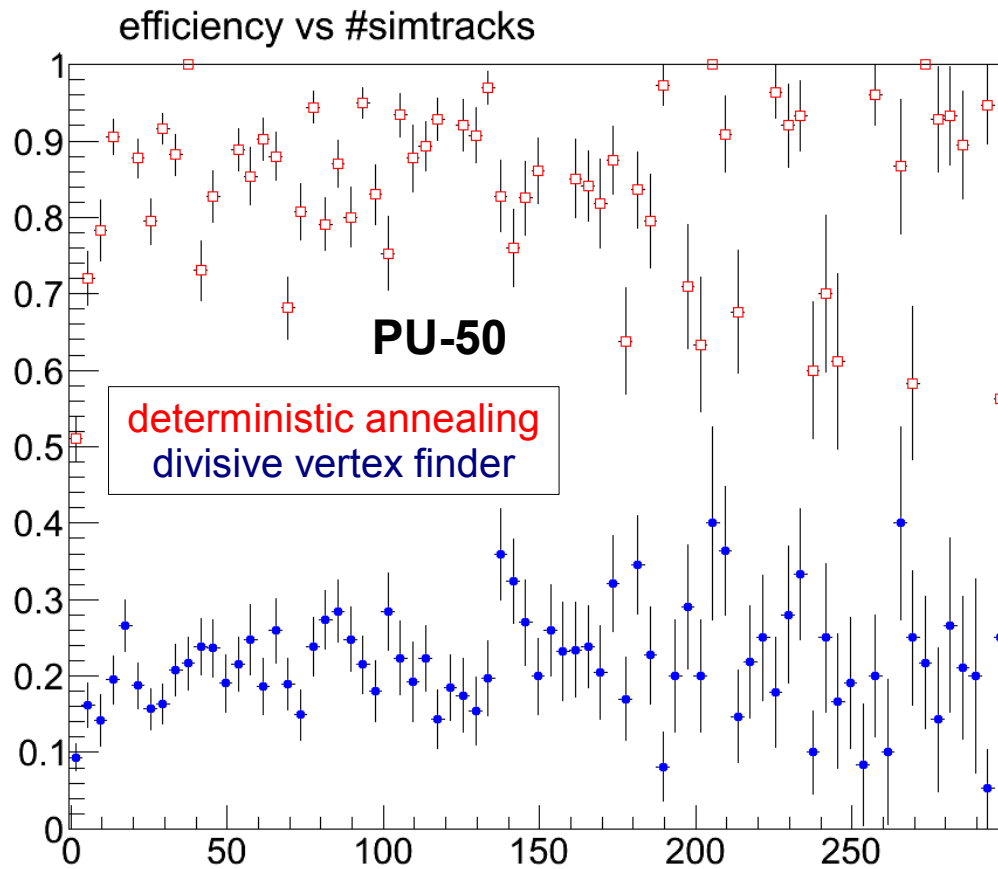


Deterministic annealing vertex finder for pixelTracks

- Standard hltPixelVertices algorithm is **DivisiveVertexFinder**
- IP calculation is done relative to a PV
- poor vertexing performance with high pileup → very high b-tagging fakerate



- First glimpse of **DA algorithm** output
 - hltPixelVertices / hltPixelTracks
 - plots from PVStudy package
 - much more tracks per vertex
 - much better efficiency, but fakerate and resolution have to be looked at
- seems that we definitely need to change algorithm for PU-50

Next steps:

- need to switch from 422 to 423 (problems with mixing)
- run TTbar PU-50 redigi & HLT jobs (few days)
- need to find a way to make the TrackIPProducer choose the correct PV (default: takes 1st one in the list)