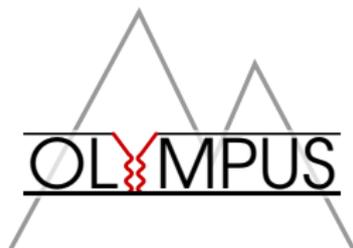


Data analysis

Jan C. Bernauer

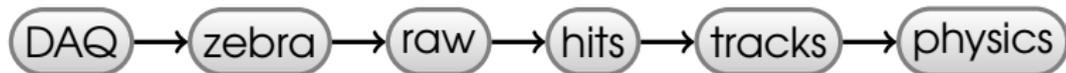


Collaboration Meeting June 2011

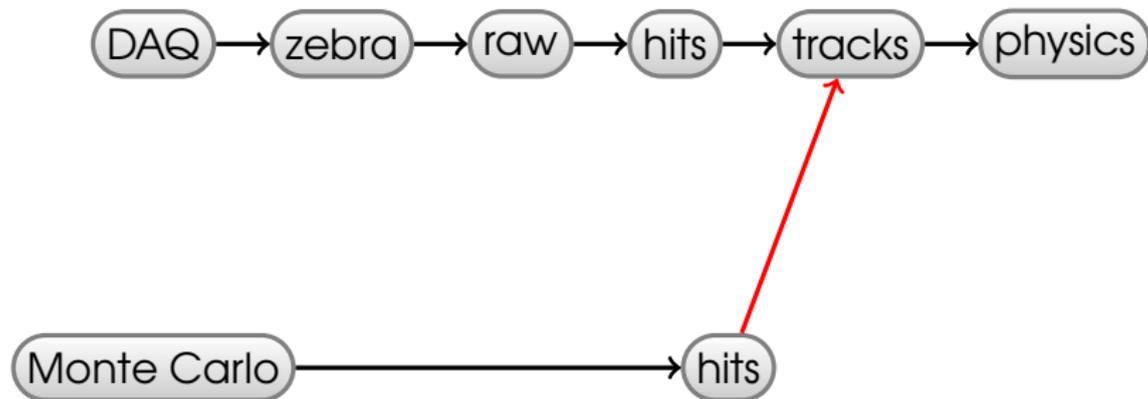


Massachusetts Institute of Technology

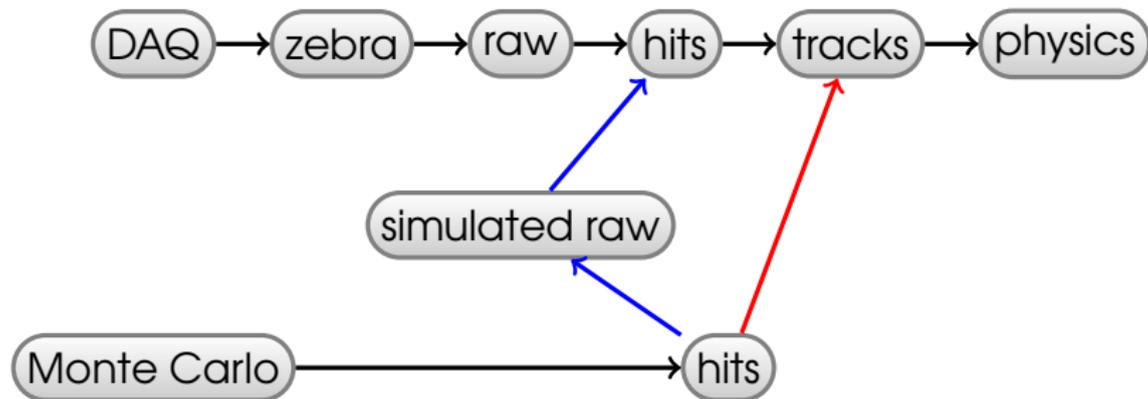
Software overview



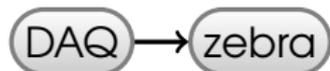
Software overview



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Raw data root files



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- Hard to use, needs "Explora" libraries

Raw data root files



- The files generated by the DAQ are zebra files.
 - In “hardware order”
 - Hard to use, needs “Explora” libraries
- > Write Explora plugin to export to standard root file.
- Data is not changed, for most detectors: raw data block.
 - But: Mapping to logical channels already performed by Explora framework.

Proposed structure

- Object hierarchy, encapsulating logical detectors.
 - Chamber, ToF, Lumi, Moeller
 - Lumi will have members for MWPC and GEMs
- Chambers: Vector of {wire nr, time}
- ToF: Zero suppressed or not? Either array or vector of {bar nr, tube(2) {adc,tdc}}
- Moeller: ???
- GEMs/MWPC: for each detector, a raw data block and its size?

Detector analysis libraries



For each detector, we need software for:

- online monitoring
 - data analysis
- Need software libraries which understand raw format.
- Should be provided by the detector groups
 - Standardized interface

Proposal: Library Interface

- C++ class
- *int classname::loadData(int len, unsigned char * data)* to load
- *int classname::process(int flags)* to process
- ... some functions for debugging and online monitoring, depends on detector.
- *vector<G4VHit> classname::getHits()* get hit information

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- *vector<G4VHit> classname::getHits()* get hit information
- The actual returned hit type might just inherit from G4VHit. Use the same as the Monte Carlo!

Same code can be used to analyse MC and real data!

Proposal: Initialization files

- Each detector has to have some calibration variables.
- Don't want to reinvent the wheel x times.
- Have a global description file which includes files provided by the groups.
- Should support int, float, strings and arrays of those. More???

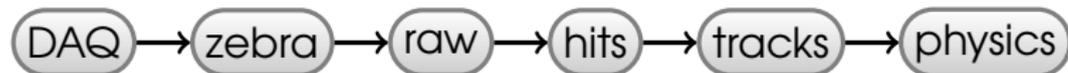
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- File format: XML, json, Ini style, name your favorite!

Python, cint or compiled C++



All three have have advantages/disadvantages:

compiled C++

+ fast

- long turnaround times

- lower level language

cint

+ the usual way

+ fast turnaround

- slow execution, but prototype for compiled C++

- Does anyone like cint?

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Proposal: Do anything up to the “physics” stage with compiled C++. Do the physics stage with Python.