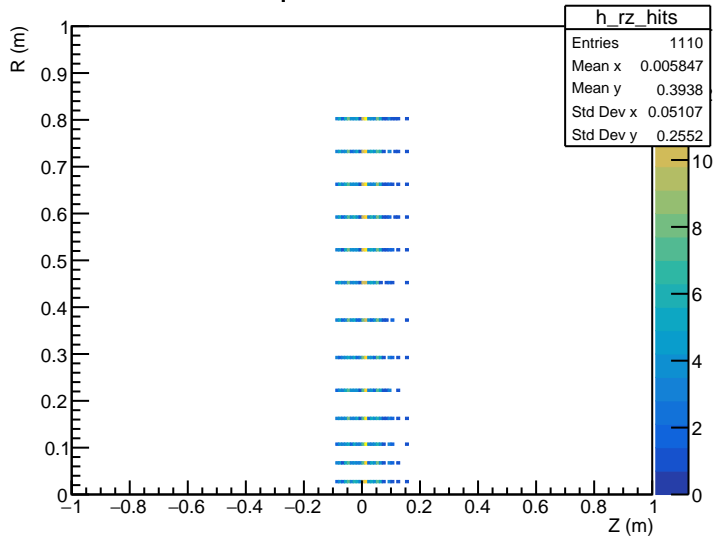
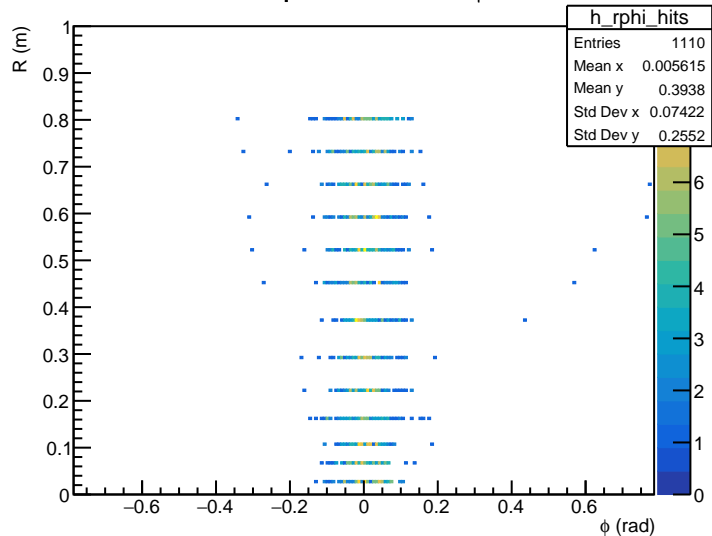
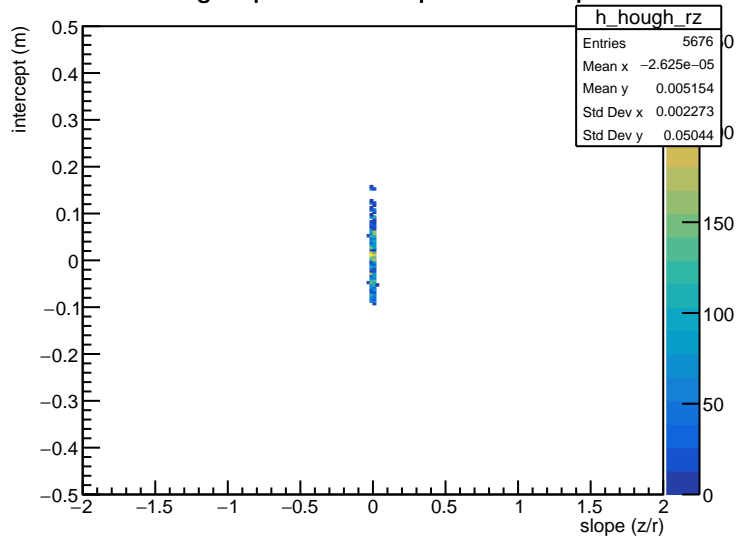
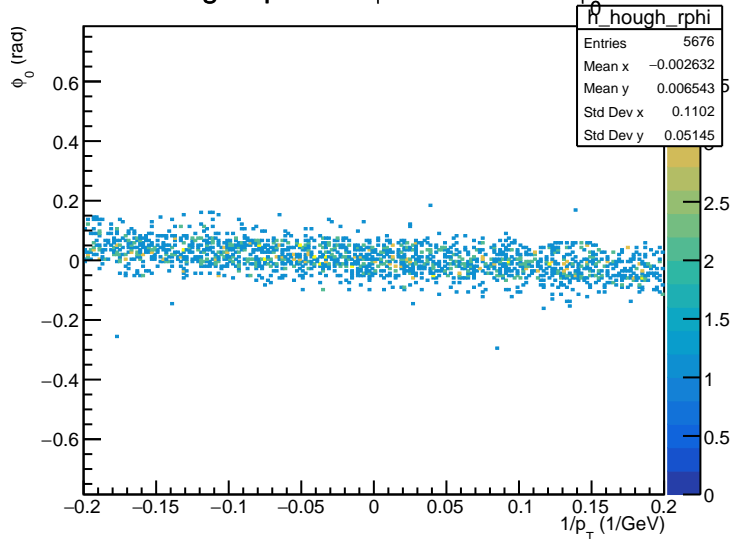
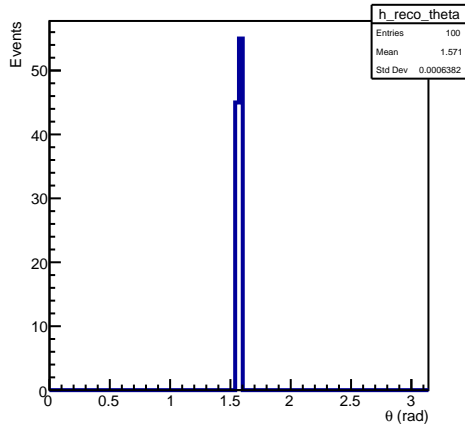
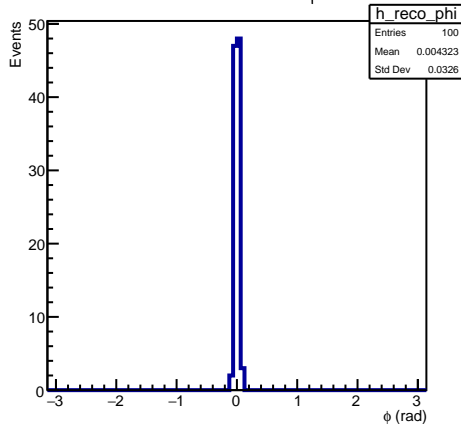
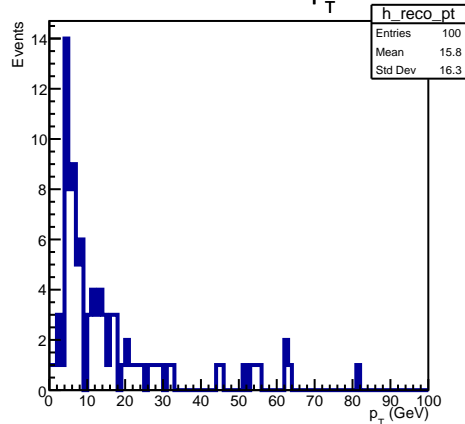


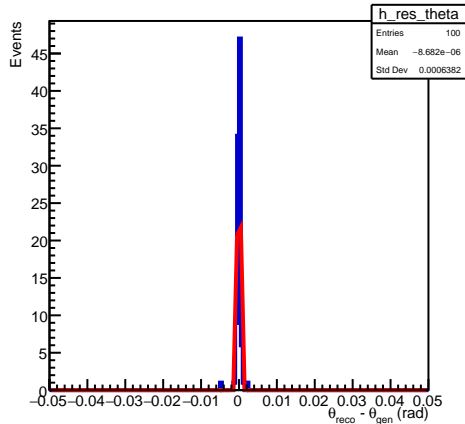
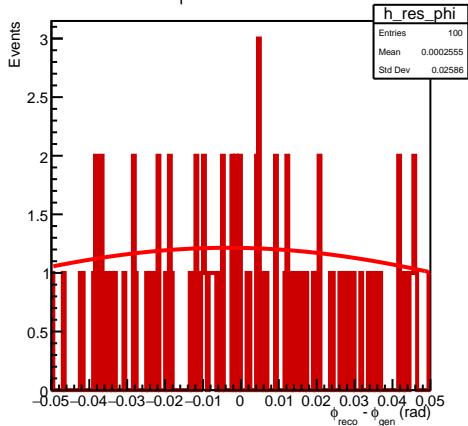
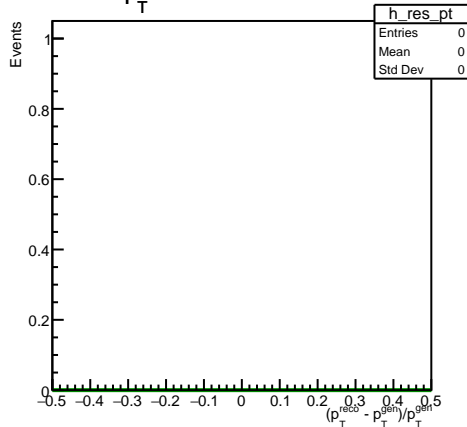
Hit positions R vs Z

Hit positions R vs ϕ 

Hough Space R-Z: slope vs intercept

Hough Space R- ϕ : curvature vs ϕ 

Reconstructed θ Reconstructed ϕ Reconstructed p_T 

θ Resolution ϕ Resolution p_T Relative Resolution

Number of Hits Used

