

VISPA: Visual Physics Analysis Environment

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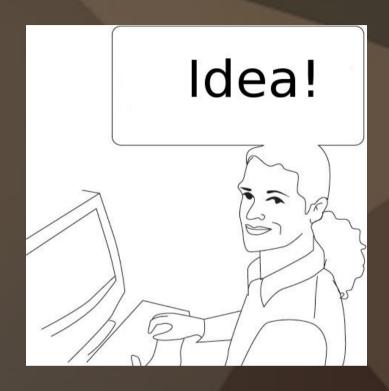
(O.Actis, M.Erdmann, R.Fischer, A.Hinzmann, M.Kirsch, G.Müller, M.Plum, J.Steggemann)

DESY Computing Seminar, 27 October 2008

Contents

- Physics Analysis in High Energy Physics experiment
- Novel Concept for HEP analyses: VISPA
- Look & feel with analysis example
- PXL: underlying functionality
- Python interface to C++ functionality
- Autolayout algorithm
- Autoprocess: tool for automatic decay chain reconstruction

High Energy Physics Analysis



Prototyping (design)



Execution (steering)

Verification

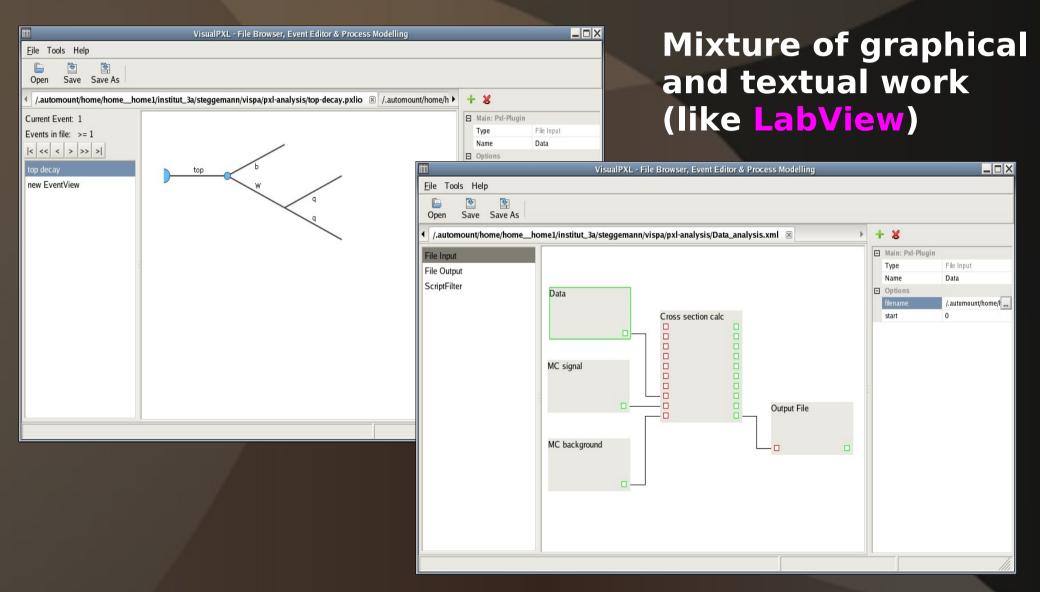
High Energy Physics Analysis

- During last years big achievements have been done in developing analysis software for the experiments
- Experiments have different software frameworks e.g. H100 in H1, CMSSW in CMS etc.
- On top of them more analysis specific software has been developed and used (e.g. H1Lt and Marana in H1 which work with Mods/Hat and user trees)
 - Analysis specific
 - Reusable, require less time for start
 - The outputs are smaller, more analysis specific
 - Reduce time for making analysis

The wish list of the analyser

- To have an easy way to develop analysis
- To start fast
- To dedicate minimal time for learning
- To have modular structure of the software
- To have many reusable components
- To have small ntuples
- To have clear picture of what you are doing
- To transmit your knowledge to other people

VISPA: Visual Physics Analysis Novel Concept of making physics analysis



VISPA: Main Features

Development environment for HEP analyses(first prototype)

- Combines graphical and textual steering
- Module steering
- Works for every experiment

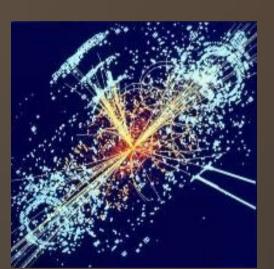
Structure of Physics Analysis





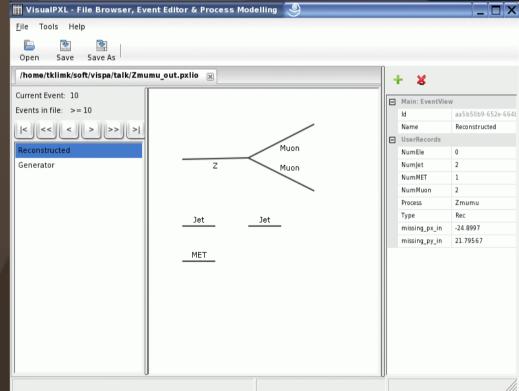


Data input

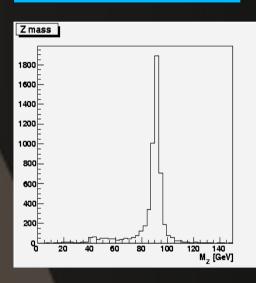


Data selection

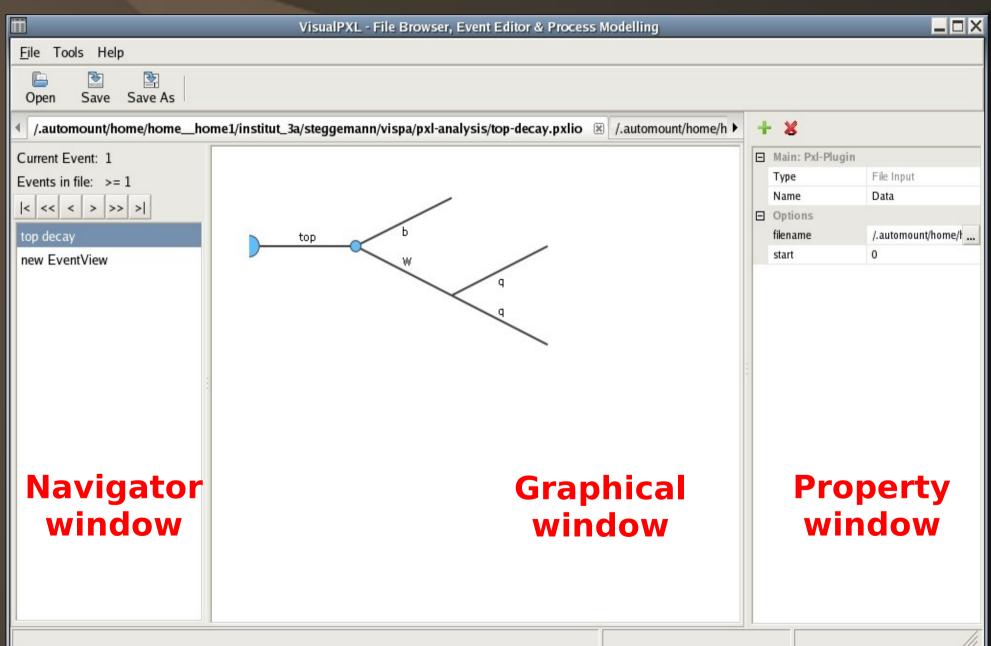
Advanced analysis



Histograms



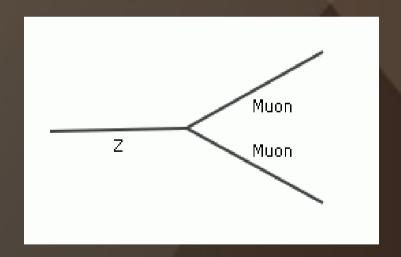
Multipurpose Window



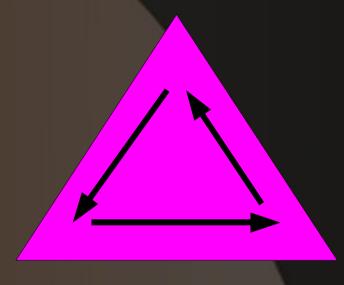
Closer consideration:

Very simple example analysis

Z --> mu mu



Prototyping



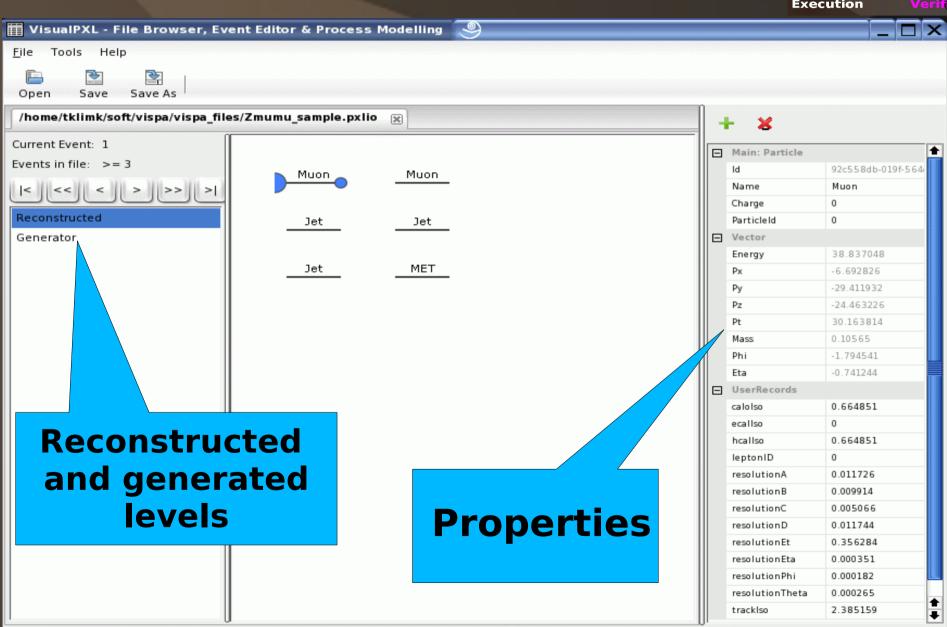
Execution

Verification

Sample at LHC energies (in pxlio format)

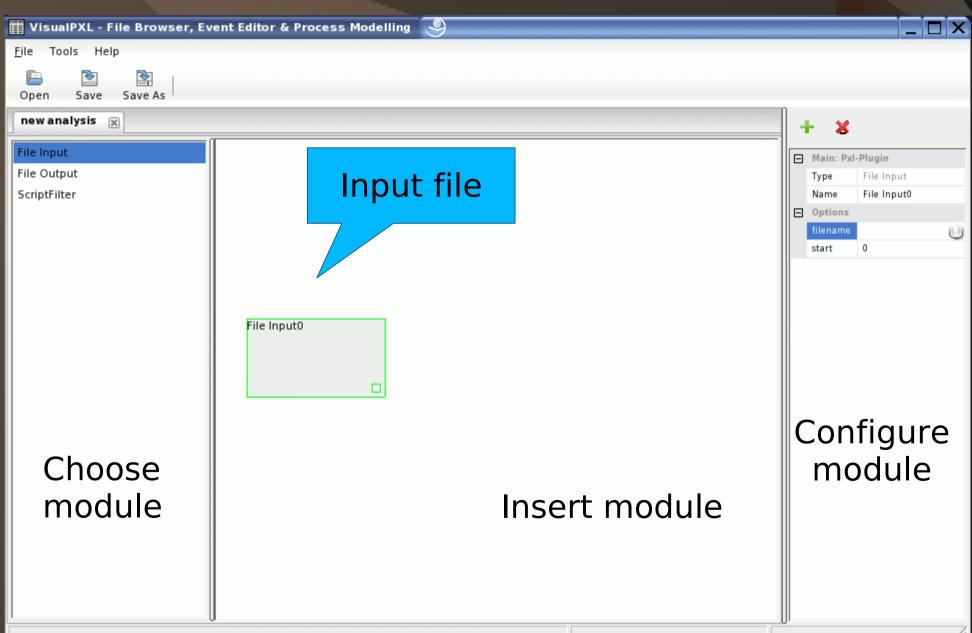
Z boson reconstruction from muons First step: inspect an input file



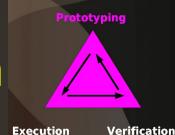


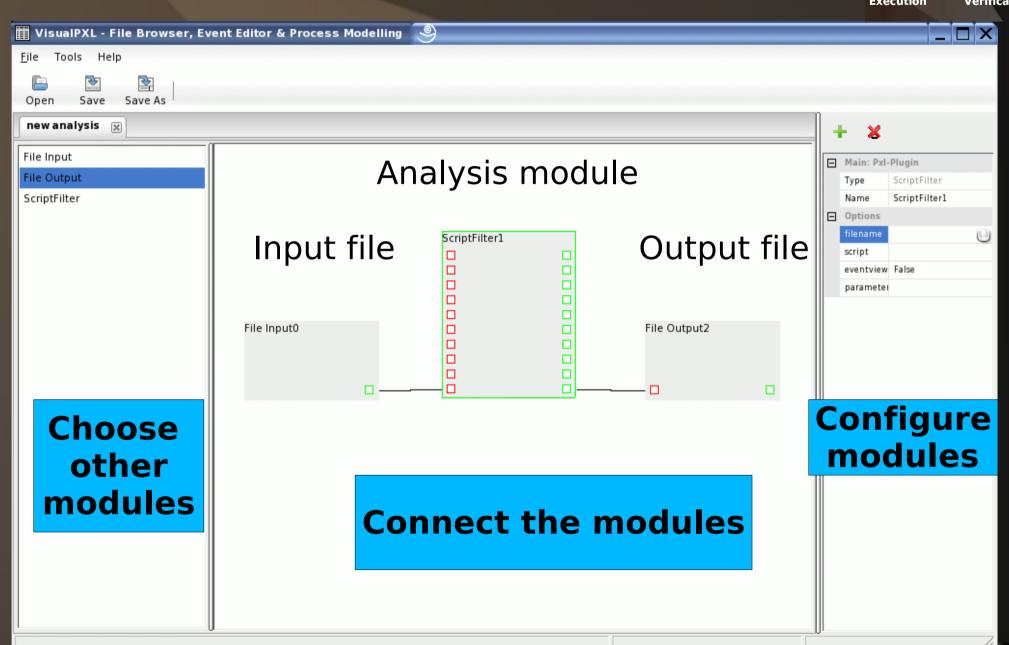
Use GUI to add Modules





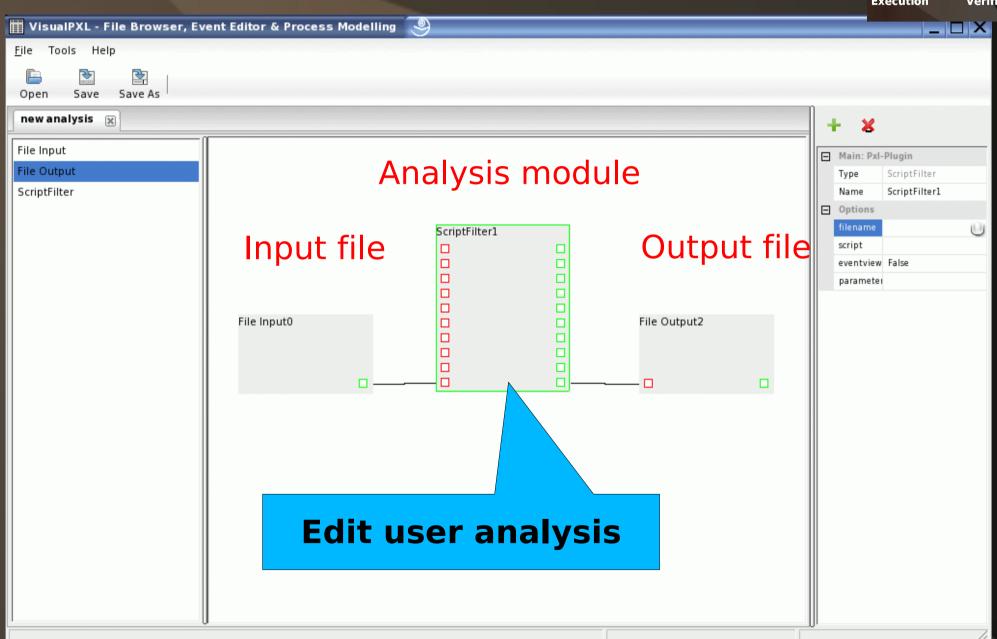
Complete Analysis Design





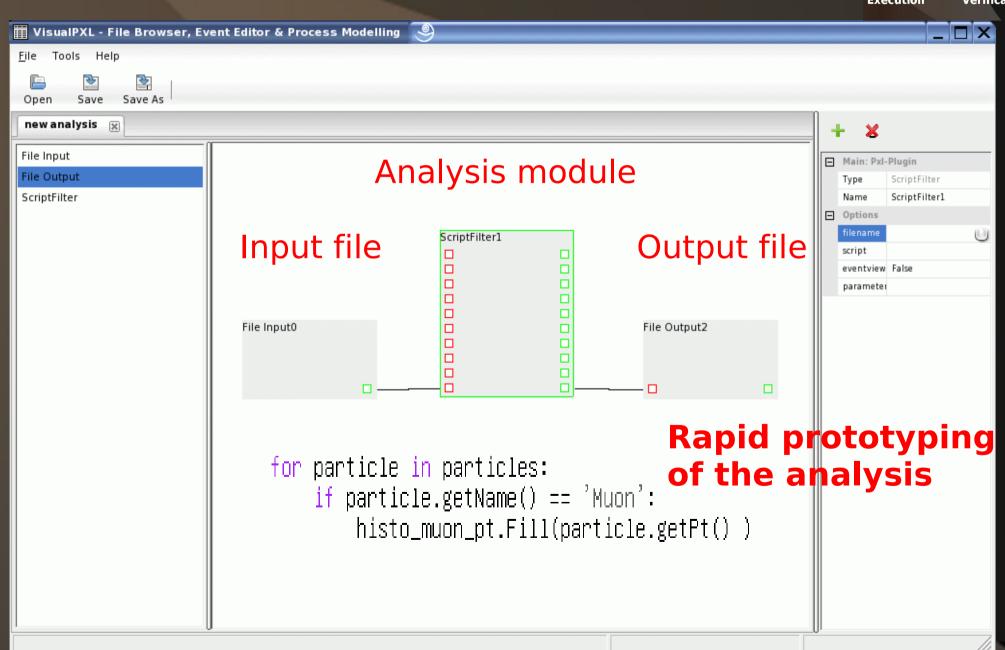
Create Python Analysis Module





Create Python Analysis Module



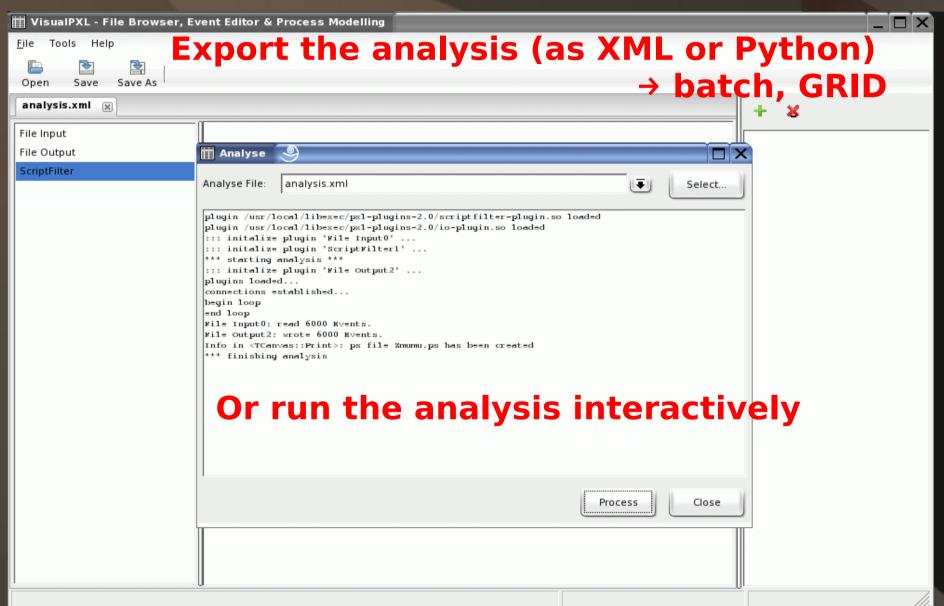


Run Analysis



Execution

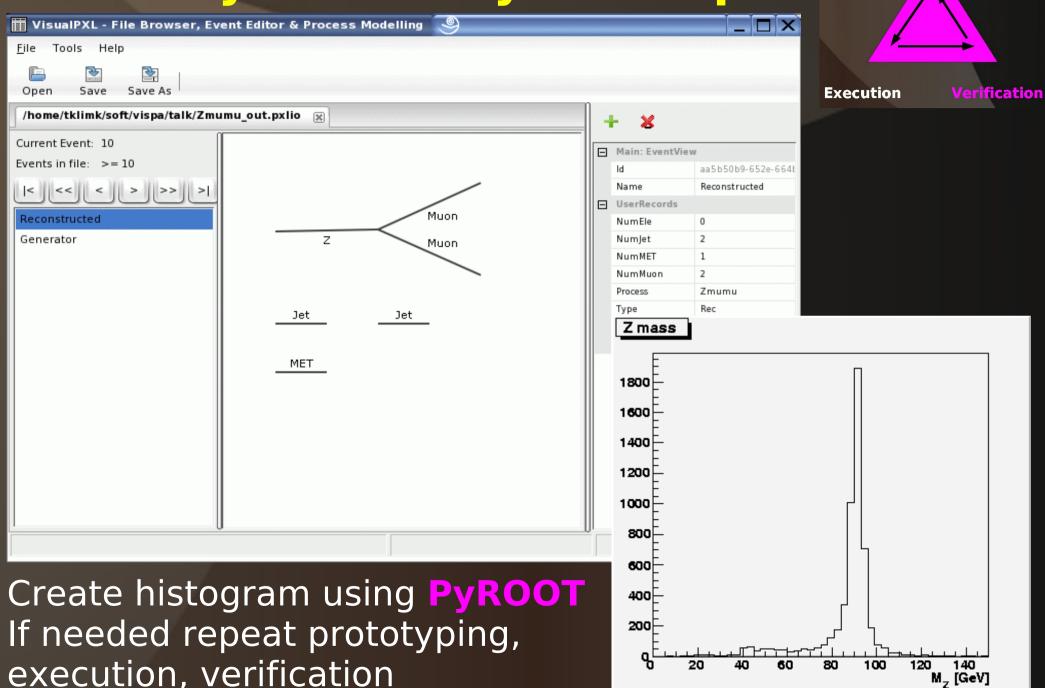
Verification



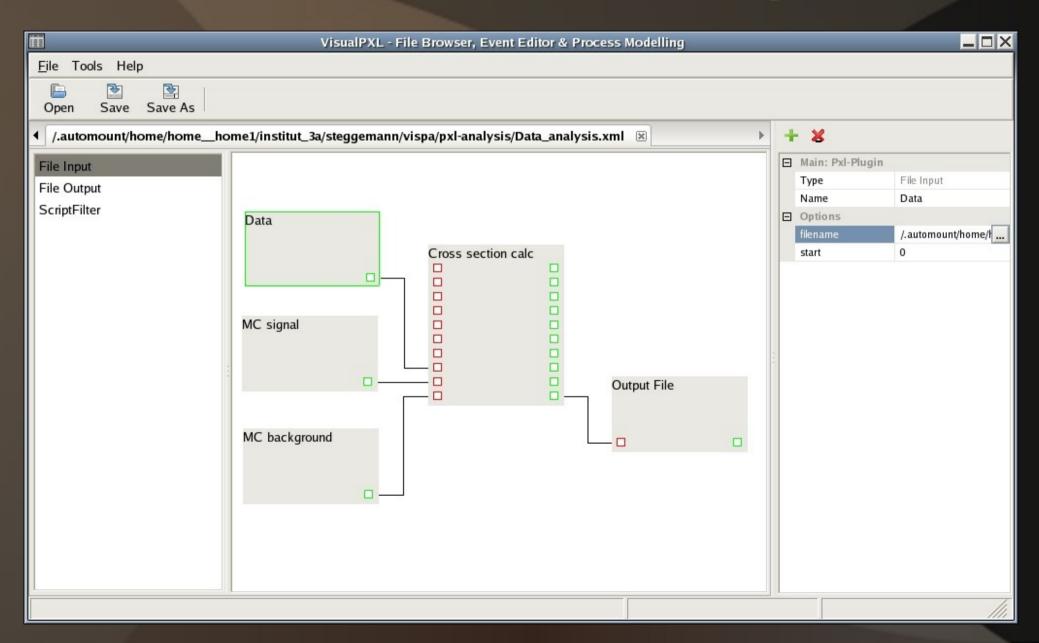
Verify the Analysis Output

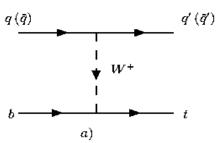
Prototyping

M, [GeV]

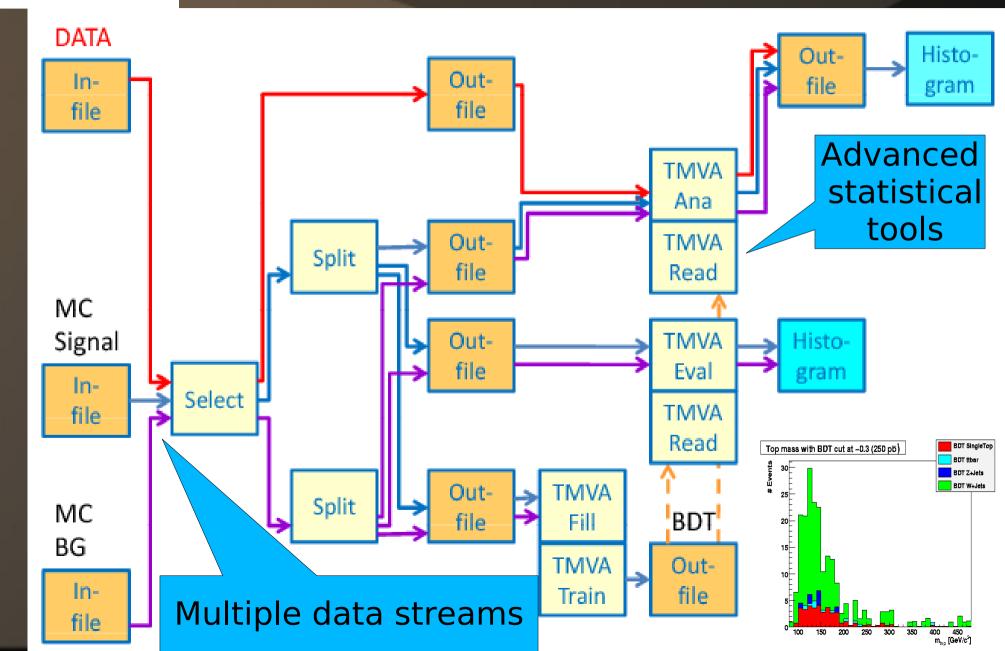


More complex analysis



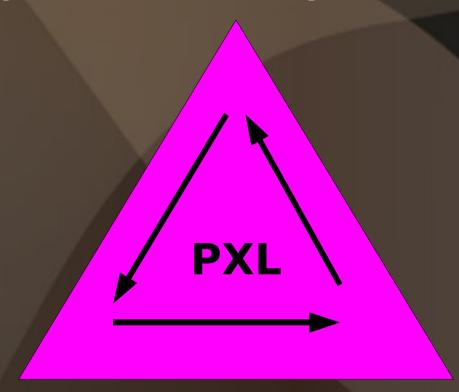


Single top quark analysis



Summary: Analysis flow with VISPA

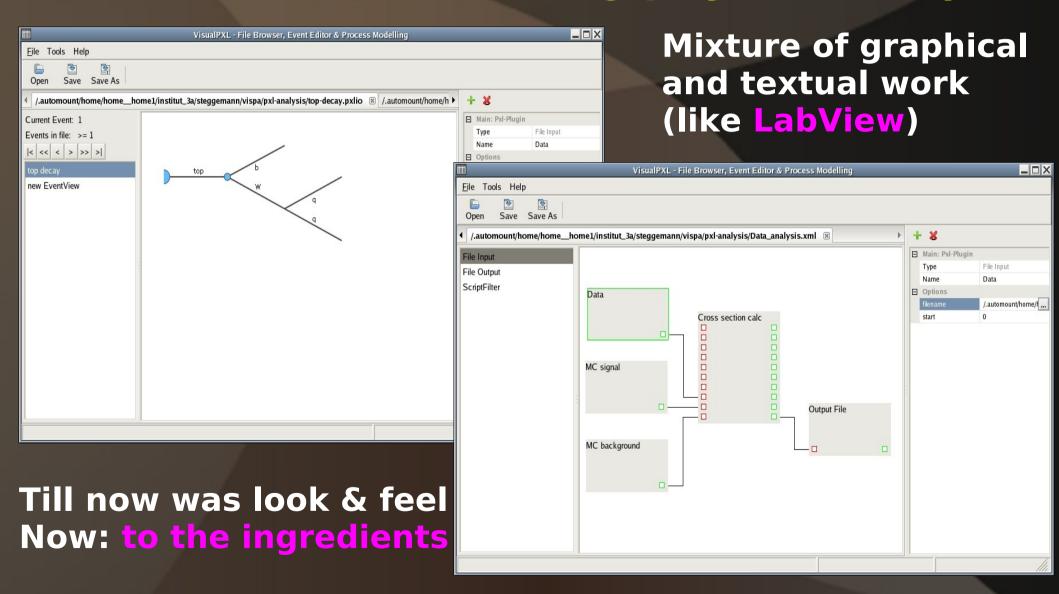
Prototyping: Graphical platform Analysis modules: Python or C++



Execution(XML or Python steering)
(interactive or batch)

Verification (Event Browser) (ROOT histograms)

VISPA: Visual Physics Analysis Novel Concept of making physics analysis

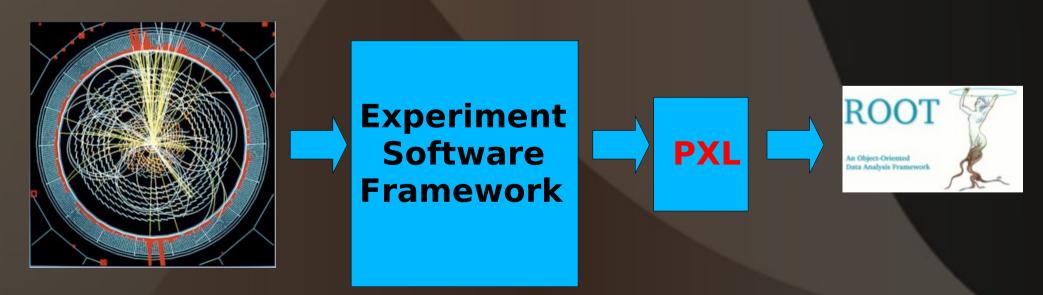


VISPA Packages

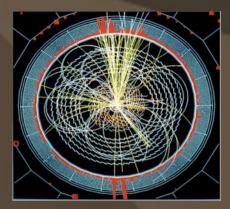
- PXL: C++ package providing underlying functionality
- PyPXL: Python interface to PXL
- Module steering system: XML or Python
- Autolayout algorithm
- Autoprocess: automatic decay chain reconstruction

PXL (Physics eXtension Library)

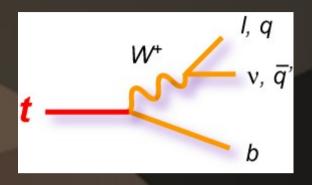
- C++ toolkit for high-level physics analysis
- Provides underlying functionality for Visual Physics Analysis (VISPA)
- Version 2.0 (2008)
- Successor of PAX (Physics Analysis Expert) (2002-2007)



PXL key components: Event Container



- Particles (pxl::Particle)
- Vertices (pxl::Vertex)
- Collisions (pxl::Collision)
- User data (pxl::UserRecord)
- Their relations and roles



Physics objects

Event Viewpxl::EventViews

Event container pxl::Event can hold several pxl::EventViews

Allows deep copies (physics objects with redirected relations, data members, user records, arbitrary pointers)

PXL key components: UserRecord

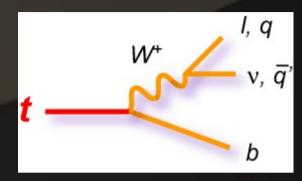
- PXL physics object is not only a fourvector
- PXL physics object has also a UserRecord where user data are stored:
 - these are pairs of names and all basic C++ types (int, double, string)
 - it can be e.g. data from the condition databases etc.

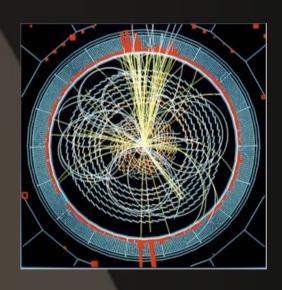
- Deploys Copy-On-Write mechanism
- Flexible, extensible and simple extension of objects



PXL key components: Relation Management

- "Hard" relations:
 - Mother, daughter, and flat relations
 - Between objects within the same event container
 - Safe removal in case of object deletion
- "Soft" relations:
 - Have an arbitrary name (string)
 - Between any objects
 - Provided but not guaranteed





Input / Output

- Main class pxl::Serializable
- Fast, Flexible
- Small file size: use ZLIB library for data compression
- Information chunks to structure files: The user has access to each event separately
- Each object knows how to stream itself
 - methods "serialize" and "deserialize"
- Simple inclusion of user classes into I/O scheme

PXL: Summary

- PXL provides underlying functionalities for VISPA
- Powerful C++ tool with key ingredients as
 - event container
 - relation management
 - user record
 - fast I/O
- Works for any experiment

Python interface to PXL: why Python?

- Less Python code compared to C++
- Dynamic type allocation
- Python has automatic memory management
- C++ is compiled to an executable, Python does not need compilation
- Python has an interactive mode for testing
- Python code is easy to read
- Both object oriented, work on multiple platforms
- Python is open source
- Use of SWIG for automatic transfer

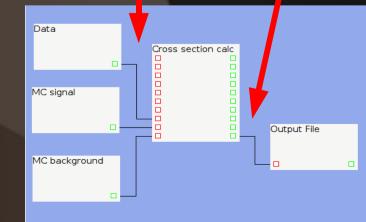
Python popularity in HEP

- Starts to be more popular for doing physics analyses
- Bender LHCb Python-based physics analysis application
- Possible to perform analysis with Python in CMS
- Some use in D0

Module Steering System

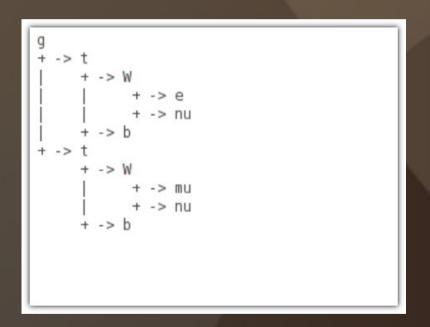
- Data flow
 - → each module has a number of sources and sinks
 - → interface between modules: PXL event container
- Modules
 - plug-in mechanism
 - → interactive creation of PYTHON modules
- XML configuration
 - → exchange format
 - → save and restore any state of the analysis
- PYTHON configuration
 - → high flexibility
 - → easy-to-read

Interface: Event Container

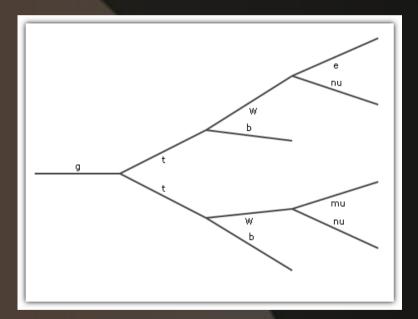


Graphical platform: autolayout algorithm

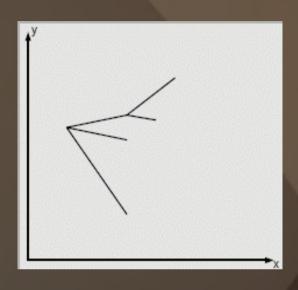
Hard to read text output

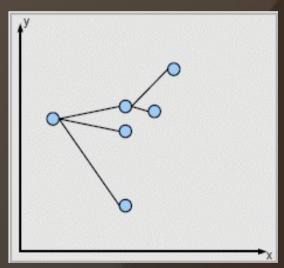


Desired, easy to read decay tree



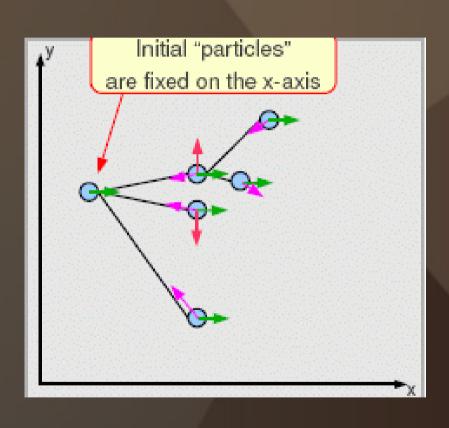
Autolayout algorithm





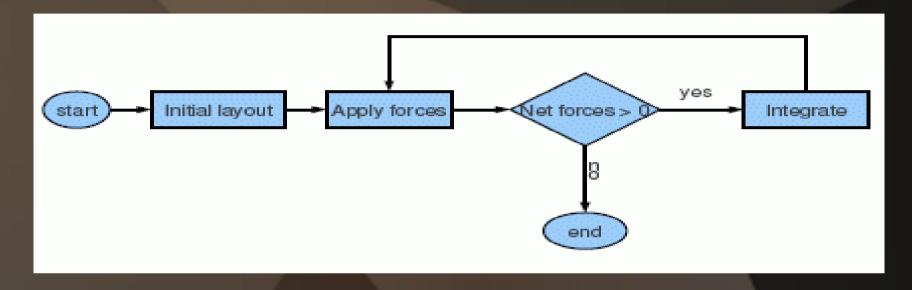
- Simple particle decay chain in a random initial layout
- Create nodes with the following properties: mass, position, velocity, applied forces

Autolayout algorithm based on model forces



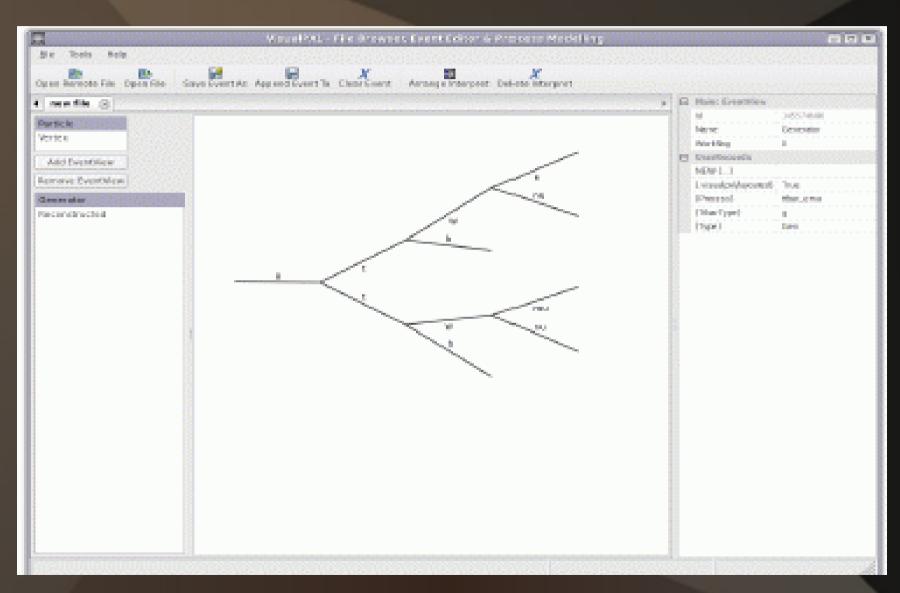
- Constant forces to all nodes
- Repelling forces
 between close node
- Spring forces to all daughter nodes
- Friction forces to all moving nodes

Autolayout algorithm based on model forces

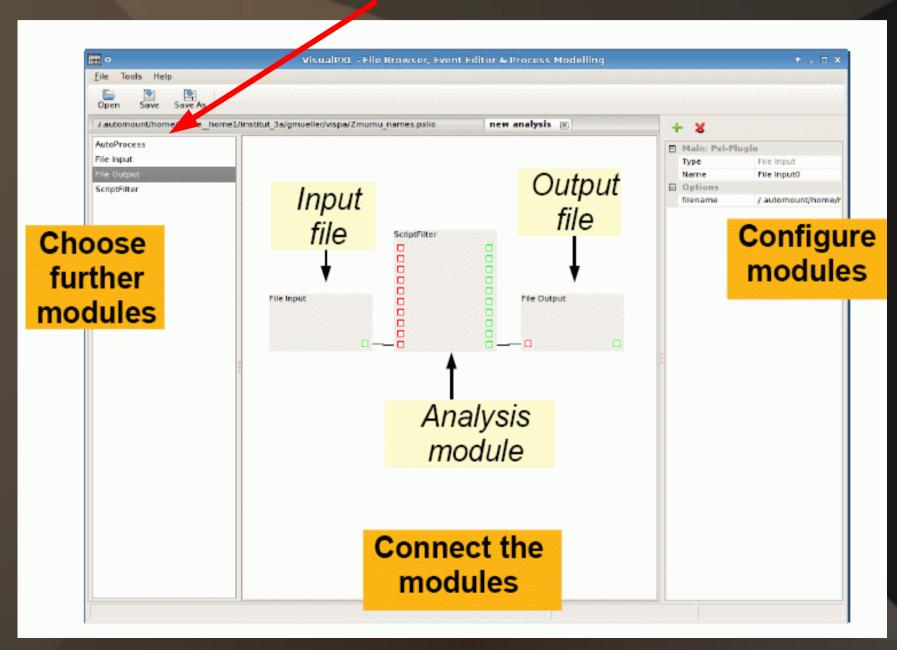


After some iterations all nodes moved into the positions where all forces on the node cancel each other out. After this the system is in stable state

Autolayout algorithm based on model forces: final result

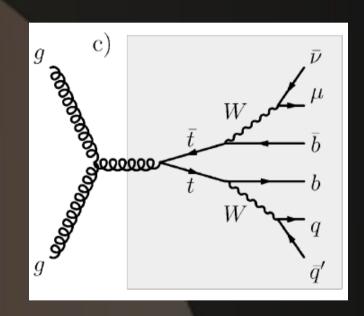


Autoprocess



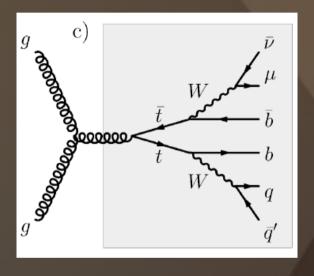
Autoprocess

- In some physics analysis (Top, Higgs, SUSY) a reconstruction of the whole decay chain often needed
- Several possible configurations need to be built
- Autoprocess is an algorithm for automated reconstruction of particle cascades
- Avoid programming reconstruction code for every physics process individually



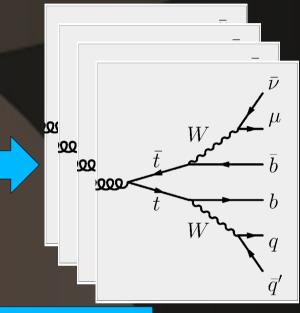
Autoprocess

Steering event container



Data event container

Jets Muons MET Output event containers



Autoprocess algorithm

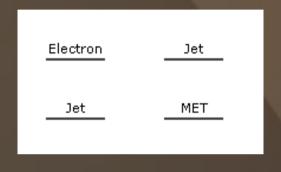
- Steering by an event container* holding (part of a) Feynman diagram
- Intuitive for physicist

*PXL event container and particles (including relations)

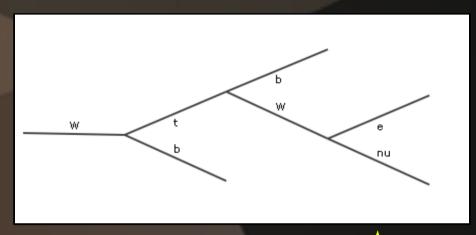
Example: top decay

Reconstructed particles

Steering template

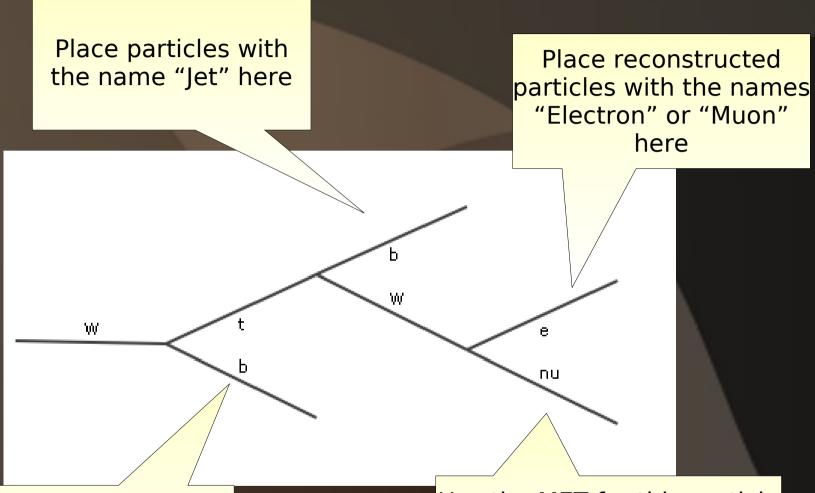






 First step: "design" the event template of a physics process

Designing the event template



Place particles with the name "Jet" here

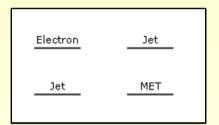
Use the MET for this particle and calculate the Pz-Solu-tions using a W-mass of "80 GeV"

Do it in Python, can apply cuts...

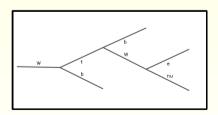
Example

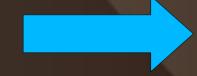
Input:

Reconstructed particles



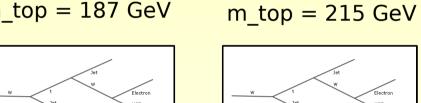
Steering template

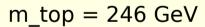


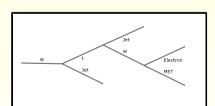


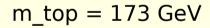
Output:

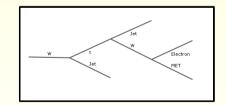
 $m_{top} = 187 \text{ GeV}$





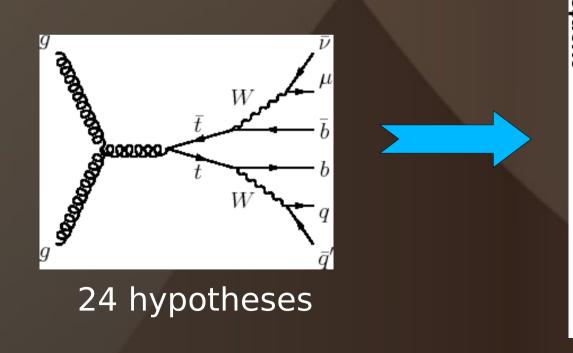


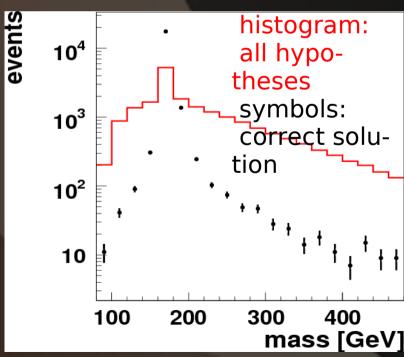




Autoprocess: summary

- Tool for automatic calculation of all event configurations (hypotheses)
- Well suited for e.g. top physics
- Good performance in CPU time and memory consumption





Summary

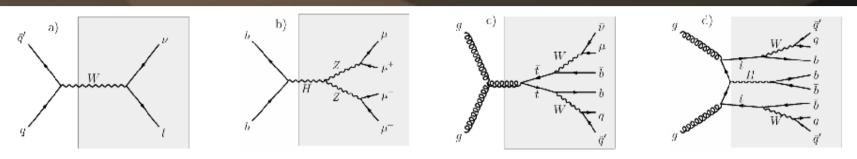
- VISPA is a novel graphical analysis design package for high energy physics analyses
 - Combines visual and textual programming
 - Allows fast prototyping, execution, and verification of an analysis
 - First applications for CMS analysis
- PXL provides underlying functionalities for VISPA
 - Powerful C++ tool with key ingredients as event container, relation management, user record and fast I/O
- Autolayout algorithm
- Autoprocess: powerful tool for automatic calculation of particle cascades

Summary II

- All software is continuously maintained
- Fully documented:
 - Manual for PXL:
 - http://pxl.sourceforge.net/manual.pdf
 - Doxygen
- Available online at http://pxl.sourceforge.net
- Look & feel version for MAC is provided
- Publications:
 - http://arxiv.org/abs/0810.3609
 - http://arxiv.org/abs/0801.1302v2

Backup

Autoprocess: performance

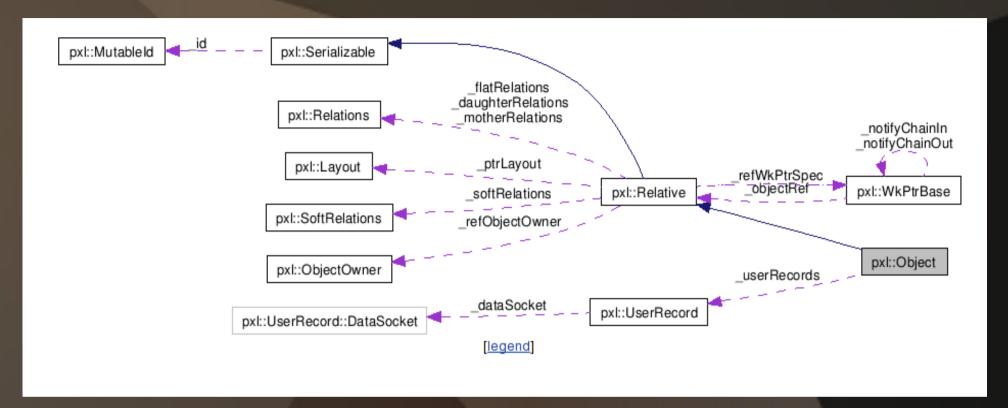


Physics	number of	number of	number of	Time/event	Mem. alloc.
process	particles	vertices	configurations	[ms]	[MByte]
$W \to l\nu$	3	1	2	0.06	< 1
$H \rightarrow 4\mu$	7	3	3	0.4	< 1
$t\bar{t} \to \mu\nu 4j$	11	5	24	2.3	< 1
$Ht\bar{t} \rightarrow 8j$	13	5	5040	411	36

on a standard personal computer:

- ~20 \(\overline{\pi}\)s per reconstructed decay vertex
- ~0.6 kByte per reconstructed particle in the decay trees

PXL Objects Structure



Inheritance and composition

- I/O (pxl::Serializable)

- relations *(pxl::Relative)*

- User data *(pxl::Object)*

Object container (pxl::ObjectManager)