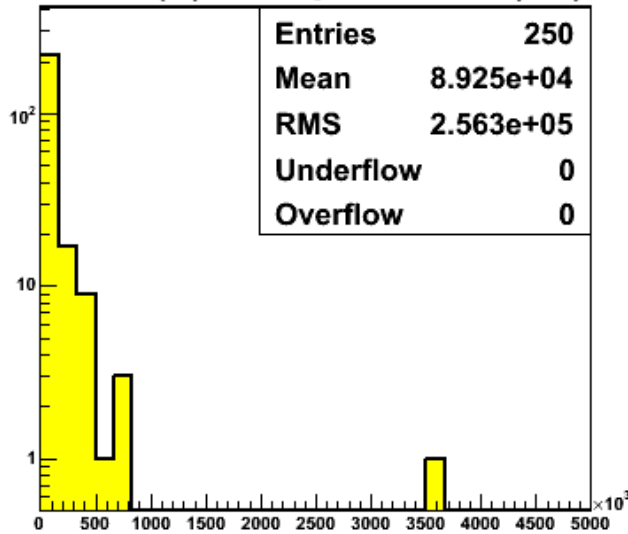


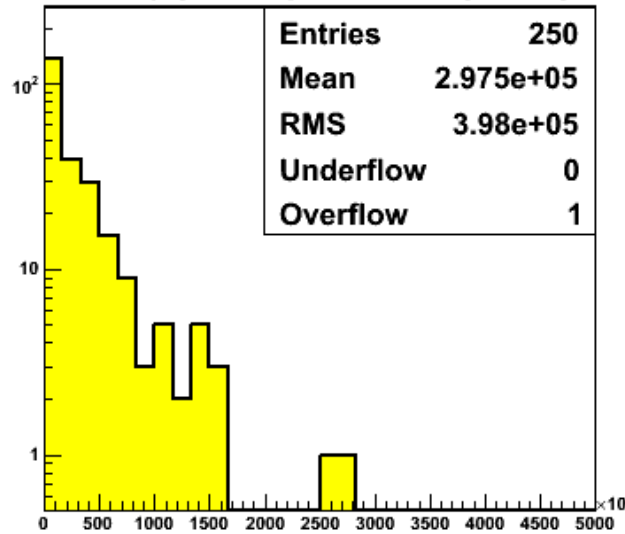
Phi overlap removal

- Remove hits in top 10% of the modules:
 - Pixel = 0 .. (327-33)
 - SCT = 0 .. (767-77)
- New function killOverlapHits() in th_rd.c
- Removes overlap hits right after they are read
- Keep old sectors and constants
 - Patt banks fully compatible with old setup
- New pattgen patterns (me); linearized (Guido)
 - Before removal: 5.6M patt / bank (87%)
 - After removal: 3.7M patt / bank (62%)
- 10% is probably too much to remove (?)

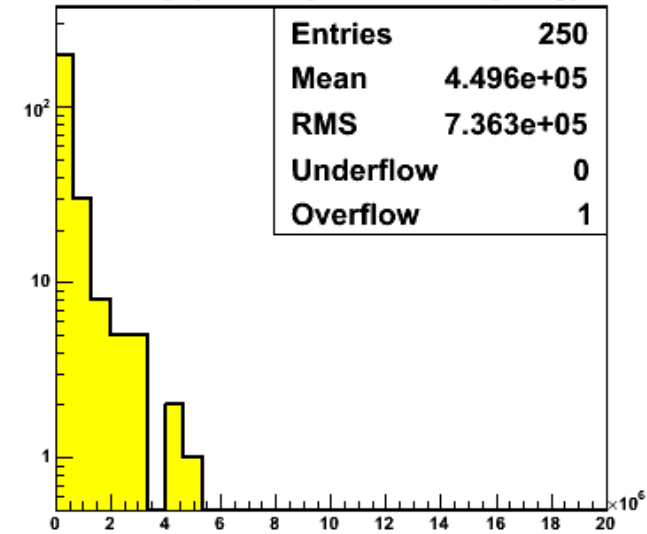
ALL(1): fits per event(all)



ALL(1): fits per event(miss)

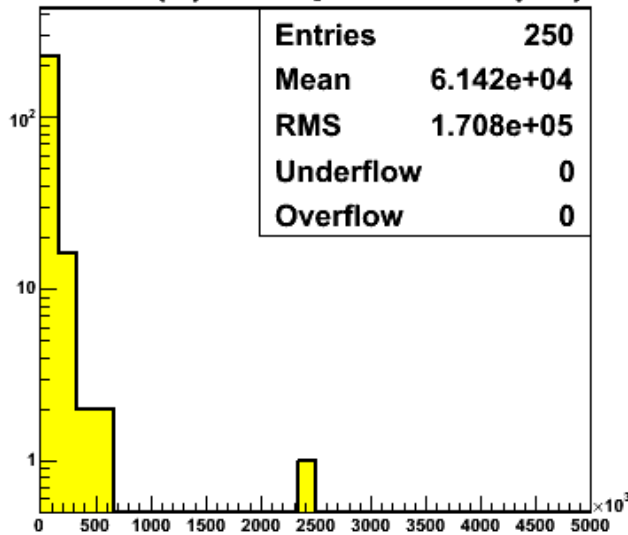


ALL(1): fits per event(maj)

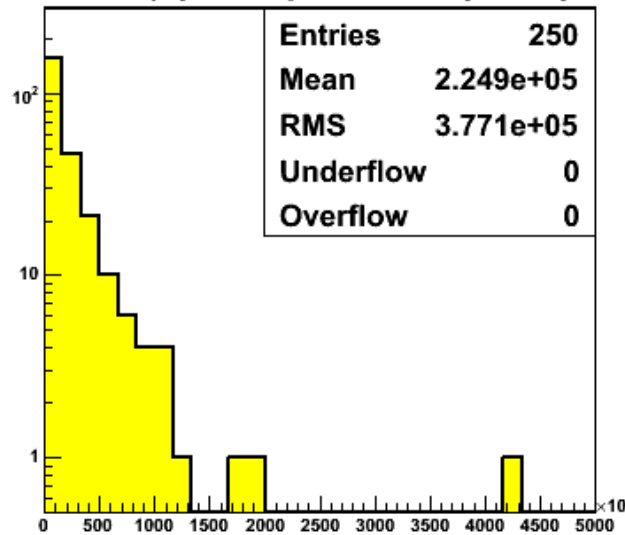


Without overlap hits: 0.65M fits

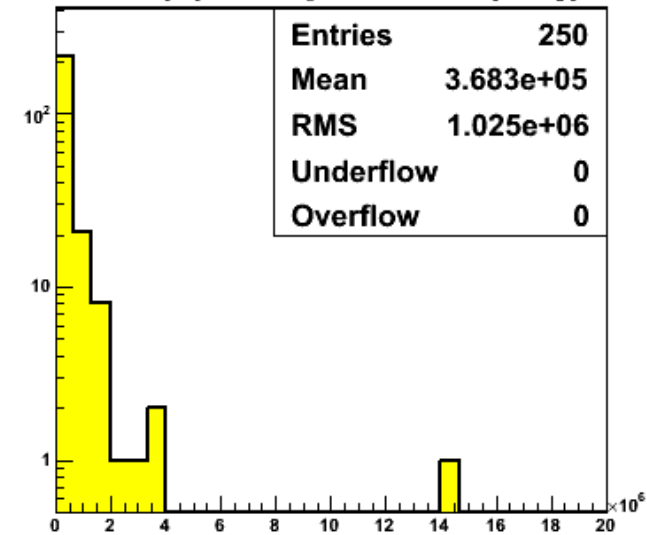
ALL(1): fits per event(all)



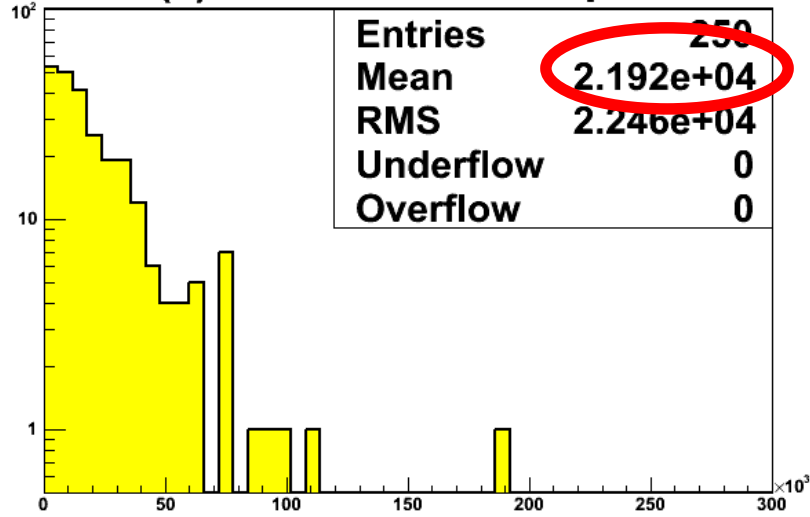
ALL(1): fits per event(miss)



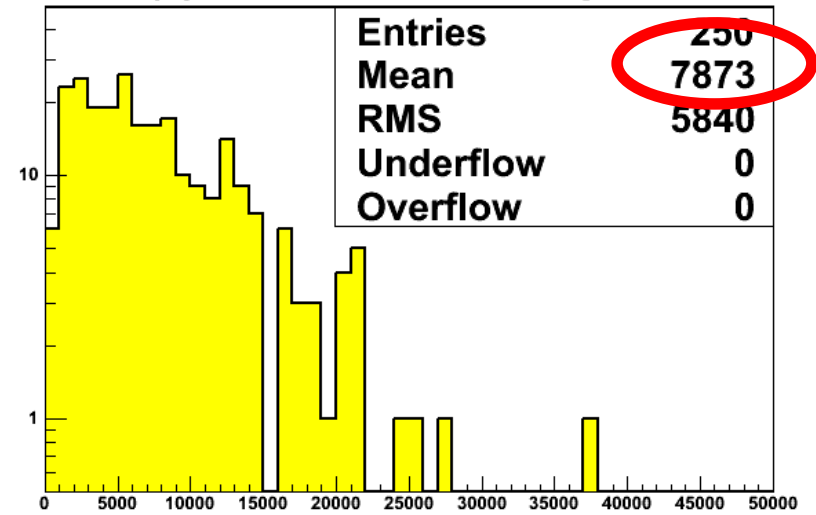
ALL(1): fits per event(maj)



ALL(1): number of roads per bank

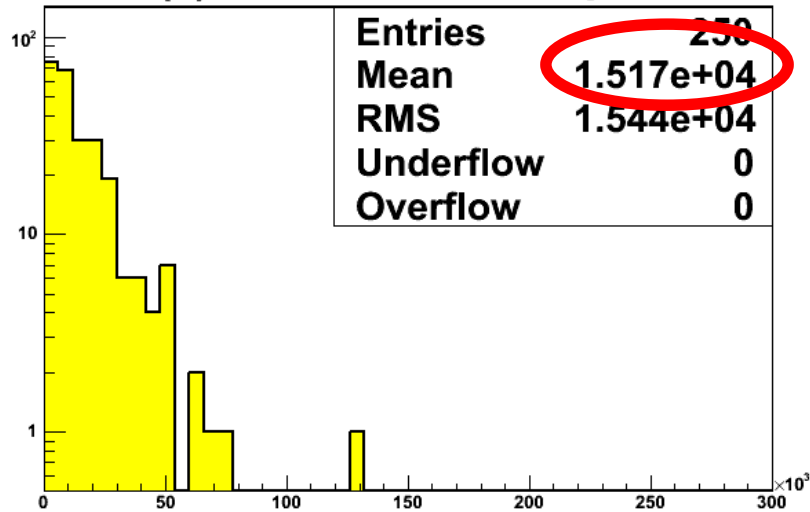


ALL(1): number of sectors per bank

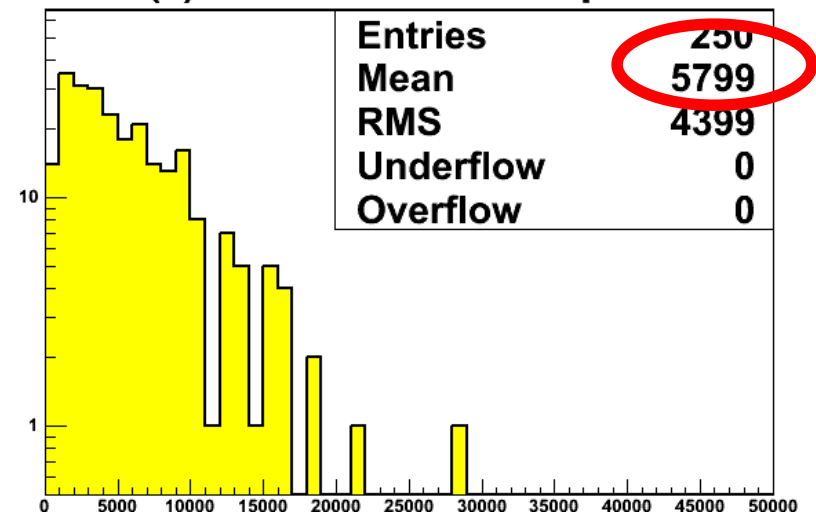


Without overlap hits

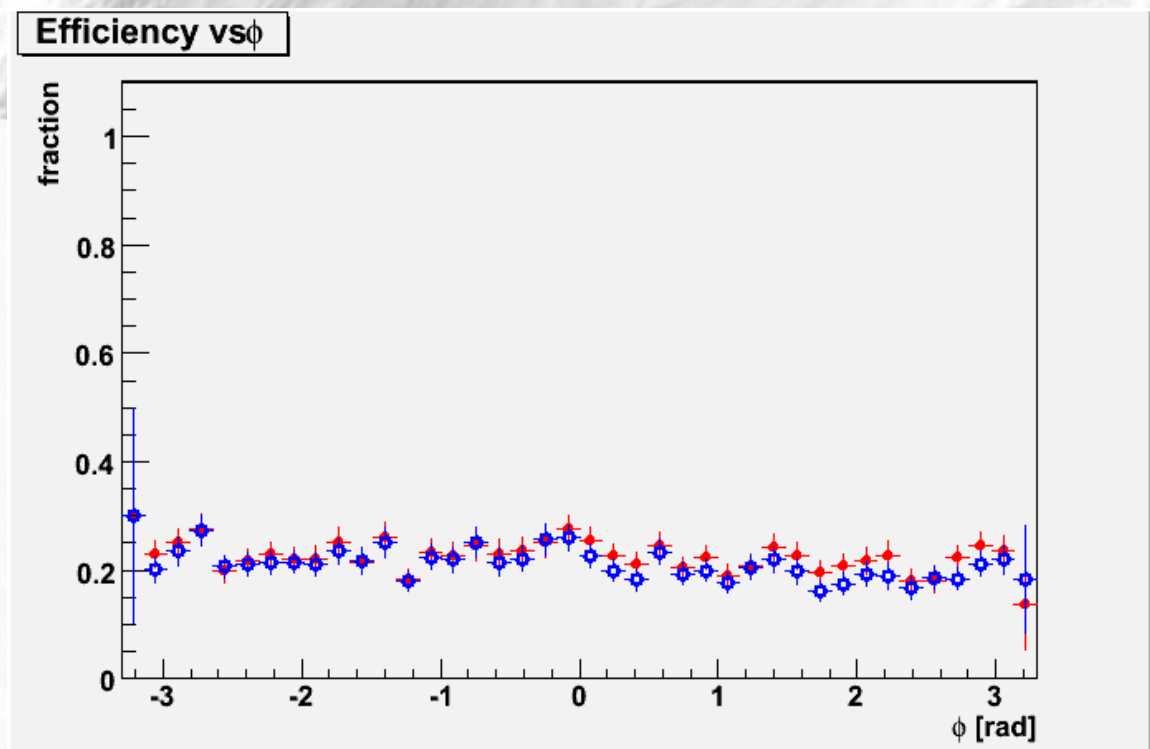
ALL(1): number of roads per bank



ALL(1): number of sectors per bank

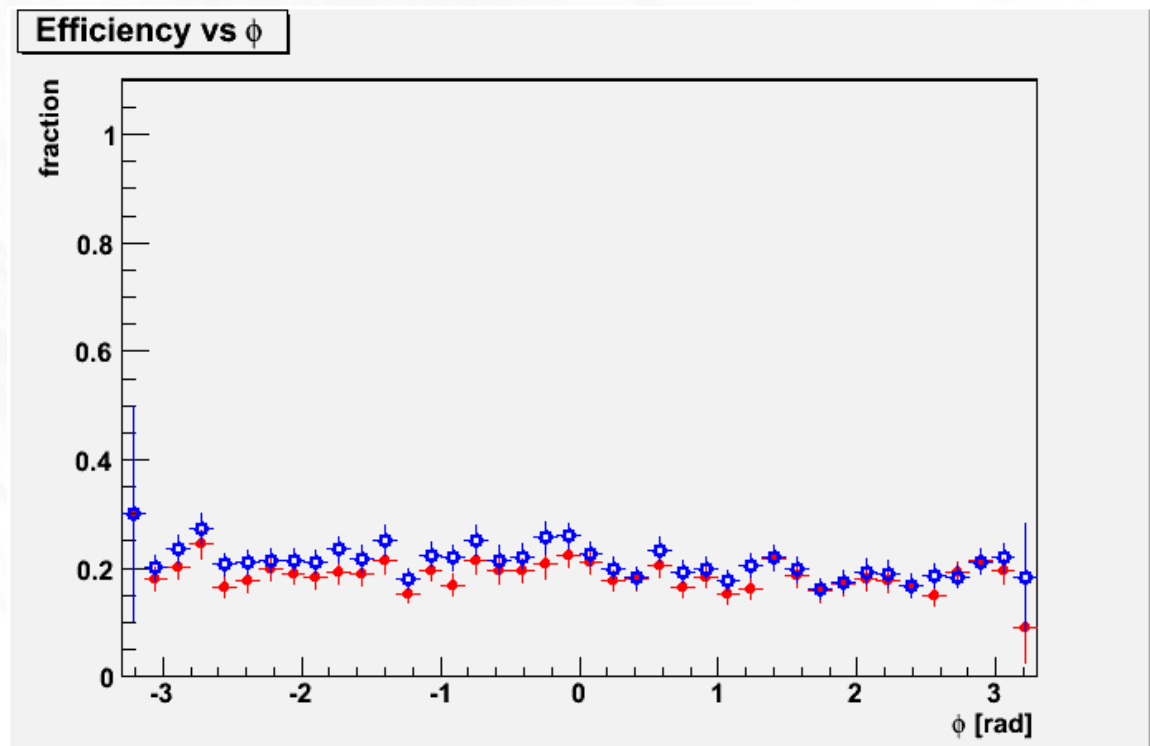


All hits



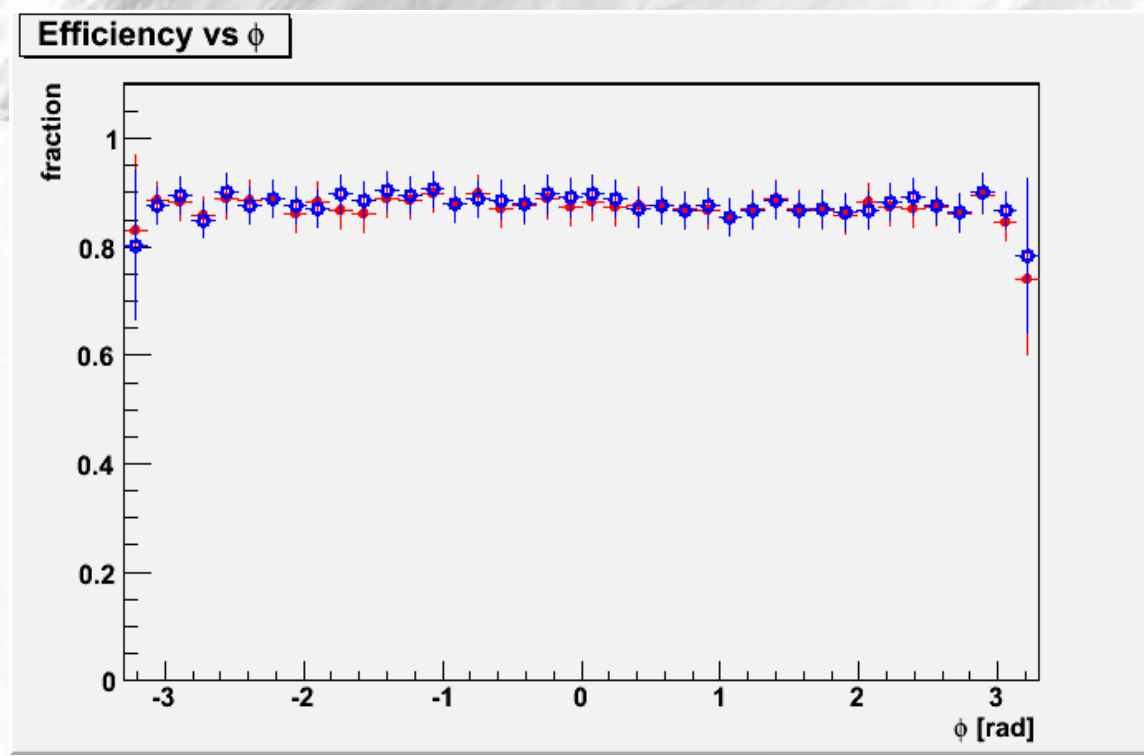
Efficiency/resolution plots are slightly different, but effect is more evident in single muons (next page)

Without overlap hits



Single muons (independent sample)

All hits



Recall: coverage went down by 25%

Without overlap hits

