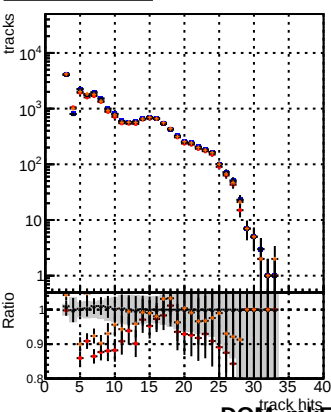
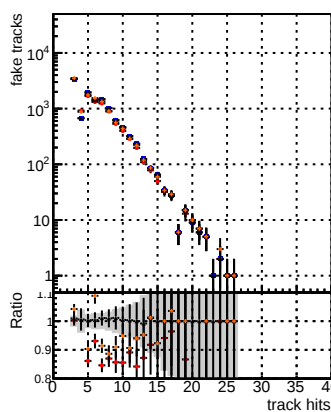
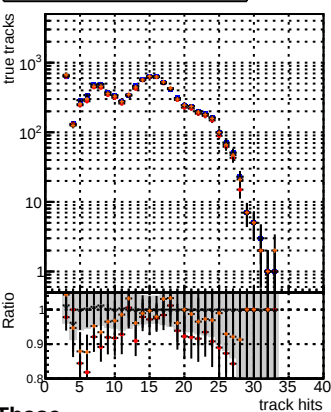


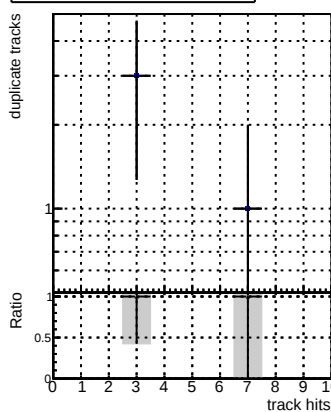
N of reco track vs hit



N of associated (recoToSim) tracks vs hit

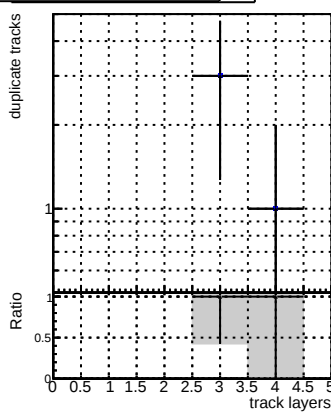
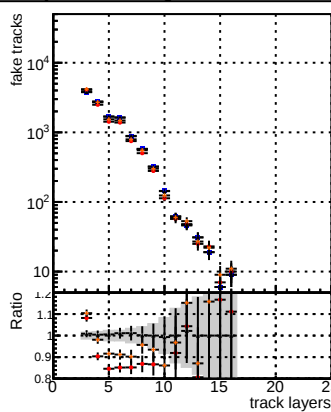
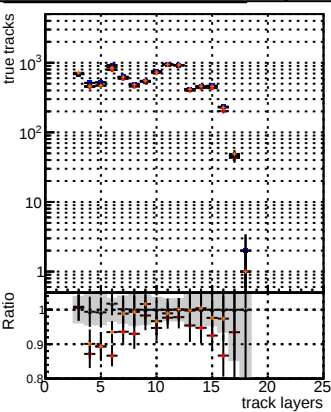
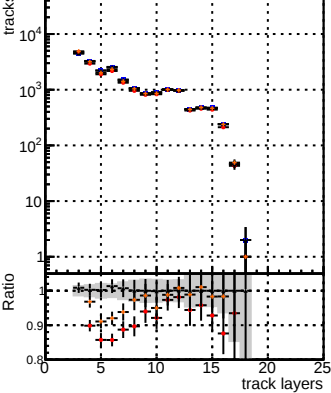


N of associated (recoToSim) duplicate tracks vs hit

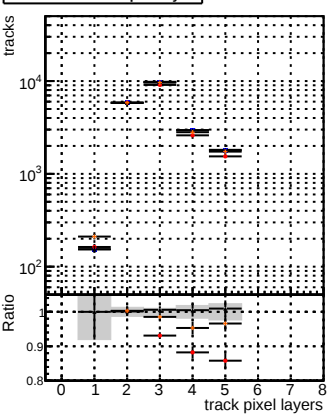


Legend:
 - $\bullet$ DOM mkIt15 TTbase
 - $\bullet$ DOM mkIt15 TTbaseOldFiles125 v2 prelimWP epoch4
 - $\bullet$ DOM mkIt15 TTbaseOldFiles125 v2 prelimWP epoch2 wSQCD
 - $\bullet$ DOM mkIt16 TTbase
 - $\bullet$ DOM mkIt16 TTbaseOldFiles125 v2 prelimWP epoch4
 - $\bullet$ DOM mkIt16 TTbaseOldFiles125 v2 prelimWP epoch2 wSQCD

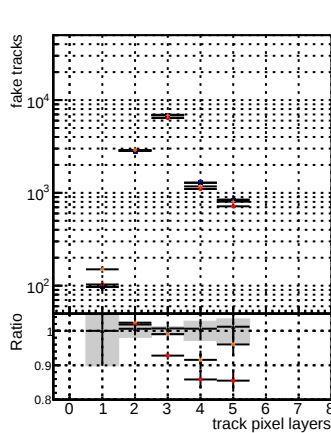
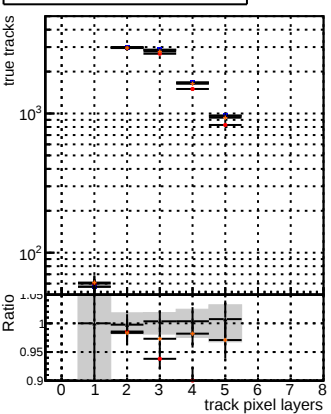
N of reco track vs layer



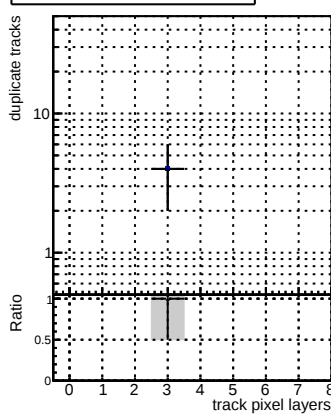
N of reco track vs pixellayer



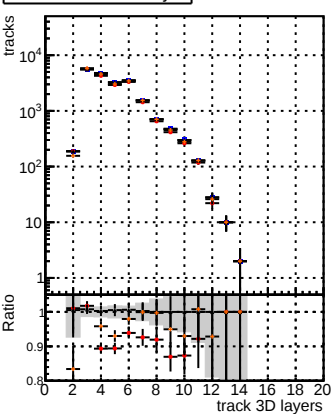
N of associated (recoToSim) tracks vs pixellayer



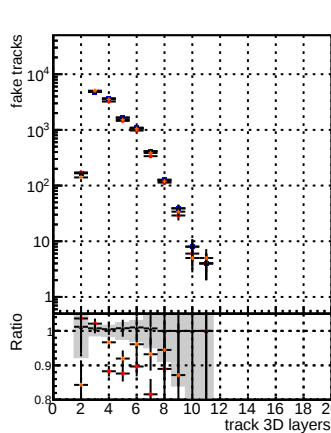
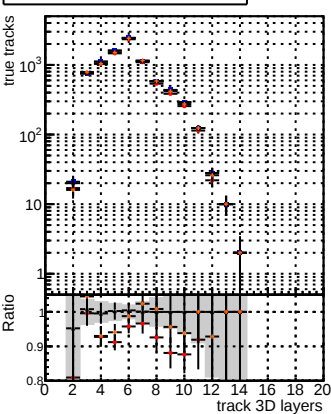
N of associated (recoToSim) duplicate tracks vs pixellayer



N of reco track vs 3D layer



N of associated (recoToSim) tracks vs 3D layer



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

