

The University of Manchester

Simulation Tutorial

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What are you going to learn in this tutorial?

- 1. Understand how configuration files (FHiCL) work in LArSoft and how to write one
- 2. Understand how to run a simulation
- 3. Simulate some events up to the detector response stage
 - a. Generation (Gen) \rightarrow Propagation (LArG4) \rightarrow Detector Simulation (DetSim)



This tutorial requires a workspace with a compiled **sbndcode** with the branch **uk_larsoft_workshop_2022** checked out

(see David's tutorial)

Once your workspace is set up, you are ready for this tutorial... let's go?

FHiCL files

What is a FHiCL?



Is it possible to inherit FHiCLs and their parameters when you are writing your own FHiCL file.

A FHiCL (a.k.a. fcl) enables us to configure and run LArSoft modules A FHiCL is written in a specific syntax (similar to JSON). We will see its structure later on in this tutorial, stay strong!

You can easily identify a FHiCL file by its extension .fcl

Why use a FHiCL file?

• The hierarchical feature of a FHiCL file allows us to define parameters only once that will persist throughout the entire simulation/reconstruction/analysis code



 But if necessary you can easily change a parameter on the fly without having to recompile anything (for instance, if you want to run a quick test). We are going to see how it works shortly...

FHiCL Language

Quick introduction on the syntax of FHiCL.

Everything is based on name-value pairs

```
n: 1
pi: 3.14159
charge: "positive"
```

Comments can be done with # or //

n: 1 # this is a comment pi: 3.14159 // this is a comment as well charge: "positive"

FHiCL Language - Sequences

Sequences are defined by square bracketed [] with comma delimiters

seq1: [1, 2, 3, 4] # basic sequence seq2: [1, 2, "word"] # sequence with numbers and words seq3: [1, [2, 3], 4, "word"] # mix of everything

You can also overwrite any of the entries

seq1[1]: 10 # 2 changed to 10, now seq1: [1, 10, 3, 4]

Remember that the sequence entries start from "zero"

FHiCL Language - Tables

Tables are enclosed in curly braces { }

```
tab1:
{
    a: 123
    b: "this is a table"
    seq1: [1, 2, 3, 4, 5]
}
```

And overwriting works similar to before

tab1.a: 246 # overwrite 123 with 246

Entire tables can be referred using @local::var

tab2: @local::tab1 # tab2 is now the same as tab1

FHiCL Language - Splicing

You can splice tables together using a reference @table::tab_name, for instance:



Is equivalent to



Prologs contain configurations that can be accessed in other fcl files. The idea is to have a dictionary of possible values we can choose from. For instance, one can define the possible beam energies as:

BEGIN_PROLOG bnb: 8 # 8 GeV beam numi: 120 # 120 GeV beam END_PROLOG

And in your code you can simply choose which beam energy you want to use:

BeamEnergy: @local::numi choose numi beam energy

How is it usually structured in a FHiCL?

One option is to have everything written in a single FHiCL file

BEGIN_PROLOG				
bnb: 8 # 8 GeV beam				
numi: 120				
END_PROLOG				
BeamEnergy: @local::numi				

But that is not how it is usually done, PROLOGs tend to be written in a separate FHiCL that is inherited by other FHiCL files:



FHiCL - Configurations

- Instead of writing long files, and repeating all the information over and over again, we can write our **configurations** in one file and include it in another
- Guarantees that the information is unified
- Shorter, cleaner and tidier codes!

Writing your first FHiCL

The FHiCL files you actually run have a very important structure and some fields that have to be there and need to be filled out properly. The overall structure is:

```
#include
process_name:
services: { }
source: { }
physics: { }
outputs: { }
```

The next slides will explain the role of each part and what kind of information they take. Do not worry in memorising anything now, focus on understanding the overall structure of this file.

Writing your FHiCL: Skeleton

#includes
process_name:
services:
}
source: {
}
physics: {
}
outputs: {
}

This is the skeleton of a FHiCL file

Let's complete it together and understand the function of each part (you will have access to the final and complete file at the end)

Writing your FHiCL: **#includes**



Different experiments have their own files and configurations.

In general, FHiCL files start by inheriting include files:

```
# experiment specific configurations
#include "simulationservices_sbnd.fcl"
#include "messages_sbnd.fcl"
```

```
# configuration files containing prologs
#include "singles_sbnd.fcl"
#include "rootoutput sbnd.fcl"
```

If you want to see what's inside a specific FHiCL file, you can find out its path by using this very useful command:

find_fhicl.sh simulationservices sbnd.fcl

Writing your FHiCL: process_name



Define overall name for the collection of modules you are running.

Must be unique, so you cannot have the same process name run multiple times on the same art-root file. If you are running some reconstruction but a process called Reco has already been run, define a new one called process_name: Reco2

The module that generates single particles is called **SingleGen**:

process name: SingleGen

Writing your FHiCL: services



Writing your FHiCL: source



Writing your FHiCL: physics

experiment specific configurations
#include "simulationservices_sbnd.fcl"
#include "messages_sbnd.fcl"

configuration files containing prologs
#include "singles_sbnd.fcl"
#include "rootoutput_sbnd.fcl"

process_name: SingleGen

services:

@table::sbnd_simulation_services
TFileService:

fileName: "hist_prod_single_sbnd.root"

source:

module_type: EmptyEvent
timestampPlugin:

plugin_type: "GeneratedEventTimestamp"

maxEvents: 10
firstRun: 1
firstEvent: 1

physics:

producers:

ns: { module_type: "RandomNumberSaver

generator: @local::sbnd singlep

analyzers: { }
filters: { }
simulate: [nns, generator]
streaml: [out1]
trigger_paths: [simulate]
end paths: [stream1]

outputs:

Define and configure modules that do work on the event



Writing your FHiCL: physics

experiment specific configurations
#include "simulationservices_sbnd.fcl"
#include "messages_sbnd.fcl"

configuration files containing prologs
#include "singles_sbnd.fcl"
#include "rootoutput_sbnd.fcl"

process_name: SingleGen

services:

@table::sbnd_simulation_services
TFileService:

fileName: "hist_prod_single_sbnd.root"

source:

module_type: EmptyEvent
timestampPlugin:

plugin_type: "GeneratedEventTimestamp"

maxEvents: 10
firstRun: 1
firstEvent: 1

physics:

producers:

ns: { module_type: "RandomNumberSaver

generator: @local::sbnd_singlep

, analyzers: { } filters: { } simulate: [rns, generator] streaml: [out1] trigger_paths: [simulate] end_paths: [stream1]

outputs:

Define and configure modules that do work on the event



Writing your FHiCL: outputs



How do I choose what to simulate?

experiment specific configurations
#include "simulationservices_sbnd.fcl"
#include "messages_sbnd.fcl"

configuration files containing prologs
#include "singles_sbnd.fcl"
#include "rootoutput_sbnd.fcl"

process_name: SingleGen

services:

@table::sbnd_simulation_services
TFileService:

fileName: "hist_prod_single_sbnd.root"

source:

```
module_type: EmptyEvent
timestampPlugin:
```

plugin_type: "GeneratedEventTimestamp"

maxEvents: 10 firstRun: 1 firstEvent: 1

physics:

producers:

rns: { module type: "RandomNumberSaver"

generator: @local::sbnd_singlep

```
analyzers: { }
filters: { }
simulate: [rns, generator]
streaml: [out1]
trigger_paths: [simulate]
end paths: [stream1]
```

outputs:

out1:

@table::sbnd_rootoutput fileName: "prodsingle_sbnd_%p-%tc.root" You can define a few initial properties:

- <u>PDG</u>: Particle ID
- <u>P0, SigmaP, PDist</u>: Momentum
- X0, Y0, Z0: Initial position
- And much more!

Full file here: \$MRB_SOURCE/sbndcode /sbndcode/Workshop/TPC Simulation/sim_tutorial_g en_non0_T0.fcl

Trust me, this is a complete and working FHiCL ready to simulate particles. But what is it simulating?



What am I simulating? (solution)

Exploring the include files...

experiment specific configurations
#include "simulationservices_sbnd.fcl"
#include "messages_sbnd.fcl"

configuration files containing prologs
#include "singles_sbnd.fcl"
#include "rootoutput_sbnd.fcl"

What am I simulating? (solution)

Exploring the include files...



What am I simulating? (solution)

Exploring the include files...



What am I simulating? (solution 2)

Another possibility is to use the fhicl-dump command, that prints the entire set of configured parameters in the entire hierarchy:



What if I don't want to simulate a muon?

One of the beauties of FHiCL files is that you can **override** parameters on the fly.

First, identify where the parameter is declared and define its "path". Example: particle ID



Overriding parameters

You can overwrite a parameter in your FHiCL file (the ones displayed when you run fhicl-dump) after you define them by adding the following line at the end of your FHiCL file:

physics.producers.generator.PDG: [11] # this is an electron

This is true for any other parameter and for $N \neq 1$ particles:



Understanding the Simulation Flow

Generating Particles

The first step is to generate the particles we want to simulate, there are a few options:

- 1. **Single particle gun**: specify the topology of the collection of particles you want to study
- 2. Generators: use an input flux and/or physics model to simulate interactions
 - a. **GENIE**: for generating neutrinos
 - b. **CORSIKA**: for cosmic rays
 - c. MARLEY: for supernova and solar neutrinos
 - d. People doing BSM either write custom generators or develop additions to GENIE

This tutorial focuses on the single particle gun (developed FHiCL file so far in the tutorial). This generates a particle with some initial parameters: start position, start momentum, PDG code, energy...

The output of this is a list of <u>simb::MCParticle</u> objects.

Geant4

The next step is to propagate the particles through the detector, this is done with Geant4

<u>Geant4</u> simulates all the physical processes that happen in the detector:

- Collisions with argon atoms
- Ionisation processes
- Showers
- Decays
- Etc...

The output is a also list of **simb::MCParticle** objects.

The last simulation step covered in this tutorial is the detector simulation. This step returns the detector response to the charge and light generated in the detector during the propagation.

The output of this stage if the <u>raw::RawDigit</u> which is a collection of digitised charge vs time from a wire.

How to interact with LArSoft To do anything with LArSoft you need to use the lar command.

This is how you run a simulation. For the SingleGen stage, for instance, there is no input file.

A typical LArSoft command looks like:

lar -c your fhicl.fcl -s inputFile.root -o outputFile.root -n 5

The most important flags you can pass to a lar command are:

- -c (--config): the FHiCL file you are running
- -s (--source): the source file (a ROOT file made by some previous stage)
- -n (-nevts): the number of events to run (use -n -1 if you want to run over all events)
- -o (--output): the name of the output art-root file (overrides the default)
- --nskip: the number of events to skip

Detailed usage can be found with lar -h

Running the full simulation chain

As explained, the full simulation chain consists of three stages (generator, propagation, detector simulation), and as you might imagine, there is a FHiCL responsible for each of them:

Path: \$MRB_SOURCE/sbndcode/sbndcode/Workshop/TPCSimulation/

- Generator: sim_tutorial_gen_non0_T0.fcl
- Propagation: g4_workshop.fcl
- Detector Simulation: detsim_workshop.fcl

For SBND:

- standard_g4_sbnd.fcl
- standard_detsim_sbnd.fcl

Note that the generator output file is used as an input for the propagation stage, and so on...

<u>Hint</u>: use the **-o** flag to name the output files in a way that makes sense to you



Based on the previous slide, what is the lar command for each of the steps above? Have you given a thought on the previous task? If not, what are you doing here? Go back to the task!

A full simulation chain will look like this:

```
lar -c sim tutorial gen non TO.fcl -n 20 -o output gen.root
```

lar -c g4 workshop.fcl -s output gen.root -o output g4.root

lar -c detsim workshop.fcl -s output g4.root -o output detsim.root

Visualising Events

Event Display

LArSoft has an event display that you can use to view the events and validate (by eye) your simulation.

To run it use:

It can be very slow when not using VNC while working on the FNAL GPVMs

lar -c evd_sbnd.fcl -s your_detsim_output_file.root



Running your own Simulation

Main task

• Copy the working FHiCL:

\$MRB_SOURCE/sbndcode/sbndcode/Workshop/TPCSimulation/sim_tutorial_gen_non0_T0.fcl

- Simulate 10 events with 1 muon and 1 proton with the following requirements:
 - <u>Muon</u>: momentum = 0.7 GeV/c ; theta_xz = -10 degrees ; theta_yz = 0 degrees
 - <u>Proton</u>: momentum = 0.8 GeV/c ; theta_xz = 35 degrees ; theta_yz = 10 degrees
 - Start position of both particles (x0, y0, z0) = (-100, 0, 150) cm
 - T0 of both particles = 1,600 ns
 - \circ Set all variations (vertex position, momentum, angles, time) to 0
 - Set all distributions to "uniform" (vertex position, time, angle)
 - Set particles being created from the same vertex (SingleVertex:true)
- Run Geant4 over the produced particle file
- Run DetSim over the Geant4 file
- Run the Event Display over the DetSim file
- Repeat everything above with a gaussian variation to the angles

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Bonus task

1. Repeat the main task and make 10 events with an electron instead of a muon

- 1. Generate 10 electron-neutrino events in the SBND active volume,
- 2. Run the Geant4 and Detsim stages
- 3. Open the events in the event display
- 4. Identify the electron shower and any other particles along with it

Extra material

• Quick Start Guide for FHiCL 3: The Fermilab Hierarchical Configuration Language

Solutions:

- \$MRB_SOURCE/sbndcode/sbndcode/Workshop/TPCSimulation/.solutions/
 - \circ sim_tutorial_gen_non0_T0_complete.fcl \rightarrow FCL for the main task
 - \circ **run_full_simulation.sh** \rightarrow set of commands to run a full simulation using LArSoft



If you are not familiar with opening/editing a text file on the terminal, you can use vim.

- Open file: vim my_text.txt
- Edit file: esc + i (it will display -- INSERT -- on the bottom)
- Save file: esc + :w
- Save file and close file: esc + :wq
- Close file: esc + :q

