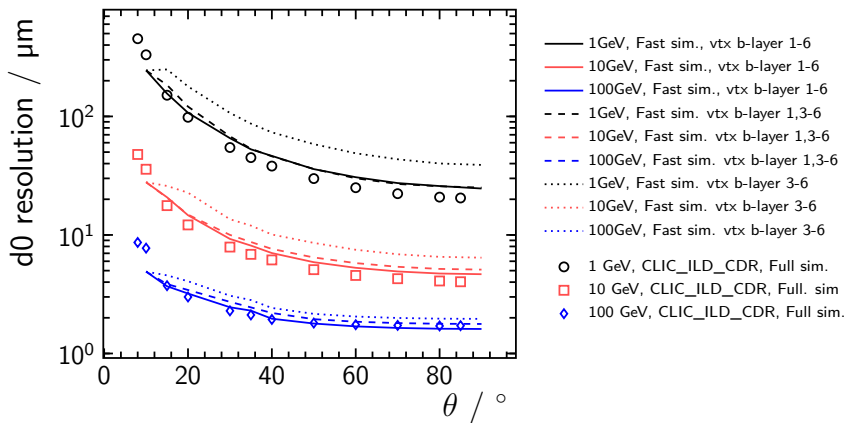


D0 resolution



- ▶ Three cases, 2000 tracks for each fast simulation point
 - ▶ 6 vertex barrel layers
 - ▶ Removing outer layer of innermost double layer
 - ▶ Remove complete innermost double layer