

Plotting Facilities for the GLAST Science Tools

James Peachey, HEASARC

Dan Flath, Stanford/LAT

Brief History of Science Tools

Plotting Issues, Part 1

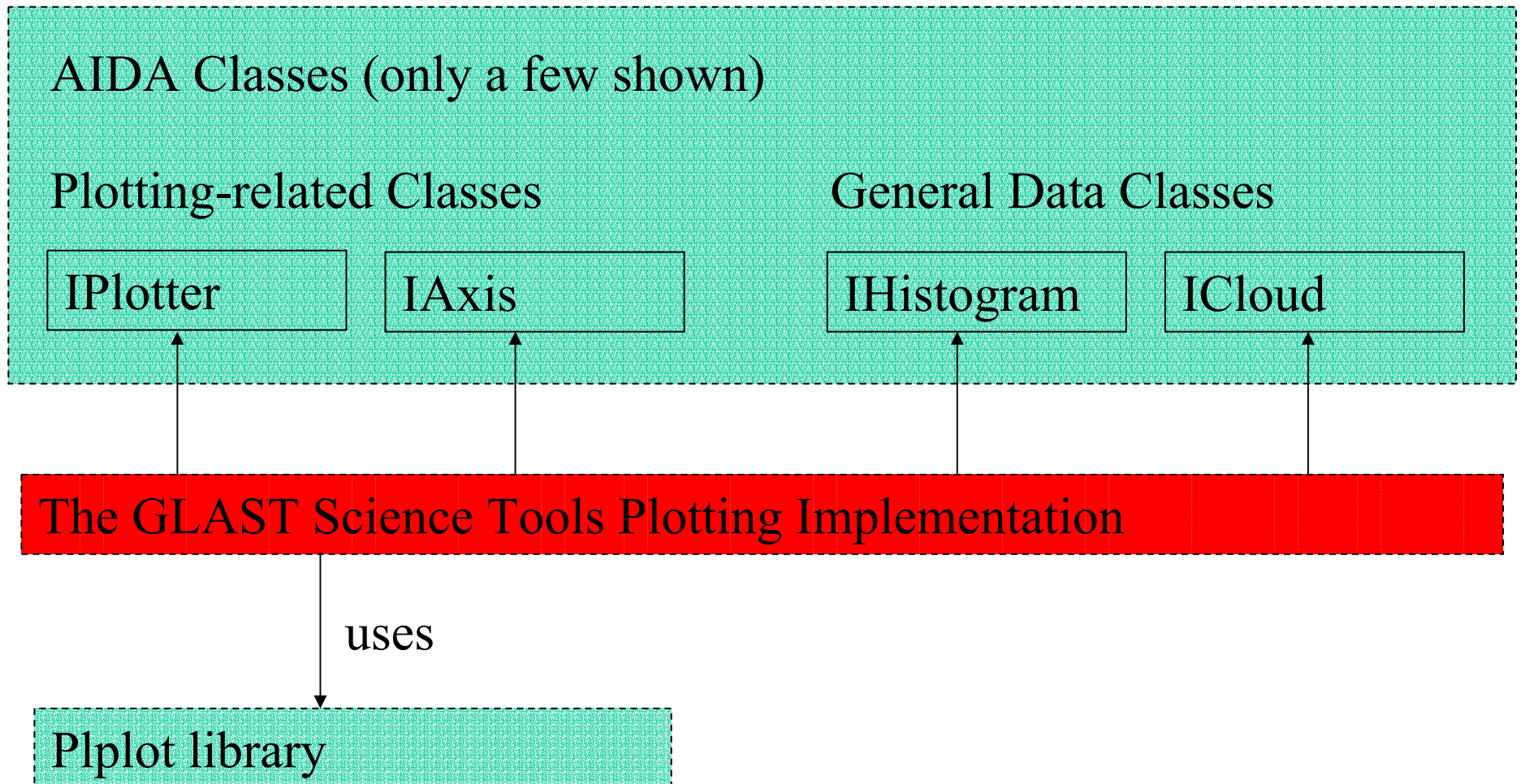
- The User Interface group began assessing plotting options for the science tools in April, 2002.
- Initial use cases took the form of four plot types.
- A large number of plotting packages were evaluated based on their suitability to implement the four types. Front-runners included Plplot and Root.
- The use cases were expanded to contain nine plot types, some of which may not be necessary.

Brief History of Science Tools

Plotting Issues, Part 2

- The UI group recently elected to use an abstract interface for the plotting library. This is so that the underlying (low-level) plotting library could be changed later with minimal impact to any tool which plots.
- As a starting point, the UI group further decided to try implementing the AIDA interface using Plplot.

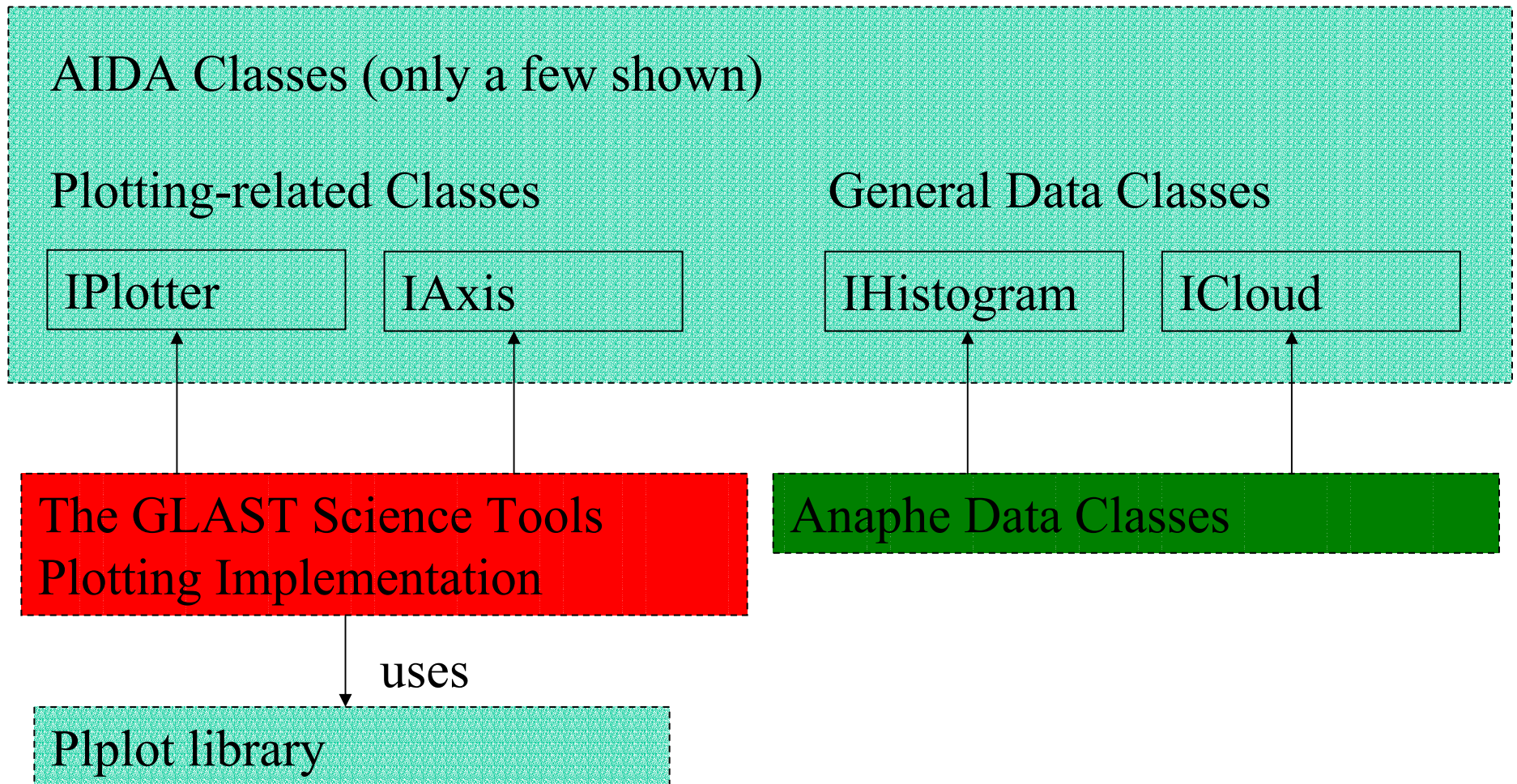
A Plotting Implementation Using AIDA and Plplot



Initial Report on AIDA

- AIDA's plotting interfaces use a number of AIDA data abstractions (histograms, trees, etc.)
- Implementing plotting using AIDA would thus require a fairly large amount of code, more than that required strictly by the plotting.
- Anaphe, an existing AIDA implementation, could be used to save some development, but it is fairly large, and is not well supported on Windows.

A Plotting Implementation Using AIDA, Plplot and Anaphe



Initial Report on Plplot

- Plplot provides all necessary features for eight of the nine current use cases. The exception is Lego plots.
- Lego plots may not be essential?
- Plplot contains lower-level functions which could probably be used to implement Lego plots.
- Otherwise, Plplot seems workable, albeit not object-oriented.

Conclusions Drawn from Initial Reports

- Plplot remains a viable candidate for the low level plotting for the science tools.
- AIDA's role in the science tools is less certain. Plotting is only one small part of it, but getting the plotting to work requires implementing a large part of it.
- If AIDA is selected, Anaphe is worthy of further consideration, but it too comes at a price.

The Next Step for the UI Group

Must decide between the following options:

- Implement our own AIDA interface. Pro: no new third party software dependencies. Con: lots of work.
- Use Anaphe. Pro: most of implementation done for us. Con: another third-party dependency, unknown amount of work to support Windows.
- Write our own abstract interface. Pro: interface would be custom fit to our needs. Con: lose AIDA's potential benefits.
- Simply implement plotting using Plplot. Pro: fastest development. Con: lose flexibility.

Appendix A: Minimal AIDA Classes Needed for Plotting

IAnalysisFactory

IAxis

IBaseHistogram

ICloud

ICloud2D

ICloud3D

IHistogram

IHistogram1D

IHistogram2D

IHistogramFactory

IPlotter

IPlotterFactory

IPlotterLayout

IPlotterRegion

ITree

ITreeFactory

ITuple

ITupleFactory

Appendix B: The Nine Plotting Use Cases

- 1) Cartesian contour plot
- 2) Cartesian plot with points and optional error bars (optionally asymmetric)
- 3) One dimensional histograms (bar format)
- 4) Two dimensional lego plots (with adjustable viewing angle)
- 5) Cartesian color maps (“Images” or representations of two dimensional histograms)
- 6) Spherical contour plot with adjustable field of view
- 7) Spherical contour plot with points and optional error ellipses
- 8) Spherical contour plot, but with color coding as in plot 5
- 9) Cartesian scatter plot