

ProtoDUNE analysis workshop  
CERN, 26/01/2020



# The HighLAND analysis framework

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# Outline

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- Introduction
- HighLAND in few hours
- HighLAND concepts
- Event selection
- Systematic error propagation

# HighLAND analysis framework

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- **HighLAND: High Level Analysis Development**
- HighLAND has been crucial for T2K near detector analyses
- **Highly optimized, thread safe, compiled c++ code** and run on the shell command line (not as root macro)
- **Very compact set of packages:** 1 minute to download and 5 minutes to compile
- **Functionality:**
  - Event selection & systematics propagation
  - Drawing Tools & Event display
  - Data reduction

**We have not started from scratch: All this functionality exists since long time from T2K. The system is fully validated !!!!**

# Previous HighLAND talks

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- **MCC6 and MCC7 eras**

- **FD sim/reco 23/11/2015:** <https://indico.fnal.gov/conferenceDisplay.py?confId=10882>
- **LBL 24/11/2015:** <https://indico.fnal.gov/conferenceDisplay.py?confId=10861>
- **S&C 15/12/2015:** <https://indico.fnal.gov/conferenceDisplay.py?confId=11030>
- **DUNE CM, 14/09/2016,** <https://indico.fnal.gov/event/10613/session/18/contribution/52/material/slides/0.pdf>
- **PD meas/ana 13/10/2016:** <https://indico.fnal.gov/event/13110/>
- **DUNE CM 24/01/2017:** <https://indico.fnal.gov/event/10641/session/12/contribution/81/material/slides/0.pdf>

- **MCC11, MCC12 era**

- **ProtoDUNE analysis workshop 27/01/2019**
  - <https://indico.fnal.gov/event/19133/>
  - Long talk explaining the framework and its functionality
- **DRA Analysis meeting 9/05/2019**
  - <https://indico.fnal.gov/event/20776/>
  - Actual ProtoDUNE analyses using HighLAND
- **DUNE CM, 21/05/2019**
  - <https://indico.fnal.gov/event/18681/session/13/contribution/93/material/slides/0.pdf>
  - Actual ProtoDUNE analyses using HighLAND
- **Analysis meeting 5/12/2019**
  - <https://indico.fnal.gov/event/22522/>
  - HighLAND as candidate for systematic error propagation



HighLAND in few hours

# HighLAND in few hours

- This is the HighLAND redmine wiki page  
<https://cdcv.s.fnl.gov/redmine/projects/highland/wiki>

link to detailed doxygen documentation

The full documentation generated by Doxygen can be found at <http://www.cern.ch/acervera/highland>. Here only a summary is shown. Also information on how to download the framework for DUNE is found at the bottom of this page.

The HighLAND framework (HIGH Level Analysis at a Neutrino Detector), initially designed to simplify the process of analysing data in the T2K near detector (ND280) is being adapted for DUNE. It allows the user to quickly run analyses, plot results, evaluate the impact of systematic errors and much more. To allow this two set of packages have been identified:

- **PSyChE** (Propagation of SYstematic and CHaracterization of Events) is a high performance set of packages which performs event selection and propagation of systematics.
- **HighLAND**: use the PSyChE packages as core, and it adds in addition Corrections, FlatTree creation, tools for Drawing, etc. In practice PSyChE is part of the HighLAND distribution. The main reason to keep them separated is that PSyChE can be run directly by fitters.

The code is **self-contained** and has a unique external dependency, ROOT. It is very **light** and can be **compiled in less than 5 minutes** in most operating systems, being specially interesting for laptops.

**HighLAND** analysis flow diagram:

- Input File** (yellow box) -> **Event** (purple box) -> **Apply corrections** (purple box) -> **Apply event variations** (purple box) -> **Apply event selection cuts** (purple box) -> **Compute event weights** (purple box) -> **Output File** (yellow box) -> **Drawing Tools** (purple box) -> **Final Plots** (yellow box).

The diagram is labeled **HighLAND** and **PSyChE**. The **event loop** and **toy exp. loop** are indicated on the left side of the diagram.

The analysis flow is in the above diagram. For every event a set of corrections are applied to make data and MC agree better. Then a loop over toy experiments is done, each toy experiment will be an independent analysis of the same event, in which the event properties are varied. This allows propagating systematic errors numerically. For each toy experiment, a set of event variations change some aspect of the data. The event selection proceeds then on that modified data. Finally, a weight for the event in this particular toy experiment is computed, to account for systematics that cannot be propagated as variations, and for event weight corrections. Those three operations, event variations, event selection and event weights are performed by PSyChE. HighLAND provides in addition the infrastructure to do the event loop, apply corrections, create and fill root trees that can be easily analysed using a set of tools for drawing (also provided by HighLAND), extensions to the event model, etc.

Each analysis that uses the framework defines its own executable, for example RunDuneExampleAnalysis.cxx for the duneExampleAnalysis package. The output of this executable is a root file with several trees. Some of them contain a summary of the variables used in the analysis as well as selection cuts information (those are called micro-trees: default, all\_syst, ...), while there are also single-entry trees containing more general information such as the amount of POT that was analysed (header tree), and configuration information for the analysis (config tree). The output file can then be analysed using a simple ROOT macro, and the DrawingTools methods provide many useful functions for doing this.

The following related pages contain more detailed documentation:

- **Download and install the HighLAND framework:** [install](#)
- **Run the DUNE example:** [example](#)
- **Run the ProtoDUNE example:** [protoDUNEExample](#)

instructions and scripts  
to install and run

# Results in 10 minutes

- Download, compile and install the framework

<https://cdcv.s.fnl.gov/redmine/projects/highland/wiki/Install>

The installation is done in few simple steps. First create a folder (i.e. HIGHLAND, or ANALYSIS) where you will put everything (CMT + HighLAND framework). Go inside that directory and save there the INSTALL.sh and setup.sh scripts that you can find at the bottom of this page. Or get them with wget

```
wget https://cdcv.s.fnl.gov/redmine/attachments/download/51199/INSTALL.sh
wget https://cdcv.s.fnl.gov/redmine/attachments/download/53882/setup.sh
```

Then just type:

```
source INSTALL.sh
```

**5 minutes**

- Run the ProtoDUNE example:

```
../Linux-x86_64/RunProtoDuneExampleAnalysis.exe -n 10000 -v -o output.root input.root
```

- Where input.root can be a LArSoft reco file or a HighLAND minitree, for example:

```
/dune/data/users/acervera/MiniTreesFilter/mini_data_run5387_calocorr_filter_pos_tof0-250.root
```

**1 minute for 10K events**

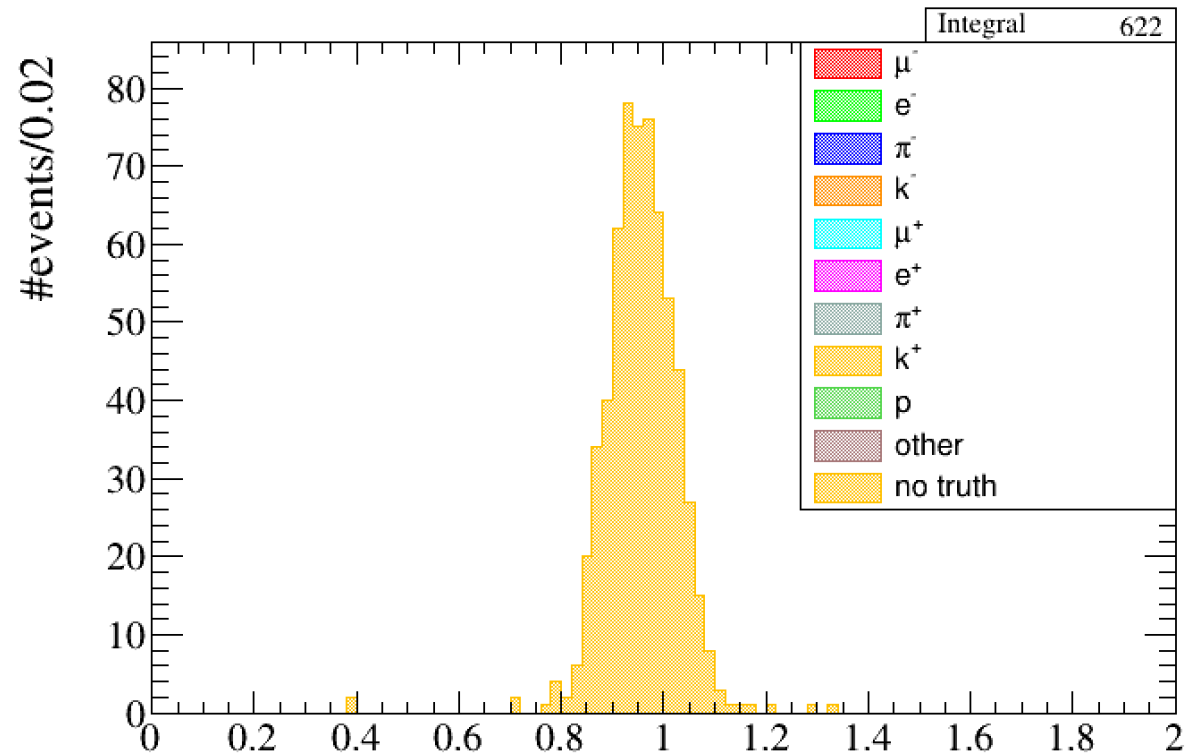
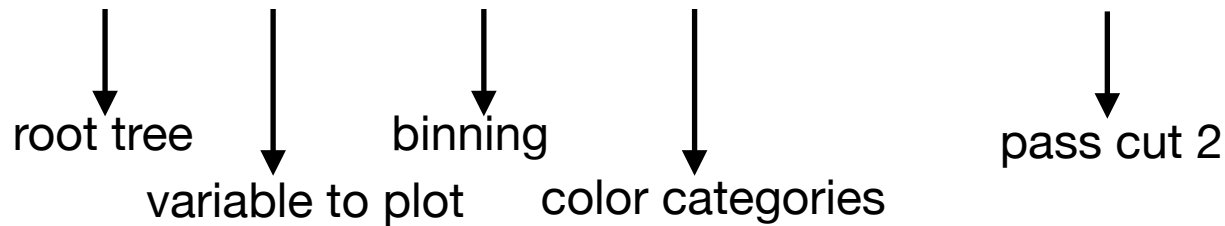
# Make a plot

```
root -l output.root
```

```
root [1] DrawingToolsBase draw("output.root")
```

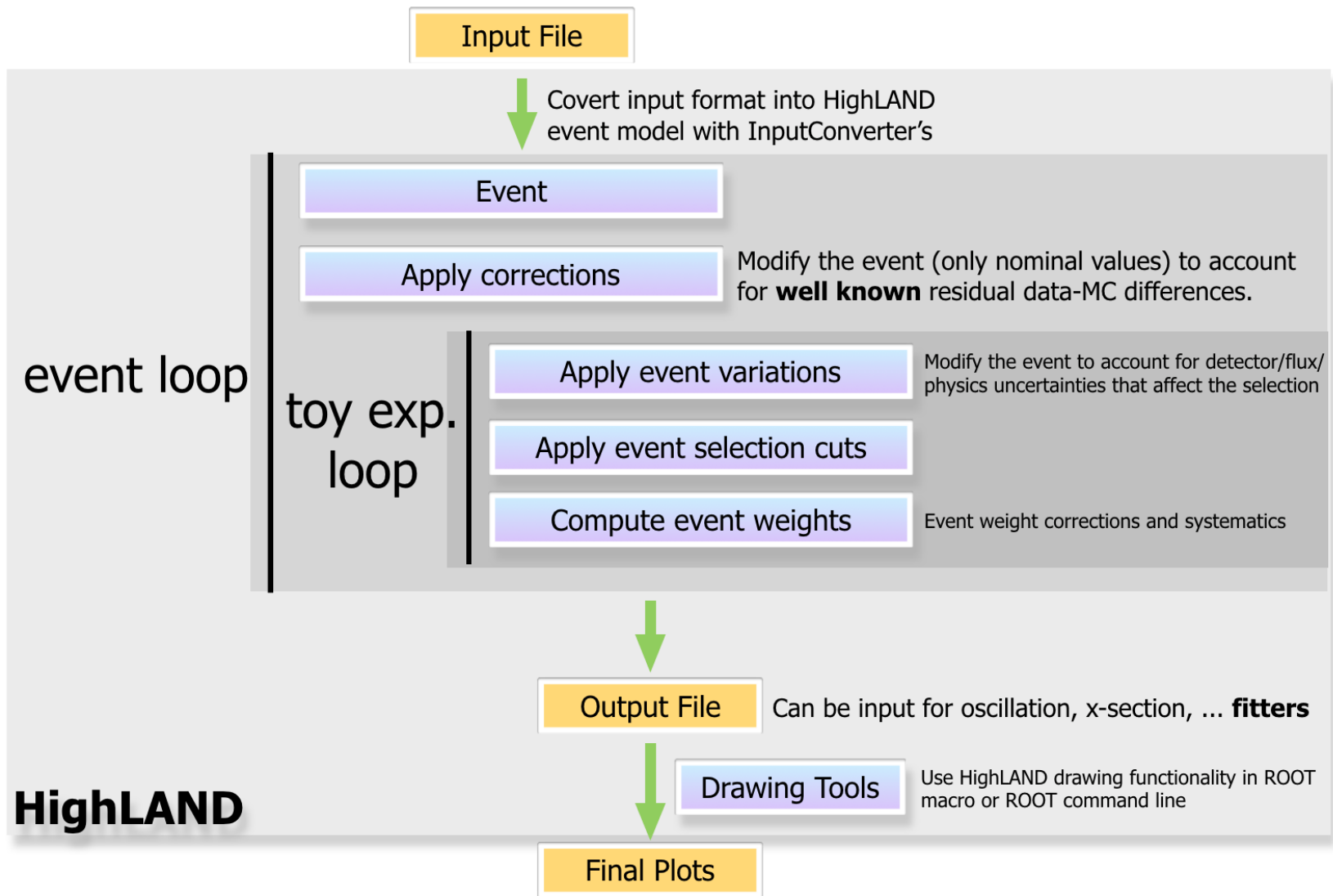
```
root [2] TTree* d = (TTree*)_file0->Get("default");
```

```
root [3] draw.Draw(d, "beam_mom_raw", 100, 0, 2, "beamparticle", "accum_level[0][0]>2")
```

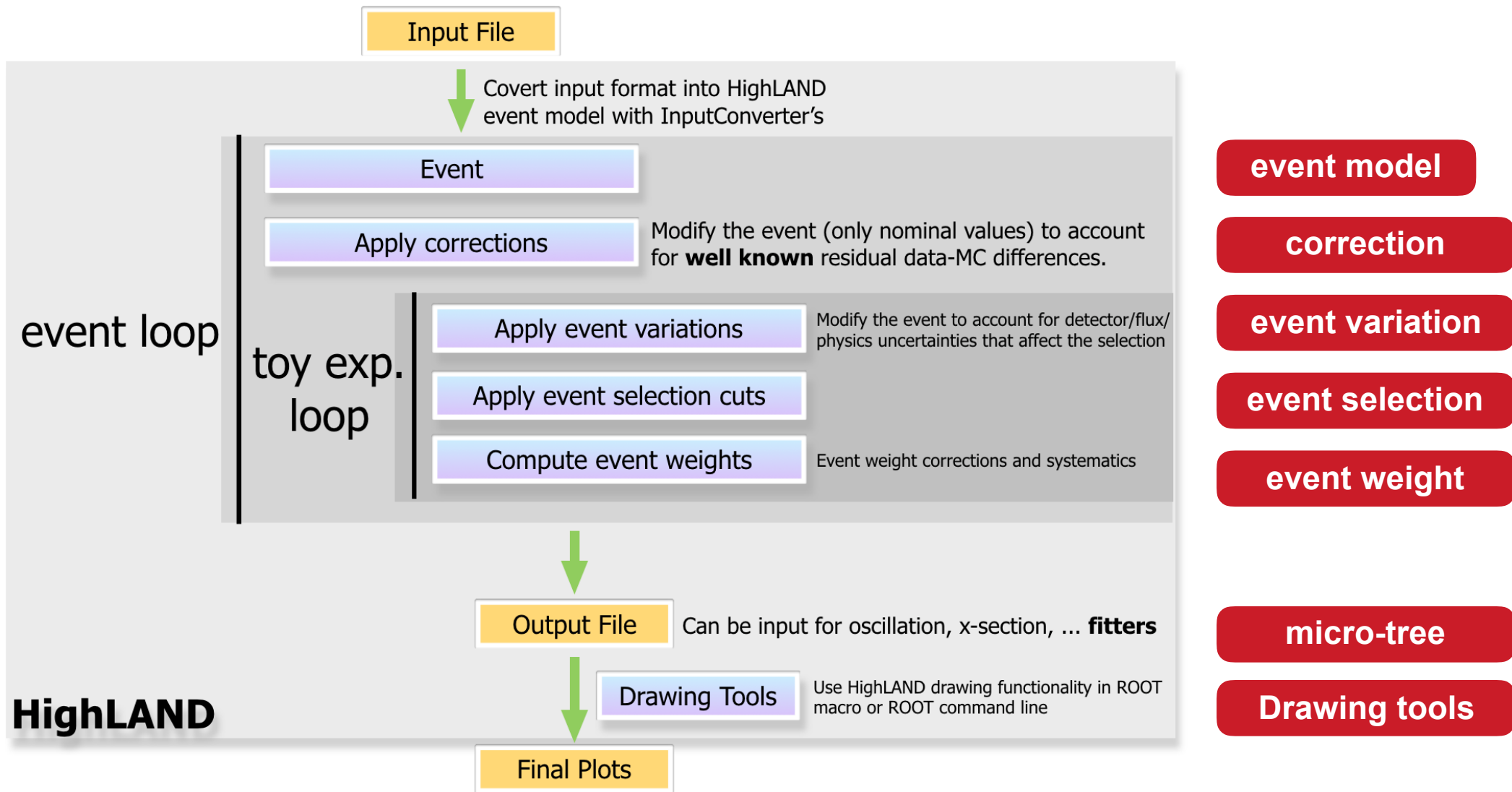


# Highland concepts

# Highland flow and concepts



# Highland flow and concepts



# Event model



- 
- HighLAND decouples input file's format from actual analysis by extracting info from the input file and saving it into an internal event model

LArSoftFiles

Extract part of the information

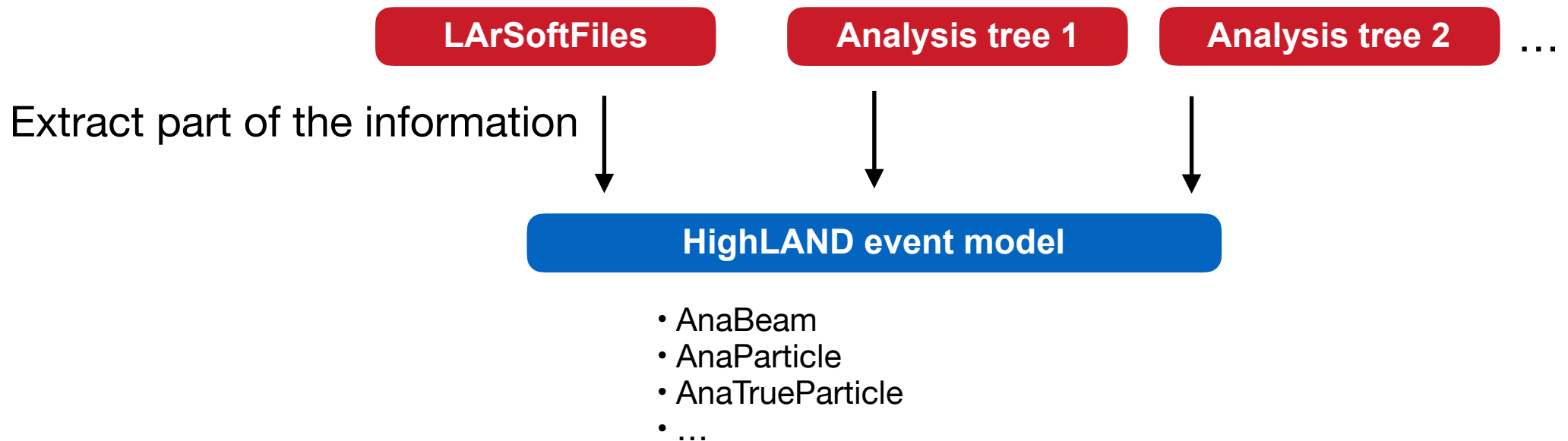


HighLAND event model

- AnaBeam
- AnaParticle
- AnaTrueParticle
- ...

- In this way the analysis is independent of the input format

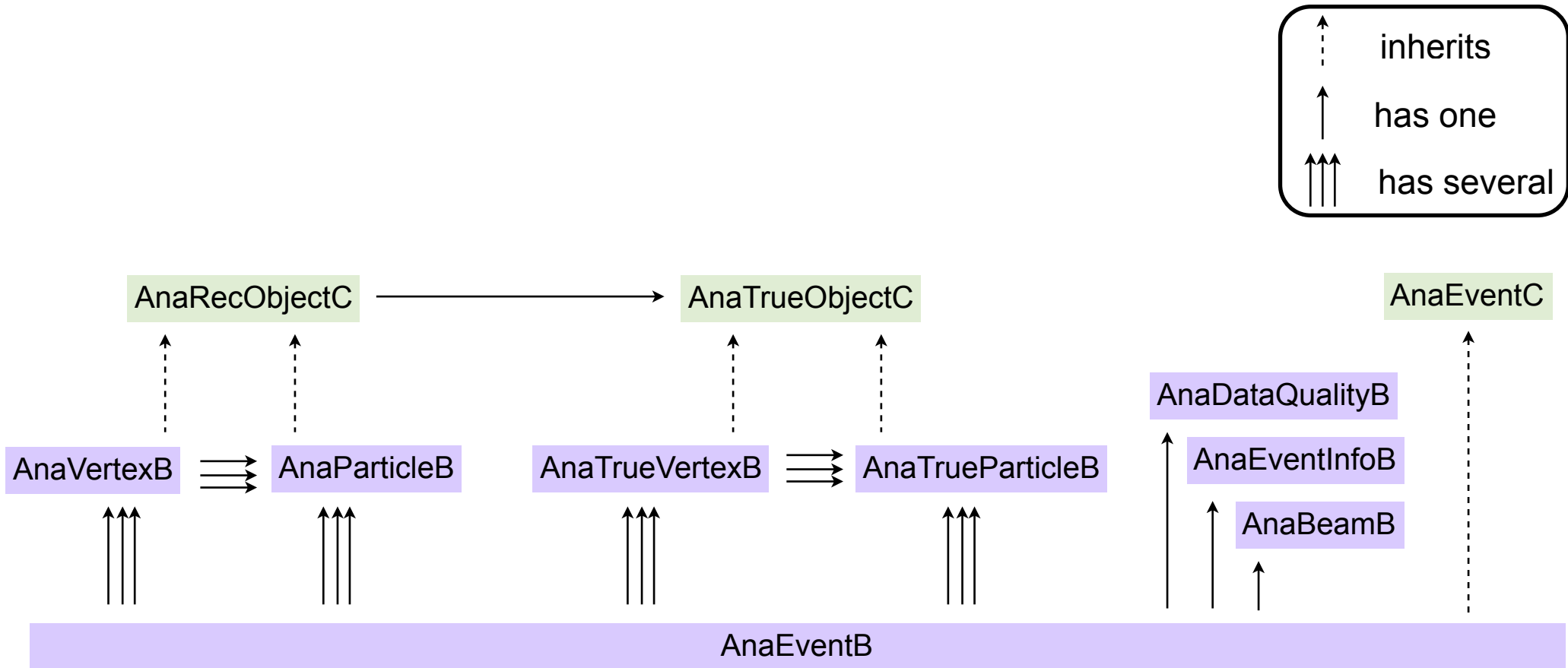
- HighLAND decouples input file's format from actual analysis by extracting info from the input file and saving it into an internal event model



- In this way the analysis is independent of the input format

# HighLAND event model

- The event model is very simple
- This is the current event model, which can be easily modified



# Some classes

## AnaTrueParticle

```
/// The PDG code of this particle.
Int_t PDG;

/// The ID of this particle's immediate parent, or 0
Int_t ParentID;

/// The PDG code of this particle's immediate parent,
Int_t ParentPDG;

/// The PDG code of this particle's grandparent, or 0
Int_t GParentPDG;

/// Process generating this particle
ProcessEnum ProcessStart;

/// Process destroying this particle
ProcessEnum ProcessEnd;

/// The initial position of the true particle.
Float_t Position[4];

/// The end position of the true particle.
Float_t PositionEnd[4];

/// The initial direction of the true particle.
Float_t Direction[3];

/// The end direction of the true particle.
Float_t DirectionEnd[3];

/// The initial momentum of the true particle.
Float_t Momentum;

/// The final momentum of the true particle.
Float_t MomentumEnd;

/// The true charge of the particle.
Float_t Charge;
```

```
/// The particle length
Float_t Length;

/// The particle length inside the TPC
Float_t LengthInTPC;

/// The true momentum at the TPC entrance
Float_t MomentumInTPC;
```

## AnaParticle

```
/// The reconstructed start direction of the particle.
Float_t DirectionStart[3];

/// The reconstructed end direction of the particle.
Float_t DirectionEnd[3];

/// The reconstructed start position of the particle.
Float_t PositionStart[4];

/// The reconstructed end position of the particle.
Float_t PositionEnd[4];
```

```
/// PID variables
Float_t PID[3][10];
```

```
Float_t PIDA[3];
```

```
/// CALO variables
Float_t CALO[3][10];
```

```
/// Momentum by range for muon and proton hypotheses
Float_t RangeMomentum[2];
```

```
/// Vector of daughters particles
std::vector<AnaRecObjectC*> Daughters;
```

```
/// The link to the true object that most likely generated this reconstructed object
AnaTrueObjectC* TrueObject;
```

## AnaBeam

```
/// The beam particle
AnaParticleMomB* BeamParticle;

/// Other relevant beam info
int BeamTrigger;
double TOF;
int CerenkovStatus[2];
double CerenkovTime[2];
double CerenkovPressure[2];
double BeamTrackTime;
double BeamMomentum;
double BeamMomentumInTPC;
```

```
/// True-reco matching efficiency
Float_t TrueEff;

/// True-reco matching purity
Float_t TruePur;

/// Number of hits in each wire plane
Int_t NHitsPerPlane[3];

/// Residual range for each wire in each plane
Float_t ResidualRange[3][NMAXHITSPERPLANE];

/// dEdx for each wire in each plane
Float_t dEdx[3][NMAXHITSPERPLANE];
Float_t dEdx_corr[3][NMAXHITSPERPLANE];

/// dQdx for each wire in each plane
Float_t dQdx[3][NMAXHITSPERPLANE];
Float_t dQdx_corr[3][NMAXHITSPERPLANE];

/// dQdx for each wire in each plane
Float_t HitX[3][NMAXHITSPERPLANE];
Float_t HitY[3][NMAXHITSPERPLANE];
Float_t HitZ[3][NMAXHITSPERPLANE];

/// Average energy deposited in the detector
Float_t AveragedEdx;

/// Average charge deposited in the detector
Float_t AveragedQdx;
```

# Event selection

# Event selection

- Once the input file info is extracted and saved into the internal event model, the event selection can proceed
- A selection is a collection of steps, which can be actions or cuts
- Each selection inherits from **SelectionBase**, which has a main mandatory method **DefineSteps**

```
/*******  
void stoppingProtonSelection::DefineSteps(){  
/*******  
  
// Steps must be added in the right order  
// if "true" is added to the constructor of the step,  
// the step sequence is broken if cut is not passed (default is "false")  
AddStep(StepBase::kAction, "find main track",    new FindBeamTrackAction());  
AddStep(StepBase::kCut,   "beam protom",        new BeamProtonCut());  
AddStep(StepBase::kCut,   "beam track in TPC",   new CandidateExistsCut());  
AddStep(StepBase::kCut,   "seltrk angle cut",    new BeamProtonAngleCut());  
AddStep(StepBase::kCut,   "proton CSDA range",    new ProtonCSDARangeCut());  
  
SetBranchAlias(0,"trunk");  
}
```

- Each step inherits from **StepBase** and implements the method **Apply**

# The box

- The Toy Box is used to pass derived information from one step to another in the selection

ProtoDUNE box

ToyBoxPD



ToyBoxB

Base class

```
#ifndef ToyBoxPD_h
#define ToyBoxPD_h

#include "ToyBoxB.hxx"
#include "DataClasses.hxx"

class ToyBoxPD:public ToyBoxB{
public :

    ToyBoxPD();
    virtual ~ToyBoxPD(){}

    /// This method should be implemented by the derived class. If so it does nothing here
    virtual void Reset();

    /// Reset this base class
    virtual void ResetBase();

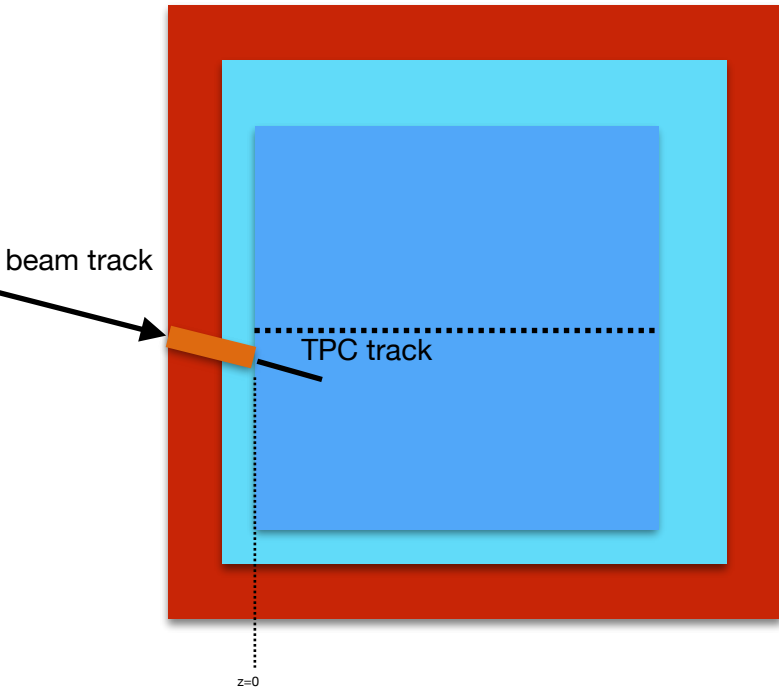
public:

    /// For storing the true vertex, for analyses with no reconstructed primary vertex
    AnaTrueVertexB* TrueVertex;

    /// The reconstructed EventVertex
    AnaVertexB* Vertex;

    /// The MainTrack, defining the event vertex
    AnaParticle* MainTrack;
};
```

# Stopping proton selection



- Reproduce Heng-Ye's 1 GeV/c stopping proton analysis

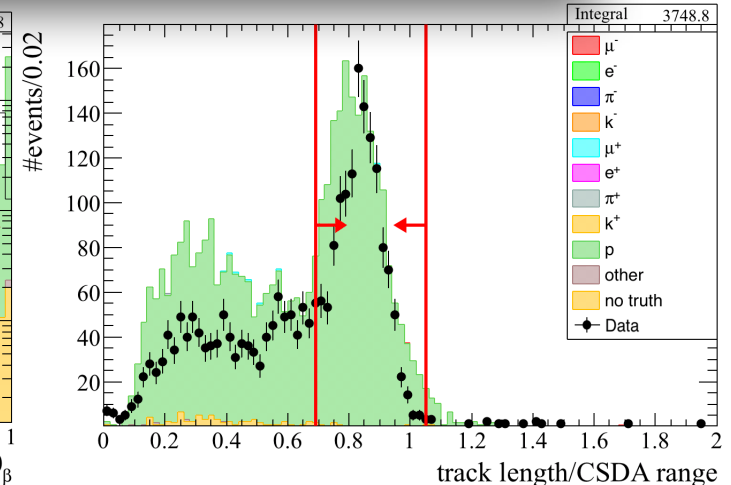
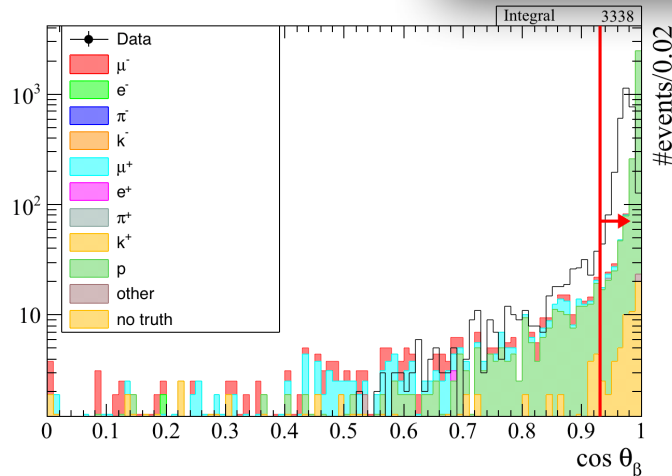
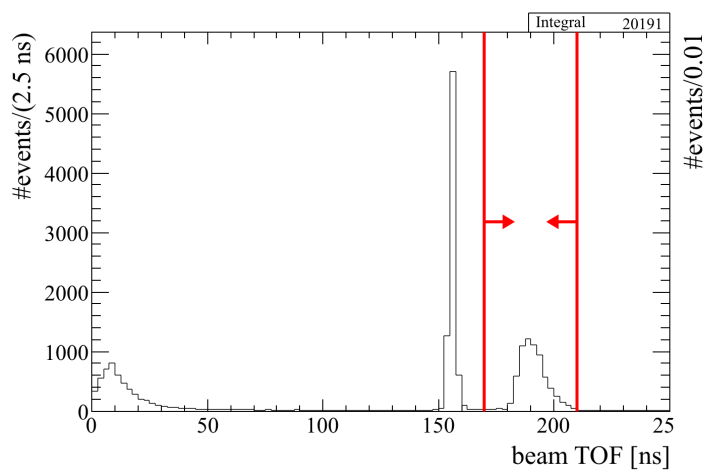
1. beam TOF compatible with proton
2.  $\Delta x, \Delta y$  at  $z=0$
3.  $\Delta \theta$  at  $z=0$
4. Length/CSDA range (proton)

```

//*****
void stoppingProtonSelection::DefineSteps(){
//*****

// Steps must be added in the right order
// if "true" is added to the constructor of the step,
// the step sequence is broken if cut is not passed (default is "false")
AddStep(StepBase::kAction, "find main track", new FindBeamTrackAction());
AddStep(StepBase::kCut, "beam proton", new BeamProtonCut());
AddStep(StepBase::kCut, "beam track in TPC", new CandidateExistsCut());
AddStep(StepBase::kCut, "seltrk angle cut", new BeamProtonAngleCut());
AddStep(StepBase::kCut, "proton CSDA range", new ProtonCSDARangeCut());

SetBranchAlias(0, "trunk");
}
    
```





# Example of action

primary information      derived information



```
/**
 *
 */
bool FindBeamTrackAction::Apply(AnaEventC& event, ToyBoxB& boxB) const{
/**
 *
 */

// Cast the ToyBox to the appropriate type
ToyBoxPD& box = *static_cast<ToyBoxPD*>(&boxB);

// Get the array of tracks from the event
AnaParticleB** tracks = static_cast<AnaEventB*>(&event)->Particles;
int nTracks          = static_cast<AnaEventB*>(&event)->nParticles;

// Get the beam information
AnaBeam* beam = static_cast<AnaBeam*>(static_cast<AnaEventB*>(&event)->Beam);

// And check that a beam particle exists
if (!beam->BeamParticle) return true;

// Loop over reconstructed tracks
Int_t ncand=0;
for (Int_t i=0;i<nTracks; ++i){
    AnaParticle* part = static_cast<AnaParticle*>(tracks[i]);

    // In MC just get the beam slice particle (
    if (event.GetIsMC()){
        if (static_cast<AnaParticle*>(tracks[i])->Charge==8888){
            box.MainTrack = static_cast<AnaParticle*>(tracks[i]);
            ncand++;
            break;
        }
    }
    // In data get the track that better matches the beam-detectors track
    else{
        Float_t dx = part->PositionStart[0]-beam->BeamParticle->PositionEnd[0];
        Float_t dy = part->PositionStart[1]-beam->BeamParticle->PositionEnd[1];
        if (dx>-5 && dx<25 && dy>-10 && dy<10 && part->PositionStart[2]<100 && part->DirectionStart[2]>0.7 ){
            box.MainTrack = part;    // Save the track into the box
            ncand++;
            break;
        }
    }
}
return true;
}
```

# Example of action

primary information      derived information



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    AnaParticle* part = static_cast<AnaParticle*>(tracks[i]);

    // In MC just get the beam slice particle (
    if (event.GetIsMC()){
        if (static_cast<AnaParticle*>(tracks[i])->Charge==-8888){
            box.MainTrack = static_cast<AnaParticle*>(tracks[i]);
            ncand++;
            break;
        }
    }
    // In data get the track that better matches the beam-detectors track
    else{
        Float_t dx = part->PositionStart[0]-beam->BeamParticle->PositionEnd[0];
        Float_t dy = part->PositionStart[1]-beam->BeamParticle->PositionEnd[1];
        if (dx>-5 && dx<25 && dy>-10 && dy<10 && part->PositionStart[2]<100 && part->DirectionStart[2]>0.7 ){
            box.MainTrack = part;    // Save the track into the box
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            break;
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}
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    // In MC just get the beam slice particle (
    if (event.GetIsMC()){
        if (static_cast<AnaParticle*>(tracks[i])->Charge==--8888){
            box.MainTrack = static_cast<AnaParticle*>(tracks[i]);
            ncand++;
            break;
        }
    }
    // In data get the track that better matches the beam-detectors track
    else{
        Float_t dx = part->PositionStart[0]-beam->BeamParticle->PositionEnd[0];
        Float_t dy = part->PositionStart[1]-beam->BeamParticle->PositionEnd[1];
        if (dx>-5 && dx<25 && dy>-10 && dy<10 && part->PositionStart[2]<100 && part->DirectionStart[2]>0.7 ){
            box.MainTrack = part;    // Save the track into the box
            ncand++;
            break;
        }
    }
}

return true;
}
```

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    // In MC just get the beam slice particle (
    if (event.GetIsMC()){
        if (static_cast<AnaParticle*>(tracks[i])->Charge==8888){
            box.MainTrack = static_cast<AnaParticle*>(tracks[i]);
            ncand++;
            break;
        }
    }

    // In data get the track that better matches the beam-detectors track
    else{
        Float_t dx = part->PositionStart[0]-beam->BeamParticle->PositionEnd[0];
        Float_t dy = part->PositionStart[1]-beam->BeamParticle->PositionEnd[1];
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            box.MainTrack = part;    // Save the track into the box
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primary information      derived information



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    if (event.GetIsMC()){
        if (static_cast<AnaParticle*>(tracks[i])->Charge==--8888){
            box.MainTrack = static_cast<AnaParticle*>(tracks[i]);
            ncand++;
            break;
        }
    }

    // In data get the track that better matches the beam-detectors track
    else{
        Float_t dx = part->PositionStart[0]-beam->BeamParticle->PositionEnd[0];
        Float_t dy = part->PositionStart[1]-beam->BeamParticle->PositionEnd[1];
        if (dx>-5 && dx<25 && dy>-10 && dy<10 && part->PositionStart[2]<100 && part->DirectionStart[2]>0.7 ){
            box.MainTrack = part;    // Save the track into the box
            ncand++;
            break;
        }
    }
}

return true;
}
```

distance between each track and the beam track

# Example of action

primary information      derived information



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/**
 *
 */
bool FindBeamTrackAction::Apply(AnaEventC& event, ToyBoxB& boxB) const{
/**
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 */

// Cast the ToyBox to the appropriate type
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            ncand++;
            break;
        }
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    else{
        Float_t dx = part->PositionStart[0]-beam->BeamParticle->PositionEnd[0];
        Float_t dy = part->PositionStart[1]-beam->BeamParticle->PositionEnd[1];
        if (dx>-5 && dx<25 && dy>-10 && dy<10 && part->PositionStart[2]<100 && part->DirectionStart[2]>0.7 ){
            box.MainTrack = part; // Save the track into the box
            ncand++;
            break;
        }
    }
}

return true;
}
```

# Example of cut

- The track in the TPC that matches the beam-detectors track, and that was saved as `box.MainTrack`, can now be used in a subsequent step, a cut in this case

primary information      derived information



```
/**
 *
 */
bool ProtonCSDARangeCut::Apply(AnaEventC& event, ToyBoxB& boxB) const{
/**
 *
 */

    (void)event;

    // Cast the ToyBox to the appropriate type
    ToyBoxPD& box = *static_cast<ToyBoxPD*>(&boxB);
    if (!box.MainTrack) return false;

    //check if it exists a beam particle
    AnaBeam* beam = static_cast<AnaBeam*>(static_cast<AnaEventB*>(&event)->Beam);
    AnaParticleMomB* beamPart = beam->BeamParticle;
    if(beamPart){
        Float_t mom = beamPart->Momentum;
        //if (beamPart->TrueObject) mom = static_cast<AnaTrueParticle*>(beamPart->TrueObject)->Momentum;
        Float_t length = static_cast<AnaParticle*>(box.MainTrack)->Length;
        Float_t csdarange = protoDuneSelUtils::ComputeCSDARange(mom*1000, 2212);
        if (csdarange<=0) return false;
        if (length/csdarange>0.69 && length/csdarange<1.05) return true;
    }

    return false;
}
```

# Example of cut

- Other cuts used only primary information

primary information      derived information



```
/**
 *
 */
bool BeamProtonCut::Apply(AnaEventC& event, ToyBoxB& boxB) const{
/**
 *
 */

    (void)boxB;

    // Get the beam info
    AnaBeam* beam = static_cast<AnaBeam*>(static_cast<AnaEventB*>(&event)->Beam);

    // In MC require to be a true proton
    if (event.GetIsMC()){
        if (beam->BeamParticle){
            if (beam->BeamParticle->TrueObject)
                if (static_cast<AnaTrueParticle*>(beam->BeamParticle->TrueObject)->PDG==2212) return true;
        }
        return false;
    }
    // In data apply a cut in the TOF
    else{
        if (beam->TOF>170 && beam->TOF<210) return true;
        else return false;
    }
}
```



# Example of cut

- Other cuts used only primary information

primary information      derived information



```
/**
 *
 */
bool BeamProtonCut::Apply(AnaEventC& event, ToyBoxB& boxB) const{
/**
 *
 */

(void)boxB;

// Get the beam info
AnaBeam* beam = static_cast<AnaBeam*>(static_cast<AnaEventB*>(&event)->Beam);

// In MC require to be a true proton
if (event.GetIsMC()){
    if (beam->BeamParticle){
        if (beam->BeamParticle->TrueObject)
            if (static_cast<AnaTrueParticle*>(beam->BeamParticle->TrueObject)->PDG==2212) return true;
        }
    return false;
}
// In data apply a cut in the TOF
else{
    if (beam->TOF>170 && beam->TOF<210) return true;
    else return false;
}
}
```

# Example of cut

- Other cuts used only primary information

primary information      derived information



```
/**
 *
 */
bool BeamProtonCut::Apply(AnaEventC& event, ToyBoxB& boxB) const{
/**
 *
 */

(void)boxB;

// Get the beam info
AnaBeam* beam = static_cast<AnaBeam*>(static_cast<AnaEventB*>(&event)->Beam);

// In MC require to be a true proton
if (event.GetIsMC()){
    if (beam->BeamParticle){
        if (beam->BeamParticle->TrueObject)
            if (static_cast<AnaTrueParticle*>(beam->BeamParticle->TrueObject)->PDG==2212) return true;
        }
    return false;
}

// In data apply a cut in the TOF
else{
    if (beam->TOF>170 && beam->TOF<210) return true;
    else return false;
}
}
```

# Example of cut

- Other cuts used only primary information

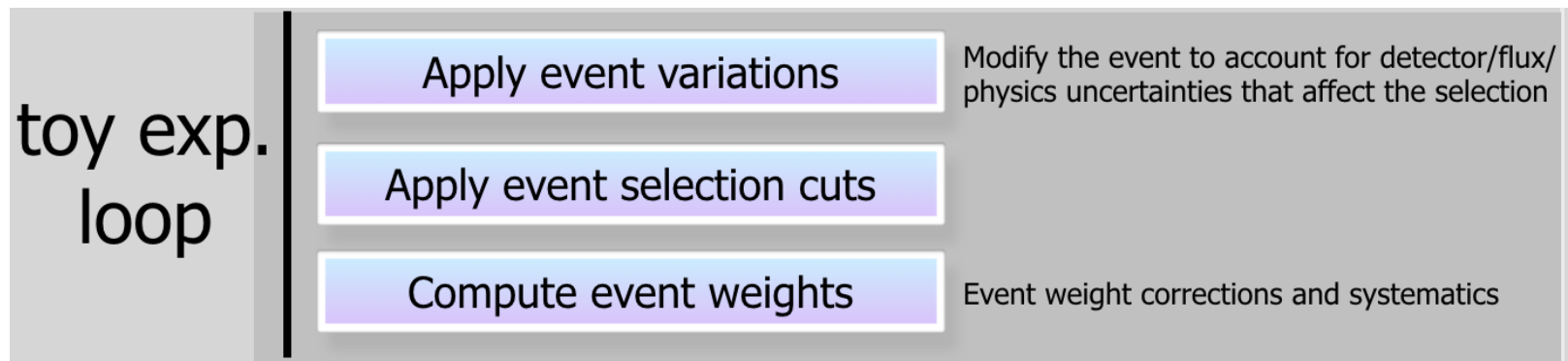
primary information      derived information

```
bool BeamProtonCut::Apply(AnaEventC& event, ToyBoxB& boxB) const{
// In MC require to be a true proton
if (event.GetIsMC()){
    if (beam->BeamParticle){
        if (beam->BeamParticle->TrueObject)
            if (static_cast<AnaTrueParticle*>(beam->BeamParticle->TrueObject)->PDG==2212) return true;
    }
    return false;
}
// In data apply a cut in the TOF
else{
    if (beam->TOF>170 && beam->TOF<210) return true;
    else return false;
}
}
```

# Systematic error propagation

# Systematics

- Full systematic propagation functionality is one of the main HighLAND benefits
- Systematic are propagated numerically by multiple throws (toy experiments)
- Two type of systematic propagation methods
  - **Event Variations:** Modify the input data
  - **Event Weights:** Just a global weight for the event



# Systematics in T2K

- Example for a selection with a muon and a proton

## EXTERNAL BKG:

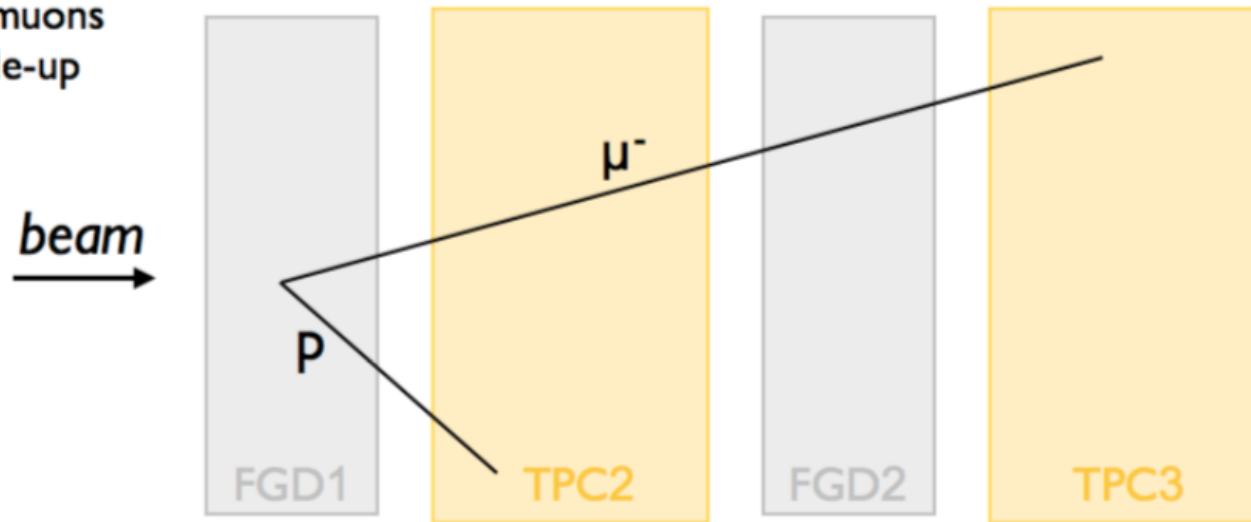
- out of FGD FV
- sand muons
- cosmic muons
- event pile-up

## TPC-FGD:

matching efficiency

## $\mu$ AND $p$ KINEMATICS:

- charge confusion
- momentum resolution and scale
- B field distortions



## FGD1:

- tracking efficiency
- ME efficiency
- PID

## TPC2:

- tracking efficiency
- hit efficiency
- PID

## MC MODELING:

- pion secondary interactions
- FGD mass

# Propagation methods

## Some systematic errors in T2K

<i>systematic error source</i>	<i>propagation model</i>	<i>pdf</i>	<i>correction</i>
<b>TPC related</b>			
TPC PID	Reconstructed observable variation	Gaus	yes
TPC cluster efficiency	Efficiency-like	Gaus	no
TPC tracking efficiency	Efficiency-like	Gaus	no
TPC momentum resolution	Reconstructed observable variation	Gaus	yes
TPC charge confusion	Efficiency-like	Gaus	no
B Field distortions	Reconstructed observable variation	Flat	no
TPC momentum scale	Reconstructed observable variation	Gaus	no
<b>FGD1 related</b>			
FGD PID	Reconstructed observable variation	Gaus	yes
FGD tracking efficiency	Efficiency-like	Gaus	no
Michel electron efficiency	Efficiency-like	Gaus	no
<b>FGD-TPC related</b>			
TPC-FGD matching efficiency	Efficiency-like	Gaus	no
<b>Background related</b>			
OOFV background	Normalisation	Gaus	no
Sand muon background	Normalisation	Gaus	no
Pile-up	Normalisation	Gaus	yes
<b>MC modeling related</b>			
Pion secondary interactions	Normalisation	Gaus	no
FGD mass	Normalisation	Gaus	no
<b>beam flux</b>	Normalisation	Gaus	no

# Propagation methods

## Some systematic errors in T2K

<i>systematic error source</i>	<i>propagation model</i>	<i>pdf</i>	<i>correction</i>
<b>TPC related</b>			
TPC PID	Reconstructed observable variation	Gaus	yes
TPC cluster efficiency	Efficiency-like	Gaus	no
TPC tracking efficiency	Efficiency-like	Gaus	no
TPC momentum resolution	Reconstructed observable variation	Gaus	yes
TPC charge confusion	Efficiency-like	Gaus	no
B Field distortions	Reconstructed observable variation	Flat	no
TPC momentum scale	Reconstructed observable variation	Gaus	no
<b>FGD1 related</b>			
FGD PID	Reconstructed observable variation	Gaus	yes
FGD tracking efficiency	Efficiency-like	Gaus	no
Michel electron efficiency	Efficiency-like	Gaus	no
<b>FGD-TPC related</b>			
TPC-FGD matching efficiency	Efficiency-like	Gaus	no
<b>Background related</b>			
OOFV background	Normalisation	Gaus	no
Sand muon background	Normalisation	Gaus	no
Pile-up	Normalisation	Gaus	yes
<b>MC modeling related</b>			
Pion secondary interactions	Normalisation	Gaus	no
FGD mass	Normalisation	Gaus	no
<b>beam flux</b>	Normalisation	Gaus	no

variation





# Propagation methods

## Some systematic errors in T2K

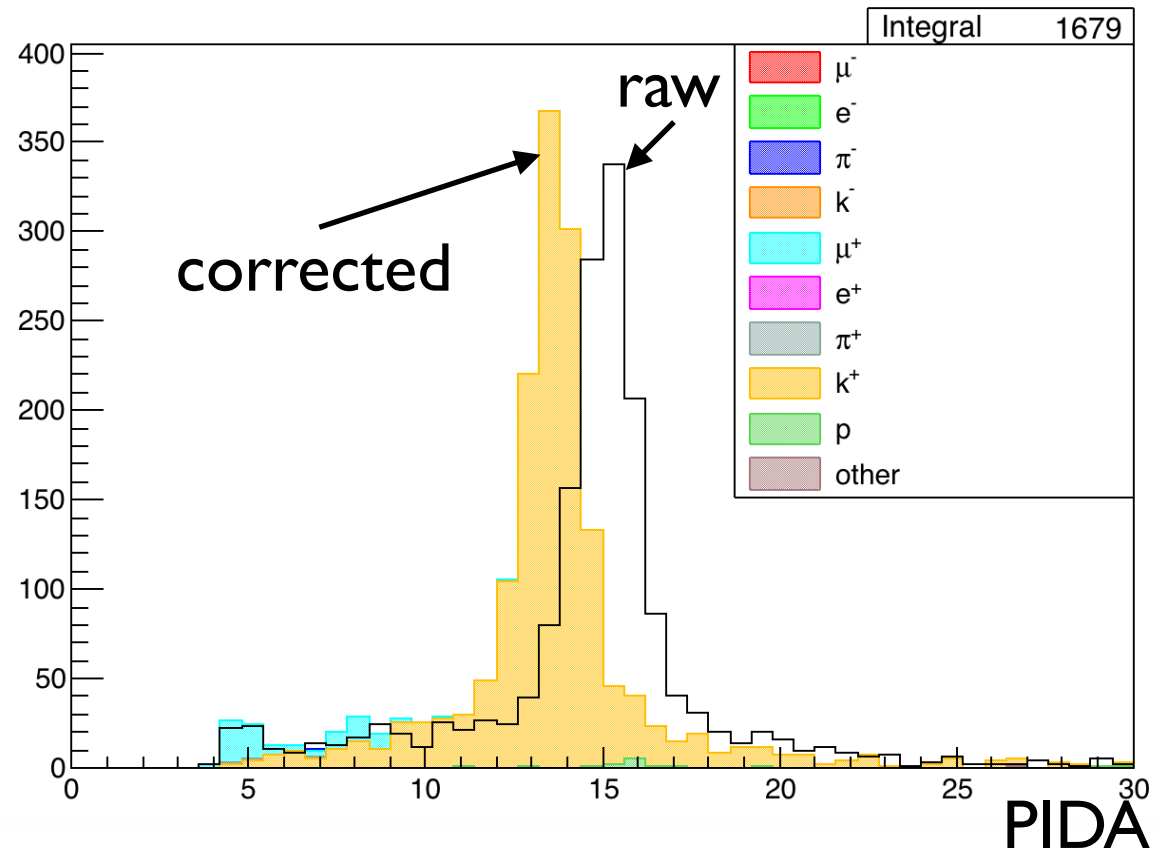
<i>systematic error source</i>	<i>propagation model</i>	<i>pdf</i>	<i>correction</i>	variation	weight
<b>TPC related</b>					
TPC PID	Reconstructed observable variation	Gaus	yes	..... ✓	..... ✓
TPC cluster efficiency	Efficiency-like	Gaus	no	.....	..... ✓
TPC tracking efficiency	Efficiency-like	Gaus	no	.....	..... ✓
TPC momentum resolution	Reconstructed observable variation	Gaus	yes	..... ✓	.....
TPC charge confusion	Efficiency-like	Gaus	no	.....	..... ✓
B Field distortions	Reconstructed observable variation	Flat	no	..... ✓	.....
TPC momentum scale	Reconstructed observable variation	Gaus	no	..... ✓	.....
<b>FGD1 related</b>					
FGD PID	Reconstructed observable variation	Gaus	yes	..... ✓	.....
FGD tracking efficiency	Efficiency-like	Gaus	no	.....	..... ✓
Michel electron efficiency	Efficiency-like	Gaus	no	.....	..... ✓
<b>FGD-TPC related</b>					
TPC-FGD matching efficiency	Efficiency-like	Gaus	no	.....	..... ✓
<b>Background related</b>					
OOFV background	Normalisation	Gaus	no	.....	..... ✓
Sand muon background	Normalisation	Gaus	no	.....	..... ✓
Pile-up	Normalisation	Gaus	yes	.....	..... ✓
<b>MC modeling related</b>					
Pion secondary interactions	Normalisation	Gaus	no	.....	..... ✓
FGD mass	Normalisation	Gaus	no	.....	..... ✓
<b>beam flux</b>	Normalisation	Gaus	no	.....	..... ✓

# Corrections

- Correct a well known data MC difference to reduce the corresponding systematic
- Example: **dEdxCorrection**
  - Scales the dEdx of each hit by the correction factor and recomputes PIDA

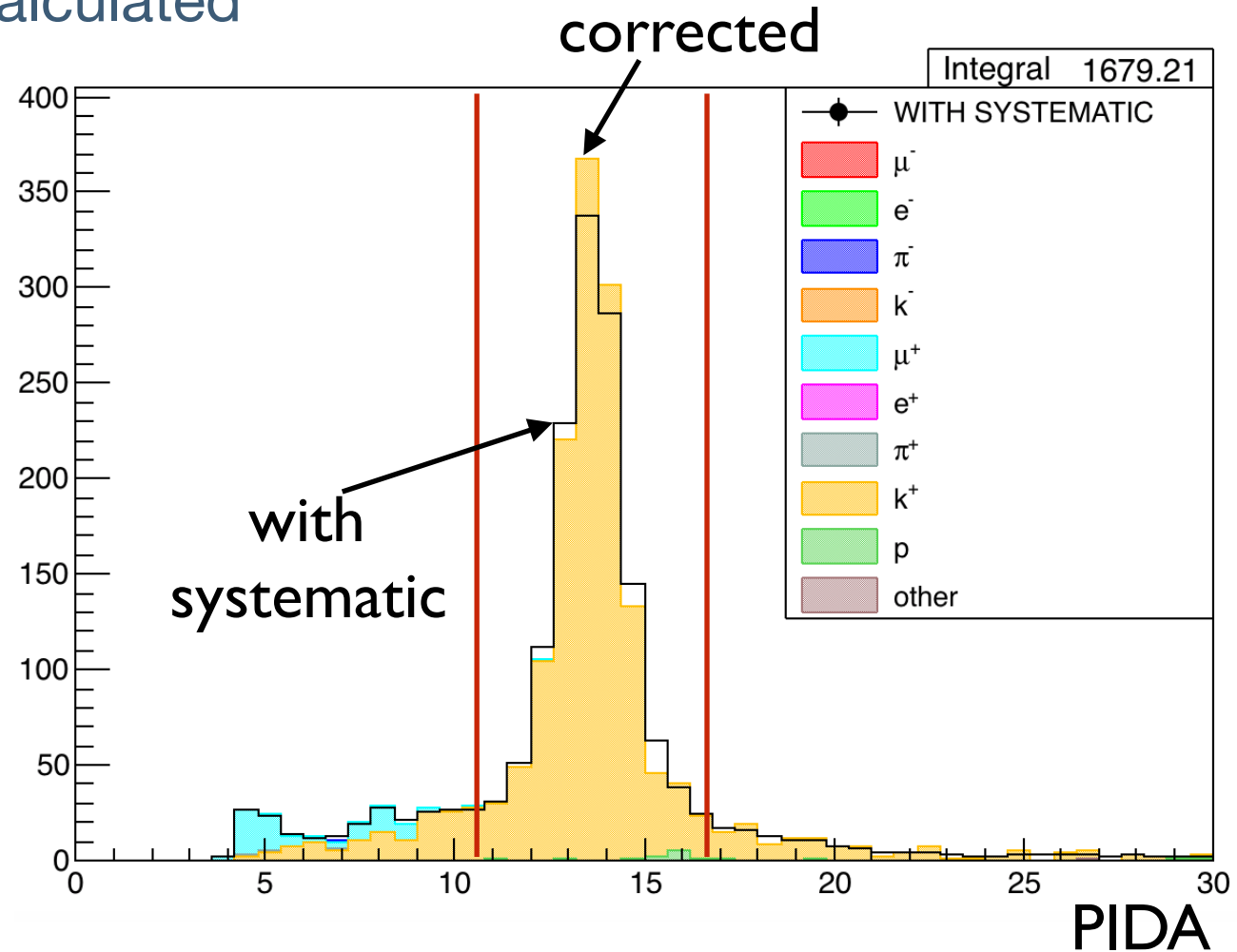
data/dEdx.dat

bins of PDG		correction	error on correction
10	12	0.95	0.02
12	14	0.98	0.02
320	322	0.9	0.02
2211	2213	0.8	0.02
210	212	0.9	0.02



# dEdxVariation systematic

- The error on the correction is the systematic
- 100 toy experiments. Each toy applies a different correction factor to all hits. Then PIDA is recalculated

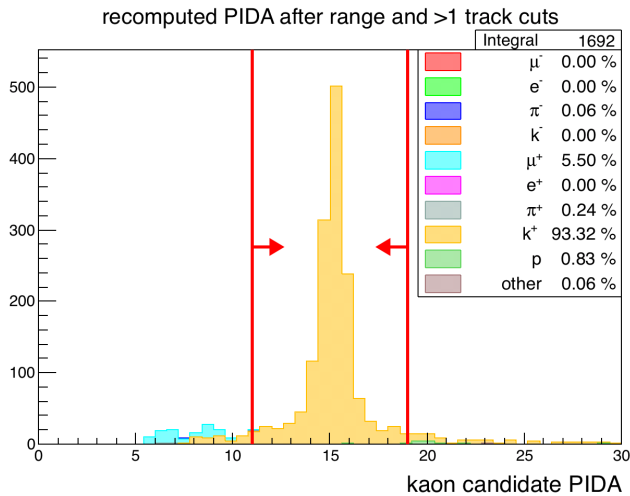


bins of PDG	correction	error on correction
10	12	0.95
12	14	0.98
320	322	0.9
2211	2213	0.8
210	212	0.9

# The different levels

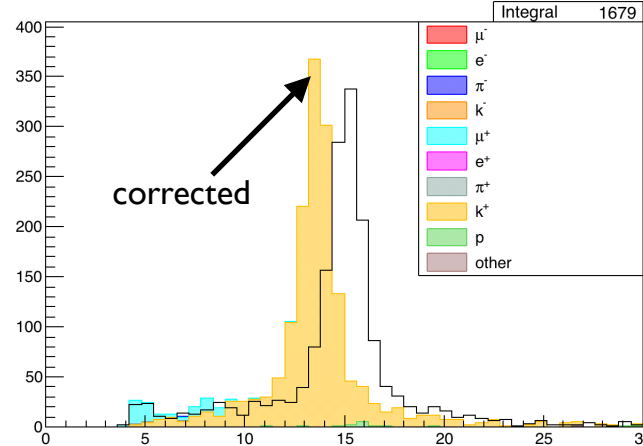
- The three levels are available in the HighLAND output file

**raw PIDA**



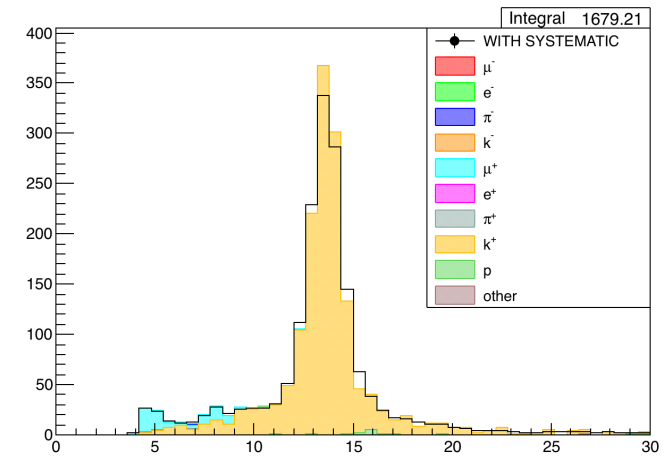
single value for each event

**corrected PIDA**



single value for each event

**systematic propagated PIDA**

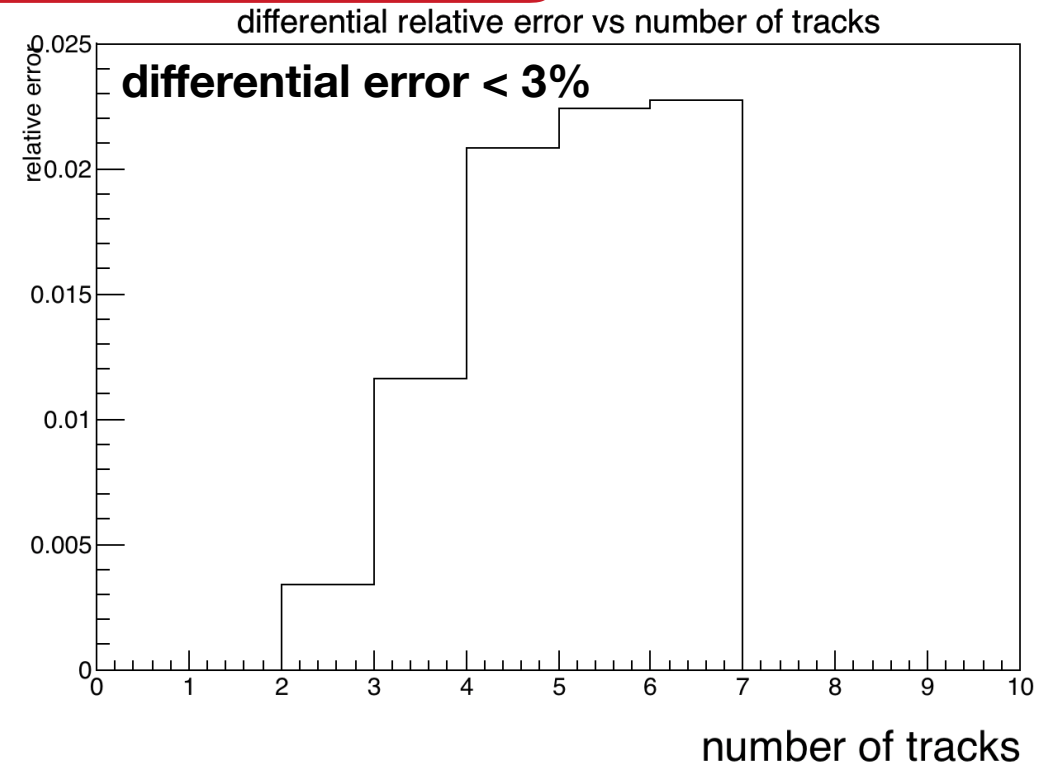
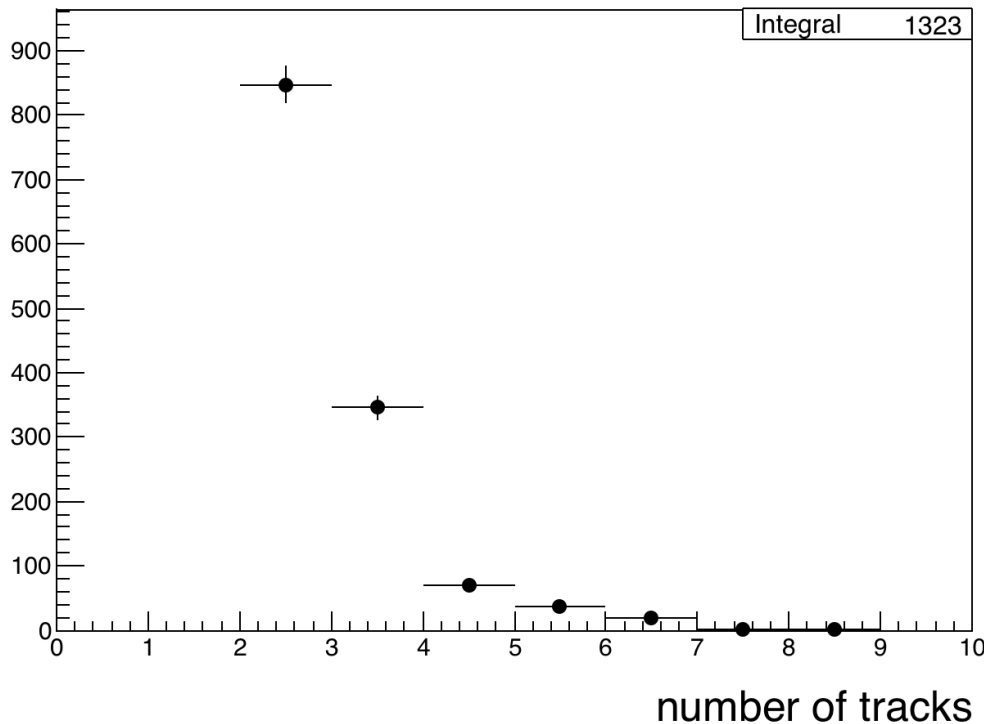


100 values for each event

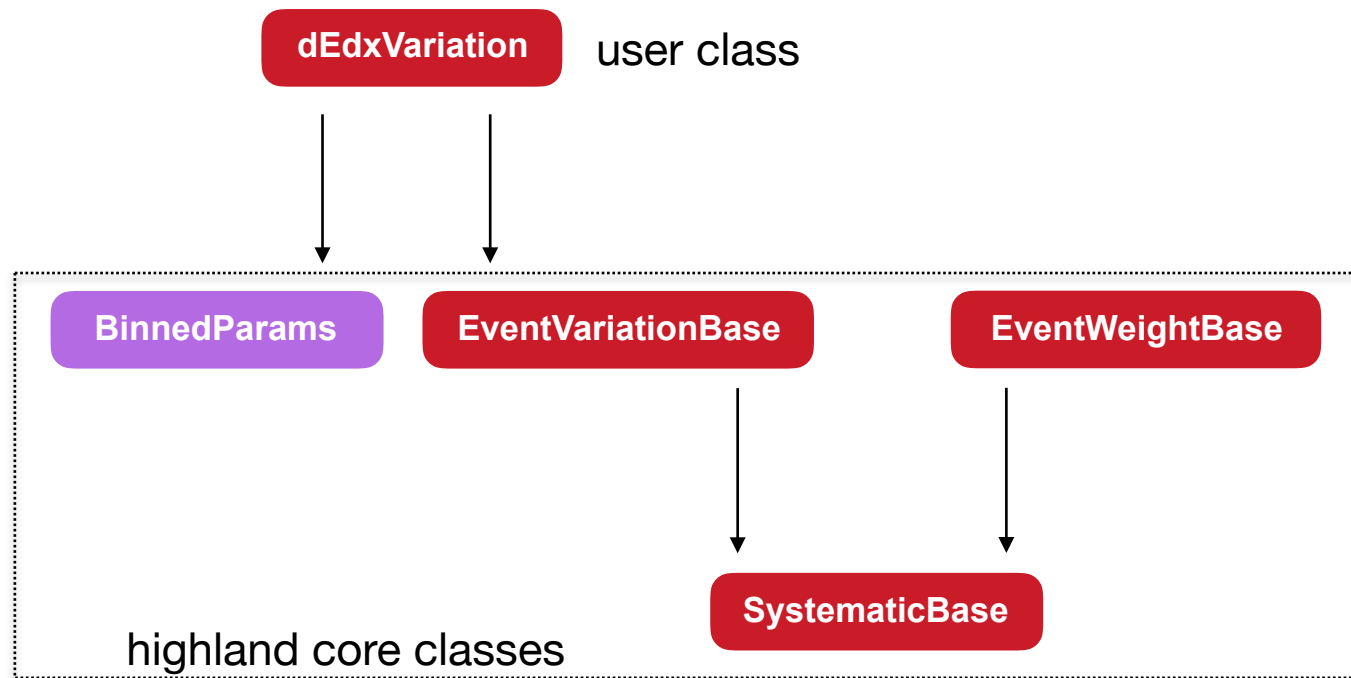
# Effect on the selection

- When the PIDA cut is applied the dEdx systematic has an effect on the number of selected events
  - Integrated: **0.3%**
  - Differential: **< 3%**

for events passing all cuts, including PIDA



# Systematic implementation



## SystematicBase

```

/// The name of this systematic.
std::string _name;

/// The index of this systematic (needed by SystematicsManager);
Int_t _index;

/// The type of this systematic (variation, weight or flux)
TypeEnum _type;

/// Is this systematic enabled ?
bool _enabled;

/// The PDF use for the systematic parameter scan
PDFenum _PDF;

/// the number of systematic parameters
UInt_t _nParameters;

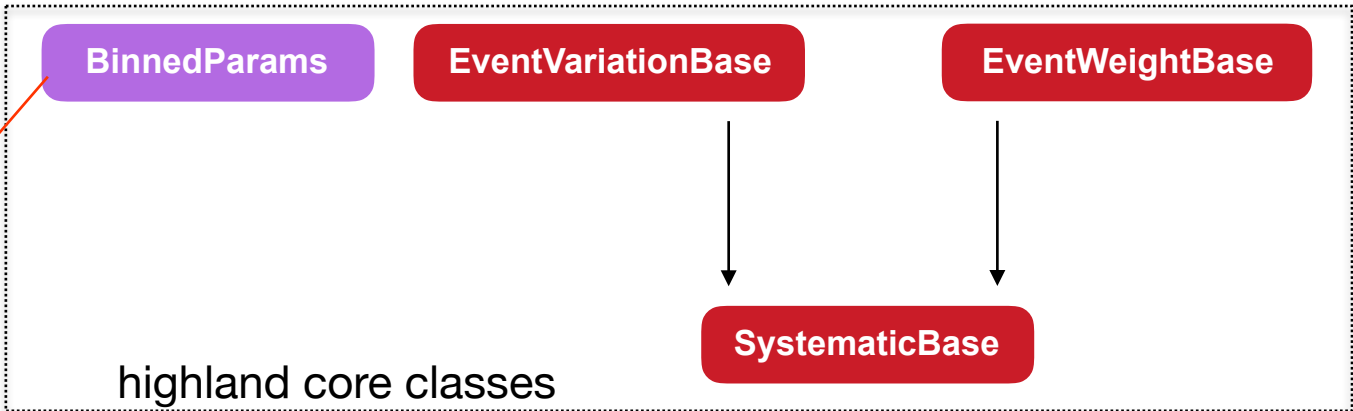
```

```

enum PDFenum {
    kGaussian = 0,
    kUniform,
    kBinomial,
    kMultinomial,
    kUnknownPDF
}; //!

```

**dEdxVariation** user class



utility class that helps in dealing with data files containing systematic parameters

bins of PDG		correction	error on correction
10	12	0.95	0.02
12	14	0.98	0.02
320	322	0.9	0.02
2211	2213	0.8	0.02
210	212	0.9	0.02

```

enum PDFEnum {
    kGaussian = 0,
    kUniform,
    kBinomial,
    kMultinomial,
    kUnknownPDF
}; //!
  
```

### SystematicBase

```

// The name of this systematic.
std::string _name;

// The index of this systematic (needed by SystematicsManager);
Int_t _index;

// The type of this systematic (variation, weight or flux)
TypeEnum _type;

// Is this systematic enabled ?
bool _enabled;

// The PDF use for the systematic parameter scan
PDFEnum _PDF;

// the number of systematic parameters
UInt_t _nParameters;
  
```



# The header file

```
#ifndef dEdxVariation_h
#define dEdxVariation_h

#include "EventVariationBase.hxx"
#include "BinnedParams.hxx"

/// This systematic smears the CT of each TPC track segment
class dEdxVariation: public EventVariationBase, public BinnedParams{
public:

    /// Instantiate the PID systematic. nbins is the number of
    /// bins in the PDF
    dEdxVariation();

    virtual ~dEdxVariation(){}

    /// Apply the systematic
    virtual void Apply(const ToyExperiment& toy, AnaEventC& event);

    /// Undo the systematic variations done by ApplyVariation. This is faster tha resetting the full Spill
    bool UndoSystematic(AnaEventC& event);

protected:

    /// Is this track relevant for this systematic ?
    bool IsRelevantRecObject(const AnaEventC& event, const AnaRecObjectC& track) const;

    /// Get the TrackGroup IDs array for this systematic
    Int_t GetRelevantRecObjectGroups(const SelectionBase& sel, Int_t* IDs) const;

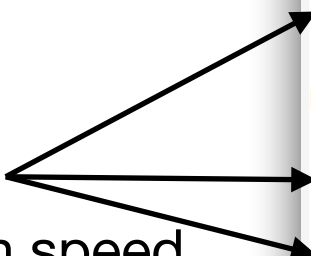
};

#endif
```

mandatory



optional  
to gain in speed



# Systematic parameters

```
/**/
dEdxVariation::dEdxVariation(): EventVariationBase(),
                               BinnedParams(std::string(getenv("PROTODUNEEXAMPLEANALYSISROOT"))+"/data",
                                             "dEdx",
                                             BinnedParams::k1D_SYMMETRIC){
/**/

// Read the systematic source parameters from the data files
SetNParameters(GetNBins());
}
```

\$PROTODUNEEXAMPLEANALYSISROOT/data/dEdx.dat

	PDG	mean_corr	mean_var
10	12	0.95	0.02
12	14	0.98	0.02
320	322	0.9	0.02
2211	2213	0.8	0.02
210	212	0.9	0.02

This are the type enums the BinnedParams class can have

For standard weight systematics:

- k1D\_SYMMETRIC: the systematic depends on a single observable (i.e. momentum) and its error is symmetric
- k2D\_SYMMETRIC: the systematic depends on two observables (i.e. momentum and angle) and its error is symmetric
- k3D\_SYMMETRIC: the systematic depends on three observables and its error is symmetric
- k1D\_SYMMETRIC\_NOMEAN: the systematic depends on a single observable (i.e. momentum) and its error is symmetric. The correction is not specified
- k2D\_SYMMETRIC\_NOMEAN: the systematic depends on two observables (i.e. momentum and angle) and its error is symmetric. The correction is not specified
- k3D\_SYMMETRIC\_NOMEAN: the systematic depends on three observables and its error is symmetric. The correction is not specified

For efficiency-like weight systematics:

- k1D\_EFF\_SYMMETRIC: the systematic depends on a single observable (i.e. momentum) and its error is symmetric
- k2D\_EFF\_SYMMETRIC, the systematic depends on two observables (i.e. momentum and angle) and its error is symmetric
- k3D\_EFF\_SYMMETRIC, the systematic depends on three observables and its error is symmetric
- k1D\_EFF\_ASSYMMETRIC: the systematic depends on a single observable (i.e. momentum) and its error is asymmetric
- k2D\_EFF\_ASSYMMETRIC: the systematic depends on two observables (i.e. momentum and angle) and its error is asymmetric
- k3D\_EFF\_ASSYMMETRIC, the systematic depends on three observables and its error is asymmetric

# Relevant objects

- This method is called only once per event at initialisation level
- Only relevant objects for this systematics are saved into the SystBox
- In this way, for each toy experiment, the loop over objects can be much faster

```
/**
 *
 */
bool dEdxVariation::IsRelevantRecObject(const AnaEventC& event, const AnaRecObjectC& track) const{
    /**
     *
     */

    (void)event;

    // True track should always exist
    if (!track.TrueObject) return false;

    AnaTrueParticleB* truePart = static_cast<AnaTrueParticleB*>(track.TrueObject);

    // only consider true protons, pions, muons and electrons
    if (abs(truePart->PDG) == 211 ) return true;
    else if (abs(truePart->PDG) == 2212) return true;
    else if (abs(truePart->PDG) == 13) return true;
    else if (abs(truePart->PDG) == 11) return true;
    else if (abs(truePart->PDG) == 321) return true;

    return false;
}
```

# The systematic propagation

```

/*****
void dEdxVariation::Apply(const ToyExperiment& toy, AnaEventC& event){
/*****

// Get the SystBox for this event
SystBoxB* box = GetSystBox(event);

// Loop over all relevant tracks for this variation
for (Int_t itrk = 0; itrk < box->nRelevantRecObjects; itrk++){

// Get the AnaParticle
AnaParticle* part = static_cast<AnaParticle*>(box->RelevantRecObjects[itrk]);

// The un-corrected particle
const AnaParticle* original = static_cast<const AnaParticle*>(part->Original);

if (!part->TrueObject)           continue; //?
if (!original)                   continue; //?

// Get the true particle associated to the reconstructed particle
AnaTrueParticleB* truePart = static_cast<AnaTrueParticleB*>(part->TrueObject);

Float_t mean_corr; // the correction
Float_t mean_var; // the error on the correction (this is the systematic)
Int_t mean_index; // the index of the bin in the data file with the systematic parameters

// Get the systematic parameters for this particle type (PDG)
if (!GetBinValues(abs(truePart->PDG), mean_corr, mean_var, mean_index)) return;

for (Int_t i=0;i<3;i++){ // Loop over wire planes
for (Int_t j=0;j<part->NHitsPerPlane[i];j++){ // Loop over hits in that plane
part->dEdx[i][j] = original->dEdx[i][j] * (1 + toy.GetToyVariations(_index)->Variations[mean_index]*mean_var/mean_corr);
}
}
}
}
}

```

PDG		mean_corr	mean_var
10	12	0.95	0.02
12	14	0.98	0.02
320	322	0.9	0.02
2211	2213	0.8	0.02
210	212	0.9	0.02

$$x' = x \cdot \left( 1 + \delta \cdot \frac{\sigma}{\mu} \right)$$

# Undo the variation

- The next toy experiment should do variations from the nominal values, not from the previous toy. Two options:
  - Reset the entire event, clone again the original event slow
  - Just reset the observables the systematic has changed fast

```
/**
 * *****
 */
bool dEdxVariation::UndoSystematic(AnaEventC& event){
/**
 * *****
 */

    // Get the SystBox for this event
    SystBoxB* box = GetSystBox(event);

    // Loop over relevant objects for this systematics
    for (Int_t itrk=0;itrk<box->nRelevantRecObjects;itrk++){

        // Get the particle and its original
        AnaParticle* part = static_cast<AnaParticle*>(box->RelevantRecObjects[itrk]);
        const AnaParticle* original = static_cast<const AnaParticle*>(part->Original);
        if (!original) continue;

        // Revert the dEdx values to the original ones
        for (Int_t i=0;i<3;i++){
            for (Int_t j=0;j<part->NHitsPerPlane[i];j++){
                part->dEdx[i][j] = original->dEdx[i][j];
            }
        }
    }

    // Don't reset the spill to corrected
    return false;
}
```

# The systematic propagation

```

/*****
void dEdxVariation::Apply(const ToyExperiment& toy, AnaEventC& event){
/*****

// Get the SystBox for this event
SystBoxB* box = GetSystBox(event);

// Loop over all relevant tracks for this variation
for (Int_t itrk = 0; itrk < box->nRelevantRecObjects; itrk++){

// Get the AnaParticle
AnaParticle* part = static_cast<AnaParticle*>(box->RelevantRecObjects[itrk]);

// The un-corrected particle
const AnaParticle* original = static_cast<const AnaParticle*>(part->Original);

if (!part->TrueObject)           continue; //?
if (!original)                   continue; //?

// Get the true particle associated to the reconstructed particle
AnaTrueParticleB* truePart = static_cast<AnaTrueParticleB*>(part->TrueObject);

Float_t mean_corr; // the correction
Float_t mean_var; // the error on the correction (this is the systematic)
Int_t mean_index; // the index of the bin in the data file with the systematic parameters

// Get the systematic parameters for this particle type (PDG)
if (!GetBinValues(abs(truePart->PDG), mean_corr, mean_var, mean_index)) return;

for (Int_t i=0;i<3;i++){ // Loop over wire planes
    for (Int_t j=0;j<part->NHitsPerPlane[i];j++){ // Loop over hits in that plane
        part->dEdx[i][j] = original->dEdx[i][j] * (1 + toy.GetToyVariations(_index)->Variations[mean_index]*mean_var/mean_corr);
    }
}
}
}

```

PDG		mean_corr	mean_var
10	12	0.95	0.02
12	14	0.98	0.02
320	322	0.9	0.02
2211	2213	0.8	0.02
210	212	0.9	0.02

$$x' = x \cdot \left( 1 + \delta \cdot \frac{\sigma}{\mu} \right)$$



# The systematic propagation

```

/*****
void dEdxVariation::Apply(const ToyExperiment& toy, AnaEventC& event){
/*****

// Get the SystBox for this event
SystBoxB* box = GetSystBox(event);

// Loop over all relevant tracks for this variation
for (Int_t itrk = 0; itrk < box->nRelevantRecObjects; itrk++){

// Get the AnaParticle
AnaParticle* part = static_cast<AnaParticle*>(box->RelevantRecObjects[itrk]);

// The un-corrected particle
const AnaParticle* original = static_cast<const AnaParticle*>(part->Original);

if (!part->TrueObject)           continue; //?
if (!original)                   continue; //?

// Get the true particle associated to the reconstructed particle
AnaTrueParticleB* truePart = static_cast<AnaTrueParticleB*>(part->TrueObject);

Float_t mean_corr; // the correction
Float_t mean_var; // the error on the correction (this is the systematic)
Int_t mean_index; // the index of the bin in the data file with the systematic parameters

// Get the systematic parameters for this particle type (PDG)
if (!GetBinValues(abs(truePart->PDG), mean_corr, mean_var, mean_index)) return;

for (Int_t i=0;i<3;i++){ // Loop over wire planes
for (Int_t j=0;j<part->NHitsPerPlane[i];j++){ // Loop over hits in that plane
part->dEdx[i][j] = original->dEdx[i][j] * (1 + toy.GetToyVariations(_index)->Variations[mean_index]*mean_var/mean_corr);
}
}
}
}
}

```

PDG		mean_corr	mean_var
10	12	0.95	0.02
12	14	0.98	0.02
320	322	0.9	0.02
2211	2213	0.8	0.02
210	212	0.9	0.02

$$x' = x \cdot \left( 1 + \delta \cdot \frac{\sigma}{\mu} \right)$$

systematic index
parameter index for this systematic

# Filling toy experiments

already implemented

- For each toy experiment the ToyExperiment class is filled:
  - A random throw for each parameter in each systematic

This method fills the  $\delta$  for each systematic parameter

$$x' = x \cdot \left( 1 + \delta \cdot \frac{\sigma}{\mu} \right)$$

```
void baseToyMaker::FillToyExperiment(ToyExperiment& toy){
// Set the same weight (1) for al toys. This will be later normalized to the number of toys
Float_t weight = 1.;

// Loop over all systematics
for (UInt_t isyst = 0; isyst<NMAXSYSTEMATICS;isyst++){
  SystematicBase* syst = _systematics[isyst];
  if (!syst) continue;

  // Create the proper structure for the ToyExperiment adding each of the ToyVariations
  toy.AddToyVariation(syst->GetIndex(), syst->GetNParameters());

  // Loop over parameters for this systematic
  for (UInt_t ipar = 0; ipar<syst->GetNParameters();ipar++){
    Float_t var = 0;
    // When the option _zero_var is enabled all variations are 0
    if (!_zero_var){
      if (_individualRandomGenerator){
        if (syst->PDF() == SystematicBase::kUniform) var = _RandomGenerators[isyst].Uniform(0.,1.);
        else if (syst->PDF() == SystematicBase::kGaussian) var = _RandomGenerators[isyst].Gaus(0.,1.);
      }
      else{
        if (syst->PDF() == SystematicBase::kUniform) var = _RandomGenerator.Uniform(0.,1.);
        else if (syst->PDF() == SystematicBase::kGaussian) var = _RandomGenerator.Gaus(0.,1.);
      }
    }
    toy.SetToyVariation(isyst,ipar,var,weight);
  }
}
}
```

systematic index

parameter index  
for that systematic

$\delta$

weight of this toy (in general the same for all toys)



# What the user should implement ?

- For the systematic, only header, constructor and Apply method

```
#ifndef dEdxVariation_h
#define dEdxVariation_h

#include "EventVariationBase.hxx"
#include "BinnedParams.hxx"

// This systematic smears the CT of each TPC track segment
class dEdxVariation: public EventVariationBase, public BinnedParams{
public:

    // Instantiate the PID systematic. nbins is the number of
    // bins in the PDF
    dEdxVariation();

    virtual ~dEdxVariation(){}

    // Apply the systematic
    virtual void Apply(const ToyExperiment& toy, AnaEventC& event);

    // Undo the systematic variations done by ApplyVariation. This is faster than resetting the full Spill
    bool UndoSystematic(AnaEventC& event);

protected:

    // Is this track relevant for this systematic ?
    bool IsRelevantRecObject(const AnaEventC& event, const AnaRecObjectC& track) const;

    // Get the TrackGroup IDs array for this systematic
    Int_t GetRelevantRecObjectGroups(const SelectionBase& sel, Int_t* IDs) const;
};
#endif
```

```
//*****
dEdxVariation::dEdxVariation(): EventVariationBase(),
                               BinnedParams(std::string(getenv("PROTODUNEEXAMPLEANALYSISROOT"))+"/data",
                                             "dEdx",
                                             BinnedParams::k1D_SYMMETRIC){
//*****

    // Read the systematic source parameters from the data files
    SetNParameters(GetNBins());
}
```

```
//*****
void dEdxVariation::Apply(const ToyExperiment& toy, AnaEventC& event){
//*****

    // Get the SystBox for this event
    SystBoxB* box = GetSystBox(event);

    // Loop over all relevant tracks for this variation
    for (Int_t itrk = 0; itrk < box->nRelevantRecObjects; itrk++){

        // Get the AnaParticle
        AnaParticle* part = static_cast<AnaParticle*>(box->RelevantRecObjects[itrk]);

        // The un-corrected particle
        const AnaParticle* original = static_cast<const AnaParticle*>(part->Original);

        if (!part->TrueObject) continue; //?
        if (!original) continue; //?

        // Get the true particle associated to the reconstructed particle
        AnaTrueParticleB* truePart = static_cast<AnaTrueParticleB*>(part->TrueObject);

        Float_t mean_corr; // the correction
        Float_t mean_var; // the error on the correction (this is the systematic)
        Int_t mean_index; // the index of the bin in the data file with the systematic parameters

        // Get the systematic parameters for this particle type (PDG)
        if (!GetBinValues(abs(truePart->PDG), mean_corr, mean_var, mean_index)) return;

        for (Int_t i=0; i<3; i++){ // Loop over wire planes
            for (Int_t j=0; j<part->NHitsPerPlane[i]; j++){ // Loop over hits in that plane
                part->dEdx[i][j] = original->dEdx[i][j] *(1 + toy.GetToyVariations(_index)->Variations[mean_index]*mean_var/mean_corr);
            }
        }
    }
}
```

- The rest is optional or already provided with the framework

- Obviously the user should implement his analysis algorithm and tell the system with selections and systematics to use

```
class protoDuneExampleAnalysis: public baseAnalysis {
public:
    protoDuneExampleAnalysis(AnalysisAlgorithm* ana=NULL);
    virtual ~protoDuneExampleAnalysis(){}

    //----- These are mandatory functions
    void DefineSelections();
    void DefineCorrections();
    void DefineSystematics();
    void DefineConfigurations();
    void DefineMicroTrees(bool addBase=true);
    void DefineTruthTree();

    void FillMicroTrees(bool addBase=true);
    void FillToyVarsInMicroTrees(bool addBase=true);

    bool CheckFillTruthTree(const AnaTrueVertex& vtx);

    using baseAnalysis::FillTruthTree;
    void FillTruthTree(const AnaTrueVertex& vtx);
    //-----
```

- Add the systematic to the EventVariationManager

```
/**
void protoDuneExampleAnalysis::DefineSystematics(){
/**
// Some systematic are defined in baseAnalysis
baseAnalysis::DefineSystematics();
evar().AddEventVariation(SystId::kdEdx, "dEdx", new dEdxVariation());
}
```

- Add the selection to the SelectionManager

```
/**
void protoDuneExampleAnalysis::DefineSelections(){
/**
/* In this method the user will add to the SelectionManager (accessed by sel() ) the selections to be run,
defined in other files. In general an analysis has a single selection, which could have multiple branches.
Each of the branches is in fact a different selection (different cuts and actions), but defining them as branches
we usually gain in speed and simplicity since the steps that are common are applied only once.
Sometimes the user does not want to expend time merging two selections in a single one (as branches), but prefers to run
both independently. This is in general done for quick checks (are the selections mutually exclusive ?, etc).
This is possible in highland2. An example on how to do that is shown below.
*/
// Add selections to the SelectionManager provided:
// - Name of the selection
// - Title, the one dumped by the DrawingTools::DumpSelections() method. It is an explanation of the selection
// - Pointer to the selection. The argument in the constructor (false) indicates the
// step sequence is not broken when a cut is not passed. In this way we can save intermediate information for events
// not passing the entire selection
sel().AddSelection("stoppingProtonSelection", "protoDuneExample selection", new stoppingProtonSelection(false)); // true/false for forcing break
sel().AddSelection("stoppingKaonSelection", "protoDuneExample selection", new stoppingKaonSelection(false)); // true/false for forcing break
sel().AddSelection("stoppingMuonSelection", "protoDuneExample selection", new stoppingMuonSelection(false));
}
```

# The path forward

---

- Code preparation
  - Migration to cmake **almost done**
  - Upgrade LArSoftConverter to ProtoDUNE production 2 **almost done**
- Git repositories
  - Give access to git repository in Valencia to few experts
  - new repository for user code in FNAL
- Implementation of ProtoDUNE selections and systematics
  - Get in contact with analyzers who want to start propagating systematics and understand their needs
  - Migrate their selections to HighLAND
  - Proto implementation of some systematics

- Thoughts from the analysis group

<https://docs.google.com/document/d/15akjuTH7ql4mG-0rDTIsMIZUq1SazquFx-TAG25qvTw/edit>

Beam composition  
 Beam momentum  
 Beam-TPC Energy loss  
 Signal model  
 Vertex Identification/Position  
 space point -> reconstructed object not done correctly  
 Signal definition  
 muon contamination from pion decay  
 Cosmic background  
 Incorrect classification of track-like particles as showers  
 Fiducial Volume definition  
 Stitching across APAs  
 EField value  
 APAs Alignment  
 Wire response (cross-talk in wires?)  
 Gain of the channel  
 ADC to charge conversion  
 signal/noise  
 T0 estimation → synchronization with beam clock?  
 Lifetime ?  $f(T, \text{time}, y)$   
 Drift velocity  
 Recombination /  $dEdx : f(E, t, \theta)$

## In T2K

<i>systematic error source</i>
<b>TPC related</b>
TPC PID TPC cluster efficiency TPC tracking efficiency TPC momentum resolution TPC charge confusion B Field distortions TPC momentum scale
<b>FGD1 related</b>
FGD PID FGD tracking efficiency Michel electron efficiency
<b>FGD-TPC related</b>
TPC-FGD matching efficiency
<b>Background related</b>
OOFV background Sand muon background Pile-up
<b>MC modeling related</b>
Pion secondary interactions FGD mass
<b>beam flux</b>

backup

- 
- Beam Composition: weights
  - Beam Momentum
    - WEIGHTABLE? Build a prediction in the particle gun with a spread of energies consistent with whatever we predict from a beamline simulation which is dedicated and separate. Then we can slosh events around.
    - JC: The particle gun already has a spread mentioned.
    - JC: the CERN group has a dedicated separate simulation. There was an idea to simulate the whole thing. => Haven't heard-- we could check in on this? Clarify what if any plan was here.
  - Energy loss between beam and TPC

- 
- Signal model: Misidentifying or missing pions/protons → Selection Uncertainty
    - Absorption, Charge exchange model uncertainties:
    - Geant4 predicted hadronic final state composition (number of protons, neutrons,
    - Final state particle kinematics (outgoing momentum, angle to each particle)
    - => Where do we think the signal model is potentially insufficient?
    - Mine DUET paper
    - Ron Ransome's talk:
    - Then, develop a suitable technique with weighting or particle gun stitching.
    - Background model? Elastic scattering.
    - => Same as above.



- 
- Reconstruction error: Vertex Identification/Position
  - This will couple to both the selection uncertainty and the energy estimations in a few ways:
    - Stop ‘too short’
    - Stop ‘too late’ (i.e. along daughter particle)
    - Miss elastic scattering -- Need to understand energy lost to nucleus



**Analysis group concerns**

# Analysis group's concerns

---

- In the next slides I address the concerns of the analysis group:
  - new framework to learn
  - need hit level info
  - highland uses CMT and not cmake
  - code sharing and git repository

# Concern 1

---

- **Analyzers are familiar with protoduneana, not with HighLAND, and they will expend a lot of time trying to understand the new framework**
- It takes 5 minutes to download and compile HighLAND
- It is a very light framework, with very few concepts to understand. It will take a day for a student to start producing results
- Migrating an existing analysis to HighLAND will take few days. After that, progress will be much faster
- We can help with the migration !!!

# Concern 2

---

- **All the analyses right now are still working at the hit level (vertex mis-reconstruction studies, elastic scattering tagging, machine learning PID and shower reconstruction, etc.)**
  - HighLAND can run on LArSoft reco files
- **This is highly complicated for protodune, an analyser has first to work with the reco files, then move to highland (or another analysis package) for selection and systematics and then move to a fit/unfolding package for a measurement**
  - Since HighLAND works with any input format (provided the appropriate converter) moving to higher analysis levels and reduced inputs is completely transparent
  - Ideally fitting/unfolding package should be such that it can accept any input (HighLAND or other)

# Concern 3

---

- **HighLAND uses CMT while protoduneana uses cmake**
- Being HighLAND a separate set of packages it does not matter
- Anyway, we will migrate to cmake next week. It is straight forward. In fact it was already in the to do list

# Concern 4

- **Analysers working on similar analyses, how they will commit and share code since the code lives on a different repository?**
- This is how we get existing highland packages

```
git clone https://next.ific.uv.es:8888/HighLAND/psychePolicy.git           psyche/psychePolicy/v0r0
git clone https://next.ific.uv.es:8888/HighLAND/psycheCore.git           psyche/psycheCore/v0r0
git clone https://next.ific.uv.es:8888/HighLAND/psycheUtils.git          psyche/psycheUtils/v0r0

git clone https://next.ific.uv.es:8888/duneHighLAND/psycheDUNEUtils.git   psyche/psycheDUNEUtils/v0r0
git clone https://next.ific.uv.es:8888/duneHighLAND/psycheEventModel.git  psyche/psycheEventModel/v0r0
git clone https://next.ific.uv.es:8888/duneHighLAND/psycheIO.git         psyche/psycheIO/v0r0
git clone https://next.ific.uv.es:8888/duneHighLAND/psycheSelections.git  psyche/psycheSelections/v0r0

git clone https://next.ific.uv.es:8888/HighLAND/highlandCore.git        highland2/highlandCore/v0r0
git clone https://next.ific.uv.es:8888/HighLAND/highlandTools.git       highland2/highlandTools/v0r0
git clone https://next.ific.uv.es:8888/HighLAND/highlandDoc.git        highland2/highlandDoc/v0r0

git clone https://next.ific.uv.es:8888/duneHighLAND/highlandEventModel.git highland2/highlandEventModel/v0r0
git clone https://next.ific.uv.es:8888/duneHighLAND/highlandUtils.git   highland2/highlandUtils/v0r0
git clone https://next.ific.uv.es:8888/duneHighLAND/highlandCorrections.git highland2/highlandCorrections/v0r0
git clone https://next.ific.uv.es:8888/duneHighLAND/LArSoftReader.git     highland2/LArSoftReader/v0r0
git clone https://next.ific.uv.es:8888/duneHighLAND/highlandIO.git       highland2/highlandIO/v0r0
git clone https://next.ific.uv.es:8888/duneHighLAND/baseAnalysis.git     highland2/baseAnalysis/v0r0
git clone https://next.ific.uv.es:8888/duneHighLAND/duneExampleAnalysis.git highland2/duneExampleAnalysis/v0r0
git clone https://next.ific.uv.es:8888/duneHighLAND/protoDuneExampleAnalysis.git highland2/protoDuneExampleAnalysis/v0r0
```

- We can get protoDUNE specific highland packages from the DUNE repository

```
git clone http://cdcvs.fnal.gov/projects/protoduneHighland highland2/myAnalysis/v0r0
```



# Data reduction

# Data Reduction functionality

---

- **LArSoft files are way too big**
  - I don't have much experience with them but getting them and running on them is not easy
  - Most information in those files is not needed for the analysis
- **The analysis should proceed on files that are manageable**
  - Small size
  - Fast to run over
  - Easy to understand for non-experts in simulation/reconstruction
- HighLAND can read LArSoft files and produce two other file types, much smaller and simpler
- Those files can be used as input for HighLAND analyses

# Data Reduction functionality

---

- The event model can be dumped into a root file in two ways:
  - **MiniTree:** The class AnaEvent is saved
    - **Pros:** Does not need maintenance, changes en the event model are automatically propagated
    - **Cons:** Not very easy to navigate
  - **FlatTree:** Similar to the DUNE AnaTrees. The user decides the objects that are saved in the tree and the name of the variables. The output is a flat tree with basic type variables: double, float, int, char, and vectors of them.
    - **Pros:** Very easy to navigate
    - **Cons:** Difficult to maintain. Need to propagate changes in event model
- Both have similar size and running speed

# Running directly on LArSoft files

- A list of LArSoft files in a text file: file.list

~50 GB for 230 events

```
/pnfs/dune/tape_backed/dunepro/mcc10/mc/full-reconstructed/02/05/18/93/mcc10_protodune_beam_p3GeV_cosmics_3ms_sce_2_20171229T053321_merged0.root  
/pnfs/dune/tape_backed/dunepro/mcc10/mc/full-reconstructed/02/05/18/94/mcc10_protodune_beam_p3GeV_cosmics_3ms_sce_1_20171229T054519_merged0.root  
/pnfs/dune/tape_backed/dunepro/mcc10/mc/full-reconstructed/02/05/18/95/mcc10_protodune_beam_p3GeV_cosmics_3ms_sce_8_20171229T054930_merged0.root  
/pnfs/dune/tape_backed/dunepro/mcc10/mc/full-reconstructed/02/05/18/96/mcc10_protodune_beam_p3GeV_cosmics_3ms_sce_21_20171229T055045_merged0.root  
/pnfs/dune/tape_backed/dunepro/mcc10/mc/full-reconstructed/02/05/18/97/mcc10_protodune_beam_p3GeV_cosmics_3ms_sce_66_20171229T054500_merged0.root  
/pnfs/dune/tape_backed/dunepro/mcc10/mc/full-reconstructed/02/05/18/98/mcc10_protodune_beam_p3GeV_cosmics_3ms_sce_24_20171229T061658_merged0.root
```

- Run the example over that list in `dunegpvm03.fnal.gov`

```
../Linux-x86_64/RunProtoDuneExampleAnalysis.exe -v -o test_230evt.root file.list
```

- This is the final output on the screen

```
entry: 230 of 230 (100%) --> 230  
time profile -----  
Ini Spill:      2321.84  
Ini Bunch:     3.44837  
Ini Conf:      0.577693  
Ini Toy (v syst): 0.00119042  
Ini Sel:       0.00724292  
Selection:     0.0511615  
End Sel (w syst): 8.36849e-05  
End Toy:      0.0272403  
End Conf:     4.85944  
End Bunch:    0.183686  
End Spill:    0.254492  
Total:        2331.58  
Total wo t:   2331.25
```

most time expended in reading the file

40 minutes for 230 events

# MiniTree

- First create a MiniTree from the same list

```
../Linux-x86_64/RunCreateMiniTree.exe -v -o mini_230evt.root ../../../../protoDuneExampleAnalysis/v0r0/cmt/file.list  
----- time profile -----  
230 entries processed in 2291.63 seconds
```

**takes 40 minutes**

- The MiniTree is much smaller than the initial LArSoft files and can be easily transferred to a laptop

**~20 MB (a factor 5000)**

most space taken by truth info.  
(More than 500 particles/event)

- Now running the analysis is much faster

```
../Linux-x86_64/RunProtoDuneExampleAnalysis.exe -v -o test_mini_230evt.root ../../../../highlandI0/v0r0/cmt/mini_230evt.root
```

```
entry: 230 of 230 (100%) --> 230  
time profile -----  
Ini Spill:      2.01702  
Ini Bunch:     0.0323527  
Ini Conf:      0.00446773  
Ini Toy (v syst): 0.000124216  
Ini Sel:       7.7486e-05  
Selection:     0.0019443  
End Sel (w syst): 4.50611e-05  
End Toy:       0.00111413  
End Conf:      0.0445073  
End Bunch:     0.0177789  
End Spill:     0.0364242  
Total:         2.1564  
Total wo t:    2.15586
```

**2 seconds for 230 events (a factor 1000)**

# Summary of data reduction

	LArSoft	MiniTree	Factor
File size	50 GB	20 MB	5000
processing time	2200''	2''	1000

- The MiniTree does not contain yet all info needed for the analysis but I don't think it will be much larger. Current info:
  - True Particles and True Vertices
  - All reconstructed tracks and showers, and the link to the corresponding True Particle.
  - No hits

# Analysis flow

**LArSoftFiles**

↓ Extract part of the information

**HighLAND event model**

- AnaSpill
- AnaBeam
- AnaParticle
- AnaTrueParticle

↓ Save into a root file the class AnaSpill

**MiniTree**

↓ Read the MiniTree

**HighLAND event model**

1. Corrections
2. Event selection & systematic prop.
3. Build top level physic quantities
4. Save relevant variables into the final root tree

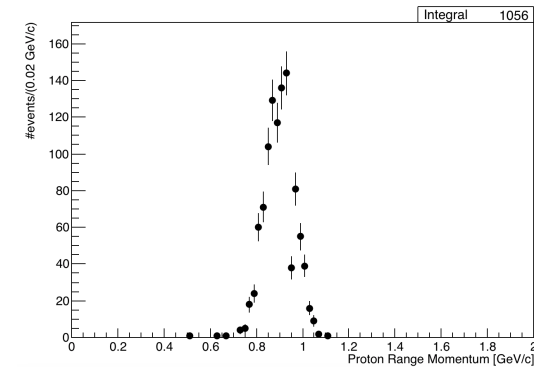
**μTree**

↓ DrawingTools

**plots**

# Data reduction for real DATA

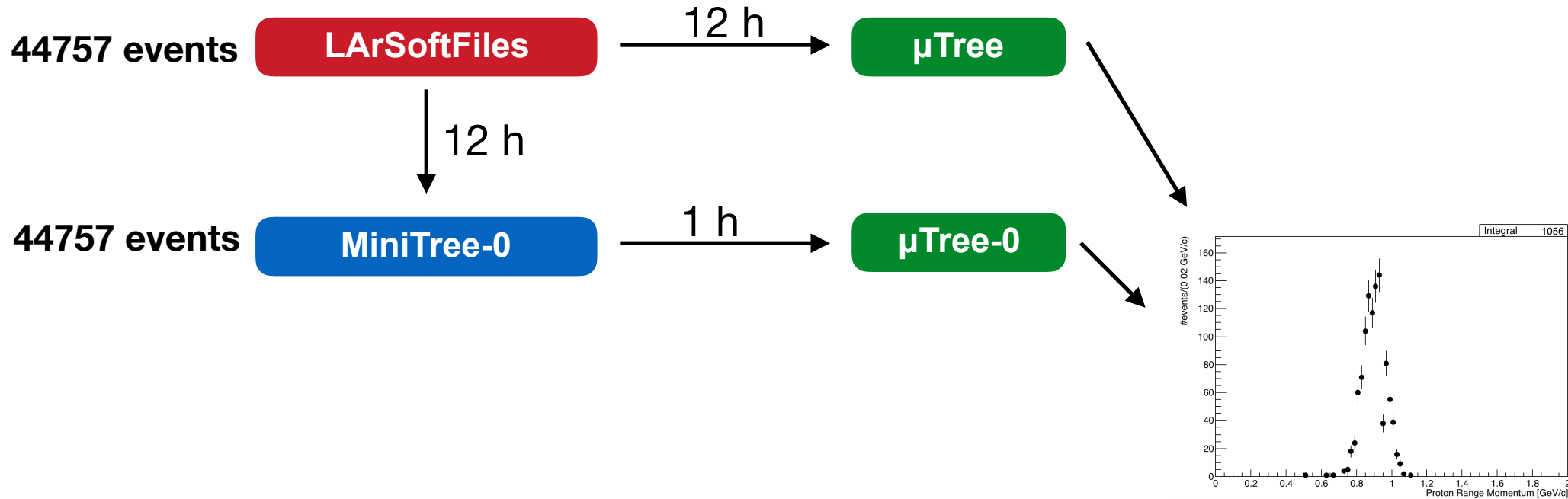
Example for 337 LArSoft files: 1 GeV/c





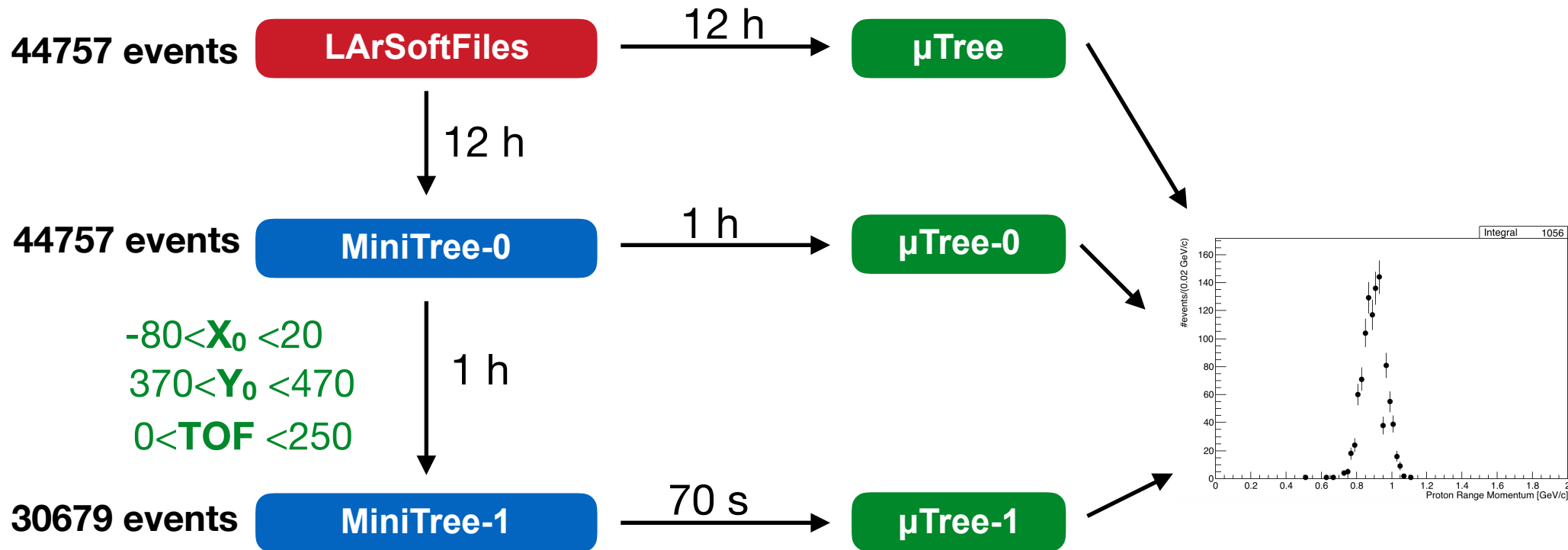
# Data reduction for real DATA

Example for 337 LArSoft files: 1 GeV/c



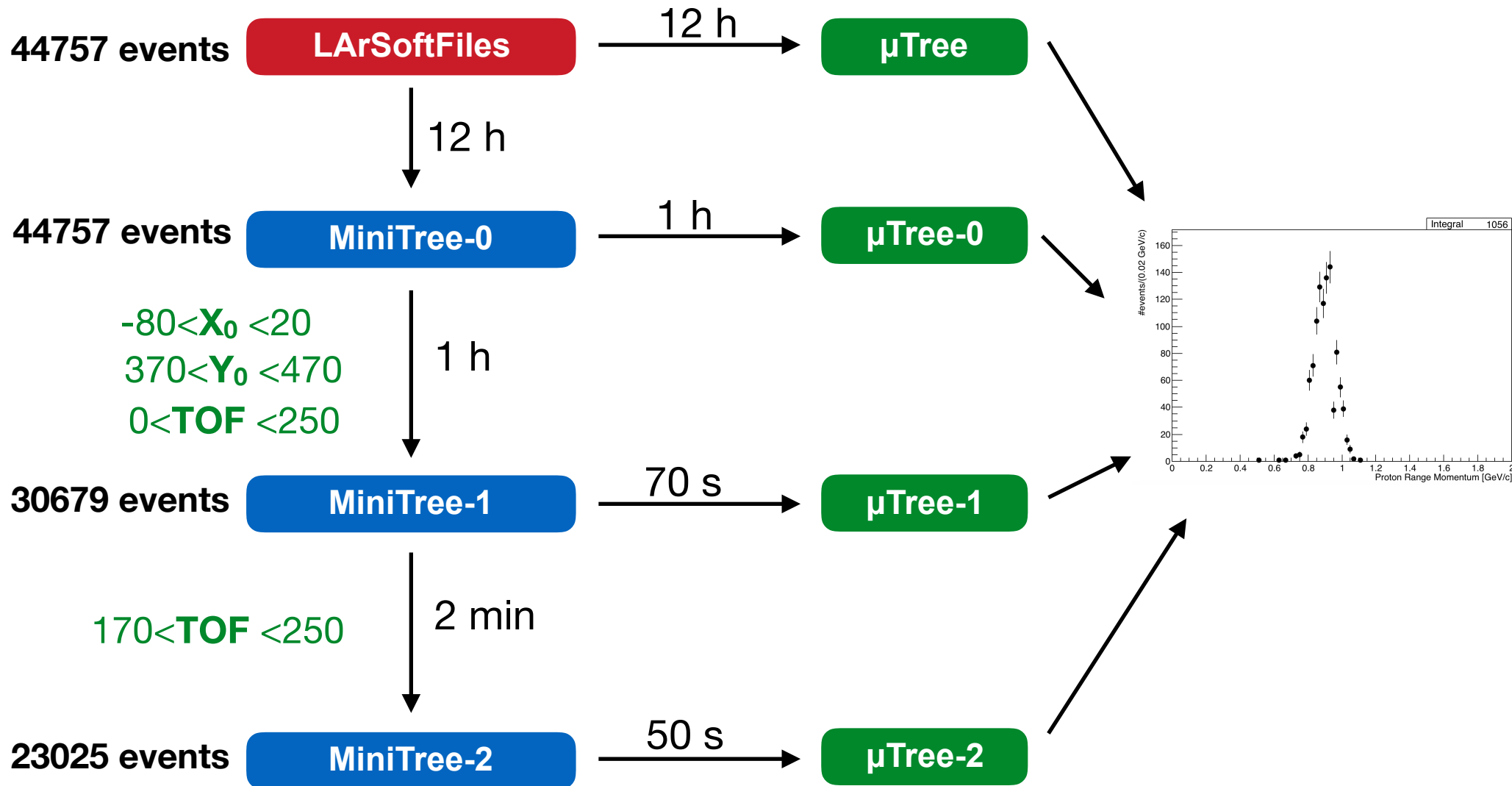
# Data reduction for real DATA

Example for 337 LArSoft files: 1 GeV/c



# Data reduction for real DATA

Example for 337 LArSoft files: 1 GeV/c



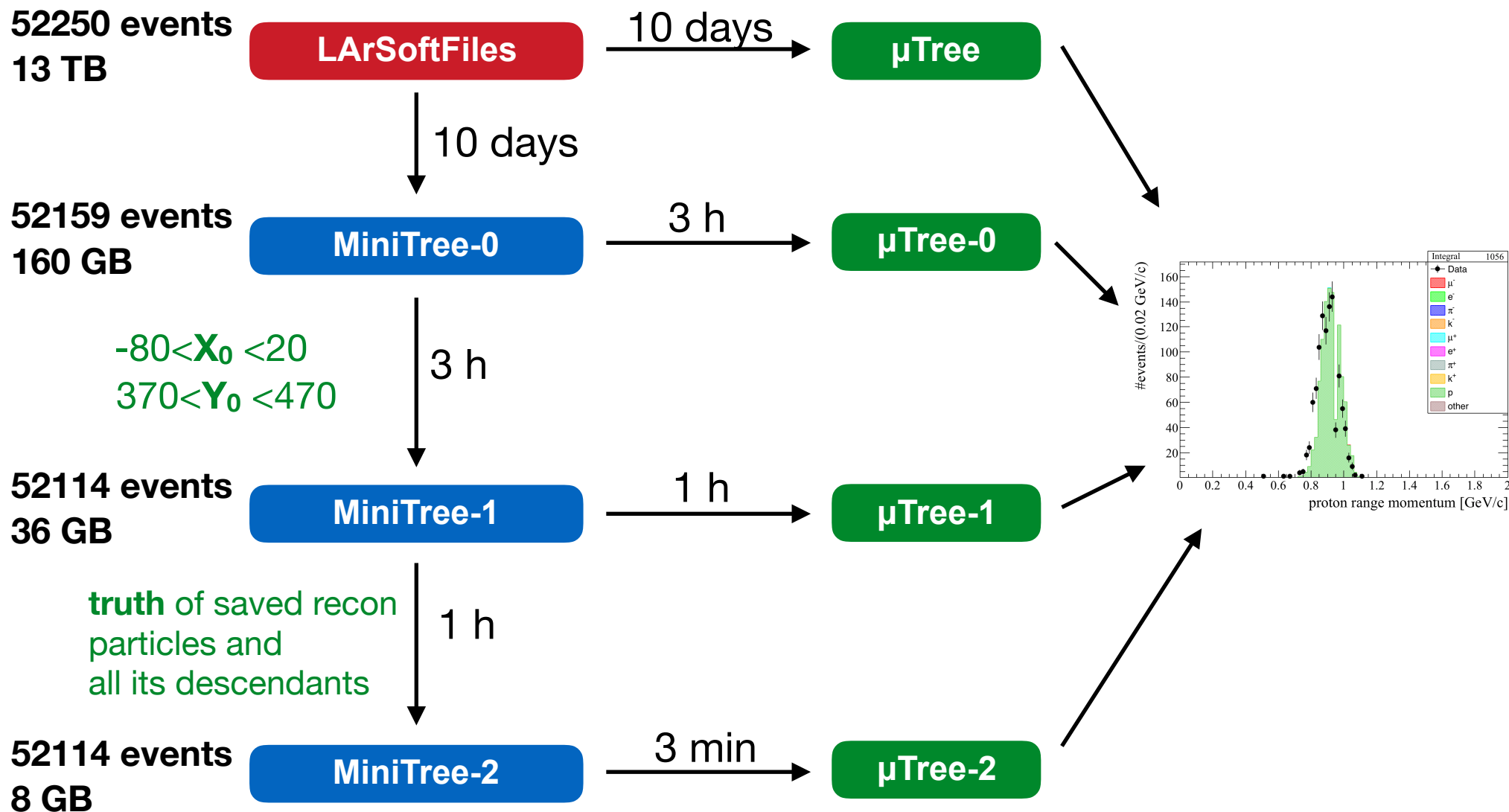
# Data reduction for MC

---

Example for 5225 LArSoft files: 1 GeV/c SCE

# Data reduction for MC

Example for 5225 LArSoft files: 1 GeV/c SCE



# Data reduction for MC

Example for 5225 LArSoft files: 1 GeV/c SCE

52250 events  
13 TB

LArSoftFiles

10 days

$\mu$ Tree

10 days

52159 events  
160 GB

MiniTree-0

3 h

$\mu$ Tree-0

$-80 < X_0 < 20$   
 $370 < Y_0 < 470$

3 h

52114 events  
36 GB

MiniTree-1

1 h

$\mu$ Tree-1

truth of saved recon  
particles and  
all its descendants

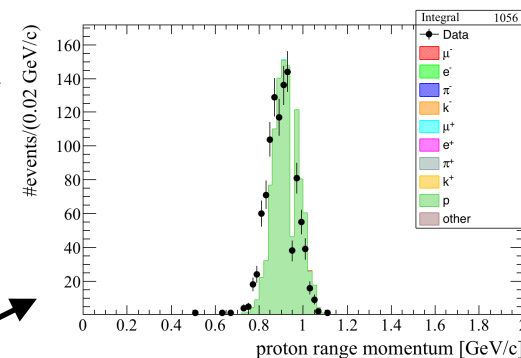
1 h

52114 events  
8 GB

MiniTree-2

3 min

$\mu$ Tree-2



In a laptop

# Event Selection

## Drawing tools

# ProtoDUNE example

---

- An example exists in the git repository: **protoDuneAnalysisExample** package. Documentation exists in redmine. The package contains:
  - stoppingKaonSelection
  - dEdxCorrection, dEdxVariation (systematic)
- Selection of 1 GeV/c beam kaons stopping in the detector
- It was tested using MCC7



# Event Selection

- A selection is a collection of steps (cuts or actions)
- Each selection inherits from **SelectionBase**, which has a main mandatory method **DefineSteps**

```
/**
void stoppingKaonSelection::DefineSteps(){
/**
// Steps must be added in the right order
// if "true" is added to the constructor of the step,
// the step sequence is broken if cut is not passed (default is "false")
AddStep(StepBase::kCut, "> 0 tracks", new AtLeastOneTrackCut());
AddStep(StepBase::kAction, "find true vertex", new FindTrueVertexAction_proto());
AddStep(StepBase::kAction, "find main track", new FindMainTrackAction());
AddStep(StepBase::kAction, "find vertex", new FindVertexAction()); // action from duneExampleAnalysis package
AddStep(StepBase::kCut, "kaon range", new KaonRangeCut());
AddStep(StepBase::kCut, "> 1 track", new MoreThanOneTrackCut());
AddStep(StepBase::kCut, "PIDA", new PIDACut());
```

stoppingKaonSelection

- Each step inherits from **StepBase** and implements the method **Apply**

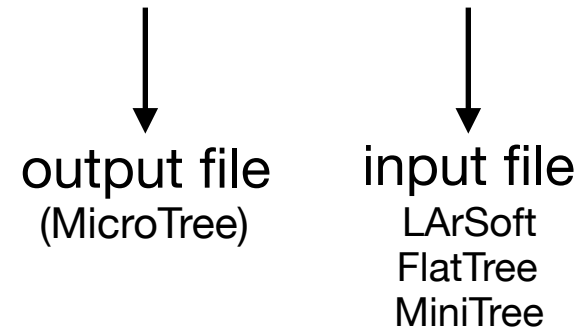
```
/**
bool KaonRangeCut::Apply(AnaEventC& event, ToyBoxB& boxB) const{
/**
// Cast the ToyBox to the appropriate type
ToyBoxDUNE& box = *static_cast<ToyBoxDUNE*>(&boxB);
if (!box.MainTrack) return false;

Float_t length = static_cast<AnaParticle*>(box.MainTrack)->Length;
if (fabs(length-200)<10) return true;
else return false;
}
```

# Running and plotting the example

- To run the example

RunProtoDuneAnalysisExample.exe -o *kaon\_1gev.root* *input.root*

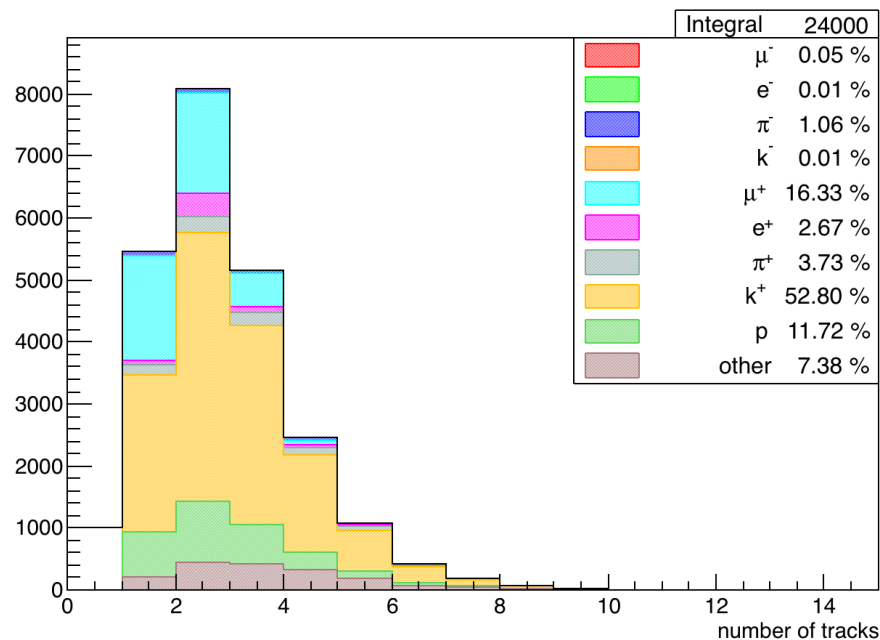


```
Anselmo-Cerveras-MacBook-Pro-II:cmt acervera$ root -l kaon_1gev.root
root [0]
Attaching file kaon_1gev.root as _file0...
root [1] DrawingTools draw("kaon_1gev.root")
root [2] draw.DumpCuts()
```

Cuts for selection 'stoppingKaonSelection' with no branches					
#:	index	type	title	break	branches
0:	-1	cut	> 0 tracks	0	0
4:	-1	cut	kaon range	0	0
5:	-1	cut	> 1 track	0	0
6:	-1	cut	PIDA	0	0

# Track multiplicity

- About 95% of events have at least one reconstructed track
- 1-4 reconstructed tracks is typical
- When  $>0$  tracks, color indicates true particle associated with kaon candidate track in the event (see next)

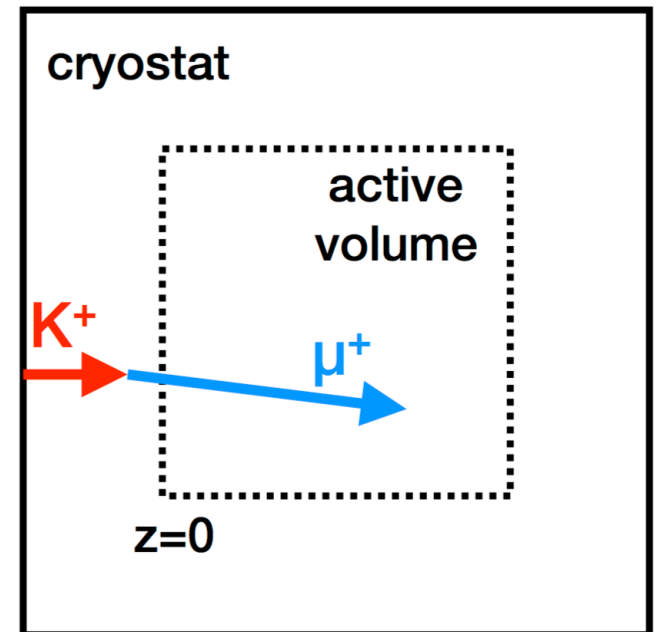
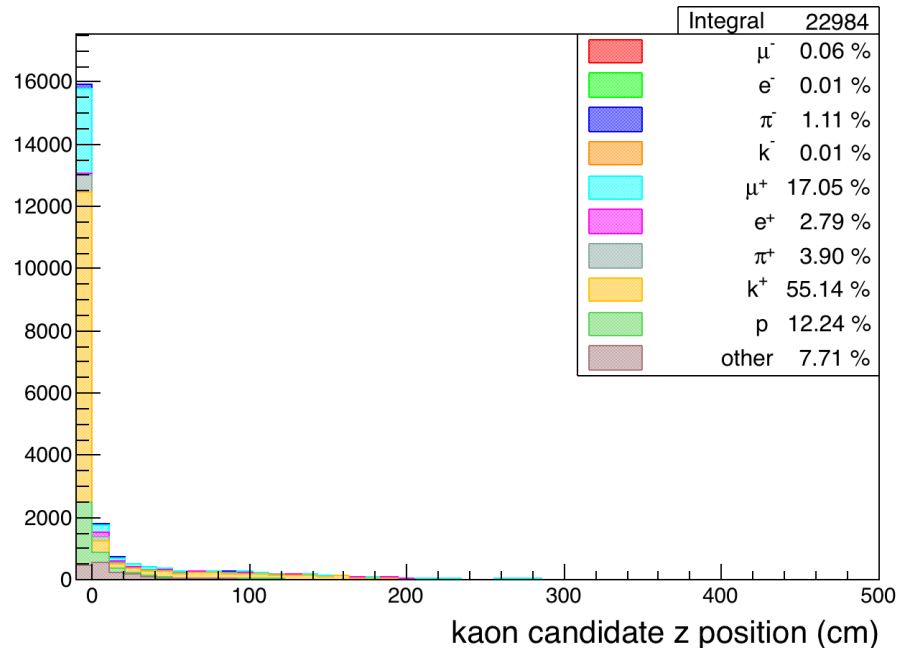


root commands to do the plot

```
draw.SetTitleX("number of tracks");  
draw.Draw(default,"ntracks",15,0,15,"particle","accum_level>-1","HIST","DRAWALLMC PUR");
```

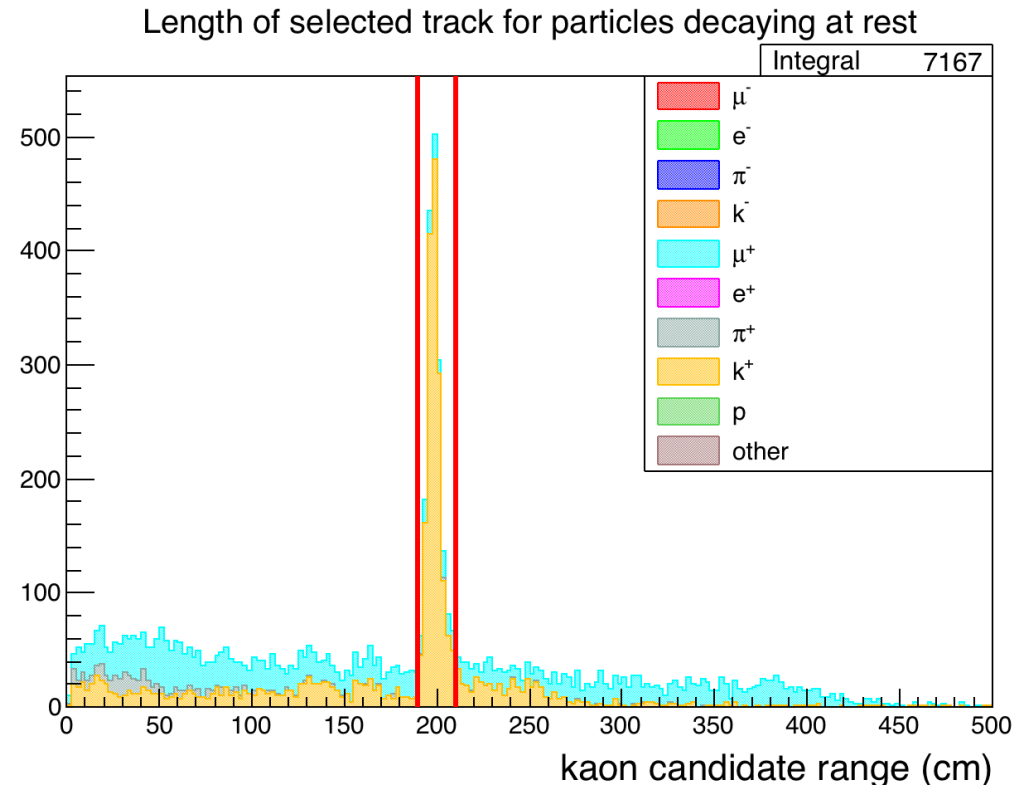
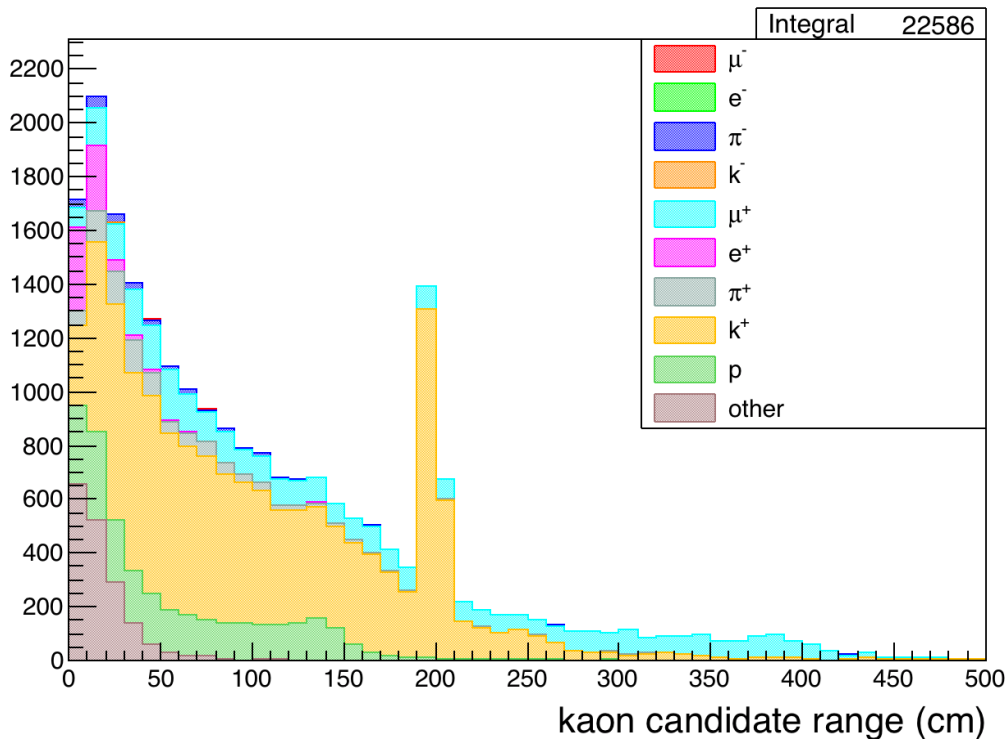
# Kaon candidate track

- Kaon candidate track defined as track starting most upstream (lowest  $z$ )
- With this definition, kaon candidate associated to true kaon only ~50% of the times
  - Partly because kaon decays or interacts before reaching the active volume ( $z > 0$ ) in ~30% of the simulated events



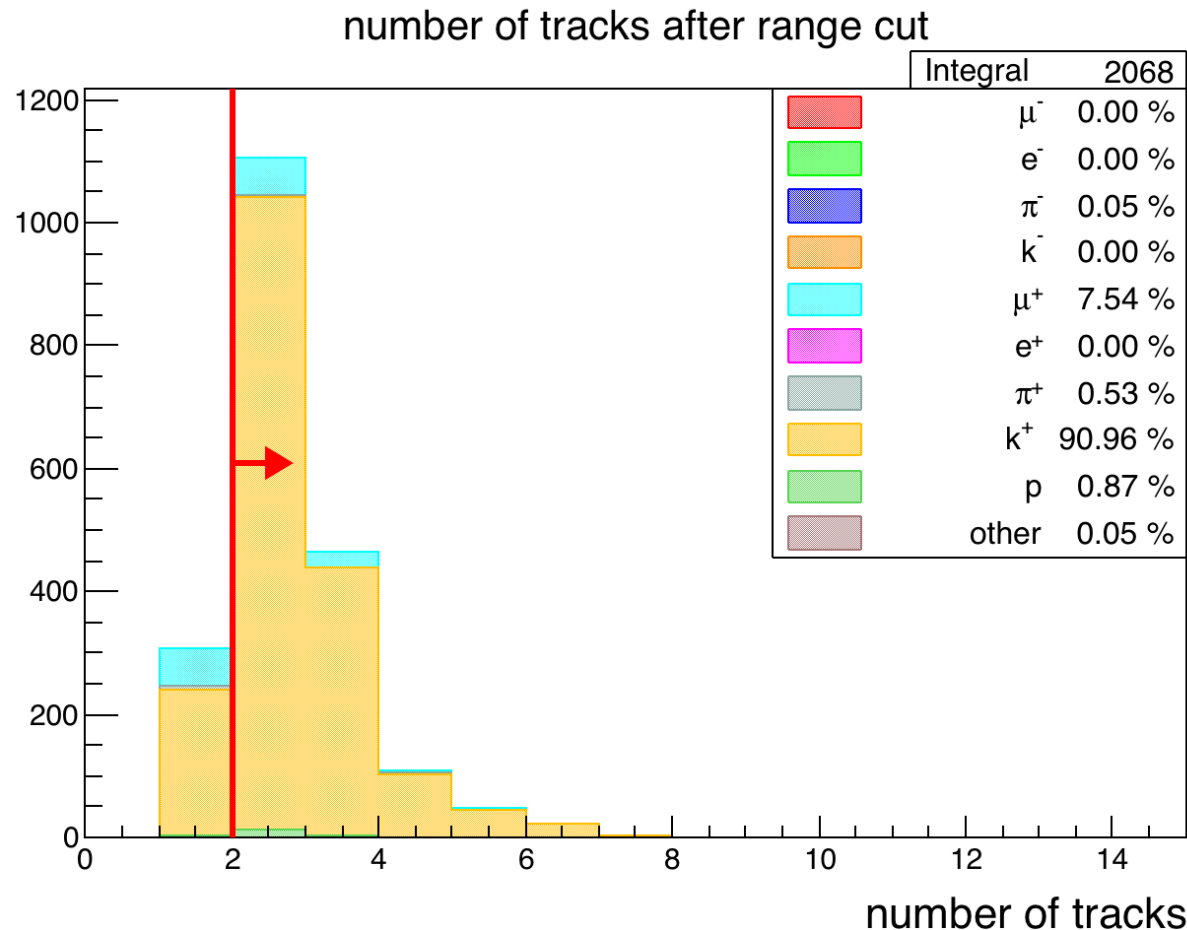
# Fraction of stopping kaons and range cut

- Only ~10% of the events have a kaon stopping in the active volume
- Require ~200 cm range tracks to select all correctly reconstructed kaons decaying at rest



# Multiplicity cut

- In addition to track range,  $>1$  track requirement further improves kaon decay at rest selection
- Reason: tracks from kaon daughters are expected



# The PIDA variable

Averaged over all hits with residual range  $R < 30$

$$PIDA = \langle A_i \rangle = \langle (dE/dx)_i R_i^{0.42} \rangle$$

```

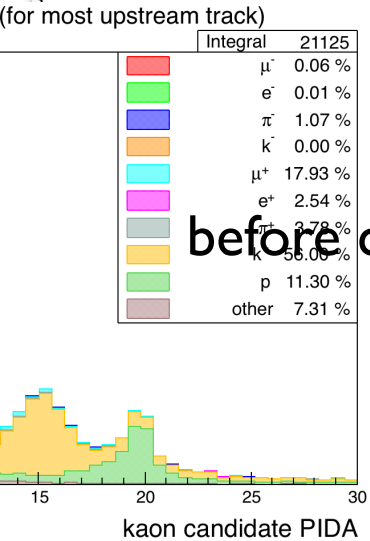
//*****
Float_t anaUtils::ComputePIDA(const AnaParticleB &track) {
//*****

Float_t cut=30;

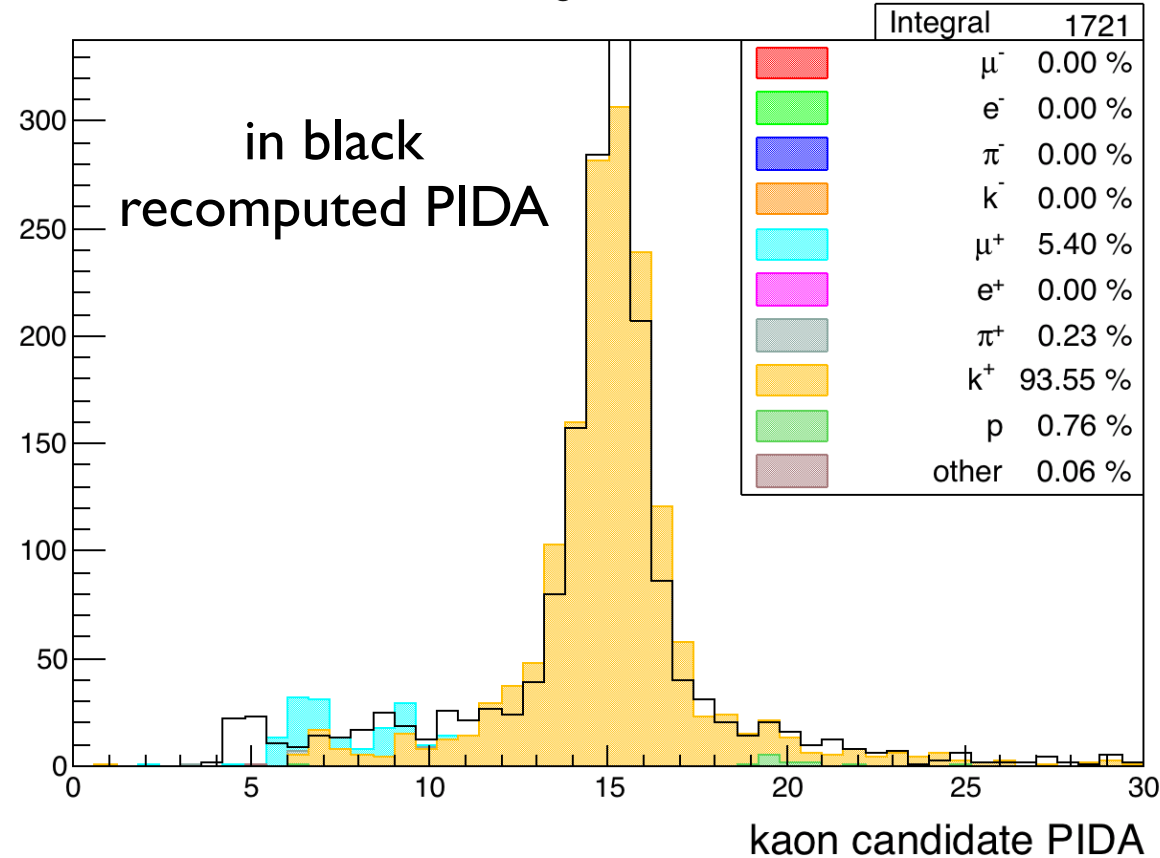
Float_t PIDA=0;
Int_t ncontrib=0;
for (Int_t i=0;i<3;i++){
  for (Int_t j=0;j<track.NHitsPerPlane[i];j++){
    if (track.ResidualRange[i][j]<cut && track.ResidualRange[i][j]>0){
      ncontrib++;
      PIDA += track.dEdx[i][j]*pow(track.ResidualRange[i][j],0.42);
    }
  }
}
if (ncontrib>0) PIDA /= ncontrib*1.;

return PIDA;

```



PIDA after range and >1 track cuts



The recomputed PIDA is narrower because we have used all 3 wire plane while the one in the AnaTree only use one



# The PIDA cut

## the code for the cut

```

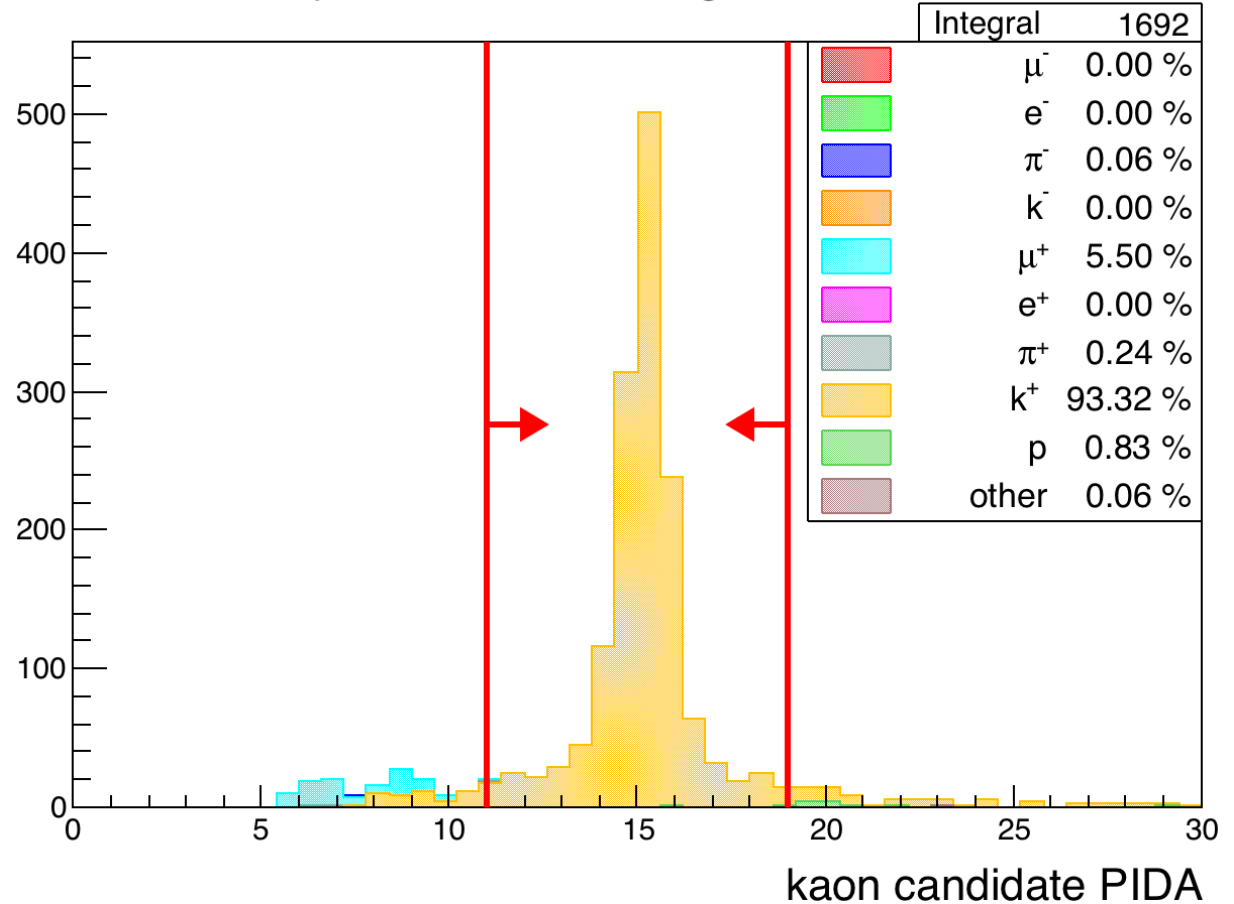
//*****
bool PIDACut::Apply(AnaEventC& event, ToyBoxB& boxB) const{
//*****

(void)event;

// Cast the ToyBox to the appropriate type
ToyBoxDUNE& box = *static_cast<ToyBoxDUNE*>(&boxB);
if (!box.MainTrack) return false;

Float_t pida = anaUtils::ComputePIDA(*box.MainTrack);
if (fabs(pida-15.)<4) return true;
else return false;
}
    
```

recomputed PIDA after range and >1 track cuts



## root commands to do the plot

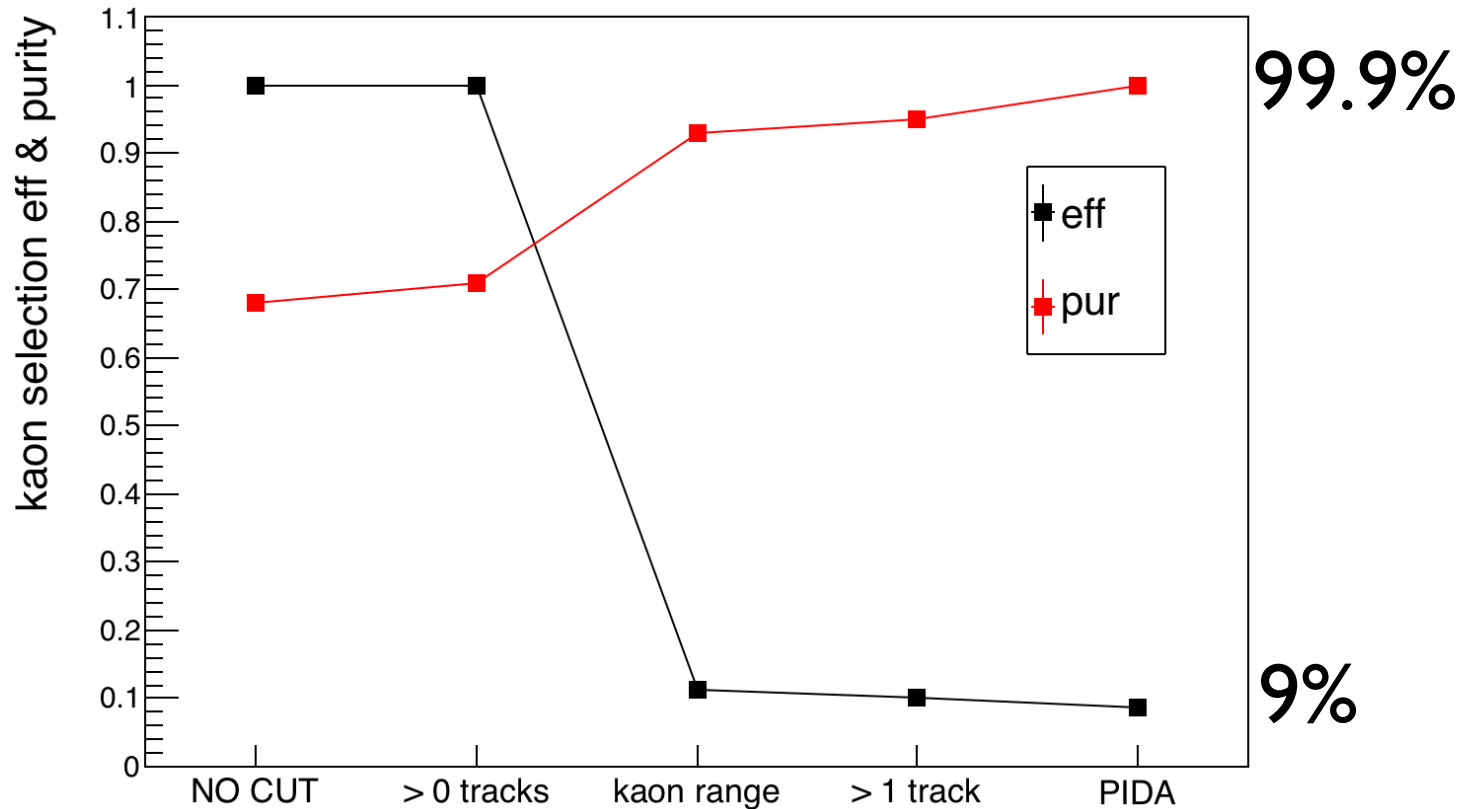
```

draw.SetTitle("recomputed PIDA after range and >1 track cuts");
draw.SetTitleX("kaon candidate PIDA");
draw.Draw(default,"seltrk_pida_raw",50,0,30,"particle","accum_level>2","","PUR");
draw.DrawCutLineVertical(15.-4,true,"r");
draw.DrawCutLineVertical(15.+4,true,"l");
    
```

↑  
accum\_level>2 means events passing cut 2  
(>0 tracks, range cut, >1 track)



# Efficiency and purity



## root commands to do the plot

```
// Create a data sample instance with the micro-tree file.  
// Needed to plot efficiency (from truth tree) and purity (from default tree) simultaneously  
DataSample mc("test.root");  
  
// kaon selection Efficiency and purity after each cut  
draw.SetTitleY("kaon selection eff & purity");  
draw.DrawEffPurVSCut(mc, "true_signal==1");
```

Reading LarSoft file

# Reading the LArSoft file

- Using root TFile::MakeProject the **art** classes headers are recreated

```
recpack:cmt acervera$ ls ../.././LArSoftReader/v0r0/src/v07_02_00/
CRT__Hit.h
CRT__Trigger.h
LArSoftReaderLinkDef.h
LArSoftReaderProjectDict.cxx
LArSoftReaderProjectDict_rdict.pcm
LArSoftReaderProjectHeaders.h
LArSoftReaderProjectInstances.h
LArSoftReaderProjectSource.cxx
LArSoftTreeConverter.cxx
LArSoftTreeConverter.hxx
anab__Calorimetry.h
anab__CosmicTag.h
anab__FeatureVector_4_.h
anab__MVADescription_4_.h
anab__ParticleID.h
anab__T0.h
anab__cosmic_tag_id.h
art__Assns_raw_RawDigit_recob_Hit_void_.h
art__Assns_raw_RawDigit_recob_Wire_void_.h
art__Assns_recob_Cluster_recob_EndPoint2D_unsigned_short_.h
art__Assns_recob_Cluster_recob_EndPoint2D_void_.h
art__Assns_recob_Cluster_recob_Hit_void_.h
art__Assns_recob_Cluster_recob_Vertex_unsigned_short_.h
art__Assns_recob_Cluster_recob_Vertex_void_.h
art__Assns_recob_Hit_recob_SpacePoint_void_.h
art__Assns_recob_OpFlash_recob_OpHit_void_.h
art__Assns_recob_PFParticle_anab_T0_void_.h
art__Assns_recob_PFParticle_larpandoraobj_PFParticleMetadata_void_.h
art__Assns_recob_PFParticle_recob_Cluster_void_.h
art__Assns_recob_PFParticle_recob_PCAXis_void_.h
art__Assns_recob_PFParticle_recob_Shower_void_.h
art__Assns_recob_PFParticle_recob_SpacePoint_void_.h
art__Assns_recob_PFParticle_recob_Track_void_.h
art__Assns_recob_PFParticle_recob_Vertex_void_.h
art__Assns_recob_Shower_recob_Hit_void_.h
art__Assns_recob_Shower_recob_PCAXis_void_.h
art__Assns_recob_SpacePoint_recob_Hit_void_.h
art__Assns_recob_Track_anab_Calorimetry_void_.h
art__Assns_recob_Track_anab_CosmicTag_void_.h
art__Assns_recob_Track_anab_ParticleID_void_.h
art__Assns_recob_Track_anab_T0_void_.h
art__Assns_recob_Track_recob_Hit_recob_TrackHitMeta_.h
art__Assns_recob_Track_recob_Hit_void_.h
art__Assns_recob_Track_recob_SpacePoint_void_.h
art__Assns_recob_Track_recob_Vertex_void_.h
art__Assns_recob_Vertex_recob_Track_void_.h
art__Assns_recob_Wire_recob_Hit_void_.h
art__Assns_sim_AuxDetSimChannel_CRT_Trigger_void_.h
art__Assns_simb_MCTruth_simb_MCParticle_sim_GeneratedParticleInfo_.h
art__Assns_simb_MCTruth_simb_MCParticle_void_.h
art__BranchChildren.h
art__BranchDescription.h
art__BranchKey.h
art__BranchType.h
art__EDProduct.h
art__EventAuxiliary.h
art__EventID.h
art__FileFormatVersion.h
art__FileIndex_Element.h
art__HLTGlobalStatus.h
art__HLTPathStatus.h
art__Hash_2_.h
art__Hash_3_.h
art__Hash_5_.h
art__History.h
art__Parentage.h
art__ProcessConfiguration.h
art__ProcessHistory.h
art__ProductID.h
art__ProductProvenance.h
art__ProductRegistry.h
art__RNGSnapshot.h
art__RefCore.h
art__ResultsAuxiliary.h
art__RunAuxiliary.h
art__RunID.h
art__SubRunAuxiliary.h
art__SubRunID.h
art__Timestamp.h
art__Transient_art_BranchDescription_Transients_.h
art__Transient_art_ProcessHistory_Transients_.h
art__Transient_art_ProductProvenance_Transients_.h
art__TriggerResults.h
art__Wrapper_art_Assns_raw_RawDigit_recob_Hit_void_.h
art__Wrapper_art_Assns_raw_RawDigit_recob_Wire_void_.h
art__Wrapper_art_Assns_recob_Cluster_recob_EndPoint2D_unsigned_short_.h
art__Wrapper_art_Assns_recob_Cluster_recob_Hit_void_.h
art__Wrapper_art_Assns_recob_Cluster_recob_Vertex_unsigned_short_.h
art__Wrapper_art_Assns_recob_Hit_recob_SpacePoint_void_.h
art__Wrapper_art_Assns_recob_OpFlash_recob_OpHit_void_.h
art__Wrapper_art_Assns_recob_PFParticle_anab_T0_void_.h
art__Wrapper_art_Assns_recob_PFParticle_larpandoraobj_PFParticleMetadata_void_.h
art__Wrapper_art_Assns_recob_PFParticle_recob_Cluster_void_.h
art__Wrapper_art_Assns_recob_PFParticle_recob_PCAXis_void_.h
art__Wrapper_art_Assns_recob_PFParticle_recob_Shower_void_.h
art__Wrapper_art_Assns_recob_PFParticle_recob_SpacePoint_void_.h
art__Wrapper_art_Assns_recob_PFParticle_recob_Track_void_.h
art__Wrapper_art_Assns_recob_PFParticle_recob_Vertex_void_.h
art__Wrapper_art_Assns_recob_Shower_recob_Hit_void_.h
art__Wrapper_art_Assns_recob_Shower_recob_PCAXis_void_.h
art__Wrapper_art_Assns_recob_SpacePoint_recob_Hit_void_.h
art__Wrapper_art_Assns_recob_Track_anab_Calorimetry_void_.h
art__Wrapper_art_Assns_recob_Track_anab_CosmicTag_void_.h
art__Wrapper_art_Assns_recob_Track_anab_ParticleID_void_.h
art__Wrapper_art_Assns_recob_Track_anab_T0_void_.h
art__Wrapper_art_Assns_recob_Track_recob_Hit_recob_TrackHitMeta_.h
art__Wrapper_art_Assns_recob_Track_recob_Hit_void_.h
art__Wrapper_art_Assns_recob_Track_recob_SpacePoint_void_.h
art__Wrapper_art_Assns_recob_Track_recob_Vertex_void_.h
art__Wrapper_art_Assns_recob_Vertex_recob_Track_void_.h
art__Wrapper_art_Assns_recob_Wire_recob_Hit_void_.h
art__Wrapper_art_Assns_sim_AuxDetSimChannel_CRT_Trigger_void_.h
art__Wrapper_art_Assns_simb_MCTruth_simb_MCParticle_sim_GeneratedParticleInfo_.h
art__Wrapper_art_TriggerResults_.h
art__Wrapper_vector_CRT_Trigger_.h
art__Wrapper_vector_anab_Calorimetry_.h
art__Wrapper_vector_anab_CosmicTag_.h
art__Wrapper_vector_anab_FeatureVector_4_.h
art__Wrapper_vector_anab_MVADescription_4_.h
art__Wrapper_vector_anab_ParticleID_.h
art__Wrapper_vector_anab_T0_.h
art__Wrapper_vector_art_RNGSnapshot_.h
art__Wrapper_vector_larpandoraobj_PFParticleMetadata_.h
art__Wrapper_vector_raw_OpDetWaveform_.h
art__Wrapper_vector_raw_RawDigit_.h
art__Wrapper_vector_recob_Cluster_.h
art__Wrapper_vector_recob_EndPoint2D_.h
art__Wrapper_vector_recob_Hit_.h
art__Wrapper_vector_recob_OpFlash_.h
art__Wrapper_vector_recob_OpHit_.h
art__Wrapper_vector_recob_PCAXis_.h
art__Wrapper_vector_recob_PFParticle_.h
art__Wrapper_vector_recob_PointCharge_.h
art__Wrapper_vector_recob_Shower_.h
art__Wrapper_vector_recob_SpacePoint_.h
art__Wrapper_vector_recob_Track_.h
art__Wrapper_vector_recob_Vertex_.h
art__Wrapper_vector_recob_Wire_.h
art__Wrapper_vector_sim_AuxDetSimChannel_.h
art__Wrapper_vector_sim_OpDetBackTrackerRecord_.h
art__Wrapper_vector_sim_OpDetDivRec_.h
art__Wrapper_vector_sim_SimChannel_.h
art__Wrapper_vector_sim_SimPhotonsLite_.h
art__Wrapper_vector_simb_MCParticle_.h
art__Wrapper_vector_simb_MCTruth_.h
art__detail_AssnsBase.h
fhicl__ParameterSetID.h
geo__CryostatID.h
geo__PlaneID.h
geo__TPCID.h
geo__WireID.h
geo__plane_proj.h
geo__plane_sigtype.h
lar__range_t_unsigned_long_.h
lar__sparse_vector_float_.h
larpandoraobj_PFParticleMetadata.h
raw__OpDetWaveform.h
raw__RawDigit.h
raw__compress.h
recob__Cluster.h
recob__EndPoint2D.h
recob__Hit.h
recob__OpFlash.h
recob__OpHit.h
recob__PCAXis.h
recob__PFParticle.h
recob__PointCharge.h
recob__Shower.h
recob__SpacePoint.h
recob__Track.h
recob__TrackHitMeta.h
recob__TrackTrajectory.h
recob__Trajectory.h
recob__TrajectoryPointFlags.h
recob__Vertex.h
recob__Wire.h
sim__AuxDetIDE.h
sim__AuxDetSimChannel.h
sim__Chan_Phot.h
sim__GeneratedParticleInfo.h
sim__IDE.h
sim__OpDetBackTrackerRecord.h
sim__OpDetDivRec.h
sim__OpDet_Time_Chans.h
sim__SDP.h
sim__SimChannel.h
sim__SimPhotonsLite.h
simb__MCNeutrino.h
simb__MCParticle.h
simb__MCTrajectory.h
simb__MCTruth.h
simb__ev_origin.h
util__flags_BitMask_unsigned_int_.h
util__flags_Bits_t_unsigned_int_.h
util__flags_FlagSet_32_unsigned_int_.h
```

- So we don't need **art** nor **LArSoft** to read the LArSoft file

# Reading the LArSoft file

- We read the “Events” tree in a LarSoft file

```
// General event info
eventsTree->SetBranchAddresses("EventAuxiliary", &EventInfo);

// Reconstructed tracks
eventsTree->SetBranchAddresses("recob::Tracks_pmtrackdc_Reco.", &Tracks);

// MC particles
eventsTree->SetBranchAddresses("simb::MCParticles_largeant_G4.", &MCParticles);

// MC neutrinos
eventsTree->SetBranchAddresses("simb::MCTruths_generator_GenieGen.", &MCNeutrinos);

// Reconstructed hits
eventsTree->SetBranchAddresses("recob::Hits_lineclusterdc_Reco.", &Hits);

// Association between reconstructed hits and tracks
eventsTree->SetBranchAddresses("recob::Hitrecob::Trackvoidart::Assns_pmtrack_Reco.", &Hits_Tracks);

// Channels
eventsTree->SetBranchAddresses("sim::SimChannels_largeant_G4.", &SimChannels);
```

- Disable all branches we are not interested in to gain in speed

```
//----- Disable the unnecessary branches -----
eventsTree->SetBranchStatus("art:*", 0);
eventsTree->SetBranchStatus("sim::Beam*", 0);
eventsTree->SetBranchStatus("sim::AuxDet*", 0);
eventsTree->SetBranchStatus("sim::SimPhoton*", 0);

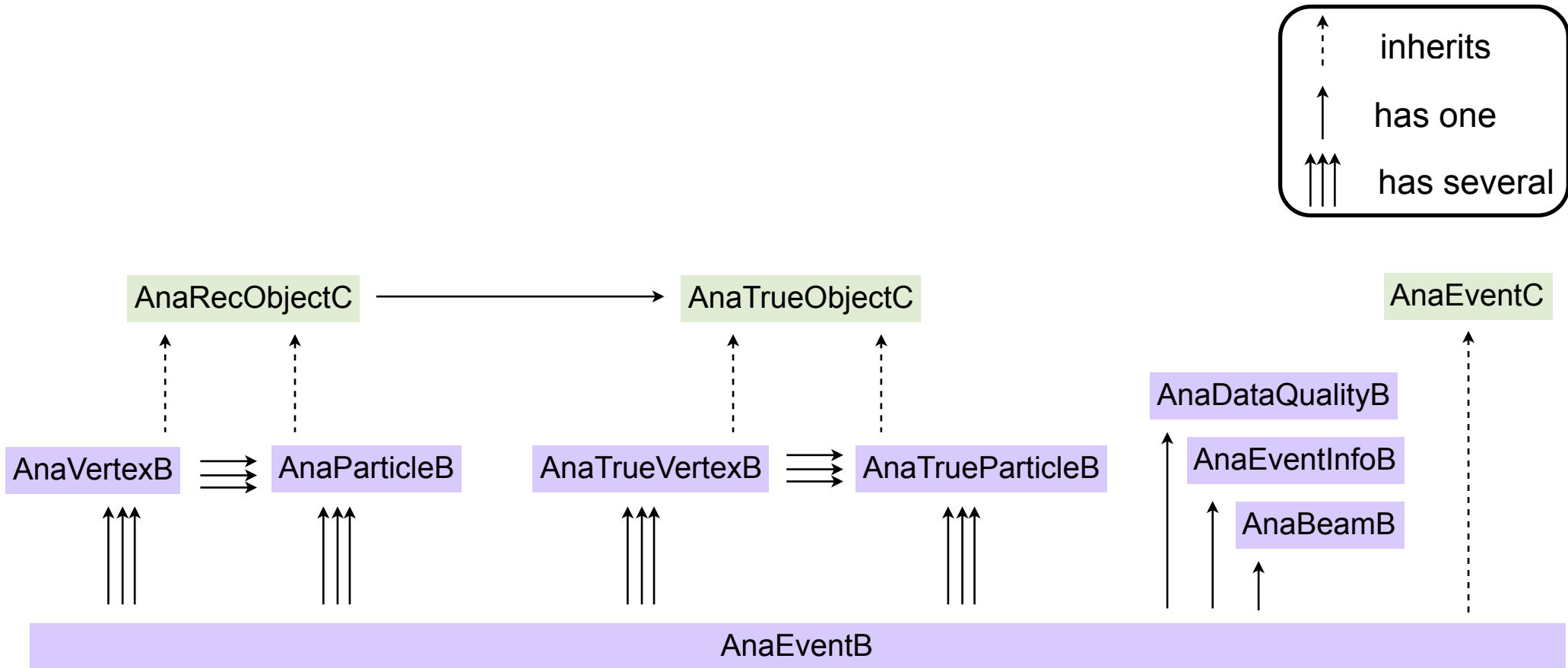
eventsTree->SetBranchStatus("*shower*", 0);

eventsTree->SetBranchStatus("raw*", 0);
eventsTree->SetBranchStatus("anab*", 0);
eventsTree->SetBranchStatus("recob::Wires*", 0);
eventsTree->SetBranchStatus("recob::Vertex*", 0);
eventsTree->SetBranchStatus("recob::Space*", 0);
eventsTree->SetBranchStatus("recob::Trackrecob*", 0);
eventsTree->SetBranchStatus("recob::Tracks_emshower*", 0);
```

```
eventsTree->SetBranchStatus("recob::Tracks_pmtrack_*", 0);
eventsTree->SetBranchStatus("recob::Shower*", 0);
eventsTree->SetBranchStatus("recob::Op*", 0);
eventsTree->SetBranchStatus("recob::Hits_dcheat*", 0);
eventsTree->SetBranchStatus("recob::Hits_gaushit*", 0);
eventsTree->SetBranchStatus("recob::Hits_hitfd*", 0);
eventsTree->SetBranchStatus("recob::Hitrecob::Space*", 0);
eventsTree->SetBranchStatus("recob::Hitrecob::Wire*", 0);
eventsTree->SetBranchStatus("recob::End*", 0);
eventsTree->SetBranchStatus("recob::Cluster*", 0);
// eventsTree->SetBranchStatus("simb::MCTruths*", 0);
eventsTree->SetBranchStatus("simb::MCFlux*", 0);
eventsTree->SetBranchStatus("simb::GTruth*", 0);
eventsTree->SetBranchStatus("simb::MCParticlesimb*", 0);
```

# HighLAND event model

- LArSoft info is extracted and saved into the HighLAND event model
- This is the current event model, which can be easily modified



# Track and shower info

- This is the method to fill the AnaParticle's (track/shower)

```
/**
void LArSoftTreeConverter::FillParticleInfo(std::vector<AnaTrueParticleB*>& trueParticles, Int_t itrk, AnaParticle* part){
/**

// The ID of the particle (track or shower)
part->UniqueID = Tracks->obj[itrk].fID;

// General Particle ofinfo
for (UInt_t j=0;j<3;j++){
    part->PositionStart[j]= Tracks->obj[itrk].fXYZ[0][j];
    part->DirectionStart[j]= Tracks->obj[itrk].fDir[0][j];
    part->PositionEnd[j]= Tracks->obj[itrk].fXYZ[Tracks->obj[itrk].fXYZ.size()-1][j];
    part->DirectionEnd[j]= Tracks->obj[itrk].fDir[Tracks->obj[itrk].fXYZ.size()-1][j];
}

// The number of hits
part->NHits = Tracks->obj[itrk].fXYZ.size();
SubDetId::SetDetectorUsed(part->Detector , SubDetId::kSubdet1_1);
SubDetId::SetDetectorSystemFields(part->Detector);

// Compute the track length
part->Length = ComputeTrackLength(Tracks->obj[itrk]);

// Compute the average dQdx of the reconstructed particle
Int_t nsamples=0;
for (UInt_t i=0;i<Tracks->obj[itrk].fdQdx.size();i++){
    for (UInt_t j=0;j<Tracks->obj[itrk].fdQdx[i].size();j++){
        part->AveragedEdx += Tracks->obj[itrk].fdQdx[i][j];
        nsamples++;
    }
}
part->AveragedEdx /= (Float_t)nsamples;

// Associate a TrueObject to this Particle
part->TrueObject = FindTrueParticle(itrk, trueParticles);
}
```

There is a method in LArSoft to do this. We had to reproduce that method inside HighLAND



- 
- reco\_beam\_
  - reco\_daughter\_ : daughter tracks from beam particle
    - reco\_daughter\_true\_byE\_
    - reco\_daughter\_true\_byHits
    - reco\_daughter\_PFP\_true\_byHits\_
    - reco\_daughter\_allTrack\_
    - reco\_daughter\_allShower\_
  - reco\_daughter\_shower\_true\_byE
  - reco\_daughter\_shower\_true\_byHits\_
  - reco\_daughter\_
  - true\_beam\_
  - reco\_beam\_
  - true\_daughter



# reco beam

```
// Get the reconstructed PFParticle tagged as beam by Pandora
const reco::PFParticle* particle = beamParticles.at(0);

// Determine if the beam particle is track-like or shower-like
const reco::Track* thisTrack = pfpUtil.GetPFParticleTrack(*particle, evt, fPFParticleTag, fTrackerTag);
const reco::Shower* thisShower = pfpUtil.GetPFParticleShower(*particle, evt, fPFParticleTag, fShowerTag);
const simb::MCParticle* trueParticle = 0x0;
```

```
reco_beam_startX = thisTrack->Trajectory().Start().X();
reco_beam_startY = thisTrack->Trajectory().Start().Y();
reco_beam_startZ = thisTrack->Trajectory().Start().Z();
reco_beam_endX = thisTrack->Trajectory().End().X();
reco_beam_endY = thisTrack->Trajectory().End().Y();
reco_beam_endZ = thisTrack->Trajectory().End().Z();
```

```
protoana::MCParticleSharedHits beam_match = truthUtil.GetMCParticleByHits( *thisTrack, evt, fTrackerTag, fHitTag );
if( beam_match.particle ){
    //Check that this is the correct true particle
    if( beam_match.particle->TrackId() == true_beam_particle->TrackId() ){
        reco_beam_true_byHits_matched = true;
    }

    reco_beam_true_byHits_PDG = beam_match.particle->PdgCode();
}
```

# reco beam

```
fTree->Branch("reco_beam_type", &reco_beam_type);
fTree->Branch("reco_beam_startX", &reco_beam_startX);
fTree->Branch("reco_beam_startY", &reco_beam_startY);
fTree->Branch("reco_beam_startZ", &reco_beam_startZ);
fTree->Branch("reco_beam_endX", &reco_beam_endX);
fTree->Branch("reco_beam_endY", &reco_beam_endY);
fTree->Branch("reco_beam_endZ", &reco_beam_endZ);
fTree->Branch("reco_beam_len", &reco_beam_len);
fTree->Branch("reco_beam_trackDirX", &reco_beam_trackDirX);
fTree->Branch("reco_beam_trackDirY", &reco_beam_trackDirY);
fTree->Branch("reco_beam_trackDirZ", &reco_beam_trackDirZ);
fTree->Branch("reco_beam_trackEndDirX", &reco_beam_trackEndDirX);
fTree->Branch("reco_beam_trackEndDirY", &reco_beam_trackEndDirY);
fTree->Branch("reco_beam_trackEndDirZ", &reco_beam_trackEndDirZ);
fTree->Branch("reco_beam_vtxX", &reco_beam_vtxX);
fTree->Branch("reco_beam_vtxY", &reco_beam_vtxY);
fTree->Branch("reco_beam_vtxZ", &reco_beam_vtxZ);
fTree->Branch("reco_beam_trackID", &reco_beam_trackID);
fTree->Branch("reco_beam_dQdX", &reco_beam_dQdX);
fTree->Branch("reco_beam_dEdX", &reco_beam_dEdX);
fTree->Branch("reco_beam_calibrated_dEdX", &reco_beam_calibrated_dEdX);
fTree->Branch("reco_beam_resRange", &reco_beam_resRange);
fTree->Branch("reco_beam_TrkPitch", &reco_beam_TrkPitch);
fTree->Branch("reco_beam_calo_wire", &reco_beam_calo_wire);
fTree->Branch("reco_beam_calo_tick", &reco_beam_calo_tick);
fTree->Branch("reco_beam_nTrackDaughters", &reco_beam_nTrackDaughters);
fTree->Branch("reco_beam_nShowerDaughters", &reco_beam_nShowerDaughters);
fTree->Branch("reco_beam_flipped", &reco_beam_flipped);
fTree->Branch("reco_beam_passes_beam_cuts", &reco_beam_passes_beam_cuts);
fTree->Branch("reco_beam_vertex_slice", &reco_beam_vertex_slice);
fTree->Branch("reco_beam_vertex_dRs", &reco_beam_vertex_dRs);
fTree->Branch("reco_beam_vertex_hits_slices", &reco_beam_vertex_hits_slices);
fTree->Branch("reco_beam_true_byE_endProcess", &reco_beam_true_byE_endProcess);
fTree->Branch("reco_beam_true_byE_process", &reco_beam_true_byE_process);
fTree->Branch("reco_beam_true_byE_origin", &reco_beam_true_byE_origin);
fTree->Branch("reco_beam_true_byE_PDG", &reco_beam_true_byE_PDG);
fTree->Branch("reco_beam_true_byE_ID", &reco_beam_true_byE_ID);
fTree->Branch("reco_beam_true_byHits_endProcess", &reco_beam_true_byHits_endProcess);
fTree->Branch("reco_beam_true_byHits_process", &reco_beam_true_byHits_process);
fTree->Branch("reco_beam_true_byHits_origin", &reco_beam_true_byHits_origin);
fTree->Branch("reco_beam_true_byHits_PDG", &reco_beam_true_byHits_PDG);
fTree->Branch("reco_beam_true_byHits_ID", &reco_beam_true_byHits_ID);

fTree->Branch("reco_beam_true_byE_matched", &reco_beam_true_byE_matched);
fTree->Branch("reco_beam_true_byHits_matched", &reco_beam_true_byHits_matched);
fTree->Branch("reco_beam_true_byHits_purity", &reco_beam_true_byHits_purity);
```

```
fTree->Branch("reco_beam_Chi2_proton", &reco_beam_Chi2_proton);
fTree->Branch("reco_beam_Chi2_ndof", &reco_beam_Chi2_ndof);

fTree->Branch("reco_beam_cosmic_candidate_lower_hits", &reco_beam_cosmic_candidate_lower_hits);
fTree->Branch("reco_beam_cosmic_candidate_upper_hits", &reco_beam_cosmic_candidate_upper_hits);
fTree->Branch("reco_beam_cosmic_candidate_ID", &reco_beam_cosmic_candidate_ID);
fTree->Branch("reco_beam_true_byE_endPx", &reco_beam_true_byE_endPx);
fTree->Branch("reco_beam_true_byE_endPy", &reco_beam_true_byE_endPy);
fTree->Branch("reco_beam_true_byE_endPz", &reco_beam_true_byE_endPz);
fTree->Branch("reco_beam_true_byE_endE", &reco_beam_true_byE_endE);
fTree->Branch("reco_beam_true_byE_endP", &reco_beam_true_byE_endP);

fTree->Branch("reco_beam_true_byE_startPx", &reco_beam_true_byE_startPx);
fTree->Branch("reco_beam_true_byE_startPy", &reco_beam_true_byE_startPy);
fTree->Branch("reco_beam_true_byE_startPz", &reco_beam_true_byE_startPz);
fTree->Branch("reco_beam_true_byE_startE", &reco_beam_true_byE_startE);
fTree->Branch("reco_beam_true_byE_startP", &reco_beam_true_byE_startP);

fTree->Branch("reco_beam_true_byHits_endPx", &reco_beam_true_byHits_endPx);
fTree->Branch("reco_beam_true_byHits_endPy", &reco_beam_true_byHits_endPy);
fTree->Branch("reco_beam_true_byHits_endPz", &reco_beam_true_byHits_endPz);
fTree->Branch("reco_beam_true_byHits_endE", &reco_beam_true_byHits_endE);
fTree->Branch("reco_beam_true_byHits_endP", &reco_beam_true_byHits_endP);

fTree->Branch("reco_beam_true_byHits_startPx", &reco_beam_true_byHits_startPx);
fTree->Branch("reco_beam_true_byHits_startPy", &reco_beam_true_byHits_startPy);
fTree->Branch("reco_beam_true_byHits_startPz", &reco_beam_true_byHits_startPz);
fTree->Branch("reco_beam_true_byHits_startE", &reco_beam_true_byHits_startE);
fTree->Branch("reco_beam_true_byHits_startP", &reco_beam_true_byHits_startP);

fTree->Branch("reco_beam_spacePts_X", &reco_beam_spacePts_X);
fTree->Branch("reco_beam_spacePts_Y", &reco_beam_spacePts_Y);
fTree->Branch("reco_beam_spacePts_Z", &reco_beam_spacePts_Z);
```

# true beam

---

```
// This gets the true beam particle that generated the event
const simb::MCParticle* true_beam_particle = 0x0;
if( !evt.isRealData() ){
    auto mcTruths = evt.getValidHandle<std::vector<simb::MCTruth>>(fGeneratorTag);
    true_beam_particle = truthUtil.GetGeantGoodParticle((*mcTruths)[0], evt);
    if( !true_beam_particle ){
        std::cout << "No true beam particle" << std::endl;
        return;
    }
}
```

















# reco daughter

```
fTree->Branch("reco_daughter_chi2_proton", &reco_daughter_chi2_proton);
fTree->Branch("reco_daughter_chi2_ndof", &reco_daughter_chi2_ndof);
fTree->Branch("reco_daughter_momByRange_proton", &reco_daughter_momByRange_proton);
fTree->Branch("reco_daughter_momByRange_muon", &reco_daughter_momByRange_muon);
fTree->Branch("reco_daughter_allTrack_momByRange_proton", &reco_daughter_allTrack_momByRange_proton);
fTree->Branch("reco_daughter_allTrack_momByRange_muon", &reco_daughter_allTrack_momByRange_muon);
```

```
fTree->Branch("reco_daughter_shower_chi2_proton", &reco_daughter_shower_chi2_proton);
fTree->Branch("reco_daughter_shower_chi2_ndof", &reco_daughter_shower_chi2_ndof);
```

```
fTree->Branch("reco_daughter_trackScore", &reco_daughter_trackScore);
fTree->Branch("reco_daughter_emScore", &reco_daughter_emScore);
fTree->Branch("reco_daughter_michelScore", &reco_daughter_michelScore);
```

```
fTree->Branch("reco_daughter_shower_trackScore", &reco_daughter_shower_trackScore);
fTree->Branch("reco_daughter_shower_emScore", &reco_daughter_shower_emScore);
fTree->Branch("reco_daughter_shower_michelScore", &reco_daughter_shower_michelScore);
```

```
//Looking at reco daughters from the reco beam track
const std::vector<const recob::Track*> trackDaughters = pfpUtil.GetPFPParticleDaughterTracks(*particle, evt, fPFPParticleTag, fTrackerTag);
const std::vector<const recob::Shower*> showerDaughters = pfpUtil.GetPFPParticleDaughterShowers(*particle, evt, fPFPParticleTag, fShowerTag);
std::cout << "Beam particle has " << trackDaughters.size() << " track-like daughters and " << showerDaughters.size() << " shower-like daughters." << std::endl;
std::cout << std::endl;
```

```
// Alternative Reconstruction.
//
// Loop over all of the PFParticles associated as daughters.
// Then, check the CNN score (later implement the GNN score)
//
// Also, get the forced-tracking (pandora2) and
// get calorimetry + other info

for( size_t daughterID : particle->Daughters() ){
    const recob::PFPParticle * daughterPFP = &(pfpVec->at( daughterID ));
    reco_daughter_PFP_ID.push_back( daughterID );
}
```

```

try{
const reco::Shower* pandora2Shower = pfpUtil.GetPFParticleShower( *daughterPFP, evt, fPFParticleTag, "pandora2Shower" )
std::cout << "pandora2 shower: " << pandora2Shower << std::endl;

if( pandora2Shower ){
    reco_daughter_allShower_ID.push_back(    pandora2Shower->ID() );
    reco_daughter_allShower_len.push_back(    pandora2Shower->Length() );
    reco_daughter_allShower_startX.push_back( pandora2Shower->ShowerStart().X() );
    reco_daughter_allShower_startY.push_back( pandora2Shower->ShowerStart().Y() );
    reco_daughter_allShower_startZ.push_back( pandora2Shower->ShowerStart().Z() );
}
else{
    reco_daughter_allShower_ID.push_back(    -1 );
    reco_daughter_allShower_len.push_back(    -999. );
    reco_daughter_allShower_startX.push_back( -999. );
    reco_daughter_allShower_startY.push_back( -999. );
    reco_daughter_allShower_startZ.push_back( -999. );
}
}

```

```

try{
const reco::Track* pandora2Track = pfpUtil.GetPFParticleTrack( *daughterPFP, evt, fPFParticleTag, "pandora2Track" )
std::cout << "pandora2 track: " << pandora2Track << std::endl;

if( pandora2Track ){
    reco_daughter_allTrack_ID.push_back(    pandora2Track->ID() );
}
}

```

# true daughter

```
fTree->Branch("true_daughter_nPi0", &true_daughter_nPi0);  
fTree->Branch("true_daughter_nPiPlus", &true_daughter_nPiPlus);  
fTree->Branch("true_daughter_nProton", &true_daughter_nProton);  
fTree->Branch("true_daughter_nNeutron", &true_daughter_nNeutron);  
fTree->Branch("true_daughter_nPiMinus", &true_daughter_nPiMinus);  
fTree->Branch("true_daughter_nNucleus", &true_daughter_nNucleus);
```

```
for( int i = 0; i < true_beam_particle->NumberDaughters(); ++i ){  
    int daughterID = true_beam_particle->Daughter(i);  
  
    std::cout << "Daughter " << i << " ID: " << daughterID << std::endl;  
    auto part = plist[ daughterID ];  
    int pid = part->PdgCode();  
    true_beam_daughter_PDG.push_back(pid);  
    true_beam_daughter_ID.push_back( part->TrackId() );
```

```
if( part->Process().find( "Inelastic" ) != std::string::npos ){  
    std::cout << "Inelastic" << std::endl;  
    if( pid == 211 ) ++true_daughter_nPiPlus;  
    if( pid == -211 ) ++true_daughter_nPiMinus;  
    if( pid == 111 ) ++true_daughter_nPi0;  
    if( pid == 2212 ) ++true_daughter_nProton;  
    if( pid == 2112 ) ++true_daughter_nNeutron;  
    if( pid > 2212 ) ++true_daughter_nNucleus;  
}
```

# My concerns

---

- Doing analysis in LArSoft violates most previous requirements. But anyway, let's assume we go this way. This are my concerns:
  1. Porting not trivial at all. Many classes and concepts involved. It would require significant changes to the current code in HighLAND. **Validation in protoduneana will take a while**
  2. Systematics propagation should be very, very fast. **It will take a while to optimize the code in protoduneana**
  3. HighLAND produces a output tree with the results of the selection and systematics propagation, and has dedicated drawing tools. At plotting level one can: i) play with the cuts, ii) play with the systematics and change the binning. **Implementing this functionality in protoduneana will take time**
  4. At the end we want to address all previous points in protoduneana, so we will reinvent the wheel