Subject: Geant4 seeds in R3BRoot
Posted by C. A. Douma on Fri, 18 Nov 2016 12:03:01 GMT

Dear Mr. Kresan,

If I run exactly the same R3BRoot simulation twice, I get exactly the same output. I know that this is to be expected, because the first event from Geant4 is given a fixed seed for the random number generators. Then every new event is given an outcome of the previous one as the new seed, producing randomly distributed events.

I know that this is very useful for debugging, but not if I want to run multiple simulations separately and than add the results in the end to obtain better statistics.

In pure Geant4 it is possible to use the native Linux random number generator to generate the seed of the first event from keyboard noise. This will then produce 'truly random events'. Do you know how this can be implemented in R3BRoot?

Yours Sincerely,
Christiaan Douma.