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Introduction

Layout of tutorial
Where to find documentation



Outline

- 1. Getting started
- 2. Beginning to write a physics selection algorithm
- 3. Basic tools for selection algorithms
- 4. Utility tools
- 5. Connection to MonteCarlo truth



Aim of the tutorial

- To make you more familiar with some DaVinci specific terminology
- Explain the reason behind some choices
- To show you which are and how to use the available tools you would want to use

..... Help you to start to write a physics selection



Assumptions

- It is assumed that you know the way the LHCb software is structured
 - cmt packages
 - conventions
- It is assumed that you are familiar with the Gaudi architecture
 - algorithms, algtools, services, data stores...
- It is assumed that you have either followed the Gaudi tutorial or have learned to use Gaudi by yourself

Some reminder will be made when relevant



Methodology

- **Topical presentations on the various point with example code**
 - Each tool will be presented one at the time (with related tools one after the other)
- **At the same time we will show the use of the tool in a concrete selection algorithm: SelectJPsi2mumu**
- **After each topic in each presentation we will stop for questions**



DaVinci Documentation

- **DaVinci working group**
 - **Meetings on Wednesday afternoons (“scheduled” every week) with conference call**
 - Agenda available on the weekly meeting
 - All discussions relating to physics analysis software
- **DaVinci web page**
<http://lhcb-comp.web.cern.ch/lhcb-comp/Analysis/>
- **DaVinci working group mailing list**
lhcb-davinci@cern.ch
ANY question related to physics software!
- **This tutorial**
Will have a link from the DaVinci web page



Documentation

- All LHCb software documentation is available from the Computing web page
<http://lhcb-comp.web.cern.ch/lhcb-comp/>
- Gaudi Documentation
 - Web page
<http://lhcb-comp.web.cern.ch/lhcb-comp/Frameworks/Gaudi/>
 - User Guide
 - Tutorial
- All LHCb Gaudi-based software has automatically generated documentation



Documentation

- CLHEP
<http://wwwinfo.cern.ch/asd/lhc++/clhep/>
- STL
<http://www.sgi.com/tech/stl/>



Tentative Schedule

9:10	1 Introduction	G.Corti
9:20	2 Getting started	C.Padilla
10:00	3 Beginning to write a selection algorithm	G.Corti for S.Amato
10:20	4. How to load and save data	G.Corti
12:00 Lunch Break		
14:00	5. Manipulating data: ParticleFilter and Criteria	G.Corti for S.Amato
14:40	6. Manipulating data: Vertexing	M.Gandelman for S.Amato
15:10	7. Manipulating data: Geometrical tool	M.Gandelman
15:30 Coffee Break		
16:00	8. UtilityTools	O.Dormond
17:00	9. Particles2MC Associators	Ph.Charpentier

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DaVinci Tutorial



Credits

**S.Amato, Ph.Charpentier, G.Corti, O.Dormond,
J.deMello, E.deOliveira, M.Gandelman,
J.H.Lopes, C.Nunes, C.Padilla**

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