L3 Input: L2G $\Rightarrow$ L3

Output of Global L2 consists of OBJECTS and probably trigger decision info. Assuming 128 L2 trigger bits $\Rightarrow$ 16 bytes.

e,γ	
item	bytes
η	1
ϕ	1
E_T	2
EM frac	2
Iso frac	2
Preshower	1
Track info	4
Spare	4
Total	20 bytes/object
var: $\sim$ 2 obj/evt $\Rightarrow$ 40 b/evt	

jet	
item	bytes
η	1
ϕ	1
E_T	2
Spare	4
Total	8 bytes/object
var: $\sim$ 4 obj/evt $\Rightarrow$ 32 b/evt	

$\not\!\!E_T$	
item	bytes
$\not\!\!E_T$	2
$\not\!\!E_{T\phi}$	1
$\not\!\!E_{Tx}$	2
$\not\!\!E_{Ty}$	2
Total	8 bytes/object
fix: 1 obj/evt $\Rightarrow$ 8 b/evt	

μ	
item	bytes
η	2
ϕ	2
p_T	2
Quality	1
Track info	4
Spare	2
Total	16 bytes/object
var: $\sim$ 5 obj/evt $\Rightarrow$ 80 b/evt	

Totals	
object	variable b/evt
e/γ	40
jet	32
$\not{E}_T$	8
μ	80
Term Bitmasks	16
Total:	176