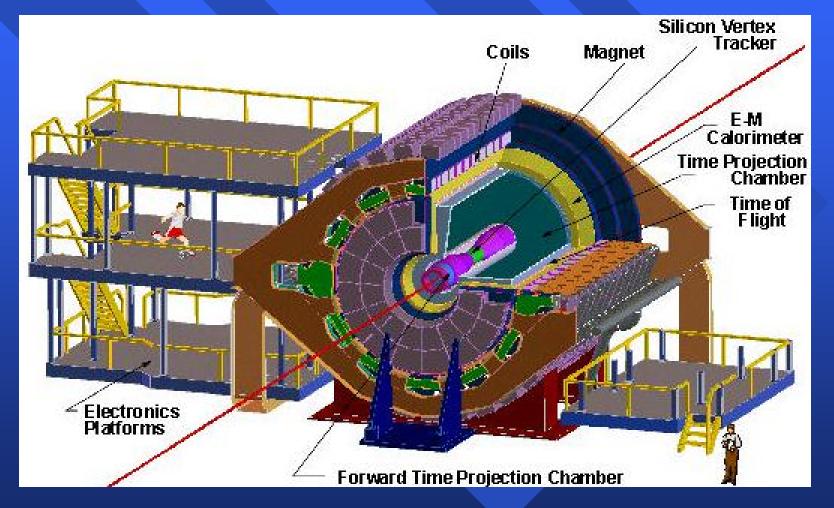
## **STAR simulations**

GSTAR framework OO geometry/event model NOVA components





## STAR detector at RHIC







## GSTAR

- STAR simulation framework since 96
- has a hierarchical design to clearly separate user code from implementation details
- has improved memory management

» elastic ZEBRA (using malloc)

- » no limits on number of tracks, vertices, hits etc (apart from physical memory limits)
- has built-in interfaces to implementation
   » Geant3/PAW, MySQL, ROOT





## Hierarchical design

- Open System Interconnection (OSI) model as example: functionality in term of layers
  - basic (physical) layer platform dependant code, system libraries,graphics etc
  - low (logical) layer ZEBRA, DZDOC,HIGS
  - upper (transport) G3, Paw+Kuip, DB, ROOT
  - system (session) AGI, ROOT accessors
  - user (application) modules in F, AGI, C++





## STAR geometry

Formalized description in specification language, including hits and DB access ■ Many developers, very detail geometry (almost 2,000 different volumes) ■ Altogether less then 8000 lines including field parameterization, easy to read ■ No step routine is needed in most of the detectors, no "if statement" problem





### **GSTAR** performance

Fast enough - 30 min/10,000 particles, with a general 1 MeV cuts
Calorimeter cuts tuned with test beam date down to 50 KeV
Interfaced to all event generators
Robust and well debugged production tool





## **Requirements for rOOt interface**

- Flexible, expandable access to geometry objects from reconstruction program
- Modern visualization and navigation
- Access to hits from a C++ code as if they were normal C++ objects
- fun, and even more fun





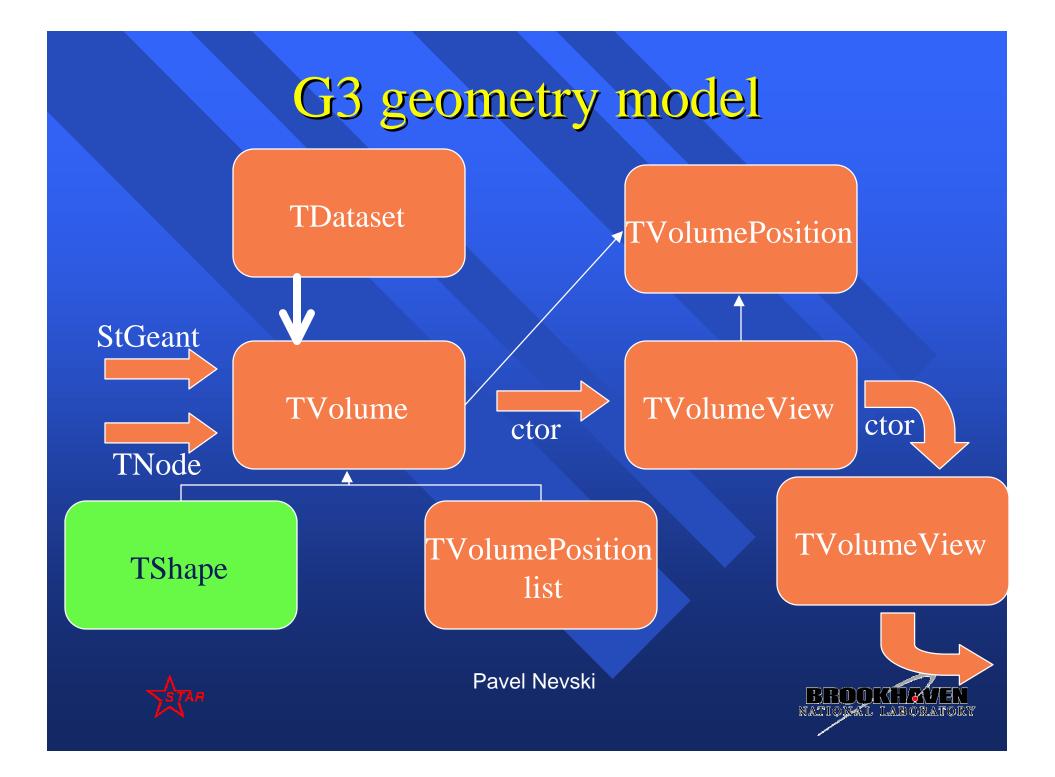
#### New elements

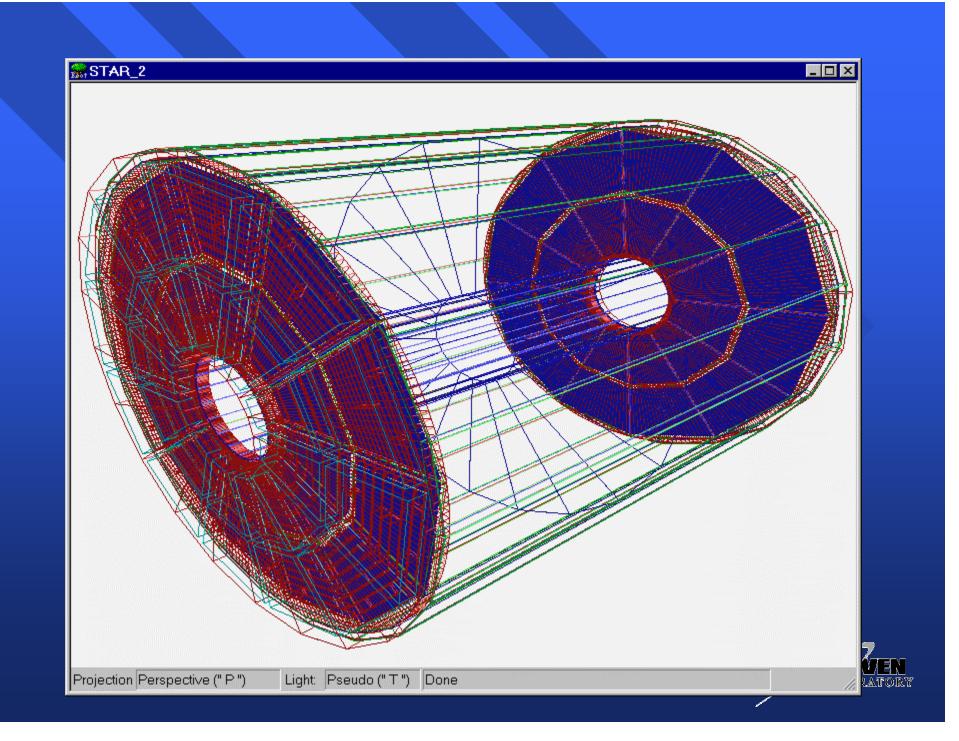
#### Initially missing elements

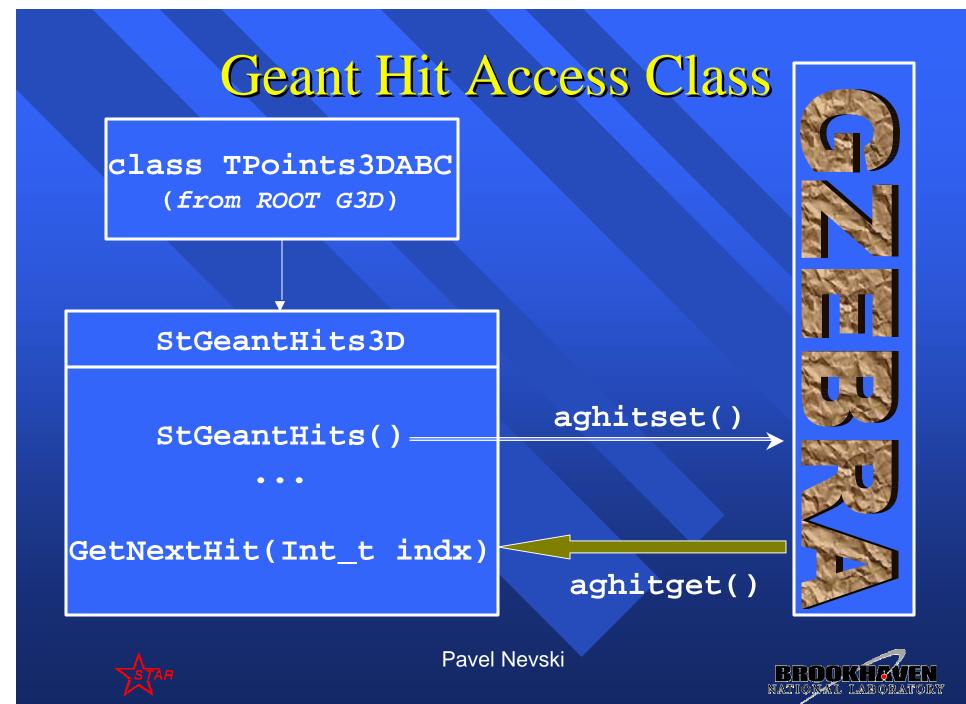
- Geometry navigator trivial
- Geometry decoder not so trivial, but feasible
- Volumes and positions separately TVolume
- Volumes as position container TDataset
- Hit navigator trivial
- Hit presenter StGeantHits





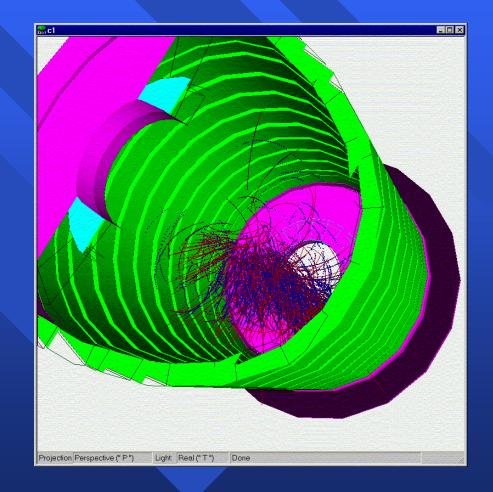






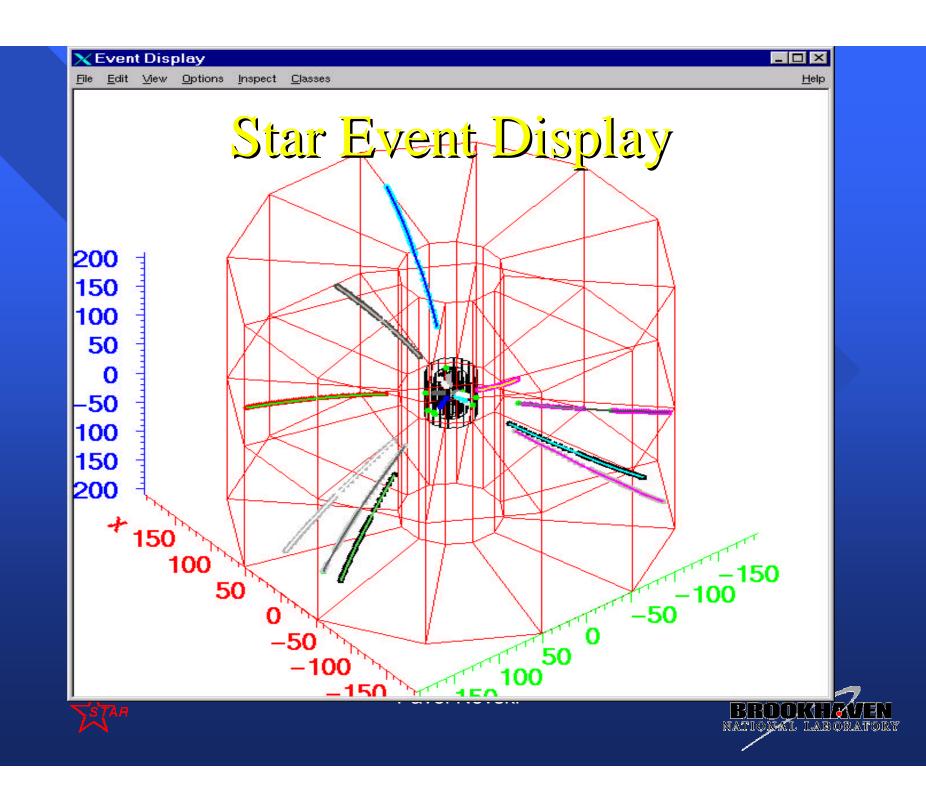
## **OpenGL** viewer



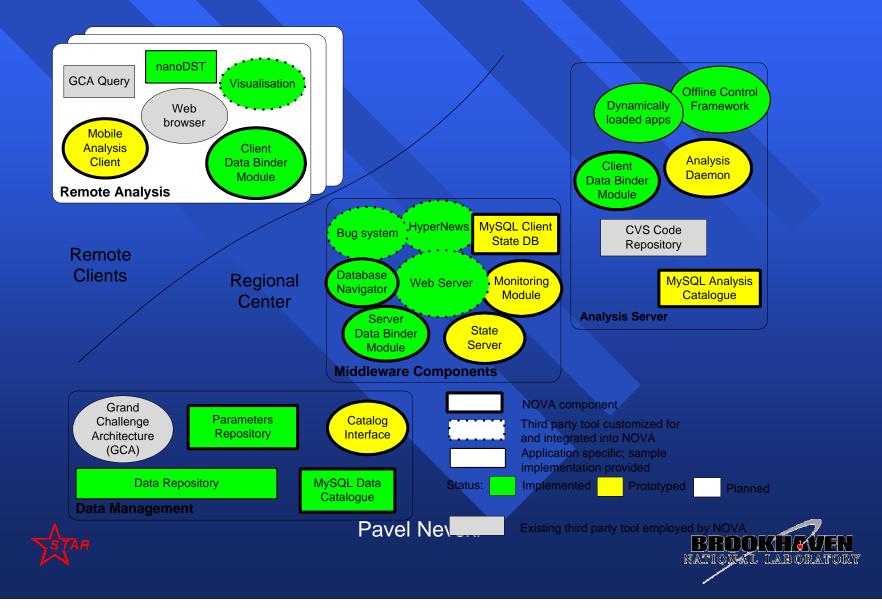




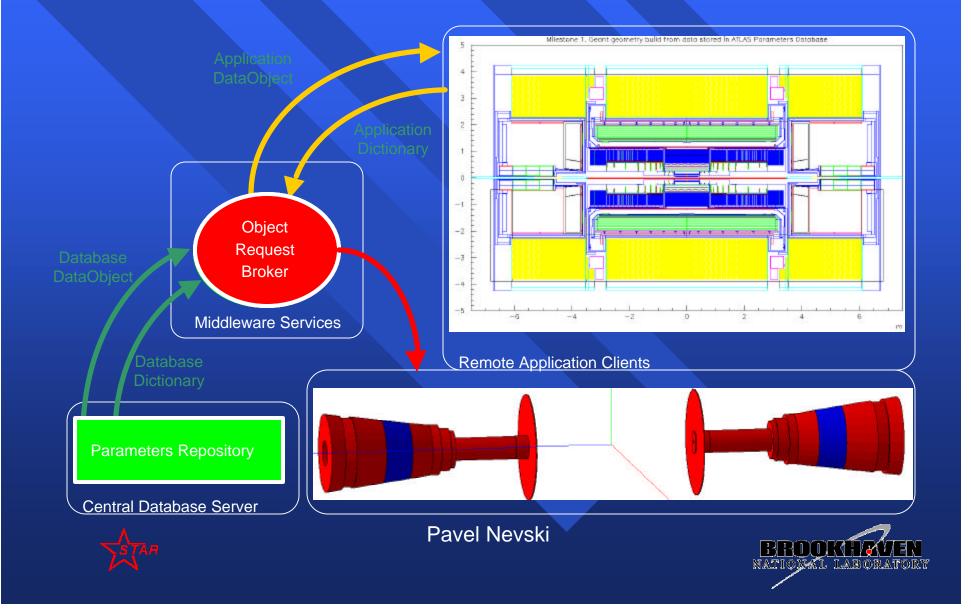




## **NOVA** Architecture



## **Dynamic Object Broker**



# STAR geometry

Modules: 14
Structures: 34
Instances: 45
Parameter values: 841

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<u>⊡emc</u>								
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□ <u>cavegeo</u>	<- click in left frame on table name to fetch structures							
□ <u>btofgeo</u>	<- click in left frame on opened folder 🔄 <b>name</b> to hide dataset content							
□ <u>calbgeo</u> □ecalgeo	<- click at the top of left frame on Params to return to welcome screen							
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## Database Browser

Versioned geometries

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□ <u>richgeo</u> □svttgeo		S2INNR	3.875	SECOND ALUMINUM SECTION INNER RADIUS			
		S2OUTR	4	SECOND ALUMINUM SECTION OUTER RADIUS			
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<u> vpddgeo</u>		S3INNR	3.875	TRANSITION STUB ALUMINUM SECTION INNER R			
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## **Simulation Production**

Multilayer model (NOVA component)

 universal Simulators (smart cockroaches)
 common Dispatcher - token coordinator
 output/QA Filter
 HPSS Sinker

Open system - extendable functionality





#### **Production bandwith**

simulation - 50 ev/day/processor - scales well
dispatcher - scalability tested up to 10K ts/day
filtering - local disk I/O - no limit at 1 TB/day
sinking - stable up to 1 GB/day





## Conclusions

GSTAR is a stable production tool
G3 geometry is based on MySQL DB
G3 geometry is available as ROOT classes
Looking for a G4 interface



