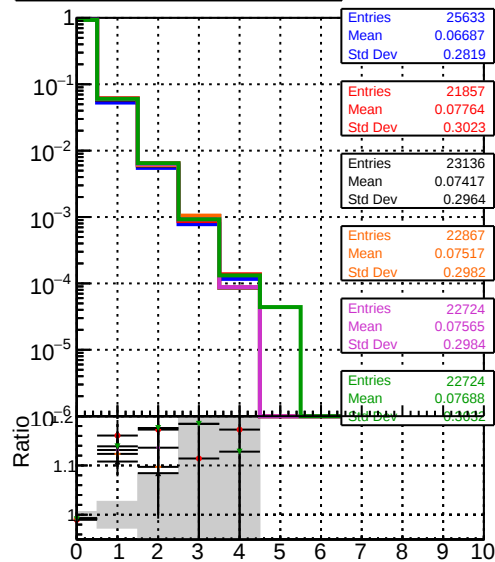
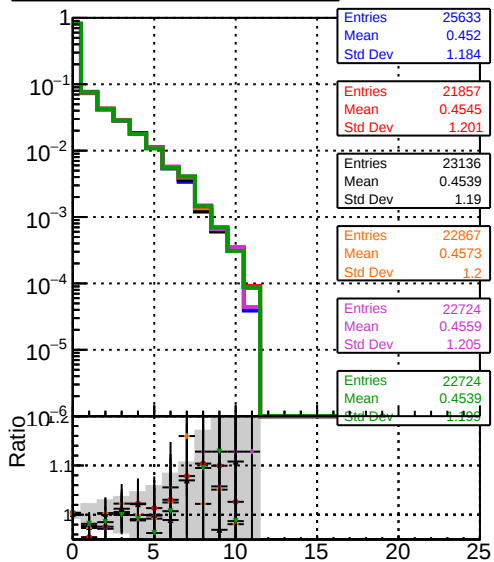


number of missing inner layers

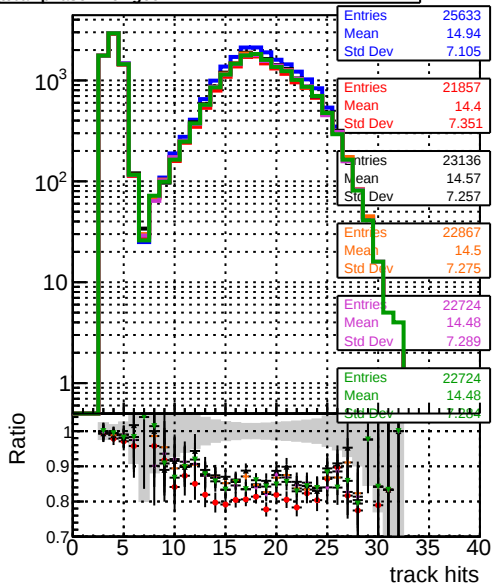
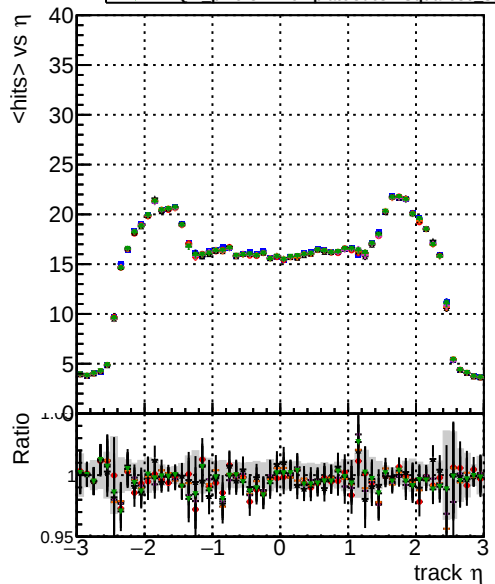


number of missing outer layers

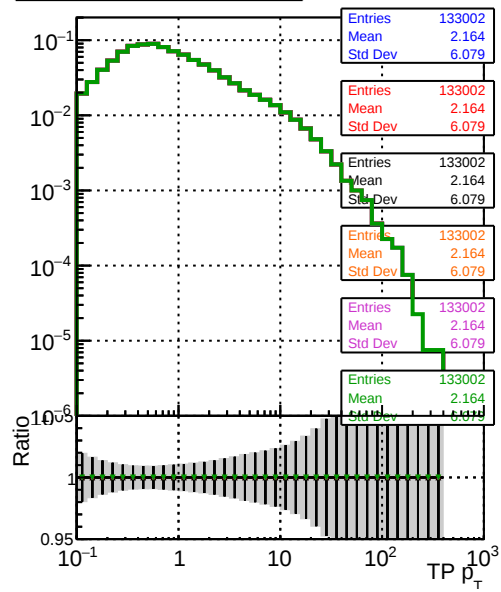


mean hits

BOW original
 BOW+1
 BOW+2
 BOW+3
 BOW+4
 BOW+5
 BOW+6
 BOW+7
 BOW+8
 BOW+9
 BOW+10
 BOW+11
 BOW+12
 BOW+13
 BOW+14
 BOW+15
 BOW+16
 BOW+17
 BOW+18
 BOW+19
 BOW+20
 BOW+21
 BOW+22
 BOW+23
 BOW+24
 BOW+25
 BOW+26
 BOW+27
 BOW+28
 BOW+29
 BOW+30
 BOW+31
 BOW+32
 BOW+33
 BOW+34
 BOW+35
 BOW+36
 BOW+37
 BOW+38
 BOW+39
 BOW+40
 BOW+41
 BOW+42
 BOW+43
 BOW+44
 BOW+45
 BOW+46
 BOW+47
 BOW+48
 BOW+49
 BOW+50
 BOW+51
 BOW+52
 BOW+53
 BOW+54
 BOW+55
 BOW+56
 BOW+57
 BOW+58
 BOW+59
 BOW+60
 BOW+61
 BOW+62
 BOW+63
 BOW+64
 BOW+65
 BOW+66
 BOW+67
 BOW+68
 BOW+69
 BOW+70
 BOW+71
 BOW+72
 BOW+73
 BOW+74
 BOW+75
 BOW+76
 BOW+77
 BOW+78
 BOW+79
 BOW+80
 BOW+81
 BOW+82
 BOW+83
 BOW+84
 BOW+85
 BOW+86
 BOW+87
 BOW+88
 BOW+89
 BOW+90
 BOW+91
 BOW+92
 BOW+93
 BOW+94
 BOW+95
 BOW+96
 BOW+97
 BOW+98
 BOW+99
 BOW+100



N of simulated tracks vs pT



N of reco track vs pT

