



GSI
Online
Offline
Object
Oriented

The Go4 Composite Event

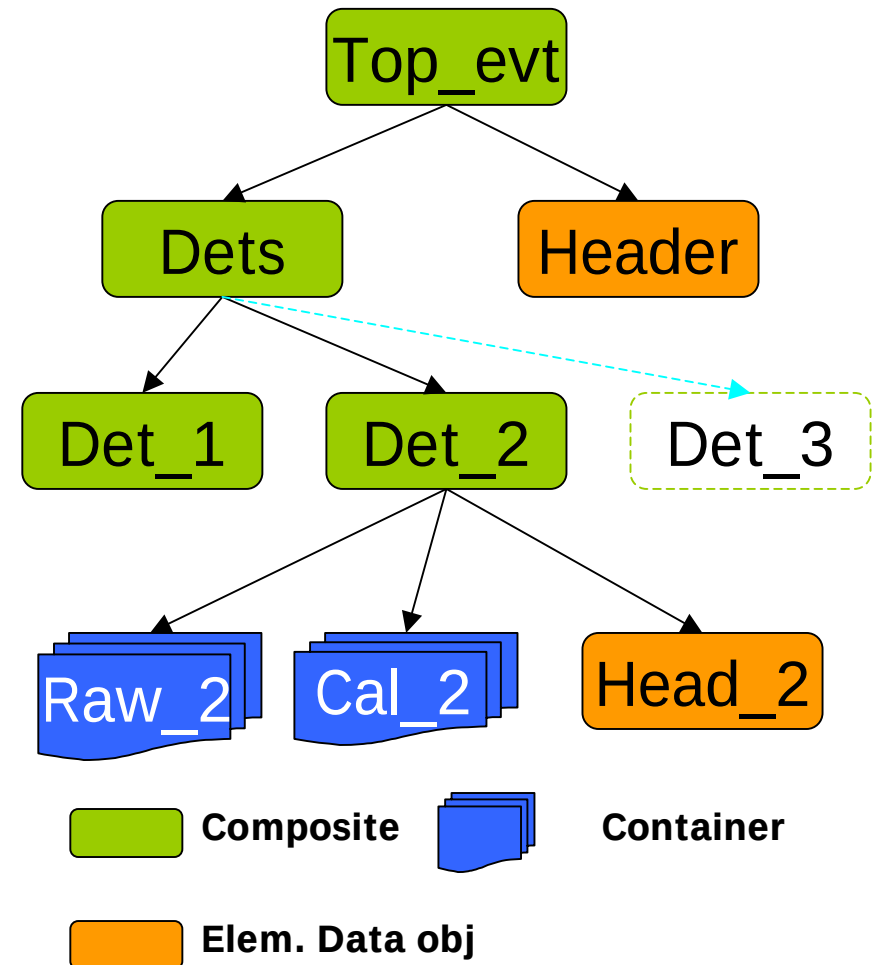
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ROOT 2002



The Event Structure

- Structural organization of data record after primary interaction.
- Should represents the natural experimental setup (geometry, detectors, ...)
- Fast direct access of components (indexation needed)
- Full or Partial IO: need to map the event object into a ROOT TTree
- General design to fit to different needs





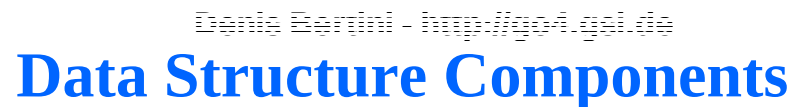
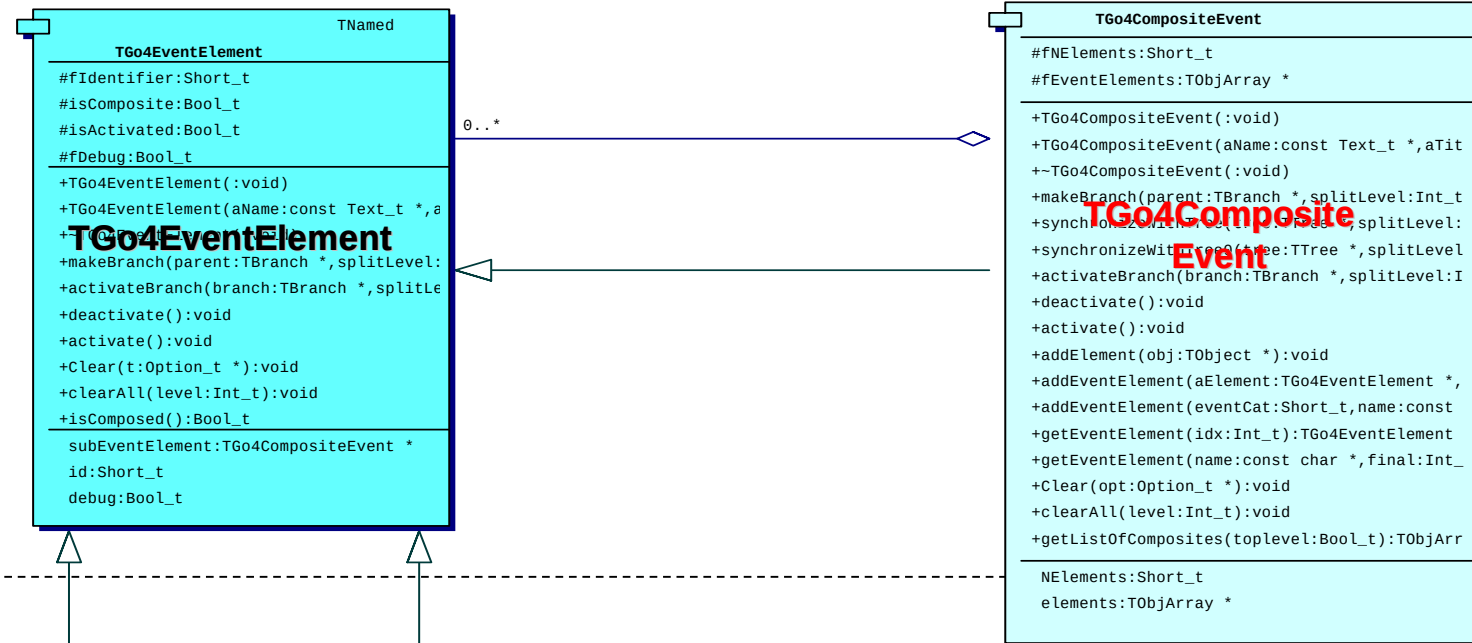
Goals

- Let user build complex Event Structure out of simple Data Object components
- Treats single Data Objects and composition of Data Objects uniformly
- Easy data retrieval from file



Requirements

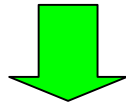
- Use pure ROOT class for IO mechanism
 - No changes in TTree or TBranchElement
- Recursive method to synchronize the composite structure with TTree
 - To retrieve user Data, no need for :
 - TTree::MakeCode()
 - TTree::MakeClass()



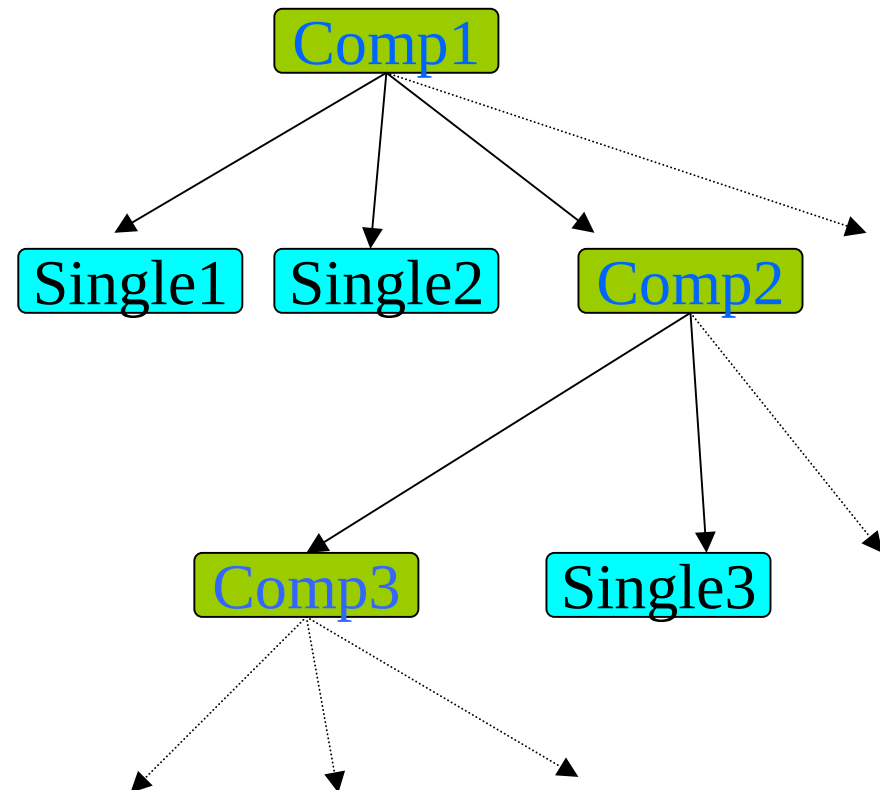


Synchronizing With TTree

Use of **recursive algorithms**
(composite OO model)



- Create branches in TTree:
TGo4EventElement::makeBranch()
TGo4CompositeEvent::makeBranch()
- Synchronize objects with TTree:
TGo4CompositeEvent::Synchronize(TTree*T)
- Partial IO:
TGo4CompositeEvent::activate();
TGo4CompositeEvent::deactivate();

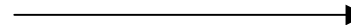




Creating Components

```
Class TGo4CompositeEvent: public TGo4EventElement{  
private:  
TObjArray *components;  
public:  
TGo4CompositeEvent(const char* name,  
                    const char*title, Int_t Id );  
  
...  
};
```

index



#
#
#

Comp1:**id**=0

Comp1:**id**=2

Comp1:**id**=3

Obj1:**id**=5

Obj2:**id**=6



**unique identifier :Id per
components in ctor**



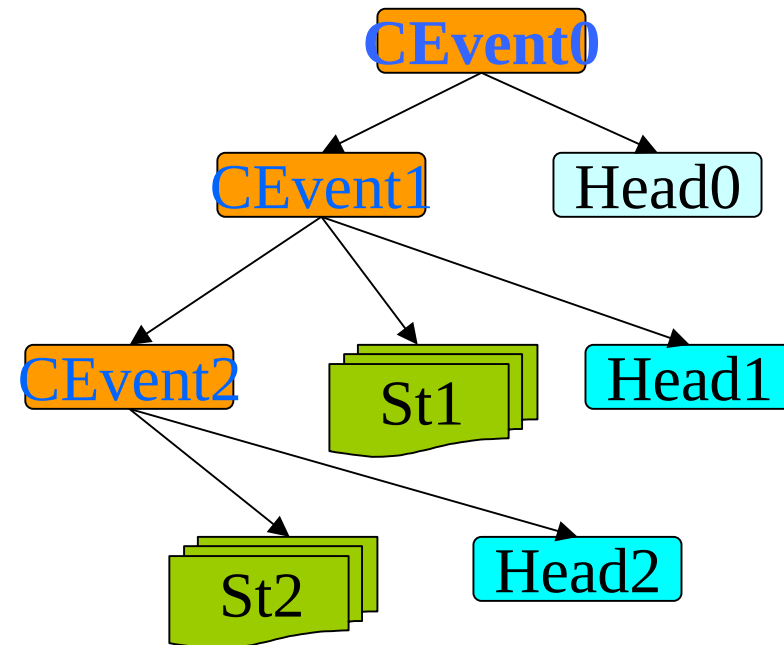
Creating Components

```
{ //user interface example
TTree *tree = new TTree("T","test");
// create some composites
TGo4CompositeEvent* event0,*event1,*event2;
CEvent0= new TGo4CompositeEvent("cEvent0","top",id1);
CEvent1= ...
// create some containers for data storage
TGo4ClonesElement* st0,*st1,*st2;
st0 = new TGo4ClonesElement("Htrack",100,"Det1",idc1);
...
// create some headers
TGo4EventHeader *head0,*head1,*head2;
head0 = new TGo4EventHeader("header0","header for det0",idh1);
...
}
```




Modeling an Event

```
{//Event structure modeling
// 2th composite
CEvent2->addElement(head2);
CEvent2->addElement(st2);
//first composite
CEvent1->addElement(head1);
CEvent1->addElement(st1);
CEvent1->addElement(CEvent2);
// add in top composite event
CEvent0->addElement(head0);
CEvent0->addElement(CEvent1);
// set top level branch
TBranch*b = T->Branch("top",
                    "CompositeEvent",&CEvent0);
//compose tree structure
CEvent0->makeBranch(b,split);
}
```





Data Retrieval (1)

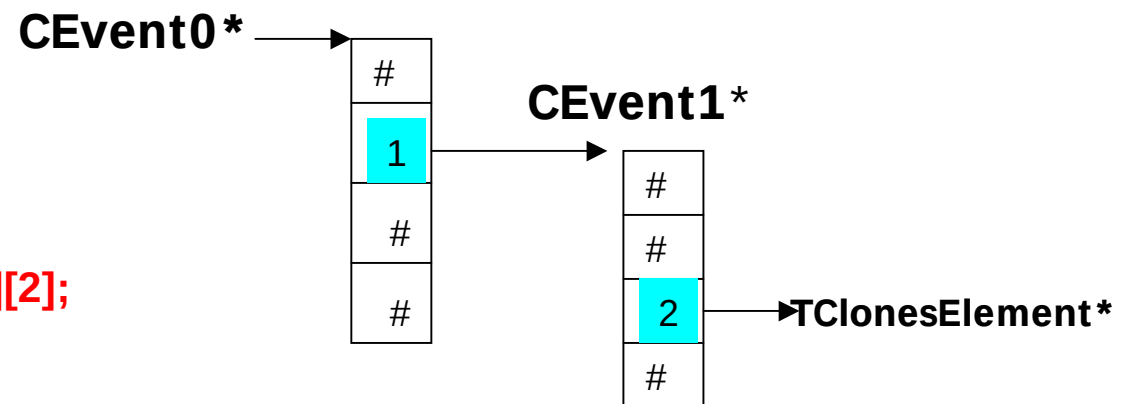
```
{  
    TFile *f = new TFile("combo.root");  
    TTree *tree= (TTree*) f->Get("T");  
    // create an instance of composite event  
    TGo4CompositeEvent* cEvent0 = new TGo4CompositeEvent()  
    // Use of a recursive algorithm to recreate  
    // the composite event in memory from the  
    // branches in TTree  
    CEvent0->synchronizeWithTree(T,split);  
    //Retrieving sub-elements  
    TGo4CompositeEvent* c1 = CEvent0->getElement("cEvent1");  
    TGo4Element *e2 = c1->getElement("head1");  
    CEvent0->getElement("cEvent2")->deactivate();  
    // then do event loop...  
}
```



Data Retrieval (2)

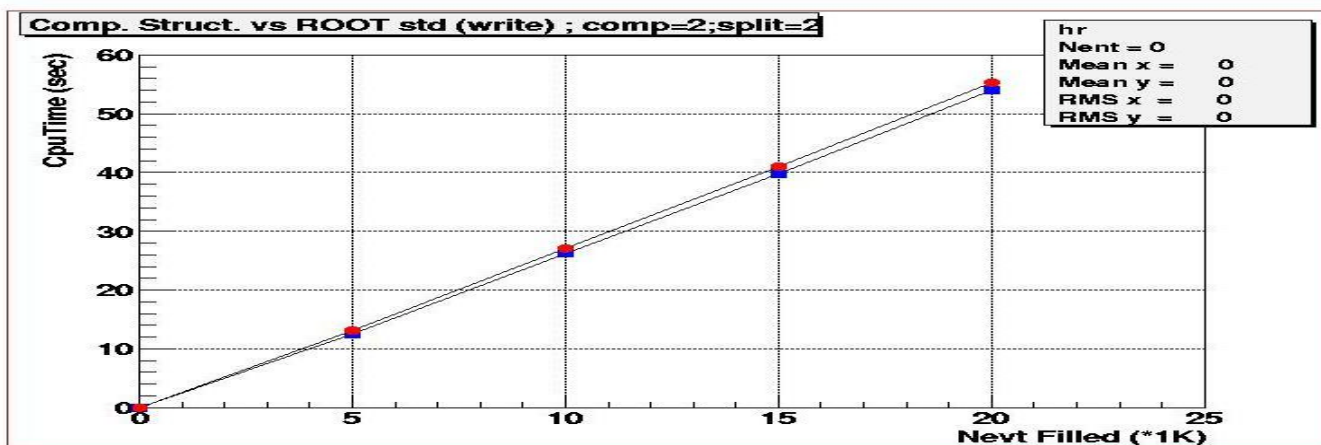
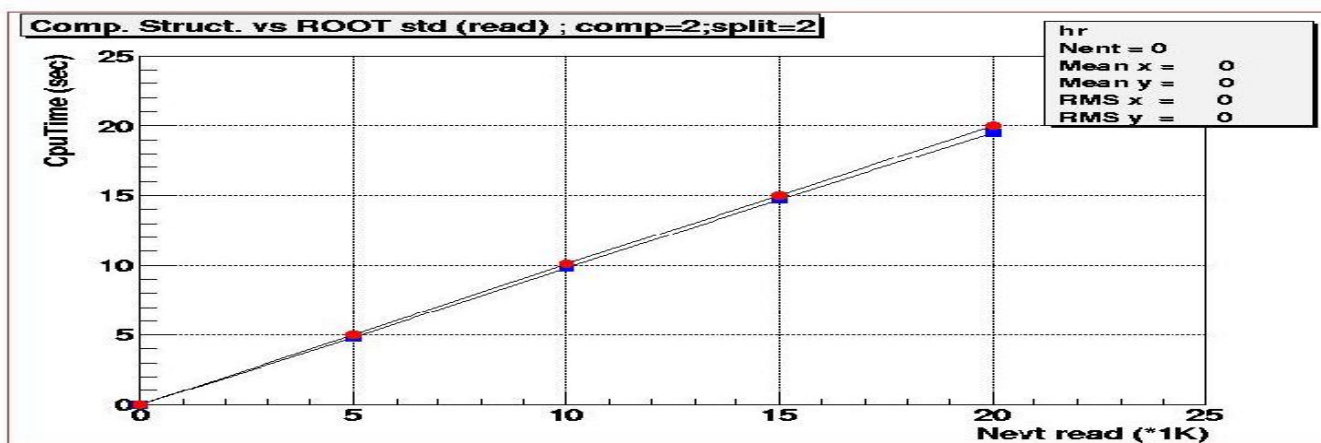
```
{  
  //Retrieving component by name  
  TGo4CompositeEvent* c1 = CEvent0->getElement("cEvent1");  
  TGo4Element *e2 = c1->getElement("head1");  
  //deactive IO for this component  
  CEvent0->getElement("cEvent2")->deactivate();  
}
```

```
//Direct access by indexes  
TClonesElement* cl =  
(TClonesElement*) &(*CEvent0)[1][2];  
}
```





Benchmarks





Go4Browser vs ROOT

The screenshot displays the Go4 software interface, which is designed for data analysis and visualization. The interface is divided into several panels:

- File Panel:** Located at the top left, it shows a list of files and folders. The 'Current folder' is 'UnpackTree', and the 'Command' field is empty.
- Tree Viewer:** Located in the bottom left, it displays a hierarchical tree structure of data objects. The tree is rooted at 't0016_RAW.root' and contains various data objects such as 'FopI_Structure', 'FastBus1', 'DataBus1', 'TClonedData', and 'TClonedData.fData'. The 'Active File' is 't0016_RAW.root'.
- Canvas:** The central area of the interface, displaying a histogram plot. The plot shows a distribution of data points, with a color scale ranging from 0 to 25. The plot is titled 't0016_RAW.root' and has a y-axis labeled 'Count' and an x-axis labeled 'Value'.
- Tools and Analysis Panels:** Located at the top right, they provide options for setting the palette, canvas, and plot type. The 'SetPalette' dropdown is set to 'COLZ', and the 'Canvas' dropdown is set to 'Cartesian'. The 'X' and 'Y' axes are set to 'Linear'.



Conclusion

- A composite model for event structure has been developed and tested
- No sub-classing of ROOT IO classes needed
- Easy retrieval of data via recursive algorithm
- No limitation in the composition of data objects