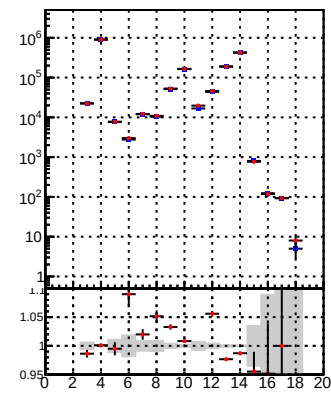
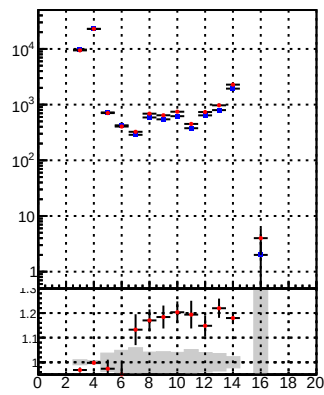
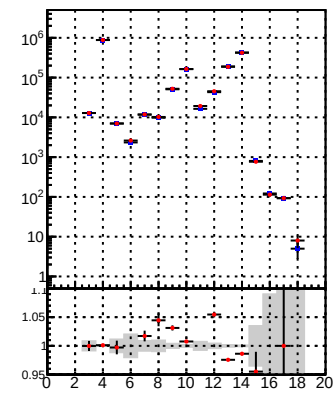


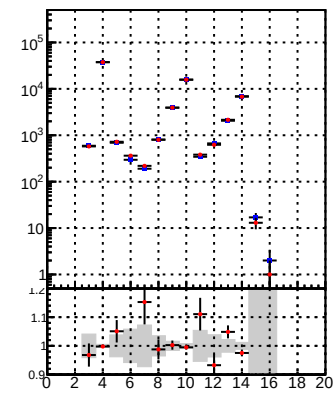
N of reco track vs hit



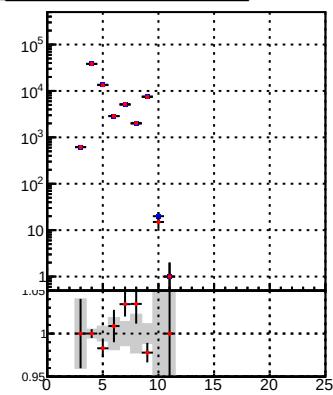
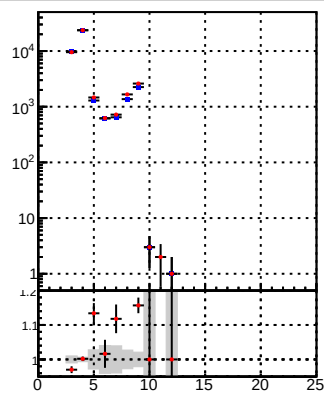
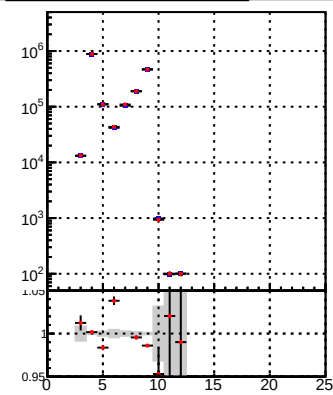
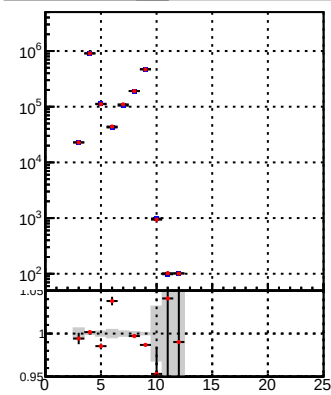
N of associated (recoToSim) tracks vs hit



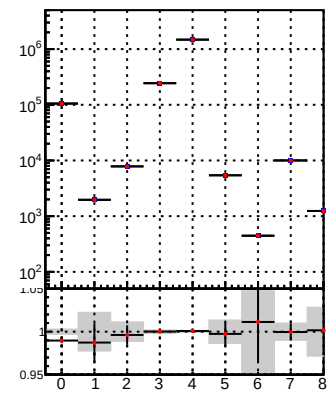
N of associated (recoToSim) duplicate tracks vs hit



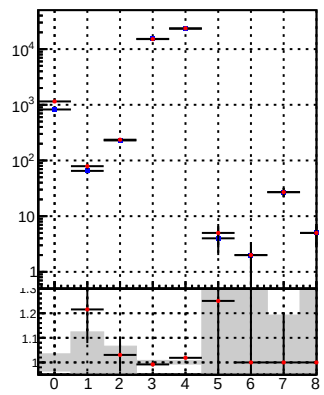
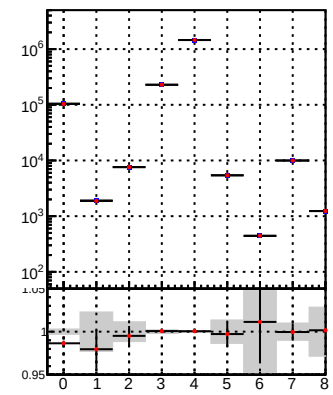
N of reco track vs hit



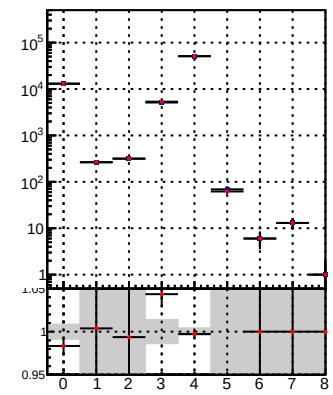
N of reco track vs pixellayer



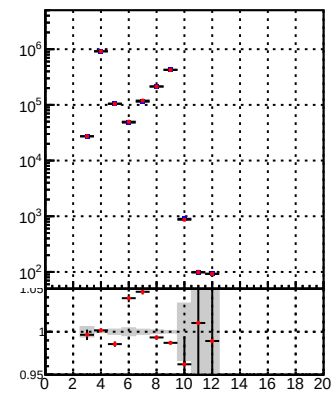
N of associated (recoToSim) tracks vs pixellayer



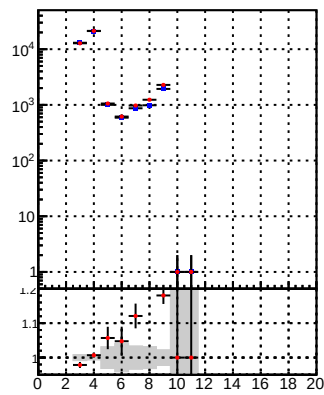
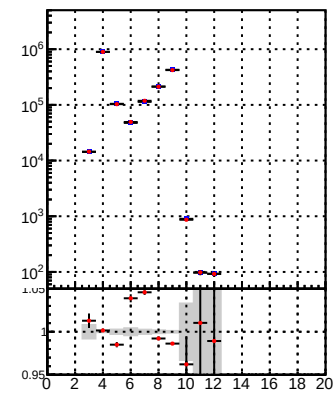
N of associated (recoToSim) duplicate tracks vs pixellayer



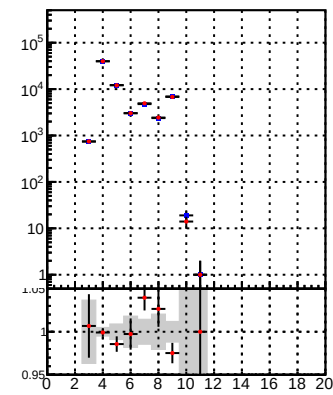
N of reco track vs 3D layer



N of associated (recoToSim) tracks vs 3D layer



N of associated (recoToSim) duplicate tracks vs 3D layer



tracking_Iters01LST_DNN_1000events
tracking_Iters01LST_preDNN_1000events

pixellayer

3D layer