

MINT Tutorial

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Outline

- Directory Structure, compilation etc
- Named Variables
- The Minuit Interface

Before you start

- Make sure you've got access to root. Type

```
root -l &
```

- If that starts root, you're fine - just stop root (by typing `.q`) and go to the next page. Otherwise you will need set root up. That's not easy at CERN.
- This is one less than elegant way that works:

```
setenvDaVinci
```

```
source $DaVinci_release_area/DAVINCI/DAVINCI_v20r2/Phys/DaVinci/  
v20r2/cmt/setup.csh
```

Directory Structure, compilation, etc

- Different groups of classes are put into some directory, say `NamedParameter`
- Each directory contains a subdirectory called `src` with the source code. Most contain a subdirectory called `test` with some testing code. Only the code in the test directories contains a `main()` function and can be compiled.
- To compile, go the test directory of interest and type `make`.

Make your own

- The code that you have now will certainly change in the near future.
- To make this less painful it would be wise not to put any of your own code into any existing directory (at least not code that you want to keep).

- Make your own directory:

```
mkdir myOwn  
mkdir myOwn/src  
mkdir myOwn/test  
cd myOwn/test  
cp ../../NamedParameter/test/Makefile .
```

Named Parameters

- A NamedParameter can be initialised from a file. By default, parameters are read from stdin.
- Declare like this:

```
NamedParameter<double> myDble( "myDble" );  
NamedParameter<int>    Nevents( "Nevents" );  
NamedParameter<string> ampName( "Amplitude Name" );
```
- Initialise in a file like this:

```
myDble 27.0  
Nevents 280  
"Amplitude Name"  "B to D pi"
```
- You can also initialise values in the C++ source code, and specify a parameter file to read from instead of stdin - see the task on the next slide.

NamedParameters

Hands-On

- Go to `NamedParameters/test`
- Look at `testNamed.C` - it contains the code.
- Look at `testNamed.txt` - it contains the parameter initialisations.
- type “make” to compile the code (if you get incomprehensible errors, try “make clean” first, and then again “make”)
- type: `./testNamed < testNamed.txt`
- See if you understand the output. Add your own parameter. Try initialising it in the code. Try reading it from sth else than stdin.

The Minuit Interface

- Minimiser is the Minuit interface. In fact, Minimiser inherits from TMinuit, so you can use all TMinuit command.
- The difference is mainly how fit parameters are passed to Minuit. This is done with the class FitParameter
- FitParameter is a kind of NamedParameter and you initialise your fit parameters in a file.
- Otherwise you use your FitParameters in your likelihood like any other double.
- You do not need to keep track of how parameters are passed around in Minuit.

Minimiser Hands-On

- Go to PdfAndLogL/test
- type make
- run the code with `toyFit < toyFit.txt`
- Read the code and the output file. Understand what's going on.
- Add a likelihood scan to the code
- Write your own toy fit, say for a Gaussian.

Old-style Scanning code

```
Double_t arglist[100] = {0};
Int_t ierflg=0;
TFile fscan("scanTau.root", "RECREATE");
arglist[0]=0;
mini.mnexcm("SCAN", arglist, 1, ierflg);
TGraph *gr1 = (TGraph*)mini.GetPlot();
if(0 == gr1){
    cout << " didn't get plot " << endl;
}else{
    cout << "got plot!" << endl;
    fscan.cd();
    gr1->Write();
}
fscan.Close();
```

(the point of this exercise is to demonstrate that you can use TMinuit's functionality from MINT's Minimiser)

New-Style Scanning

- * Assuming you start with your ASCII text file where you
- * initialise your FitParameter (say its name is x) like
- * this:

| * Name | fix? | value | error | min | max |
|--------|------|-------|-------|-----|-----|
| x | 0 | 1 | 0.1 | | |

- * Now just add a line <parameter name>_Scan <from> <to>
- * like this:

```
x_Scan -0.5 0.5
```

Optional extras

- If you want to know how to write a likelihood w/o using Neg2LL, try out the code in Minimiser/test.
- Run `./testMinimiser < testMinimiser.txt`
- Check out `main()` to see how to use `NamedParameters` to modify the behaviour of the program.