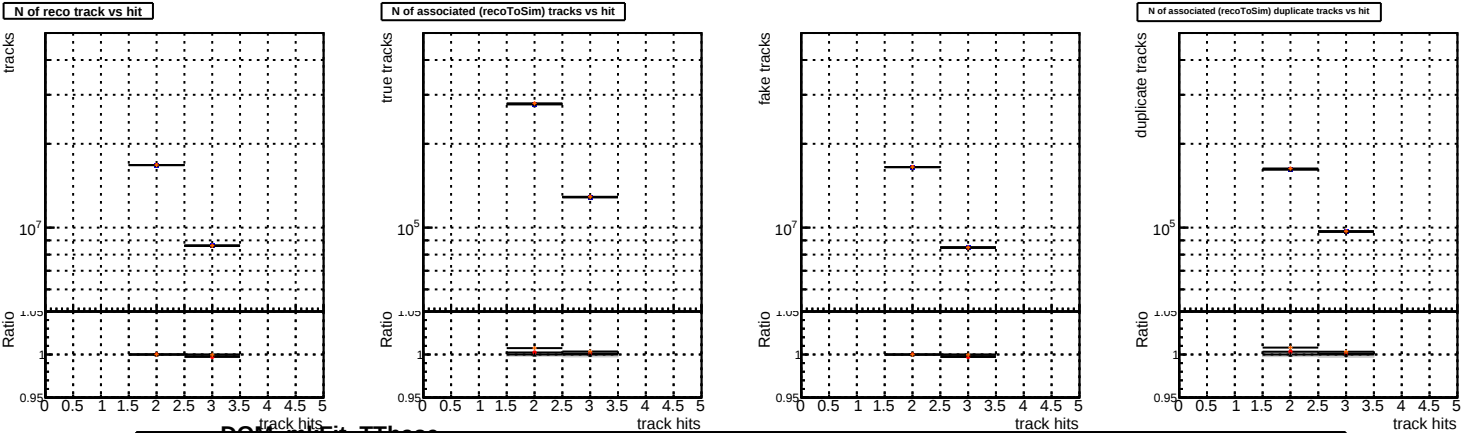
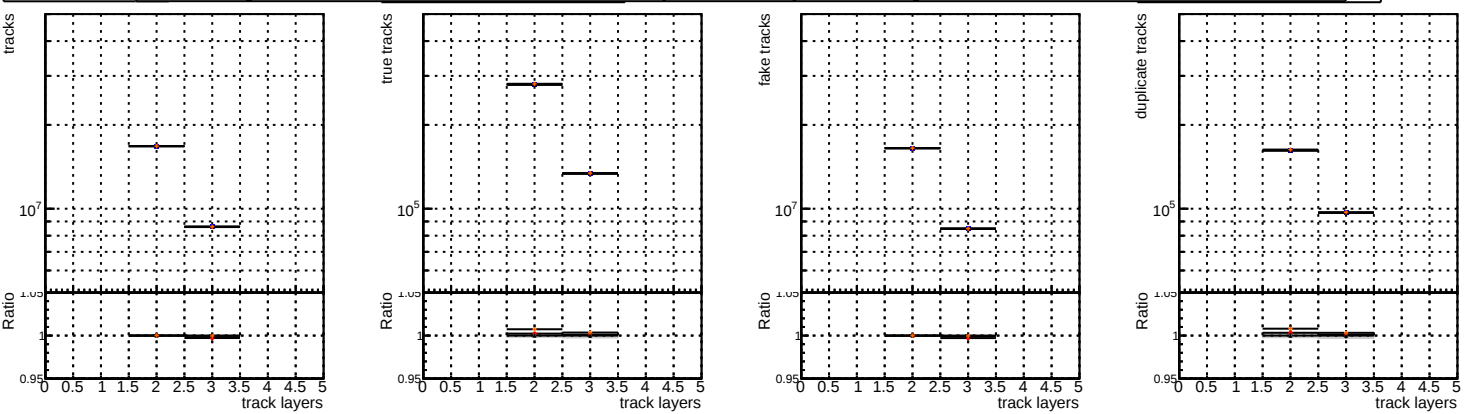
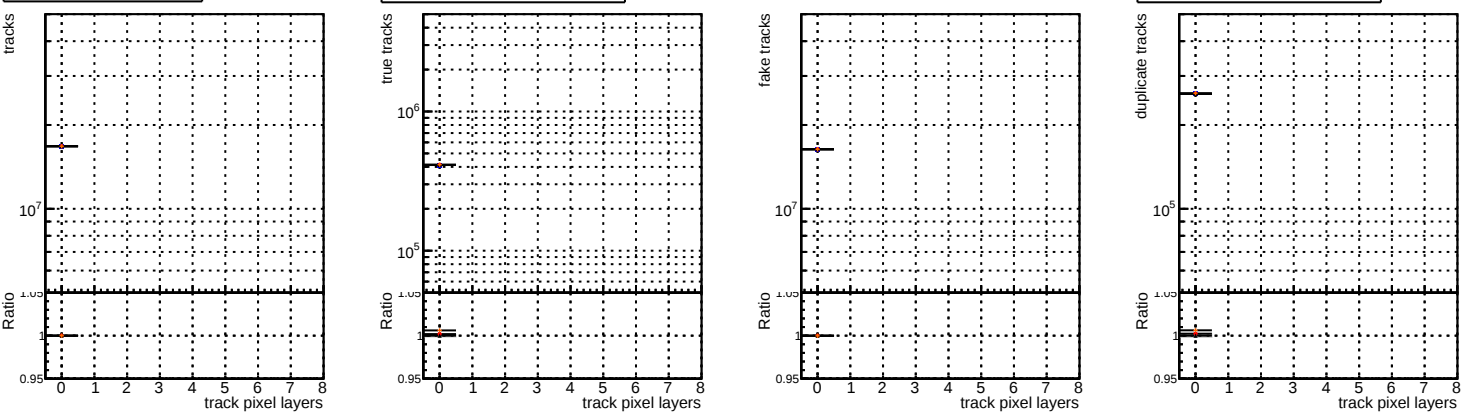




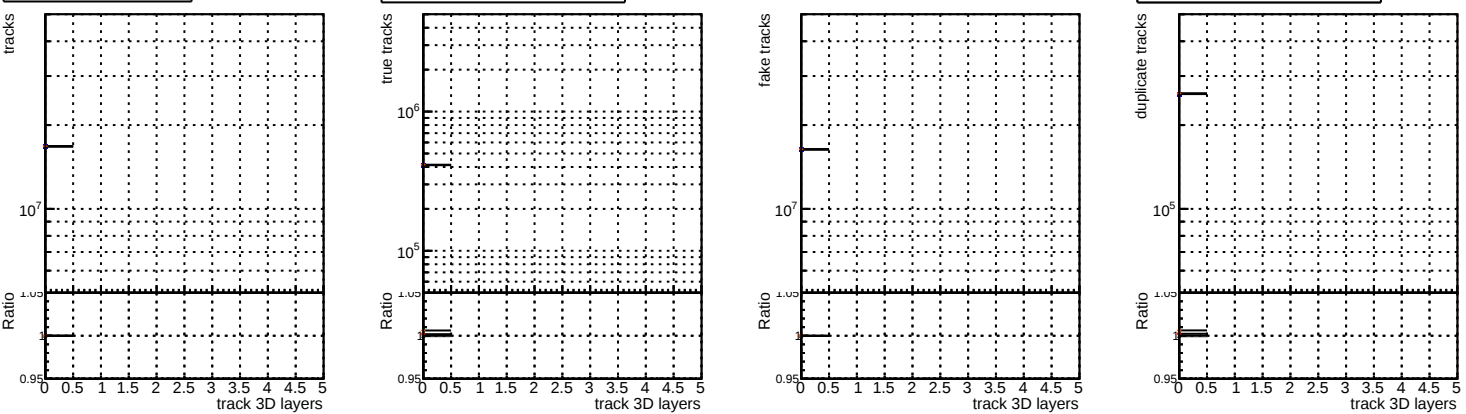
N of reco track vs hit **N of associated (recoToSim) tracks vs hit** **fake tracks** **N of associated (recoToSim) duplicate tracks vs hit**



N of reco track vs hit **N of associated (recoToSim) tracks vs hit** **fake tracks** **N of associated (recoToSim) duplicate tracks vs hit**



N of reco track vs pixellayer **N of associated (recoToSim) tracks vs pixellayer** **fake tracks** **N of associated (recoToSim) duplicate tracks vs pixellayer**



N of reco track vs 3D layer **N of associated (recoToSim) tracks vs 3D layer** **fake tracks** **N of associated (recoToSim) duplicate tracks vs 3D layer**