JEventViewer 2.0 User's Guide

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4-Apr-2021

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Chapter 1

1. Evio Event Viewing

This manual describes a graphical user interface for looking at EVIO format files event-by-event, although it can also look at any file as a list of 32 bit integer (words). This version is compatible with evio version 6 format. To run it simply execute:

```
java org.jlab.coda.eventViewer.EventTreeFrame
```

Make sure that the EventTreeFrame class or the jar file JEventViewer-2.0.jar in is your CLASSPATH environment variable. The alternative to that is executing the provided script:

jeviodump

The following is a screen shot of the main gui after choosing a file to view.

Jevio Event Tree Event 2 0 Event O Limit event source /Users/timmer/coda/evioDataFiles/compactEvioBuild.ev.lz4 < prev Size from evio file +5 0x069b36cb +1 0x26cec005 0x2c09ec59 0x03fac74f 0x7dbe3c2d 0x3939a033 +3 0x7e7b9f63 0x0f22e99e 0x65a59113 0x53f11eab 0x7aa9bd1e 0x771ce26d 0x4a6333a5 0x2267d8be 0x55851d84 <Event> has BANKs: tag=1(0x1) num=1(0x1) dataLen=5153 children=3 0x069B36CB 0x110cdaf7 0x21fce01c 0x51dc1dc9 ▼ ■ BANK of BANKs: tag=2(0x2) num=2(0x2) dataLen=1733 children=8

BANK of iNT32s: tag=3(0x3) num=3(0x3) dataLen=203 BANK of CHAR8s: tag=4(0x4) num=4(0x4) dataLen=51 pad=1 0x27dfe8ea 0x04f1f7cb 0x76d25a86 SEG5 dataLen=102 pad=2 0x39765cdb 0x26191cd5 0x022e1891 0x2a2494cb 0x2b7c1614 BANK of LONG64s: tag=41(0x29) num=41(0x29) dataLen=406 30 35 40 HallD.DC(6).ypos(6) dataLen=203 0x4f35009d 0x78e53f7a 0x018788a9 0x565f77a8 0x58837c4e 0x28737e19 0x601d4c0d 0x4c4f3b2e 0x710a528c 0x184c10e1 HallD.BCAL dataLen=406 0x601d4c0c 0x13f4254a 0x0bb9ccb3 0x13bbdc5c 0x0fa60a55 0x110312ea 0x7b79f116 0x69469d0b 0x092ea491 HallD dataLen=329 0x6aa52af1 0x681b199f 0x0a397097 0x6b2da703 0x1ba5c9b1 0x57f48f2f 0x440a10f5 0x71b8d238 HallD dataLen=17 0x7558b01 0x12c0e240 0x787233a3 0x2c65a120 0x2f0b4a09 0x1653529f 0x1653529f 0x6b8845b3 0x15b177dd 0x03ce78e3 BANK of SEGMENTs: tag=15(0xf) num=15(0xf) dataLen=1707 children SEGMENT of INT32s: tag=9(0x9) dataLen=203 0x0cbecadd 0x71da59ad 0x15239bd2 0x7b60acfe SEGMENT of CHAR8s: tag=10(0xa) dataLen=51 pad=1 SEGMENT of SHORT16s: tag=11(0xb) dataLen=102 pad=2 0x63257a31 0x19fc0d75 0x2962ea61 0x3e9b9286 SEGMENT of LONG64s: tag=41(0x29) dataLen=406 0x220f2835 0x60da42e3 0x6b7f7d57 0x2c8f72b6 SEGMENT of FLOAT32s: tag=12(0xc) dataLen=203 0x05009a5d 0x5260f0d3 0x499b895a 0x1de70705 0x6911fe01 SEGMENT of DOUBLE64s: tag=13(0xd) dataLen=406 0x5c023cd5 0x63dbfda3 0x29e5ff67 0x21df8735 0x3c1d497d 0x10094b77 0x03b5040c 0x1a5a135c 0x5119bd58 SEGMENT of CHARSTAR8s: tag=14(0xe) dataLen=329 0x250134cb 0x0562dc9c 0x49831316 0x2f1e7108 0x78cd18ea 0x41665ef6 105 110 115 120 125 130 135 140 145 150 BANK of TAGSEGMENTs: tag=16(0x10) num=16(0x10) dataLen=1707 0x250134cb 0x709312f7 0x73c88418 0x53839d77 0x2b88a595 0x1fbc066e 0x3f9e67b9 0x7b57f126 0x78cd18ea 0x2eec78b 0x4fe0a361 0x78fd3f4c 0x4c191f22 0x1aa7c1f6 0x1ad5d454 0x1d498a82 0x609e4332 0x36bafd13 0x5422c61f 0x738f0398 0x0351e0a5 0x15757e64 0x7f731e31 FAGSEGMENT of INT32s: tag=17(0x11) dataLen=2 0x66ab32e 0x66ab32e6 0x5e920c47 0x260bcdeb 0x1abbff43 0x75a2a2b4 0x32f57fe2 0x764c28a3 0x325d39d9 0x2f43f79e 0x3e5c4b35 0x08c1c09d 0x4068e8ce TAGSEGMENT of CHAR8s: tag=18(0x12) dataLen=51 TAGSEGMENT of SHORT16s: tag=19(0x13) dataLen=102 TAGSEGMENT of LONG64s: tag=41(0x29) dataLen=406
TAGSEGMENT of FLOAT32s: tag=20(0x14) dataLen=203 0x2d9373de TAGSEGMENT of DOUBLE64s: tag=21(0x15) dataLen=406 0x2f43b49f 0x415695e9 0x4d291ffc 0x3bda22c0 0x32ece3fa TAGSEGMENT of CHARSTAR8s: tag=22(0x16) dataLen=329 0x748c4087 0x0818b59e 0×42765210 0x5f2f8f89 0x092213ce 0x730a59fe 0x75e343d2 0x14ae92de 0x42db49d0 0x5c1ef5ae 0x6236df1a 0x4ea62381 0x1425b6a2 0x4d1b4b43 0x0a0c24fb 0x6236df1a 0x3ca0d12e 0x62f88706 0x09610728 0x4b588a15 0x28292485 0x737299ae 0x4ea6238f 0x596ec858 0x5c4f706c 0x06298703 0x7bcc2e90 0x3777f2fd 0x4778a3f1 165 170 175 180 185 190 195 0x7c5cf751 0x2118308b 0x5aac8550 0x0d2e94c0 0x7c5cf751 0x353f36dc 0x1c7d696d 0x699c27a7 0x4ce368ea 0x5b01658c 0x277b2d9a 0x37e711d3 0x11c5cf45 0x6b35ab3a 0x0b46a375 0x72fe557e 0x74ae8edb 0x3a26570d 0x2b3e9229 0x2cd1a120 0x190cea23 0x54591cb2 tag compression Lz4 data type INT32 description

Figure 1.1: Event-viewing gui

1.1 Features

Here's a quick list of the main features:

- Valid event sources are files, cMsg messages, and ET buffers
- Fast compare ability for data from different events
- When receiving events through cMsg or ET, they can be filtered based on their CODA event type (physics, control, etc.) and trigger type if physics event
- View integer data as hex or decimal
- Select dictionary from event source or from separate file containing dictionary
- View the dictionary being used
- Export any evio file in xml format
- View the contents of any file as 32 bit hex integers
- Search for values, positions, evio records/blocks, evio events, or evio errors

In the figure above, starting with the middle of the gui first, the left side shows a tree structure diagram of the whole, single evio event being viewed. Notice that the type of each evio structure is given (bank, segment, tagsegment), along with the type of data it contains, tag, num, size, and # of children. Tag and num are shown in decimal and hex. If a dictionary is being used, the dictionary name is displayed instead of the corresponding structure type, data type, tag, and num values.

The right side, on the other hand, shows the data of any selected bank, segment, or tagsegment that contains a data type and not another container type. Integers can be displayed in hex or decimal.

A fast compare feature is able to compare data from different events. If the current event is changed while viewing the data of its selected structure, and if the new event has a structure with the same hierarchy of tags that the previous selection had, it too is automatically selected. This facilitates comparing the same structure in each successive event by simply hitting the "next" event button.

A dictionary can be loaded from a separate xml format file, or it can come embedded in an evio format file or buffer (cMsg, ET). The viewer allows the user to switch, in the "Dict" menu, between the different dictionaries if more than one is available. Any dictionary being used can be displayed instead of the data.

Selecting an ET system or a cMsg server as an event source, in the "Event" menu, brings up other menus to allow the proper connections to be created and maintained. The only assumptions made are that in a cMsg message, the evio data is contained in the byteArray field. Any dictionary is first looked for in the evio data and if none is found, it is looked for in a String payload item called "dictionary".

The box in the upper left (under the row of menu buttons), "Event #", shows the event currently selected (in this case 2) and allows the user to navigate to the desired event.

The box to its right, "Event Q", shows different things depending on if the data source is a file, cMsg message, or ET event. For files, it shows the total number of events (in this case 3). For cMsg messages and ET events, on the other hand, events are continually arriving. In this case, "Size" shows the number of events currently in an internal queue. "Limit" allows the user to set the size of this internal queue, while "Clear" will remove all events currently in the queue. Once this queue is full, nothing else is added. The "Event #" controls can be used to switch between events in the queue.

Switching between the different event sources can be done in the "Event" menu item. When selecting a cMsg or ET source, the "Filter" menu is enabled. With this menu, the user can choose to look at control, partially-built physics, physics events, or any combination as well as the selecting the run type of interest.

Notice that above the data, there are boxes containing the event and dictionary sources. Beneath the data are boxes containing information about the selected data structure such as its structure type, data type, tag, num, length in bytes, description, evio version, and the type of data compression if any.

Warning about performance: for large files, make sure they are local to the machine that's running this program since it uses memory mapping to look at file data. You do not want the performance hit you'll take for viewing files which are served over the network!

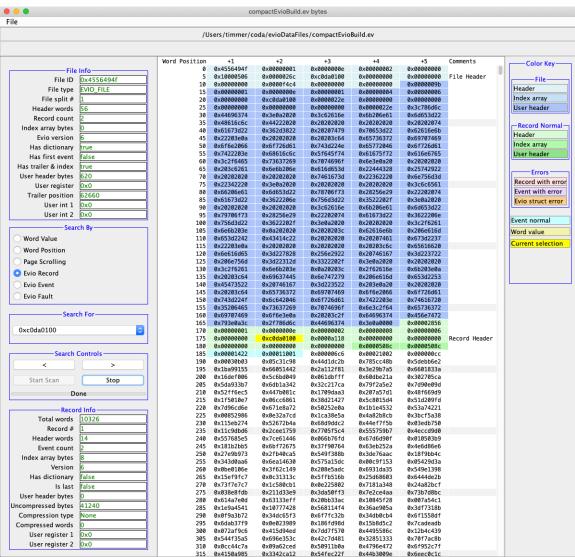
Chapter 2

2. File Data Viewing



The following figure is a screen shot of a file's data obtained by selecting the "View File Bytes" option of the "File" menu of the initial screen shown previously.

Figure 2.1: Data-viewing gui



There are occasions when one wants to examine the raw bytes in a file. This tool will allow one to do just that. It is capable of viewing any file's data, although it's designed specifically to look at evio version 4 and 6 format data.

Each cell of the table contains 32 bits worth of data displayed in hex. Data can be switched between big and little endian under the "File" menu. The table contains up to 1GB worth of data at one time. For larger files, the next or previous 1GB are loaded when required while scanning through it. On the immediate right of the data is a slider which indicates where the current view is in relation to the part of the file that is currently memory mapped (up to 1GB). On the far right is a color key to highlighted cells.

The figure above is showing an evio version 6 format file. All such files have a file header shown in blue. The light blue is the main header of 14 words. Although there is no index in this case, there is a dictionary which is stored in the file header's so-called user header. This is seen highlighted in dark blue. In the "File Info" box on the top left, all values in the file header appear in a table.

When searching for record headers, each one shows up highlighted in green. The light green is the main header of 14 words. The mandatory index of events shows up in medium green. Although not seen above, since it isn't used in evio, any associated user header is shown in dark green. When a record header is found, it's data is shown in the "Record Info" box on the left.

When searching for events, the first 2 words of each are highlighted in cyan. When an event is found, it's data is shown in the "Event Info" box on the left (not seen in the figure above).

2.1 Searching

In order to facilitate finding the data of interest, there are a number of different ways to hunt through it. The control panel on the left has "Search By" radio buttons allowing one to select whether to search by:

- 1. Looking for a given value
- 2. Jumping to a given position in the file
- 3. Scrolling page by page or by blocks of 40 pages
- 4. Jumping from one evio record/block header to the next
- 5. Jumping from one evio event to the next
- 6. Scanning the whole file for evio faults or errors

2.1.1 By Value

Look for a given value by selecting the "Word Value" radio button, typing the value into the "Search For" widget, and then hit the forward or backward search button under "Search Controls". The "Stop" button will be activated since searching a large file (say 20GB) may take extended time. If a search is stopped, the view position stays where it

was when the search was started. If stopped, starting another search starts from the same location. A progress bar is there to estimate how much of the file has been searched.

When a value is found, it is highlighted in gold. Hit the search button again to find the next or previous value. Highlights can be cleared under the "File" menu.

2.1.2 By Location

Look at a given location in the file by selecting the "Word Position" button, typing the position into the "Search For" widget, and then hitting the "Go" button. The view jumps to the given location and the value is selected (but not highlighted). The first position starts at 1, not 0. You can read the position from the table by taking the number in the far left column and adding the number of the heading at the very top of the column.

2.1.3 By Page

The "Page Scrolling" button activates the "<" and ">" buttons which hop through the file page (or view) by page. It also actives the "<<" and ">>" buttons immediately underneath which move through the file in 40 pages at a click.

2.1.4 By Evio Record/Block Header

For evio version 4 files: look for an evio format block header by selecting the "Evio Block" button. The program first looks for the magic # (0xc0da0100) of an evio block header. If found, it checks that the header length is 8 words. If so, it highlights all 8 words in green. All the information contained in that header is also displayed on the left in a panel called "Block Info.

For evio version 6 files: look for an evio format block header by selecting the "Evio Record" button. The program first looks for the magic # (0xc0da0100) of an evio record header. If found, it checks that the header length is 14 words. If so, it highlights all 14 words in light green. It highlights the index part of the header in medium green, and the user header part in the darkest green. All the information contained in that header is also displayed on the left in a panel called "Record Info" which can be seen in the figure above.

2.1.5 By Evio Event

Look for an evio event (top level evio bank) by selecting the "Evio Event" button. This is less straightforward than looking for record/block headers since there is no universal signature to look for. There are two ways to do the search. The first way is start the search immediately upon loading the file's data or to first select a position before any events. Then hit the forward button. It is smart enough to hop over any file/record/block headers encountered and uses the length found in the event's header to be able to find the next one when the forward button is clicked again. The first two words (or header) of each event found in this way is highlighted in cyan and the header information is displayed on the left in a panel called "Event Info" (see figure below).



2.2 Event information panel

The second way to search is to select the known first word of an event with the mouse. Hit the forward button to find subsequent events. Remember that the word immediately after a record/block header is the first word of an event. Hint: selecting the first word of any bank structure (top level or not) will display all of its information

A quick note on the bank type. In CODA online, some tags are reserved for specific purposes. If a selected event has such a reserved tag, its purpose will be shown as the "Bank Type".

2.1.6 By Evio Faults

Look for faults or errors in the evio format by selecting the "Evio Fault" button. Simply hit the "Start Scan" button and this program scans the file from beginning to end (or as far as it can parse) and lists all blocks containing errors in a panel on the left called "Evio Errors" (which can be seen in figure 2.3 below).

The algorithm used to find these errors tries to parse as much of the file as possible. For example, if a block header length does not equal the sum of the lengths of all the events it contains, then the block header length is assumed for the moment to be correct and the event lengths in error. It tries to continue by scanning the next block and stops if it encounters an unrecoverable error or makes it to the end of the file.

Errors that are caught include bad/inconsistent values in a block/event header, wrong endianness of the displayed data, length of block header not consistent with length of contained events, and not enough data to read block/event (usually a bad length), and too large of an event count in a header. The search can go into events themselves to find lower level evio errors.

For an evio version 6 file, it will find inconsistencies between compression type and header values of compression word length and uncompressed data length. Any conflict between the index length and the number of events in a record will be flagged. Of course, if a file contains compressed data, evio events will not be scanned.

To print out suspicious record numbers or record header sizes, one must set the debug flag by hand in the scanFileForErrors() method of the EvioScanner(V6).java file.

Each block in which there is a problem is listed as a button. Click one and it hops to the beginning of that block which will be highlighted in red. Within that block, the ">" and "<" buttons move from event to event. If an event has an error, it is the last event to be

accessible through the search buttons and will be highlighted in purple. If the event containing the error has an internal bank or structure with an error, it can also be accessed through the search buttons and will be highlighted in orange. A corresponding error message (or messages) is displayed at the top of the gui in red text.

Below, a small file with evio format errors has been scanned. It reveals errors in 2 records. The first record is selected showing, in red, a header with an uncompressed data length of 0 even though there is no compression. It also shows the header saying it contains 3 events but there are entries in the index for only 2. Finally, it found an error in the first event, signified by its header in purple. The error is in a sub-structure, highlighted in orange. In this case a little investigation shows that the second bank header word shows padding of 2 for a data type of 32 bit unsigned int, when it should be 0.

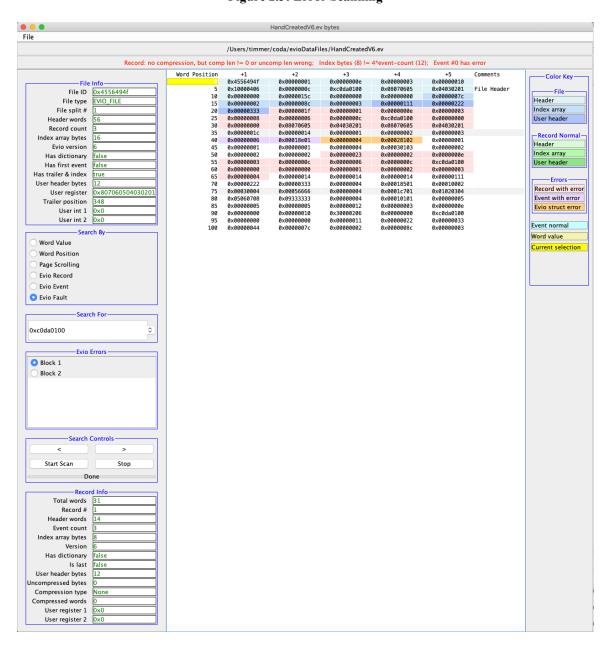


Figure 2.3: Error Scanning