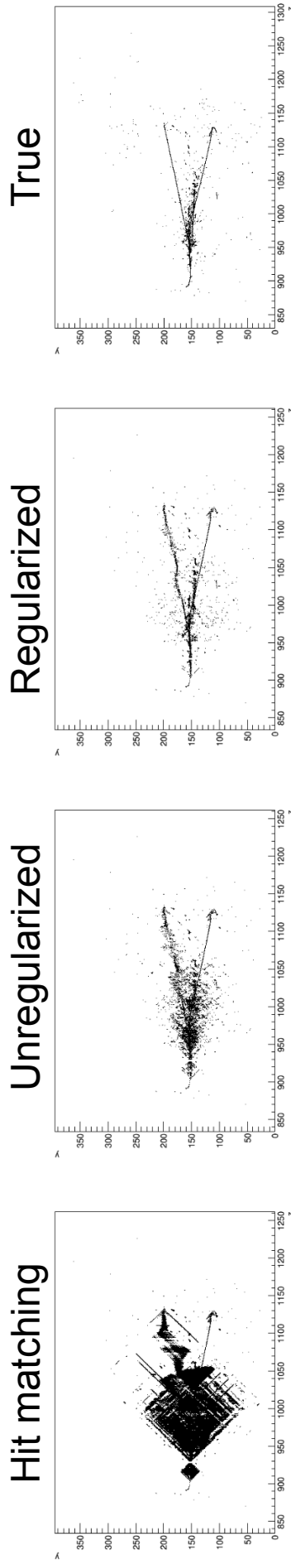# Converting 2D hits to 3D points (SpacePointSolver)

- A new method to convert 2D hits to 3D points
  - Related to WireCell, but independent work
  - Problem is to distribute collection hit charge over the coincident induction wires to minimize errors on induction wire predictions
    - Regularization helps 3D imagine reconstruction

Hit matching   Unregularized   Regularized   True

- O (10s)/event for the FD neutrino sample
  - Input: recob::Hit
  - Output: recob:SpacePoint