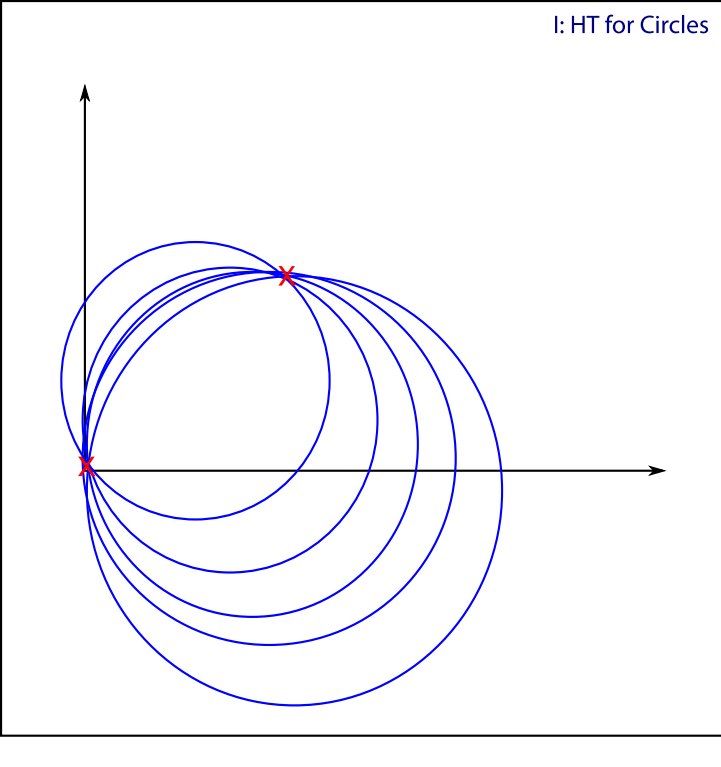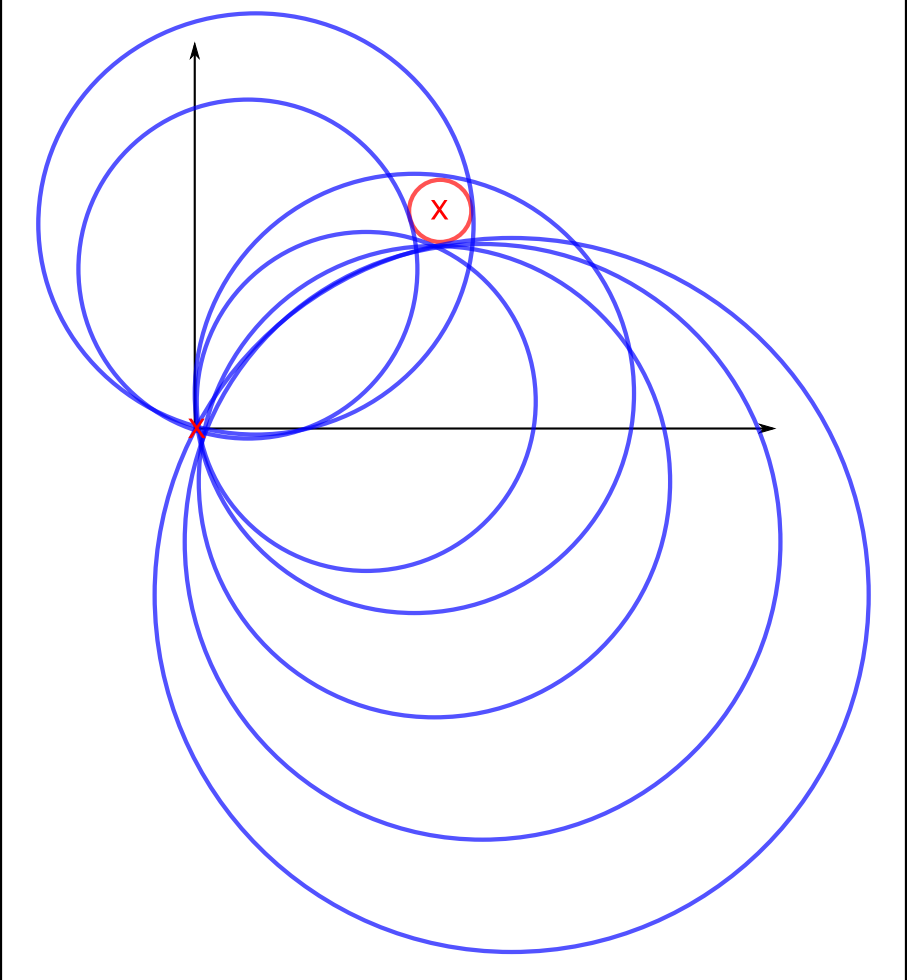**I: HT for Circles**

II: HT for Circles (+Isochrones)

III: Two Stages (Hit Finding + t0 Fitting)

1. Hit Finding: HT through centers)
2. t0 finding: Limited #Hits (with HT?)

IV: Backpropagation

STT

1. Tracking on outer-most STT hits
2. Back-propagating inwards (STT, MVD)

V: Double Triplets at MVD

MVD

1. Triplet in inner 3 MVD layers
2. Triplet in outer 3 MVD layers
3. Combine (with multiple scattering?)
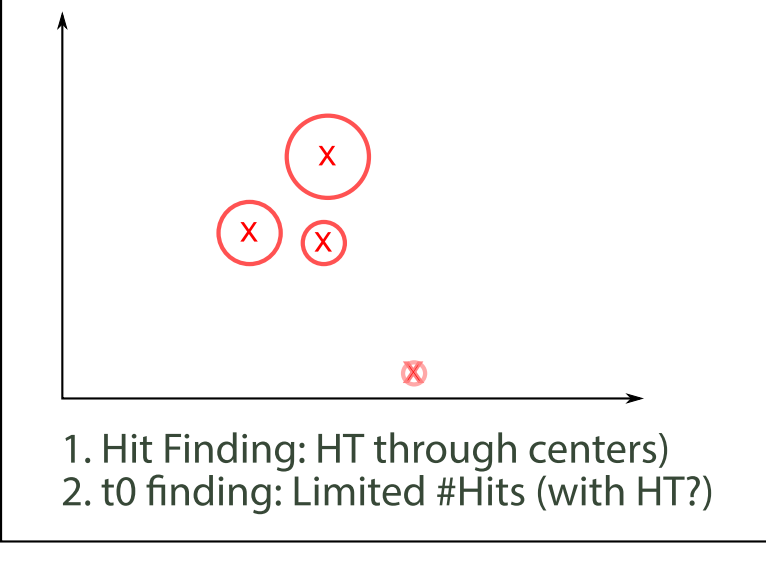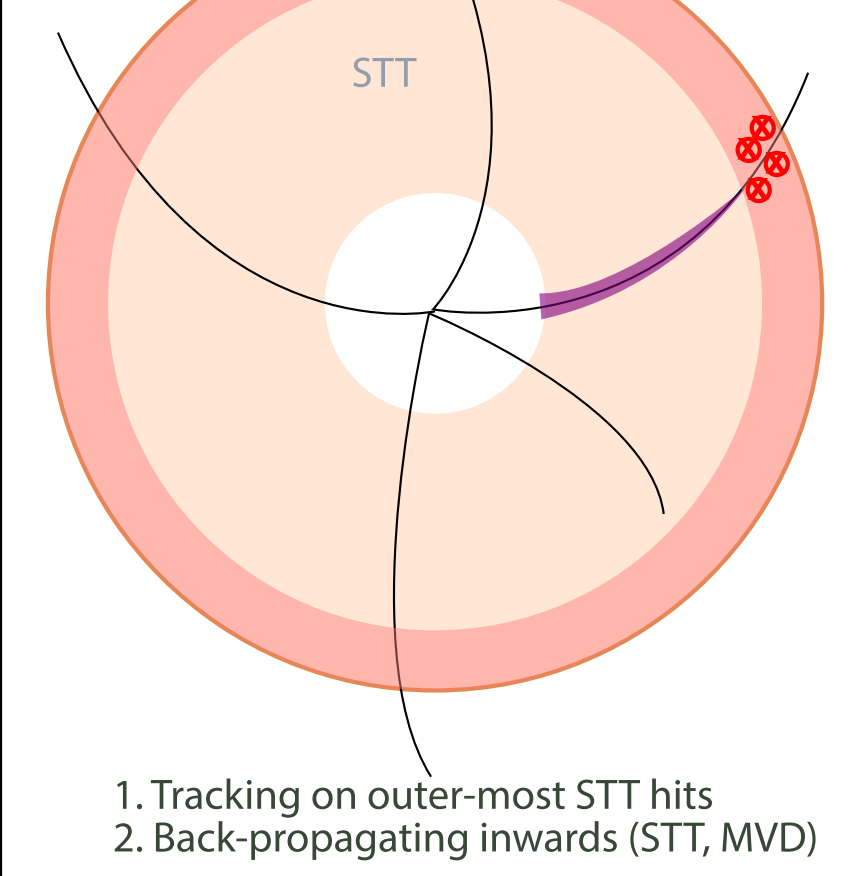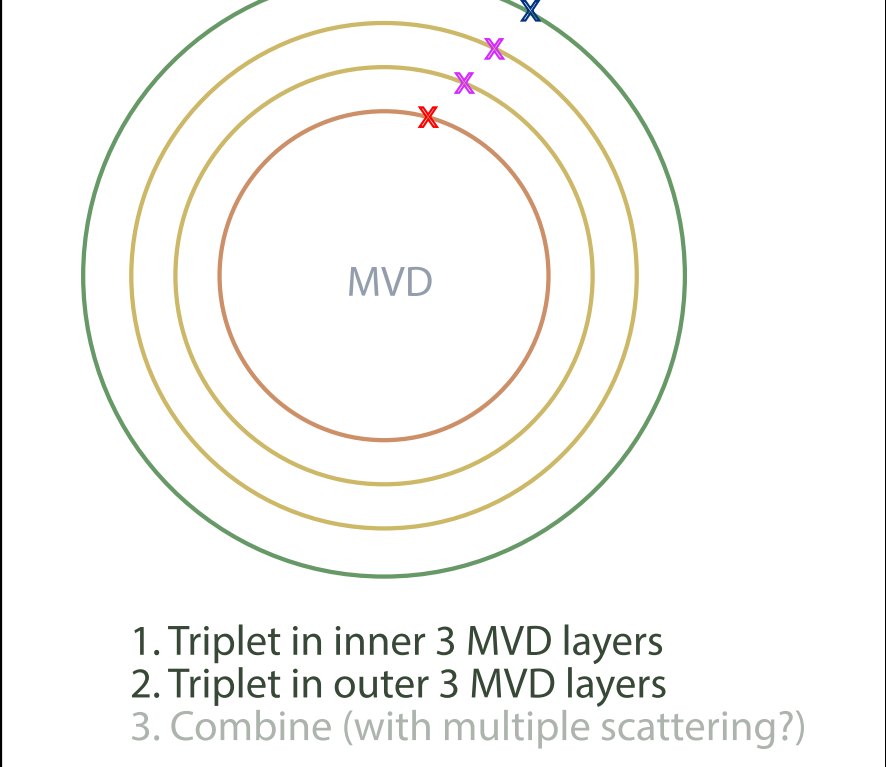
VI: Almagest for Secondary Vertices

AB * CD + AD * BC = AC * BD

STT