

## Go4 v2.8 Analysis Design

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CHEP 2004



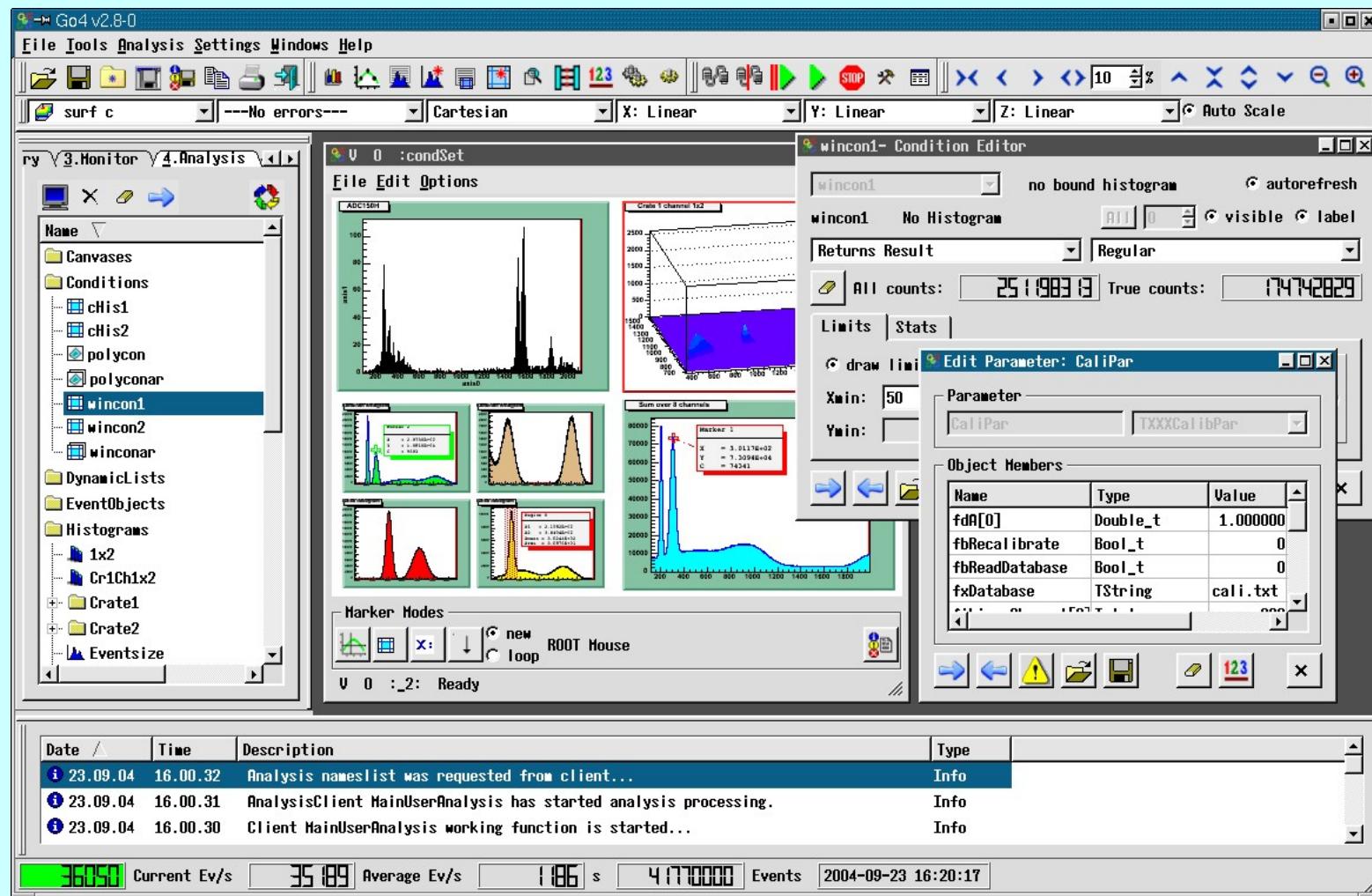
## Content



- **Warm up**
- **Current analysis design**
- **Analysis control**
- **Advanced requirements**
- **Solution I**
- **Solution II**

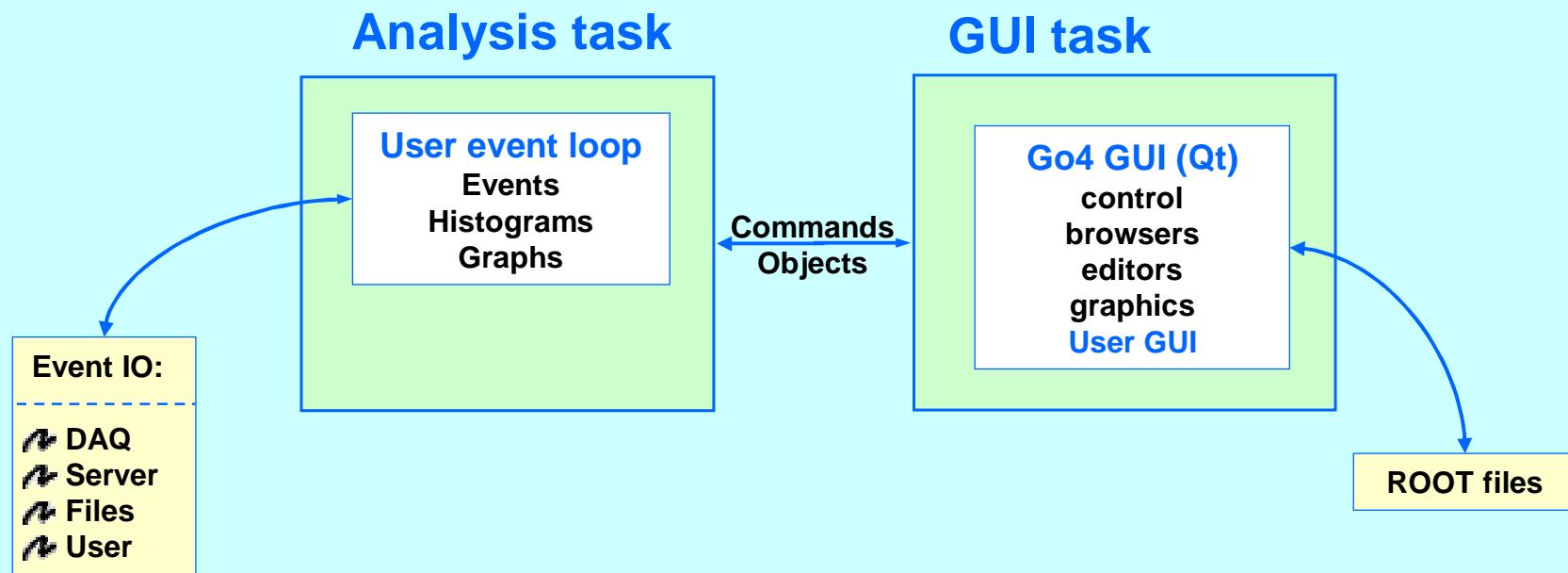


## Screen shot





## Go4 tasks: GUI & analysis





## The Go4 framework

- Framework for many kinds of experiments (Atomic & Nuclear Physics)
- The analysis is written by the user (unlimited ROOT)
- Services and interfaces for analysis
- Batch mode (CINT or compiled, on/off-line)
- Interactive mode (on/off-line):
  - A non blocking GUI controls and steers the analysis
  - Analysis runs independently and can update graphics asynchronously
  - ROOT object transport between analysis and GUI task
  - Qt based GUI interfaces ROOT and Qt graphics
  - User defined GUI supported (Qt designer)



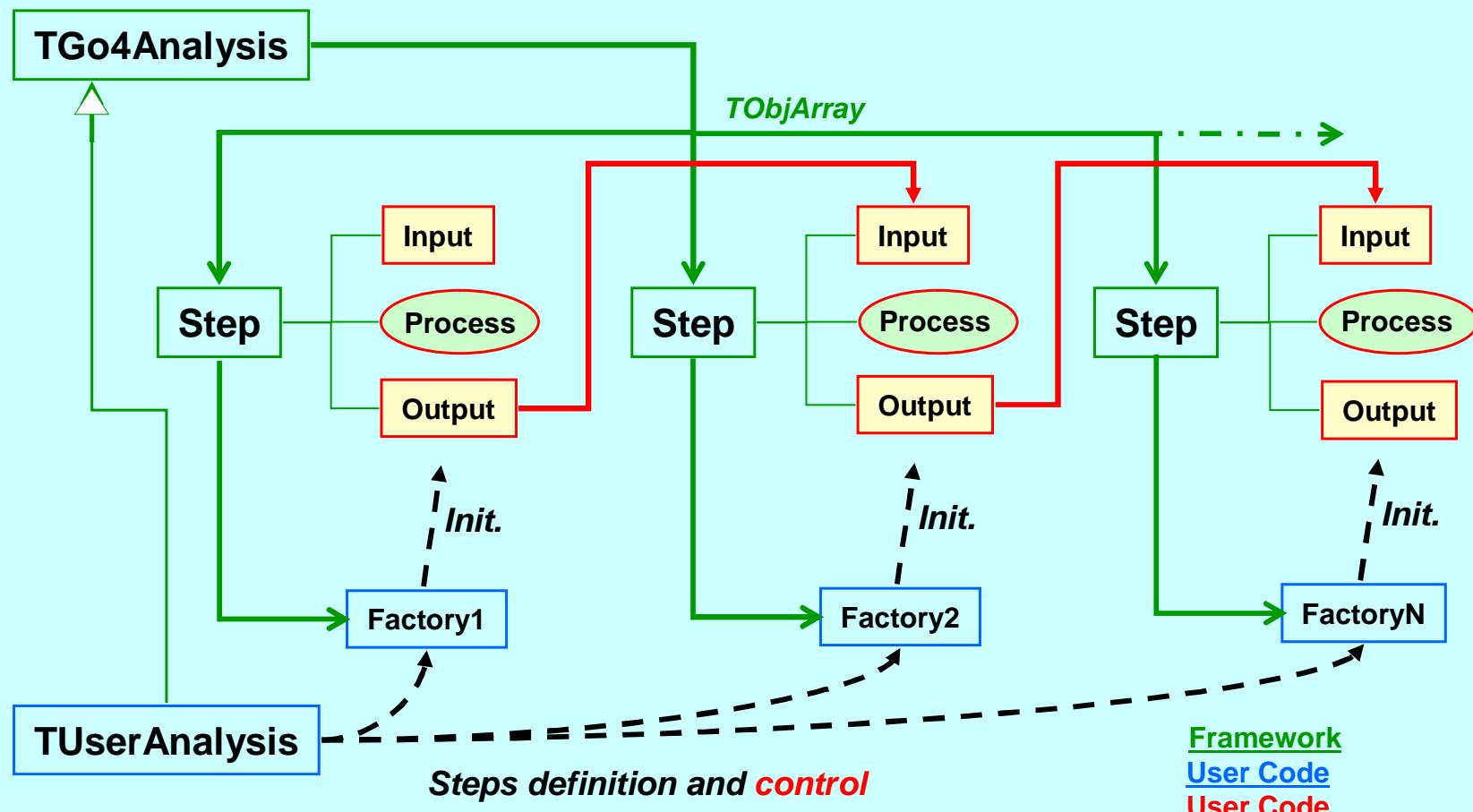
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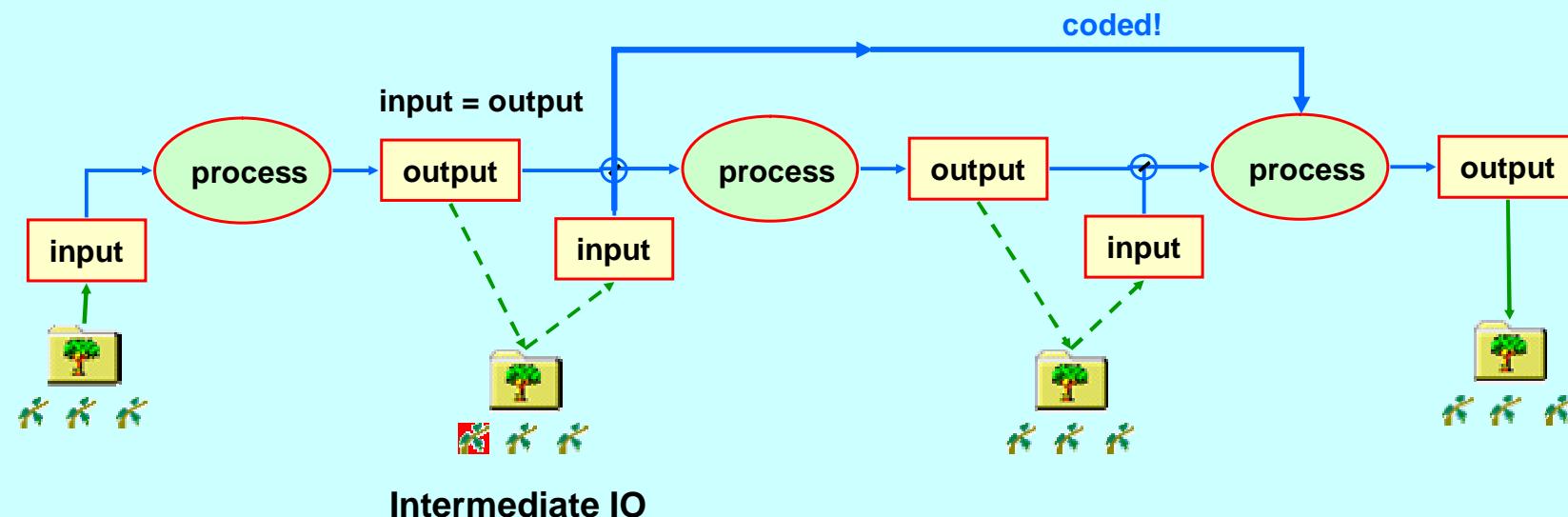


## Analysis steps (objects)





## Analysis steps (object IO)





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## Analysis control

- Configuration of the steps via GUI or macro (**initialization, analysis stand by**)
  - Enable/disable
  - Set I/O
- Macros
  - Executed directly in analysis code (full access to framework)
  - Launched from GUI, executed in analysis synchronized with event loop (**running event loop**)
- User parameter objects
  - Generic editor for user objects
  - Update function executed in analysis can be used for anything (**running event loop**)
- Conditions (**running event loop**)
  - Editor can configure condition to return always TRUE or FALSE
  - Checked in analysis code (counters)
- Interactive histogramming (**running event loop**)
  - Create histograms and conditions on the fly
  - Fill with any members of events (event by event or from memory tree)



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## Go4 analysis organization



### So far

- Designed for linear flow of analysis, generation oriented
- Abstract Interfaces for IO, data structures, processing
- User defined factories for setting up the steps
- Fully controlled by framework



## New requirements

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### New requirements

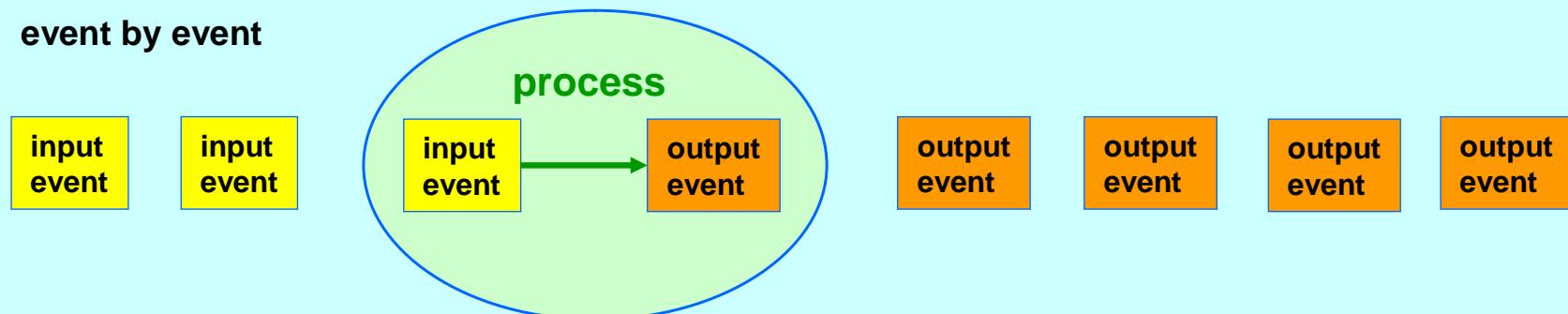
- Event stacks
- Hierarchy of steps
- Concurrent steps
- Control of multiple I/O per step
- Logical mesh setup control



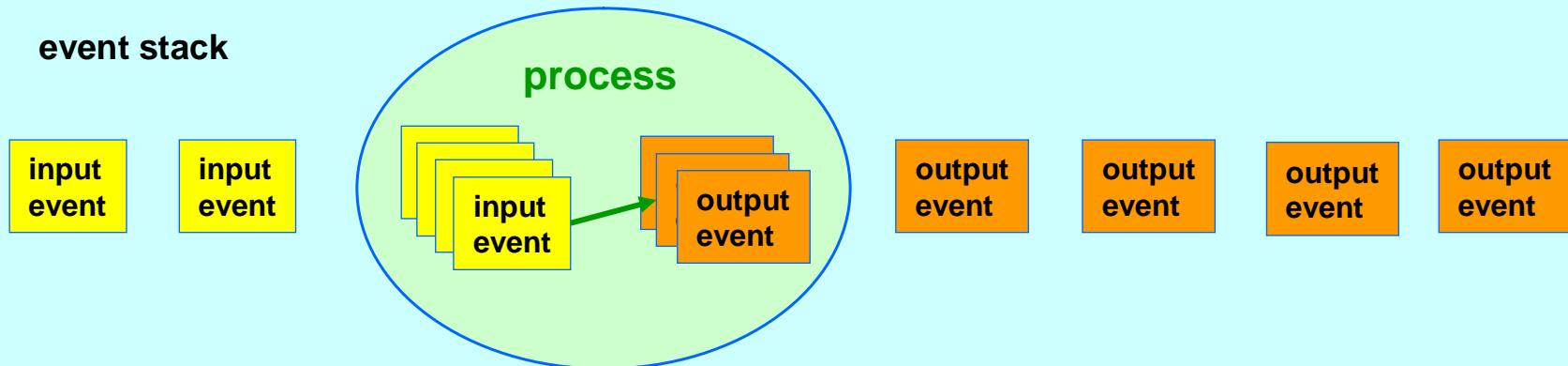
## Event stacks

- Asynchronous DAQ branches (events are subevents with time stamps)
  - event building in analysis
- Decay measurements
- Mixing of events from different sources (simulation)

event by event

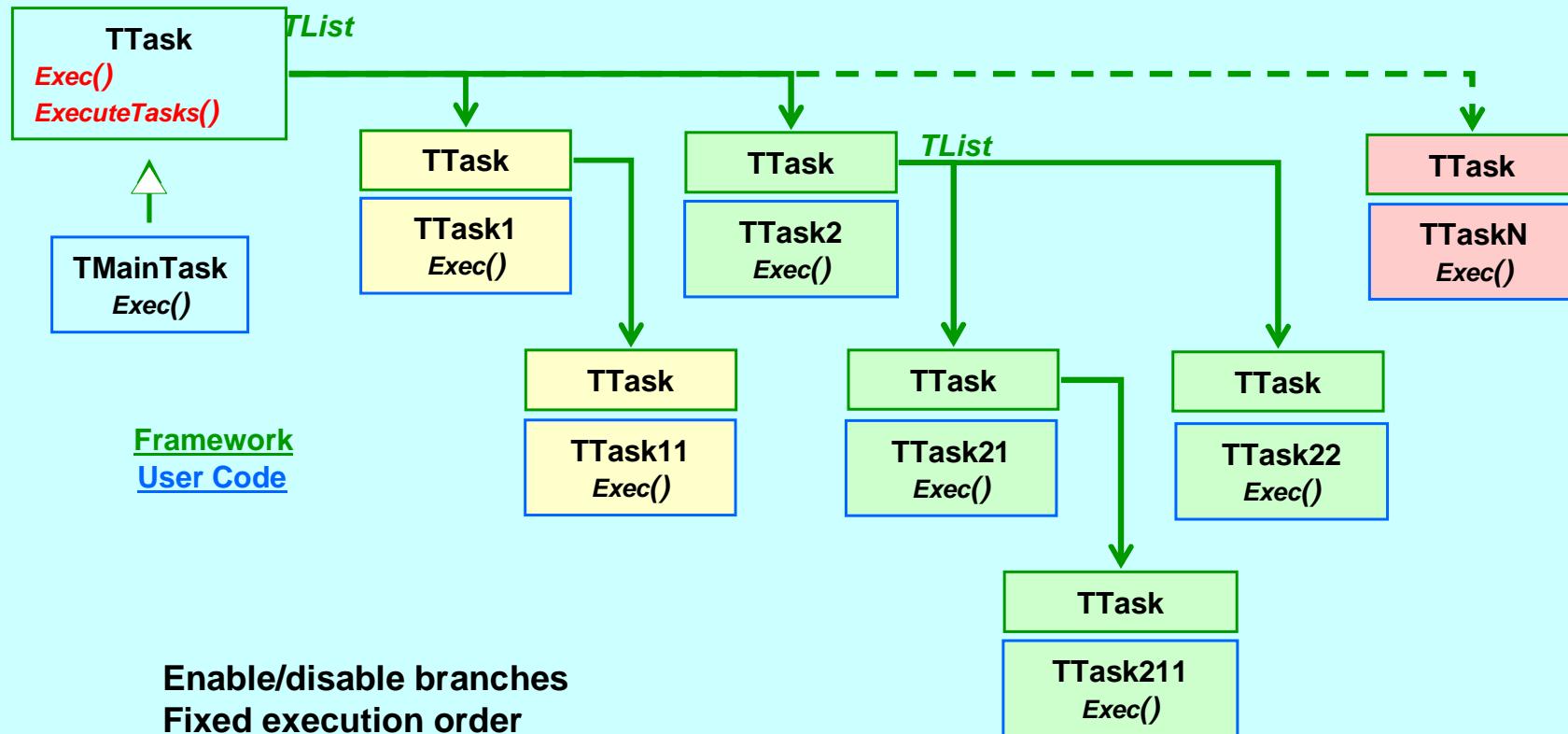


event stack



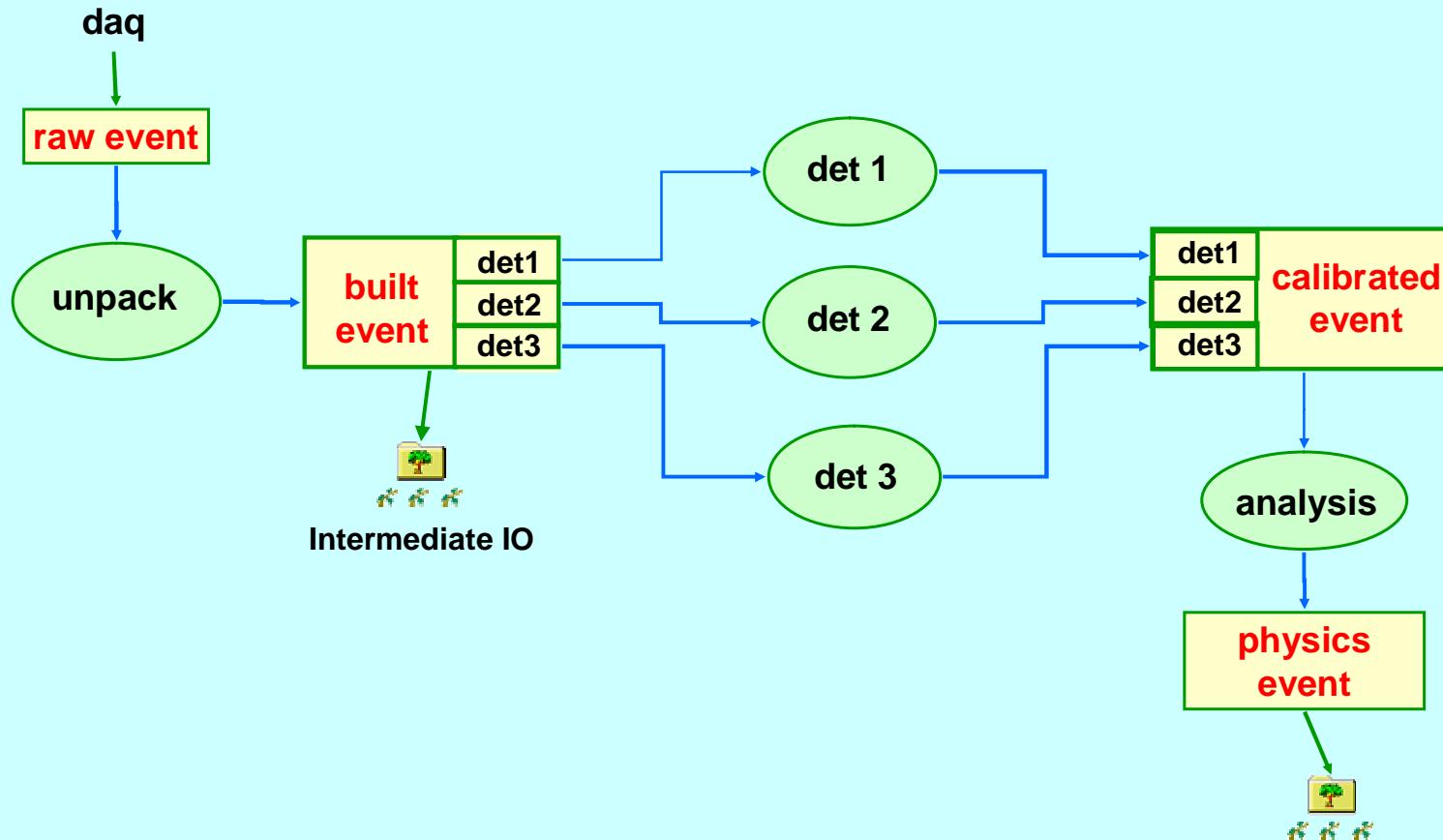


## Hierarchy: like ROOT TTask mechanism



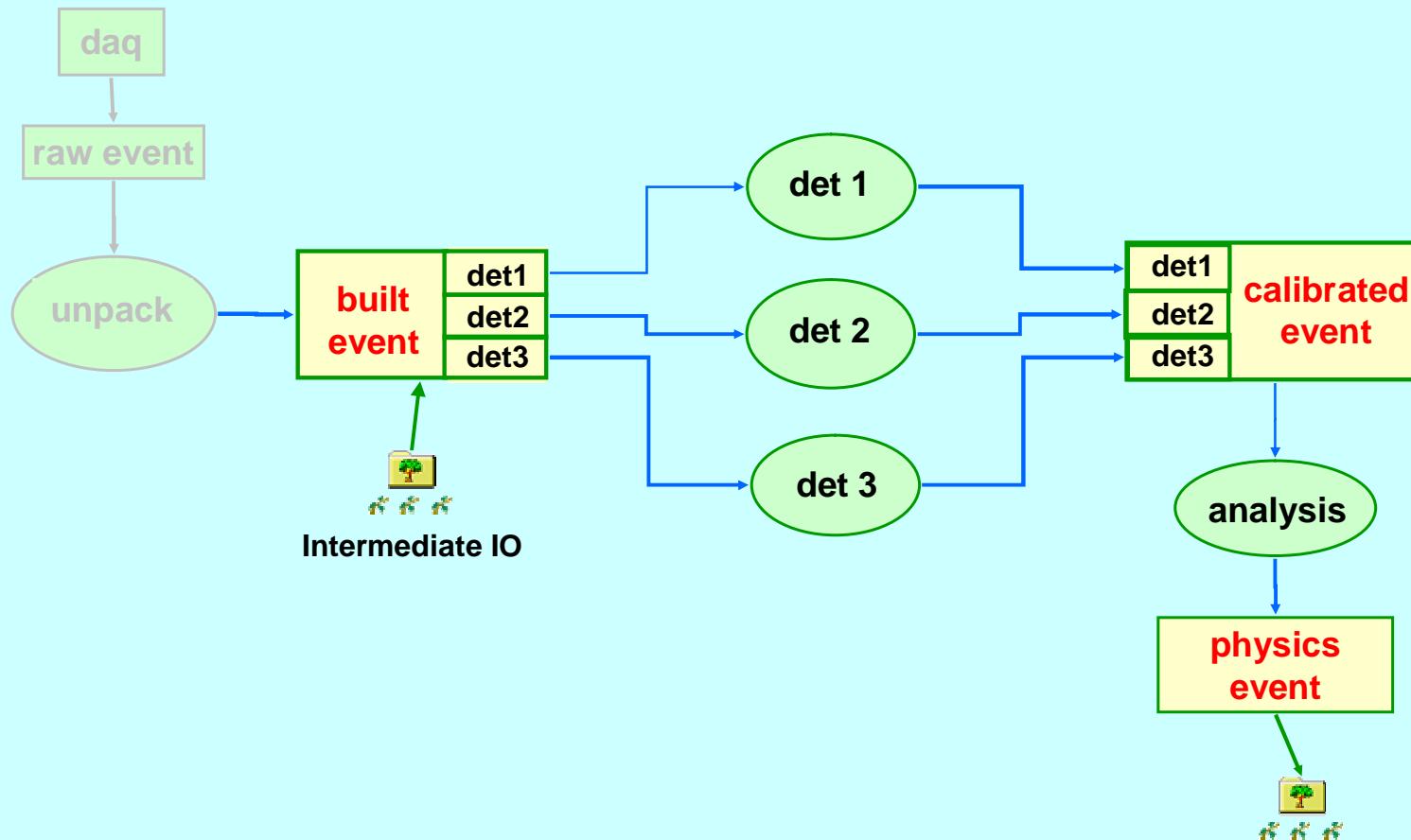


## Concurrent analysis steps



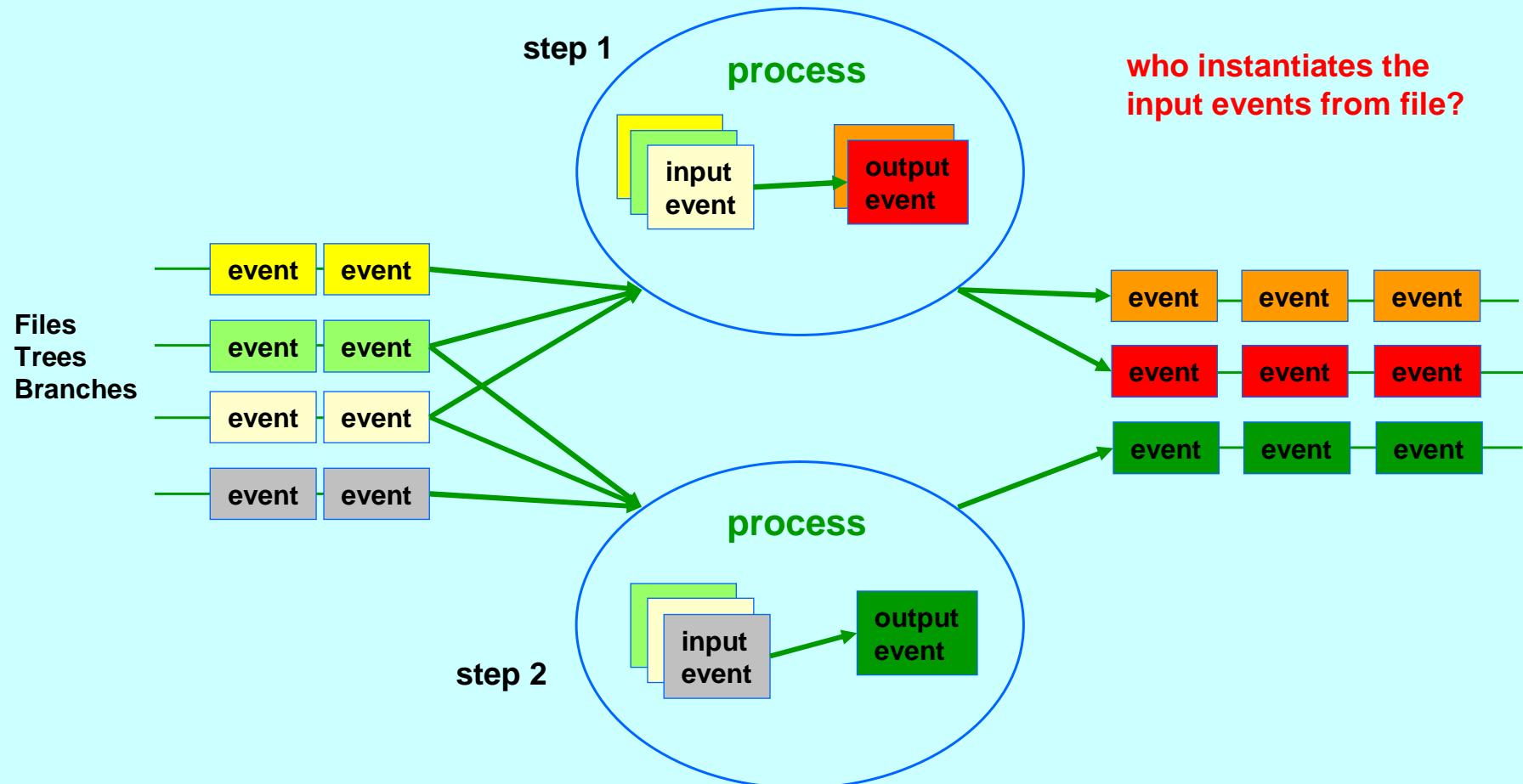


## Concurrent analysis steps



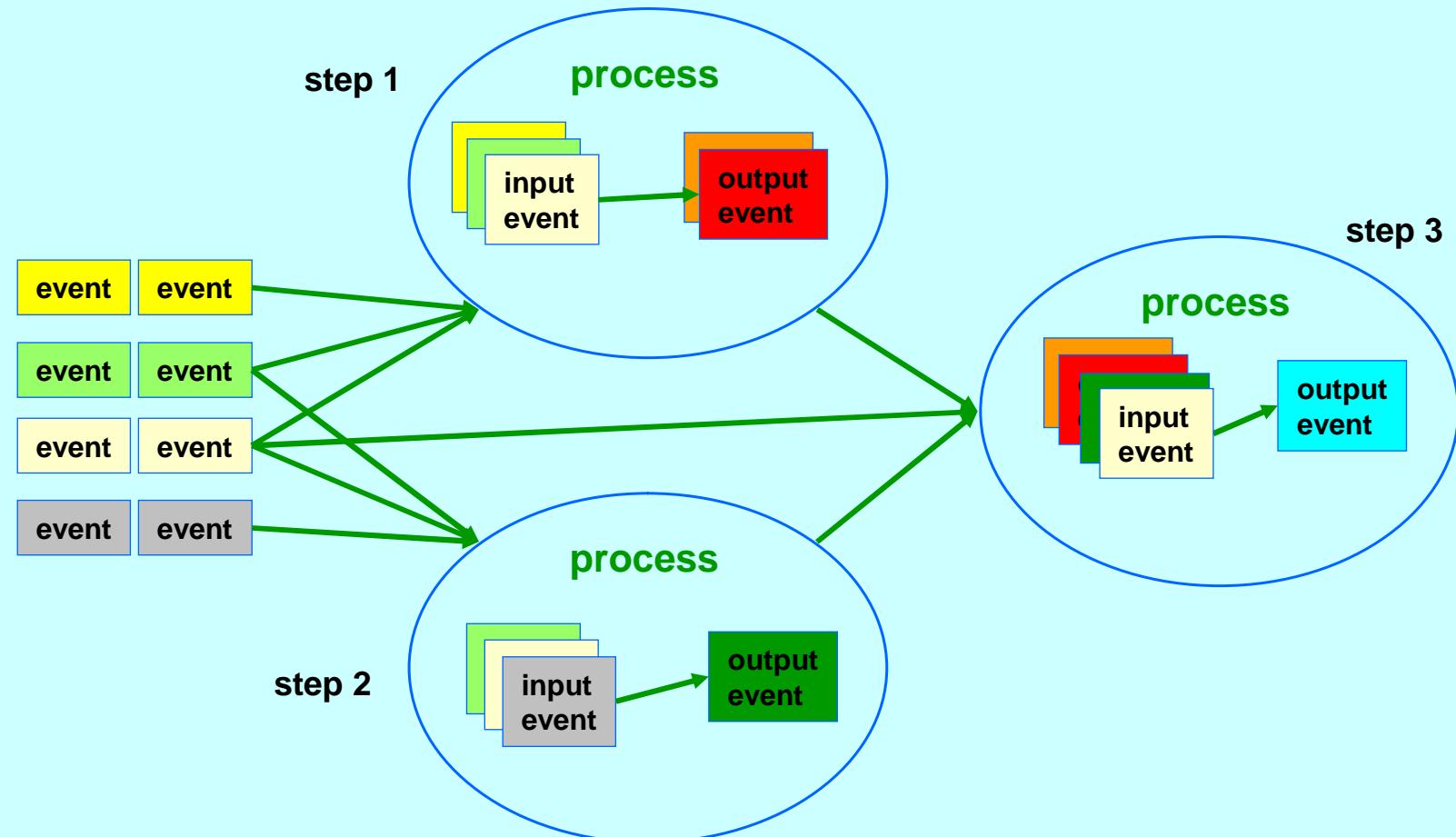


## Multiple IO





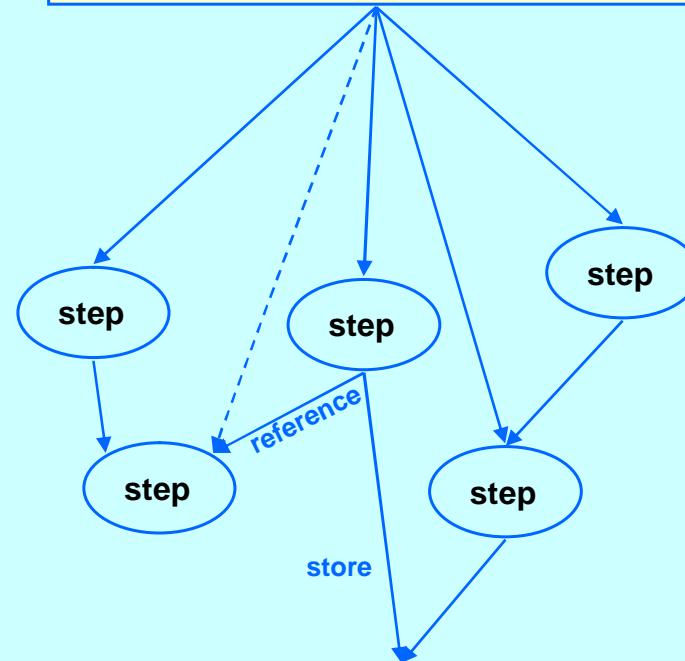
## Multiple IO and data generations





## Analysis meshes, not hierarchy

Input: **Multiple files, trees, branches**



Execution order of steps  
evaluated at run time!

Avoid back reference!

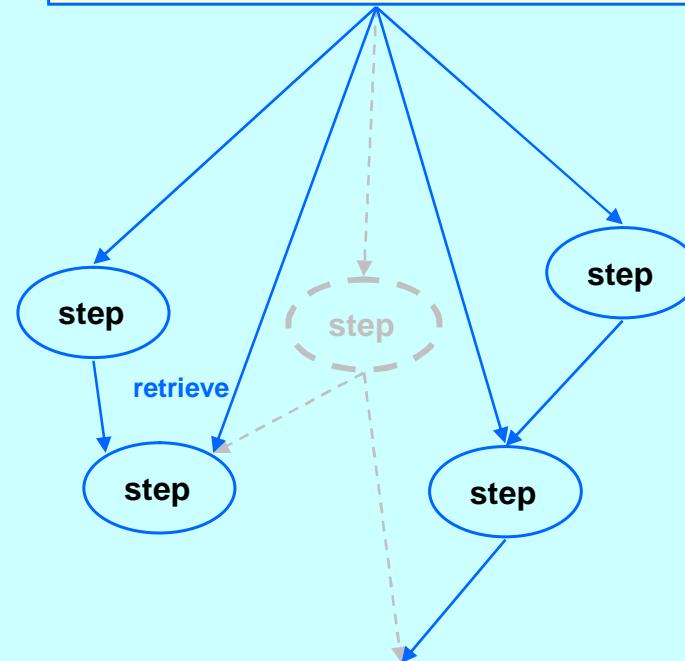
TTask not suitable!

Intermediate store/retrieve



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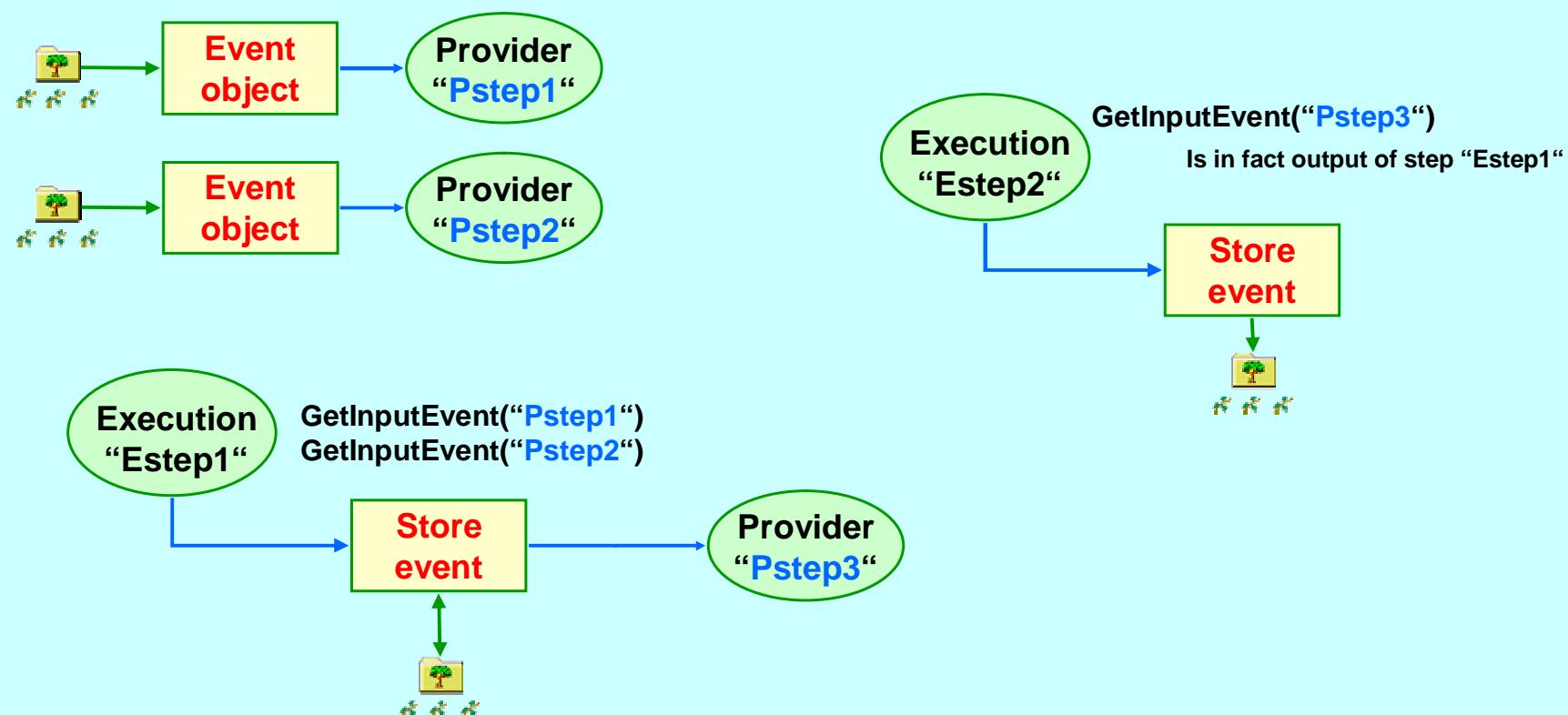


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## Solution I: Use special steps

Provider steps (input from file or execution step, no output)  
Execution steps (input from provider steps, optional output)





## Solution I: Go4 v2.8 (v3.0)

- **Provider steps** are used when an event may come from file or another step (can be configured by GUI or macros)
- **Execution steps** do not use their “own” input events but the ones from provider steps (coded, but can proofed)

### To be done:

- Provider steps may get objects from branches of same tree (file)
- Eventually the file open/close handling must be moved to framework

### Not easy to do:

- Providing event stacks of different depth
- No hierarchy, but **execution order** of steps could be evaluated by framework

► Logical analysis mesh with multiple inputs can be provided with little efford!



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## Solution II: New components, design

### • New Go4EventManager

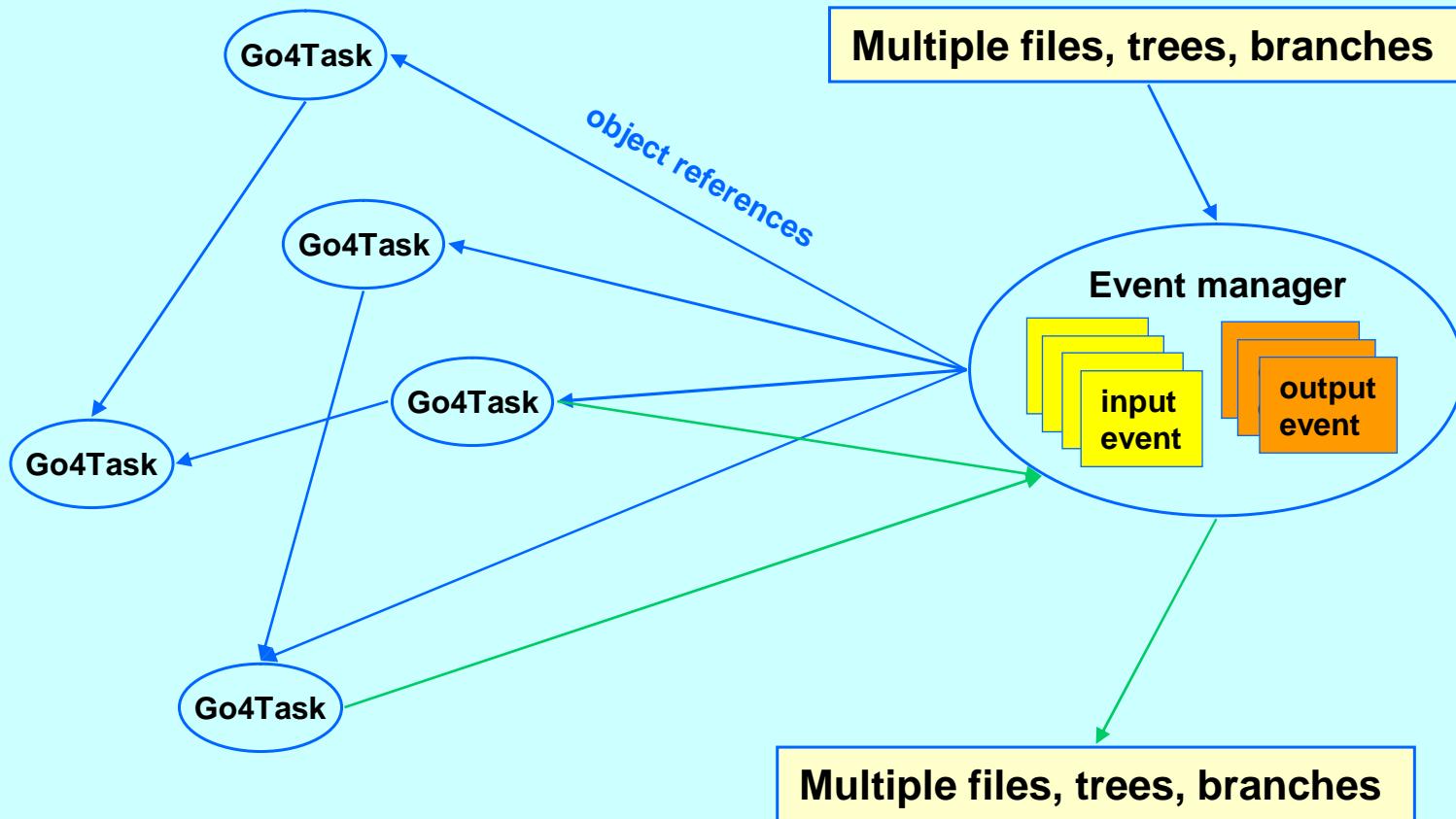
- Control of multiple IO for each step
- Control of object exchange in analysis mesh
- Event stacks
- Execution order of Go4Tasks at run time (initialization)

### • New Go4Task

- Combines steps and TTask (optional hierarchical structure)
- Register to Event Manager
- Subscribe for input objects
- Register output objects
- Factory interface between application and framework
- Extend analysis configuration (GUI and macros)

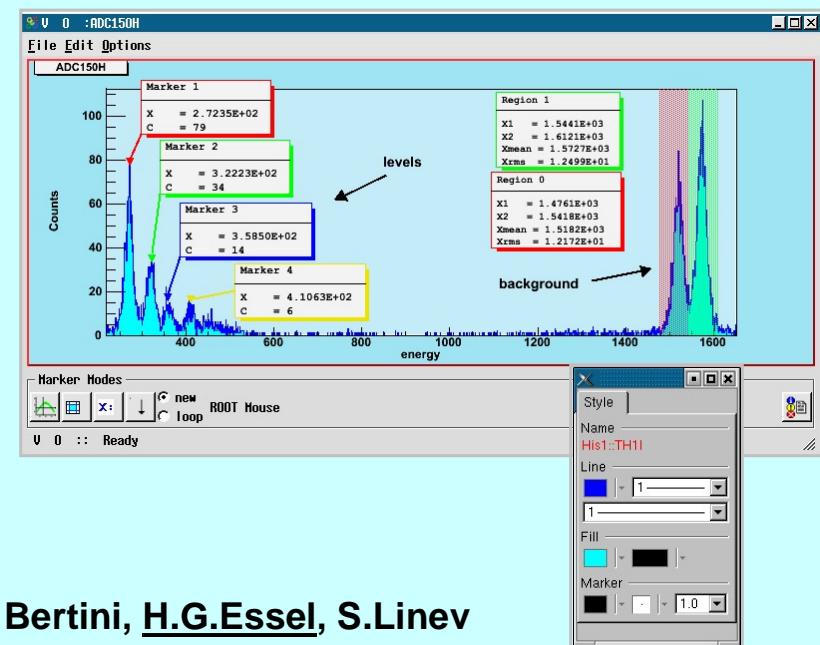
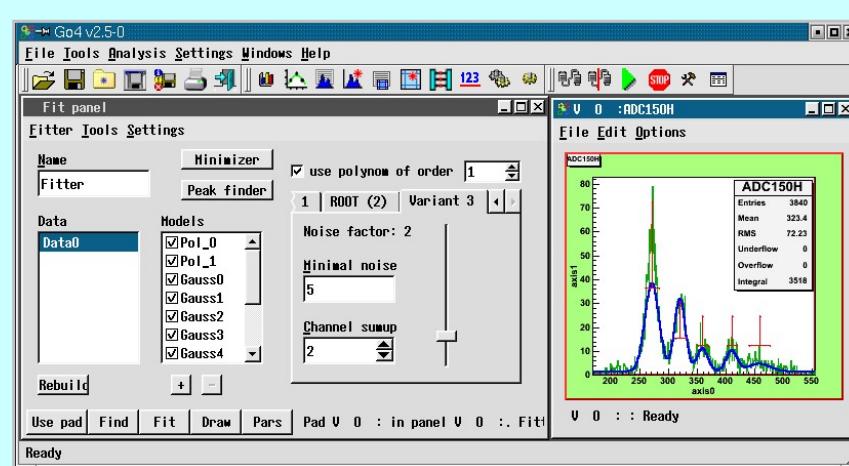
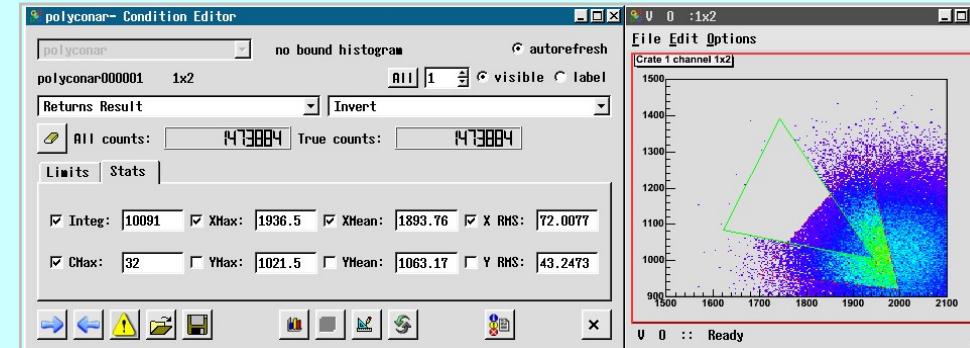


## Event Manager





The end



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