Lots of inputs

- From WP4 meeting:
  - Different % of pixels hit by 2 particles in Run3 and Run5 (from beam conditions) ✔
  - Test clustering with and without timing
  - Add info for Long tracks and tracks with Nhit >= 4 ✔
  - Performance with no secondaries (✔)

- From VeloU2 and VeloFastSim meetings:
  - Check #PVs for Run3 (it's ok) ✔
  - Switch to BeamSpotGenerator (Stefano's code is equivalent) ✔
  - Estimate cluster time resolution
  - Check v=c ansatz ✔
  - Performance with no secondaries (✔)
  - new tracking algorithm

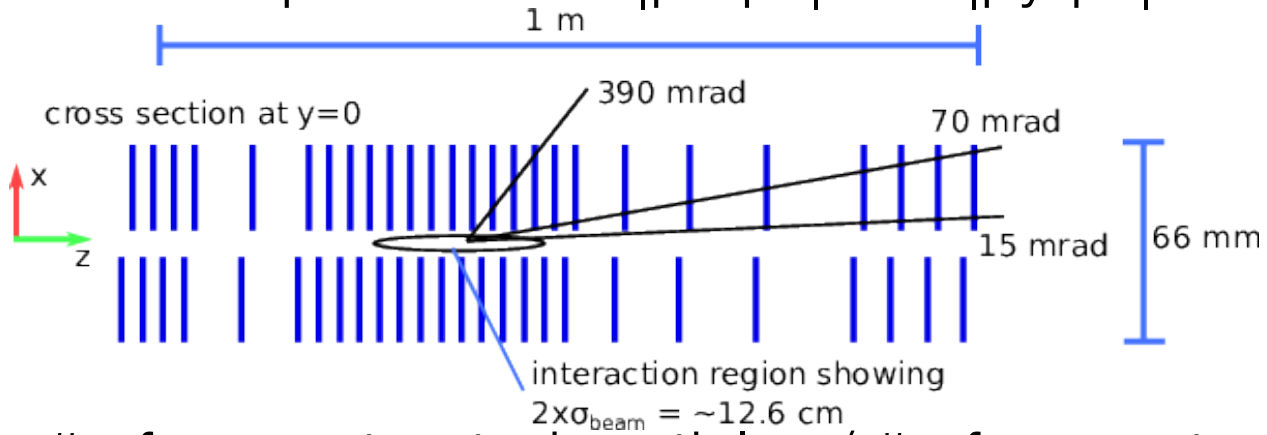
- Others:
  - send input to Marco (still waiting for info)
  - send code to Mickail for a realistic input
  - implement clustering with rawbanks on FPGA (instruction from GBalbi)

For the next meeting

- Better understanding of Multiple Scattering effects (check on FullSim)
- Implement/check what discussed in meetings
- Moreover:
  - First document for FastSim
  - Release first version of FastSim (almost ready)

Performance FoM

- Velo particle = 2 < eta < 5 and is not an electron
- Long particle = Velo particle with |px/pz| and |py/pz| < 70 mrad



- Efficiency = # of reconstructed particles / # of reconstructible particles
- Ghost rate = # of non-assigned tracks / # of reconstructed tracks
- Reconstructible = at least 3 or 4 hits in the geometry

Run5 performances

	3hits			4hits		
	εVELO(%)	εLONG(%)	PGHOST(%)	εVELO(%)	εLONG(%)	PGHOST(%)
σ_t = 0	88.0	95.8	0.20	89.2	96.3	0.13
σ_t = 10 ps	97.5	98.8	0.23	98.5	99.2	0.14
σ_t = 20 ps	97.9	98.8	0.32	98.9	99.3	0.17
σ_t = 30 ps	98.0	98.8	0.42	99.0	99.3	0.20
σ_t = 40 ps	98.1	98.8	0.56	99.0	99.3	0.24
σ_t = 50 ps	98.1	98.7	0.72	99.0	99.2	0.28
σ_t = 60 ps	98.0	98.7	0.90	99.0	99.2	0.33
No Timing	97.8		4.20			