New Xml Converters

- General presentation of Xml converters
- The old way
  - SAX interface
  - Consequences on efficiency
- The new way
  - DOM interface
  - The gain
- How to write a converter
  - Overview of the general case
  - The specific detector element case
  - Why you don't need all that (thanks to Olivier and Andrei)
  - Real life examples
- References and documentation

Overview of Xml Converters

- One converter per object type
  - DetElem
  - LogVol
  - Isotope
  - MuonStation
  - VertexDetector
  - ...
- 4 main methods in IConverter interface to be implemented
  - createObj, updateObj, createRef, updateRef
  - Only createObj is actually implemented
- An underlying XML parser is used, namely xerces C++
- The actual code does a (quasi) 1 to 1 mapping between XML elements and C++ objects and between XML attributes and C++ object members.

The SAX Interface (1)

- SAX is an interface to the XML parser based on streaming and call-backs
- You need to implement the HandlerBase interface :
  - startDocument, endDocument
  - startElement, endElement
  - characters
  - warning, error, fatalError
- You should then give a pointer to your interface to the parser
- Then you call parse

The SAX Interface (2)

```
<A>
    <B1>
        <C/>
    </B1>
    blabla
    <B2/>
</A>
```

```
StartDocument()
    startElement(A)
        startElement(B1)
            startElement(C)
            endElement(C)
        endElement(B1)
        characters("blabla")
        startElement(B2)
        endElement(B2)
    endElement(A)
endDocument()
```

XML File

SAX calls

SAX pro and contra

- CONTRA
  - The file has to be parsed entirely to access any node. Thus, getting the 10 nodes included in a catalog ended up in parsing 10 times the same file.
  - Poor navigation abilities : no way to get easily the children of a given node or the list of "B" nodes
  - Made converters difficult to implement since the state of the parsing had to be handled by the user

- PRO
  - Low memory needs since the XML file is never entirely in memory
  - Can deal with XML streams

The DOM Interface (1)

- DOM is an interface to the XML parser based on tree representation of XML files
- One single method to parse files : parse. It returns a DOM_Document, the top node of the tree representing your file
- This tree is essentially made of :
  - DOM_Element : the xml tags
  - DOM_Text : the bunches of text in XML
  - Comments, Attributes, ...
- You can navigate the tree with :
  - getAttribute, getAttributeNode, getAttributes
  - getChildNodes, getFirstChild, getLastChild, getParentNode
  - getNodeName, getNodeValue
  - GetElementsByTagName, getElementById

The DOM Interface (2)

```
<A>
    <B1>
        <C/>
    </B1>
    blabla
    <B2/>
</A>
```

```
Document
    A (Element)
        B1 (Element)
            C (Element)
        "blabla" (Text)
        B2 (Element)
```

XML File **DOM Tree**

DOM pro and contra

- PRO
  - The file is parsed only once if you cache the DOM_Documents. A XMLParserSvc was created to encapsulate parsing and caching.
  - The file is not even fully parsed due to parse on demand implementation in the xerces parser.
  - High navigation abilities : this is the aim of the DOM design
  - Converters implementation very natural. No more state.

- CONTRA
  - More memory needed since the XML tree is in memory

Writing a converter (General case)

- XmlGenericCnv implements the whole machinery of looking for files, parsing them and getting the right DOM_Element from the tree.
- By inheriting from it, you only need to implement 4 methods :
  - i_createObj (DOM_Element, DataObject*&) : creation of the C++ object (new)
  - i_fillObj (DOM_Element, DataObject*) : called for each child of the DOM_Element that is also a DOM_Element
  - i_fillObj (DOM_Text, DataObject*) : called for each child of the DOM_Element that is a DOM_Text
  - i_processObj (DataObject*) : for computation
- In addition one should use dom2Std to convert DOM_String to std::string. DOM_String::transcode() converts DOM_String ot char* but allocates memory
- XmlGenericCnv provides you the member xmlSvc that provides you an expression evaluator

Writing a specific DetElem Converter

- Detector elements can be extended by users (tag <specific>) -> specific converters should be implemented
- To minimize the work, a templated class called XmlUserDetElemCnv<aType> has been created. It implements the conversion of a regular detector element.
- By inheriting from it, you only need to implement 1 method :
  - i_fillSpecificObj (DOM_Element, aType*) : called for each child of the <specific> tag that is also a DOM_Element

XmlMuonStationCnv usage

```
<detelem classID="9990" name="MStation01">
   <geometryinfo lvname="..." rpath="1" support="..."/>
   <specific>
      <Al_plate_thickness value="1.2222*mm"/>
   </specific>
</detelem>
```

```
class DeMuonStation : public DetectorElement {
public:
  DeMuonStation();
  ~DeMuonStation();

  double thickness();
  void   setThickness( double t );

private:
  double    m_thickness;
};
```

```
SmartDataPtr<DeMuonStation> station
  (detSvc(),
   "/dd/Structure/LHCb/Muon/Stations/MStation01");
if (!station) {...}
log << MSG::INFO << "Aluminium plate thickness: "
      << station->thickness() << endreq;
```

XmlMuonStationCnv

```
Static CnvFactory<XmlMuonStationCnv> muonst_factory;
const IcnvFactory& XmlMuonStationCnvFactory = muonst_factory;

XmlMuonStationCnv::XmlMuonStationCnv(ISvcLocator* svc) :
  XmlUserDetElemCnv<DeMuonStation> (svc) {}

StatusCode XmlMuonStationCnv::i_fillSpecificObj (DOM_Element childElement,
                                                 DeMuonStation* dataObj) {

  std::string tagName = dom2Std (childElement.getNodeName());
  if ("Al_plate_thickness" == tagName) {
    const std::string value = dom2Std (childElement.getAttribute ("value"));
    if (!value.empty()) {
      dataObj->setThickness (xmlSvc()->eval(value));
    }
  }
  return StatusCode::SUCESS;
}
```

Avoiding writing a converter

- 99% of the extensions of detector element are addition of parameters.
- Tags userParameter and userParameterVector were added :
  - Attributes are name, type and comment
  - value is in plain text
- This is converted by the default converter XmlDetectorElementCnv
- Parameters are accessible in regular interface IDetectorElement via methods :
  - string userParameter(Vector)Type (string name)
  - string userParameter(Vector)Comment (string name)
  - string userParameter(Vector)Value (string name)
  - double userParameter(Vector) (string name)

Muon without converter

```
<detelem name="MStation01">
   <geometryinfo lvname="..." rpath="1" support="..."/>
   <userParameter name="Al_plate_thickness"
                        type="double">
      1.2222*mm
   </userParameter>
</detelem>
```

```
SmartDataPtr<IDetectorElement> station
  (detSvc(),
   "/dd/Structure/LHCb/Muon/Stations/MStation01");
if (!station) {...}
log << MSG::INFO << "Aluminium plate thickness: "
      << station->userParameter("Al_plate_thickness") << endreq;
```

Documentation / References

- This presentation
- The xerces API (http://xml.apache.org/xerces-c/apiDocs/index.xml)
- The Gaudi documentation :http://proj-gaudi.web.cern.ch/proj-gaudi/Doxygen/v7/doc/html/index.html and http://lhcbsoft.web.cern.ch/LHCbSoft/LHCb/v7/doc/html/index.htmlL
- Last versions of Det/DetDesc (v7-8) and Det/XmlDDDB (v6) packages. Especially the new TEST subdirectory of XmlDDDB.
- Ex/DetDescExample package where you will find some user specific detector element converters.