Turning GEANT Inside-Out: A Python-GEANT4 Bridge which Provides Flexibility and Interactivity

Overview

- GEANT4 provides an excellent low-level toolkit for fast computation of transport of moving particles
- Base language of GEANT4 is C++, which is needed for speed
- C++ is a relatively lousy language for data management
 - Much effort is needed to explicitly handle polymorphic data
 - Attention is needed for object creation, deletion, and ownership
 - All interaction done through limited Messenger classes
- Modern object-based scripting languages provide much better functionality for setup and management

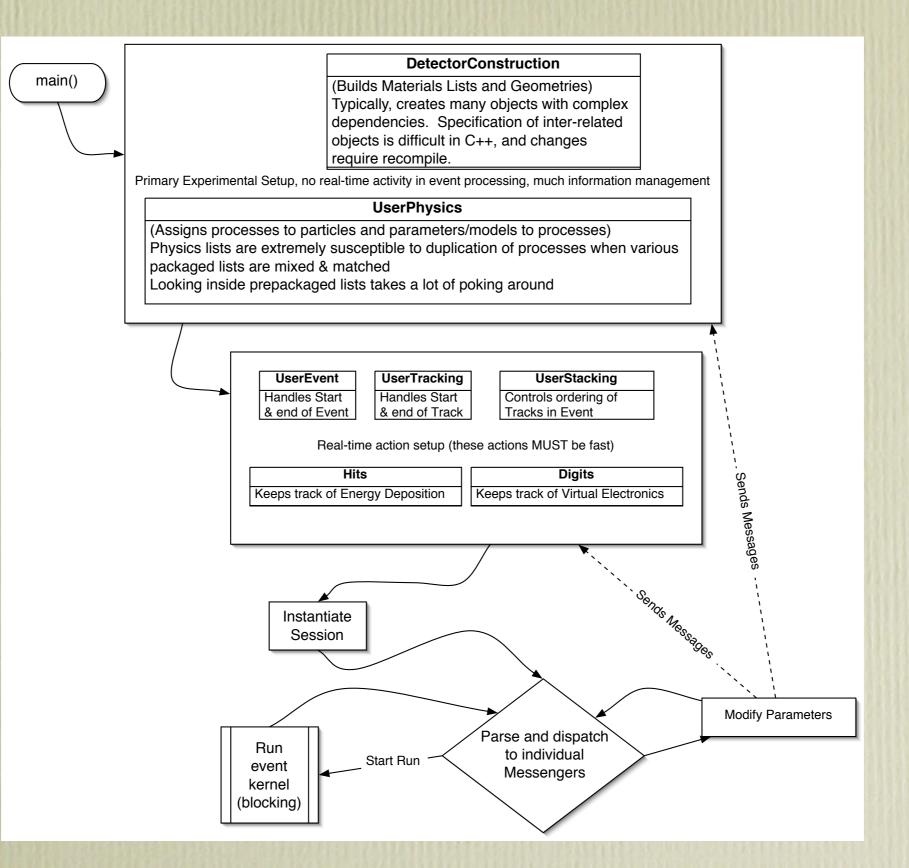
Architecture

- Instead of compiled main() doing setup, then creating a Session to handle user interaction, let the interactive interpreter run the show
- Use Python shell, with all its power, as the interpreter
- Use SWIG to wrap all needed GEANT4 and User classes, providing direct access to methods, instead of using hand-written Messenger classes to expose pieces
- Extend SWIG wrappers with specialized tools
- Use Python threads capabilities to allow keyboard access to multithreaded operations
- Use Python reference-counting object management to take care of all housekeeping

So What is SWIG?

- The Standard Wrapper Interface Generator
 - Automatically translates C and C++ header files into complex wrapper functions which allow various scripting languages to access compiled code.
 - Takes care of much data-type conversion, class management, etc.
 - Knows a lot about C++ class structure.
 - Needs only a very little bit of help typically to wrap most code.
 - Can be given more information to generate helper code to fill in gaps where the automatic wrappers are inconvenient.
- The long answer: see http://swig.sourceforge.net

The Canonical GEANT World



Typical Old-Style Material Setup

//Air

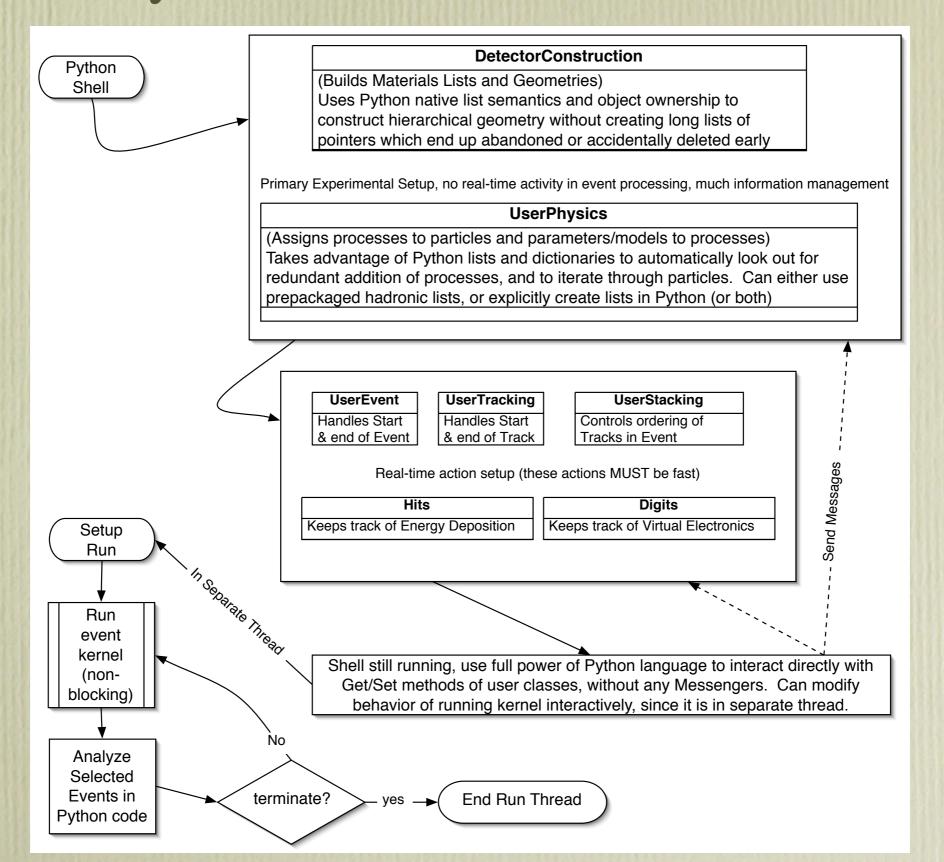
```
G4Element* elN = new G4Element("Nitrogen", "N", z=7., a= 14.01*g/mole);
G4Element* elO = new G4Element("Oxygen", "O", z=8., a= 16.00*g/mole);
```

```
//G4Element* elGd = new G4Element("Gadolinium", "Gd", z=64.0, a=157.25*g/mole);
G4Element* elI = new G4Element("Iodine", "I", z=53.0, a=126.904*g/mole);
G4Element* elH = new G4Element("Hydrogen", "H", z=1., a= 1.0*g/mole);
G4Element* elC = new G4Element("Carbon", "C", z=6., a= 12.00*g/mole);
G4Element* elCa = new G4Element("Calcium", "Ca", z=20., a= 40.078*g/mole);
G4Element* elCl = new G4Element("Chlorine", "Cl", z=17., a= 35.4527*g/mole);
```

```
Air->AddElement(el0, 30*perCent);
```

br12iod->AddMaterial(br12, 0.995); br12iod->AddElement(elI,0.005);

The Pythonized GEANT World



General Setup (was main())

G4Sys=G4System() print "Geant4 Core Version: "+G4Core.GetVersionString() ranecu=G4Core.RanecuEngine() G4Core.HepRandom.setTheEngine(ranecu)

```
baseSD=G4Core.ExN02TrackerSD(G4String("BaselineSD"))
G4Core.AddNewSensitiveDetector(baseSD)
tumorSD=G4Core.ExN02TrackerSD(G4String("TumorSD"))
G4Core.AddNewSensitiveDetector(tumorSD)
```

```
targetParams=dict(
   tumorFullThickness=20.*millimeter,
   worldFullHeight=100.0*millimeter,
   skinFullThickness=150*millimeter,
   tumorCenterDepth=20.0*millimeter,
   boneCenterDepth=75.0*millimeter,
   boneFullThickness=30.0*millimeter,
   iodineFrac=0.5*perCent,
   baseSD=baseSD, tumorSD=tumorSD)
worldFullLength, actualPositionTumor =CreateGeometry(**targetParams)
```

import RadiationPhysics EM=RadiationPhysics.PenelopePhysics(secondaryCut=2.0*keV, useAuger=0, useFluorescence=1).Construct() had=RadiationPhysics.DumbHadronPhysics().Construct() G4Core.G4ProductionCutsTable.GetProductionCutsTable().SetEnergyRange(0.1*keV, 1.0*GeV) G4Sys.SetActions(physics=EM) #just a formality G4Sys.Initialize()

Typical Python Materials Setup



```
BR12= MaterialWeight("BR12", density= 0.98*gram/cm3,
  elements_list=(
     ("C", 0.7037), ("0", 0.1693), ("H", 0.0961), ("N", 0.0194), ("Ca", 0.0086), ("Cl", 0.0020)
  )
                                                              String formatting
)
BR12iod = MaterialMixture("BR12+%.1f%% Iodine"%(iodineFrac/perCent),
  density=0.98*gram/cm3,
  materials_list=(
                                           Real keyword arguments!
     (BR12, 1.0-iodineFrac),
     ("I", iodineFrac)
  )
)
Bone=MaterialWeight("icru-44 bone", density= 1.92*gram/cm3,
  elements_list=(
     ("H", 0.034), ("C", 0.155), ("N", 0.042), ("0", 0.435),
     ("Na", 0.001), ("Mg", 0.002), ("P", 0.103), ("S", 0.003),
     ("Ca", 0.225)
  )
)
```

Geometry Setup in Python

Helper class to manage ownership

```
solidTumor=UnionSolid("Bumpy Tumor",
  G4Tubs(G4String("Dosed tumor"),
          0., tumorFullThickness/2.0, worldFullHeight,
          0.0*degree, 360.0*degree
        ),
  G4Tubs(G4String("Dosed tumor bump"),
          0., tumorFullThickness/4.0, worldFullHeight,
          0.0*degree, 360.0*degree
                                              Easy attachment of
        ),
  pos=(0., tumorFullThickness/2.0, 0.)
                                              SensitiveDetectors
)
logicTumor=LogicalVolume(solidTumor,
  material=BR12iod, name="tumor", sensitive=tumorSD, color=(0,1,1)
                                                                      Inline
)
                                                                VisAttributes
logicTumor.SetForceSolid(1)
relativePositionTumor = Numeric.array((-skinFullThickness/2.0+tumorCenterDepth, 0, 0))
actualPositionTumor=Numeric.dot(RotationY(-90.0*degree), relativePositionTumor)
```

Placement(logicTumor, "tumor", logicSkin, pos=relativePositionTumor)

G4RunManager, Exposed!

- Expose a little more of the RunManager so that more of the run setup and termination can be executed in Python
 - This allows one to run some events, move the ParticleGun, and then run more, for example, to create diffuse (or other) sources
 - Also, can use UserStacking or UserEvent actions to terminate the run reversibly when an event arises which is 'interesting'. This permits fast but simple pre-analysis of events in compiled code, followed by slower, flexible analysis in Python code. Run can be continued after 'interesting' event is processed.

Run with AIDA & OpenDX

def run_series(thetalist=(-20,0,20), events=100000, sdBase=None, sdTumor=None): global _running _running=1 try: if sdBase and sdTumor: runcode=time.strftime("%Y%m%d.%H%M%S") import AIDASupport #only import AIDA if we really need it! import AIDA tree=AIDASupport.AIDATree("", createNew=1, options="compress=yes") dx=worldFullLength*0.5 chans=300 histfact=tree.GetHistogramFactory() dc1Hits = histfact.createHistogram3D("Ionization_Map_1",1, -dx, dx, chans, -dx, dx, chans, -dx, dx) sdBase.SetXYZHistogram(dc1Hits) dc2Hits = histfact.createHistogram3D("Ionization_Map_2",1, -dx, dx, chans, -dx, dx, chans, -dx, dx) sdTumor.SetXYZHistogram(dc2Hits) else: tree=None

G4Sys.SetupRun()

for theta in thetalist:
 if not _running: break #someone else is sending us a message
 gunPos=Numeric.array((0,0,-1.1*targetParams['skinFullThickness']/2.0))
 gunPos=Numeric.dot(RotationX(theta*degree), gunPos)
 myGenerator.SetGunPosition(Vector(gunPos))
 myGenerator.SetGunAxis(Vector(actualPositionTumor-gunPos))
 G4Sys.runMgr.DoEventLoopThreaded(events)
 fin

G4Sys.FinishRun()

if tree:

sdBase.UnsetHistogram()
sdTumor.UnsetHistogram()
hist2d1=histfact.projectionYZ("hist2d1", dc1Hits) #project down
hist2d2=histfact.projectionYZ("hist2d2", dc2Hits) #project down
final_plain=histfact.add("unenhanced", hist2d1, hist2d2)
scale=2.0
hist2d2.scale(scale) #adjust for DER
final_der=histfact.add("DER = %.1f enhanced"%scale, hist2d1, hist2d2)

datafilename=basename+"."+runcode+"."
savehistfile=file(datafilename+"binary","w")
savehistfile.write(histbins.tostring())
savehistfile.close()
xax=hist.xAxis()
yax=hist.yAxis()

finally:

_running=0

How Hard is This?

• Simplest Case

- Rewrite main() as SetupGeant() so it ends where the session starts
- Run Gnumake to build libfoo.a where foo is the project name
- Generate a typically 20-line SWIG declaration to expose interesting parts of user classes and run SWIG
- Run python setup.py to let distutils build the modules
- Enjoy!
- More real Pythonization
 - Move Materials and Detector construction into Python
 - Move Physics Lists into Python
 - Eliminate Messenger classes, replacing with native Python access
 - Move bits of RunManager loop into Python for event analysis

Why?

Code Maintainability

- Way too much effort required to do complex hierarchical object management in C++. Almost every change results in memory leaks.
- Much less attention required to declaring types everywhere.
- Resulting code is much shorter, since Python does much of the work.
- Code Flexibility
 - Only the gory low-level details of event handling, *etc.* live in compiled code. Everything else can be changed in the interpreted layer.
 - The SWIG-wrapped classes automatically expose all public class methods, instead of only a few which Messengers usually expose.
 - File I/O and management is very easy to change as needed.
- Speed of Development is MUCH better.

Why? again: The Python Library

- The Python library provides extensive XML file parsing capabilities, which will ultimately make interchange with CAD easier.
- The library provides extensive web-interaction tools, potentially making it easy to provide access to your simulation via web-based tools, so remote users can interact with your local experiment simulator to test out concepts

Conclusion (?)

- The conclusion is that this is not at all concluded!
- The presentation is really a demonstration of a possible future framework for much GEANT work.
- It is easily expandable to use new C++ classes, since SWIG automatically does the work needed.
- It is easily expandable on the Python end to provide extensive new management and analysis capabilities, since Python is both a very powerful scripting language and has an excellent library of tools bundled with it.
- We would like to work closely with the core development team to see how to integrate this into a (not-too-far) future GEANT toolkit.