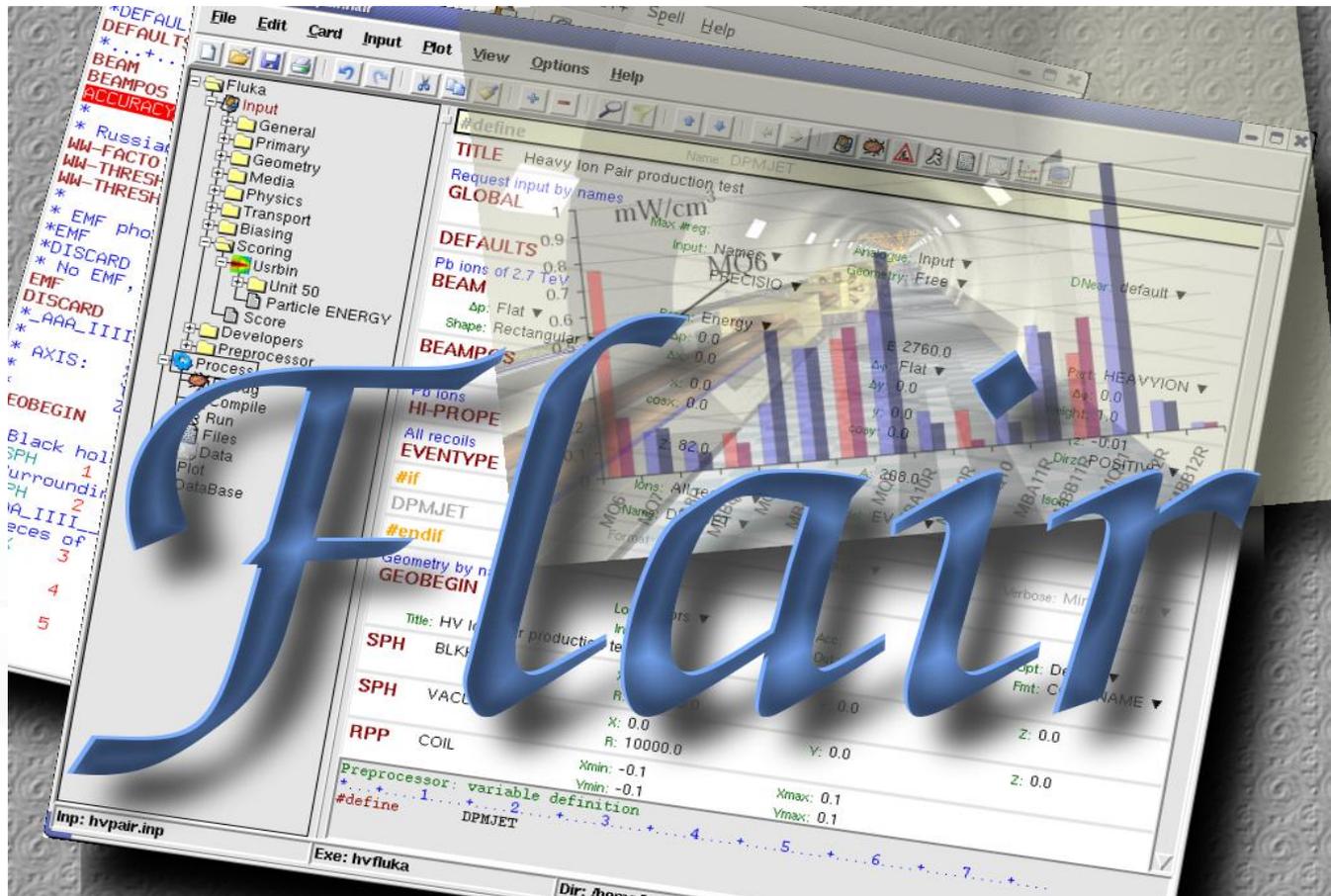




Introduction to Flair

Beginners' FLUKA Course

About



/fleə(r)/ n [U,C] natural or instinctive ability (to do something well, to select or recognize what is best, more useful, etc.
[Oxford Advanced Dictionary of Current English]

What is flair [1/2]

FLUKA Advanced Interface [<http://www.fluka.org/flair>]

- **All-in-one** User friendly graphical Interface;
- Minimum requirements on additional software;
- Working in an intermediate level

Not hiding the inner functionality of FLUKA

Front-End interface:

- Fully featured **Input file Editor**
 - Mini-dialogs for each card, allows easy and almost error free editing
 - Uniform treatment of all FLUKA cards
 - Card grouping in categories and card filtering
 - Error checking and validation of the input file during editing
- **Geometry:** transformation, optimizations and debugging
- **Compilation** of the FLUKA Executable
- **Running** and **monitoring** of the status of a/many run(s)

What is flair [2/2]

Back-End interface:

- Inspection of the output files (core dumps and directories)
- Output file viewer dividing into sections
- Post processing (merging) the output data files
- Plot generation through an interface with **gnuplot**;

Other Goodies:

- Geometry viewer/debugger with 3D rendering (see talk tomorrow);
- Access to FLUKA manual as hyper text
- Checking for release updates of FLUKA and flair
- Nuclear wallet cards
- Library of materials
- Database of geometrical objects (Not yet completed)
- Programming python **API**

Concepts: Flair Project

- Store in a **single file** all relevant information:
 - Project notes
 - Links to needed files: **input file**, **source routines**, **output files** ...
 - **Multiple runs** from the same input file, as well running status
 - Procedures on how to **run the code**
 - **Rules** on how to perform **data merging**
 - Information on how to post process and **create plots** of the results
- You can consider Flair as an **editor** for the project files.
- Can handle any FLUKA input format (reading & writing), but internally it works using the **names format** for the input, **free with names** for the geometry (Recommended way of working)
- The format is plain ASCII file with extension: **.flair**

Note: If you want to copy a project you need to copy also all linked files especially the input and source routines!

Installation

- Flair web site to download code and documentation

<http://www.fluka.org/flair>

- Installation procedures:

- RPM/DEB method (Linux): **strongly recommended!** on systems that support the RPM/DEB. The package will create all **file association, menu items** and keep track of updates and files installed.

The package will install the program to: **/usr/local/flair** and will create the following launcher programs:

- ◆ **/usr/local/bin/flair** flair program
- ◆ **/usr/local/bin/fm** FLUKA manual
- ◆ **/usr/local/bin/pt** Periodic Table
- ◆ **/usr/local/bin/fless** Fluka output viewer

- tar.gz method (MacOS, MS-Windows). Please follow the instructions on:

<http://www.fluka.org/flair/download.html>

and for special instruction on the FAQ:

<http://www.fluka.org/flair/faq.html>

Starting flair

Programs Menu (Linux)

- Click the icon of Flair from the programs menu;
- Flair is registered under the Science/Physics category but depending your **Linux** distribution and window manager it might appear in different sub-menus (i.e. Applications, Education, Science or Others).

Window Manager (Linux, only via RPM or DEB installation)

- Flair makes an association of the following extensions:



***.flair**



***.fluka *.inp**

Console

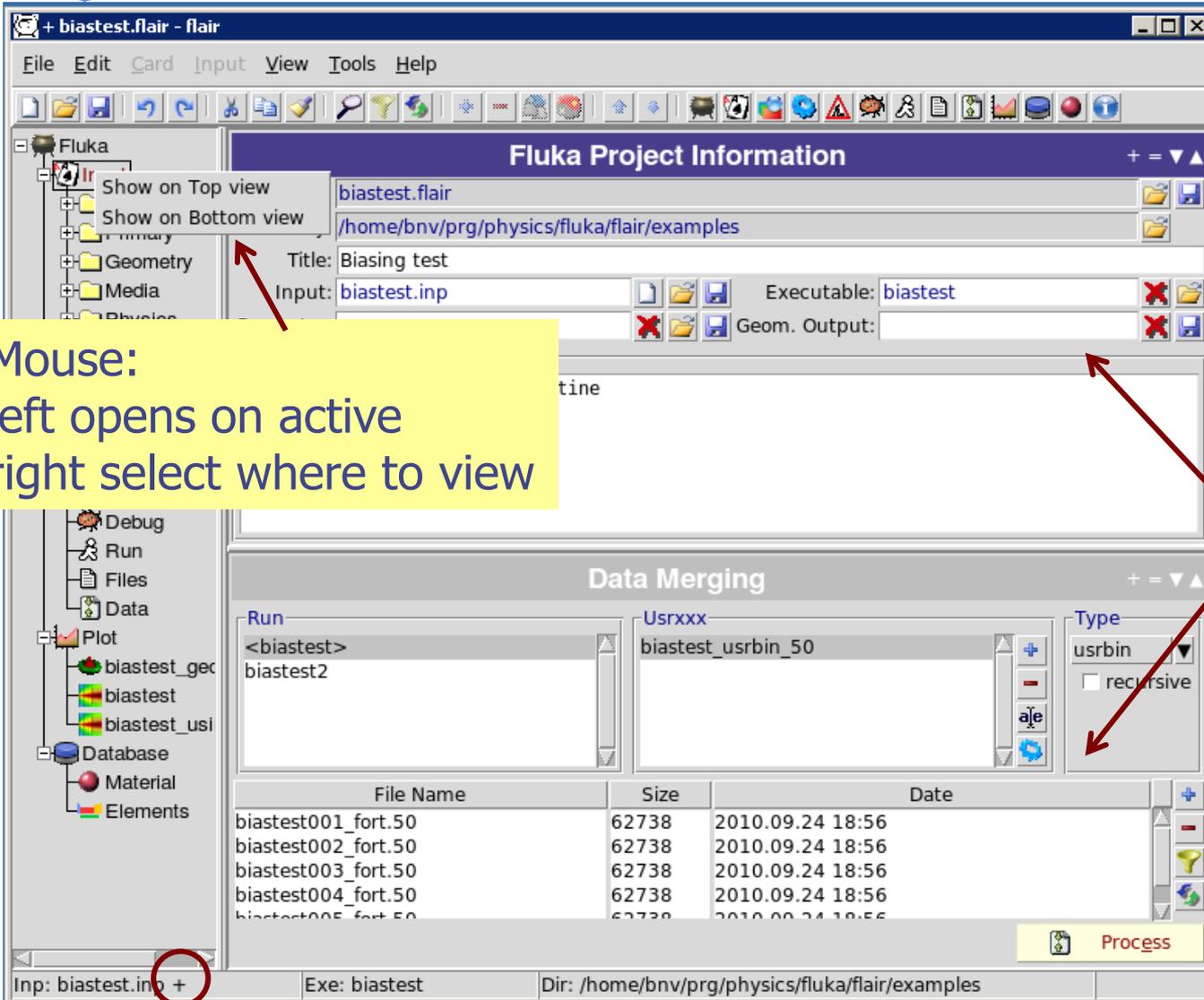
- Type the command **flair**. Remember to place in your **\$PATH** the directory where flair is installed!

Startup

Unless you specify any option during startup flair will perform the following operation:

- Open an "xterm" to be used as the Output window;
- Display the About Dialog;
- Check for the existence of a FLUKA installation (FLUPRO environment variable), and if not found will open the Preferences dialog to set explicitly the FLUKA path;
WARNING: Window managers (GNOME, KDE...), as well command shells (bash, tcsh, ash...) have a different configuration file where they expect the environment variable.
- Display the "Tip of the Day" dialog;
- Open the "Check for Updates" dialog (every 30 days interval).

Interface



active

- + vertical/horizontal
- = equalize
- ▼ minimize
- ▲ maximize

2 working frames

inactive
click to activate

Mouse:
left opens on active
right select where to view

input modified and not saved

Menus

File Edit Card Interface View Tools Help

- File I/O, export to other formats, printing, recent projects
- Edit Common editing features: Cut, Paste, Add, Del, Clone, Filter
- Card Add or change cards in input; grouped by Categories
- Interface Commands to manipulate input cards
- View Accessing various views of flair
- Tools General purpose commands: Terminal, Browser, Preferences
- Help Access to help, check for updates, web page, about dialog

Keyboard Short cuts (Linux/Windows): **F10** or **Alt+F, E, C, I, V, T, H**

Toolbar

Undo/Redo



Find/Filter



Project Control I/O

Cut/Copy/Paste

Add/Del/Clone/Toggle

Move Up/Down

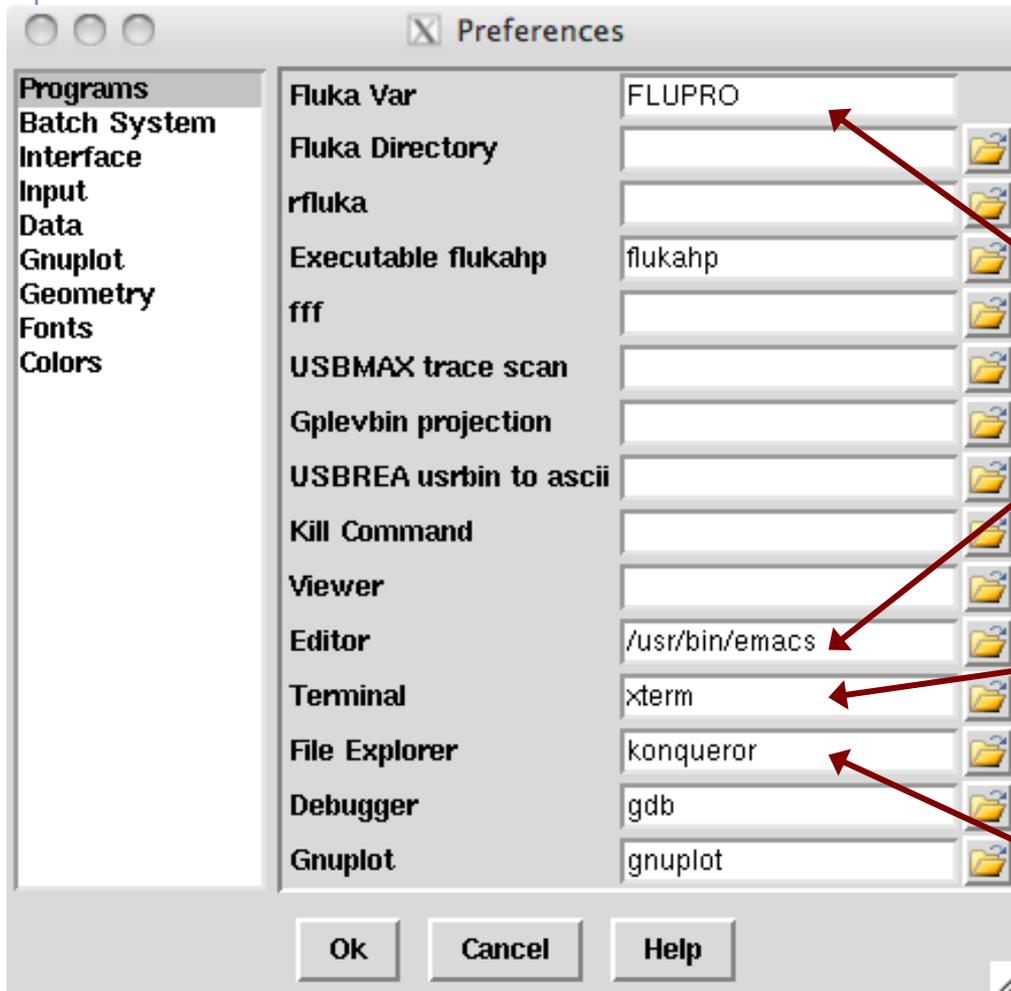


1 2 3 4 5 6 7 8 9 10 11 12 13

Quick Access to:

1. Project Frame
2. Input Editor
3. Geoviewer (if installed)
4. Process Summary
5. Compile executables/Add user routines
6. Debug Geometry
7. Run/monitor simulations
8. View output files
9. Data merging
10. Plots
11. Databases (not yet functional)
12. Material Database
13. Help

Basic Preferences



The program tab of preferences allows the user to set the default programs and directories

Set your FLUKA directory, to override \$FLUPRO

Set your favorite editor

Set your favorite console program (xterm, nterm, kconsole...)

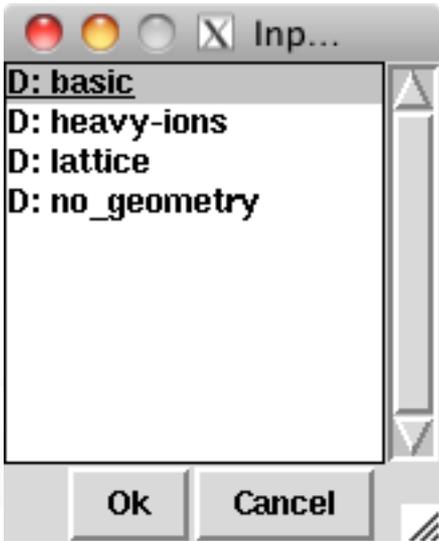
Set your favorite file browser for example:

- "konqueror" for Linux with KDE
- "open" for the finder in MacOS

Input Templates

Default template: **basic.inp**

- When requesting a new input or a new project flair will prompt to select an input template:



```

TITLE
GLOBAL                                1.0      1.0
DEFAULTS
BEAM
BEAMPOS
GEOBEGIN                               COMBNAME
    0 0
* Black body
SPH blkbody 0.0 0.0 0.0 1000000.0
* Void sphere
SPH void 0.0 0.0 0.0 1000000.0
* Cylindrical target
RCC target 0.0 0.0 0.0 0.0 0.0 10.0 5.0
END
* Black hole
BLKBODY 5 +blkbody -void
* Void around
VOID 5 +void -target
* Target
TARGET 5 +target
END
GEOEND
* .+. .1. .+. .2. .+. .3. .+. .4. .+. .5. .+. .6. .+. .7.
ASSIGNMA BLCKHOLE BLKBODY
ASSIGNMA VACUUM VOID
ASSIGNMA COPPER TARGET
RANDOMIZ 1.0
START
STOP
    
```

- Flair default templates are prefixed with "D:"
- User templates will be prefixed with "U:"

The user can create his own set of input templates. They are normal FLUKA input files and they have to be placed in the directory `~/.flair/templates` (create the directory if not existing)

Input Editor

- With the input editor the user can manipulate the input cards:
 - Add card to input;
 - Edit & modify existing ones;
 - Copy & Paste;
 - Clone (Duplicate);
 - Import from other input files;
 - Validate the correctness of the cards;
 - Error filtering;
 - Rearrange order;
- The editor will always try to rearrange the input cards (only if needed) to create a valid FLUKA input file.
e.g. body cards outside the **GEOBEGIN/GEOEND** parts will be moved inside

Card Categories

For easier access, cards are groups in the following categories:

- **General** General purpose (TITLE, DEFAULTS, GLOBAL...);
- **Primary** Definition of the primary starting particles;
- **Geometry** Cards related to the definition of the geometry bodies/regions/lattices plotting and rotations/translations;
 - **Bodies** Subcategory containing only the bodies definition;
 - **Transformations** Subcategory containing only the geometrical directives;
- **Media** Definition and assignment of materials;
- **Physics** Setting physics properties of the simulation;
- **Transport** Modify the way particles are transported in FLUKA;
- **Biasing** Cards for importance biasing definition;
- **Scoring** Cards related to scoring;
- **Preprocessor** Definitions for creating conditional input files.

Concepts: Extended Cards [1/2]

- Flair is treating the input file as a **list of extended cards**;
- Each extended card contains:
 - **Comment**: All commented lines preceding the card(s) as well the inline comments;
 - **Tag**: The 8 character word identifying the card. All tags not recognized by flair will be converted to **#error**;
 - **WHATs**: Multiple number of **WHATs** (0=sdum, 1-6 first line, 7-12 continuation line...)
 - **Extra**: multi line string of extra information for special cards like **REGION, TITLE, PLOTGEOM** etc.
 - **State** (Enable/Disable);
- Flair recognize automatically (and separates them from the comments) all the disabled valid FLUKA cards;

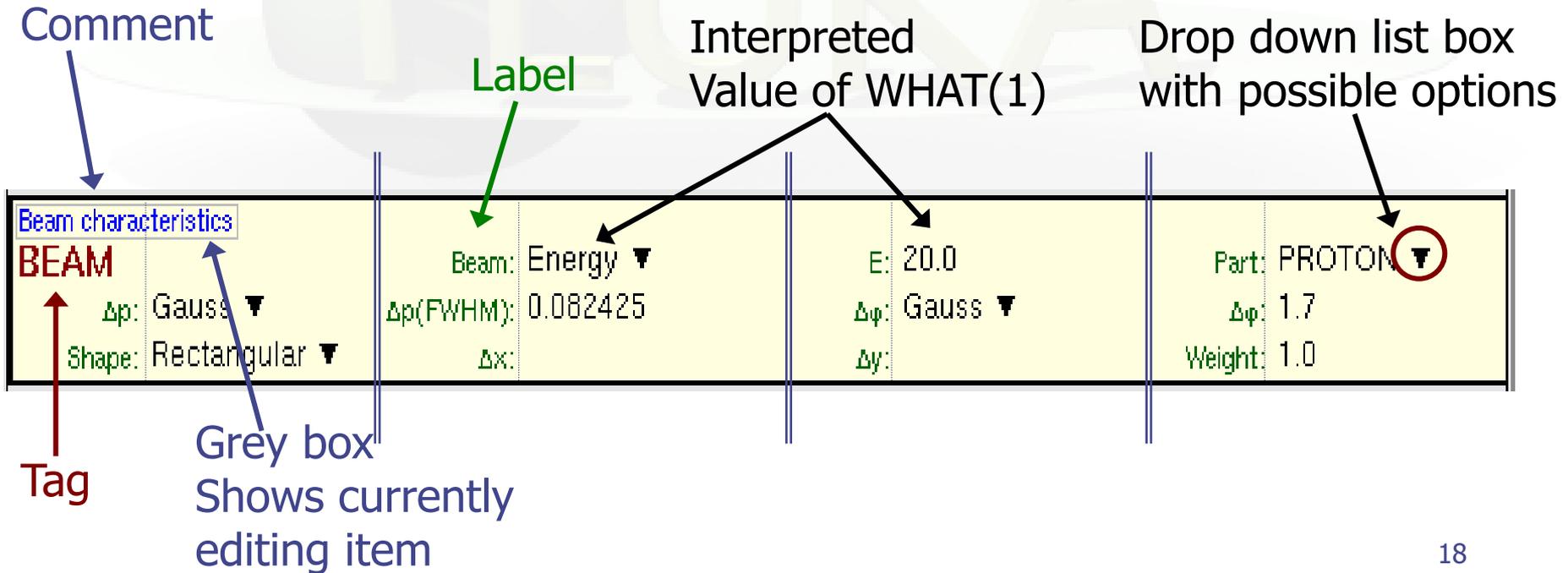
Concepts: Extended Cards [2/2]

- The region definition in the in geometry is emphasized by the presence of a card named "REGION";
- All the **COMPOUND** cards related to one material are joined in one card;
- The **END** card for bodies/regions is automatically added after the last body/region but is not shown in the flair editor;
- Cards are edited with the flair editor through the use of the mini-dialogs, forcing the user to enter the *correct* information (default);
- The user can nevertheless gain full control of the card using the **Edit dialog** (*Ctrl-E*);
- Flair will try to find the **best floating point representation** of each number, to ensure the maximum accuracy; number of digits that fits in the specific width (10 for the fixed format, 22 for the free format).

Anatomy of a card mini-dialog [1/2]

- For each extended card flair has a mini dialog (currently in 4 columns), interpreting all information stored in the card

```
* Beam characteristics
BEAM          -20.0 -0.082425      -1.7          1.0PROTON
```



Editing Cards

While in **input editor** you can work in two modes:

1. **Card mode**: manipulate the cards as a unit (e.g. to copy, paste, delete, change order of cards);
2. **Edit mode**: manipulate the contents of the card.

Edit mode is activated immediately after adding a new Card, by hitting Enter or with the mouse click.

To leave edit mode click the Esc or with the mouse click somewhere else.

The active item (**what**) is highlighted with a grey rectangle and highlighted also in the card viewer below the editor.

A range of cards can be selected with:

- Shift + Mouse ;
- Shift + Up/Down arrows;

Validating input and Error correction

- Flair validates the input file while loading and each card during editing;
- Errors are highlighted in **red**;
- For the moment only **syntactical errors** are checked, and a few **logical errors**;
- Popup-menu option “Show errors” displays a short message on what is expected as correct value;
- Menu item “Input / Filter Invalid” shows only the invalid cards from the last filtered view.

Material Database

- Flair contains an internal database of ~ 500 predefined materials and/or compounds;
- Some (~ 300) with the **Sternheimer** parameters;

Please use these data as Reference only!

- Validate **always** the correctness of the data;
- If errors found please contact the author;
- The database can be edited, and populated with your own materials. In this case a local copy of the database will be made in $\sim/.flair$ directory.

Starting a Run

- Flair can start a simulation (**single run**) based on the input file
- **Multiple runs** can be started by overriding some options, like **#defines**, **title**, **random number seed** and **number of starting particles** (primaries);
- Flair will try to **"attach"** to a run. Using only the information from the output files generated by FLUKA, Flair will try to identify the directory where the run takes place and monitor the progress of the selected run.
- During the execution of the run the user can view the output files in the **"Files Frame"**

Tips & Tricks

- **Mouse**

- right-click opens the popup-menu with the most important actions

- **Keyboard**

- Ctrl-Enter

Check the accelerators on the menus
Performs the default action in every frame.
Add a card in the Input Editor

- Ctrl-Space

Access popup-menu (like **right-clicking**)

- Listboxes

All listboxes in flair are **searchable** and case insensitive. Type the first characters of the string you are searching and the closest match will be highlighted.

Ctrl-G repeats the search. **Space** selects/deselect item

- +, -, Ins

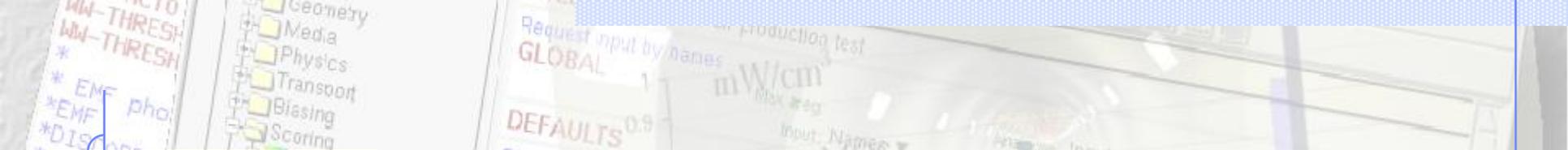
While editing the **REGION** expression shows a list of all available bodies

Known Bugs / Limitations

- **Unicode / International** characters do not work well and should be avoided;
- **Gnuplot <4.2** has a bug in the number of palette colors, and on the cblabel for the wxt terminal;
- **Inline comments**, and comments inside REGION definition are treated as one comment preceding the input card;
- REMEMBER always that the **.flair** and **.inp** are different thing. Do not save the project as **.inp** or the input file as **.flair**

Other goodies

Flair has a **lot of functionality** that is not covered in this tutorial. I would advice the users to go through the various menus and help page and try it out.



Software choices [1/2]

Requirements:

- Open source software
- Multiplatform with easy installation
- Minimum requirements on other package
- Large community of users and years of development

Python [<http://www.python.org>]

is a scripting language which is:

- interpreted
- interactive
- object-oriented
- like pseudo code
- dynamically typed
- available for many platforms
- extensible with C-API

Software choices [2/2]

- **Tkinter** [<http://wiki.python.org/moin/TkInter>]
default GUI toolkit for Python.
Good for simple UIs.
Portable, wrapper around tk/tcl
- **Gnuplot** [<http://www.gnuplot.info>]
is a command-line driven, interactive function plotting program specially suited for scientific data representation. Gnuplot can be used to plot functions and data points in both two and three dimensions and in many different formats.
- **Povray** [<http://www.povray.org>]
POV-Ray™ is short for the Persistence of Vision™ Raytracer, a tool for producing high-quality computer graphics. POV-Ray™ is copyrighted freeware. POV-Ray is the worlds most popular raytracer.

Version Numbering

- Flair version numbering, has the form: **flair-M.m-R**
- **M: Major version**, this number is increased by one only when a major modification in the structure of the program takes place. During the initial phase of development is 0.
- **m: Minor version**, this number is increased by one every time an addition in the program's functionality is made. e.g. Adding new plotting forms, mechanism, databases etc.
- **R: Patch level**, this number is increased when bug fixes take place or minor changes in the functionality. e.g. Addition of extra fields in a form etc.
- The **About Dialog** of the program displays the **Major** and **minor** version as well the CVS release number, every time changes in the program are committed to the CVS server.
- The Update dialog of flair will ask the user to check on the web every 30 days (default) for a new **flair version (M.m)** and FLUKA release.

How to Contribute

- Python programming
 - Parsing and processing output files
 - Web based database for sharing resources with other users
 - ...
- Input Editor
 - Cards Layout, in other formats (from 3 up to 8 columns)
 - Labels have to be intuitive, if something is not comprehensible please propose an alternative
- Manual, Online documentation, Tips database
- Icons for tool bars and cards
- Gnuplot scripts or ideas for better presentation
- Comments & Ideas, on new features that one wants to see
- **Testing, Bug reporting**
- ...

ToDo: Features to be added

- **Interface**
 - Exportation of processing scripts and various formats (Geant...)
 - Import from other codes (MCNP...)
- **Input Editor**
 - A group of flair cards for manipulating the input file. Including dynamic transformations, variables, vector operations, etc.
- **Post Processing**
 - Re-binning or USRBINS
 - Maximum trace
- **Plotting:**
 - Information of Input File
 - 3D Ray Tracing interface to povray
 - Particle tracks