フェルミ粒子

第1世代 第2世代 第3世代 u チャーム クォーク アップ クォーク トップ クォーク 大 b ストレンジクォーク ボトム クォーク 電子 タウ粒子 ミュー粒子 ν_{μ} $u_{ au}$ ue 電子 ミュー タウ ニュートリノ ニュートリノ ニュートリノ

ゲージ粒子



ヒッグス粒子

W+

W-

Н ヒッグス粒子

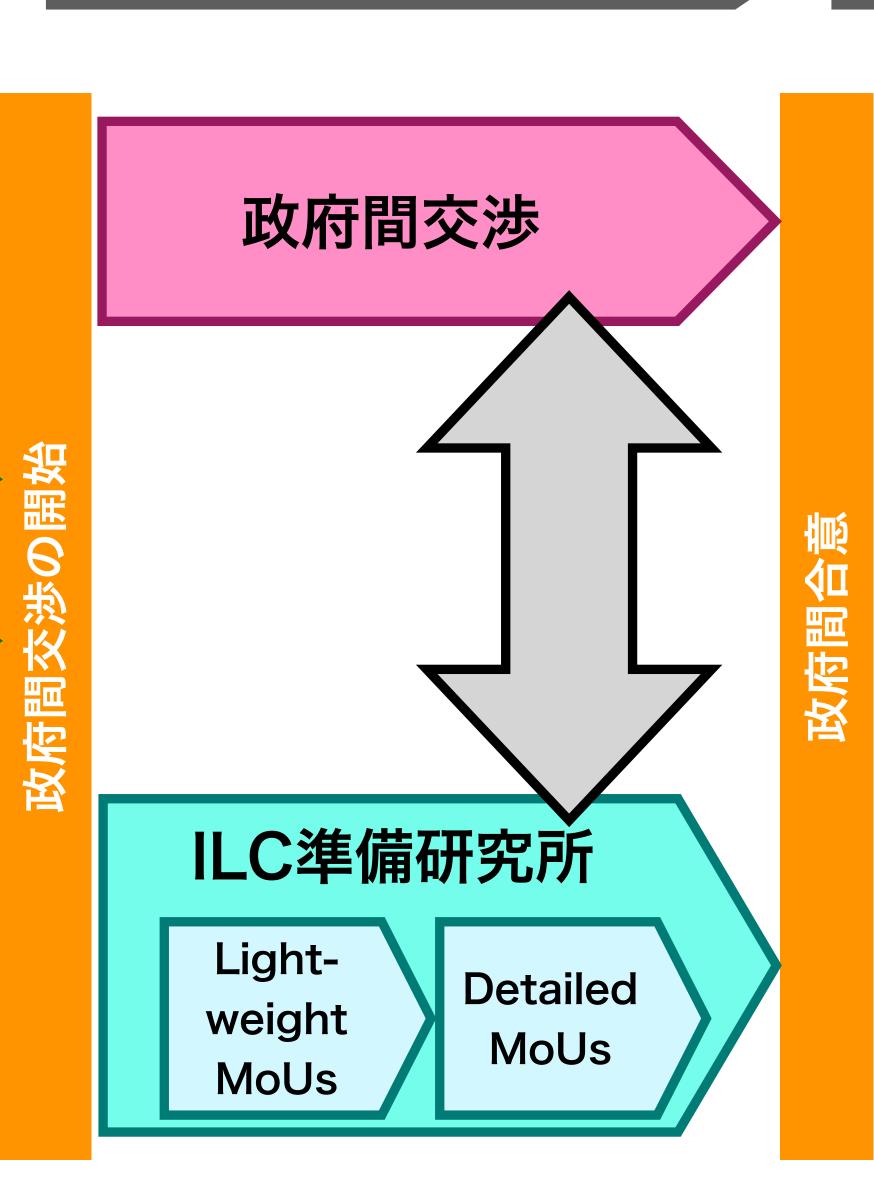
政府間議論

European Strategy for Particle Physicsのアップデート

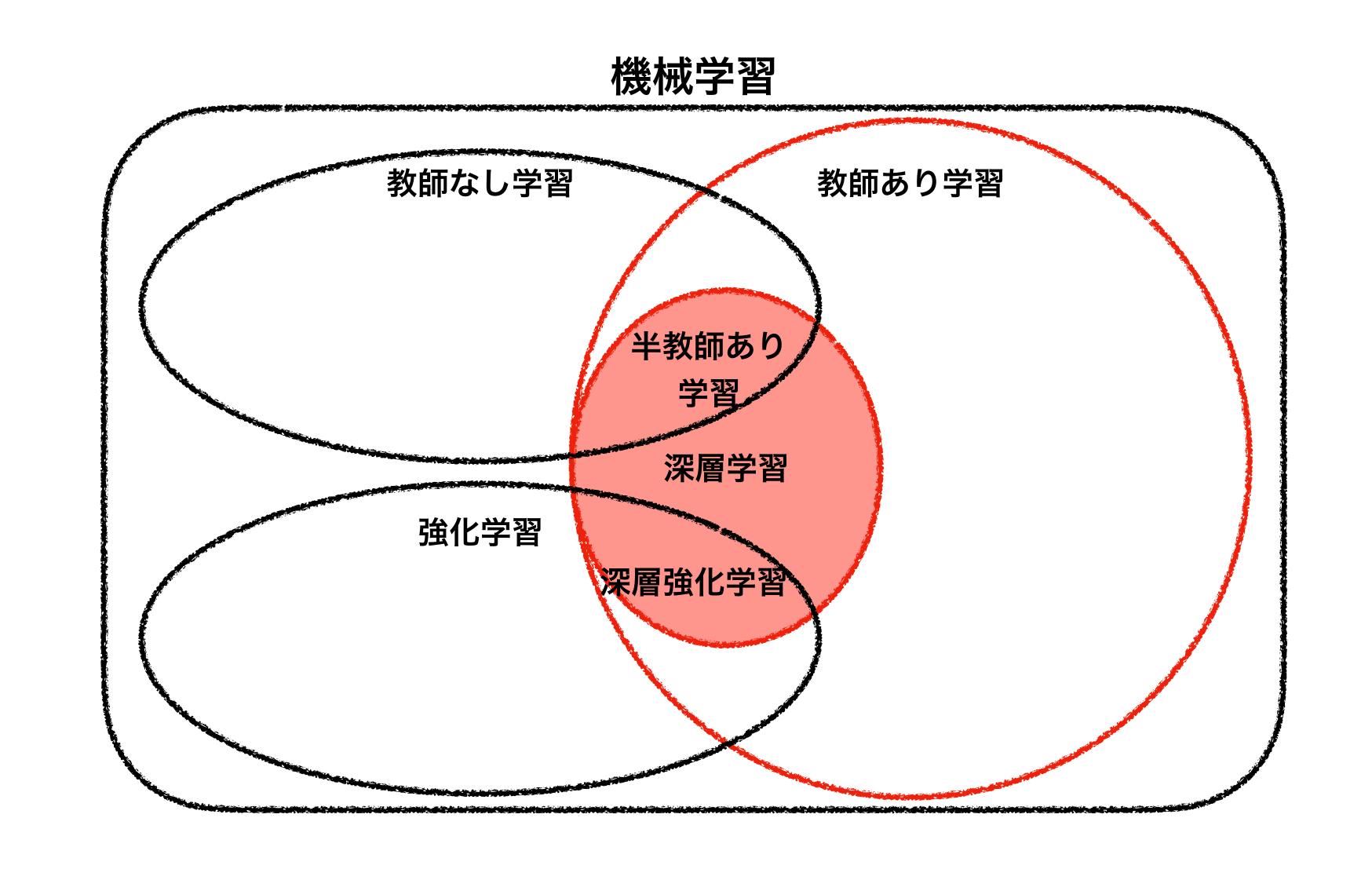
日本学術会議のマスタープラン

ILCの活動

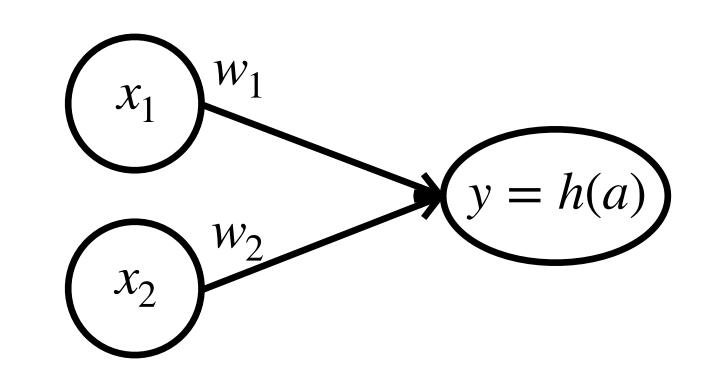
- LCB / LCC
- KEK Planning Office for ILC etc.

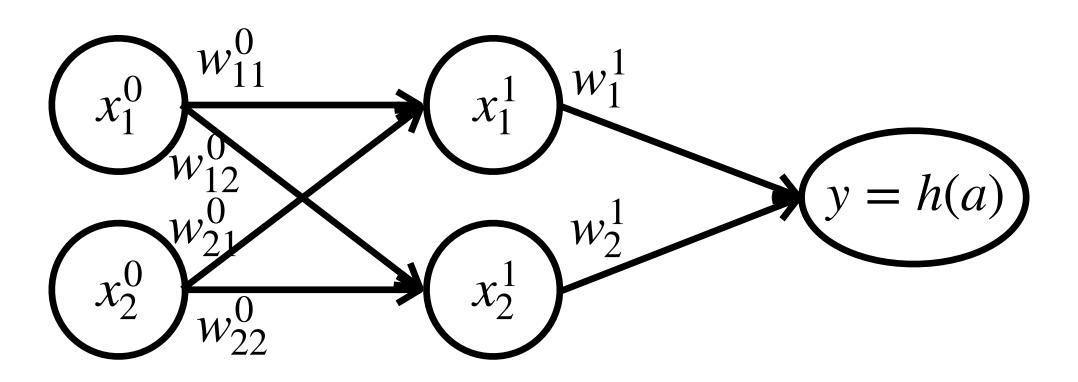


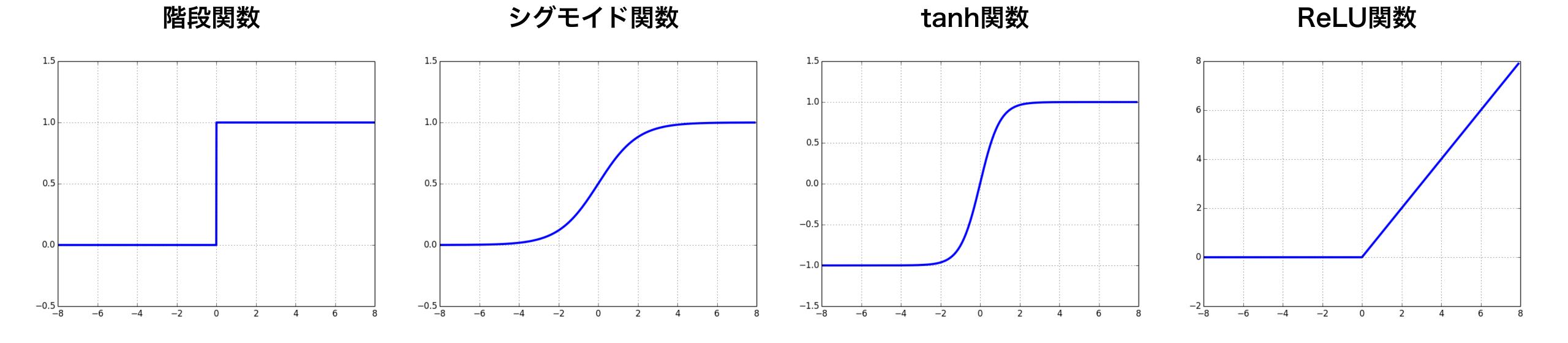
ILC Laboratory 運転 建設

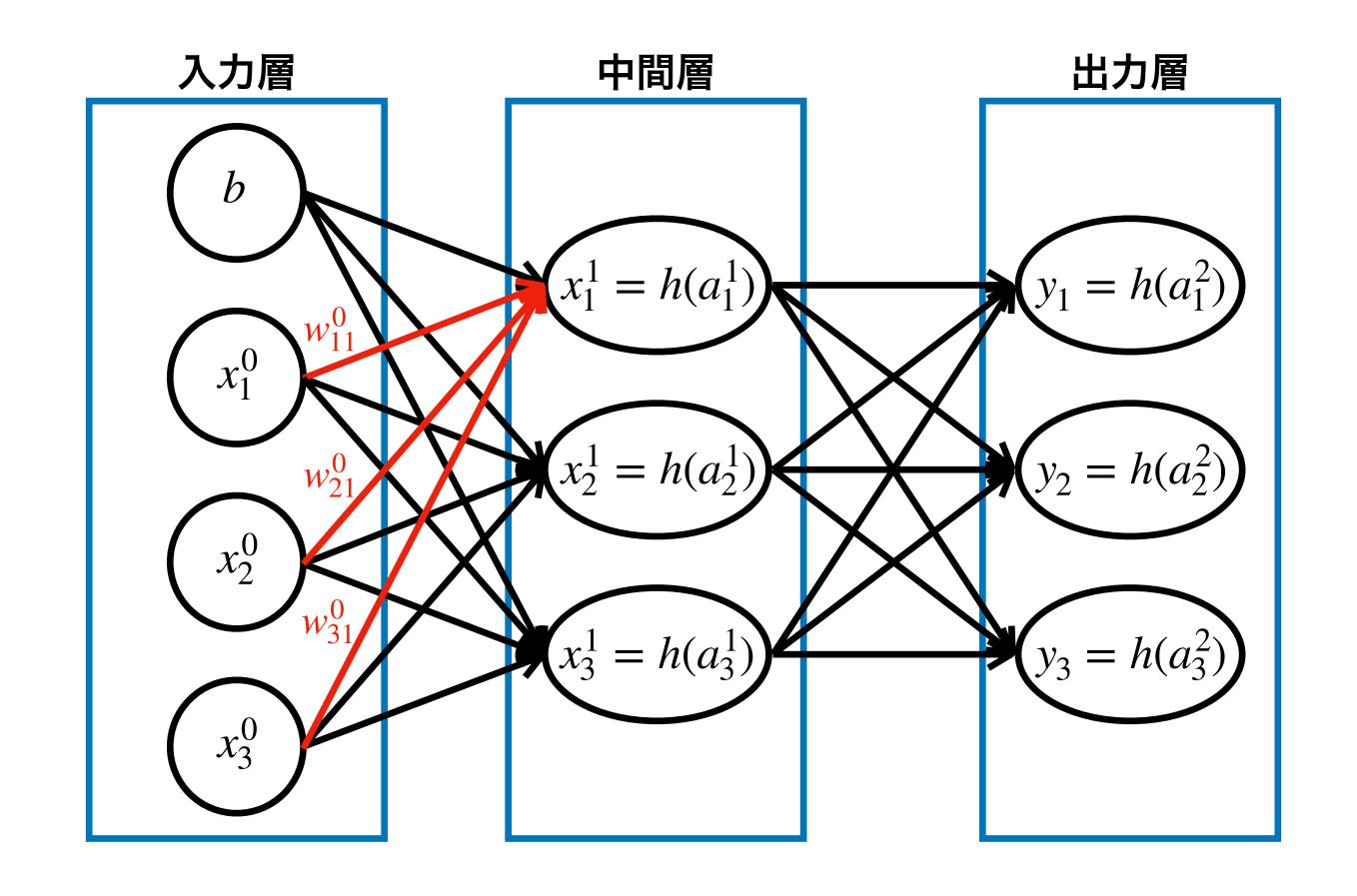


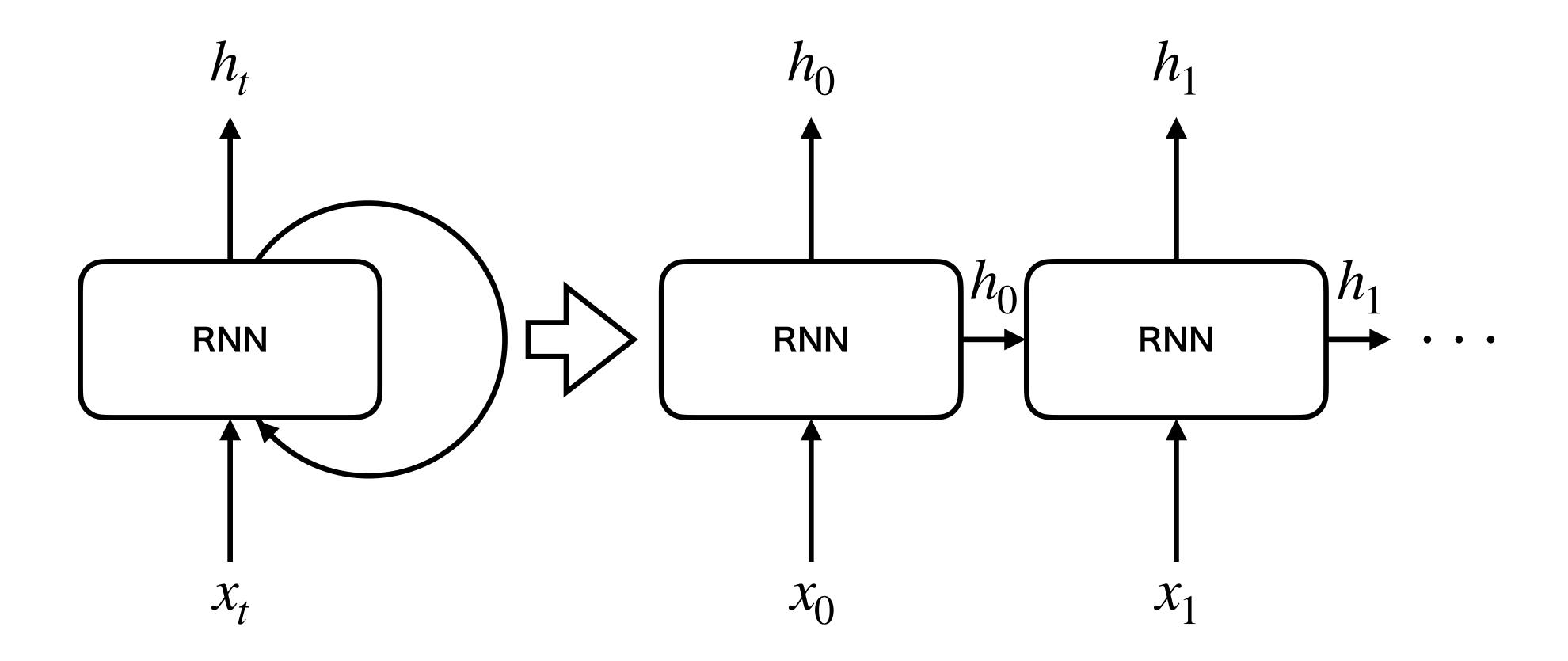
現行の手法 深層学習 ジェット中の粒子の運動量 サブモデル ジェット中の粒子の運動量 置き換え 崩壊点検出 Secondary Vertexの再構成 く カットベース ジェットクラスタリング ジェットクラスタリング 数值計算 フレーバータギング 🗲 フレーバータギング 信号と背景事象の分離 信号と背景事象の分離 物理解析 物理解析

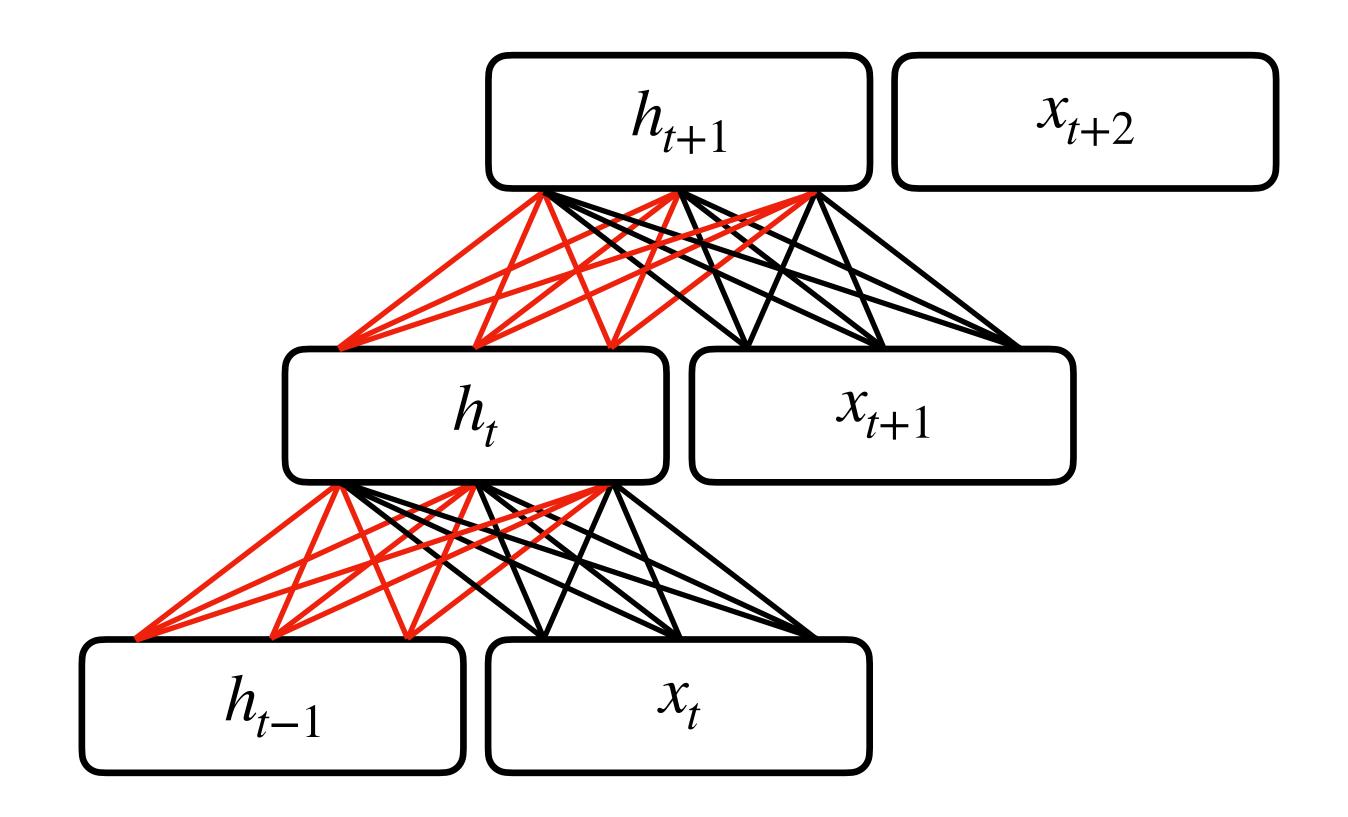


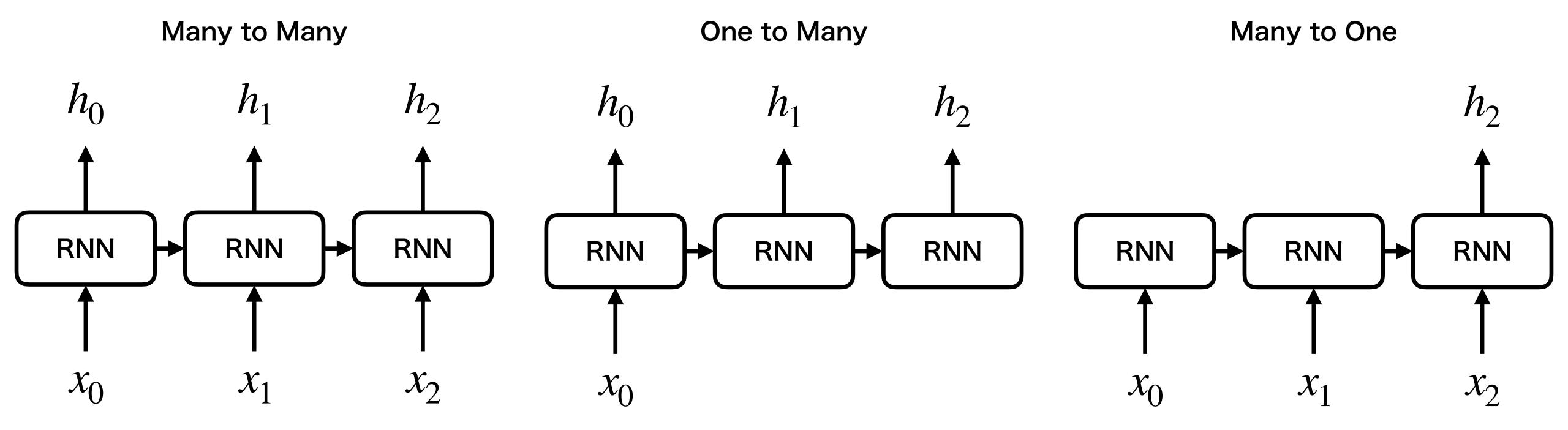


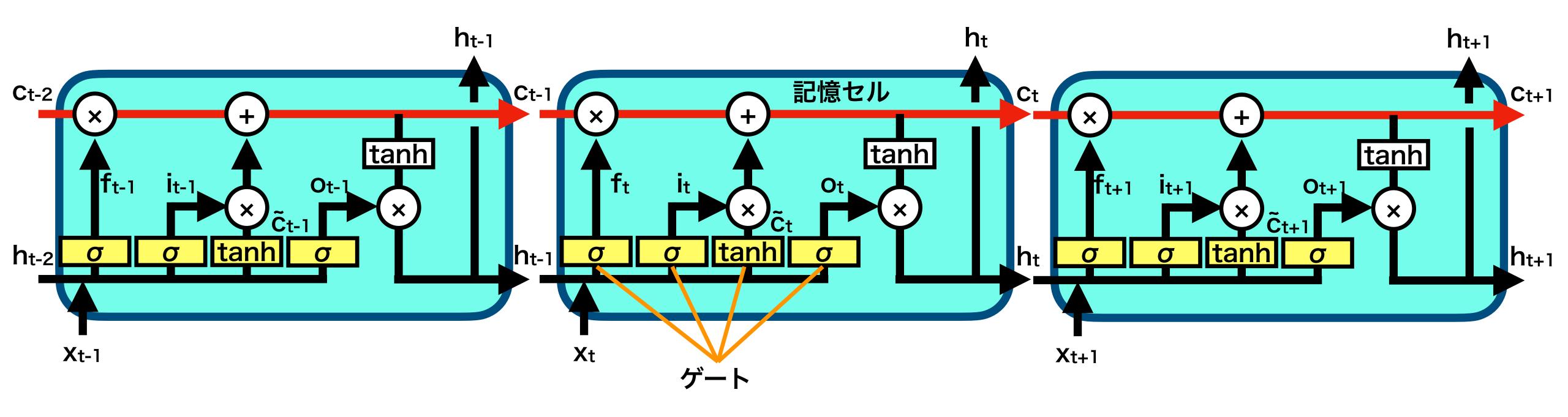


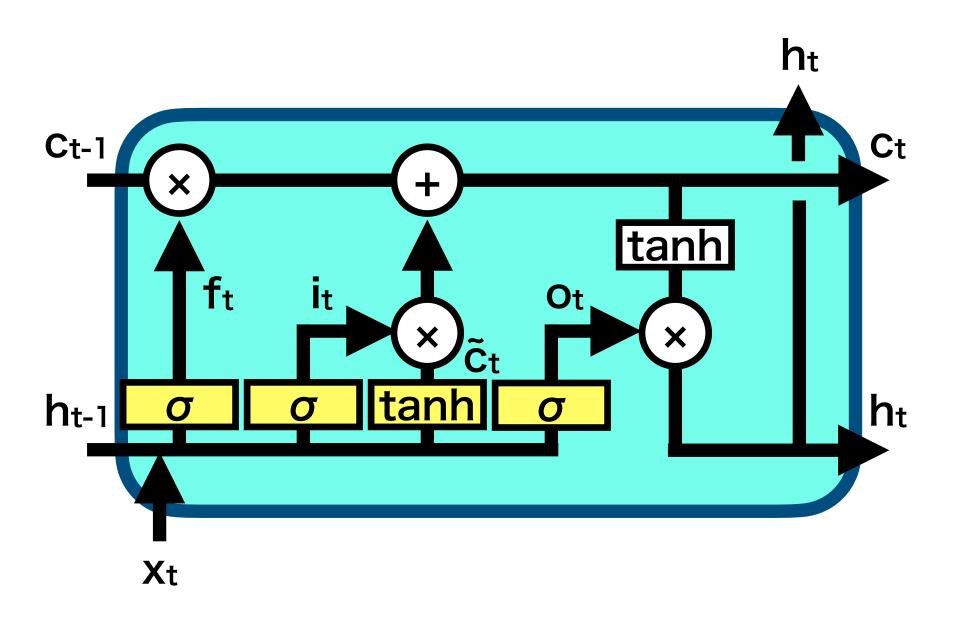


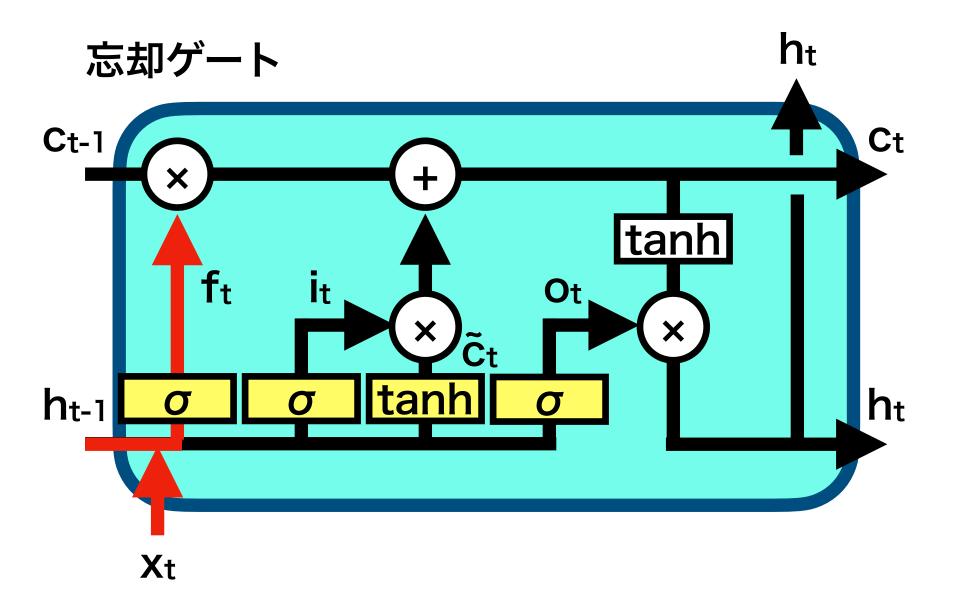


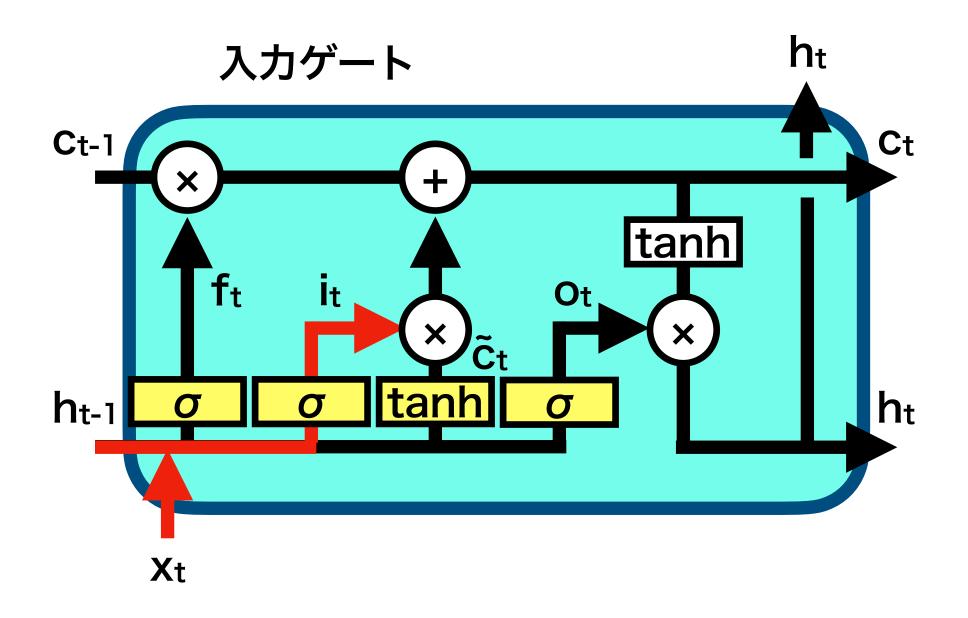


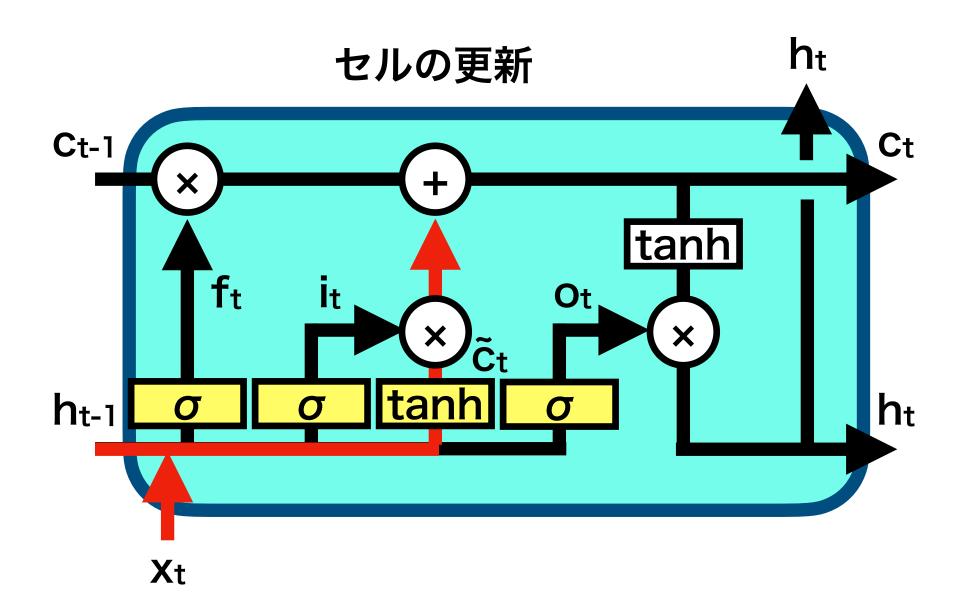


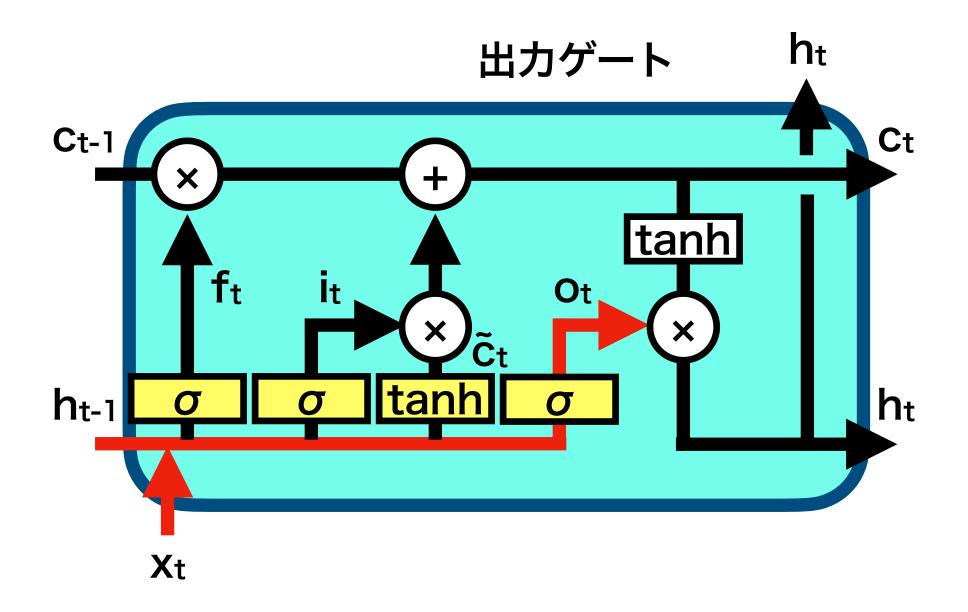


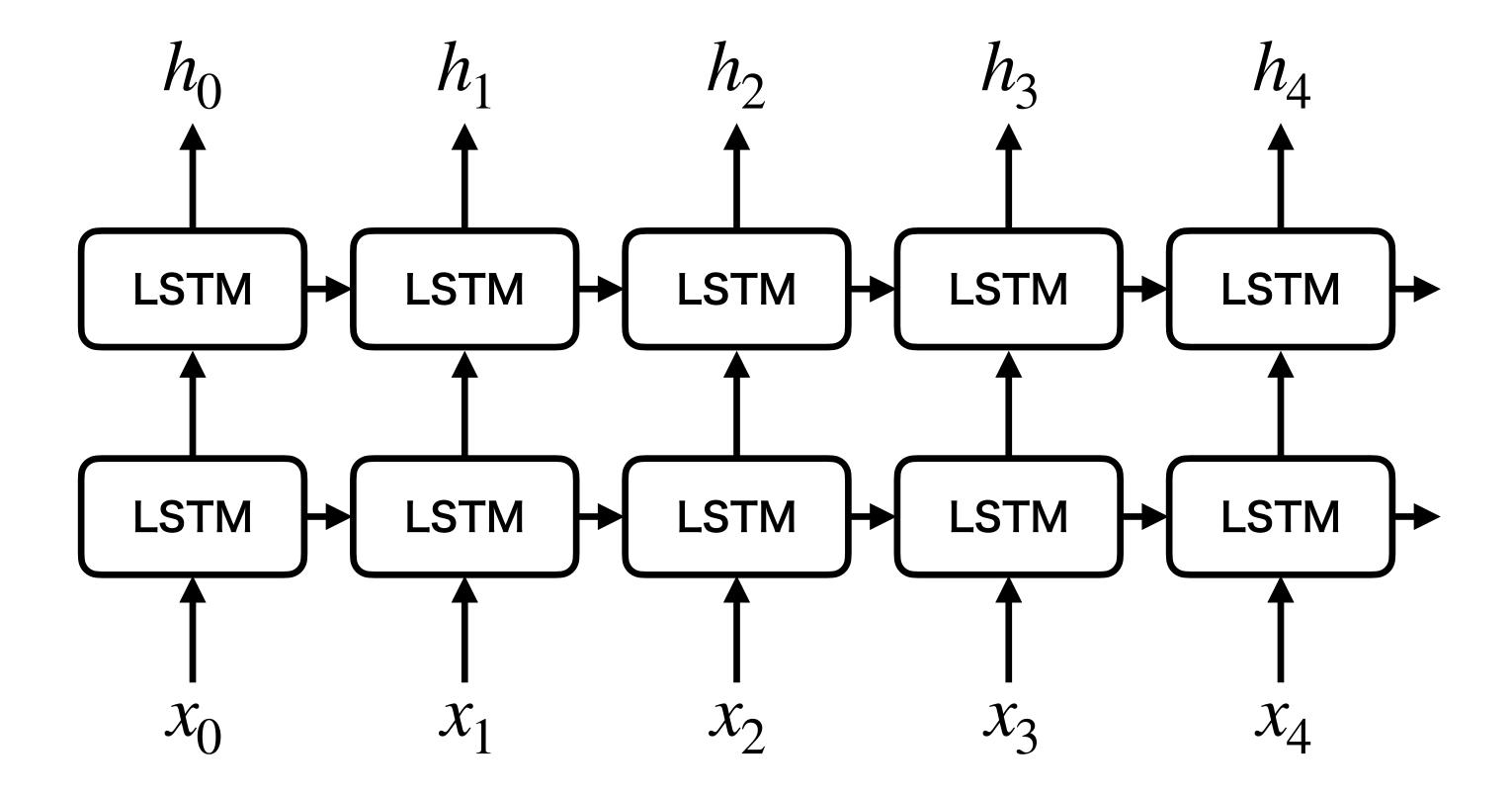


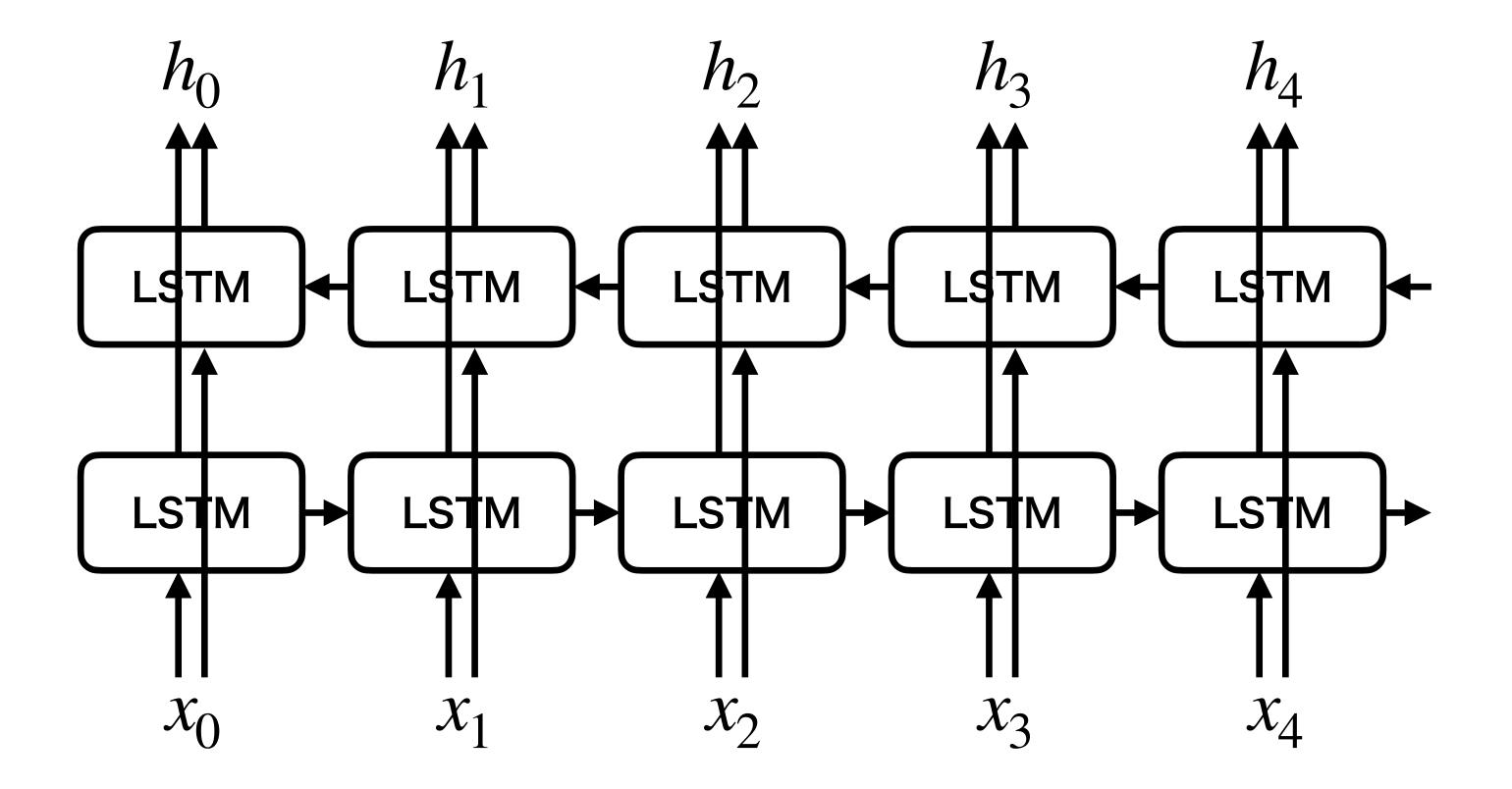


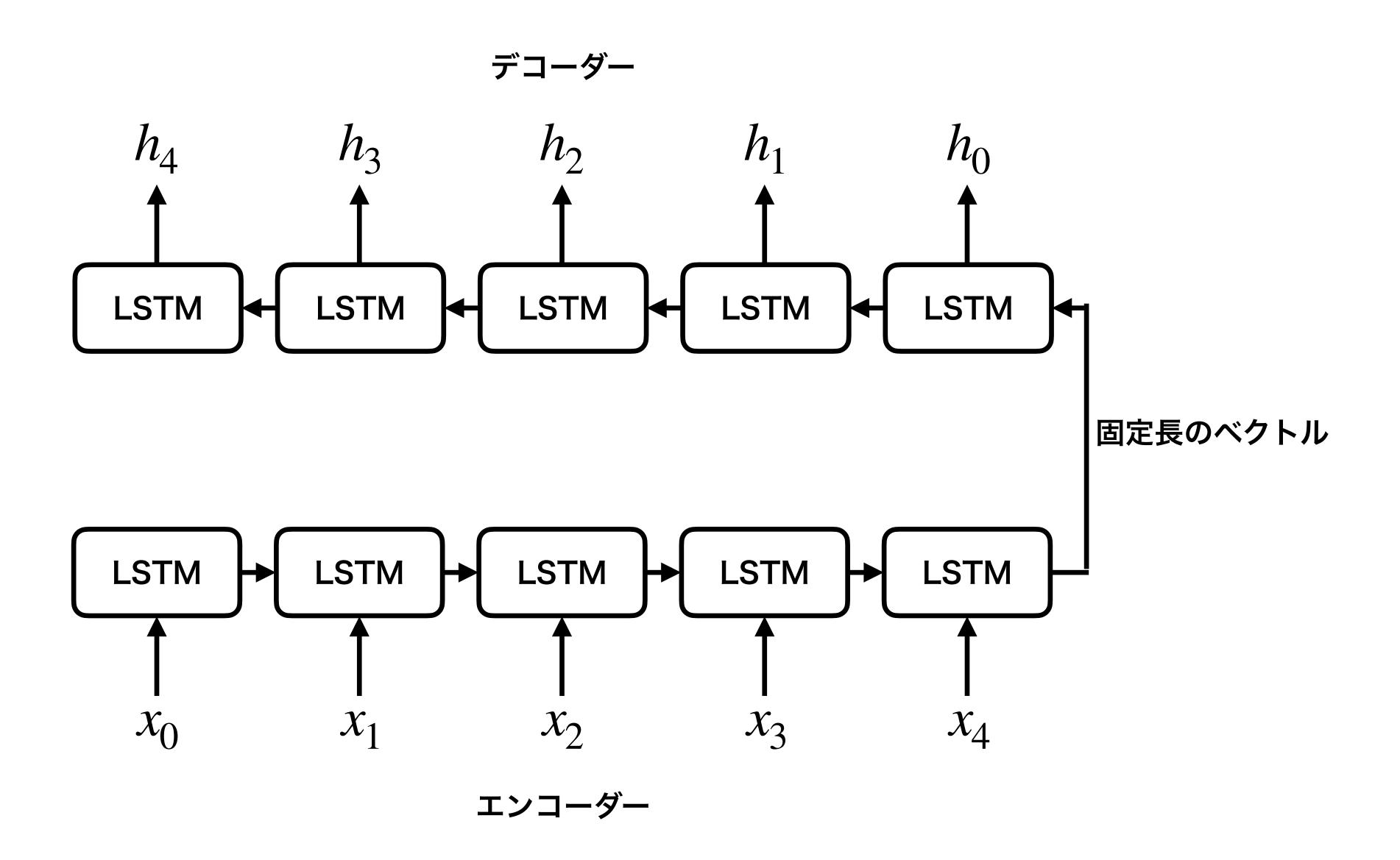


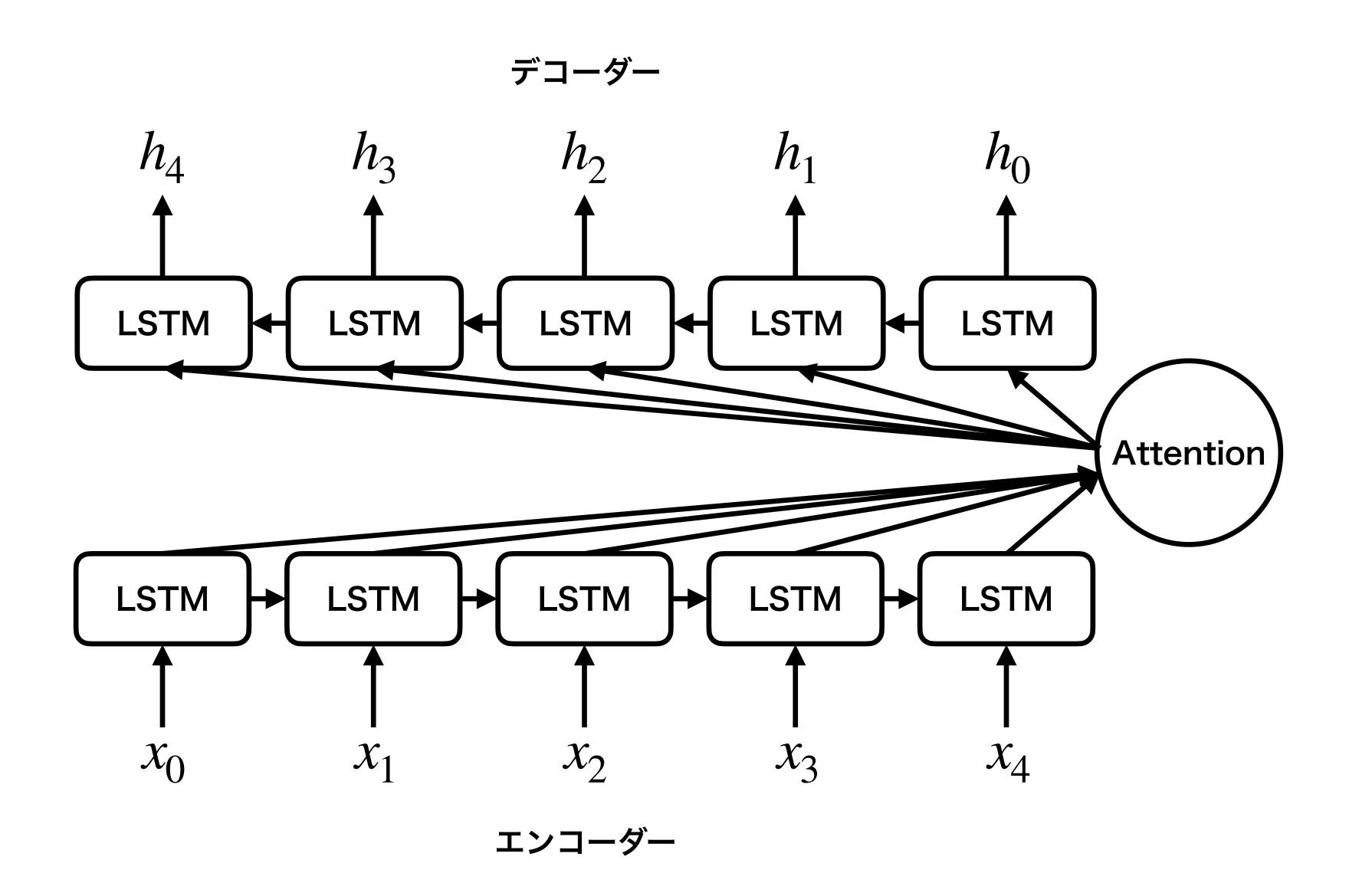


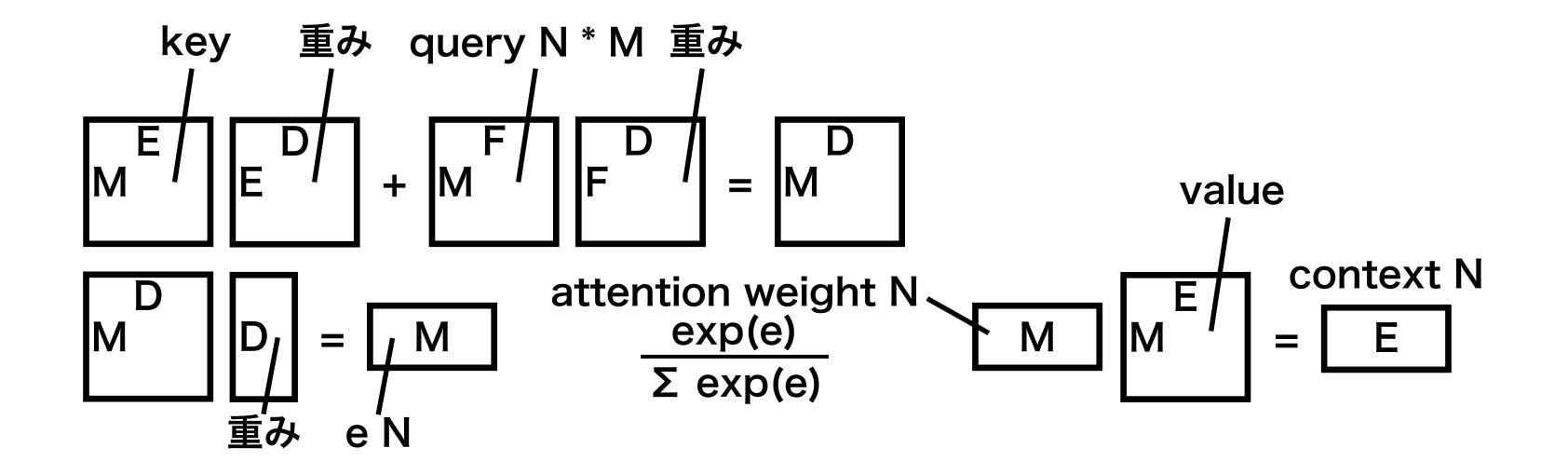




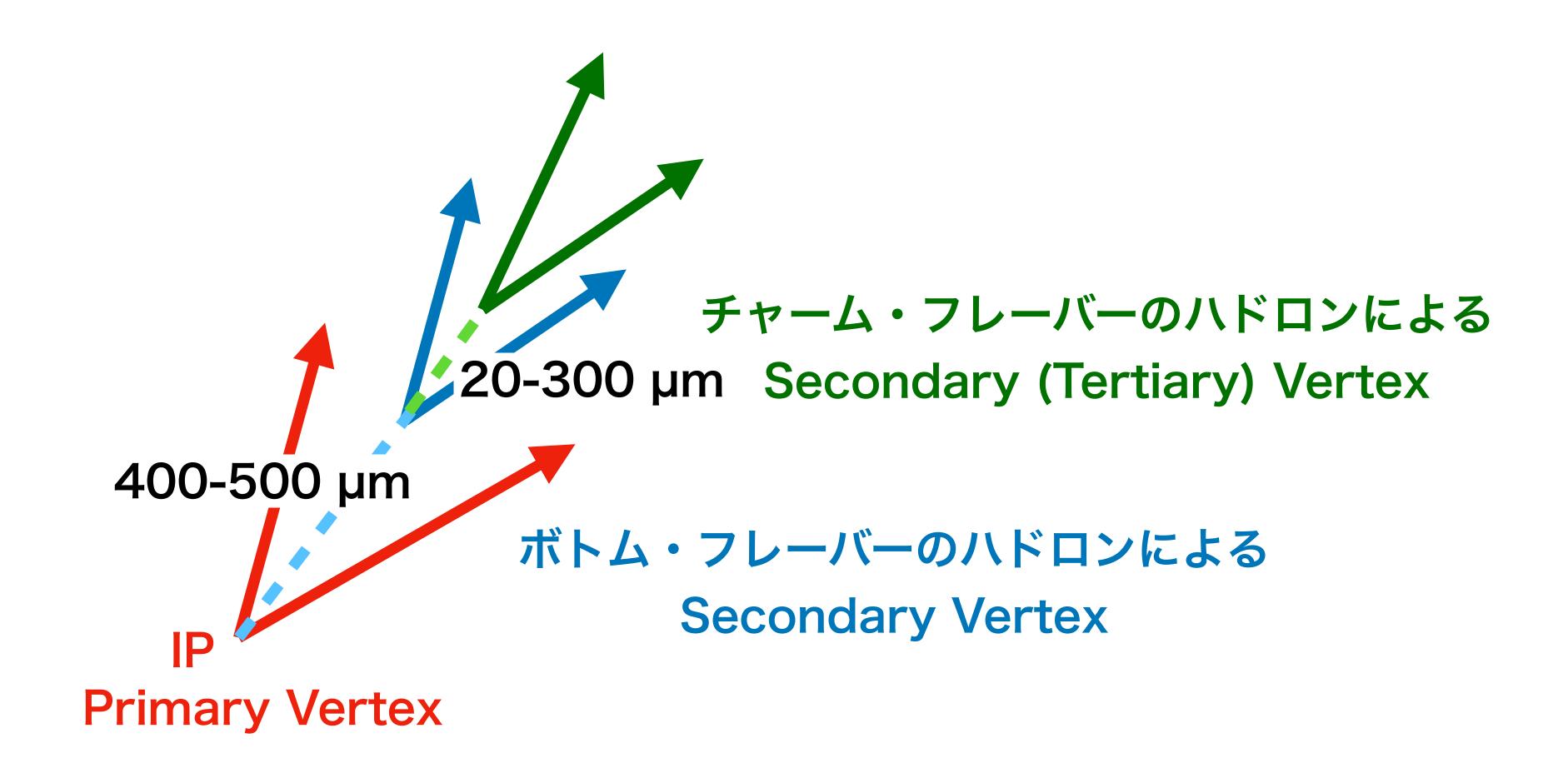








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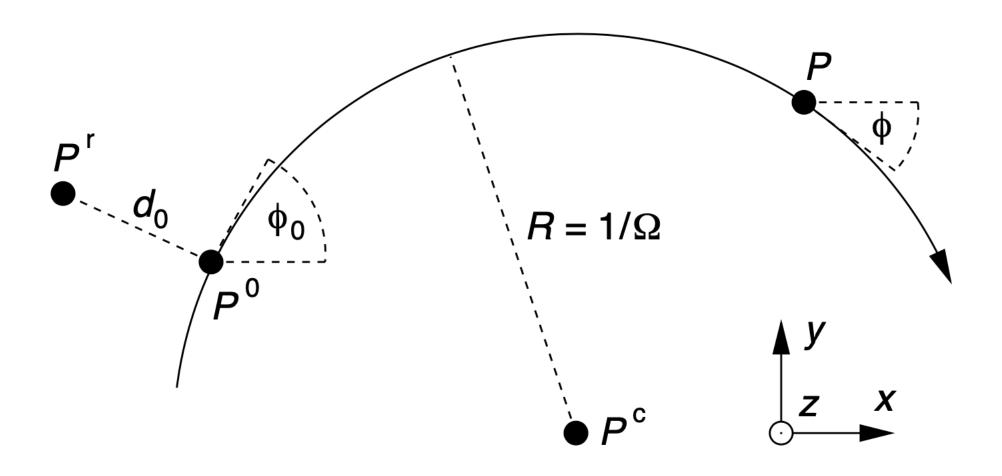
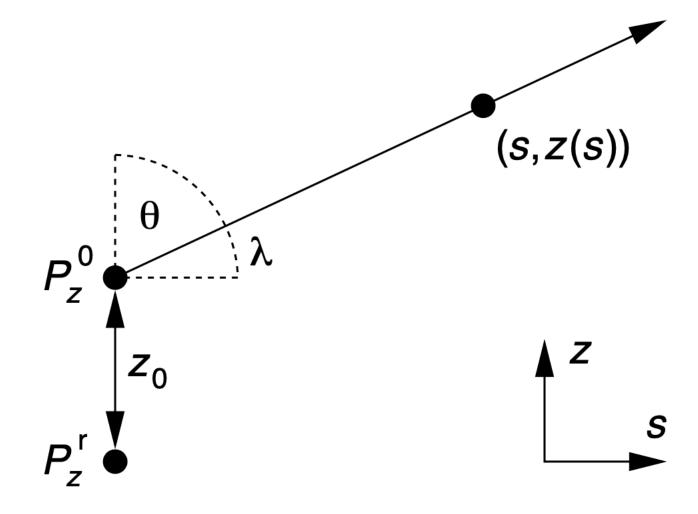
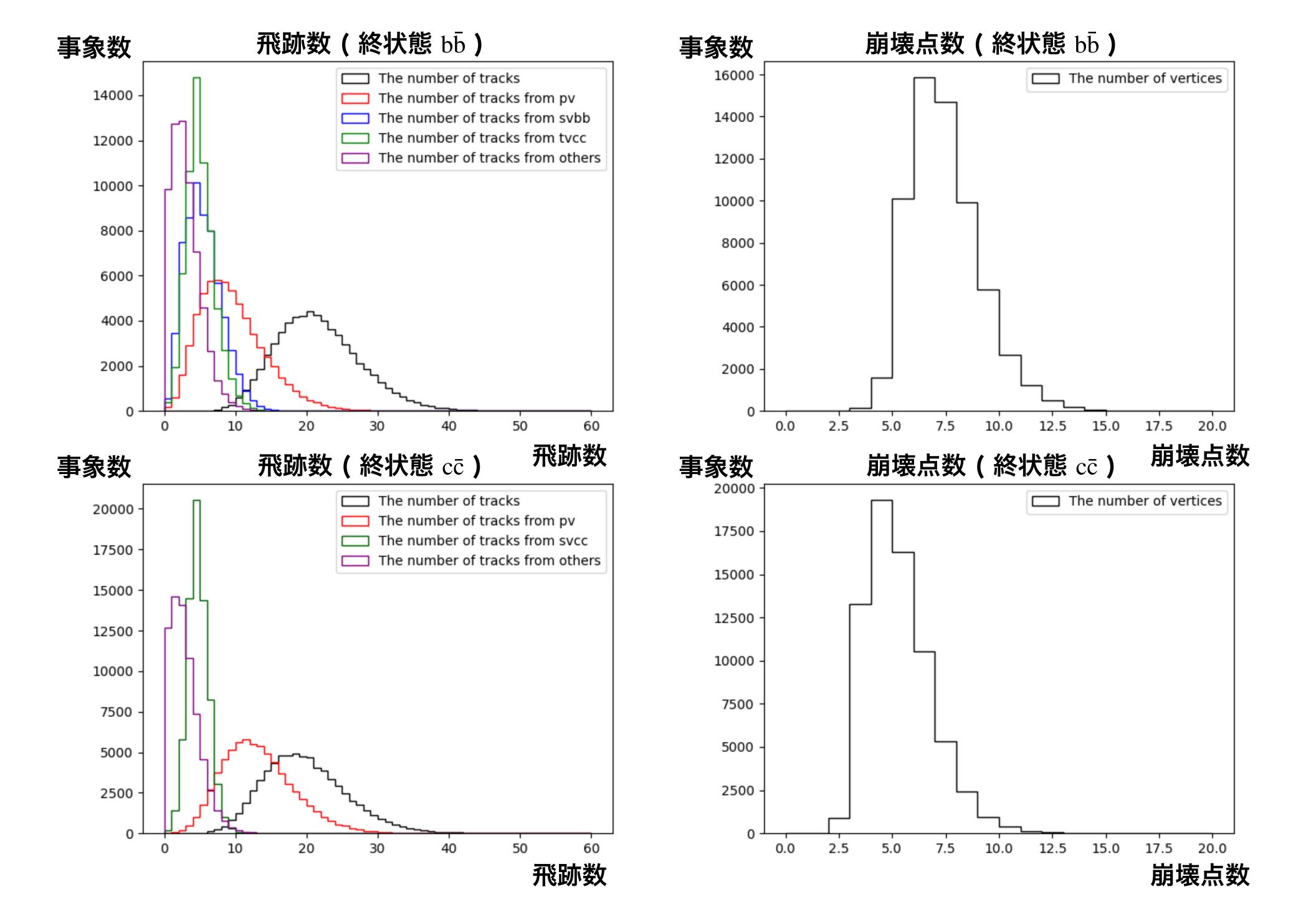


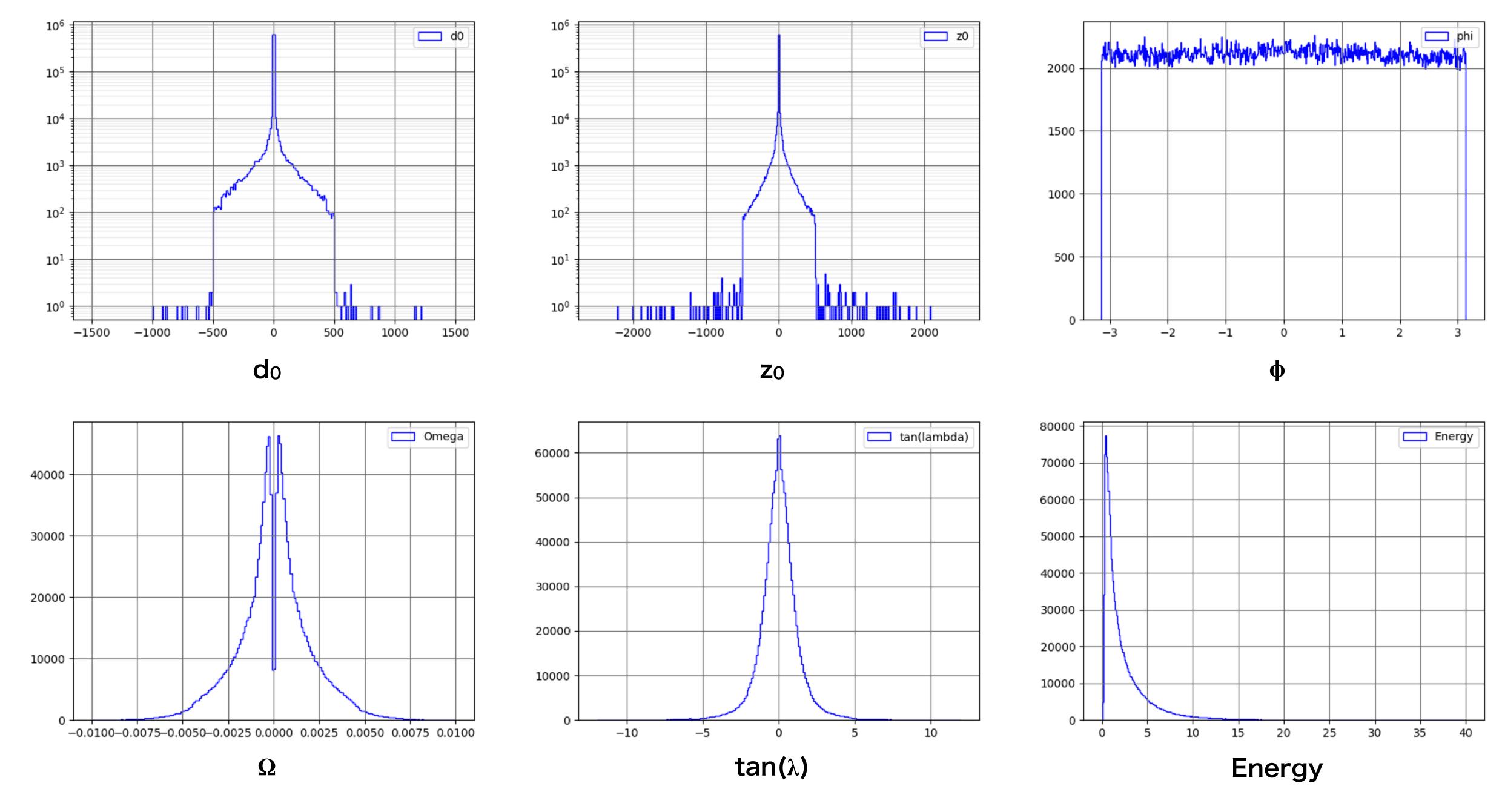
Figure 1: The projection of a helix segment in the xy plane is a part of an arc Figure 2: The projection of a helix in the sz plane is a straight line (see Eq. 10). with centre P^{c} and radius R. The direction of the particle is shown with the arrow at the arc. All track parameters are given relative to the reference point P^{r} .



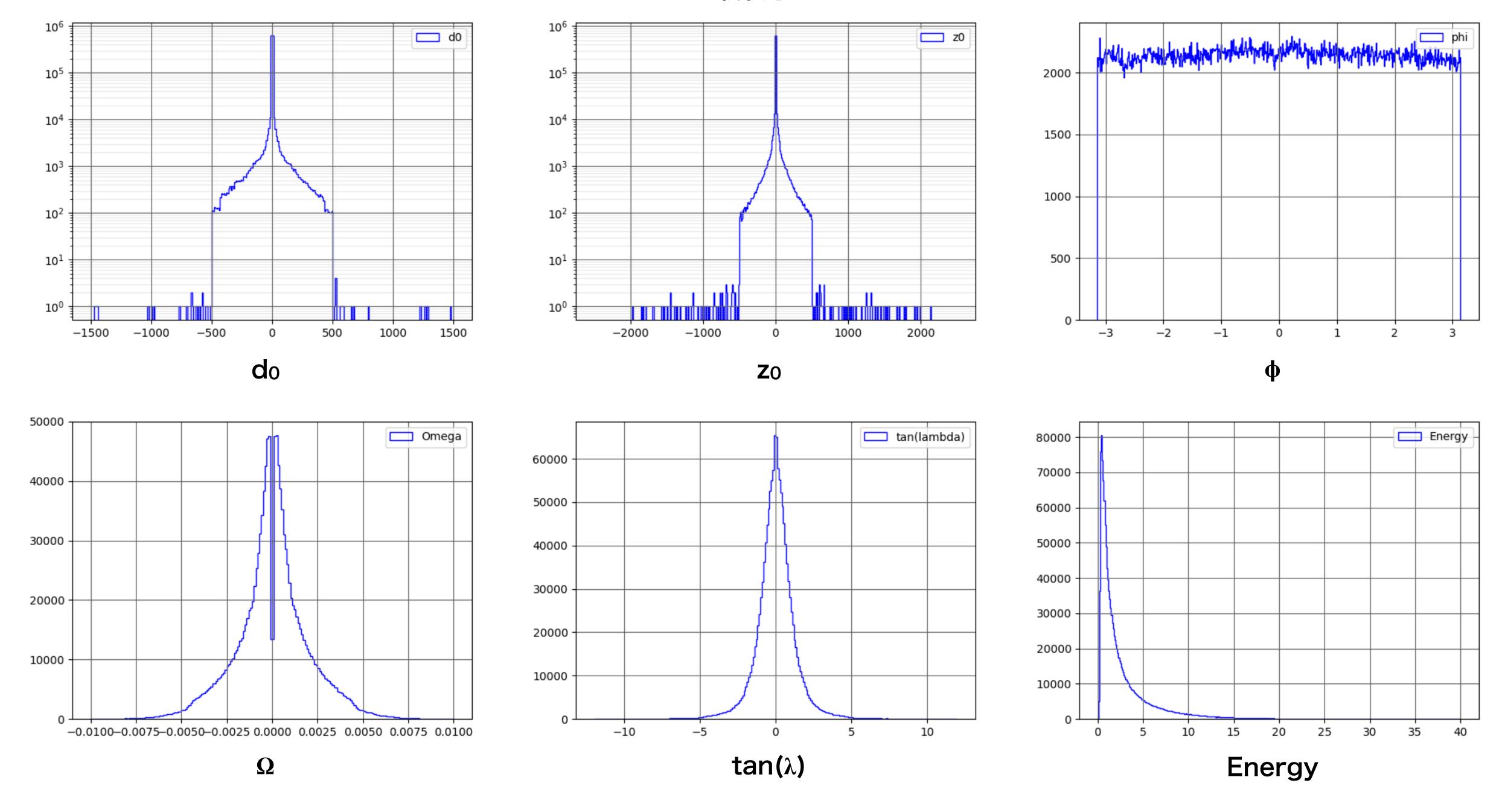
The variable s at a point \boldsymbol{P} is the arc length in the xy plane from \boldsymbol{P}^0 to **P**. This also implies that s = 0, if $z = z_0$.



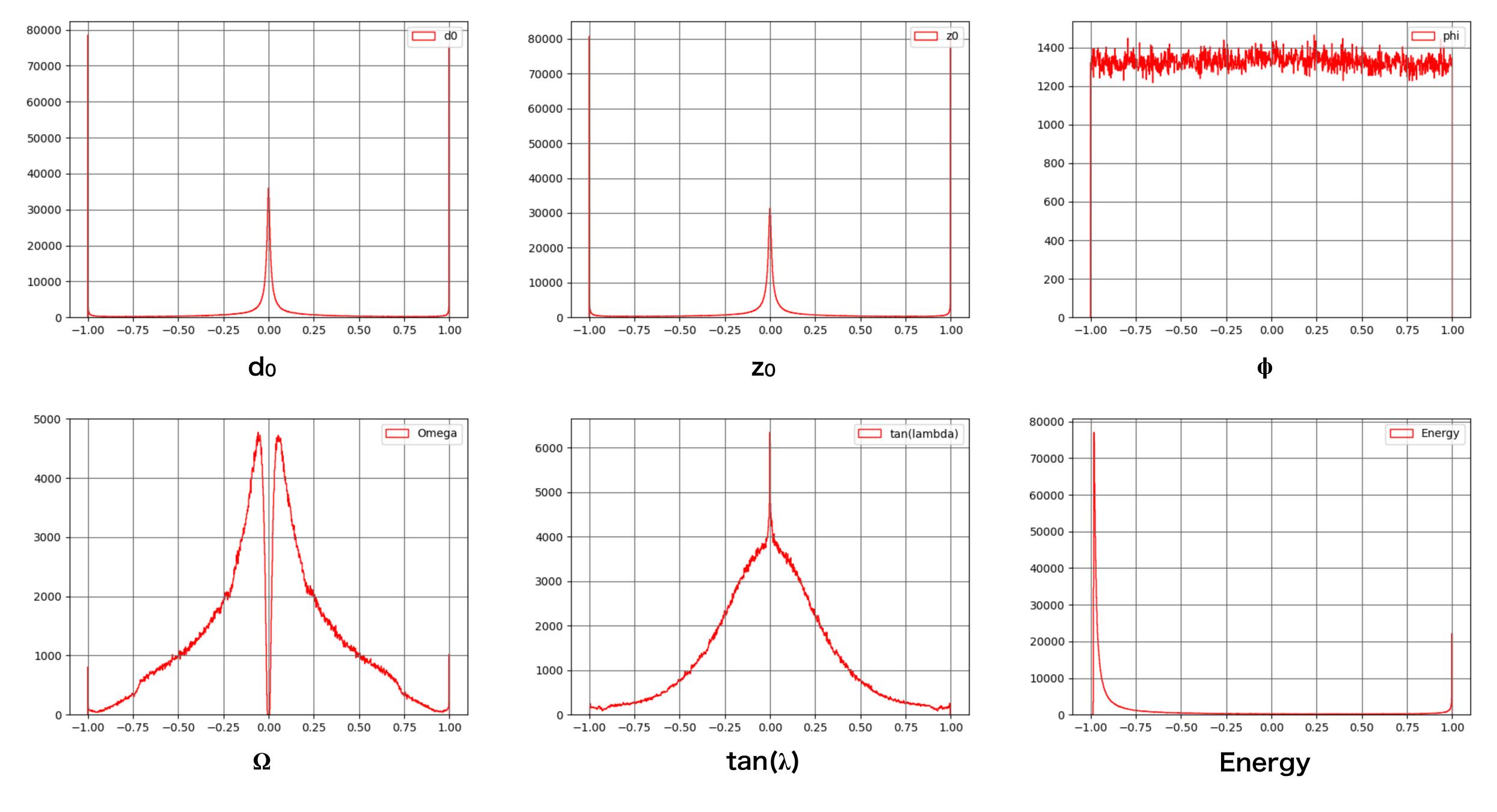
終状態 bb



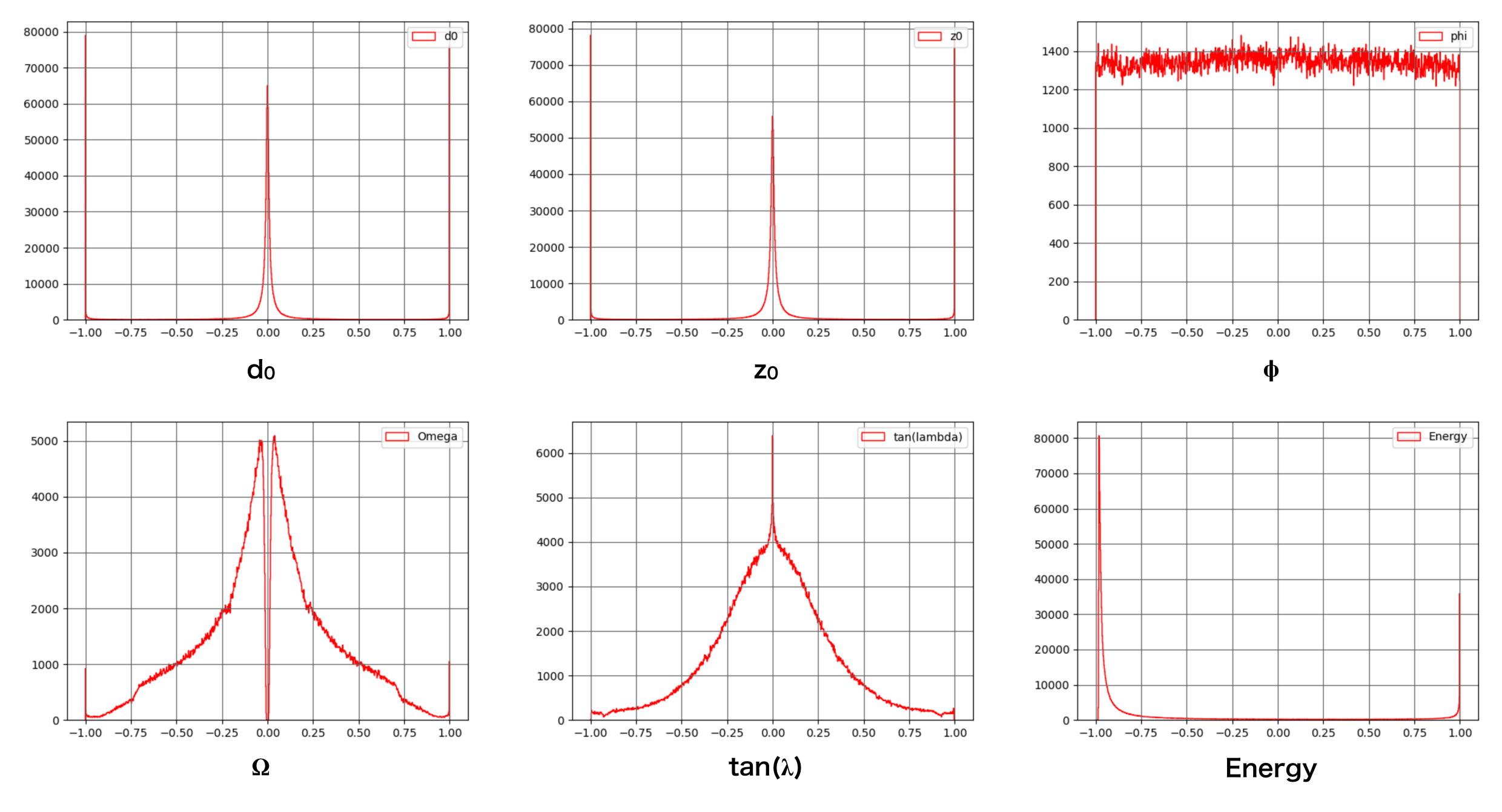
終状態 cē



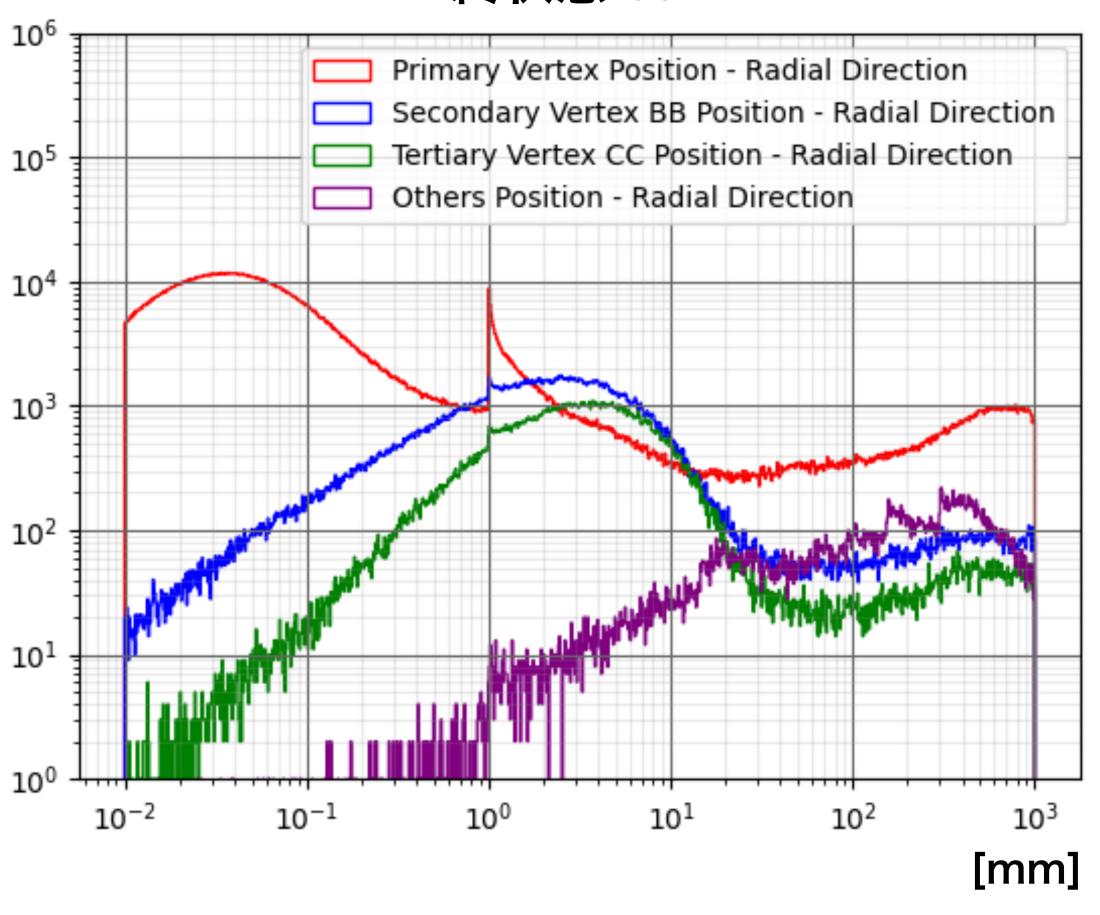
終状態 bb



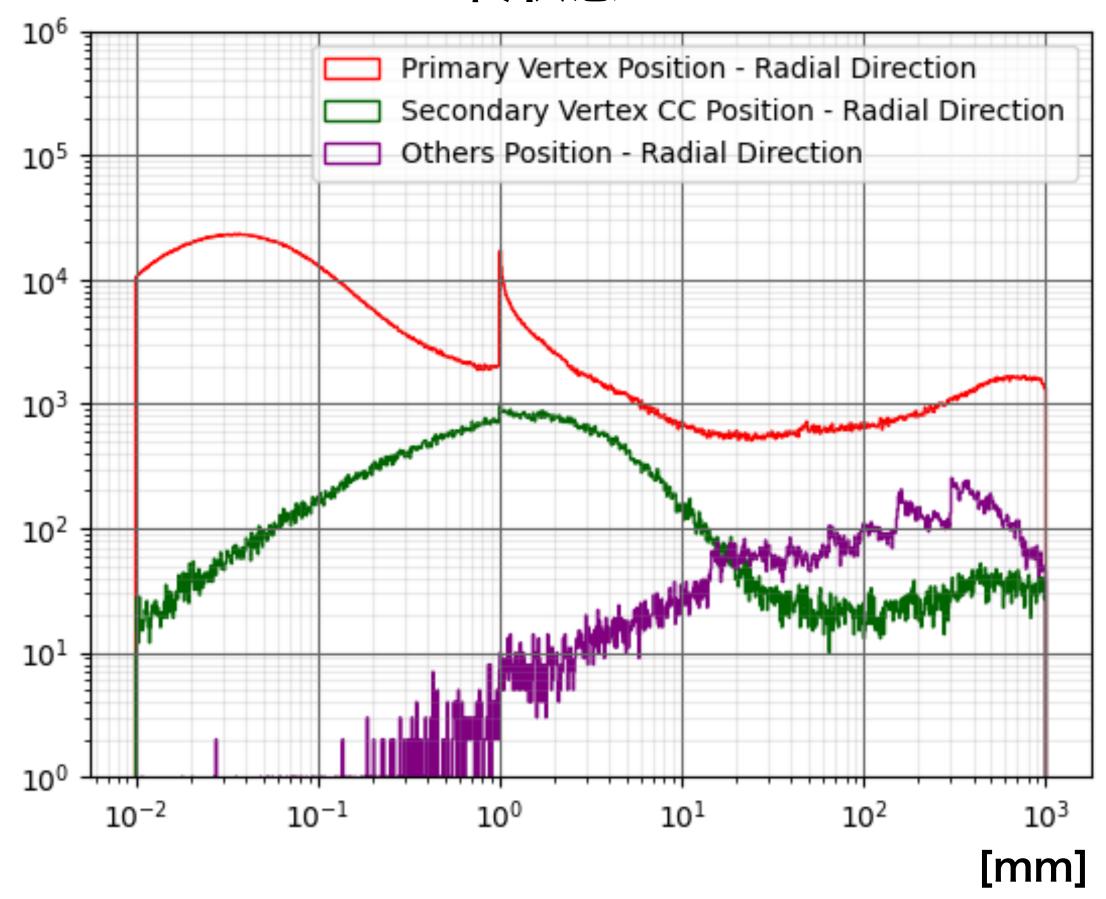
終状態 cē

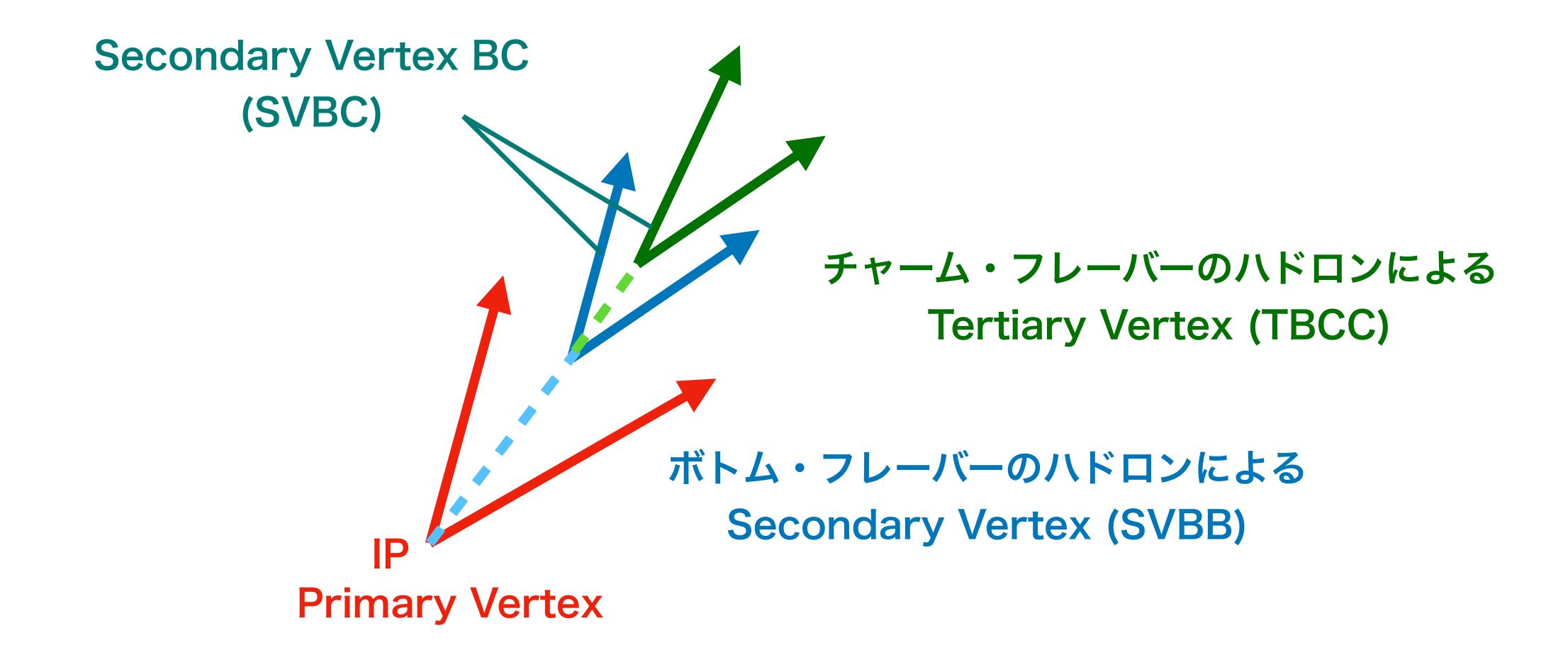


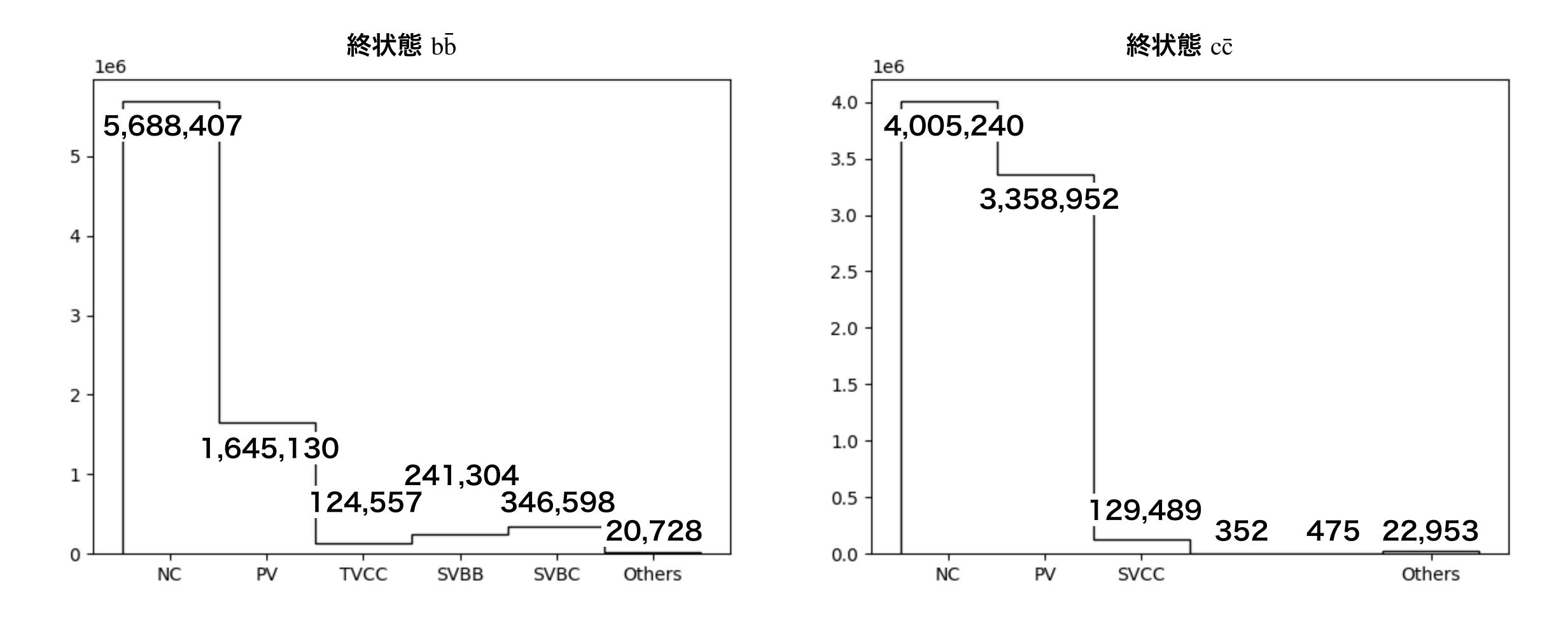
終状態 bb

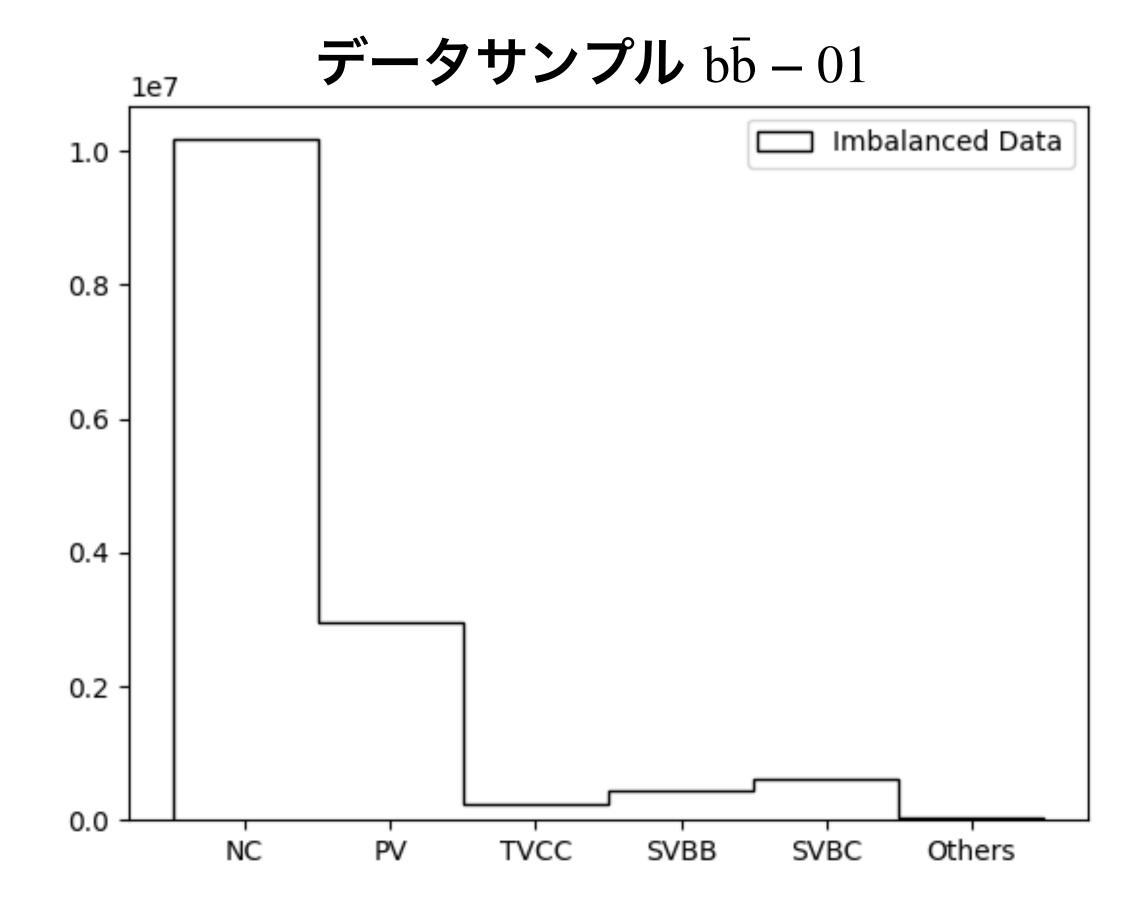


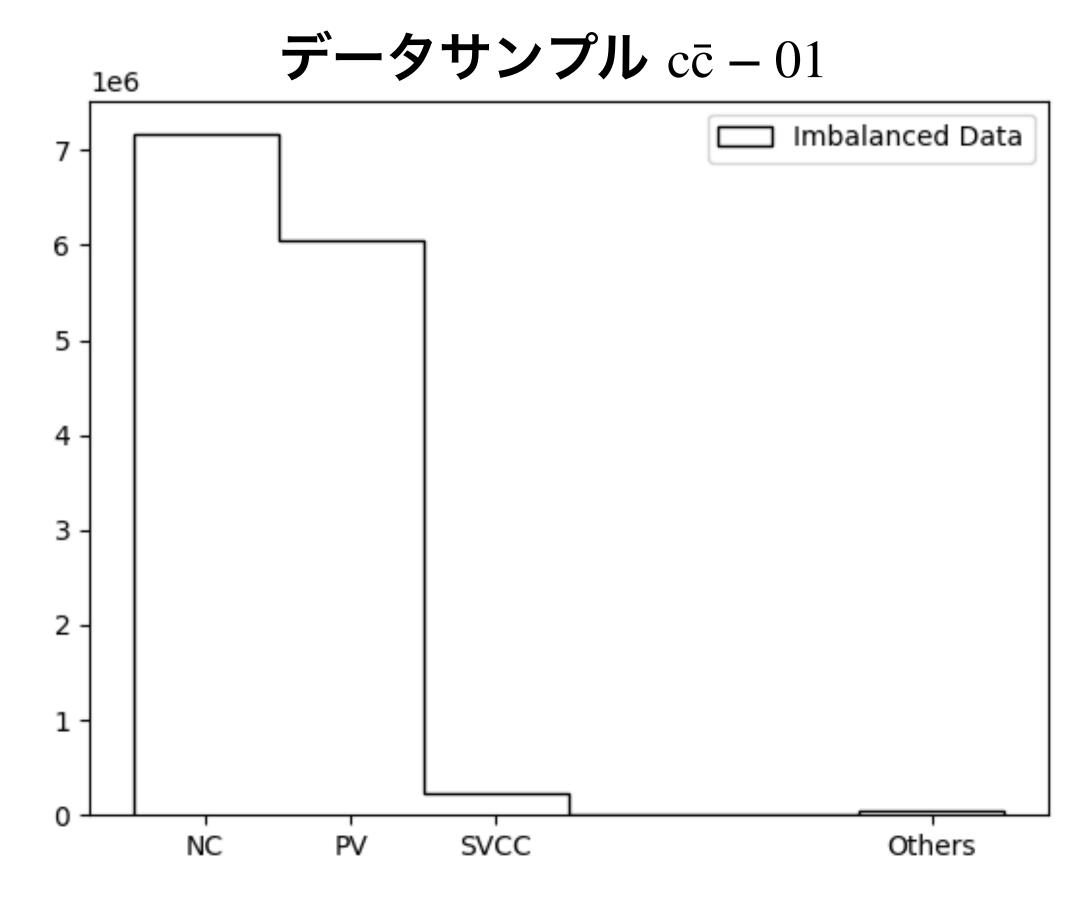
終状態 cc

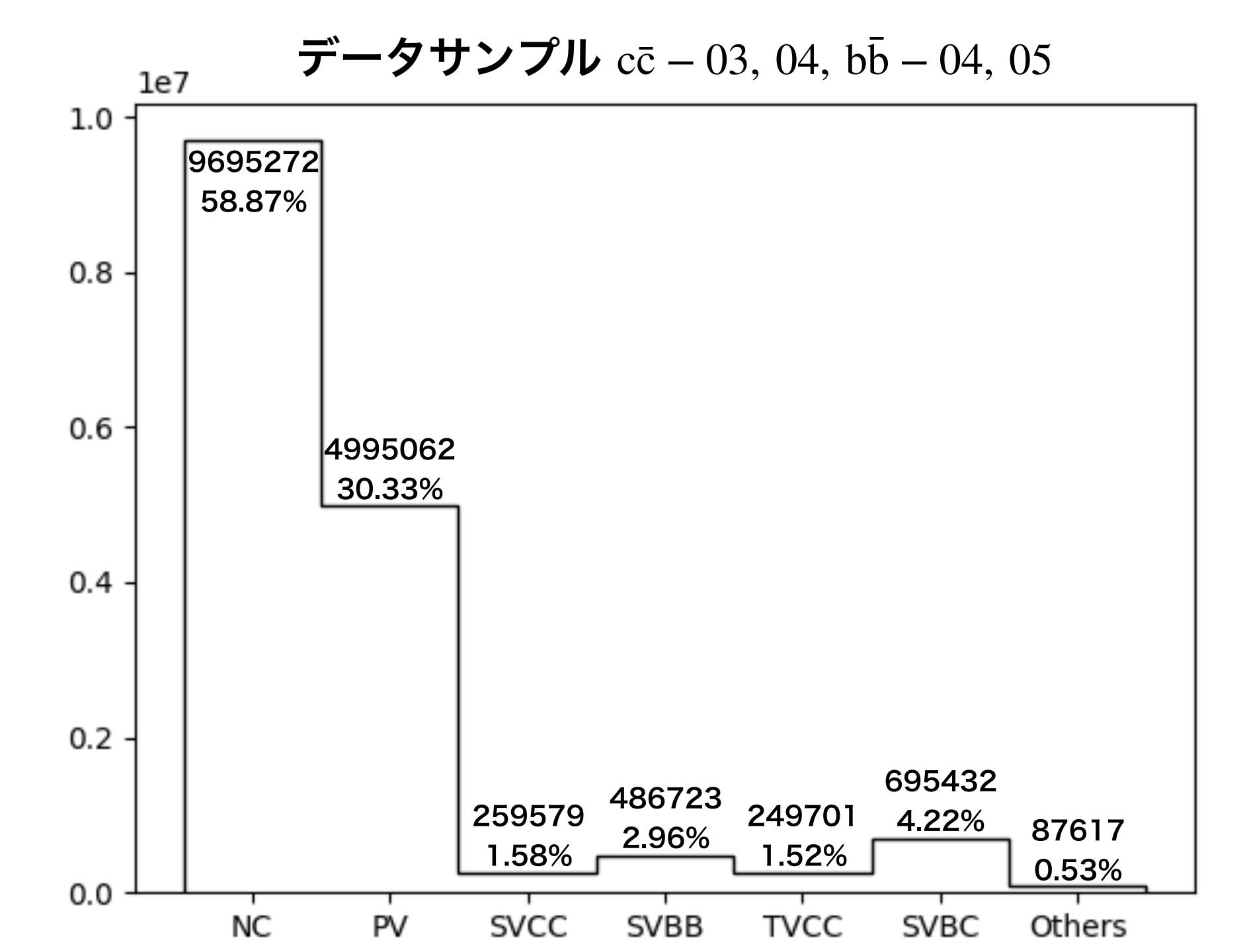


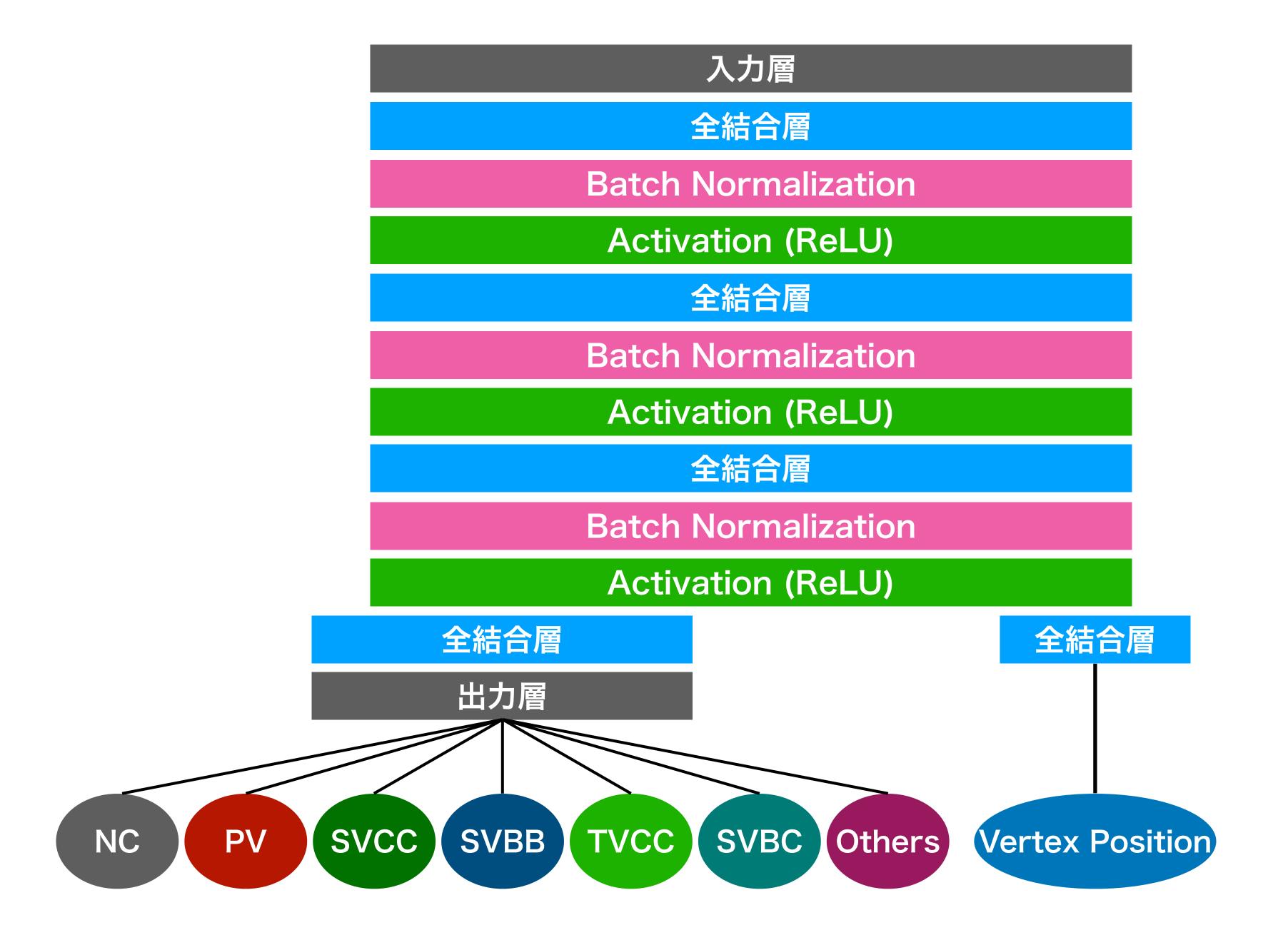


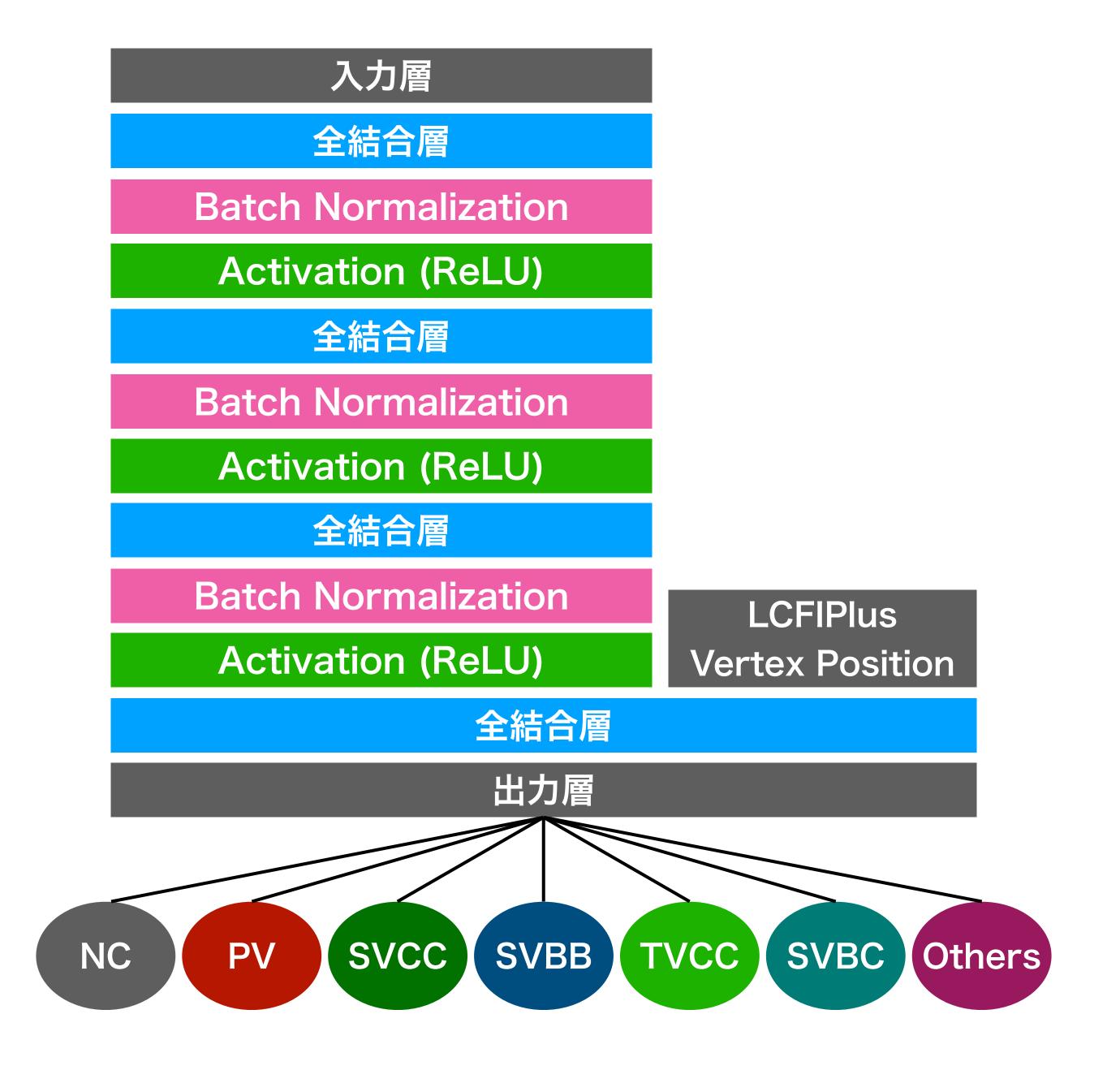


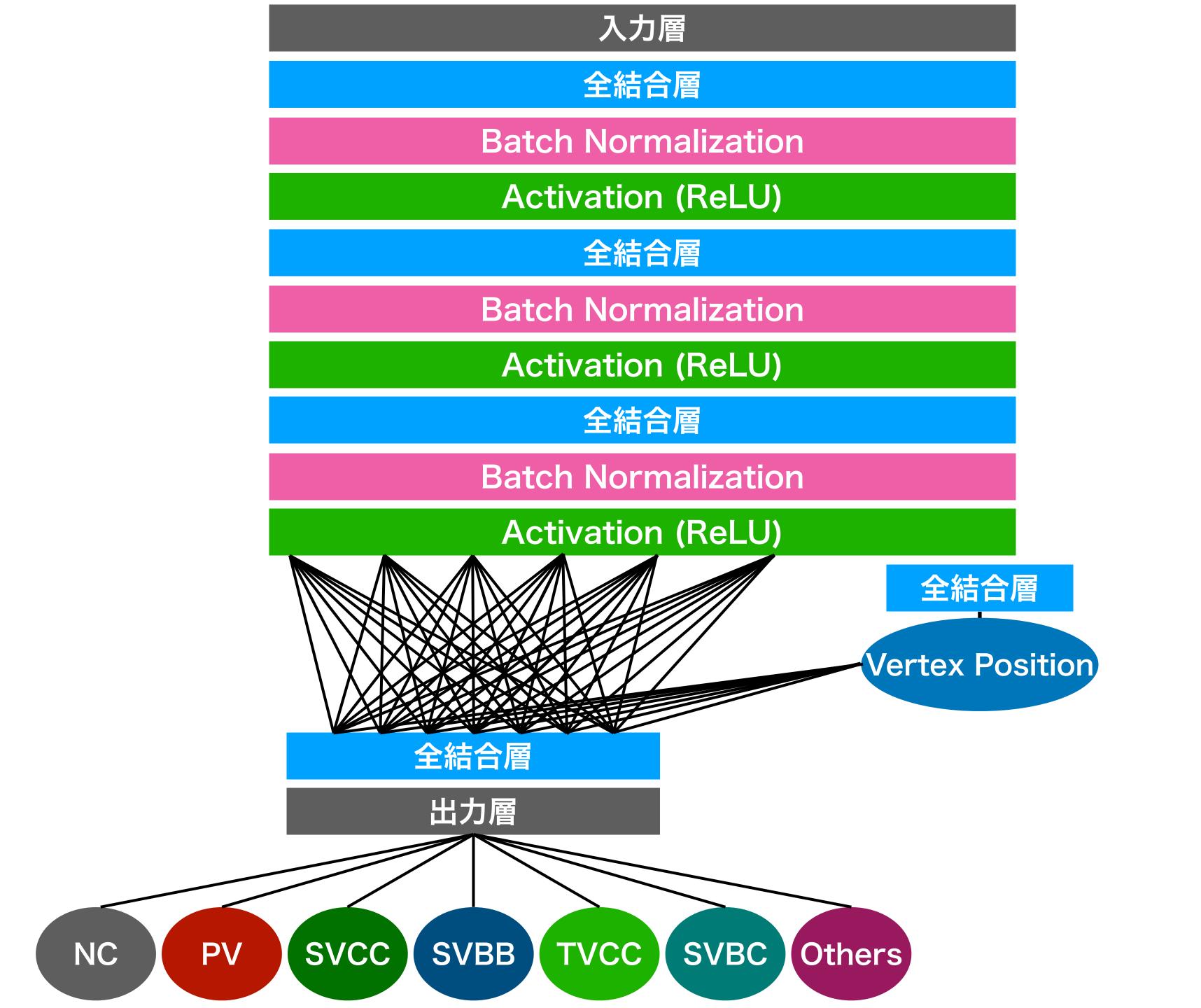


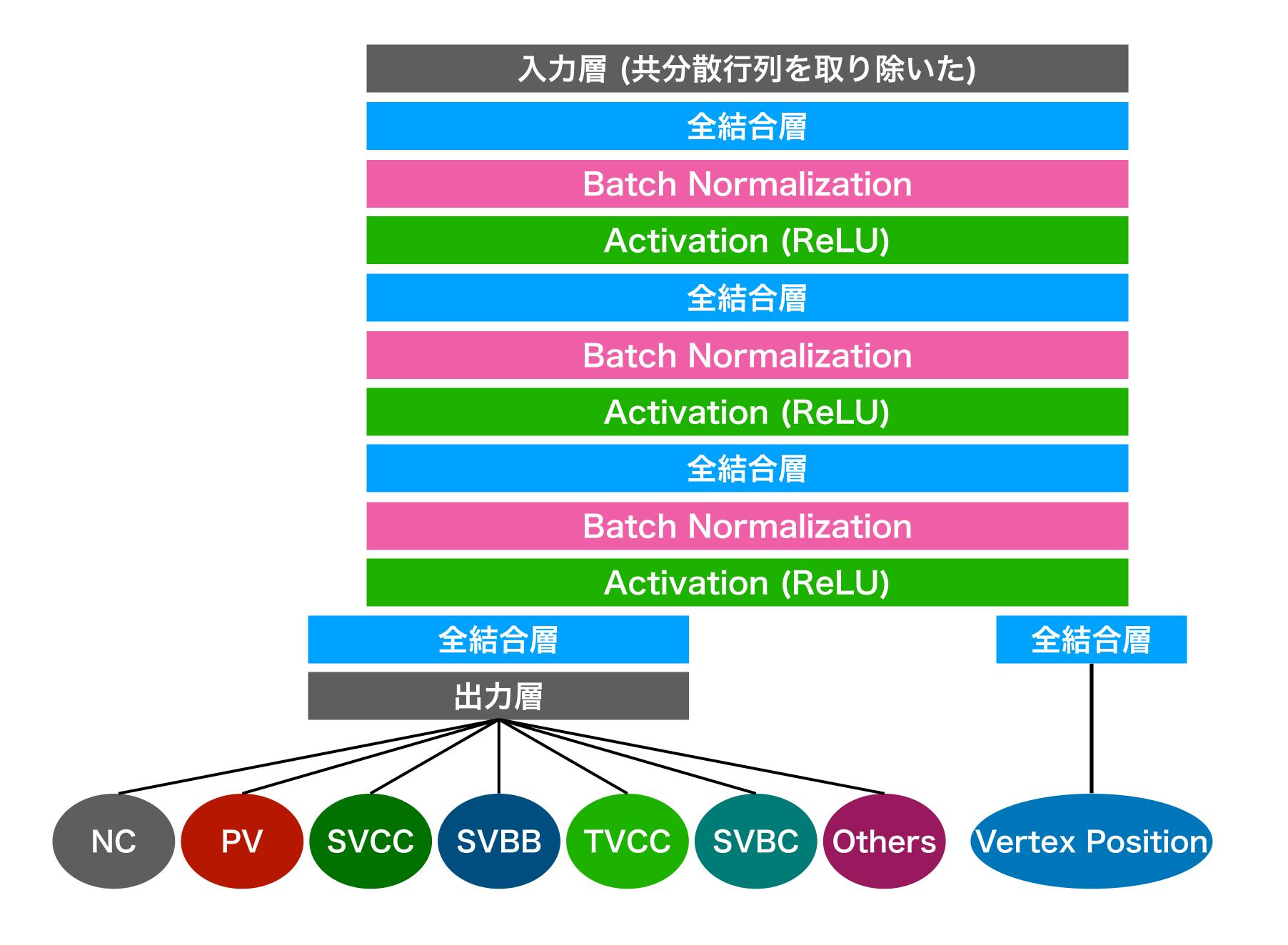












Loss

Efficiency Matrix

Purity Matrix

Vertex Position

Loss

相対値 Efficiency Matrix 相対値 Purity Matrix

Vertex Position

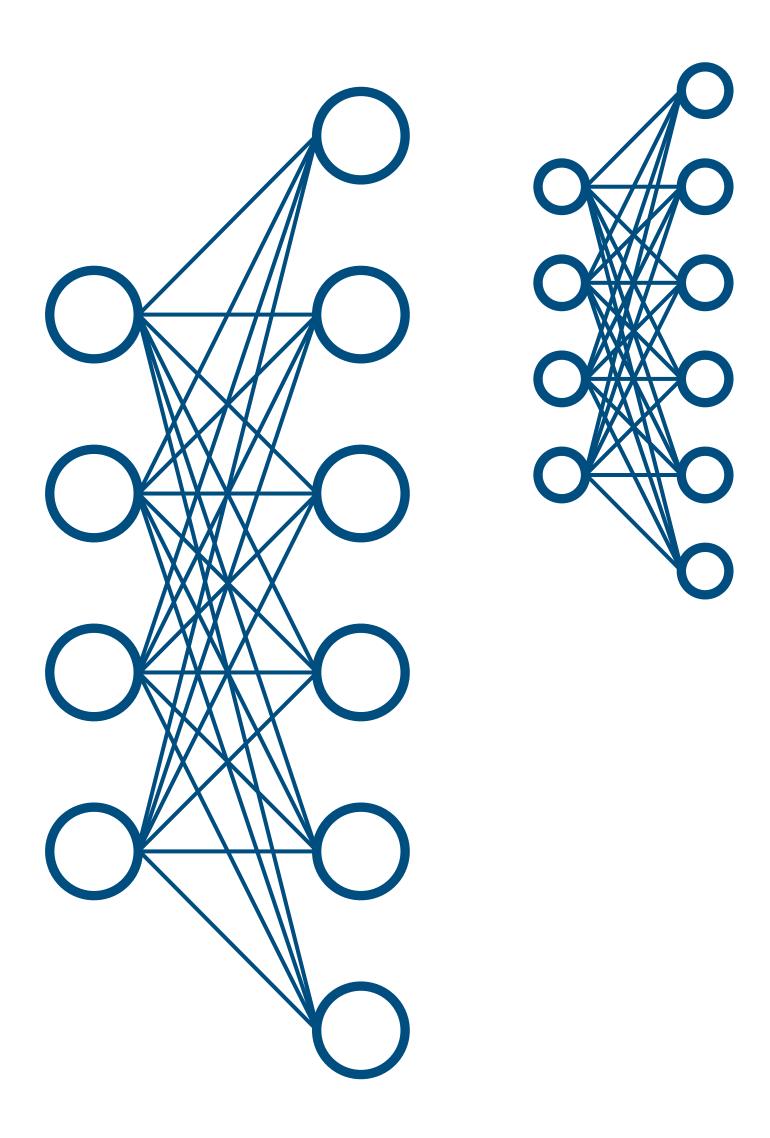
相対値 Efficiency Matrix 相対値 Purity Matrix

Loss

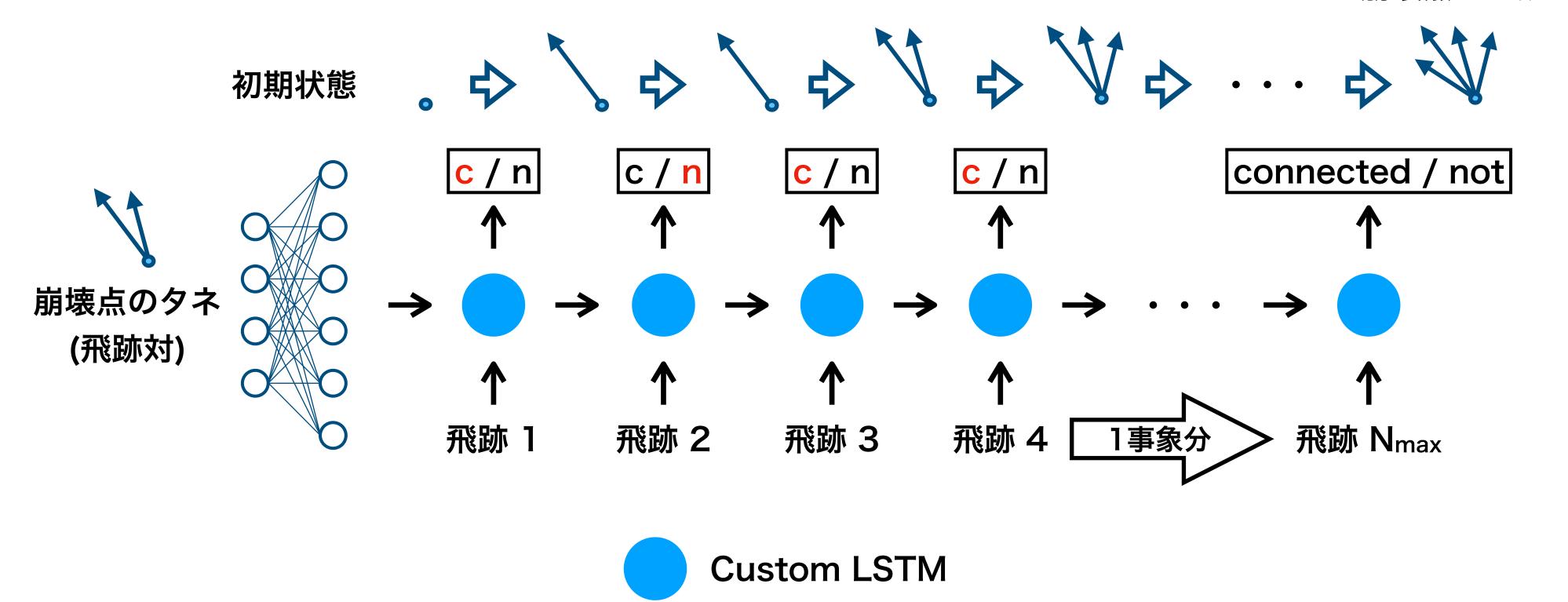
相対値 Efficiency Matrix 相対値 Purity Matrix

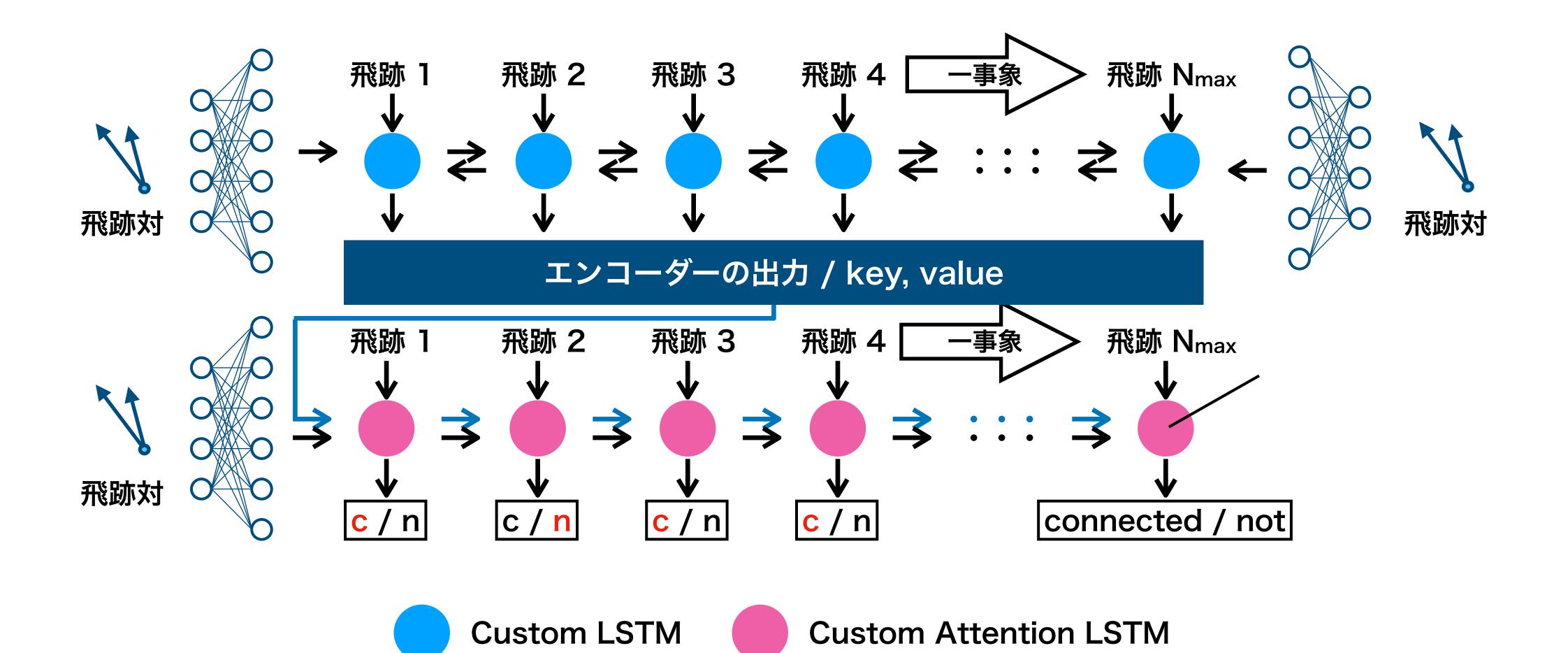
Vertex Position

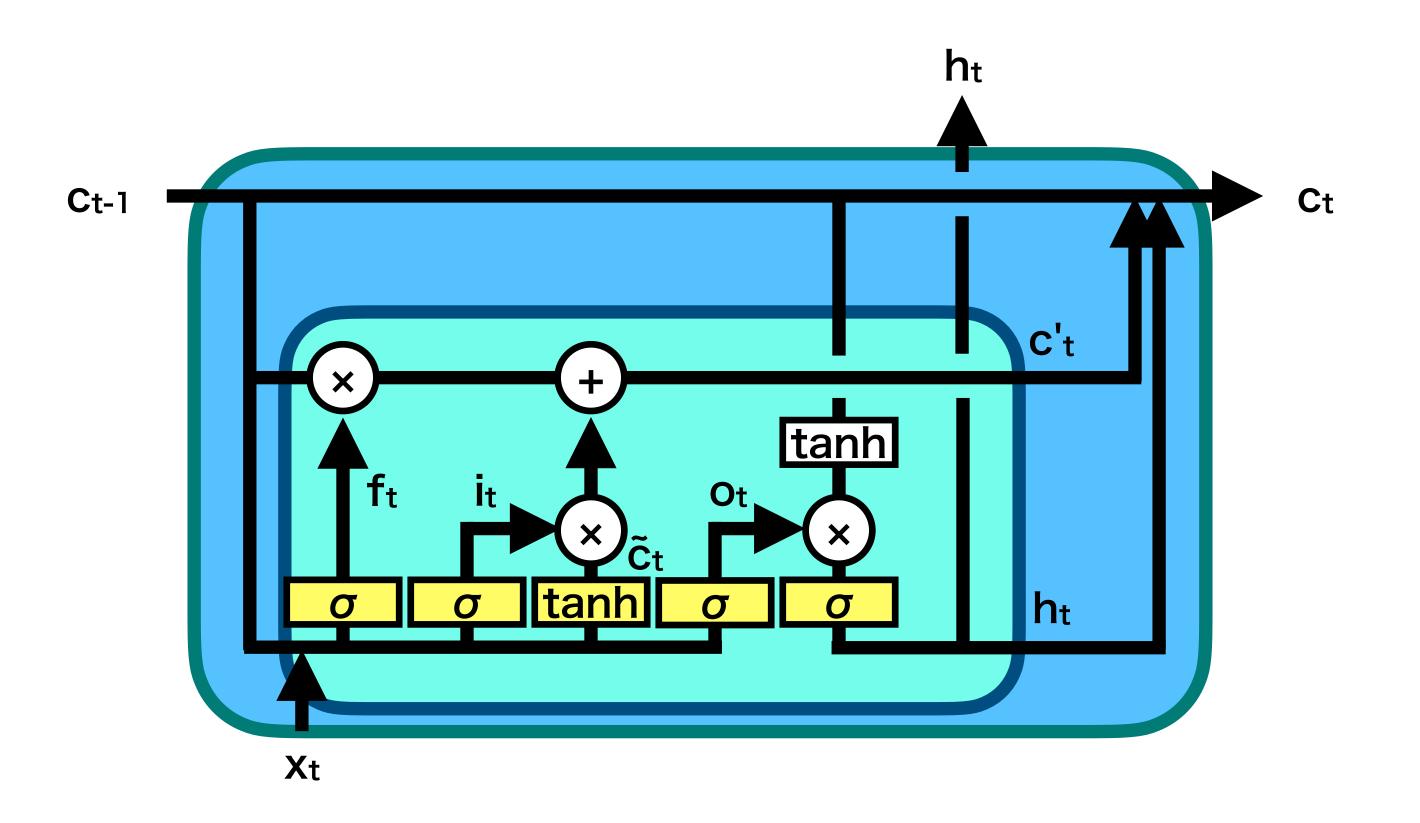
NC	PV	SVCC	SVBB	TVCC	SVBC	Others
Efficiency vs Score	ROC	ROC	ROC	ROC	ROC	ROC
Signal vs Background	ROC	ROC	ROC	ROC	ROC	ROC

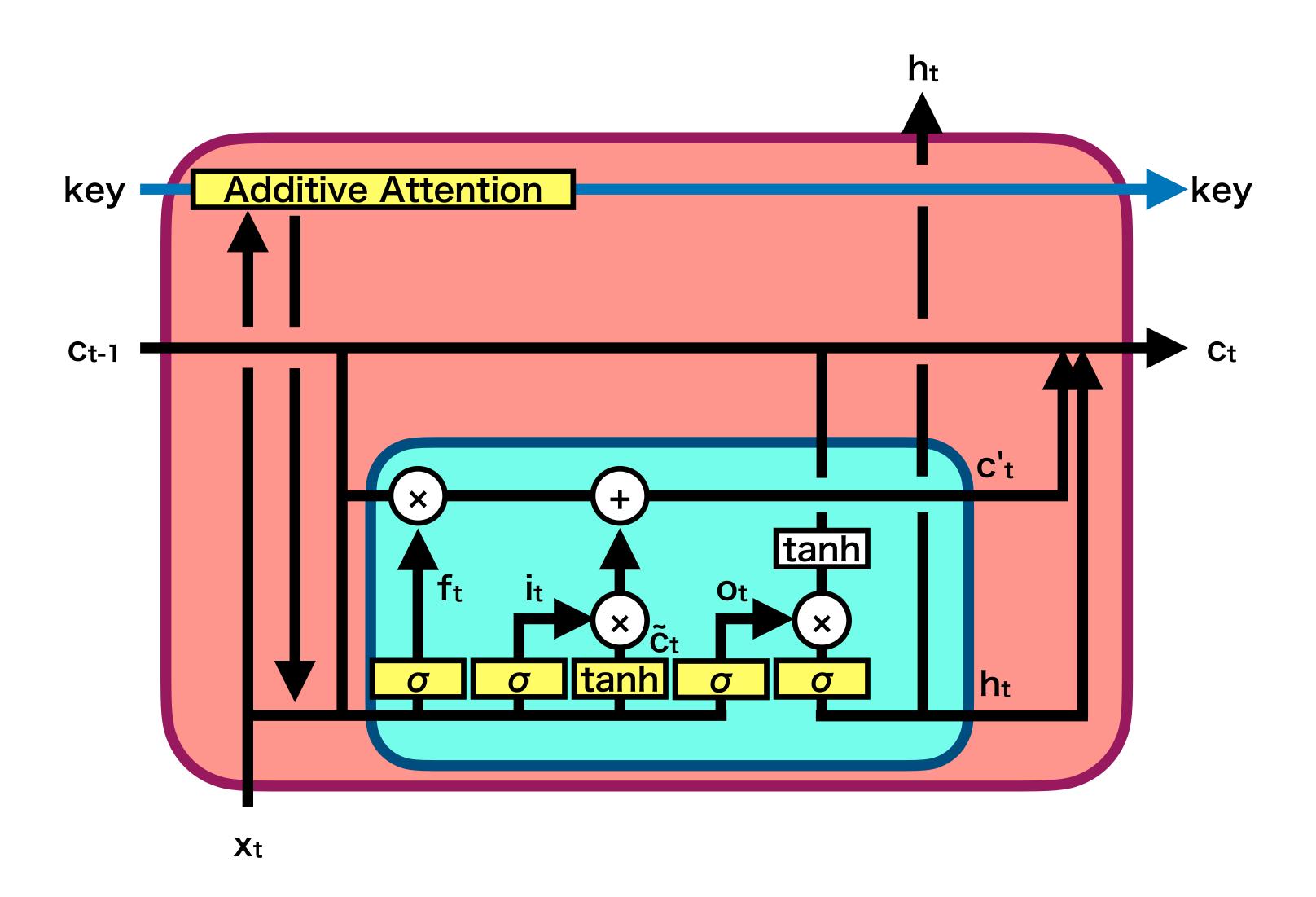


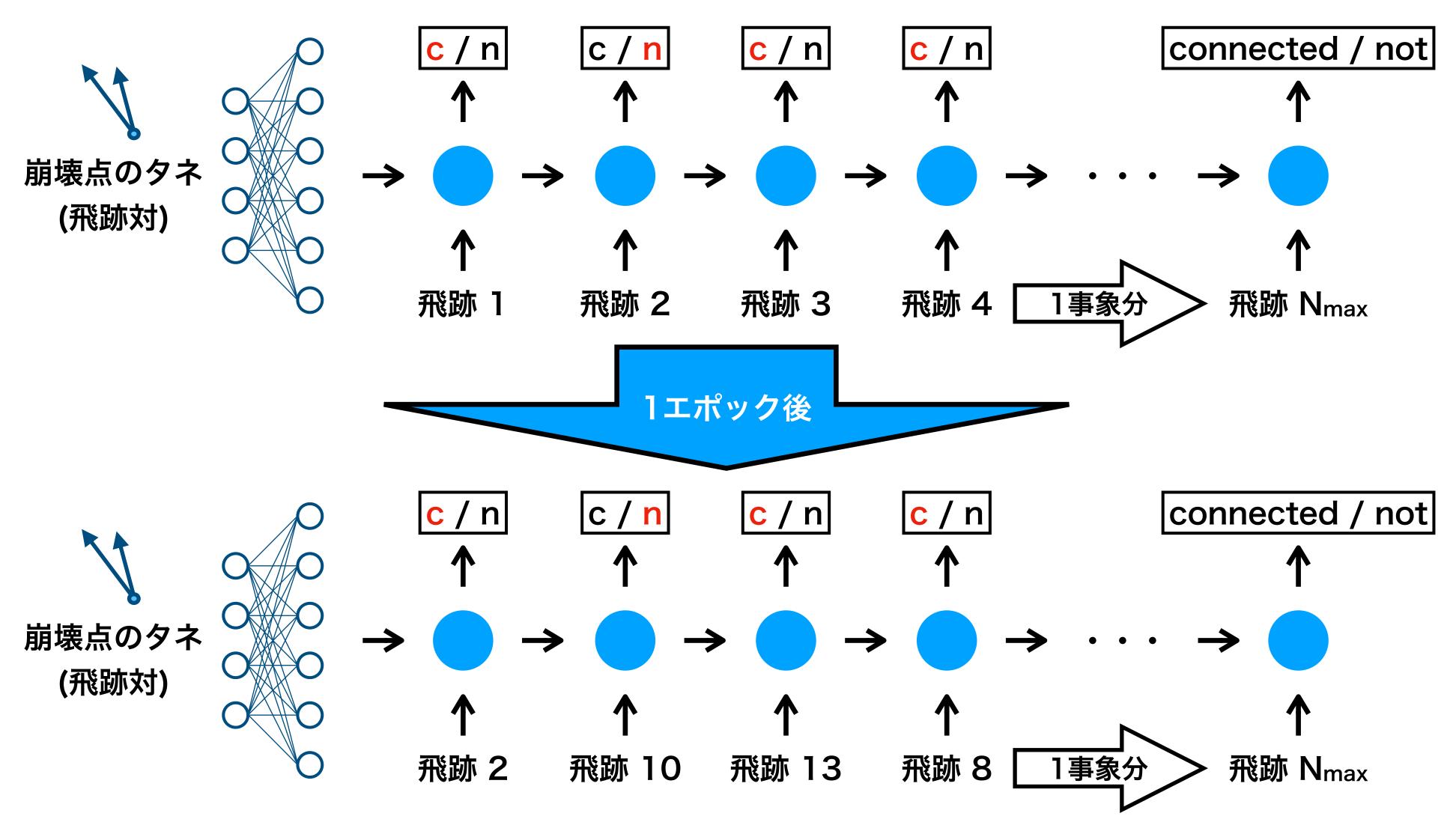
崩壊点の生成











飛跡順のシャッフル