



# L1/Velo OO Migration Plans

- Team members
- Migration plan
- Feedback


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# Team members:

- Core development
  - Bruce Hay (CERN)
- L1 trigger algorithms
  - Roland Richter (Heidelberg)
  - Pawel Jalocho (Cracow)
  - Frank Fiedler (CERN)
  - Bruce Hay (CERN)

*Short of manpower for core development - welcome help.*

# Migration plan: Data model

- existing data model (as presented in last software meeting) is an almost exact copy of the SICb data model for L1 & Velo  
[ all documentation can be found at <http://cern.ch/bruce> ]
- automatic code documentation using 
- Currently plan to review all classes in our data model

<b>Class</b>	<b>Contents</b>	<b>Timescale</b>
MCVeloHit	Entry/exit points, etc. from MC tracking	July/August 2000
RawVeloHit	Digitised hits in Silicon strips	July/August 2000
VeloCluster	Reconstructed R/Phi cluster	July/August 2000

then carry on with 2D/3D tracks, vertices - completed by September.

# http://cern.ch/bruce

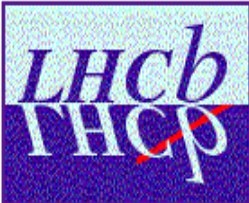
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## Bruce's home page

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### Documentation for my public Gaudi packages:

- Documentation generated by [doxygen](#):
  - (Use the index at the top of the page to navigate)
    - [VeloEvent documentation](#)
    - [LOEvent documentation](#)
    - [L1Event documentation](#)
- LHCb notes:
  - [LHCb 2000-009, COMP, Accessing Level 1 and Velo SICb data within the GAUDI framework](#)
  - [LHCb 2000-xxx, COMP, Level 0 SICb converters for the GAUDI framework](#)

### Some useful links:

- [Gaudi classes](#) on LHCb web
- [CLHEP](#) home page
- [C++ STL](#) home page on CERN web

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[Bruce Hay](#)  
Last modified: Mon Jun 19 15:55:30 CEST

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Location: [http://bruce.home.cern.ch/bruce/VeloEvent/class\\_velocluster.html](http://bruce.home.cern.ch/bruce/VeloEvent/class_velocluster.html)

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## VeloCluster Class Reference

```
#include <VeloCluster.h>
```

Inheritance diagram for VeloCluster:

```

classDiagram
    class ContainedObject
    class VeloCluster
    ContainedObject <|-- VeloCluster
  
```

[List of all members.](#)

### Public Methods

**VeloCluster** ()  
*Constructors.*

**VeloCluster** ( unsigned char station, double coordinate, unsigned char detector, unsigned char sector, double centerWeight, double centerGeom, double pulseHeight, double width, double zPosition )

**VeloCluster** ( const VeloCluster& copy )

virtual **~VeloCluster** ()  
*Destructor.*

virtual const CLID& **clID** () const

unsigned char **station** () const  
*Retrieve station number.*

void **setStation** ( unsigned char new\_station )  
*Update station number.*

double **coordinate** () const  
*Retrieve coordinate.*

void **setCoordinate** ( double new\_coordinate )  
*Update coordinate.*

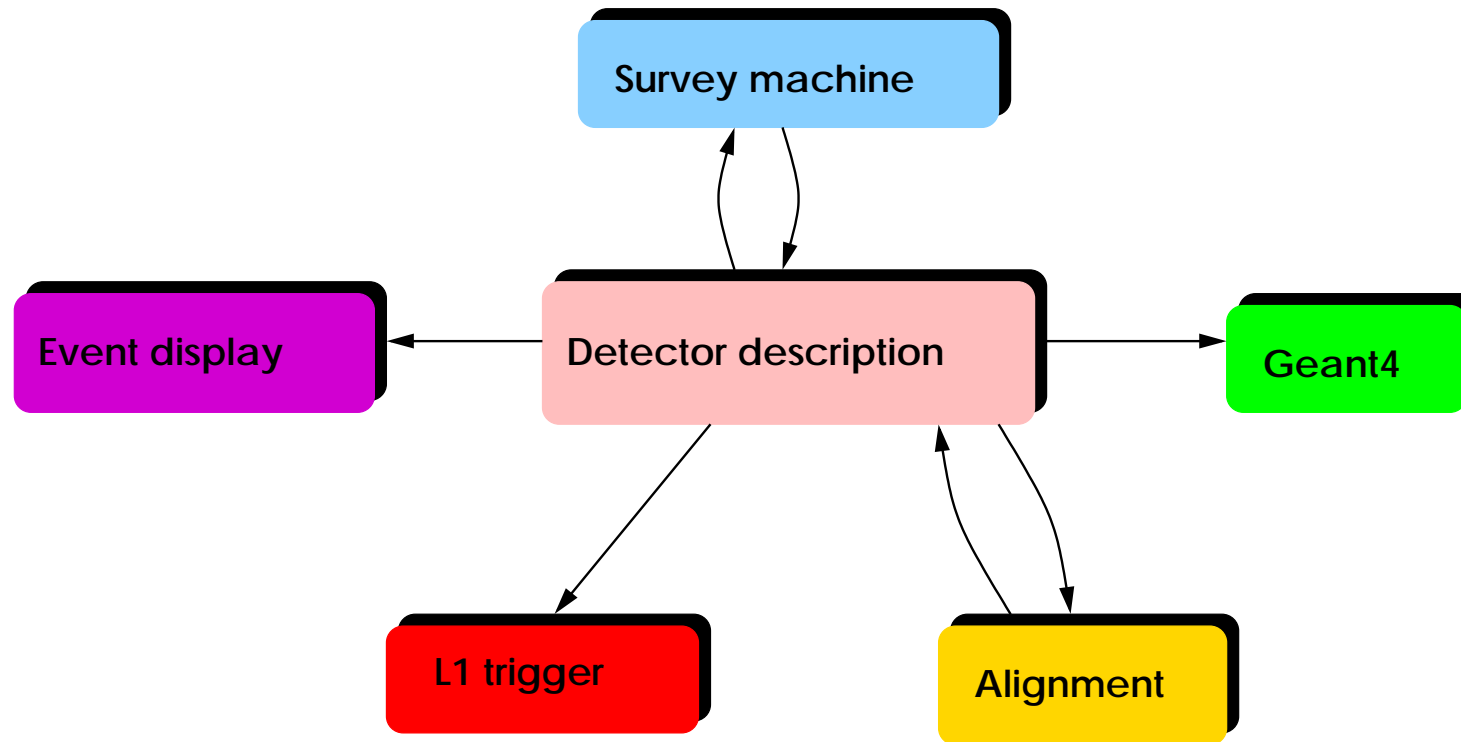
unsigned char **detector** () const  
*Retrieve detector number (Phi sector 1-6).*

void **setDetector** ( unsigned char new\_detector )

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# Migration plans: detector description

- current XML description too static?



Proposal: describe volumes & materials separately from alignment. We plan to have a working meeting on this starting September 4. (Liverpool/NIKHEF/CERN). *New Velo detector will be implemented.*

# Migration plans:

- Digitisation

- requires geometry
- will implement new features

*noise*

*inefficiency*

*charge diffusion*

- start design now - completed after Geometry description (+2 months)

- Reconstruction

- cluster reconstruction: start design now - completed after Geometry description (+2 months)
- 2D/3D tracks, vertices? In SICb these were the same objects as the L1 tracks and vertices. What to implement for L1 emulation only or for offline use?

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# Feedback:

- **Manpower**
  - with testbeam and detector optimisation a priority we are unable to commit people to OO migration at the moment
- **Commonality/uniformity of approach**
  - to avoid a lot of rewriting later we would like to see certain things better specified
  - standardisation of access to data objects: no fancy containers/objects
  - standard method for linking to MC: inheritance or reference tables
  - stick to naming conventions
- **Workshops rather than meetings**
  - to arrive at a concensus and common approaches more easily and quickly than in a distributed environment
  - hands-on approach to aid transfer of information to the implementors