

# **Simulation Framework in CEPCSW**

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# Outline

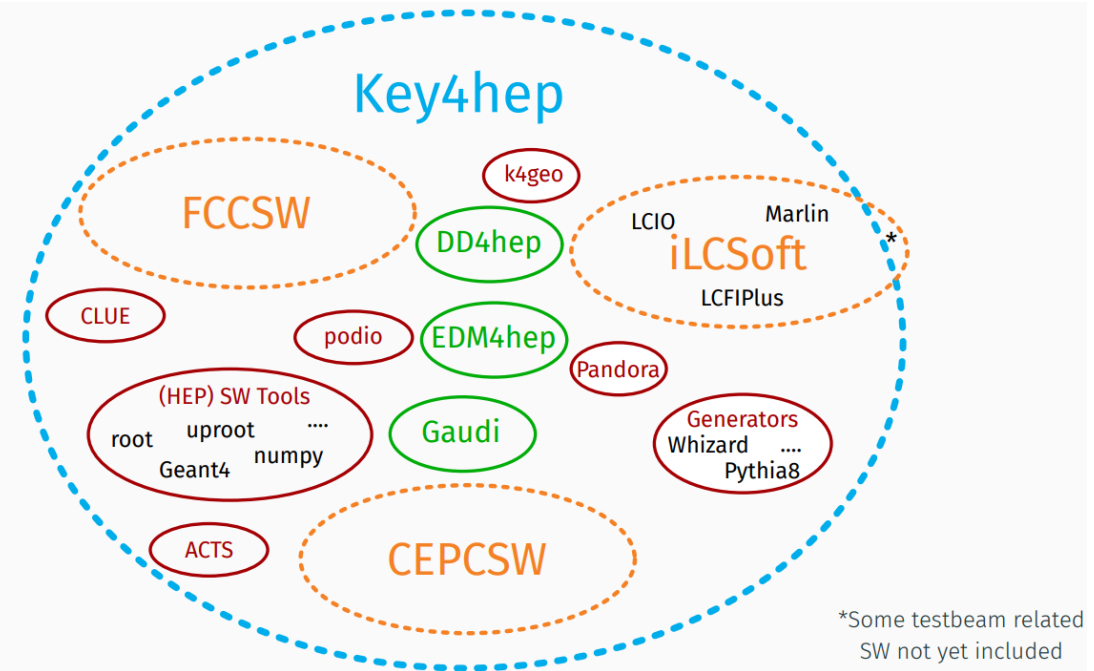
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- ❖ Introduction to CEPCSW
- ❖ The simulation framework in CEPCSW
  - Physics generator interface
  - Detector description
  - Geant4 based simulation
  - Background mixing
  - Fast simulation
- ❖ R&D in the simulation framework
- ❖ Summary

# Introduction

- ❖ The development of CEPC software started with the iLCSoft
  - Developed CEPC components for simulation and reconstruction
  - Generated M.C. data for detector design and physics potential studies
  - Particularly, CEPC CDR studies done with the iLCSoft
- ❖ The consensus among CEPC, CLIC, FCC, ILC and other future experiments was reached at the Bologna workshop in June, 2019.
  - Develop a Common Turnkey Software Stack (Key4hep) for future collider experiments
  - Maximize the sharing of software components among different experiments

T.Madlener | Key4hep & EDM4hep  
CEPC workshop, Edinburgh



Key4hep project: <https://github.com/key4hep>  
CEPCSW is the first application based on Key4hep.

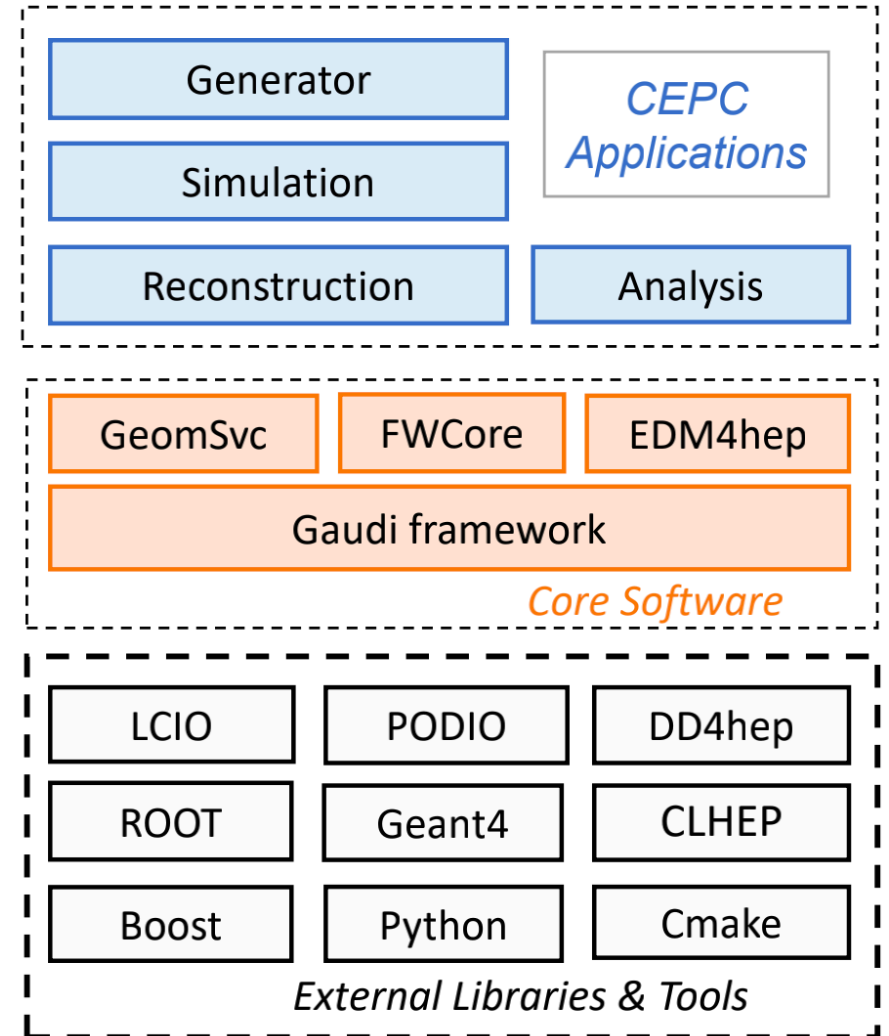
# Architecture of CEPCSW

❖ CEPCSW is organized as a multi-layer structure

- Applications: simulation, reconstruction and analysis
- Core software
- External libraries

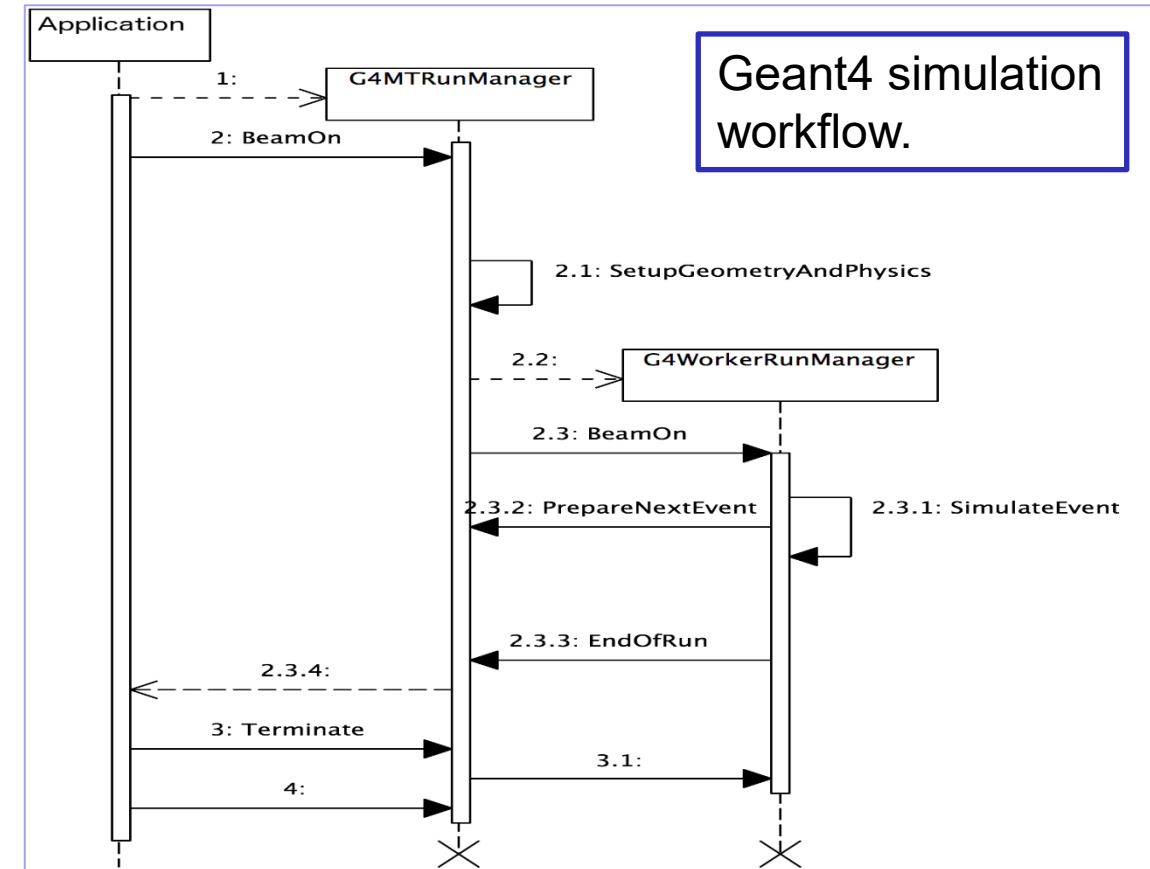
❖ The key components of core software include:

- Gaudi: defines interfaces to all software components and controls their execution
- EDM4hep: generic event data model
- K4FWCore: manages the event data
- DD4hep: geometry description
- CEPC-specific framework software: generator, Geant4 simulation, beam background mixing, fast simulation, machine learning interface, etc.



# Simulation framework in CEPCSW

- ❖ Simulations have become critical for
  - the design of detectors
  - the development of reconstruction algorithms
- ❖ Three stages in a simulation chain
  - Physics generator: produce primary particles.
  - Detector simulation: produce hits.
  - Digitization: produce digits.
- ❖ The simulation framework provides the abilities to run the simulation chain easily.
  - Case 1: load the events from physics generators into detector simulation.
  - Case 2: control the simulation workflow.
  - Case 3: change the detector designs.
  - Case 4: support the background mixing.
  - ...

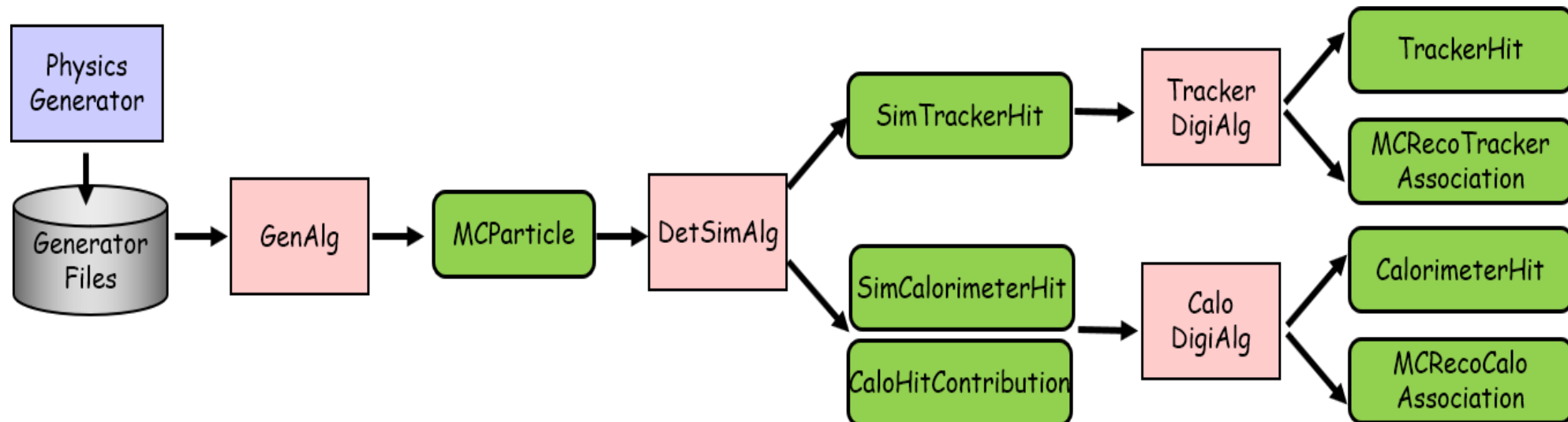


For example, Geant4 implements its own run managers to control the simulation workflow.

Need to make Geant4 work with the other algorithms.

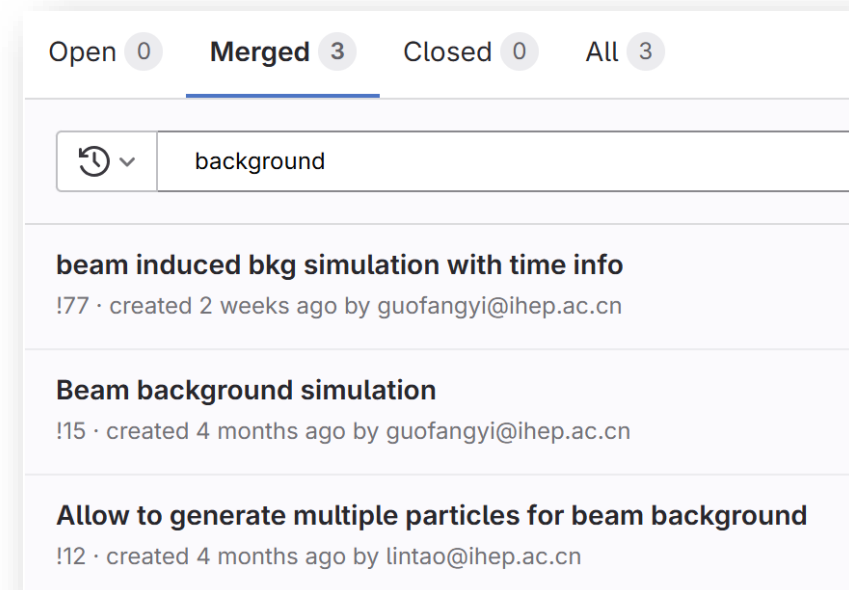
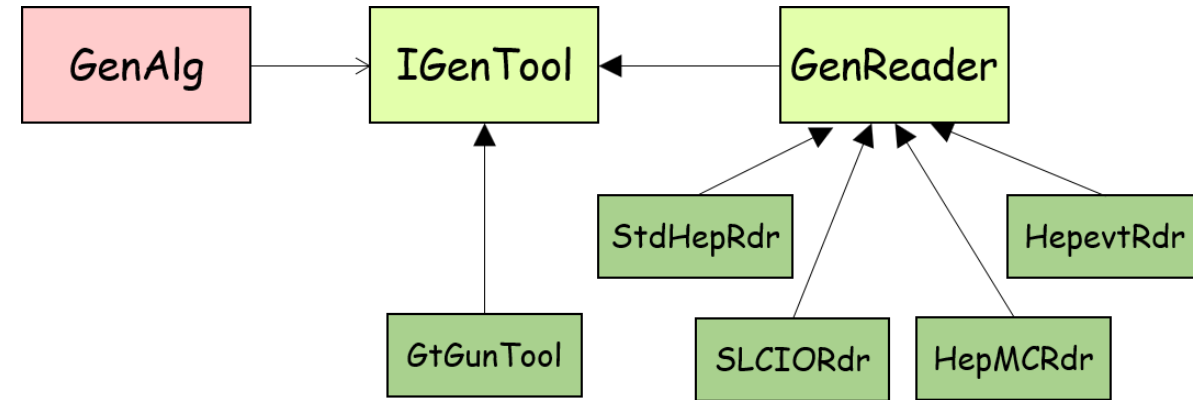
# Complete simulation chain with EDM4hep

- ❖ Follow the design of Gaudi framework, several algorithms are implemented for the three stages respectively.
- ❖ Event Data Model acts as *standards* between different algorithms.
- ❖ EDM4hep:
  - Physics generator: MCParticle
  - Detector Simulation: MCParticle (with secondaries), SimTrackerHit, SimCalorimeterHits
  - Digitization: TrackerHit, CalorimeterHit



# Physics generator interface

- ❖ Physics generators with different formats are integrated
  - StdHep, HepEvt, LCIO, HepMC formats.
- ❖ Particle gun is supported.
  - Multiple particles
- ❖ Beam backgrounds
  - Support to generate multiple tracks according to the rates.
  - Support the uniform time distribution in a time window.
  - MDI group also provides ROOT files, which support random access. So the start index is not always 0.

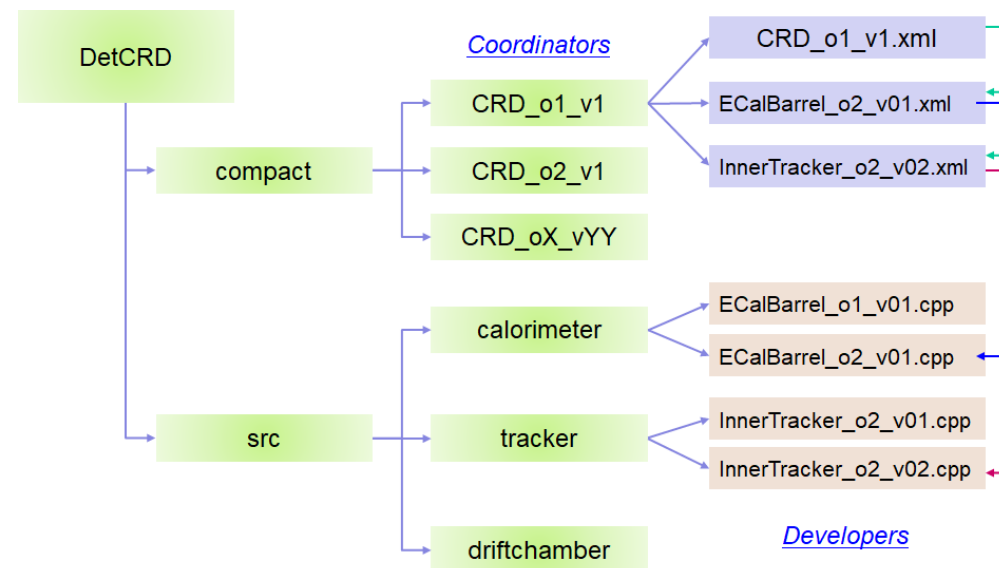
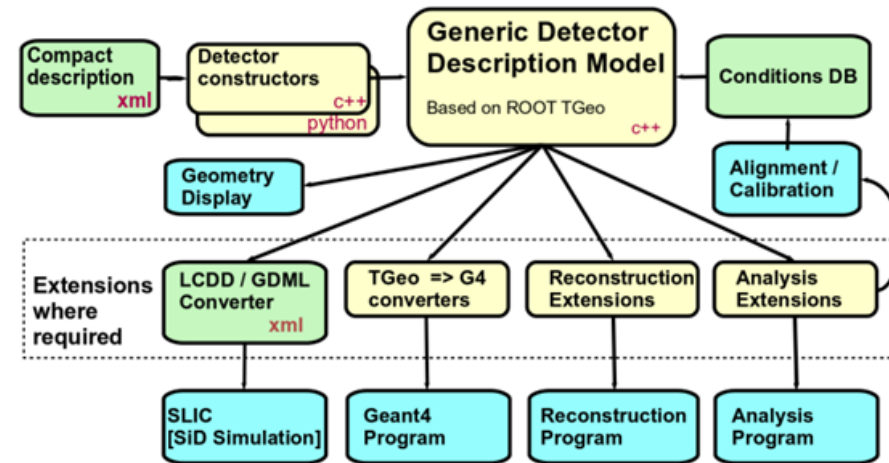


# Detector Description (1)

- ❖ DD4hep is adopted to provide the full detector description with a single source of information.
  - Consists of C++ constructors and XML based compact files
- ❖ Different detector options are managed in a git repository.
  - Easy to setup detectors and compare between different options.
- ❖ Available options in CEPCSW
  - CEPCv4: baseline detector in Conceptual Design Report
  - TDR: The TDR Detector

*Geometry: Chengdong Fu*

Model	Description	MainTracker	Ecal	Hcal	Status
TDR_o1_v01	long barrel vertex, TPC	SIT+TPC+SET	crystal	Glass	developing
TDR_o1_v02	short barrel vertex, TPC	SIT+TPC+SET	crystal	Glass	developing
TDR_o2_v01	long barrel vertex, DC	SIT+DC +SET	crystal	Glass	developing
TDR_o2_v02	short barrel vertex, DC	SIT+DC +SET	crystal	Glass	developing



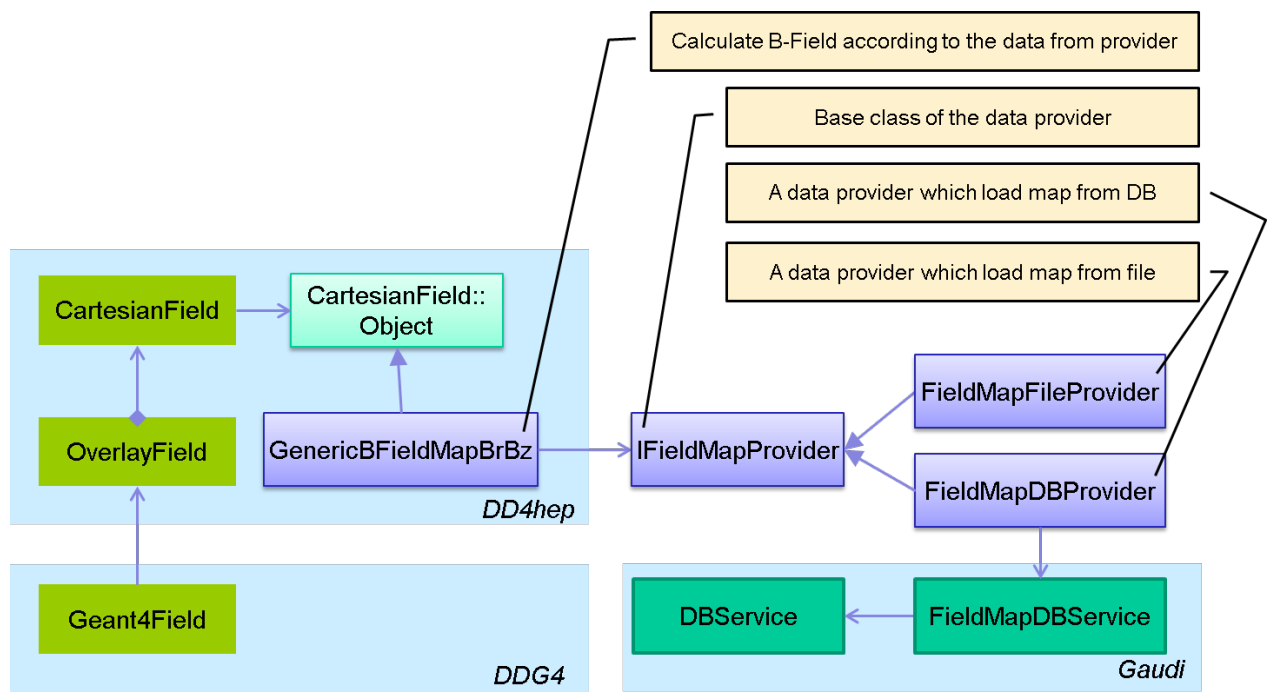


# Detector Description (2)

## ❖ Non-uniform magnetic fields

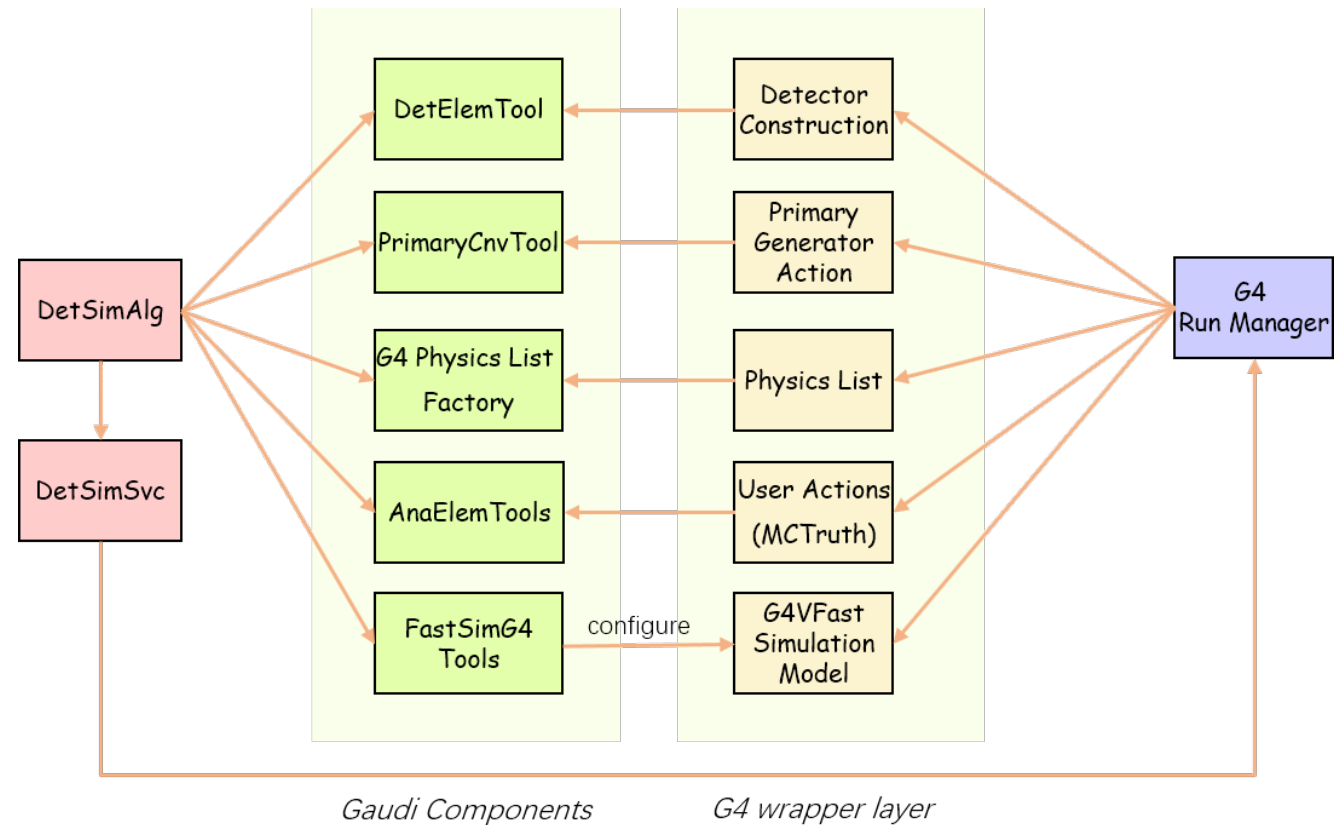
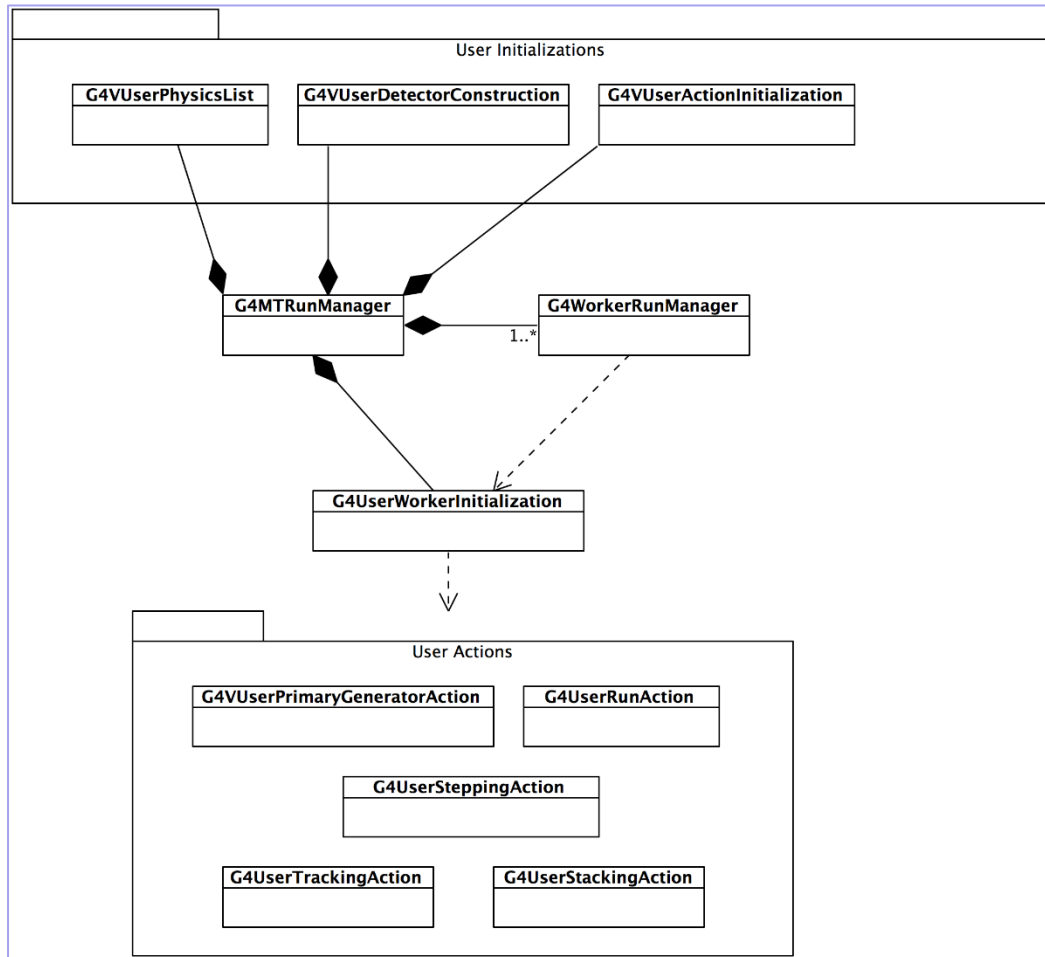
- The Br/Bz csv files are provided by magnetic group.

```
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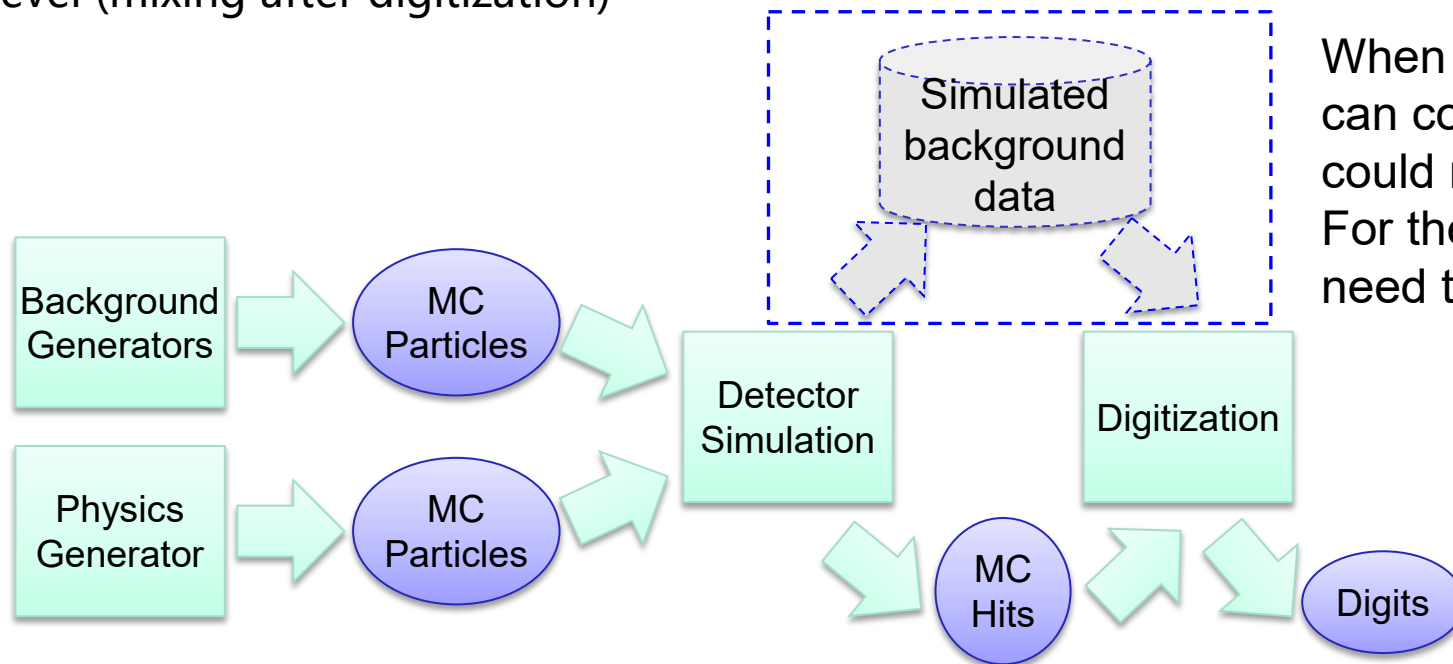
# Geant4 based simulation

- ❖ Additional layers are implemented between Gaudi and Geant4.
  - Take controls of initialization and event loop.



# Background mixing

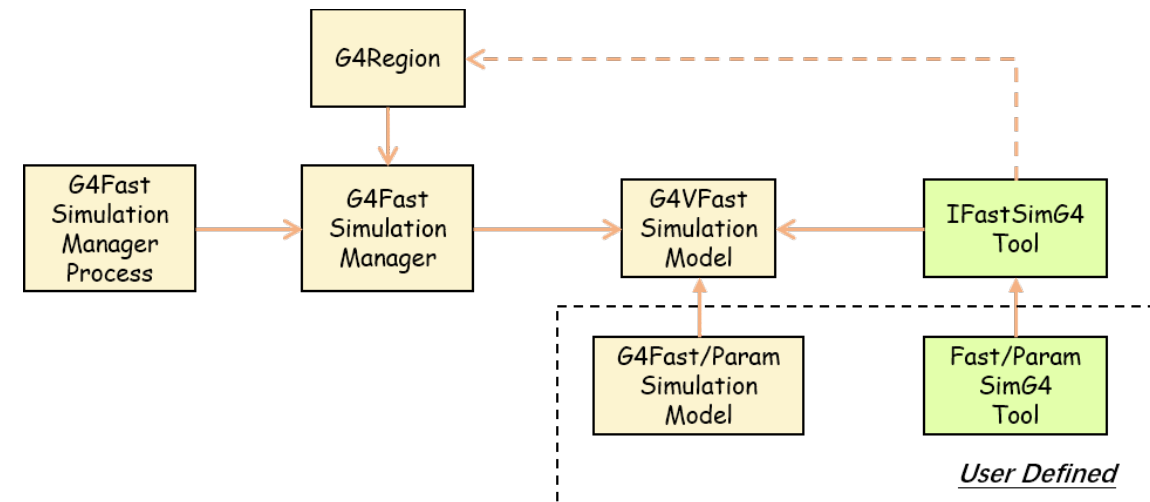
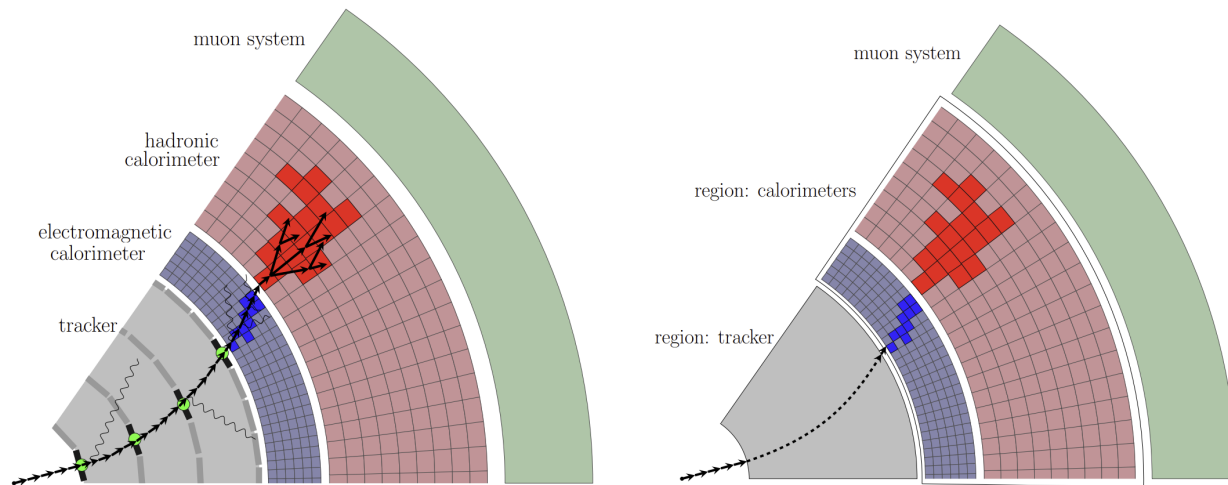
- ❖ There are several different ways to mix the backgrounds.
  - ✓ Primary particle level (mixing before detector simulation)
  - Hit level (mixing after detector simulation)
  - Digit level (mixing after digitization)
- ❖ Need balances in CPU, memory and I/O.
- ❖ Currently, the MDI group uses the first way.
  - It is close to reality, but time consuming.
  - The events need to be simulated again every time.



When the detector design is fixed, we can consider to the second option. It could reduce a lot of CPU time. For the hit level mixing, the data files need to be created before digitization.

# Fast simulation (1)

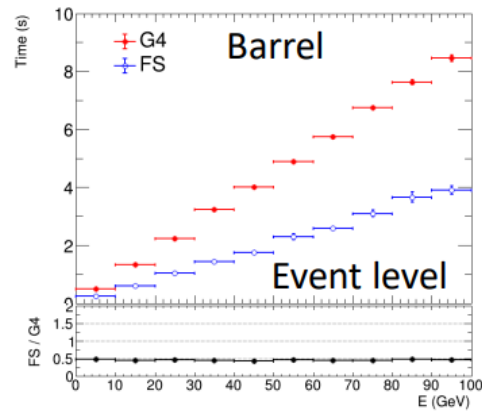
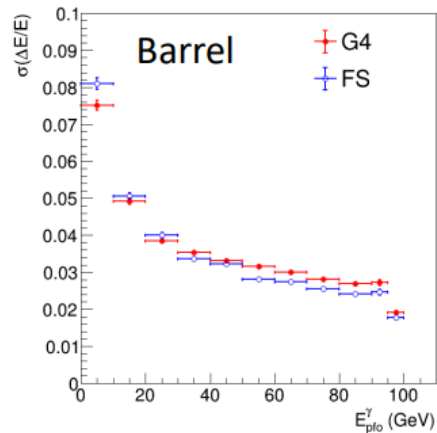
- ❖ Geant4 simulation could be time consuming. The idea of fast simulation is to replace the consuming part with a fast algorithm, such as parameterization method.
- ❖ Region based fast simulation is adopted
  - When a particle enter a region, fast simulation will be triggered by Geant4.



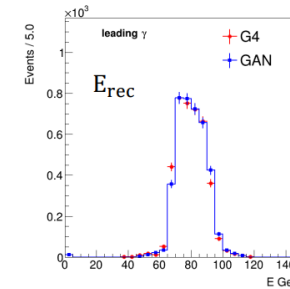
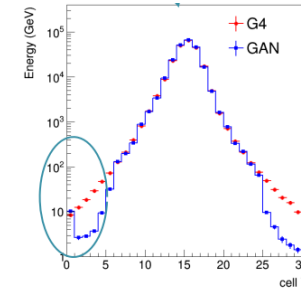
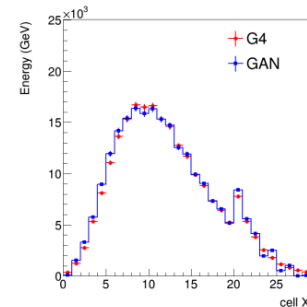
A Zaborowska 2017 J. Phys.: Conf. Ser. 898 042053

# Fast simulation (2)

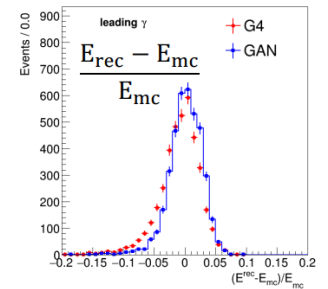
- ❖ Traditional method: shower parameterization, frozen shower, ...



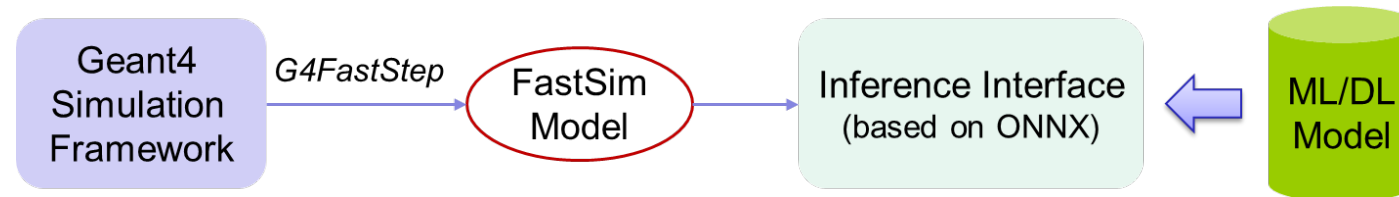
- ❖ ML-based method: GAN, VAE, NF, Diffusion, ...
  - In general the agreement between GAN and Geant4 is good, while some distributions still need further improvement



Wenxing Fang



- ❖ Support ML methods via ONNX inference interface.
  - Fast pulse simulation in the drift chamber provided as an example (MLP)

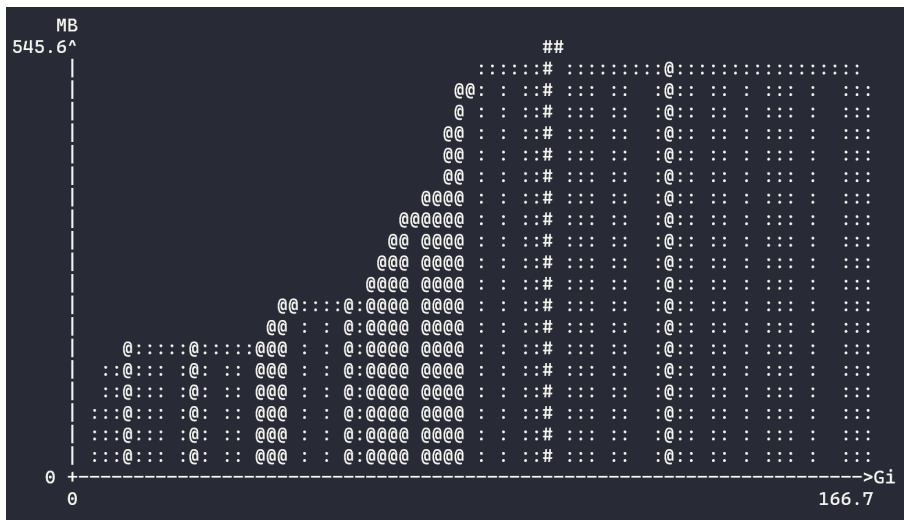


# R&D in simulation framework

## ❖ Challenges in the current simulation framework

- Due to the more precise geometries and physics, more memory will be used.
- An efficient solution is using the multi-threaded techniques, which requires the multi-threading design.

### Memory usage (serial version)



### Simulation setup:

- Detector: TDR\_o1\_v01
- Physics list: QGSP\_BERT
- Generation: single muons
- N events: 100

The RSS memory is about **950MB at initialization stage**.  
The figure shows the **heap memory usage**.

### Two different approaches for Gaudi and Geant4.

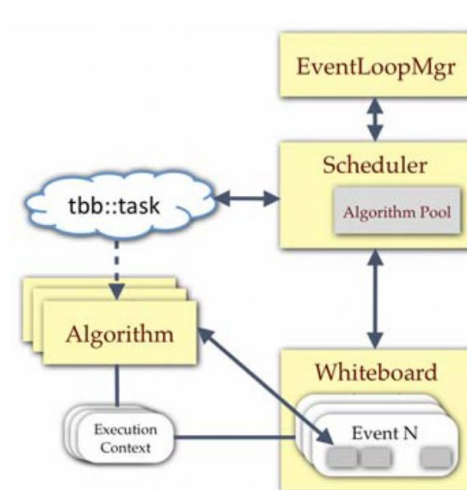


Figure 1. General structure of the GaudiHive framework

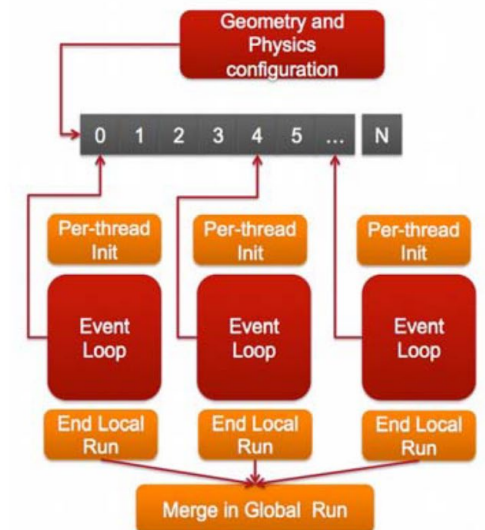
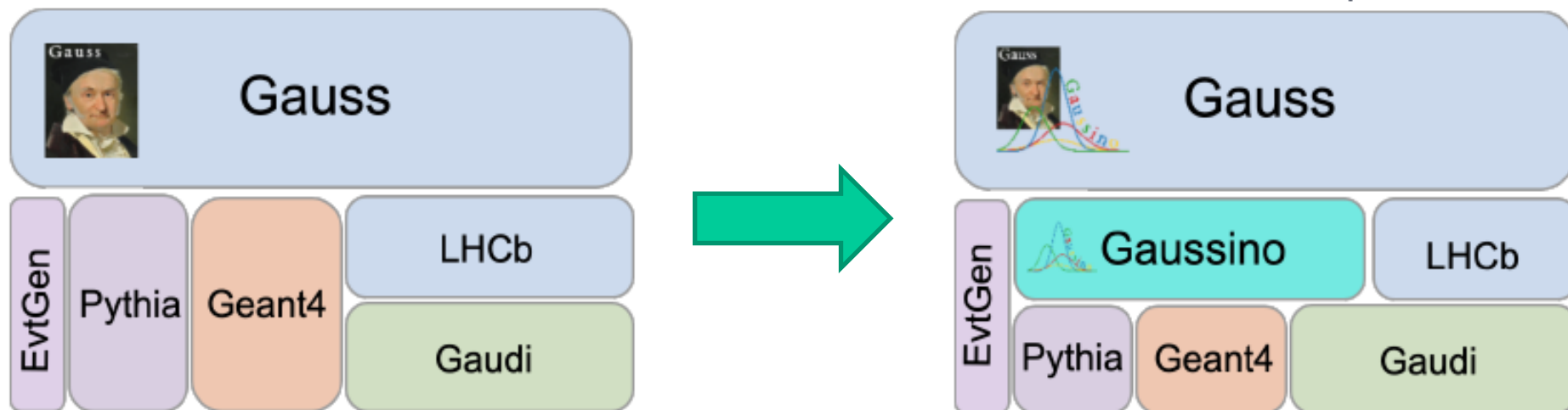


Figure 2. A sketch of the structure of a Geant4-MT simulation

A Di Simone and on behalf of the ATLAS  
Collaboration 2017 J. Phys.: Conf. Ser. 898 042010

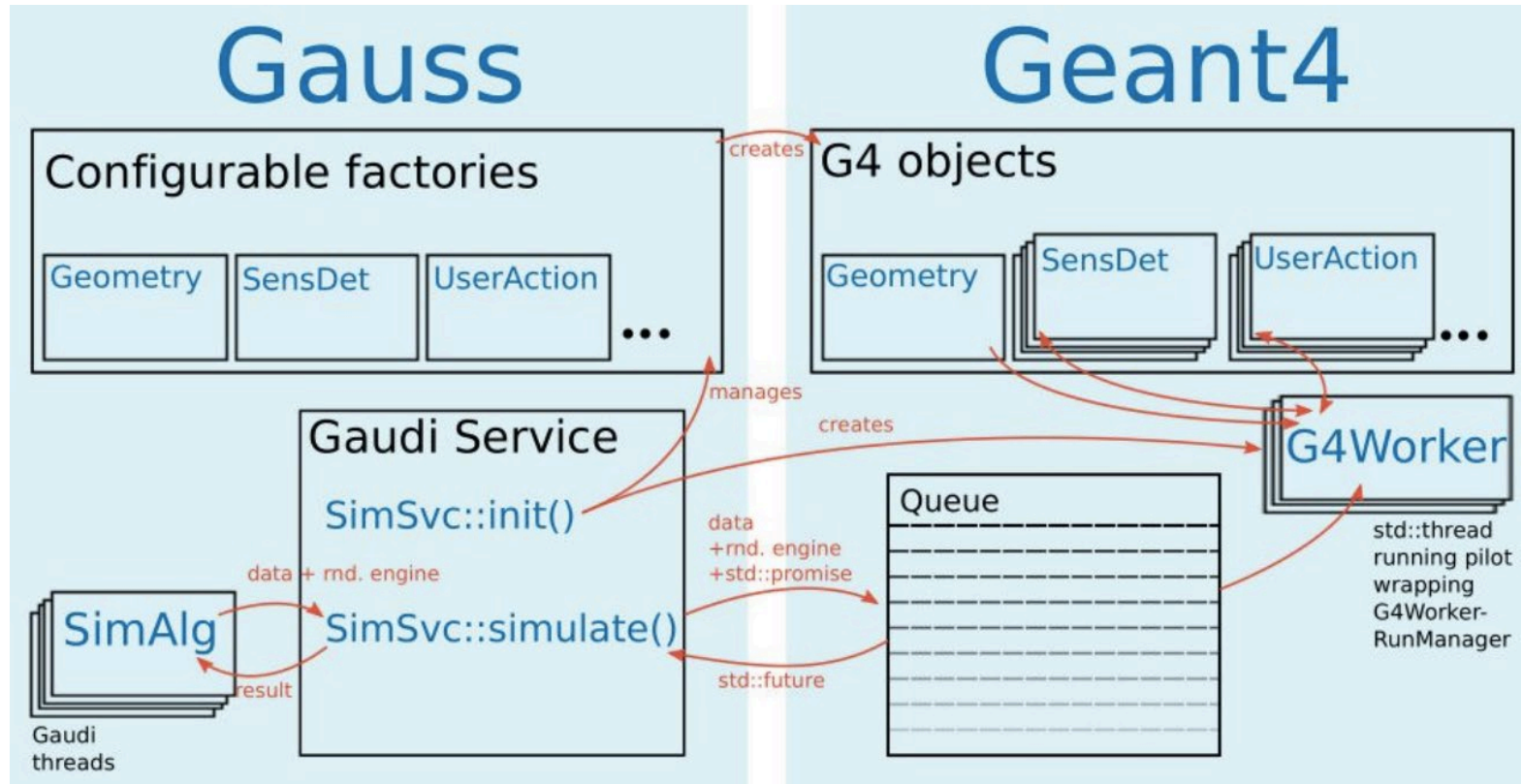
# Gaussino: simulation framework from LHCb

- ❖ Question: Develop a new one or adopt an existing one?
- ❖ Evolution of the simulation framework from LHCb
  - The underlying framework is moving to Gaudi Functional and Gaudi Hive
  - Better support for multi-threading, machine learning, fast simulation methods
  - Gauss-on-Gaussino is a new version of LHCb simulation framework
- ❖ Gaussino is being added to Key4hep by extracting experiment-independent parts from Gauss.



# Multithreading in Gaussino

- ❖ A thread-safe queue is used to communicate between Gaudi and Geant4

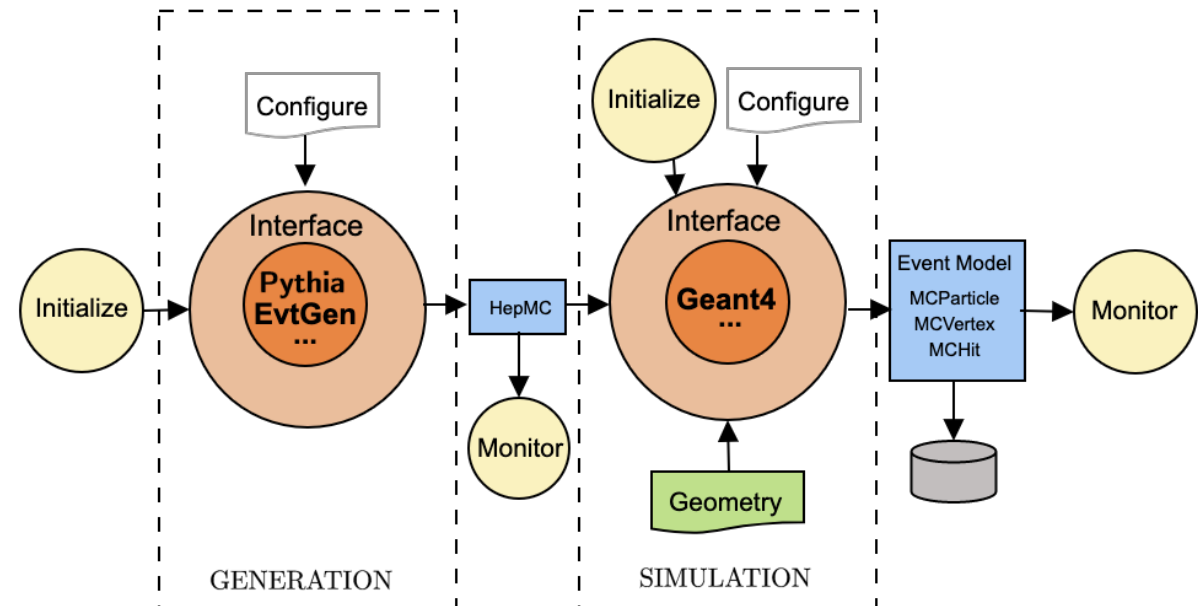


Sim/GiGaMTCORE/include/GiGaMTCORERun/GiGaWorkerPilot.h



# Core components of Gaussino

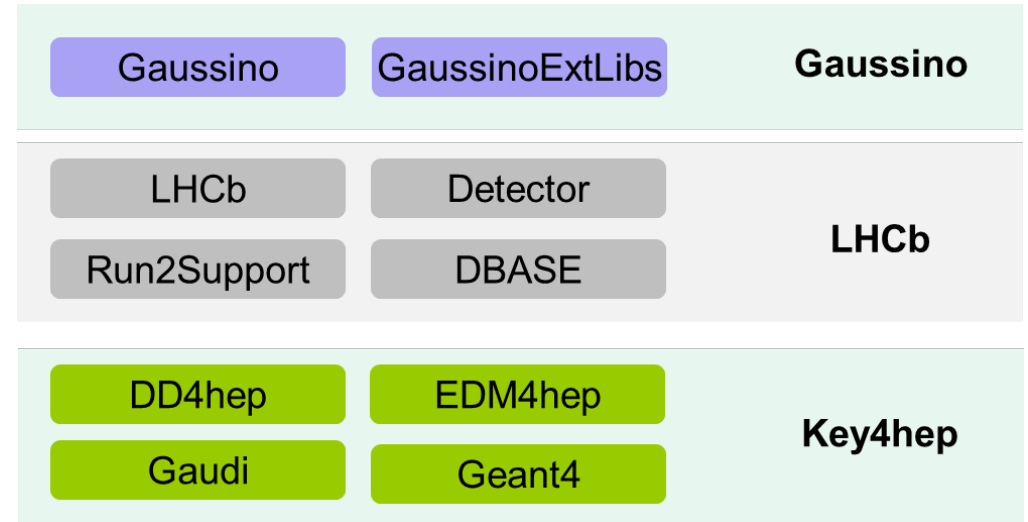
- ❖ Gaussino is a thread-safe simulation framework based on Gaudi Functional and provides interfaces to Pythia and Geant4.
- ❖ Modular design
  - Gaudi Functional Algorithms
  - Gaudi Tools
- ❖ Four components
  - Generation of events
  - The detector simulation
  - Geometry service
  - Monitoring & output
- ❖ Easy to configure by customizing the algorithms, services and tools



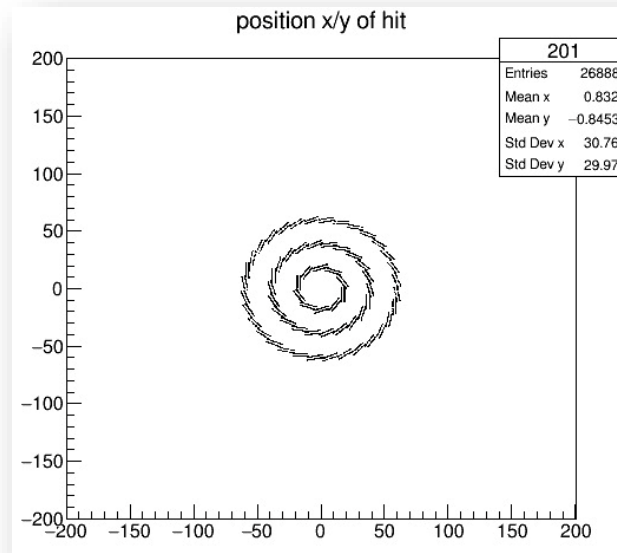
- ❖ **Generation:** `Generation and ParticleGun`
  - The input is **LHCb GenHeader**
  - The output is **HepMC GenEvent**
- ❖ **Detector simulation:** `GiGaAlg`
  - The input is **HepMC GenEvent**
  - The output is **G4Event** and **MC truths**

# CEPC-on-Gaussino prototype

- ❖ Development of CEPC-on-Gaussino was planned with the following three steps
  - ✓ Using the original version having the dependency on the LHCb software
  - ✓ Creating a modified version with less LHCb dependency
  - Directly using the Key4hep version without LHCb dependency (not available at the moment).



- ❖ It consists of three parts
  - Adapt the Event Data Model from LHCb.
  - Use DD4hep as the geometry service.
  - Implement the Geant4 sensitive detector and hit objects.



Project	Git repo
LHCb	<a href="https://gitlab.cern.ch/talin/LHCb/-/tree/cepc-on-gaussino?ref_type=heads">https://gitlab.cern.ch/talin/LHCb/-/tree/cepc-on-gaussino?ref_type=heads</a>
gaussino extlibs	<a href="https://gitlab.cern.ch/talin/gaussinoextlibs/-/tree/cepc-on-gaussino?ref_type=heads">https://gitlab.cern.ch/talin/gaussinoextlibs/-/tree/cepc-on-gaussino?ref_type=heads</a>
Gaussino	<a href="https://gitlab.cern.ch/talin/Gaussino/-/tree/cepc-on-gaussino?ref_type=heads">https://gitlab.cern.ch/talin/Gaussino/-/tree/cepc-on-gaussino?ref_type=heads</a>
CEPCSW	<a href="https://gitlab.cern.ch/talin/CEPCSW/-/tree/cepc-on-gaussino?ref_type=heads">https://gitlab.cern.ch/talin/CEPCSW/-/tree/cepc-on-gaussino?ref_type=heads</a>
Installation script	<a href="https://gitlab.cern.ch/talin/build-cepc-on-gaussino">https://gitlab.cern.ch/talin/build-cepc-on-gaussino</a>

# Summary

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- ❖ The simulation framework in CEPCSW has been developed to support detector design and algorithm development.
  - The background mixing part still needs improvement.
- ❖ Regarding the R&D of simulation framework, we focus on the application of new technologies.
  - CEPC-on-Gaussino prototype works for the vertex detector.
  - Simulation of other sub-detectors will be added.

**Thank you for your attention!**