

Choosing a Physics List



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What is a Physics List?



The object responsible for **specifying all particles to be used** in a simulation application and **specifying physics processes** and **assigning them to each particle type**

- ▶ Remember that it is **one of three mandatory objects** for any Geant4 application.
- ▶ Provides a very flexible way to set up the physics environment
 - ▶ user can choose and specify particles he wants
 - ▶ user can choose the physics (processes) to assign to each particle
- ▶ BUT, user must have a good understanding of the physics required to describe the problem. **There is no default, FTFP_BERT** kind of is, but not really.
 - ▶ omission of relevant particles and/or physics interactions could lead to poor modeling results
- ▶ As we have seen during the week, Geant4 takes an **atomistic**, rather than an integral approach to physics. **The user is fully responsible for getting the physics right.**



Why do we need to set up our own Physics List?

Nature has just one *physics*: so why Geant4 does not provide a complete and unique set of particles and physics processes that everyone can use? shouldn't it?

NO!

- ▶ **there are many different approximations and models to describe the same interaction**
 - ▶ very much the case for hadronic but also for electromagnetic physics
- ▶ **computation time might be the designing principle**
 - ▶ some users may want a less accurate but significantly faster model for a given interaction while others need the most accurate description regardless of CPU time
- ▶ there is likely no simulation application that would require all the particles and all the possible interactions that Geant4 can provide
 - ▶ e.g. most medical/nuclear applications are not interested in multi-GeV physics

In the Physics Overview talk we learned how to create our own Physics List.
BUT **does every user have to reinvent the wheel?**



There exists a number of **Production physics lists** that are packaged by large user groups like ATLAS, CMS, ... Medical Physics Community, Space Domain, ...

- ▶ because of their importance, **they are well-maintained**
- ▶ they are changed/updated less frequently → expected to be **stable**
- ▶ they are **regularly validated** by the developers and the user communities

There are at least 36 different reference lists to choose from, however, remember:

- ▶ these lists are provided as a *best guess* of the physics needed in some given use cases
- ▶ when a user decide to use them, **the user is responsible for validating** the physics for that given application
- ▶ they can be used directly or as a starting point or template for the user's own physics list
- ▶ this means the user is allowed/encourage to customize, add, or remove, physics components, using the settings they consider suitable for their application.

Reference Physics Lists: naming convention¹



Some Hadronic options, parenthesis indicates commonly optional

- QGS Quark Gluon String mode (> 15 GeV)
- FTF FRITIOF String mode (> 5 GeV)
- (P) G4Precompound model used for de-excitation
- BIC Binary Cascade ($1.6 - 10$ GeV)
- BERT Bertini Cascade ($1 - 10$ GeV)
- INCLXX INCL++ Liège ($1 - 10$ GeV)
- (A11)HP High Precision ($1 - 10$ GeV)
- LEND Low Energy LEND (< 10 MeV)
- (T) ... adding neutron thermal scattering (< 20 MeV)

Decoding scheme:

String(Pre?)_Cascade_Neutron_EM

Some EM options. See later, and EM Physics talk for more details

- No suffix: standard EM i.e. the default `G4EmStandardPhysics` constructor (option 0)
- EMV `G4EmStandardPhysics_option1`, fast but less precise
- EMY `G4EmStandardPhysics_option3`, rather precise
- EMZ `G4EmStandardPhysics_option4`, most precise

¹complete documented list of Physics Lists in the Guide for Physics Lists ([link](#))

Reference Physics Lists: naming convention¹



Physics List Factory

- Users can use *G4PhysicsListFactory* which knows about all the available reference physics lists and extensions →

```
// Get QGSP_BIC_HP_EMZ physicslist using G4PhysicsListFactory
G4PhysicsListFactory physicsFactory;
const G4String plName = "QGSP_BIC_HP_EMZ";
auto physicsList = physicsFactory.GetReferencePhysList(plName);
```

- Alternatively, build strings of reference physics lists and a step limit to

```
// Add Optical and Steplimit to the default physics list
G4PhysicsListFactoryAlt physicsFactory;
const G4String plName = "FTFP_BERT+OPTICAL+STEPLIMIT";
auto physicsList = physicsFactory.GetReferencePhysList(plName);
```

- Users may build a reference physics list with custom physics constructors! ← **add/remove** or **replace** physics constructors
 - G4VModularPhysicsList::RegisterPhysics(G4VPhysicsConstructor*)
 - G4VModularPhysicsList::ReplacePhysics(G4VPhysicsConstructor*)

Decoding scheme:

String(Pre?)_Cascade_Neutron_EM

- FTFP_BERT_HP
- FTFP_BERT_TRV
- FTFP_BERT_ATL
- FTQQSP_BERT
- FTFP_INCLXX
- FTFP_INCLXX_HP
- FTF_BIC
- LBE
- QBBC
- QGSP_BERT
- QGSP_BERT_HP
- QGSP_BIC
- QGSP_BIC_AIHHP
- QGSP_FTFP_BERT
- QGSP_INCLXX
- QGSP_INCLXX_HP
- QGS_BIC
- Shielding
- ShieldingLEND
- ShieldingM
- NuBeam
- FTFP_BERT_HPT
- FTFP_INCLXX_HPT
- QGSP_BERT_HPT
- QGSP_BIC_HPT
- QGSP_INCLXX_HPT
- Shielding_HPT
- ShieldingM_HPT



EMO
EMV
EMX
EMY
EMZ
LIV
PEN
GS
SS
WVI
LE
HPT



Choosing your physics list:



Recommendation:

- ▶ Ideal situation: the user(s) have a good understanding of the physics relevant for a given application
 - ▶ the user can either build its own physics list or decide to use a pre-defined one
 - ▶ the chosen physics list needs to be validated for the given application
 - ▶ during the validation procedure, some parts of the physics list might be changed add physics, remove physics, change settings, etc.
- ▶ The given application belongs to a well defined application area (e.g. medical applications)
 - ▶ the user can choose the reference physics list recommended for the given application area as a starting point
 - ▶ the chosen physics list needs to be validated for the given application (same as above)
- ▶ Something that always works (but time consuming)
 - ▶ the user can take the most accurate physics settings (e.g. opt4 for EM)
 - ▶ run some simulation with lower statistics to obtain the most accurate result
 - ▶ then the user can take a less accurate but fast physics setting (e.g. opt0 for EM) as a starting point and obtain some simulation results
 - ▶ then granularly extend the initial physics list by using the accurate results as reference

Selected Recommendations²



FTFP_BERT (link)

Recommended for collider physics applications. It usually produces the best agreement with test beam calorimeter data, including shower shape, energy response and resolution.

It is also recommended for cosmic ray applications where good treatment of very high energy particles is required. Note, however, that is **not suited to very high energy collisions of order 10 TeV or more.**

See also: FTFP_BERT_HP, FTFP_BERT_HPT, FTFP_BERT_ATL, FTFP_BERT_TRV, FTFP_INCLXX, FTFP_INCLXX_HP, FTFP_INCLXX_HPT, FTFQGS_BERT, FTF_BIC, *Electromagnetic options.*

²Once the Geant4/PYTHIA interface is released, Geant4 will be valid beyond its current 10 TeV limit

Selected Recommendations³



QBBC (QGSC² + BinaryCascade + Bertini) (link)

Recommended for applications where accurate simulation for low-energy transport of protons and neutrons is needed. It usually produces the best agreement in the energy range below 1 GeV for thin target experiments. For higher energies it is the same as the default FTFP_BERT physics. **It is recommended for medical and space applications.**

See also: QBBC_ABLA, *Electromagnetic options*.

²CHiral Invariant Phase Space is a 3D low energy parton model instead of the “usual” precompound (P)

³Once the Geant4/PYTHIA interface is released, Geant4 will be valid beyond its current 10 TeV limit



QGSP_BERT (link)

It can be used for collider physics applications, as an **alternative to the recommended physics list** FTFP_BERT.

It is can also be used for cosmic ray applications where good treatment of very high energy particles is required. Note, however, that is **not suited to very high energy collisions of order 10 TeV or more.**

See also: QGSP_BERT_HP, QGSP_BERT_HPT, QGSP_FTFP_BERT, QGSP_INCLXX_HP, QGSP_INCLXX_HPT, QGSP_INCLXX, *Electromagnetic options*.

²Once the Geant4/PYTHIA interface is released, Geant4 will be valid beyond its current 10 TeV limit



QGSP_BIC (link)

It can be used for collider physics applications, as an **alternative to the recommended physics list** FTFP_BERT.

It is can also be used for cosmic ray applications where good treatment of very high energy particles is required. Note, however, that is **not suited to very high energy collisions of order 10 TeV or more**.

See also: QGSP_BIC_HP, QGSP_BIC_HPT, QGSP_BIC_A11HP, QGSP_BIC_A11HPT, *Electromagnetic options*.

²Once the Geant4/PYTHIA interface is released, Geant4 will be valid beyond its current 10 TeV limit



Shielding (link)

It is recommended for simulation of deep shielding. Neutrons of 20 MeV and lower use the High Precision neutron models and cross sections to describe elastic and inelastic scattering, capture and fission. The G4NDL database is required for this physics list.

See also: `Shielding_HP` (an alias to itself), `ShieldingM`, `ShieldingM_HP`, `ShieldingM_HPT`, `ShieldingLEND`, *Electromagnetic options*.

²Once the Geant4/PYTHIA interface is released, Geant4 will be valid beyond its current 10 TeV limit



Some EM options. See EM Physics talk for more details

- No suffix: standard EM i.e. the default `G4EmStandardPhysics` constructor (option 0). Recommended EM option for HEP applications (sampling calorimeters, ...)
- EMV** `G4EmStandardPhysics_option1` → HEP, fast but less precise. Recommended EM option for HEP applications (homogeneous calorimeters, ...)
- EMY** `G4EmStandardPhysics_option3` → medical, space sci., precise. Recommended EM option for medical applications (proton/ion therapy, ...)
- EMZ** `G4EmStandardPhysics_option4` → most precise EM physics. The most accurate EM physics description. Can be used as a reference for all the cases above.



- ▶ Geant4 uses secondary production thresholds in length
 - ▶ The default value is 0.7 mm for reference physics lists
 - ▶ UI commands to select cuts:
 - ▶ `/run/setCut 0.1 mm`
 - ▶ `/run/setCutForAGivenParticle e- 0.1 mm`
 - ▶ Internally, cuts are converted to energy values depending on the material and particle type. The corresponding energy has a minimum value (default is 1 keV) and the user can set it with UI command:
 - ▶ `/cuts/setLowEdge 100 eV`
 - ▶ γ production thresholds are used in bremsstrahlung and e^- are used in ionization
 - ▶ e^- production thresholds are almost always ignored as they annihilate and produce two photons that can fly away. They are used only for very high cuts on γ (at least higher than the electron mass, which is the minimal energy of each of the two photon generated)
 - ▶ Proton production thresholds mean that if a hadron scatters elastically on a nucleus (of the material), the (recoiling) nucleus becomes a new `G4Track` only if its kinetic energy is above the value $100 \text{ KeV} \times \text{production-cut-in-mm}$