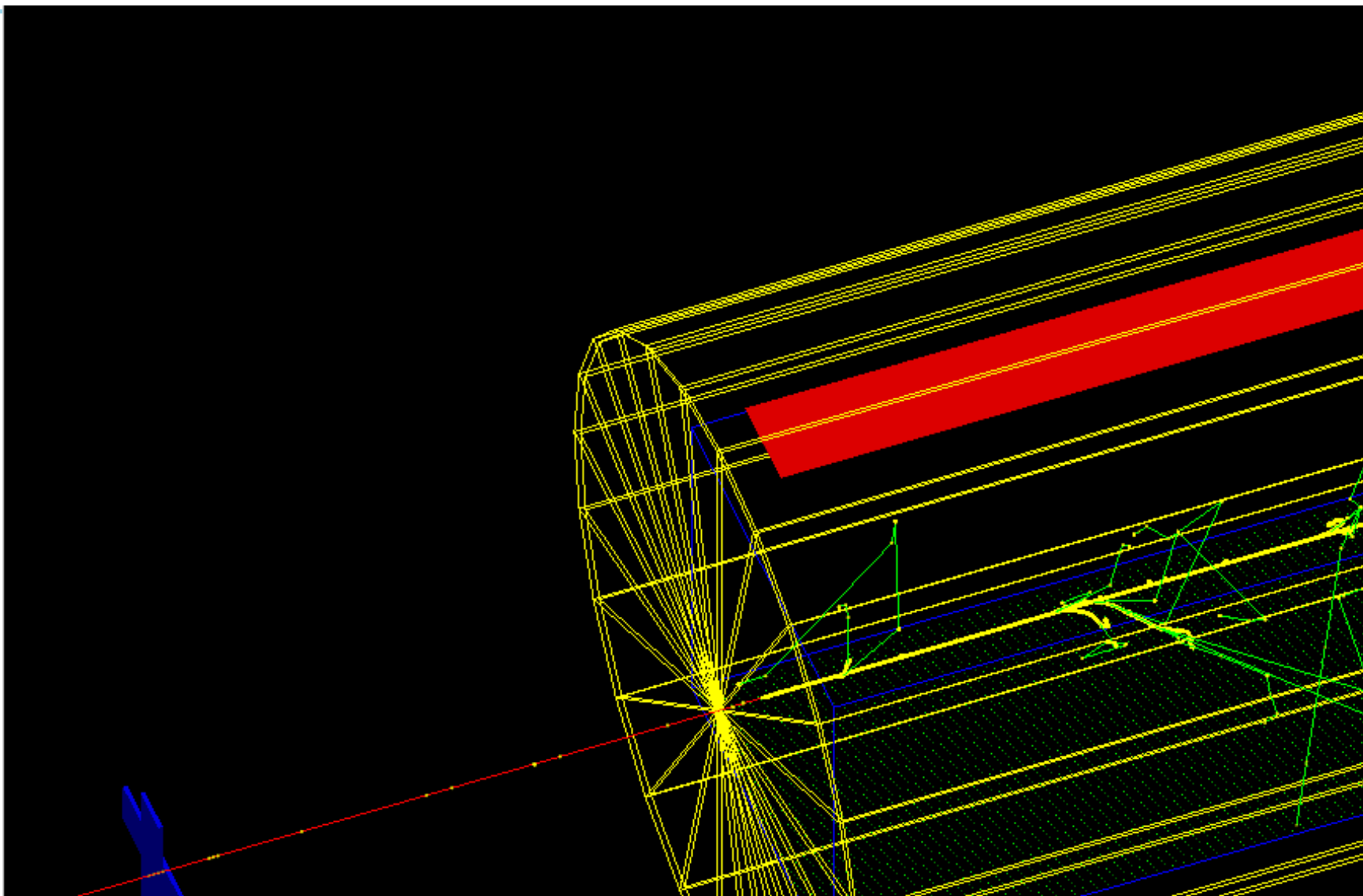
```

```

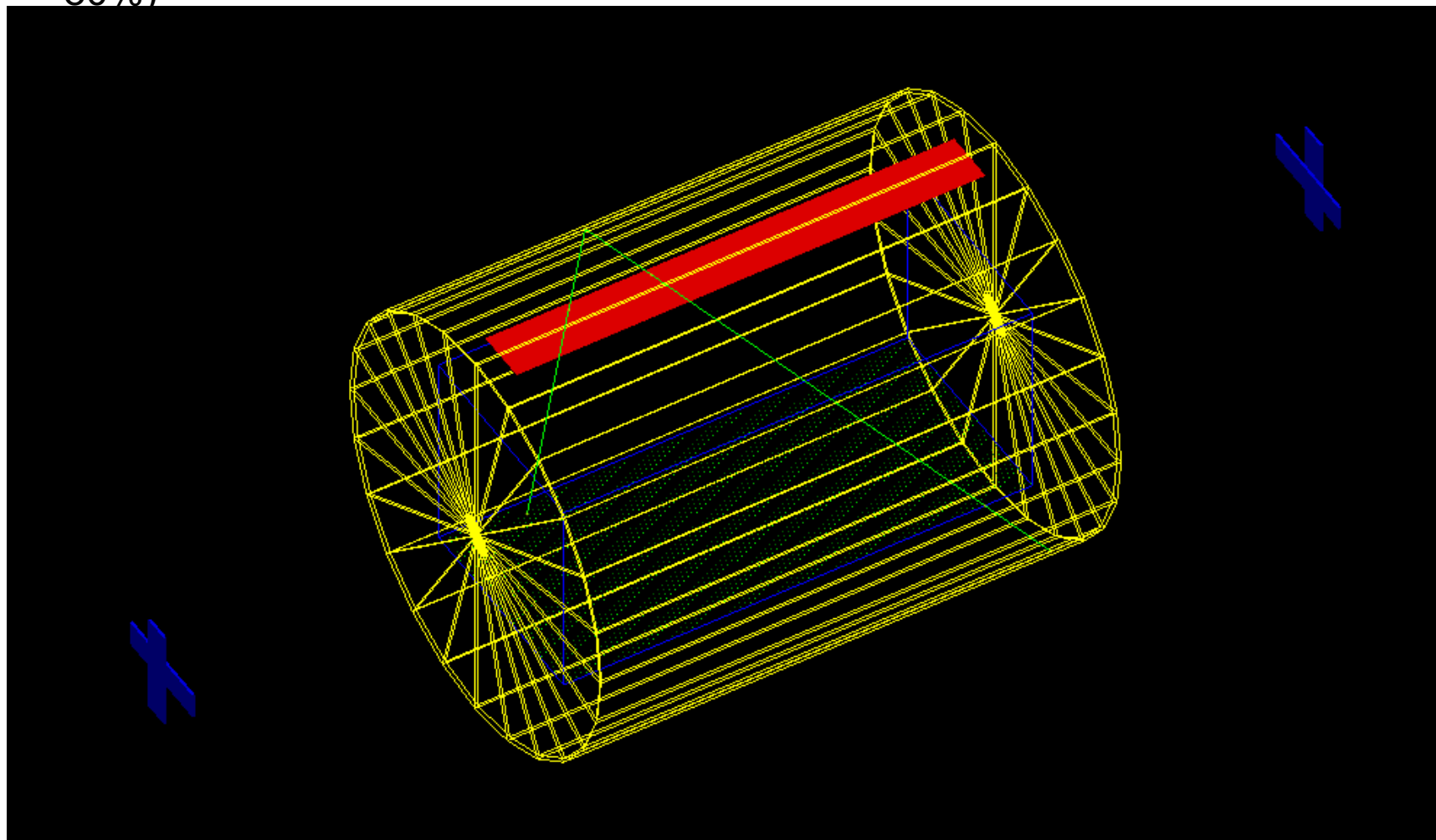
        <rotation name="rotatebyz3" z="HALFPI"/>
    </physvol>
    <physvol name="pPaddle2">
        <volumeref ref="Paddle"/>
        <position name="Paddlepos2" unit="cm" x="0" y="0" z="110."/>
    </physvol>
    <physvol name="pPaddle4">
        <volumeref ref="Paddle"/>
        <position name="Paddlepos4" unit="cm" x="0" y="0" z="111."/>
        <rotation name="rotatebyz4" z="HALFPI"/>
    </physvol>
</volume>
<bordersurface name="bordersrf" surfaceproperty="surf" >
    <physvolref ref="pArgonVolume"/>
    <physvolref ref="pCryostatVolume"/>
</bordersurface>
</structure>
<setup version="1.0" name="Default">
    <world ref="TOP"/>
</setup>
</gdml>

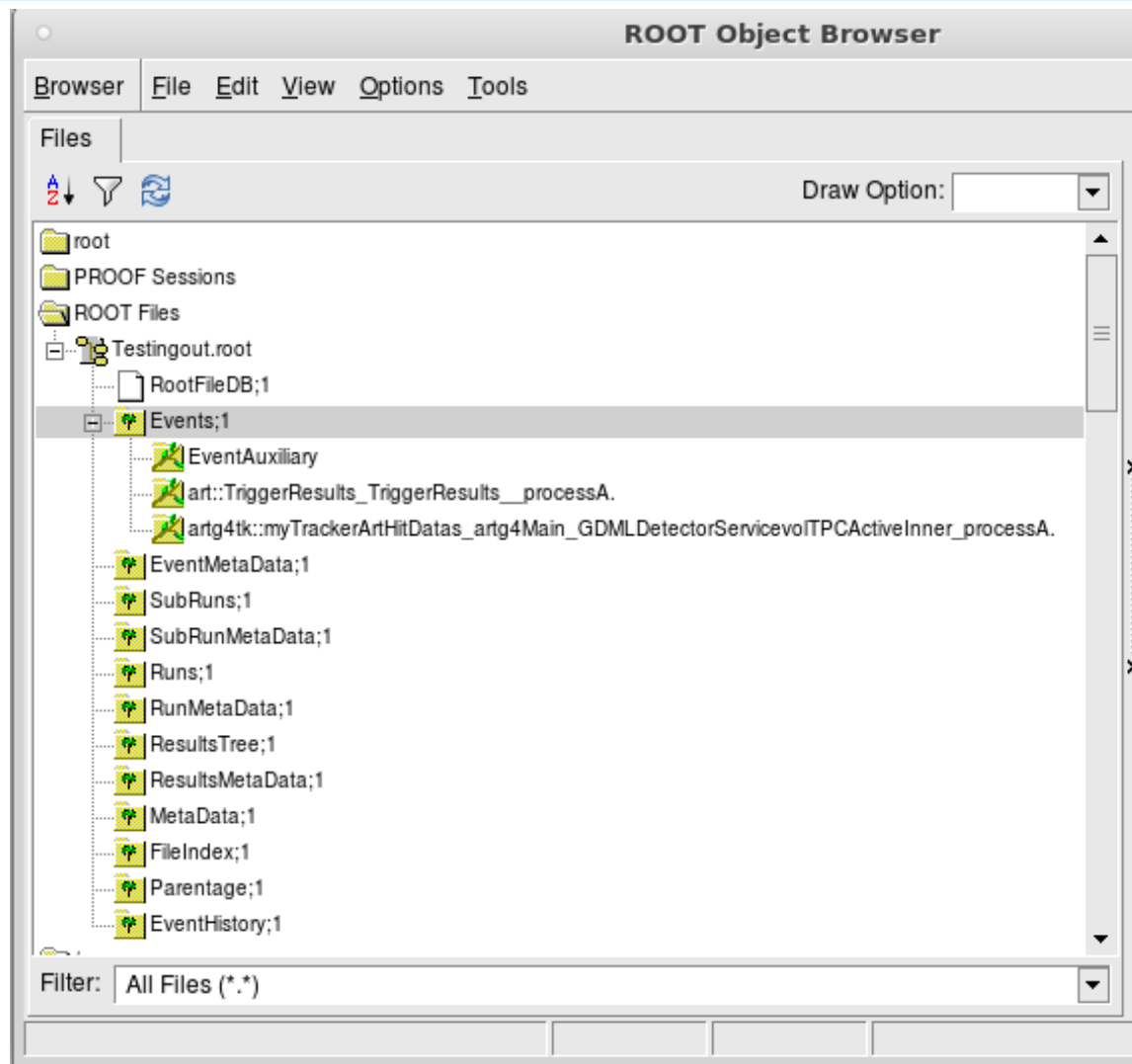
```





Tracing of a single optical photon (reflectivity on tank 80%)





Status

- Whole chain is working
 - Need to rename and rearrange
 - Currently fill geant4 hit collections first and then copy over to art hit collections (want to skip the geant4 step)