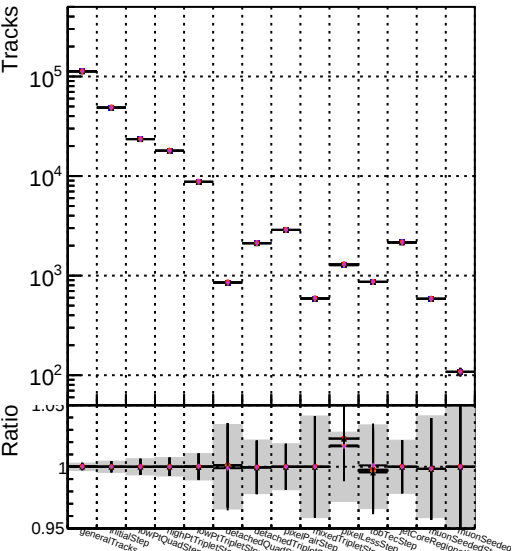
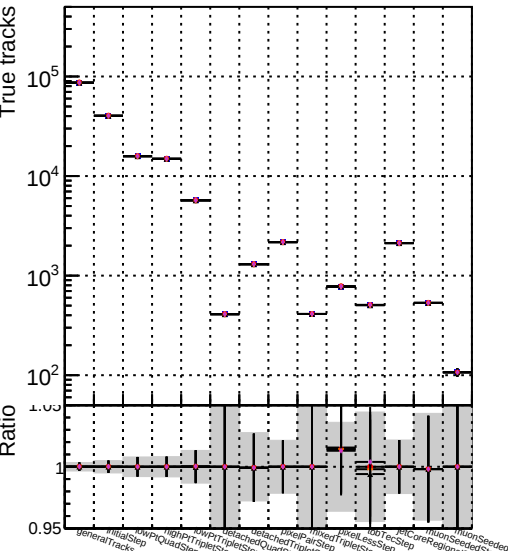


Number of tracks vs collection



Number of true tracks vs collection



Number	Legend	DOM	mkFit6	TT	new-lowpt	NEWdefault	specPless1-lowpt	specPless2-lowpt	specPless3-lowpt	specPless4-lowpt
1	Blue square	DOM	mkFit6	TT	new-lowpt	NEWdefault	specPless1-lowpt	specPless2-lowpt	specPless3-lowpt	specPless4-lowpt
2	Red circle	DOM	mkFit6	TT	new-lowpt	NEWdefault	specPless1-lowpt	specPless2-lowpt	specPless3-lowpt	specPless4-lowpt
3	Black triangle	DOM	mkFit6	TT	new-lowpt	NEWdefault	specPless1-lowpt	specPless2-lowpt	specPless3-lowpt	specPless4-lowpt
4	Orange diamond	DOM	mkFit6	TT	new-lowpt	NEWdefault	specPless1-lowpt	specPless2-lowpt	specPless3-lowpt	specPless4-lowpt
5	Purple star	DOM	mkFit6	TT	new-lowpt	NEWdefault	specPless1-lowpt	specPless2-lowpt	specPless3-lowpt	specPless4-lowpt

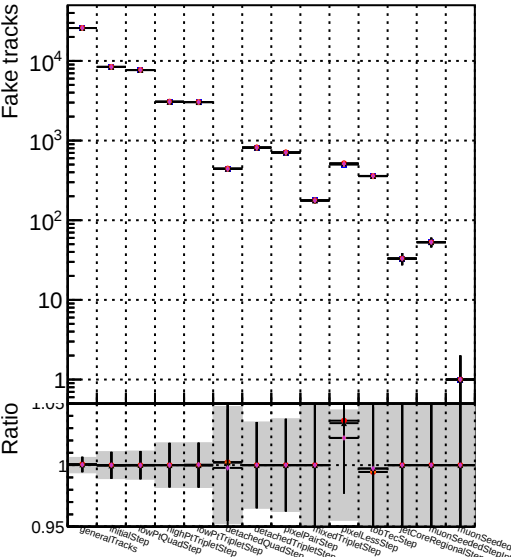


Figure 1 is a log-linear plot showing the ratio of duplicate tracks for various methods. The y-axis is labeled 'Ratio' and ranges from 0.95 to 10² on a logarithmic scale. The x-axis lists the methods: GeneralTracks, InitialStep, LowPrunedStep, HighPrunedStep, QuadStep, PTTwistStep, PTTwistStep, PixelTwistStep, MixedPixelTwistStep, PixelTwistStep, NoTwistStep, NoTwistStep, CoreRegionStep, NoTwistStep, NoTwistStep. The 'GeneralTracks' method shows a significantly higher ratio (around 10²) compared to the others, which are clustered near 1.0.

Number of pileup tracks vs collection

