LArLite and LArSoft Interoperability Status

W. David DagenhartFNAL6 October 2015

LArLite/LArSoft Interoperability

- Goal is to improve interoperability of LArLite and LArSoft. We are investigating how best to share code between them.
- Chris Jones and Marc Paterno interviewed people and wrote a draft proposal in June which is a good starting point.
- Documentation is here https://cdcvs.fnal.gov/ redmine/projects/sketch?jump=welcome

Prototype/Test Code

- Added a new larlite data type with a test to write and read it
- Wrote a wrapper class that could be used in LArLite to allow use of LArSoft data products.
 Tested with a LArLite type (C++ and pyROOT)
- C++ LArLite executable that writes/reads a LArSoft data format class using the wrapper. pyROOT version doesn't work yet.

LArSoft Considerations

- Refactor data product classes to reduce nonessential library dependencies
- Refactor UPS products to allow use of data product classes with minimal library dependencies
- Move LArSoft to ROOT 6. (LArLite already works under ROOT 6.)
- Full dictionaries needed

LArSoft Questions

- Support for Ubuntu?
- An art "Lite" package that could be used by LArLite to read LArSoft files directly? This is one alternative way forward. I spent a little time studying CMS FWLite.

Observed Differences between LArLite and LArSoft

- Different inheritance structure of data products
- Repo not controlled or versioned
- Data types are enumerated in a central class
- Associations, Ptrs interfaces are different
- The headers included are different
- Build system is different (gmake versus cmake under mrb)
- Type, EventID in every data product
- Data product "get" interface different

LArLite/LArSoft participation

- Kazu appears to be critical to microboone commissioning and currently very busy with genuinely important other work. He has talked with us a couple times in a positive way. Sent github link to wrapper prototype code to him.
- Not a lot of interaction so far on the LArSoft side, although we have not asked much yet. (Lynn and Chris Green have helped with some build problems)

Next Steps

 We are discussing where this is going and who will do what next.