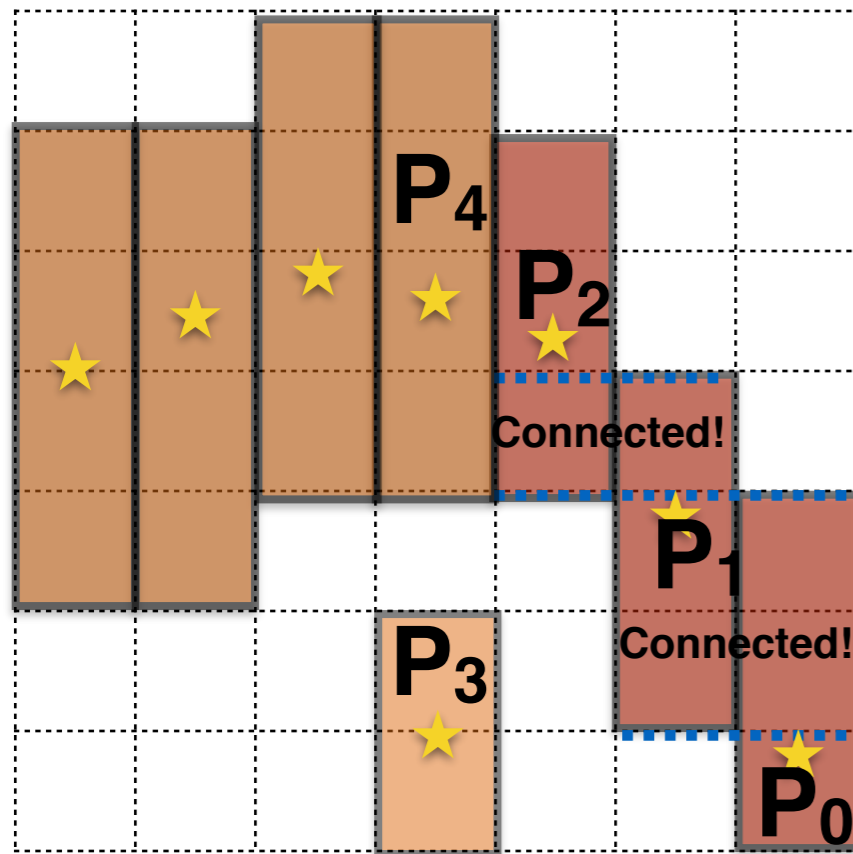
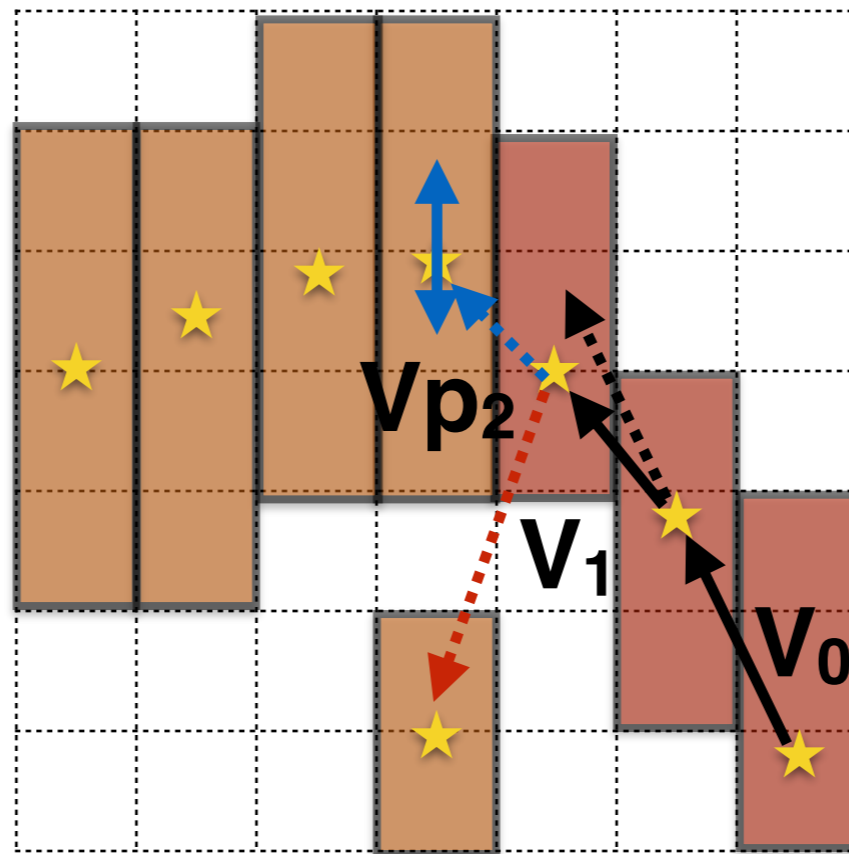


Tracking algorithm for TPC

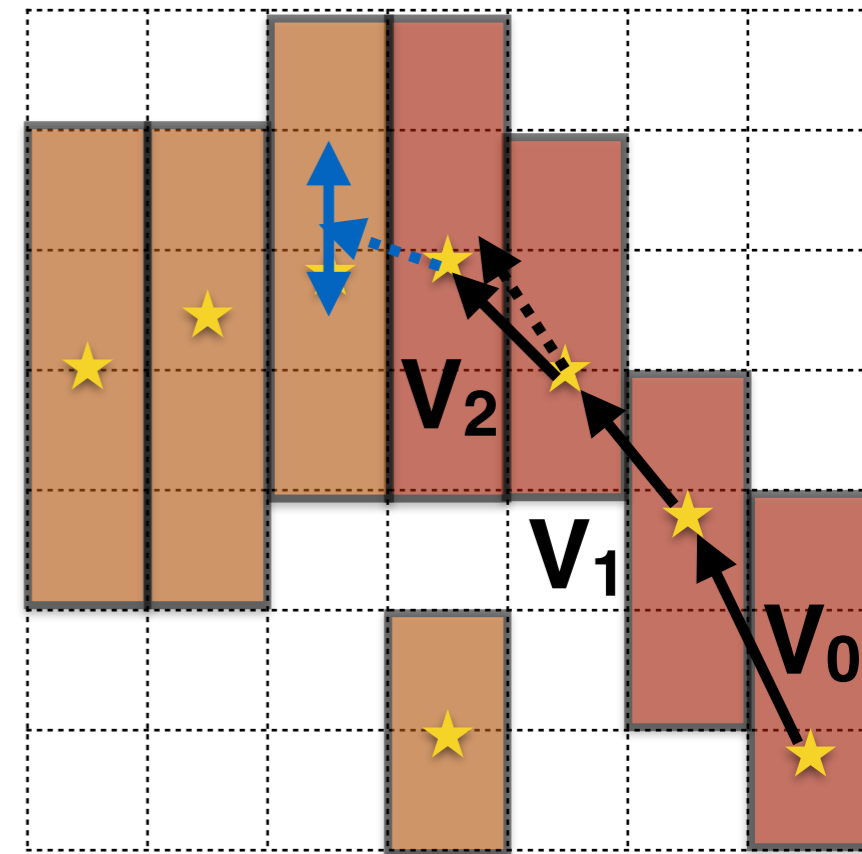
1. Find 3-connected clusters at the edge of TPC



2. Tracking hit point by layer and searching next hit point



3. Add hit point to track and find next point

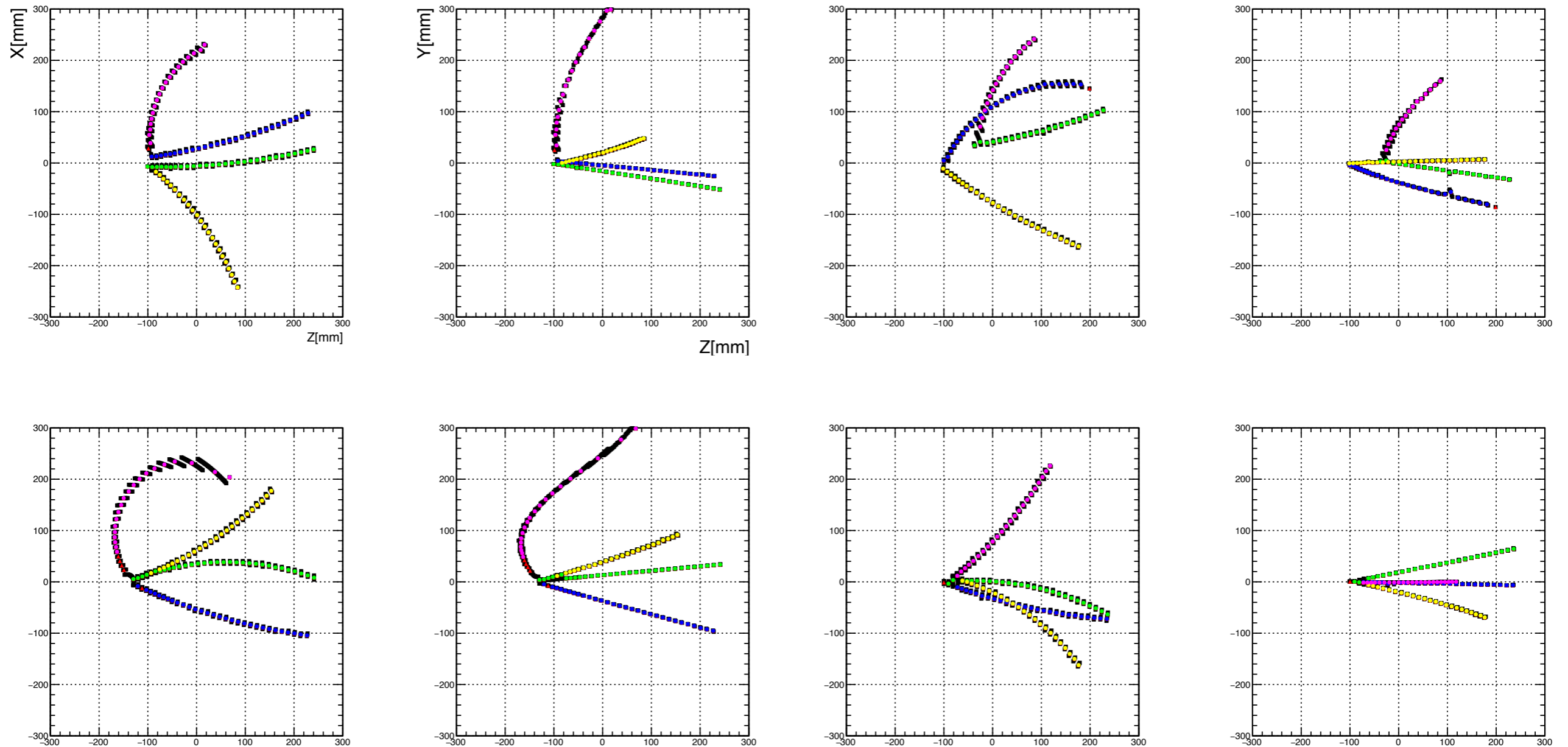


P, V are 3-dimensional vector
 δ : Acceptable displacement

$$P_{i-1} + V p_{i-1} - \delta < P_i < P_{i-1} + V p_{i-1} + \delta$$

$$V p_{i-1} = (\hat{V}_{i-1} - \hat{V}_{i-2}) \times |P_i - P_{i-1}|$$

Reconstructed track sample (H->2 lambda->2pi- 2p)



The tracking algorithm works well.