

A likelihood discriminator: discussion

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The simple solution

The solution shown as “Likelihood discriminator - version 01” works fine, but some weakness may be found in it:

- the produced `class` (i.e. `EventDiscriminator`) is tightly connected to the specific problem it addresses,
- it cannot be used in other environments, despite the basic solution is very general (classify events on probability base),
- a lot of modifications are needed to implement an analogous procedure to classify objects with different nature.

Specific points

Should be necessary to produce a similar `class`
a lot of changes are to be done

- In `EventDiscriminator.h`:
 - the object containing data (`Event`)
in `fill` and `get` functions,
 - the list of variables,
 - the list of histograms.
- In `EventDiscriminator.cc`:
 - the sequence of histograms creation in `book`,
 - the sequence of histograms filling in `fill`,
 - the sequence of histograms normalization and
saving to file in `save`,
 - the sequence of histograms reading from file in `read`,
 - the sequence of probability calculations in `get`,
 - the variables calculation.

Many of them do actually count twice (signal+background).

Common and specific operations

A lot of operations are actually common to any likelihood discriminator

The following operations are to be done independently on the actual variable/histogram list:

- histograms creation,
- histograms filling,
- histograms normalization and saving to file,
- histograms reading from file,
- probability calculations.

Only a rather small part of the operations is actually specific to the actual problem

- the definition of the variables list,
- their calculation from the object containing data.

Generic and specific tasks separation

Inheritance may help in keeping distinct
common and specific operations

- The base `class` contains the common operations and:
 - a “generic” list of variables and histograms,
 - some functionality to accept actual variables for a specific problem.
- The derived class contains the specific operations and:
 - instructions to pass the specific variables to the base `class`,
 - functions to call the base `class` functions according to the specific needs.

Train and test tasks separation

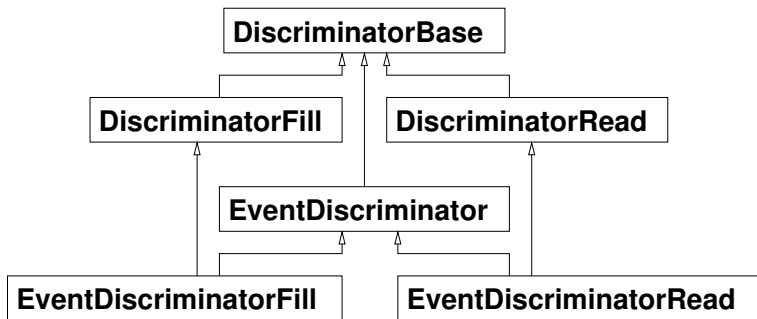
The likelihood discriminator calculation is actually split in two parts

- “Training”:
 - already classified events are read,
 - histograms are created,
 - histograms are filled,
 - histograms are normalized and written to file.
- “Testing”:
 - histograms are read from file,
 - unknown events are read,
 - probabilities and discriminator are computed.

The “histogram writing” and “histogram reading” parts can be splitted from the “core” part handling the list of variables, both for the generic and specific `classes`.

Object relations

The whole system can be splitted in 6 classes



The structure is a bit complicated, but it can be very flexible

Generic variables and histograms list

For each quantity several objects are needed, and the base class (i.e. `DiscriminatorBase`) should define a `struct varDesc` to contain all of them:

- a variable to contain its value,
- an histogram with its distribution for signal,
- an histogram with its distribution for background,
- a flag to decide about using it or not.

They should be conveniently labelled with a name, useful to create and store the histograms and to choose at runtime which quantities to use.

A `std::map<std::string, varDesc*>` is the best-suited object to contain the information about the actual quantities used for the specific problem

Variable handling

A function to “register” actual variables in the list is necessary

```
class DiscriminatorBase {  
    ...  
    struct varDesc {  
        bool use;  
        float* content;  
        TH1F* sigHisto;  
        TH1F* bkgHisto;  
    };  
    void registerVar(const std::string& name,  
                    float* content, bool active=true);  
    ...  
    std::map<std::string, varDesc*> varMap;  
    ...  
};
```

Variable list filling

```
void DiscriminatorBase::registerVar(
    const string& name, float* content,
    bool active) {
    varDesc* vd=new varDesc;
    vd->use      =active;
    vd->content  =content;
    vd->bkgHisto=
    vd->sigHisto=0;
    varMap[name]=vd;
    return;
}
```

Specific variable registration

All variables declared in the derived `class` have to be “registered” in the base `class`

```
class EventDiscriminator:
    public virtual DiscriminatorBase {
    ...
    EventDiscriminator();
    ...
    float ptSum;
    float ptMin;
    ...
};
```

```
EventDiscriminator::EventDiscriminator() {
    registerVar("ptSum", &ptSum, true);
    ...
}
```

Looping functions

A lot of functions can simply loop over variables/histograms

```
float DiscriminatorBase::get() const {
    float dSig=1.0; float dBkg=1.0;
    map<string,varDesc*>::const_iterator
                                iter=varMap.begin();
    map<string,varDesc*>::const_iterator
                                iend=varMap.end();
    while(iter!=iend) {
        varDesc* vd=(*iter++).second;
        if (!vd->use) continue;
        get(*vd->content,dSig,dBkg,
            vd->sigHisto,vd->bkgHisto );
    }
    return dSig;
}
```

Histogram declaration

The only other function to be called for each specific quantity is the histogram booking

```
class DiscriminatorFill:
    public virtual DiscriminatorBase {
    ...
    void book(const std::string& name,
              int nb, float xmin, float xmax);
    ...
};
```

Generic histogram creation

```
void DiscriminatorFill::book(  
    const string& n,  
    int nb, float xmin, float xmax) {  
    map<string, varDescription*>::const_iterator  
        iter=varMap.find(n);  
    map<string, varDescription*>::const_iterator  
        iend= varMap.end();  
    if(iter==iend) return;  
    varDescription* vd=iter->second;  
    string sN="s"+n; const char* s=sN.c_str();  
    string bN="b"+n; const char* b=bN.c_str();  
    vd->sigHisto=new TH1F(s,s,nb,xmin,xmax);  
    vd->bkgHisto=new TH1F(b,b,nb,xmin,xmax);  
    return;  
}
```

Specific histogram creation

```
class EventDiscriminatorFill:
    public DiscriminatorFill,
    public EventDiscriminator {
    ...
    void book();
    ...
};

void EventDiscriminatorFill::book() {
    DiscriminatorFill::book("ptSum",
                           20, 0.0, 100.0);
    ...
}
```

Discriminator calculation

The specific discriminator variable can be easily computed by calling the generic function

```
class EventDiscriminatorRead:
    public DiscriminatorRead,
    public EventDiscriminator {
    ...
    float get(const Event* ev);
    ...
};
```

```
float EventDiscriminatorRead::get(const
                                Event* ev) {
    compute(ev);
    return DiscriminatorRead::get();
}
```

Conclusion

The problem-specific points are now much fewer

- The object containing data (`Event`) in `fill` and `get` functions
- The list of variables in `EventDiscriminator.h`
- The registration of variables in `EventDiscriminator.cc`
- The creation of histograms in `EventDiscriminatorFill.cc`
- The variables calculation