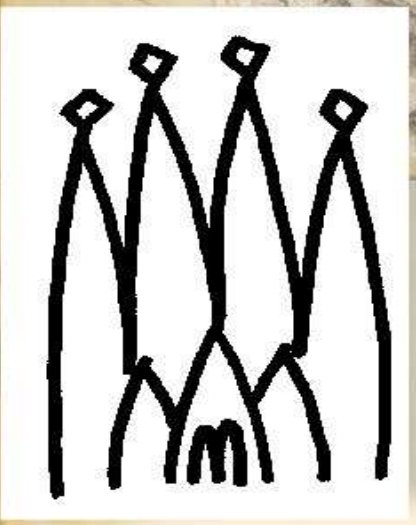
Reconstruction and Analysis Software Environment of LHCb



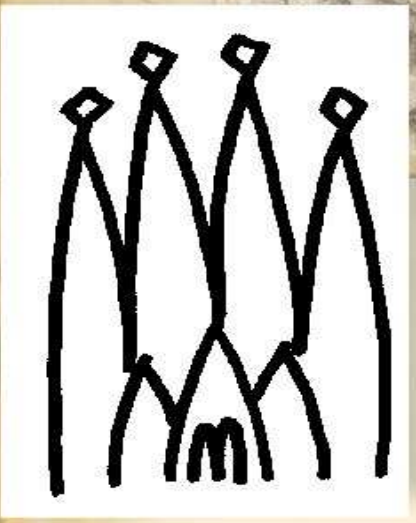
- LHCb reconstruction and analysis
- Software Architecture "**Gaudi**"
- Some Examples:
  - High-Level Trigger
  - Event Display
  - Interactive Analysis

Patrick Koppenburg

CERN / PH

On behalf of the LHCb collaboration

Software Environment of LHCb



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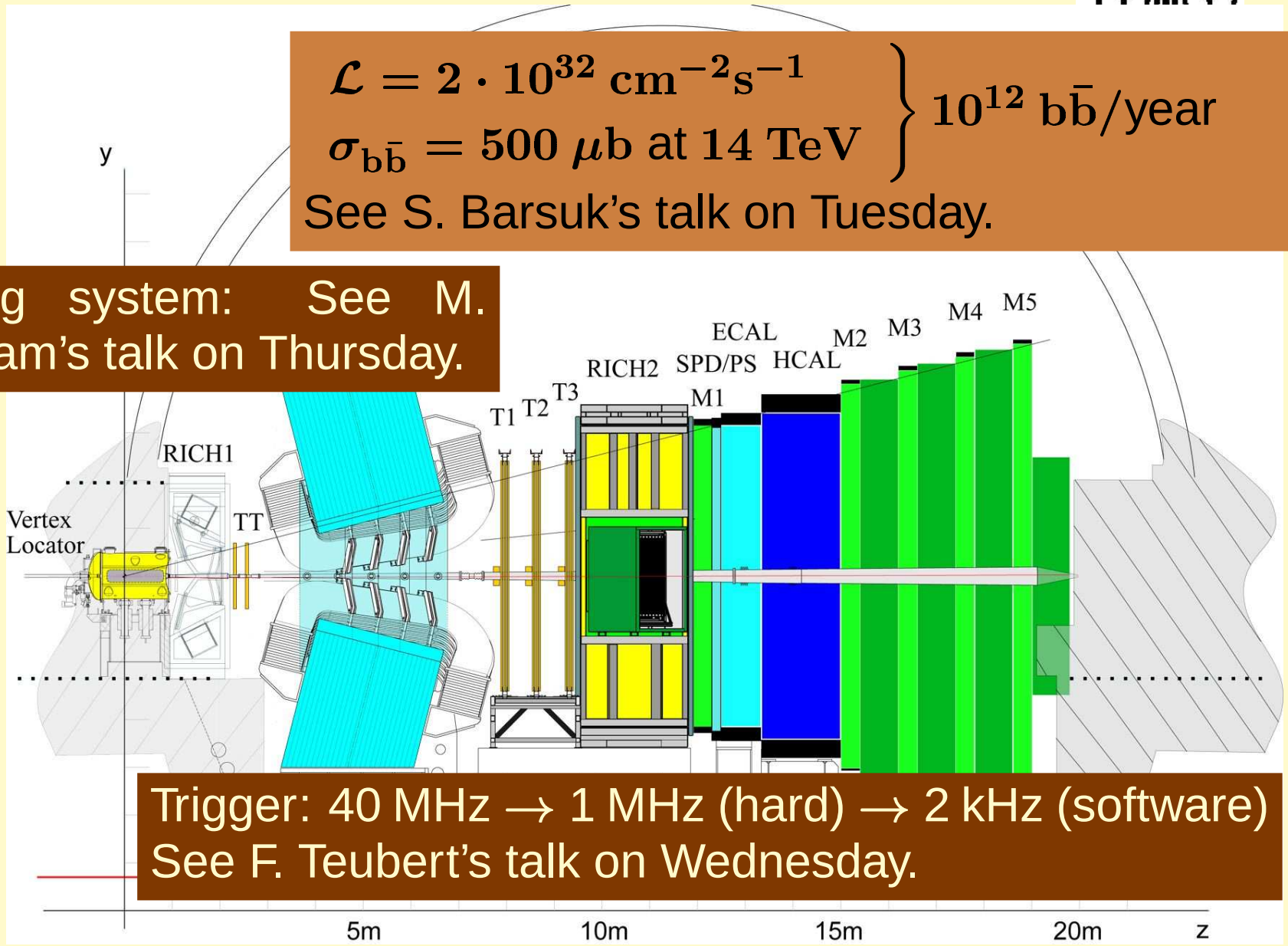
LHCb

$\mathcal{L} = 2 \cdot 10^{32}\,\mathrm{cm^{-2}s^{-1}}$
$\sigma_{b\bar{b}} = 500\,\mu\mathrm{b}$ at $14\,\mathrm{TeV}$
$\Big\}$ $10^{12}\,b\bar{b}$/year

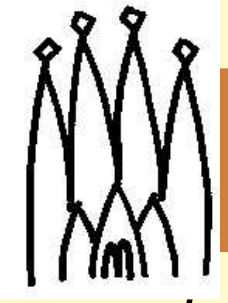
See S. Barsuk's talk on Tuesday.

Tracking system: See M. Needham's talk on Thursday.



Trigger: 40 MHz $\rightarrow$ 1 MHz (hard) $\rightarrow$ 2 kHz (software)
See F. Teubert's talk on Wednesday.

LHCb Software strategy



Structure: Develop an *Architecture* ("blueprint") and a *Framework* (real code) to be used at all stages of LHCb data processing

- Software triggers, simulation, reconstruction, analysis, visualization. . .
- One single framework used by all members of the collaboration for all code

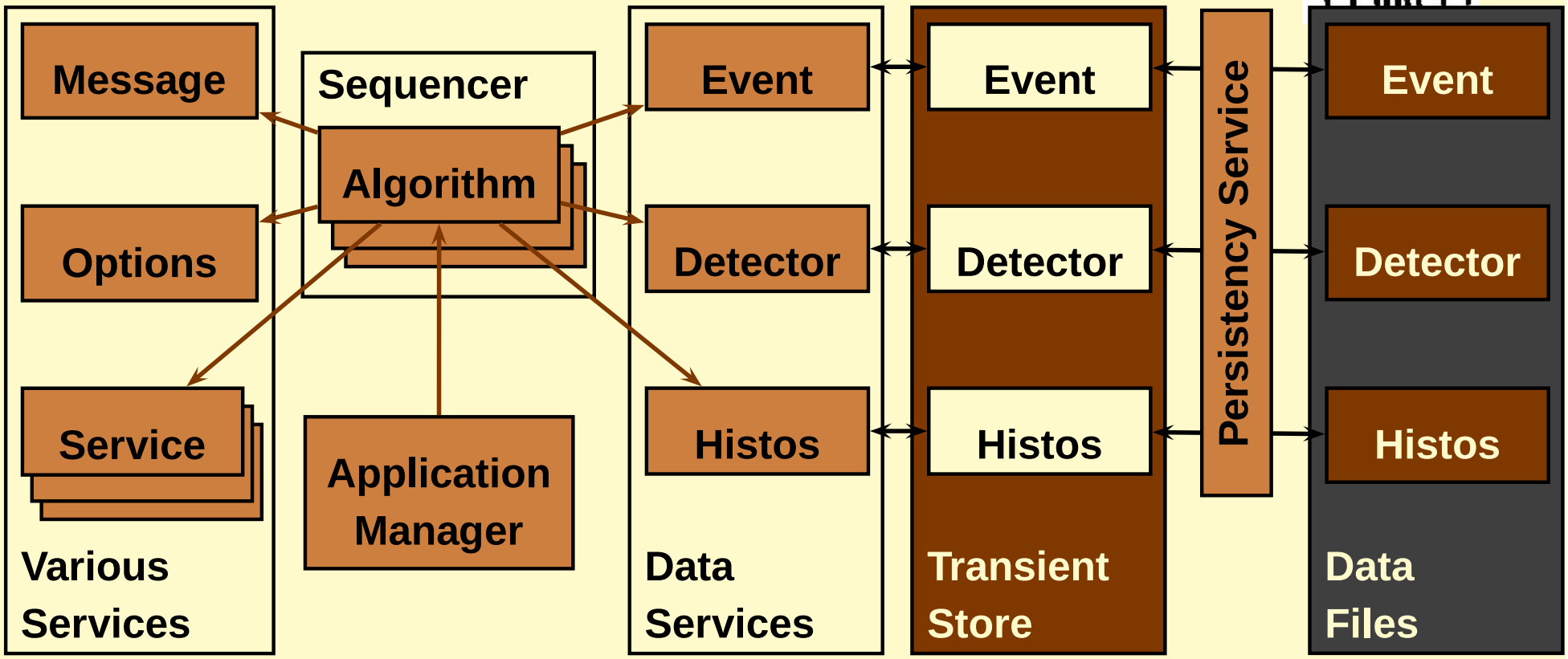
$\rightarrow$ **Gaudi**

Development: Avoid duplication of computing effort

- Develop simple components that can be used in any environment
- Use common interfaces to allow easy "plug-and-play" switching of tools. Ex: Vertex Fitters, Cuts. . .

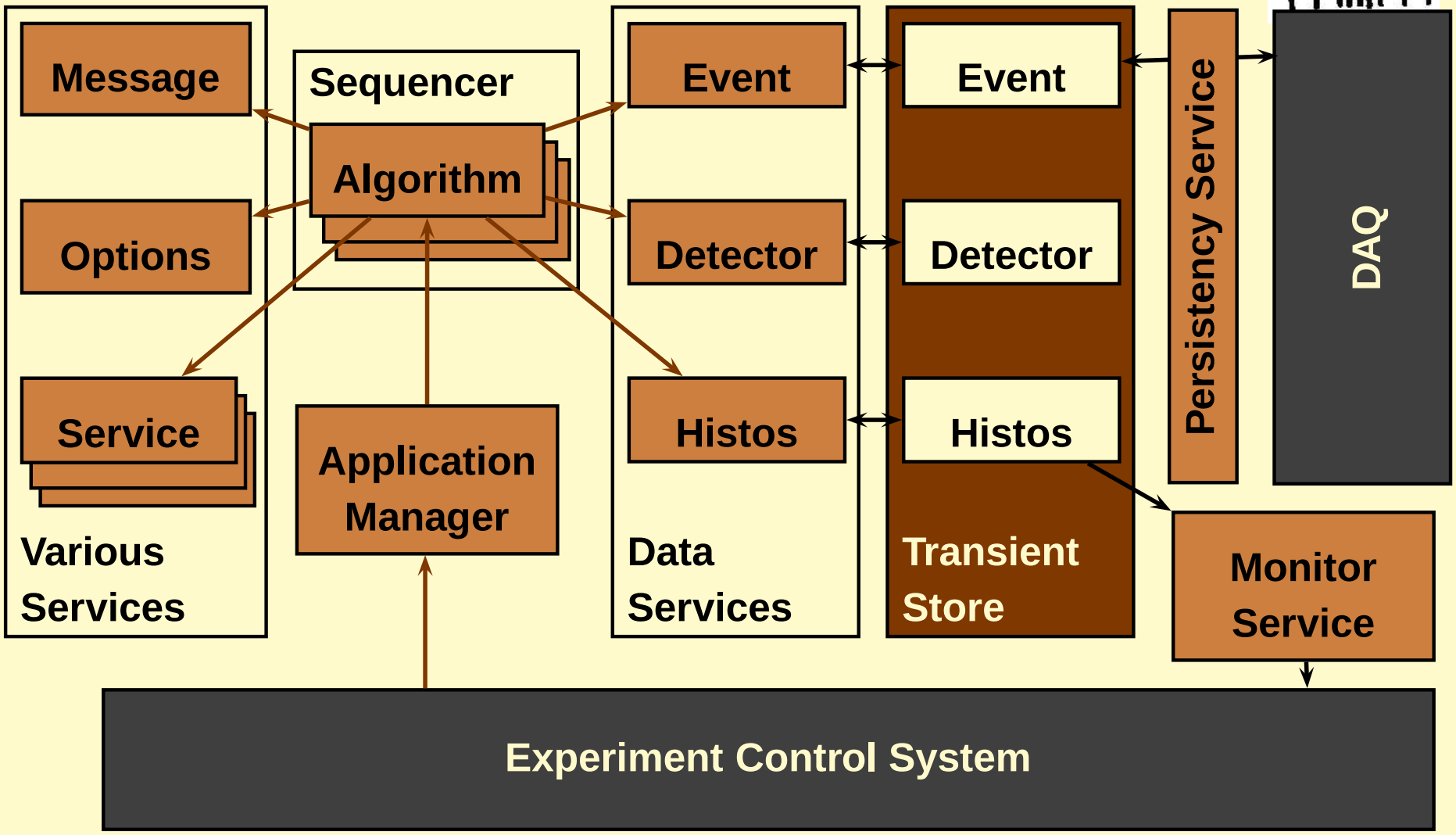
Applications are developed by customizing the framework.

Gaudi Architecture



- Separation of "data" and "algorithms": Write 00 code, but profit from decades of HEP experience
- Separation of "transient" and "persistent" data
- Physicist code encapsulated in specific places (Algorithms)

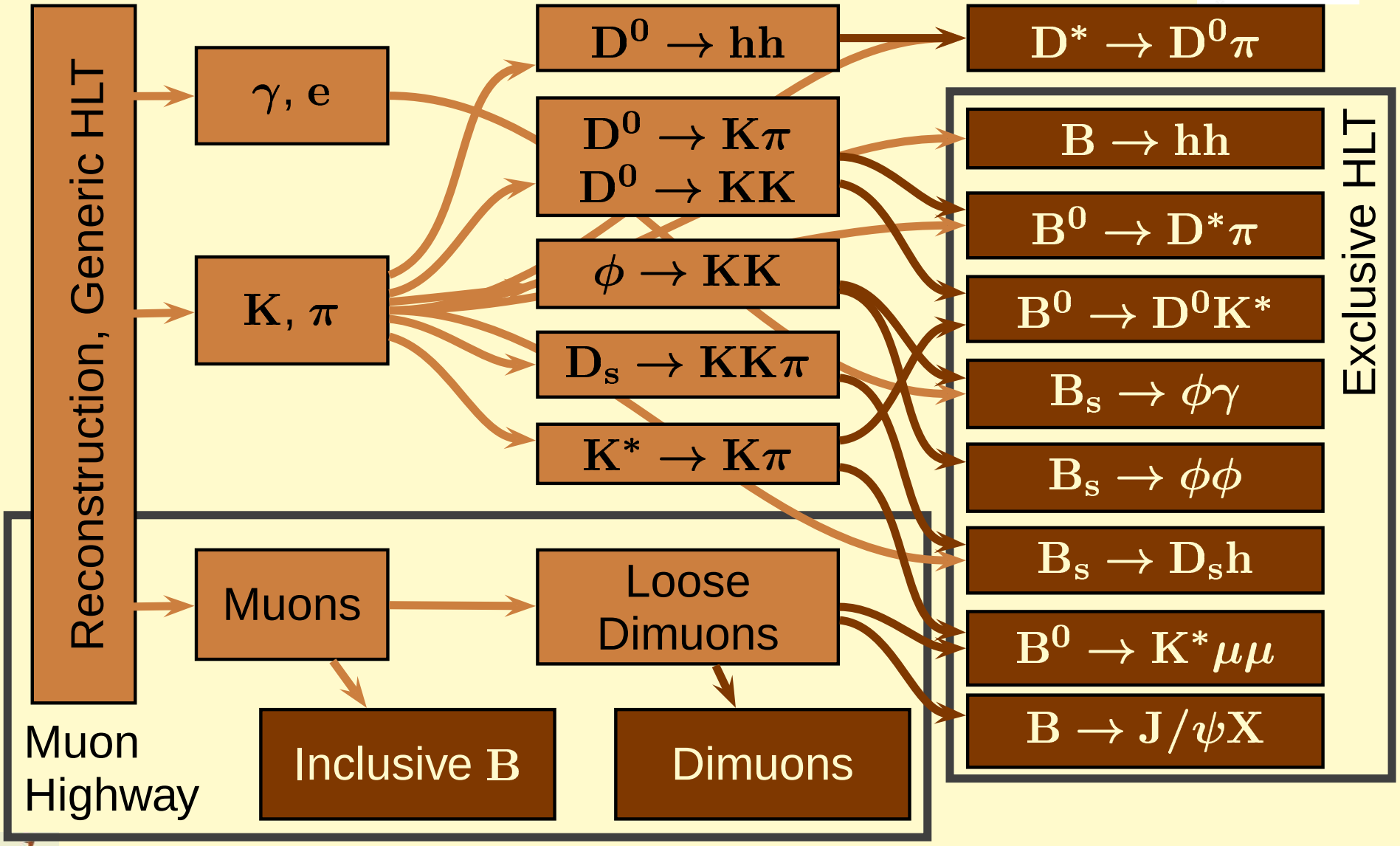
Gaudi Architecture



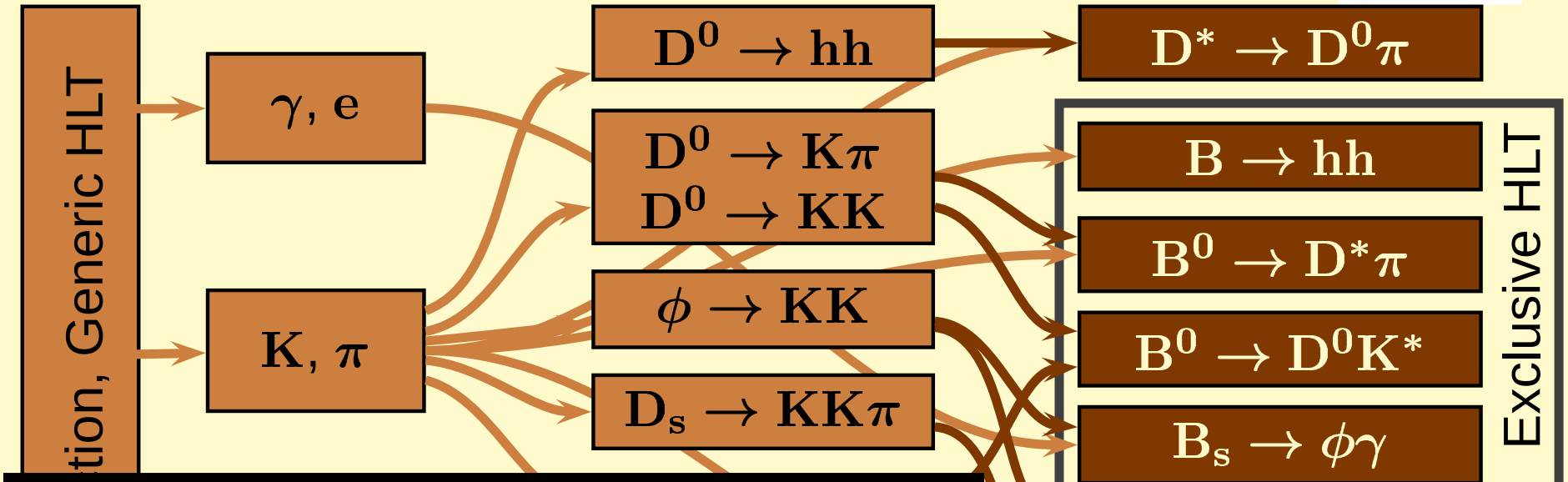
The same architecture is used online in the software triggers

→ The same algorithms are used

Example: High-Level Trigger



Example: High-Level Trigger

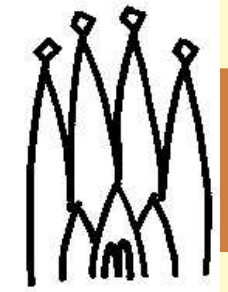


- Same code used:
  1. online in the High-Level-Trigger
  2. offline in the stripping
     (= “skimming”)
  3. May be used for final selection

  . . . With increasingly hard cuts

→ Maximal correlations of selections

The software pyramid



Applications: Gauss, Boole, Brunel, DaVinci, Euler, Moore, Panoramix

Shared libraries: Common, Reconstruction, Physics, Online

LHCb Event Model

External: Gaudi Framework, LCG Foundation libraries

Applications

Gauss: Simulation.
Uses generators and **Geant 4**.

Boole: Digitization. Simulates detector response and transforms to “raw” data format.

Brunel: Reconstruction.
Full pattern recognition and PID.

DaVinci: Analysis. Deals with “Particles” and “Vertices”.
Final event selection.

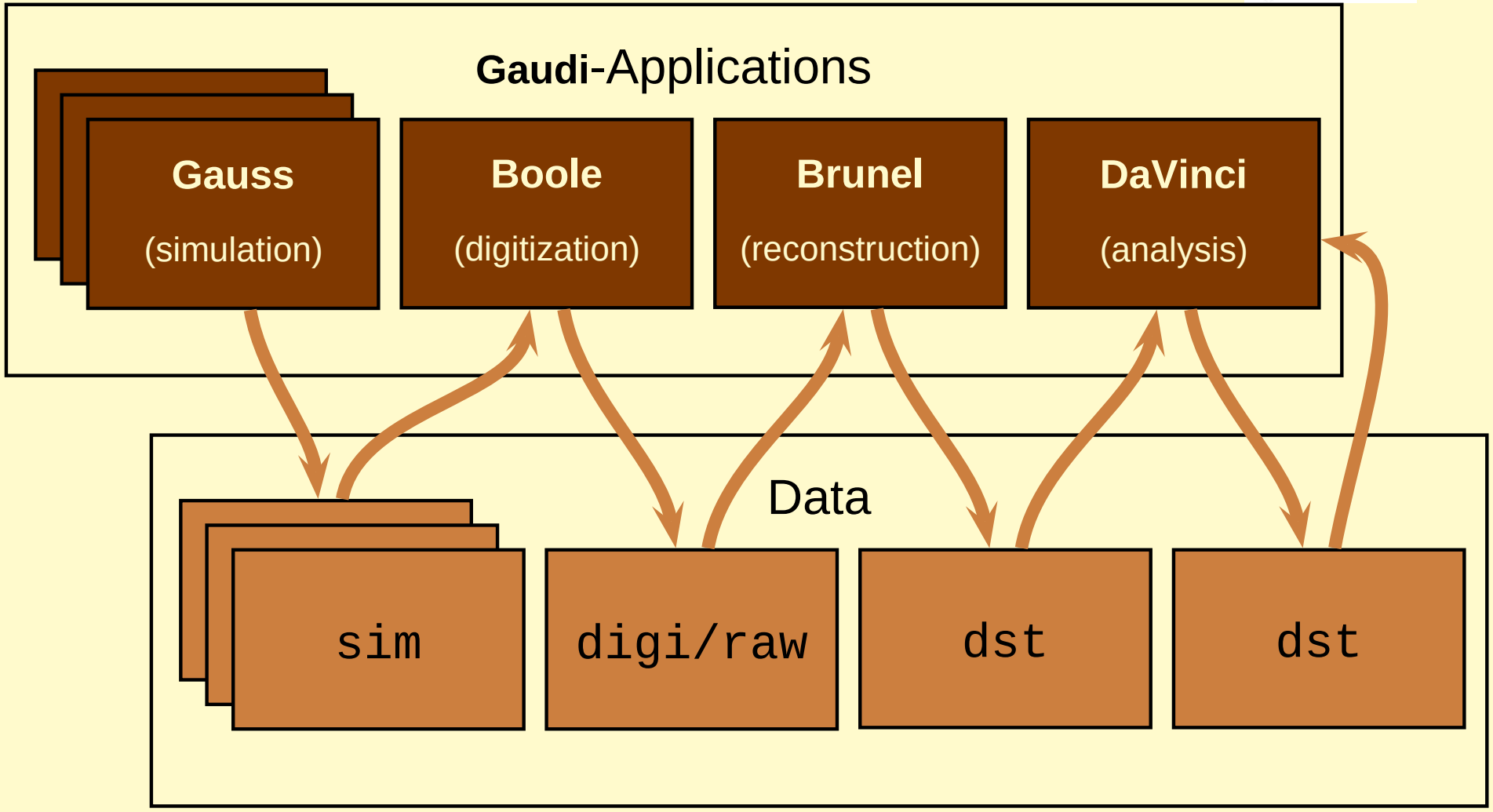
Euler: L1 Trigger. For on- and offline use.

Moore: High-Level Trigger. For on- and offline use.

Panoramix: Visualization.

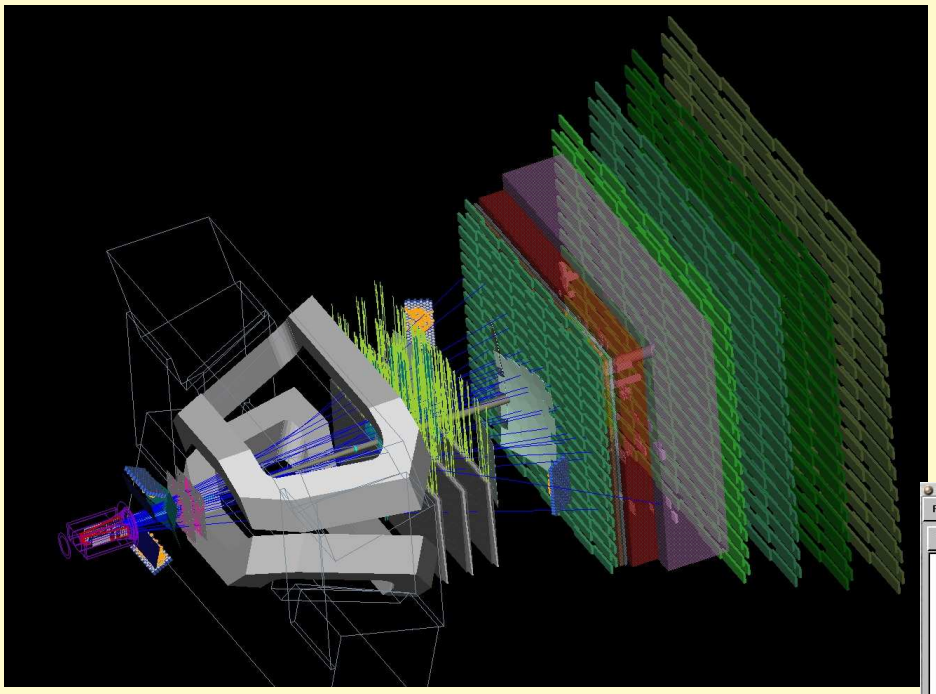
Bender: Interactive Analysis in `python`.

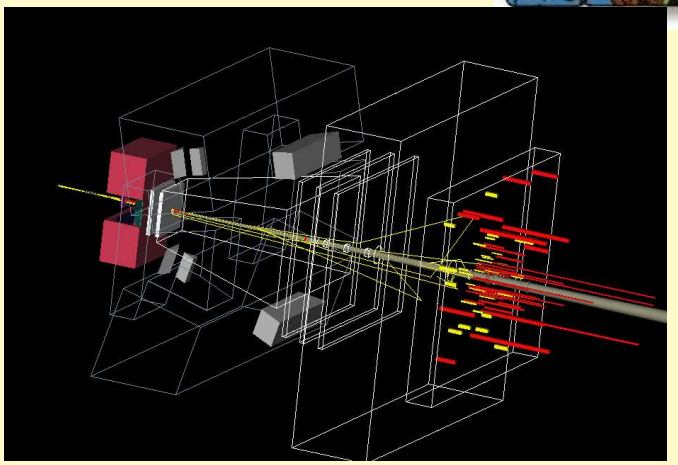
Data Production Flow

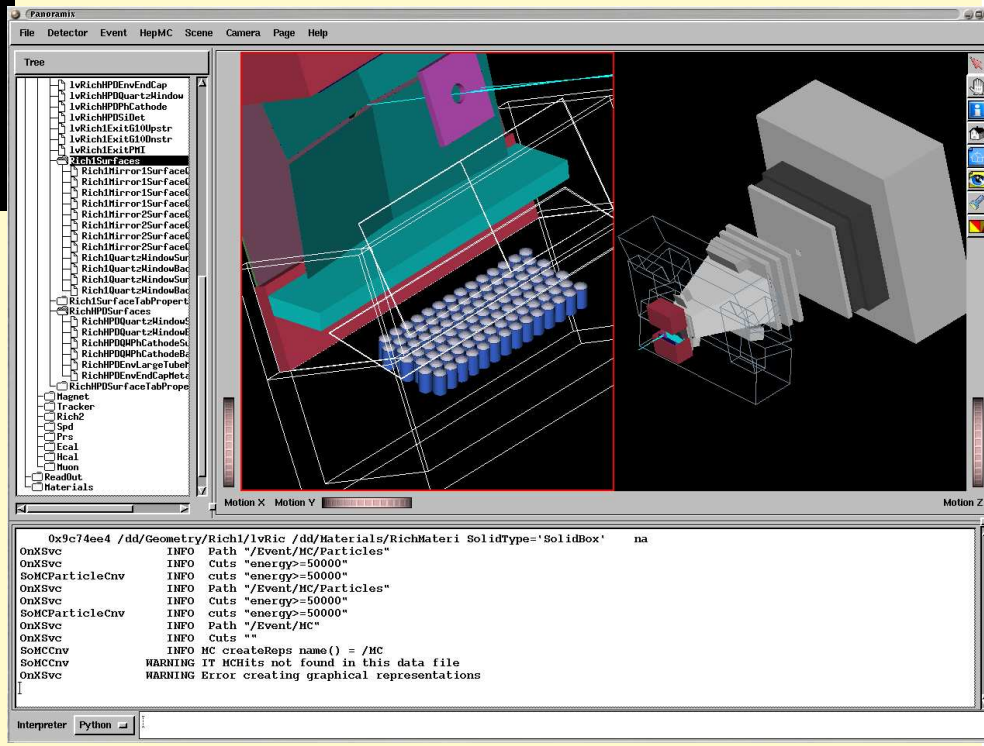


~ 400 million events produced during 2004 data challenge

Example: Panoramix Display

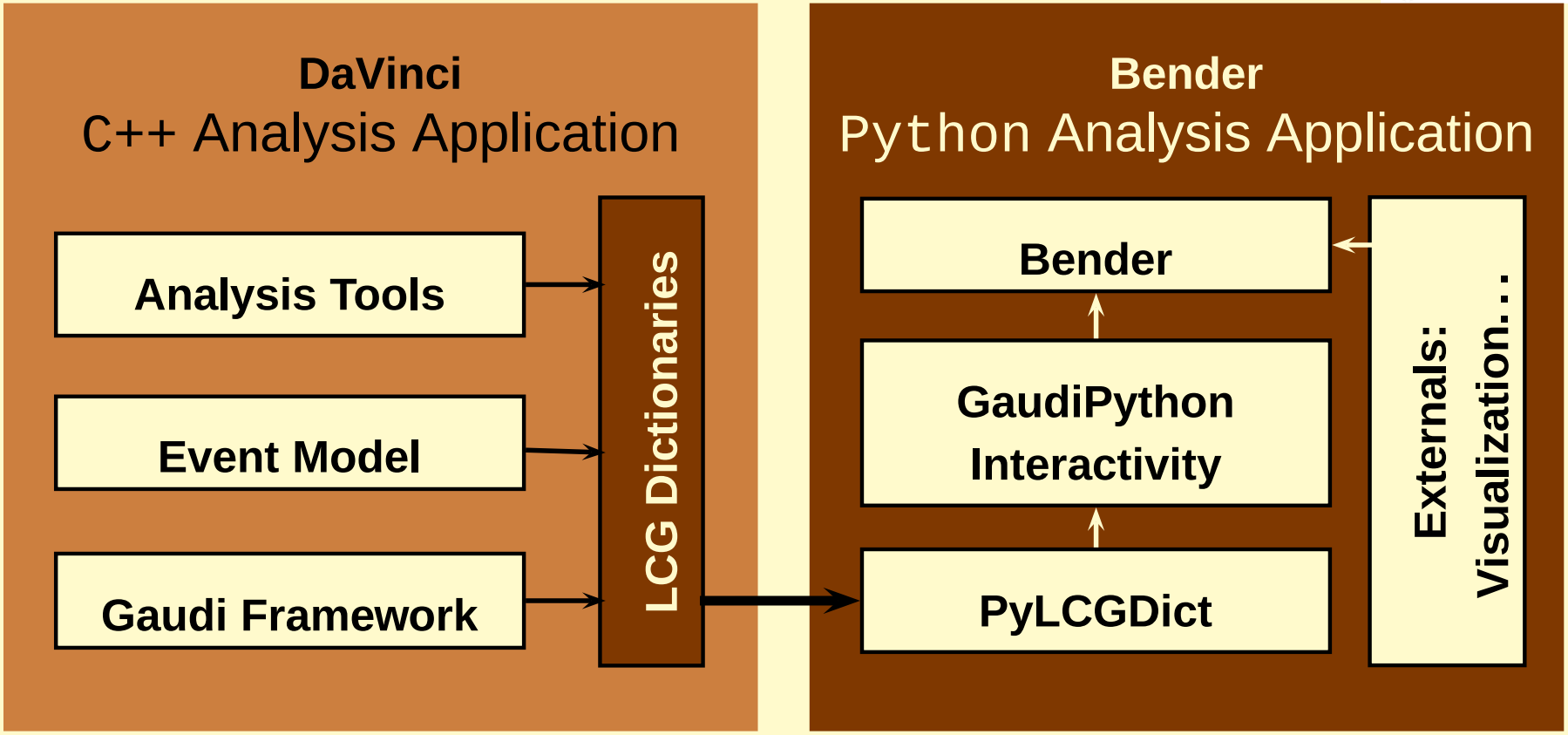






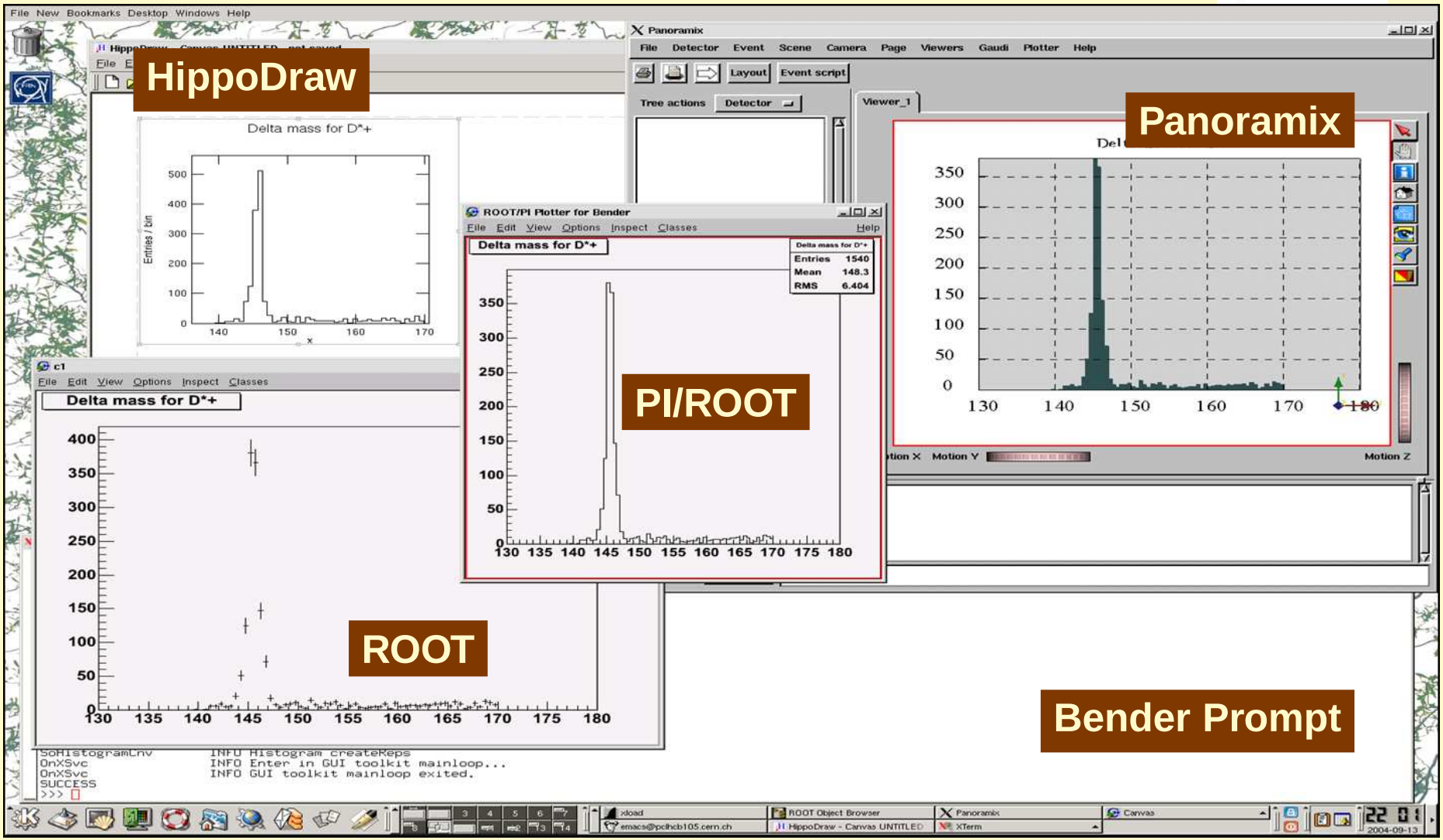
- Visualization application based on **Gaudi**, **OnX** and **OpenInventor**
- Scripting based on `python`
- Allows to (re-)process everything

Example: Interactive analysis



- **Bender** combines a `python`-wrapping of the **DaVinci** tools, the LHCb Event Model and the **Gaudi** framework
- It allows to perform interactive physics analysis...
- ...and access to many external tools.

Example: Interactive analysis



Conclusion

- A well defined structure for 500 users
- One framework for 8 applications:
  - Data production
  - Analysis
  - Trigger
  - Interactivity
- Facilitates migration of algorithms between applications
- Encourages optimal usage of the code
- Helps to minimize inefficiencies
- Allows analysis in `C++` or `python`