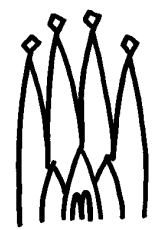
5.
Manipulating data: ParticleFilter and Criteria



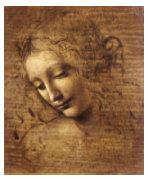
Particle Filter

Filters an input vector of Particle objects, producing an output sub-vector of those Particles which pass a list of user defined criteria.

☞ **The PhysDesktop is not modified!**

Interface: IParticleFilter

```
StatusCode filter( const ParticleVector& input,
        ParticleVector& output );
StatusCode filterPositive( const ParticleVector& input,
        ParticleVector& output );
StatusCode filterNegative( const ParticleVector& input,
        ParticleVector& output );
```



Particle Filter (cont)

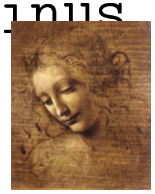
Concrete Class: ParticleFilter

One property - CriteriaNames - a vector of strings, where each string is a concrete filter criterion class name

```
SelectJPsiMuMu.ParticleFilter.CriteriaNames =
        { "PIDFilterCriterion", "KinFilterCriterion" };
```

Usage:(One ParticleFilter is provided in the DVAlgorithm:)

```
const ParticleVector& parts = desktop()->particles();
ParticleVector vMuPlus, vMuMinus;
StatusCode scFilPos =
       particleFilter()->filterPositive( parts, vMuPlus);
StatusCode scFilNeg =
       particleFilter()->filterNegative( parts, vMuMinus );
```



Particle Filter (cont)

But various instances with different criteria can be requested and used in the same algorithm. Suppose you want to use separately the particle ID CL cut and the kinematical cuts: include in your Select*.h:

```
// Forward declarations
class IParticleFilter;
private:
IParticleFilter* m_pFilterMuons;
IParticleFilter* m_pFilterKin;
std::string m_FilterMuonsName;
std::string m_FilterKinName;
```

Particle Filter (cont)

in your Select*.cpp:

```
#include "DaVinciTools/IParticleFilter.h"
declareProperty( "ParticleFilter1", m_FilterMuonsName =
            "MuonFilter" );
declareProperty( "ParticleFilter2", m_FilterKinName =
            "MomentumFilter" );
```

in the initialize() method:

```
// Retrieve the ParticleFilter tool
sc = toolSvc()->retrieveTool("ParticleFilter",
            m_FilterMuonsName, m_pFilterMuons, this);
sc = toolSvc()->retrieveTool("ParticleFilter",
             m_FilterKinName, m_pFilterKin, this);
```

Particle Filter (cont)

and in the execute method:

```
ParticleVector vMuons;
//Fill the vMuons with all muons with CL > 5
StatusCode scFilMuons = m_pFilterMuons->filter(parts, vMuons);
ParticleVector vMuPlus, vMuMinus;
// Fill the vMuPlus with mu+ with pt > 1.  GeV
StatusCode scFilPos = m_pFilterKin->filterPositive( vMuons,
            vMuPlus );
// Fill the vMuMinus with mu- with pt > 1.  GeV
StatusCode scFilNeg = m_pFilterKin->filterNegative( vMuons,
            vMuMinus );
```

Particle Filter (cont)

with the following configuration:

```
SelectJPsiMuMu.ParticleFilter1 = "MuonFilter";
SelectJPsiMuMu.ParticleFilter2 = "MomentumFilter";
SelectJPsiMuMu.MuonFilter.CriteriaNames =
           { "PIDFilterCriterion" };
SelectJPsiMuMu.MomentumFilter.CriteriaNames =
           { "KinFilterCriterion" };
SelectJPsiMuMu.MuonFilter.PIDFilterCriterion.ParticleNames
           ={ "mu-", "mu+" };
SelectJPsiMuMu.MuonFilter.PIDFilterCriterion.ConfidenceLevels
           ={0.05,0.05 };
SelectJPsiMuMu.MomentumFilter.KinFilterCriterion.MinPt = 1000;
```

FilterCriterion

Tests whether a Particle satisfies a certain criterion.
There may be any number of different filter criterion classes.
Each one implements directly the IFilterCriterion interface:

```
bool isSatisfied( const Particle* const& );
bool operator()( const Particle* const& );
```

Two concrete filter criterion are provided:
PIDFilterCriterion: selects Particles with a given ID and CL
Configuration:

```
SelectJPsiMuMu.ParticleFilter.PIDFilterCriterion.
        ParticleNames = { "mu-", "mu+" };
SelectJPsiMuMu.ParticleFilter.PIDFilterCriterion.
        ConfidenceLevels = { 0.05,0.05 };
```

FilterCriterion (cont)

KinFilterCriterion: selects Particles with a minimum momentum and a minimum transverse momentum.

Configuration:

```
SelectJPsiMuMu.ParticleFilter.KinFilterCriterion.MinMomentum
= 1.000;
SelectJPsiMuMu.ParticleFilter.KinFilterCriterion.MinPt=1.000;
```

How to write a FilterCriterion Tool

- Use emacs: it makes the tool template for you.
- Implements the IFilterCriterion Interface

Example of KinFilterCriterion.h:

```
#include "GaudiKernel/AlgTool.h"
#include "DaVinciTools/IFilterCriterion.h"
class KinFilterCriterion :  public AlgTool,
                        virtual public IFilterCriterion {
public:
/// Standard constructor
KinFilterCriterion( const std::string& type,
                    const std::string& name,
                    const IInterface* parent);
/// Destructor virtual  KinFilterCriterion( ){};
/// Test if kinematical filter (minimum momentum and pt) is satisfied.
inline bool isSatisfied( const Particle* const & part );
```

```
/// Test if kinematical filter (minimum momentum and pt) is satisfied.
inline bool operator()( const Particle* const & part );
private:
double m_minMom; ///< Minimum momentum
double m_minPt; ///< Minimum pt
};
```

KinFilterCriterion.cpp

```
// from Gaudi
#include "GaudiKernel/ToolFactory.h"
#include "GaudiKernel/MsgStream.h"
// local
#include "KinFilterCriterion.h"
//-----------------------------------
// Implementation file for class :  KinFilterCriterion
//
// 19/03/2002 :  Paul Colrain
//-----------------------------------
```

```
// Declaration of the Tool Factory
static const ToolFactory<KinFilterCriterion> s_factory ;
const IToolFactory& KinFilterCriterionFactory = s_factory ;
//============================================================
// Standard constructor, initializes variables
//============================================================
KinFilterCriterion::KinFilterCriterion( const std::string& type,
                    const std::string& name,
                    const IInterface* parent )
:  AlgTool ( type, name , parent ) {
// declare additional interface
declareInterface<IFilterCriterion>(this);
// declare properties
declareProperty( "MinMomentum", m_minMom = 0.  );
declareProperty( "MinPt", m_minPt = 0.  );
}
//
```

```
//=============================================================
// Test if filter is satisfied
//=============================================================
bool KinFilterCriterion::isSatisfied( const Particle* const & part )
{
return ( part->momentum().vect().mag() > m_minMom &&
         part->momentum().vect().perp() > m_minPt );
}
//=============================================================
// Test if filter is satisfied
//=============================================================
bool KinFilterCriterion::operator()( const Particle* const & part ) {
return ( part->momentum().vect().mag() > m_minMom &&
         part->momentum().vect().perp() > m_minPt );
}
//=============================================================
```