



- ◎ **EWPA** is intended to provide only a simple and easy-to-maintain environment where develop analysis code
 - ★ decoupling data access to common inserter tools (unique and well-defined selections)
 - ★ decoupling common analysis code (e.g. track matching)
 - ★ allowing for UserData handling (add additional properties to event/particle)
 - ★ allowing to save analysis results to POOL D2PD for later use and resource optimizations
 - ★ allowing to develop independently different part of analysis (Tool1, Tool2, ...), test them separately and finally run them in sequence in a unique job
 - ★ ...
- ◎ How many effort to port code in EWPA ?
 - ★ just run **ewpa_makeClass** EWMyAnalysisTool
 - ★ create the skeleton of class .h, .cxx, and jobOptions
 - ★ cut and past your code
 - ★ change loops to interact with EWEventLibrary (probably “slimming” them a lot ...)
- ◎ For more see **EWPA twiki** page ...



◎ **EWPA** provides

- ★ **EWInserters** to read and select particles from AOD/DnPD
- ★ **EWAssociator** to match particles of different types
- ★ **EWOverlapper** to remove overlap
- ★ **EWStatManager** to easy get statistical features (histos, n-tuples, fits, ...)
- ★ **EWEventLibrary** and **EWEventObject** to handle event and particle information

◎ I don't want to go in details: only few words on information handling

★ **EWEventObject** is a data-class to record:

- particle pointer (Muon*) with a label (EWPA::MuidCBMuon)
- along with any desired particle-level UserData (tags, isolation, matches, overlaps, ...)
- and inter-particle links (matchers, overlappers, ...)

★ **EWEventLibrary** is a data-class to record:

- EWEventObjectCollections with a label (EWPA::MuidCBMuon)
- along with any desired event-level UserData (selections, run information, ...)
- plus TrigDecisionTool and MissingET objects

★ **EWEventLibrary** provides also methods for loops

◎ **EWPA** provides

- ★ **EWInserters** to read and select particles from AOD/DnPD
- ★ **EWAssociator** to match particles of different types
- ★ **EWOverlapper** to remove overlap
- ★ **EWStatManager** to easy get statistical features (histos, n-tuples, fits, ...)
- ★ **EWEventLibrary** and **EWEventObject** to handle event and particle information

◎ I don't want to go in details: only few words on information handling

★ **EWEventObject** is a data-class to record:

- particle pointer (Muon*) with a label (EWPA::MuidCBMuon)
- along with any desired particle-level UserData (tags, isolation, matches, overlaps, ...)
- and inter-particle links (matchers, overlappers, ...)

★ **EWEventLibrary** is a data-class to record:

- EWEventObjectCollections with a label (EWPA::MuidCBMuon)
- along with any desired event-level UserData (selections, run information, ...)
- plus TrigDecisionTool and MissingET objects

★ EWEventLibrary provides also methods for loops, just 2 example in next slides ...

Example1: a simple loop



```
const ParticleJetContainer* jetContainer;  
sc = m_storeGate->retrieve(jetContainer, m_jetContainerName);  
if (sc.isFailure() || !jetContainer) {  
    log << MSG::WARNING << "No AOD Jet Container found !" << endreq;  
    return StatusCode::SUCCESS;  
}  
ParticleJetContainer::const_iterator it = jetContainer->begin();  
for ( ; it != jetContainer->end() ; ++it ) {  
  
    double pt = (*it)->pt();  
  
}
```

Analysis Skeleton based

Example1: a simple loop



```
const ParticleJetContainer* jetContainer;  
sc = m_storeGate->retrieve(jetContainer, m_jetContainerName);  
if (sc.isFailure() || !jetContainer) {  
    log << MSG::WARNING << "No AOD Jet Container found !" << endreq;  
    return StatusCode::SUCCESS;  
}
```

```
ParticleJetContainer::const_iterator it = jetContainer->begin();  
for ( ; it != jetContainer->end() ; ++it ) {
```

```
    double pt = (*it)->pt();
```

```
}
```

```
EWEventObject* jet;  
m_EWvtlib->resetCounter(EWPA::JetCone7H1TW);  
while(m_EWvtlib->getNext(EWPA::JetCone7H1TW, jet)) {
```

```
    double pt = jet->pt();
```

```
}
```

Example2: a not so simple match



```
const TruthParticleContainer* mcpartTES;  
sc=m_storeGate->retrieve( mcpartTES, truthParticleContainerName);  
if( sc.isFailure() || !mcpartTES ) {  
    log << MSG::WARNING << "No AOD MC truth particle container found in TDS" << endreq;  
    return StatusCode::SUCCESS;  
}  
const MuonContainer* muonTES;  
sc=m_storeGate->retrieve( muonTES, muonContainerName);  
if( sc.isFailure() || !muonTES ) {  
    log << MSG::WARNING << "No AOD muon container found in TDS" << endreq;  
    return StatusCode::SUCCESS;  
}  
MuonContainer::const_iterator muonItr  = muonTES->begin();  
MuonContainer::const_iterator muonItrE = muonTES->end();  
for (; muonItr != muonItrE; ++muonItr) {  
    int index = -1;  
    double deltaRMatch;  
    const TruthParticleContainer * truthContainer = mcpartTES;  
    bool findMatch = m_analysisTools->matchR((*muonItr), truthContainer, index, deltaRMatch, (*muonItr)->pdgId());  
    if(findMatch) {  
    }  
    ....  
}
```

Example2: a not so simple match



```

const TruthParticleContainer* mcpartTES;
sc=m_storeGate->retrieve( mcpartTES, truthParticleContainerName);
if( sc.isFailure() || !mcpartTES ) {
    log << MSG::WARNING << "No AOD MC truth particle container found in TDS" << endreq;
    return StatusCode::SUCCESS;
}
const MuonContainer* muonTES;
sc=m_storeGate->retrieve( muonTES, muonContainerName);
if( sc.isFailure() || !muonTES ) {
    log << MSG::WARNING << "No AOD muon container found in TDS" << endreq;
    return StatusCode::SUCCESS;
}
MuonContainer::const_iterator muonItr = muonTES->begin();
MuonContainer::const_iterator muonItrE = muonTES->end();
for (; muonItr != muonItrE; ++muonItr) {
    int index = -1;
    double deltaRMatch;
    const TruthParticleContainer * truthContainer = mcpartTES;
    bool findMatch = m_analysisTools->matchR((*muonItr), truthContainer, index, deltaRMatch, (*muonItr)->pdgId());
    if(findMatch) {
    }
    ....
}

EWEvtObject* muon;
m_EWvtlib->resetCounter(EWPA::MuidCBMuon);
while(m_EWvtlib->getNext(EWPA::MuidCBMuon, muon)) {
    if(muon->isAssoPart(EWPA::TrueMuon)) {
        ...
    }
}

```

Example2: a not so simple match



```

const TruthParticleContainer* mcpartTES;
sc=m_storeGate->retrieve( mcpartTES, truthParticleContainerName);
if( sc.isFailure() || !mcpartTES ) {
  log << MSG::WARNING << "No AOD MC truth particle container found in TDS" << endreq;
  return StatusCode::SUCCESS;
}
const MuonContainer* muonTES;
sc=m_storeGate->retrieve( muonTES, muonContainerName);
if( sc.isFailure() || !muonTES ) {
  log << MSG::WARNING << "No AOD muon container found in TDS" << endreq;
  return StatusCode::SUCCESS;
}
MuonContainer::const_iterator muonItr = muonTES->begin();
MuonContainer::const_iterator muonItrE = muonTES->end();
for (; muonItr != muonItrE; ++muonItr) {
  int index = -1;
  double deltaRMatch;
  const TruthParticleContainer * truthContainer = mcpartTES;
  bool findMatch = m_analysisTools->matchR((*muonItr), truthContainer, index, deltaRMatch, (*muonItr)->pdgId());
  if(findMatch) {
  }
  ....
}

EWEvtObject* muon;
m_EWvtlib->resetCounter(EWPA::MuidCBMuon);
while(m_EWvtlib->getNext(EWPA::MuidCBMuon, muon)) {
  if(muon->isAssoPart(EWPA::TrueMuon)) {
  ...
  }
}

```

Analysis Skeleton based

EWPA

matching previous calculated
with common tool

