

rate on narrow lines -> Fit locally!
(Fisher's)

lines based on rules and machine
learning.

Implementation:

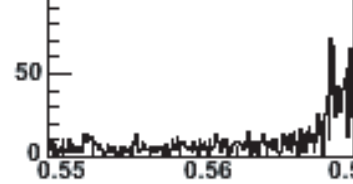
Programming Language: C++

Structures, Graphics: ROOT

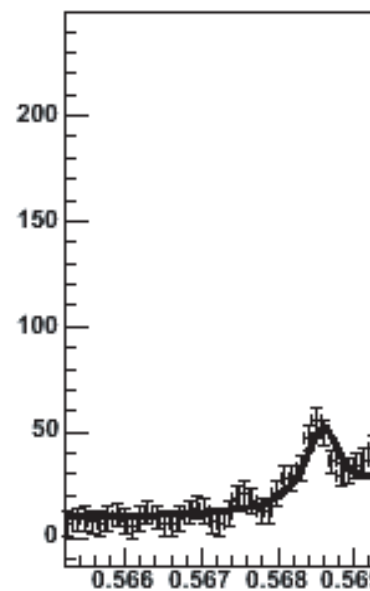
Methods: ROOT/MINUIT

Communication: Java + xml/RPC

Offline Analysis : ROOT



Unc12_Vertical



Raw and
emitted

Integration time & FFT ~ 4 Hz, on 4 picks
significant noise -> we average at least 4
Observation: the noise is proportional to
one gain accuracy in the shape by a
10 seconds. Quantitative chromatic

on of the linear and quadratic chrom