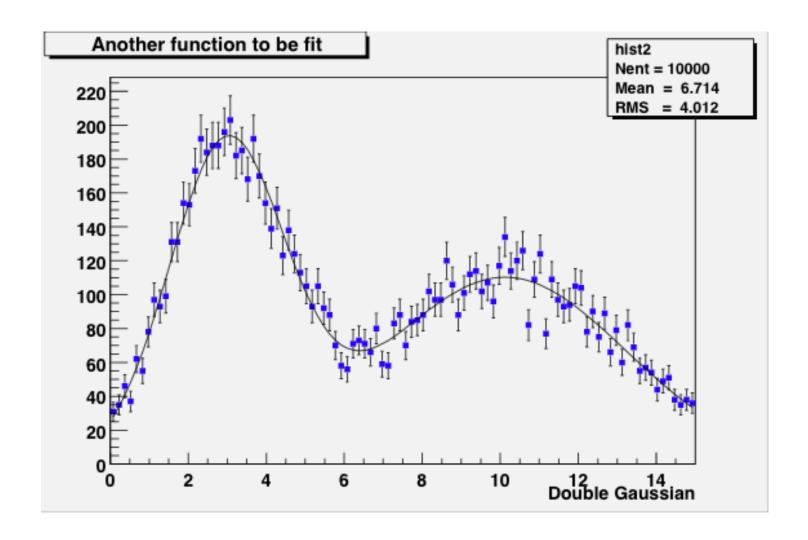
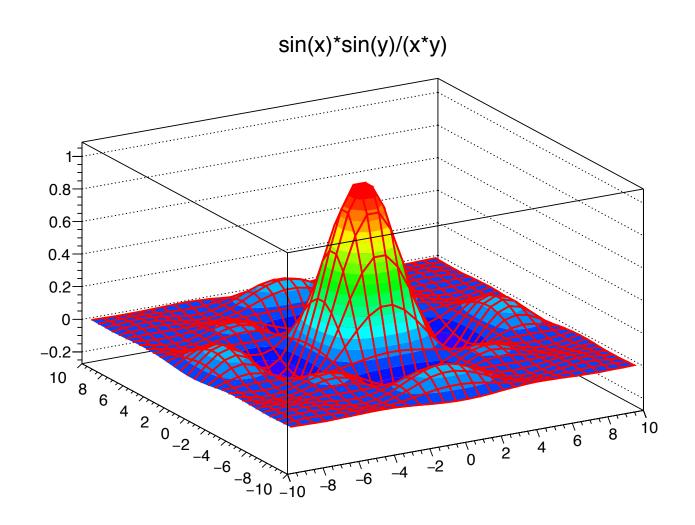
# What is ROOT? Why do we use it?

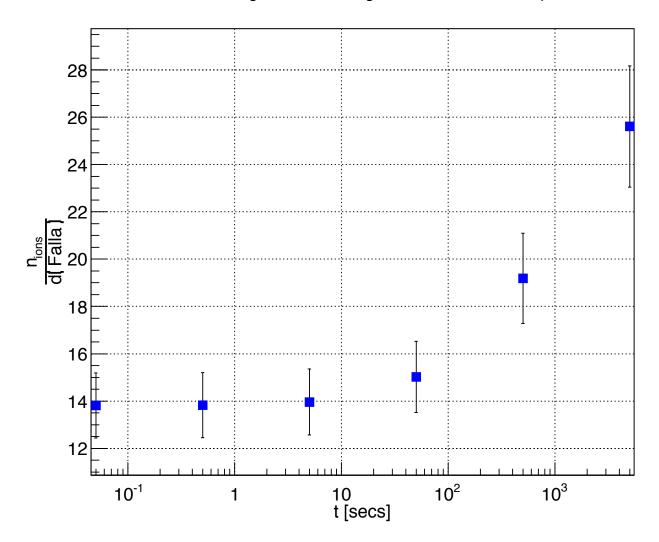
Answer:

ROOT does what physicists do:

It makes plots.







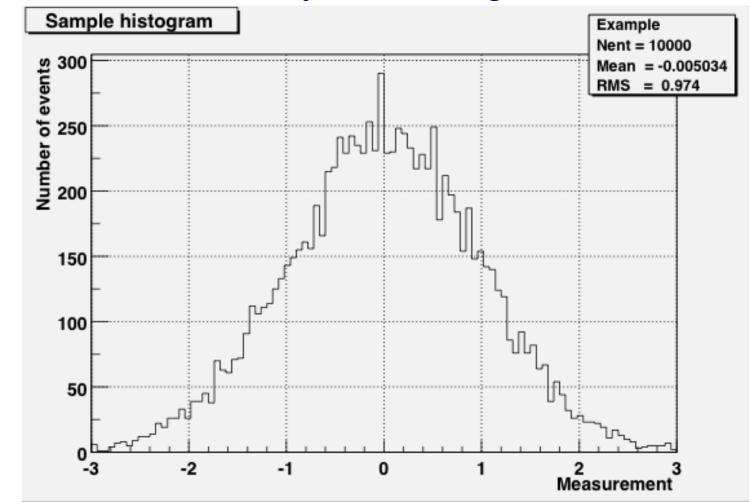
Can you spot the pun in this plot?

The typical analysis task that you will be asked to do:

Take variables in an n-tuple, perform some computations, and make histograms.

So what is a histogram, what is an n-tuple, and how do we perform the computations?

## Anatomy of a histogram

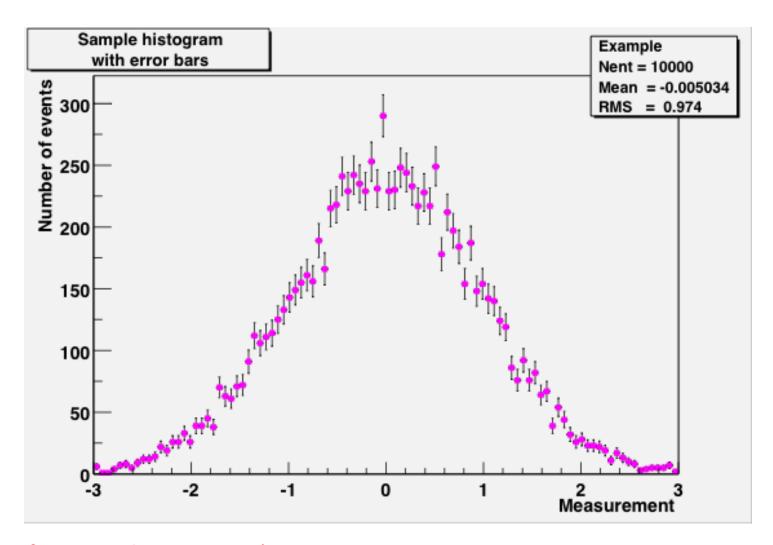


#### Properties of a histogram

A ROOT command that might be used to define this histogram:

- Name or Identifier
- Title (to be displayed on plot)
- Number of bins
- Lower bin limit
- Upper bin limit

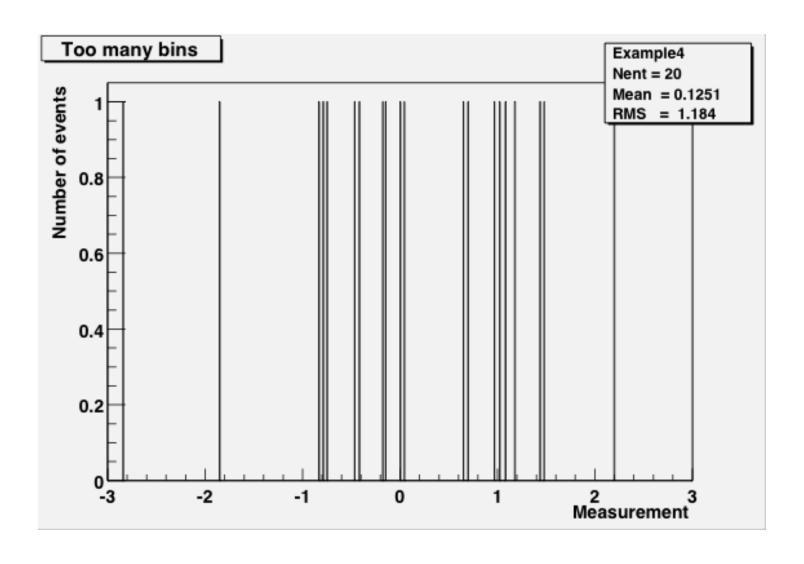
TH1F myPlot("Example", "Sample histogram", 100, -3, 3)

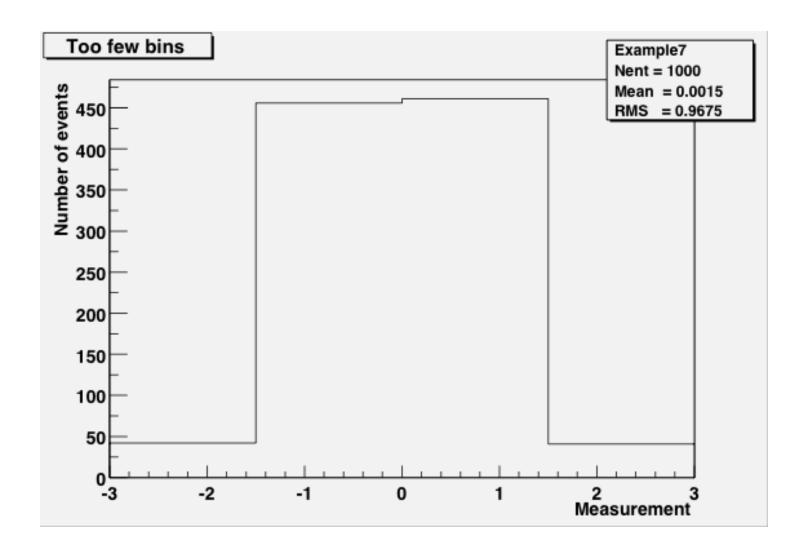


Don't forget the errors!

For simple histograms, the error in one bin is the square root of the number of events in that bin.

### There's an art to histogram design...





#### Anatomy of an n-tuple (a simple form of a ROOT Tree)

nes>
]

1						
	Row	event	ebeam	рх	ру	pz
ies	0	0	150.14	14.33	-4.02	143.54
Entries	1	1	149.79	0.05	-1.37	148.60
- E	2	2	150.16	4.01	3.89	145.69
V	3	3	150.14	1.46	4.66	146.71
	4	4	149.94	-10.34	11.07	148.33
	5	5	150.18	17.08	-12.14	143.10
	6	6	150.02	5.19	7.79	148.59
	7	7	150.05	7.55	-7.43	144.45
	8	8	150.07	0.23	-0.02	147.78
	9	9	149.96	1.21	7.27	146.99
	10	10	149.92	5.35	3.98	140.70
	11	11	149.88	-4.63	-0.08	147.91

An n-tuple is an ordered list of numbers.

A ROOT Tree can be an ordered list of any collections of C++ objects.

Probably you'll only be asked to work with n-tuples this summer, but in Part Six of the tutorial you can see what it's like to work with a ROOT Tree.

## Why ROOT?

It knows about n-tuples and histograms

and 4-vectors and object persistency and schema evolution and detector geometry and Feynmann diagrams and linear algebra and function-fitting and multi-variable analysis and...

- It can handle large volumes of data
  - millions of physics events; files of gigabytes->terabytes in size; multithreaded and batch processing
- Multi-platform (Windows, Mac, many UNIX flavors)
- It's free.

### But...

- It's open-source, with a complicated design history.
- User-interface issues and documentation are often neglected.
- It's not a pre-packaged "app." ROOT is not easy to install.
- ROOT is pretty much only used in high-energy physics.
- You have to know some C++ in order to use ROOT effectively, in order to perform computations.
- What does C++ look like? Well...

```
#define AnalyzeHistogram cxx
#include "AnalyzeHistogram.h"
#include <TH2.h>
#include <TStyle.h>
//***** Definition section ******
TH1* chi2Hist = 0;
void AnalyzeHistogram::Begin(TTree * /*tree*/)
 TString option = GetOption();
 chi2Hist = new TH1F("chi2", "Histogram of Chi2", 100, 0, 20);
 chi2Hist->GetXaxis()->SetTitle("chi2");
 chi2Hist->GetYaxis()->SetTitle("number of events");
}
void AnalyzeHistogram::SlaveBegin(TTree * /*tree*/)
 TString option = GetOption();
Bool t AnalyzeHistogram::Process(Long64 t entry)
 //***** Loop section ******
 tree1->GetEntry(entry);
 chi2Hist->Fill(chi2);
 return kTRUE;
}
void AnalyzeHistogram::SlaveTerminate()
{}
void AnalyzeHistogram::Terminate()
 //***** Wrap-up section ******
 chi2Hist->Draw();
```

# If you prefer Python, there's pyroot

```
import ROOT
# Open the file.
myfile = ROOT.TFile( 'experiment.root' )
# Retrieve the n-tuple of interest.
mychain = ROOT.gDirectory.Get( 'tree1')
entries = mychain.GetEntriesFast()
# Create a 2D histogram
myHist = ROOT.TH2D("hist2D", "chi2 vs ebeam", 100, 0, 20, 100, 149, 151)
mvHist.GetXaxis().SetTitle("chi2")
myHist.GetYaxis().SetTitle("ebeam [GeV]")
for jentry in xrange (entries):
   # Copy next entry into memory and verify.
   nb = mychain.GetEntry( jentry )
   if nb <= 0:
      continue
   # Fetch the variables from the entry and fill the histogram.
   chi2 = mychain.chi2
   ebeam = mychain.ebeam
   myHist.Fill(chi2, ebeam)
# Display the scatterplot.
myHist.Draw()
```

### Web Links

(the only part you should bother to write down)

All the documents you've seen (and will see) during the class today and tomorrow can be found at:

http://www.nevis.columbia.edu/~seligman/root-class/

ROOT and C++ links, including links to reference books on C++ and statistics, can be found at:

http://www.nevis.columbia.edu/~seligman/root-class/links.html

### The Hands-on Course:

#### Basic Data Analysis using ROOT

#### ROOT basics

Over the next two days, you will learn how to:

- look up ROOT command references
- plot a function
- histogram a variable
- fit a histogram
- get a variable from an n-tuple
- apply cuts
- do a quick study using TreeViewer (optional)
- create C++ or python code for an n-tuple
- use the Jupyter notebook server for quick coding
- -- but not necessarily in this order!

The advanced tutorial (which you may not get to) includes sets of additional exercises to help turn you into a ROOT expert:

- Creating an x-y plot
- Working with large numbers of histograms
- Extracting your own n-tuples

# A Brief ROOT Demonstration

- Using the command line
- Using the notebook server