

Part 2

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TGraphs and TProfiles



TGraph & Co.

- An other basic object of ROOT: **2D scatter plots**
- **TGraph** stores a **set of points** in (x,y)
 - **TGraphErrors**: error bars
 - **TGraphAsymmErrors**: asymmetric error bars
 - **TGraphBentErrors**: asymmetric error bars in diagonal directions
 - **TGraphPolar**: polar scale ...
- Many **commands** in common with the histograms and functions
 - `Fit()`, `Draw()`



Filling a TGraph* - 1

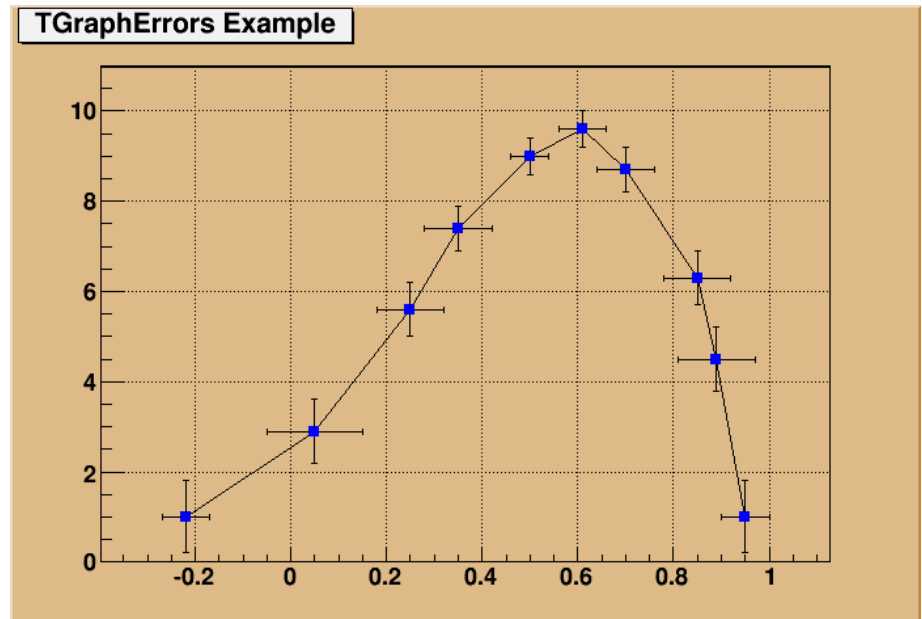
- Option #1: give each point individually

```
Int_t n = 10;
TGraphErrors* gr = new TGraphErrors(n);
for (Int_t i=0;i<n;i++)
{
    gr->SetPoint(i,x,y);
    gr->SetPointError(i,x,y)
}
gr->Draw("AZP");
```

- Points can be edited/moved also in the GUI

Filling a TGraph* - 2

- Option #2: feed the vectors of points and errors



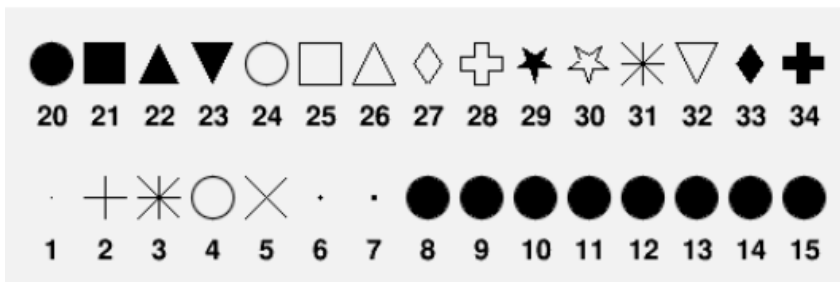
```
Int_t n = 10;  
Double_t x[n] = {-0.22, 0.05, 0.25, 0.35, 0.5,  
0.61,0.7,0.85,0.89,0.95};  
Double_t y[n] = {1,2.9,5.6,7.4,9,9.6,8.7,6.3,4.5,1};  
Double_t ex[n] = {.05,.1,.07,.07,.04,.05,.06,.07,.08,.05};  
Double_t ey[n] = {.8,.7,.6,.5,.4,.4,.5,.6,.7,.8};  
gr = new TGraphErrors(n,x,y,ex,ey);
```

TGraph options

- Can set **dimension**, **type** and **color** of the marker

```
gr->SetMarkerColor(4);  
gr->SetMarkerStyle(21);
```

- Drawing options given from **TGraphPainter**
 - Can do exclusion plots or similar
 - Check **documentation** for all options
 - Can be done by the **GUI**





Drawing TGraphs

- Use the **same commands** as histograms to:
 - draw, set title, set axis labels and options (e.g. time scale), fit, ...

```
gr->SetTitle("My Graph");  
gr->GetXaxis()->SetTitle("energy (keV)");  
gr->Fit("gaus");  
gr->Draw("APL")
```

Draw axes Draw markers Draw line



Notice: axes are *not drawn by default*. The **option A** must be specified to have them. If not given, the graph is drawn in the current coordinate system

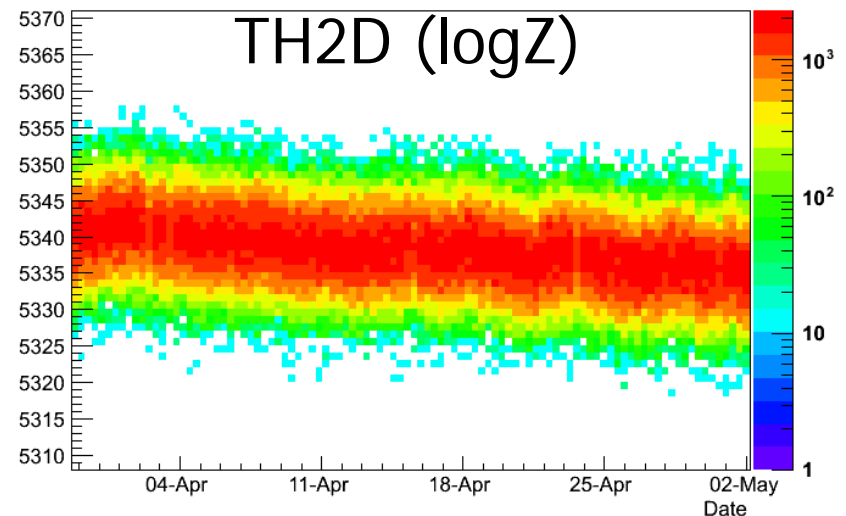
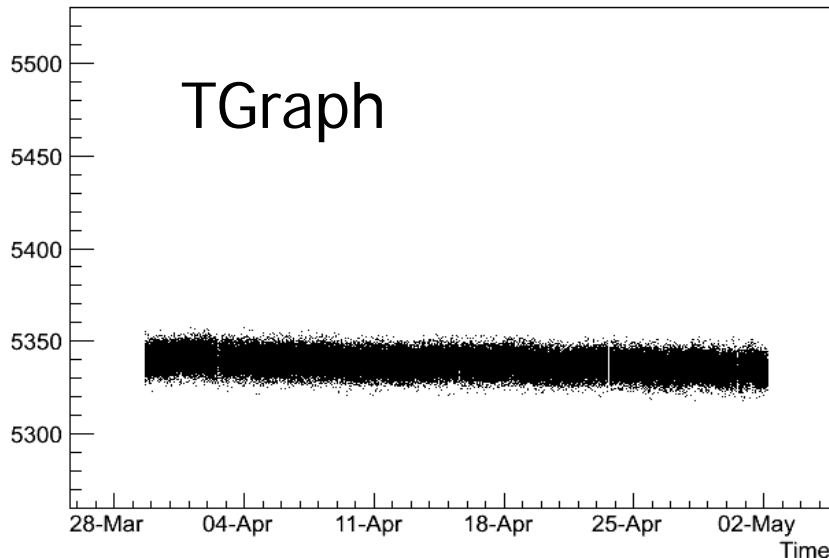


TProfile

- Profile histograms (TProfile) alternative to 2D-histograms
- Display the **mean value** of y and its error for **each bin** in x
 - Error: standard error on the mean (rms/\sqrt{N})
 - It is possible also to show the **global rms** as error
- Useful when you want to see the **general trend** of y vs. x
 - It makes sense when y is an **unknown** (but **single-valued**) approximate **function of x** (apart from statistical fluctuations)

TProfile – when to use it

- Real-life case:
 - Monitor the stability of a DAQ system, a constant-amplitude **test pulse** is injected every **10 or 20 s**. The measurement lasts for **weeks**
- How do we plot **amplitude vs. time** and identify variations?



TProfile – when to use it

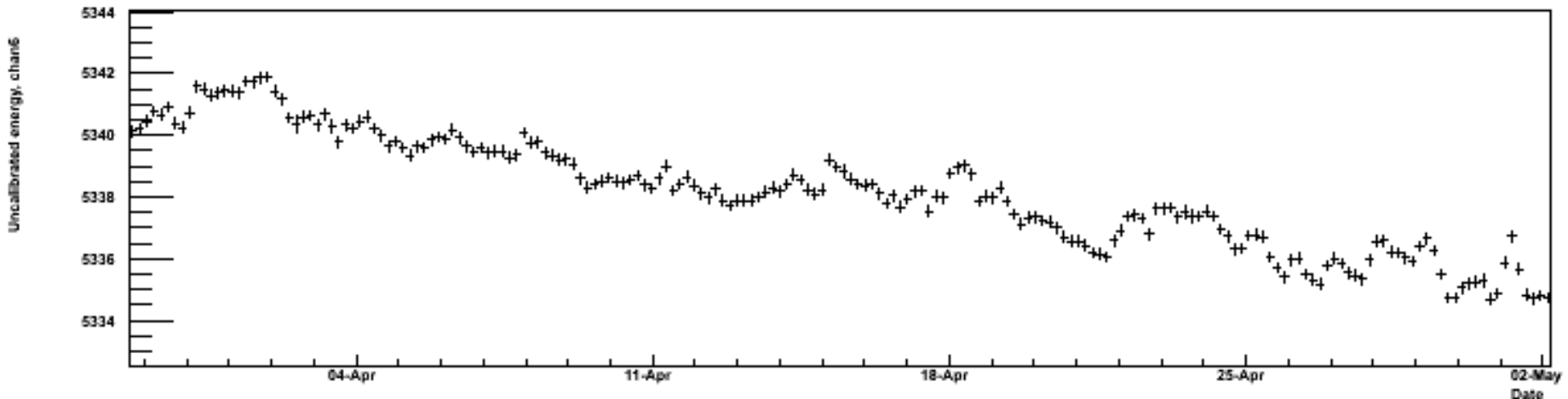
- Generate a **TProfile** from the TH2D

```
TH2D* h2 = ...;
```

```
TProfile* prof = h2->ProfileX();
```

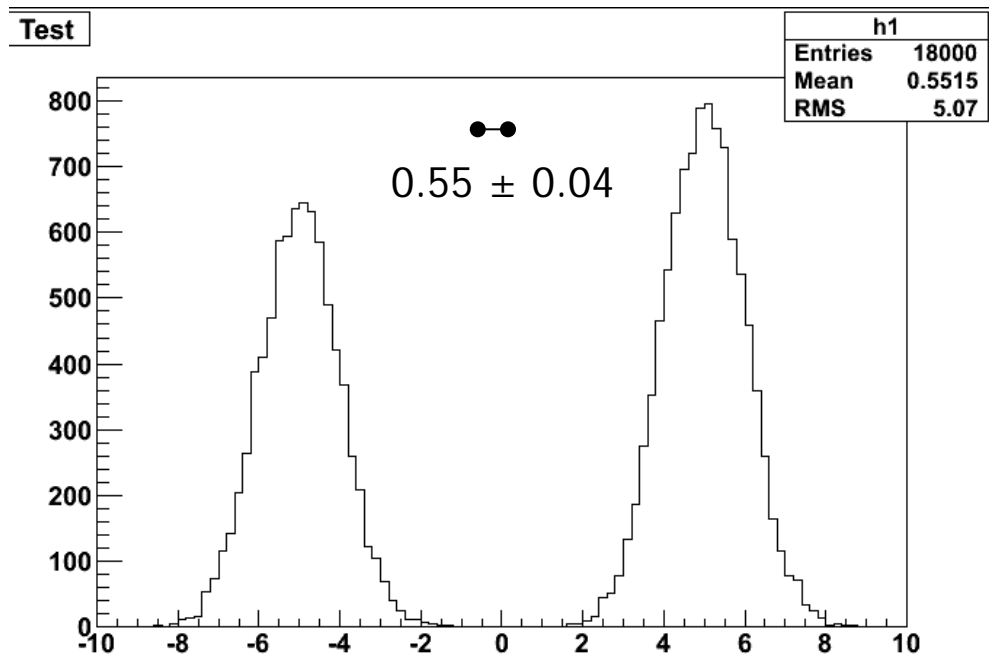
```
prof->Draw();
```

- Can use the **same tools** as for histograms (e.g. **Fit**)



TProfile – a caveat

- If the distribution is not "single-valued", you can get anomalous values or error bars
 - E.g. if the projection $y(x)$ has two peaks

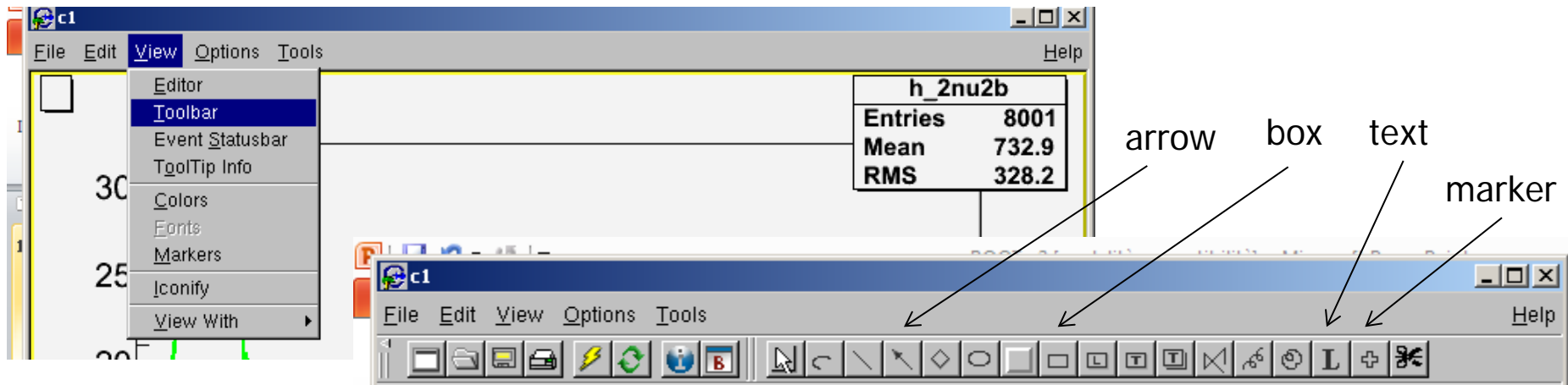




Extra useful tools

TText and other utilities

- Can write **text** in any ROOT canvas
 - Can also draw **lines**, **arrows**, **boxes**, **arcs**...
 - **TLine**, **TArrow**, **TBox**, **TArc**
- Easy to do **interactively** with the GUI, from the **toolbar**
- Of course one can select font, style, size and color





TText and other utilities

- Everything is also doable via **command line** or **macro**

```
TText* text = new TText(10,20,"Ciao");  
text->SetTextFont(42);      x    y  
text->SetTextSizePixels(16);  
text->SetTextColor(kRed);  
text->Draw("same");
```

- Graphical options managed by **TAttText**

- **Alignment**, angle, color, size, font

- **Same** for other objects

```
TArrow* ar2 = new TArrow  
(0.2,0.1,0.2,0.7,0.05,"|>");  x1, y1, x2, y2, size, style  
ar2->SetAngle(40);  
ar2->Draw();
```



T_Latex

- Latex-style math and tools are also supported
→ \ replaced by #

```
h->GetYaxis()->SetTitle("#chi^{2}");
```

x^2

- Can be also used in a similar way as TText

```
TLatex lat;
```

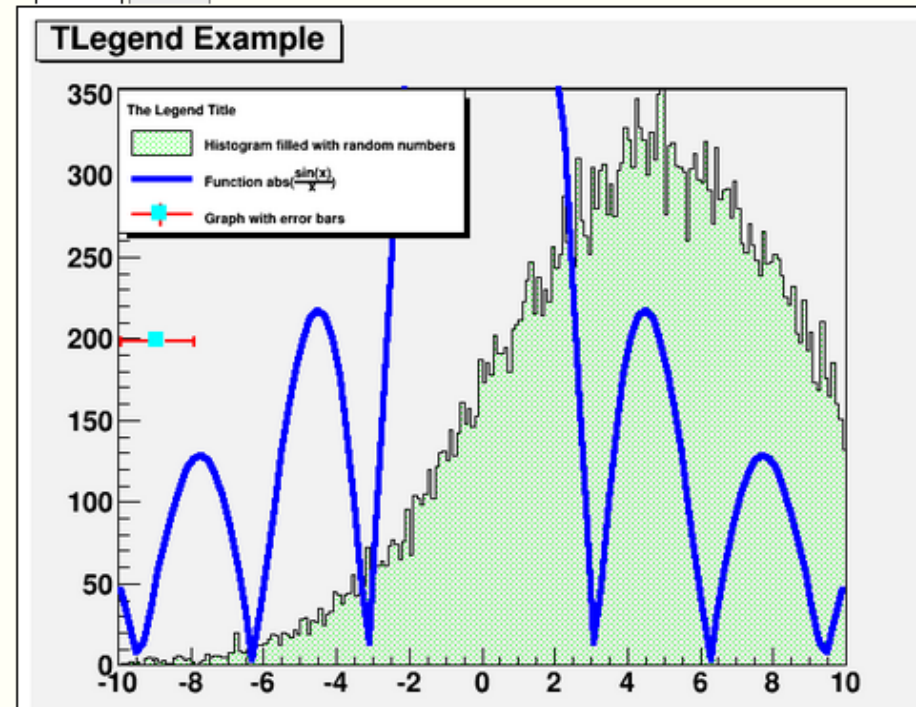
```
lat.SetTextAlign(12);
```

```
lat.DrawLatex(x, y, "#frac{#pi}{2}");
```

- Usual GUI functionalities

TLegend

- It produces a **legend** (that can be drawn on the current canvas)
 - Applies to **all kinds of ROOT objects** (functions, graphs, histograms)
- Can decide which **attribute** (marker/line/fill) is **displayed** for each
 - **Follows** automatically the changes of attributes



```
TLegend leg(0.1,0.7,0.48,0.9);  
leg.SetHeader("Title");  
leg.AddEntry(h1,"Histogram","f");  
leg.AddEntry("f1","Function","l");  
leg.AddEntry("gr","Graph","lep");  
leg.Draw();
```




Scripts and C++



Convention on coding and names

Based on Taligent rules

Classes	Start with T	TTree, TBrowser
Non-class types	End with _t	Int_t
Class data members	Start with f	fTree
Class methods	Start with capital letter	Loop()
Constants	Start with k	kInitialSize, kRed
Static variables	Start with g	gEnv
Class static data members	Start with fg	fgTokenClient



The scripts – unnamed scripts

- Suitable for **very small tasks**
 - Start with "{" and end with "}"
 - All variables in **global scope**
 - No definition of classes and functions
 - No input parameters

Unnamed script: hello.C

```
{  
    cout << "Hello" << endl;  
}
```



The scripts – named scripts

- Suitable for **more complex tasks**, which still do not require an ad-hoc executable (it is a **macro!**)
 - **C++** functions
 - **Scope rules** according to the standard C++
 - The function has the **same name as the file**. It can be executed (**interpreted**) with **.x**

```
root [3] .x myMacro.C
```
 - Supports input **parameters** and **classes**

Named script: [say.C](#)

```
void say(TString what="Hello")
{
    cout << what << endl;
}
```

```
root [3] .x say.C
Hello
root [4] .x say.C("Hi")
Hi
```

ACLiC: Automatic Compiler of Libraries for CINT/cling

- Named scripts can be **interpreted** (line-by-line) by the **CINT/cling** interpreter

```
root [3] .x myMacro.C;
```

- **Compiled** to produce a **shared library** via ACliC (and then possibly executed)

```
root [3] .L myMacro.C++; //always recompile
```

```
root [3] .L myMacro.C+; //recompile if necessary
```

```
{ root [3] .x myMacro.C++; //compile and execute
```

```
root [3] .L myMacro_C.so; //load the shared library
```

```
root [3] myMacro(); //execute the function
```

```
root [3] .U myMacro_C.so; //unload the library
```

- Same syntax also for **cling** in ROOT 6

Named scripts: compiled vs. interpreted



- A compiled named script is **pratically equivalent** to a C++ **executable**
 - Full C++/coding **flexibility**
 - The **syntax** is **checked** by the compiler **prior** to the execution
 - **Much faster** (x5) than the interpreted macro
 - Suitable for **very complex tasks**
 - The only major difference is that you need to **launch it** in a **ROOT session**
- Notice: if you compile a named script, you will need to specify **all relevant #include**
 - **Not required** if the script is **interpreted**
- Suggestion: always compile



The TFile's



TFFile

- **TFFile** is the ROOT object to **handle** I/O (**binary**) files
- Optimized to store ROOT objects, support **data compression**
 - **ROOT format** used for the **raw data** (or interchange format) by several experiments
- Can be organized in **sub-directories**
- Options are:

NEW or CREATE	create a new file for writing, if the file already exists the file is not opened .
UPDATE	open an existing file for writing . If no file exists, it is created
RECREATE	create a new file, if the file already exists it will be overwritten
READ (default)	open an existing file for reading

Open a file and get content

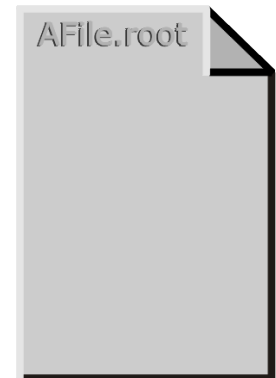
- Open a file for reading:

```
root[] TFile f("Example.root")
```

- List the content of the file

```
root[] f.ls()
```

```
TFile**      Example.root      ROOT file
TFile*       Example.root      ROOT file
KEY: TTree   myTree;1          Example ROOT tree
KEY: TH1F    totalHistogram;1   Total Distribution
KEY: TH1F    mainHistogram;1    Main Contributor
KEY: TH1F    s1Histogram;1      First Signal
KEY: TH1F    s2Histogram;1      Second Signal
```



- Load/retrieve stored objects by name

```
root[] totalHistogram->Draw();
```

```
root[] TH1F* myHisto = (TH1F*)
f.Get("totalHistogram");
```

Works from
command line, not
from macros

General method
(need a cast)



More about TFiles

- When a ROOT file is **opened** it becomes the **current directory**
 - Manual switch: **file.cd()**;
 - If there are no open files, the current directory is the **memory** (gROOT)
- **Histograms** and **trees** that are created after the file opening are **saved automatically** on it
 - When the file is closed, all ROOT objects associated to it are **cleared** from the **memory**
- **Any** ROOT object which derives from **TObject** (e.g. Graphs, Canvas, Arrows, named parameters) can be **written** on a ROOT file
 - Must be added **explicitly**
myObject->Write("name");

How to use ROOT in other C++ projects (Makefile or cmake)





How to use ROOT in other (external) programs - 1

- ROOT TTree/histograms can be typically generated by **DAQ**, **data analysis** or **simulations** (e.g. a Geant4 application)
- In the **real-life** it is often necessary to **use** the **ROOT libraries** within other **external C++ programs**
 - Needed also if you want to **convert** a **macro** into a **stand-alone executable**
- To make the thing work, the **Makefile** or the compiler **command line** must contain:
 - Compilation: the path to the ROOT **header files** (.h)
 - Linking: the path to the ROOT **compiled libraries** (.so) and the **names** of the libraries

How to use ROOT in other (external) programs - 2

- A **ROOT** command (in `$ROOTSYS/bin`) is available which gives back the "**compiler-ready**" options for headers and libraries

- **root-config --cflags**

On my own system, it gives :

```
-pthread -m64 -I/usr/local/root/include
```

- **root-config --libs**

On my own system, it gives:

```
-L/usr/local/root/lib -lCore -lCint -lRIO -lNet -lHist  
-lGraf -lGraf3d -lGpad -lTree -lRint -lPostscript -  
lMatrix -lPhysics -lMathCore -lThread -pthread -lm -  
ldl -rdynamic
```

- `g++ hello.cc -o hello `root-config --cflags --glibs``

An example: the Geant4 GNUmakefile

- To use ROOT in a Geant4 application, you just **add** to the Geant4 **GNUmakefile**

```
CPPFLAGS += `root-config --cflags`
```

```
LDFLAGS += `root-config --libs`
```

- **CPPFLAGS** are the compiler **options** for the **compilation** phase, while **LDFLAGS** are the compiler **options** for the **linking** phase
 - In other Makefiles/systems, the names of the flags **can be different**
- The Geant4 GNUmakefile are **deprecated** now (will be removed) but the **concept** is still **valid** for other applications/Makefiles



An other example: cmake - 1

- The most recent ROOT releases have a **ready-for-the-use** `.cmake` configuration file
`$ROOTSYS/cmake/modules`
- Also **Geant4** has a `cmake` configuration file for **ROOT**
`[geant4-build]/Modules/FindROOT.cmake`
- The directory of the ROOT `cmake` configuration **must be given** to the executable `cmake` via the **`-DCMAKE_MODULE_PATH`** option



An other example: cmake - 2

- Edit the `CMakeLists.txt` file
 - Retrieve ROOT, use **headers** and **libraries**

```
find_package(ROOT)
if (ROOT_FOUND)
    message("ROOT package found. --> ok ${ROOT_INCLUDE_DIR}")
else()
    message (FATAL_ERROR "ROOT NOT found")
endif()
...
include_directories(${ROOT_INCLUDE_DIR} ${Geant4_INCLUDE_DIR}
${PROJECT_SOURCE_DIR}/include)
...
target_link_libraries(myApplication ${Geant4_LIBRARIES}
${ROOT_LIBRARIES})
```




It is your turn, now:

- Try Task1 under

`http://geant4.lngs.infn.it/ROOTAlghero2015/introduction/index.html`