



# The ALICE Simulation Strategy

**Andreas Morsch  
For the ALICE Offline Group**

**Joint STAR/ALICE Offline Meeting  
Brookhaven National Laboratory, Upton, NY  
April 8-9, 2000**





# Outline

- ◆ General Strategy
- ◆ MC Interface to Transport Codes
- ◆ Generators
- ◆ Designed for Evolution
- ◆ Link to reconstruction and visualization
- ◆ Fast Simulation





# General Strategy

- ◆ Clear distinction between immediate and long-term requirements.
- ◆ Assure coherence of the whole simulation process:
  - ◆ Event generation
  - ◆ Particle Tracking
  - ◆ Signal Generation
  - ◆ Digitisation
  - ◆ Fast simulation
- ◆ Maximum (re)use of existing code and knowledge (people):
  - ◆ Geant3 based simulation code
  - ◆ Users come with FORTRAN+PAW+CERNLIB background



# Immediate Requirements

- ◆ Simulations needed for
  - ◆ Technical Design Reports
  - ◆ Detector design optimization
  - ◆ Proof of principle for new physics analysis ideas
  - ◆ Physics Performance Report
- ◆ Profit from OO design as early as possible
- ◆ Design for change with maximum code reuse, i.e. integration of **new**
  - ◆ Detector Components
  - ◆ Generators
  - ◆ Detector response strategies
- ◆ **and**
  - ◆ Fast simulation



# Long Term Goals

- ◆ Comparison between Geant3 and Geant4 using the same geometry and data structure is mandatory (QA)
- ◆ Smooth transition to Geant4 with maximum reuse of Geant3 based simulation (user-) code
- ◆ Possible integration of other tracking codes (fast simulators, FLUKA, ...)



- Use MC interface class to hide implementation specific features
- Define G3 and G4 geometries from the same code.

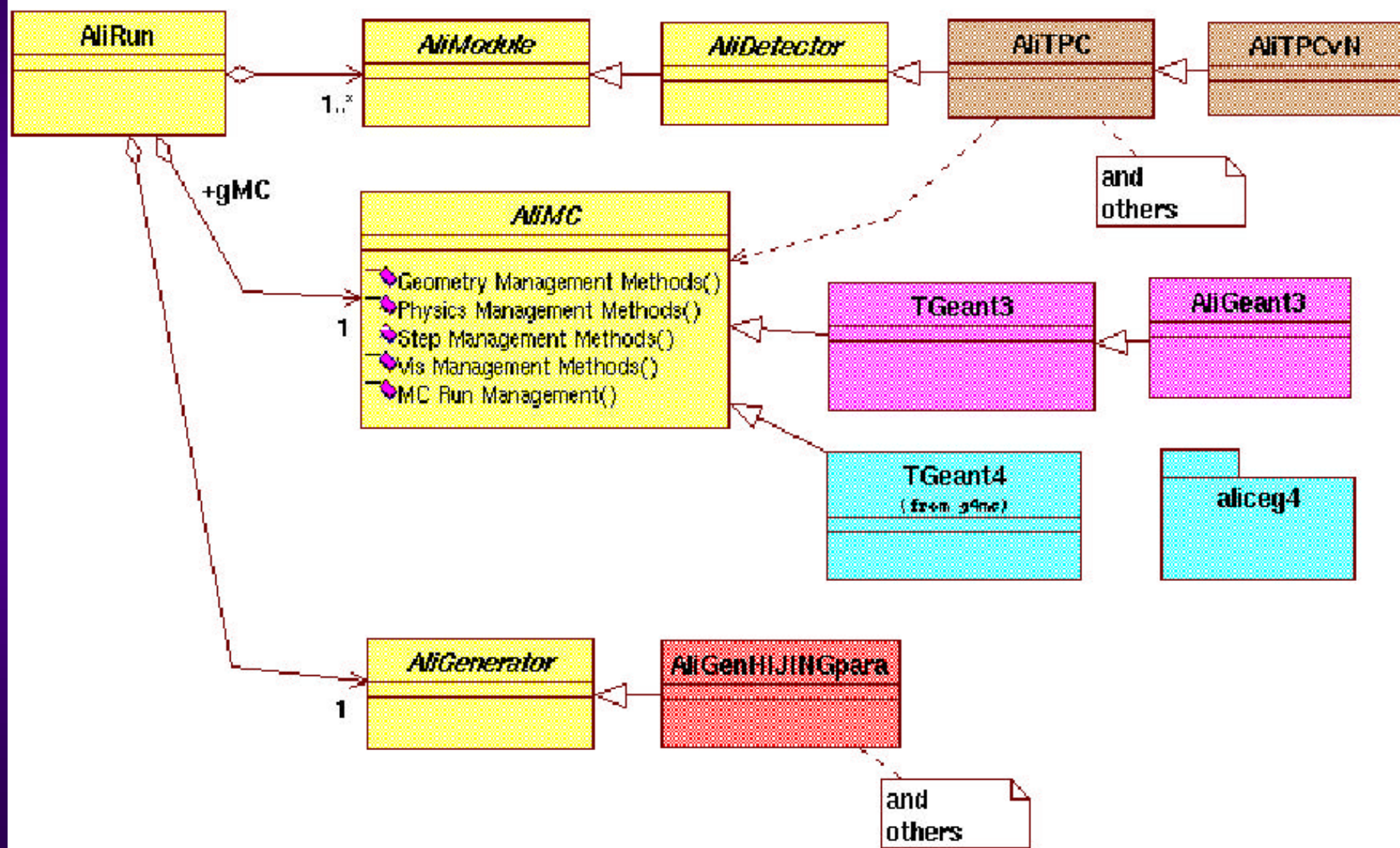


# Simulation in the AliRoot Framework

- ◆ AliRun as central run manager
- ◆ Interface classes to provide modularity, flexibility and coherence of the simulation process
  - ◆ Monte Carlo interface: AliMC and AliVMC
  - ◆ Generator Interface: AliGenerator
  - ◆ Detector classes mapping the detector logical structure and granularity: AliModule, AliDetector
- ◆ In the future: Run manager base class to incorporate full simulation and different levels of fast simulation
- ◆ Visualization, browsers and GUI essential for debugging and ease of use



# The AliRun Manager

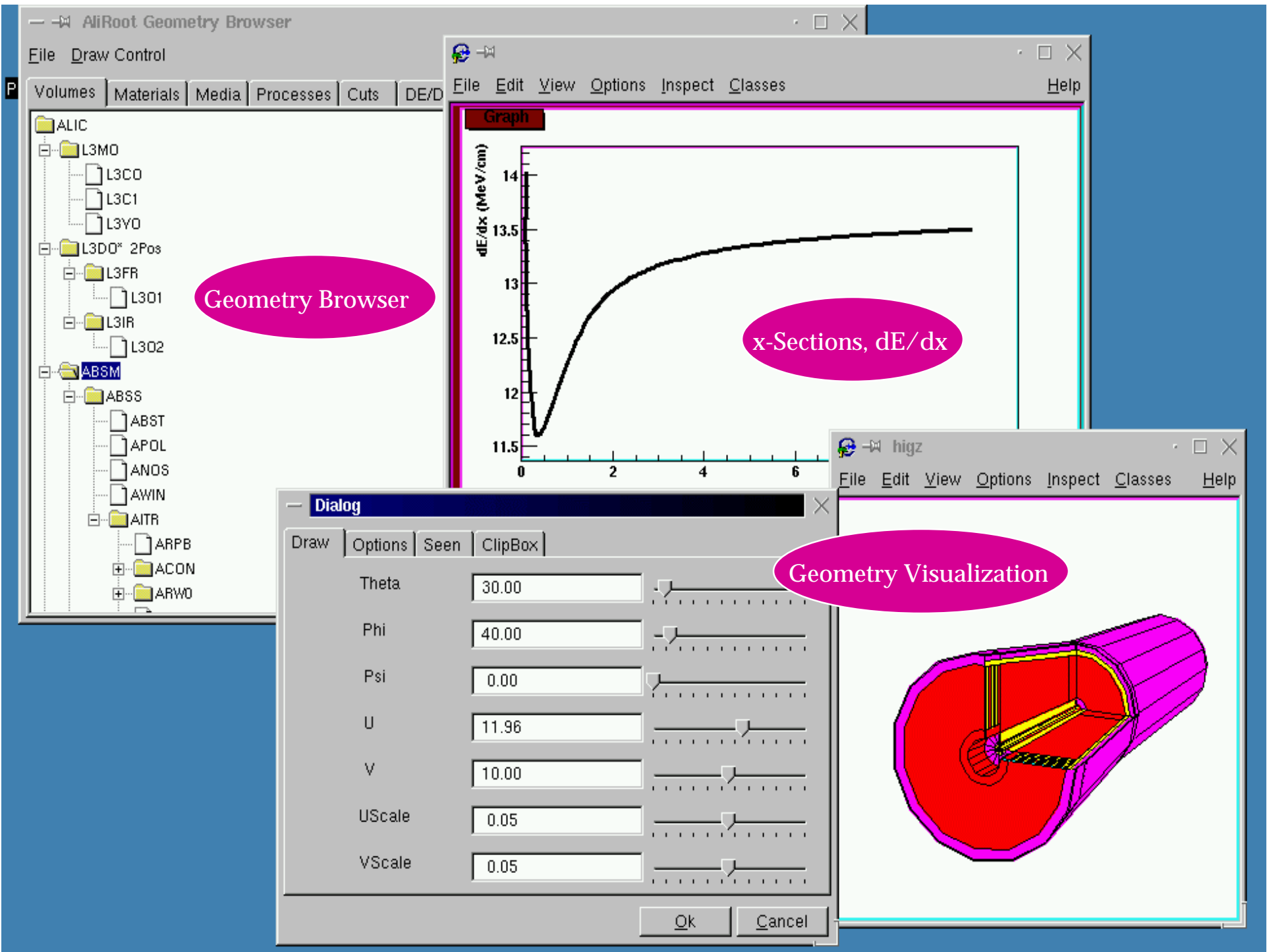




# Virtual Monte Carlo Interface

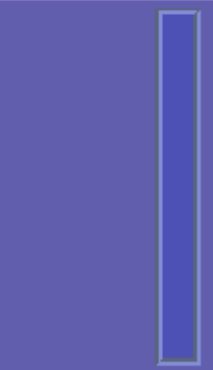
- ◆ Both G3 and G4 simulations are based on the virtual Monte Carlo interface.
  - ◆ Both G3/G4 applications are defined from the same source
  - ◆ Same input, geometry, hits, control
- ◆ Implementation of AliMC for G3 = **TGeant3** class
- ◆ Implementation of AliMC for G4 = **TGeant4** class
  - ◆ Each domain is covered by its manager class: geometry, physics, stepping, visualisation
  - ◆ Each manager uses corresponding categories of G4
- ◆ “T”-classes contain only ALICE independent code



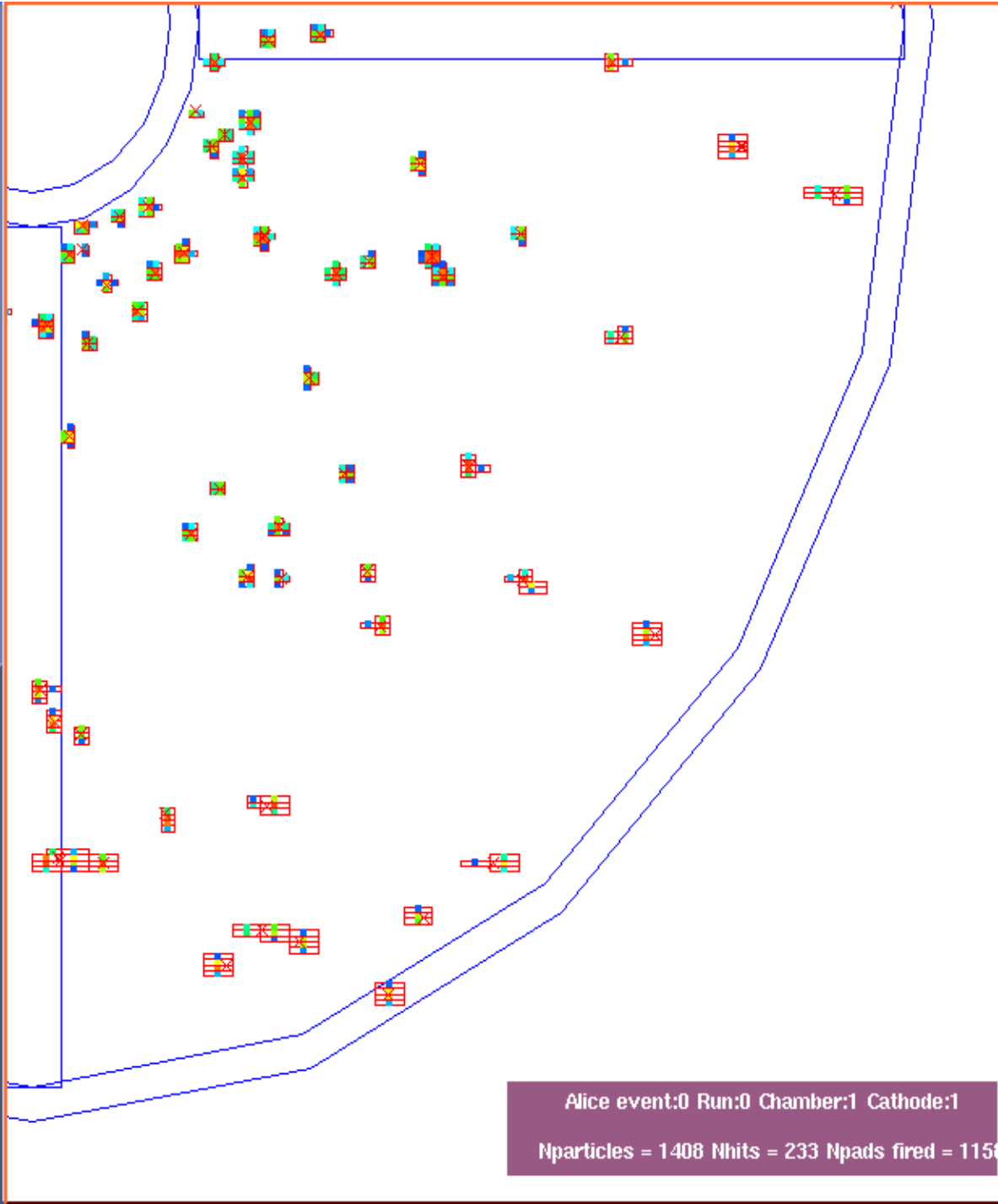




- Event +
- Event -
- Chamber +
- Chamber -
- Chamber 1
- Cathode <>



- Pick
- Zoom
- UnZoom

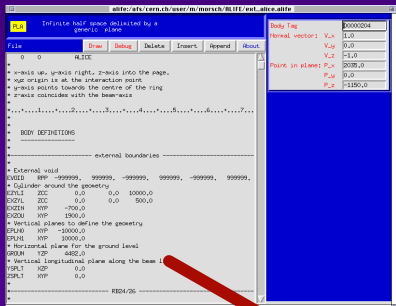


Alice event:0 Run:0 Chamber:1 Cathode:1  
Nparticles = 1408 Nhits = 233 Npads fired = 1156

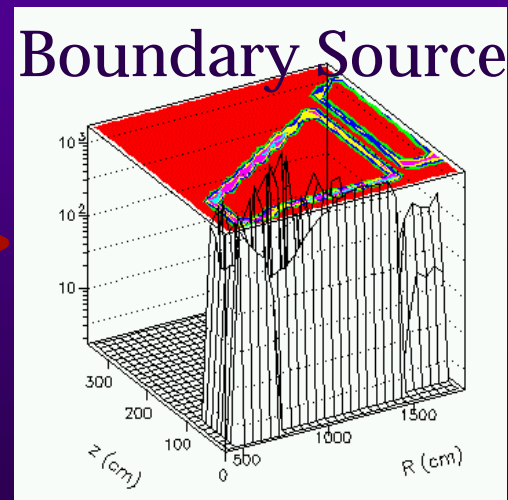
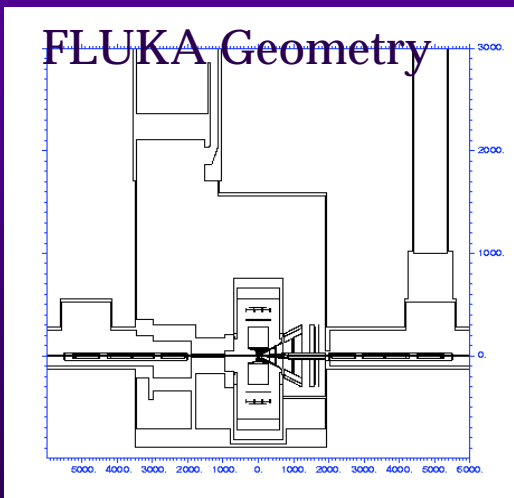
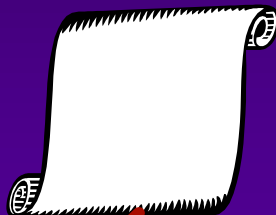


# FLUKA in the ALICE Simulation Framework

## ALIFE Editor



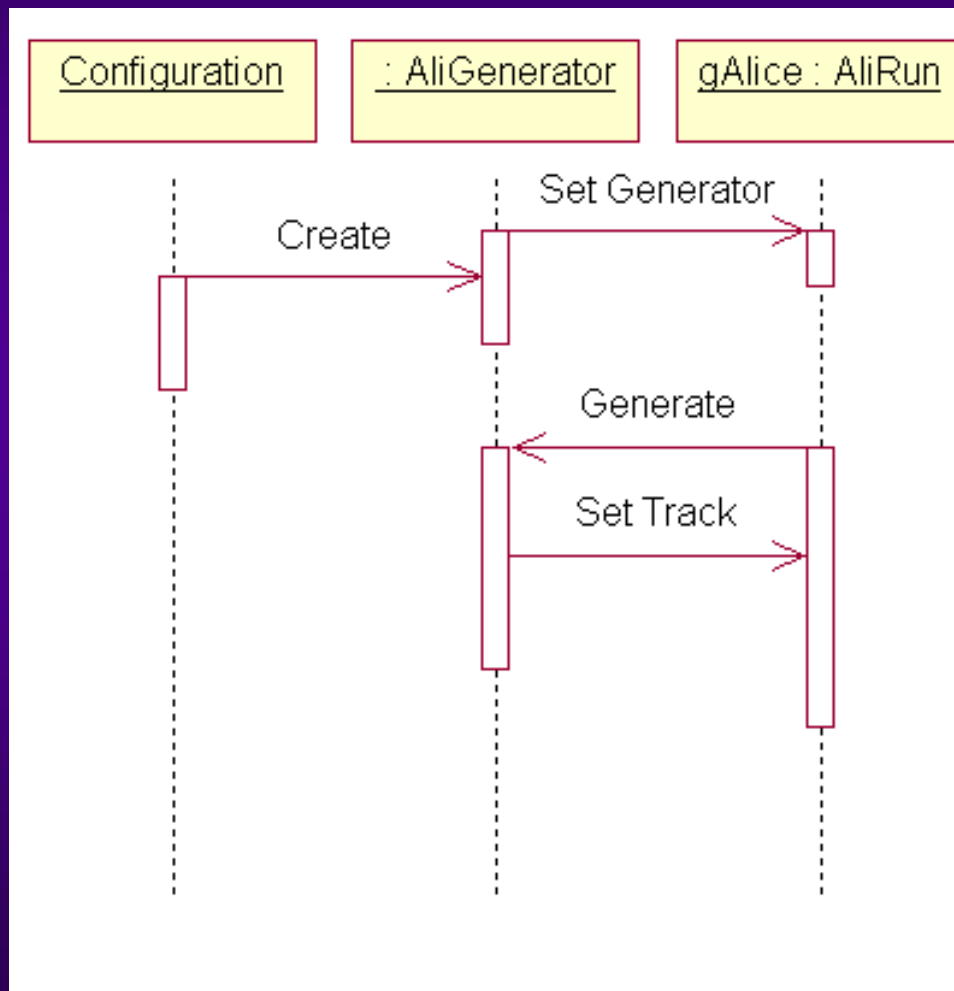
## ALIFE Script

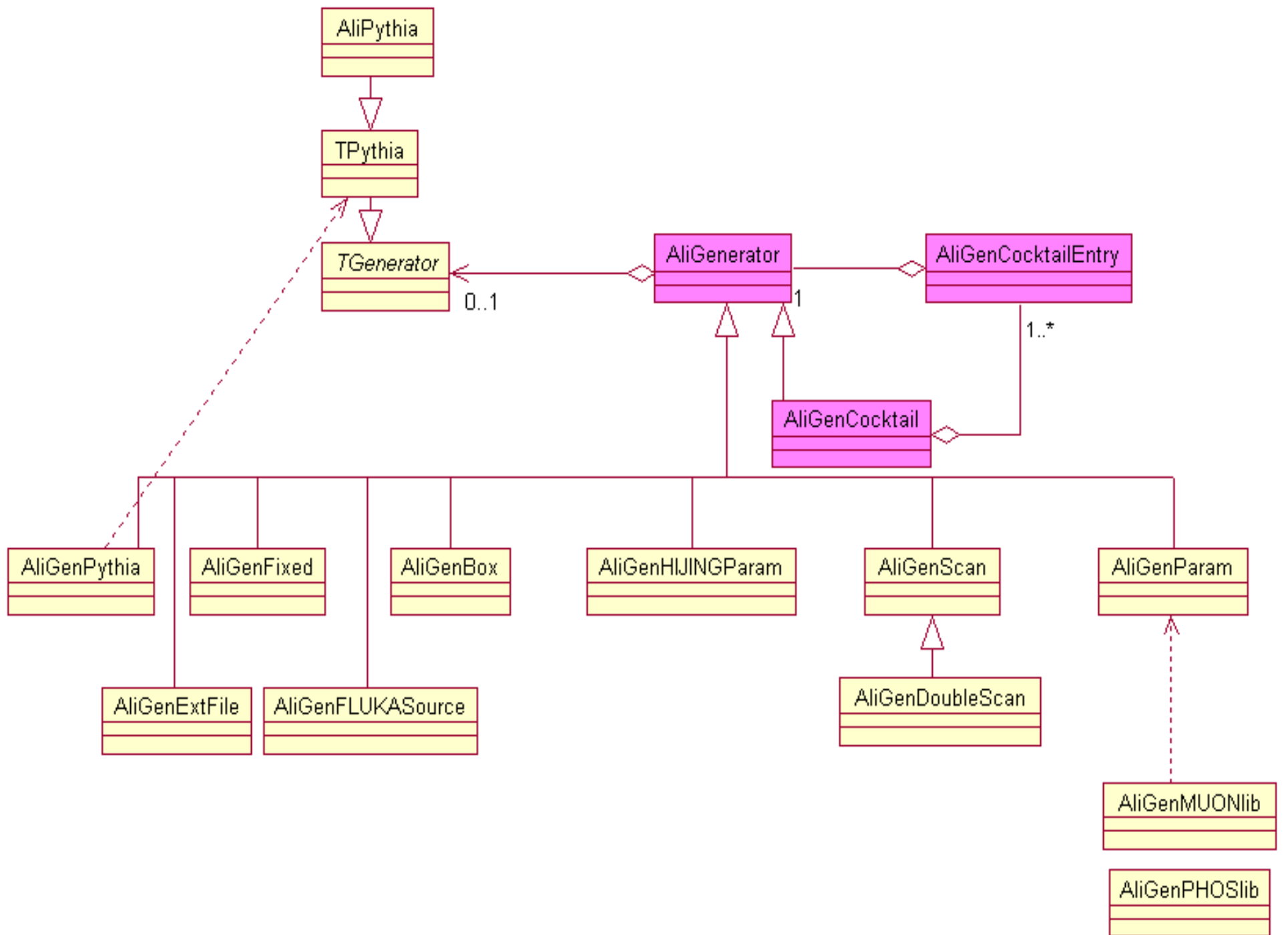




# Generator Interface: AliGenerator

- ◆ Provide user with
  - ◆ Easy and coherent way to study variety of physics signals
  - ◆ Testing tools
  - ◆ Background studies
- ◆ Possibility to study
  - ◆ Full events (event by event)
  - ◆ Single processes
  - ◆ Mixture of both (“Cocktail events”)

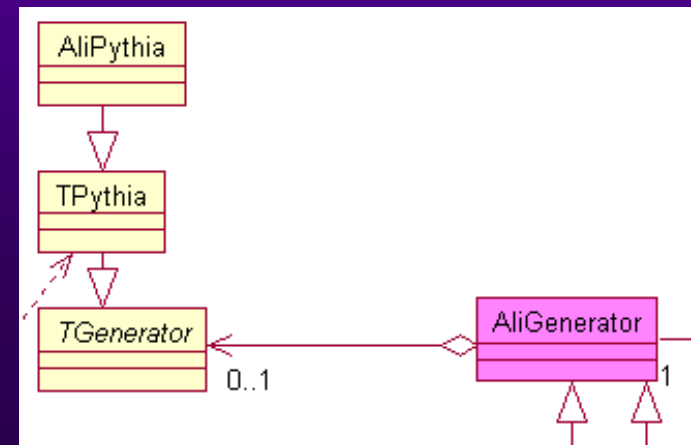






# Interface to Pythia and Jetset

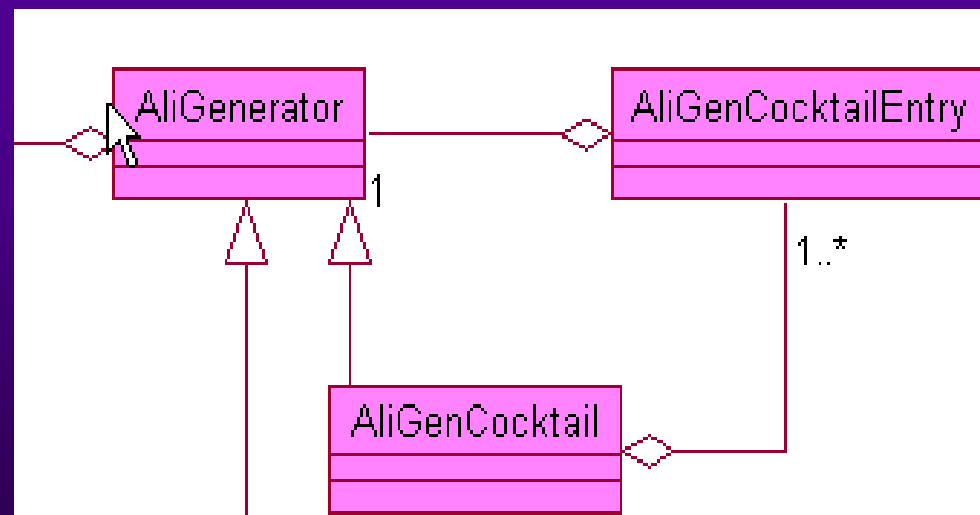
- ◆ **TPythia** derived from **TGenerator**
  - ◆ Access to Pythia and Jetset common blocks via class methods
  - ◆ implements TGenerator methods
- ◆ **AliPythia** derived from **TPythia**
  - ◆ High level interface to Jetset and Pythia
  - ◆ Tailored to our special needs:
    - ◆ generation of hard processes (charm, beauty, J/ψ..)
    - ◆ selection of structure function
      - ◆ Plan to implement nuclear structure functions
    - ◆ forced decay modes
    - ◆ particle decays ... and more





# One Step up: AliGenCocktail

- ◆ Generation of Cocktail of different processes
  - ◆ Generation from parameterised transverse momentum and rapidity
  - ◆ Decays using JETSET
  - ◆ Rate and weighting control





# Design for Change and Code Reuse in the Simulation Framework

- ◆ **Inheritance (formalized):**
  - ◆ **Different detector geometries and response simulation strategies are obtained through subclasses of AliDetector overriding CreateGeometry() and StepManager() methods.**
- ◆ **Additional member data in AliDetector subclasses**
  - ◆ **Allow for parametersation of geometry and response**
  - ◆ **Access methods allow reuse of these parameters in reconstruction and visualization.**
- ◆ **Composition and delegation**
  - ◆ **AliDetector subclass owns pointers to geometry and response objects**
  - ◆ **Very flexible run time configuration through abstract interfaces**
  - ◆ **Reuse of geometry and response behavior in reconstruction and visualisation.**





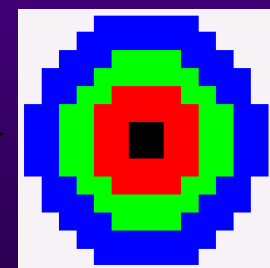
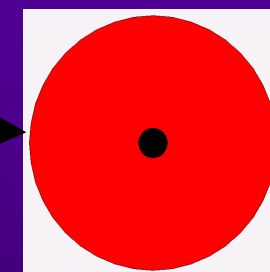
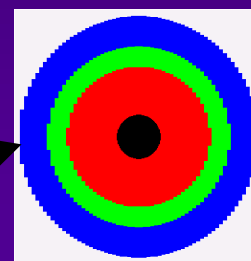
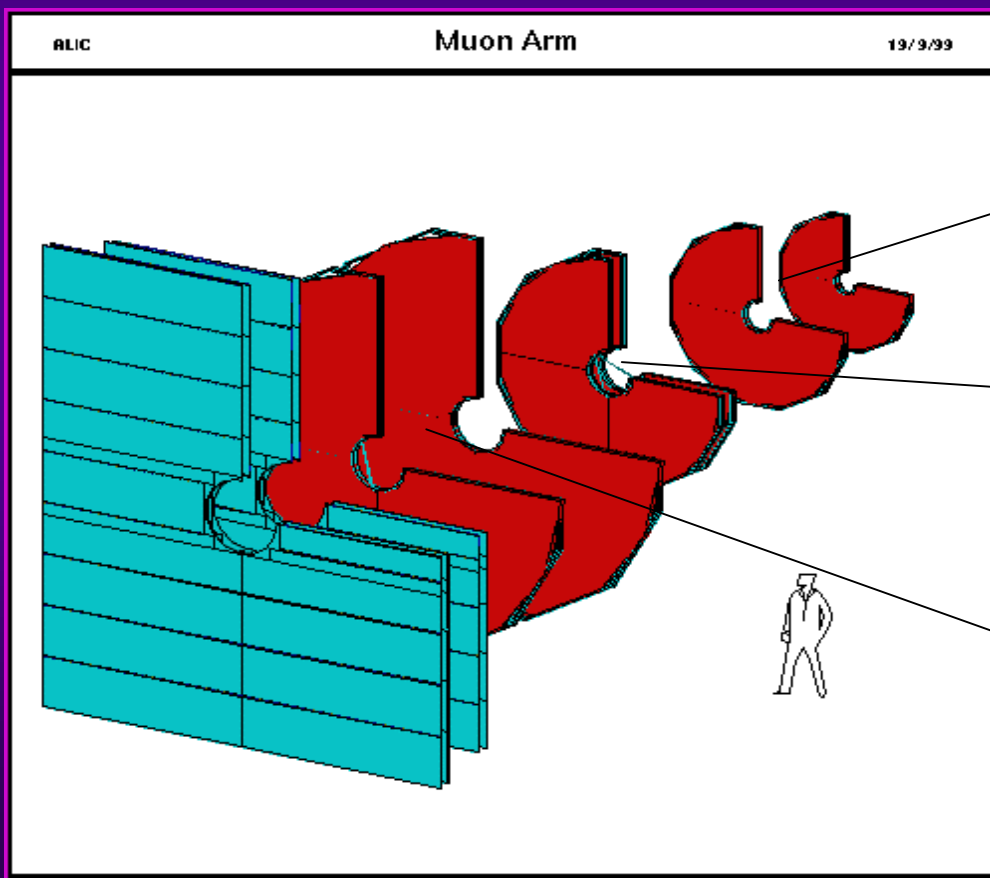
## **Common Base Classes for Simulation, Trigger and Reconstruction: Example Muon Arm**

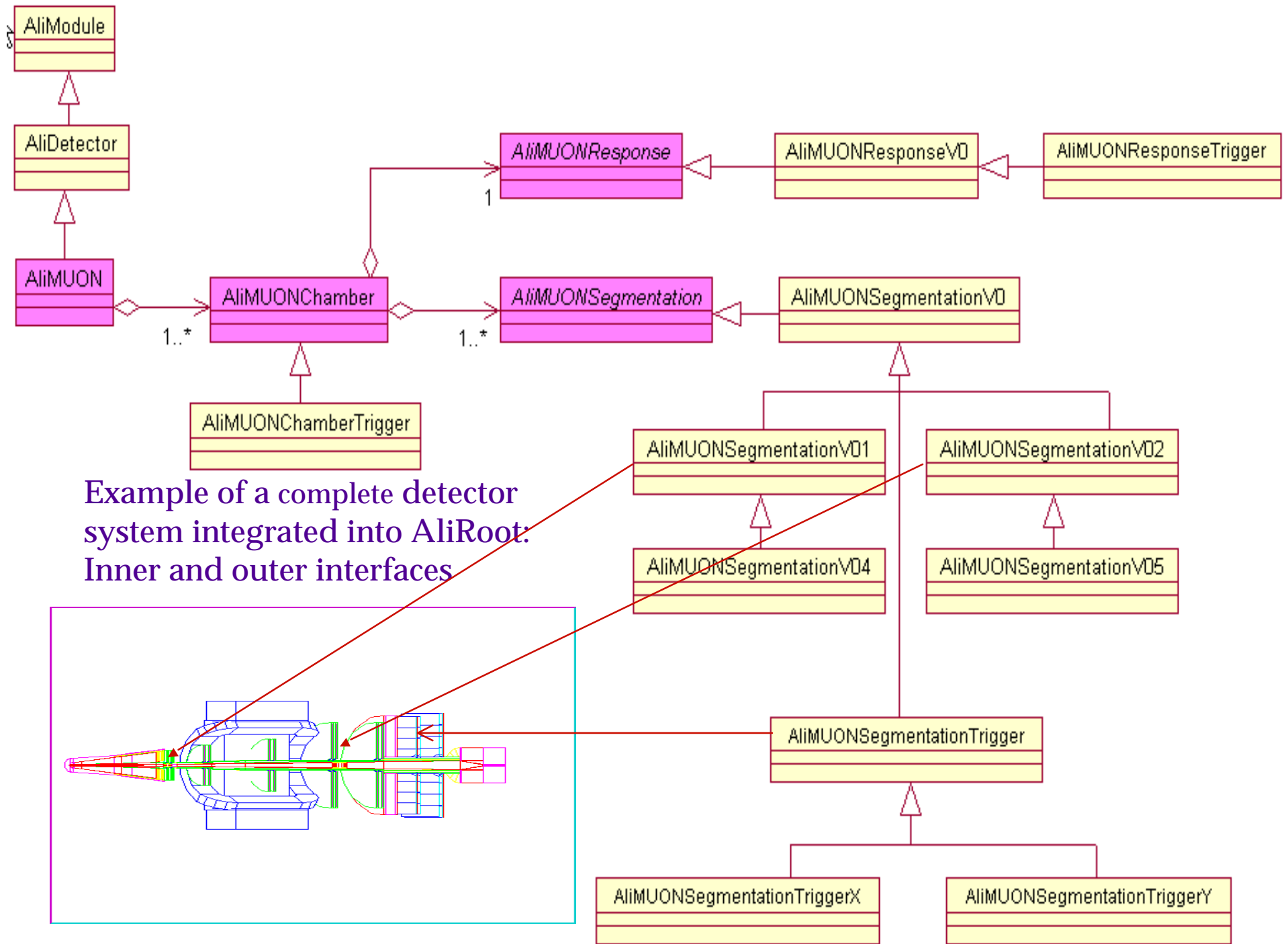
- ◆ **Class design reflects detector physical layout, granularity and response (by composition)**
- ◆ **Segmentation and Response interface classes can be used for**
  - ◆ **Detector response simulation**
  - ◆ **Trigger Simulation**
  - ◆ **Hit Reconstruction**
  - ◆ **Visualization**
- ◆ **Current fully implemented in Muon-Arm and HMPID (+NA6i)**



# ALICE Muon Arm

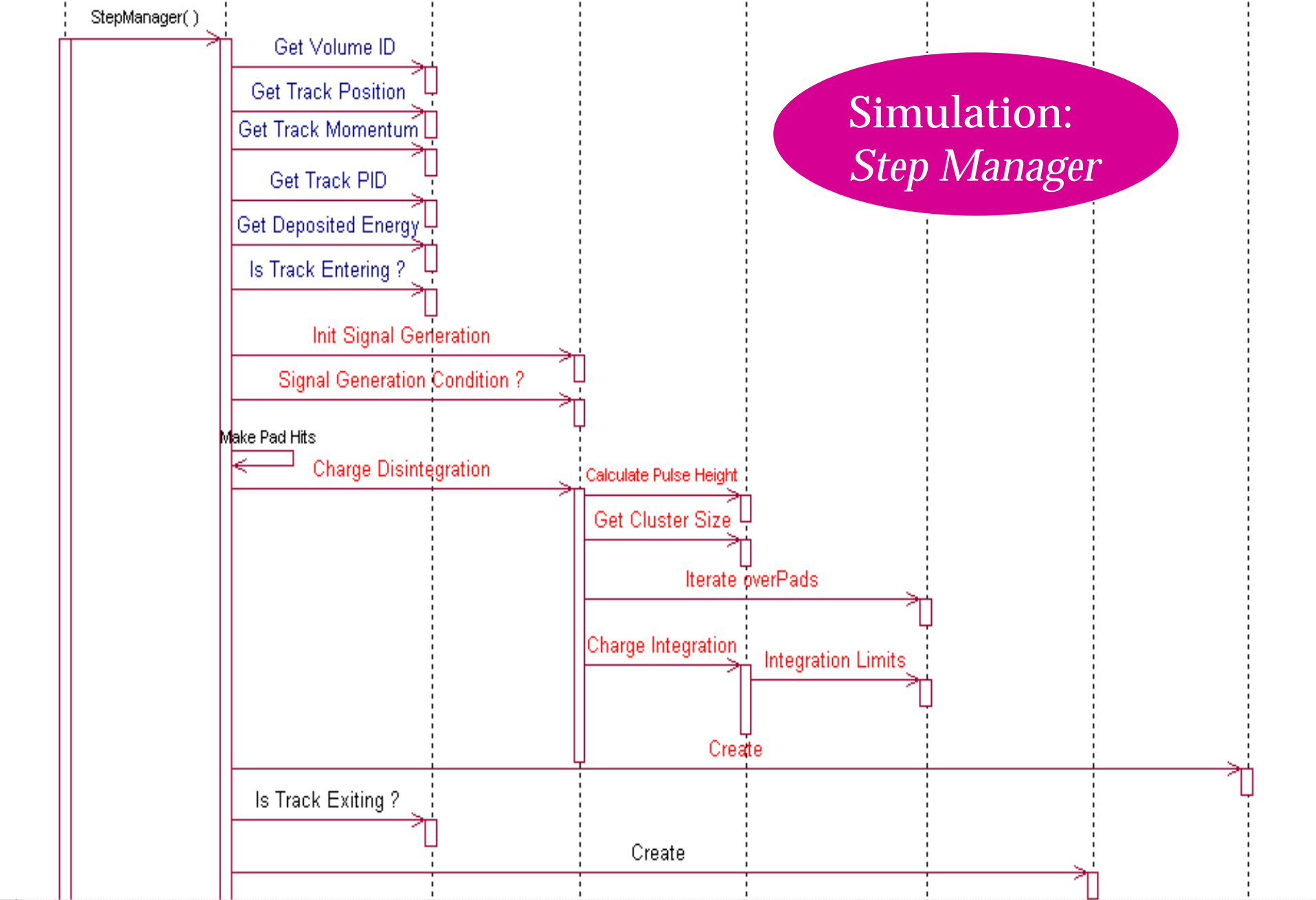
Segmentation base class was developed out of the need to simulate CPCs and CSC with segmentation schemas changing from chamber to chamber, radially ... and with time.



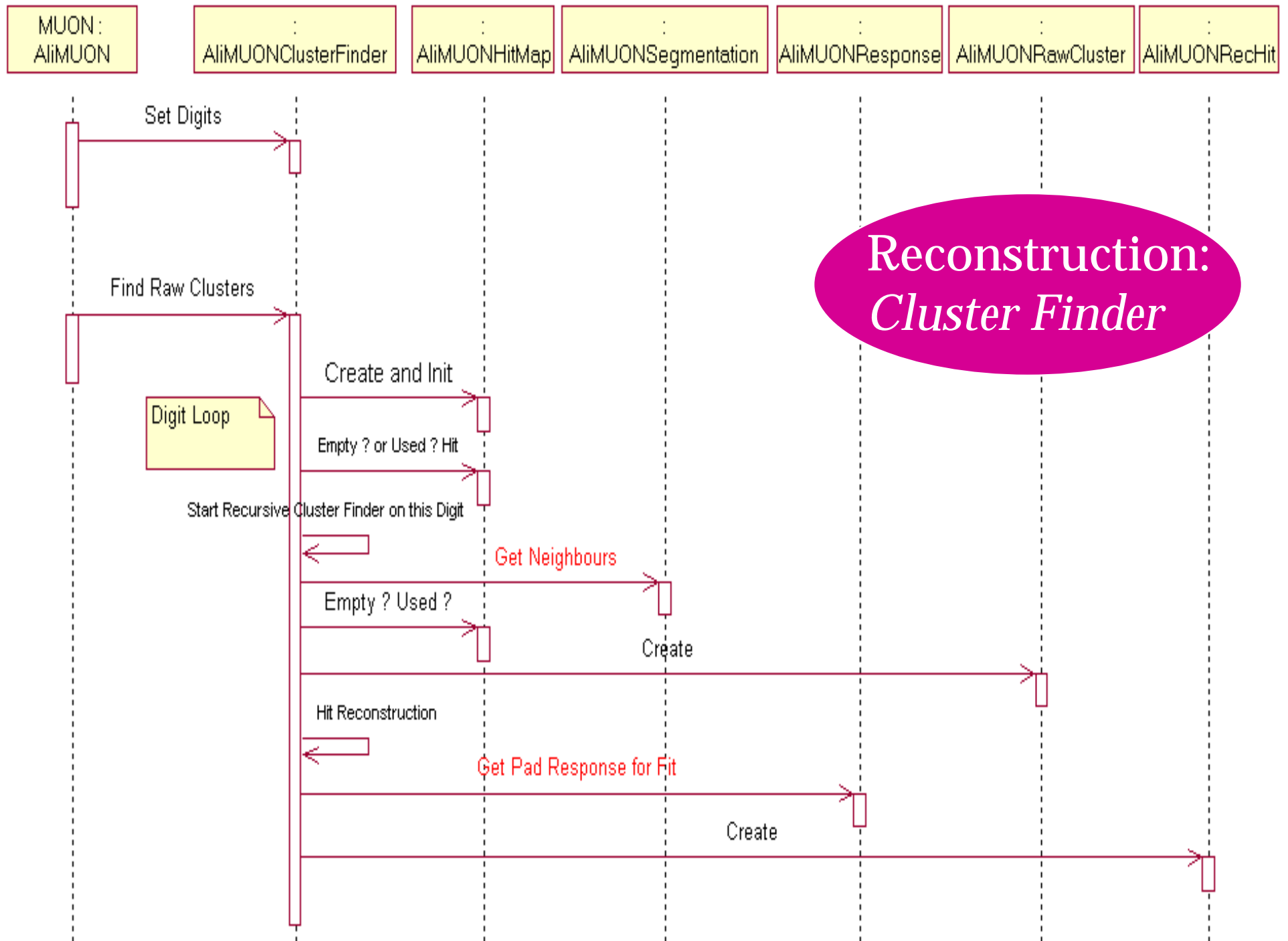




**Simulation:  
Step Manager**



# Reconstruction: *Cluster Finder*





# Fast Simulation

- ◆ Not yet integrated into the AliRoot Framework
- ◆ Exists in ALICE as isolated modules (Root macros, kumacs, fortran-code)
- ◆ Was important in the (pre-) design phase of ALICE
- ◆ Will be again important for Physics Performance Report
  - ◆ **Detector performance in terms of acceptances, efficiency and resolution is known**
  - ◆ **High statistic analysis without full MC sample.**



# Possible Design

- ◆ Design must allow for high flexibility if it should be of any use
- ◆ Main Components:
  - ◆ Fast detector class (through recursive composition)
  - ◆ Fast detector response (as abstract interface) for acceptance, efficiency, resolution
  - ◆ Black/Whiteboard for functions parameterizing the detector behavior
  - ◆ Abstract factory to create consistent set of components for each fast simulation task



# Fast Simulation Draft Design

