Subject: Re: Vertex Fitter in Fast simulation
Posted by donghee on Tue, 01 Apr 2014 09:35:40 GMT
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Hi Ralf,

I think that is not good way because one of track can have very close to correct positoin, but other one can have more offset than others.
If we select closest one, vertex resolution is too ideal.

I assume that best way should use the POCA approach, which can be accessed by PndPOCA as an alternative.

Best wishes,
Donghee