LoKi for physics

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- Physicists are NOT code developers
- Too many languages & packages to study – life is short
- Existence of "Black Boxes" (if they are perfect) simplify our life and provide more time for physics analysis itself
- Brilliant example of Physics Analysis Package: KAL in AGRUS
  - writing of typical physics selection : one page A4 & less than one hour
- My experience in C++ : 0 level one year ago
- C++ & DaVinci (including Associators) : at least 3 month before first results in analysis (not so bad) Thank you, Gloria!
- LoKi from this February: ONE day to study documentation + few HOURS to re-write algorithm + one week to VERY careful comparison of LoKi parameters & functions with corresponding ones from DaVinci.
- One month for " $B \to \phi\gamma$" analysis (from the very beginning in parallel with other activities)

Advantages of LoKi, few examples

- Few hours to write NEW algorithm from the very beginning
- Minimum knowledge of C++ is needed
- Really short ONE *.cpp file. No *.h file !!!
- Ntuple parameters are defined and filled in ONE (the same) place
  - Minimum time to correct misprints and errors
- Practically ALL necessary physics parameters and functions are predefined
  - Possibility of mistake if you create such functions yourself is excluded
- MC is simple: "one line" and fast
  - in some cases factor of ~ 20 vs DaVinci Associators
- If you LIKE: you can include ANY part of DaVinci codes and functions in your LoKi algorithm

Conclusion

Thank you, Vanya !

Physics friends,

Don't worry

Try LoKi

Be happy !