LArLite Introduction & Use Case

Kazuhiro Terao (a) Nevis, Columbia

About LArLite

What Is LArLite?

- C++ code development toolkit
 - Goal = easy & simple C++ code development
 - "Supports Darwin & Linux"
 - Dependency: ROOT, git, & LLVM or GCC
 - ► ROOT for Cling/CINT dictionary generation



What Is LArLite?

- C++ code development toolkit
 - Goal = easy & simple C++ code development
 - "Supports Darwin & Linux"
 - Dependency: ROOT, git, & LLVM or GCC
 ROOT for Cling/CINT dictionary generation
- Typical code development steps





- 1. Generate a repository (a unit for collection of "package" directories)
 - Can be a user's git repository ... typically github is used
- 2. Generate a package in a repository (a unit for library generation)
- 3. Write/Compile code in a package
- 4. Use compiled library
 - Class/Function access through Cling/CINT/Python
 - > Python compat. largely through PyROOT, implementing option to build using Cython
 - ... or compile an executable
 - Write an extension (separate) package and link against

- Easy to install
 - Many has ROOT, git, & compiler to build ROOT on their machine
 - ... then all needed is to "git clone" from github

- Easy to install
 - Many has ROOT, git, & compiler to build ROOT on their machine
 - ... then all needed is to "git clone" from github
- Easy to write code
 - Repository, package, C++ class empty source code generation scripts
 - One owns everything generated if started from scratch
 - No need to "parasite" existing code repository
 - No need to "copy & paste" existing source code
 - "Fast" compilation (i.e. only compile what you wrote)

- Easy to install
 - Many has ROOT, git, & compiler to build ROOT on their machine
 - ... then all needed is to "git clone" from github
- Easy to write code
 - Repository, package, C++ class empty source code generation scripts
 - One owns everything generated if started from scratch
 - No need to "parasite" existing code repository
 - No need to "copy & paste" existing source code
 - "Fast" compilation (i.e. only compile what you wrote)
- Easy to use compiled code
 - Cling/CINT/Python interpreter to immediately access class/functions

Kazus-MacBook-Pro:MyExample kazuhiro\$ root -l root [0] **sample()** (class sample)140407275687440

Accessing "sample" class in CINT >>> from ROOT import sample
>>> sample
<class 'ROOT.sample'>

Accessing "sample" class in Python

- Easy to install
 - Many has ROOT, git, & compiler to build ROOT on their machine
 - ... then all needed is to "git clone" from github
- Easy to write code
 - Repository, package, C++ class empty source code generation scripts
 - One owns everything generated if started from scratch
 - No need to "parasite" existing code repository
 - No need to "copy & paste" existing source code
 - "Fast" compilation (i.e. only compile what you wrote)
- Easy to use compiled code
 - Cling/CINT/Python interpreter to immediately access class/functions
- Easy to share code
 - User A can simply git-pull user B's repo through github & compile/use
 - ... or if it's popular can leave in larlite repository

What Users Liked About

- Very easy to get started. Simple to understand.
- Well documented.
- I don't have to start code-writing by "copy & paste" nor "build with 20 already-existing .cxx code."
- Easy to develop my own code suit or even framework.
- I graduated from CINT! I have my own compiled toolkit!
- Fast compilation to just compile my code
- My code in my git repo. Easy to share w/ others.
- My Python code is now "fast" with compiled C++ library
- I can use bunch of python apps with my C++ code now!

LArLite Needs?

- "Light-weight" installation
 - small set of dependencies: ROOT, git, and llvm/gcc
- Simple "start from scratch"
 - write an independent code suit in his/her own git repository
- CINT/Cling dictionary generation support
 - compiled C++ code available in C/Python interpreter
 - try compiled class/function w/ an interpreter immediately
- Flexibility
 - smaller group, minimal policies, simple design
- Portability
 - obviously "standard C++ source code" can be exported outside

Binary Decoder

- 1st project: store an waveform as C++ data product in ROOT file
 - More intuitive access for students familiar w/ C++ and ROOT
- Have a simple framework to interface various binary format



Optical Pulse Reconstruction

- A summer undergraduate student liked C++ and wanted to practice
- He made a similar framework for optical pulse reconstruction



ala LArSoft Analysis

- A graduate student was suffering from using LArSoft
- He came and ask if somehow this can be faster and run on his laptop
- Made analysis framework with identical data product def. as LArSoft



Optical Detector Simulation

- Needed C++ simulation for our optical readout electronics
- Wrote a suite of simulation chain



EM Shower Reconstruction

- Other students/post-docs tried LArLite and liked it (faster, easier)
- The majority of users are interested in making EMShower reco
- Wrote a suite of reconstruction chain for EMShower



GeoAlgo

- Wanted a suite of geometrical calculation algorithms for analysis/reco
- Decided to make our own based on a text book



"The Book": Real Time Collision Detection

- Algorithm/Design pattern for 3D game programming
- Highly regarded reference among experts
- Excellent resource for our problem solving!
- Easy to read & follow
 - Lots of abstract code template in the book



Current Used in various analysis!

LArPy

- A converter suite from C++ objects to Python built-in types
 - This is for toolkits introduced in LArLite
 - Uses Python native C-API, no extra dependency
- Helps to bridge with Python open source applications
 - e.g.) current GeoAlgo viewer uses this suit + matplotlib python module
- On-going work but effort shifting to larlite_numpy

larlite_numpy

- On-going work!
- Following root_numpy approach
- Uses "ala LArSoft" data libraries to create numpy record array
 - Using Cython (... and with very small Python C-API)
- Many awesome Python scientific libraries available for analysis - num/scipy, pandas, PyTable, scikit-learn, PyQTGraph, matplotlib, etc...

Understanding LArSoft

- Compared a speed performance of a simple analysis
 - Read in data product, make a TH1D histogram
 - Resulted in ~5 orders of magnitude difference in speed
- Identified a major cause in our usage of art (at least in MicroBooNE)
 - We had a "service" (singleton) that was always doing heavy analysis
 - It was always there, no one noticed, often not used.
 - LArSoft users were used to "~1 second / event" process speed
- Identified a need of improvement in art utility
 - After fixing the problem above, still slow
 - FindManyP in LArSoft was slower than an equivalent suite in LArLite
 - Feedback to art team by Wes Ketchum, now LArSoft is pretty fast

Well, there are more & more of applications made in LArLite



What I am getting from this experience:

• Providing a support greatly help to speed up code development

- Most code written by students, and they do enjoy a lot
- One undergrad student could write a fmwk with I/O by herself

• ... and good news: there are undergrads, grads, and post-docs who really want to write a proper code suite rather than a CINT macro :)

Summary

Summary

- LArLite is a simple & light-weight code development suite
 - Easy to install
 - Easy to develop/extend code, build, and share with others
 - Easy to write an application w/ interpreter support
- Many code toolkits/frameworks written using LArLite
 - This keeps on-going...
 - Includes "ala LArSoft" analysis framework
 - Large fraction exported to LArSoft
 - ▶ Raised questions on how to share/maintain code written outside LArSoft