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TOTEM Ntuple

Description of the TOTEM ntuple structure.

Metadata part

branch: event_info.

struct EventMetaData
{
    unsigned long run_no;                 ///< run number in form [run number]*1E4 + [raw-data file index]
    unsigned long event_no;               ///< event number assigned by CMSSW (RawDataSource), counts from 1
    unsigned long daq_event_number;       ///< event number assigned by DAQ
    unsigned long long timestamp;         ///< timestamp of the event (UNIX timestamp), 1s resolution
    std::vector<unsigned int> optoRx_Id;  ///< ID of a given OptoRx (the index of the array)
    std::vector<unsigned int> optoRx_BX;  ///< bunch-crossing number reported by a given OptoRx
    std::vector<unsigned int> optoRx_LV1; ///< LV1 as reported by a given OptoRx
};

Trigger part

branch: trigger_data.

(the data from LoneG)

struct TriggerData
{
    unsigned char type;                   ///<
    unsigned int event_num;               ///< incremental counter of triggers accepted by DAQ (thus event counter)
    unsigned int bunch_num;               ///< the number of bunch(-pair) collided in this event
    unsigned int src_id;                  ///<
    unsigned int orbit_num;               ///<
    unsigned char revision_num;           ///<
    unsigned int run_num;                 ///< the run number (without the raw-file index extension)
    unsigned int trigger_num;             ///< incremental trigger counter
    unsigned int inhibited_triggers_num;   ///< incremental counter of triggers rejected by DAQ
    unsigned int input_status_bits;       ///< result of the trigger logic (each bit corresponds to
};

The meaning of the bits in input_status_bits above is defined by the following table:

<table>
<thead>
<tr>
<th>bit</th>
<th>trigger type</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>RP220_Vert</td>
</tr>
<tr>
<td>1</td>
<td>RP220_Horiz</td>
</tr>
<tr>
<td>2</td>
<td>RP220_Cross</td>
</tr>
<tr>
<td>3</td>
<td>TTBB</td>
</tr>
<tr>
<td>4</td>
<td>CMS &amp; L1SA</td>
</tr>
<tr>
<td>5</td>
<td>T2_single arm</td>
</tr>
<tr>
<td>6</td>
<td>T2</td>
</tr>
<tr>
<td>7</td>
<td>T2_HighMultiplicity</td>
</tr>
<tr>
<td>8</td>
<td>T1</td>
</tr>
<tr>
<td>9</td>
<td>BC0</td>
</tr>
<tr>
<td>10</td>
<td>T2_LM</td>
</tr>
<tr>
<td>11</td>
<td>L1SA</td>
</tr>
</tbody>
</table>
Roman Pot part

Below, [RP] stands for RP numerical ID (e.g. 120 for 56-near-top). * RP Numbering Scheme:

![Numbering of Roman Pots.](image)

Digi section (misleading name, this branch refers to clusters)

branches: digi_rp_[RP].

```cpp
struct RPRootDumpDigiInfo {
  std::vector<int> numberOfClusters;///< number of clusters in a given plane (indexed from 0 to 9)
  unsigned int numberOfPlanesOn;///< number of planes with at least one cluster
  unsigned int uPlanesOn;///< number of U planes with at least one cluster
  unsigned int vPlanesOn;///< number of V planes with at least one cluster
  std::vector<int> planeId;///< plane ID for a given cluster (array index)
  std::vector<int> clusterSize;///< cluster size of a given cluster
  std::vector<int> centralStrip;///< central strip of a given cluster
};
```
Pattern-recognition section

branches: par_patterns_rp_[RP]. (parallel/road search algorithm)

branches: nonpar_patterns_rp_[RP]. (non-parallel/Hough-transform search algorithm)

Each of the branches has the following structure:

```c++
struct RPRootDumpPatternInfo
{
  std::vector<RPRootDumpPattern> u, v;///< arrays of recognized patterns in u and v projections
  bool fittable; ///< whether there is one (and only one) combined u-v pattern
};
```

The u and v array elements (linear patterns) are described by:

```c++
struct RPRootDumpPattern
{
  double a;///< slope in rad
  double b;///< intercept (at the middle of the RP) in mm
  double w;///< weight
};
```

Track section

branches: track_rp_[RP].

```c++
struct RPRootDumpTrackInfo
{
  bool valid;///< whether track fit is valid
  double x, y, z;///< track fit interpolated to the middle of the RP
  double chi2;///< fit chi square
  double chi2ndf;///< fit chi square divided by the number of degrees of freedom
  unsigned int entries;///< the number of contributing hits
  double res_x, res_y;///< seem not used
  std::vector<int> u_sect, v_sect;///< list of active trigger sectors calculated from (strip) data
  int u_sect_no, v_sect_no;///< sizes of u_sect and v_sect vectors
};
```

Multitrack section

branches: multi_track_rp_[RP]

Each of the possible track (u-v) combinations is listed in the following array:

```c++
vector<RPRootDumpTrackInfo>
```

Single-proton reconstruction section

branches: rec_prot_[left/right].

```c++
struct RPRootDumpReconstructedProton
{
  bool valid;
  double thx, thy, phi, t, tx, ty, xi, x0, y0, chi2, chindf;
};
```
Proton-pair reconstruction section

branch: rec_prot_pair.

struct RPRootDumpReconstructedProtonPair
{
  bool valid;
  double thxr, thyr, xir, phir;
  double thxl, thyl, xil, phil;
  double x0, y0, z0, chi2, chindf;
  double tr, txr, tyr;
  double tl, txl, tyl;
  double t;
};

T1 part

T2 part

std::vector<int> Pad_row; // pad row (0..24)
std::vector<int> Pad_col; // pad column (0..63)
std::vector<int> Pad_det; // symbolic id of the detector containing the pad:
// 0..9: planes in the Plus Near quarter;
// 10..19: planes in the Plus Far quarter
// 20..29: planes in the Minus Near quarter
// 30..39: planes in the Minus Far quarter
std::vector<int> Strip_row; // strip row (0..255)
std::vector<int> Strip_col; // strip column (0..1)
std::vector<int> Strip_det; // symbolic id of the detector containing the strip, same
std::vector<double> TrkEta_XY; // track eta calculated from the polar angle where the XZ and YZ track projection are used.
std::vector<double> TrkZmin_XY; // Z value of the minimum approach distance of the track from the Z axis.
std::vector<double> TrkRmin_XY; // the corresponding distance.
std::vector<double> TrkAx; // slope of the track projection in the XZ plane
std::vector<double> TrkAy; // slope of the track projection in the YZ plane
std::vector<double> TrkX0; // intercept of the track projection in the XZ plane
std::vector<double> TrkY0; // intercept of the track projection in the YZ plane
std::vector<double> TrkPhi; // phi of the track obtained using the TrkAy and TrkAx. // For secondaries can be different from the
std::vector<double> TrkChi2XProb; // Chi2-X probability (goodness of the XZ projection fit)
std::vector<double> TrkChi2YProb; // Chi2-Y probability (goodness of the YZ projection fit)
std::vector<double> TrkClass1HitCounter; // Number of class1 Hit (1 strip cluster and 1 pad cluster)
std::vector<double> TrkHitCounter; // Number of class1 hits + number of cluster pad (without strip matching)
std::vector<double> TrkThetaR_RZFit; // Trk Polar angle obtained with a linear fit on the (r,Z) hit positions (HEREAFTER "RZ fit").
std::vector<double> TrkEta_RZFit; // Trk Eta obtained from TrkThetaR_RZFit
std::vector<double> TrkPhi_RZFit; // Trk Phi obtained with a constant fit of the (phi,Z) hit positions.
std::vector<double> TrkZ0_RZFit; // Crossing Point between Trk and the Z Axis, obtained with an extrapolation of the RZ fit.
std::vector<double> TrkBX_RZFit; // Track Y @ Z=0 obtained with an extrapolation of the RZ fit.
std::vector<double> TrkBY_RZFit; // Track Y @ Z=0 obtained with an extrapolation of the RZ fit.

unsigned int NumPadCluH0; // Num pad cluster in the whole PN
unsigned int NumPadCluH1; // Num pad cluster in the whole PF
unsigned int NumPadCluH2; // Num pad cluster in the whole MN
unsigned int NumPadCluH3; // Num pad cluster in the whole MF

std::vector<int> TrkNumHitInH0; // Number of hits from the quarter PN,
std::vector<int> TrkNumHitInH1; // Number of hits from the quarter PF,
std::vector<int> TrkNumHitInH2;  //Number of hits from the quarter MN,
std::vector<int> TrkNumHitInH3;  //Number of hits from the quarter MF,
std::vector<double> TrkEta2;   //Eta of the track obtained as an average of the hit eta (assuming the vertex at (0,0,0))
std::vector<double> TrkChiProb;            Track Chi2  probability
std::vector<double> ProbChi2R_rz;        Track Chi2  probability for the RZ fit
std::vector<double> Ch2Reduced_rz;   Reduced Chi2 for the RZ fit
std::vector<double> HitPhi;      // Phi position of all the Hits (degree)
std::vector<double> HitR;        // R position of all the Hits (mm)
std::vector<double> HitType;     // 0-> only pad; 1-> only strip 2->Class 1 Hit (superimposition Pad/Strip)
std::vector<double> HitNumPad;   // Cluster Pad Size
std::vector<double> HitNumStrip;  // Cluster Strip Size
std::vector<double> TrkEntryX;   // Track X Entry point
std::vector<double> TrkEntryY;   // Track Y Entry point
std::vector<double> TrkEntryZ;   // Track Z Entry point
std::vector<double> TrkExitX;     // Track X Exit point
std::vector<double> TrkExitY;     // Track Y Exit point
std::vector<double> TrkExitZ;     // Track Z Exit point

Warning: to limit the size of the ntuple, it is possible that some field (hit, pad, strip collections) are missing.

**Fetching data from Ntuple**

- **Totem files**

  TFile *totemFile = TFile::Open(totemFileName.c_str()); //opening input files
  TTree *tree_totem = (TTree *) totemFile->Get("TotemNtuple");
  checkAndGetBranch(tree_totem, "trigger_data") -> SetAddress(&trigData);
  int totemSize = tree_totem->GetEntries();
  for (int tot_i = 0; tot_i < totemSize; tot_i++) {
    tree_totem->GetEntry(tot_i);
    cout << "Data in trigData " << tot_i << " is equal " << trigData->nameOfTheDataFromTrigData;
  }

- **CMS files**

  TFile *cmsFile = TFile::Open(cmsFinalFileName.c_str());
  TTree *tree_cms = (TTree *) cmsFile->Get("evt");
  MyEvtId *evtcmsUA = nullptr;
  checkAndGetBranch(tree_cms, "evtId") -> SetAddress(&evtcmsUA);
  int cmsSize = tree_cms->GetEntries();
  for (unsigned int cms_i = 0; cms_i < cmsSize; cms_i++) {
    tree_cms->GetEntry(cms_i);
    cout << "Data in evtcmsUA " << cms_i << " is equal " << evtcmsUA->nameOfTheDataFromEvtcmsUA;
  }

- **Checking and getting branch(checkAndGetBranch method from example above)**

  TBranch *checkAndGetBranch(TTree *tree, string branchName) {
    TBranch *branch = tree->GetBranch(branchName.c_str());
    if (!branch) {
      string dotBranchName = branchName + ".";
      branch = tree->GetBranch(dotBranchName.c_str());
    }
    if (!branch) {
      tree->Print();
    }
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    error(" No data branch " + branchName + " found in input file!");

    return branch;

}

This topic: TOTEM > CompNtuple
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