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Subject: Re: riemann track finding

Posted by [Tobias Stockmanns](#) on Mon, 28 Jan 2008 14:51:07 GMT

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Hi Sebastian,

just for my understanding:

- You use two methods to determine if a hit belongs to a track:

ProximityHTCorrelator

RiemannHTCorrelator

The first uses only the distance between the last point in a track and the new point and is only used for less than 5 points in a track. The second checks if the new hit is close to the last hit in the track (as the first), and in addition checks the distance to the fitted plane and if the z-Position is reasonable.

After a new hit is added to a track the track is refitted.

The biggest problem I see at the moment for the MVD is the determination of the start plane, because the argument that hits belonging to a track are close together (like in the TPC) is not true for the MVD.

Either one tests all combination of three points to determine the plane and searches for at least one additional point or one has to use additional geometry information or use the planes determined by the TPC.

How would this look like for the STT?

Cheers,

Tobias

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