



**ROOT**  
Data Analysis Framework

# Summer Students Course 2016

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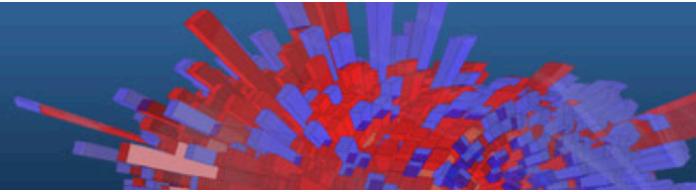


*CERN PH-SFT*

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# This Course



This is an introductory ROOT Workshop.

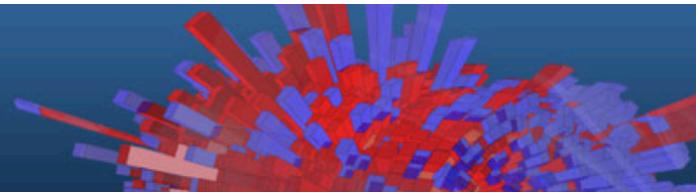
## Objectives:

- Become familiar with the ROOT toolkit
- Be able to use the C++ prompt
- Plot data
- Fit data
- Perform basic I/O operations

## Format:

- Slides treating the most important concepts
- Hands on exercises proposed during the exposition

# This Tutorial

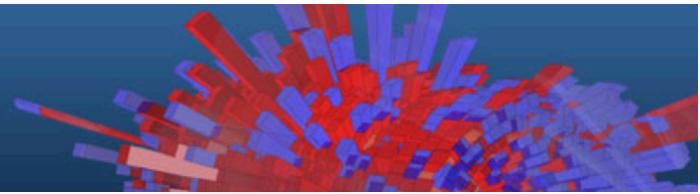


These slides are supported by the “**ROOT Primer**”

- Introductory booklet (~60 pages)
- Available on the ROOT website (html, epub, pdf): <https://root.cern.ch/guides/primer>
- Code examples will be visualised with the Jupiter Notebooks attached to the indico agenda
  - Signaled with name and the sign 

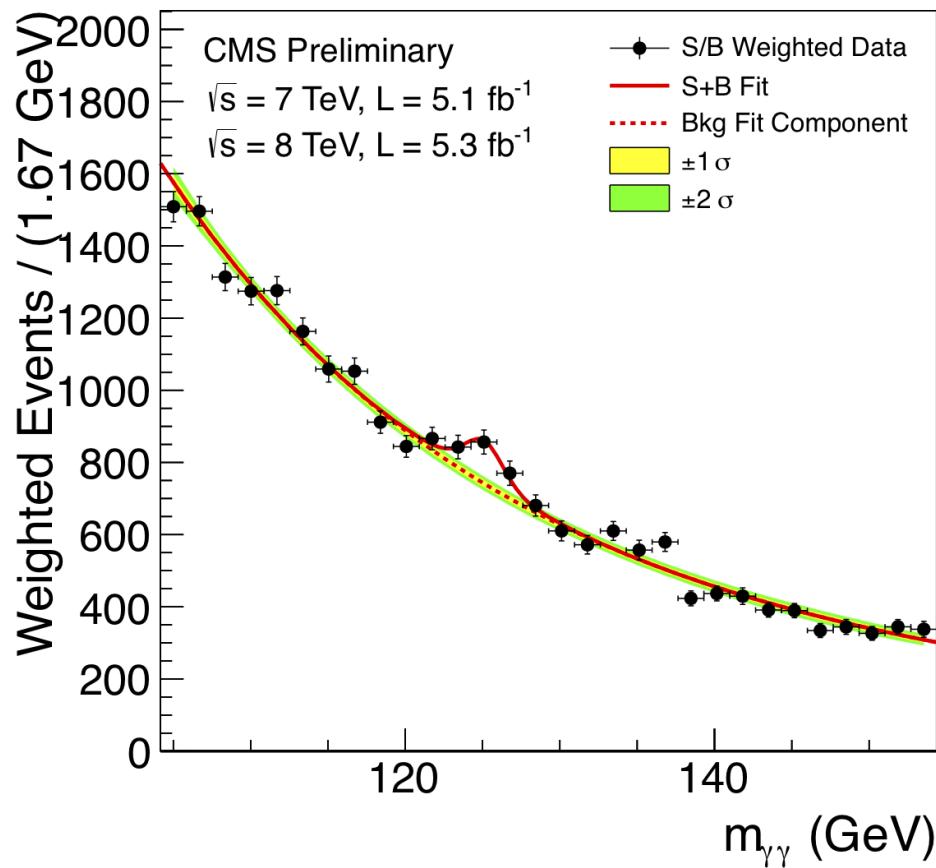
Two release series of ROOT are available: ROOT5 and ROOT6  
**This lecture refers to ROOT6, version 6.06**

# A “Quick Tour” Of ROOT

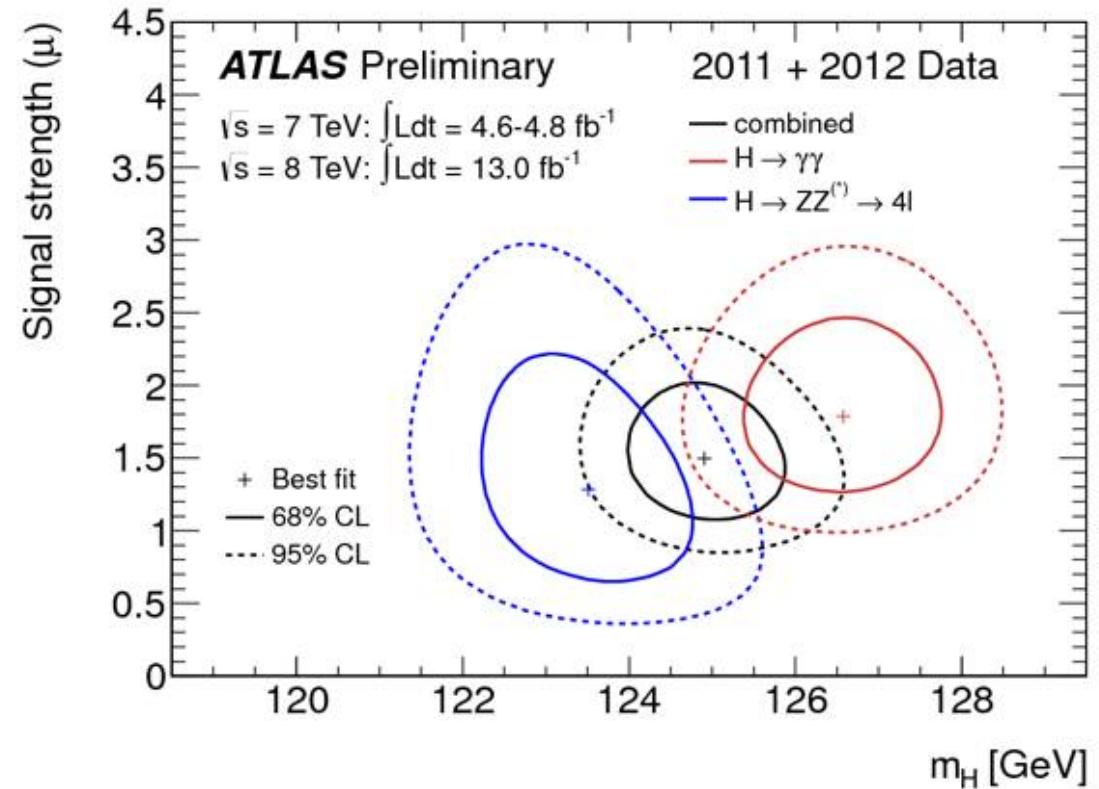


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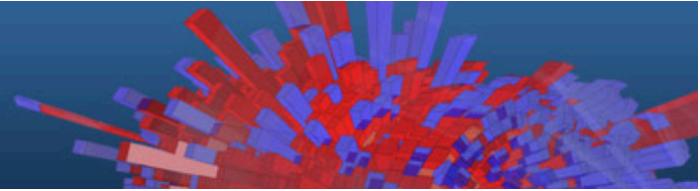
# What can you do with ROOT?



LHC collision in CMS:  
event display, also done with ROOT!



# ROOT in a Nutshell



ROOT is a software toolkit which provides building blocks for:

- Data processing
- Data analysis
- Data visualisation
- Data storage

**An Open Source Project**

*All contributions are warmly welcome!*



ROOT is written mainly in C++ (C++11 standard)

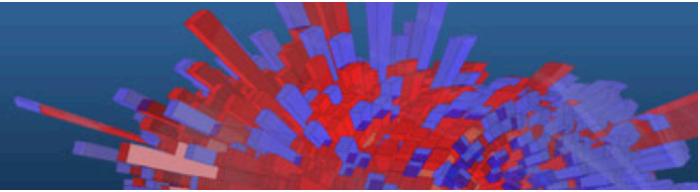
- Bindings for Python is provided.



Adopted in High Energy Physics and other sciences (but also industry)

- ~250 PetaBytes of data in ROOT format on the LHC Computing Grid
- Fits and parameters' estimations for discoveries (e.g. the Higgs)
- Thousands of ROOT plots in scientific publications

# ROOT in a Nutshell

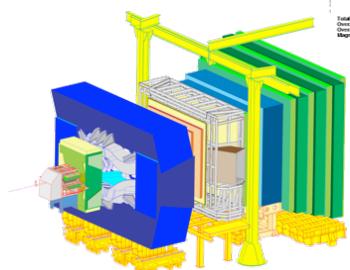
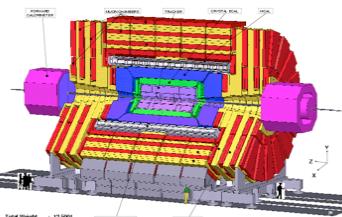
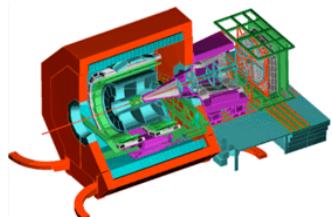
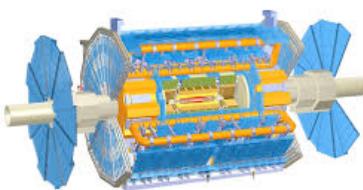


ROOT can be seen as a collection of building blocks for various activities, like:

- Data analysis: [histograms, graphs, trees](#)
- I/O: row-wise, column-wise storage of **any** C++ object
- Statistical tools ([RooFit/RooStats](#)): rich modeling and statistical inference
- Math: non trivial functions (e.g. Erf, Bessel), optimised math functions ([VDT](#))
- C++ interpretation: fully C++11 compliant
- Multivariate Analysis ([TMVA](#)): e.g. Boosted decision trees, neural networks
- Advanced [graphics](#) (2D, 3D, event display).
- PROOF: [parallel analysis facility](#)
- And more: [HTTP servering](#), [JavaScript visualisation](#).

# ROOT Application Domains

A selection of the experiments adopting ROOT



Event Filtering

Data

Offline Processing

Reconstruction

Further processing,  
skimming

Analysis

Event Selection,  
statistical treatment ...

Raw

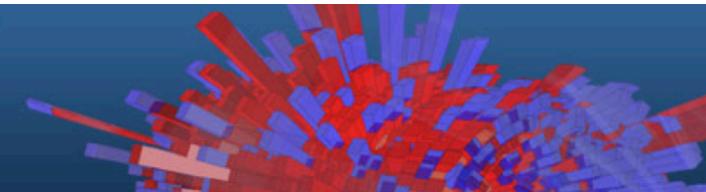
Reco

Analysis  
Formats

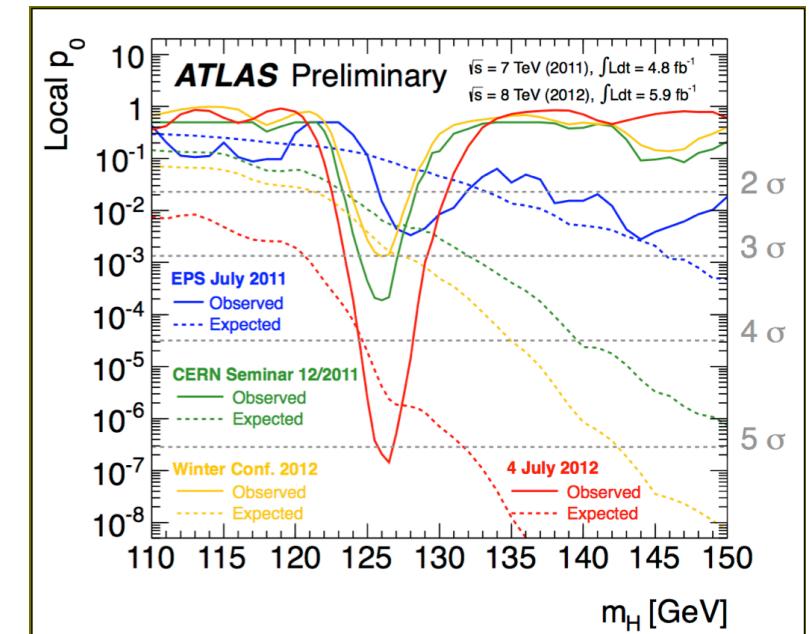
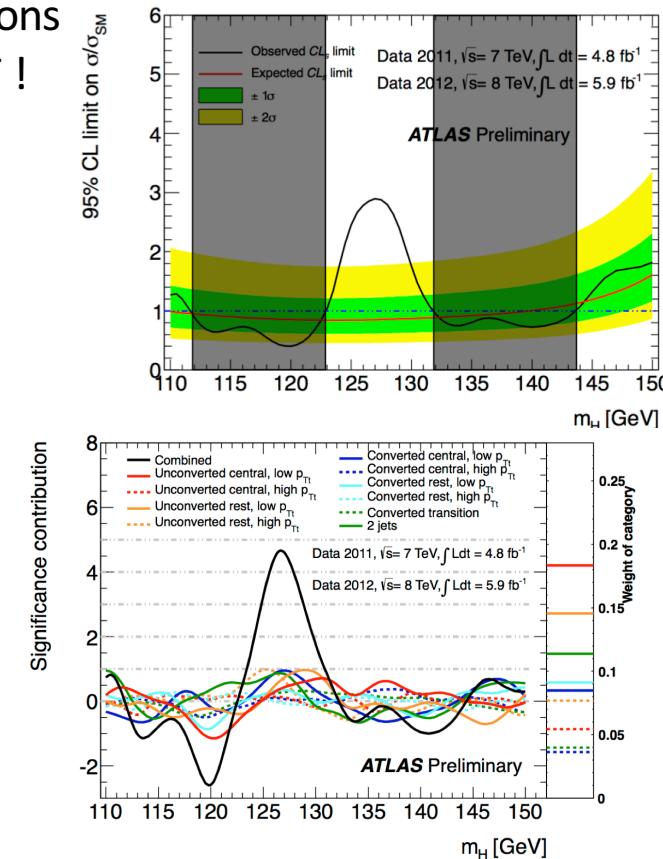
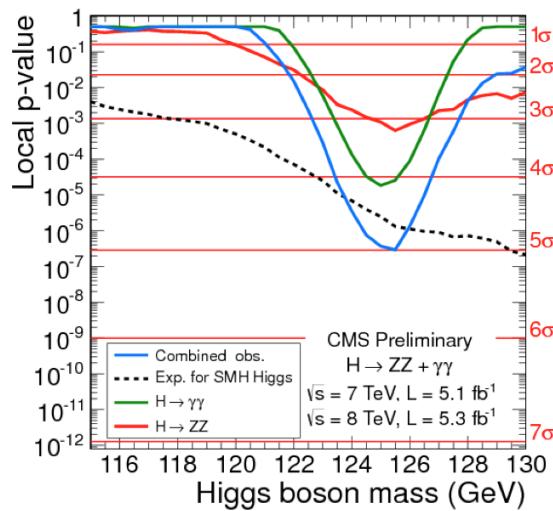
Images

Data Storage: Local, Network

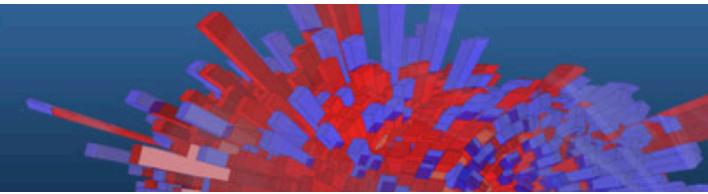
# Higgs boson discovery



On July 4<sup>th</sup> 2012, the plots presented by the ATLAS and CMS collaborations where all produced with ROOT !



# Interpreter



ROOT has a built-in interpreter : CLING

- **C++ interpretation:** highly non trivial and not foreseen by the language !
- One of its kind: Just In Time (JIT) compilation
- A C++ interactive shell.

Can interpret “macros” (non compiled programs)

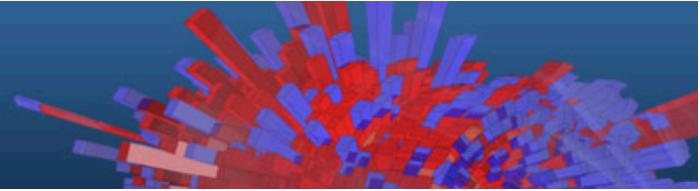
- Rapid prototyping possible

```
$ root -b  
root [0] 3 * 3  
(const int)9
```

ROOT provides also **Python bindings**:

- Can use Python interpreter directly after a simple *import ROOT*
- Possible to “mix” the two languages (see more in the following slides)

# Persistency (I/O)



ROOT offers the possibility to write C++ objects into files

- This is impossible with C++ alone.
- Used the LHC detectors to write several petabytes per year.

Achieved with serialization of the objects using the reflection capabilities, ultimately provided by the interpreter

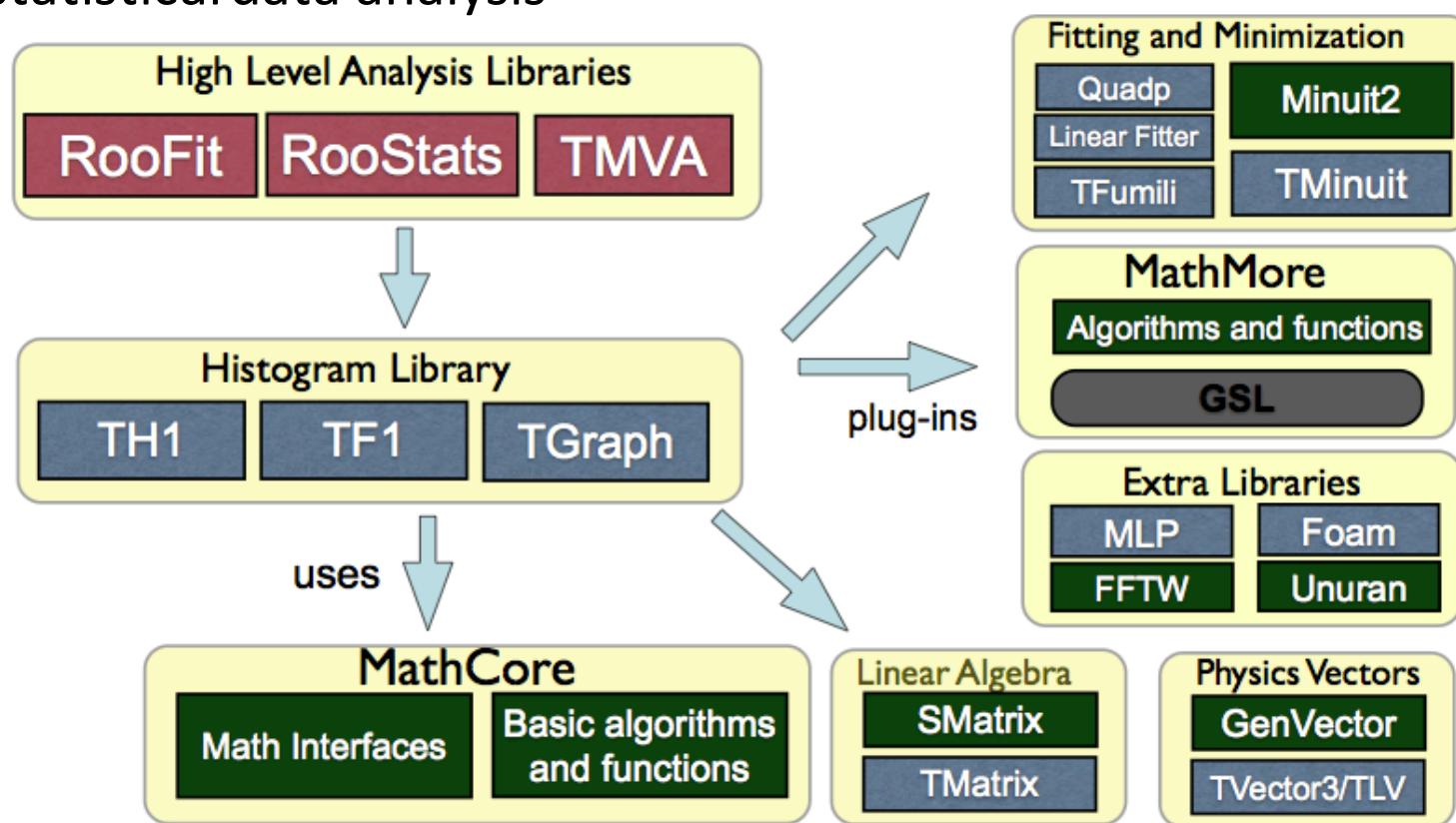
- Raw and column-wise streaming

As simple as this for ROOT objects: one method - *TObject::Write*

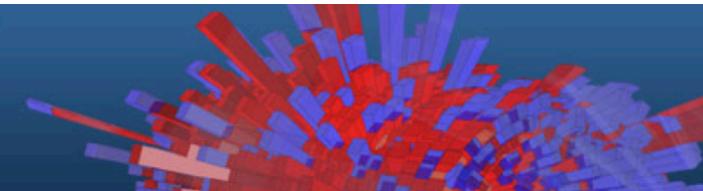
Cornerstone for storage  
of experimental data

# ROOT Math/Stats Libraries

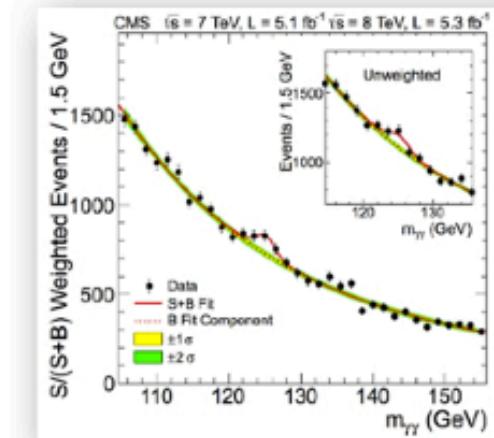
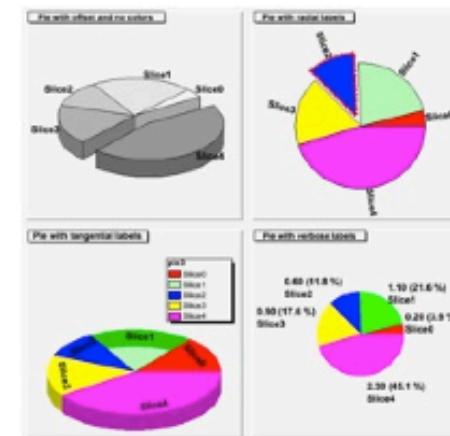
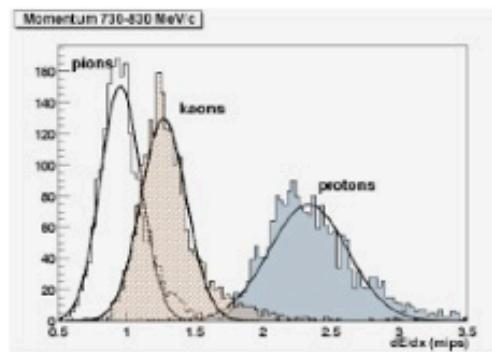
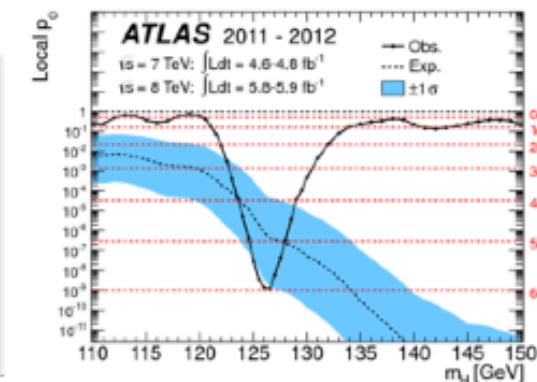
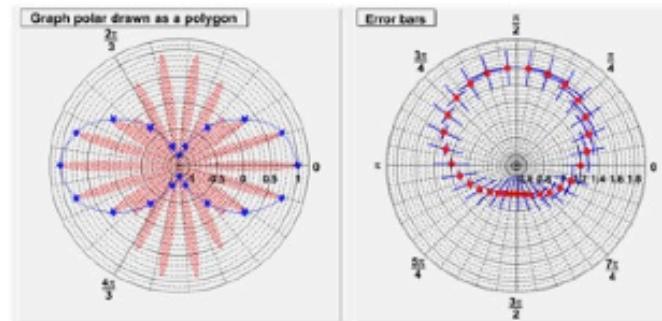
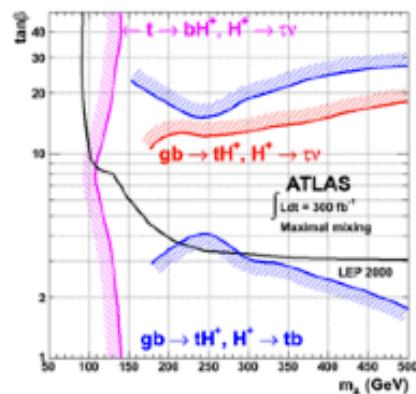
ROOT provides a reach set of mathematical libraries and tools needed for sophisticated statistical data analysis



# Graphics In ROOT



Many formats for data analysis, and not only,  
plots

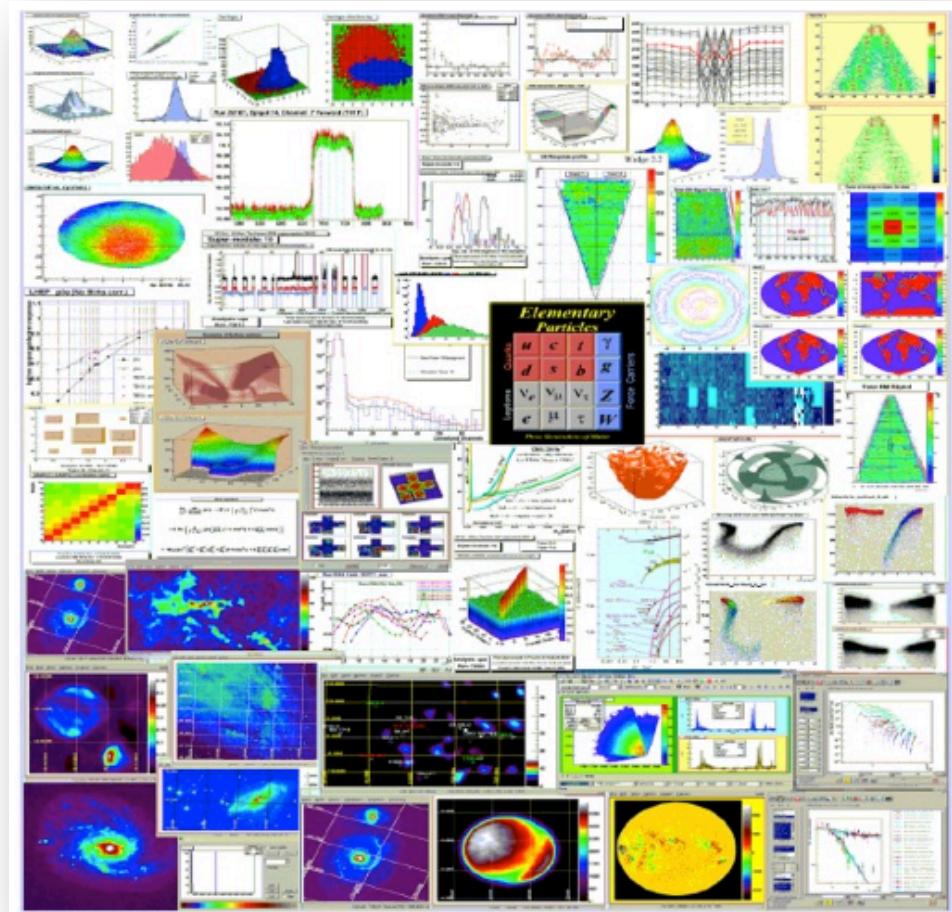


# 2D Graphics

New functionalities added at every new release

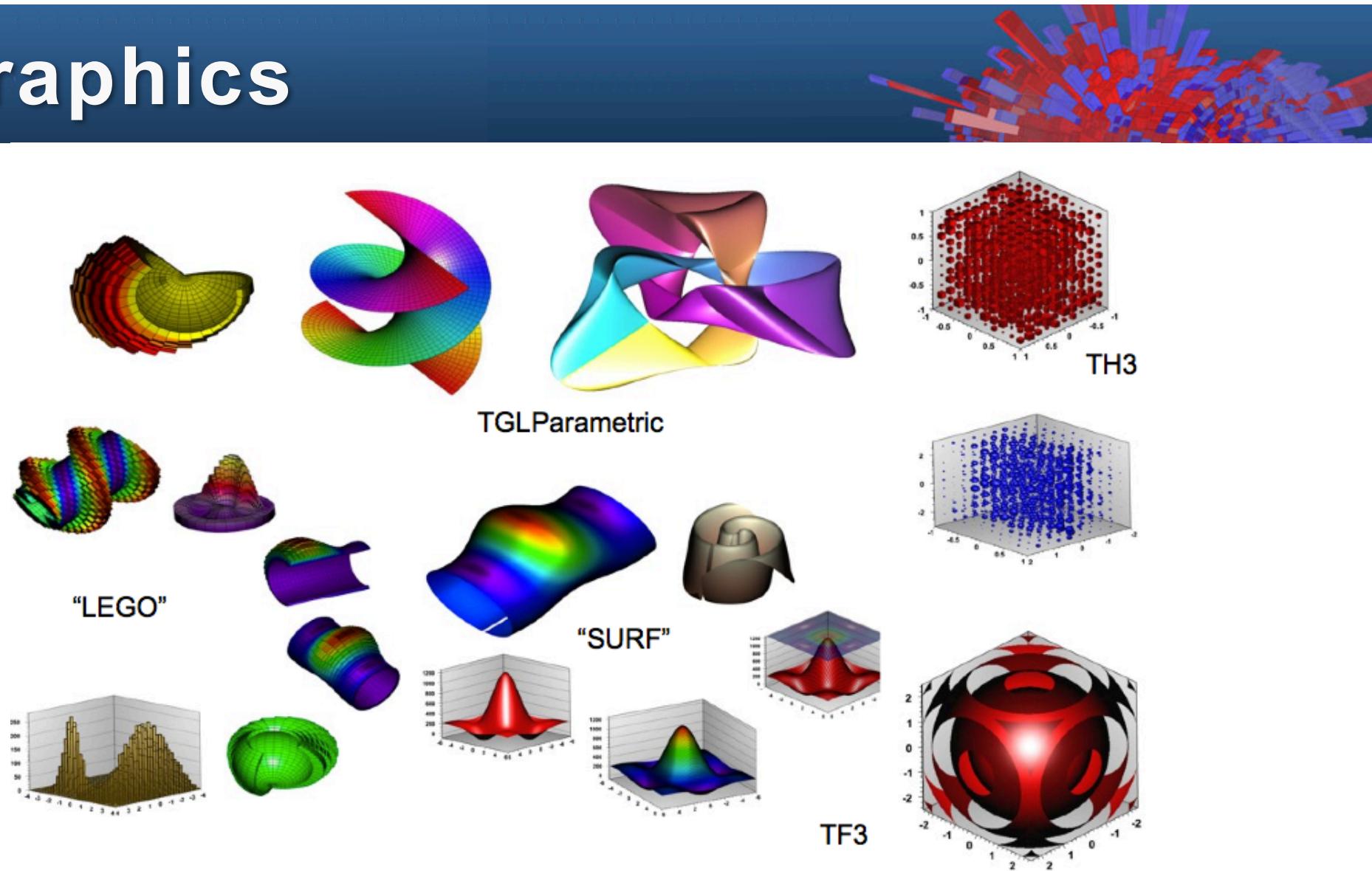
Always requests for new style of plots

Can save graphics in many formats: *ps*, *pdf*, *svg*, *jpeg*, *LaTex*, *png*, *c*, *root* ...



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# 3D Graphics



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# Other ROOT Features

## Geometry Toolkit

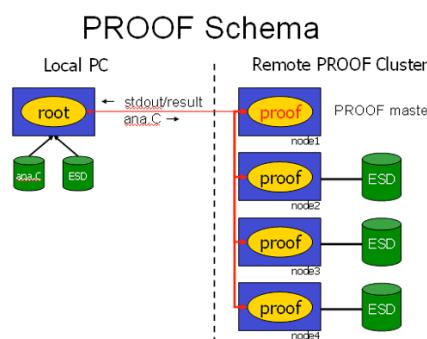
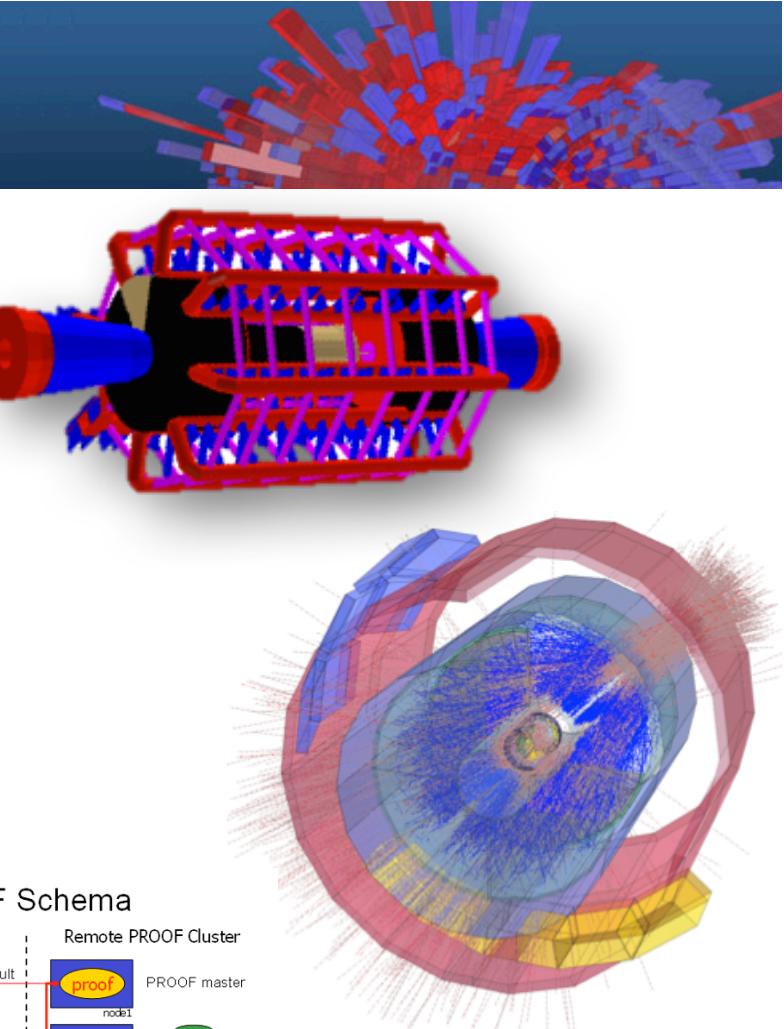
- Represent geometries as complex as LHC detectors

## Event Display (EVE)

- Visualise particles collisions within detectors

## PROOF: Parallel ROOT Facility

- Multi-process approach to parallelism
- A system to run ROOT queries in parallel on a large number of distributed computers
- Proof-lite: does not need a farm, uses all the cores on a desktop machine



# The SWAN Service

Data analysis with ROOT “as a service”

Interface: Jupyter Notebooks



Goals:

- Use ROOT only with a web browser
  - Platform independent ROOT-based data analysis
  - Calculations, input and results “in the Cloud”
- Allow easy sharing of scientific results: plots, data, code
  - Through your CERNBox The CERNBox logo, which is a stylized blue cube with a circular path around it.
- Simplify teaching of data processing and programming



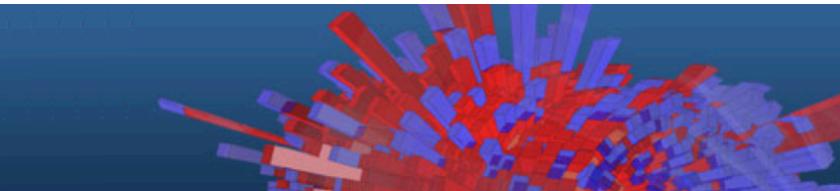
<http://swan.web.cern.ch>

# www.root.cern.ch

ROOT web site: **the** source of information and help  
for ROOT users

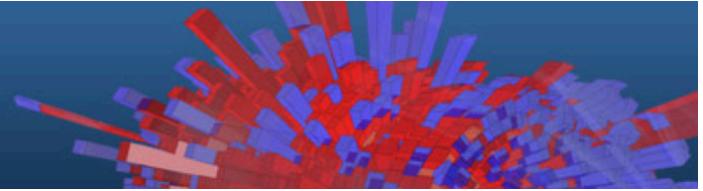
- For beginners and experts
- Downloads, installation instructions
- Documentation of all ROOT classes
- Manuals, tutorials, presentations and more
- Forum
- ...

We propose to do a quick tour of the web site  
Don't hesitate to use it, even today!



The screenshot shows the official ROOT Data Analysis Framework website at [www.root.cern.ch](http://www.root.cern.ch). The page has a dark blue header with the ROOT logo and a search bar. Below the header, there's a navigation menu with links for Download, Documentation, News, Support, About, Development, and Contribute. There are also four large buttons for Getting Started, Reference Guide, Forum, and Gallery. The main content area starts with a section titled "ROOT is ..." which describes the framework as a modular scientific software for big data processing, statistical analysis, and visualisation. It mentions Python and R integration. Below this is a "Download" button, which is circled in red. To the right of the download button is a "Read More ..." link. Further down, there's a section titled "Under the Spotlight" with a list of recent news items. On the right side of the page, there's a histogram titled "CMS and LHCb (LHC run I)" showing particle distribution. At the bottom, there's a "SITEMAP" with links to various parts of the website.

# A Few Q/A



**? What could be the advantage of learning this software technology ?**

**! 1.** You have all the tools to process, store, analyse and visualise data in one single kit.

**! 2.** You join a huge users' community, and a very supportive team of core developers

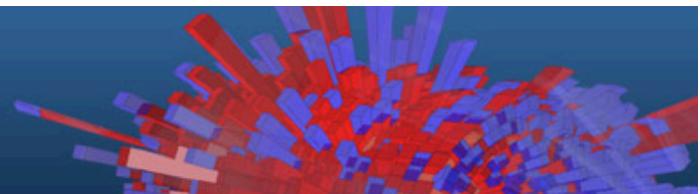
**? Why C++ and not a scripting language ?**

**! Performance.** Support for languages like Python

**? Why prompt and libraries instead of a GUI ?**

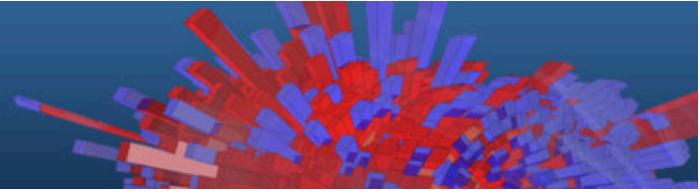
**! ROOT** is a programming framework, not an office suite.

# C++ From 10.000 Km

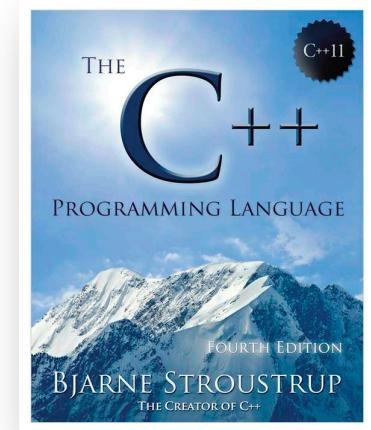


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# C++ From 10.000 Km



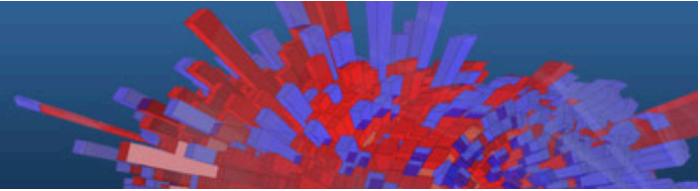
- Compiled, strongly typed language, allows to get the best performances from the hardware
- Allows object orientation
- Templates
- Explicit memory management (pointers)



Main language of HEP (together with Python)

- In the 90s nearly all legacy FORTRAN HEP code has been migrated to C++
- Reduce costs of management of large codebases (millions of lines of code)
- Allow groups of hundreds of active developers

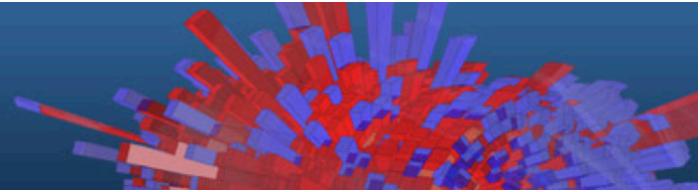
# Some Useful Terms



- A “class” is an entity which encapsulate “data” and “actions” on it
- The “data” is represented by the *data members* (“variables of the class”)
- The “actions” are expressed by the *class methods* (“functions of the class”)
- One *calls/invokes* a method which can have zero or more arguments
- An *object* is an instance of a *class*
- An object is created by a special method, the *constructor*. There can be more than one constructor, e.g.:
  - `TH1F histo = TH1F(); // default constructor`
  - `TH1F histo = TH1F("histName", "HistTitle", 64, 0, 64); // with params`

Note: the language is somehow approximate but certainly ok for this lecture

# -> and .



The *dot* and *arrow operators* are used to access methods and members of objects and pointers to objects

- *Dot*: to access methods and members of objects
- *Arrow*: to access methods and members of pointers to objects

Example:

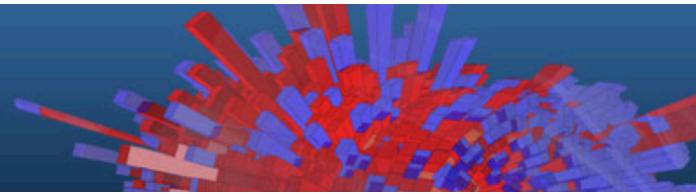
```
MyClass myClassInstance("myName");
myClassInstance.GetName();
```

```
MyClass *myClassInstancePtr = new MyClass ("myName");
myClassInstancePtr->GetName();
```

Note: the language is somehow approximate but certainly ok for this lecture

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# ROOT Basics



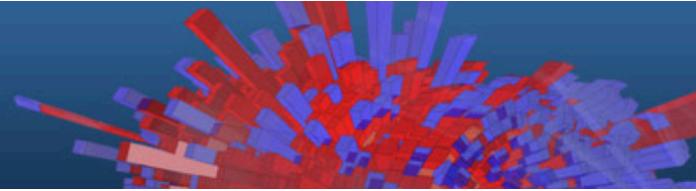
- ROOT as a Calculator
- ROOT as Function Plotter
- Plotting Measurements
- Histograms
- Interactive ROOT Section

# Let's Fire Up ROOT



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# The ROOT Prompt



C++ is a compiled language

- A compiler is used to translate source code into machine instructions

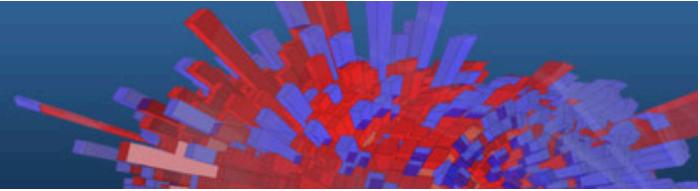
ROOT provides a C++ **interpreter**

- Interactive C++, without the need of a compiler, like Python, Ruby, Haskell ...
- Allows reflection (inspect at runtime layout of classes)
- Is started with the command:

`root`

- The interactive shell is also called “ROOT prompt” or “ROOT interactive prompt”

# ROOT As a Calculator



ROOT interactive prompt can be used as an advanced calculator !

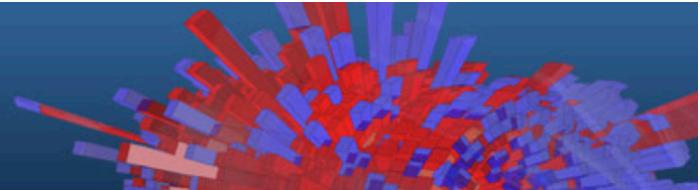
```
root [0] 1+1  
(int)2  
root [1] 2*(4+2)/12.  
(double) 1.00000  
root [2] sqrt(3.)  
(double) 1.73205  
root [3] 1 > 2  
(bool) false
```

Try it!

ROOT allows not only to type in **C++ statements**, but also advanced **mathematical functions**, which live in the TMath namespace.

```
root [4] TMath::Pi()  
(Double_t) 3.14159  
root [5] TMath::Erf(.2)  
(Double_t) 0.222703
```

# ROOT As a Calculator++



Here we make a step forward.

We Declare **variables** and used a **for** control structure.

Tab-completion is available. Try it.

```
root [6] double x=.5  
(double) 5.00000  
root [7] int N=30  
(int) 30  
root [8] double gs=0  
(double) 0.00000
```

```
root [9] for (int i=0;i<N;++i) gs += TMath::Power(x,i)  
root [10] TMath::Abs(gs - (1-TMath::Power(x,N-1))/(1-x))  
(Double_t) 1.862645e-09
```

# Interlude: Controlling ROOT

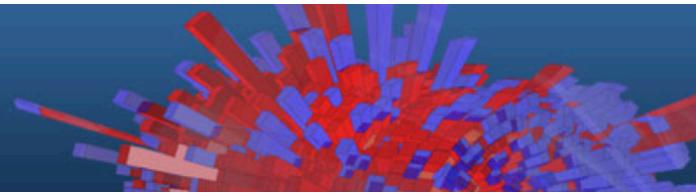
Special commands which are not C++ can be typed at the prompt, they start with a “.”

```
root [1] .<command>
```

For example:

- To quit root use **.q**
- To issue a shell command use **.!<OS\_command>**
- To load a macro use **.L <file\_name>** (see following slides about macros)
- **.help** or **.?** gives the full list

# Exercise

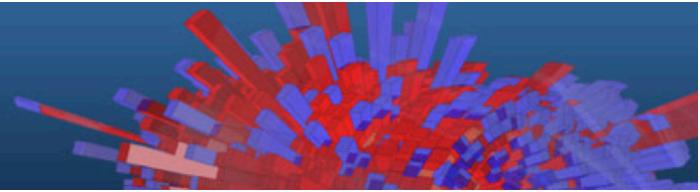


For x values of 0,1,10 and 20 check the difference of the value of a hand-made non-normalised Gaussian and the TMath::Gaus routine.

```
root [0] double x=0
root [1] exp(-x*x*.5) - TMath::Gaus(x)
[...]
```

For one number

# Exercise Solution



For x values of 0,1,10 and 20 check the difference of the value of a hand-made non-normalised Gaussian and the TMath::Gaus routine.

```
root [0] double x=0
root [1] exp(-x*x*.5) - TMath::Gaus(x)
[...]
```

Many possible ways of solving this! E.g:

```
root [0] for (auto v : {0.,1.,10.,20.}) cout << v << " " << exp(-
v*v*.5) - TMath::Gaus(v) << endl
```

# ROOT As a Function Plotter

The class TF1 represents one dimensional functions (e.g.  $f(x)$  ):

```
root [0] TF1 f1("f1","sin(x)/x",0.,10.); // name, formula, min, max  
root [1] f1.Draw();
```

An extended version of this example is the definition of a function with parameters:

```
root [2] TF1 f2("f2","[0]*sin([1]*x)/x",0.,10.);  
root [3] f2.SetParameters(1,1);  
root [4] f2.Draw();
```

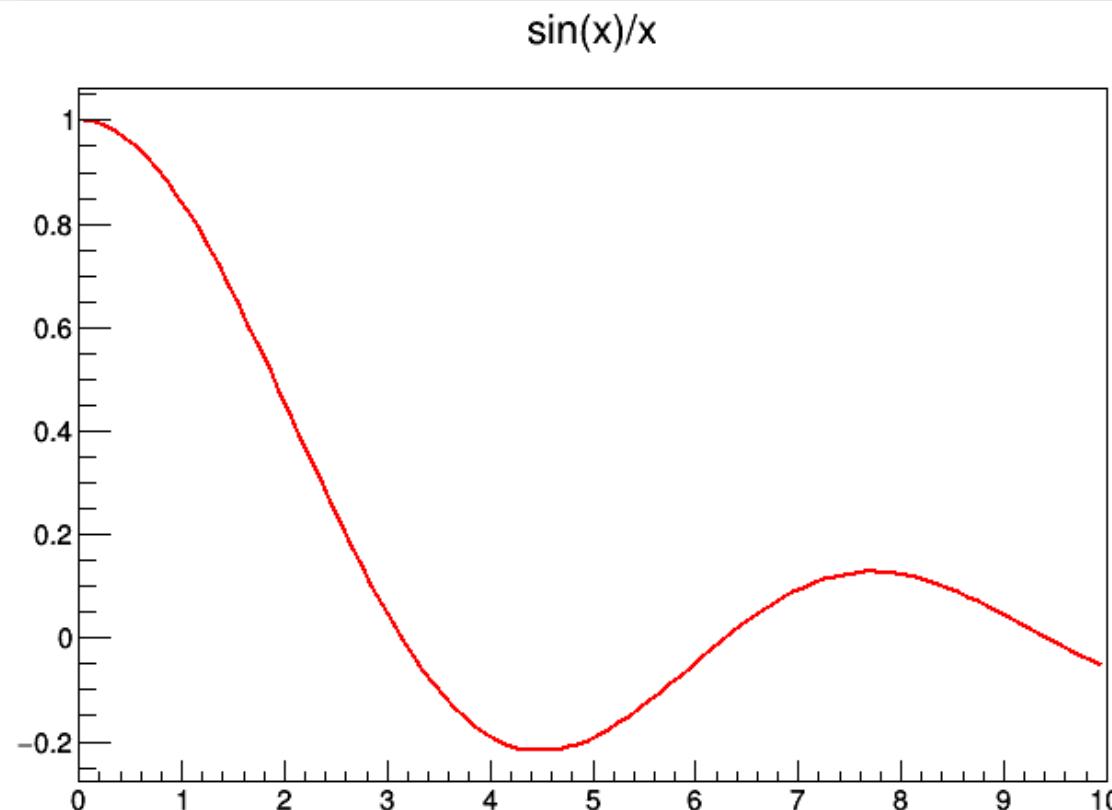
# ROOT As a Function Plotter

The class TF1 re

```
root [0] TF1  
root [1] f1.D
```

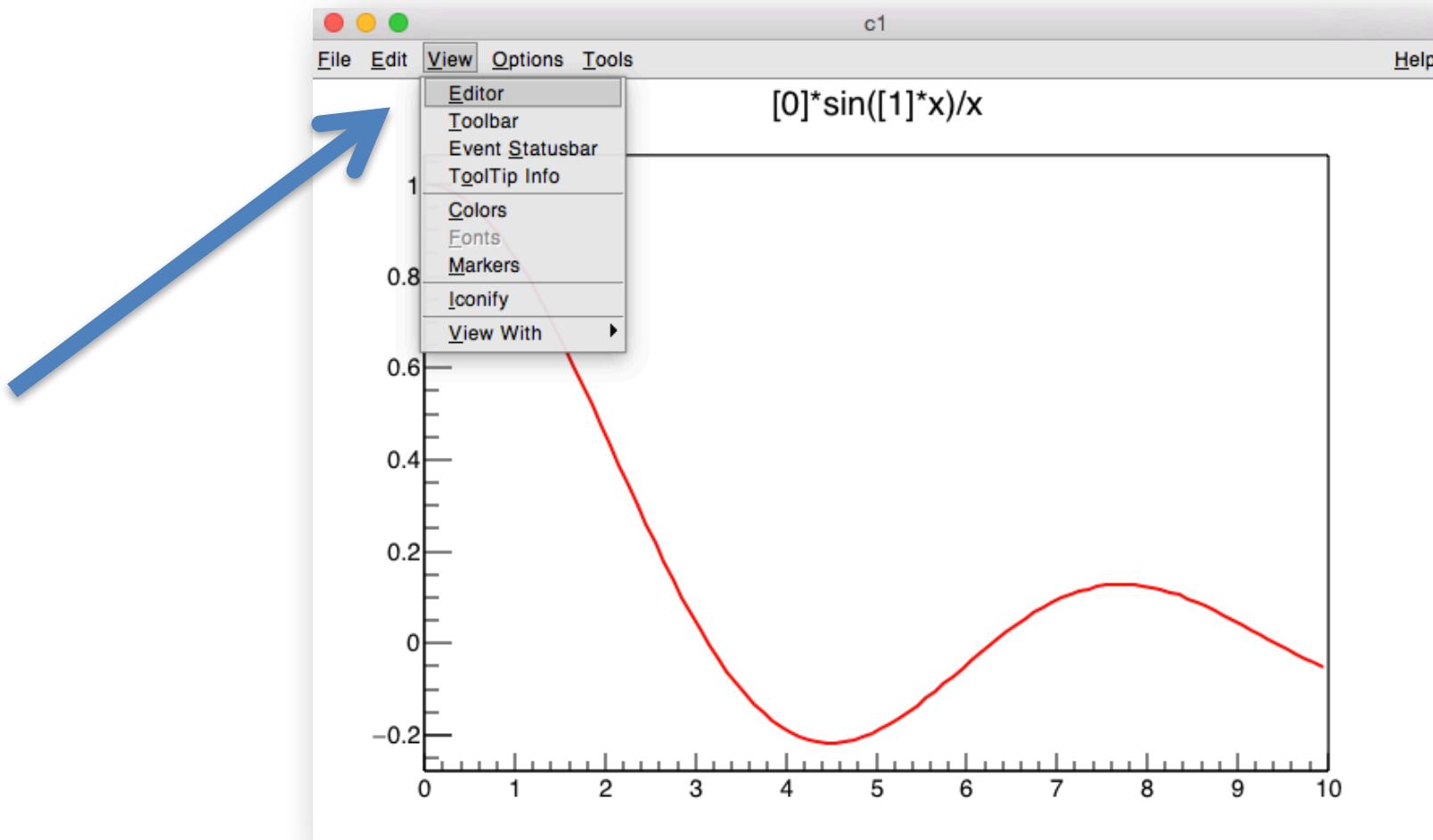
An extended ve  
with parameter

```
root [2] TF1  
root [3] f2.  
root [4] f2.
```

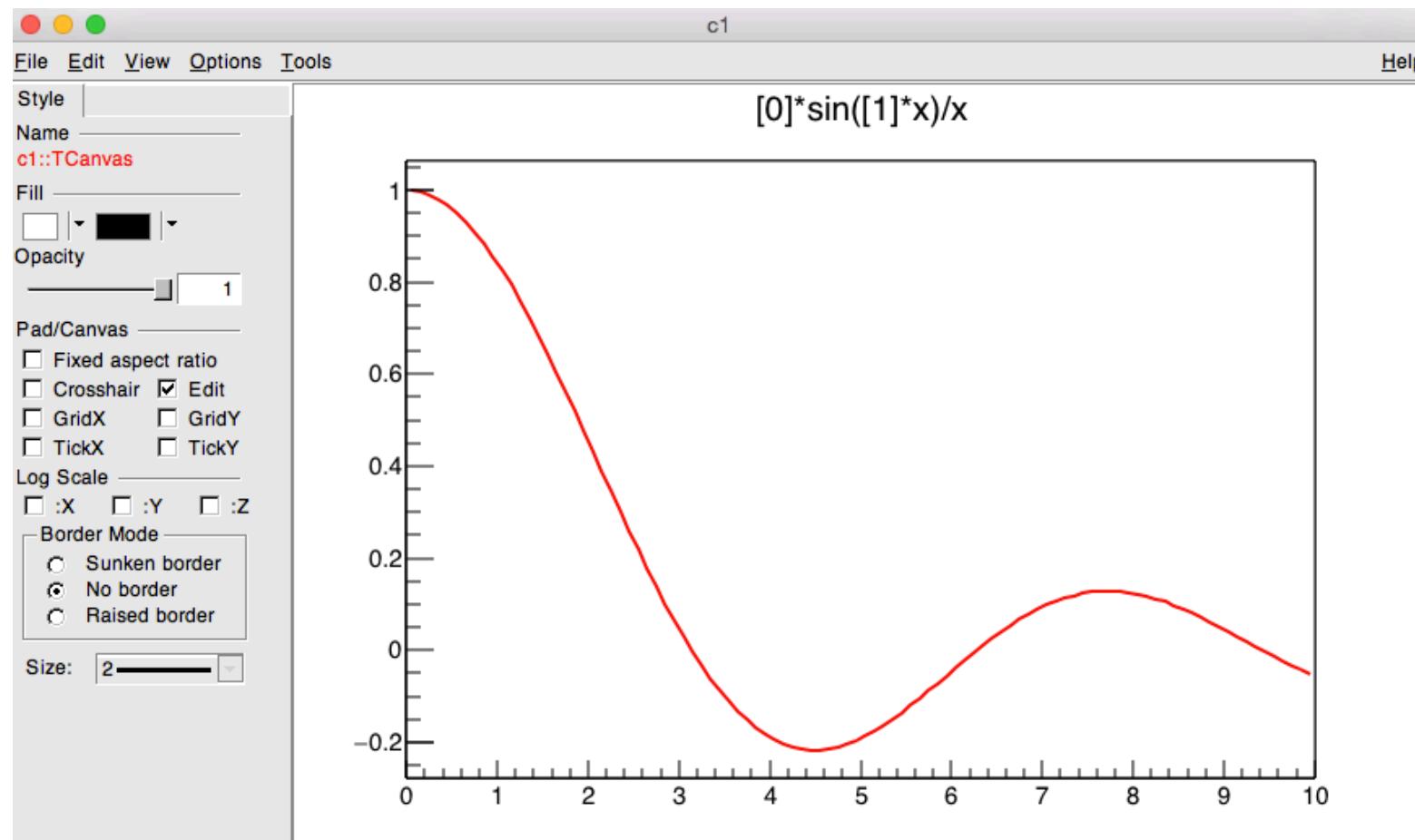


min, max

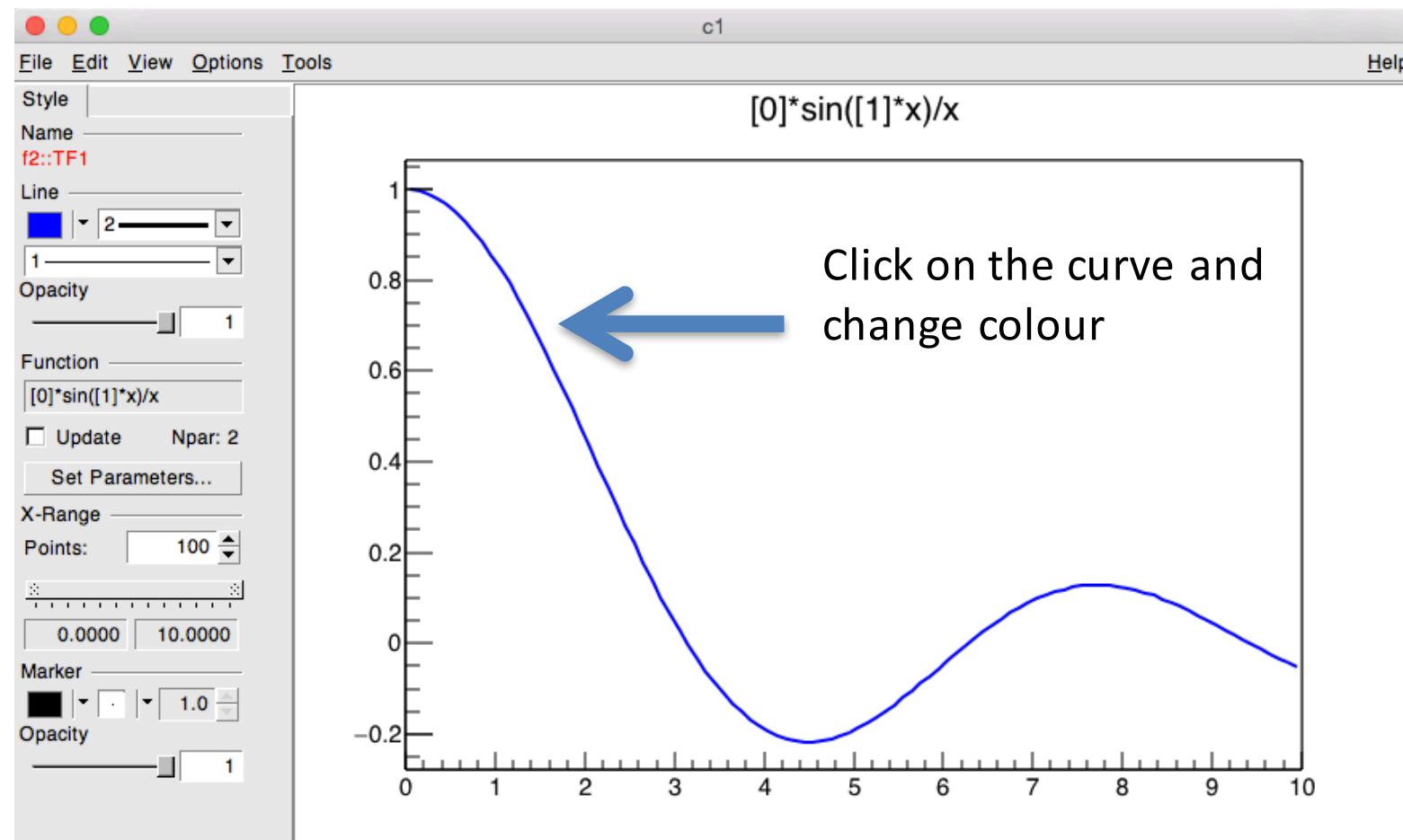
# Exercise: Interaction With The Plot



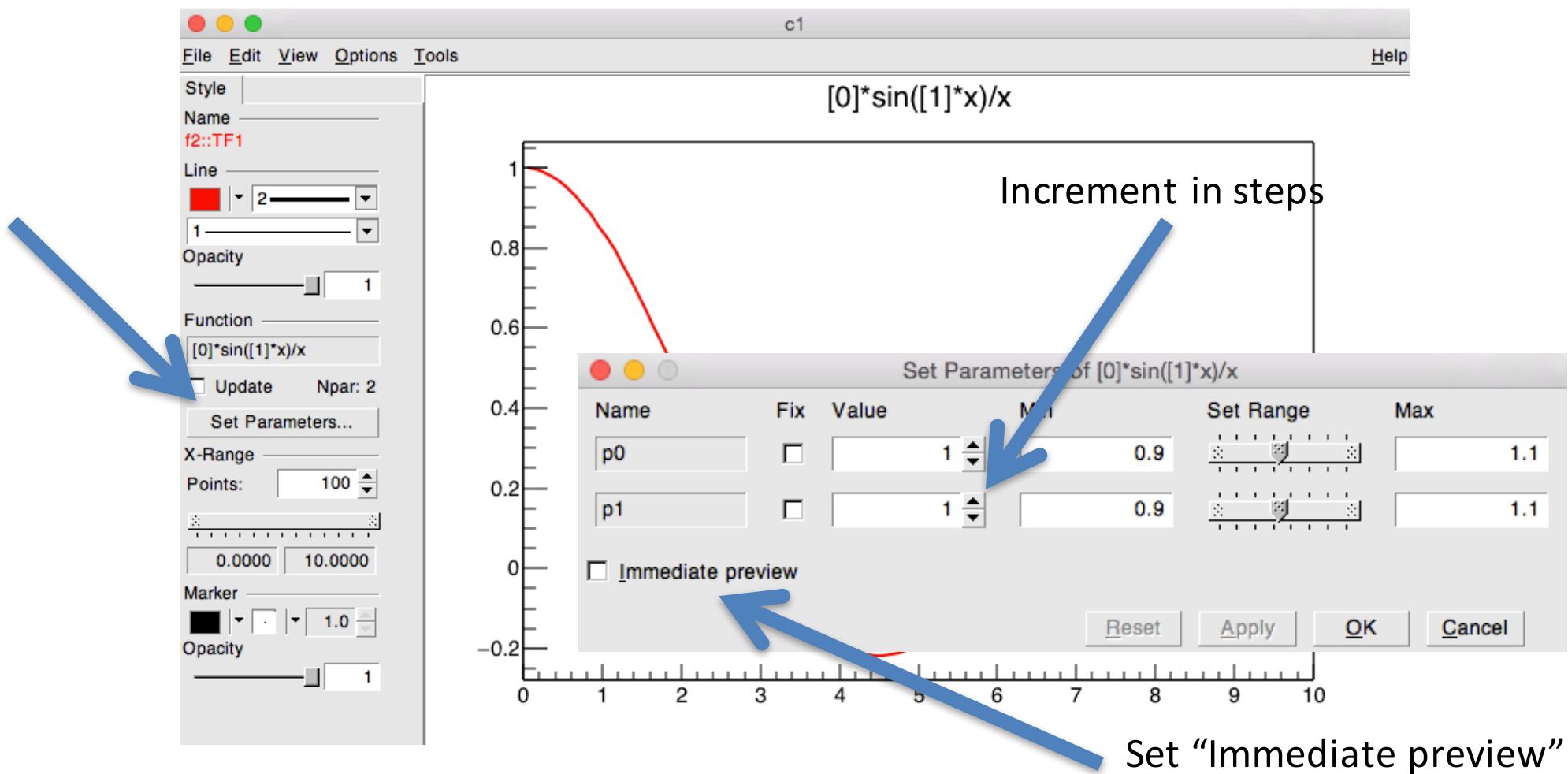
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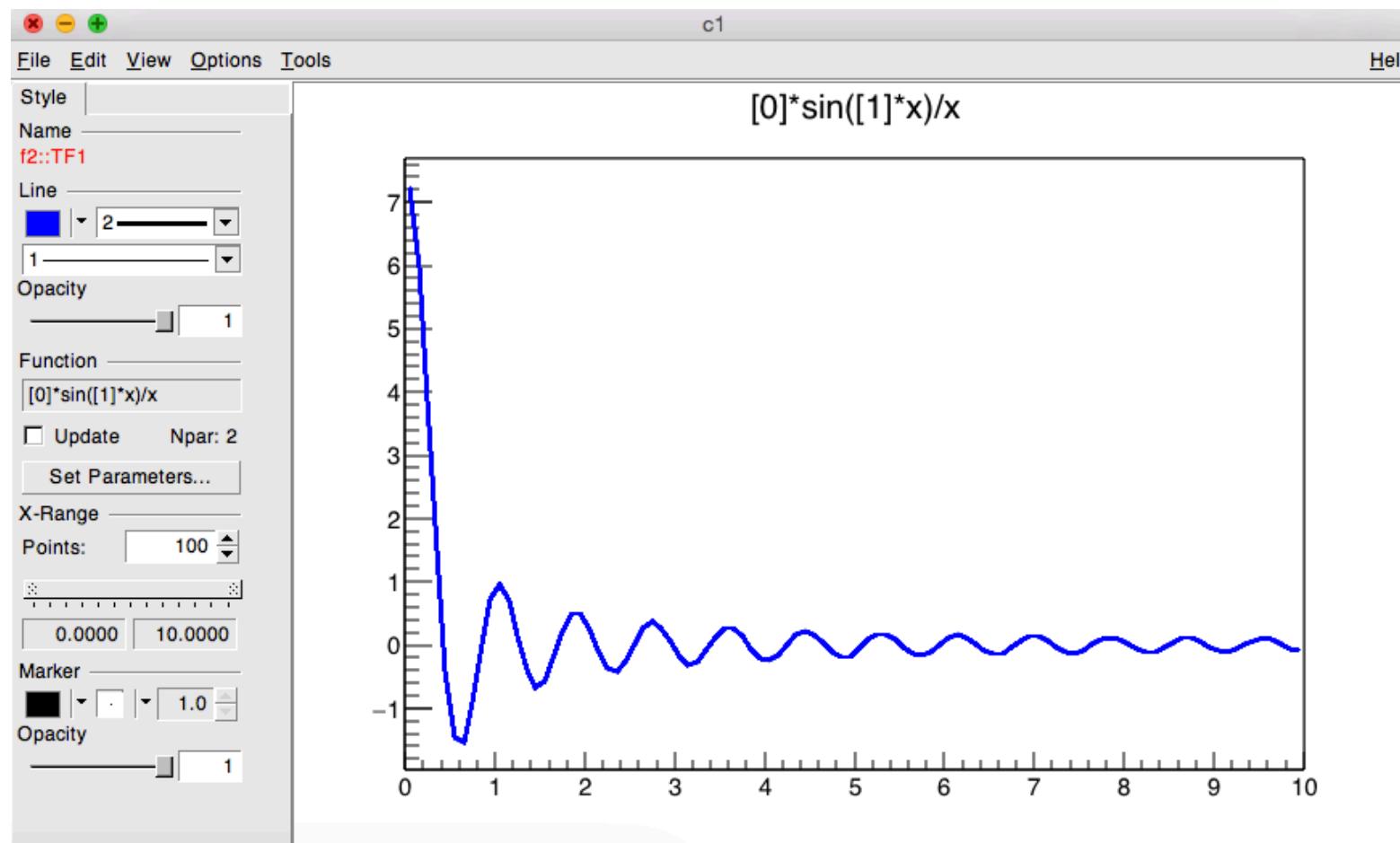
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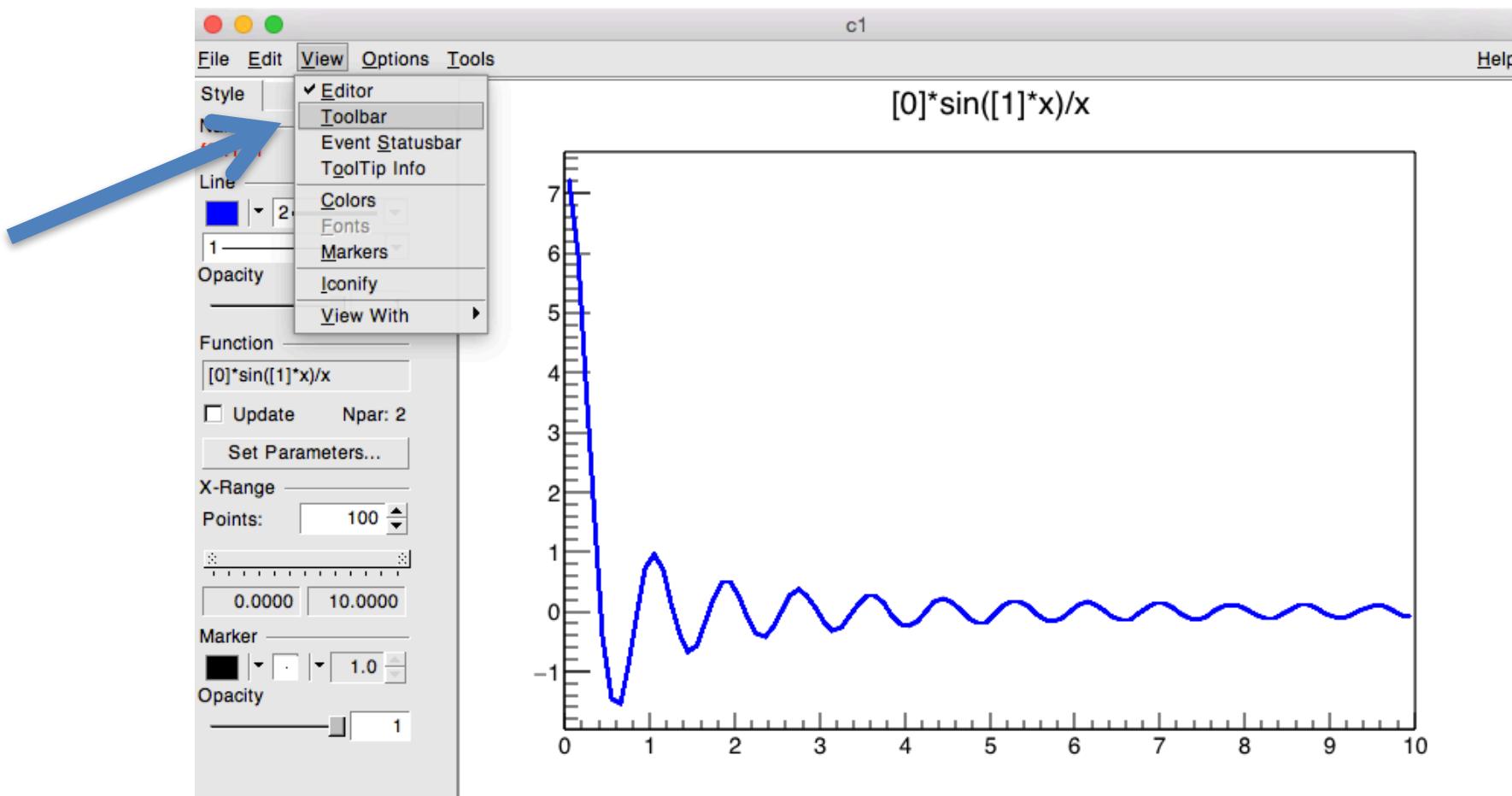
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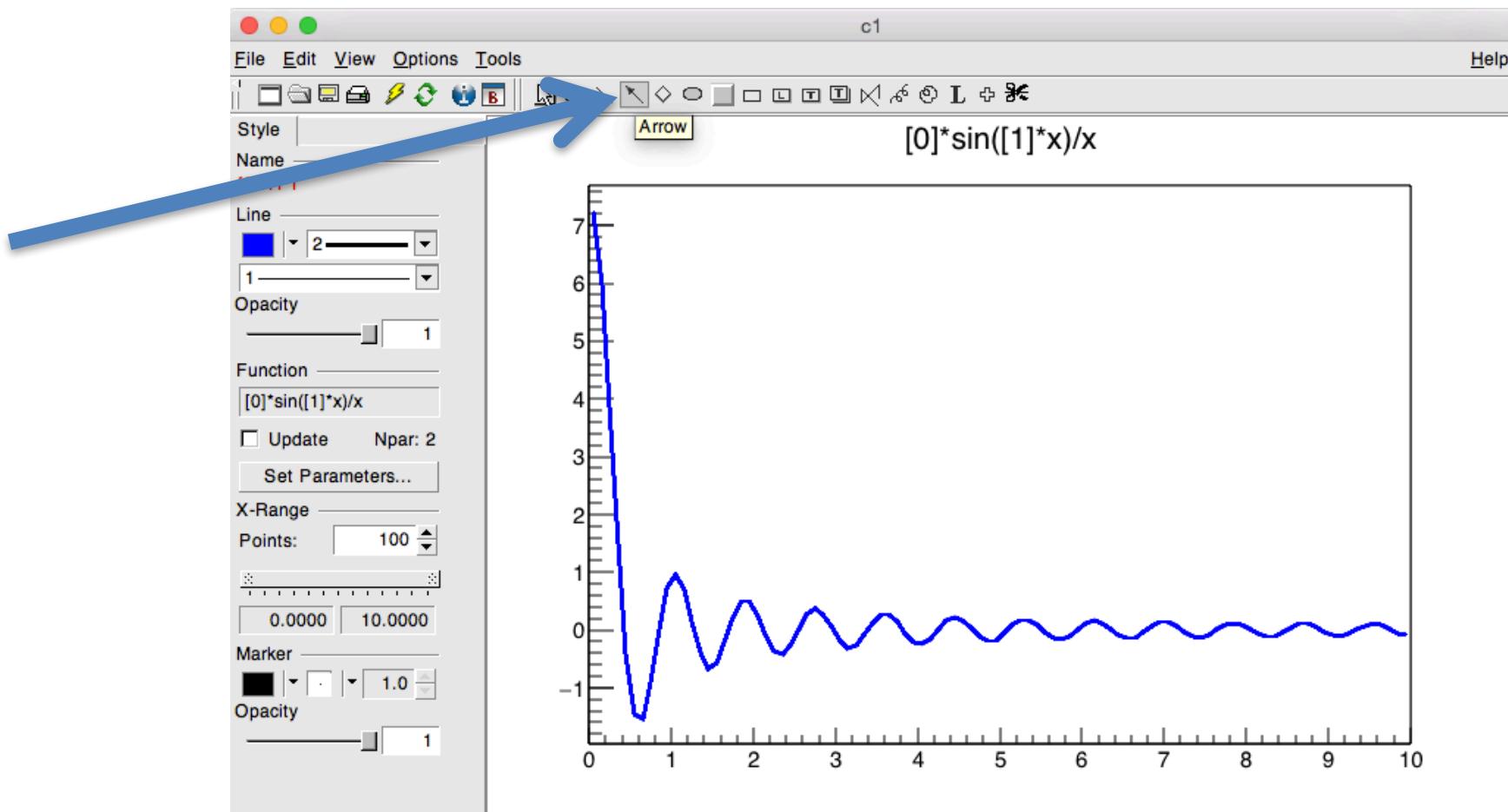
# Exercise: Interaction With The Plot



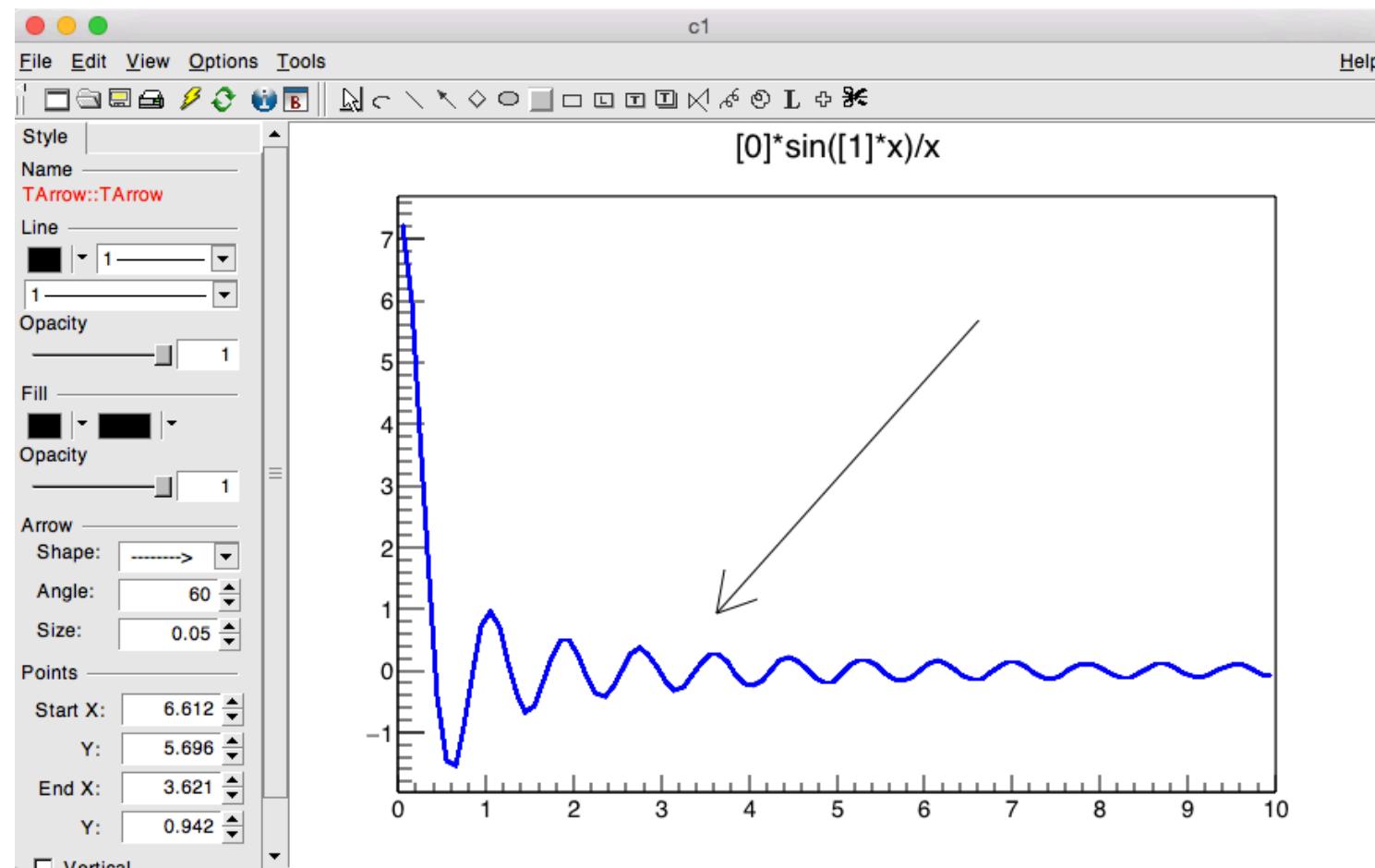
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# Exercise: Interaction With The Plot

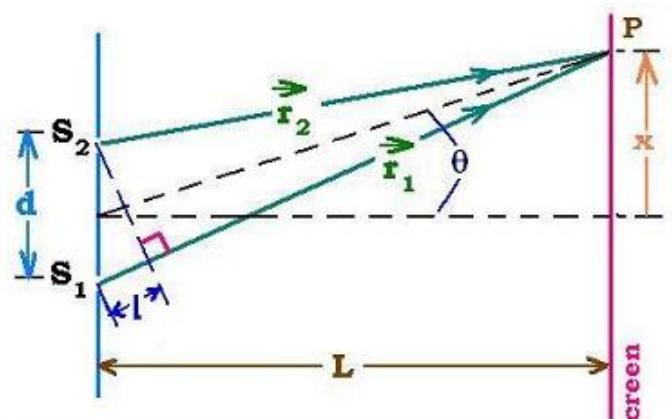


# Exercise: Interaction With The Plot



# ROOT As a Function Plotter

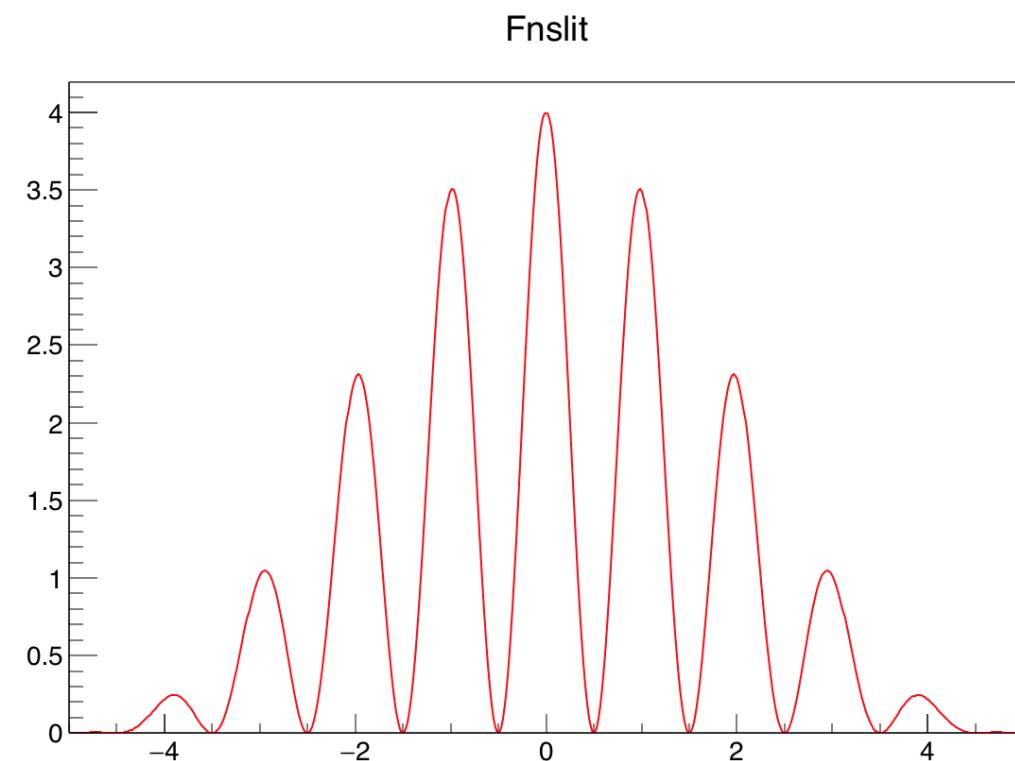
The example **slits.C**, detailed in the Primer, is a more complex C++ program calculating and displaying the interference pattern produced by light falling on a multiple slit.



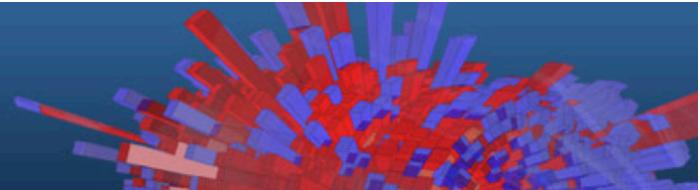
$$L \gg d \Rightarrow \text{Lines from each slit to } P \text{ are parallel}$$
$$\Rightarrow \sin \theta = \frac{x}{L} = \frac{1}{d}$$



[Slits\\_cpp](#)



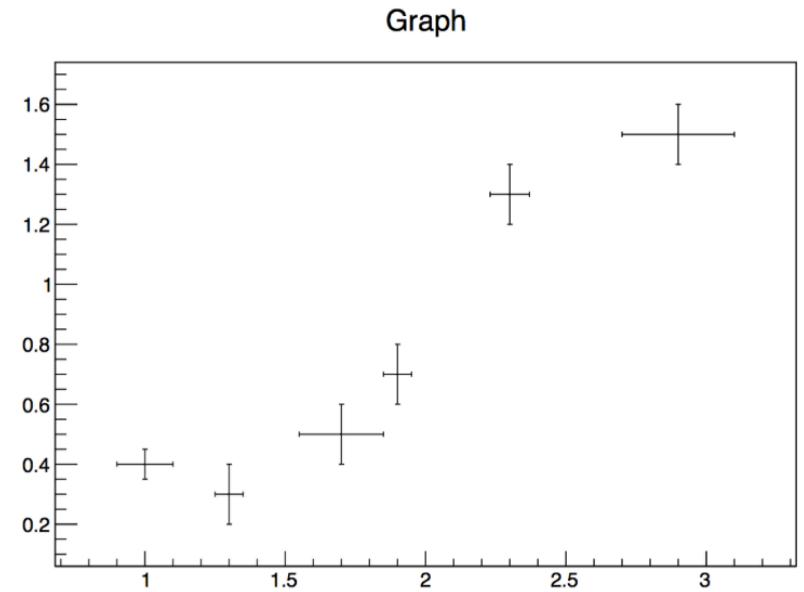
# Plotting Measurements



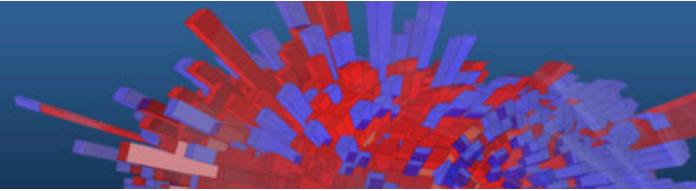
The class `TGraphErrors` allows to display measurements, including errors, with different types of constructors. In the following example, data are taken from the file `ExampleData.txt`:

```
root [0] TGraphErrors gr("ExampleData.txt");
root [1] gr.Draw("AP");
```

Tells ROOT to draw the **Axes** and the **Points**



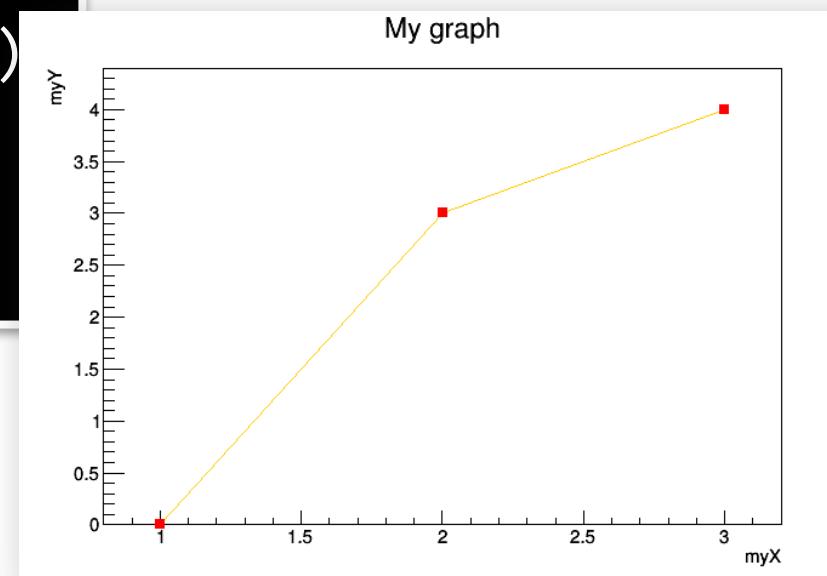
# Exercise: TGraph



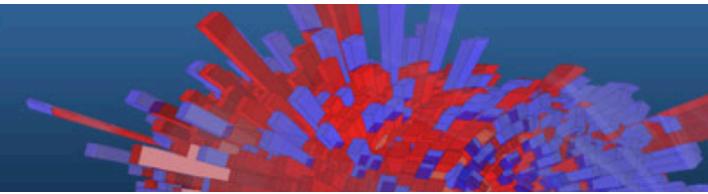
- Create a graph (TGraph)
- Set its title to “My graph”, its X axis title to “myX” and Y axis title to “myY”
- Fill it with three points: (1,0), (2,3), (3,4)
- Set a red full square marker
- Draw a orange line between points

# Exercise Solution

```
root [0] TGraph g
root [1] g.SetTitle("My graph;myX;myY")
root [2] g.SetPoint(0,1,0)
root [3] g.SetPoint(1,2,3)
root [4] g.SetPoint(2,3,4)
root [5] g.SetMarkerStyle(kFullSquare)
root [6] g.SetMarkerColor(kRed)
root [7] g.SetLineColor(kOrange)
root [8] g.Draw("APL")
```

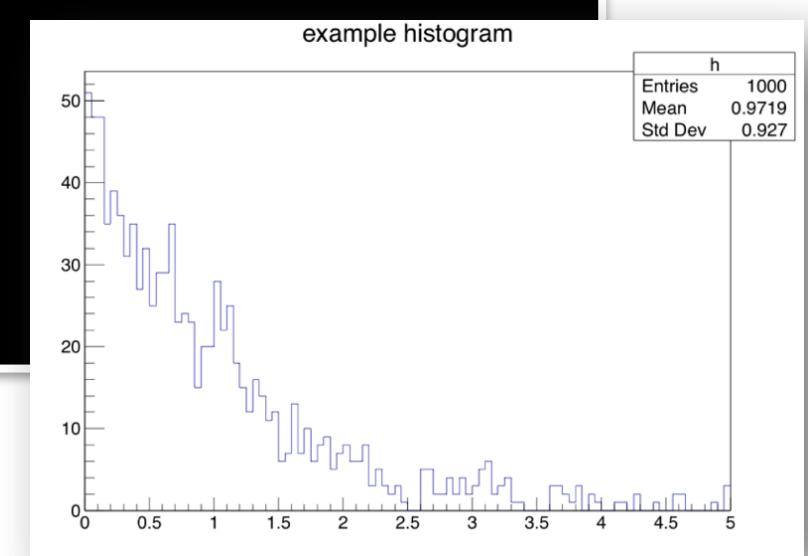


# Histograms

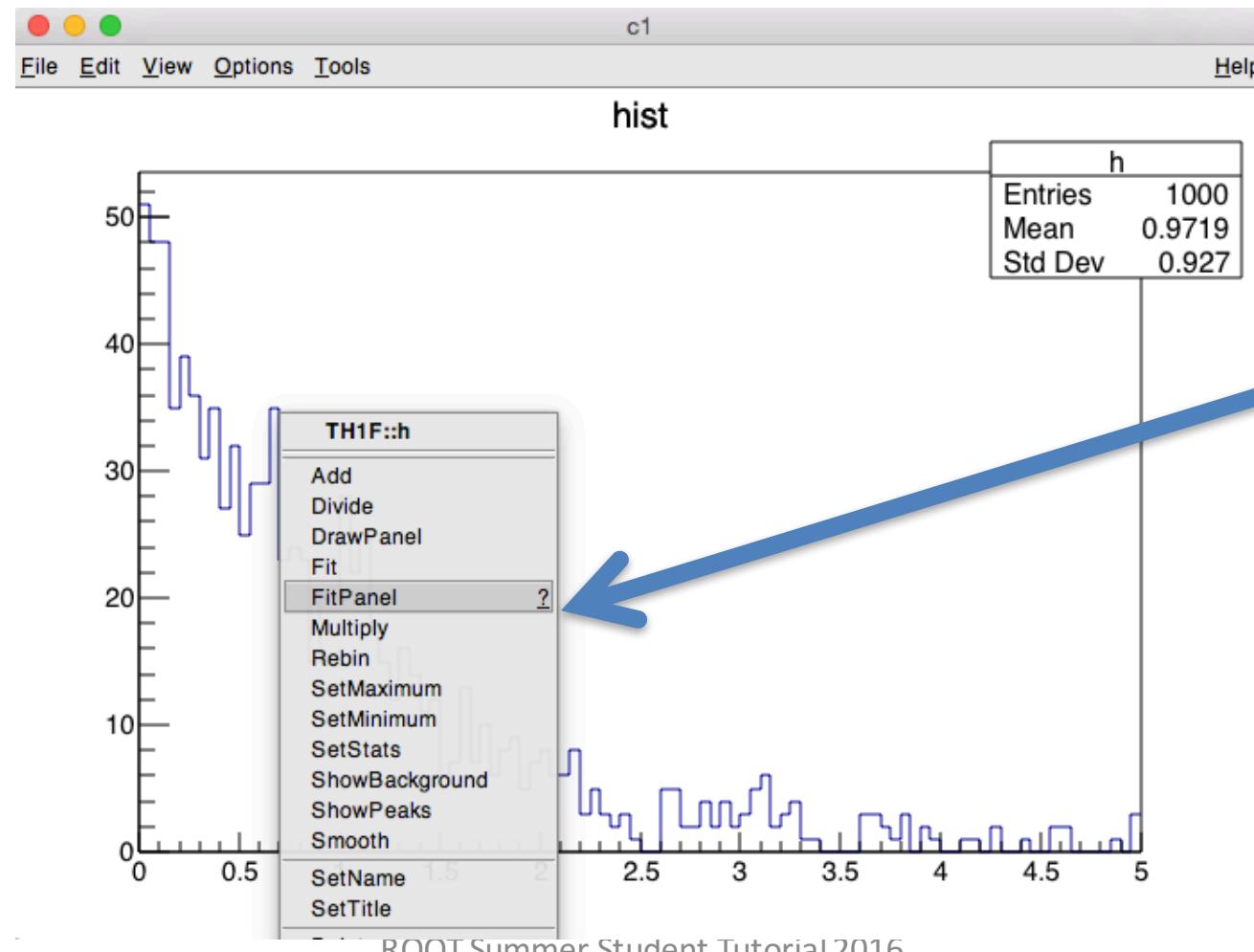
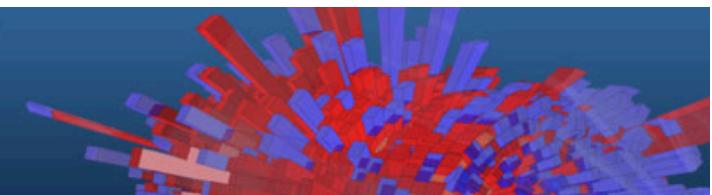


- The `TH*` classes represent histograms
- `TH1*` are monodimensional, `TH2*` are bidimensional ...
- The final letter describes the type stored in each bin:  
    A double in `TH1D`, a float in `TH1F` ...

```
root [0] TF1 efunc("efunc","exp([0]+[1]*x)",0.,5.)
root [1] efunc.SetParameters(1,-1)
root [2] TH1F h("h","hist",100,0.,5.)
root [3] for (int i=0;i<1000;i++)
h.Fill(efunc.GetRandom())
root [4] h.Draw()
```

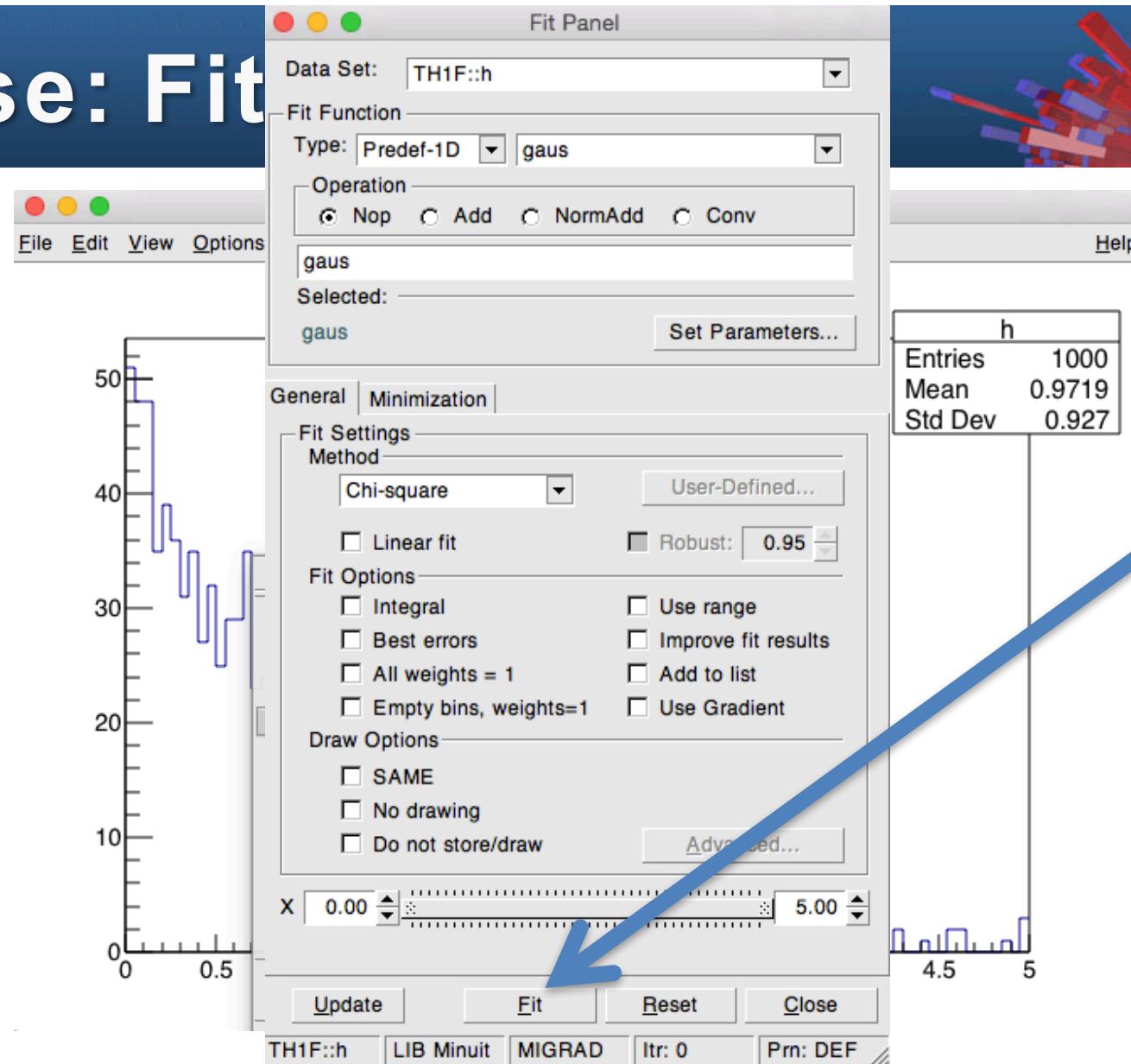


# Exercise: Fitpanel



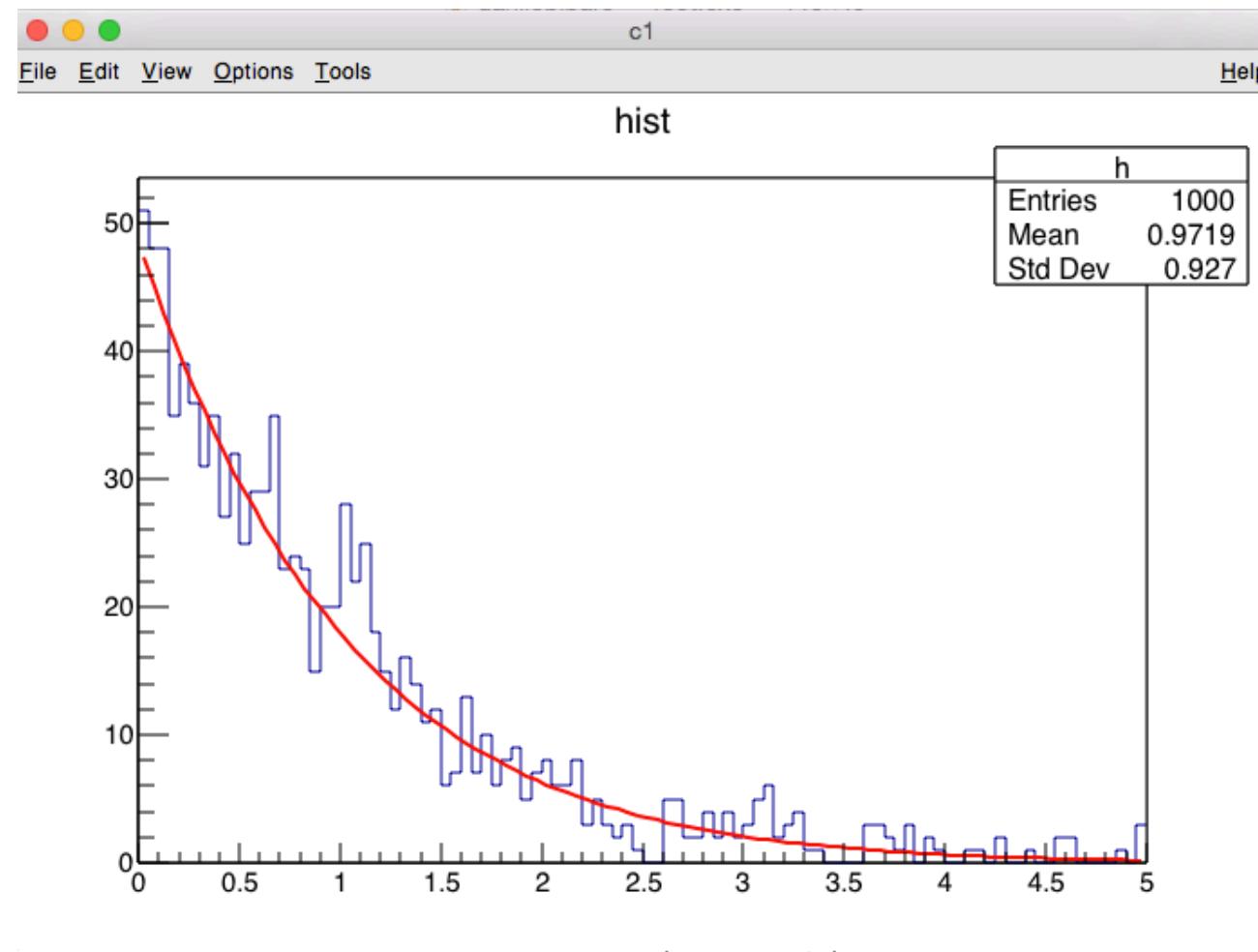
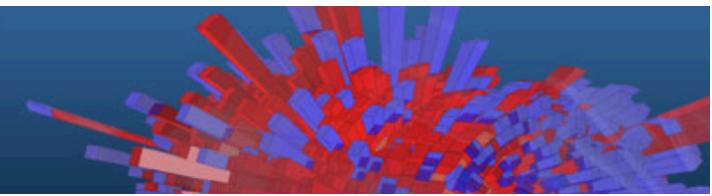
Click on the  
histogram “line”

# Exercise: Fit!



Fit!

# Exercise: Fitpanel

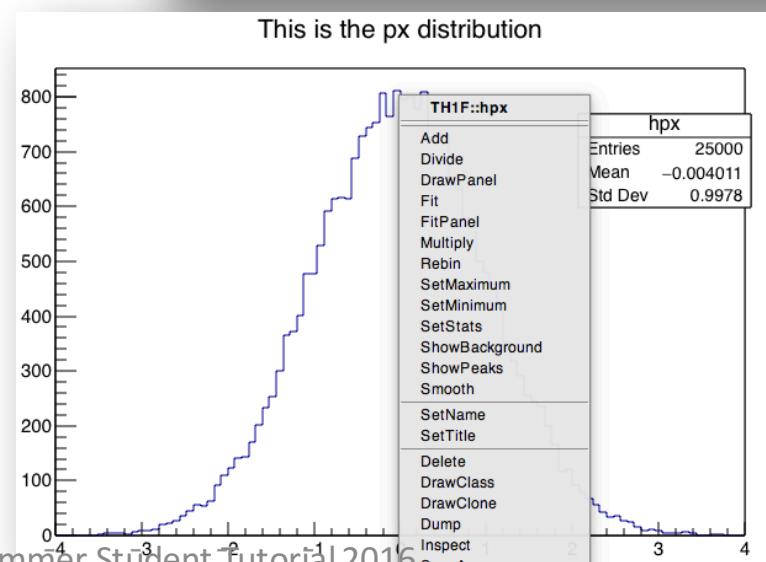
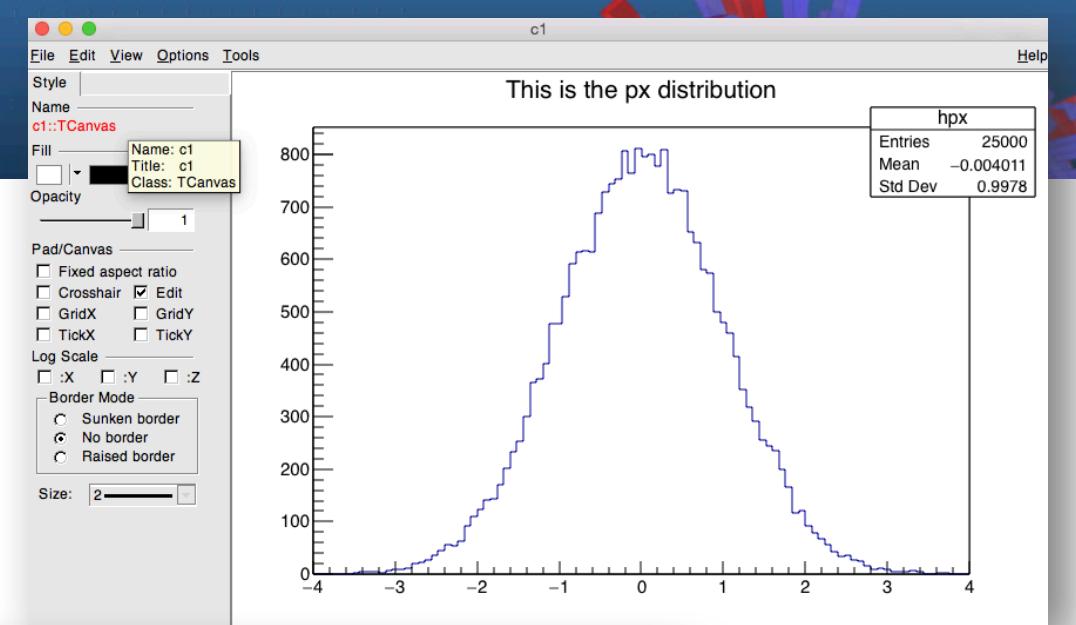
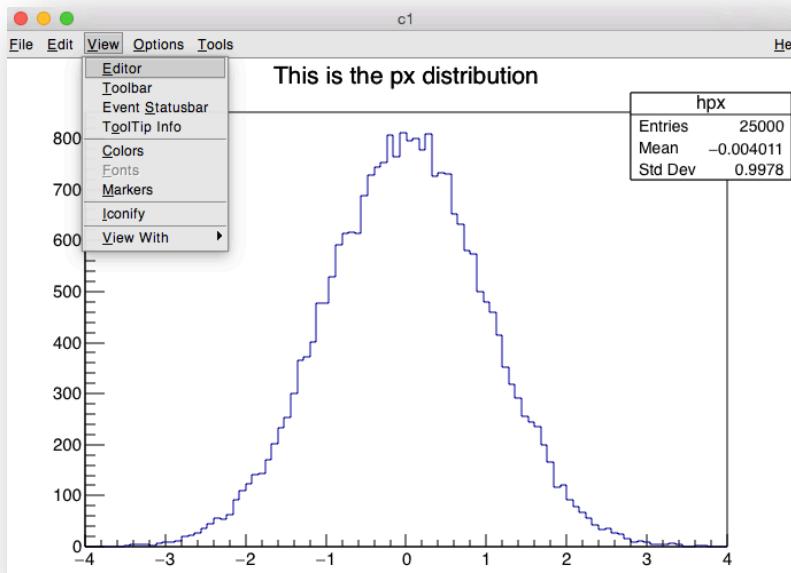


# Interactive ROOT

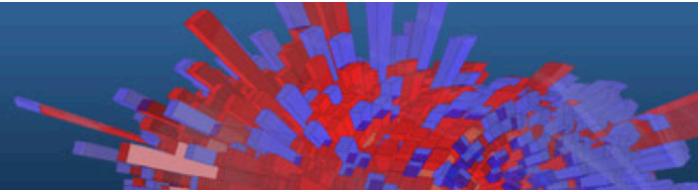
Look at one of your plots again and move the mouse across.

You will notice that this is much more than a static picture.

Try to interact with objects and manipulate them.



# ROOT Macros



- General Remarks
- A more complete example
- Summary of Visual effects
- Interpretation and Compilation

# General Remarks

We have seen how to interactively type lines at the prompt.

The next step is to write “ROOT Macros” – lightweight programs

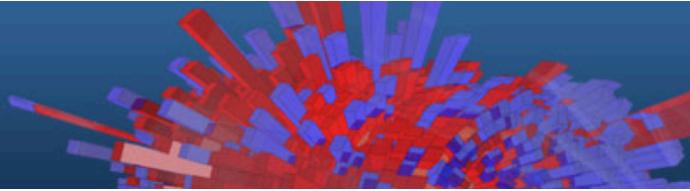
The general structure for a macro stored in file *MacroName.Cis*:

**Function, no main, same  
name as the file**

```
void MacroName() {  
    <           ...  
    your lines of C++ code  
    ...           >  
}
```



# Running a Macro



The macro is executed at the system prompt by typing:

```
> root MacroName.C
```

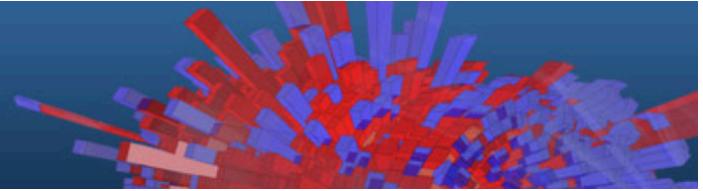
or executed at the ROOT prompt using .x:

```
> root  
root [0] .x MacroName.C
```

or it can be loaded into a ROOT session and then be executed by typing:

```
root [0].L MacroName.C  
root [1] MacroName();
```

# A More Complex Example



The example in section 3.2 of the ROOT primer, is a typical task in data analysis, a macro that constructs a graph with errors, fits a (linear) model to it and saves it as an image.

Let's inspect it together.

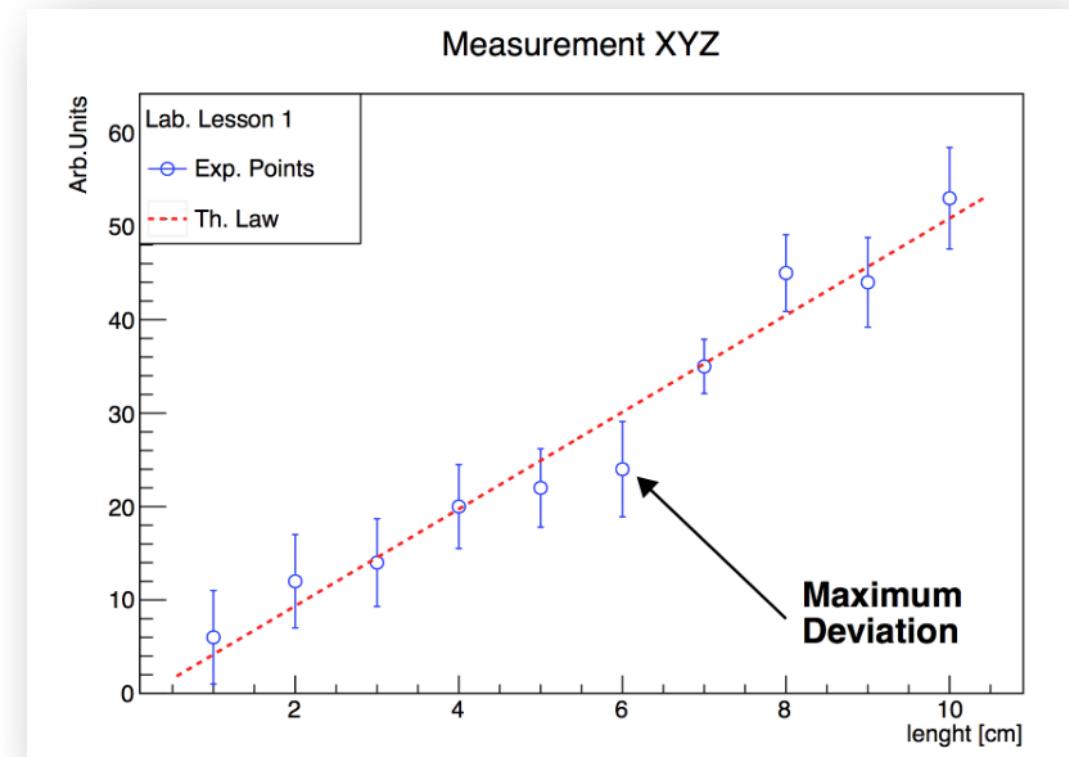
# A More Complex Example

And Run it!

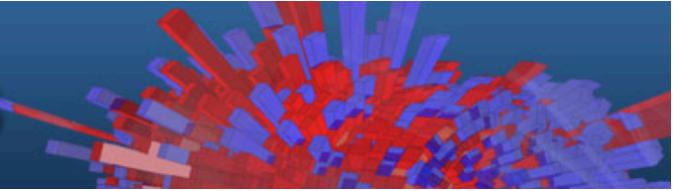
```
> root macro1.C
```



**Macro1\_cpp**

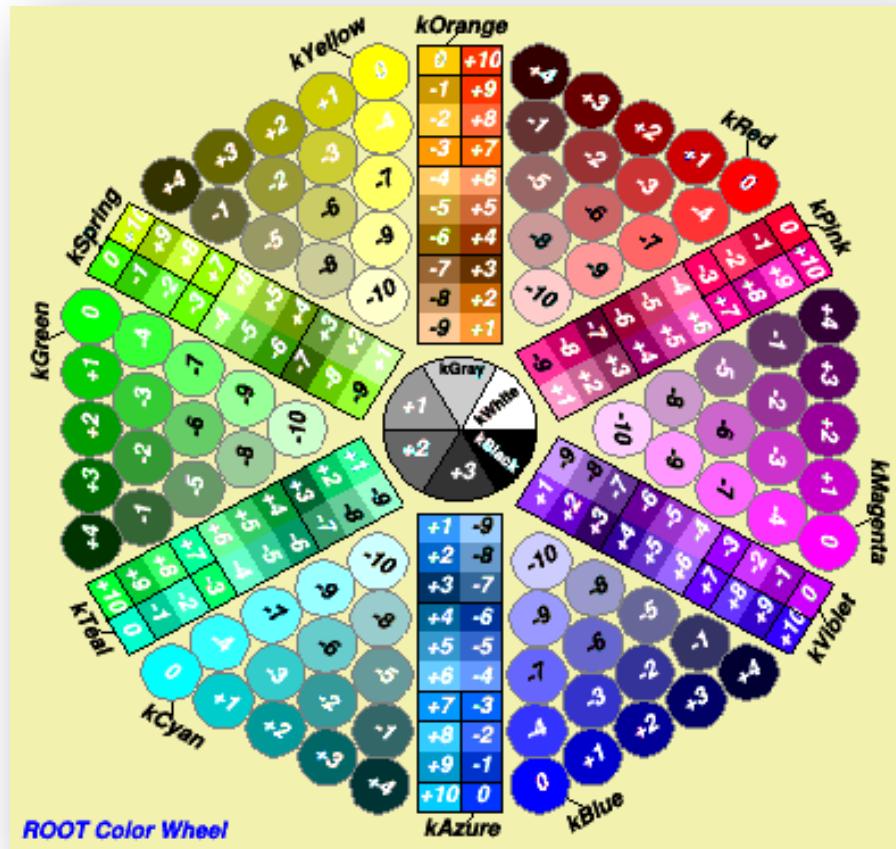
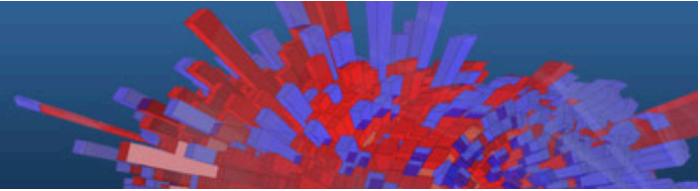


# Summary of Visual Effects



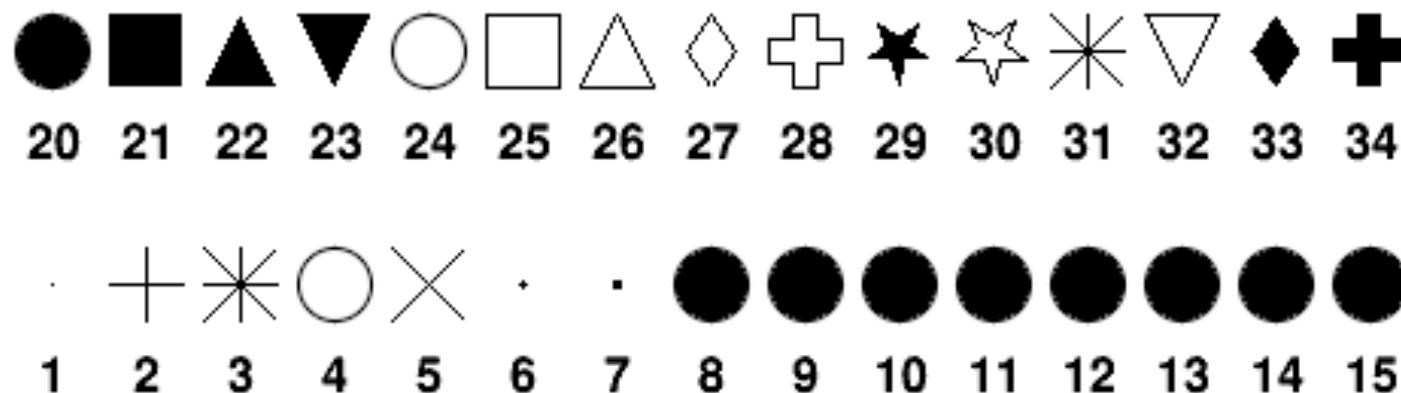
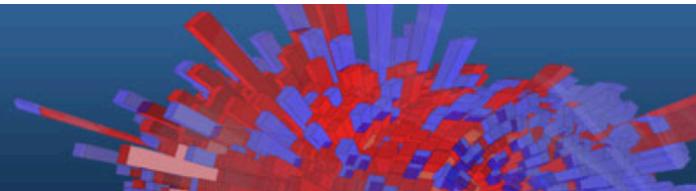
- **Colours and Graph Markers:** To specify a colour, some identifiers like kWhite, kRed or kBlue can be used for markers, lines, arrows etc. The complete summary of colours is represented by the ROOT “colour wheel”. ROOT provides several graphics markers like triangles, crosses or stars.
- **Arrows and Lines:** The class representing arrows is TArrow, which inherits from TLine. The constructors of lines and arrows always contain the coordinates of the endpoints.
- **Text:** A possibility to add text in plots is provided by the TLatex class. Latex mathematical symbols are automatically interpreted, you just need to replace the “\” by a “#”.

# TColorWheel



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# The Family of Markers



```
kDot=1, kPlus, kStar, kCircle=4, kMultiply=5,  
kFullDotSmall=6, kFullDotMedium=7, kFullDotLarge=8,  
kFullCircle=20, kFullSquare=21, kFullTriangleUp=22,  
kFullTriangleDown=23, kOpenCircle=24, kOpenSquare=25,  
kOpenTriangleUp=26, kOpenDiamond=27, kOpenCross=28,  
kFullStar=29, kOpenStar=30, kOpenTriangleDown=32,  
kFullDiamond=33, kFullCross=34
```

Also available  
through more  
friendly names ☺

# Interpretation and Compilation

We have seen how ROOT interprets and “just in time compiles” code. ROOT also allows to compile code “traditionally”. At the ROOT prompt:

```
root [1] .L macro1.C+
root [2] macro1()
```

Generate shared library and execute function

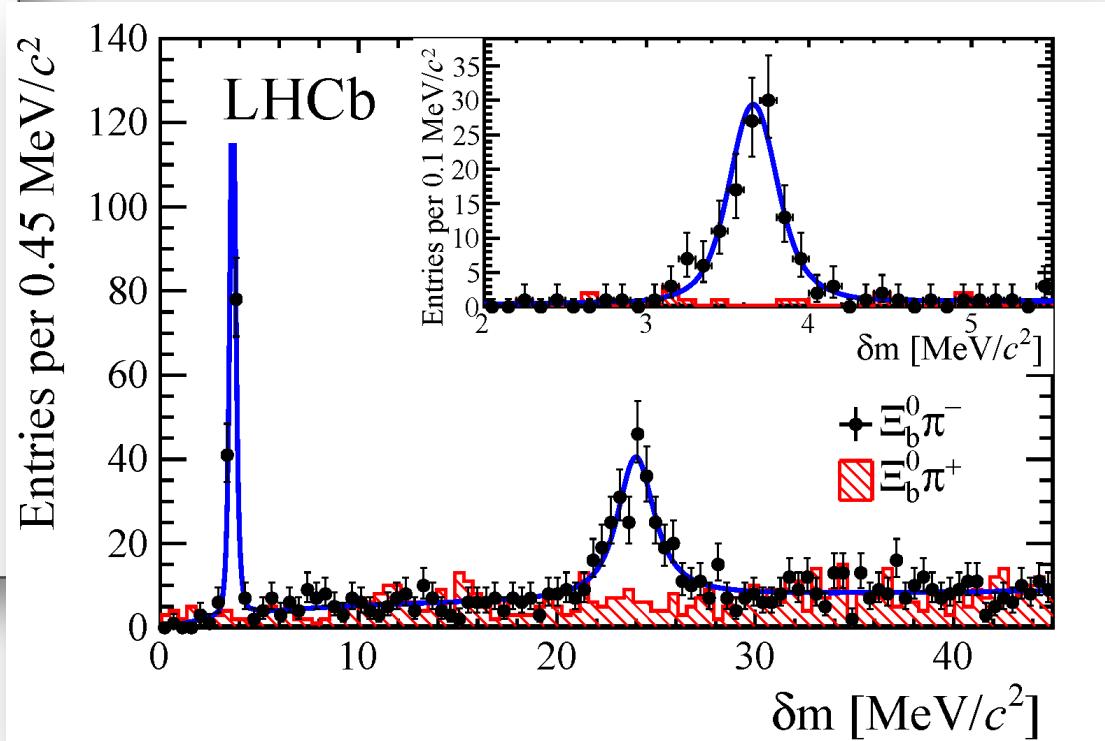
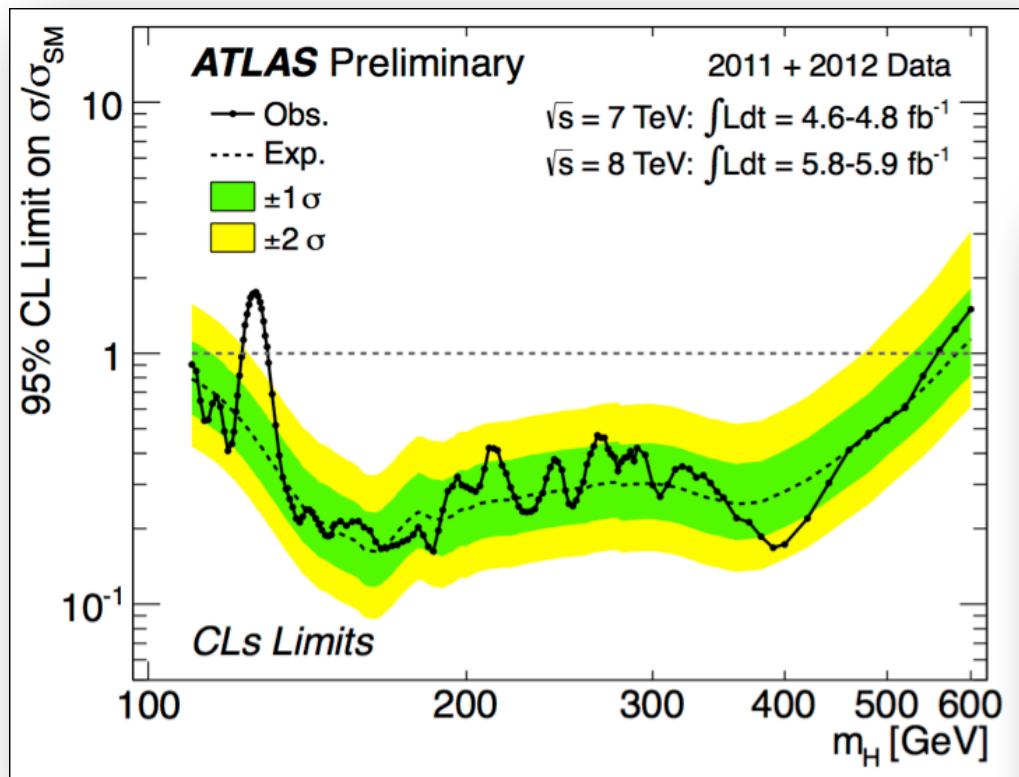
ExampleMacro.C

```
int main() {
    ExampleMacro();
    return 0;
}
```

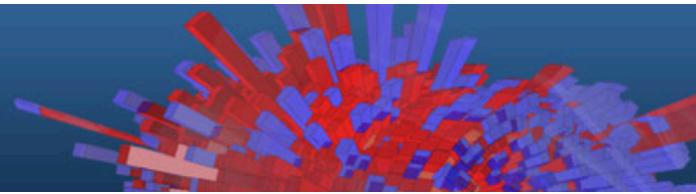
ROOT libraries can be also used to produce standalone, compiled applications:

```
> g++ -o ExampleMacro ExampleMacro.C `root-config --cflags --libs`  
> ./ExampleMacro
```

# More about Graphs and Histograms

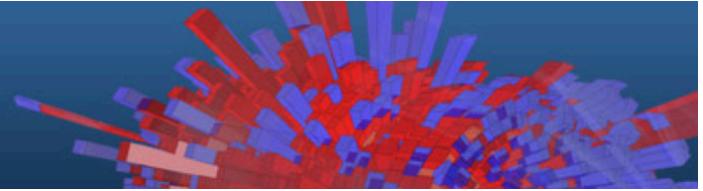


# Graphs



- Read Graph Points from File
- Polar Graphs
- 2D Graphs
- Multiple graphs

# From an ASCII File



To build a graph, experimental data can be read from an ASCII file (i.e. standard text) using this constructor:

```
TGraphErrors(const char *filename,  
             const char *format="%lg %lg %lg %lg",  
             Option_t *option="");
```

Let's have a look at macro2.C (section 4.1 in the Primer).

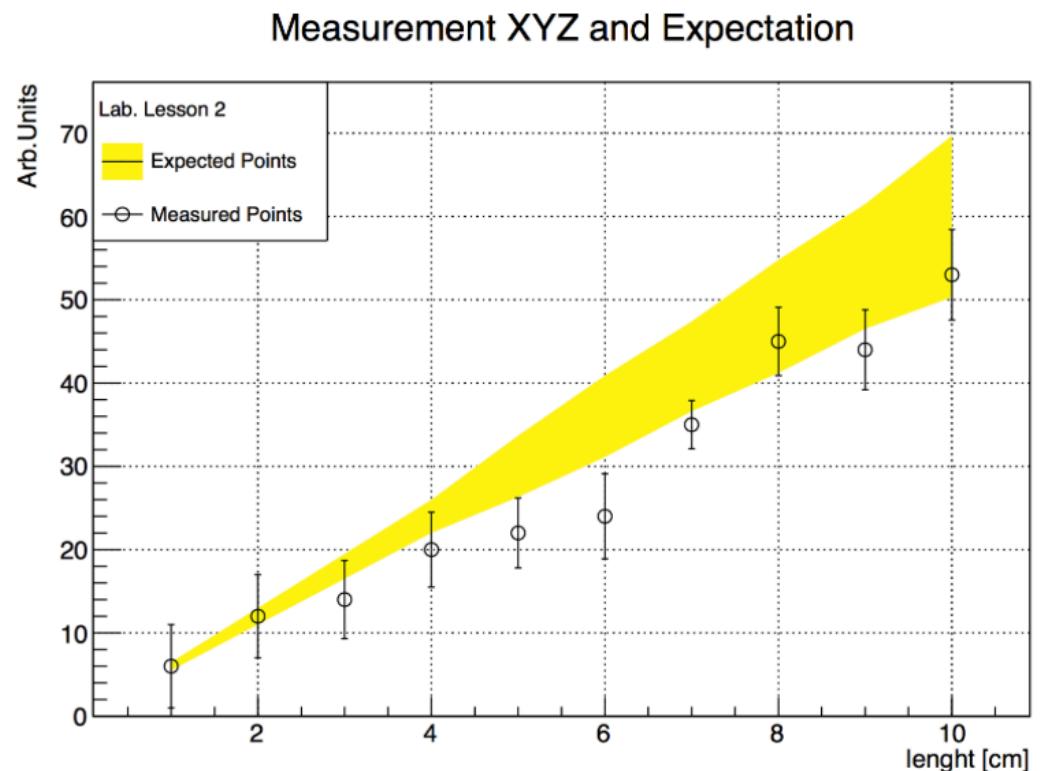


[Macro2\\_cpp](#)

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# From an ASCII File

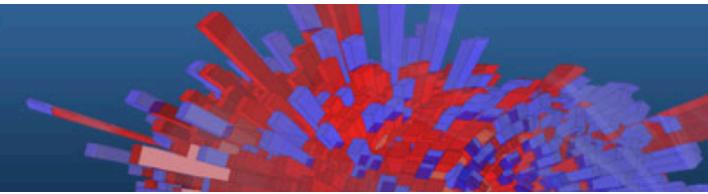
To build a graph, experimental data can be read from an ASCII file (i.e. standard text) using this con



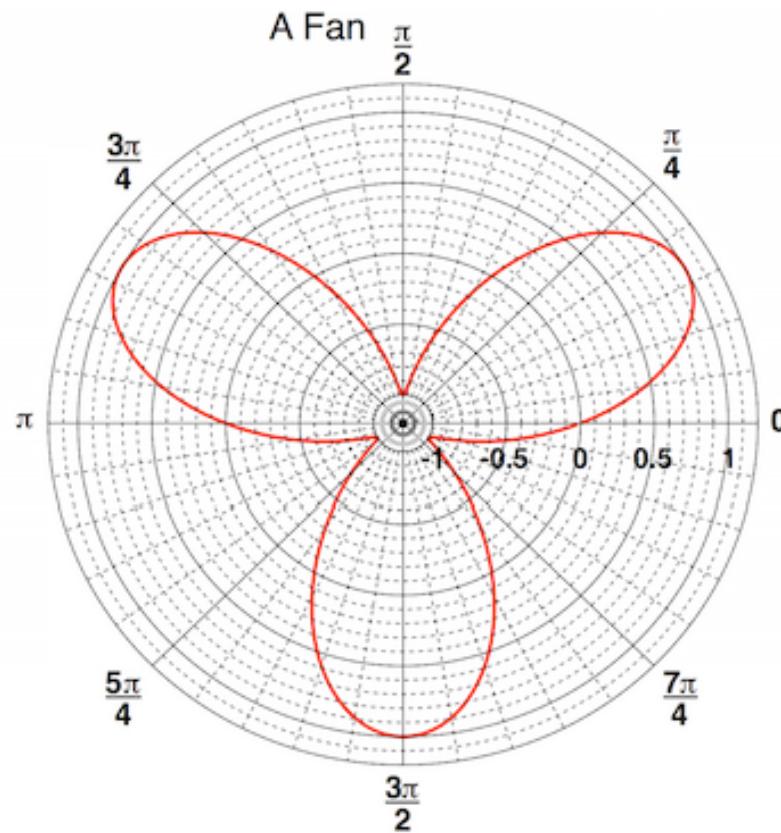
Let's have a look to

Macro2\_cpp

# Polar Graphs



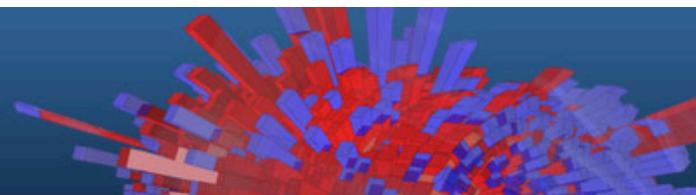
Graphs can also be displayed in polar coordinate like in *macro3.C* (section 4.2 in the Primer):



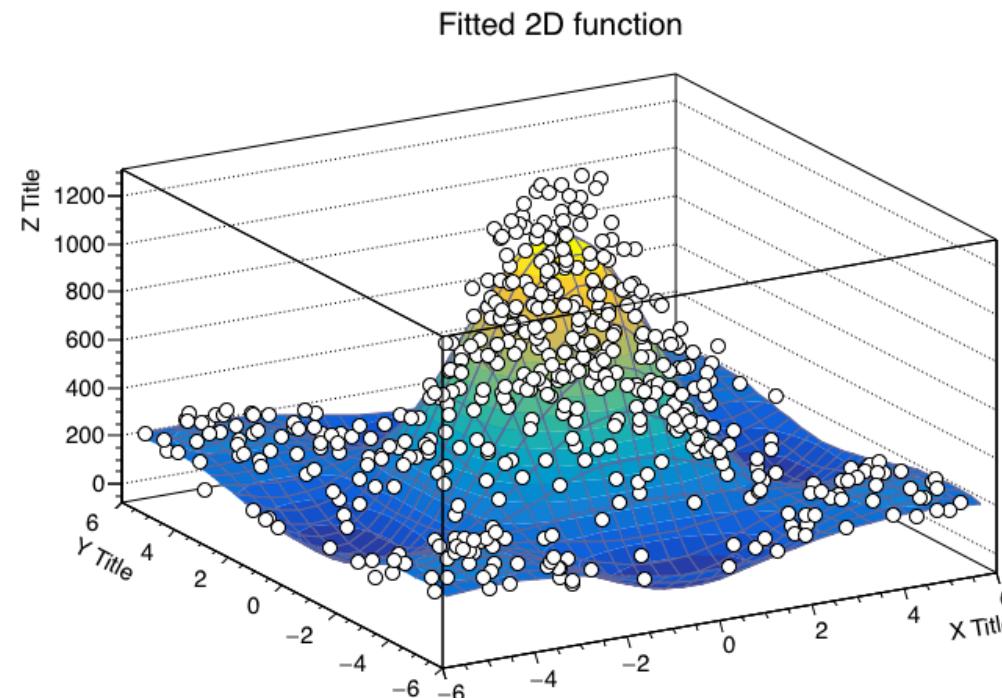
[Macro3\\_cpp](#)

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# 2D Graphs



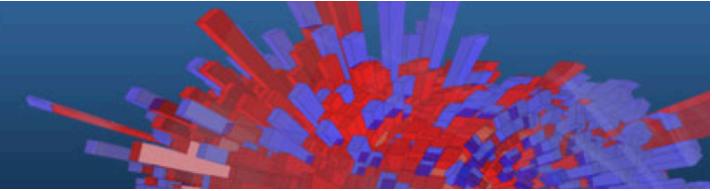
Bi-dimensional graphs can be created in ROOT with the *TGraph2DErrors* class.  
*macro4.C*, described in Primer's section 4.3, gives a nice example:



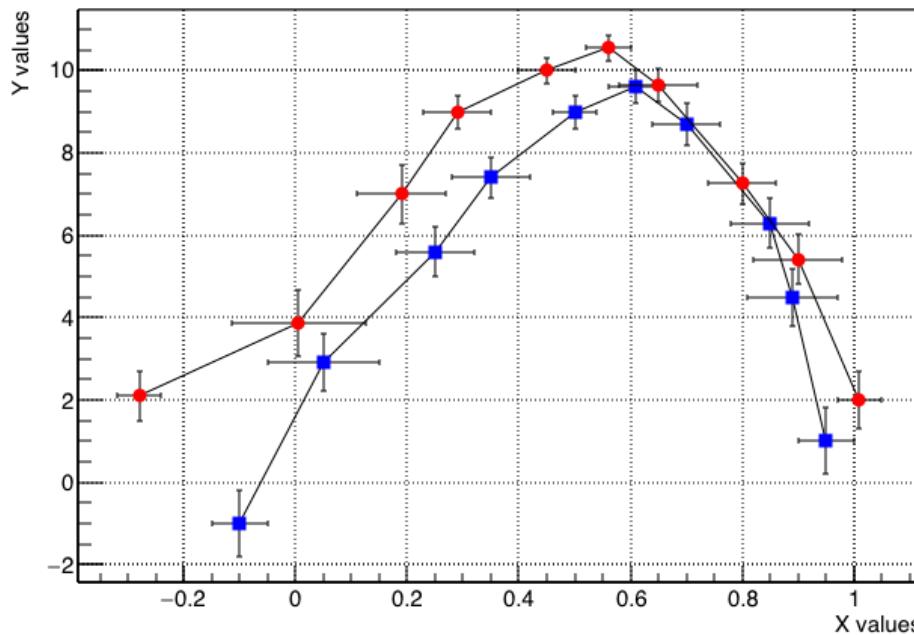
 **Macro4\_cpp**

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# Multiple Graphs



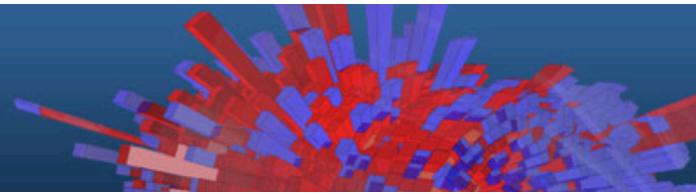
It is sometimes useful to group graphs in a single entity, for instance to compute a common axis system. The class *TMultiGraph* described in section 4.4 of the Primer allows that.



Multigraph\_cpp

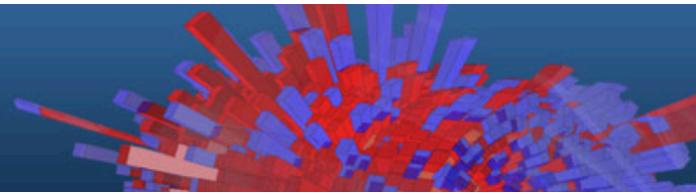


# Histograms



- Your First (in fact second) Histogram
- Add and Divide Histograms
- Two-dimensional Histograms
- Multiple Histograms

# Exercise

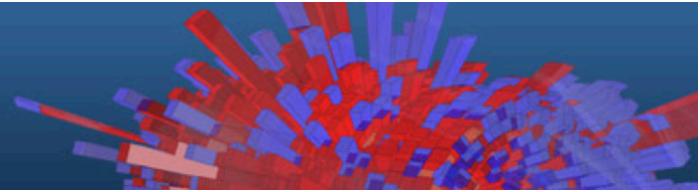


Write a macro to visualise a Poisson distribution in a histogram

- Create a 1D histogram the bins of which are double precision numbers
- The max number of counts collected is 15 (max value on the x axis)
- Use a random generator to generate 1000 Poissonian counts, mu=4
- Properly set the title and axes names, fill the histogram in blue
- Fit it, programmatically or with the fit panel (right click on the histogram)

The solution of this exercise is `macro5.C` shown in section 5.1 in the Primer

# Exercise - Optional



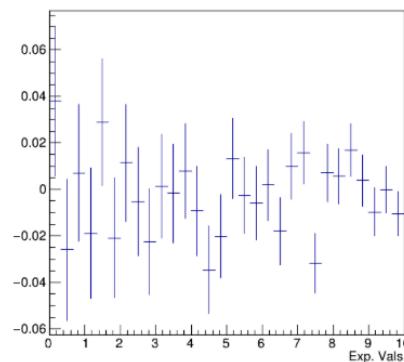
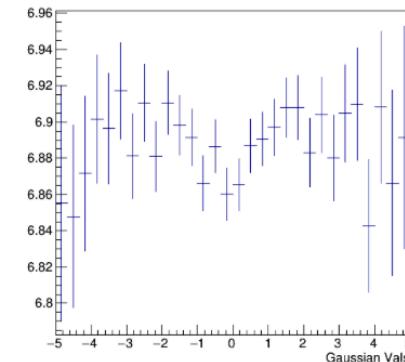
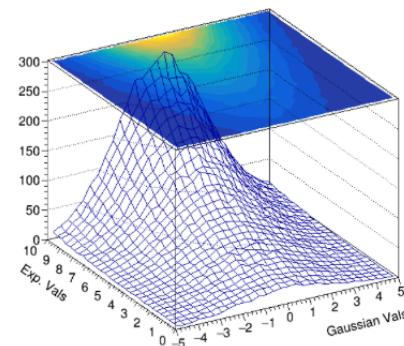
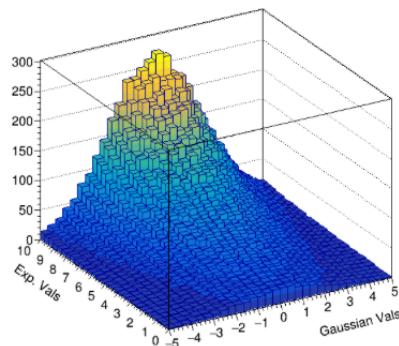
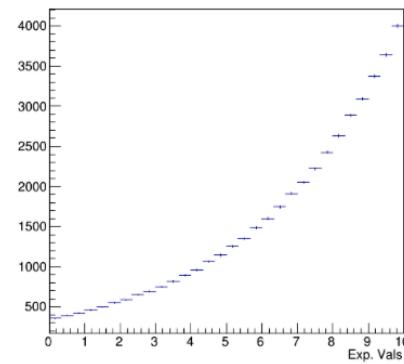
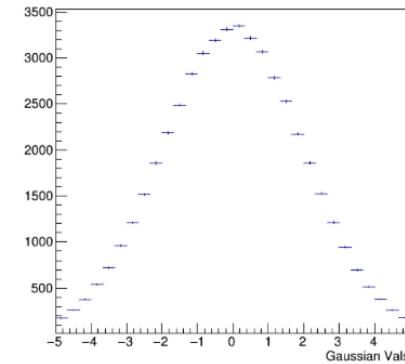
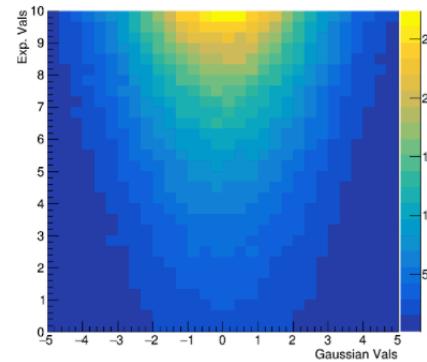
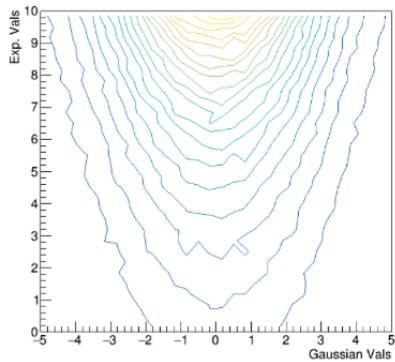
Create a macro that draws the sum, difference and ratio of two histograms

- Create three pairs of histograms, fill them randomly with normally distributed numbers (`TH1::FillRandom("gaus")`)
- Divide, sum and subtract them
  - Useful methods:  
`TH1::Divide(const TH1*)`,  
`TH1::Add(const TH1*, Double_t)` the second parameter is a weight
- Note: for every plot a different canvas has to be created and before drawing, one has to “cd” into it
  - `TCanvas c; c.cd();`

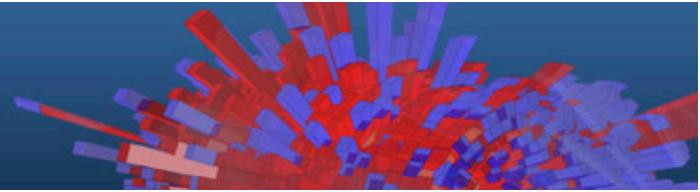
The solution of this exercise is `macro6.C` shown in section 5.2 in the Primer

# Two Dimensional Histograms

Two-dimensional histograms are a very useful tool, for example to inspect correlations between variables, as in the example in section 5.3 of the Primer (macro7.C):

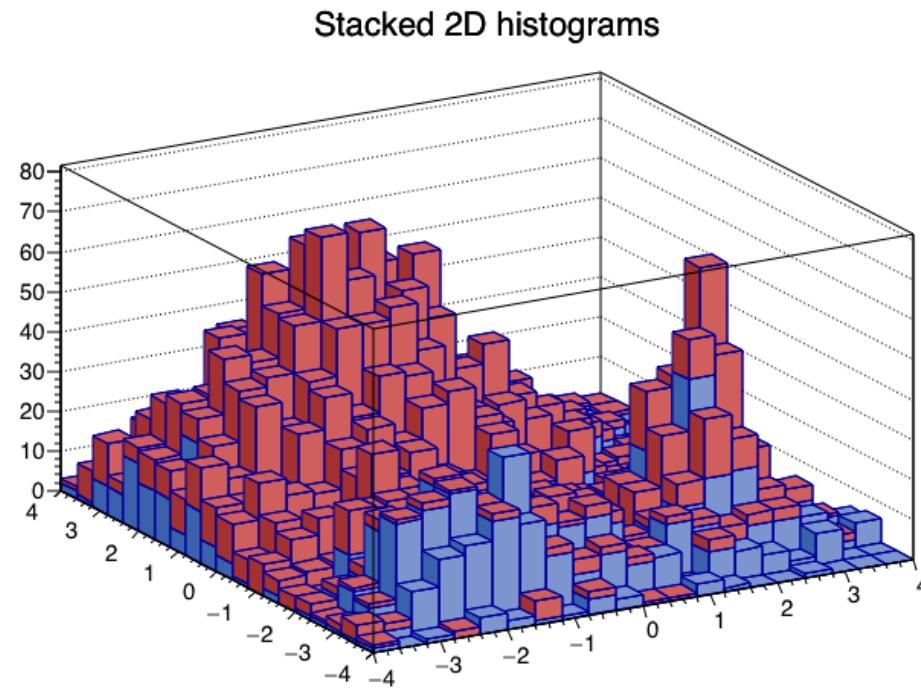


# Multiple Histograms



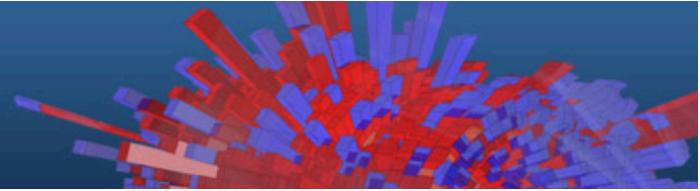
The example in section 5.4 (`hstack.C`) shows how to group histograms in a single entity call a “stack”.

## Class THStack



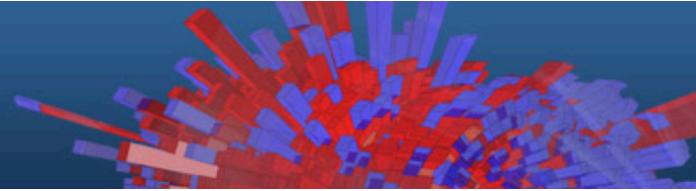
`Hstack_cpp`

# Input and Output



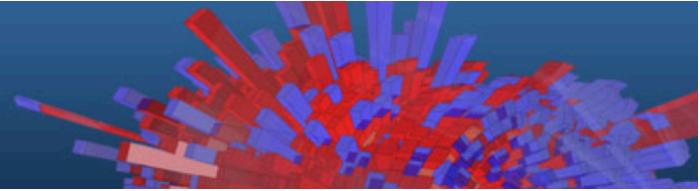
- Storing Objects
- N-tuples

# Storing Objects in a File



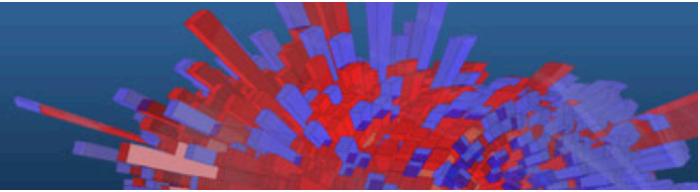
- ROOT allows to store C++ objects on disk (natively the language cannot)
- All ROOT objects (inheriting from TObject) can be written on disk via the Write method.
- Two ways of storing: row wise (single object dump ) and column wise (N-tuple like storage ).
- Feature widely used, e.g. by all LHC experiments

# An Example



```
TFile out_file("my_rootfile.root","RECREATE"); // Open a Tfile
TH1F h("my_histogram","My Title;X;# of entries",100,-5,5);
h.FillRandom("gaus");
h.Write(); // Write the histogram in the file
out_file.Close(); // Close the file
```

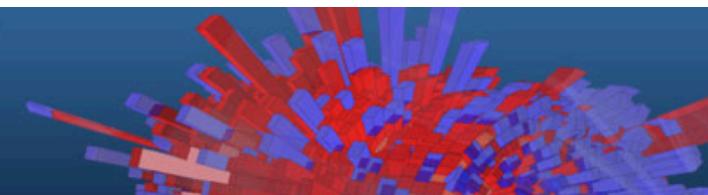
# Exercise



Inspect the content of a file with the TBrowser

- Create a file copying the lines of the previous slide at the prompt
- Quit the command line interpreter
- Boot ROOT opening the file: `root my_rootfile.root`
- Type: `TBrowser myBrowser`
- Inspect the content of the file

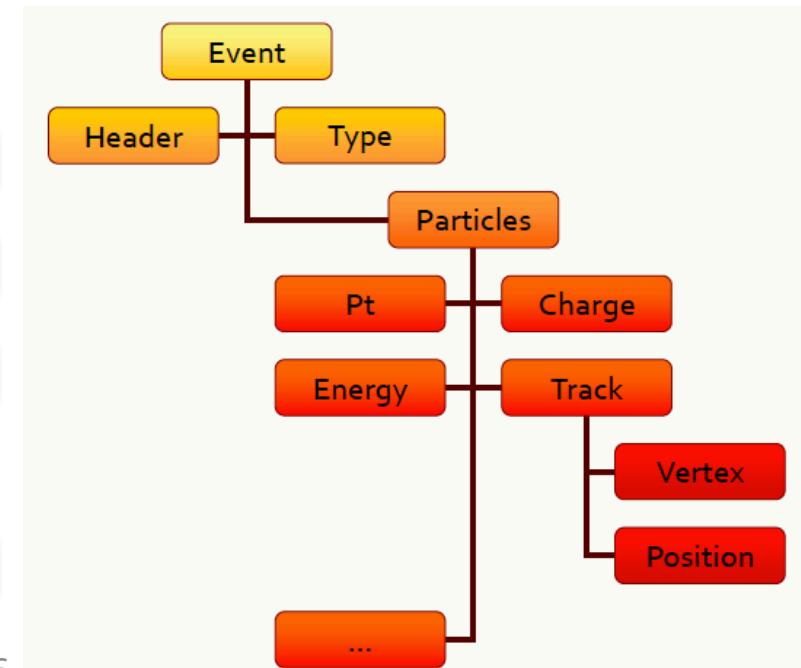
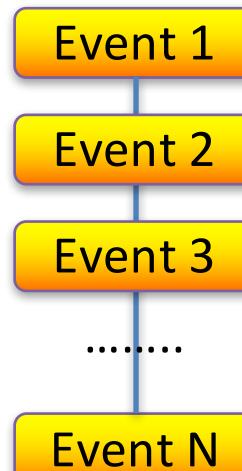
# Trees



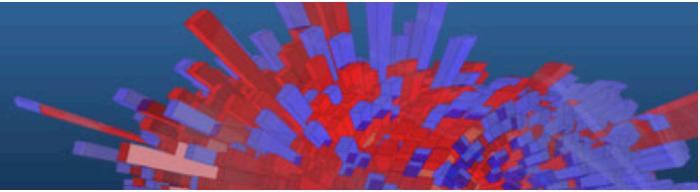
- The TTree is the data structure ROOT provides to store large quantities of same types objects
- Organised in branches, each one holding objects
- Organised in independent events, e.g. collision events
- Efficient disk space usage, optimised I/O runtime

x	y	z
-1.10228	-1.79939	4.452822
1.867178	-0.59662	3.842313
-0.52418	1.868521	3.766139
-0.38061	0.969128	1.084074
0.552454	-0.21231	0.350281
-0.18495	1.187305	1.443902
0.205643	-0.77015	0.635417
1.079222	-0.32739	1.271904
-0.27492	-1.72143	3.038899
2.047779	-0.06268	4.197329
-0.45868	-1.44322	2.293266
0.304731	-0.88464	0.875442
-0.71234	-0.22239	0.556881
-0.27187	1.181767	1.470484
0.886202	-0.65411	1.213209
-2.03556	0.527648	4.421883
-1.45905	-0.464	2.344113
1.230661	-0.00565	1.514559
		3.562347

LEP style flat n-tuples  
evolved in more efficient  
trees (fast access, read  
ahead)

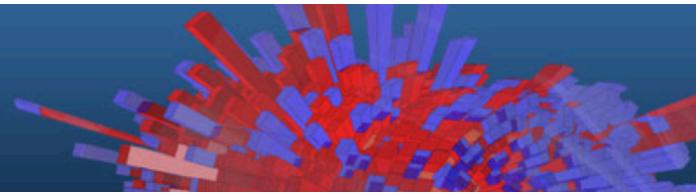


# Ntuples



- The TNtuple is a simplified version of the TTree: store floating point numbers
- As powerful for analysis

# Example



Primer macro (section 7.2.1)  
*write\_ntuple\_to\_file.C*



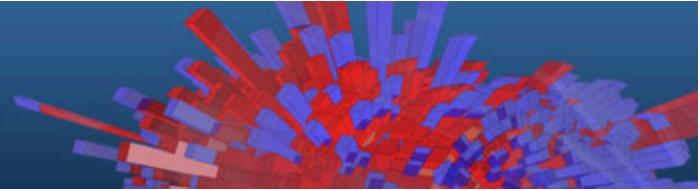
*write\_ntuple\_to\_file.cpp*

```
TFile ofile("conductivity_experiment.root","RECREATE");
TNtuple cond_data("cond_data",
                  "Example N-Tuple",
                  "Potential:Current:Temperature:Pressure");
TRandom3 rndm; // We'll fill random values
float pot,cur,temp,pres;
for (int i=0;i<10000;++) {
    pot = rndm.Uniform(0.,10.);      // get voltage
    temp = rndm.Uniform(250.,350.); // get temperature
    pres = rndm.Uniform(0.5,1.5);   // get pressure
    cur = pot/(10.+0.05*(temp-300.)-0.2*(pres-1.)); // current
    // add some random smearing (measurement errors)
    pot* = rndm.Gaus(1.,0.01); temp+=rndm.Gaus(0.,0.3);
    pres*= rndm.Gaus(1.,0.02); cur*=rndm.Gaus(1.,0.01);
    // write to ntuple
    cond_data.Fill(pot,cur,temp,pres);
}
// Save the ntuple and close the file
cond_data.Write(); ofile.Close();
```

# Exercise: Potential of the Tree

- Run the `write_ntuple_to_file.C` macro
- Open the file in the TBrowser
- Create plots clicking on the leaves

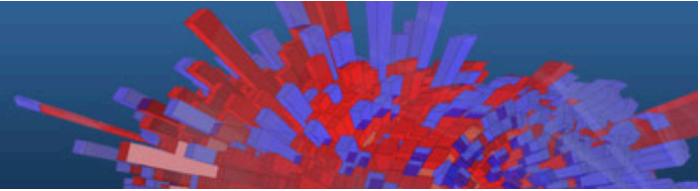
# Accessing Complex Trees



- TTreeReader class: tool to access complex trees in a type-safe manner
  - Not only floating point numbers as in TNtuple, but all objects!

```
// Access a TTree called "MyTree" in the file:  
TTreeReader reader("MyTree", file);  
// Establish links with two of the branches  
TTreeReaderValue<float> rvMissingET(reader, "missingET");  
TTreeReaderValue<std::vector<Muon>> rvMuons(reader, "muons");
```

# Accessing the Data



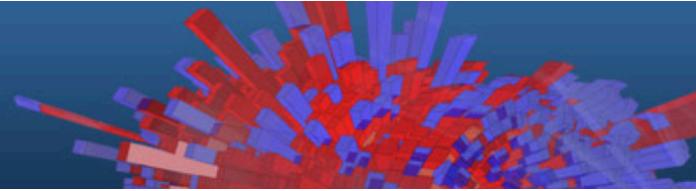
```
// Loop through all the TTree's entries
// It behaves like an iterator...
while (reader.Next()) {
    float missingET = *rvMissingET;
    ...
    for (auto&& mu: rvMuons) { hist->Fill(pT); }
}
```



[TTreeReader\\_Example\\_cpp](#)

ROOT Summer Student Tutorial 2016

# PyROOT



- ROOT offers the possibility to interface to Python via a set of bindings called PyROOT
- Mix the power of C++ (compiled libraries) and flexibility of Python
- Killer application: JIT of C++ code from within Python
  - Real mix of the two languages

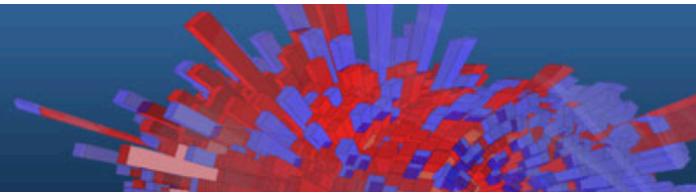
See Primer's section 8 for more details

Entry point to use ROOT from within Python:

```
import ROOT
```

All classes you now know can be accessed like ROOT.TH1F, ROOT.TGraph, ...

# Exercise



- Open the Python interpreter (type `python`)
- Import the ROOT module
- Create an histogram with 64 bins and a x axis ranging from 0 to 16
- Fill it with random numbers distributed according to a linear function (“`pol0`”)
- Change its line width with a thicker one
- Draw it!

# Exercise

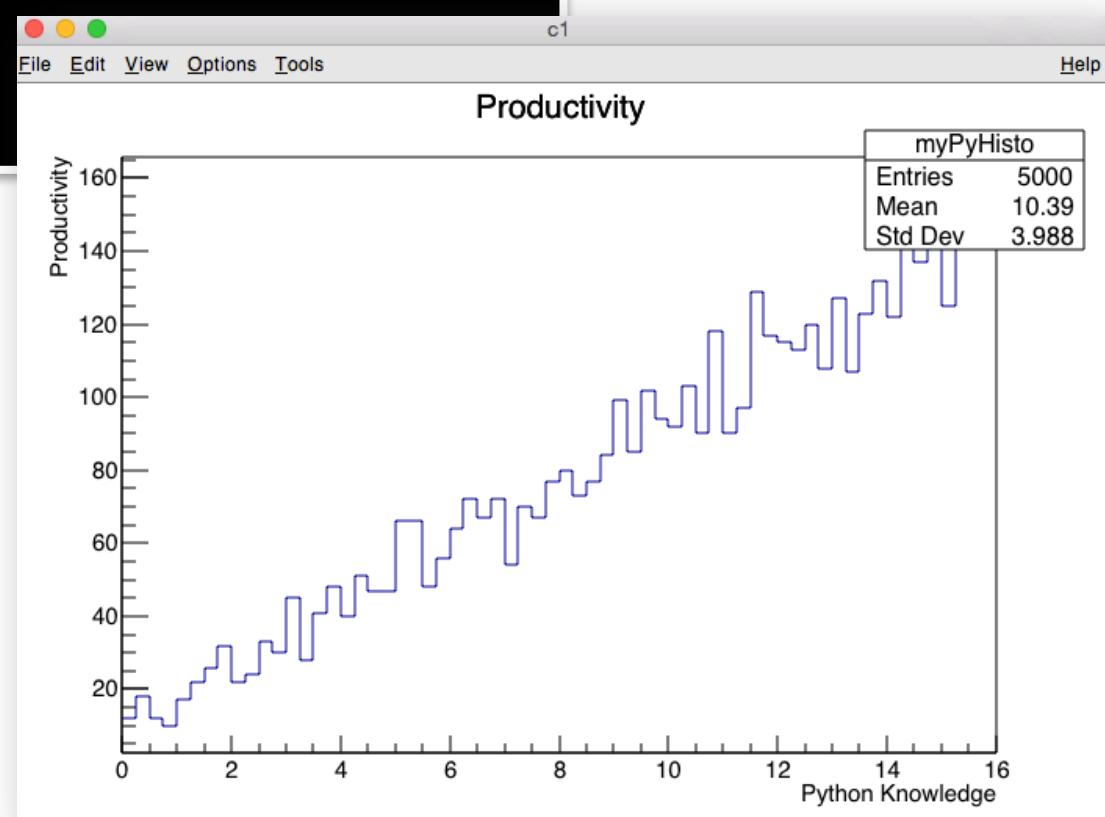
```
~> python
>>> import ROOT
>>> h = ROOT.TH1F("myPyHisto","Productivity;Python
Knowledge;Productivity",64,0,16)
>>> h.FillRandom("pol1")
>>> h.Draw()
```



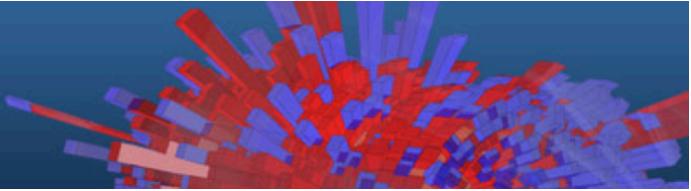
[FillHistogram\\_Example\\_py](#)



[TTreeAccess\\_Example\\_py](#)



# Review of the objectives



## Objectives:

- Become familiar with the ROOT toolkit
- Be able to use the C++ prompt
- Plot data
- Fit data
- Perform basic I/O operations