

NIKHEF



LHCb
THCP

Counters in Gaudi

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- Gaudi has class StatEntity, generic counter
- It can be operated in many ways:
 - Simple local object
 - Integrated with GaudiCommon base
GaudiAlgorithm/GaudiTool
 - Through “statistical” services:
IStatSvc
ICounterSvc
 - With helper wrapper class Stat



- Accumulate the additive value, called **Flag** double
- Keep the number of entries long
- Keep the minimal value double
- Keep the maximal value double
- Keep the sum of Flag^2 double
- Required for estimation of RMS

A bit similar to 1-bin histogram

Methods & Operations

- Obvious:

nEntries, flag, flag2,
flagMean, flagRMS,
flagMin, flagMax

reset, print,
fillStream, toString

- "The main"

addFlag (double)

- Less trivial:

efficiency, eff,
efficiencyErr,
effErr

- Shortcuts for

"addFlag": **recommended**

+= , **-=** double

++ , **--**

+= counter

- Standalone operators:

+ , **-**

counter **+** counter

counter **+-** double

double **+** counter



- If counter has been filled only with 0 and 1 it can be interpreted as "binomial efficiency counter":

efficiency (shortcut: **eff**)

efficiencyErr (shortcut: **effErr**)

- (calculated properly using *binomial estimate*)
- If the content can't be interpreted in this way, return -1
- Note: **effErr** is never equal to 0...



- One can use counters directly:

```
StatEntity cnt;
```

```
for ( int i = 0 ; i < 10000 ; ++i )  
{  
    cnt += sin( i ) ;  
}
```

```
std::cout << cnt.flagMean() << std::endl ;
```

GaudiCommon<TYPE>

- Algorithm/tool base class

Note the reference here

```
StatEntity& cnt = counter ( 'sin' )  
  
for ( int i = 0 ; i < 10000 ; ++i )  
{  
    cnt += sin( i ) ;  
}
```

- Counters are printed at finalization



- Algorithm/tool base class

Note the reference here

```
cnt = self.counter ( 'sin' )
```

```
for i in range(0,10000) :  
    cnt += math.sin( i )
```

```
print cnt
```

- "self" here is python image of GaudiAlgorithm
GaudiAlgo from GaudiPython.GaudiAlgs
- Counters are printed at finalization

- The object is very light:
 - 1 long + 4 doubles (+strange field by ATLAS)
- The object is *not inefficient*
 - The main method is non-inlined
 - All "decorations" are inlined
- Many code lines are aware about it:
 - `IStatSvc, ICounterSvc, IMonitorSvc`

TWiki:

<http://cern.ch/twiki/bin/view/LHCb/GaudiAlgorithm#GaudiAlgCounters>

<http://cern.ch/twiki/bin/view/LHCb/FAQ/LHCbFAQ#How to use the Statistical Count>



- Allows to extract *current counters* from Gaudi components (tools&algorithms)
- Allows to print *all current counters*
- Incredibly convenient for *interactivity & monitoring*
 - E.g. get summary info from Parallel (sub)jobs...

Python monitoring:
GaudiPython, Bender,
Parallel, Ganga, DIRAC, ...

```
>>> cmp=gaudi.algorithm('CmpName')    ## get tool/alg/iProperty
>>> cmt.StatPrint = True                ## print all counters
>>> counters = cmp.counters()          ## get all counters
>>> for key in counters :                ## loop over counters
.....     print counters[key].efficiency() ## print the counter
>>> cnt = cmt.getCounter(' #accept')    ## get counter
>>> print ' Accept: ', cnt.eff()        ## use it!
```

In my own "to-do-list"

- (for other, non FSR purposes)
- DataObject which has StatEntity
 - And behaves as StatEntity (cast)
- DataObject which has Map<Key, StatEntity>
- Both can be registered in TS (TES?) and *probably* satisfy at least some criteria for FSR

Using the generic statistical counters

The `GaudiAlgorithm` and `GaudiTool` base classes are equipped with the method `counter`, which returns a reference to the local instance of the named counter (`StatEntity`):

```
01000 const std::size_t nTracks = ... ;
01010
01020 // increment the counter:
01030 counter("#Tracks")+ nTracks ;
```

The current content of the generic counter could be inspected:

```
01000 const StatEntity& cnt = ... ;
01010 always()
01020 << " #of entries " << cnt.nEntries() << endlmsg
01030 << " Total sum " << cnt.flag() << endlmsg
01040 << " Mean value " << cnt.flagMean () << endlmsg
01050 << " RMS " << cnt.flagRMS () << endlmsg
01060 << " Minimal value " << cnt.flagMin() << endlmsg
01070 << " Maximal value " << cnt.flagMax () << endlmsg ;
```

If the content of the generic counter allows the interpretation as a binominal efficiency counter one can ask for efficiency and its uncertainty:

```
01000 always()
01010 << " Efficiency " << cnt.eff()
01020 << "+-" << cnt.effErr() << endlmsg;
```

All counters will be printed at the end of the job in a table if the property "StatPrint" is activated (default):

Counter	SUCCESS	Number of counters : 8	#	sum	mean/eff**	rms/err**	min	max
Counter	SUCCESS	"G"	26490	-326.309	-0.012318	0.99484	-3.8836	3.8273
Counter	SUCCESS	"Gneg"	2712	2712	1.0000	0.00000	1.0000	1.0000
Counter	SUCCESS	"Gpos"	2688	2688	1.0000	0.00000	1.0000	1.0000
Counter	SUCCESS	"NG"	26490	26490	1.0000	0.00000	1.0000	1.0000
Counter	SUCCESS	"eff"	5400	2688	(49.77778 +- 0.6804071) %	-----	-----	-----
Counter	SUCCESS	"executed"	5400	5400	1.0000	0.00000	1.0000	1.0000
Counter	SUCCESS	"g2"	5400	5341.386	0.98915	1.3535	1.8914e-006	13.130
Counter	SUCCESS	"gauss"	5400	-8.611382	-0.0015947	0.99456	-3.6235	3.5079

How to use the Statistical Counters ?

There are three ways for usage of the *statistical counters* in Gaudi framework:

1. Local counters through `GaudiAlgorithm` and `GaudiTool` base classes
2. Counter form *Statistical Service* `IStatSvc`
3. Counters from *Counter Service* `ICounterSvc`

All three approaches deal with the same objects = the generic counters of the C++ type `StatEntity` and have the different approaches, used with the same *algorithm* or *tool*. The counters are naturally grouped by components. The second approach is to use the same counter from different components. The third approach is essentially the same as the second approach, but in addition worth to note that the second and the third approaches unavoidably have some CPU overhead with respect to the first approach.

The generic counters in GaudiAlgorithm and GaudiTool base classes

See [GaudiAlgorithm](#) reference

How can I use IStatSvc for counters?

For the *global* counters, the approach with the usage of `IStatSvc` is more preferable, however here since the generic counter `Stat` is suitable to preserve the *object/instance semantic* instead the *pointer semantic*:

```
01000 IStatSvc* statSvc = ... ;
01010
01020 // get the counter form the service ("book on-demand")
01030 Stat stat ( statSvc, "Total Energy" );
01040
01050 // increment it:
01060 stat += eTotal ;
01070
01080 // check the underlying generic counter (optional)
01090 const StatEntity* counter = stat->counter() ;
01100
01110 // increment the counter in the service (in one go) ("book-on-demand")
01120 Stat nTr ( statSvc, "#Tracks", nTracks ) ;
```

The table of all counters will be printed at the end of the job, if the property "StatPrintOutTable" activated:

```
*****Stat***** INFO *****
*****Stat***** INFO The Final stat Table (ordered)
*****Stat***** INFO *****
*****Stat***** INFO Counter | # | sum | mean/eff** | rms/err** |
*****Stat***** INFO "counter1" | 20000 | 2000.452 | 0.10002 | 2.2600e-005 |
*****Stat***** INFO "+eff" | 20000 | 10000 | ( 50.00000 +- 0.3535534) % |
*****Stat***** INFO "counters3" | 20000 | 13000 | 0.65000 | 0.35000 |
*****Stat***** INFO "counter2" | 100020000 | 9993260 | 0.099913 | 0.010999 |
*****Stat***** INFO *****
```




- Gaudi does contain simple & powerful generic counter, coherent with many components
- If one needs counters (e.g. for FSR) the first look at StatEntity
 - No need to reinvent the wheel
- Counters which can be registered in TES are in pipeline
 - the primary goal: some private monitoring