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Overview

Currently documents a prototype/proposal for a tool that has not been implemented

TrigObjectNavMatching works for "simple trigger chains" [simp trig chains]. Matches, based on trigger navigation, trigger objects [HltDoc] for each trigger level to trigger objects from previous levels and to chains. Creates as output [NavMatchedObjectChain] for all objects passing the trigger for a given slice. Requires as input strings listing chain names for slice and the three slice specific labels of the trigger objects for the three trigger levels - EF,L2, and L1. Exception tau... slice can be selected by... see [Input/ Output]

Also can match the [NavMatchedObjectChains] to offline objects using the TrigObjectMatching[] tool. This requires the label of the offline objects to match.

"Simple Trigger Chains"[simp trig chains]

- Involve only one ROI
- Can be backtraced unambiguously
 - ◆ Ex: treeish diagram
- Contain only one final trigger object per trigger level
 - ◆ the trigger object must inherit from INav4momentum
 - ◆ There may be multiple trigger objects in a given trigger level; however at the end of the chain there should be only one object that unambiguously defines the INav4Momentum.
- Ex: composite triggers such as 2 tau are not supported

See also the [hltDoc] for description of terms in this document.

Code

svn

Data Objects

Modules

*diagram of structure

Dependencies

features

svn wiki

relation

svn [HltDoc]

Running

Tags and Releases

Input/ Output

Examples

Links

Comments / Questions

prototyping 03.08.2009

tool test:

get chains using chain group for all single tau chains TDT `getChainGroup(std::vector<std::string> triggers)`
get vector of chain names strings for all single tau chains from chain group TDT function of chaingroup
object: `getListOfTriggers()` returns vector string of chain names
print the chain names to test tool

per event

loop over chain name strings

then use `m_trigDecisionTool->features(chainName, condition)`; condition is `TrigDefs::alsoDeactivateTEs` to return feature container

loop over three trigtypes... for each trigtype

use `featurecontainer->get("", TrigDefs::alsoDeactivateTEs)`; to return vector of features

test if vector of features has length greater than 0

assemble trigger element, trig object/feature? and chain name into hubobject

push hubobject onto vector of hub objects for given trigger level(trig type)

end loops over trigtypes - chain names

have 3 vectors 1 for each level of hubobjects

form linkage objects from hublight objects...

use ancestor function of te's to find relations..

04.08.09

object names:

- `FeatureChainLnkBase` for feature, te and trig obj, with addition label of chain string
- `TrigNavObj` for trigger object extracted from feature with chain label and ROI word attached - without te
- `TrigNavLinkage` for the three(possibly more) objects of the Trig Nav matching tool linked by ancestry
- `TrigNavLinkage` can also contain pointer to offline object that linkage head is matched to

05.08.09

object names:

- `FeatureChainLnkBase` for feature, te and trig obj, with addition label of chain string
- `TrigNavObj` for trigger object extracted from feature with chain label and ROI word attached - without te
- `TONLinkage` for the three(possibly more) objects of the Trig Nav matching tool linked by ancestry
- `TONLinkage` has also pointer to vector of offline objects that linkage head is matched to - non null if matching done
- `TONBranch` linkages that share common ancestor

created using templating with 3 templates for trigtype classes 1 additional template for offline matching if done if not done can leave as generic dataobj

What is result of passing INav4Momentum as feature?

26.08.09

matching objects to objects through levels

- store gate retrieve for each - vector of object* of type T
- TrigEvent/TrigNavigation/..Navigation.h
 - ◆ template bool findOwners(const T* obj, std::vector<TriggerElement*>& owners, unsigned int id = 0);
 - ◆ returns vector of HLT::TrigElement* 's (Nav Trig elements)
- Get? chain name from Nav Trig Element?
- link to preceding trig object from trig obj's already retrieved
 - ◆ find te* t1, te* t2 is t1 seeded by t2?

For all instances of object related to physical cause does object have same pointer?

This topic: Sandbox > TrigObjectNavMatchingPtacek

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