
Geometrical Vertex Fitter

Performs an unconstrained fit of a vertex given any number of particles.

Interface: IVertexFitter

```
StatusCode fitVertex( const ParticleVector&, Vertex& );  
StatusCode fitVertex( Particle&, Particle&, Vertex& );  
StatusCode fitVertex( Particle&, Particle&, Particle&, Vertex& );
```

Concrete Class: UnconstVertexFitter

Equations in LHC-B/TN/95-01.

The Vertex type is set to "Decay".

Number of degrees of freedom is $2N-3$.



Geometrical Vertex Fitter (cont)

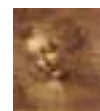
Usage:

(iMuMinus and iMuPlus are ParticleVector::iterator objects.)

```
Vertex MuMuVertex;  
StatusCode scMuMuVertex = vertexFitter()->  
    fitVertex(*(iMuMinus),*(iMuPlus), MuMuVertex);
```

Or put all the input particles in one ParticleVector:

```
ParticleVector vMuComb;  
vMuComb.push_back(*iMuMinus);  
vMuComb.push_back(*iMuPlus);  
Vertex MuMuVertex;  
StatusCode scMuMuVertex = vertexFitter()->  
    fitVertex(vMuComb, MuMuVertex);
```



Mass constrained Vertex Fitter

Particles are constrained to cross one point in space and their invariant mass is constrained to the PDG value of a given decaying particle.

Interface: `IMassVertexFitter`

```
StatusCode fitWithMass(const std::string&,
    const ParticleVector&, Vertex&, Particle&);
StatusCode fitWithMass(const std::string&,
    Particle&, Particle&, Vertex&, Particle&);
StatusCode fitWithMass(const std::string&,
    Particle&, Particle&, Particle&, Vertex&, Particle&);
```

An object `Vertex` and an object `Particle` are returned with all their parameters set.

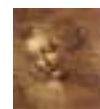


Mass constrained Vertex Fitter (cont)

Concrete Class: `LagrangeMassVertexFitter`
Equations in LHCb Phys Note 98-051.

☞ For the moment works only for two or three particles.

- composite particle's 4-momentum → sum of the modified daughter particles
- `mass()` method → PDG value.
- The original parameters of the daughter particles are not modified.
- The `Vertex` type → "DecayWithMass"
- Number of degrees of freedom → N



Mass constrained Vertex Fitter (cont)

Usage:

```
StatusCode scLagFit = massVertexFitter()->
    fitWithMass("J/psi(1S)", *(*iMuMinus), *(*iMuPlus),
                jpsiVtx, jpsi);
```

Or put all the input particles in one ParticleVector as in the Geometrical Vertex Fitter



Particle Stuffer

Fills a (composite) Particle object given a particle ID and a vertex that has been previously filled by following the links to the particles that originated the vertex.

Interface - IParticleStuffer

```
StatusCode fillParticle(const Vertex&, Particle&,
                       const ParticleID& );
```

Concrete Class - ParticleStuffer

calculates the mother particle attributes by combining the ones from the products of the vertex.

- **four-momentum** → sum of the daughter's four-momentum
- **mass()** (and its error) → obtained from the four-momentum.
- **particle ID** → given as input



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- **PointOnTrack()** (and its error) → vertex position.
 - **four-momentum - point correlation error** → zero.

Usage:

Assuming that `MuMuVertex` is a Vertex object that has already been filled

```
Particle candJpsi;  
ParticleProperty* partProp = ppSvc->find( "J/psi(1S)" );  
m_jpsiID = (*partProp).jetsetID();  
ParticleID jpsiPID( m_jpsiID );  
StatusCode scStuff = particleStuffer()->  
    fillParticle( MuMuVertex, candJpsi, jpsiPID );
```

