

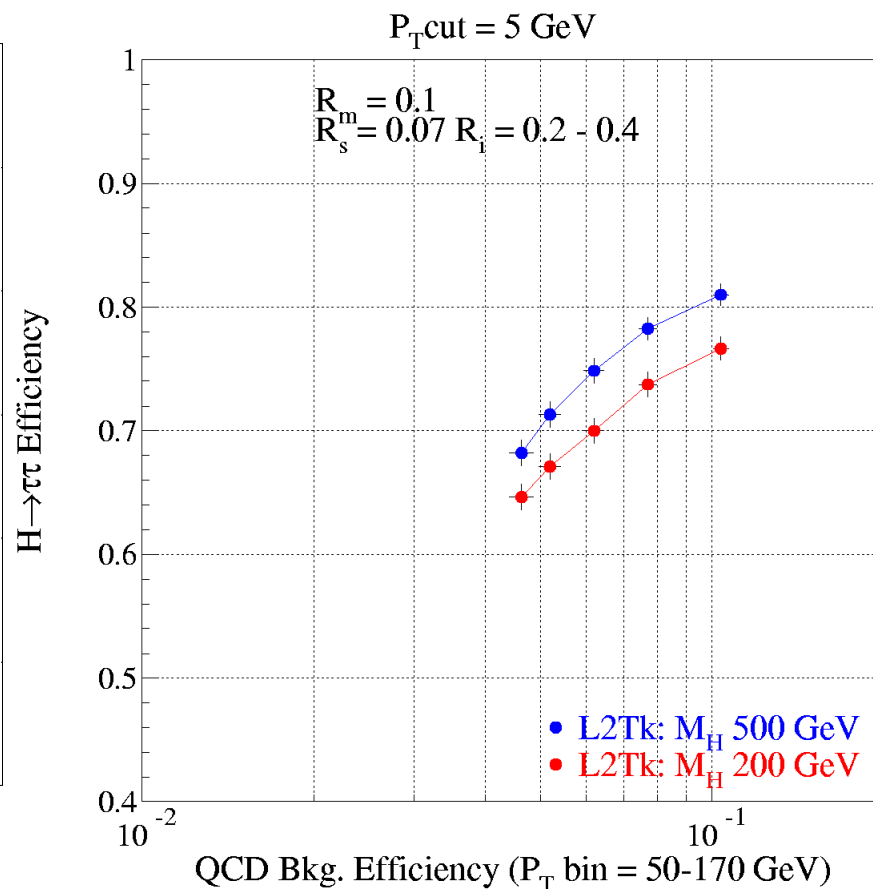
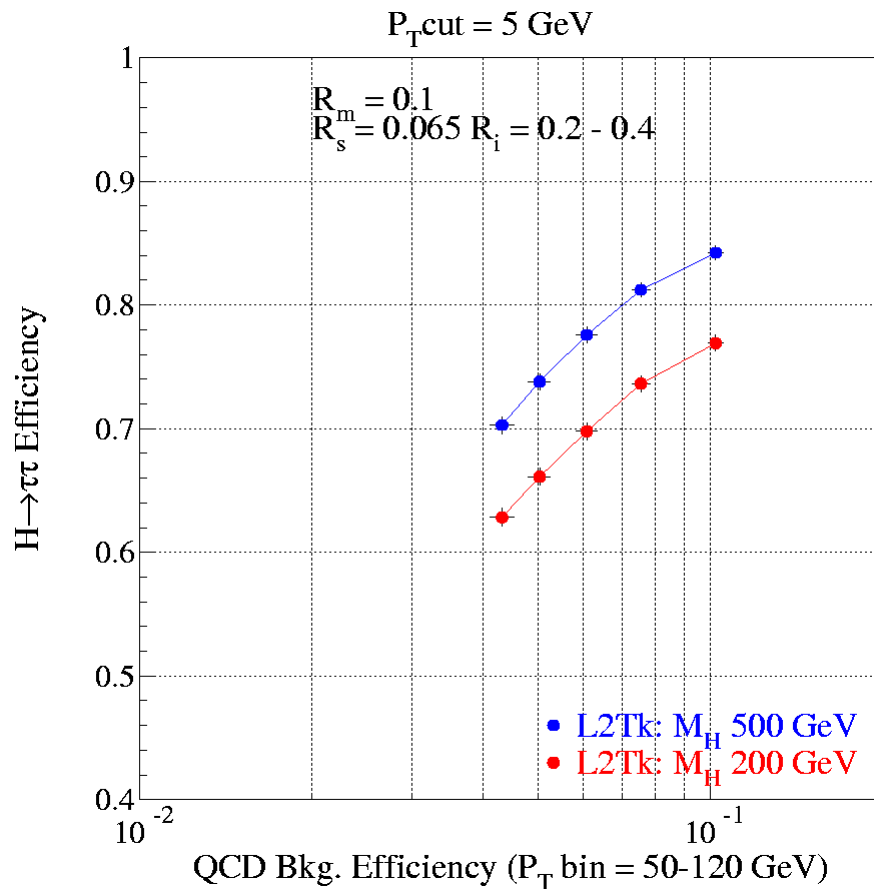
Update su tau trigger

Simone Gennai

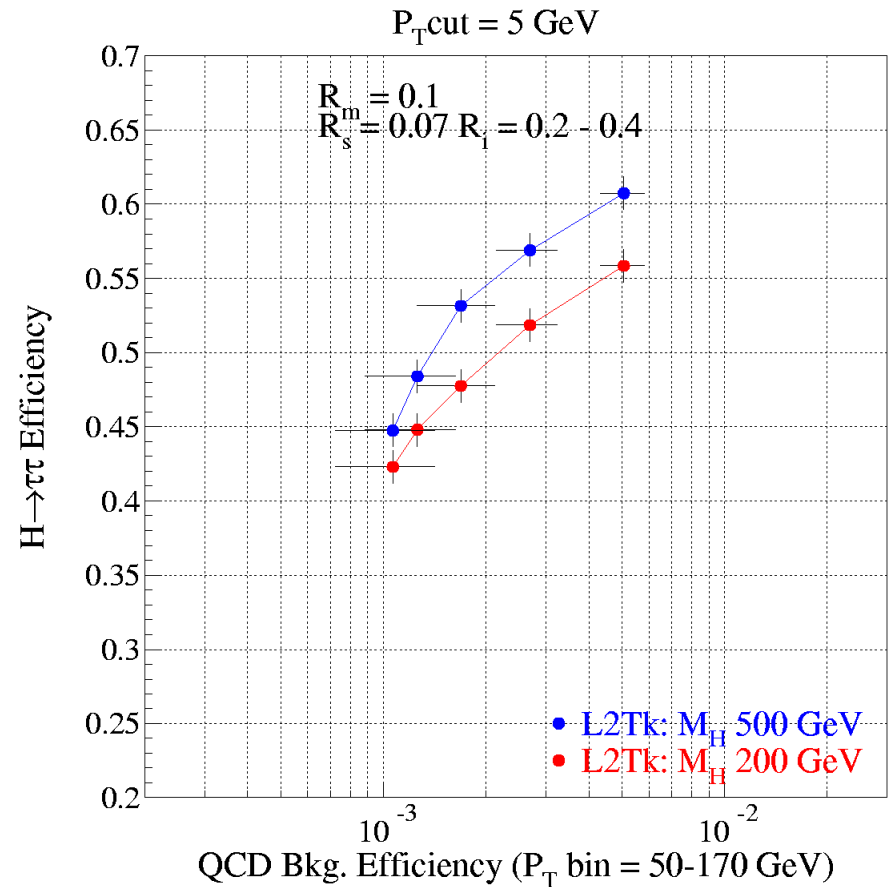
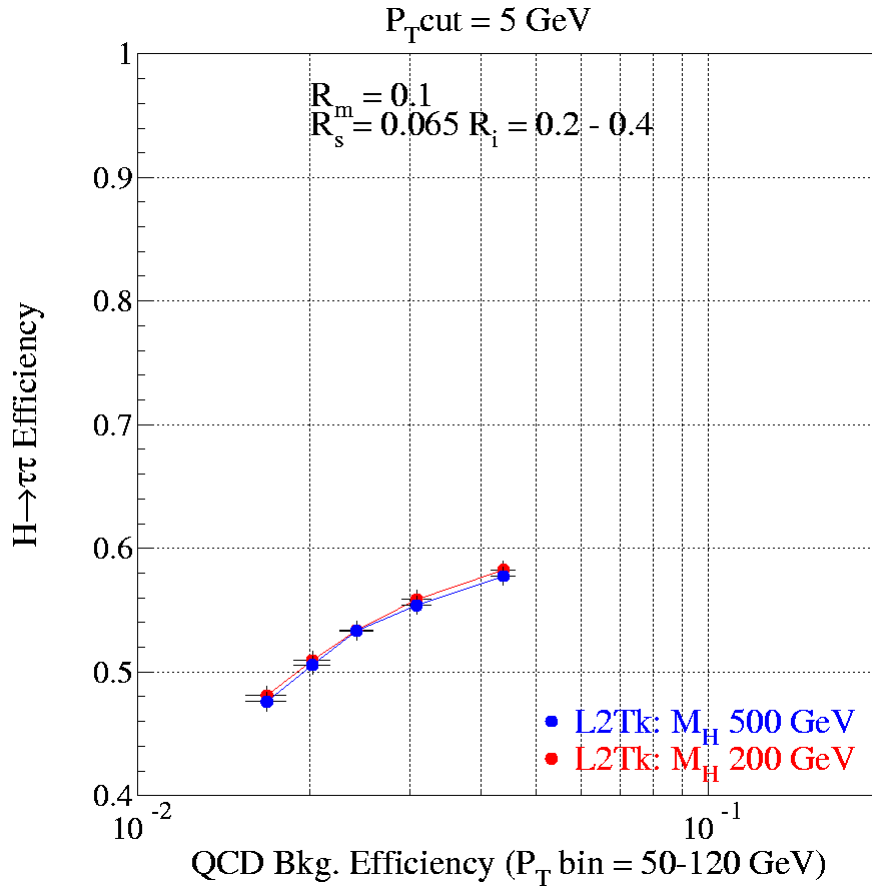
Cosa e' cambiato?

- Nuovo trigger di LVL 1
 - Migliorata efficienza su secondo jet
- Stima dell'efficienza con L2Tk
- Si utilizza il PixelSelectiveSeedGenerator
 - Ottimizzazione CPU

First Jet



Second Jet



Nuove Efficienze Preliminari!

1st jet:

$$\mathbf{mH200 = 0.65 \pm 0.01}$$

$$\mathbf{mH500 = 0.68 \pm 0.01}$$

2nd jet

$$\mathbf{mH200 = 0.606 \pm 0.01}$$

$$\mathbf{mH500 = 0.604 \pm 0.01}$$

Both jets

$$\mathbf{mH200 = 0.42 \pm 0.01}$$

$$\mathbf{mH500 = 0.45 \pm 0.01}$$

Timing ~ 0.25 sec/ev

Per ricostruire un jet utilizzando
solo le pixel lines appartenenti
al vertice primario