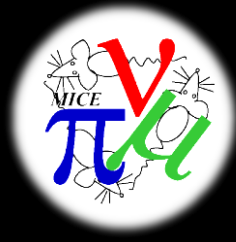




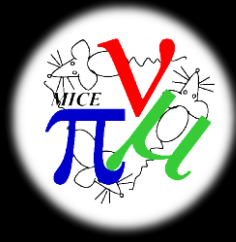
Tracker Software: How to

A. Dobbs, CM39, 25th June 2014



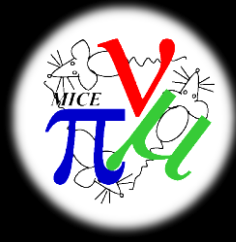
Contents

- ◇ **Software Overview**
 - ◇ **Reconstruction Path**
 - ◇ **Data Structure**
- ◇ **Obtaining and Installing the Code**
- ◇ **Running a Simulation**
 - ◇ **Using the `simulate_scifi.py` script**
 - ◇ **Customising the Launch Script**
 - ◇ **Customising your Datacard**
 - ◇ **Where Everything Is**
- ◇ **Analysing Output with ROOT, Python and C++**



Tracker Software Overview

- a very brief review



Tracker Software Overview

What It Does

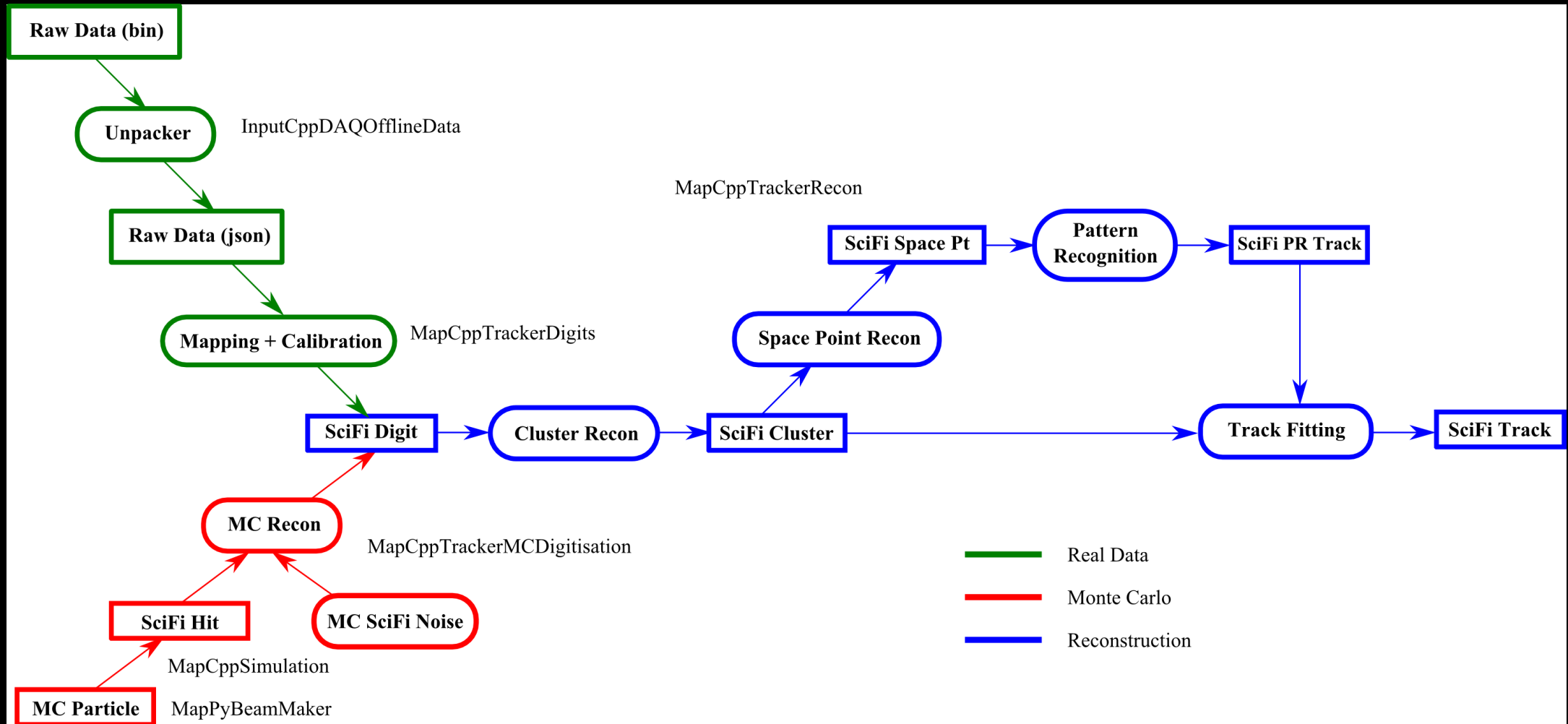
- ◇ Digitise real data from DAQ output
- ◇ Digitise MC data
- ◇ Provide MC geometry and noise
- ◇ Reconstruct data from digits through to final Kalman tracks
- ◇ Display output for online use and offline convenience

What It Does Not Do

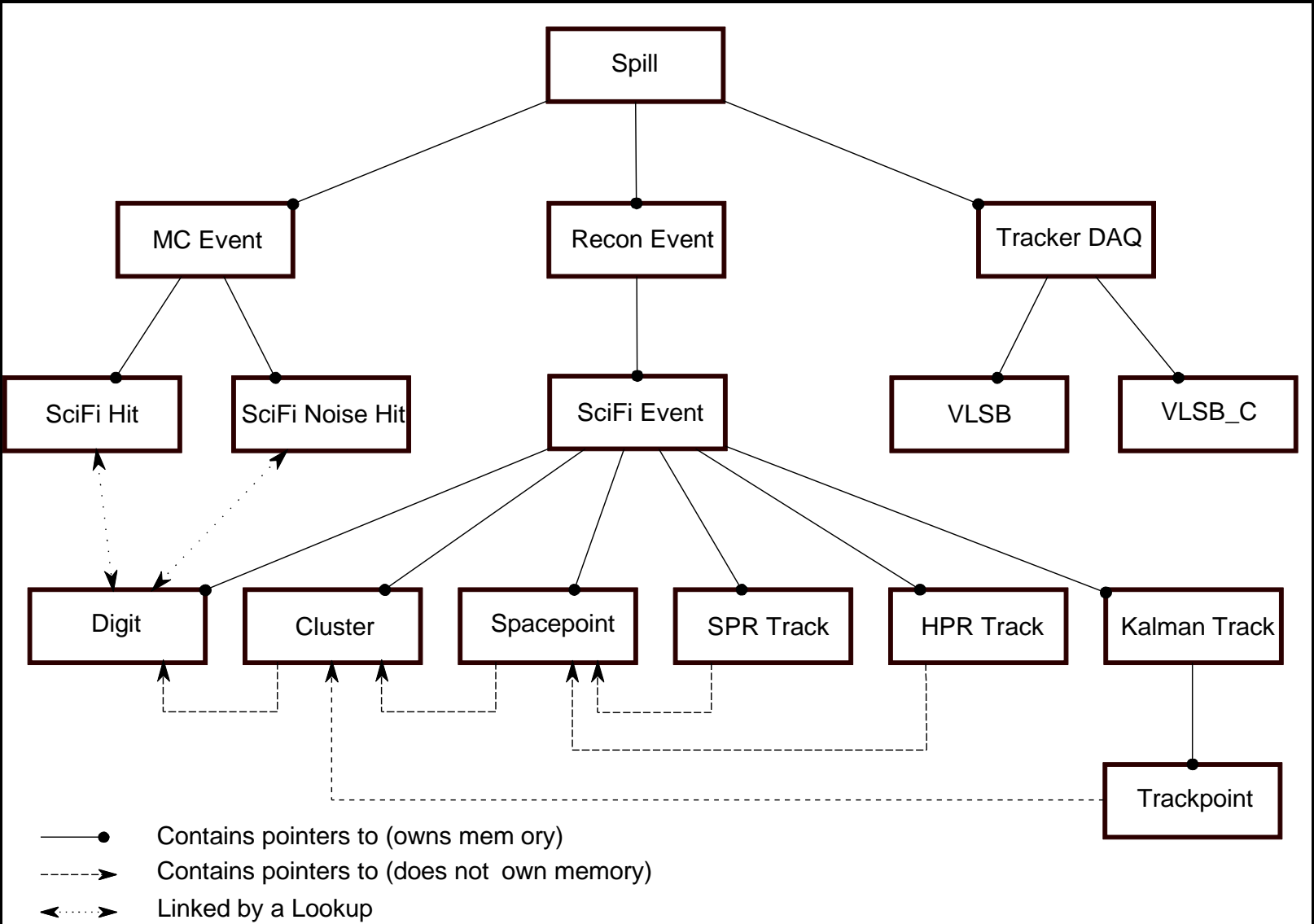
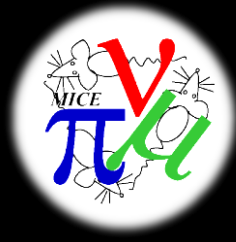
- ◇ Unpacking (DAQ)
- ◇ Emittance reconstruction (xboa)
- ◇ Global fitting (global)
- ◇ Analysis (you! though I will provide some freebies...)

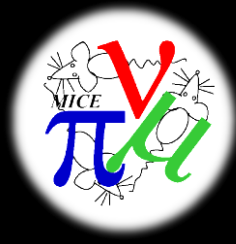


Reconstruction Path Review

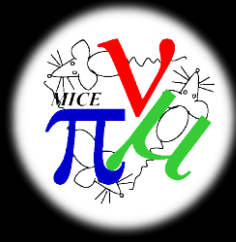


Datastructure



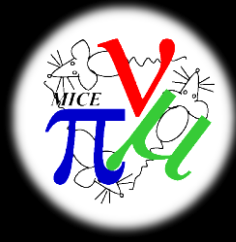


Obtaining and Installing the Code

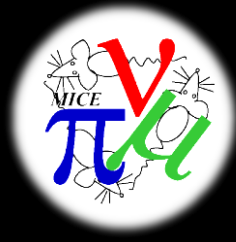


Obtaining the Code

- ◇ MAUS available as tar balls from <http://micewww.pp.rl.ac.uk/maus/>
- ◇ MAUS is also stored in Launchpad: <https://launchpad.net/maus>
 - ◇ Software is version controlled by Bazaar (modern version of CVS, Subversion, etc): <http://bazaar.canonical.com/en/>
 - ◇ Access latest stable release with: `bzr branch lp:maus`
 - ◇ Access SciFi development branch with: `bzr branch lp:~maus-scifi/maus/devel`
- ◇ Once downloaded, install by running the script: `./install_build_test.bash`
- ◇ See documentation at <http://micewww.pp.rl.ac.uk/projects/maus/wiki>



Running a Simulation



Running a Simulation with SciFi

- ◇ From the MAUS root directory enable the MAUS environment with: `source env.sh`
- ◇ From the MAUS root directory move to `bin/user/scifi`
- ◇ Run `./simulate_scifi.py --configuration_file datacard_mc_helical`
- ◇ Wait a bit...
- ◇ Output stored in `maus_output.root`
- ◇ Job done.

Customising the Launch Script



```
import io          # Generic python library for I/O
import gzip        # For compressed output # pylint: disable=W0611
import MAUS        # The main MAUS module

def run():

    my_input = MAUS.InputPySpillGenerator()          # Define the simulation spill structure
    # my_input = MAUS.InputCppRoot()                 # Input from a ROOT file

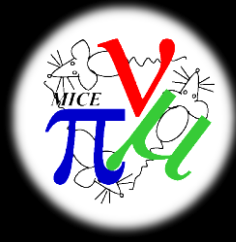
    my_map = MAUS.MapPyGroup()                      # Define a collection of map modules
    my_map.append(MAUS.MapPyBeamMaker())             # Beam construction
    my_map.append(MAUS.MapCppSimulation())           # GEANT4 simulation
    # my_map.append(MAUS.MapCppTrackerMCNoise())      # SciFi noise
    my_map.append(MAUS.MapCppTrackerMCDigitization()) # SciFi electronics
    my_map.append(MAUS.MapCppTrackerRecon())         # SciFi recon
    datacards = io.StringIO(u"")                    # Datacard options (empty here)

    reducer = MAUS.ReduceCppPatternRecognition()     # Plot scifi events to screen while running
    # reducer = MAUS.ReducePyDoNothing()             # Do not plot anything while running

    # my_output = MAUS.OutputPyJSON()                # Write the output to a JSON file
    my_output = MAUS.OutputCppRoot()                 # Write the output to a ROOT file

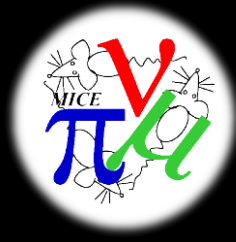
    MAUS.Go(my_input, my_map, reducer, my_output, datacards) # Run the simulatation

if __name__ == '__main__':
    run()
```



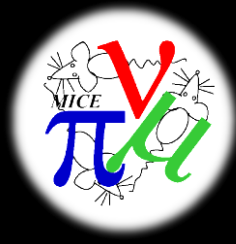
Useful Datacard Options

Variable	Value	Description
output_root_file_name	“maus_output.root”	Output ROOT file name
simulation_geometry_filename	“Stage4.dat”	What geometry to use
geant4_visualisation	False	Output GEANT4 track display
spill_generator_number_of_spills	10	Number of spills
binomial_n	1	Particles per spill
binomial_p	1	Probability a particle will become a track
SciFiPRHelicalOn	True	Helical track pattern recognition on
SciFiPRStraightOn	True	Straight track pattern recognition on
SciFiKalmanOn	True	Final Kalman fit on

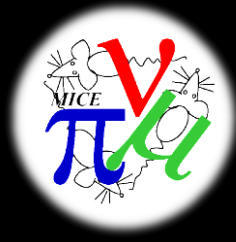


Where Everything Is

What	Where
Executables and datacards	bin/user/scifi
Analysis executables	bin/user/scifi & bin/user/scifi/cpp
Useful utilities	bin/utilities
Datastructure	src/common_cpp/Datastructure
Maps	src/map
Reducers	src/reduce
Reconstruction backend	src/common_cpp/SciFi & src/common_cpp/Kalman
Plotting backend	src/common_cpp/Plotting/SciFi
Geometry	src/legacy/FILES/Models/



Analysing the Output



ROOT (Interpreted)

- ◆ Example interactive session (don't forget to `source env.sh` first!):

```
.L $MAUS_ROOT_DIR/build/libMausCpp.so
```

```
TFile f1("maus_output.root")
```

```
TBrowser b
```

```
.ls
```

```
TTree* t = (TTree*)f1.Get("Spill")
```

```
t->Print()
```

```
t->Draw("_spill._recon._scifi_event._scifitracks._f_chi2")
```

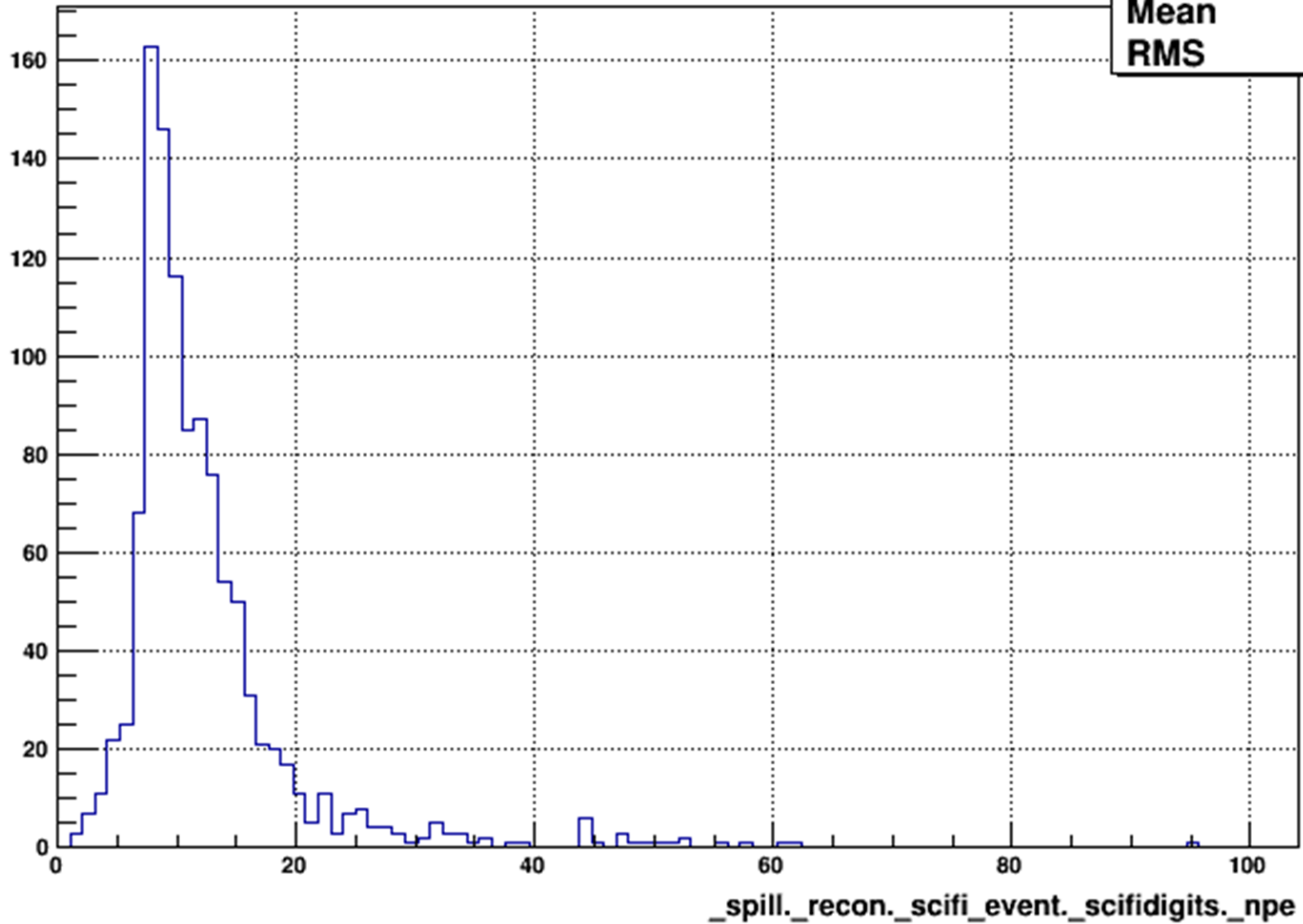
```
t->Draw("_spill._recon._scifi_event._scifidigits._npe",  
        "_spill._recon._scifi_event._scifidigits._plane==0")
```

- ◆ Note: cannot look at data nested more than 2 nested containers deep (ROOT restriction)
- ◆ Can also loop over events (see python and c++ example)

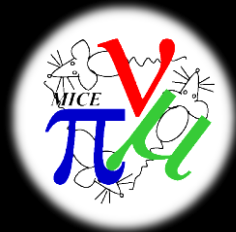


_spill_recon_scifi_event_scifidigits_npe {_spill_recon_scifi_event_scifidigits_plane==0}

htemp	
Entries	1098
Mean	12.34
RMS	7.793



PyROOT



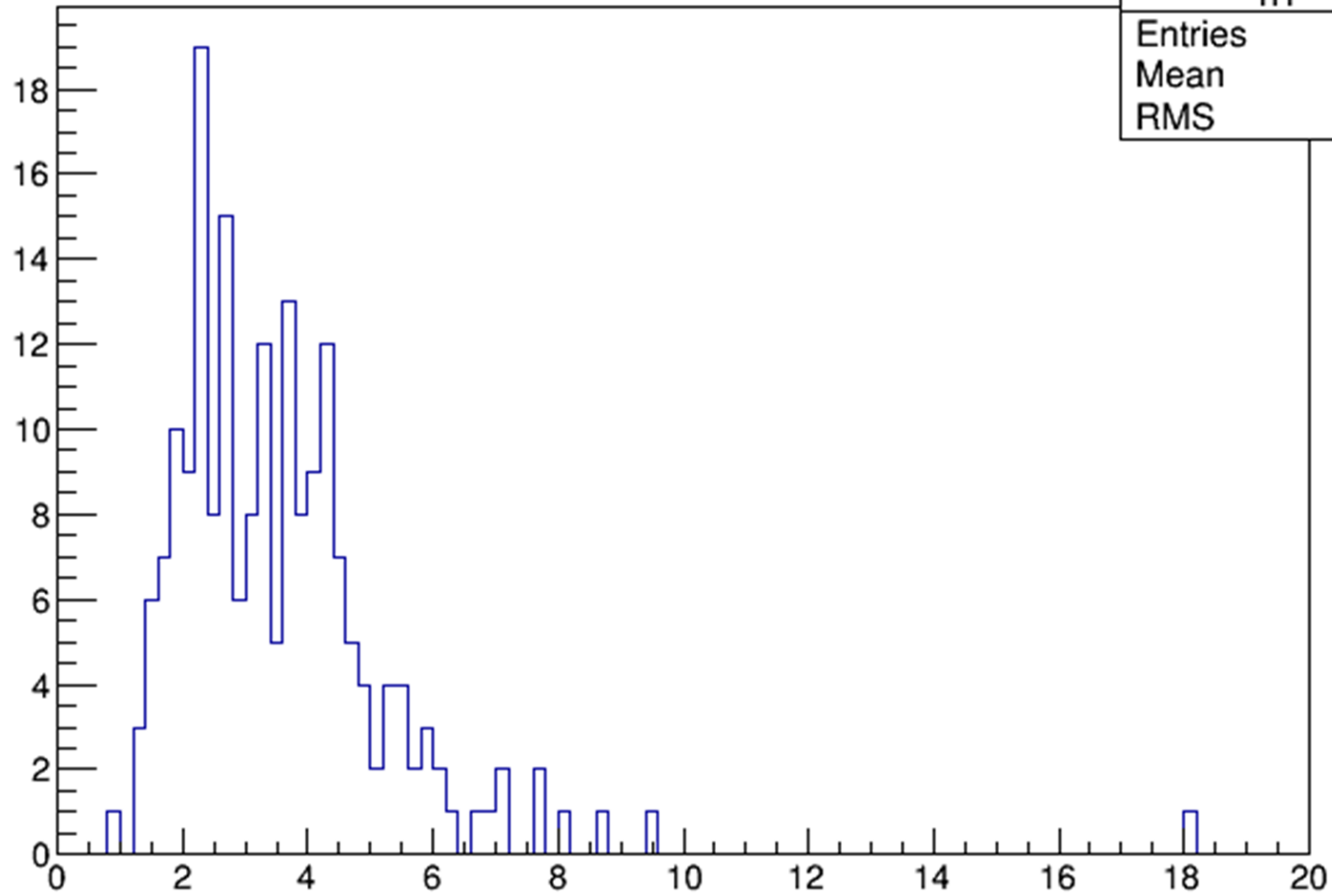
```
#!/usr/bin/env python
```

```
import libMausCpp
from ROOT import *
f1 = TFile("maus_output.root")
t1 = f1.Get("Spill")
data = MAUS.Data()
t1.SetBranchAddress("data", data)
h1 = TH1D("h1", "Filtered chisq", 100, 0, 20)
for i in range(1, t1.GetEntries()):
    t1.GetEntry(i)
    spill = data.GetSpill()
    if spill.GetDaqEventType() == "physics_event":
        for j in range(spill.GetReconEvents().size()):
            sfevt = spill.GetReconEvents()[j].GetSciFiEvent()
            for k in range(sfevt.scifitracks().size()):
                trk = sfevt.scifitracks()[k]
                h1.Fill(trk.f_chi2())
h1.Draw()
input("Press Enter to finish...")
```

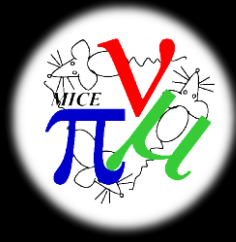
Script available from:
<http://micewww.pp.rl.ac.uk/documents/89>



Filtered chisq



h1	
Entries	195
Mean	3.58
RMS	1.841

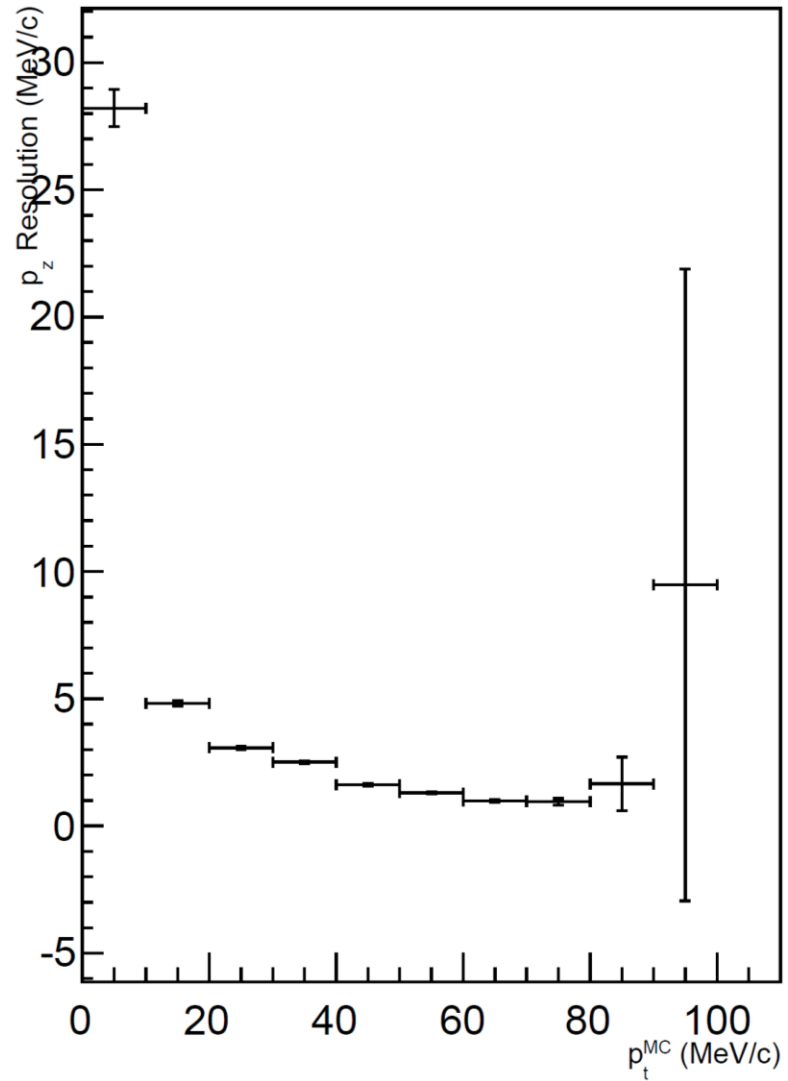


Compiled ROOT - C++

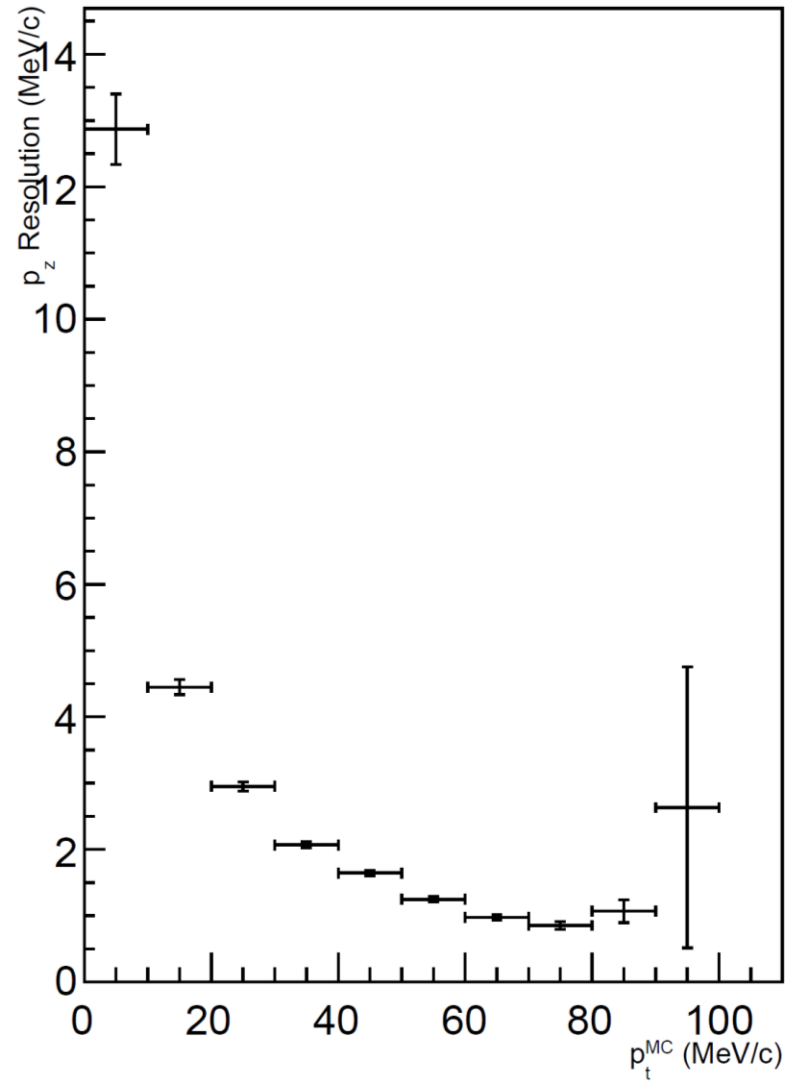
- ◆ See `bin/user/scifi/cpp/scifi_analysis.cc` together with associated `Makefile` (try it out with `./scifi_analysis maus_output.root`)
- ◆ ...
- ◆ Fastest method for large scale processing
- ◆ Allows code to be shared between online reducers and offline analysis code, see for example `bin/user/scifi/cpp/scifi_offline_viewer.cc` which shares a backend with the pattern recognition reducer (try it out with `./scifi_offline_viewer maus_output.root -p`)
- ◆ Somewhat harder to develop at the start (but really not that hard!)
- ◆ Can adapt the existing code for your own purposes

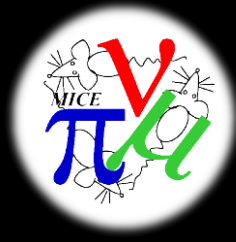


T1 p_z Resolution



T2 p_z Resolution





Conclusion

- ◇ More material at:
 - ◇ Tracker software hints: <http://micewww.pp.rl.ac.uk/projects/tracker/wiki/SoftwareHints>
 - ◇ MAUS wiki: <http://micewww.pp.rl.ac.uk/projects/maus/wiki>
 - ◇ Doxygen (great for figuring out what data you have access to from the various data classes and how to call it): http://micewww.pp.rl.ac.uk/maus/MAUS_latest_version/doc/index.html
 - ◇ User guide: http://micewww.pp.rl.ac.uk/maus/MAUS_latest_version/maus_user_guide.pdf
- ◇ Report issues and request support using the issue tracker at <http://micewww.pp.rl.ac.uk/projects/maus/issues>
- ◇ Try it out and let me know how you get on! Code is under active development and I am interested in feedback (even if you are wrong...)