

# 2 Getting Started



### **DaVinci Package(s)**

#### • DaVinci is a "shell" of Gaudi like, for example, Brunel.

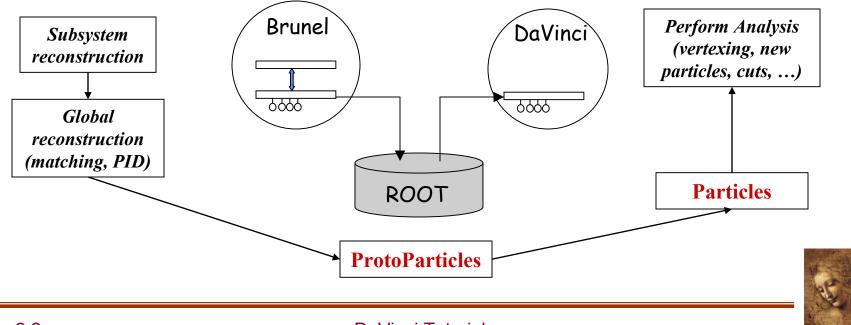
- All package and directory structure is familiar.
- The "end-user" just programs Algorithms and Tools.
- All "familiar" services are available
  - Job options.
  - Histograming.
  - Messaging.
- DaVinci takes care of data reading and package initializations that are of common use.
- DaVinci contains a library of tools that are of common need
  - See next talks....



#### **Interface with Brunel**

- Brunel writes a OO-DST (currently a ROOT file).
- DaVinci reads the OO-DST.
  - It is programmed fully in C++
  - It is based on the Physics Event Model (the whole LHCb Event model is available as necessary)
  - Generic tools (vertexer, Kinematic Filter, etc...) are in C++

 $\implies$  "Everybody" should learn C++ (or at least a little)



#### **ProtoParticles**

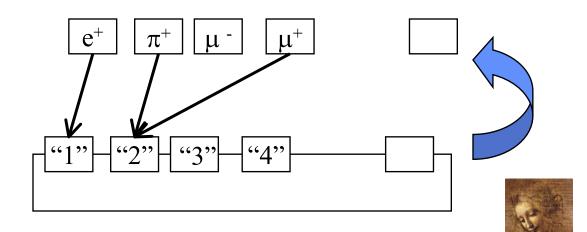
- ProtoParticles are the starting point of the Physics Analysis
- ProtoParticles are the end product of the reconstruction
  - They cannot be changed by the physics analysis
- ProtoParticles have all the links to the reconstruction information used to produce them
  - They are LHCb specific and via this link can know about all detector related information
  - They are heavy and most likely a moving class
- ProtoParticles have a list of valid particleID hypothesis with their probability.
  - No particle ID is chosen at this point
  - different analysis will want to do it differently
- ProtoParticles have charge and measured kinematic information
  - A specific particleID is necessary to have all the four momentum components.



### **Particles and ProtoParticles**

- A physics analysis does not interact "directly" with a ProtoParticle but with a Particle
  - It is possible to navigate back to the originating ProtoParticle
- A Particle has ONE chosen particle ID
- A physics analysis starting from DST files have a pre-processing stage to make Particles from ProtoParticles according to some "picking" criteria.
  - Different particles can originate from the same ProtoParticle

For ex: all pions with CL > 40% and all muons where muonID has the highest CL



## **First Try**

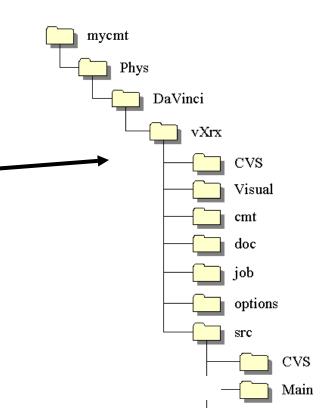
- Set the DaVinci environment for the version you want to use (always) DaVinciEnv v7r3
- Get the Gaudi Package (once) getpack Phys/DaVinci v7r3
- Go to the cmt directory
- Execute (always)

source setup.csh

- Make the executable (once) gmake
- Go to the job directory
- Execute (always)

DaVinci.job

(the current version will produce charged ProtoParticles and Primary Vertices)





### **Options File**

- Important lines in DaVinci.opts
  - EventSelector.Input= ..., which selects the input file
  - NTupleSvc.Output= ..., which selects the output ntuple file
  - HistogramPersistencySvc.OutputFile= ..., which select the output histogram file
  - ApplicationMgr.TopAlg+= ... lines, which configure the algorithms to run.
- Selection cuts and other variables are steered by the corresponding algorithms



