

The STAR offline framework*

V. Fine

*) See also: <http://sol.star.bnl.gov/~fine/Publications/Chep2000.ppt>
http://chep2000.pd.infn.it/abs/abs_326.htm
<http://root.cern.ch/root/R2000Abstracts.html>



V.Fine (fine@bnl.gov) ALICE-STAR
Joint meeting April, 9, 2000

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STAR reconstruction framework*

* “... a set of cooperating classes that make up a reusable design for a specific class of software ...”

by **Erich Gamma**, et al.

“Design Patterns: Elements of Reusable Object-Oriented Software”, Addison-Wesley Pub Co, 1995.

“The framework dictates the architecture of your application. It defines the over-all structure, its partitioning into classes and objects, the key responsibilities thereof, how the classes and objects collaborate, and the thread of control. “

A framework predefines these design parameters so **physicists can** design their solutions using a proven programming model and can **concentrate on the specifics of their applications.**



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STAR framework is designed to support the chained components, which can themselves be composite sub-chains, with components (“*makers*”) managing “*datasets*” they have created and are responsible for.

An **St_DataSet** class from which data sets and makers inherit allows the construction of hierarchical organizations of components and data, and centralizes almost all system tasks:

- **data set navigation,**
- **I/O, database access,**
- **inter-component communication.**



Permanent stable interface - various datas

We do not know how our data will look like,
but we know how we will access them

Abstract interface, hidden data approach



Various interfaces - permanent data

We do know how our data will look like,
but we do not know how we will access them

Dataset model, transparent data



Basic St_DataSet properties

St_DataSet object ::= the "named" collection of *St_DataSet* objects

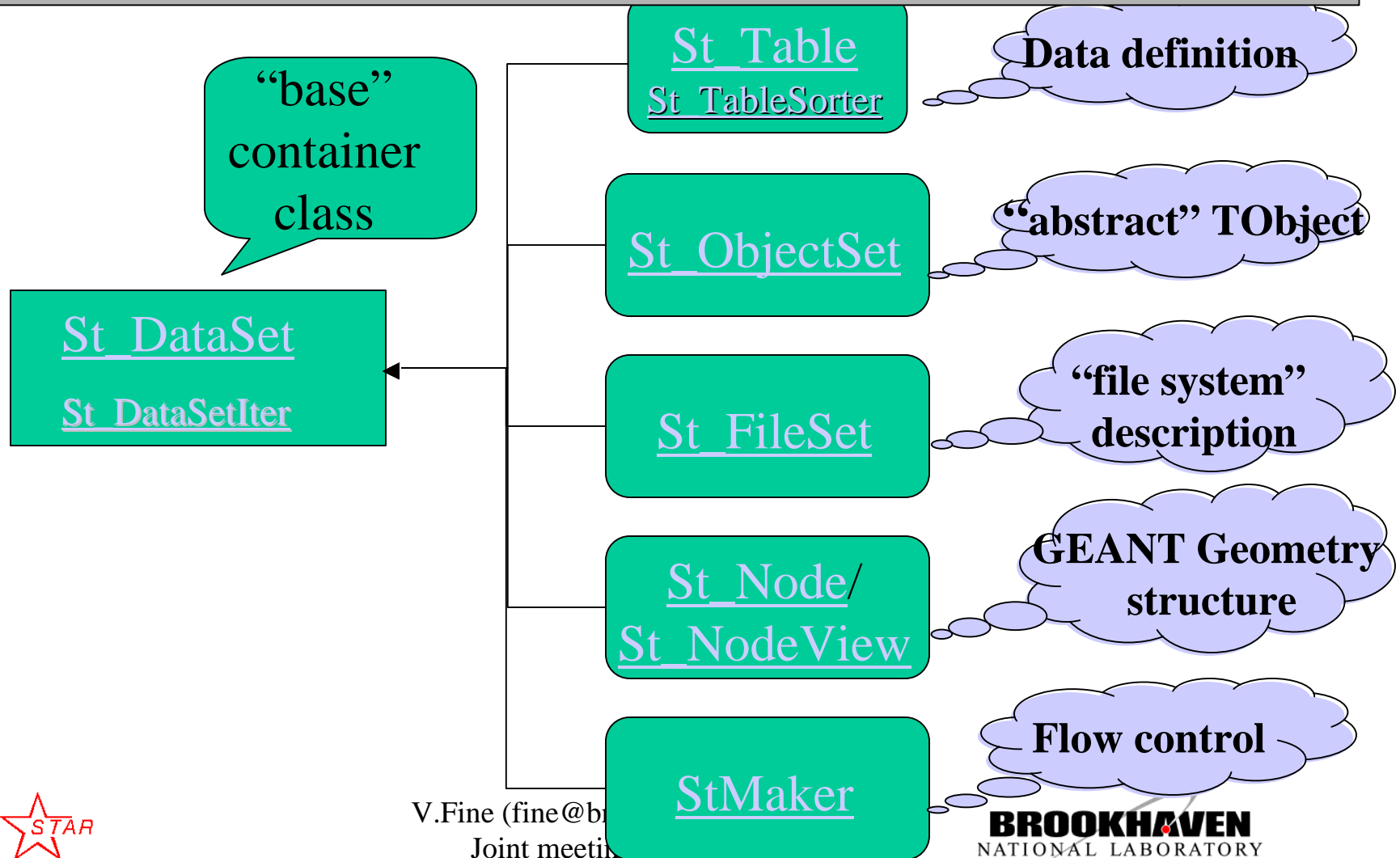
- **Dataset Member**. Any object from the collection above is called "DataSet Member"
- **Structural member**. The "Dataset Member" is its "Structural member" if its "back pointer" points to this object
- **Dataset Owner** (parent). We will say this St_DataSet object "owns" (or is an owner / parent of) another St_DataSet object if the last one is its "Structural Member"
- **Associated member**. If some object is not "Structural member" of this object we will say it is an "Associated Member" of this dataset
- **Orphan dataset**. If some dataset is a member of NO other St_DataSet object it is called an "orphan" dataset object

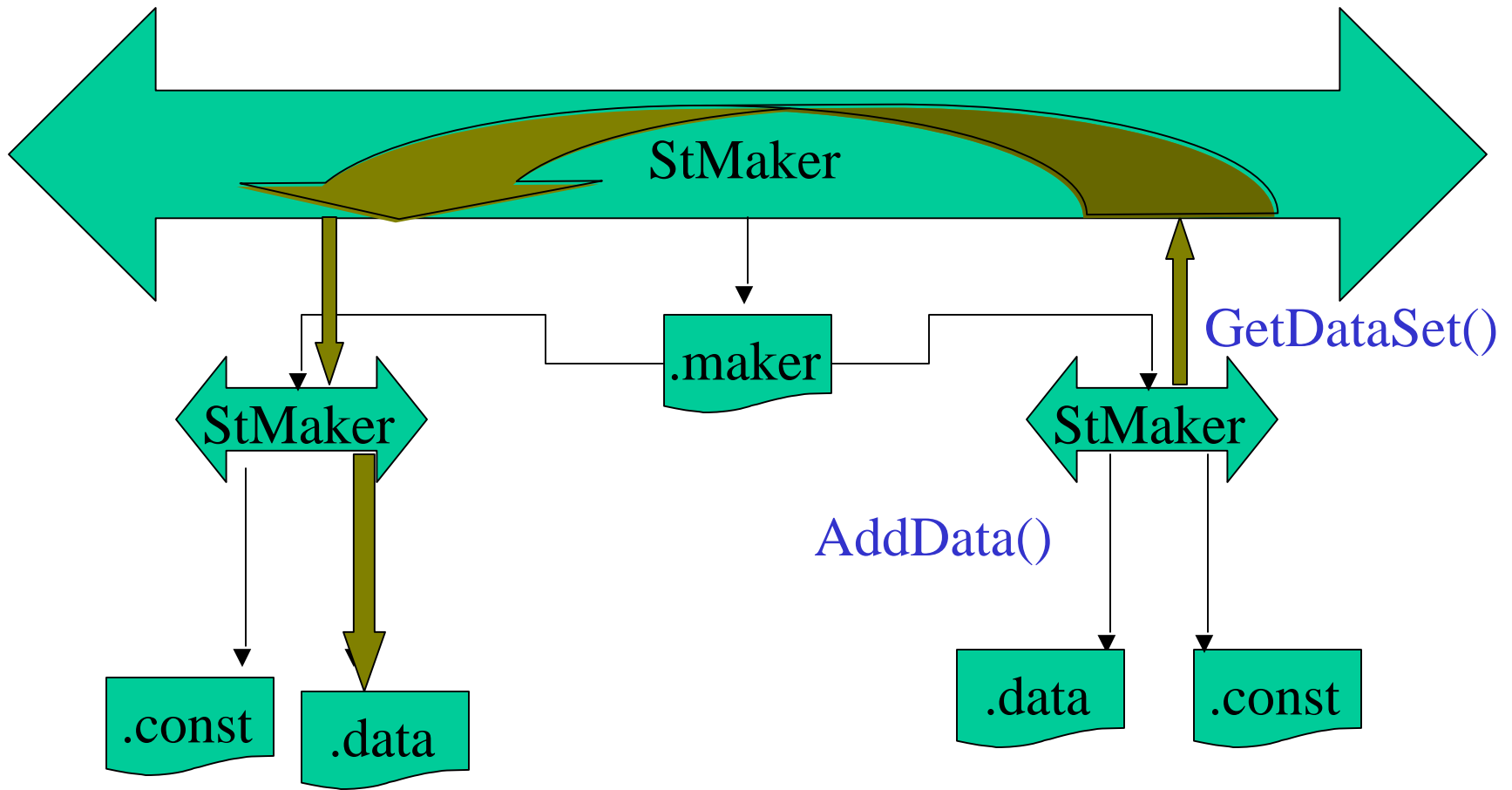


OO model of the STAR

simulation / reconstruction chain:

St DataSet object ::= the "named" collection of St DataSet objects



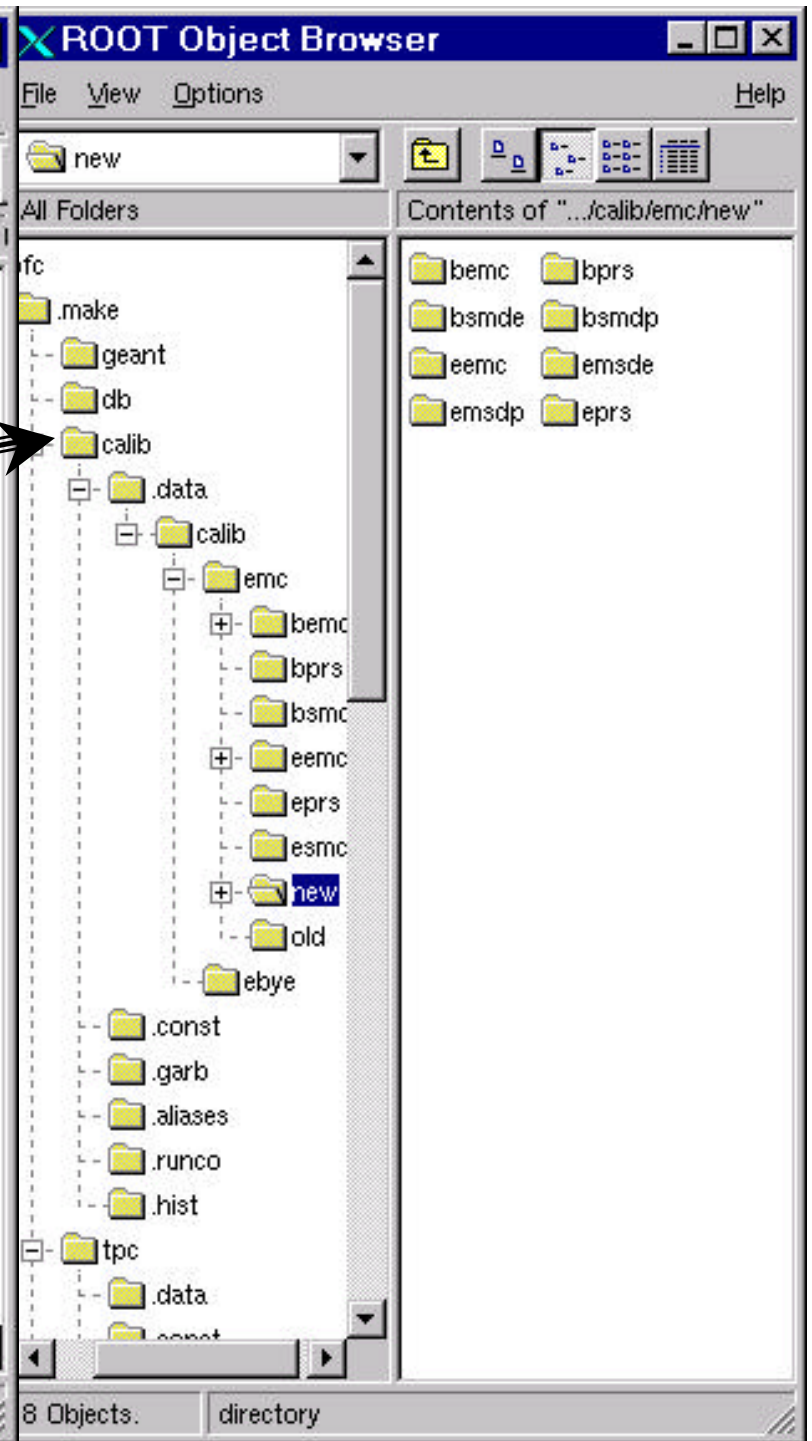
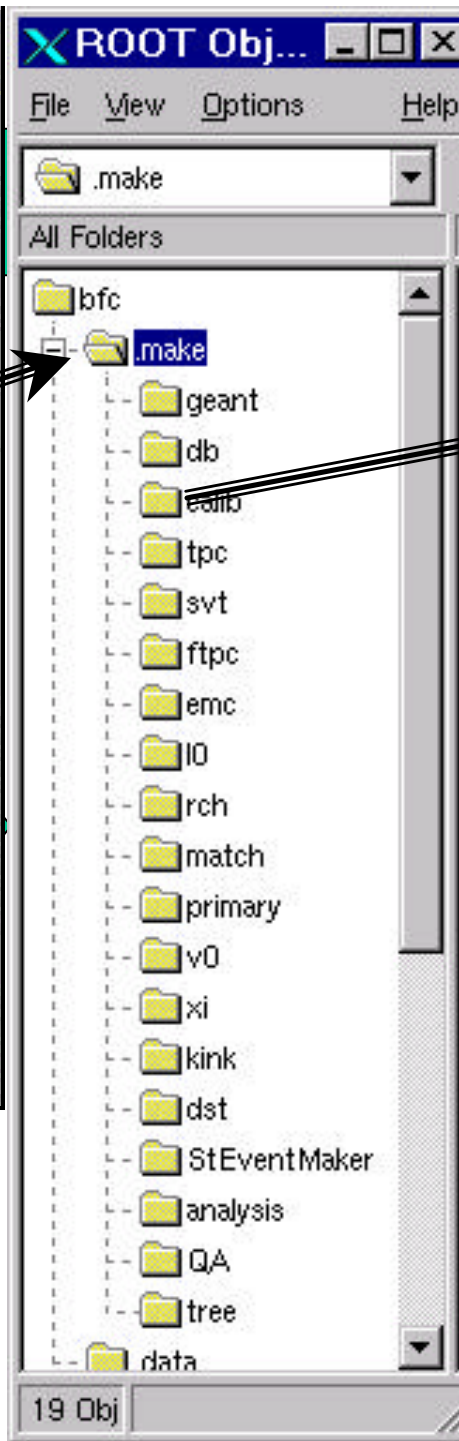
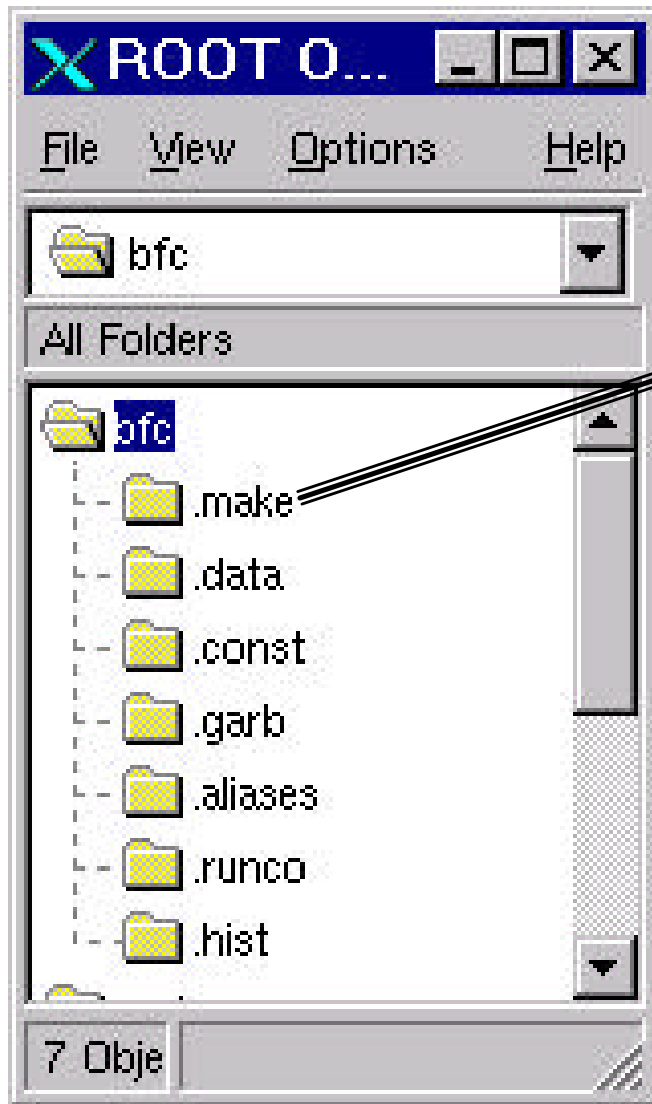


1. Init()
2. Make()

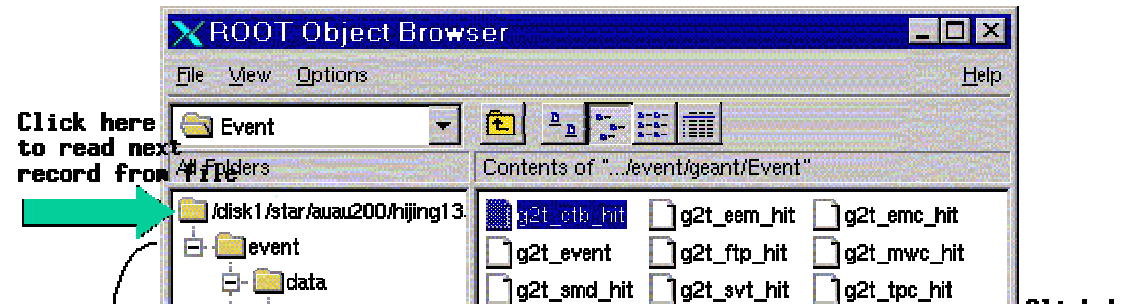
“regular” makers communication

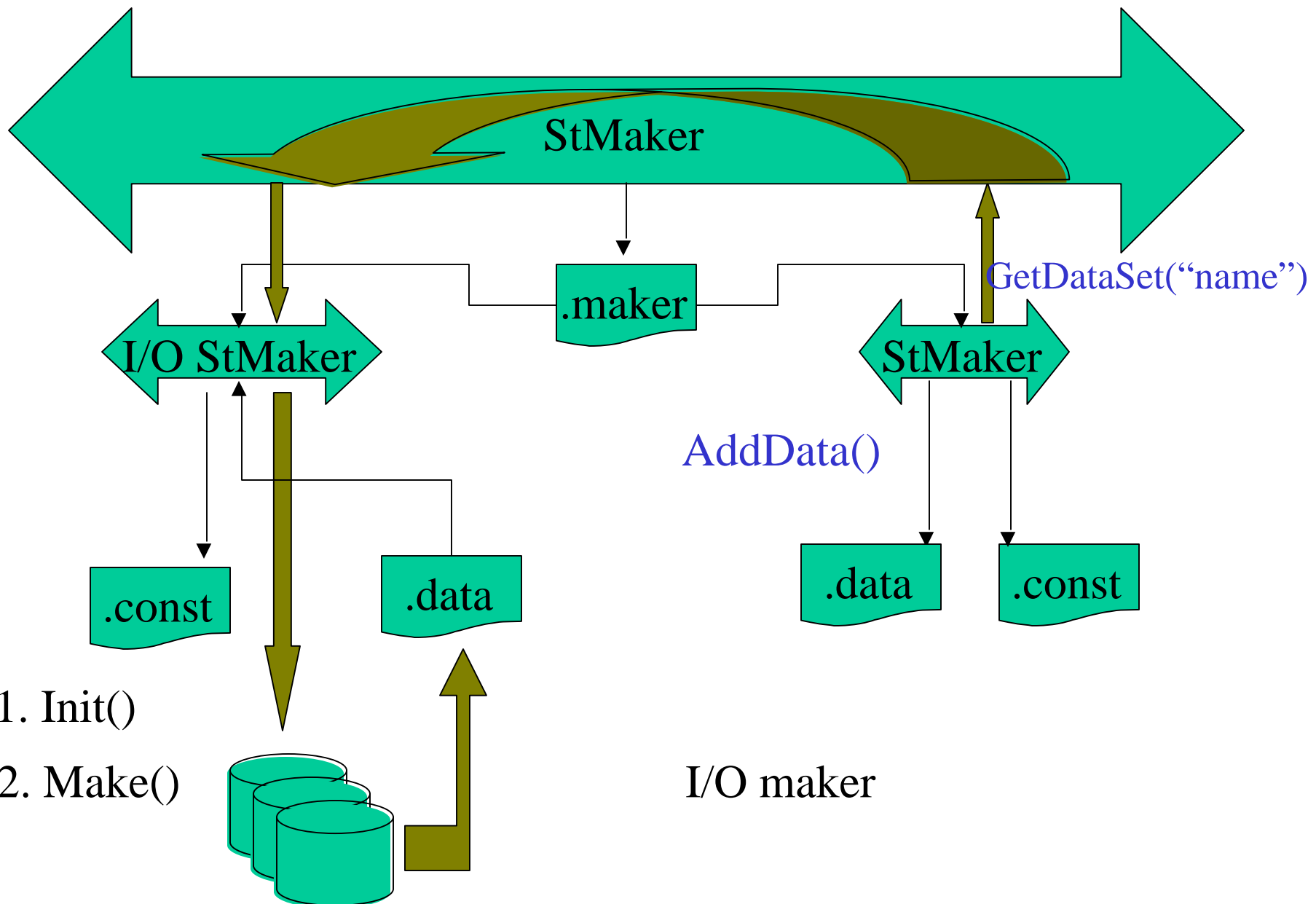
No transaction changes the dataset relationship





Typical STAR St_DataSet/St_Table structure





1. Init()
2. Make()

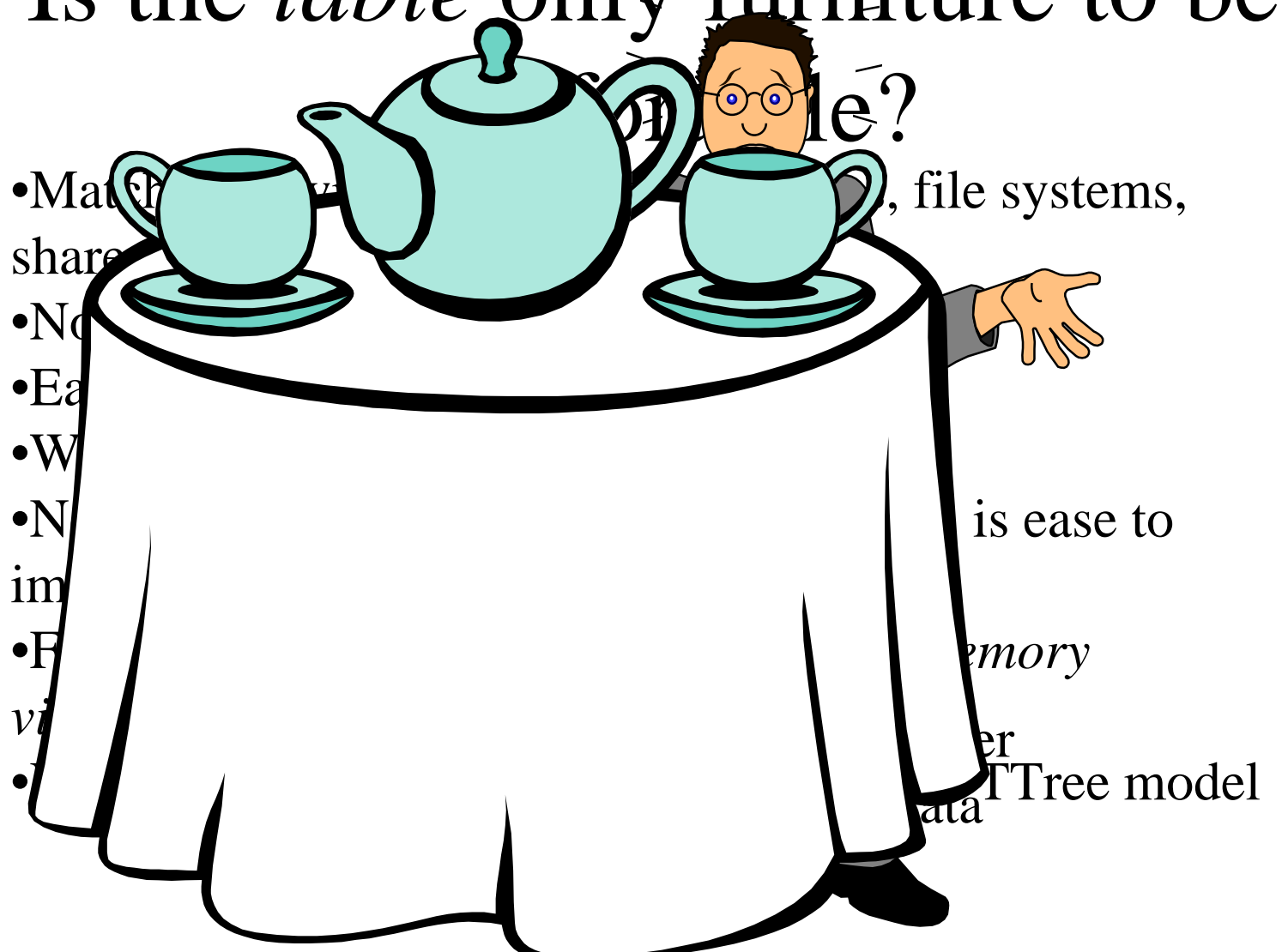
File formats: xdf, root, ASCII, MySQL



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Is the *table* only furniture to be



- Match share
 - No
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 - N
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- ...ion le?
- ... file systems,
- ... is ease to
- ...emory
- ...er
- ...Tree model



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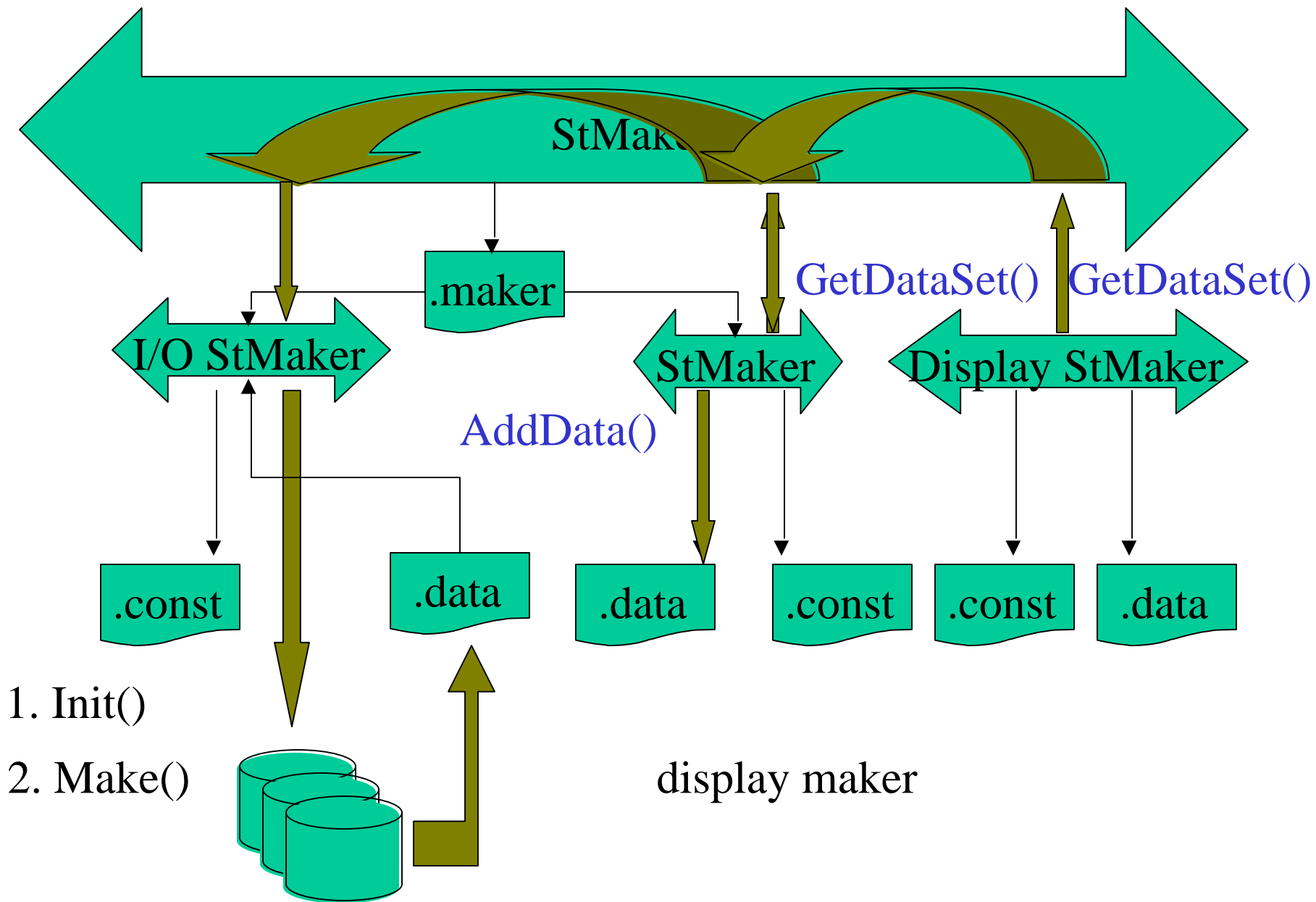
One needs “chairs”



- **TVolume** class to define GEANT-like detector geometry. This class gives an access to the full detector definition from GEANT for visualization and coordinate transformation.

- “Proxy” base class - **TChair**. To get his / her custom access to one and the same table the USER may derive the class from TChair. Every individual or working group can create as many chairs as they find useful with no argue which chair is better.



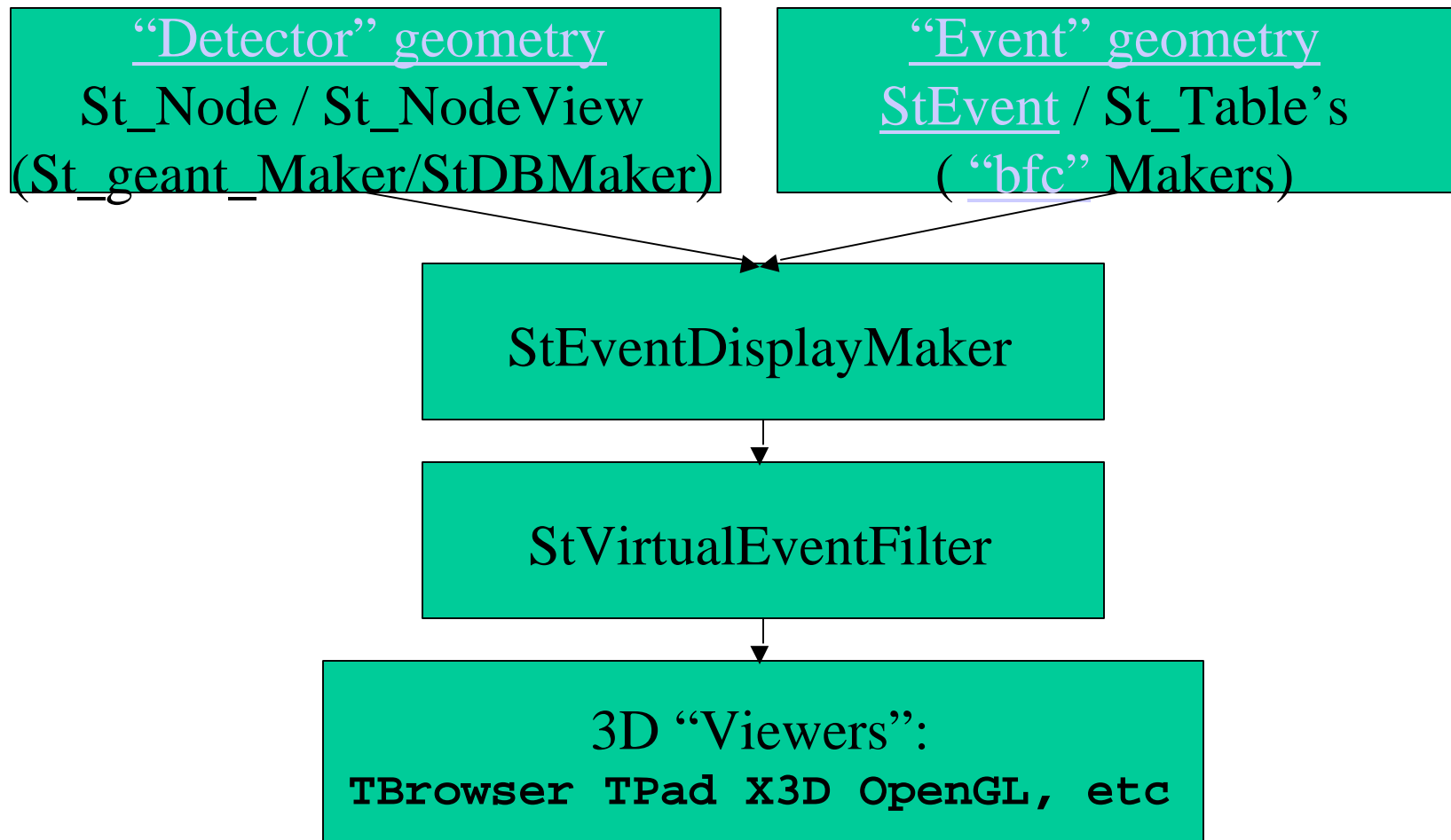


OO model of STAR geometry

- **“Detector” geometry supplied by
St_geant_Maker (GEANT 3.21)**
- **“Event” geometry supplied by “bfc.C”
Makers of the reconstruction chain.**

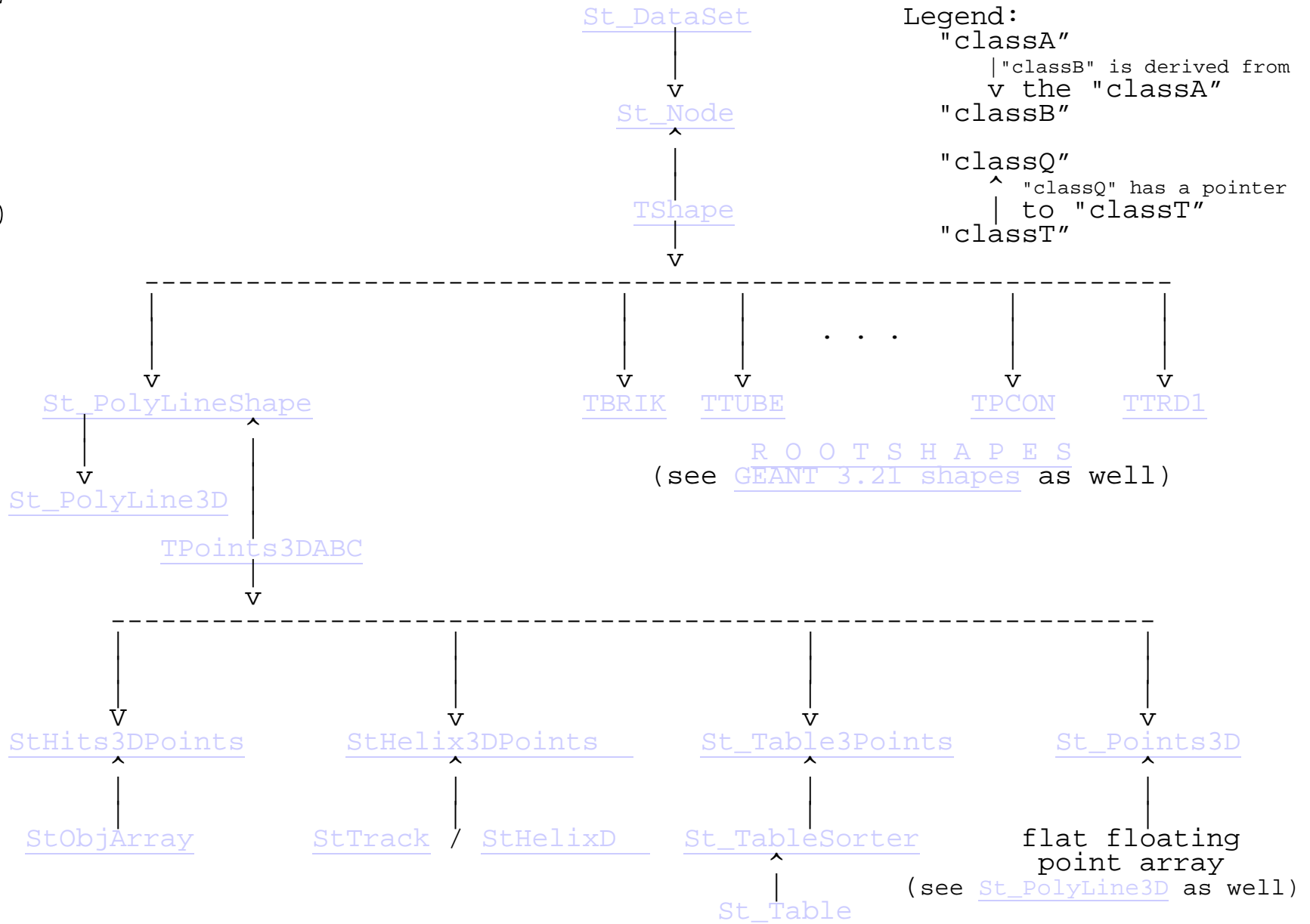


StEventDisplayMaker



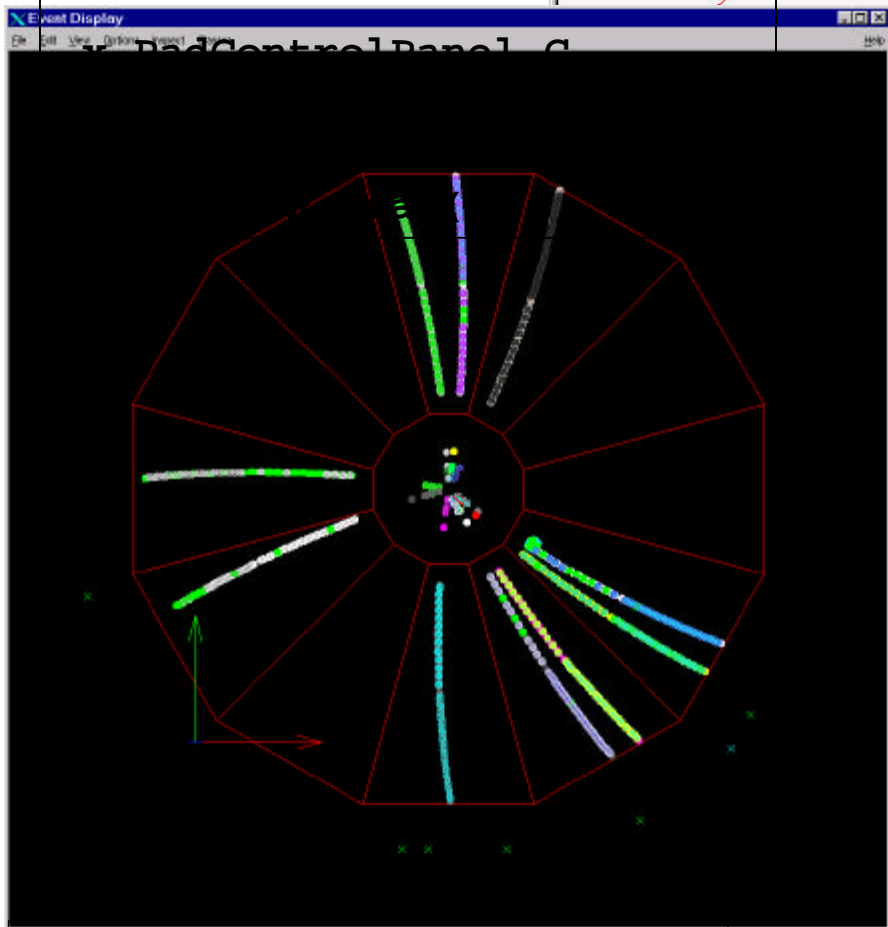
Event geometry Detector geometry

STAR 3D geometry Object Model



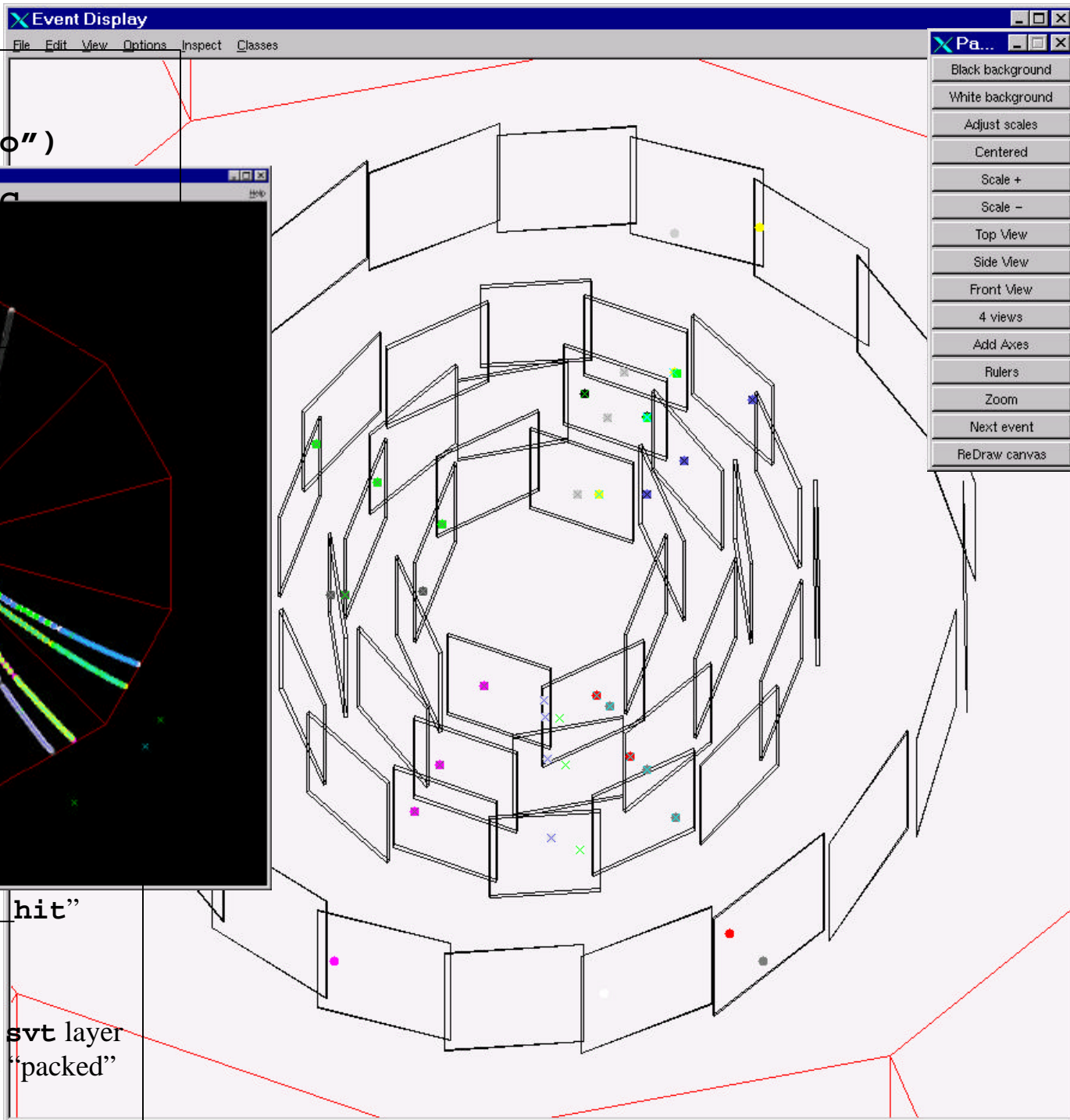
```
.x bfc.C(2)
```

```
.x TurnDisplay.C("no")
```

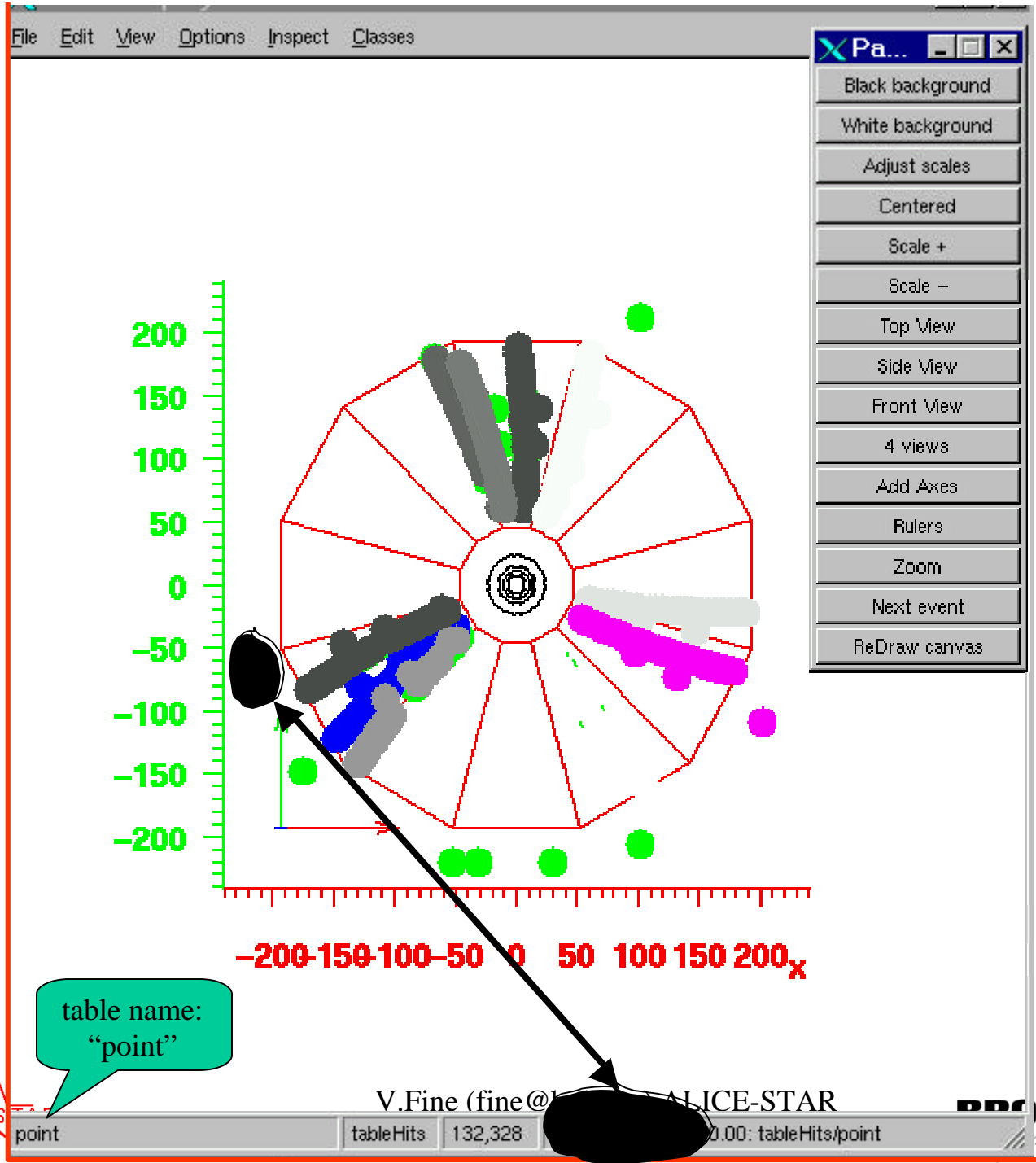


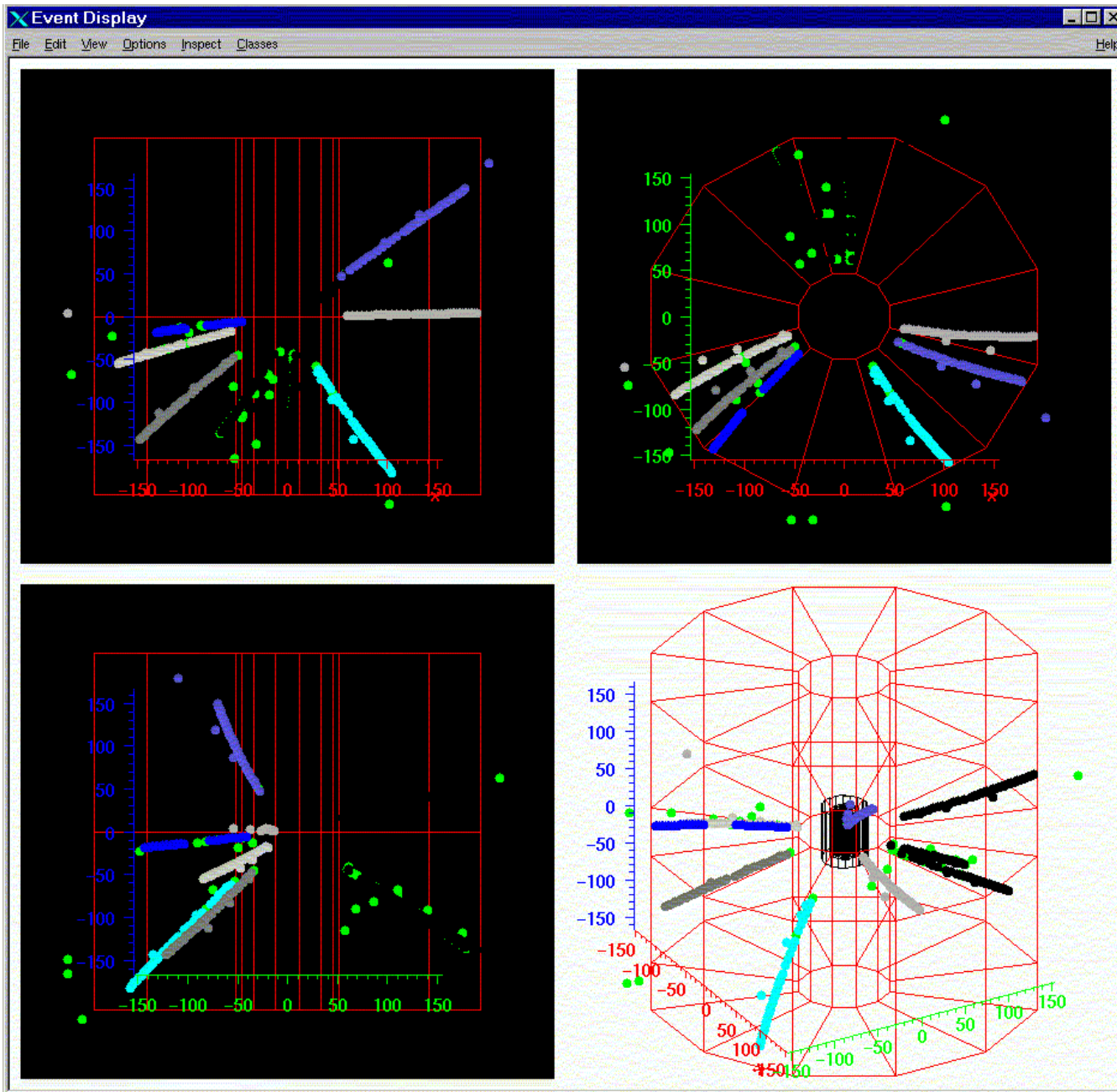
These pictures present “g2t_svt_hit” (round filled mark) vs packed “dst_point” (cross mark).

It is clear the hits on the outermost svt layer from g2t are not included into the “packed” dst_point table.



Black background
White background
Adjust scales
Centered
Scale +
Scale -
Top View
Side View
Front View
4 views
Add Axes
Rulers
Zoom
Next event
ReDraw canvas

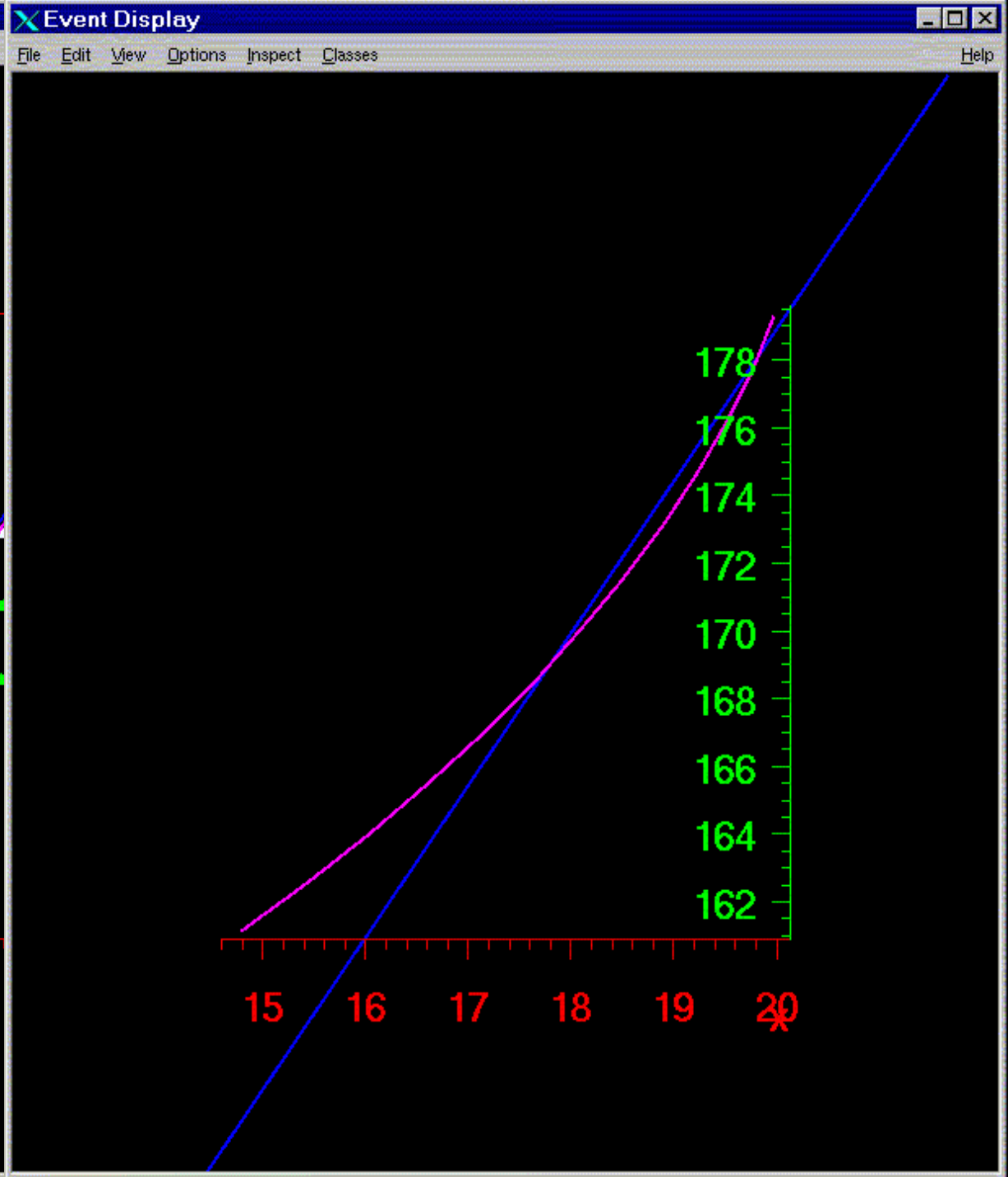
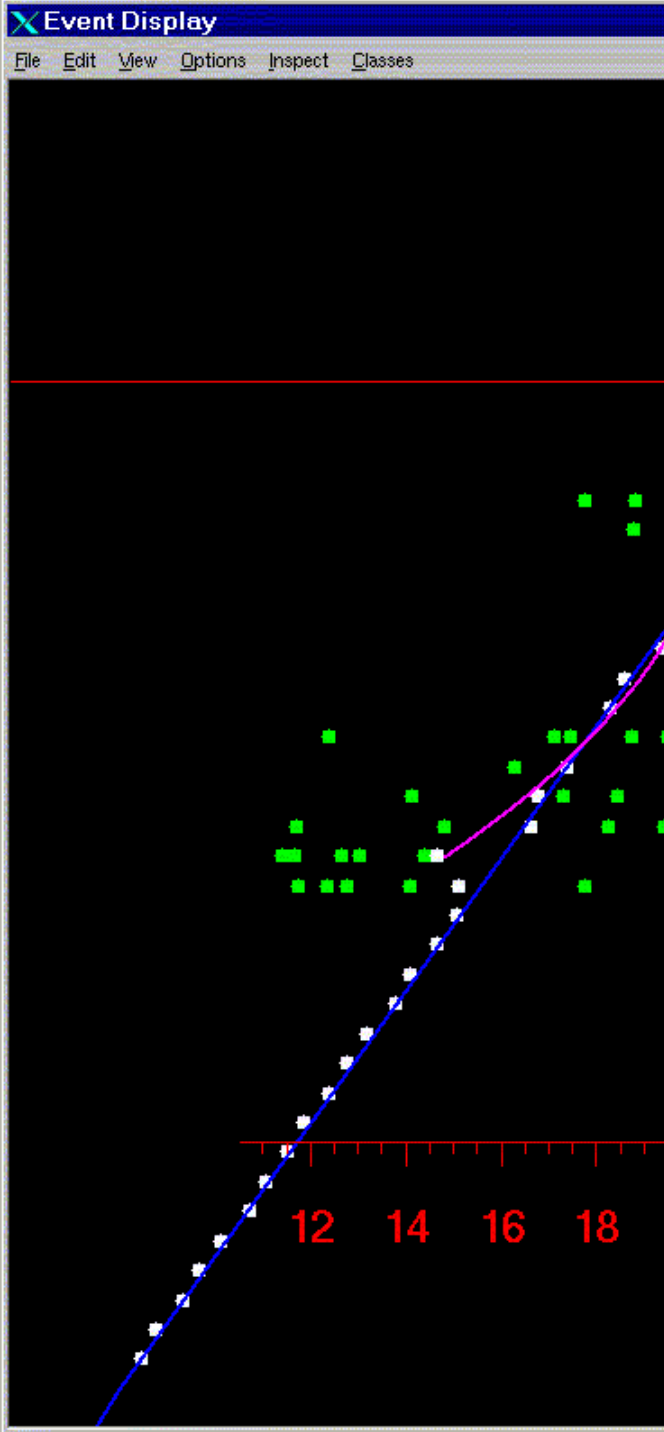




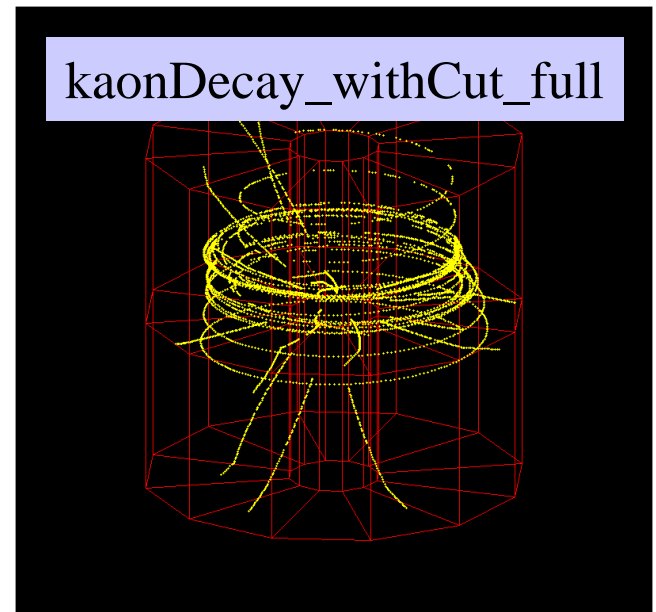
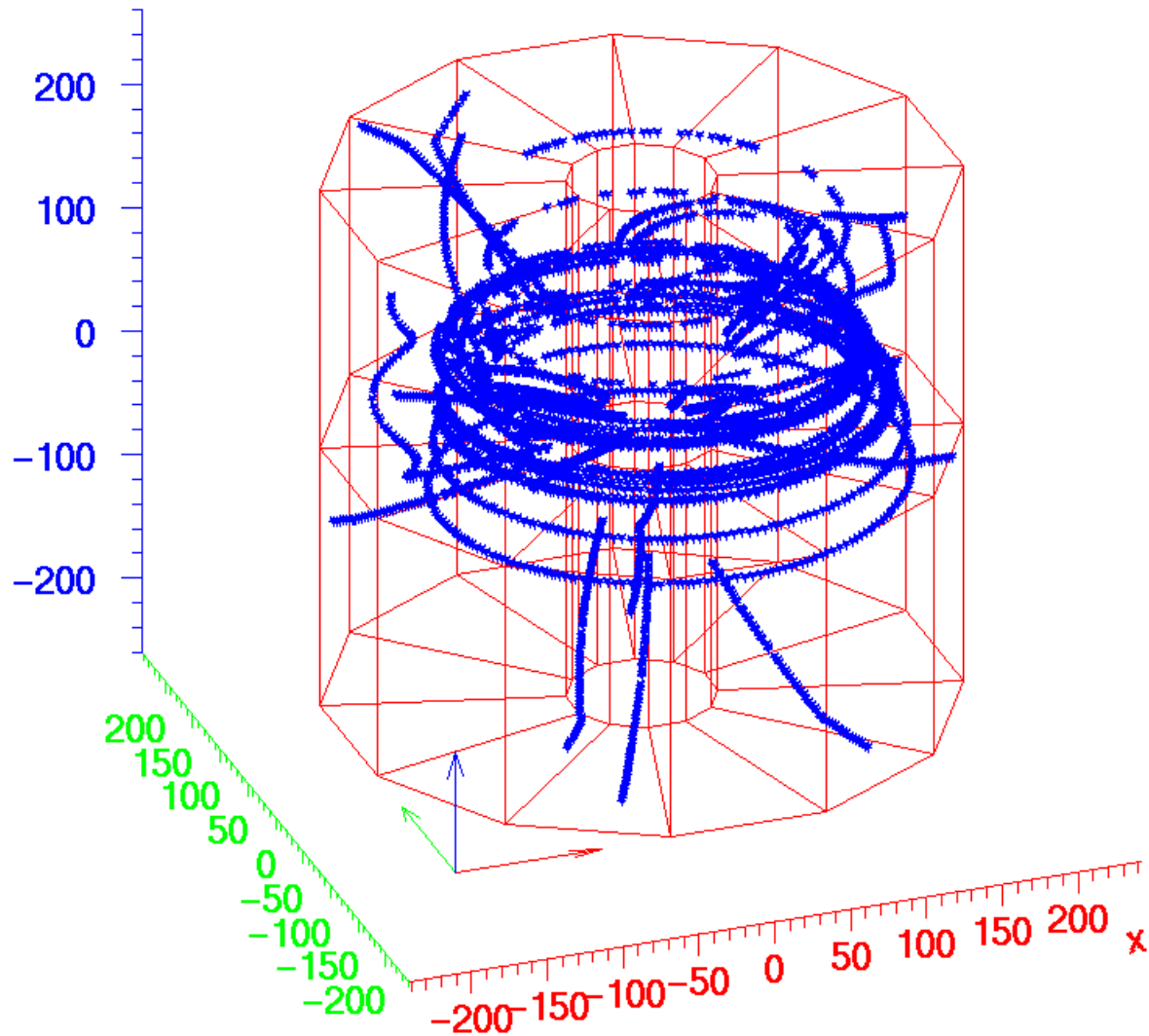
v.l.m.c (l.m.c@bnl.gov) ALICE STAR

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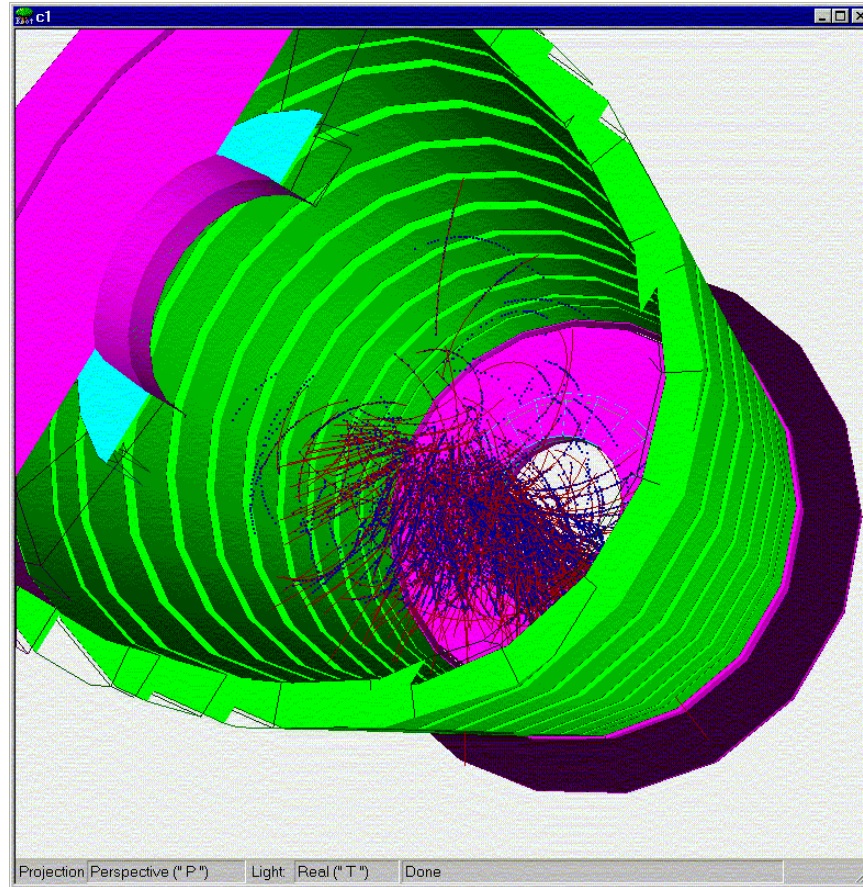
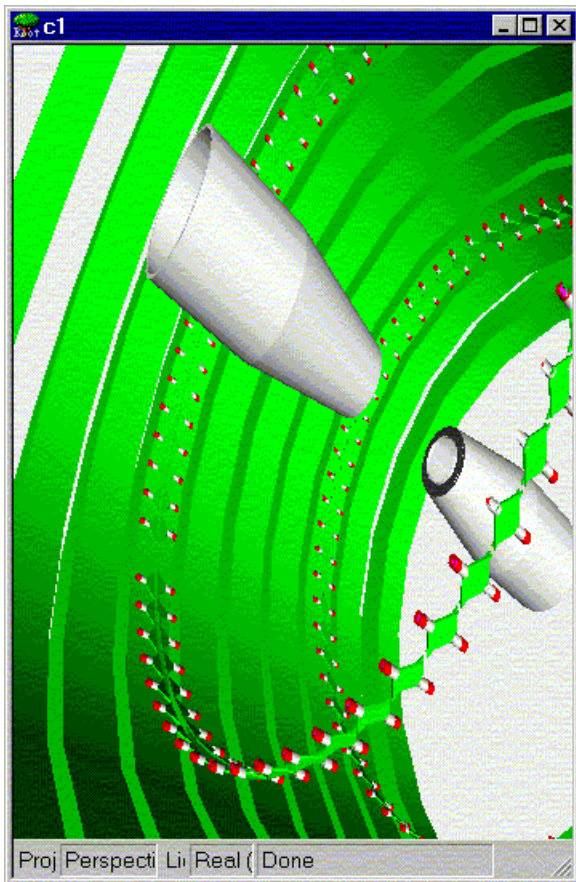
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```
.x bfc.C(1,"off tpc tfs y1b eval fzin global -v0 -xi",  
        "/disk0/star/test/venus412/b0_3/year_1b/set0352_01_35evts.fzd")  
.x TurnDisplay.C("StTrackFilter2")  
.x SetObjectFilter.C  
.x PadControlPanel.C
```

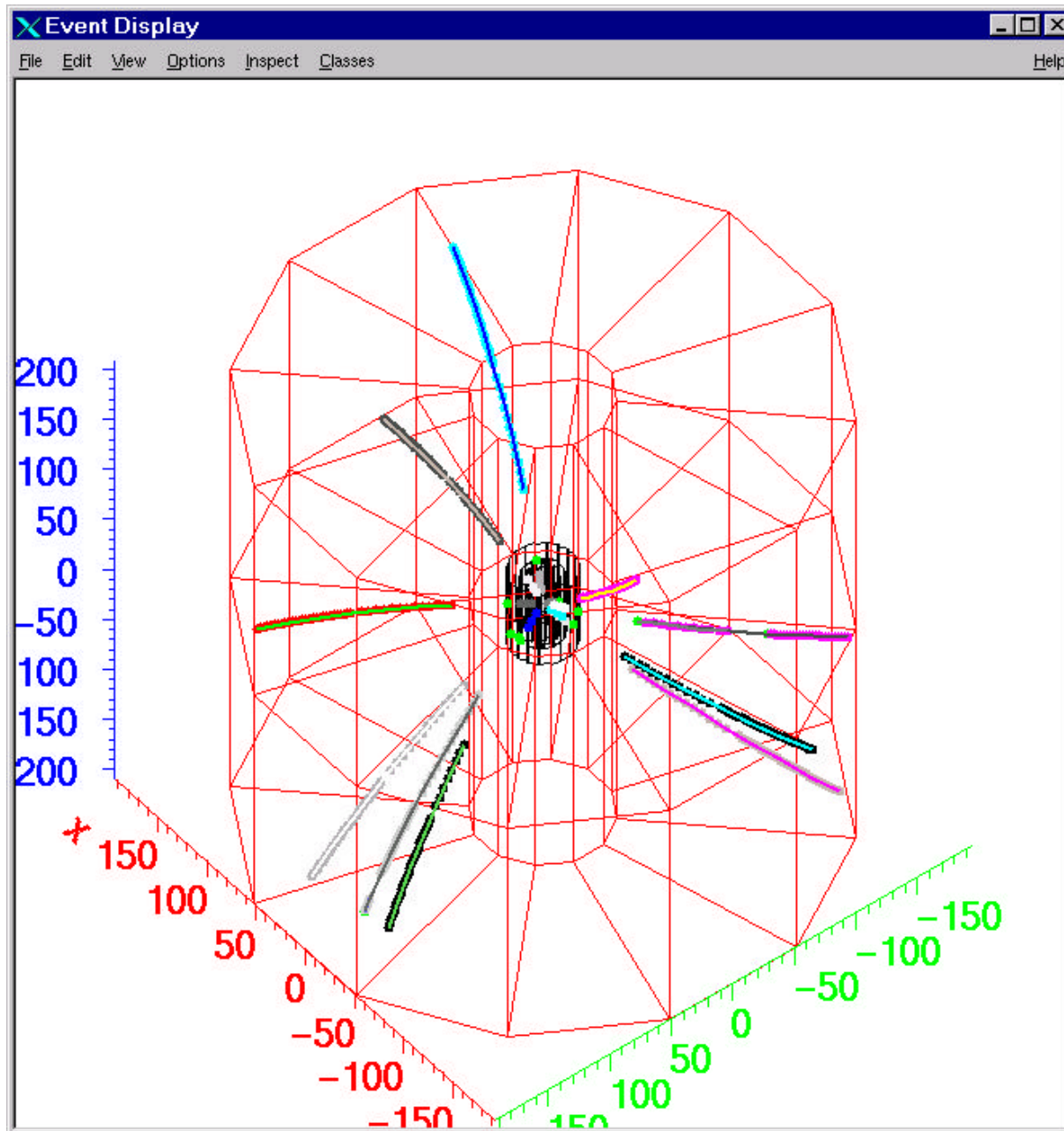


OpenGL viewer



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Current status

<i>Language</i>	<i>CHEP'98</i>	<i>CHEP'2000</i>	<i>2000/98</i>
C++	27	138	5.1
FORTRAN	90	68	0.75
Mortran	28	34	1.2
C	20	24	1.2
IDL	10	13	1.3
ROOT macros		11	
KUIP	22	4	0.2
Total klocs	197	292	1.5

The present framework has been testing for the last year. It was used to produce 100 GBytes of DST from 3 TBytes of the GEANT-simulated data. It is proved it allows the construction of hierarchical organizations of components and data, and centralizes almost all system tasks such as data set navigation, I/O, database access, and inter-component communication.

