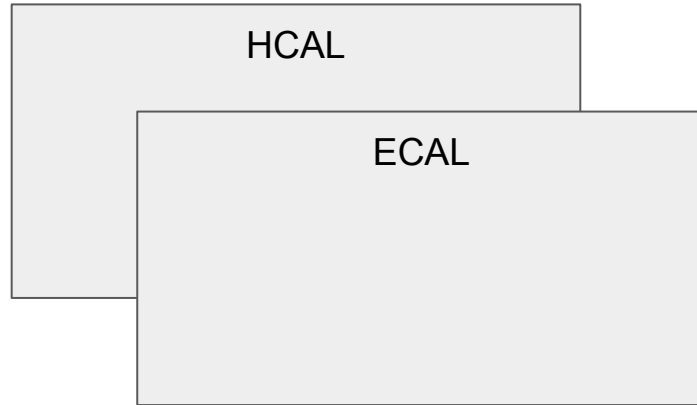


CMS-CEVA Update

- Generated dataset
 - 5 types of jets: RSGraviton_bb_NARROW, RSGraviton_tt_NARROW, RSGraviton_hh_NARROW, RSGraviton_WW_NARROW, ttH_highPt
 - 100 files per type
 - 10000 events per file
 - Total: 5M
 - 1 Image/event
 - Few objects per event

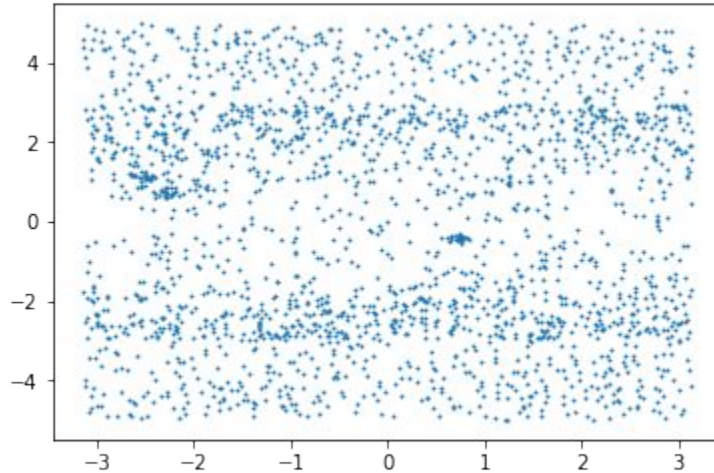
CMS-CEVA Update

- Uniform sizes - no need of resizing
- Number of classes: 2 (wide/normal jet)
- Bboxes: 2
- Number of channels: 1 (only ECAL at this point)



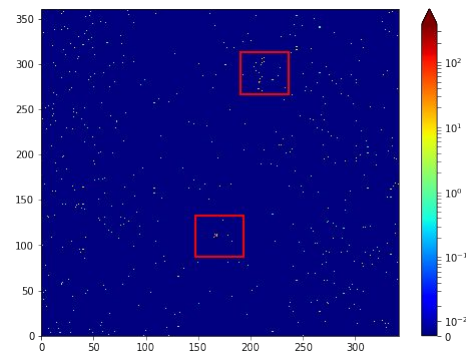
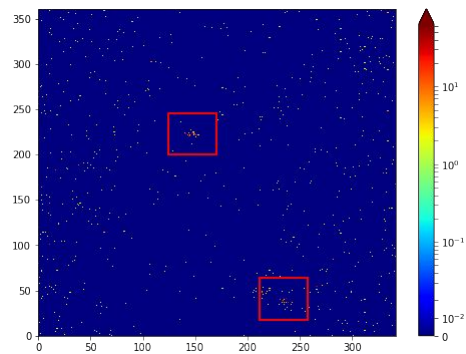
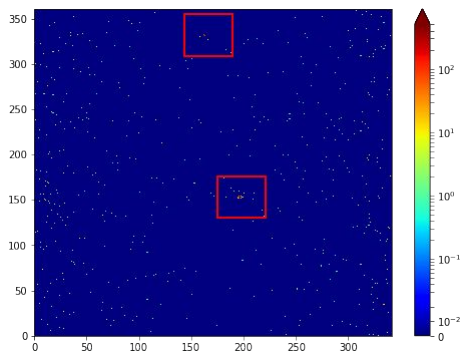
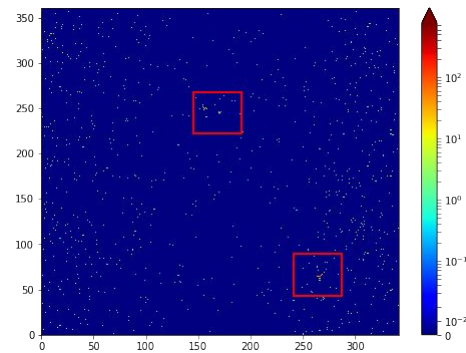
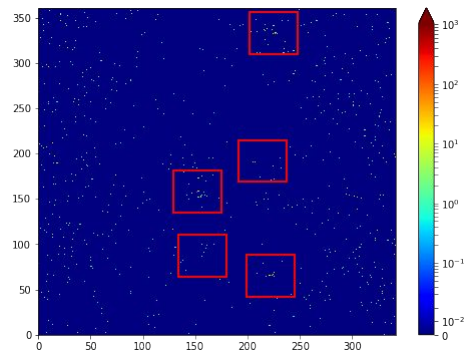
CMS-CEVA Update

- Problem: Placing of crystals
- Translation to to pixels (1 crystal = 1 pixel)



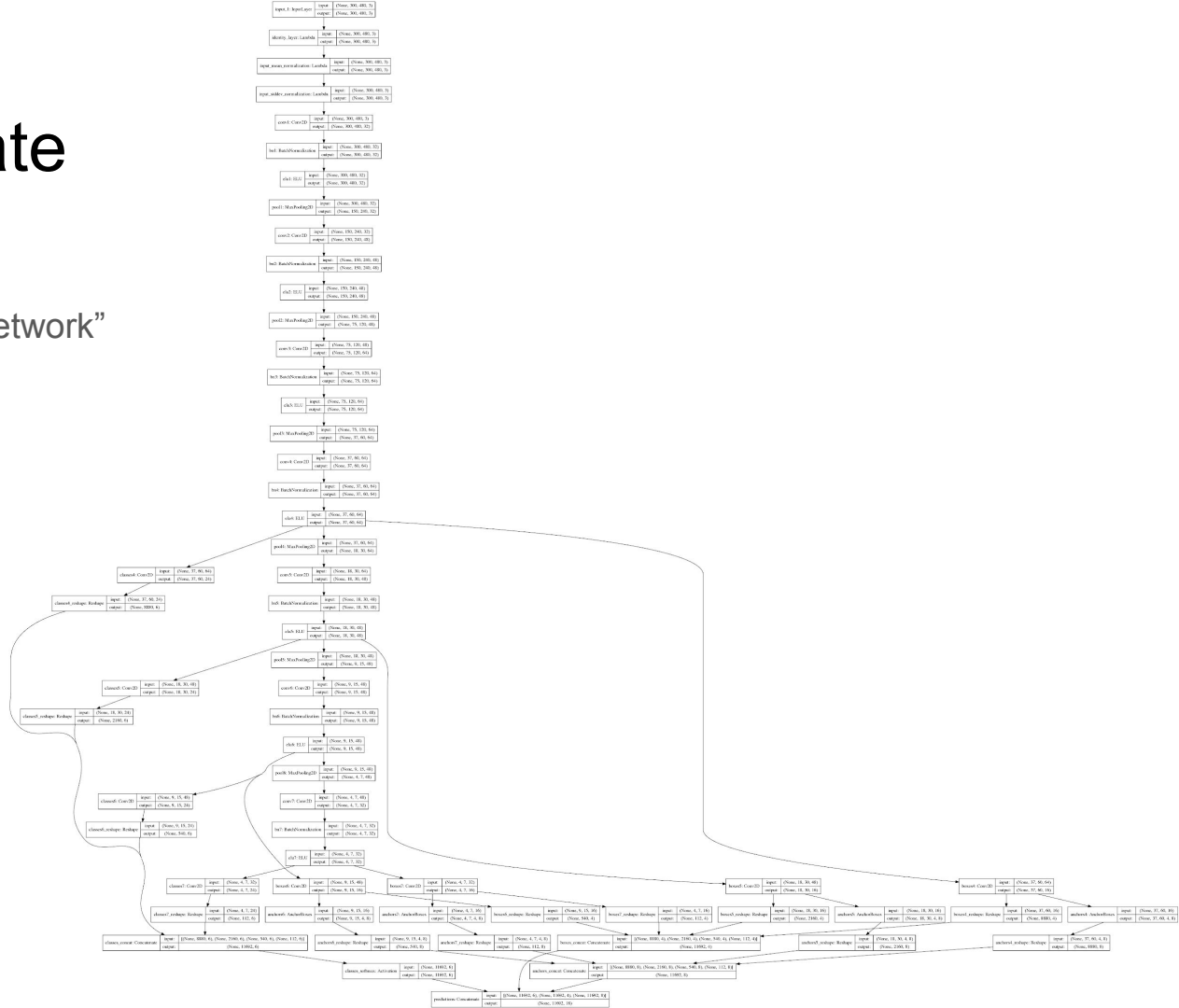
CMS-CEVA Update

- Examples:



CMS-CEVA Update

- Architecture
 - Off-the-shelf “Simple network”



CMS-CEVA Update

- SSD Training
 - Takes very long: even with really simple models (CPU: 1 epoch takes ~100min). CPU only for debugging
- Next steps:
 - Train on GPUs
 - A model should ready for a Hackaton (30th Sep).
 - Start working with HLS4ML framework.