



rootJS - Specification

PSE - Software Engineering Practice

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STEINBUCH CENTER FOR COMPUTING



About PSE



Praxis der Softwareentwicklung(PSE) = Software Engineering Practice

Waterfall model

Usage

- Planning/definition
- Functional specification

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Environment Data Interface Scenarios Use Cases

Purpose



Node.js bindings for ROOT

be able to write ROOT code in Node.js programs

Environment Data Interface Scenarios Use Cases

integrate ROOT into Node.js based web applications

Required Criteria



The bindings must

- work on Linux
- allow the user to interact with any ROOT class from the Node.js JavaScript interpreter
- accept C++ code for just-in-time compilation
- update dynamically following changes to C++ internals
- provide asynchronous wrappers for common I/O operations (i.e. file and tree access)

Scenarios Use Cases

Optional Criteria



The bindings should

- support the streaming of data in JavaScript Object Notation (JSON) format compatible with JavaScript ROOT
- implement a web server based on Node.js to mimic the function of the ROOT HTTP server
- work OS independent (i.e. support Mac OS X, Linux operating systems)

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Limiting criteria



The bindings should not

- add any extending functionality to the existing ROOT framework
- necessarily support previous/future ROOT versions

Environment Data Interface Scenarios Use Cases

Product usage



rootJS will be used to create web-applications that can:

- Expose processed data (that might otherwise be hard to access) and then visualize it locally
- Interact with data both stored somewhere accessible for the server or streamed via remote procedure call (RPC)

Scenarios Use Cases

Run on any platform that supports a browser

Interface



Audience



Most users of rootJS will be used to working in Linux and with web servers. At the very least, they will be able to install ROOT and also be proficient in programming languages like JavaScript and C++.

- Scientists (e.g. particle physicists)
- Researchers
- Web-developers interested in creating applications based on ROOT

Data Interface Scenarios Use Cases

Operating conditions



- rootJS will be used on servers that run ROOT and have access to the required data sources.
- As ROOT 6 currently runs on Linux and OS X only, usage of the bindings is limited to those platforms.

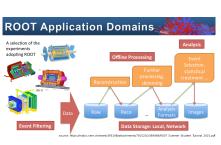
Scenarios Use Cases

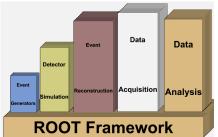
Interface

ROOT



- process and visualize large amounts of scientific data (CERN)
- features a C++ interpreter (CLING) i.e. used for rapid and efficient prototyping
- persistency mechanism for C++ objects







Node.js



- open source runtime environment
 - develop server side web applications
 - act as a stand alone web server





Node.js



- open source runtime environment
 - develop server side web applications
 - act as a stand alone web server
- Google V8 engine to execute JavaScript code





Node.js



- open source runtime environment
 - develop server side web applications
 - act as a stand alone web server
- Google V8 engine to execute JavaScript code
- rootJS bindings realized as native Node.js module written in C++





Interface

Hardware



- Task: encapsulation of ROOT objects and functions
 - → scanning ROOT structures during initialization
 - → encapsulating objects with heavily nested object structures

Environment Data Interface Scenarios Use Cases System Model

→ introduce (proxy) object cache

Usage

Hardware



- Task: encapsulation of ROOT objects and functions
 - → scanning ROOT structures during initialization
 - → encapsulating objects with heavily nested object structures
 - → introduce (proxy) object cache

⇒ generally negligible hardware requirements of the bindings themselves

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Product data



The following data will be stored by the rootJS bindings

- All ROOT classes and methods as they dynamically mapped to their JavaScript equivalents
- **ROOT** environment state
- Application context is derived from TApplication
- Map of v8::handles 2 identified by the address of ROOT objects

Scenarios Use Cases

Data

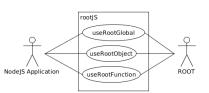
Interface

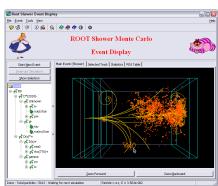
Product interface



Event Viewer











Client application

ROOT framework

TROOT

PSE Purpose Usage Environment Data Interface Scenarios Use Cases System Model





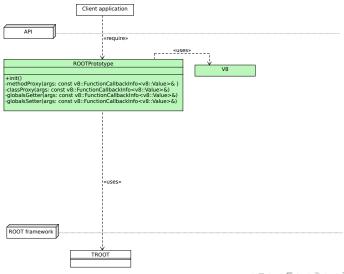


ROOT framework

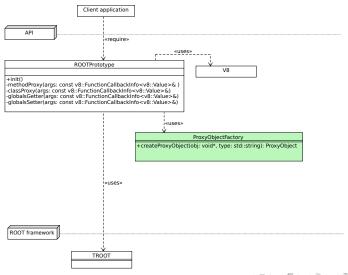
TROOT

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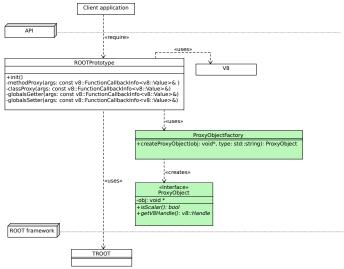




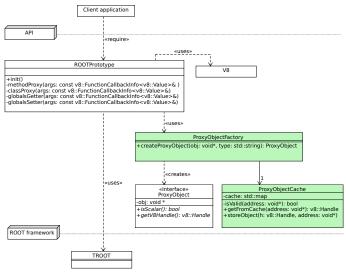




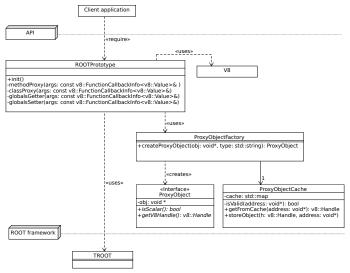












System Model

Initialization



- Expose all
 - Global variables
 - Global functions
 - Classes

Initialization



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 - Global variables
 - Global functions
 - Classes
- Each are bound to corresponding proxy methods
- An object which members are the exposed features is beeing passed to node

Initialization



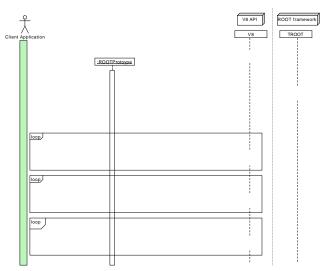
- Expose all
 - Global variables
 - Global functions
 - Classes
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Names

- Functions and classes have the same name as in Root
- Global variables can be called using Get[Variable] and Set[Variable] methods

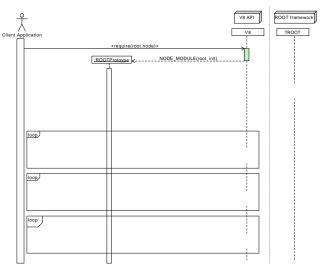






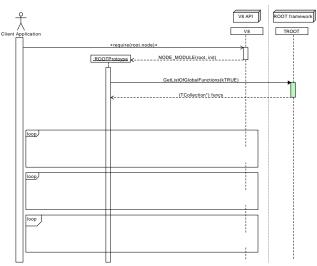
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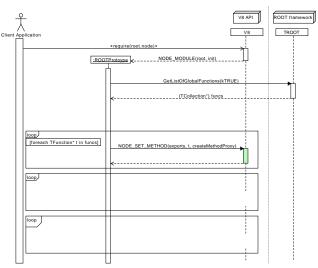


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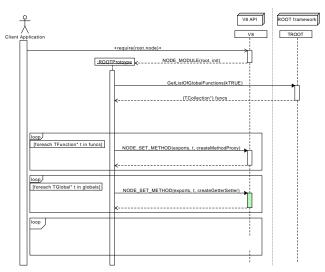






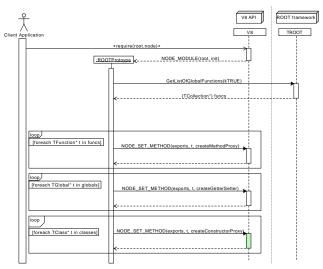








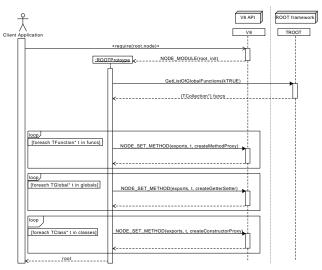






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Call a feature



All features in node are mapped to a proxy method that will be called

Environment Data Interface Scenarios Use Cases

Call a feature



- All features in node are mapped to a proxy method that will be called
- The proxy method will eventually call a root function and pass the result to our ObjectFactory

Scenarios Use Cases

Interface

Call a feature



- All features in node are mapped to a proxy method that will be called
- The proxy method will eventually call a root function and pass the result to our ObjectFactory
- By looking at the object type an corresponding v8::Handle will be generated and returned to node

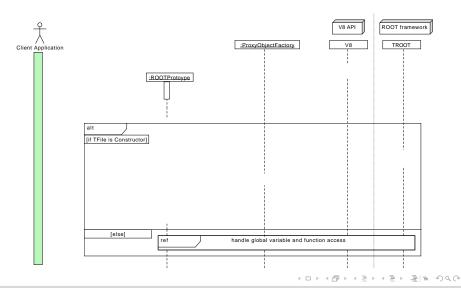
Scenarios Use Cases

If the result is an object this will be done recursively

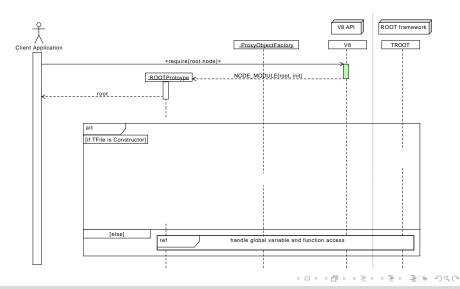
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Environment Data Interface

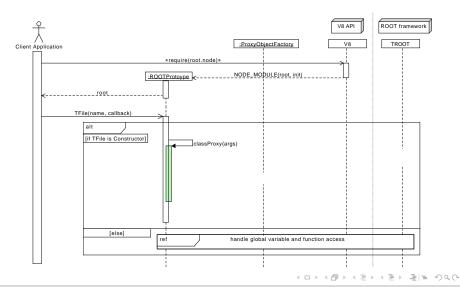




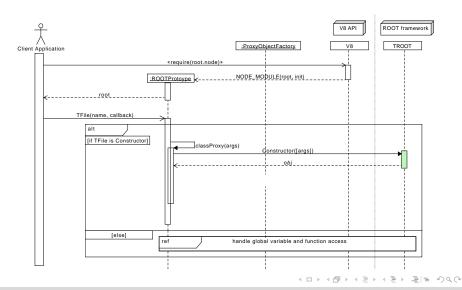




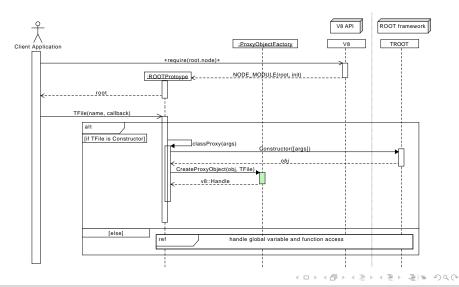




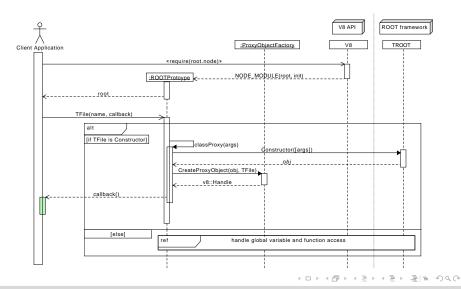




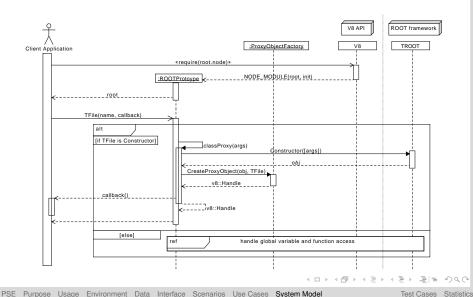












Test Cases



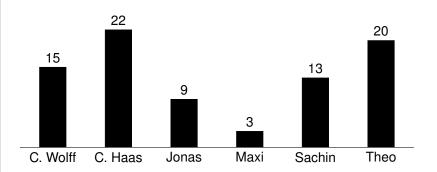
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Test Cases Statistics

Merges

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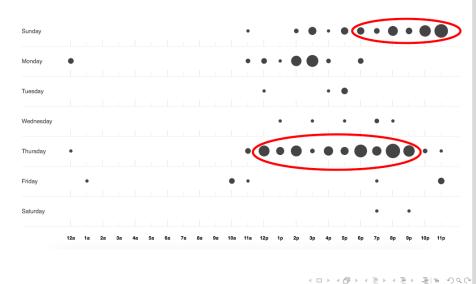


Environment Data Interface Scenarios Use Cases System Model



Punchcard





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