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

Planning for Next Prod. Release

- 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 ?