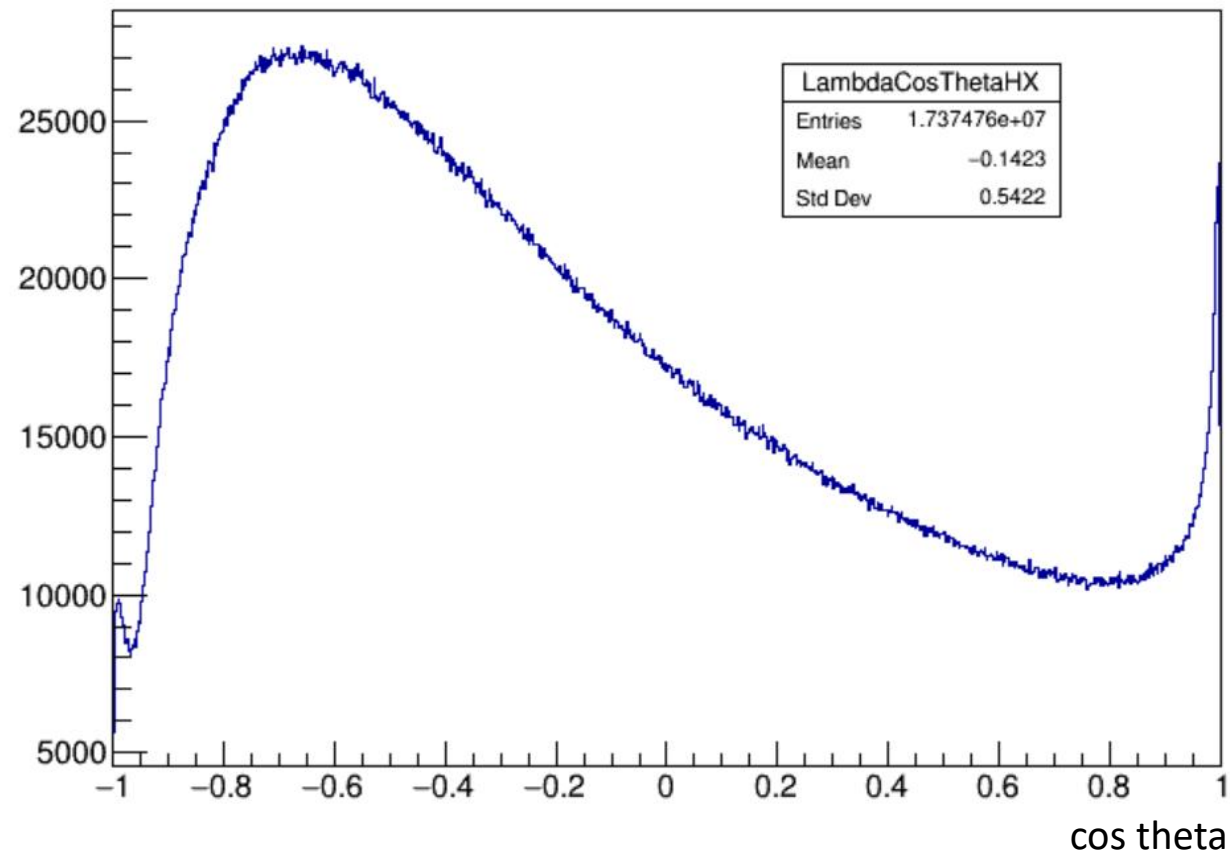


# 重建lambda粒子时pi-在Helicity frame与z轴的cos值

Qiyao

12.24

# pi-在Helicity frame与z轴的cos值



- `p1_rest.Boost(-lambda.BoostVector());`
- `z_HE = (lambda.Vect()).Unit();`
- `kCosthetaHE = p1_rest.Vect().Unit().Dot(z_HE);`
  
- `// Helicity frame`
- `TVector3 z_HE = (pair.Vect()).Unit();`
- `TVector3 y_HE = (Beam1_rest.Vect().Cross(Beam2_rest.Vect())).Unit();`
- `TVector3 x_HE = (y_HE.Cross(z_HE)).Unit();`
- `//beam`
- `TLorentzVector Beam1(0, 0, CenterOfMassEnergy / 2, CenterOfMassEnergy / 2);`
- `TLorentzVector Beam2(0, 0, -CenterOfMassEnergy / 2, CenterOfMassEnergy / 2);`

# proton在Helicity frame与z轴的cos值

