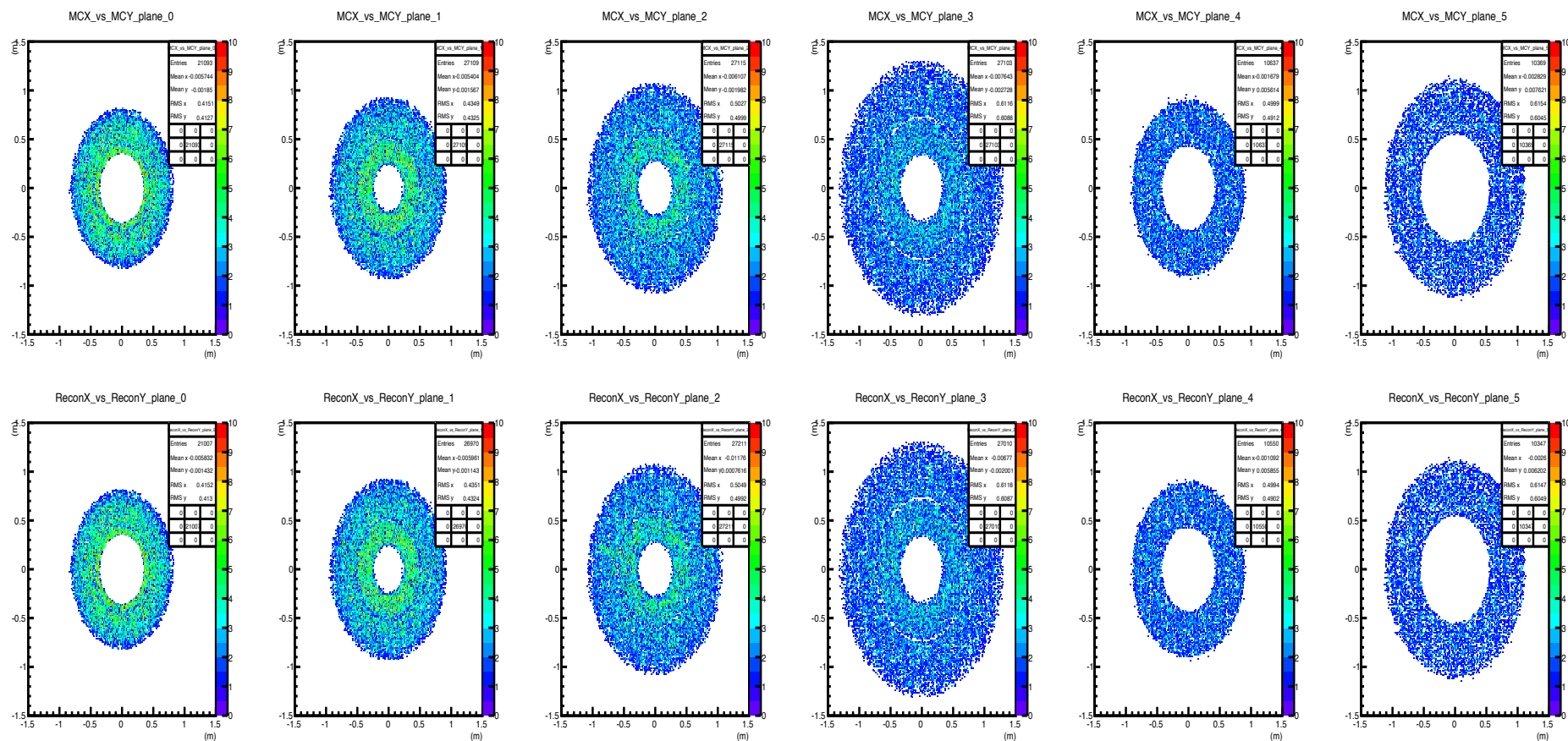


# SoLID Tracking

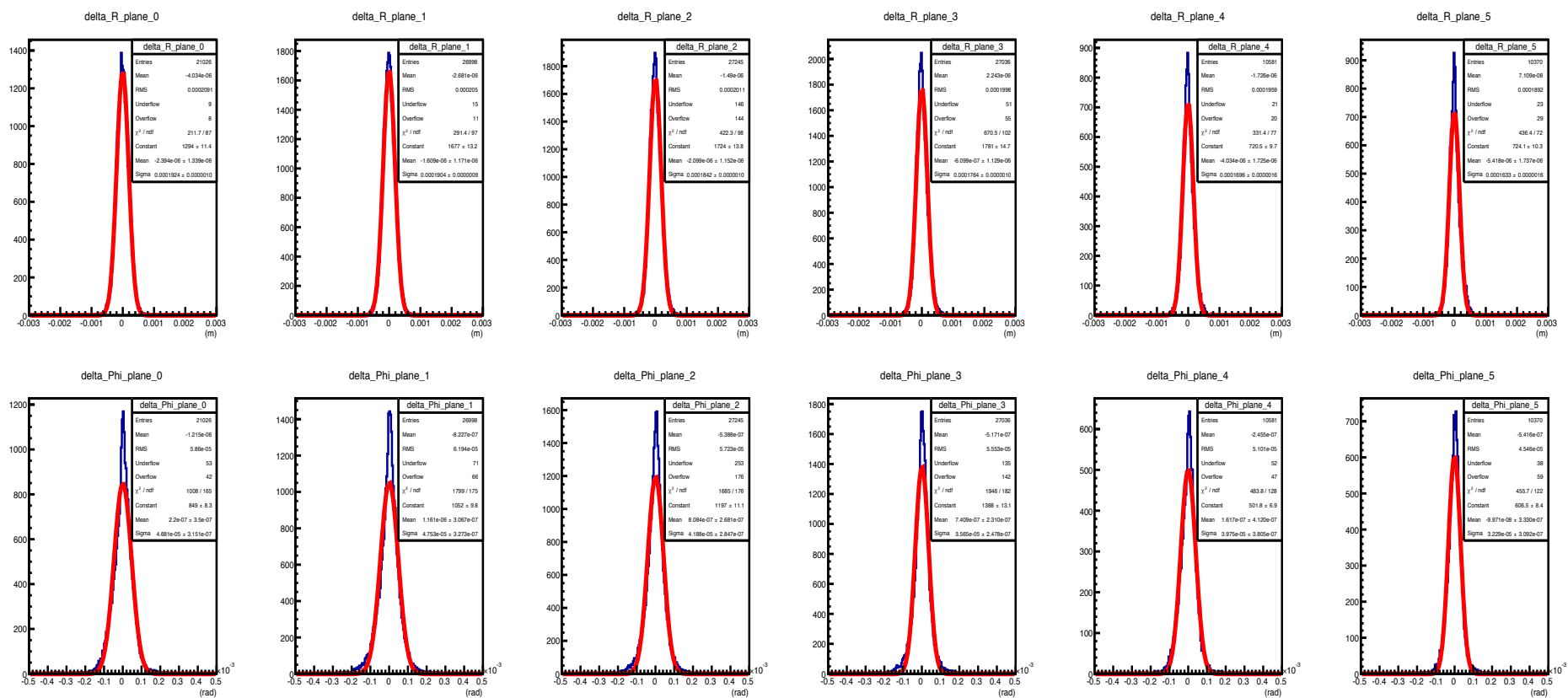
Weizhi Xiong

04/14/2016

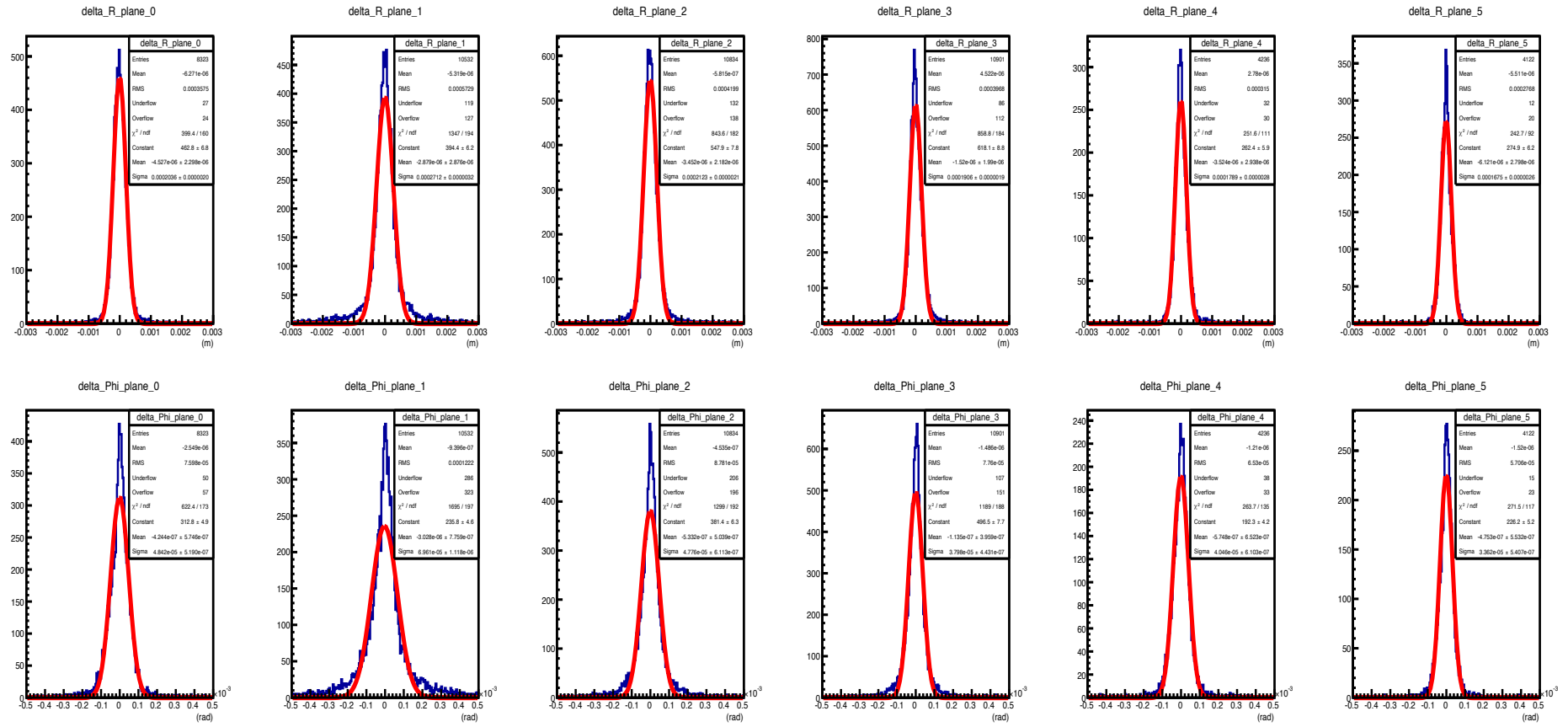
# 0% background, signal hits only



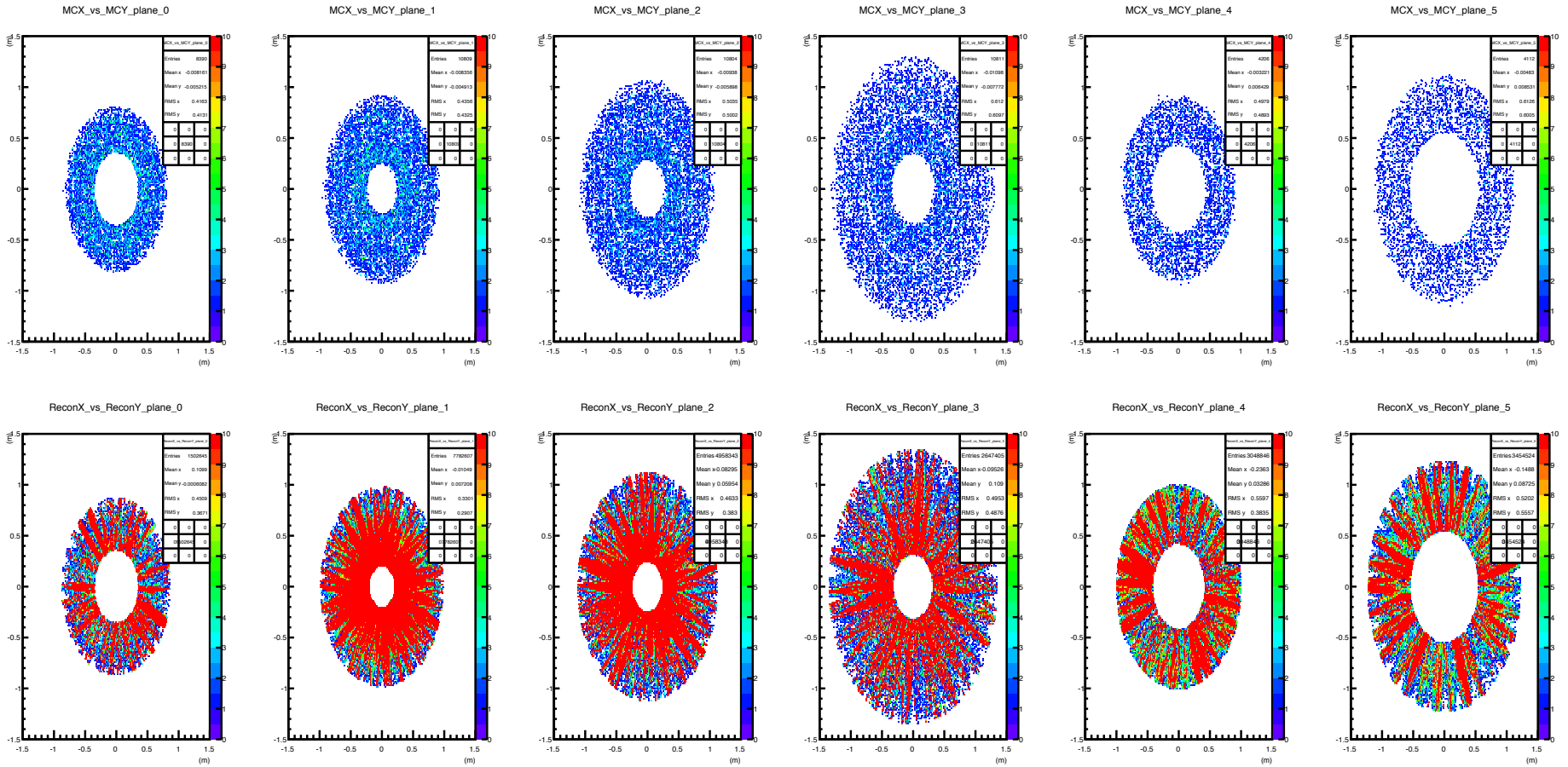
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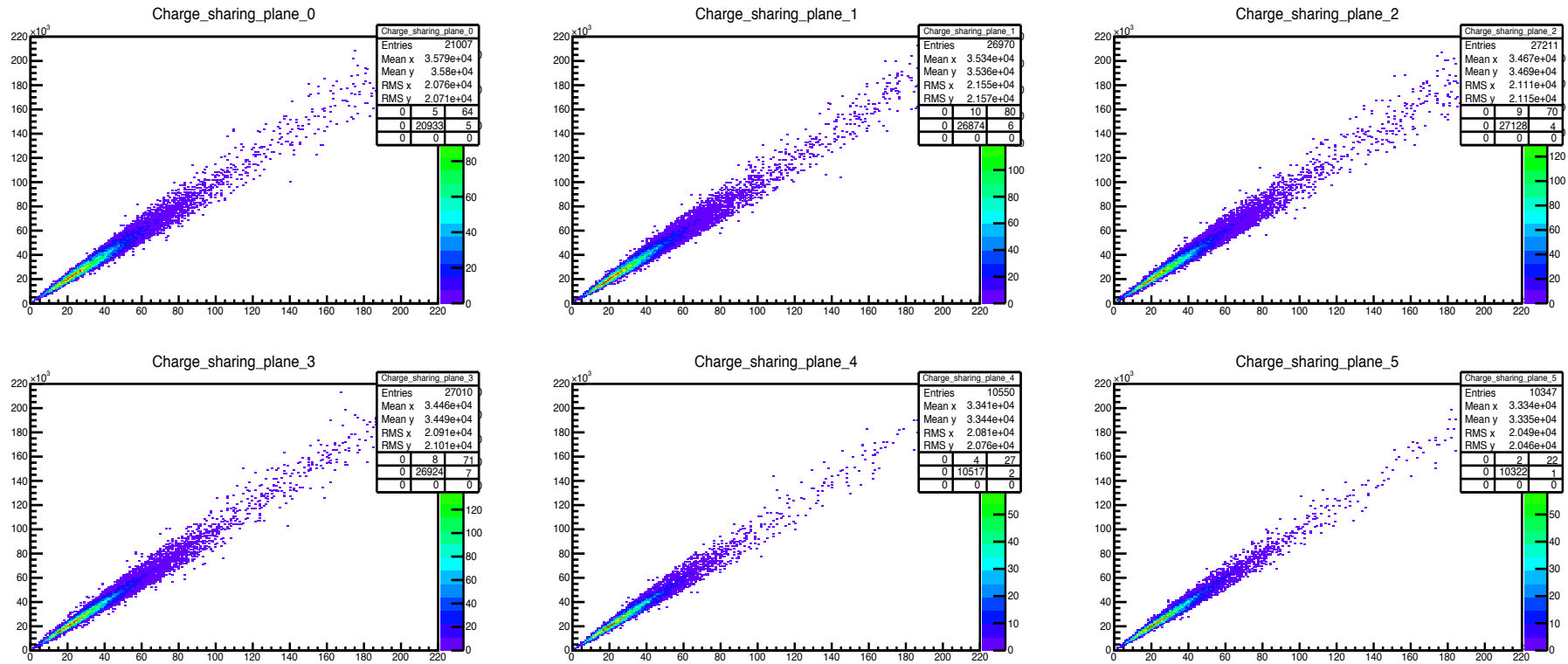
# 100% background, signal hits only



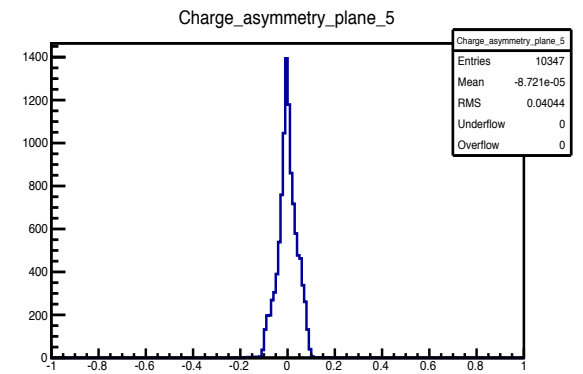
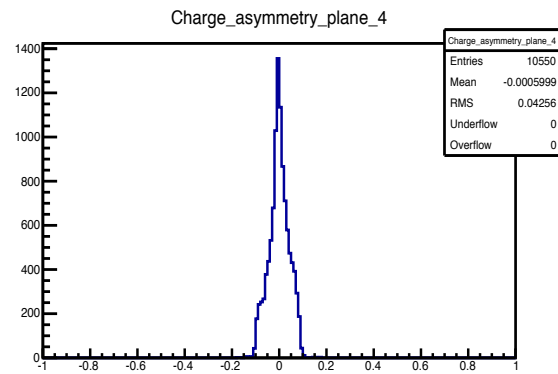
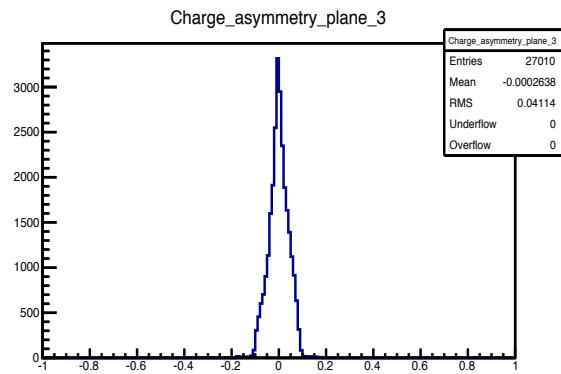
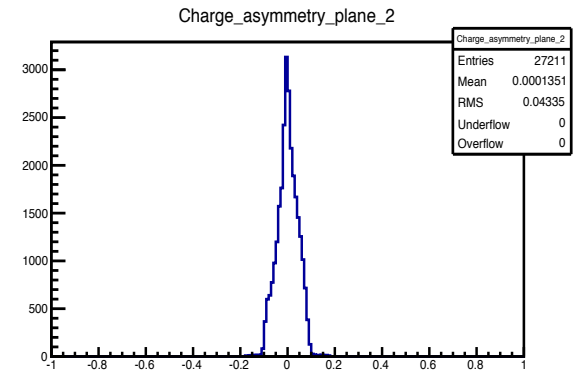
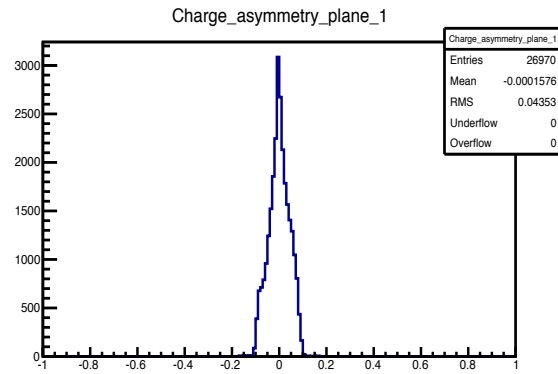
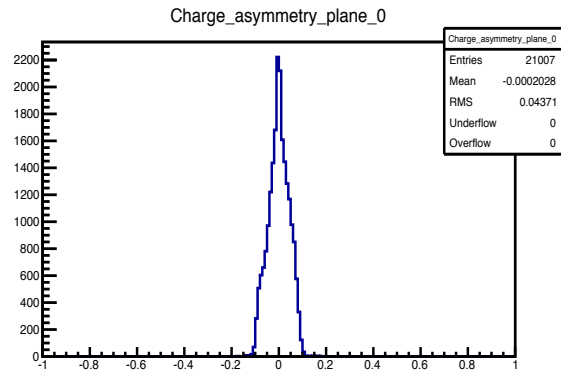
# 100% background, all hits (real + false)



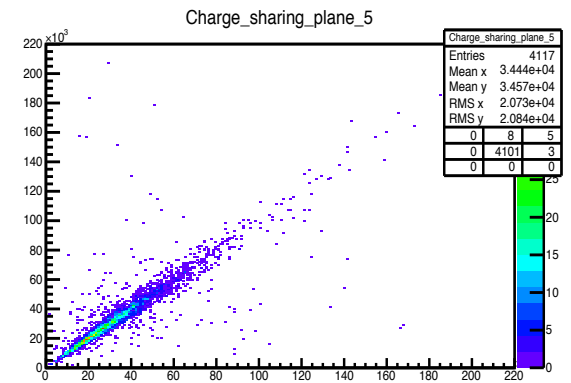
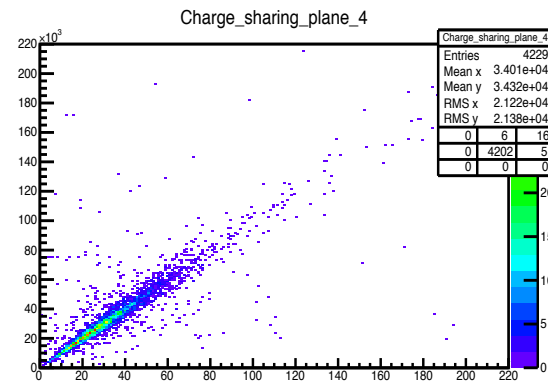
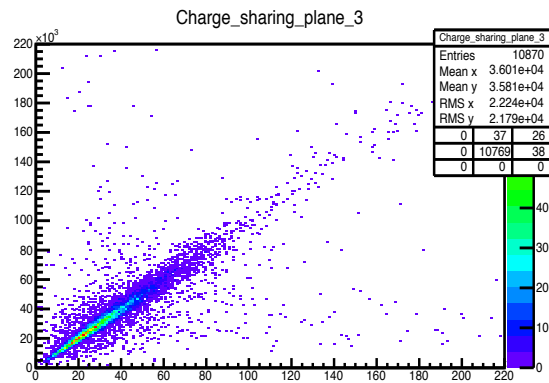
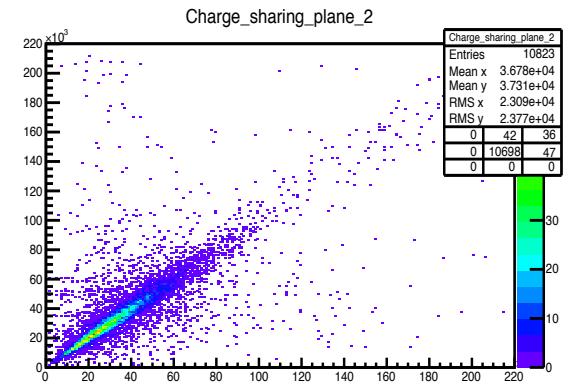
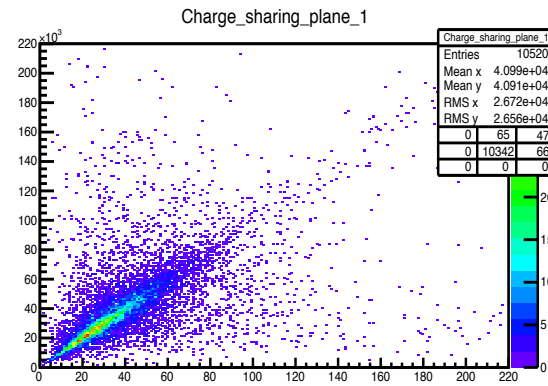
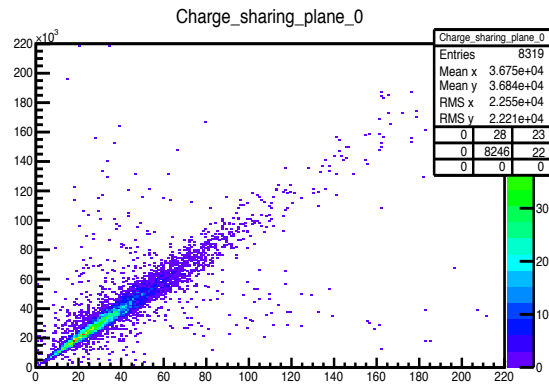
# 0% background, signal hits only



# 0% background, signal hits only

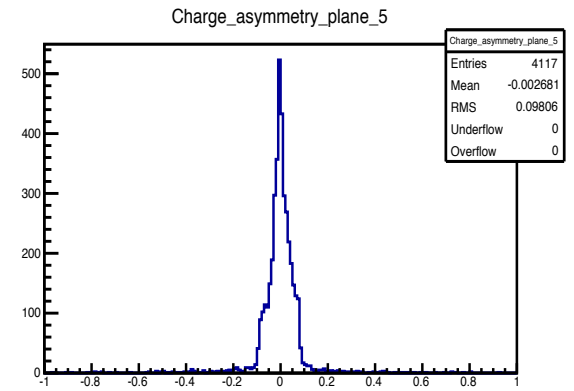
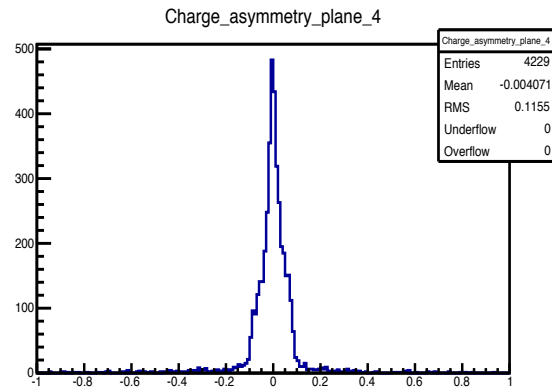
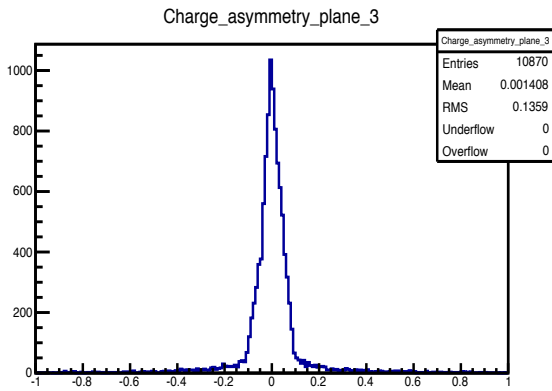
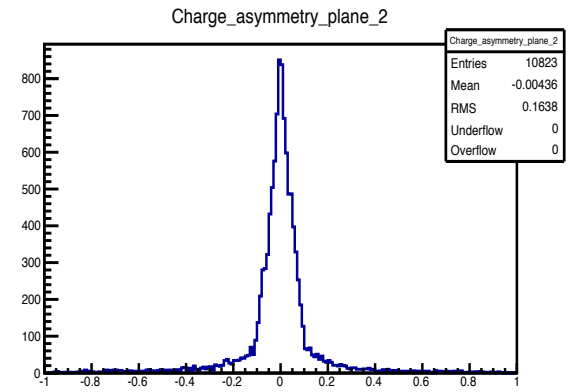
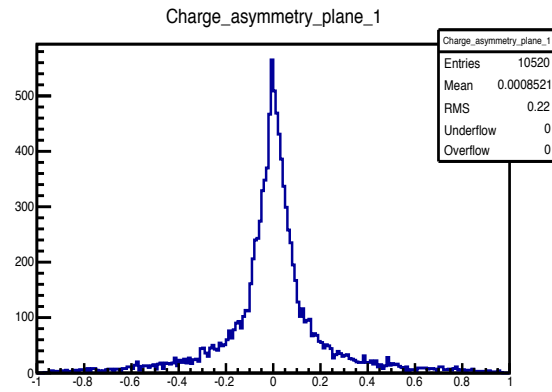
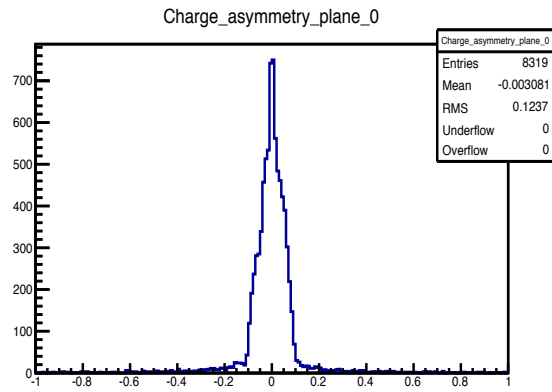


# 100% background, signal hits only

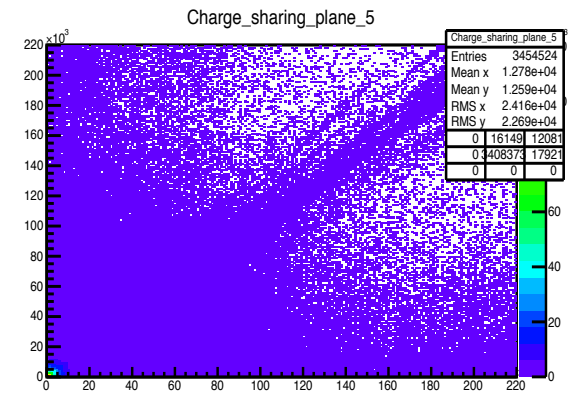
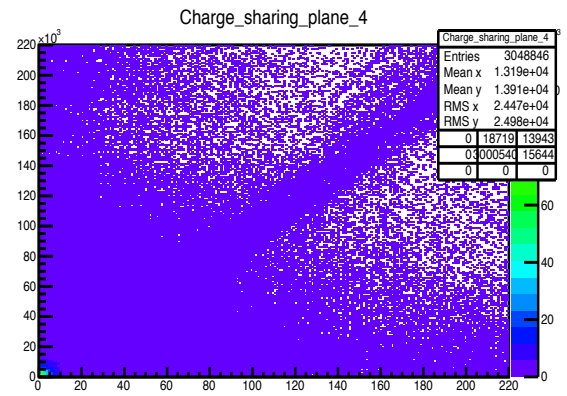
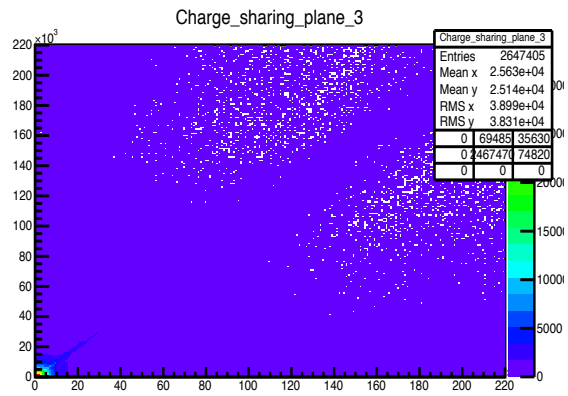
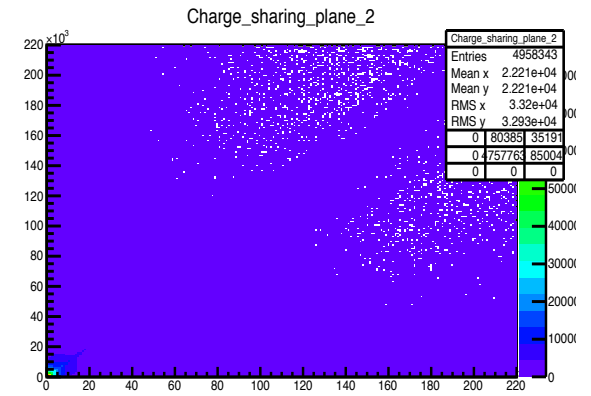
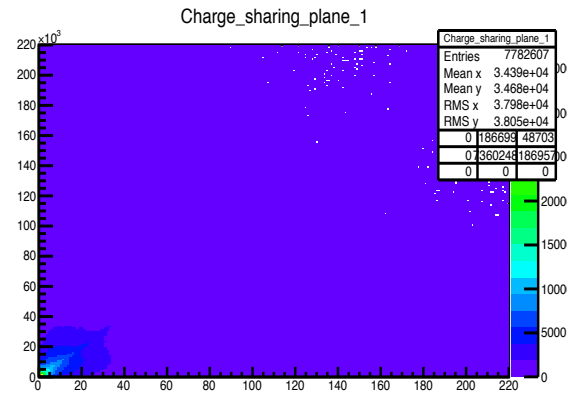
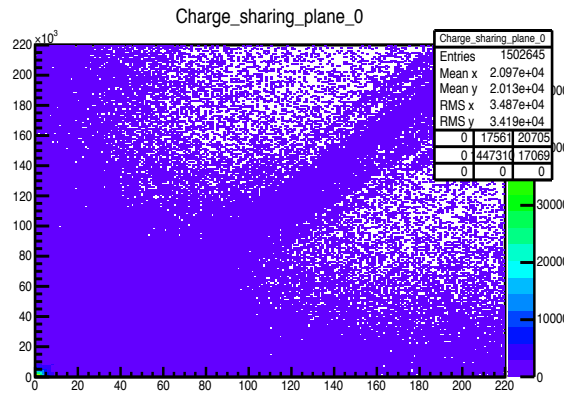




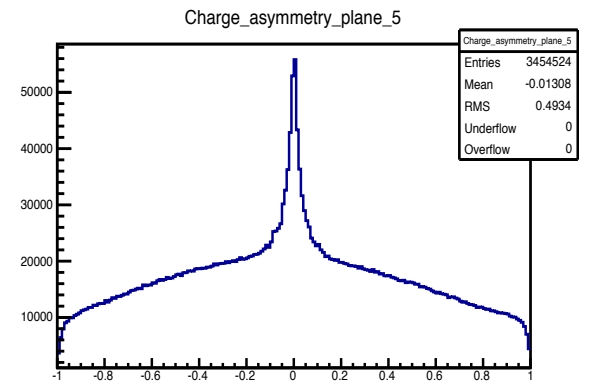
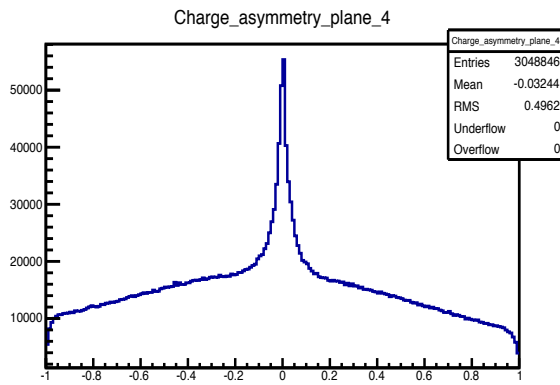
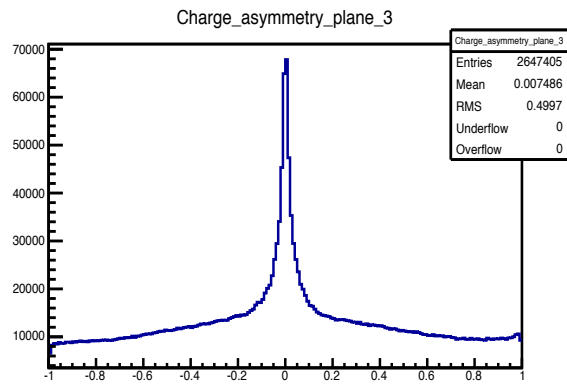
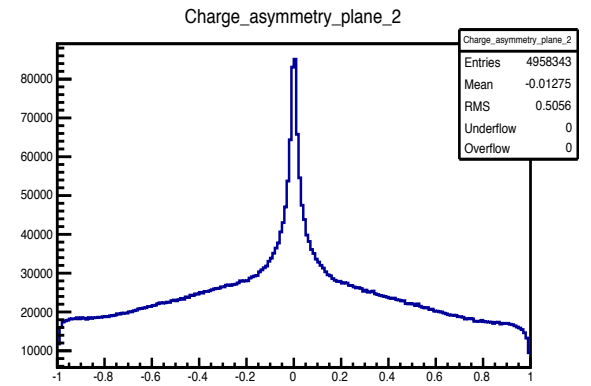
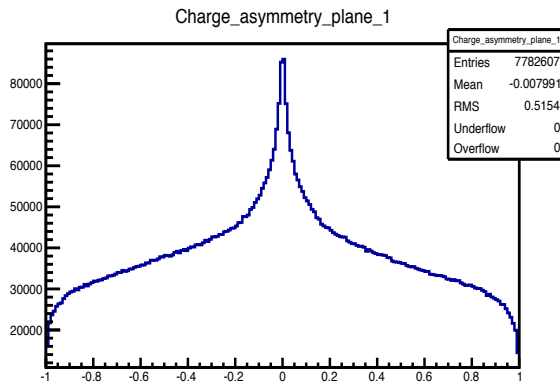
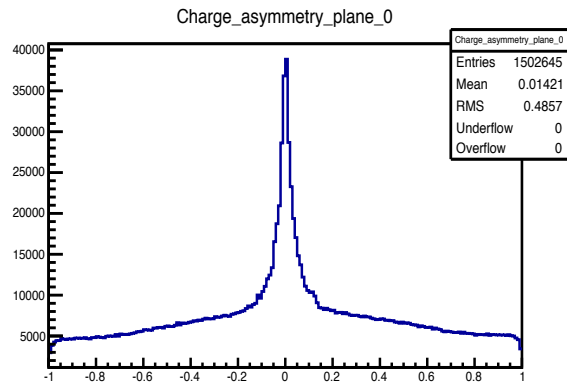
# 100% background, signal hits only



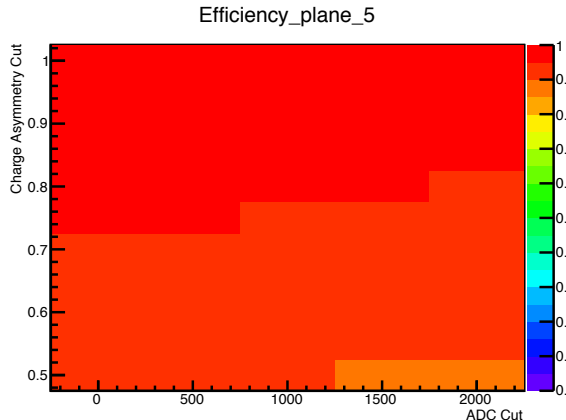
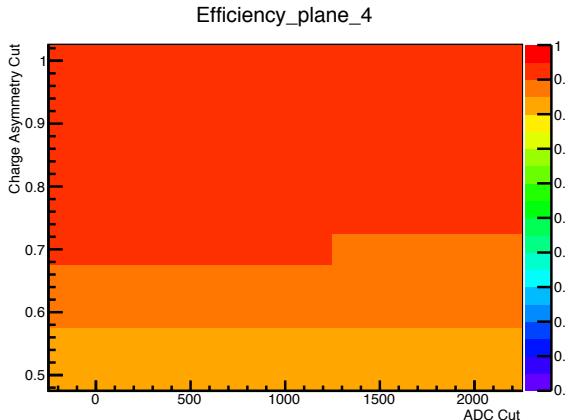
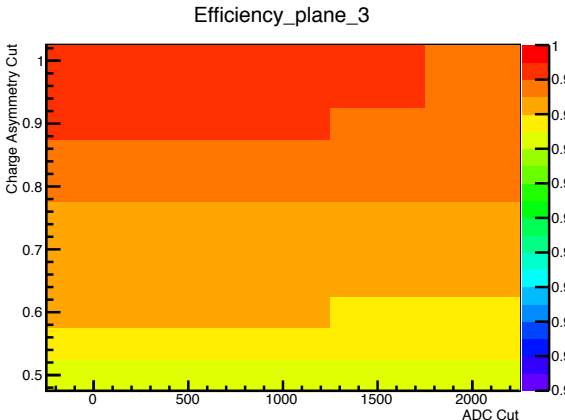
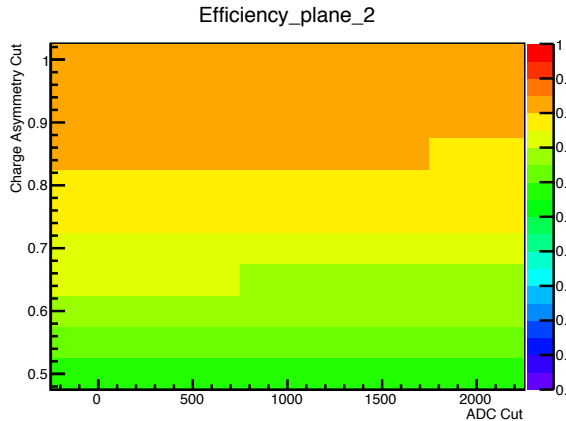
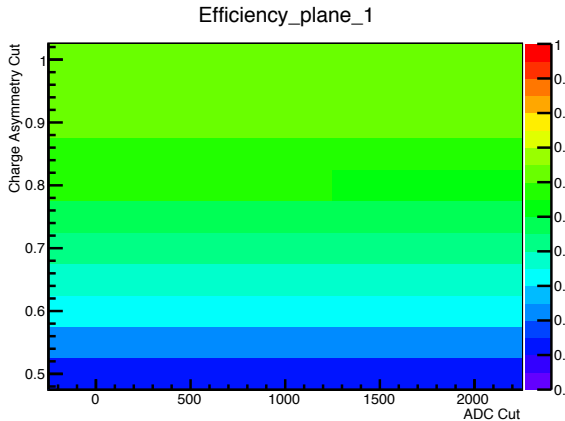
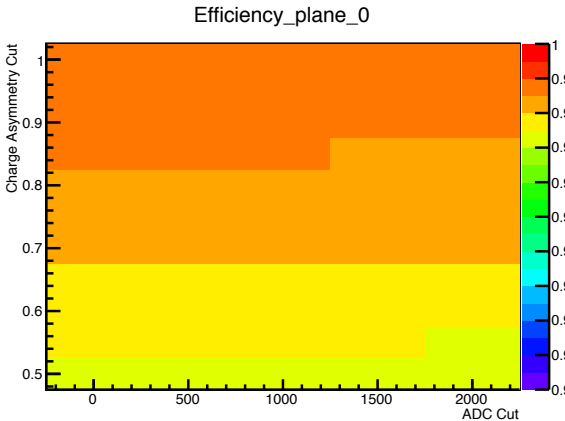
# 100% background, all hits (real + false)



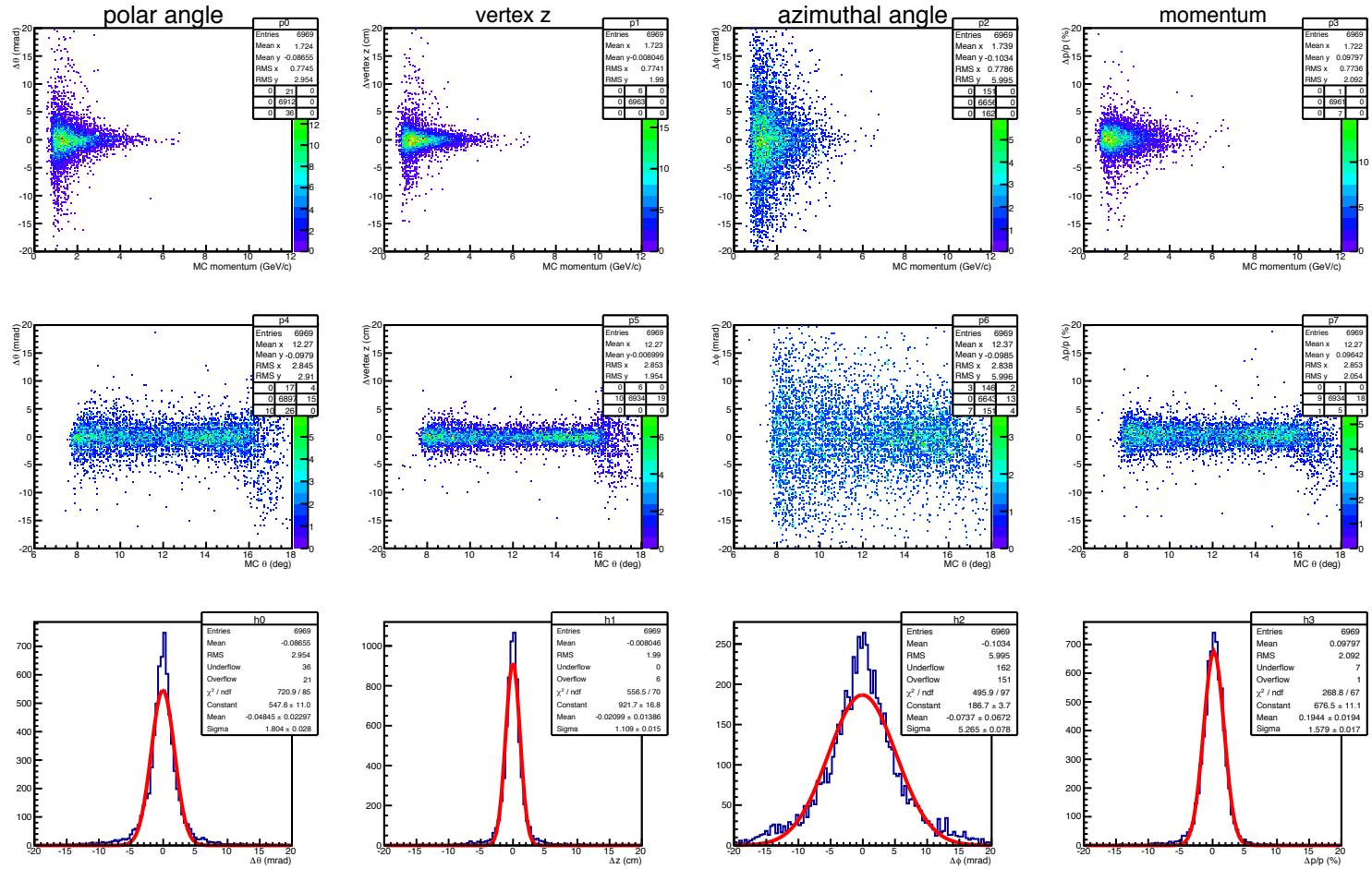
# 100% background, all hits (real + false)



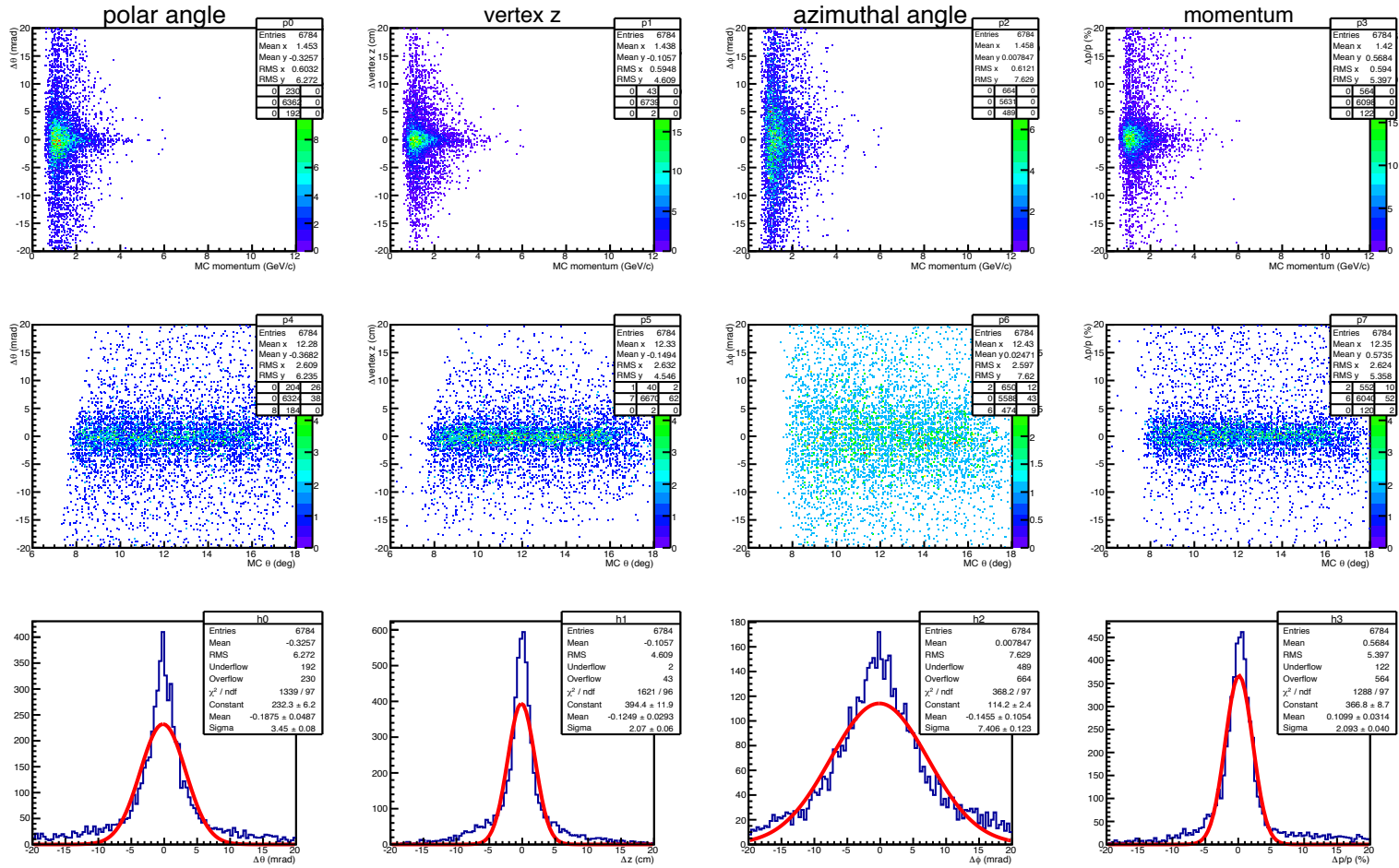
# 100% background, efficiency



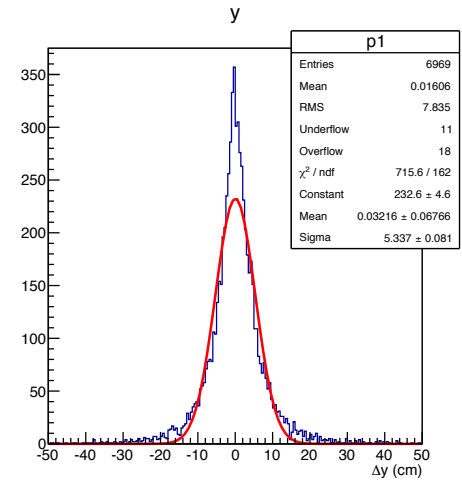
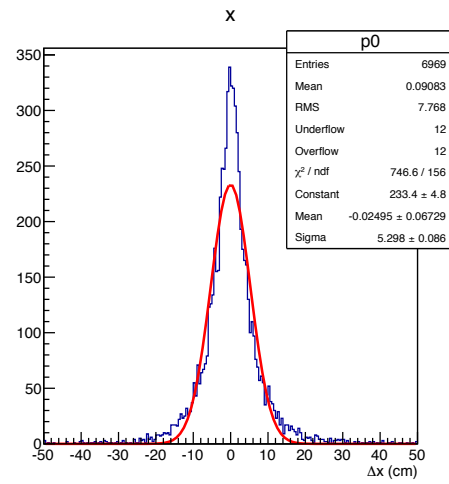
# No decay



# decay



No decay



Decay

