

A close-up photograph of a creature's face, likely from a movie. The creature has a pale, almost white complexion with visible veins and a somewhat grotesque appearance. Its eyes are large and white, and it has a wide, open mouth showing sharp teeth. Two large, multi-fingered hands are raised in front of its eyes, with the fingers spread out. The hands are a reddish-orange color, suggesting they might be made of a different material or have a specific texture. The background is dark and out of focus, showing some architectural details like a doorway or archway.

# Root's Labyrinth

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# Maze # 1: Jet Algorithms

- Given a large chunk of MC data, with data from different jet algorithms, must analyze it.

kt12GenJetsWithArea, kt2GenJetsWithArea,  
kt6GenJetsWithArea, kt8GenJetsWithArea

- There are several variables that we are interested in: Jet Area, Transverse Momentum and rho: Jet Area/Transverse Momentum

# Maze #2: Events

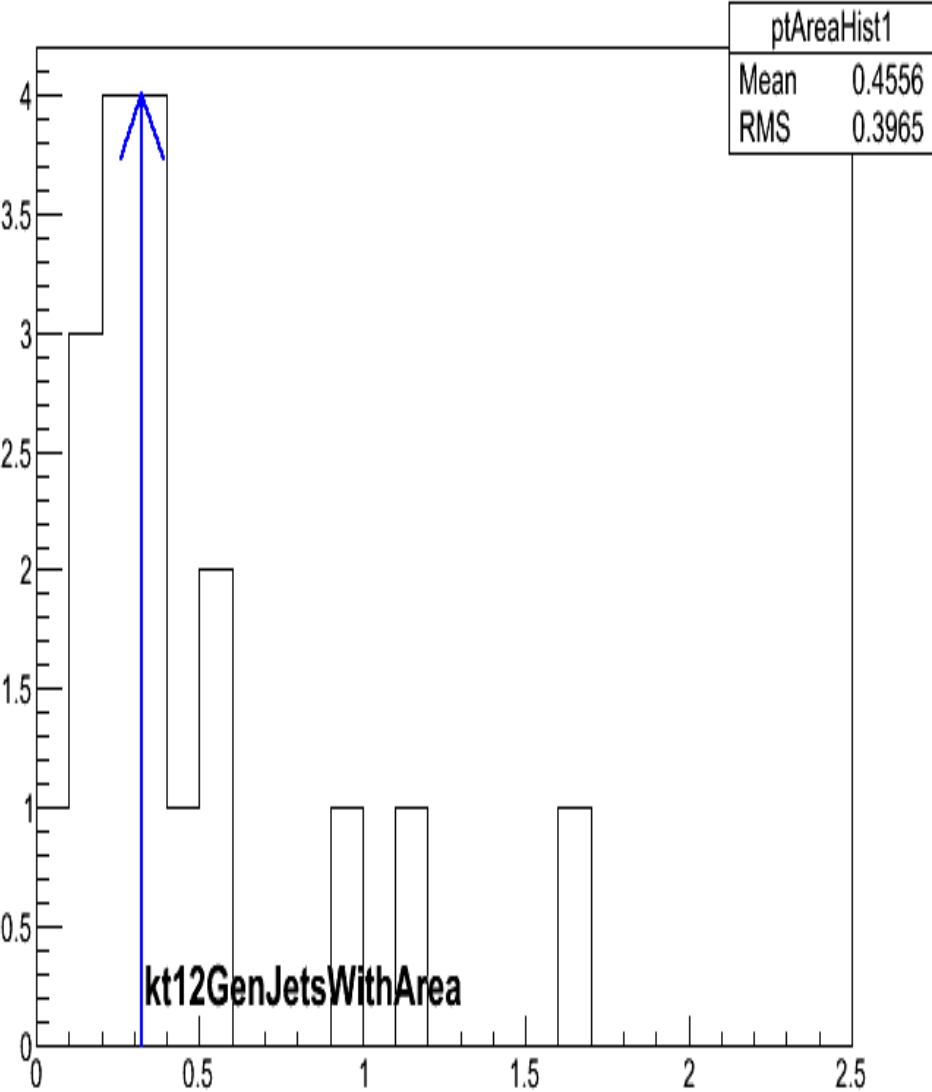
- For each jet algorithm, for each event, I needed to plot rho (to make sure the data makes sense), and then calculate its median. The most important plot is the one of the median of rho per event.

# Maze #3

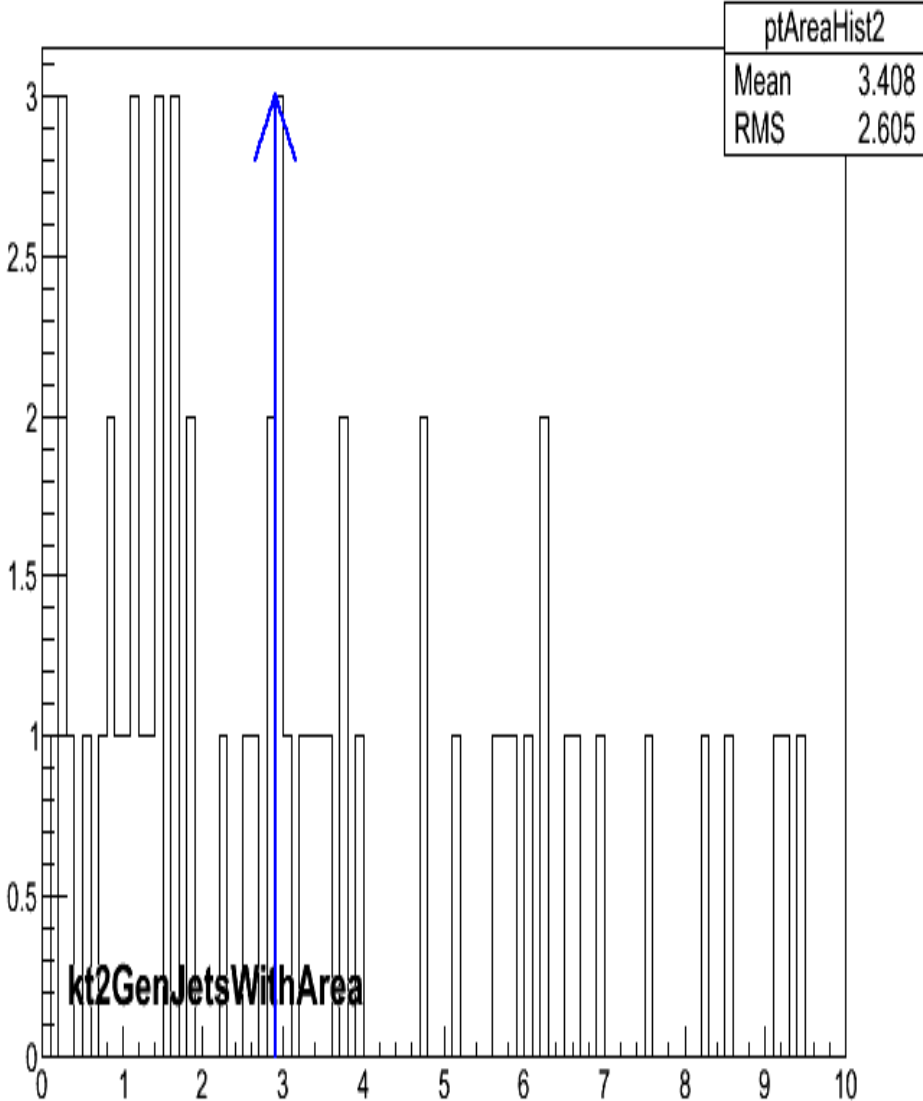
- Writing a program that reads multiple ROOT files, and merges the histograms together.
- Next steps: Pile up, multiple events at once.

# Important Plots

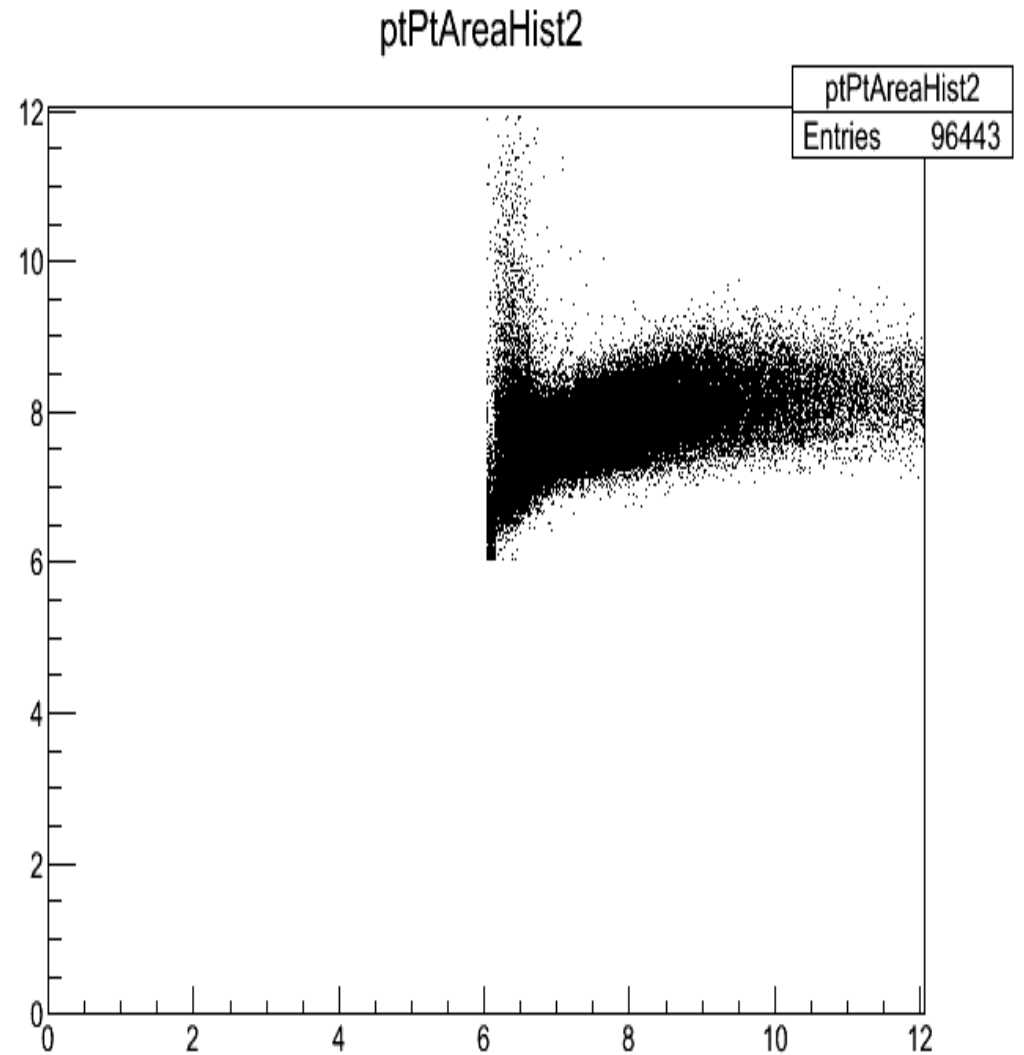
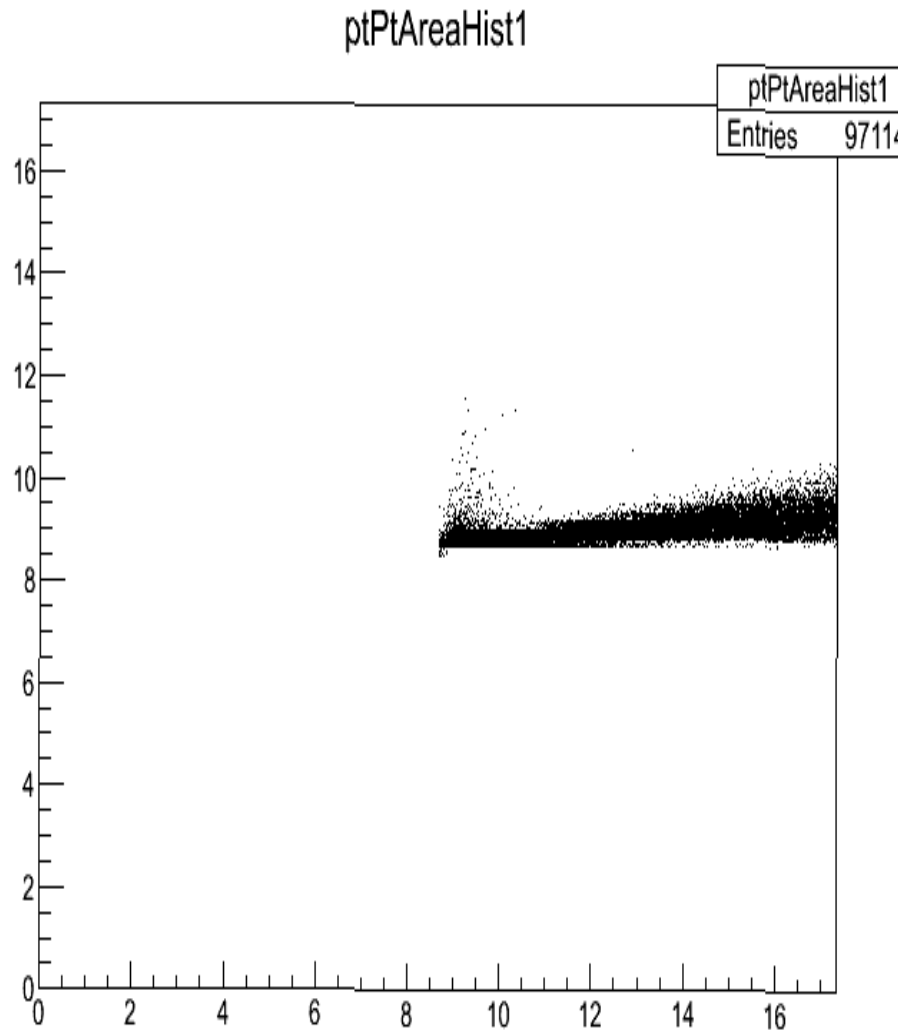
ptAreaHist1



ptAreaHist2



# Important Plots Continued



# Escape From the Maze

- Where have I been?
  - Zermatt
  - Les Jura
  - Bern
- Barcelona
- Where will I go?
  - Rome (this weekend)
  - Paris

