

Planning for Next Prod. Release

Refactoring of Math libraries

 have a small core Math libraries:

 basic Math functions (TMath)

 Random numbers

 basic algorithm used by TF1 like integration, derivation

 interfaces (like Function, Minimizer) used by other libraries.

Library could be current MathCore if

 we separate dictionary or

 we move somewhere else the physics and geometry vectors

Change TF1 to use algorithms in new Math library

Make TF1 working with any C++ callable object


 use of functors

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Fitting:

-  add first version of new Fitter classes


 -  already have a working version based on Minuit, Minuit2 and GSL

 -  provide at least same functionality as TVirtualFitter using plug-in manager


Minimization:

-  working on some improvements in Minuit2. Initialization of parameters and used of derivatives.

-  Improve control of debug level of Minuit2

-  Minimizer based on GSL, and solver for non linear least square fits.

-  Study constraint minimization

 -  investigate some open-source packaged

 -  Develop for testing a constraint minimizer based on Nag

Unuran:

-  add a new version which has been release next week.

-  better methods for multi-dimensional functions


-  add methods for discrete distribution

RootStat (collection of statistical tools) bt. K. Cranmer

-  have a first version for June release ?

Planning for next Dev. Release

 Move TMath and Random numbers in new math library

 need to decide if keeping there the Physics Vector or remove the dictionary

 Improvements in Minuit2

 debugging and in parameter initialization

 Prototype of new Fitting classes ?