

# **Methodology of Physics Simulation Software**

*CALOR 2000*

J.Apostolakis, S.Giani

CERN - CH

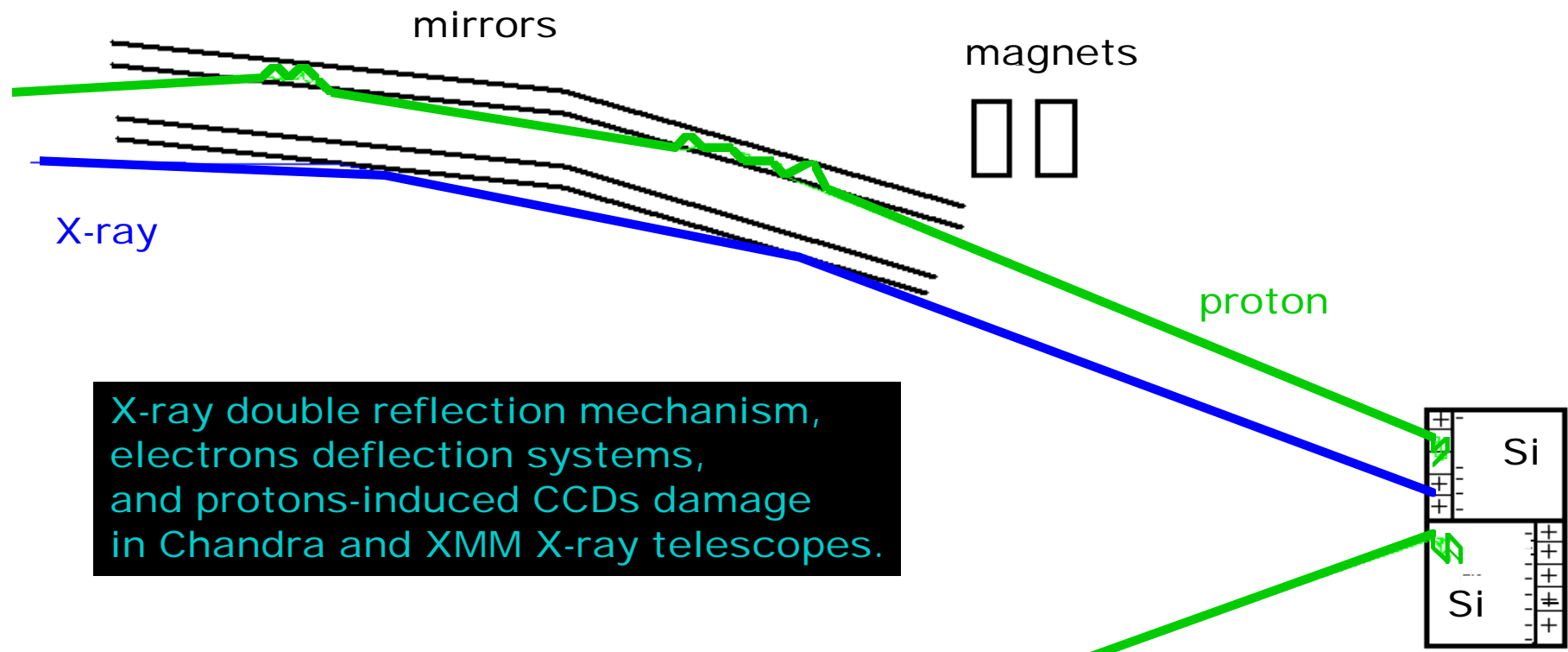
## *A mission critical application*



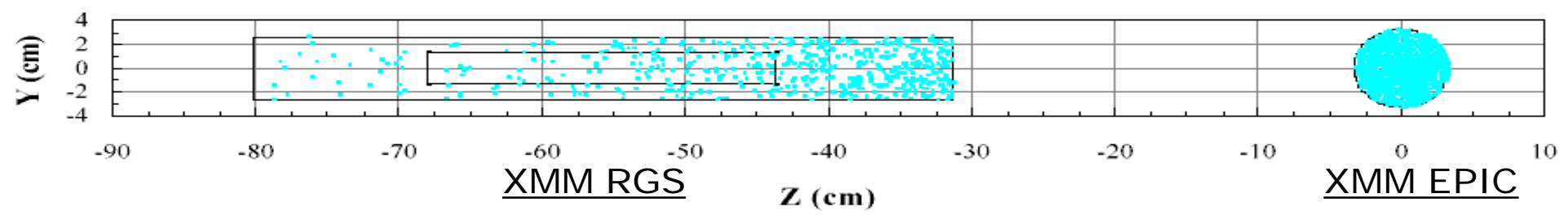
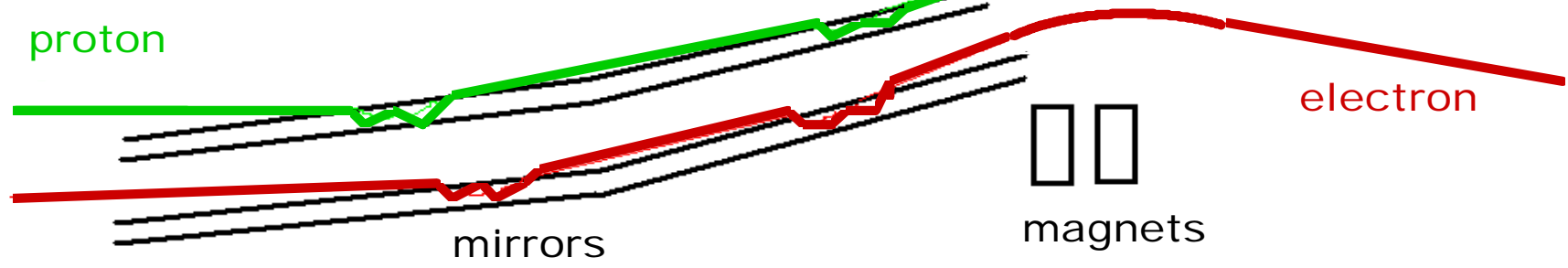
- ESA, December 1999:  
1st production launch Ariane 5.
- Payload: XMM X-ray telescope.
- Objectives of software simulation:
  - discover sources of radiation-induced degradation experienced by CCDs of another x-ray telescope;
  - compute radiation levels for XMM's CCDs and determine protection procedures before launch.

## *Physics models transparency*

- Open source analysis of GEANT4 multiple scattering model in the limit of corrected Rutherford scattering (TRIM).
- Tests on GEANT4 integrators in B field to certify ~100micron accuracy on ~10m trajectories.
- Open source analysis of GEANT4 energy loss parameters to guarantee tracking accuracy on ~10s nm paths in the mirrors coating.
- Particles' back-tracking by GEANT4 stepping history recording.



X-ray double reflection mechanism,  
 electrons deflection systems,  
 and protons-induced CCDs damage  
 in Chandra and XMM X-ray telescopes.



## *Simulation predictive power*

- Flux (at 1.3 MeV) on XMM RGS spectrometer:  
= 0.7 million protons / cm<sup>2</sup> / month.
- Flux (at 200 keV) on XMM EPIC camera:  
= 60 million protons / cm<sup>2</sup> / month.
- => EPIC camera needs to be protected.
- Before XMM launch, decision to close Al doors on EPIC when orbit will cross radiation belts.
- XMM correctly operating in orbit with no damage since almost 1 year.

## *Validation concepts*

- In software engineering, validation of software is wrt the user requirements.
- “Validation” of HEP simulation software results is usually wrt physics data.
- But, even assuming results are OK, how many software parameters were used to allow the program to fit the data ?
- And if need to validate simulation results *before* knowing the physics data (see XMM case) ?

## *Software Reliability Model*

- **SRM** is defined to quantify the reliability and validability of delivered simulation software to the fulfillment of certain conditions.
- Increasing levels of reliability and validability correspond to the fulfillment of more stringent conditions.

## *SRM levels*

- *Level 0*: Different object code is provided and used for different use-cases.
- *Level 1*: The same publicly distributed object code is used for different use-cases.
- *Level 2*: Different source code is provided and used for different use-cases.
- *Level 3*: The same publicly distributed source code is used for different use-cases.
- *Level 4*: The same public source code also exposes all the parameters which influence the results.



## *Results Validability Model*

- **RVM** is defined to quantify the reliability and validability of produced simulation results to the fulfillment of certain conditions.
- Increasing levels of reliability and validability correspond to the fulfillment of more stringent conditions.

## *RVM levels*

- *Level 0*: Simulation results match known exp. results using parameterisations based on those data.
- *Level 1*: Simulation results match known, but independent, experimental results.
- *Level 2*: Simulation results match known exp. results and are (re)produced by random users.
- *Level 3*: Simulation results match known exp. results with a controlled number of parameters.
- *Level 4*: Simulation results correctly anticipate unknown experimental results.

# *GEANT4 methods (1)*

- ™ The fundamental GEANT4 requirement is to make the physics modelling transparent to the user, so that he/she can understand **\*HOW\* the results are produced**, hence improving the scientific validation process.
- ™ **No** numbers must be **hard-coded** in formulae and algorithms, but only variables and constants should be used. Constants are initialized to their numerical value followed by the given physical units.
- ™ An extensive set of units is defined in GEANT4 and **all the numerical quantities are expressed through units explicitly**. Consequently, the full GEANT4 physics is independent from the units chosen by the user.

## *GEANT4 methods (2)*

- <sup>TM</sup> The way **cross sections** are calculated (via analytical formulae, data files, etc.) is clearly exposed via Object-Oriented design and it is separated from the way they are accessed and used in the algorithms.
- <sup>TM</sup> Similarly to cross-sections, the way **final states** are computed is separated from the tracking and can be split in models by energy range, particle type and material.
- <sup>TM</sup> Open interface to **data** libraries: **ENDF/B, JENDL, FENDL, CENDL, ENSDF, JEF, BROND, EFF, MENDL, IRDF, SAID, EPDL, EEDL, EADL, SANDIA, ICRU, .....**

