

Objy Infrastructure and activities

❖ Schema management

- Currently, there is SRT support for running ooddlx for any .ddl file
 - This is what defines the type numbers for Objy
- Today we use **named schemas** to decouple the definition of the type numbers for different packages
 - the Database/DB_Schema package defines **ALL** named schemas
 - each package with persistent types has **ONE** ddl file:
<package>.ddl
 - EventStructure, InDetEvent, LArEvent, MuonEvent, TileEvent, TruthEvent, eventually the DetDescr packages
 - all packages with ddl **depend on** (i.e. use) DB_Schema package
 - forces DB_Schema to be built first

Objy Infrastructure and activities (2)

❖ Today's build procedure

- Check out "all" packages with ddl files
- Create federation, e.g. on atlobj01, the developer server
 - see DB documentation
- Set OO_FD_BOOT to point to boot file
- configure with "--with-objectivity"
- run gmake
 - This runs ooddix and compiles .cxx files

❖ Near-term evolution

- Can exploit tool to dump/load schema to ASCII files
 - can eliminate the running of ooddix for existing schema
 - ooddix used only for packages being developed

Objy Infrastructure and activities (3)

❖ HepODBMS

- Today we use some elements of HepODBMS
 - Application manager, clustering, want to try out their conditions db
- HepODBMS defines their own named schemas
 - These are included into DB_Schema
 - One can then use ooschemaupgrade to load schema into federation

Objy Infrastructure and activities (4)

- ❖ Status of storage in Objy
 - We are currently able to store the digits for all systems and Truth (vertices and tracks)
 - Uses visitor pattern and strategies of the current event model
 - Persistent storage for detector description information associated with the events is currently being implemented
 - transformation matrices, decoding parameters
 - This should then allow to load databases and work without Zebra
 - Next steps will be to evolve this to work within the framework once Transient Event Store and transient/persistent mapping has been worked out