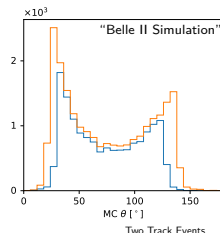
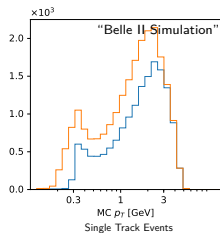
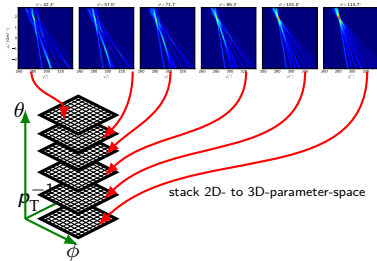


### 3D Hough

$$P(\text{tracks}|\text{hits}) = \frac{P(\text{hits}|\text{tracks}) \cdot P(\text{tracks})}{P(\text{hits})}$$



ISR Tracks

2D Finder 15408

3D Finder 22496

$$3D \approx 1.5 \times \epsilon$$

$$e^+e^- \rightarrow \gamma\pi^+\pi^-$$

