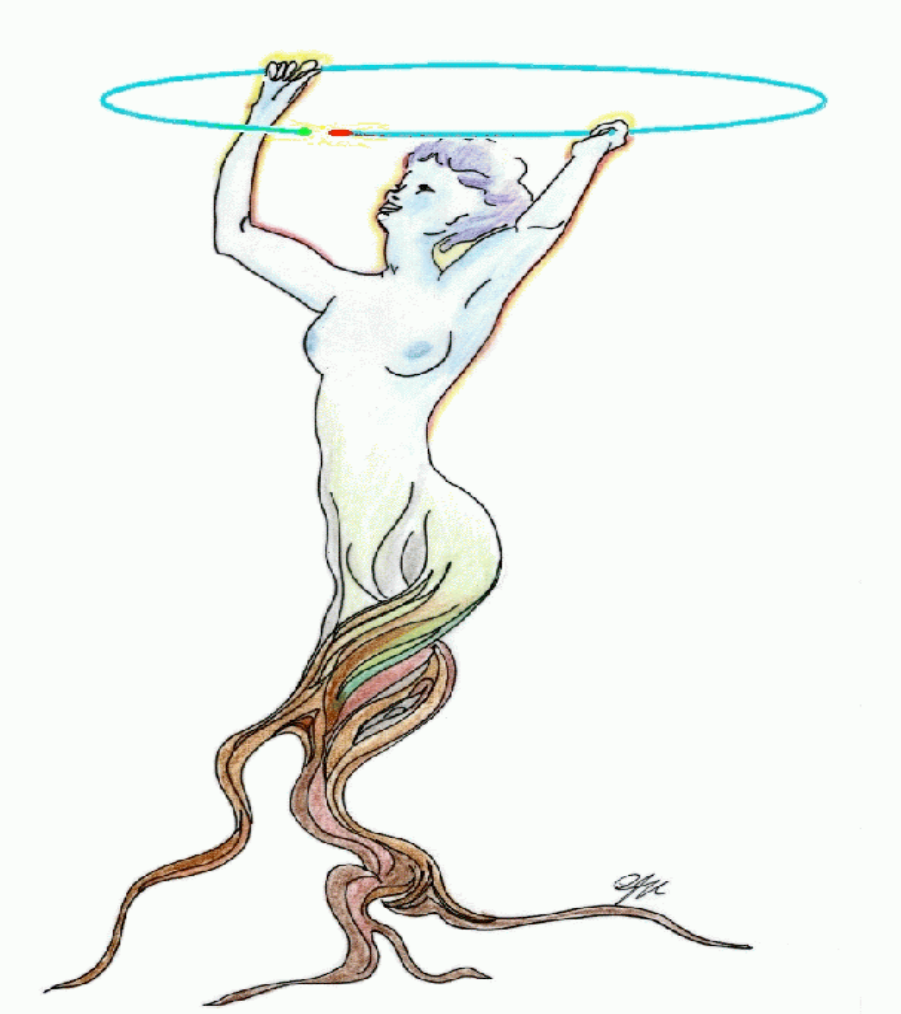
ROOT for beginners

First Day

Discovering the graphical environment



Welcome to ROOT !

Today's menu:

Handling ROOT files
Plotting 1-D spectra
Handling canvases
Decorating a figure
Fitting a 1-D spectrum
Operations on 2-D spectra
Saving figures

We present a guided tour of basic use of ROOT in order to plot spectra and make pretty pictures !

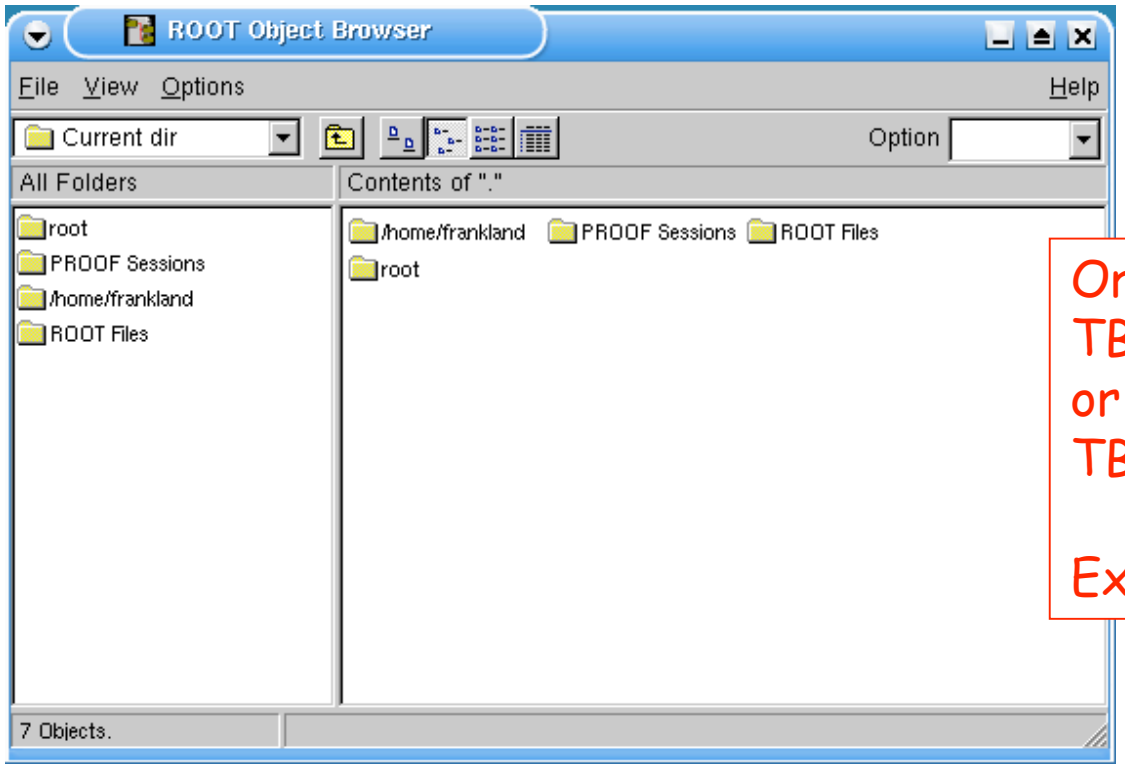
For further information, you should consult the "User's Guide" at http://root.cern.ch

Handling ROOT files

TBrowser – the ROOT navigator

- You just need to know one command in order to start the ROOT file/spectra browser :

```
root [0] new TBrowser
```



Or you could do:
TBrowser toto
or
TBrowser *tata = new TBrowser

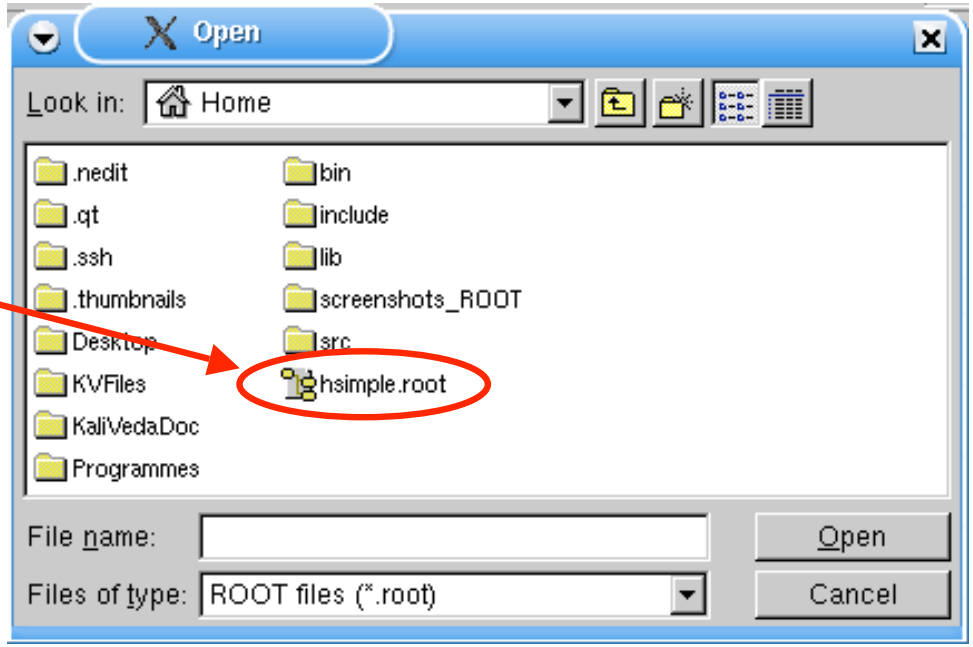
Explanations tomorrow (Day 2)!

http://caeinfo.in2p3.fr/root/Formation/en/Day1/hsimple.root

Open a ROOT file with TBrowser

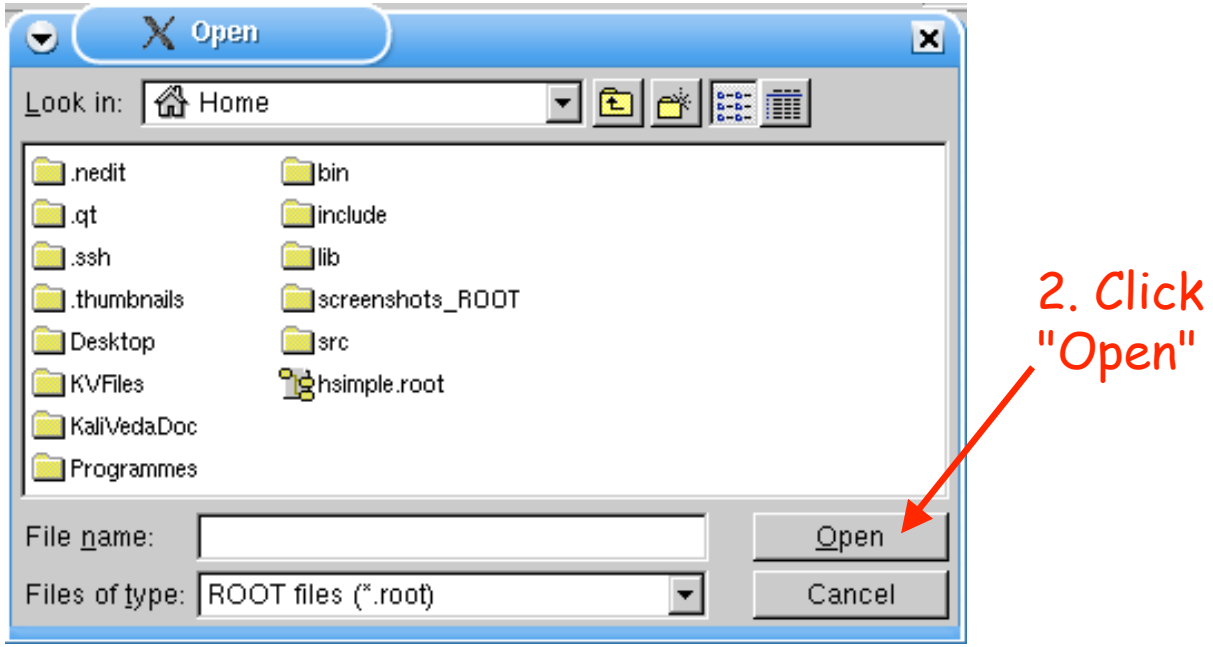
- In the **File** menu of TBrowser, select **"Open…"**
- Select a file in the dialogue box which appears:

1. Select the file



Open a ROOT file with TBrowser

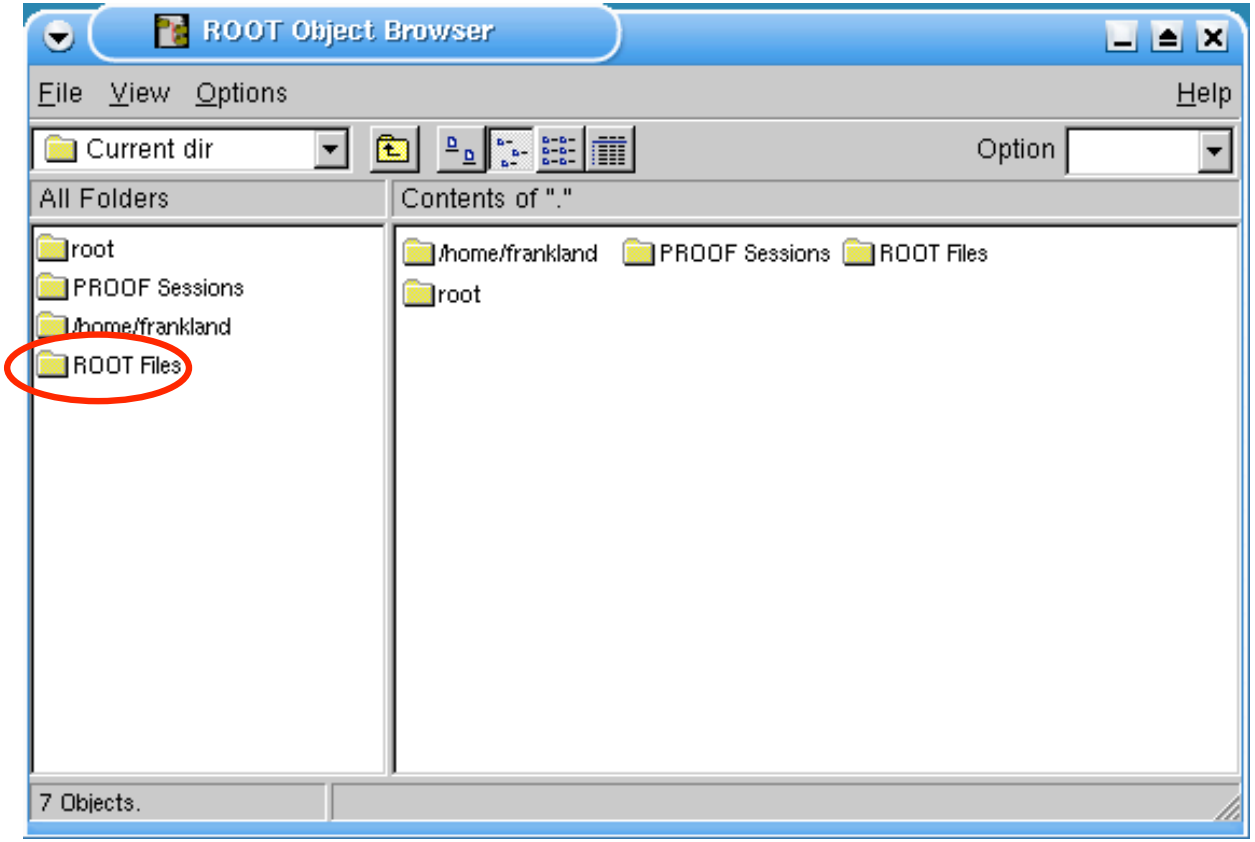
- In the **File** menu of TBrowser, select **"Open…"**
- Select a file in the dialogue box which appears:



Looking at ROOT file contents

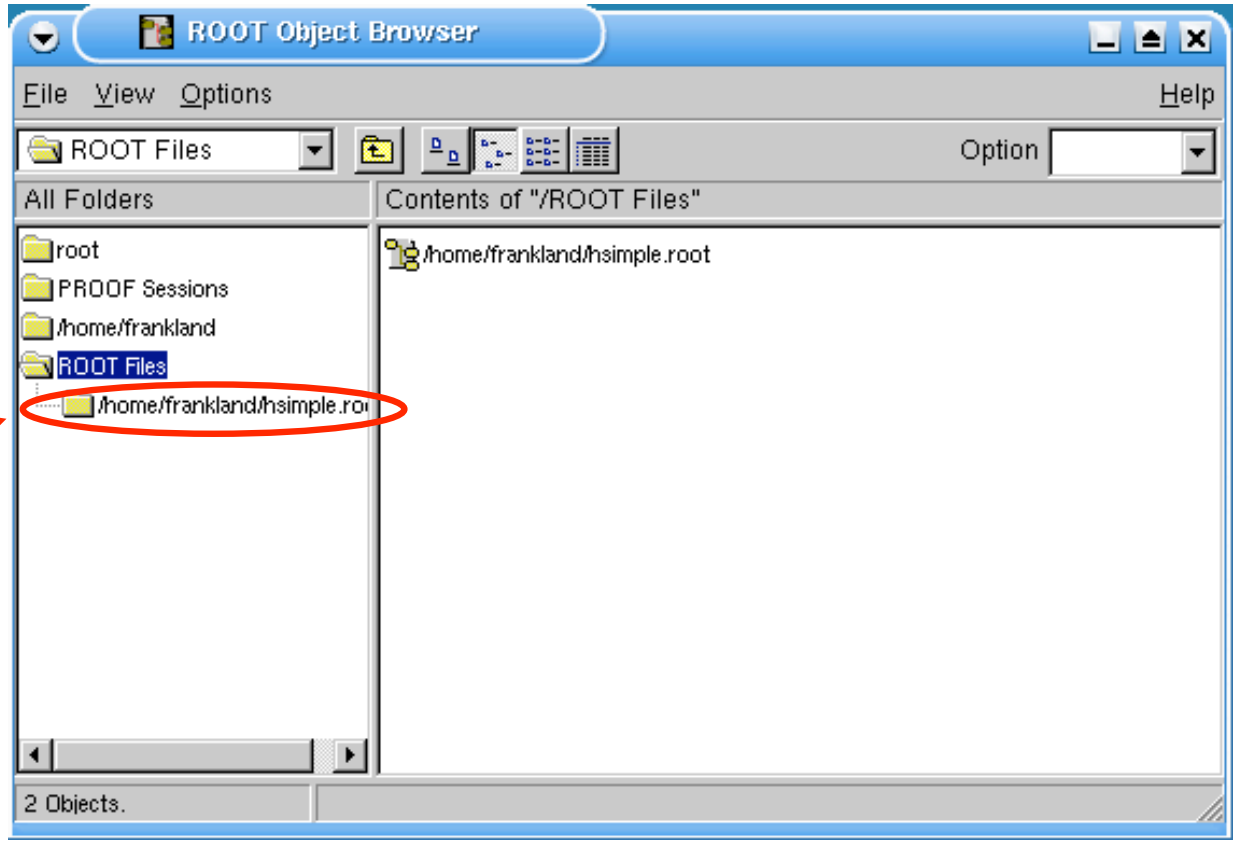
- The file has been added to the list of open ROOT files - to see it, you have to display the list

1. Double click on ROOT Files



Looking at ROOT file contents

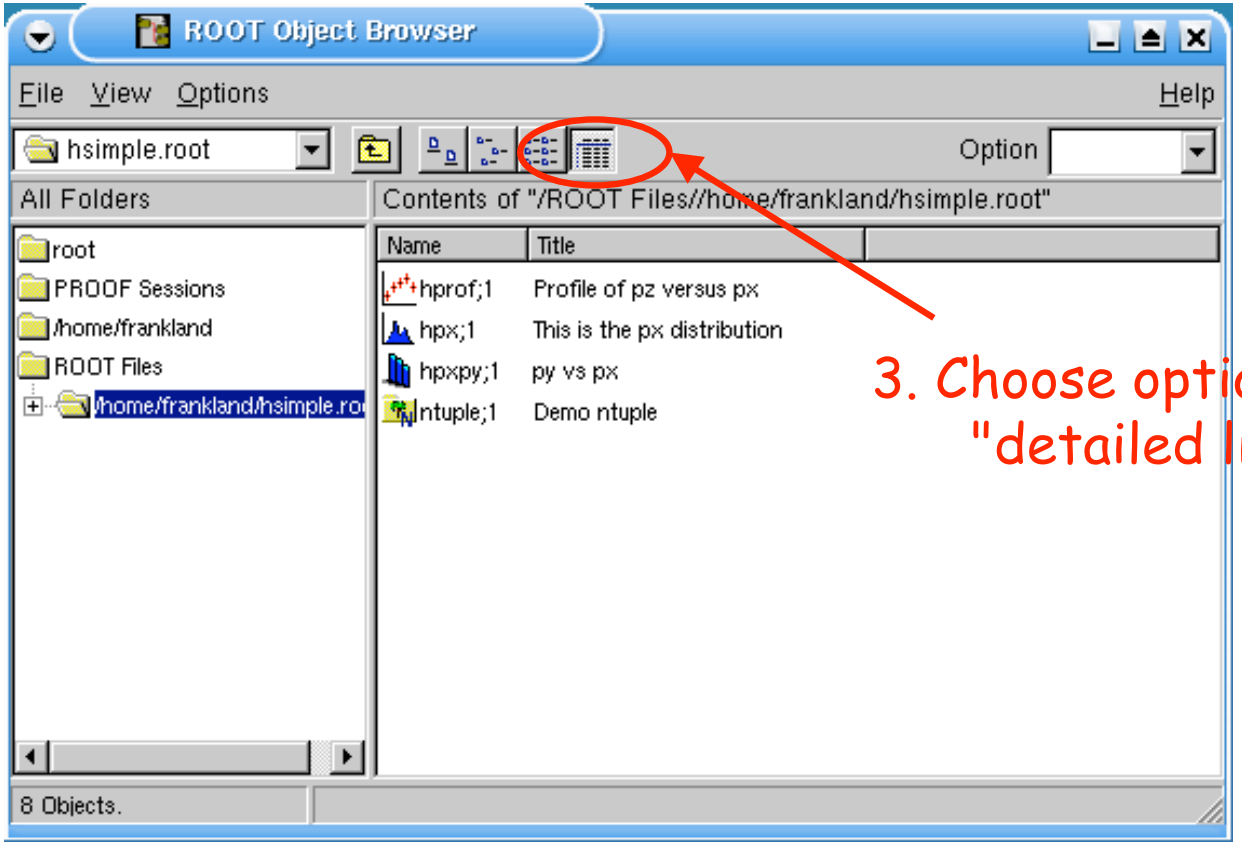
- Next click on the file to see its contents:



2. Click the file

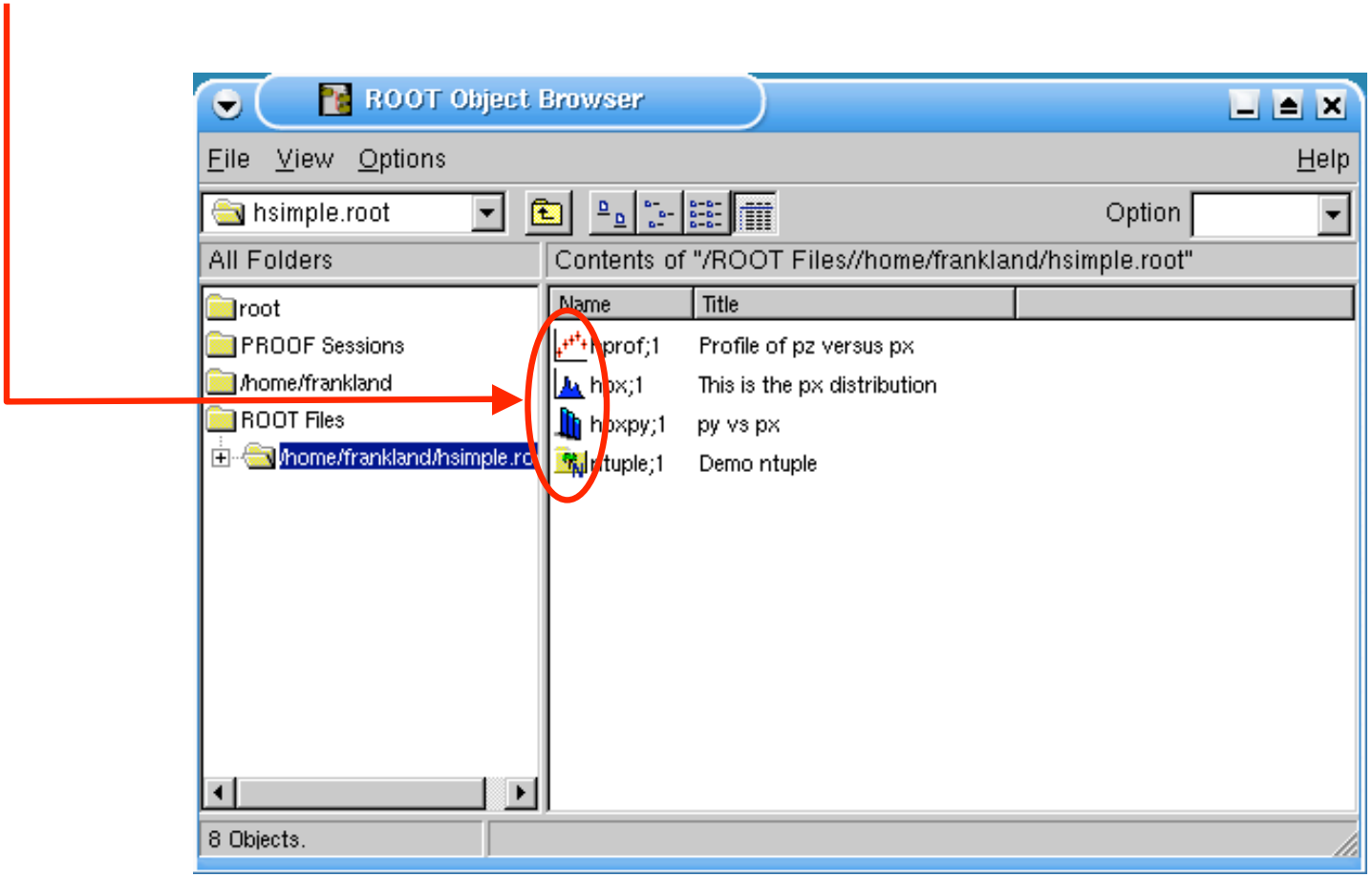
Looking at ROOT file contents

- You see (if you choose the right options) a list of spectra with their titles



Looking at ROOT file contents

- Icons represent the different types of spectra:
  - profile, 1-D histogram, 2-D histogram, N-tuple…

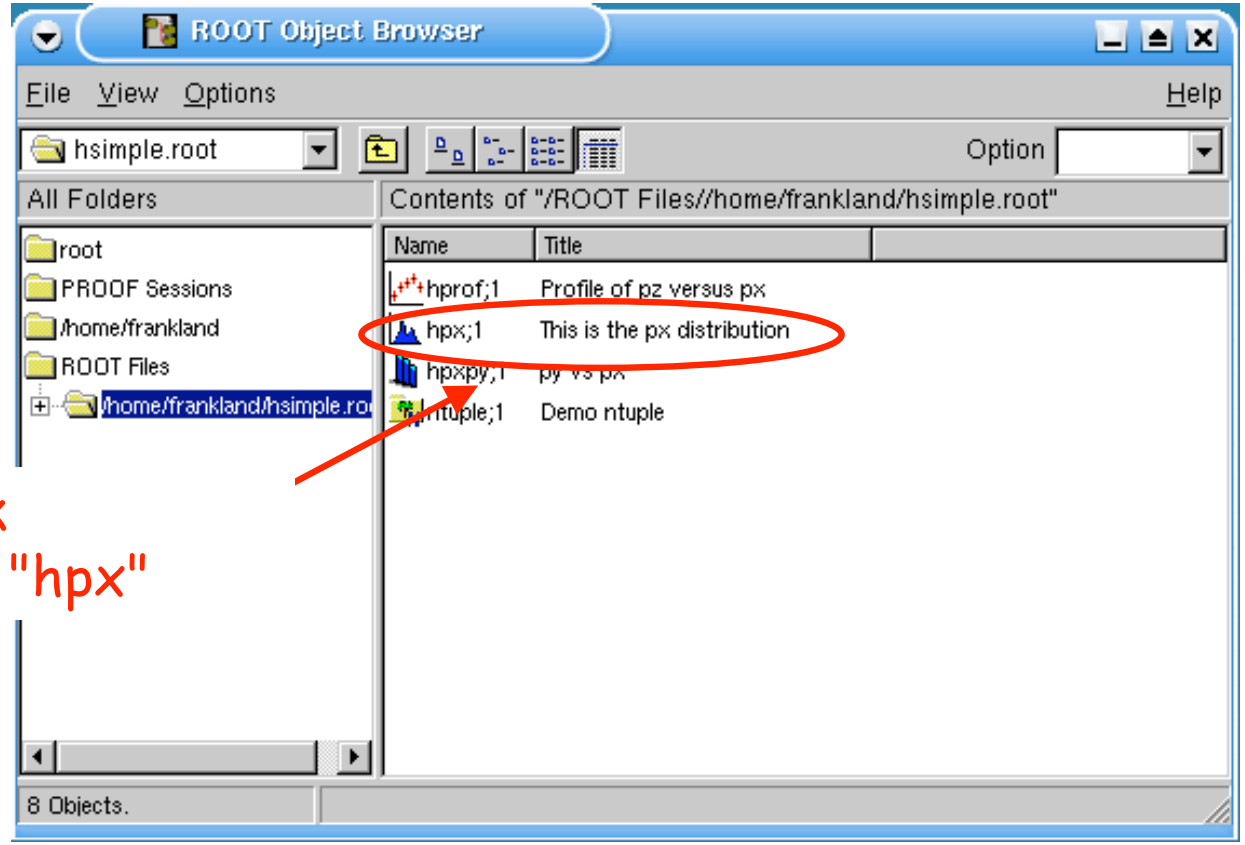


Plotting spectra

First of all, 1-D spectra

Plotting a spectrum

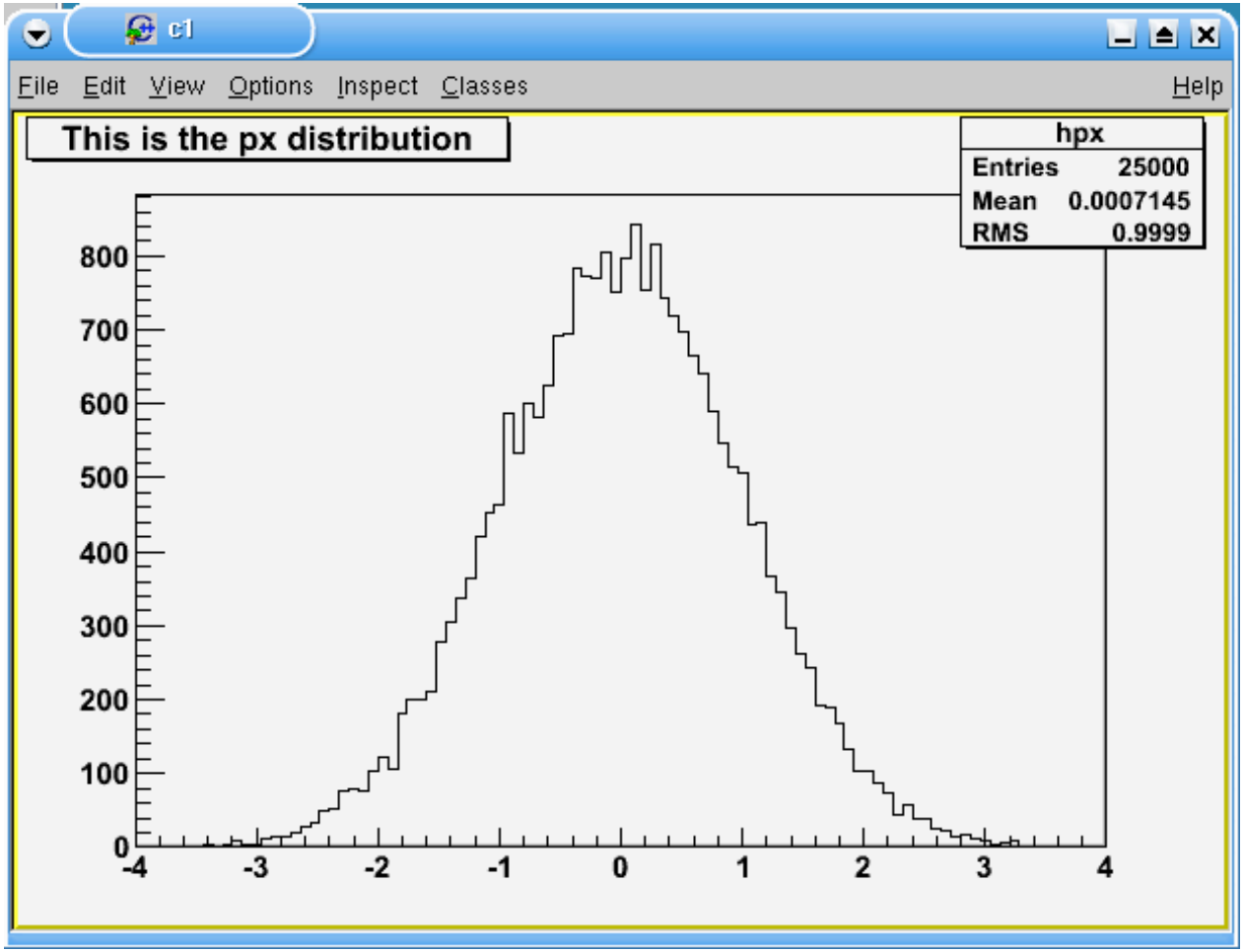
- To plot a 1-D histogram, nothing could be simpler: double-click it!



1. Double-click histogram "hpx"

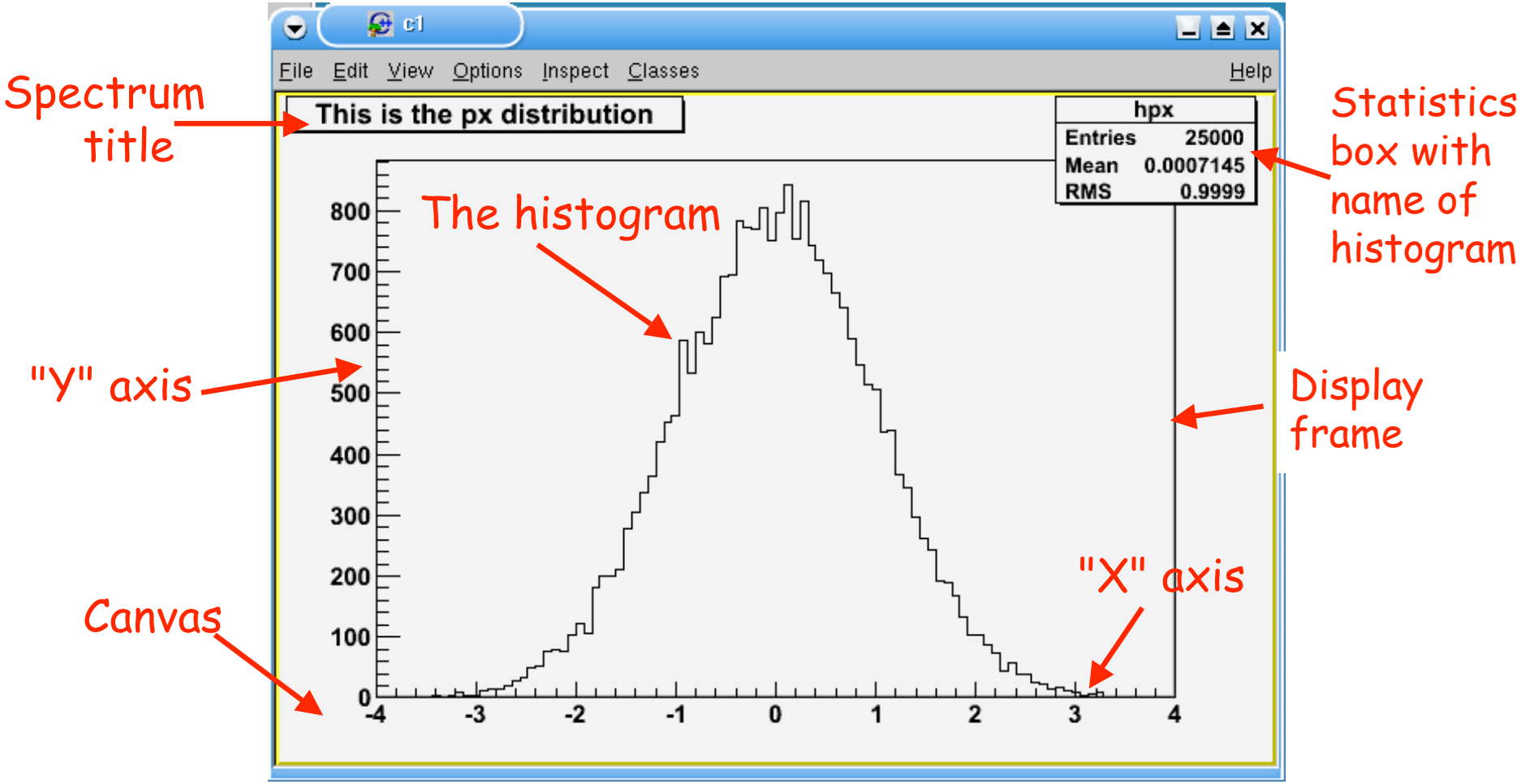
Discovering the canvas (TCanvas)

- A new window appears - the *canvas*



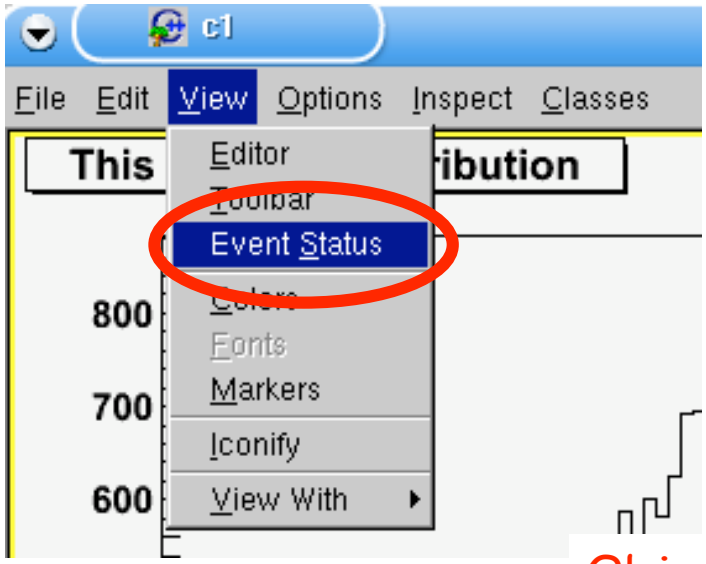
The canvas objects

- This canvas contains many objects which we can manipulate:



What is this object ?

- To see the identity of every object the mouse passes over, activate the "Event Status" bar in the "View" menu :



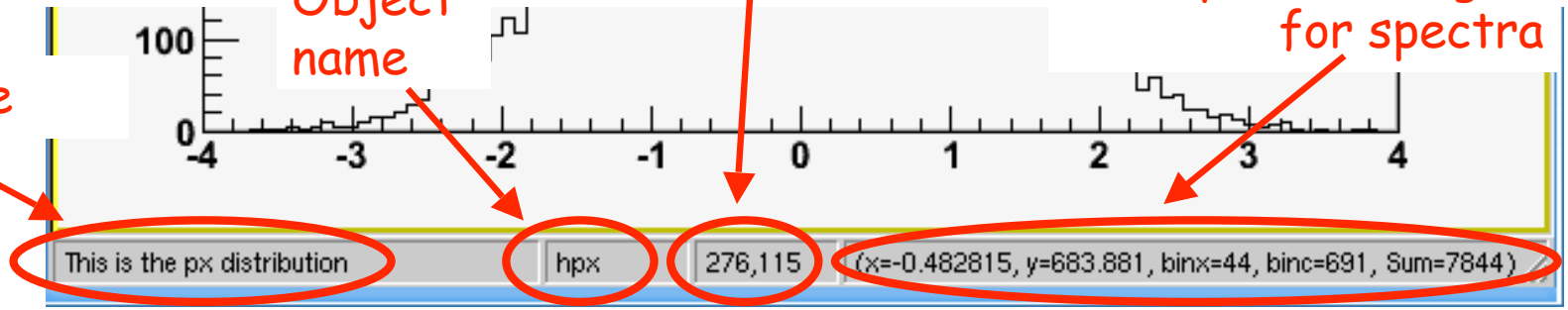
The bar appears below the canvas:

Mouse position in pixel units (0,0)=top left corner

Position in "spectrum" units + bin contents & partial integral for spectra

Object name

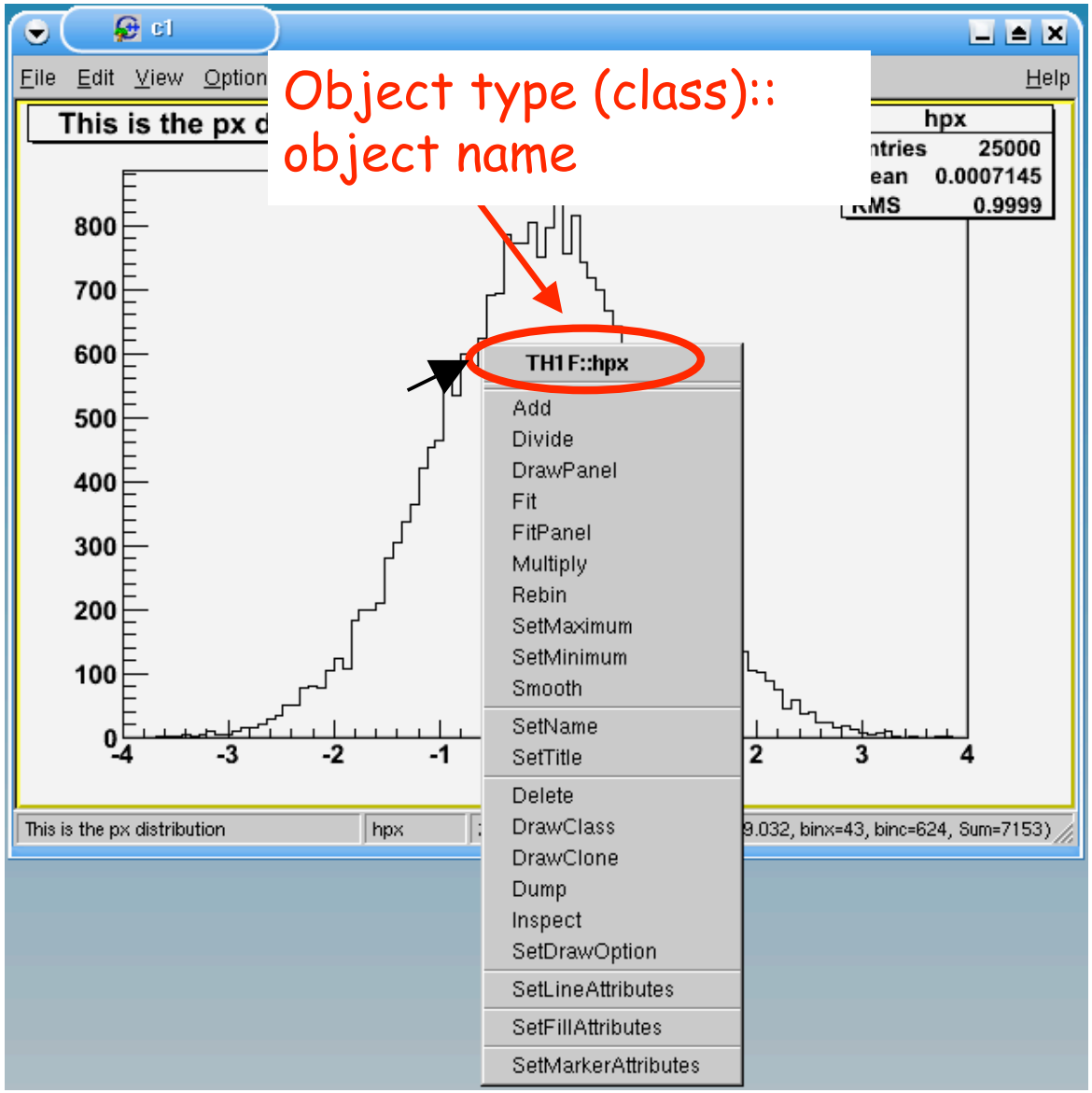
Object title



What is this object ?

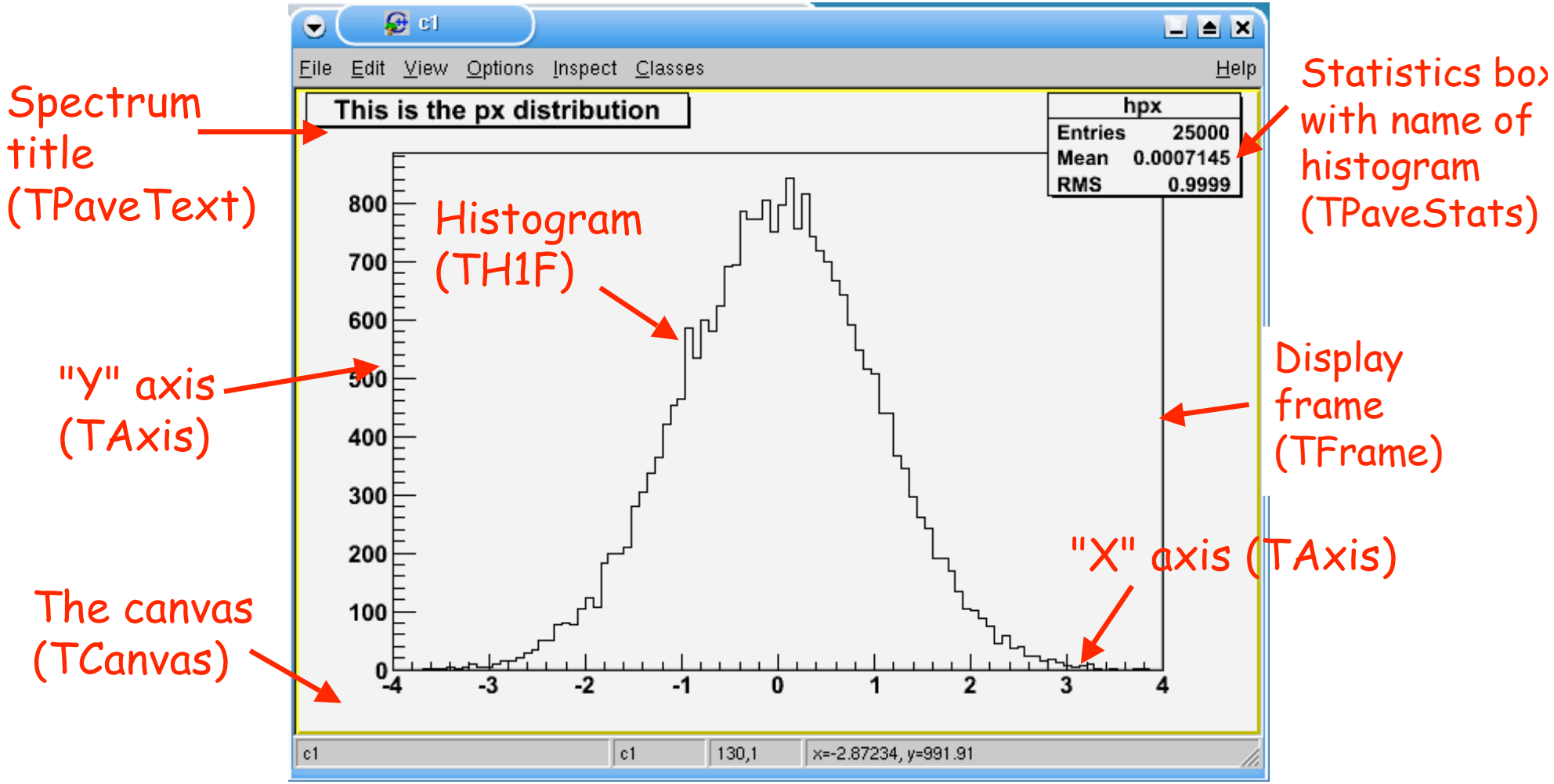
- Or, you can "right-click" on an object and access its context menu:

Right-click on histogram "hpx":



The canvas objects (again)

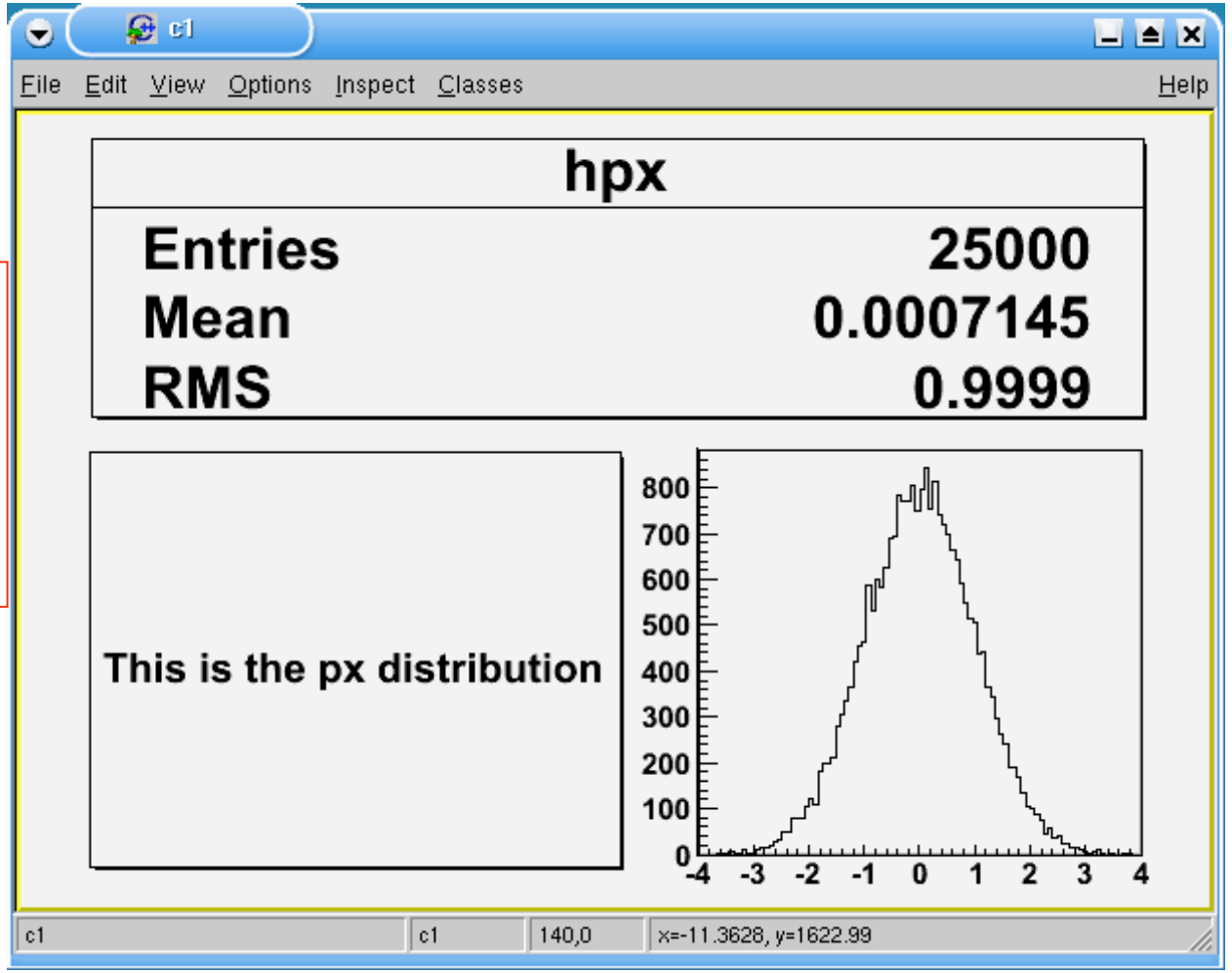
- So we can identify the type (*class*) of every object used in the canvas:



Manipulating objects

- Use the mouse to move and resize objects…

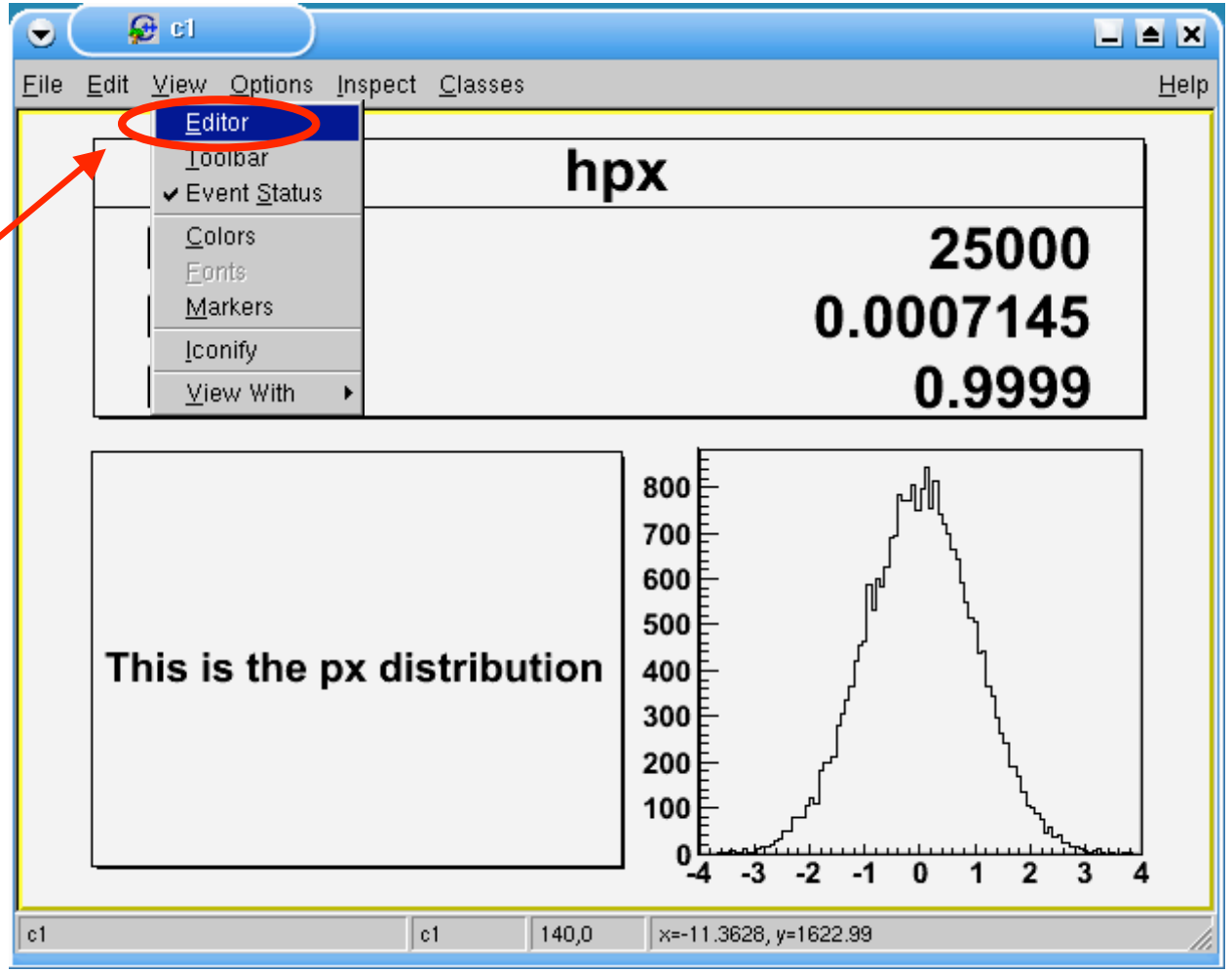
With the left button of the mouse you can reposition and redimension all objects in the canvas



Activate the canvas editor

- To change colours, line widths, etc. we use the **canvas editor**

Activate the editor by selecting "Editor" in the "View" menu

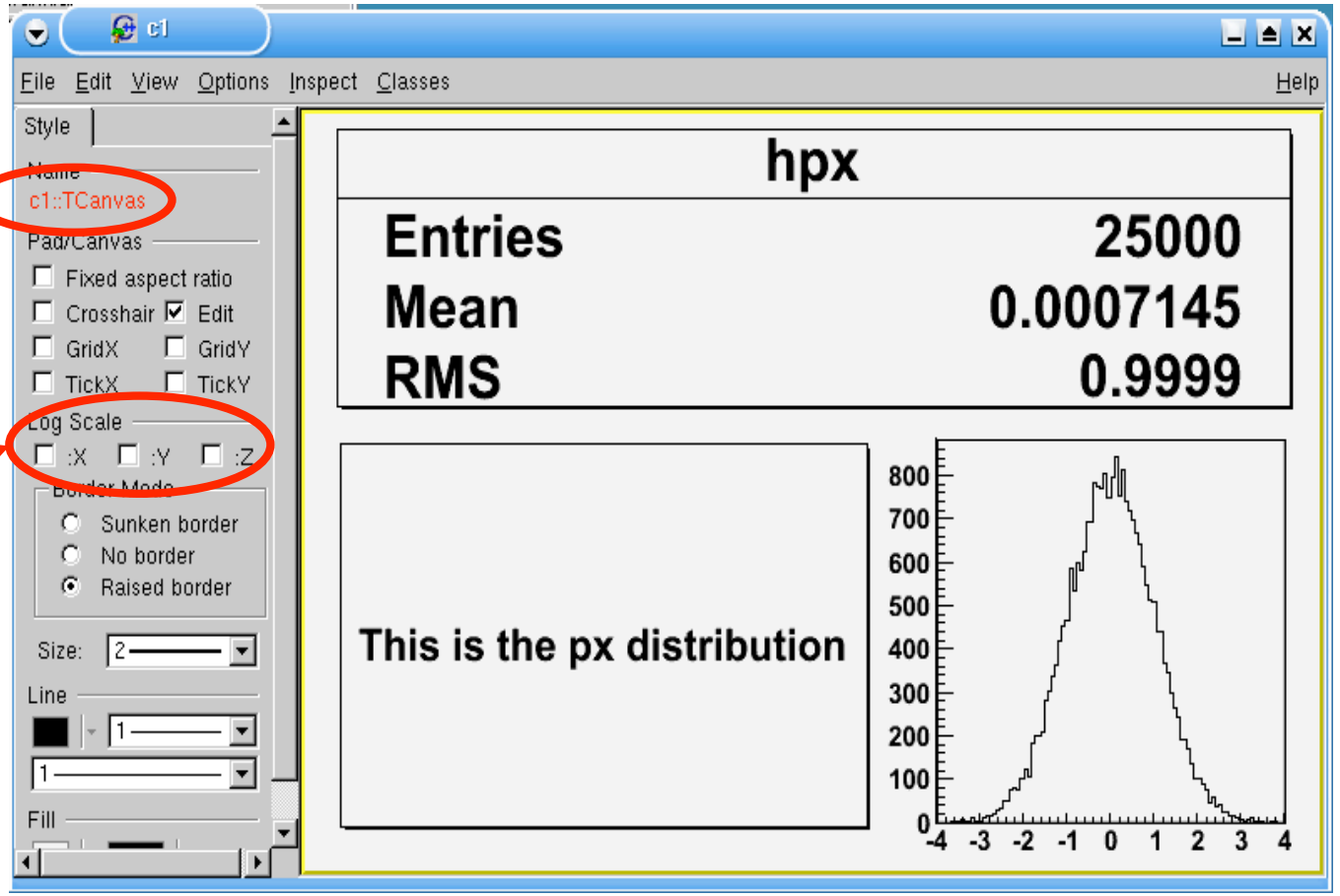


Canvas editor

- The editor appears to the left of the canvas
- It displays/modifies the characteristics of the last object selected with the mouse (careful!)

Name & type (class) of last-clicked object

E.g. Tick here to make all spectra scales on this canvas logarithmic



Canvas editor

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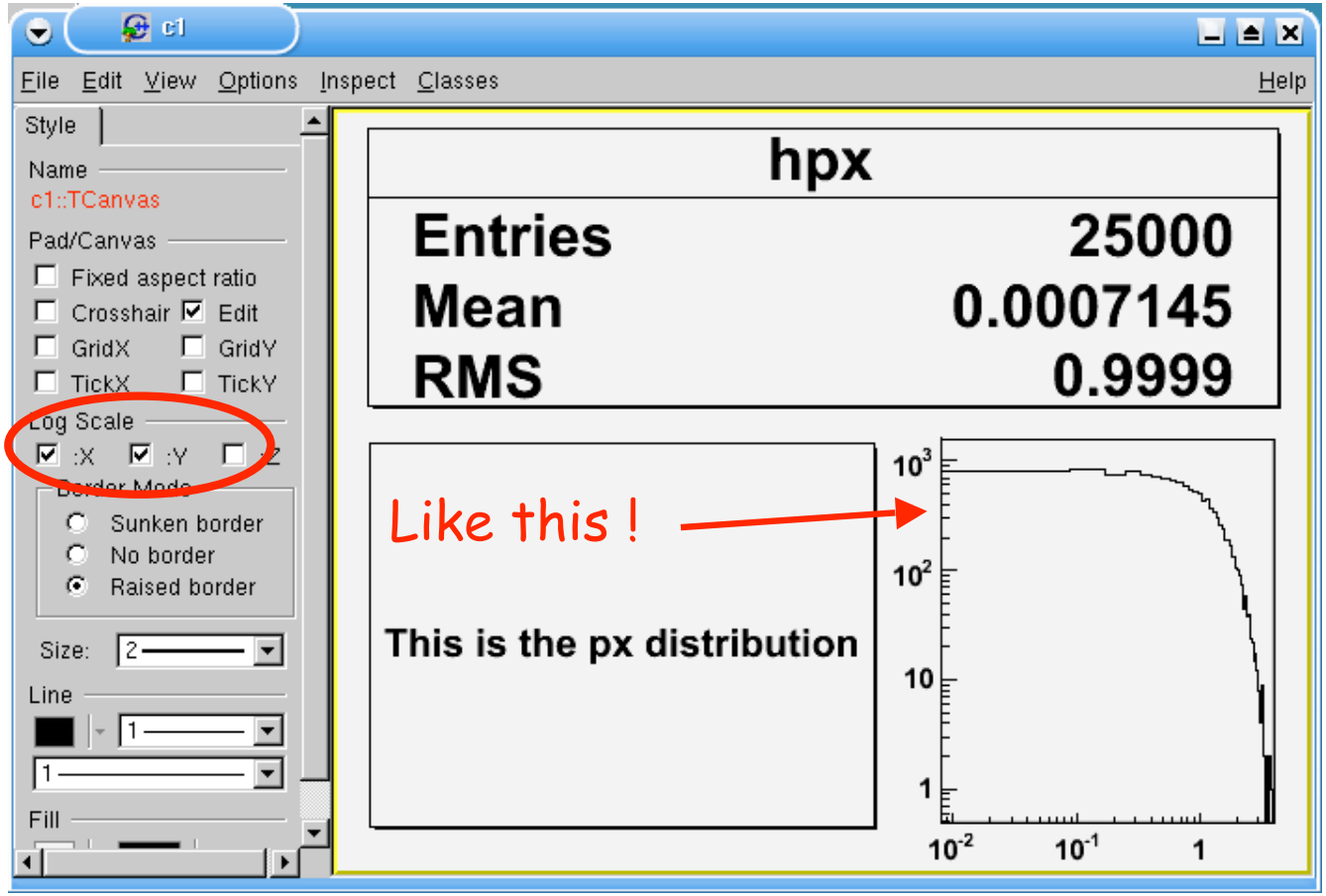
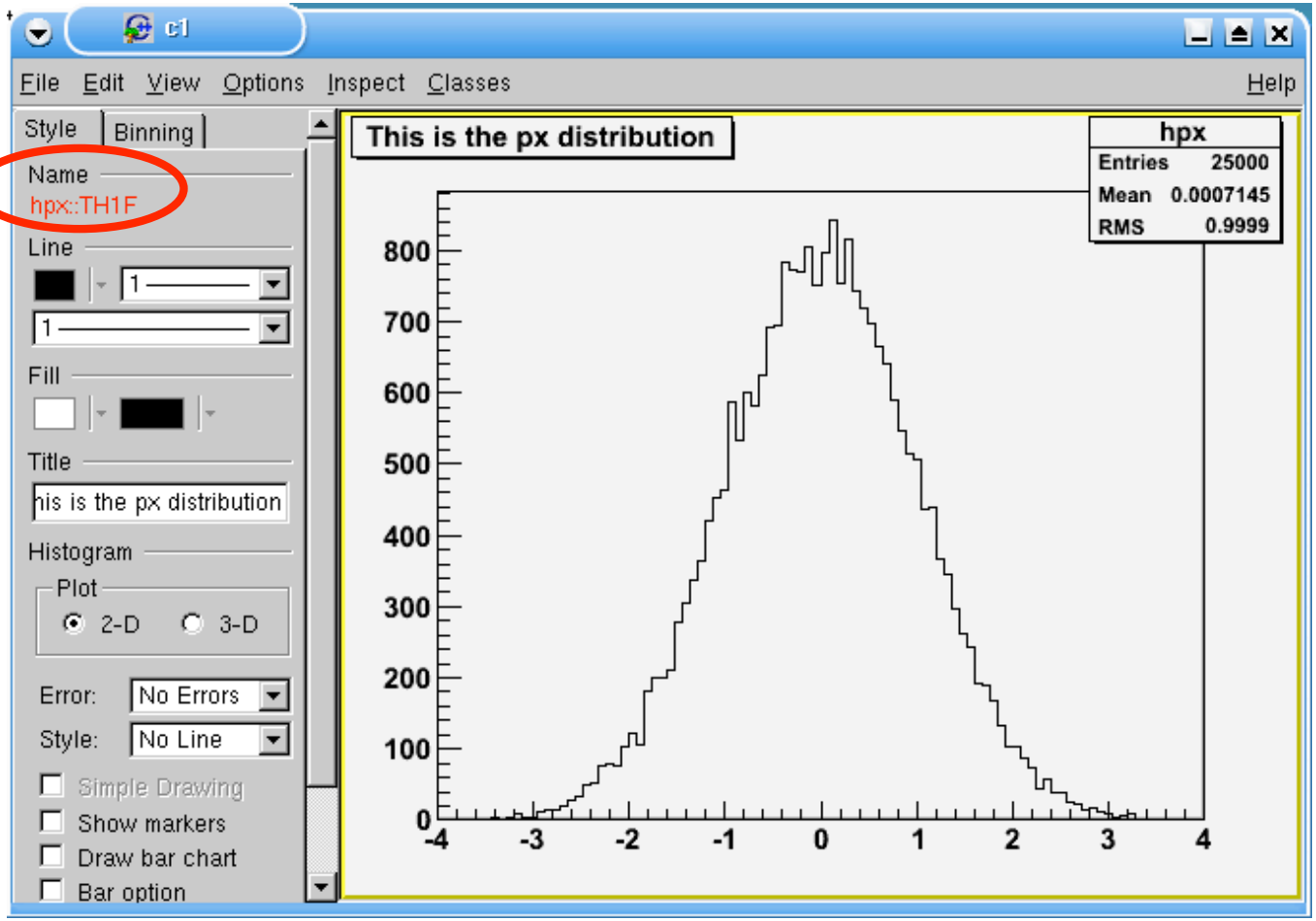


Changing the look of a spectrum

- or "the art of clicking in the right place at the right time"…

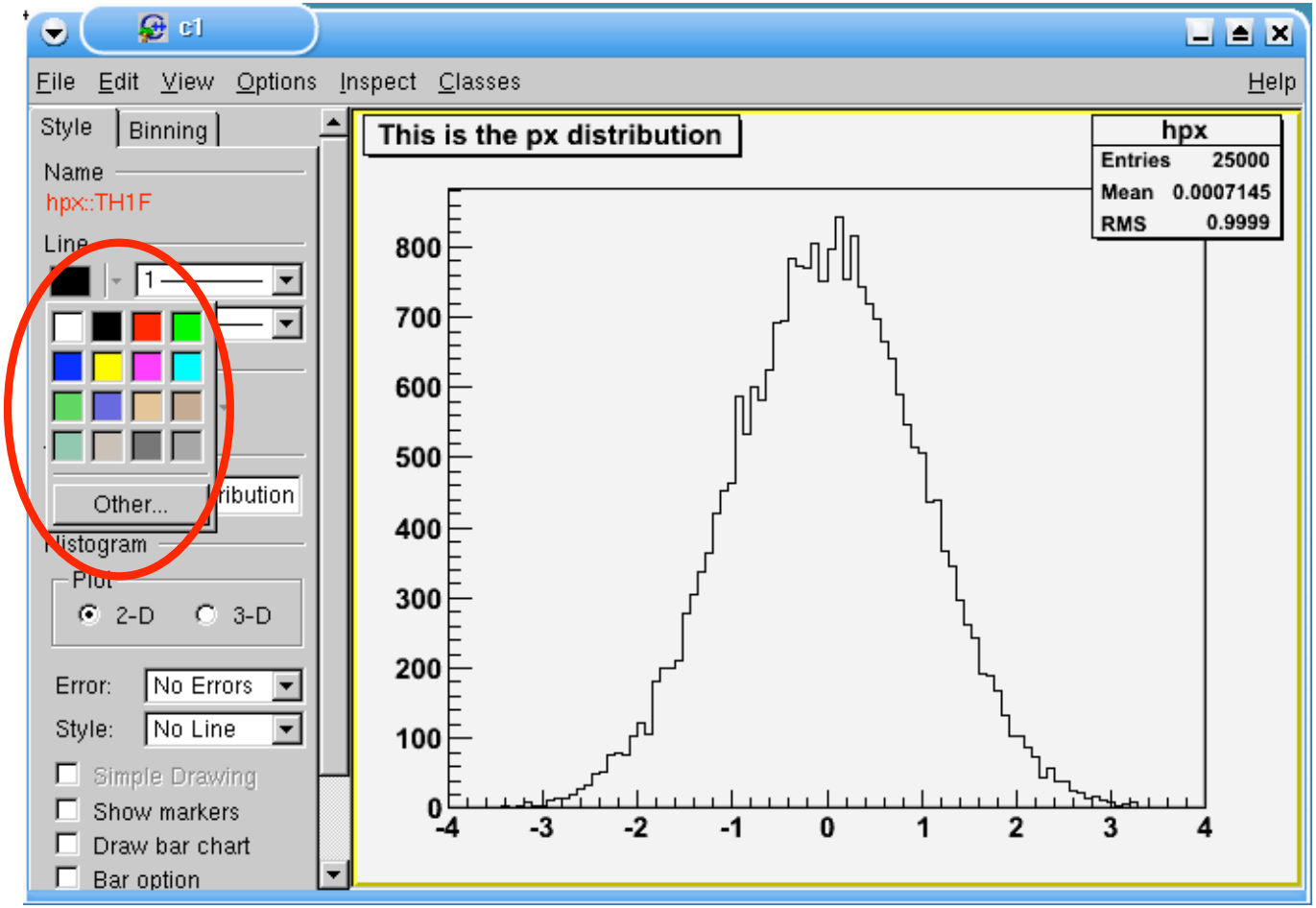
1. Check you have selected the right object



Changing the look of a spectrum

- or "the art of clicking in the right place at the right time"…

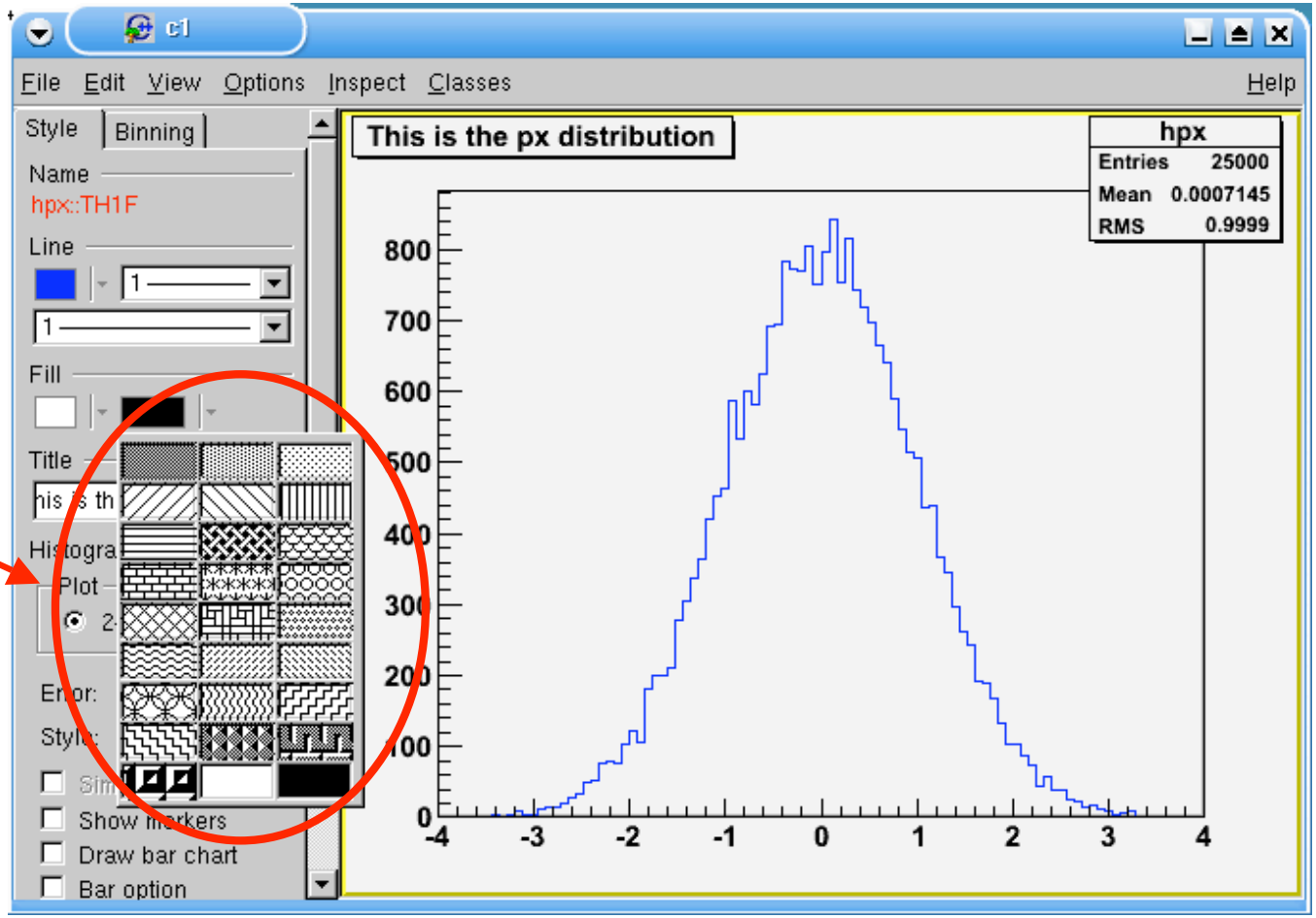
2. Click the line-colour box to the palette



Changing the look of a spectrum

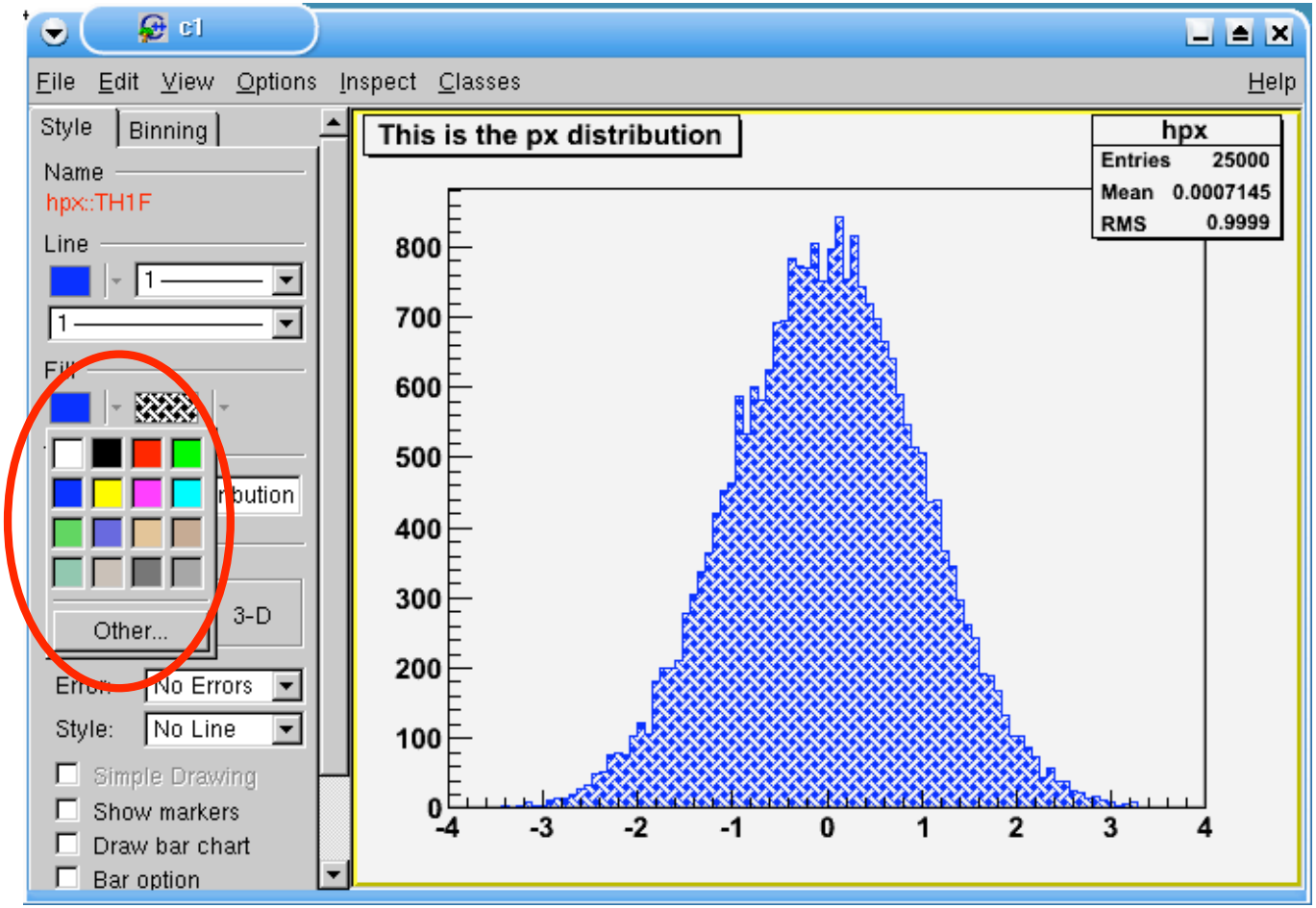
- or "the art of clicking in the right place at the right time"…

3. Choose a fill style…



Changing the look of a spectrum

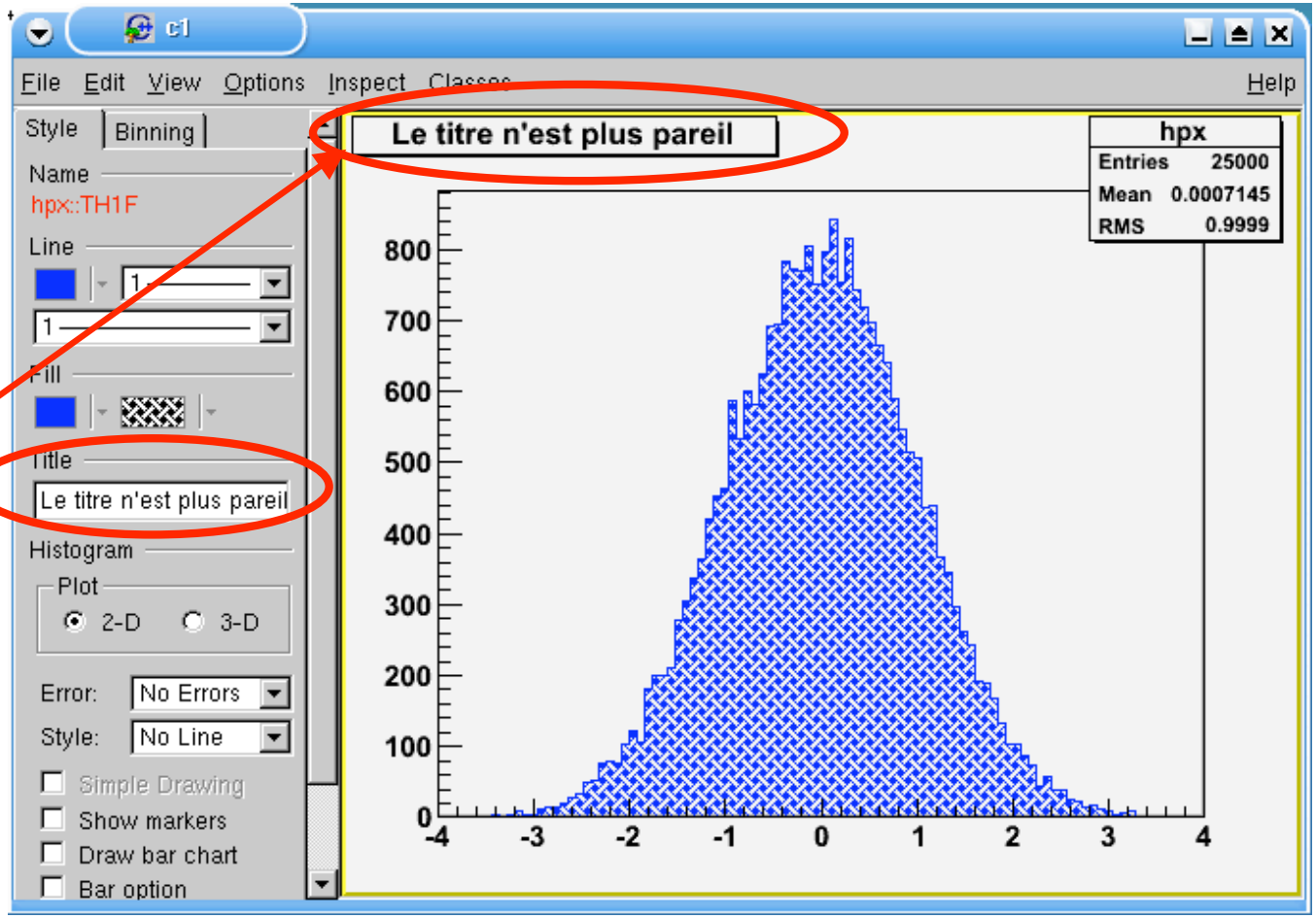
- or "the art of clicking in the right place at the right time"…



4. …and a colour in order to activate it

Changing the look of a spectrum

- or "the art of clicking in the right place at the right time"…



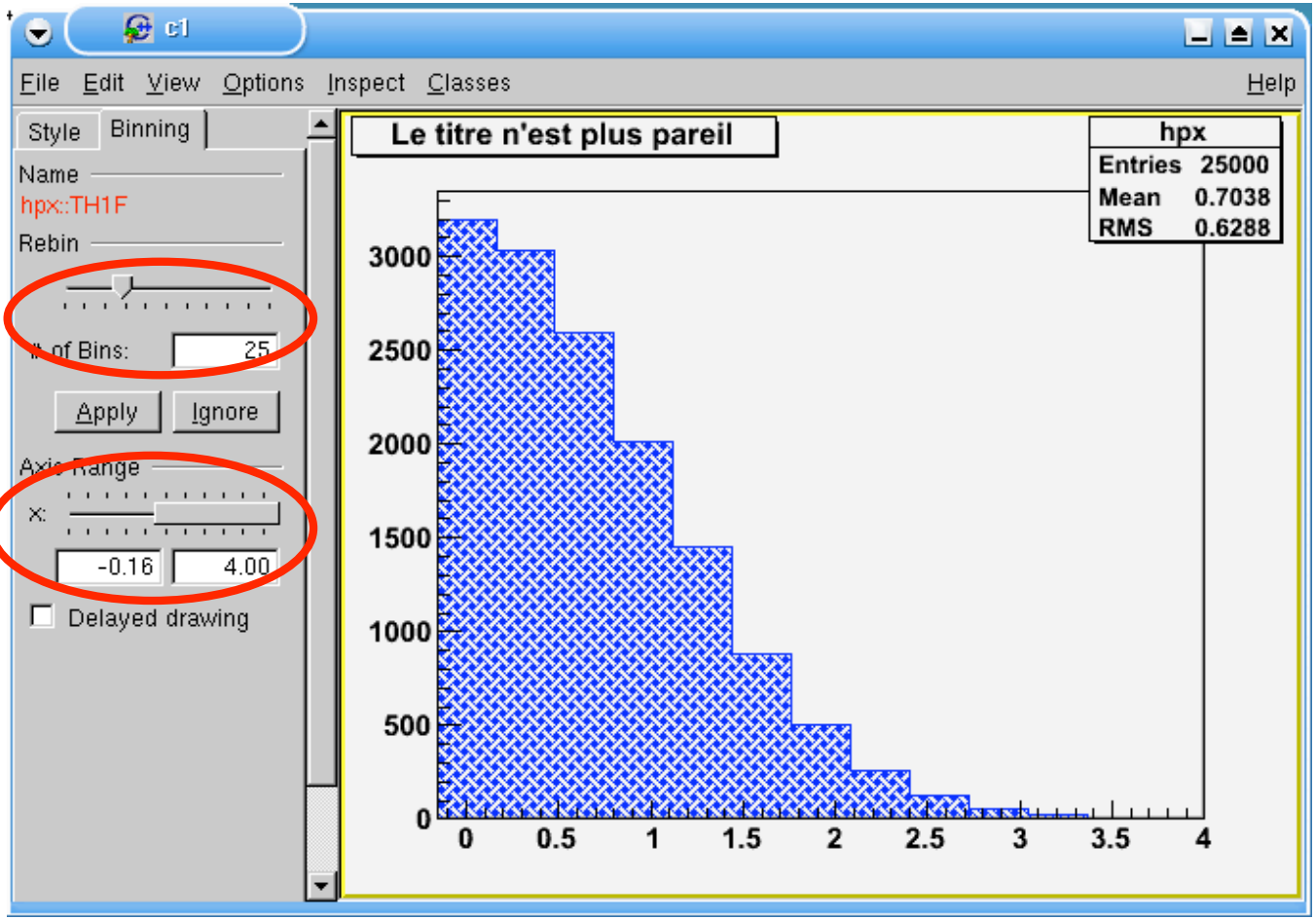
5. And why not change the title while we're at it ?

Changing the look of a spectrum

- or "the art of clicking in the right place at the right time"…

On the second tab you can change the binning…

…as well as the range of displayed axis values



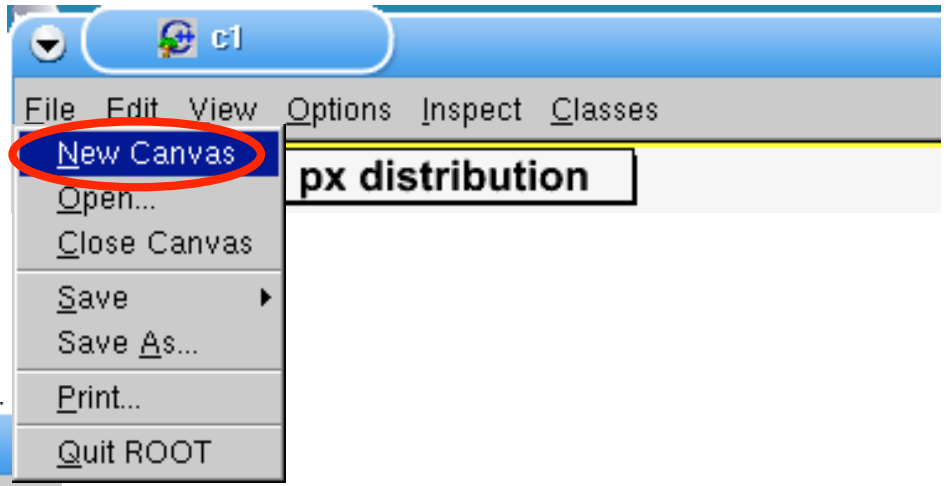
*Handling the canvas**

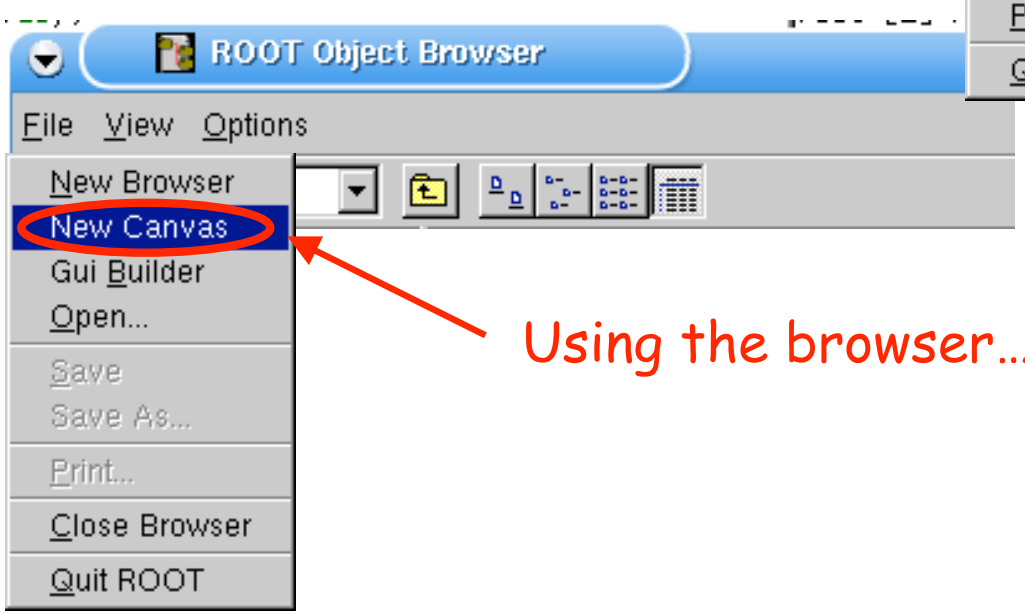
*without smudging the artwork

Canvas manipulation

- If you want a new canvas:

Using an existing one…



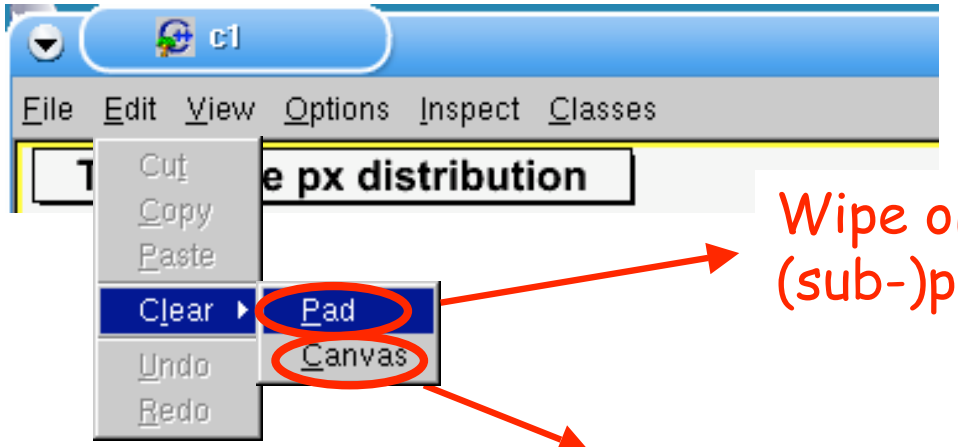


Using the browser…

WARNING !
Double-click on a spectrum and it will be drawn on the active canvas, replacing any previous content

Canvas manipulation

- To wipe the canvas clean:



Wipe only the active (sub-)pad…

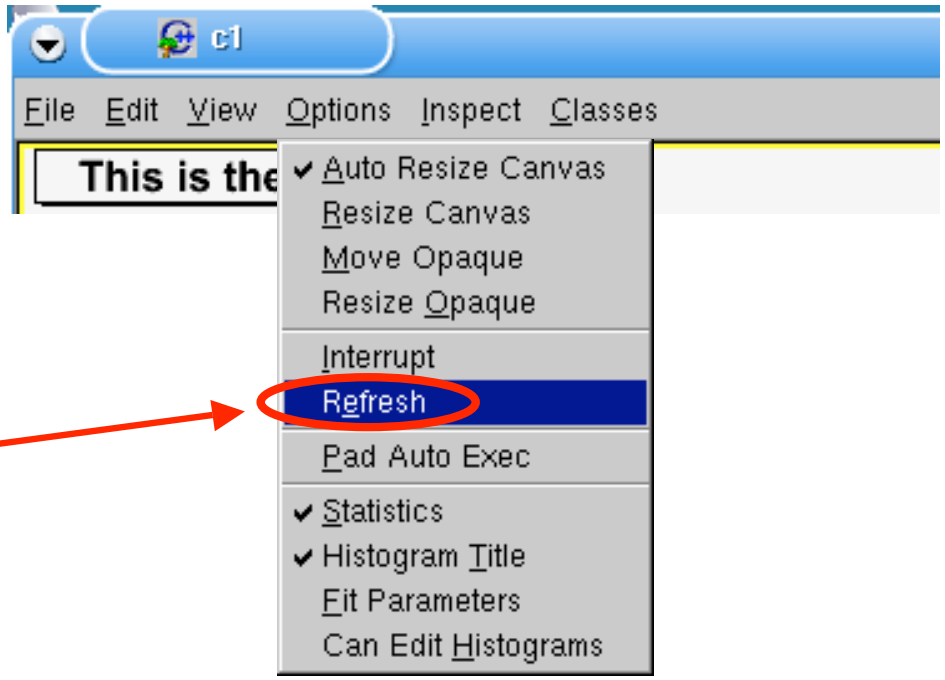
Wipe the WHOLE canvas (careful!)

Manipulating the canvas

- To refresh the canvas display:

Sometimes, the result of a modification is not visible straight away.

To force an update of all the objects on the canvas, option "Refresh" can help*



*(and reduce stress levels and anxiety…)

Manipulating the canvas

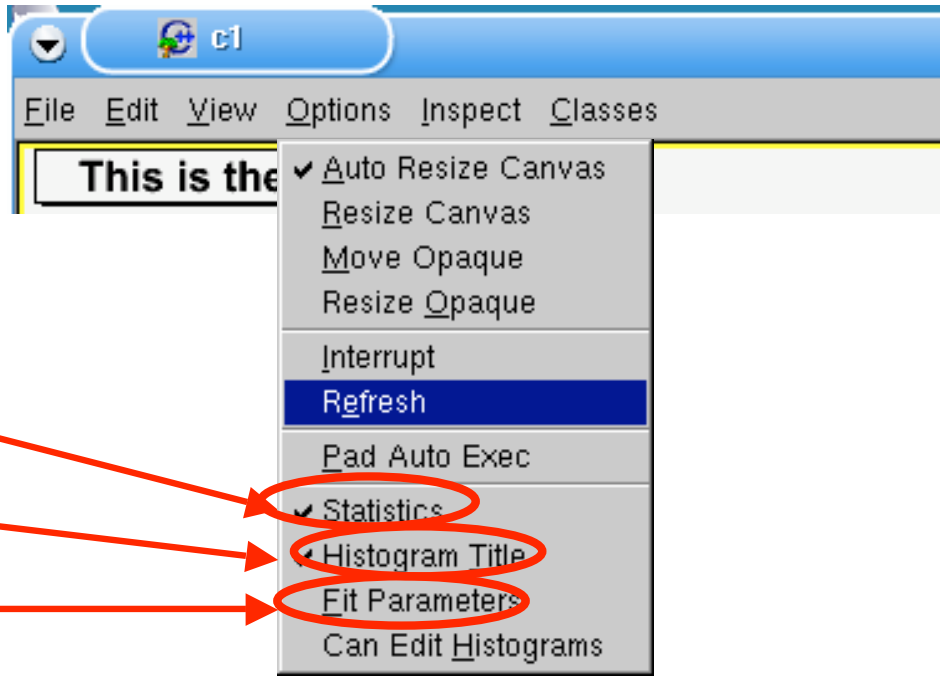
- Some useful options:

In the "Options" menu of the canvas we also control whether or not to show :

statistics boxes

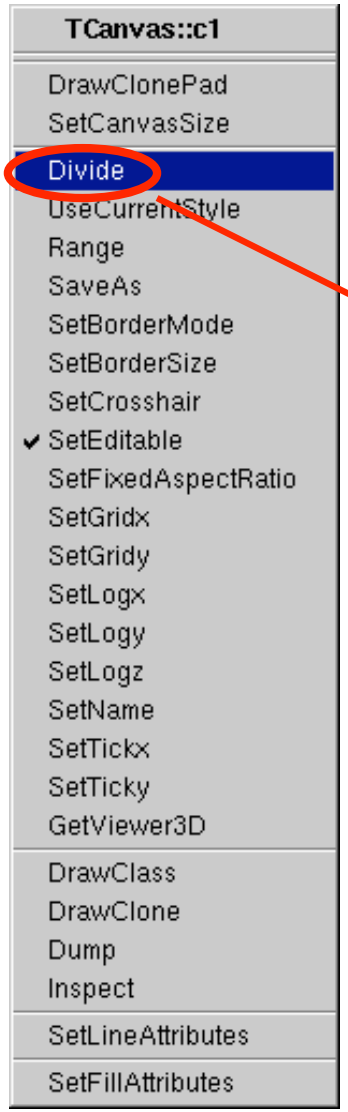
histogram title

fit parameters



Manipulating the canvas

- Dividing the canvas to display several spectra at once:



Open the context menu of the canvas (right-click on the canvas)

Select "Divide"

Manipulating the canvas

- Dividing the canvas to display several spectra at once:

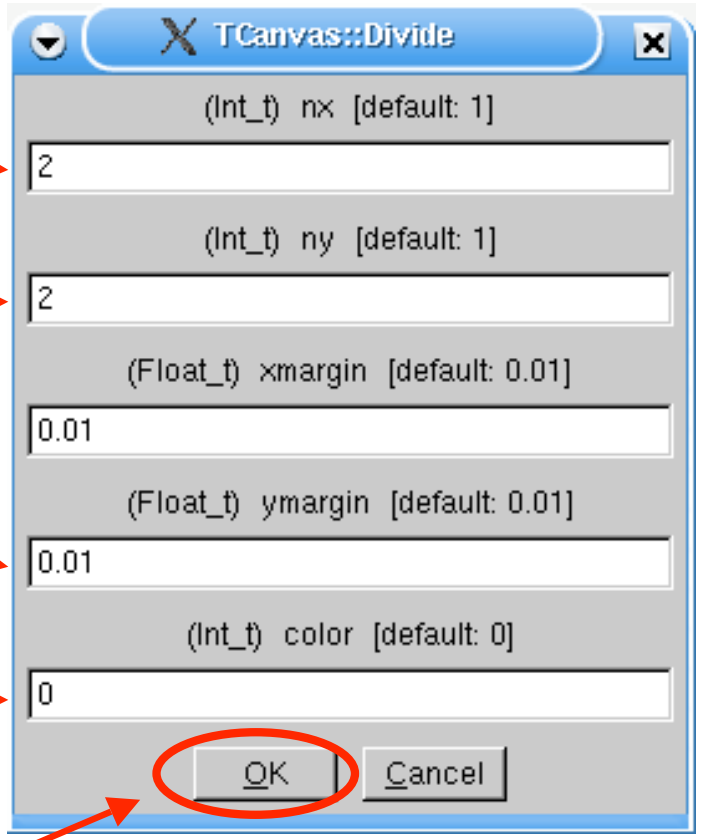
Fill in the form,
e.g. to have 2x2 pads:

Number of columns

Number of rows

Margins between pads

Pad colour



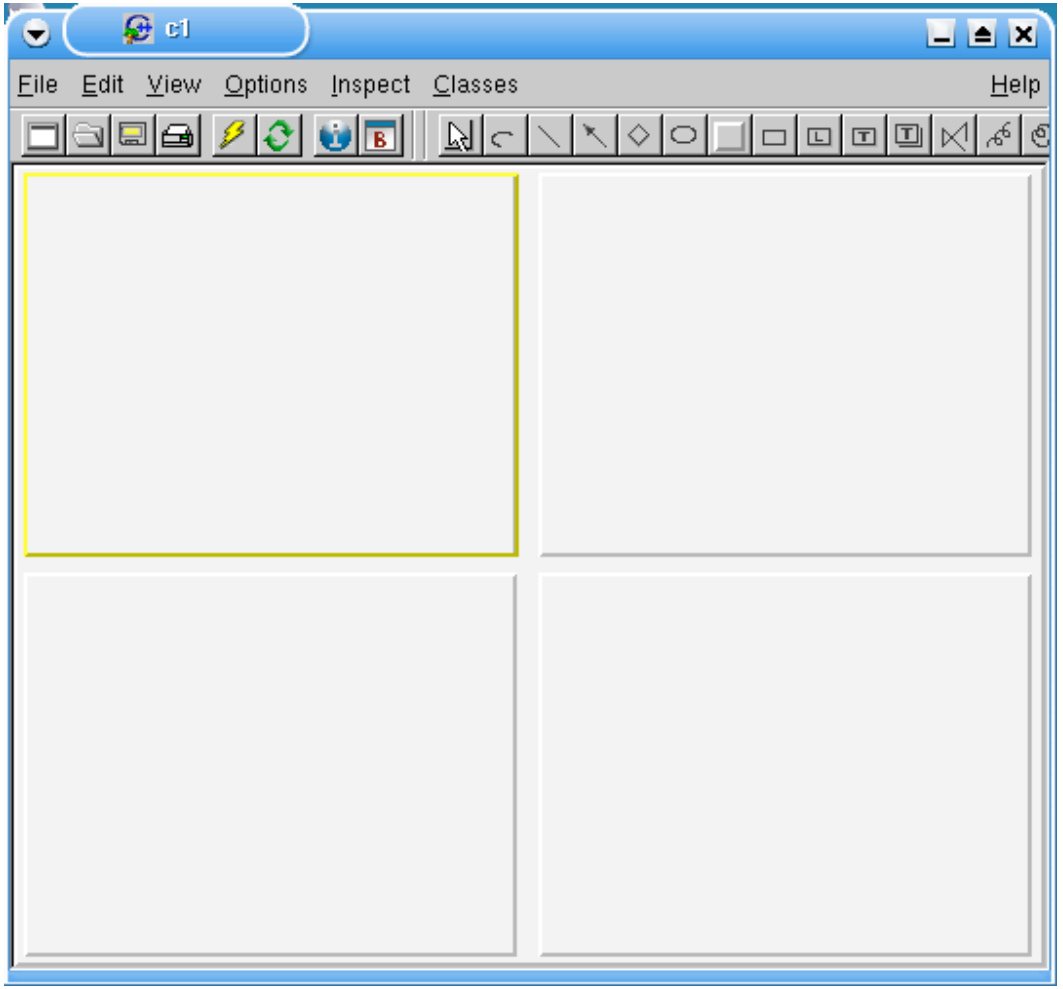
And click "OK"

Manipulating the canvas

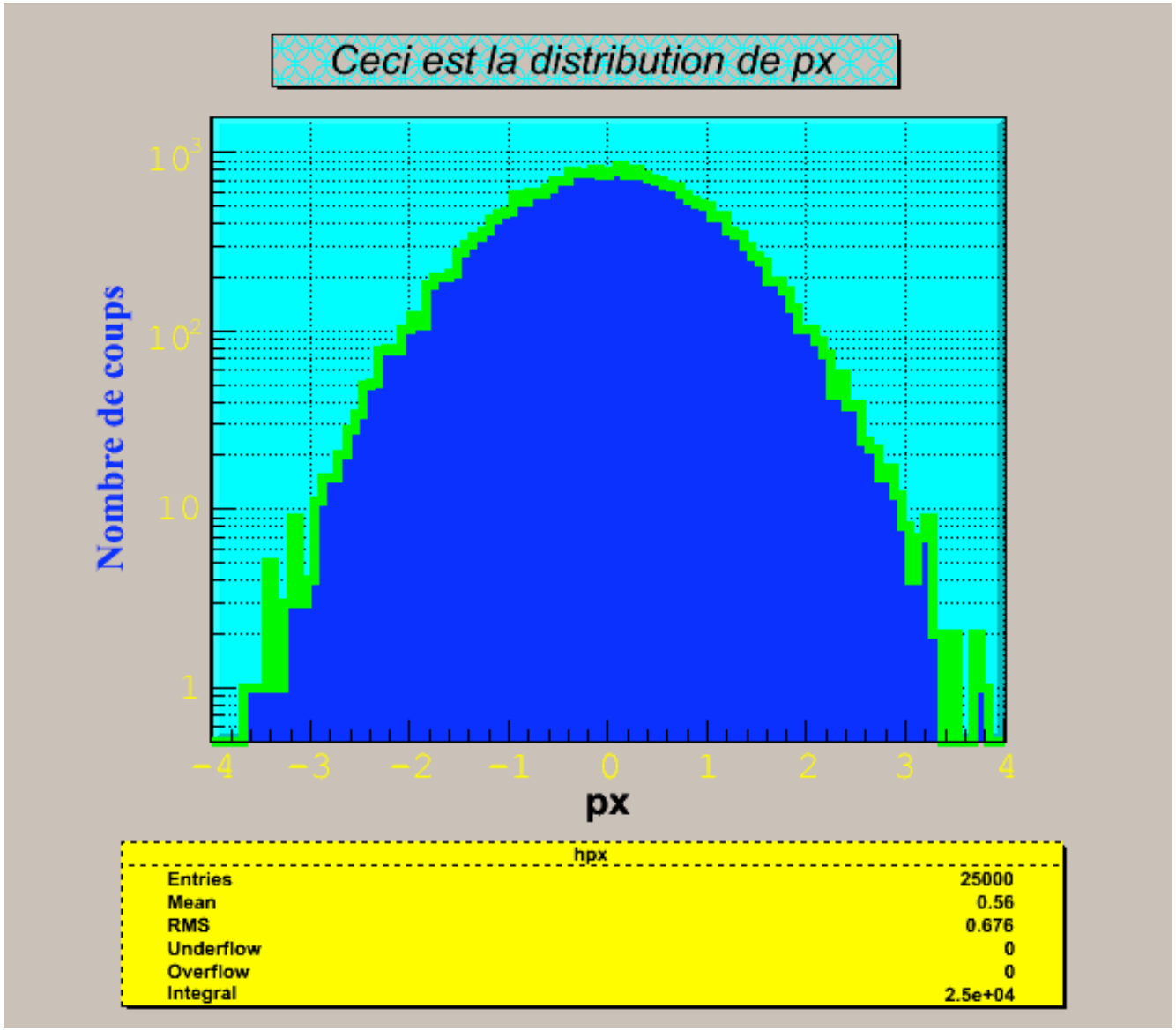
- Dividing the canvas to display several spectra at once:

Next, choose the pad where you want to display your spectrum
(click with middle button)

WARNING!
The first sub-pad is not automatically selected



Exercise

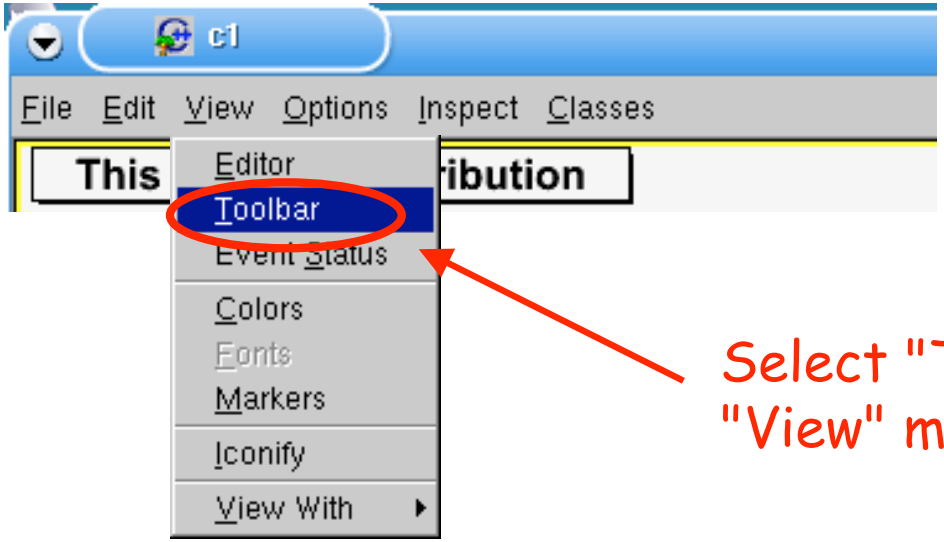

Ceci est la distribution de px
Nombre de coups
10^3
10^2
10
1
−4
−3
−2
−1
0
1
2
3
4
px
hpx
Entries 25000
Mean 0.56
RMS 0.676
Underflow 0
Overflow 0
Integral 2.5e+04

Decorating a figure

Making pretty pictures

Adding objects to the canvas

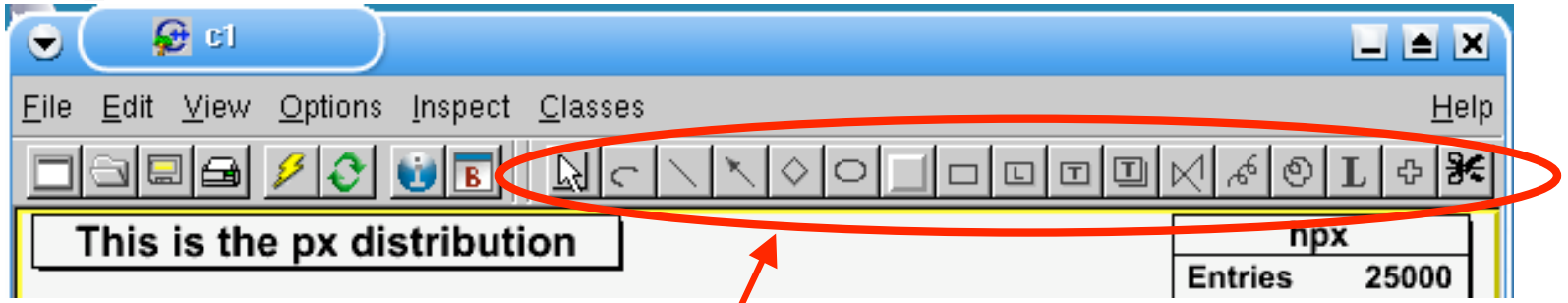
- Open the **toolbar**



Select "Toolbar" in the "View" menu

Adding objects to the canvas

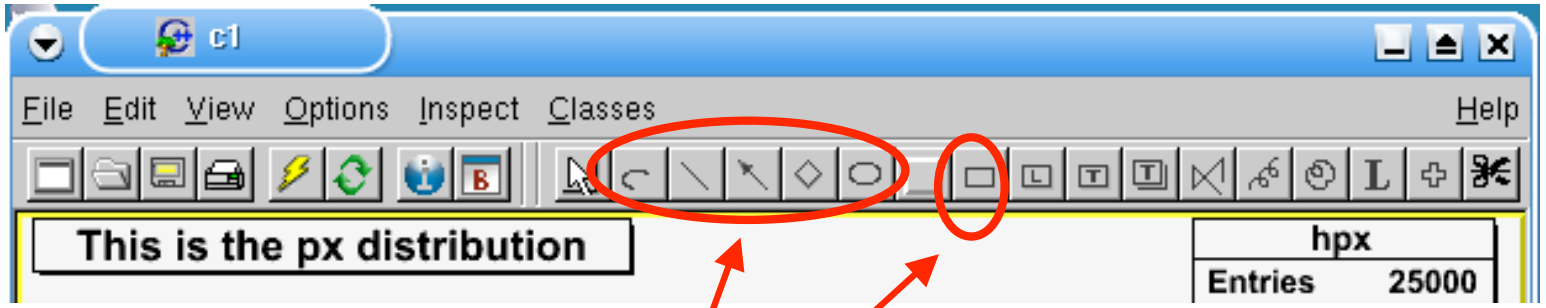
- Open the **toolbar**



With the buttons we can draw all sorts of graphical objects on the canvas…

Adding objects to the canvas

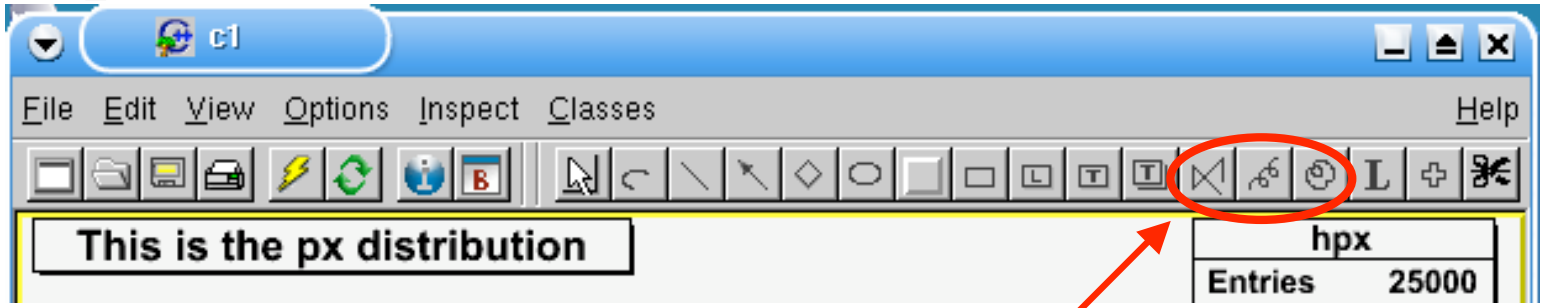
- Open the **toolbar**



…arc/circle, line,
arrow, diamond, ellipse,
rectangle, …

Adding object to the canvas

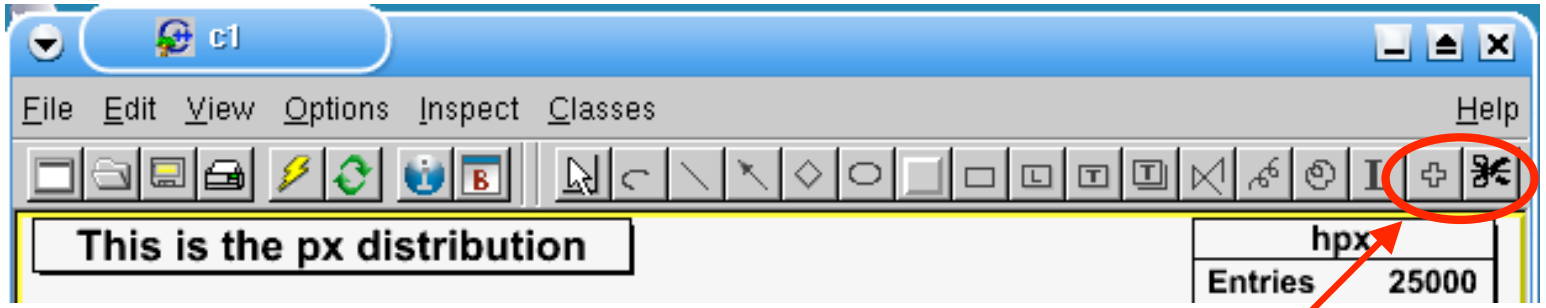
- Open the **toolbar**



...polyline, "curly line", "curly arc", ...

Adding objects to the canvas

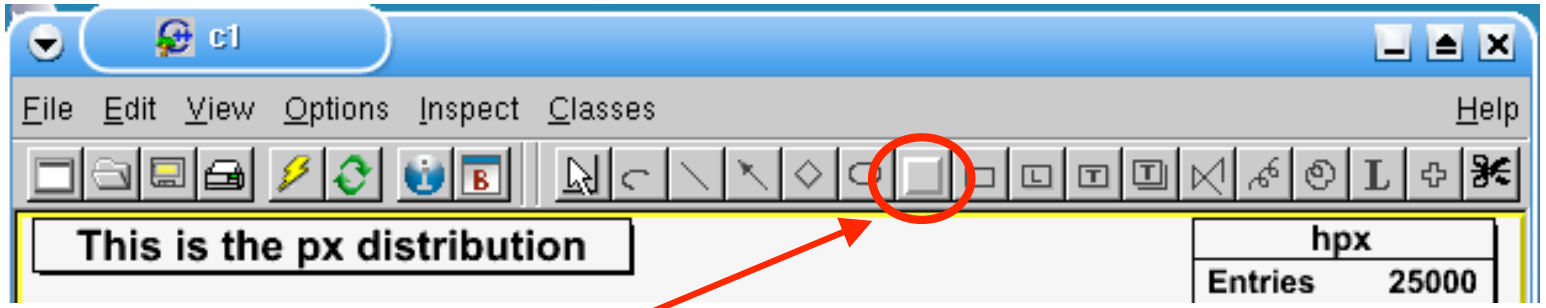
- Open the **toolbar**



...marker, closed contour (graphical cut selection - Day 4!)

Add a pad to the canvas

- Spectra within spectra within…



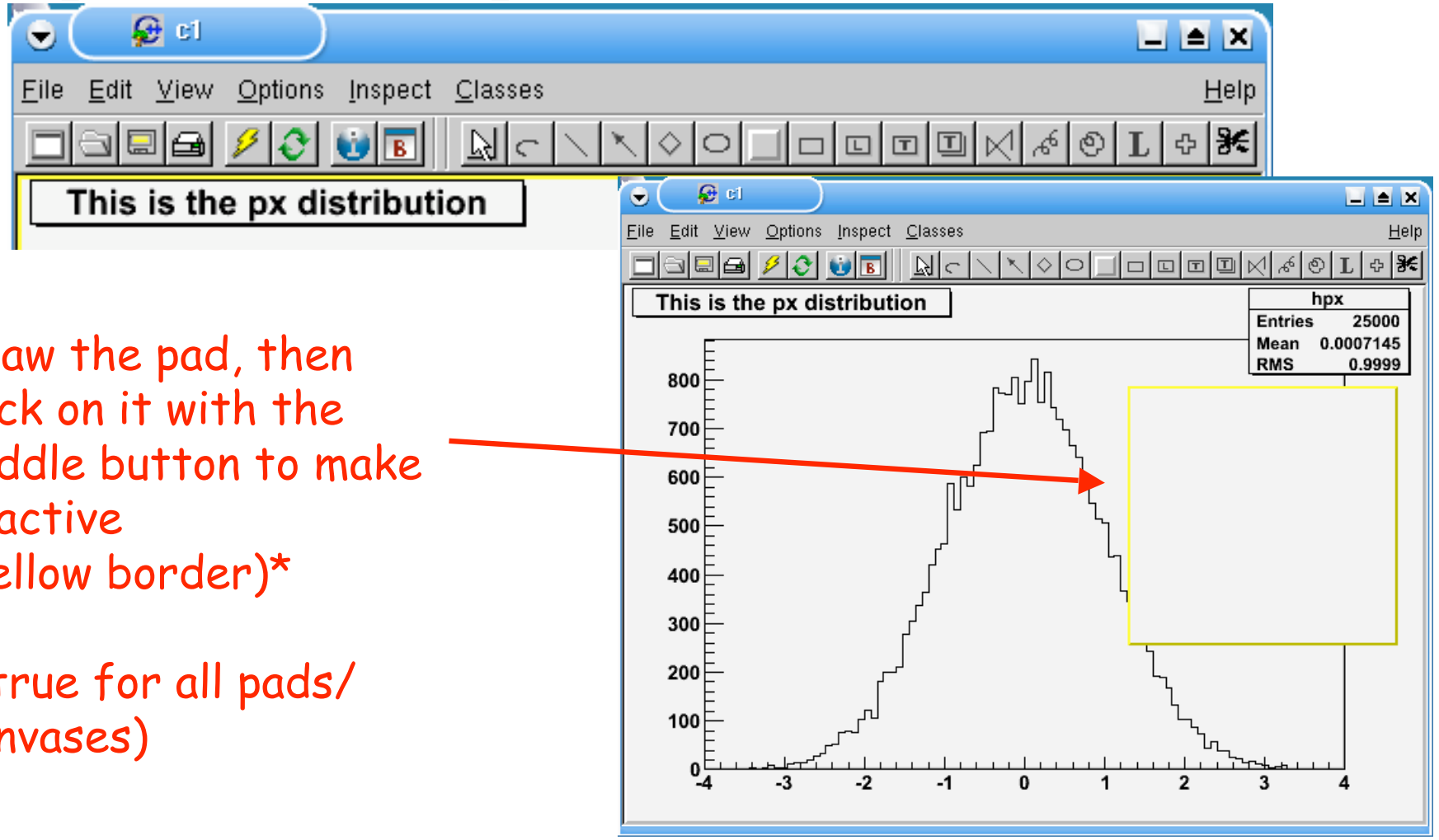
Why add a pad ?

=> Easy way to have an 'insert' showing e.g. a zoom

Pad = mini-canvas inside a canvas (or a pad… etc. etc.)

Adding a pad

- Spectra within spectra within…

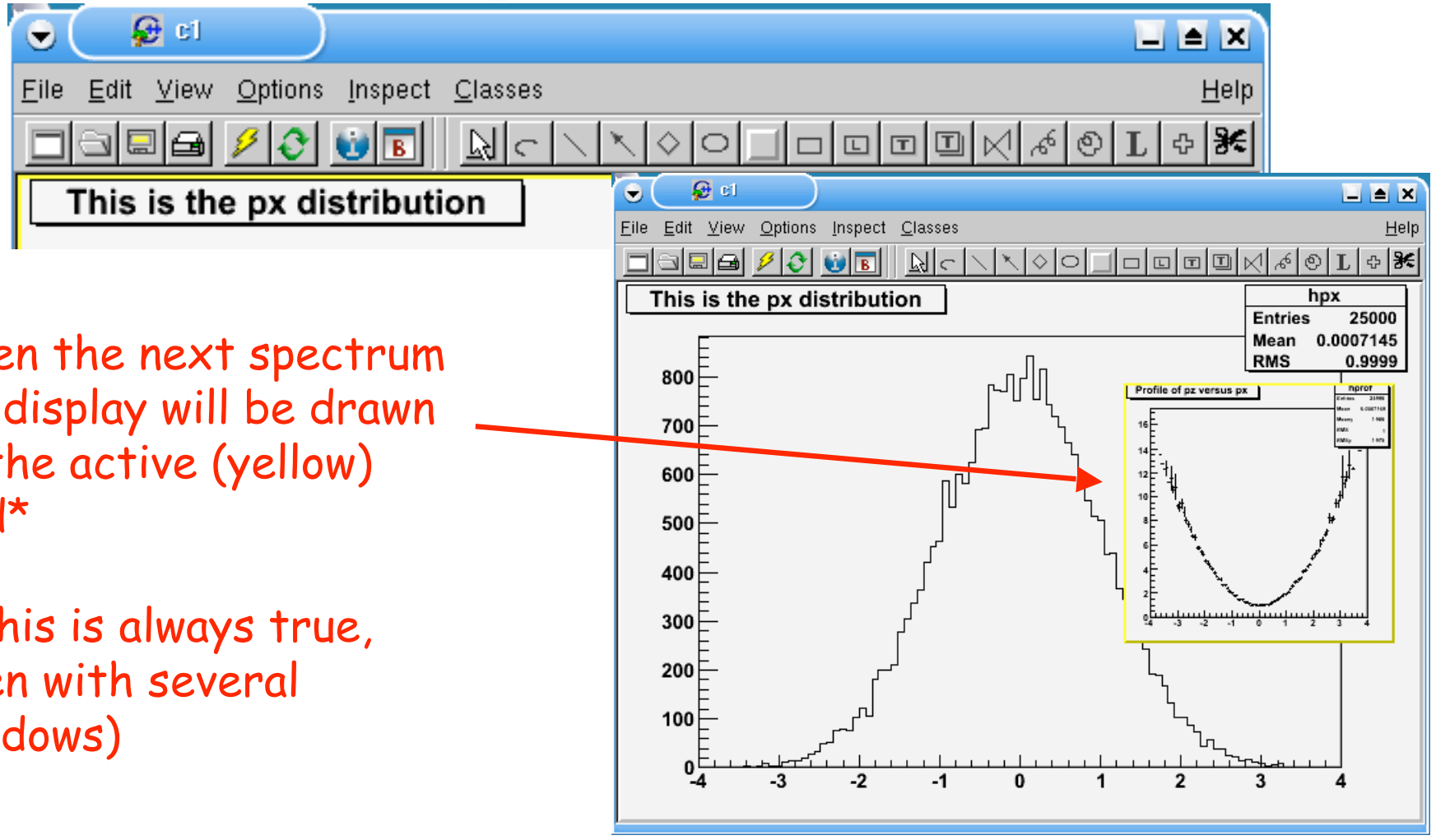


Draw the pad, then click on it with the middle button to make it active (yellow border)*

*(true for all pads/ canvases)

Adding a pad

- Spectra within spectra within…

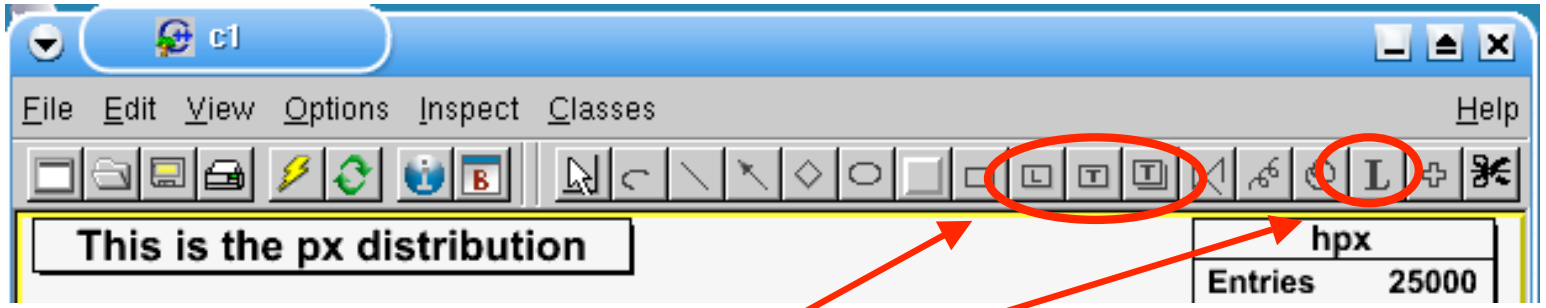


Then the next spectrum we display will be drawn in the active (yellow) pad*

*(this is always true, even with several windows)

Adding text

- To make the figure self-explanatory, add a legend…

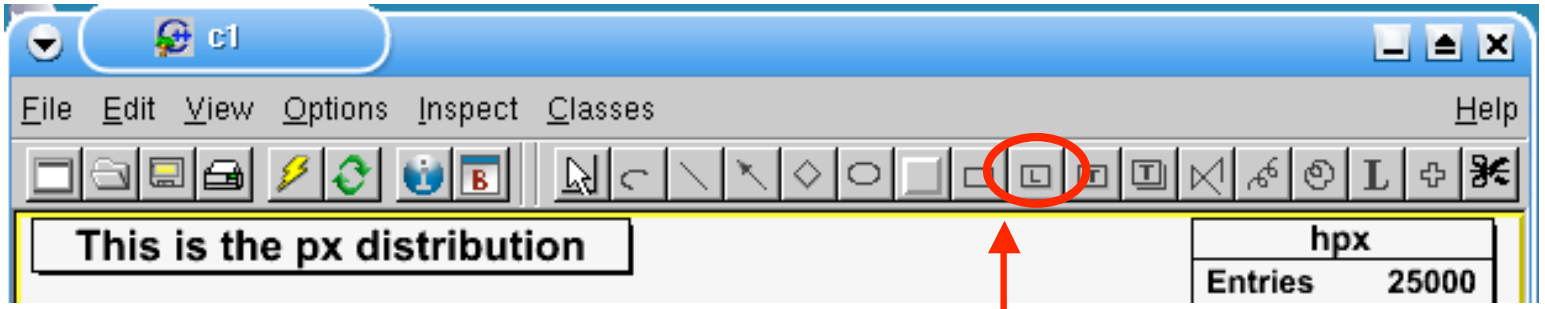


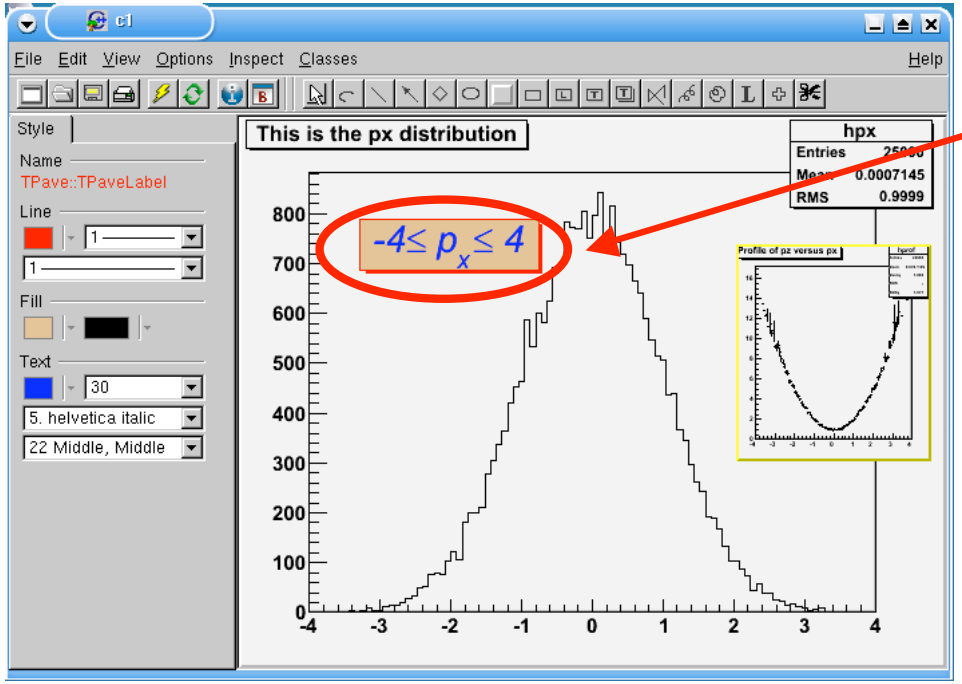
Several choices are available for adding text, do you want just text ('L' button)* or text in a box ?

*(it's 'L' for 'LaTeX')

Adding text

- …using LaTeX (well, almost)



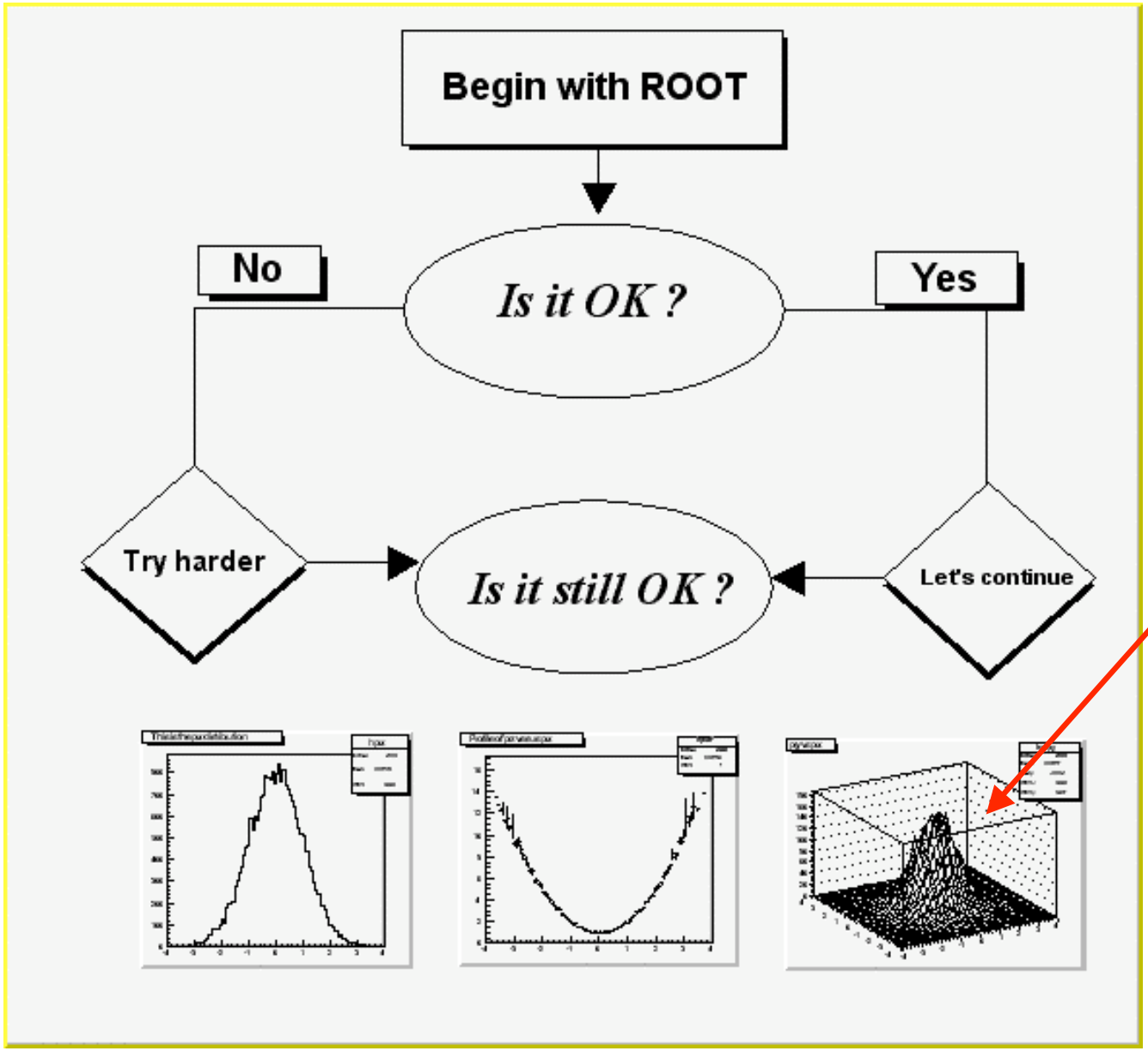


Example of a 'TPaveLabel'

Raw text entered:
-4#leq p_{x}#leq 4

To change font, size, colour of text, use the canvas editor

Exercise



Tip:
it's the 2-D spectrum 'hpxpy' drawn with option "lego" (use the 'Options' drop-down menu in the browser)

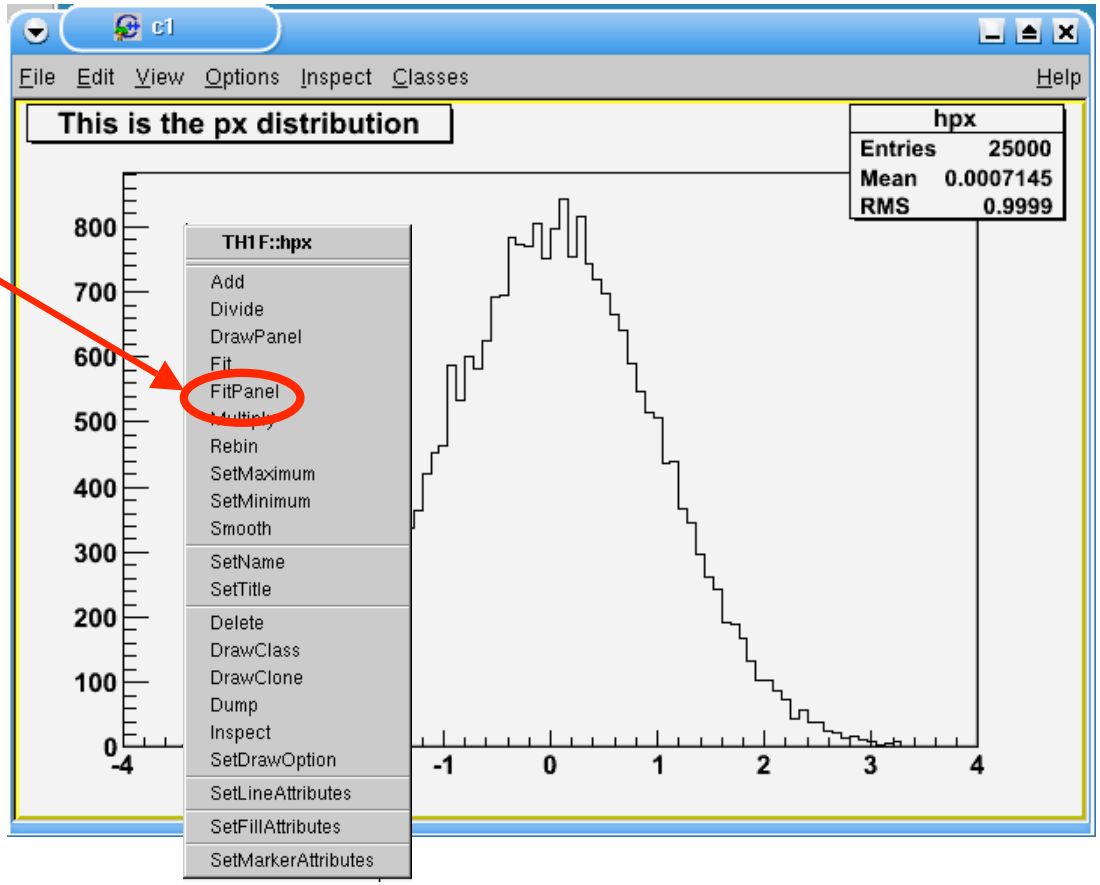
Fitting a 1-D spectrum

Fits

- Simple fitting can easily be done using the graphical interface

Draw spectrum 'hpx' and open its context menu

Select "FitPanel"



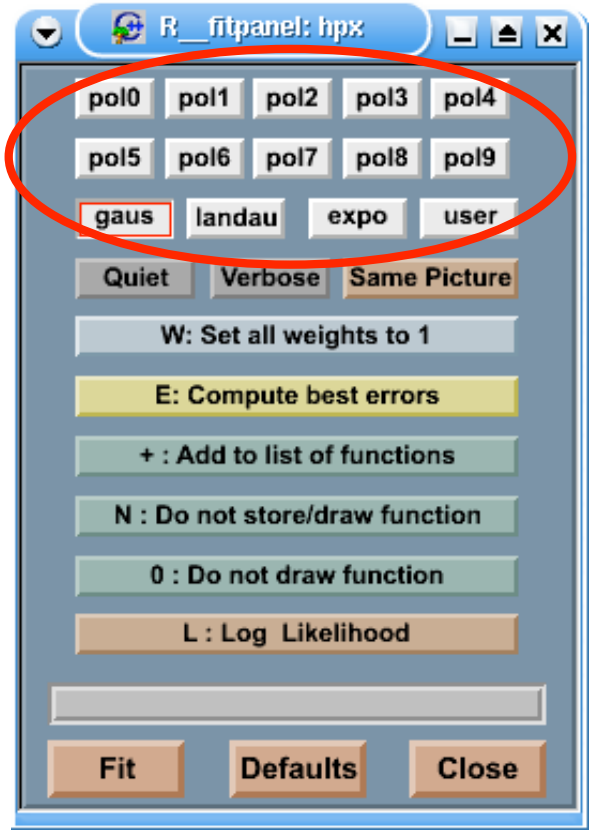
Fits

- Simple fitting can easily be done using the graphical interface

Choose a function:

polN = Nth order polynomial

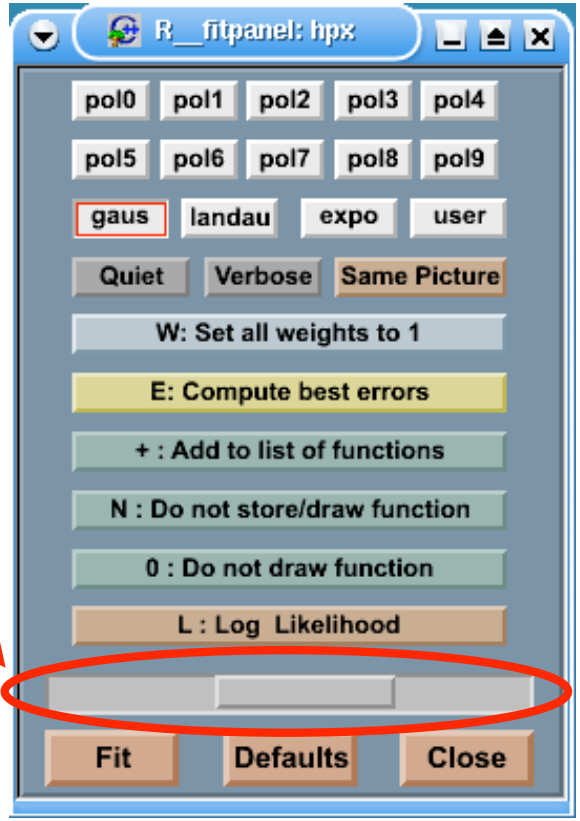
user = user-defined function (Day 3)



Fits

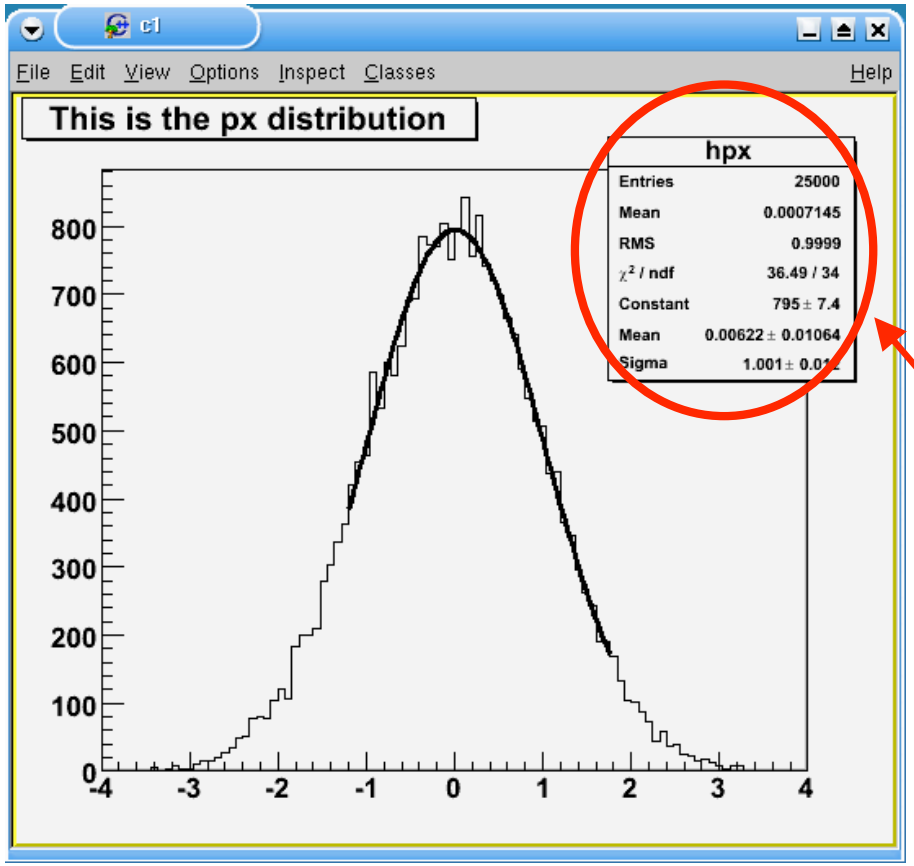
- Simple fitting can easily be done using the graphical interface

Change the range of the fit



Fits

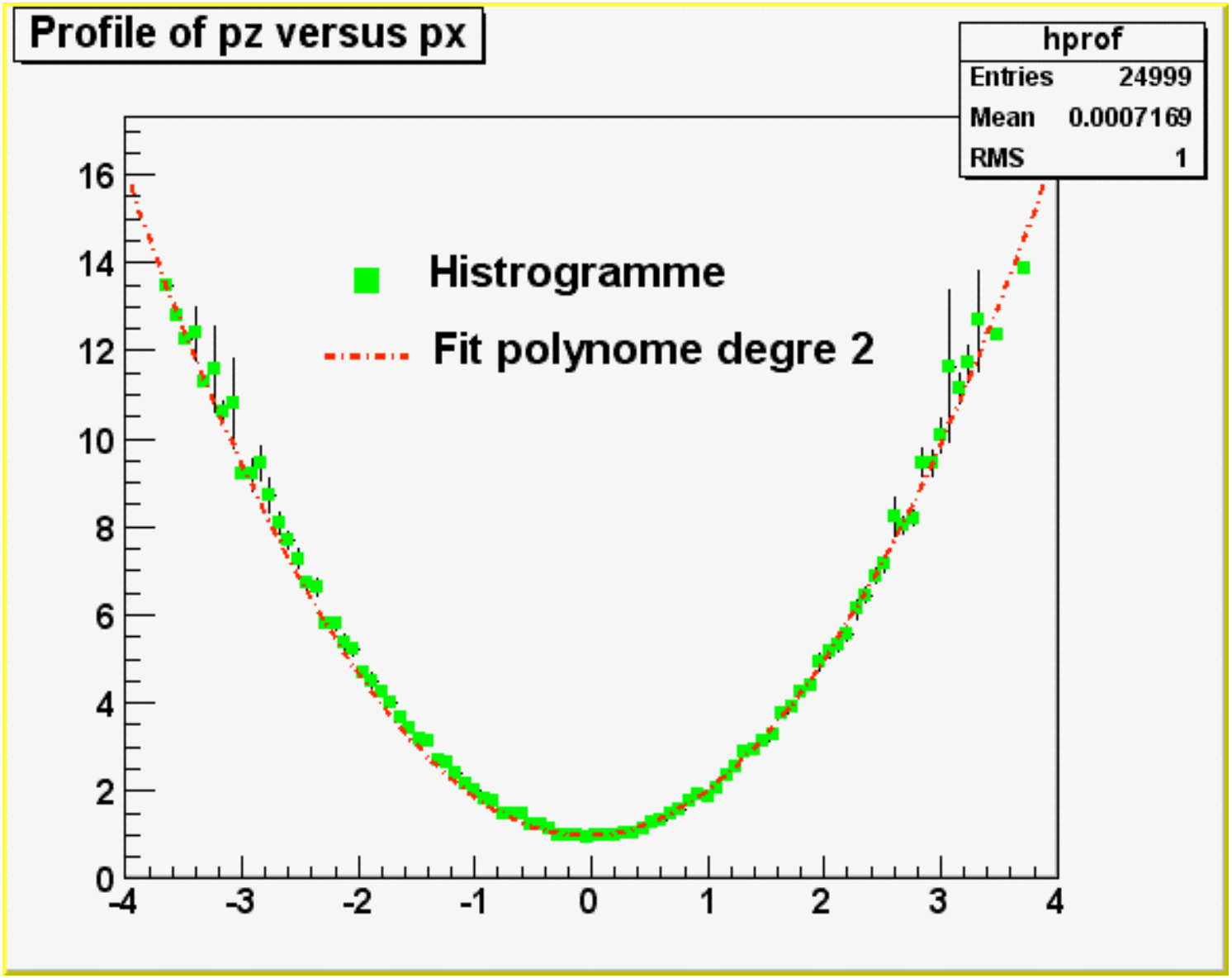
- Simple fitting can easily be done using the graphical interface



Click 'Fit' and the fit will be performed, the result appears in the active pad/canvas (unless you choose option "N")

To see the fit parameters : menu "Options", "Fit Parameters"

Exercise


Profile of pz versus px
hprof
Entries 24999
Mean 0.0007169
RMS 1
Histrogramme
Fit polynome degre 2
16
14
12
10
8
6
4
2
0
-4
-3
-2
-1
0
1
2
3
4

Working with 2-D spectra

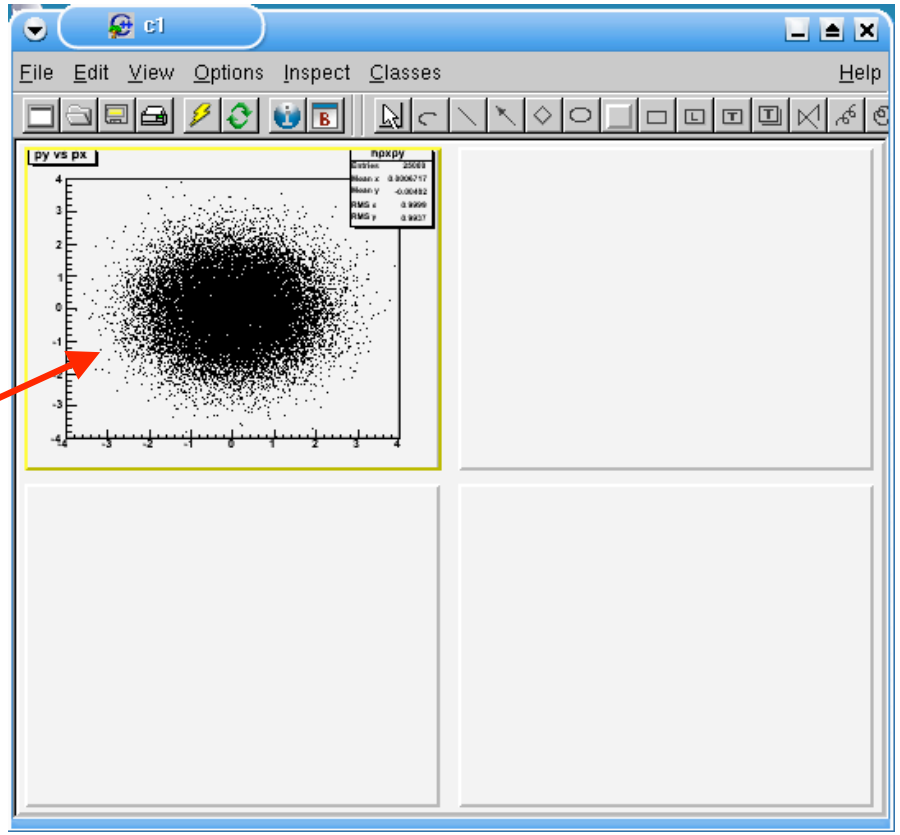
Displaying 2-D spectra

- Several options are available for displaying 2-D histograms:

Divide a new canvas in 4.
In the browser,
double-click the spectrum
"hpxpy" of file
"hsimple.root"

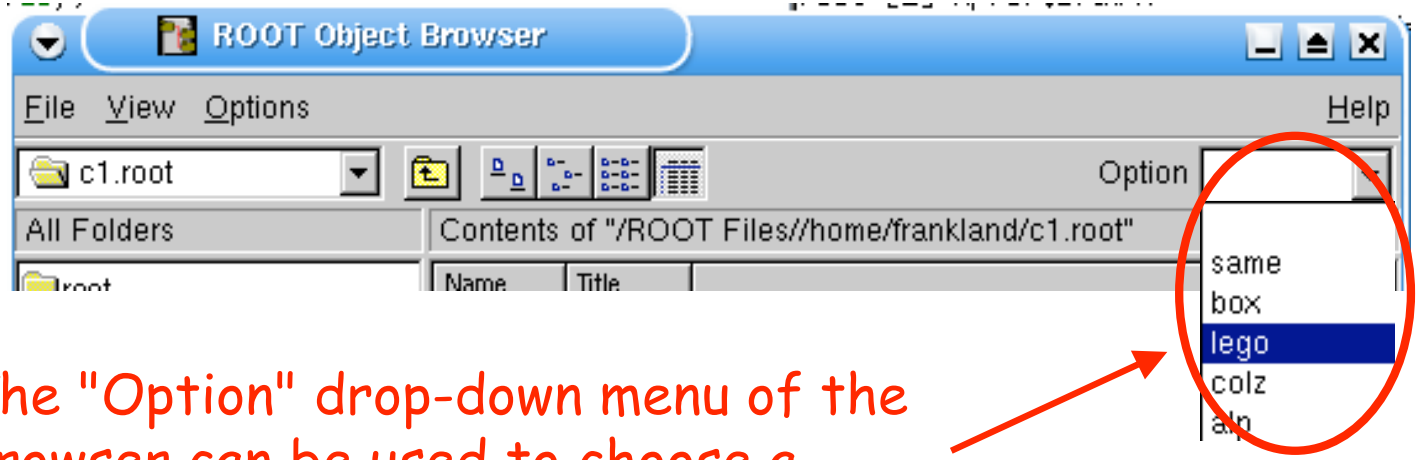
By default, a "scatter-plot" is drawn

Not very nice (but sometimes useful)...



Displaying 2-D spectra

- Several options are available for displaying 2-D histograms:

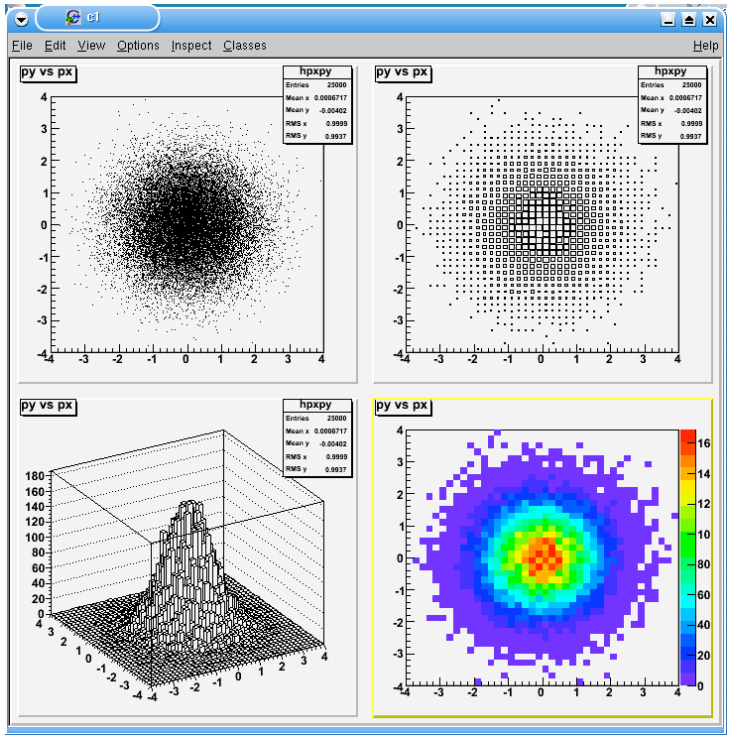


The "Option" drop-down menu of the browser can be used to choose a display option: "box", "lego", "colz" *

*Actually, there are more of them - "surf", "lego2", "arrow"...

An instructive little worked example

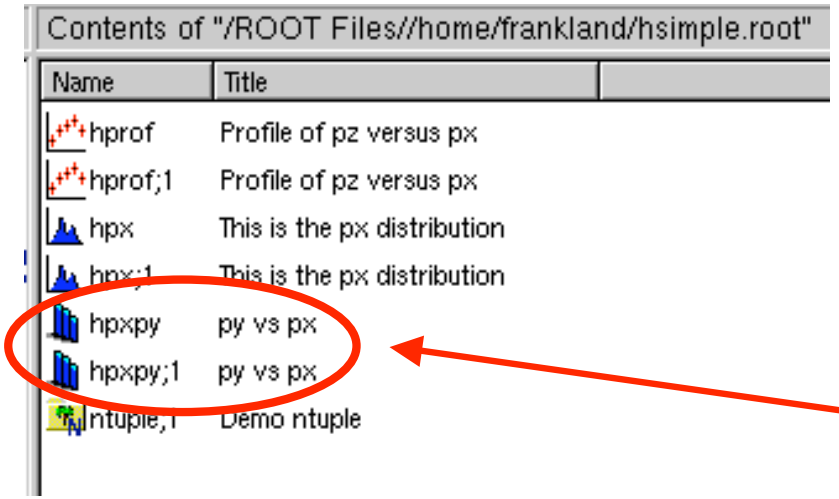
- Let's use our 2x2 canvas & the browser to display the 2-D histo "hpxpy" with 4 different plotting options:



Can you do it using what you have learned so far ?

An instructive little worked example

- Can't get the same spectrum to appear in 2 pads at the same time ?



Look at the spectrum list in the browser.

Does something seem a little strange ?

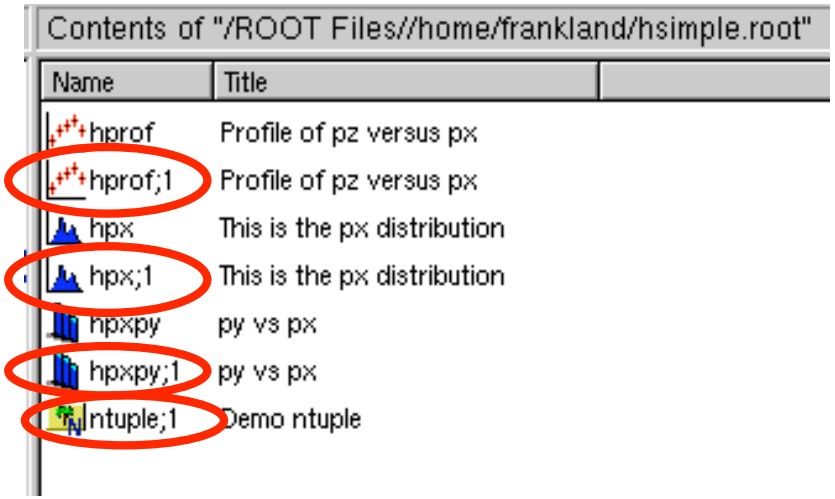
Why does 'hpxpy' appear twice in the list ? *

(Maybe it's not the only one)

*You might need to update the browser: "View"->"Refresh"

An instructive little worked example

- Can't get the same spectrum to appear in 2 pads at the same time ?



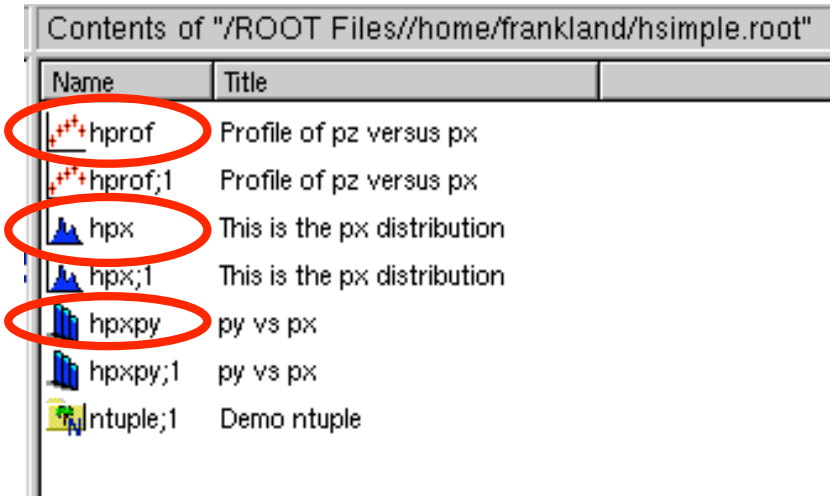
Names ending in ";1" or ";N" (N>=1) * are the objects in the file (on disk)

They cannot be modified (we opened the file in "Read Only" mode).

*the 'N' is a version or 'cycle' number

An instructive little worked example

- Can't get the same spectrum to appear in 2 pads at the same time ?



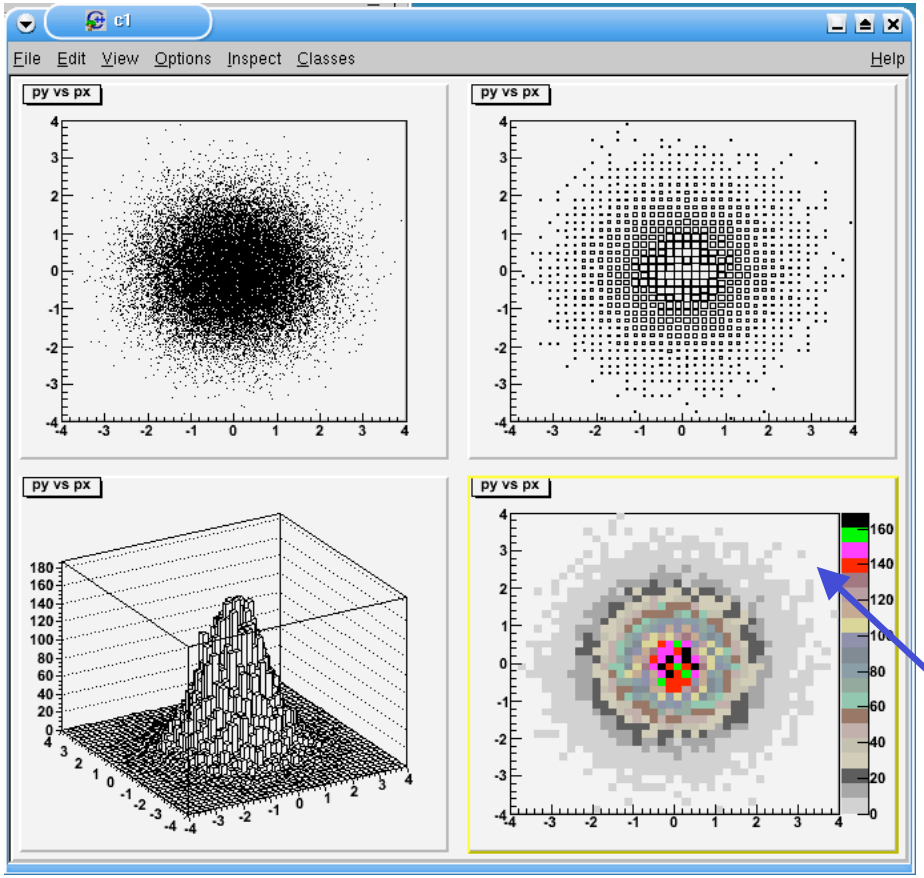
Names without ";" are memory-resident copies of the spectra: these we can modify.

A new copy is made every time you double-click a disk-resident object.

The previous copy is destroyed !

An instructive little worked example

- Disk-resident vs. memory-resident objects

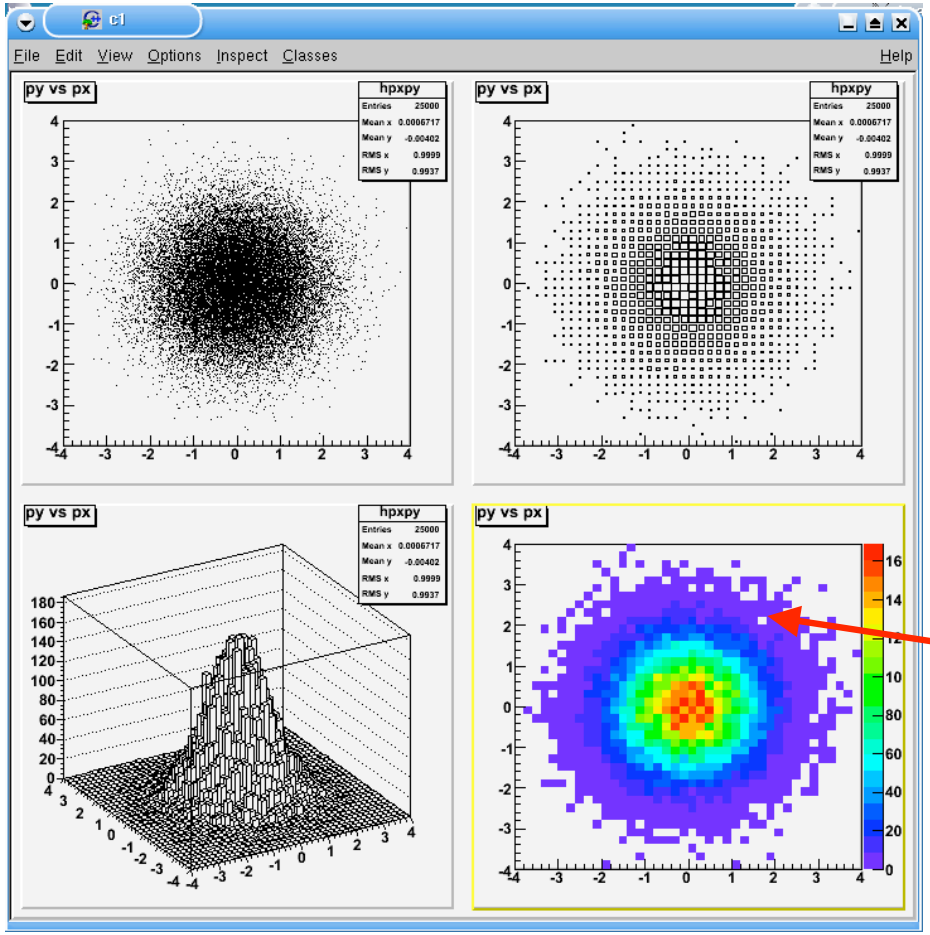


So to get the right result, you have to make sure to always click on 'hpxpy' (copy in memory) and not 'hpxpy;1' (disk-resident).

To remove the statistics box, use the 'Options' menu

An instructive little worked example

- Tip: nice colours if you can get them…



With option 'col'/'colz', the default colours are not very attractive.

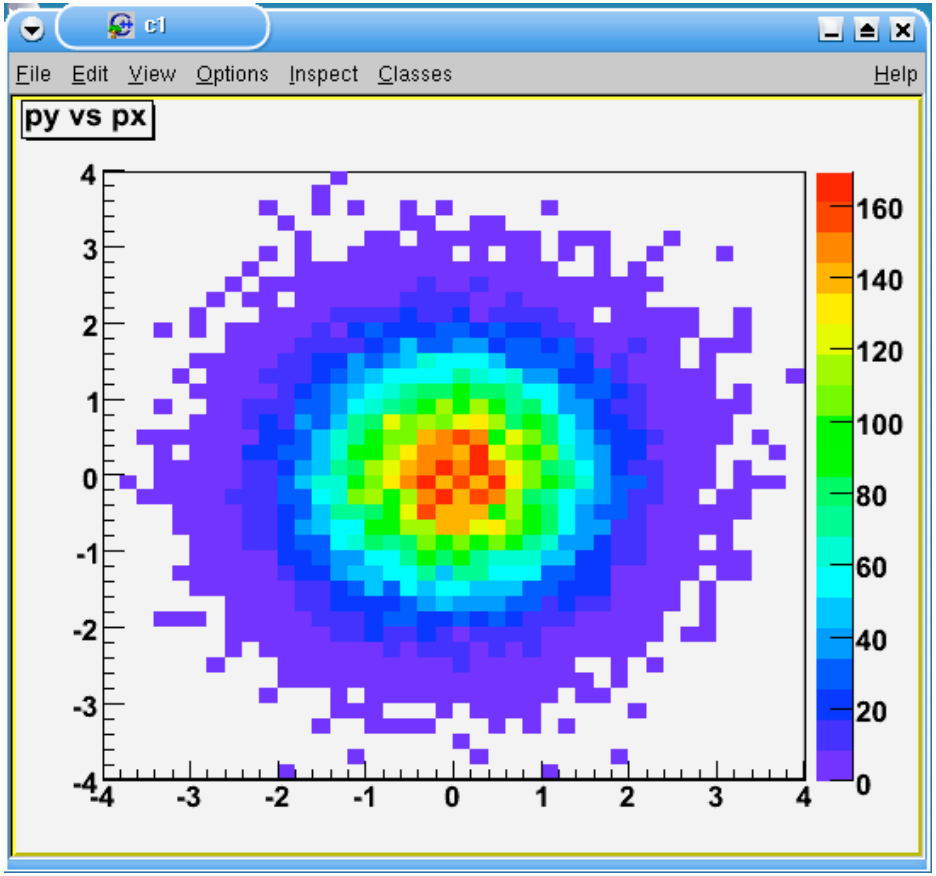
This will make a great improvement:

root [0] gStyle->SetPalette(1)

Then update the canvas (menu "Options"->"Refresh") or click on the histogram.

Operations on 2-D spectra

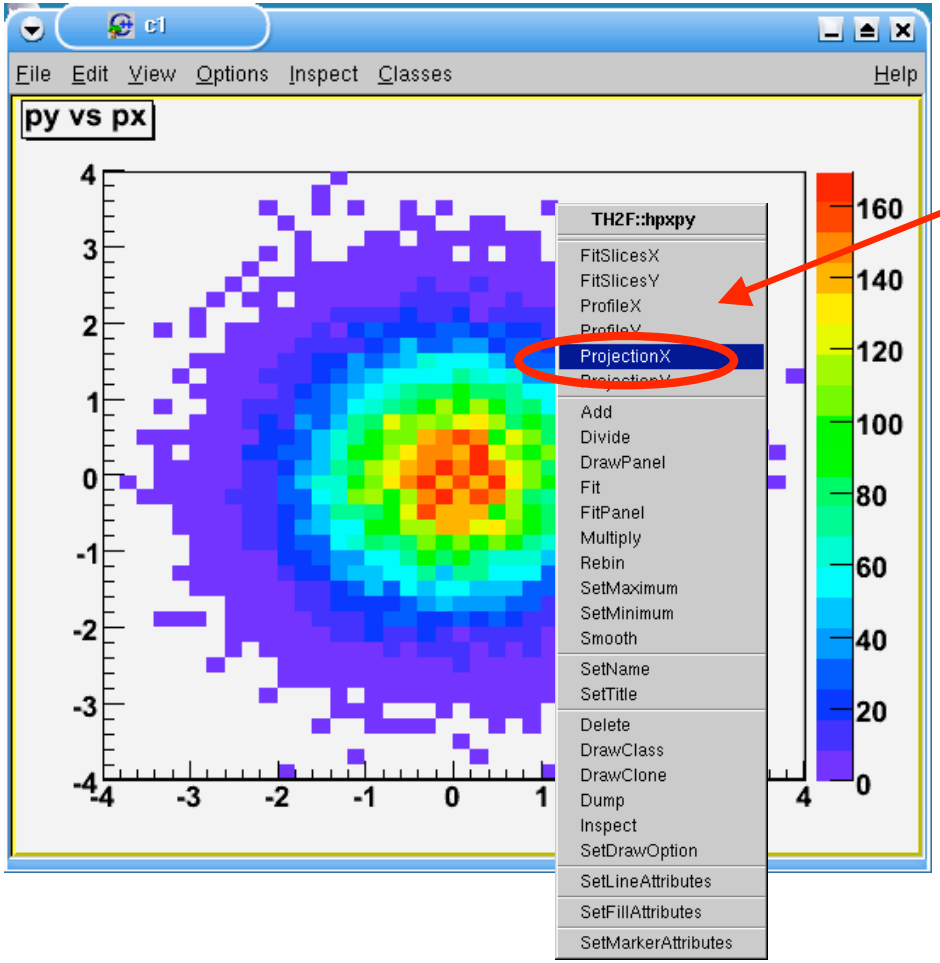
- It's easy to generate projections or profile histograms* from 2-D spectra



*i.e. plot the mean and s.d. of one of the two variables versus the other

Operations on 2-D spectra

- It's easy to generate projections or profile histograms from 2-D spectra

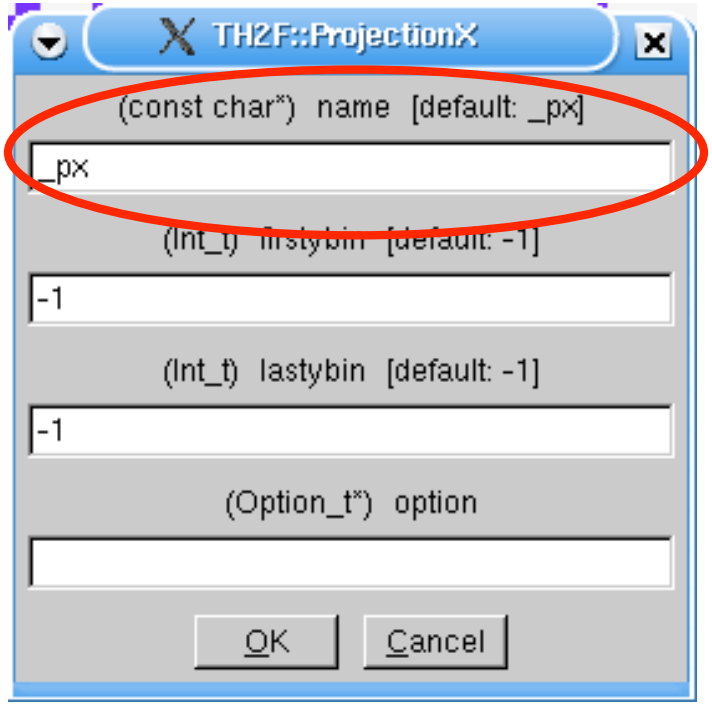


Right-click to open the context menu

Then select e.g. ProjectionX

Operations on 2-D spectra

- It's easy to generate projections or profile histograms from 2-D spectra

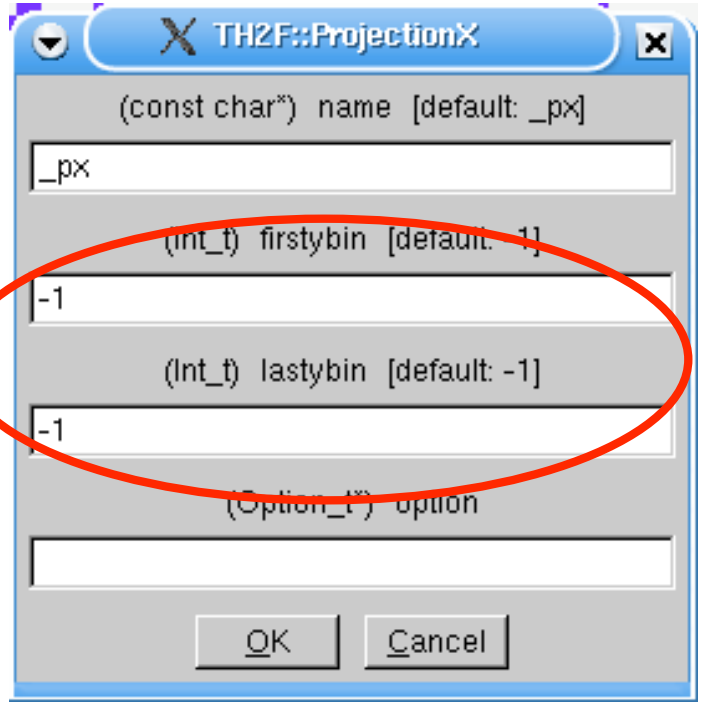


You can give a name for the new projection.

By default (if you leave "_px") the name will be "hpxpy_px".

Operations on 2-D spectra

- It's easy to generate projections or profile histograms from 2-D spectra

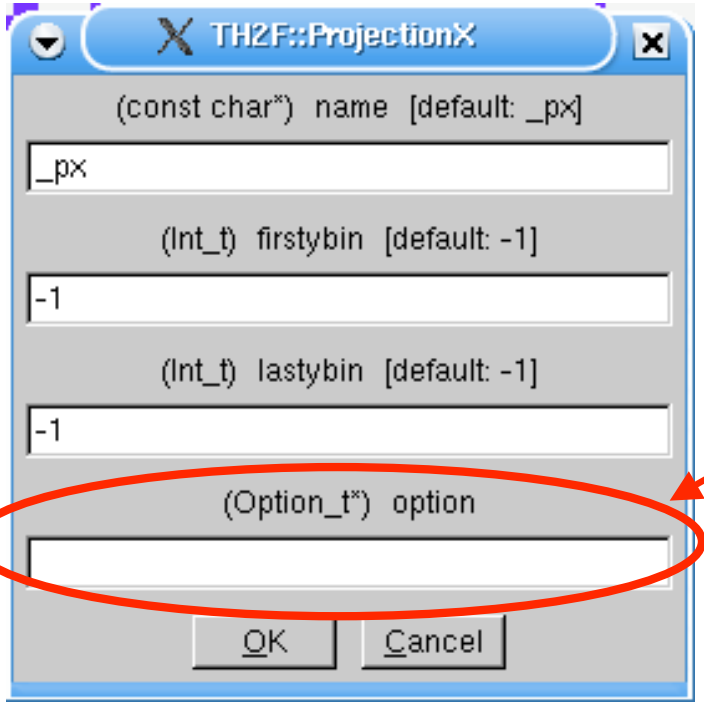


You can limit the range of bins included in the projection.

By default, as here, all bins are included.

Operations on 2-D spectra

- It's easy to generate projections or profile histograms from 2-D spectra

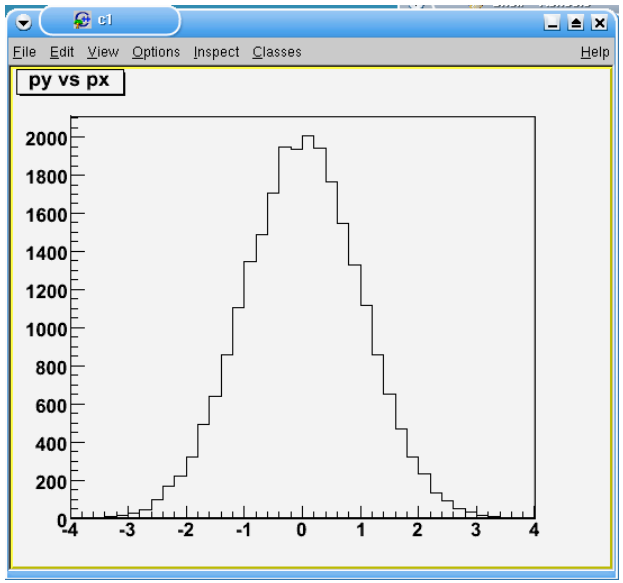


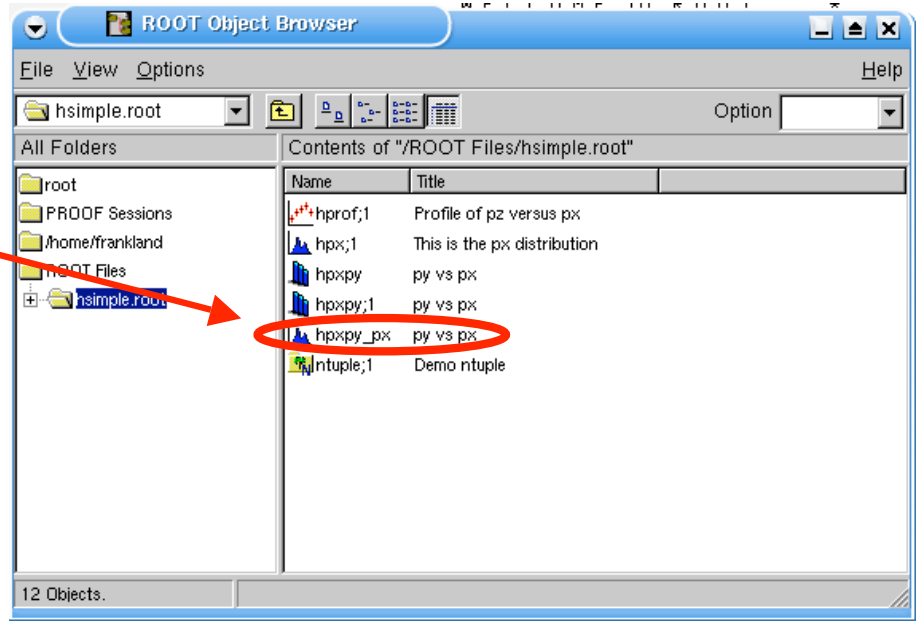
Options:
"d" - plot in active canvas/pad
"e" - calculate errors
"[cut]" - use named graphical cut to select bins (Day 4!)

Operations on 2-D spectra

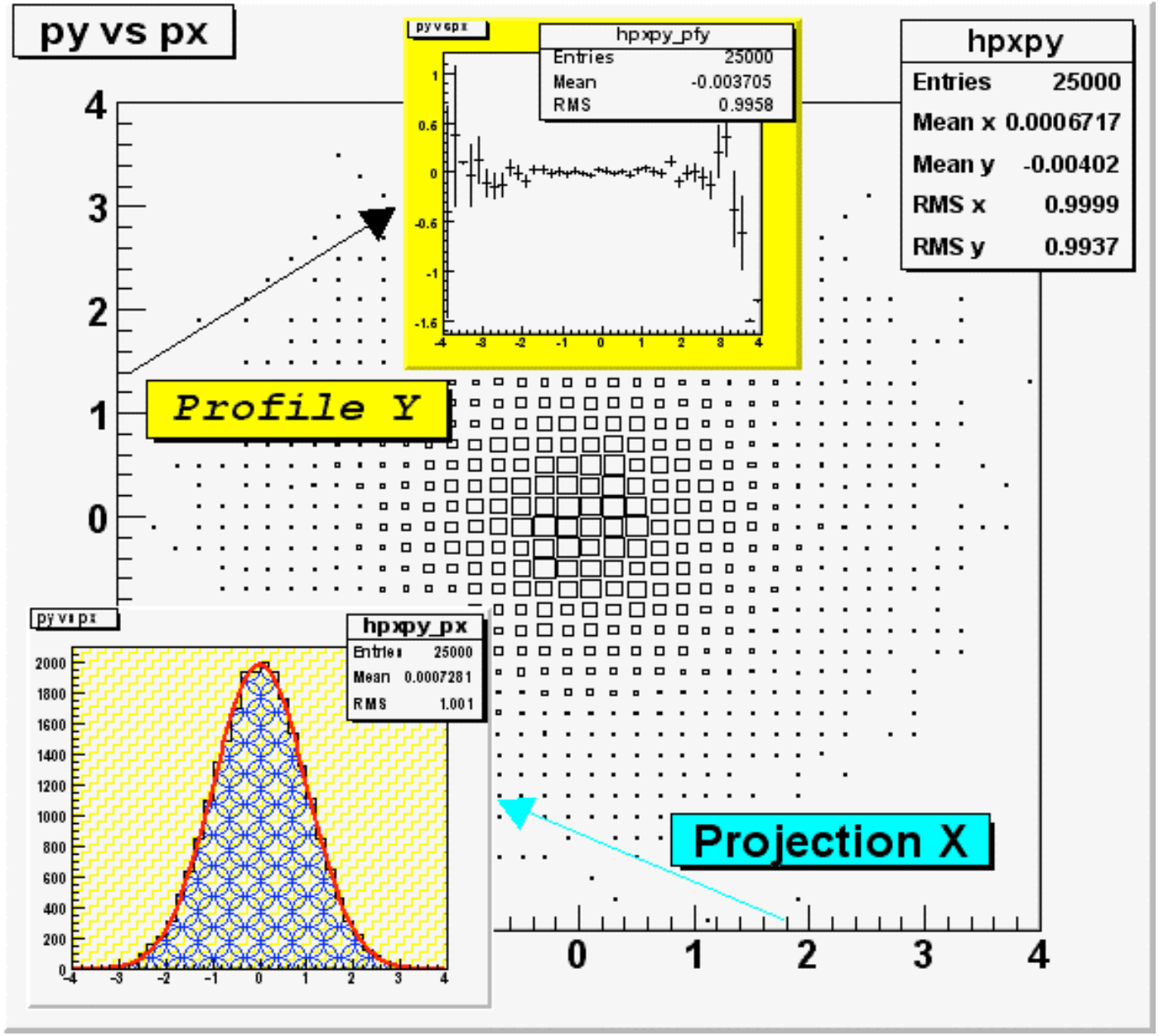
- It's easy to generate projections or profile histograms from 2-D spectra

By default, the projection is not displayed, but should be present in the browser (after a "Refresh")





Exercise

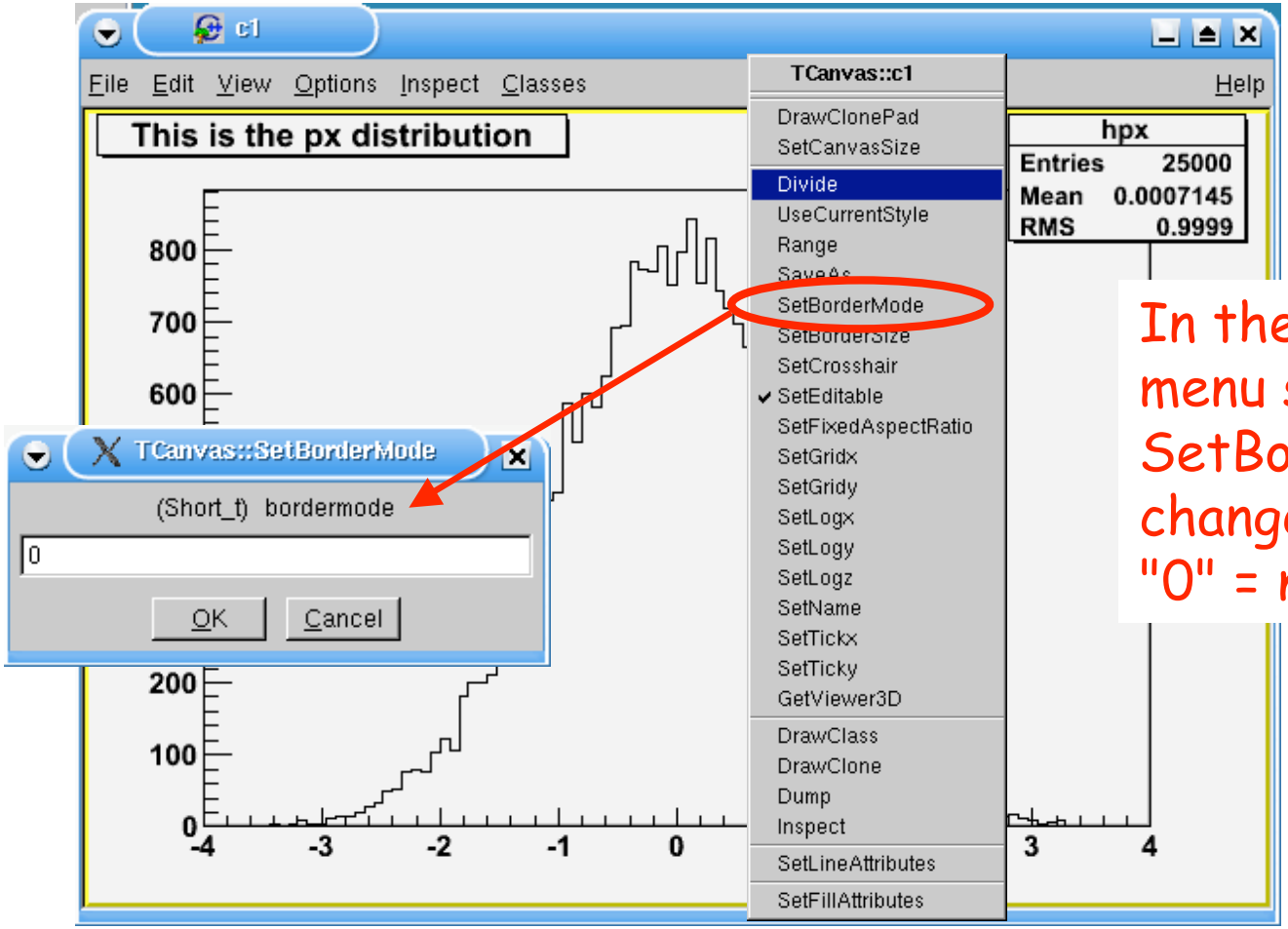

py vs px
hpxpy_pfy
Entries 25000
Mean -0.003705
RMS 0.9958
hpxpy
Entries 25000
Mean x 0.0006717
Mean y -0.00402
RMS x 0.9999
RMS y 0.9937
Profile Y
hpxpy_px
Entries 25000
Mean 0.0007281
RMS 1.001
Projection X

Saving your figures

It'd be a pity to lose everything…

Saving a masterpiece

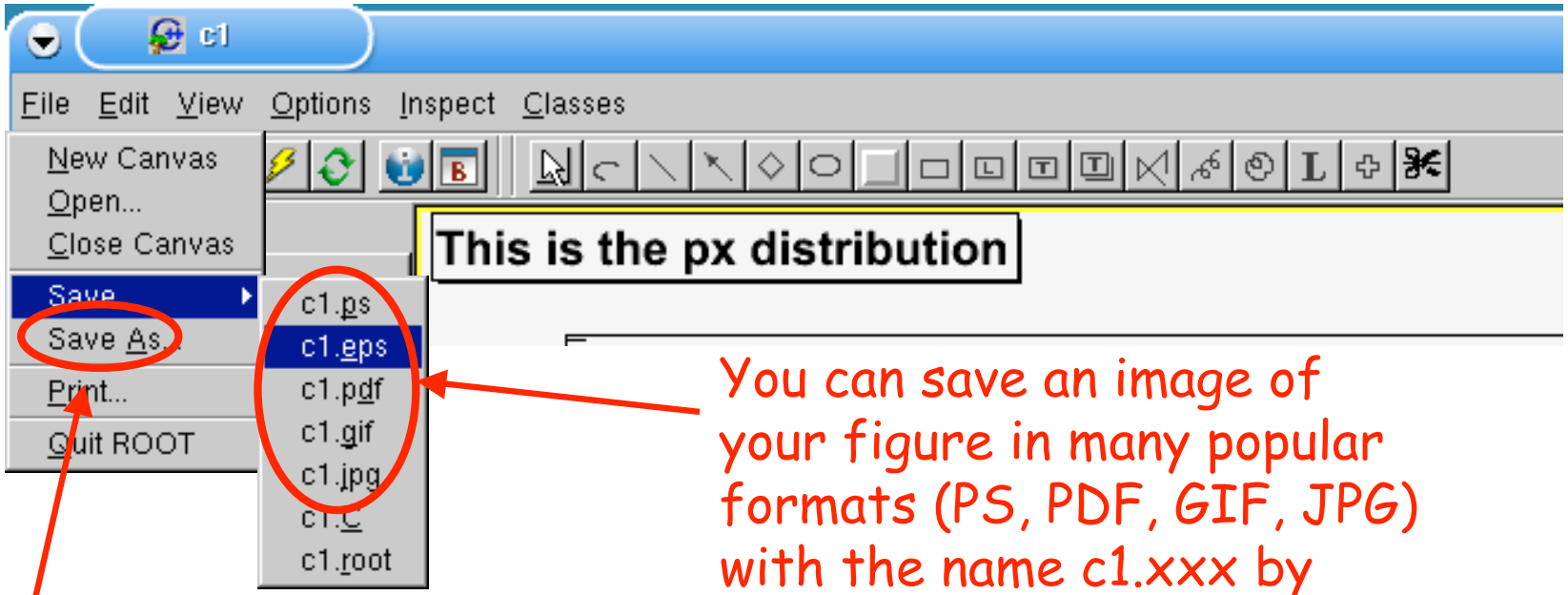
- Before saving, we'll remove the yellow border of the active canvas - otherwise it'll be in the figure



In the canvas' context menu select SetBorderMode change the value: "0" = no border

Saving a masterpiece

- Open the menu "File", sub-menu "Save"

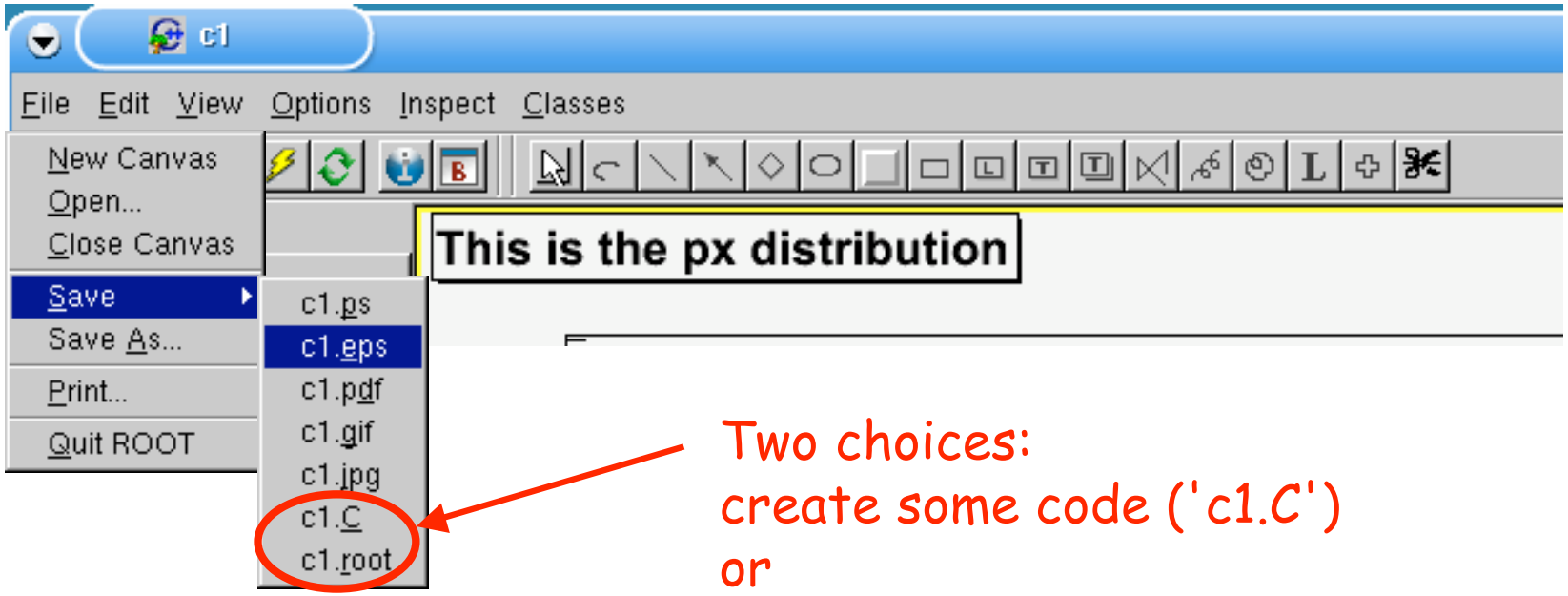


You can save an image of your figure in many popular formats (PS, PDF, GIF, JPG) with the name c1.xxx by default*

*With "Save As..." you can even choose the name you want

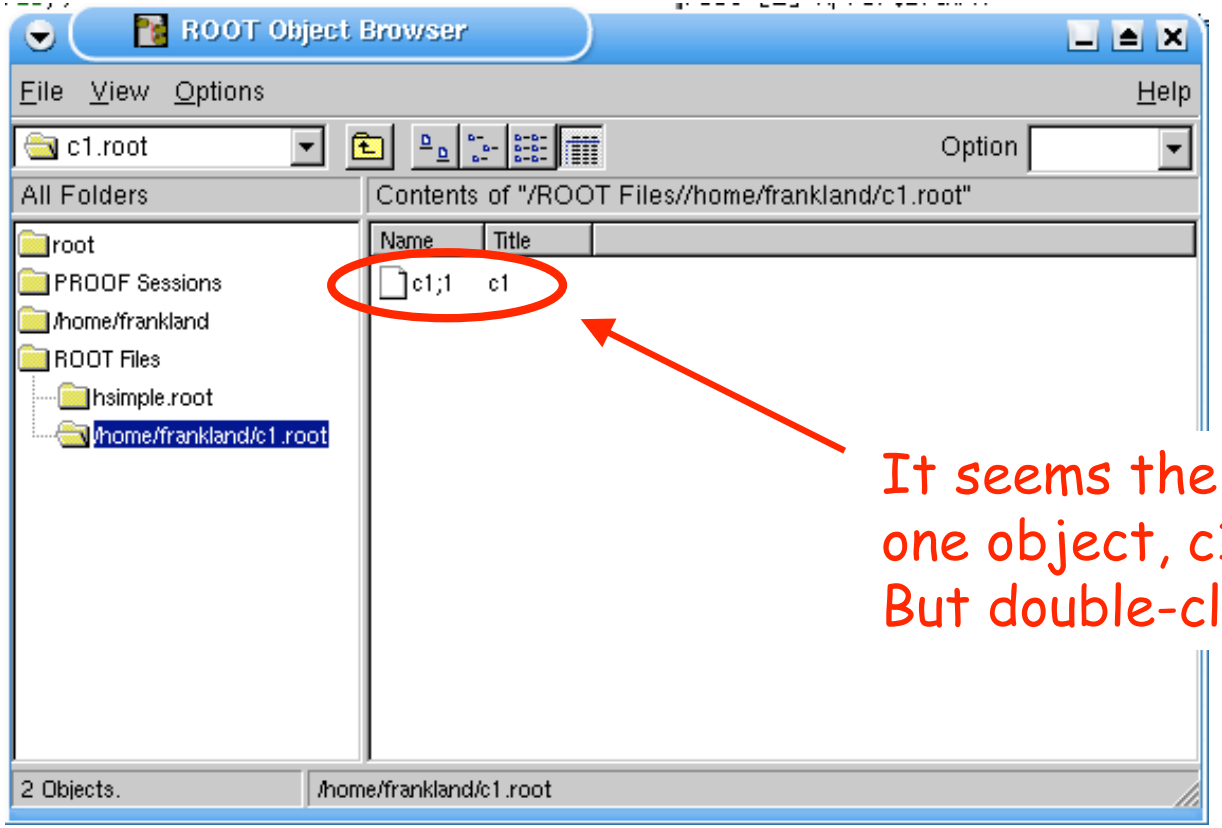
Saving a masterpiece

- What if I want to change the figure later ?



Save the objects ???

- By choosing ".root" in menu "Save", a file 'c1.root' is created.
- In order to display the image later, you need to open this file, e.g. with the browser:



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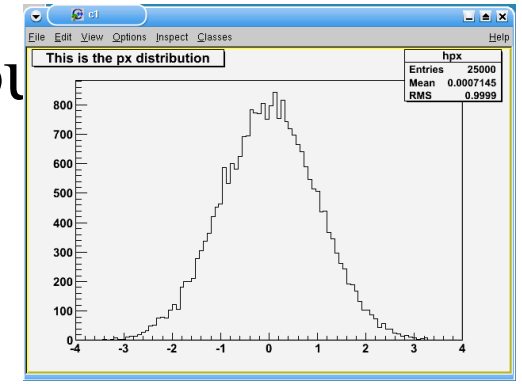
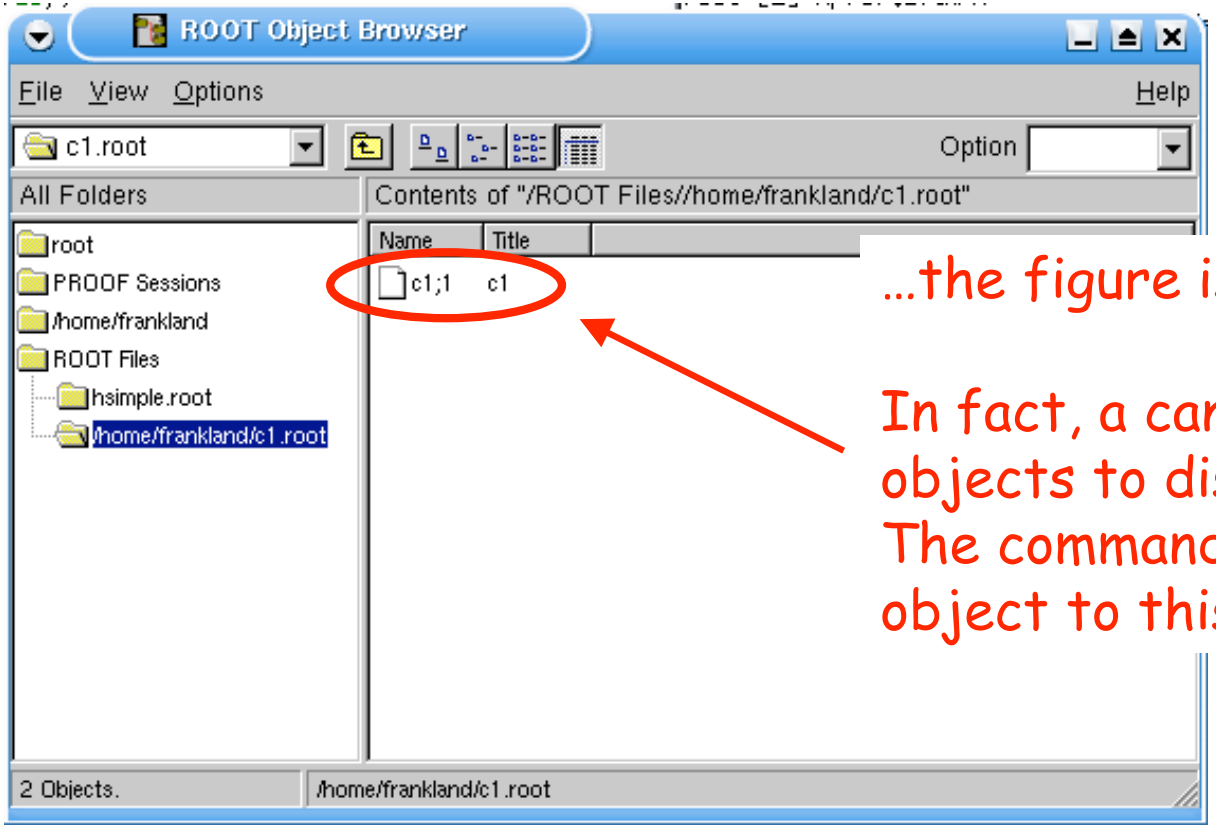




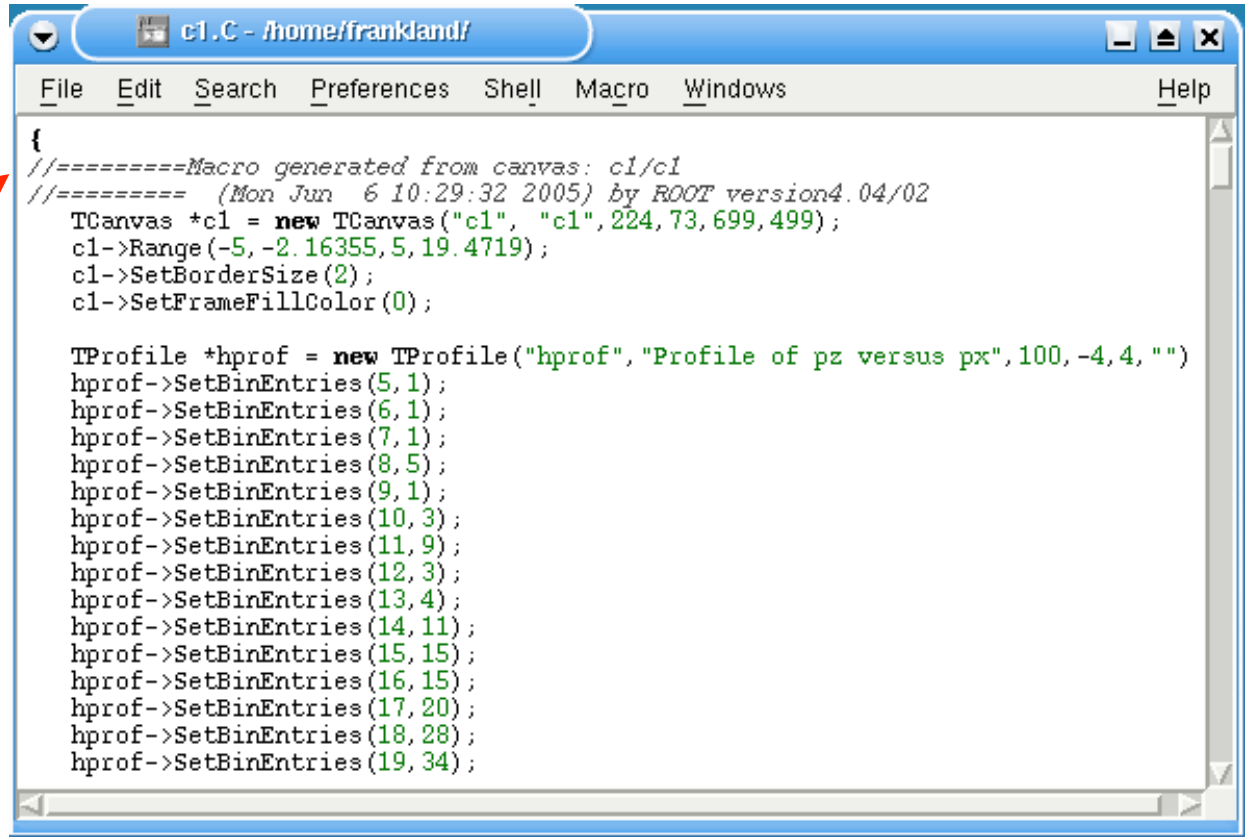
…the figure is displayed.

In fact, a canvas is a sort of list of objects to display on the screen. The command "Draw" just adds an object to this list…

Create some code ?

- By choosing "c1.C" in the menu, a file is created which contains all the (C++) instructions necessary to recreate our figure

You can look at the result in any text editor…



Create some code ?

- Tomorrow we will see how to use this kind of code to create analysis scripts, etc.