



Analysis in FairRoot

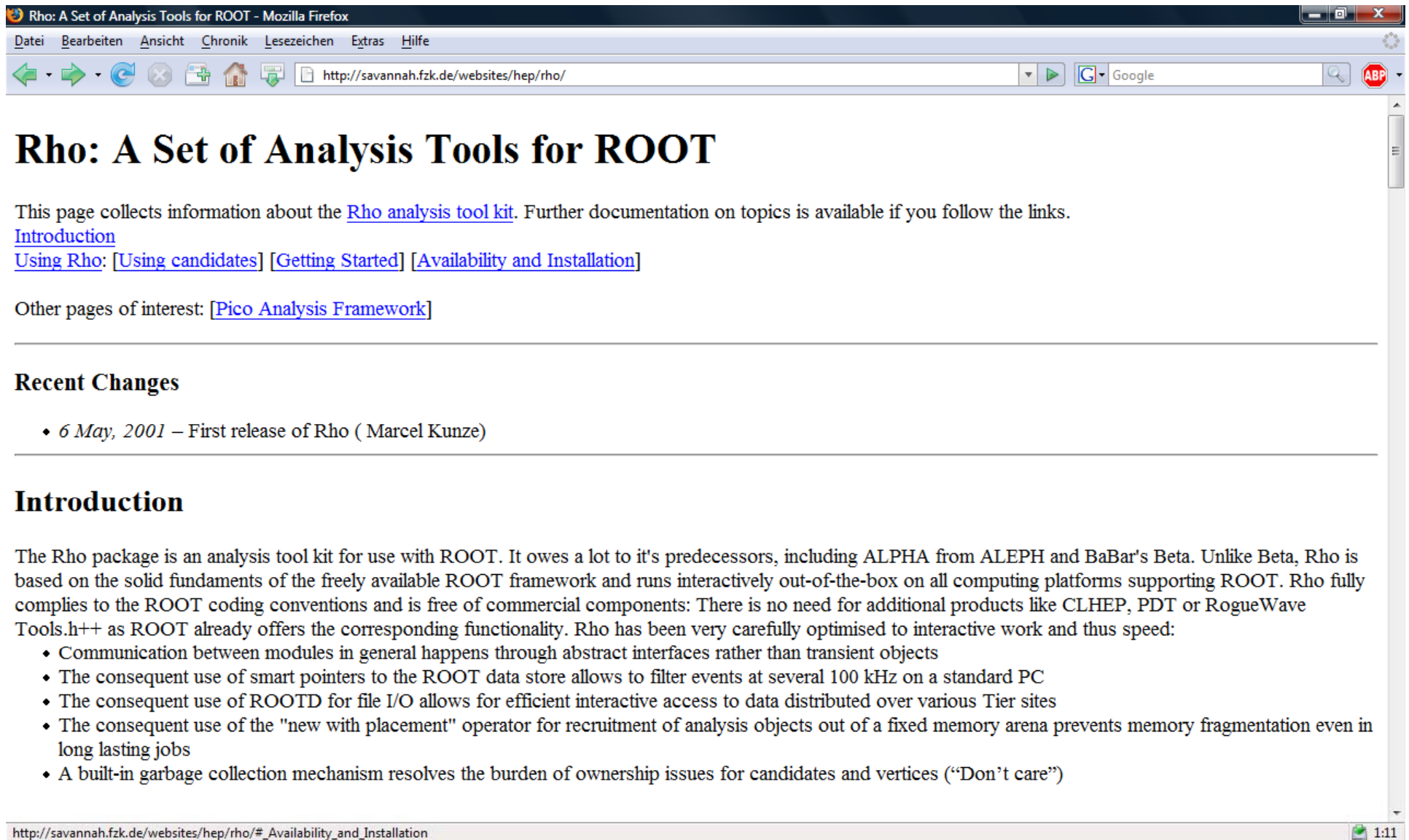
Klaus Götzen
GSI Darmstadt

28. Apr. 2008

In general an analysis toolset should...

- offer **elaborate functionality** to
 - handle particle candidates
 - handle lists of particles
 - do combinatorics
 - provide kinematic/vertex fitting
 - compute event related quantities ...etc
- be **clear and easy to use** for analysts
- have **common handling** for simulation (fast, full) and data
- be **robust, fail-safe** and **performant**
- **Rho analysis toolset is a good candidate**

- **Brief historical overview**
 - Rho (aka PAF) was written for Babar
 - It was programmed when Beta was already existing
 - **Idea:**
 - Replace slow **Objectivity** data access with **lightweight and fast ROOT** I/O handling
 - Users should switch from one to other without notice
 - Therefore:
 - Keep interfaces and object hierarchy exactly the same as in Beta**
 - Behind interfaces:
 - Everything is ROOT compliant**



Rho: A Set of Analysis Tools for ROOT - Mozilla Firefox

http://savannah.fzk.de/websites/hep/rho/

Rho: A Set of Analysis Tools for ROOT

This page collects information about the [Rho analysis tool kit](#). Further documentation on topics is available if you follow the links.
[Introduction](#)
Using Rho: [[Using candidates](#)] [[Getting Started](#)] [[Availability and Installation](#)]

Other pages of interest: [[Pico Analysis Framework](#)]

Recent Changes

- *6 May, 2001* – First release of Rho (Marcel Kunze)

Introduction

The Rho package is an analysis tool kit for use with ROOT. It owes a lot to its predecessors, including ALPHA from ALEPH and BaBar's Beta. Unlike Beta, Rho is based on the solid fundamentals of the freely available ROOT framework and runs interactively out-of-the-box on all computing platforms supporting ROOT. Rho fully complies to the ROOT coding conventions and is free of commercial components: There is no need for additional products like CLHEP, PDT or RogueWave Tools.h++ as ROOT already offers the corresponding functionality. Rho has been very carefully optimised to interactive work and thus speed:

- Communication between modules in general happens through abstract interfaces rather than transient objects
- The consequent use of smart pointers to the ROOT data store allows to filter events at several 100 kHz on a standard PC
- The consequent use of ROOTD for file I/O allows for efficient interactive access to data distributed over various Tier sites
- The consequent use of the "new with placement" operator for recruitment of analysis objects out of a fixed memory arena prevents memory fragmentation even in long lasting jobs
- A built-in garbage collection mechanism resolves the burden of ownership issues for candidates and vertices ("Don't care")

http://savannah.fzk.de/websites/hep/rho/#_Availability_and_Installation

<http://savannah.fzk.de/websites/hep/rho/>

Contents (...web page snippet)

The basic Rho release consists of five packages:

RhoMath : A statistics package to enhance ROOT with error classes, error functions, consistency calc.

RhoBase : Candidate classes, base classes, list processing etc.

RhoTools : Analysis-level tools, boosters, event shape variables, etc.

RhoExamples : Analysis-level examples of techniques you might want to use in your program

RhoParameters : Particle data tables, neural network files and schema definitions

Independent optional tools packages

RhoHistogram : A Heptuple compliant interface to support THistogram and TTuple classes

RhoNNO : The ROOT implementation of the Neural Network Objects package

RhoGA : MIT's library for implementation of genetic algorithms

Additional packages for event management, readers and writers for various applications

RhoManager : Event manager classes for modules, I/O, object persistence etc.

PAFSchema and KangaSchema : Readers and writers for data of the BABAR experiment

RhoSelector : A sample of event selectors, PID selectors and vertex selectors

RhoConditions : A standalone sample implementation of a ROOT based conditions database for beam parameters etc. Databases are transparently accessible over WAN using ROOTD.

used in PandaRoot at the moment

- **TFitParams**: basic candidate parameters
 - Position, LorentzVector, Helix parameters, Covariance matrices
 - Algorithms for calculation of error matrices

```
class TFitParams : public TObject
{
protected:
    // the params
    Char_t  fCharge;           // The electrical charge
    Float_t fXposition,       // The origin in x
           fYposition,       // The origin in y
           fZposition,       // The origin in z

           fXmomentum,       // The momentum in x
           fYmomentum,       // The momentum in y
           fZmomentum,       // The momentum in z
           fEnergy,          // The total energy

           fErrP7[MATRIXSIZE], // The symmetric 7*7 error matrix
           fParams[5],         // The helix fit parameters
           fCov[15];          // The helix error matrix

    ...
};
```

- **TCandidate**: basic particle candidate
 - Mother/Daughter links, fit constraints, PDG type
 - Interfaces to MicroCandidate, MC truth, PID info, ...
 - Methods to combine w/ other TCandidate

```
class TCandidate : public TFitParams
{
TCandidate* fTheMother;          //!< The mother

protected:
    VAbsVertex* fDecayVtx;        //!< Vertex
    TCandList* fDaugList;         //!< List of daughters
    TCandidate* fDaughters[5];    //!< Array of daughters
    Short_t nDaug;                //!< Number of daughters

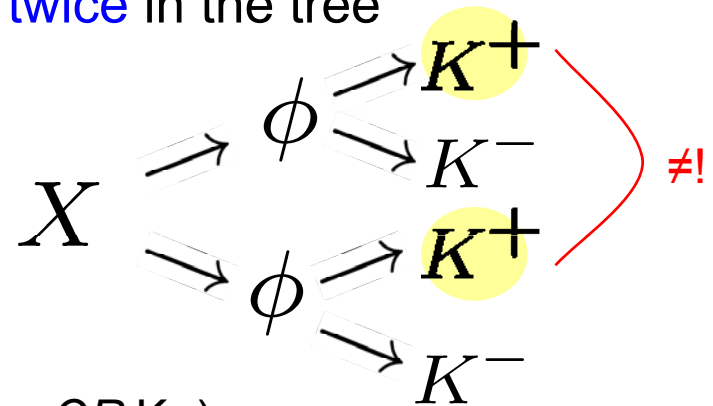
    TConstraint* fConstraints[5]; //!< Array of constraints
    Short_t nCons;                //!< Number of constraints

    VAbsTruth* fTruth;            //!< Pointer to MCTruth info
    const TParticlePDG* fPdtEntry; //!< Pointer to particle database

    VAbsMicroCandidate* fMicroCand; //!< Pointer to micro data
    ...
}
```

- Problem:

- reconstruct a complicated decay tree
- make sure, that **no final state appears twice** in the tree
- check should be fast!



- Idea:

- Make use of bit markers
- Example

- | | | |
|----------------------|---|--|
| • K_1^+ : 10000000 | → | ϕ_1 : 10100000 (K_1^+ OR K_1^-) |
| • K_2^+ : 01000000 | → | ϕ_2 : 10010000 (K_1^+ OR K_2^-) |
| • K_1^- : 00100000 | → | ϕ_3 : 01100000 (K_2^+ OR K_1^-) |
| • K_2^- : 00010000 | → | ϕ_4 : 01010000 (K_2^+ OR K_2^-) |

$X_1 = \phi_1 + \phi_2$: overlap ϕ_1 AND $\phi_2 = 10000000 \neq 0 \rightarrow$ invalid!

$X_2 = \phi_1 + \phi_4$: overlap ϕ_1 AND $\phi_4 = 00000000 \rightarrow$ valid!

- Very fast with binary & and |, even in complicated decay trees!

- **TCandList:** handle lists of TCandidates
 - Combine lists, apply selectors on lists
 - cares about multiple counting, overlap

```

class TCandList : public TNamed {
private:
    TObjArray*    fOwnList;           // This holds the candidates
    Bool_t        fFast;             // Fast mode = no error matrices

public:

    void Combine(TCandList& l1, TCandList& l2, VAbsVertexSelector* s=0);
    void CombineAndAppend( TCandList& l1, TCandList& l2, VAbsVertexSelector* s=0);

    void Select(VAbsPidSelector* pidmgr);
    void Select(TCandList& l, VAbsPidSelector* pidmgr);
    void Select(TCandList& l, Bool_t (*sel_func)(TCandidate& ));

    Int_t OccurrencesOf(TCandidate& );
    Int_t Remove(TCandidate& );           // Returns #removed cand
    Int_t RemoveFamily(TCandidate& );    // Returns #removed cand
    Int_t RemoveClones();                // Returns #removed cand

    ...

```

- Creating new objects and deleting is time consuming
 - Try to use always the same memory for allocation, aka **new with placement**
- Rho realizes this with the **TFactory**:

```
void TCandidateList::Put(const TCandidate& c, Int_t i )
{
    TCandidate *newCand = TFactory::Instance()->NewCandidate(c);

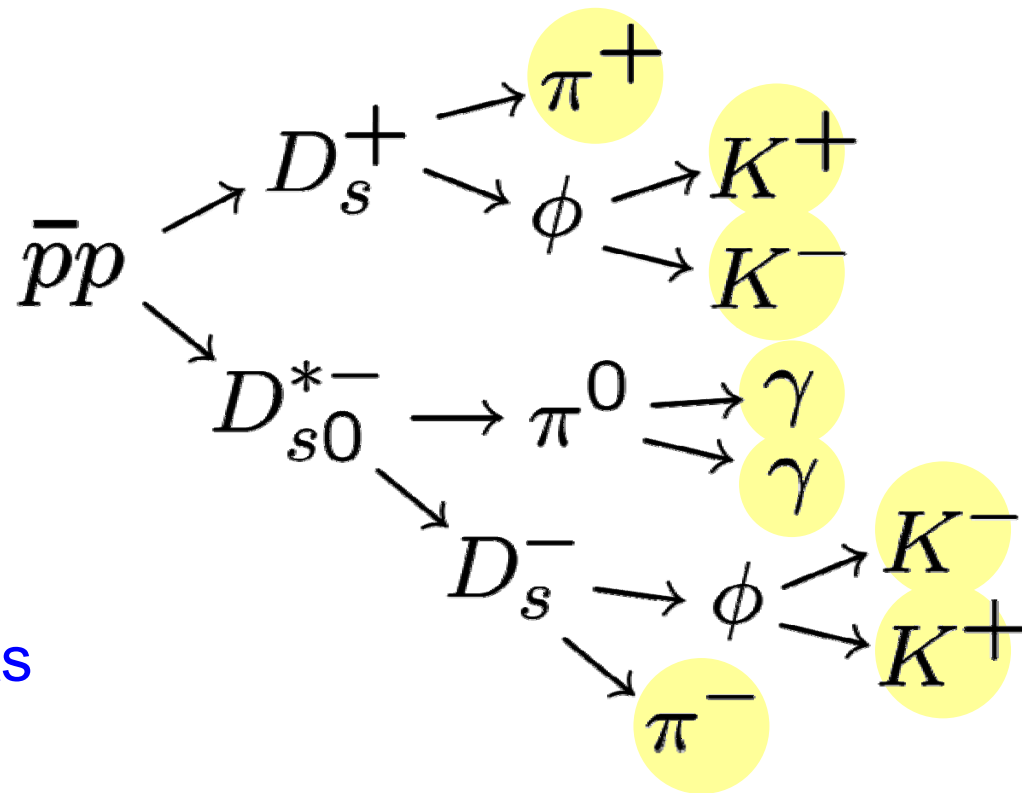
    if (i < 0) fOwnList->Add(newCand);
    else (*fOwnList)[i] = newCand;
}
```

```
TCandidate* TFactory::NewCandidate(const TCandidate &c)
{
    if (fgCandBuffer==0) fgCandBuffer = new TClonesArray("TCandidate");
    int current = fgCandPointer++;
    if (current > fgCandWatermark) fgCandWatermark = current;
    ...
    new ((*fgCandBuffer)[current]) TCandidate(c);
    return GetCandidate(current);
}
```

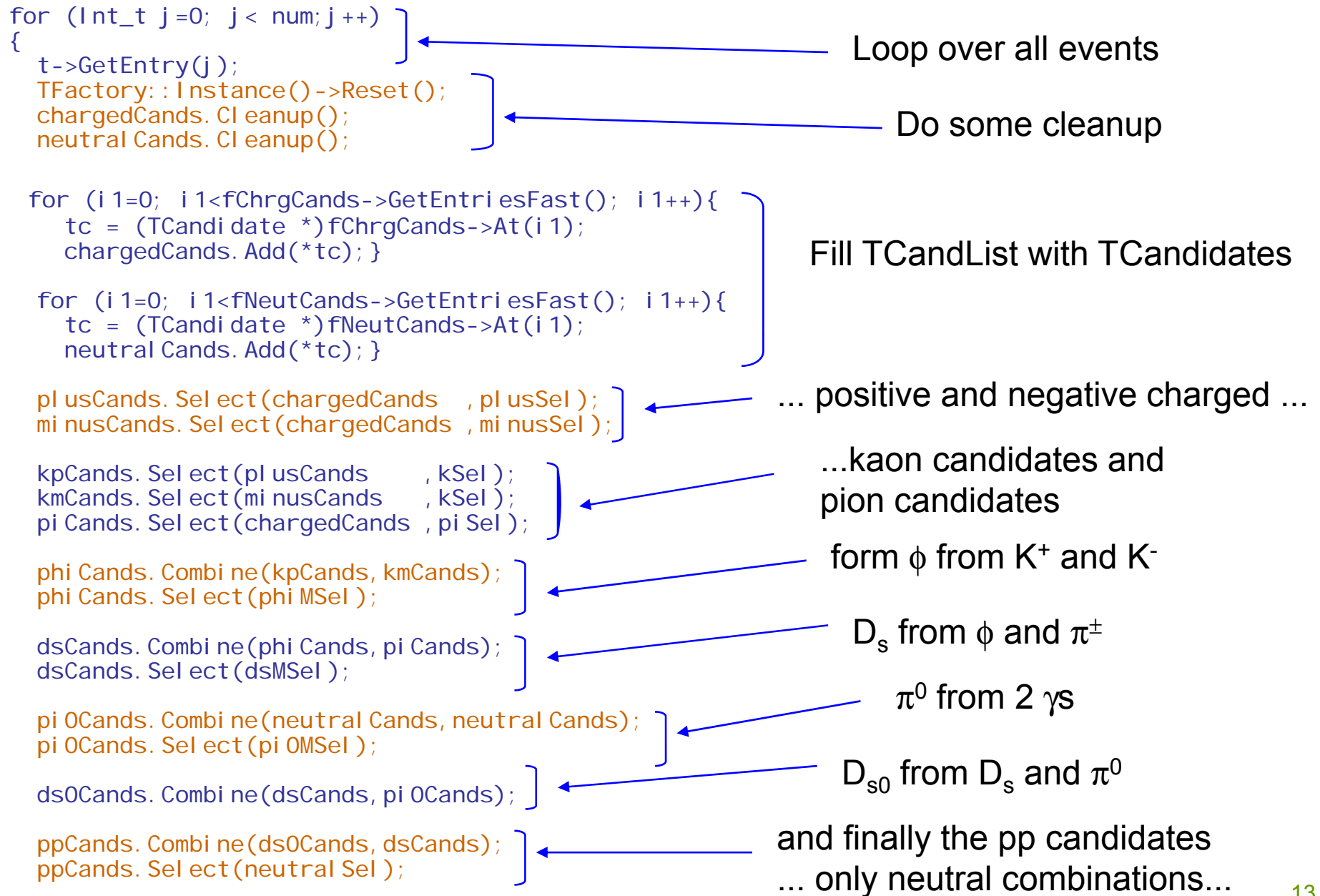
- **What are we using so far**
 - TCandidate, TCandList in combination with Fast Simulation (preliminary also with Full Simulation)
 - In CbmTask pick up simulated tracks
 - Store them in a TClonesArray("TCandidate")
- **Three different styles to perform user analysis**
 - directly in a **ROOT macro** in CINT (almost interactive...)
 - in a **CbmTask**
 - by using **PndSimpleAnalysis** (*new → preliminary!*)
 - inspired by SimpleCompositions in BaBars beta framework
 - configure your combinatorics in a .cfg file
 - combinatorics are done automatically
 - charged conjugates are produced automatically
 - **Speed (\approx 1-2 kHz) is almost independent of method!!**

Simulation example: $\bar{p}p \rightarrow D_s D_{s0}$

- Decay Tree @ $\sqrt{s} = 4.306$ GeV ($p_{pbar} = 8.8931$ GeV/c)



- 8 final states
- Data
 - 20k signal events
- Reconstruction
 - full exclusive



```
TFile* f = new TFile(fname.Data());
TTree *t = f->Get("cbmsim");
TClonesArray *fCands = new TClonesArray("TCandidate");
t->SetBranchAddresses("PndCandidates",&fCands);
```

```
TCandidate *tc;
```

```
TCandList allCands,neutralCands,chargedCands, plusCands,minusCands;
TCandList kpCands,kmCands,piCands;
TCandList phiCands,pi0Cands,dsCands,ds0Cands,ppCands;
```

```
TPidChargedSelector *chargedSel = new TPidChargedSelector;
TPidNeutralSelector *neutralSel = new TPidNeutralSelector;
TPidPlusSelector *plusSel = new TPidPlusSelector;
TPidMinusSelector *minusSel = new TPidMinusSelector;
TPidNeutralSelector *gammaSel = new TPidNeutralSelector("gammaSel","gamma");

TPidMassSelector *phiMassSel = new TPidMassSelector("phiMassSel", 1.0195, 0.010);
TPidMassSelector *pi0MassSel = new TPidMassSelector("pi0MassSel", 0.1350, 0.005);
TPidMassSelector *dsMassSel = new TPidMassSelector("dsMassSel", 1.9685, 0.010);

TPidSimpleKaonSelector *kSel = new TPidSimpleKaonSelector();
kSel->SetCriterion("loose");
TPidSimplePionSelector *piSel = new TPidSimplePionSelector();
piSel->SetCriterion("loose");
```

TCandList: define all the lists we need

TSelectors: various selectors
- neutral/charged
- pid, vertex

- The analysis code is the same
 - copy/paste to the Task::Exec function

- Macro snippet to run then looks like

```
...
CbmRunAna *fRunA= new CbmRunAna();
fRunA->SetInputFile(infile);
fRunA->SetOutputFile(outfile);

//append the analysis task
PndAnalysis *anaTask=new PndAnalysis();
fRunA->AddTask(anaTask);

fRunA->Init();
if (nevts==0) nevts=10;
fRunA->Run(0, nevts);
...
```

- Config file 'analysis.cfg' looks like:

```

Defi neLi st Phi ToKK
  decayMode phi -> K+ K-
  daughterLi st KaonLoose
  daughterLi st KaonLoose
  histogram 0.98 1.06
  select Mass 1.0 1.06
End

Defi neLi st DsToPhi Pi
  decayMode D_s+ -> phi pi +
  daughterLi st Phi ToKK
  daughterLi st Pi onVeryLoose
  histogram 0.03
  select Mass 0.03
End

Defi neLi st Pi 0
  decayMode pi 0 -> gamma gamma
  daughterLi st Neutral
  daughterLi st Neutral
  histogram 0.11 0.16
  select Mass 0.03
End

```

```

Defi neLi st Ds0ToDspi 0
  decayMode D*_0s+ -> D_s+ pi 0
  daughterLi st DsToPhi Pi
  daughterLi st Pi 0
  histogram 2.217 2.417
  select Mass 0.2
End

Defi neLi st pbarpToDs0Ds
  decayMode pbarp -> D*_0s+ D_s-
  daughterLi st Ds0ToDspi 0
  daughterLi st DsToPhi Pi
  dumpLi st
  histogram 4.185 4.385
End

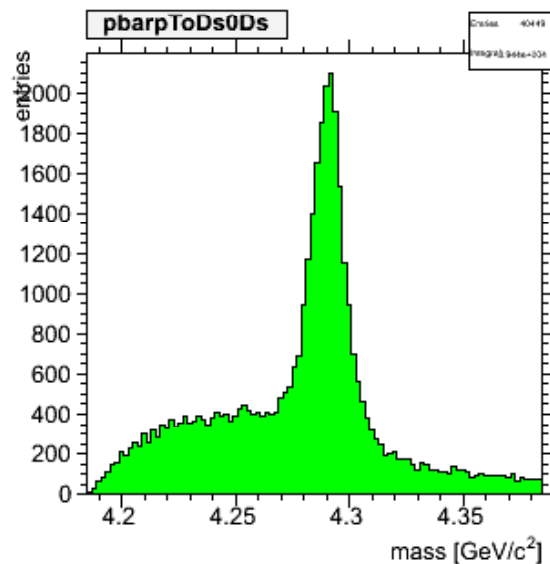
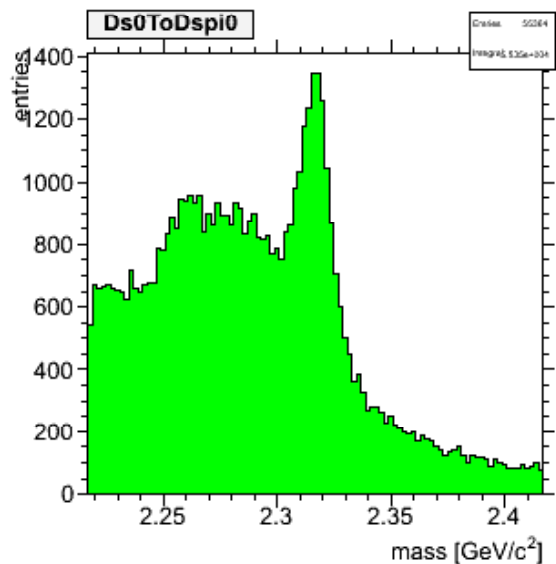
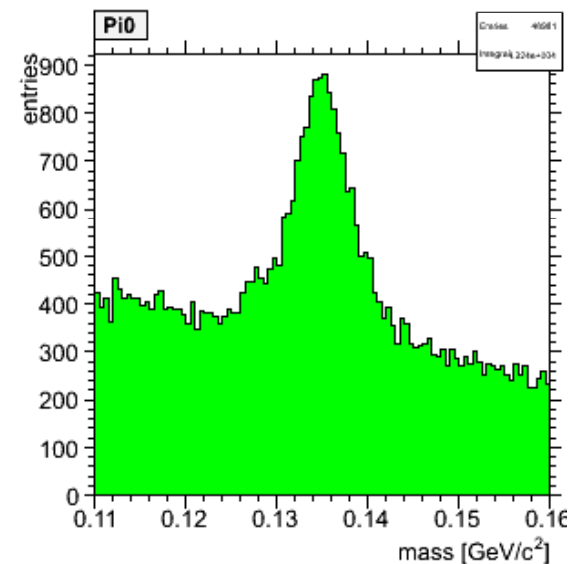
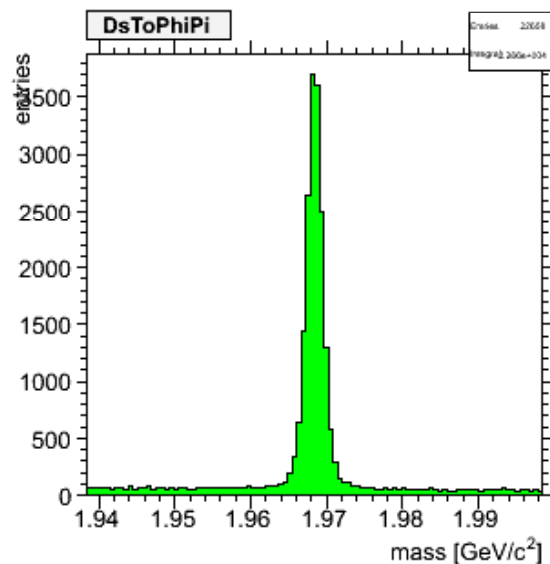
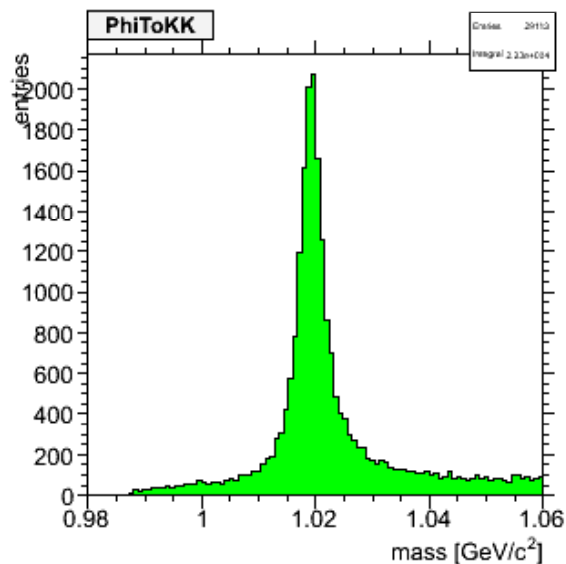
```

- Code in macro

```

//append the analysis task
PndSi mpl eAnal ysi s *anaTask=newPndSi mpl eAnal ysi s("anal ysi s. cfg");
fRunA->AddTask(anaTask);

```

... and the results...

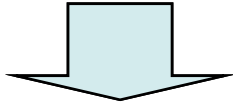
- Provide possibility to **perform fitting**
(at the moment PandaRoot generally lacks of ready-to-use Vtx/Kin Fitters ... work in progress)
- Implement **more selection options** like
 - energy
 - momentum
 - fit probability
 - requirements for event variables
- Perform **MC truth match**
- **Dump out an NTuple** conserving the structure of the decay tree (see BtaTupleMaker in beta)

- Rho Analysis Toolset is the basis of PandaRoot analysis
- Easy and intuitive to use
- Analysis in PandaRoot is not completely mature but already usable (at the moment for Fast Simulations)
- Due to clear interfaces it can easily applied to Full Simulation
- Speed seems reasonable around 1 kHz (without fitting or other complicated stuff)

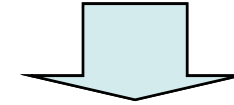
⇒ Things looks quite promising... :-)

BACKUP

Full Simulation



Fast Simulation



Event Generation

Particle Transport
Digitization
Calibration
Reconstruction



Effective parametrization
- acceptance cuts
- resolution smearing
- PID info

Physics Analysis

- Implementation of the subdetectors as individual classes
 - Calorimeters: `EmcBarrel`, `EmcFwCap`, `EmcBwCap`, `EmcFS`
 - Tracking/Vtxing: `Mvd`, `Stt`, `Tpc`, `MdcTS`, `MdcFS`
(+ `EffTracker` → next slide!)
 - PID: `DrcBarrel`, `DrcDisc`, `Rich`, `Tof` (+ dE/dx from trackers)
- Detectors can be added individually to detector setup and configured with parameters remotely
- Each detector provides **acceptance info** and **accuracy of detection** of various quantities for each particle
 - EMCs: dE , $d\phi$, $d\theta$
 - Trackers/Vertexer: dp , $d\phi$, $d\theta$, dx , dy , dz
 - PID: $d\theta_c$, dt , $d(dE/dx)$
- When detected, the particles **4-vector + position** is altered according to resolution, and **PID info** is attached
- **New:** neutral hadronic split offs can be added! (see later!)

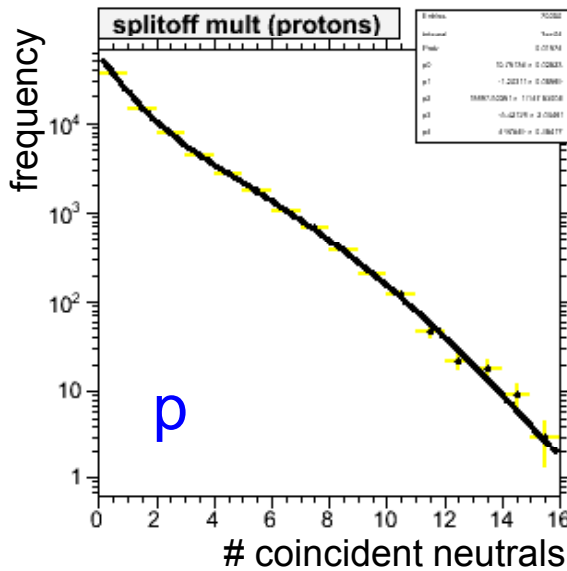
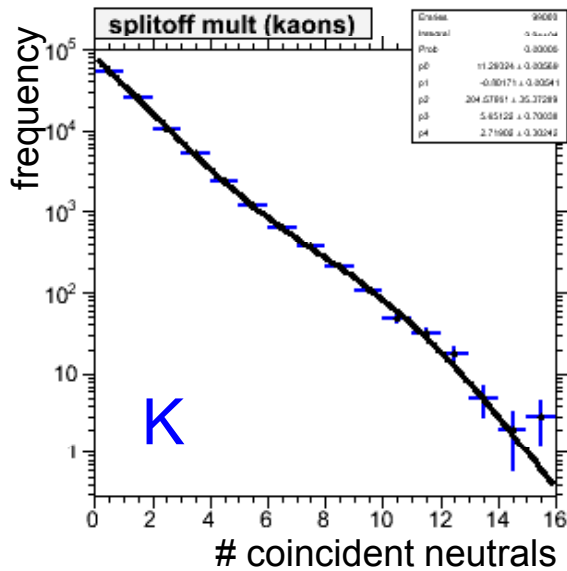
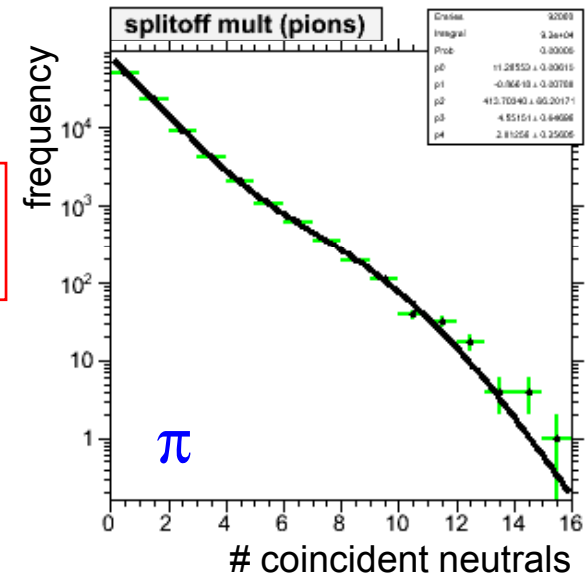
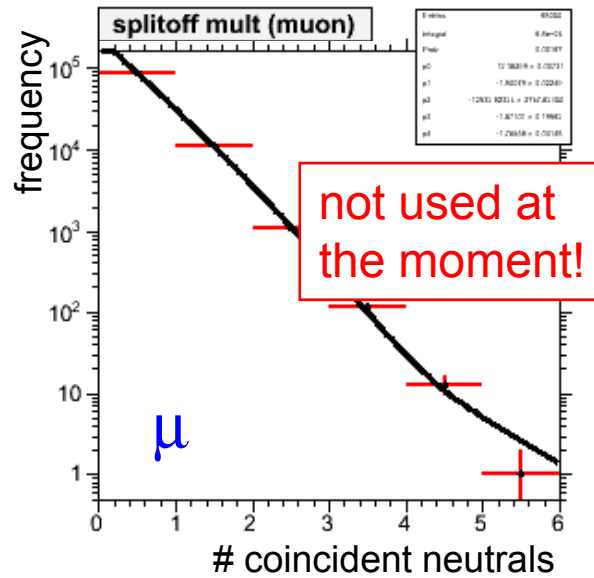
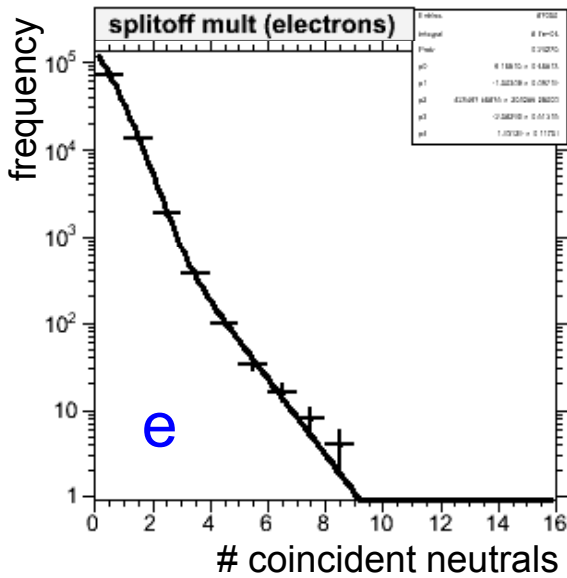


Feature – hadronic split offs

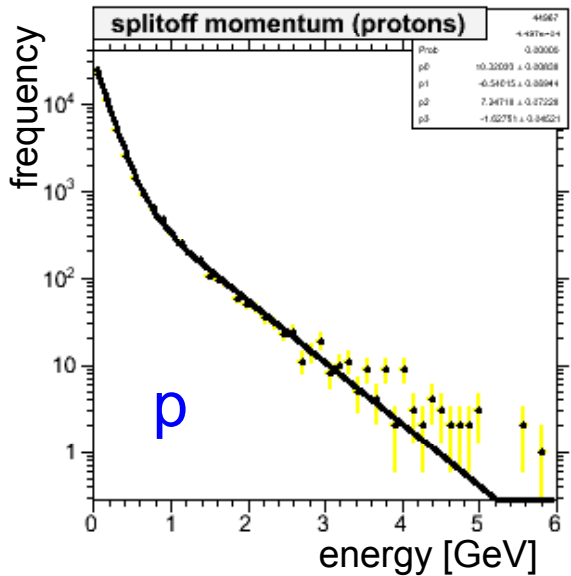
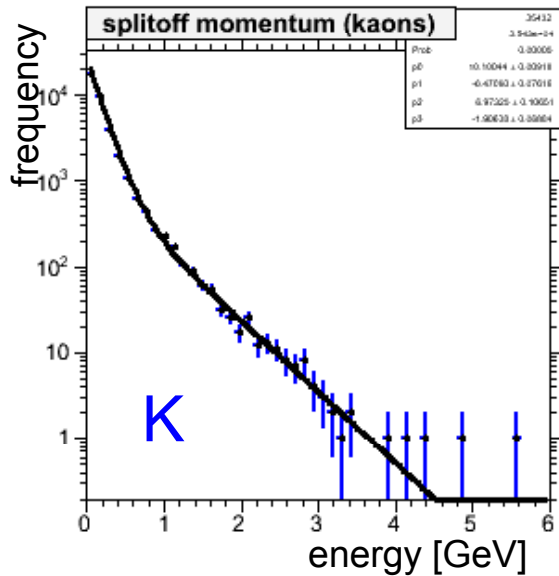
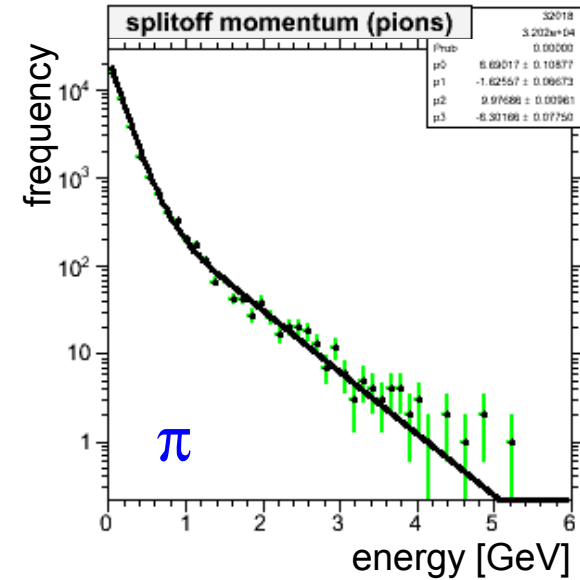
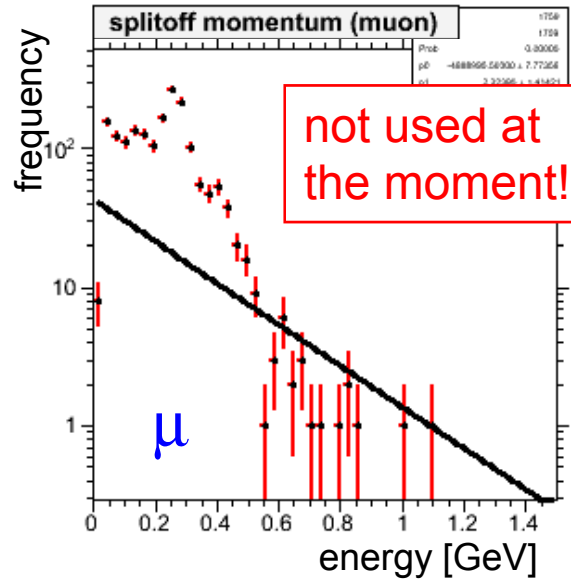
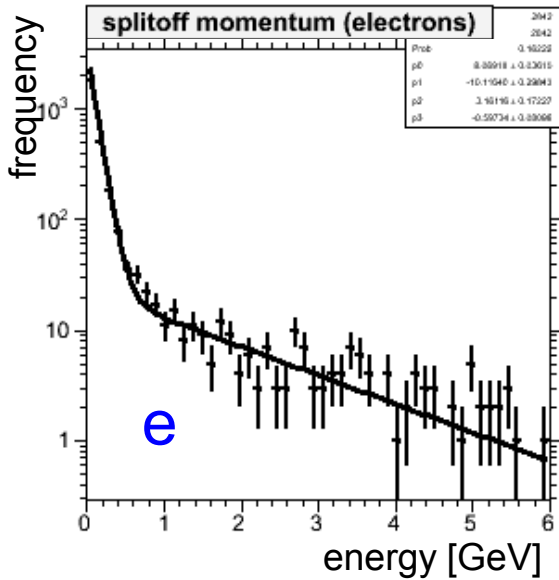
- According to full simulation (and reality!):
finite probability, that charged particles (hadrons)
produce fake neutrals in EMCs aka **hadronic split offs**
- Signal channels with **charged and neutral** final states
might considerably suffer from that
- To make Fast Sim more realistic:

Add parametrized neutrals to event!

- Determine **distributions** relative to incident track **from full simulation** single track events

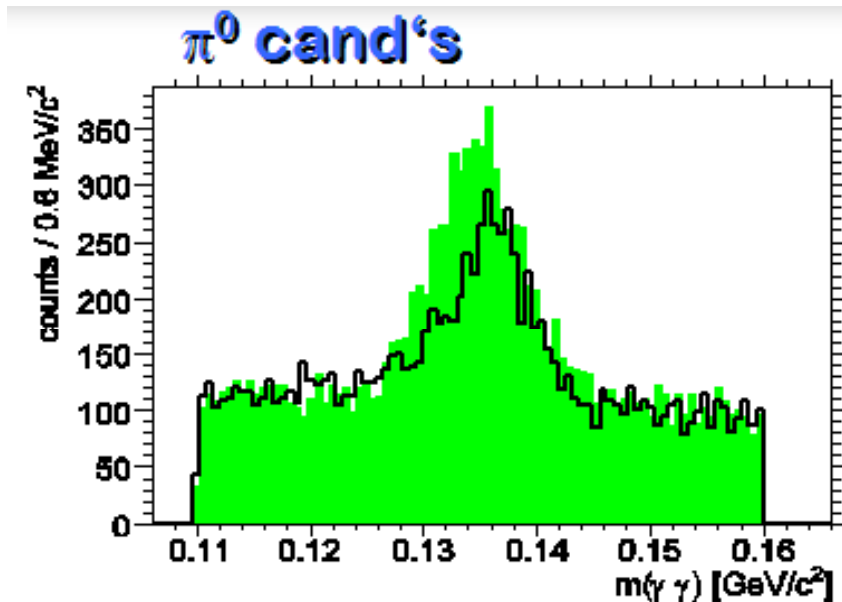
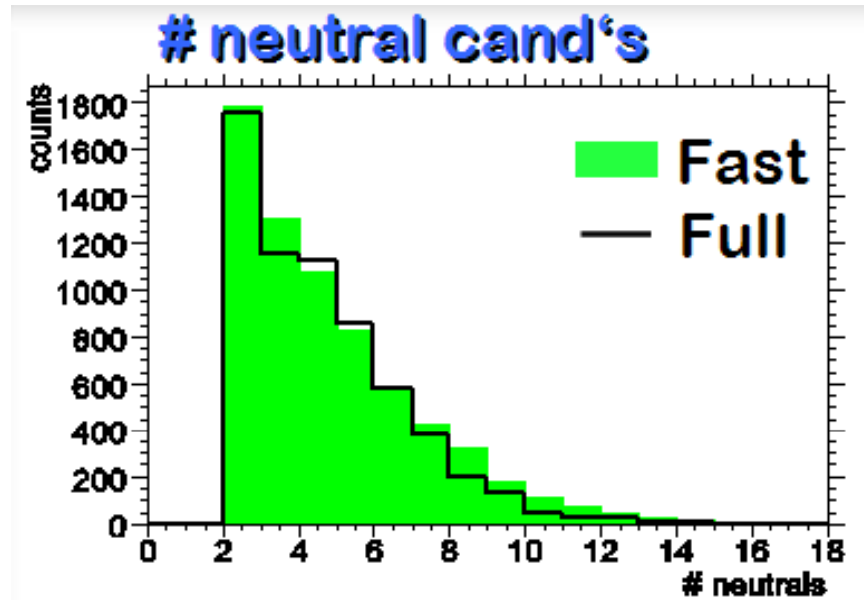


Multiplicities for
e, μ, π, K, p



energies
e, μ, π, K, p

- Overall multiplicity per $\bar{p}p$ candidate are quite reasonable (channel: $\bar{p}p \rightarrow D_s D_{s0}$)



- π^0 mass shape and background also looks quite ok

- Last but not least: How fast is Fast Sim?
- Example: signal events, DPM events on lxi010.gsi.de
- Generator:
 - EvtGen w/ output to file : ≈ 150 Hz \rightarrow seems to be I/O limited
 - EvtGen w/o output to file : ≈ 2000 Hz
 - DPMEvtGen : ≈ 1600 Hz
- Simulation:
 - Signal channel $D_s D_{sJ}$: ≈ 1200 Hz (w/ split offs)
 - Signal channel $\eta_c \rightarrow \eta \pi^0 \pi^0$: ≈ 2100 Hz
 - DPM : ≈ 1800 Hz (w/ split offs)
- Analysis (obviously strongly depends on what you do...):
 - Signal channel $D_s D_{sJ}$: ≈ 400 Hz
 - DPM : ≈ 600 Hz