Update `Acts2detray` geometry conversion

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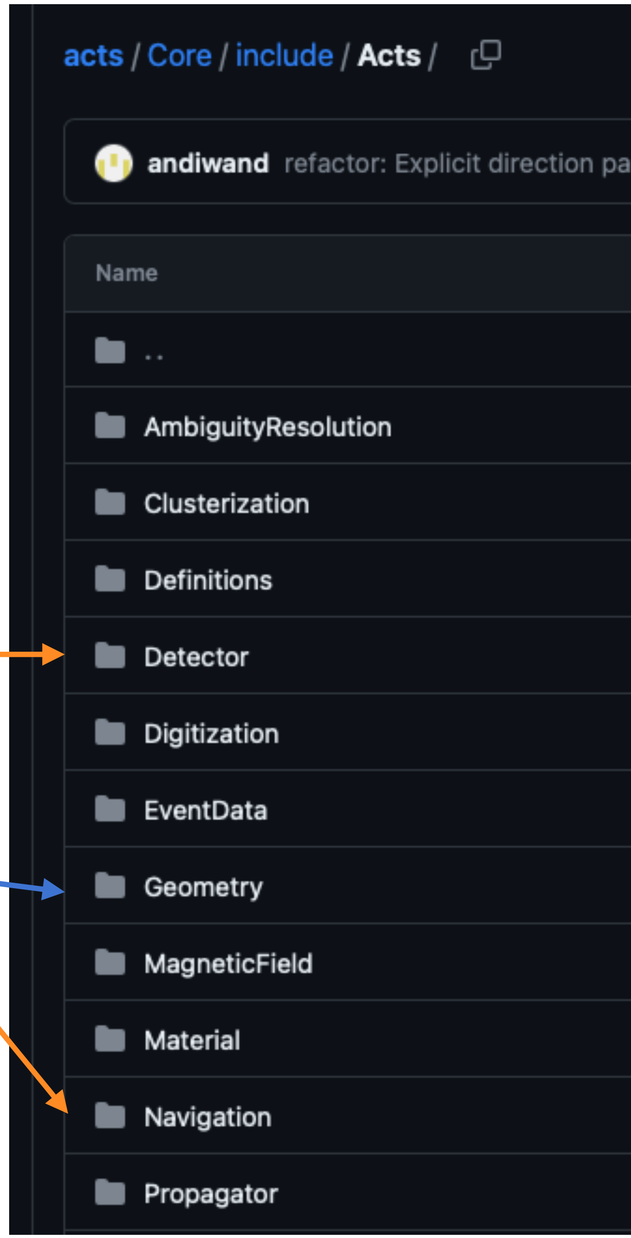
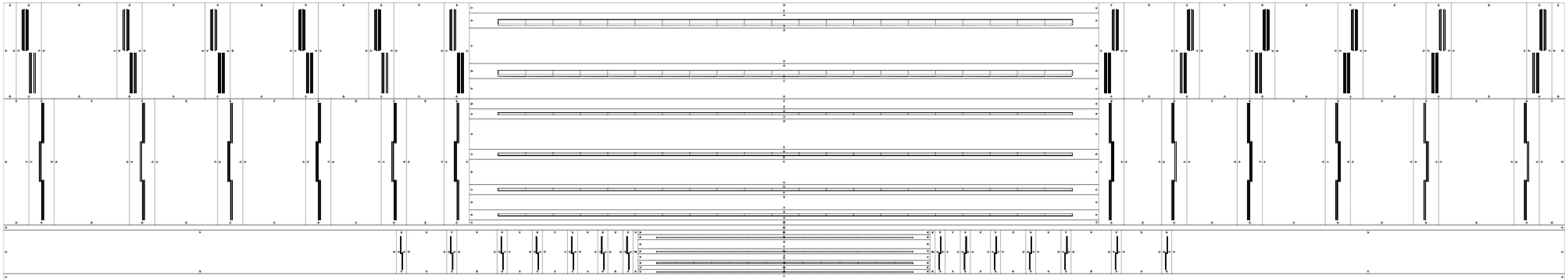
[:0] Layerless geometry in `Acts`

detray R&D indicated that ACTS geometry will work without layers

- `Experimental` geometry model developed since late 2022 (dedicated namespace)
- Navigation developed for this Experimental geometry resulted in huge reduction of code lines
- Runs alongside standard geometry in the same Propagator infrastructure



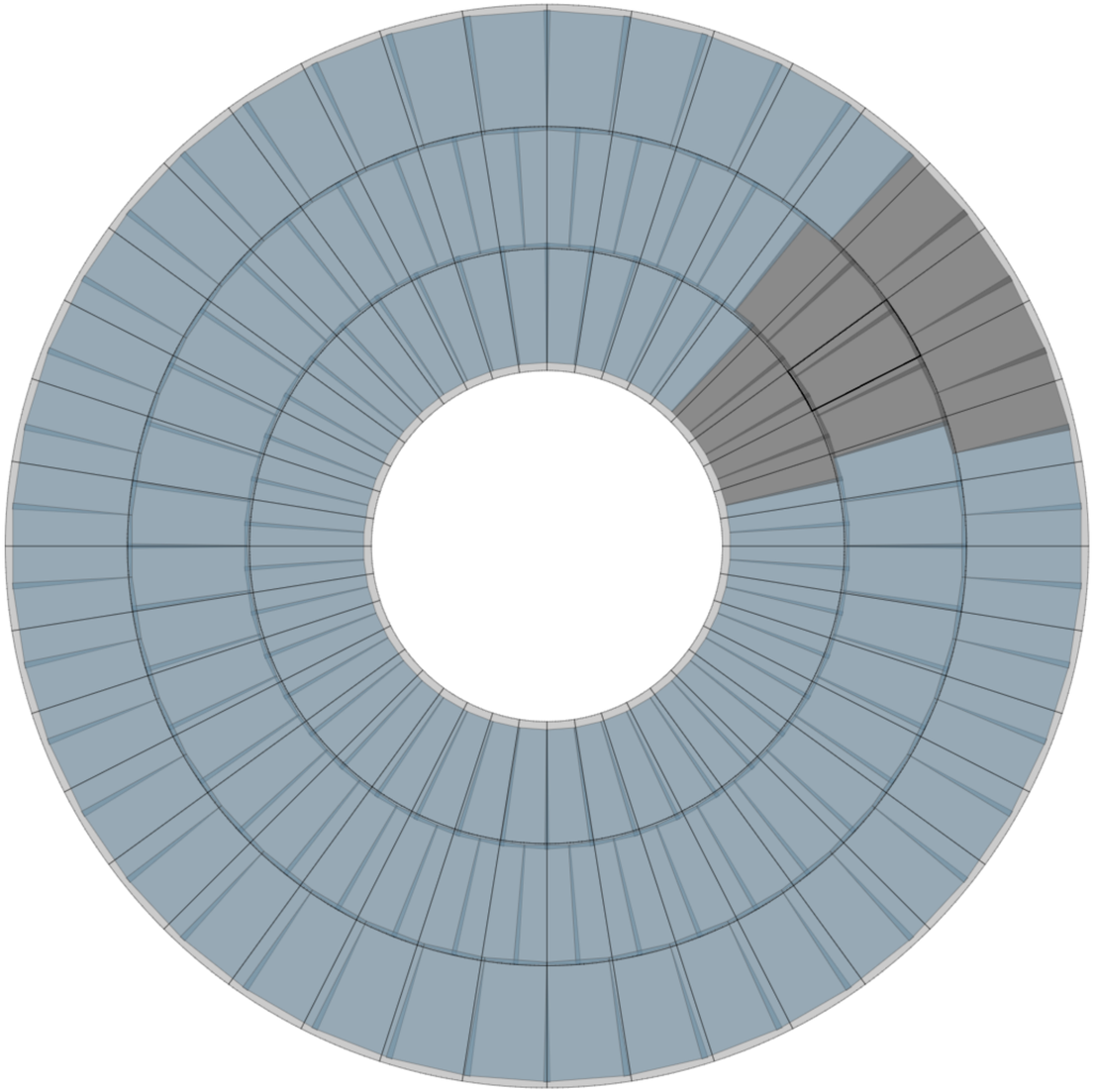
OpenDataDetector builds in this geometry



All the C++ infrastructure is in Acts master

- `Python based` building infrastructure in branch on asalzburger/acts
- PRs to be expected next week
- Navigation testing to start

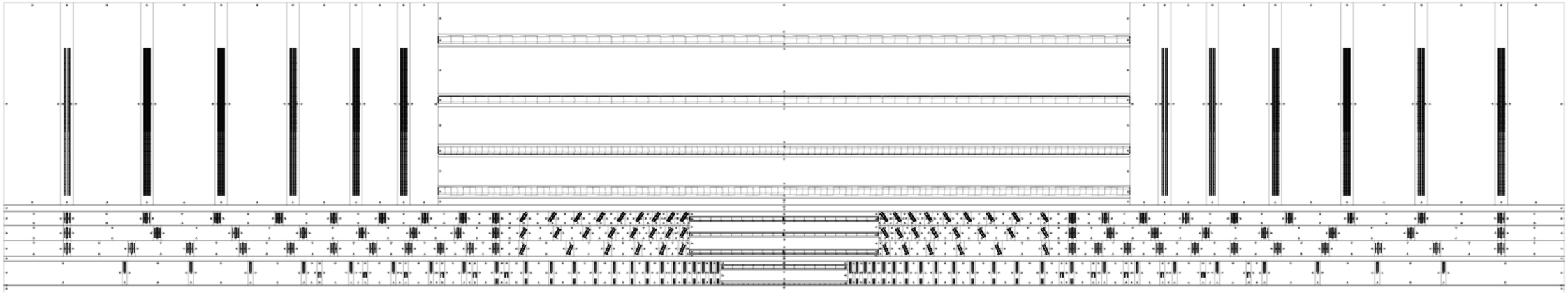
Fully indexed (as in detray)



Grids carry indices to surfaces

```
Source:
- bin : [2, 24]
Target:
- object: 12
- object: 23
- object: 34
- object: 37
- object: 54
- object: 65
- object: 76
- object: 79
- object: 96
- object: 107
- object: 118
- object: 121
```

Another detector :-)

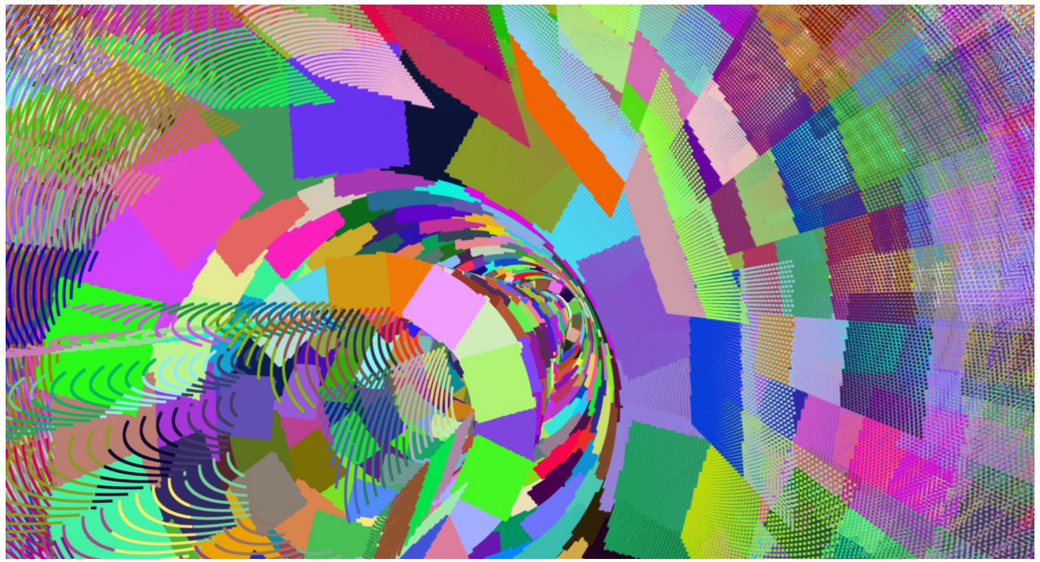


[:1] `detray` geometry loading

CSV format changed to .json with dedicated payload

- `ToyDetector` roundtrip test successful (unit test available for this)
- Proof of principle succeeded with ATLAS
  ITK dummy import (everything into one volume)


```
{
    "header": {
        "version": "detray - 0.35.0",
        "detector": "toy_detector",
        "date": "2023-06-28T 14:30:25Z",
        "tag": "geometry",
        "no. volumes": 20,
        "no. surfaces": 3244
    },
    "data": {
        "volumes": [
            {
                "name": "",
                "index": 0,
                "type": 0,
                "transform": {
                    "translation": [
                        0.0,
                        0.0,
                        0.0
                    ],
```

B. Wynne

- missing piece grid import/export

[:2] `Acts` geometry exporting

`Json` exporting infrastructure for

- `Experimental` geometry almost in place
- Dedicated detray translator for geometry json exporting (some key changes)
- One piece missing:
  Acts::Portal objects need to be (potentially) split into sub-portals that have exactly one link for detray::portal to interpret correctly