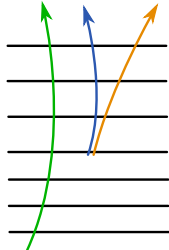
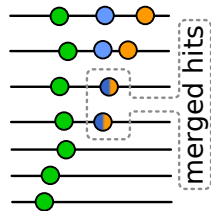


1. all smeared hits

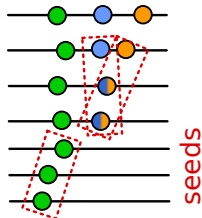


2. look up simulated tracks

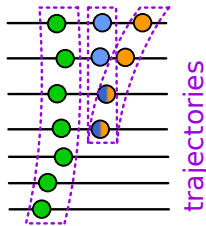


3. create map:
hit \rightarrow truth-track

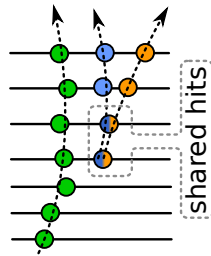
iterative tracking



4. seeding
per mapped subset



5. trajectory building
per mapped subset



6. fit trajectory hits
per mapped subset