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MXV4 package for Particle Physics flash-algorithms

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We give a presentation of our polymorphic non-abelian package of 3D vectors and matrices for high-speed algorithms intended for trigger applications in Particle Physics. The package is part of our "Math-on-Paper" C++ concept - of fielding solutions that are as close as possible in code to actual scientific on-paper computations, known that often it is nearly impossible to bring paper equations into actual code. CPU performance and polymorphic type calculations, in SFINAE context, are presented for a set of example applications in Particle Physics: tracking and vertexing.

Summary

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