



A New GDML Generation Framework

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PNNL

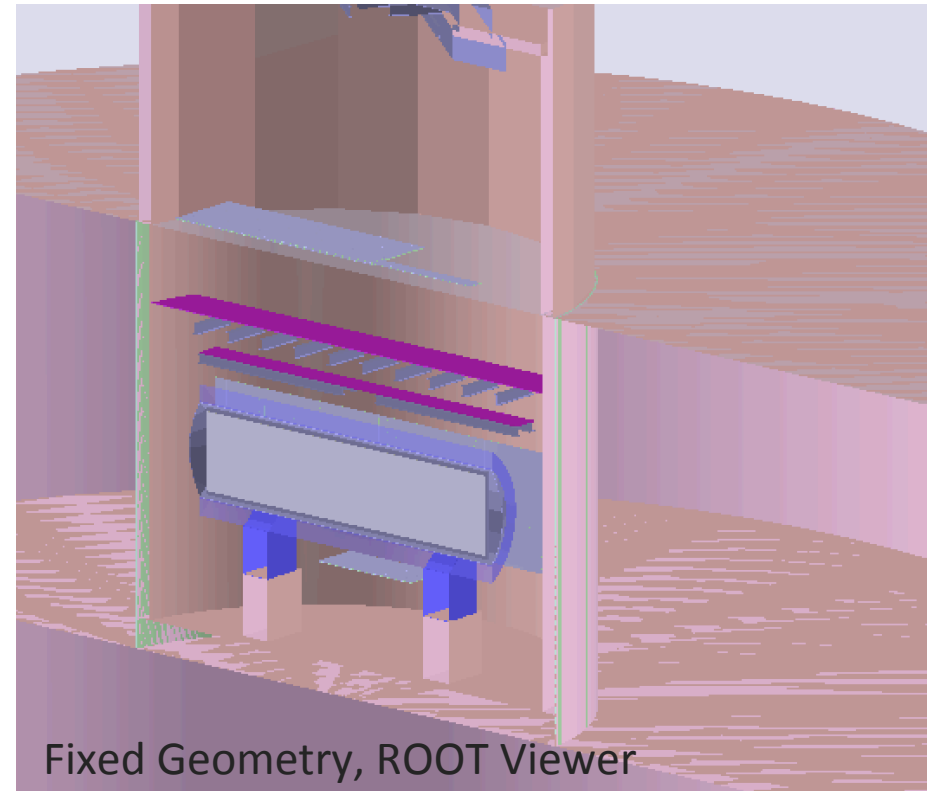
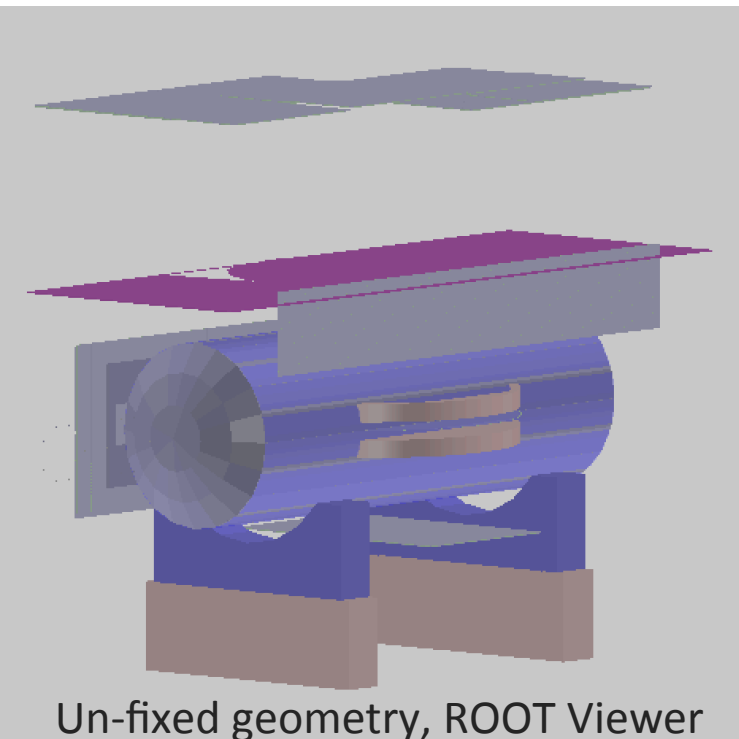
FNAL

microbooneVX.gdml via Paraview



The Current GDML Generation Scheme

- Perl-based GDML Script (uBooNE)
 - Affected by changes in ROOT
 - Throws warnings/not errors
 - Difficult to diagnose
- Python based solutions
 - Multiple scripts exist
 - Documentation exists, but not obvious
 - They all seem to do the same thing





The Bottom Line

- The perl scripts produce broken geometry
 - Due to formula evaluation
 - Debugging not easy
- ROOT TGeo may be fixed in the future
 - Not exactly helpful in debugging geometry issues
- GDML is the supported interface to LArG4
 - I'm currently treating this as immutable
- Perl is not a supported product
- However, Python2.7 is a supported product
- It would be nice to have something easy to debug

What is the (non-temporary) solution?



Proposed Solution: Mako Templates



- X/HTML Document generator
 - Python package
 - Uses XML templates to expand small modules to full documents
 - Comes with many features that we can use



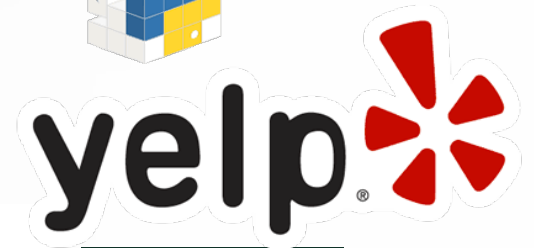
reddit



Pyramid™



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Benefits of Using Mako Templates

- ▶ Inheritance and includes
 - More manageable code blocks
- ▶ Python statement evaluation
 - Formula expression based generation
- ▶ Control Sequences
 - Modifiable geometry at generation
- ▶ Ships with debugging tools:

```
from mako import exceptions
try:
    template = lookup.get_template(uri)
    return template.render()
except:
    return exceptions.text_error_template().render()
```

- ▼ templates
 - ▼ solids
 - cathode.mako
 - crt_a.mako
 - crt_b.mako
 - cryostat.mako
 - enclosure.mako
 - extras.mako
 - fieldcage.mako
 - granite.mako
 - groundplate.mako
 - microplane.mako
 - microplanevert.mako
 - pmt.mako
 - tpc.mako
 - vetowall.mako
 - world.mako
 - ▶ structure
 - define.mako
 - materials.mako
 - microboonevX.mako
 - solids.mako
 - structure.mako



Bonus: Unit Tests

- ▶ Base code is python
 - Current tests in nose/mock
 - Easily convert to py.test or unittest

```
@mock('PyLArG.gen_geometry')
@nose.fixture(gdml)
@nose.test()
def test_repeat_elements(gdml):
    """
    Tests the gdml for repeated names of elements
    """
    for element in gdml:
        for test_element in gdml:
            if element.attrib['name'] == test_element.attrib['name'] and not element is test_element:
                return nose.failure("Identical Elements Exist")
    return nose.success()
```



Current Status

- ▶ A basic version of the code exists in:
 - uboonecode:feature/kwierman_geo_overhaul
- ▶ An external copy exists in github repo: kwierman/PyLArG
 - Also comes with gdml->vtk conversion utilities
 - This is a conversation for another time
- ▶ Comes with compare.py
 - Compares 2 xml trees
 - Shows that mako generator and perl script (with fix!!) creates identical geometry



Goals

- ▶ Include mako1.0.6 in supported python packages
- ▶ Re-write generator script to be generic for multiple experiments
 - Thus, experiments will only need to contribute context & templates
- ▶ Include unit tests in LArSoft TDD framework
- ▶ Convert context to fhicl
- ▶ Document
 - Document
 - Document



Other Option

- ▶ Brett Viren (DUNE):
 - GeGeDe (<https://github.com/brettviren/gegede>)
 - Dune Specific Version (<https://github.com/dune/duneggd>)
 - Allows for python based generation of geometry and export to a variety of formats
- ▶ Options for future development
 - Include VTK export option
 - Use mako templates for individual objects



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Questions?