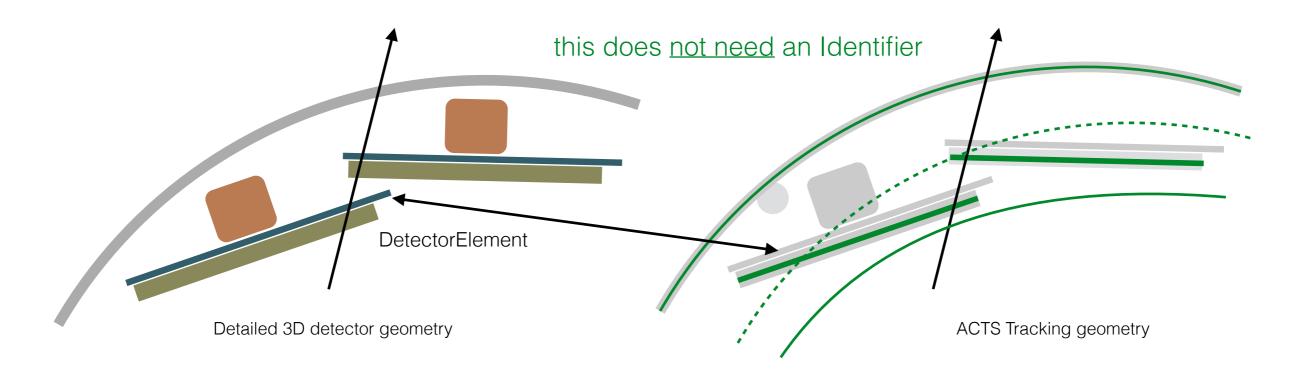
# Identifier free acts

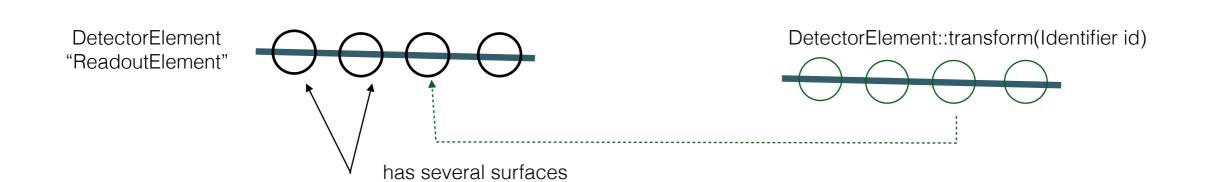
A. Salzburger

# Identifier in Surfaces

existence of Identifier in Surface class is an ATLAS artifact



this does needs an Identifier (e.g. ATLAS TRT)



## Identifier in Surfaces - fix

on Detector SW side make a distinction between "ReadoutElement" and "DetectorElement"

# Identifier in Measurements - fix

already templated:-)

# Identifier in DetectorElementBase - fix ?

most difficult occurance, because ideally you would like to **identify()** a DetectorElement without casting

#### Step 1

make DetectorElementBase Identifier free

## Step 2

allow it to be exchanged by experiment SW at compile time

## Step 3

<u>alternatively</u> allow it to be extended by experiment SW at compile time #include <memory>
#include <vector>
#include "Acts/Utilities/Definitions.hpp"

#ifdef ACTS\_DETECTOR\_ELEMENT\_BASE\_EXTENSION
#include ACTS\_DETECTOR\_ELEMENT\_BASE\_EXTENSION
#endif

namespace Acts {

DetectorElementBase() {}

class <u>Surface;</u>

/// @class DetectorElementBase 111 /// This is the default base class for all tracking detector elements /// with read-out relevant information. It provides the minimal interface /// for the Acts proxy mechanism for surfaces, i.e. surfaces in the /// Tracking geometry representing actual detection devices 111 /// The default base class can be exchanged at compile time with a /// more extended version using the 111 /// ACTS\_DETECTOR\_ELEMENT\_BASE\_REPLACEMENT 111 /// a possible interface extension can be done with 111 /// ACTS\_DETECTOR\_ELEMENT\_BASE\_EXTENSION which has to /// define ACTS\_DETECTOR\_ELEMENT\_PARENT 111 #ifdef ACTS\_DETECTOR\_ELEMENT\_BASE\_EXTENSION class <u>DetectorElementBase</u> : public <u>ACTS DETECTOR ELEMENT PARENT</u> #else class DetectorElementBase #endif public: /// Constructor

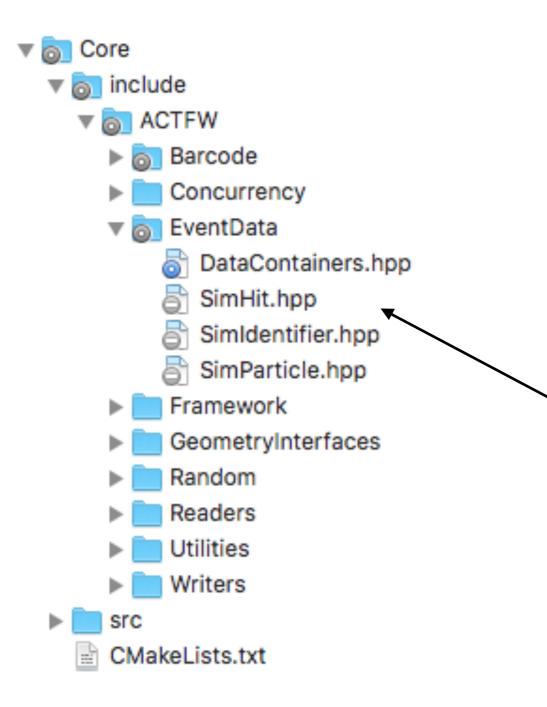
## Does it work? ACTS-486\_Make\_Identifier\_free

Yes:

- 1) acts-core/Core is now Identifier free (and the Acts/Utilitilies/Identifier.hpp is deleted)
- 2) acts-core/Tests (for Measurements) just uses (as standard) typedef unsigned long long Identifier;
- 3) acts-core/Plugins uses in default typedef unsigned long long Identifier;

But can be overwritten and/or extended (see next slides)

# Application in acts-framework



For bringing back all the acts-framework functionality following the

a) Extrapolation->Propagator change

b) Fatras new style (next meeting)

I had to sort out the truth handling

## Step 1

make **acts-fatras** particle and hit agnostic (templated)

## Step 2

Introduce SimHit/SimIdentifier/SimParticle in acts-framework

# Application in acts-framework

## Step 3

Make the SimIdentifier aware of the SimParticle

```
class SimIdentifier
ł
  public:
    typedef unsigned long long identifier_type;
    typedef long long identifier_diff;
    /// Default constructor
    SimIdentifier();
   /// Constructor from identifier_type
    111
    /// @param value is the identifier value
    explicit SimIdentifier(identifier_type value);
   /// Constructor from identifier_type
   111
    /// @param value is the identifier value
    SimIdentifier(identifier_type value,
                  std::vector<const SimParticle*> truthParticles );
```

# Application in acts-framework

## Step 4

build acts-framework with submodules (acts-core, acts-fatras) and declare the plugins

# Use the framework identifier instead of the bare ACTS one add\_definitions(-DACTS\_CORE\_IDENTIFIER\_PLUGIN="\${CMAKE\_CURRENT\_SOURCE\_DIR}/Core/include/ACTFW/EventData/SimIdentifier.hpp") # Use the framework detector element parent on top of the ACTS one add\_definitions(-DACTS\_DETECTOR\_ELEMENT\_BASE\_EXTENSION="\${CMAKE\_CURRENT\_SOURCE\_DIR}/Detectors/Common/DetectorElementParent.hpp")

ACTFW-112\_Fatras\_New\_Propagator

(to be completed today)