

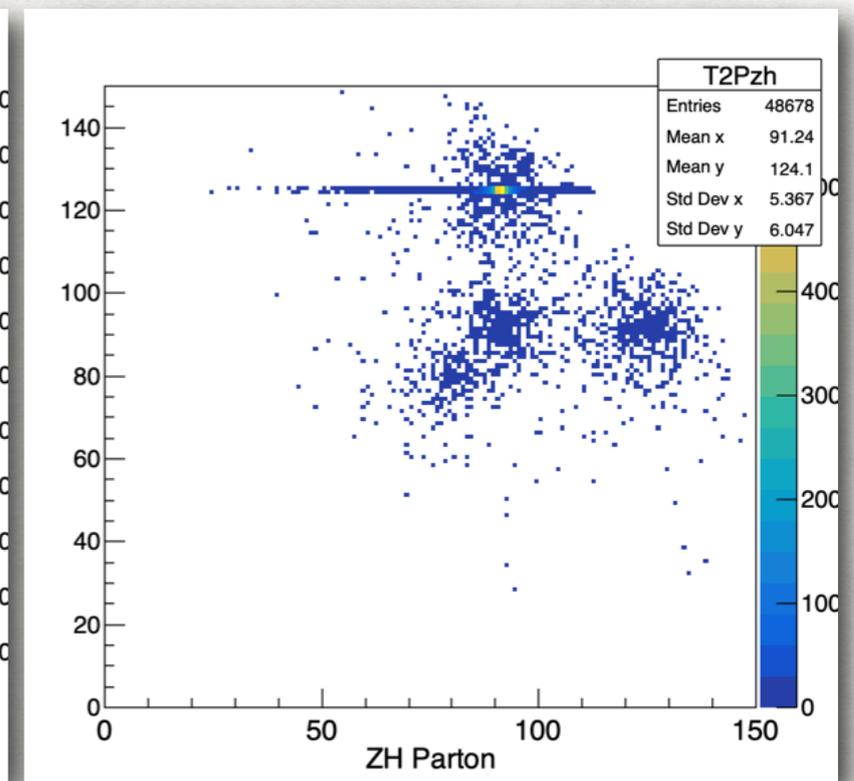
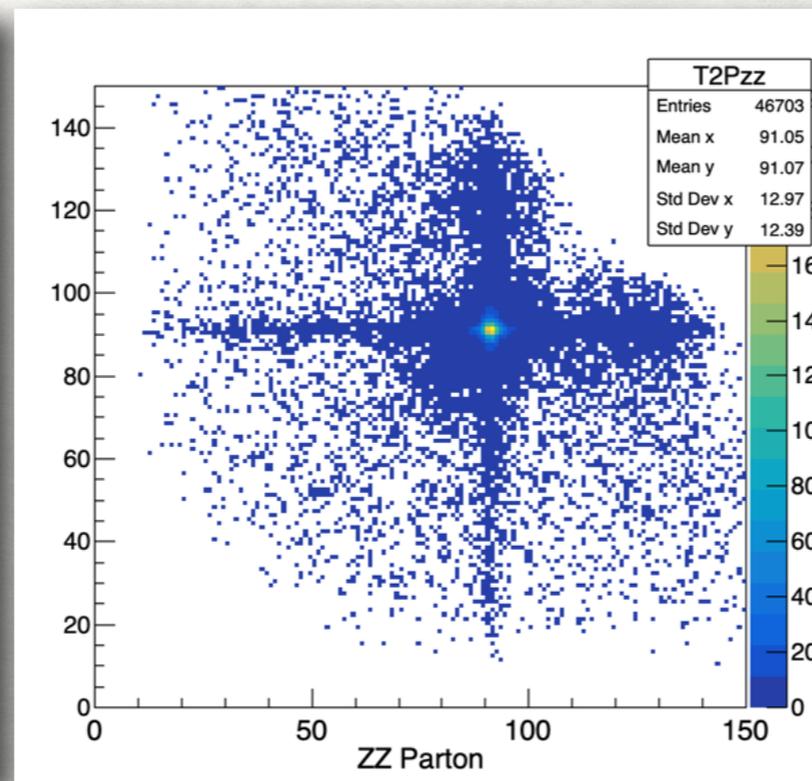
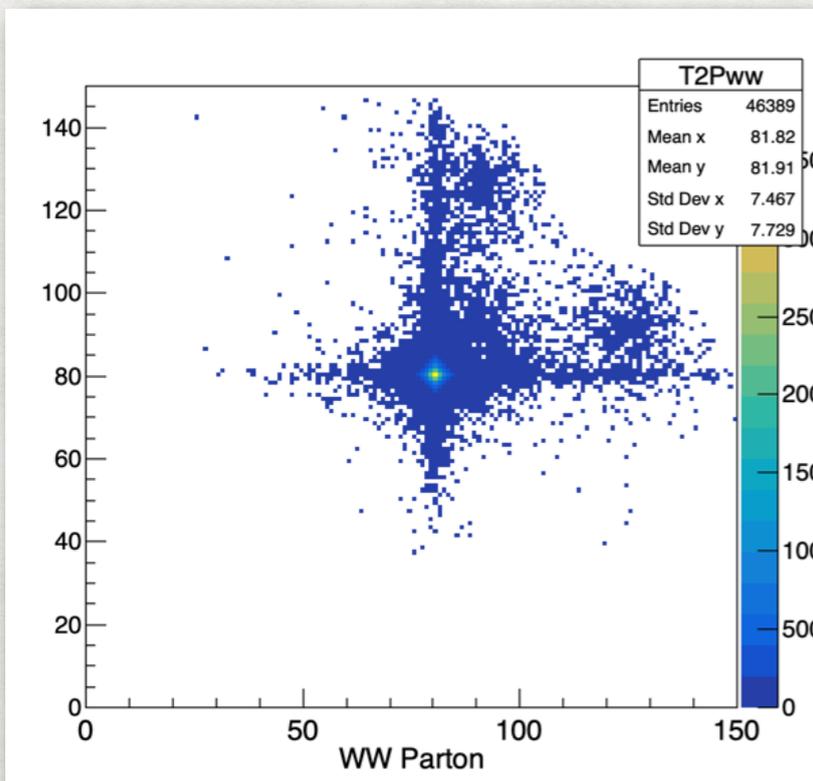
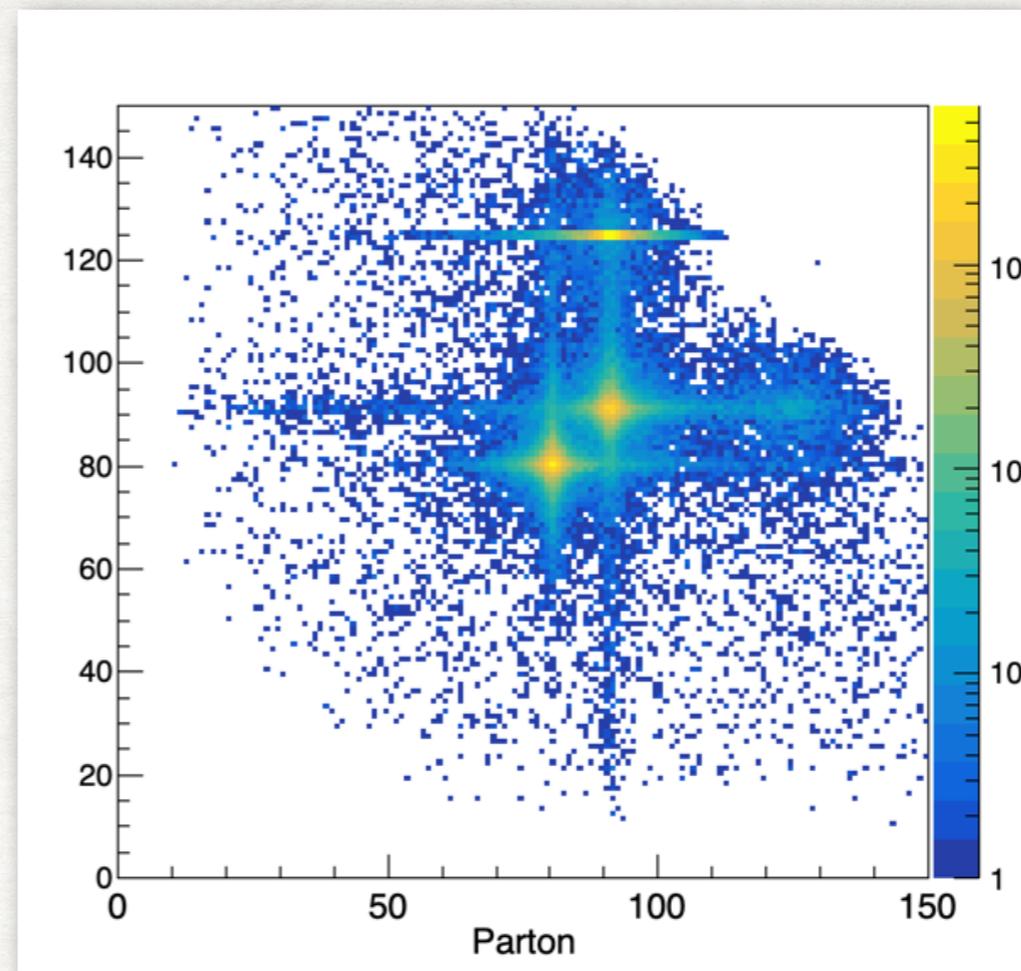
WW, ZZ and ZH separation when they all decay to four partons

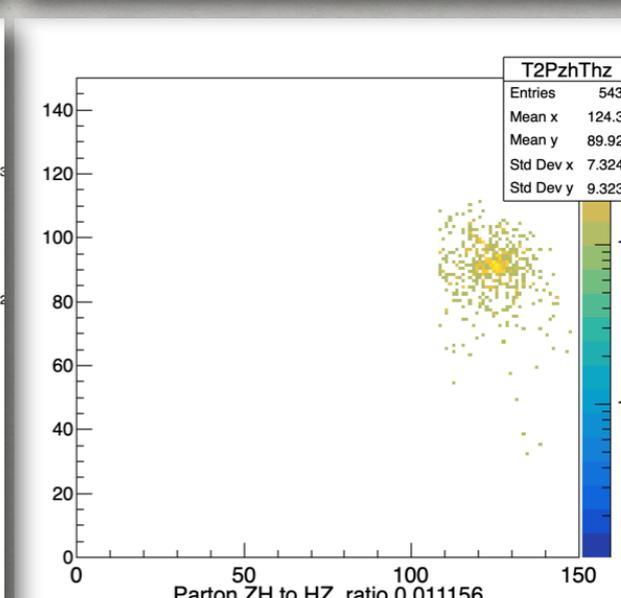
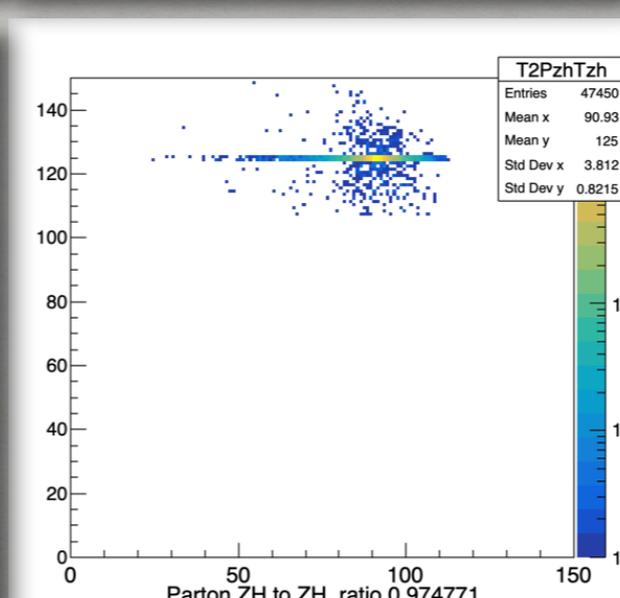
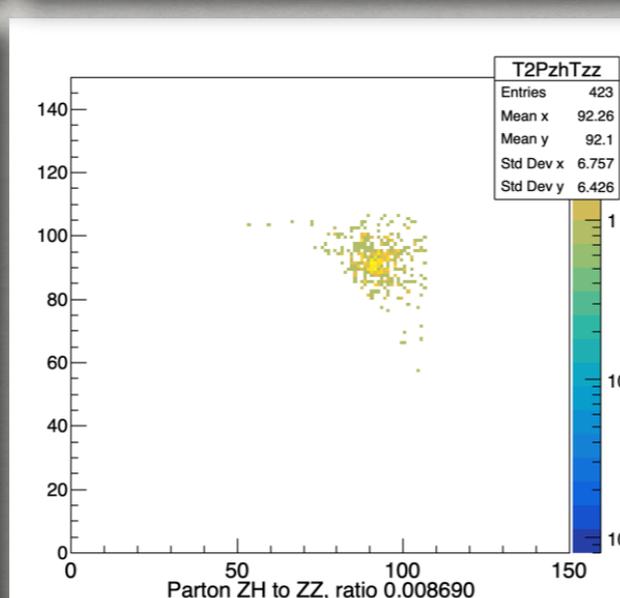
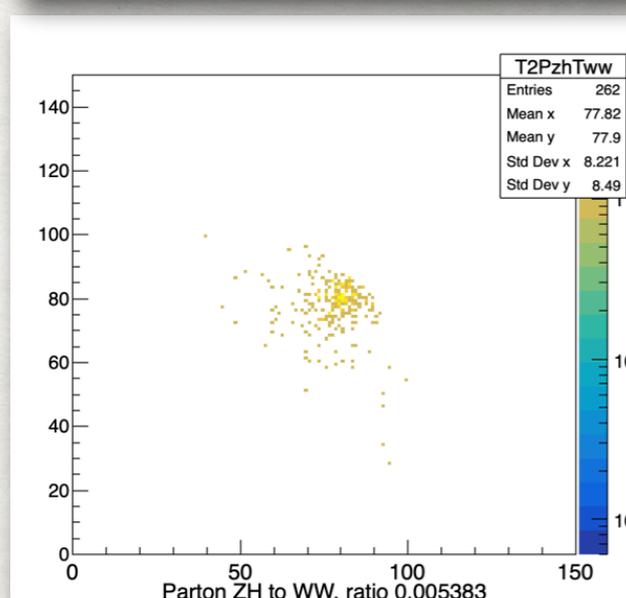
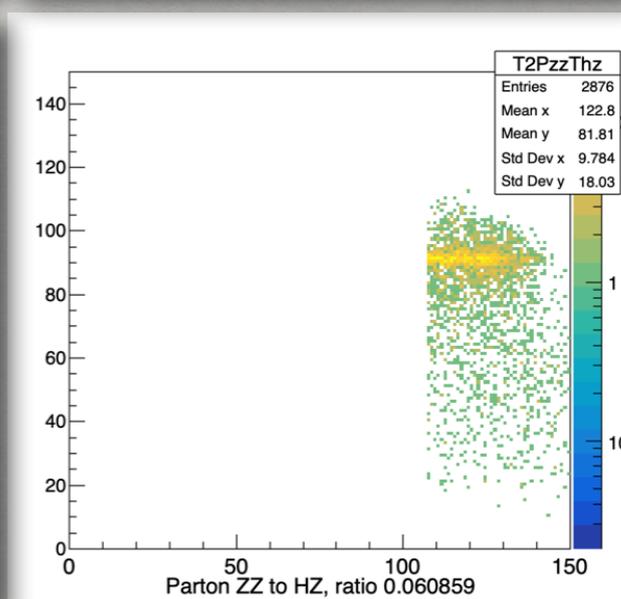
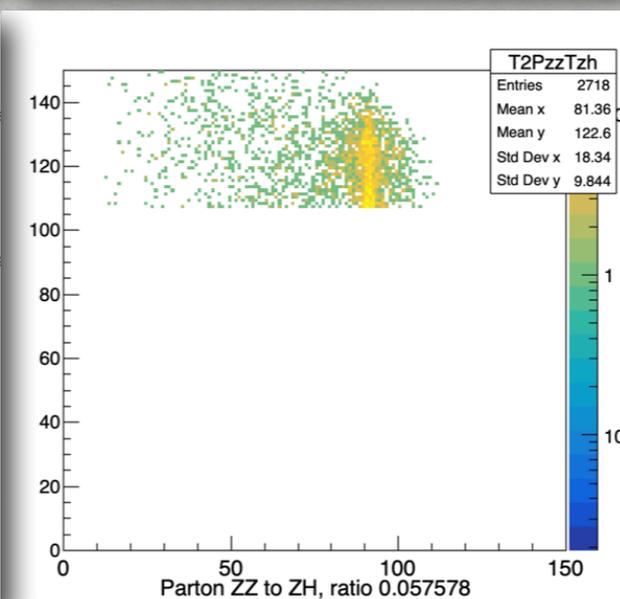
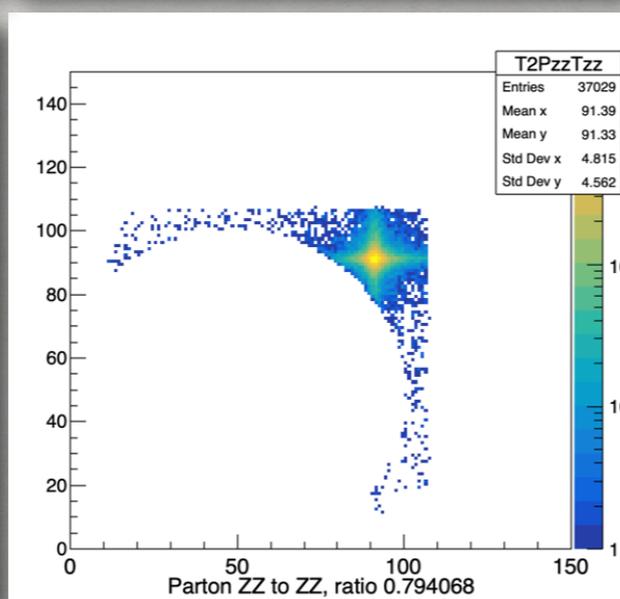
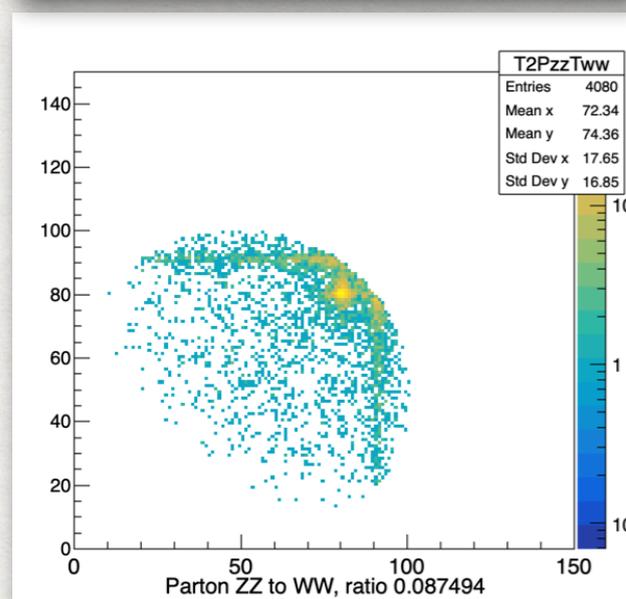
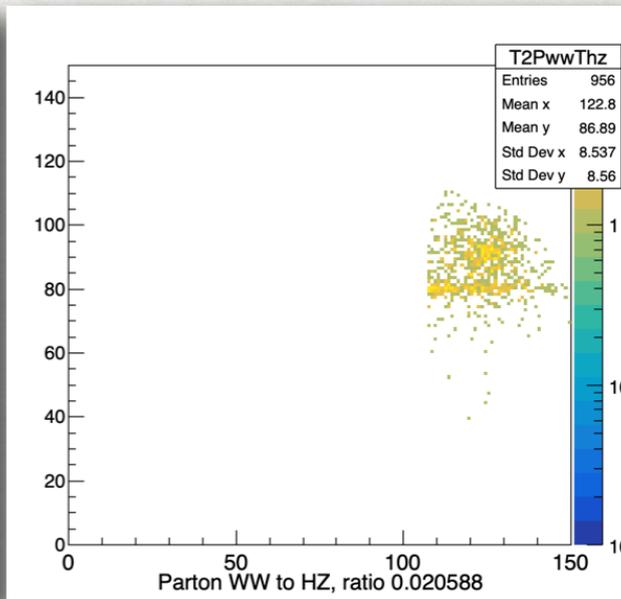
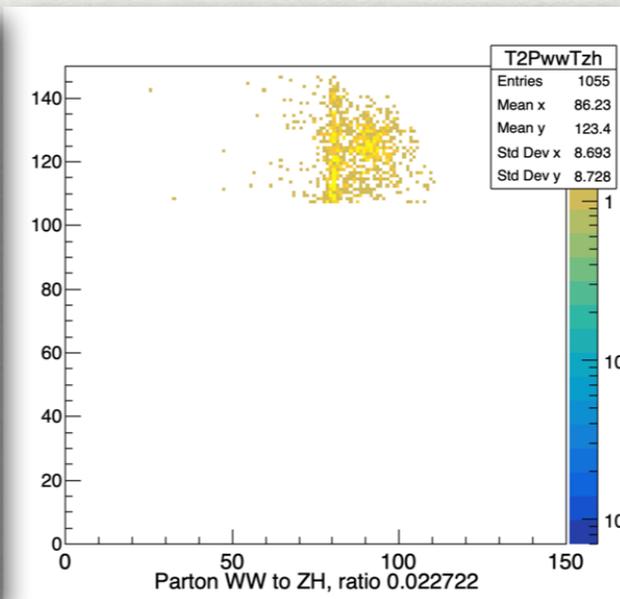
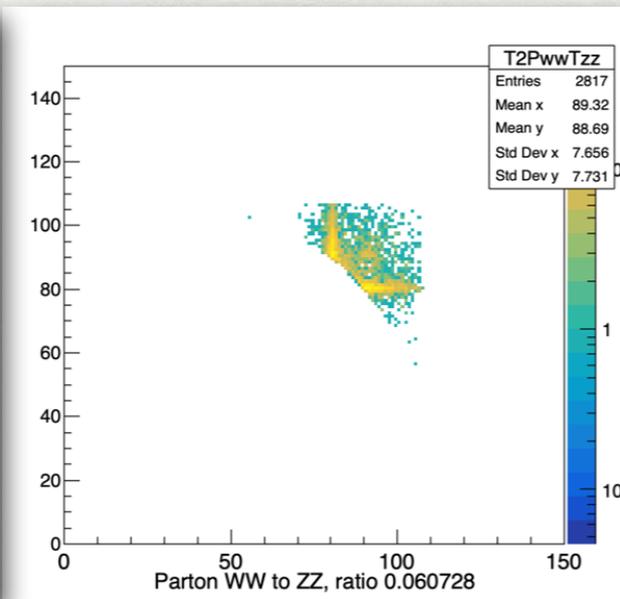
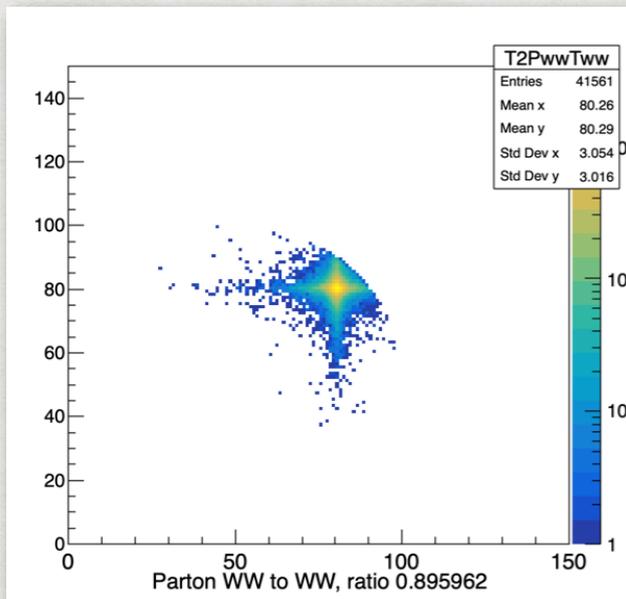
朱永峰

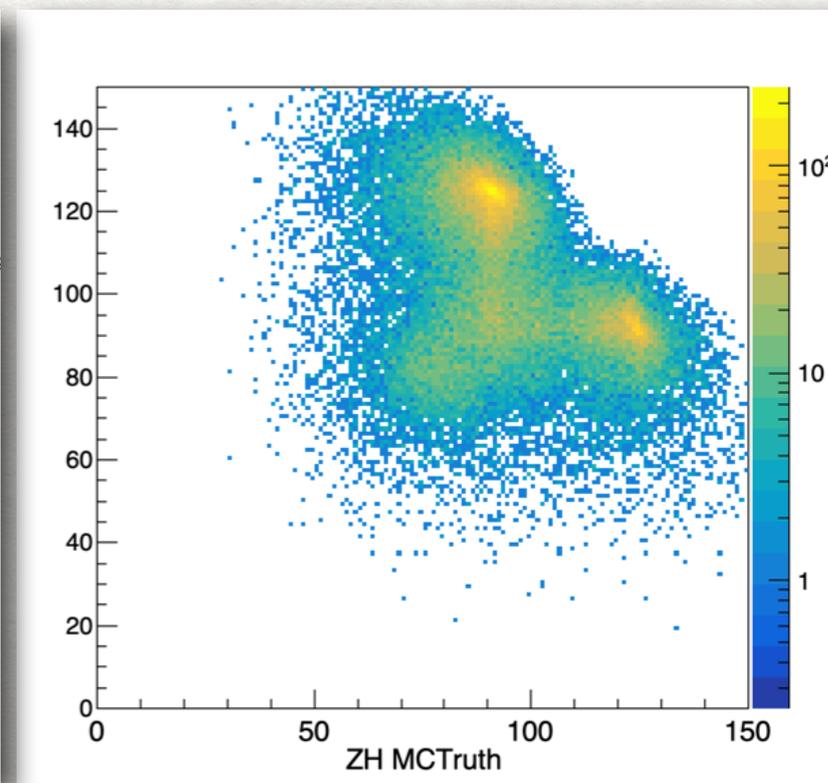
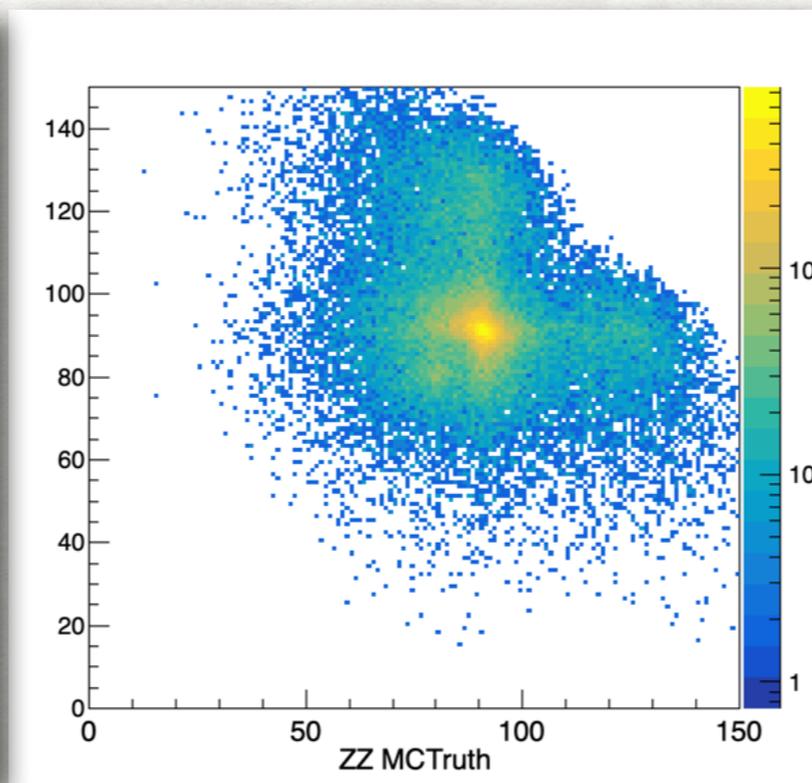
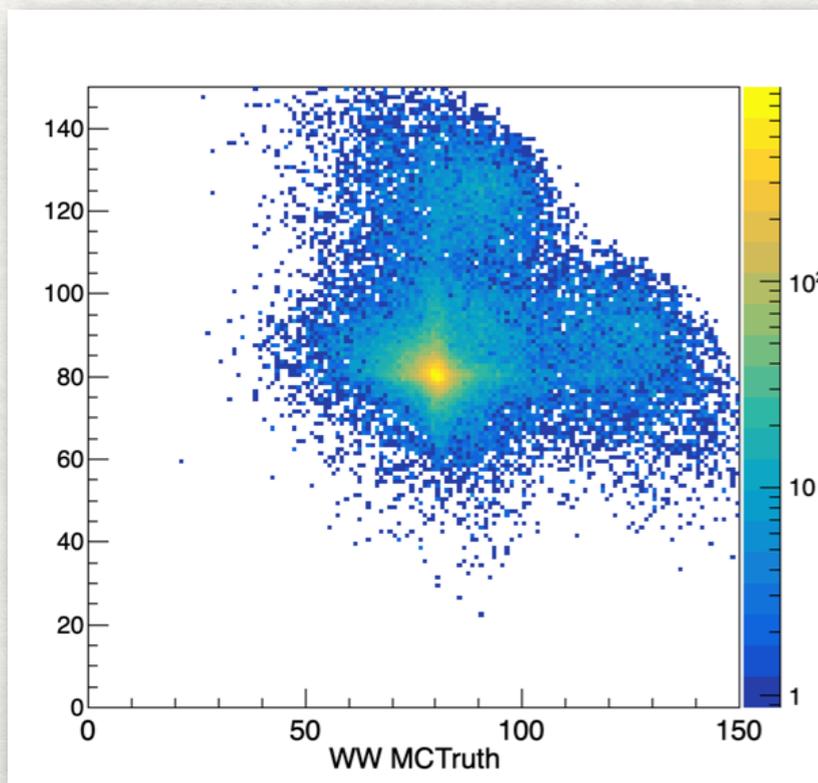
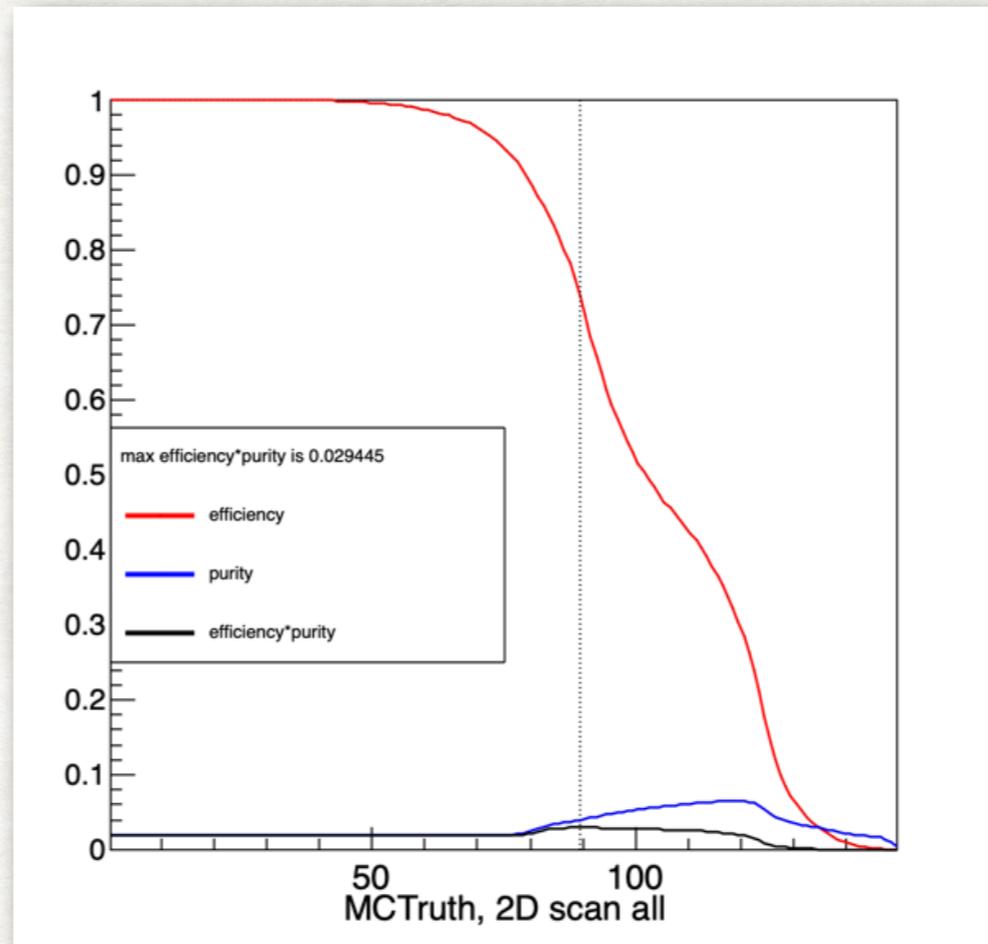
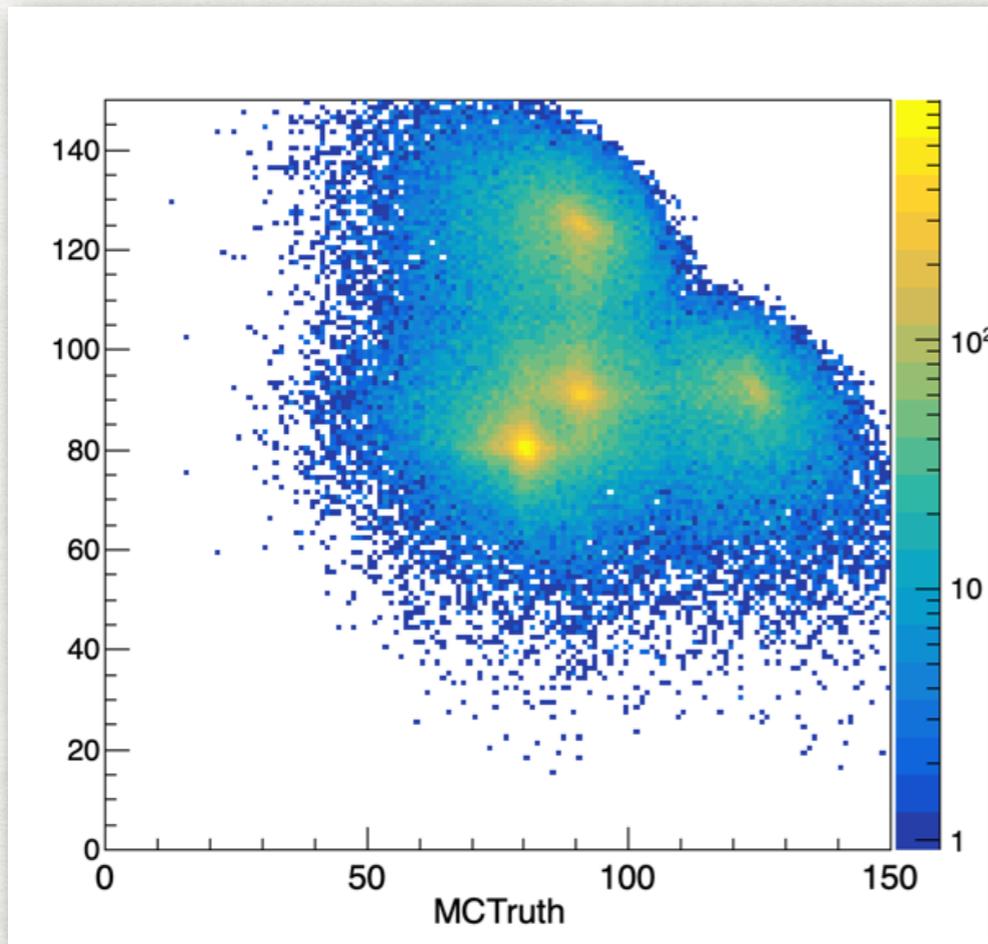
挖洞方法:

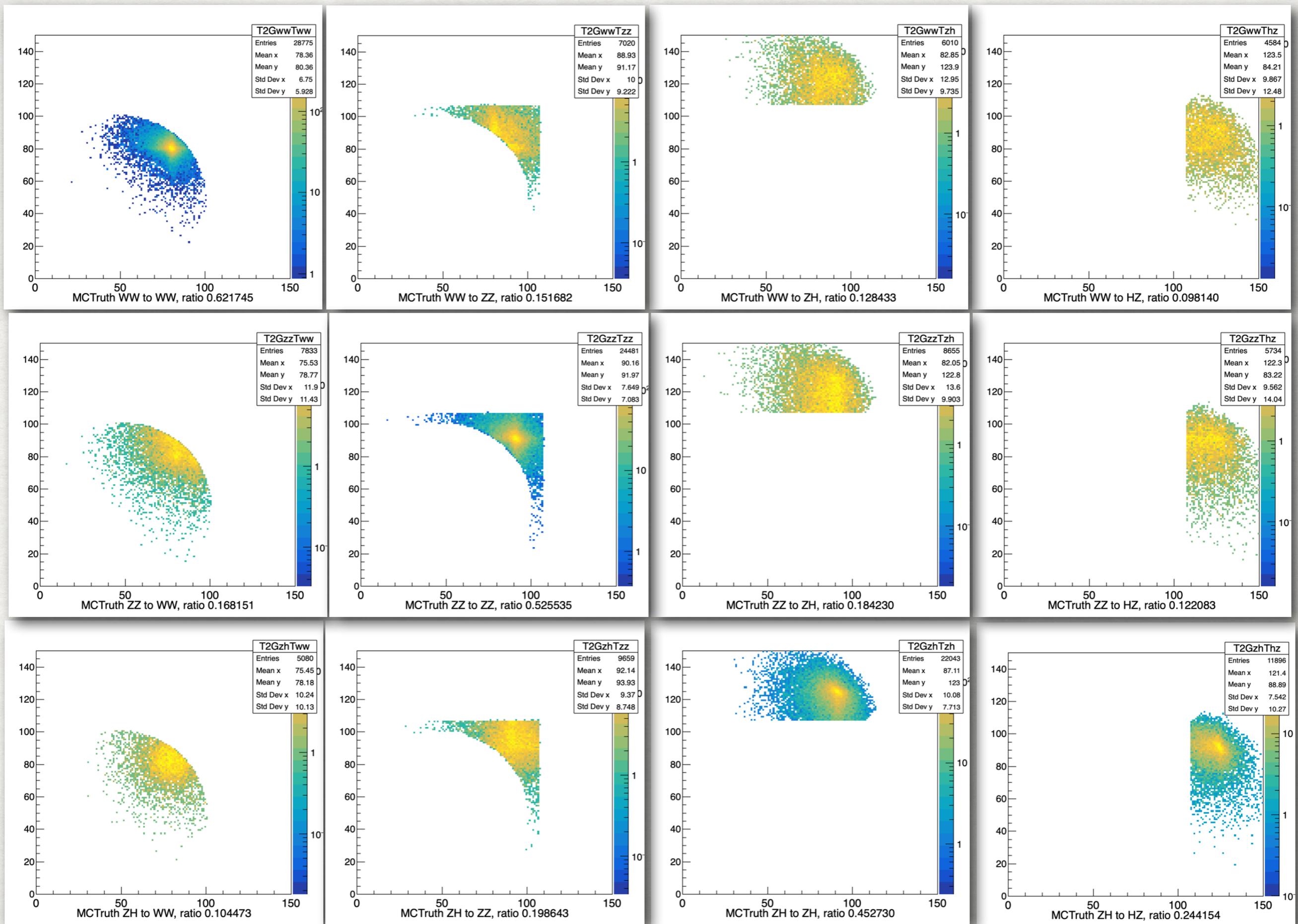
```
double compareW = (TLGroup1.M() - wmass)*(TLGroup1.M() - wmass)/14.44 + (TLGroup2.M() - wmass)*(TLGroup2.M() - wmass)/14.44 +  
k1 * pow(abs(TLGroup1.M() - TLGroup2.M()),2) + k2 * pow(abs(charge_one) - 1 + abs(charge_two) - 1,2);  
double compareZ = (TLGroup1.M() - zmass)*(TLGroup1.M() - zmass)/19.36 + (TLGroup2.M() - zmass)*(TLGroup2.M() - zmass)/19.36 +  
k1 * pow(abs(TLGroup1.M() - TLGroup2.M()),2) + k2 * pow(abs(charge_one) + abs(charge_two),2);  
double compareZH = (TLGroup1.M() - zmass)*(TLGroup1.M() - zmass)/19.36 + (TLGroup2.M() - hmass)*(TLGroup2.M() - hmass)/25;  
double compareHZ = (TLGroup1.M() - hmass)*(TLGroup1.M() - hmass)/25 + (TLGroup2.M() - zmass)*(TLGroup2.M() - zmass)/19.36;
```

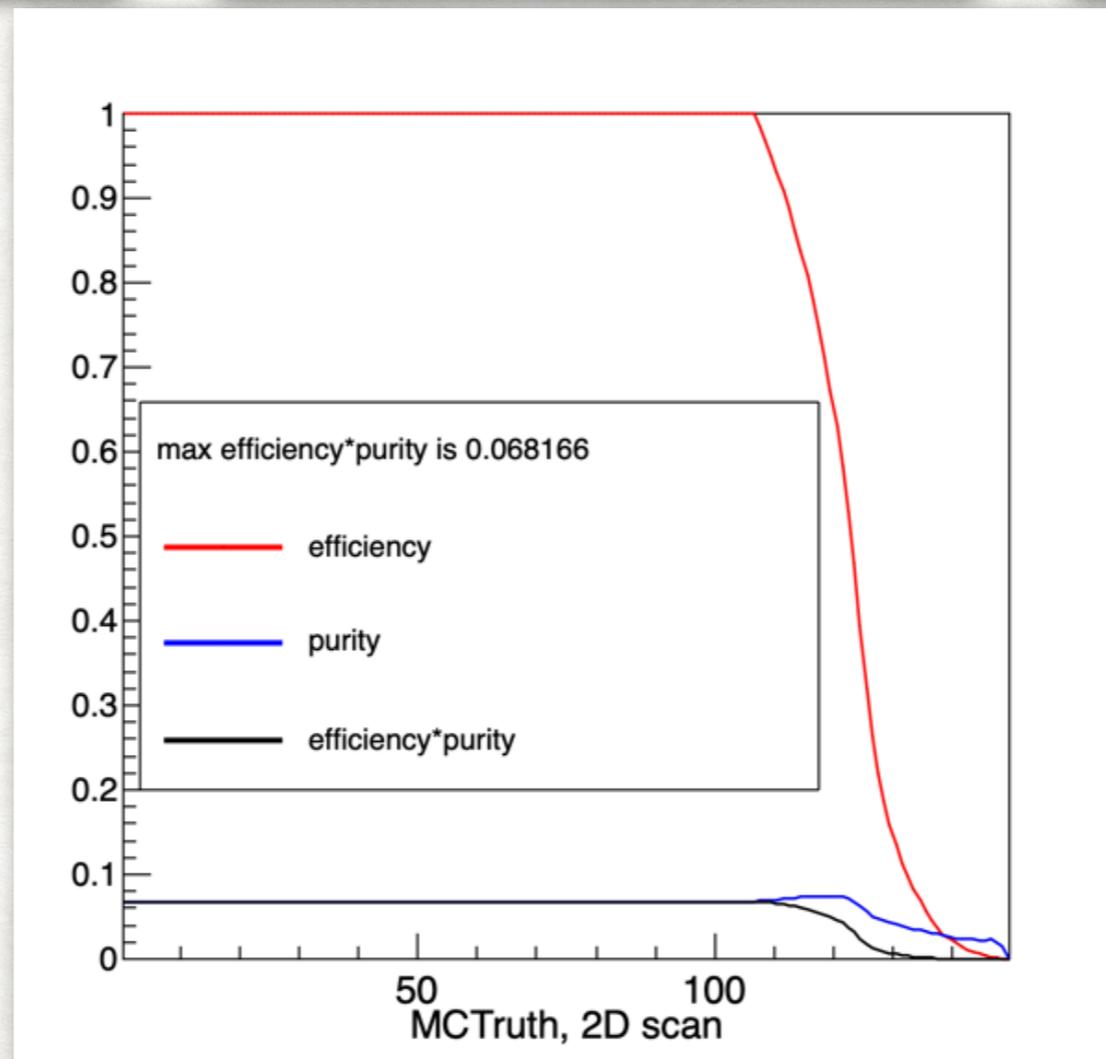
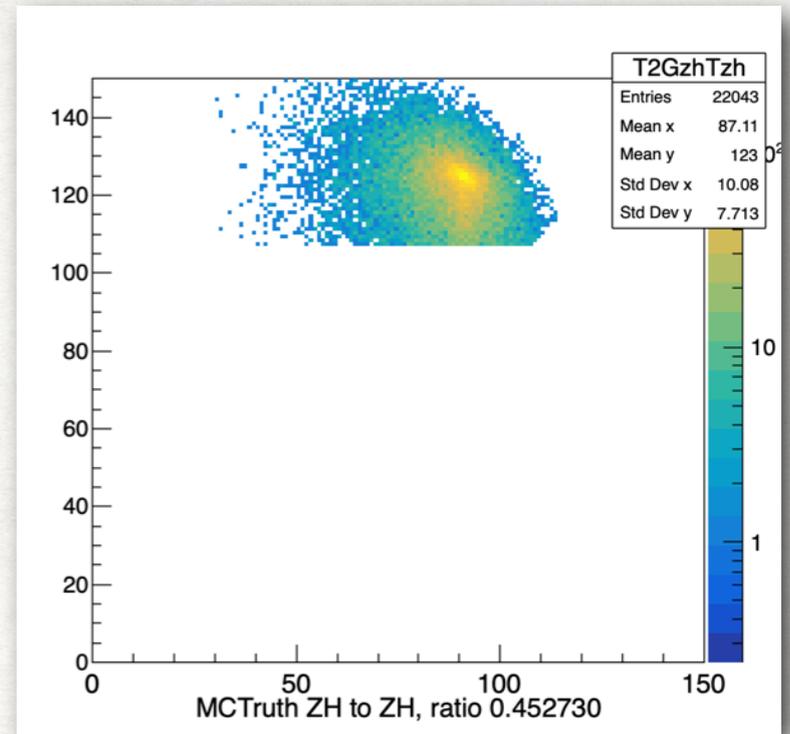
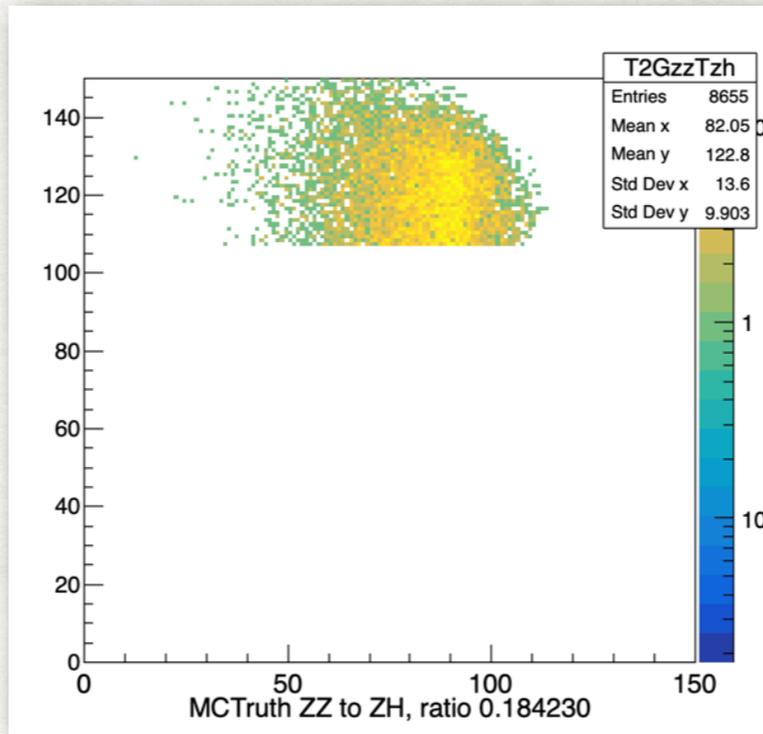
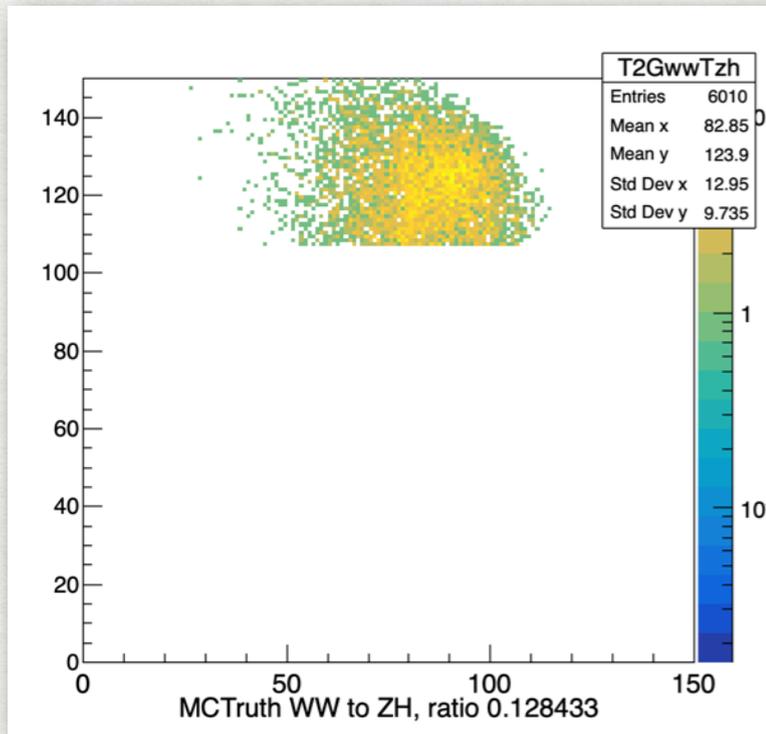
parton level

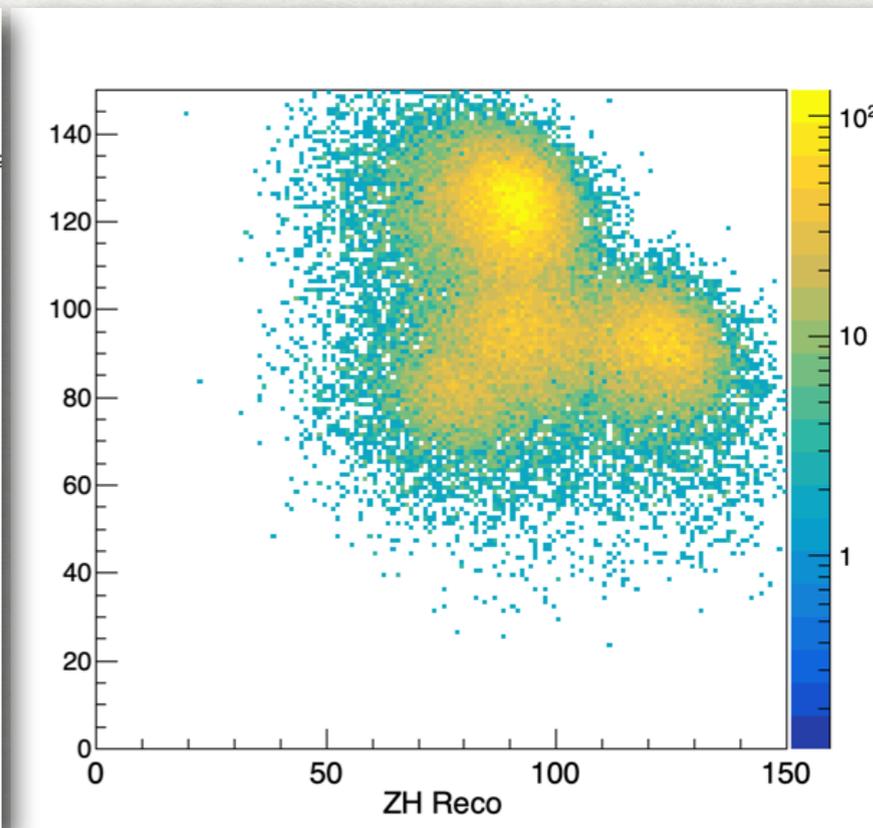
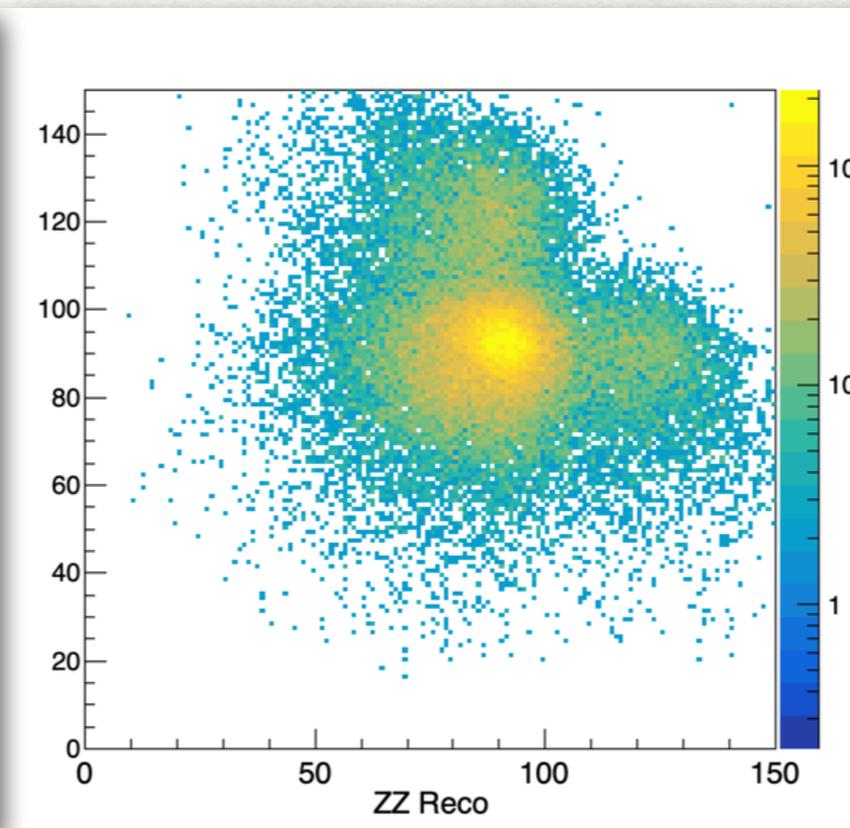
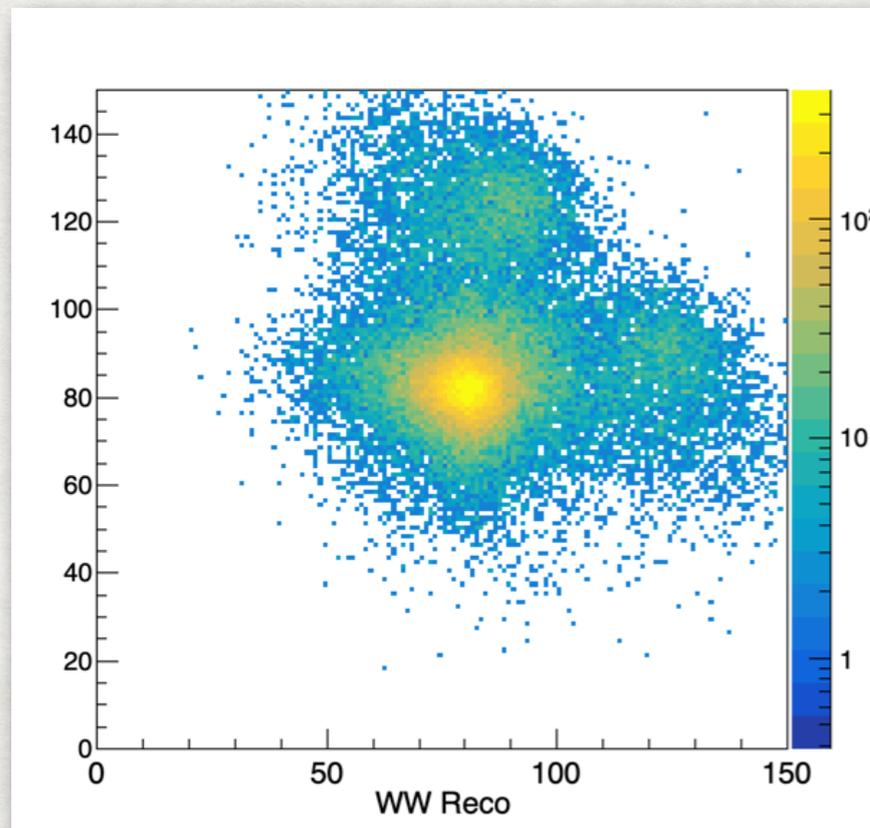
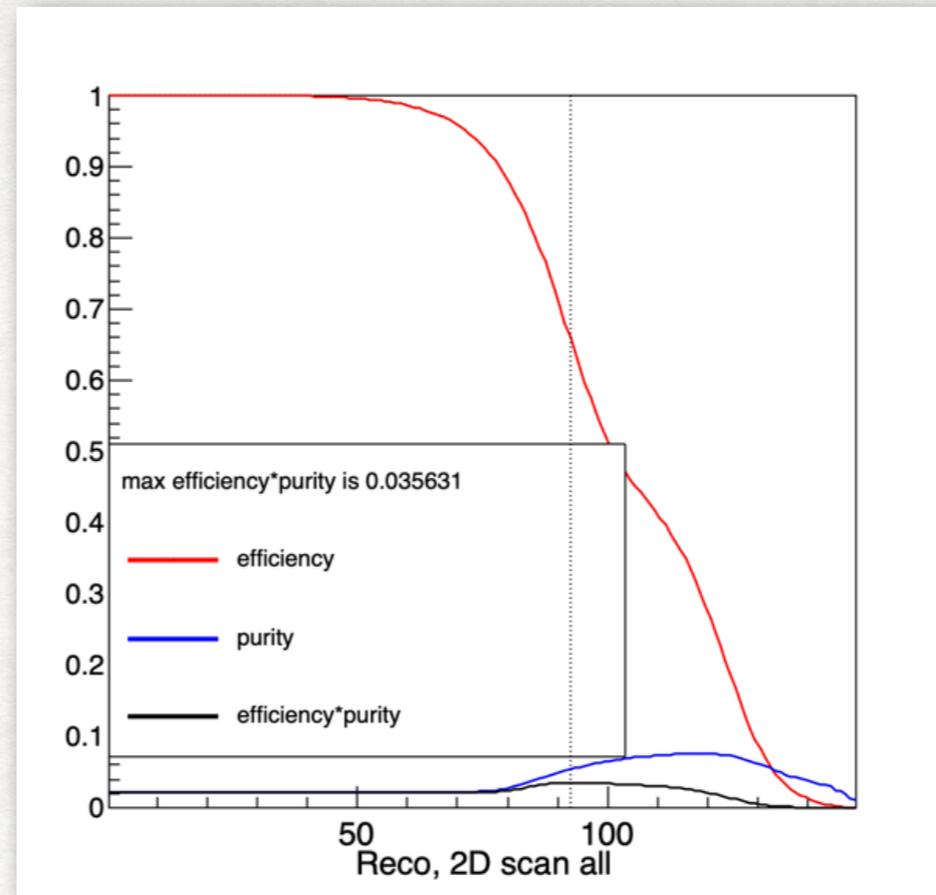
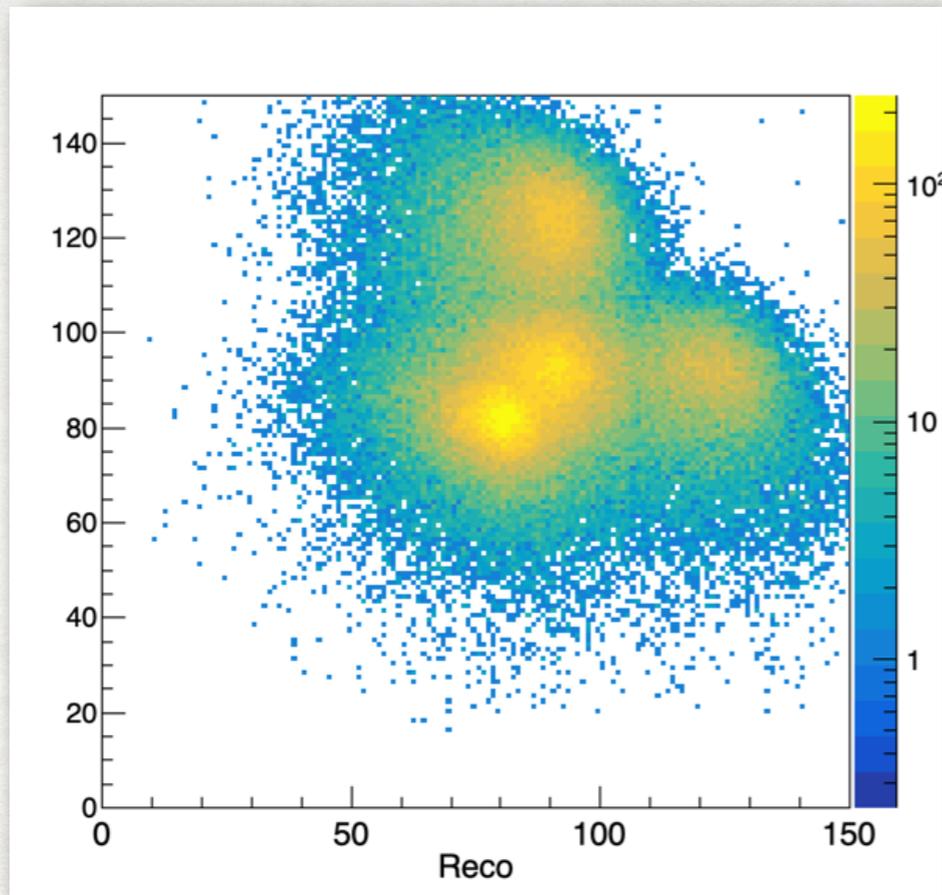


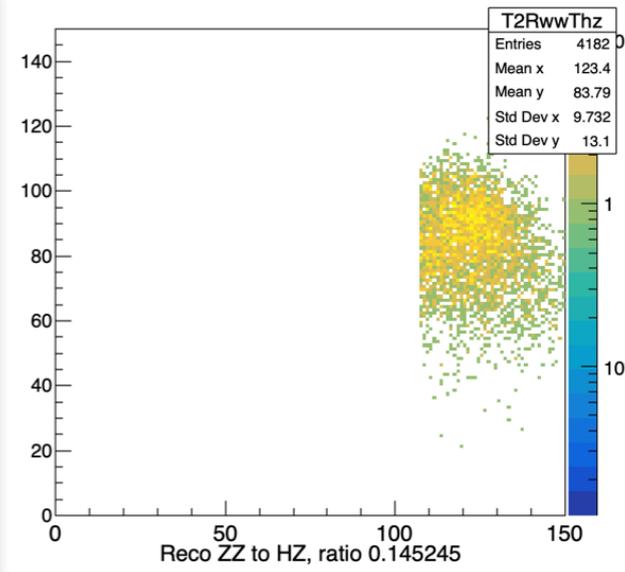
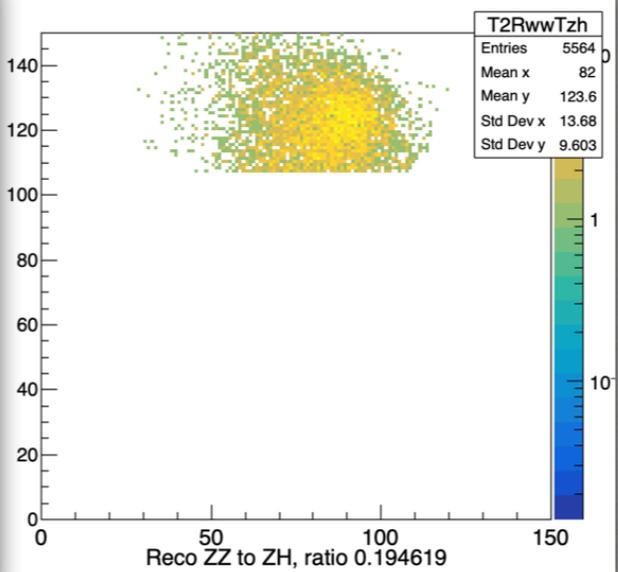
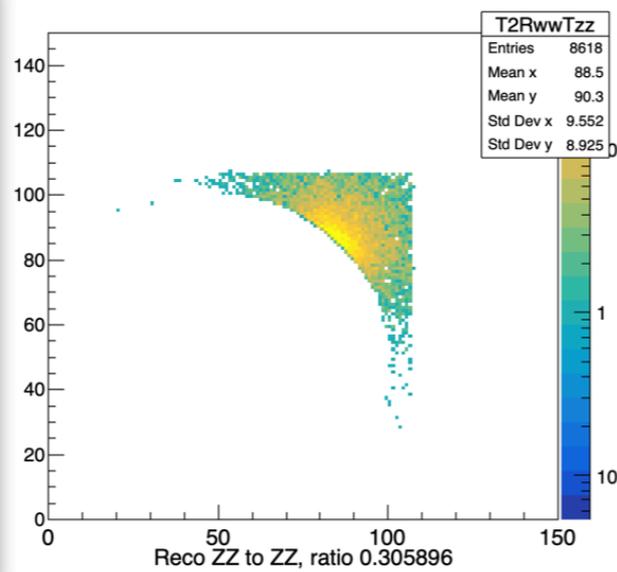
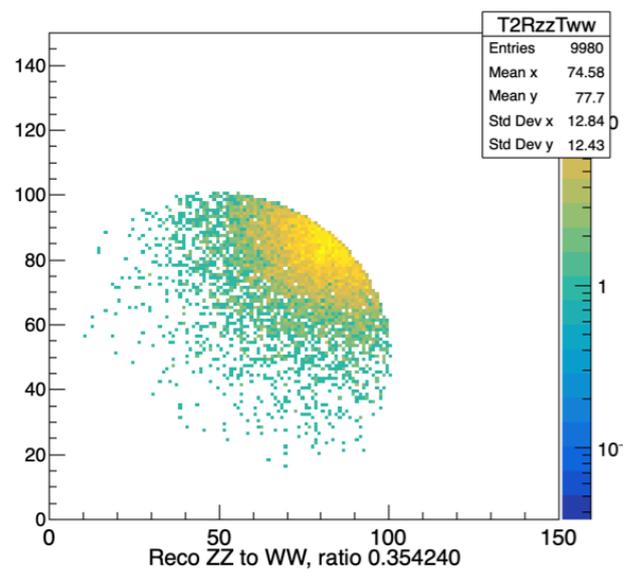
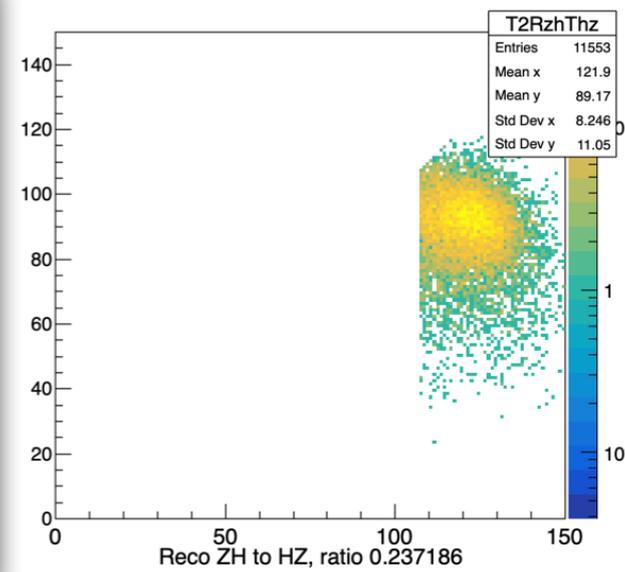
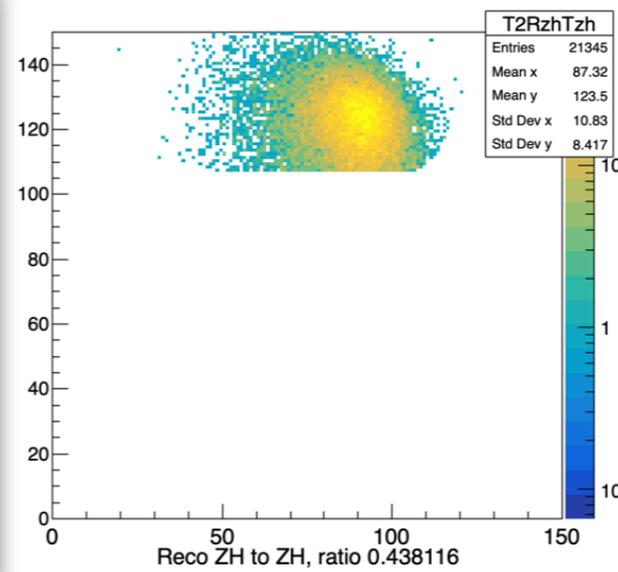
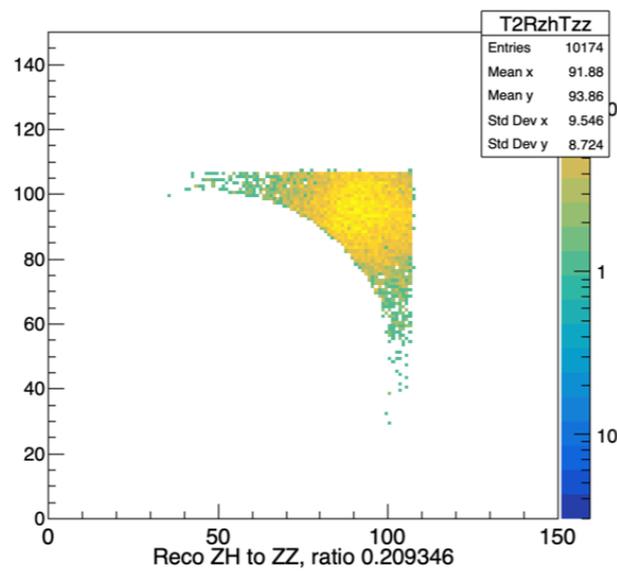
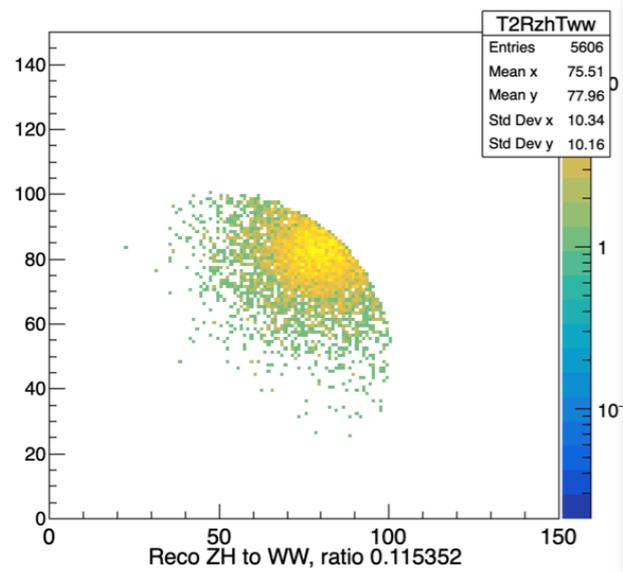
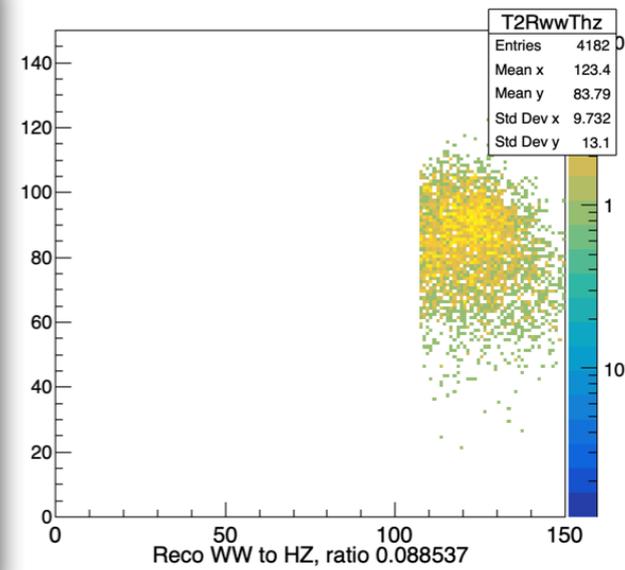
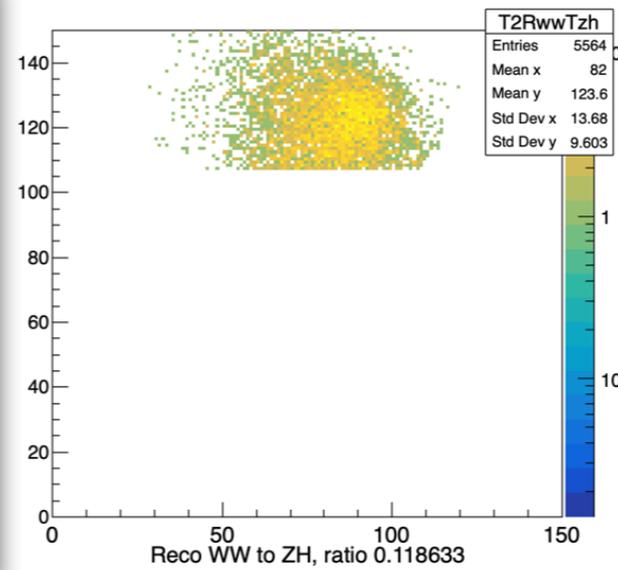
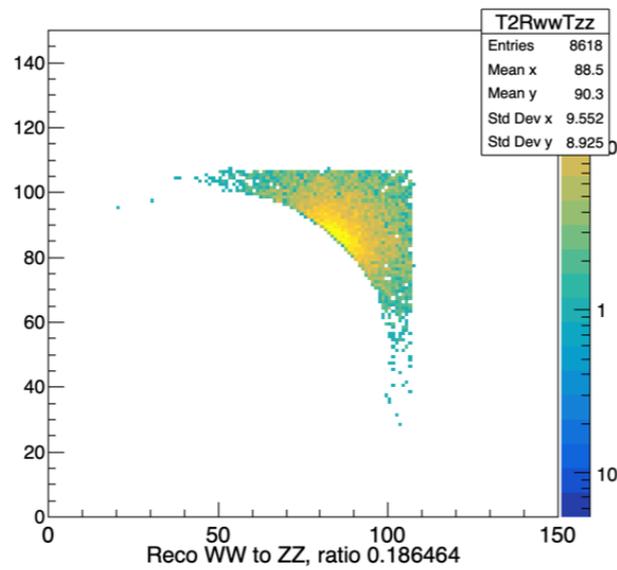
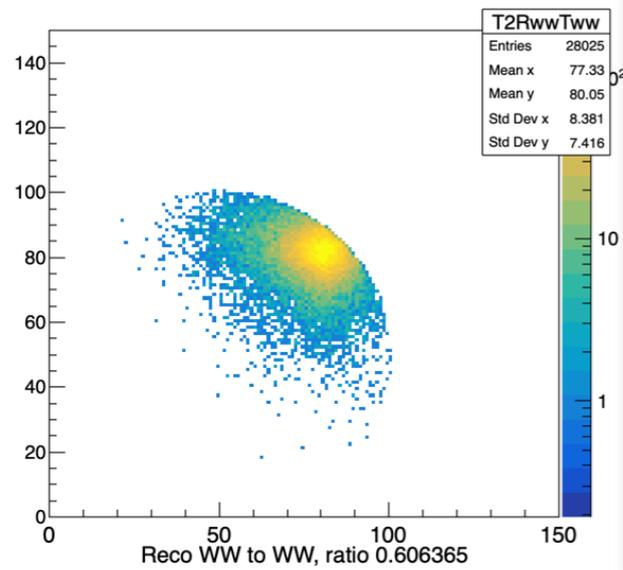


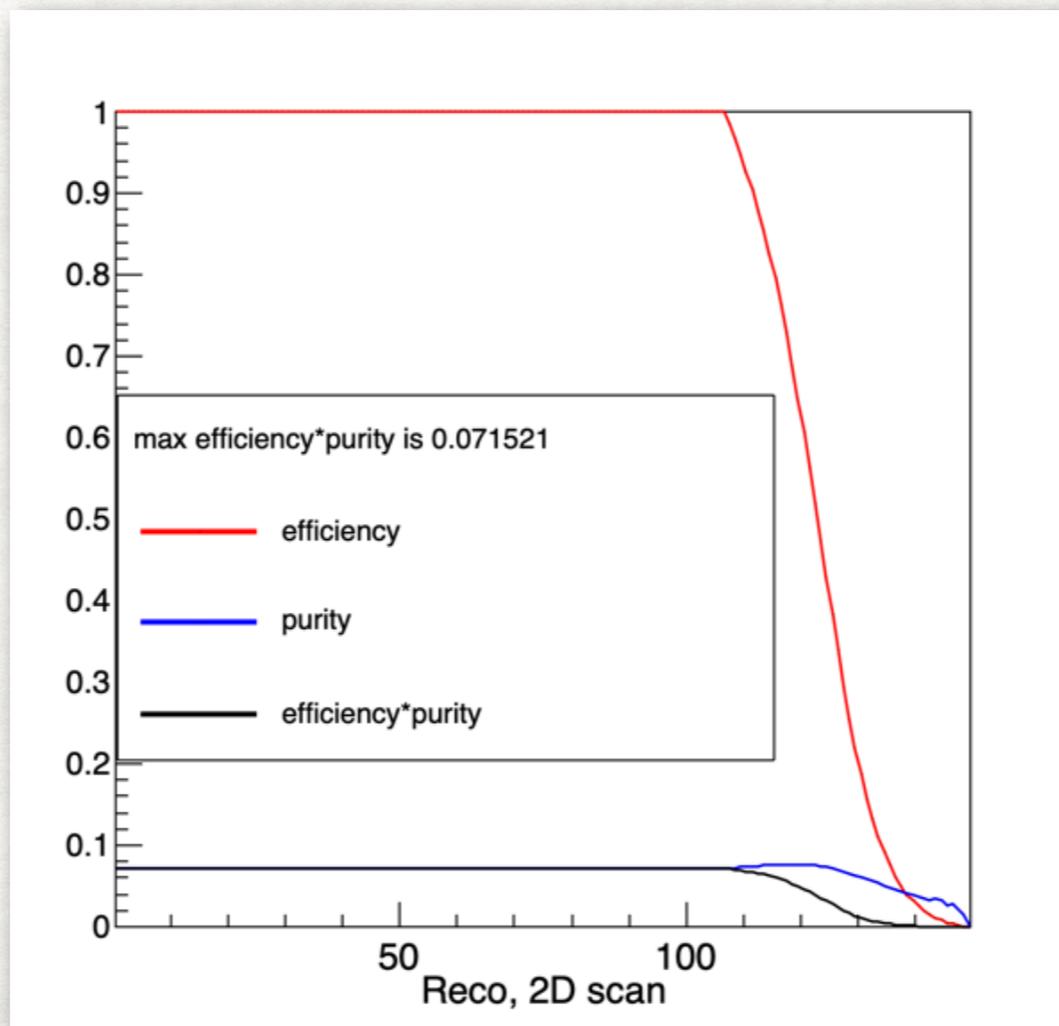
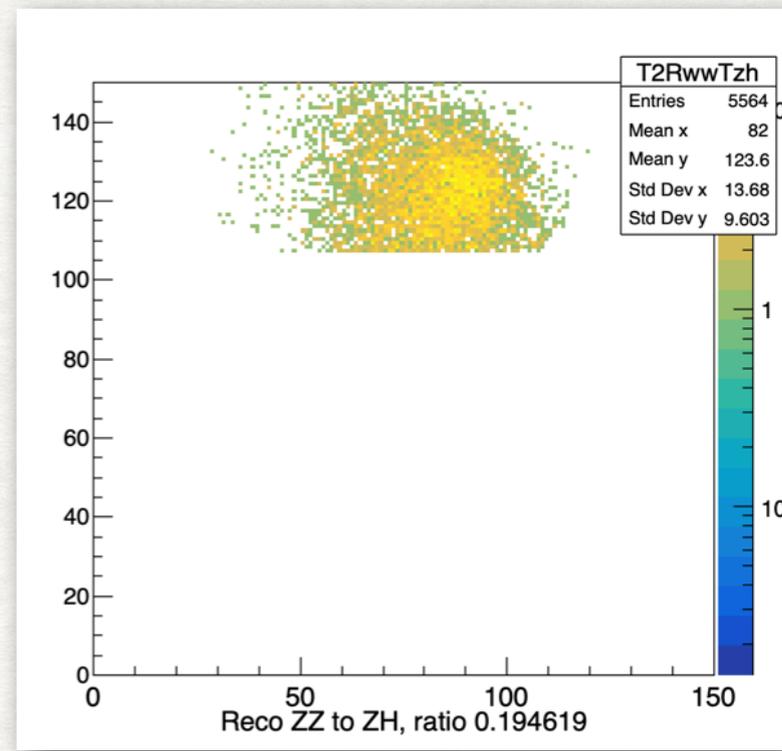
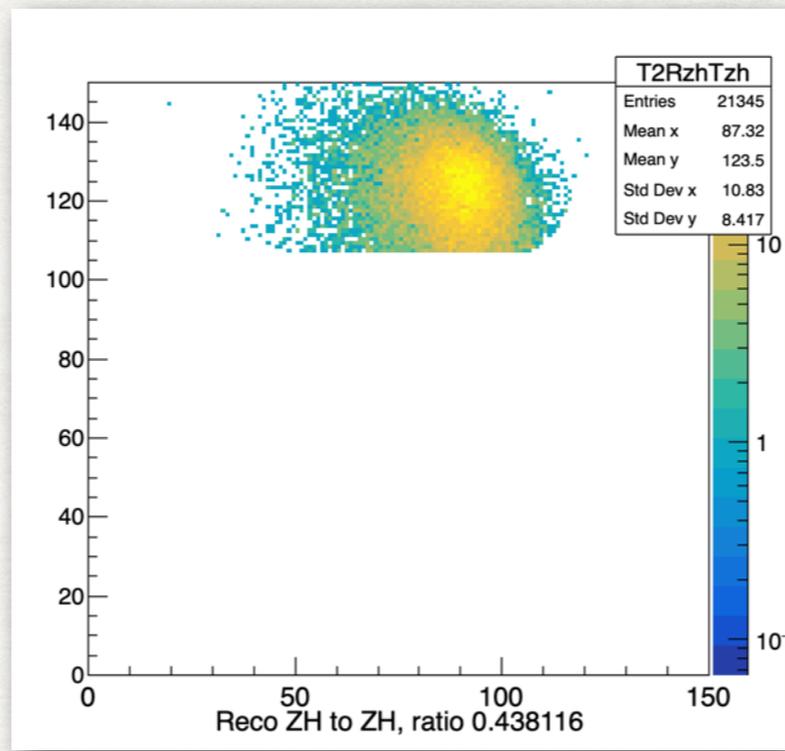
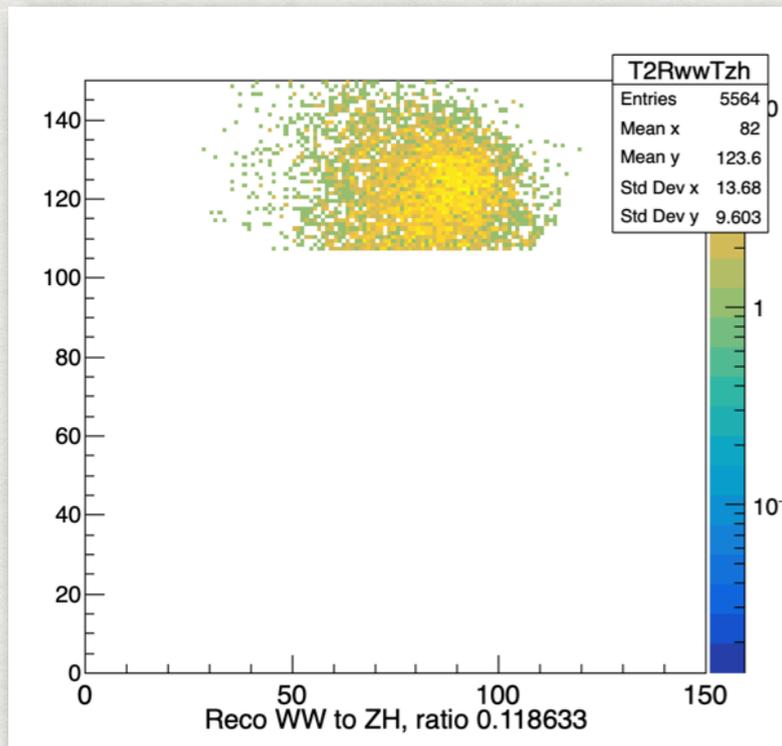








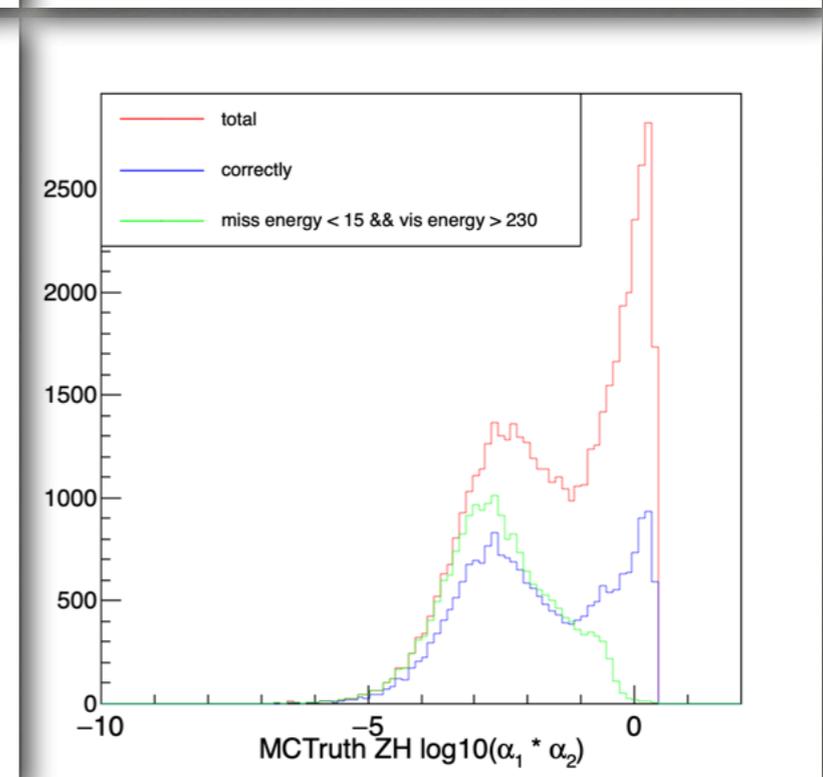
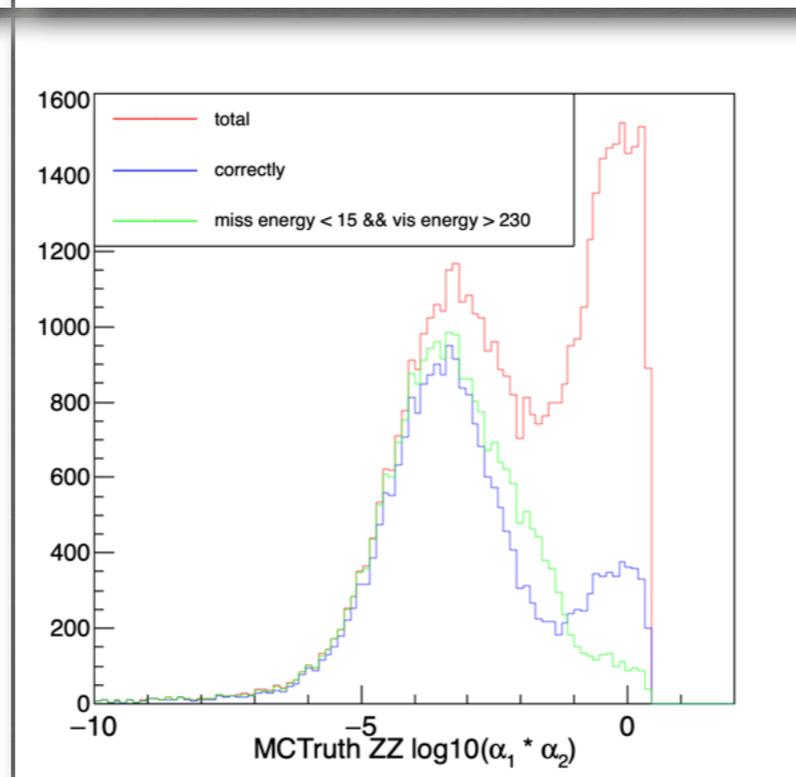
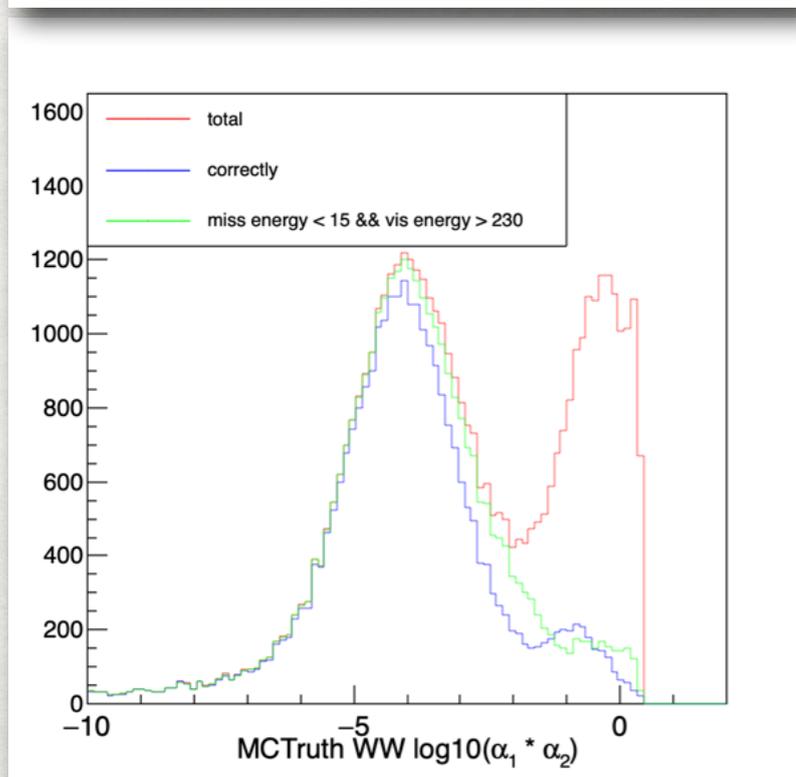
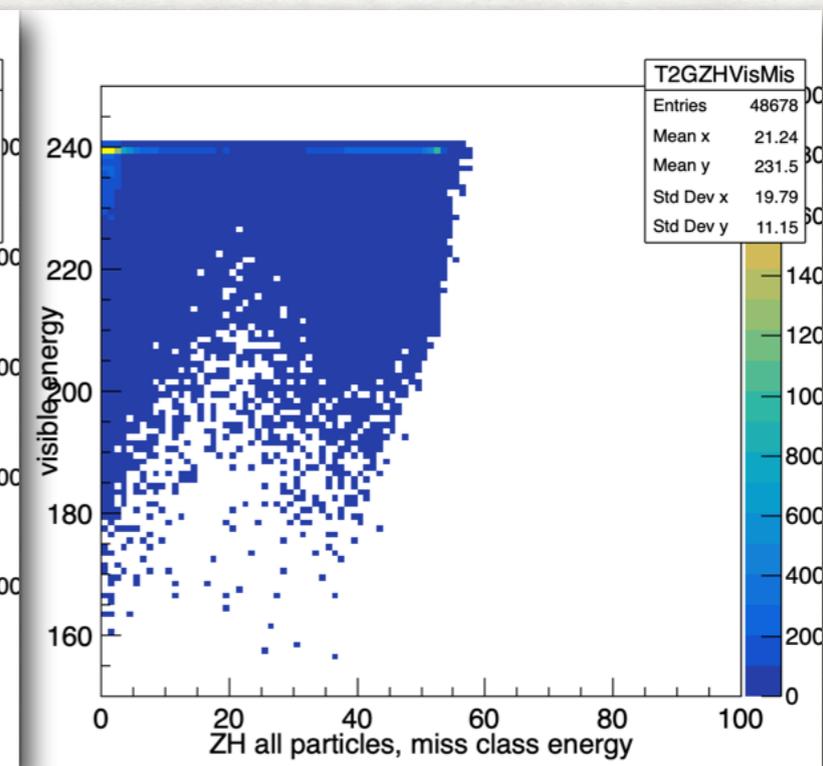
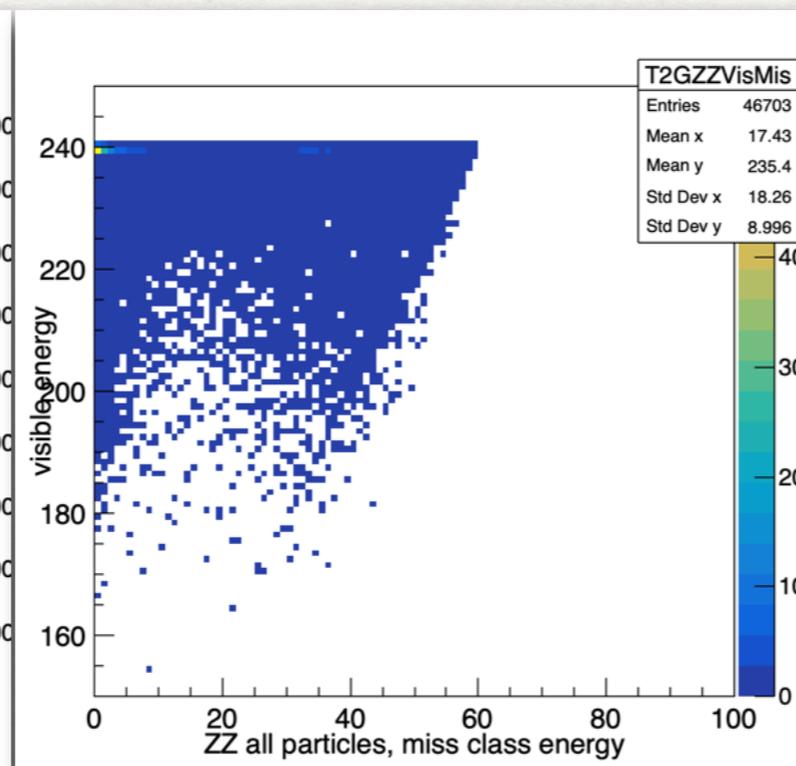
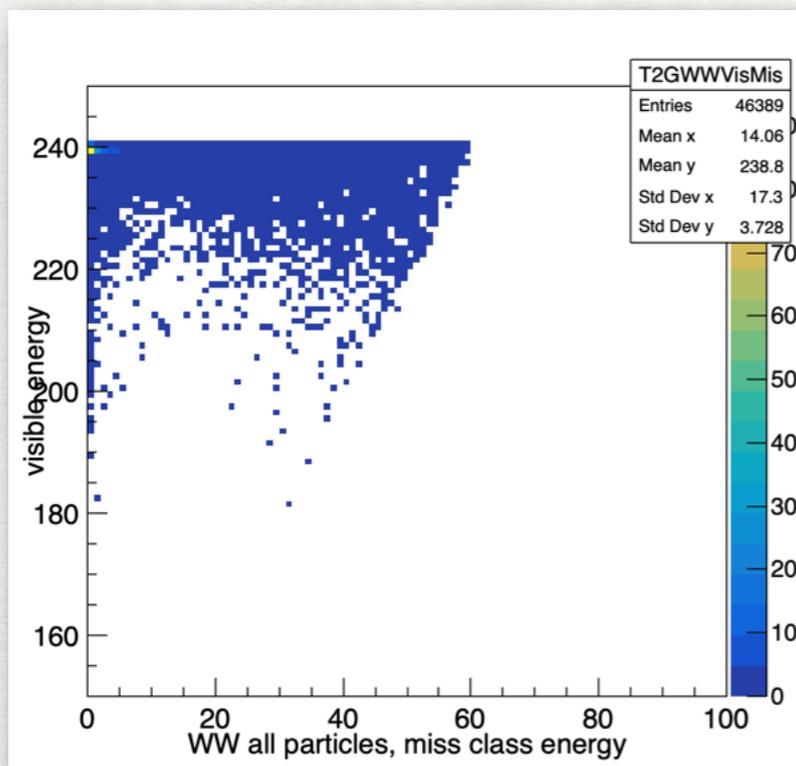


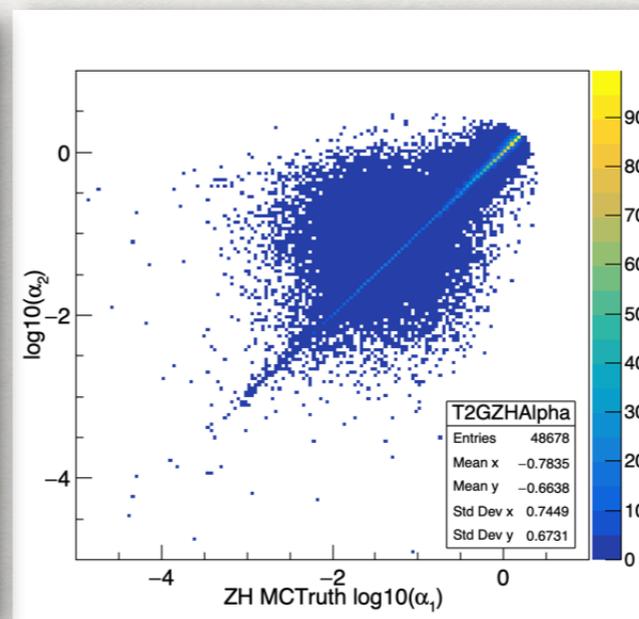
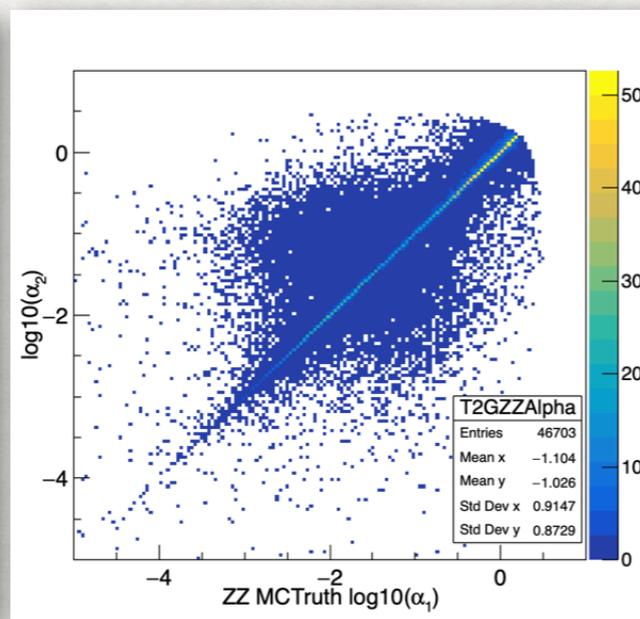
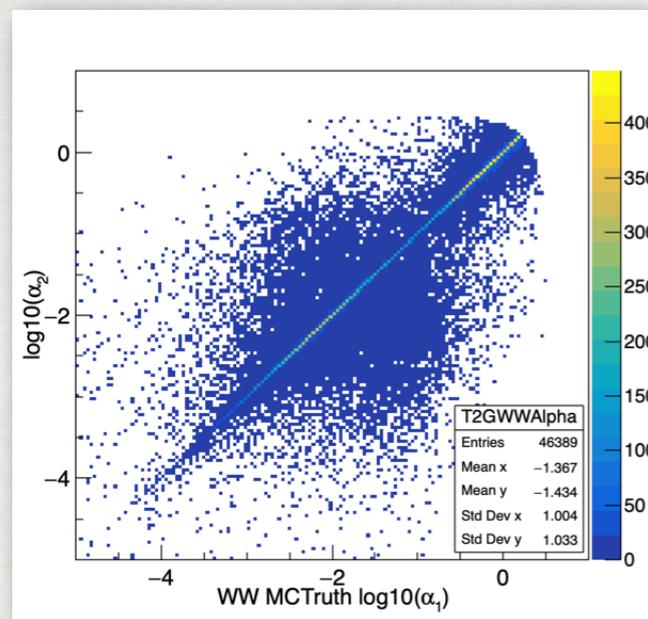


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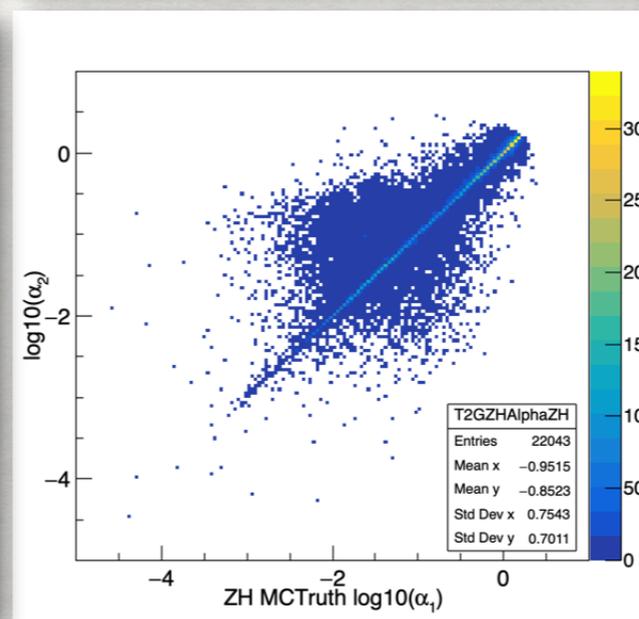
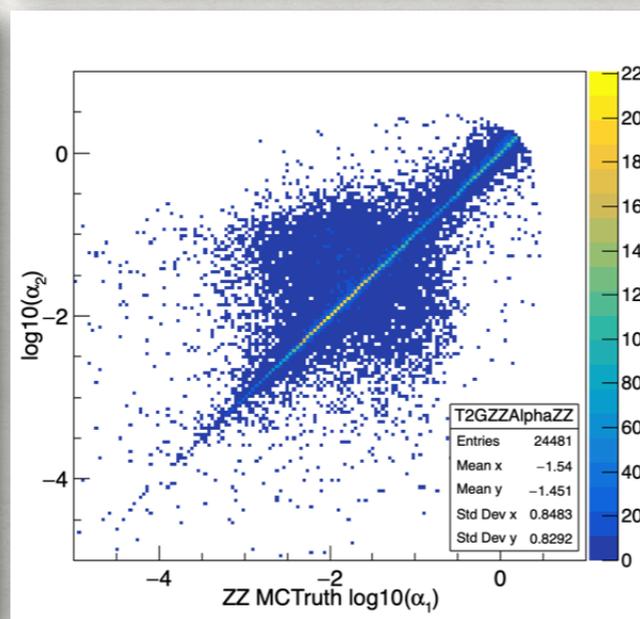
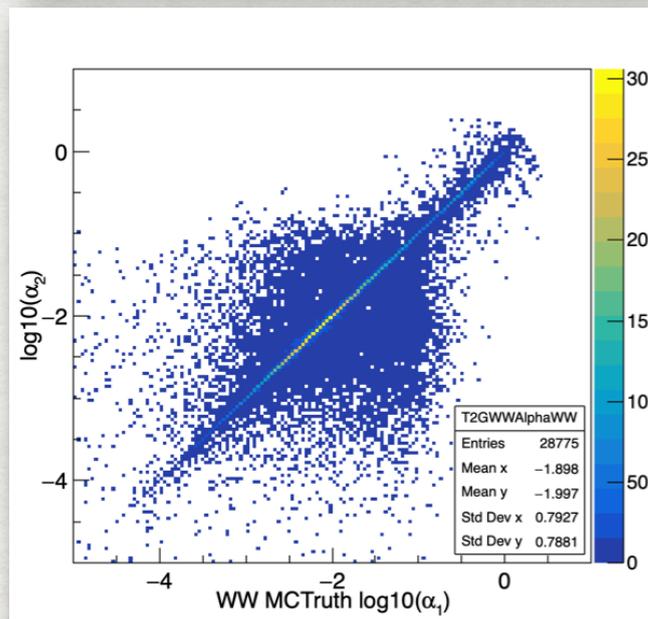
float zhcompare1 = zhB1TV.Angle(zhR1TV) + zhB2TV.Angle(zhR2TV);
float zhcompare2 = zhB1TV.Angle(zhR2TV) + zhB2TV.Angle(zhR1TV);
double zhDelta_R1 = 999, zhDelta_R2 = 999;
if(zhcompare1 < zhcompare2){zhDelta_R1 = zhB1TV.Angle(zhR1TV); zhDelta_R2 = zhB2TV.Angle(zhR2TV);}
else {zhDelta_R1 = zhB1TV.Angle(zhR2TV); zhDelta_R2 = zhB2TV.Angle(zhR1TV);}

```

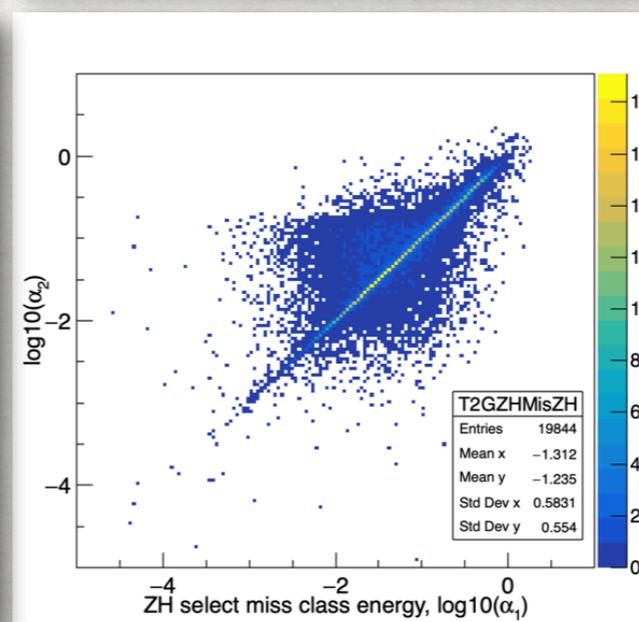
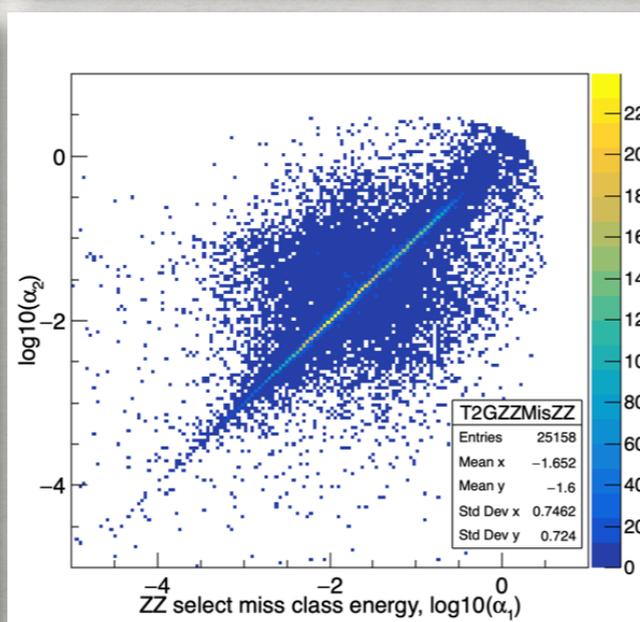
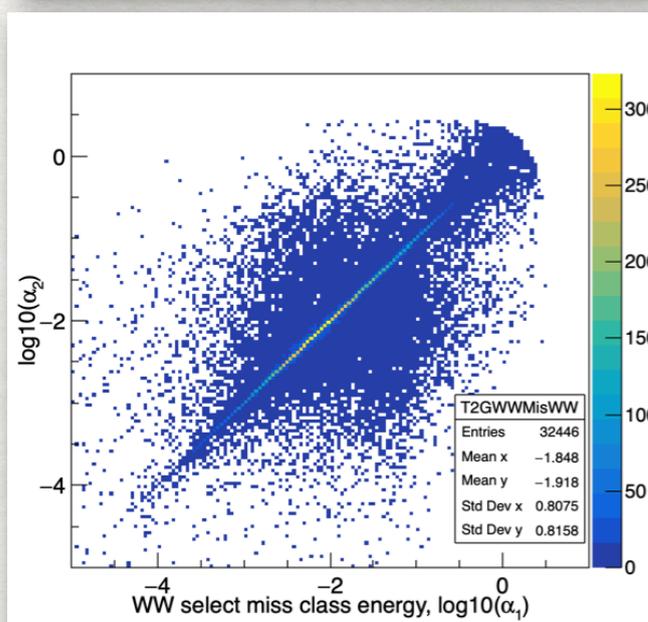




全部的



正确的掉在洞里的



miss class energy < 15
&& visible energy > 230

