## Software frameworks for KM3NeT

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VLVnT '08 Claudio Kopper

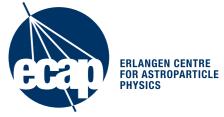
Friedrich-Alexander-Universität Erlangen-Nürnberg





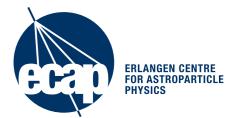


#### Outline





### what?





### what? what is a software framework?



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## why?



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### what? what is a software framework?

### why? why do we need one?



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## what? what is a software framework?

# why do we need one?

## how?





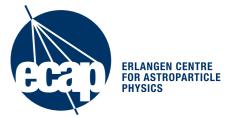
## what?

#### what is a software framework?

## why? why do we need one?

## **how?** how does it work in detail?

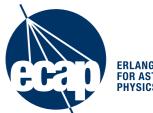




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(Hollywood Principle - "Don't call us, we'll call you!")



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#### defines data-flow from module to module





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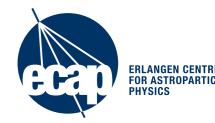
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Flexibility



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#### Flexibility

A module can be removed or added without altering the others





specific framework: IceTray



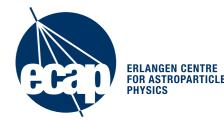
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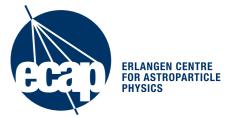
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access was granted to use this framework for evaluation



specific framework: IceTray framework developed and in use by IceCube access was granted to use this framework for evaluation adapted and extended for KM3NeT/ANTARES (data structures, interfaces, calibration, analysis strategies, ...)



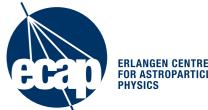


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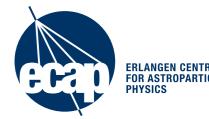
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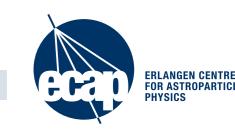
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provides pre-defined classes for data storage

data can be written to disk at any point between modules

uses "boost" serialization



#### IceTray - basic concepts - cont'd



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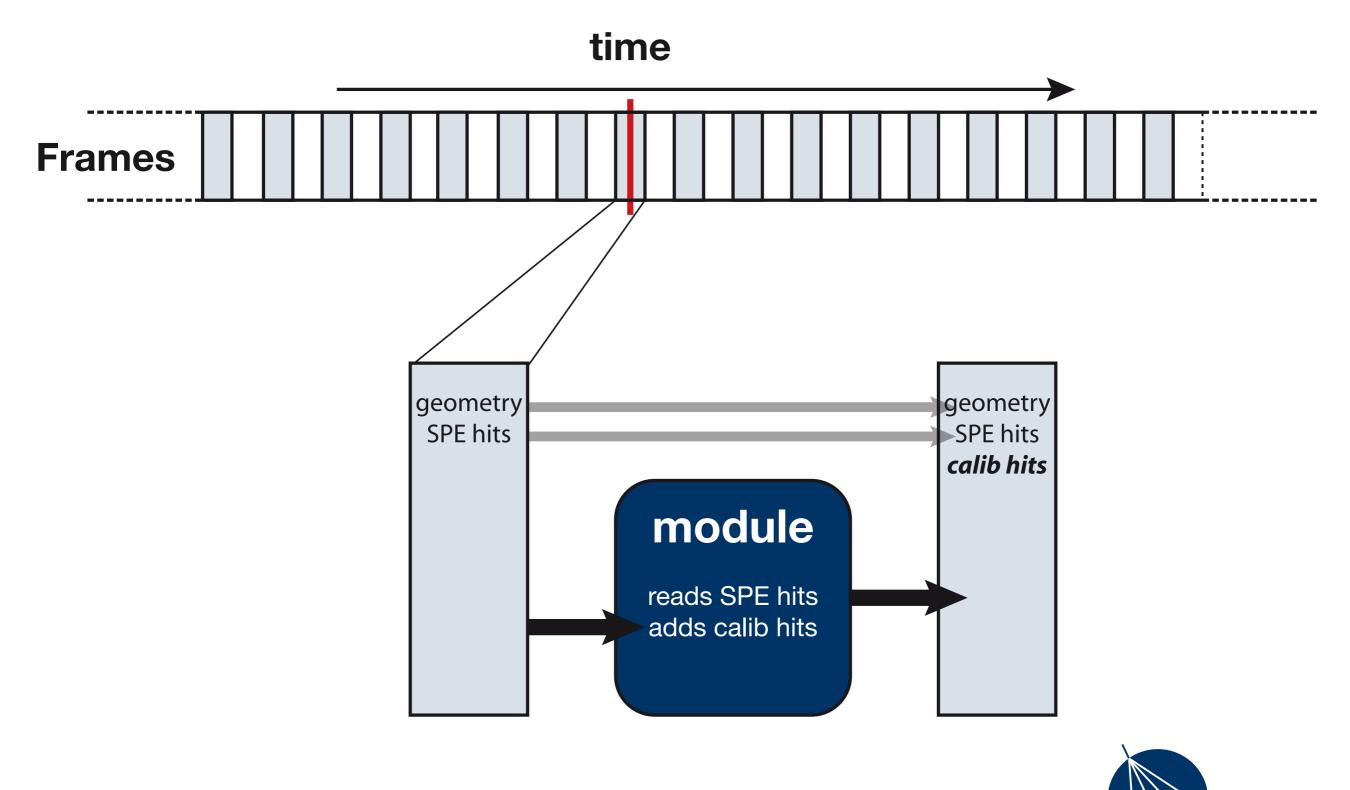
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- e.g. its own ROOT version
- collected in a single directory, BSD "ports" based



# IceTray ("Frame - Stream - Stop" model)





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"dataclasses"



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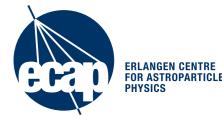
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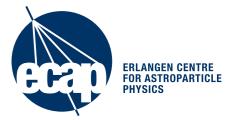
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. . . .



#### What did we add?



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# What did we add?

Some extensions to existing classes ANTARES MC file reader ANTARES geometry file reader DAQ data reader DB access (calibration/alignment info) hit calibration ANTARES PM & readout simulation environmental (40K) noise simulation reconstruction strategies ("Aart" & Shower reco) hit selections (local coincidences, big hits, ...) event selections ANTARES triggers ("1D", "3D", "3T", ...)





Design your reconstruction chain



Design your reconstruction chain which modules to use in which order?



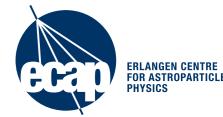
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Write a python script or modify an existing one specify all modules and their parameters

Execute your script



Design your reconstruction chain which modules to use in which order?

Write a python script or modify an existing one specify all modules and their parameters

Execute your script and wait for the results



#!/usr/bin/env python

•••

tray = I3Tray()

```
tray.AddService("I3AntTextFileGeometryServiceFactory", "georead")(
  ("AntaresGeoFile", "detector.det"))
tray.AddService("I3AntTxtReaderServiceFactory","anttxtreader")(
  ("Infile", "event file.evt"),
  ("RawSeriesName", "EvtRawHitSeries"))
tray.AddModule("I3Muxer", "muxer")
tray.AddModule("I3AartStrategy", "aartstrat")(
  ("InputHits", "EvtRawHitSeries"),
  ("OutputTrack", "AartTrack"))
tray.AddModule("I3Writer", "writer")(
  ("filename", "output_file.i3"))
tray.AddModule("TrashCan", "the can")
tray.Execute()
tray.Finish()
```





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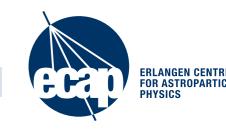
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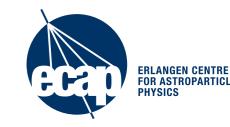
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A module needs to be derived from an abstract base class

You have to implement 3 methods

Get all parameters

Get all input data from the frame

Work with it

Write the output data to the frame



```
class I3MyModule : public I3Module
{
I3MyModule(....) {
AddParameter(....); // defines the possible parameters/def. values
}
```

```
Configure() {
GetParameter(....); // retrieves the parameters from the framework
}
```

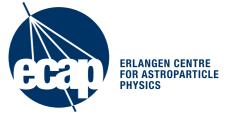
```
Physics(I3FramePtr frame) {
const &I3MyHits = frame->Get<I3MyHits>("NameOfTheHitList");
```

.... // do something, create new data

```
frame->Put("NameOfMyReconstructedTrack", MyNewTrack);
```



};



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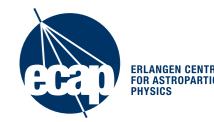
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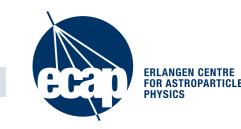
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Can easily be extended by anyone

