

*Commissioning BLAST  
With ROOT*



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And the BLAST Collaboration

MIT Laboratory for Nuclear Science

ROOT 2002 Conference

# *Introduction*



- Overview of BLAST
- ROOT based software
- Commissioning phase
- ROOT as a teaching tool
- Wish list

# *W.H. Bates Accelerator Facility*

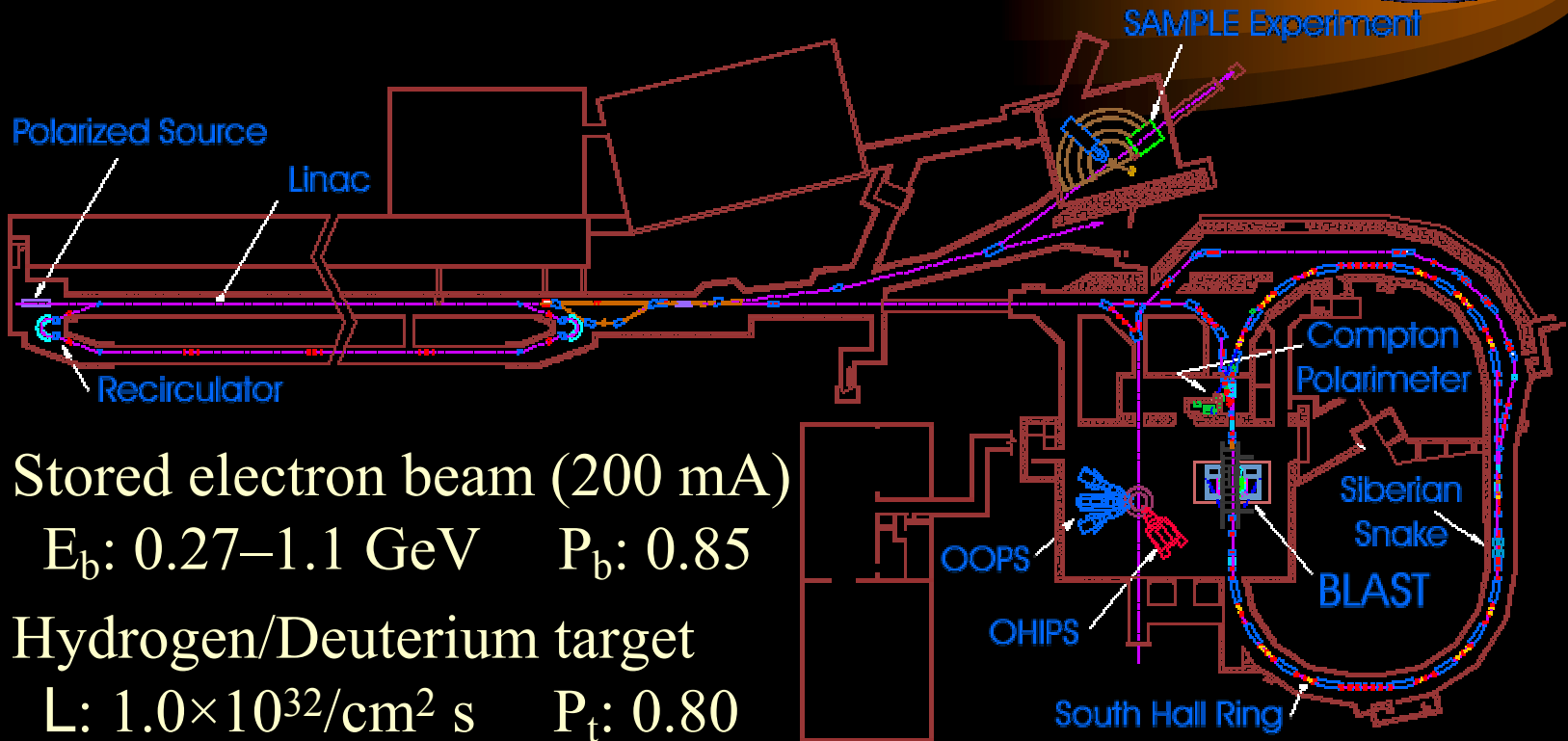


# *BLAST Collaboration*



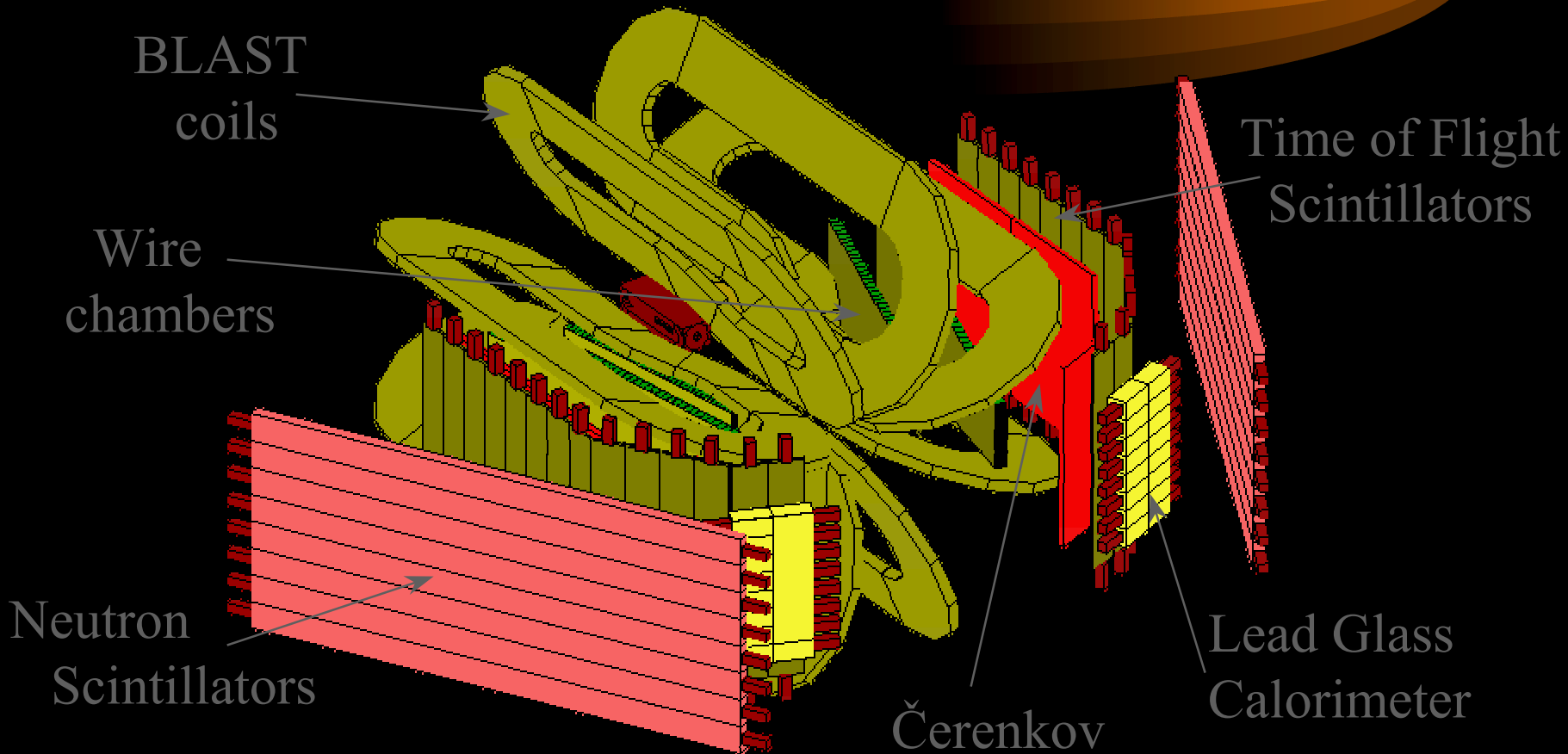
- 20 faculty
- 10 research staff
- 15 grad students
- 10 undergrads
- limited resources for software development

# Polarized Beam and Target



- Stored electron beam (200 mA)  
 $E_b$ : 0.27–1.1 GeV     $P_b$ : 0.85
- Hydrogen/Deuterium target  
 $L$ :  $1.0 \times 10^{32}/\text{cm}^2 \text{ s}$      $P_t$ : 0.80
- Helium target  
 $L$ :  $1.2 \times 10^{33}/\text{cm}^2 \text{ s}$      $P_t$ : 0.50

# The BLAST Detector



BLAST  
coils

Wire  
chambers

Neutron  
Scintillators

Čerenkov

Lead Glass  
Calorimeter

Time of Flight  
Scintillators



# *ROOT Based Software*



- Slow controls and interfaces
- Event generators
- Reconstruction library
- Single event display
- ROOT classes:
  - Tree, Hist, Matrix, Random, Minuit
  - GUI, Sockets, MySQL

# Control Software



## Software

- Trigger control
  - Also used at JLab
- HV controls
  - MySQL interface
- CODA interface
  - Run control
  - EPICS interface
  - Scalers (VME)

## Experience

- MySQL, Sockets, Threads, GUI all in one package
  - Convenient
  - GUI documentation
- C++ framework ideal for interfacing
  - no starting over



# Trigger GUI



LSecMLU | crate 2 | slot 21 | [LeCroy 2373]

Data Base

mode

transparent strobe pulse inhibit

data file

inConfig patternFile dataFile

Configuration loaded from map file

data

address:00000x0000000001	data:0000000000000001
address:00000x0000000010	data:0000000000000001
address:00000x0000000100	data:0000000000000001
address:00000x0000001000	data:0000000000000001

edit add: [ ] data: [ ] Update

delete

add add: 0000000000000000 data: 0000000000000000

control

Download Verify Close

birocvl | good connection

LTOFBotCFD LTOFBotDel

LTOFPair

RTOPair RTOPDel RTOPAND RMeanTimer

RightMT\_OR

RTOFTopDel RTOFTopCFD

RTOFBotDel RTOFBotCFD

LSecMLU XSecMLU RSecMLU

LNCFD LNDel LNCoinAND LNCoinDel LCosmicAND

RCosmicAND RNCoinDel RNCoinAND RNDel RNCFD

LLogicOR

RLogicOR

LEdgeDisc LEdgeDel

REdgeDel REdgeDisc

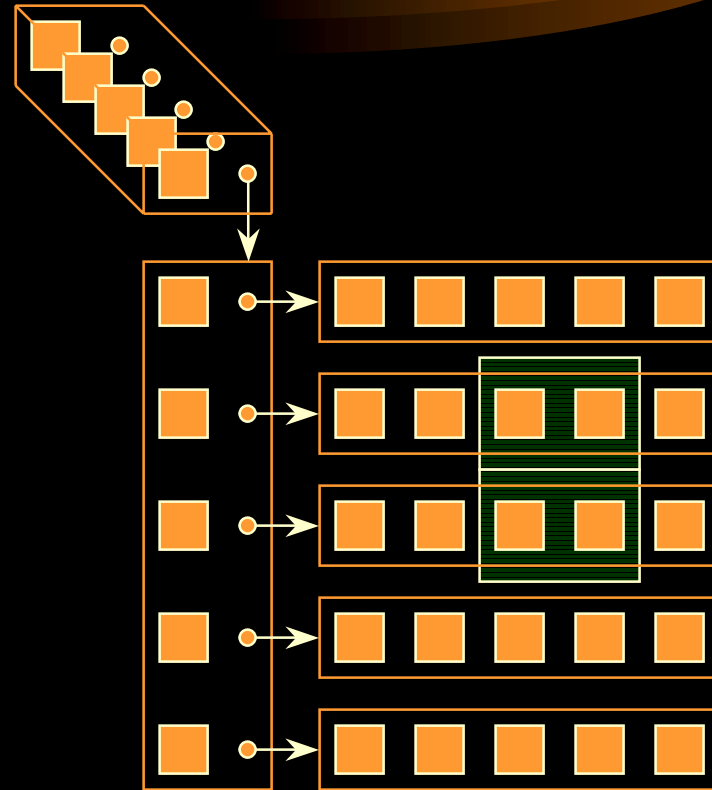
Control

Save Download All Verify All Dump Exit

# Event Generators



- Hydrogen elastic
- Deuterium elastic, photo-disintegration
- Quasi-elastic
- Multidimensional P.D.F. generator
  - Recursive linking of cumulative sum arrays
  - Allows mixture of variable types



# *Reconstruction Library*



- Geometries and Magnetic Field
- CODA data stream read/write
- Reconstruction
  - Linking
  - Track Fitting
  - Particle ID
- Data Summary Tape

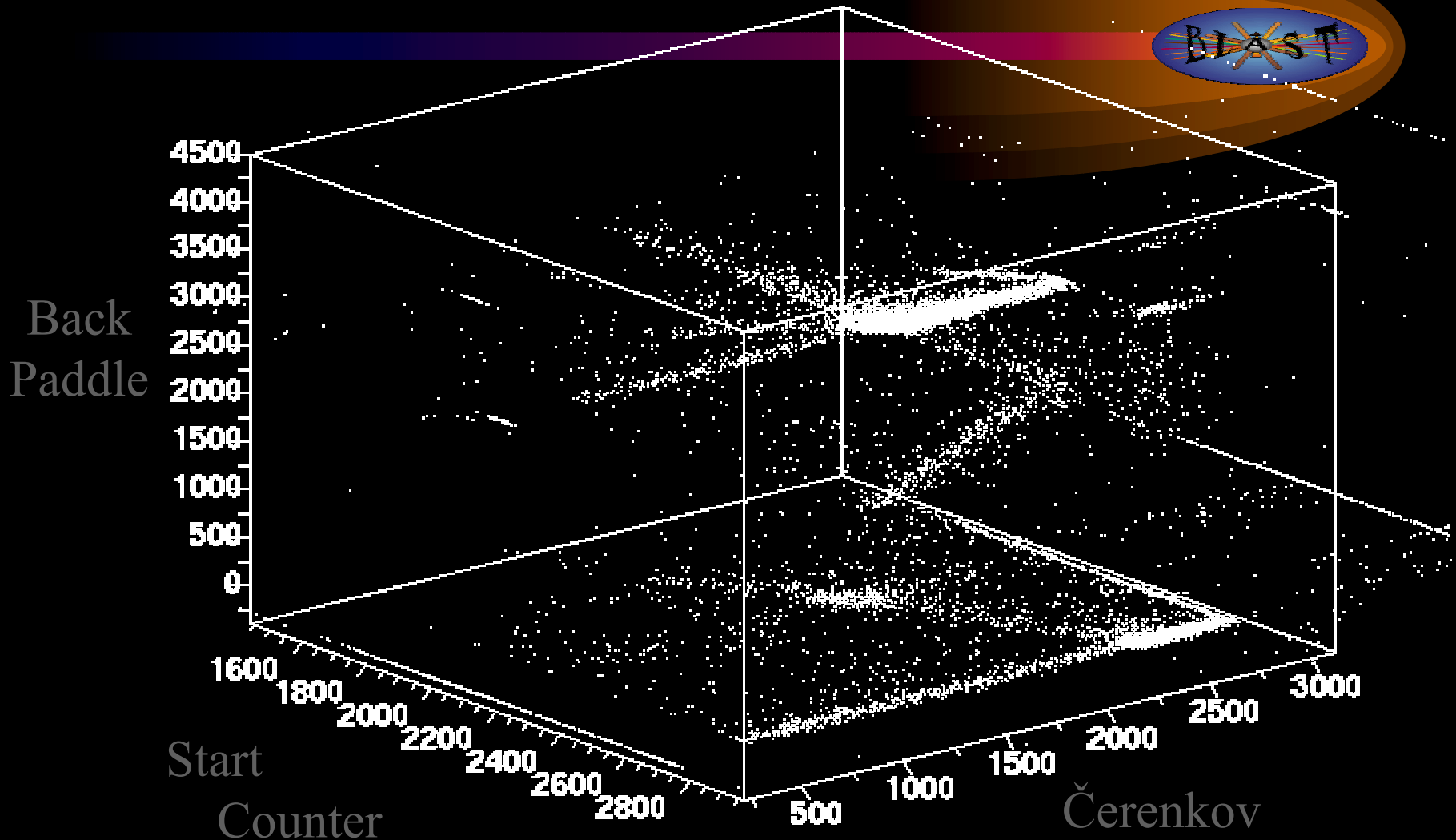


# *Commissioning Analysis*



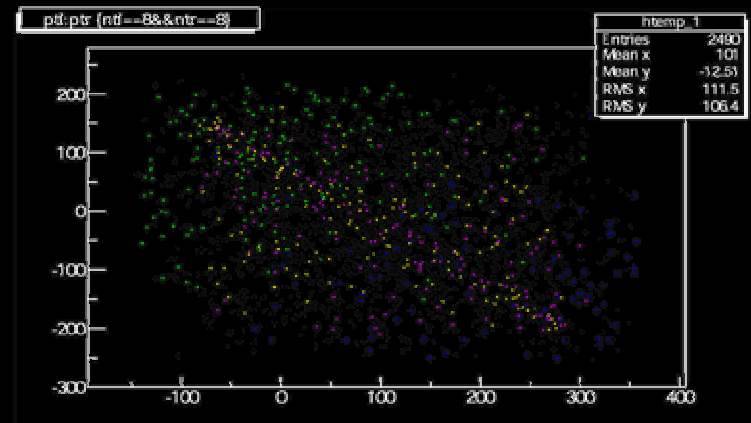
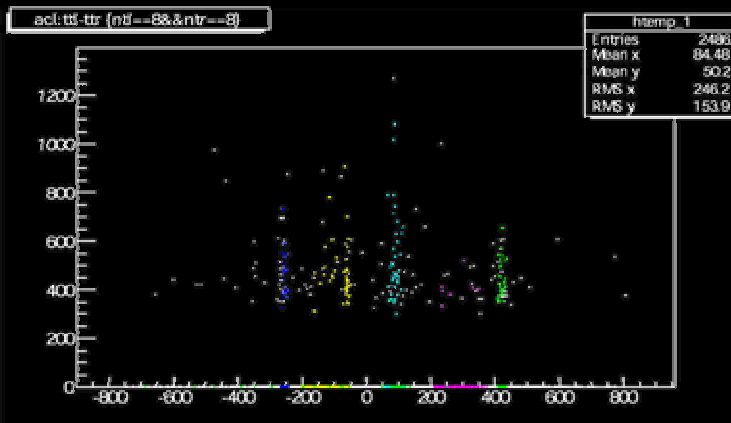
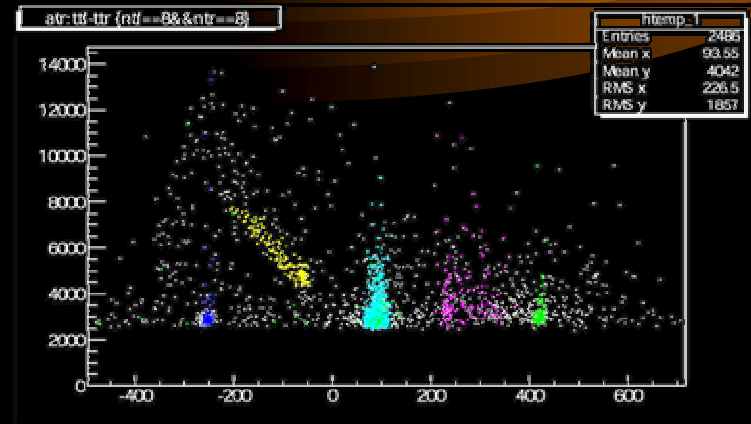
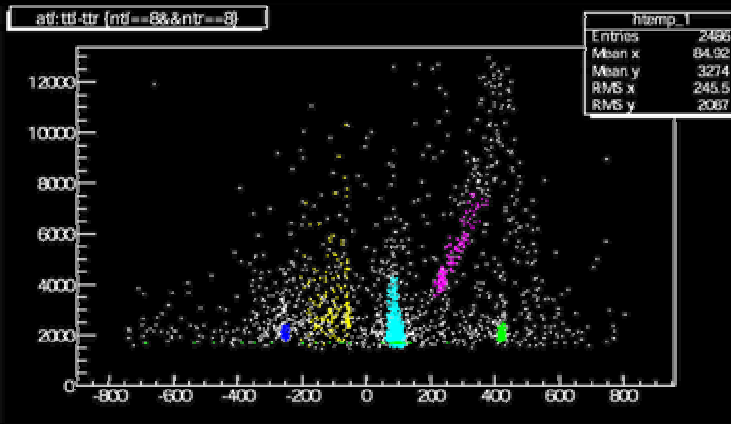
- BLAST began commissioning June/02
- ROOT is ideal for this transient phase
  - TreeViewer user interface
  - 3-d histograms for debugging timing issues
  - Use of colors and graphical cuts
  - Easy to share and modify macros

# Timing Histogram Example



# TCutG with Colors

study of hits on left#8, right#8





# *Utility Script: init.C*



- Simple macro to provide
  - Parsing options and setup of TChains
  - Multiple curves on same histogram
  - Add sub-datasets using TCutG
- Common command line interface to scripts
  - gApplication->Argv()
- Specify cuts by variable name
  - gROOT->ProcessLine()

# *Pedagogical ROOT*



## **PROS**

- Recruitment: C++ !
- ROOT: C++ example
  - Open source
  - Complex classes
- Easy experimentation
- Rapid development
- Single language

## **CONS**

- Learning curve
- Hard to trace multiply inherited methods
- Punctuation-intensive command syntax
- Can't test some complex constructs

# *Polishing ROOT*



- Command completion
  - Pointer chains
  - Replay history blocks
  - Wildcard completion
  - GUI events to history
  - Auto-cast TObject
  - Emacs root-mode, Calc
  - Return value: objects
- Extra documentation
- Undo option
- Segfault debugging
- Stricter C++ support
  - Pointer handling
  - Overloading
- STL enhancement