

Table of Contents

TrackEventCloneKiller.....	1
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TrackEventCloneKiller

This is our standard clone killer algorithm which is run at the end of the pattern recognition in every standard reconstruction job. It works by comparing hit contents of tracks. If they share more than a certain percentage of hits, two tracks are considered clones. The highest quality one is written to the output container (most hits, in case of same number of hits, lower χ^2 wins). Details can be found in:

- [Dealing with clones in the tracking](#)
- [A Fast Algorithm to Identify and Remove Clone Tracks](#) (this note describes some improvements over the earlier note)

-- ManuelSchiller - 15 Sep 2008

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