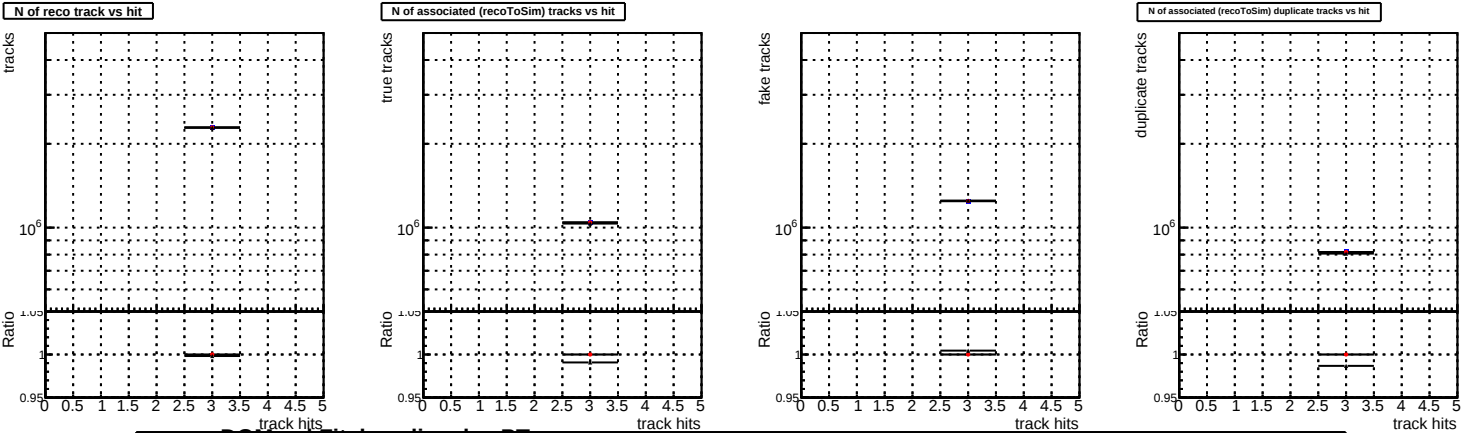




N of reco track vs hit

N of associated (recoToSim) tracks vs hit

fake tracks

N of associated (recoToSim) duplicate tracks vs hit

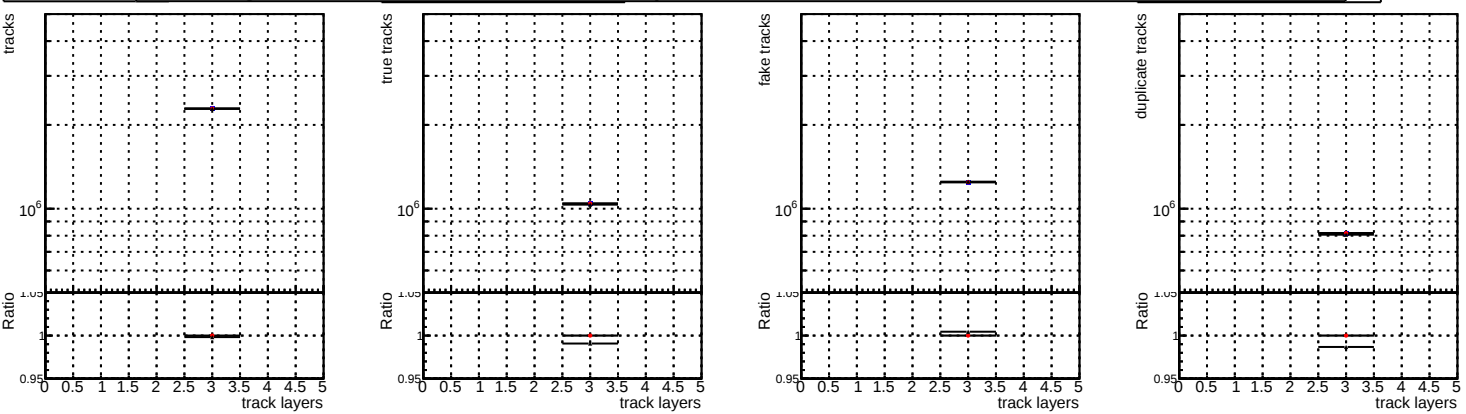
Ratio

track hits

track hits

track hits

track hits



N of reco track vs hit

N of associated (recoToSim) tracks vs hit

fake tracks

N of associated (recoToSim) duplicate tracks vs hit

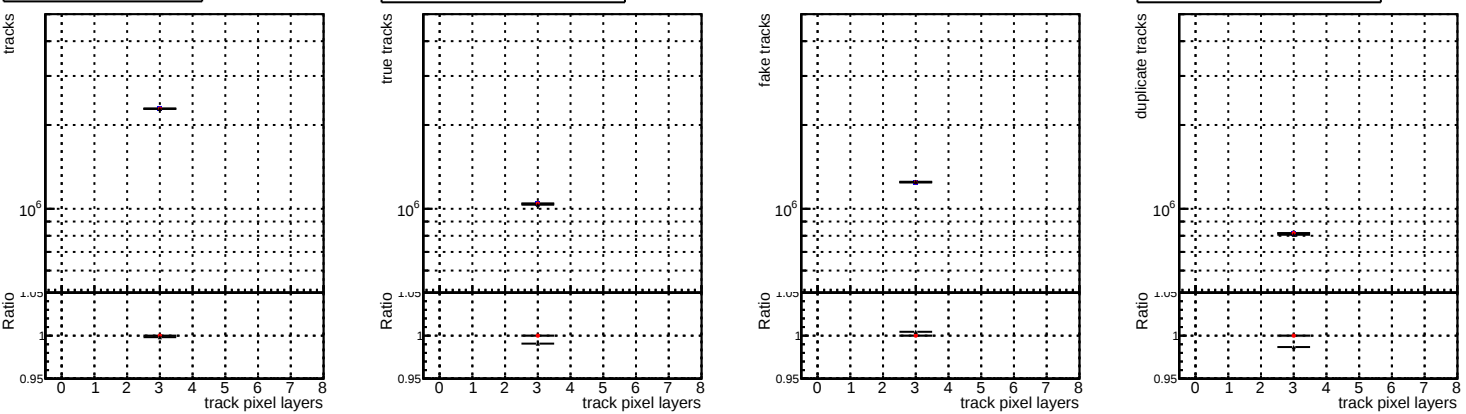
Ratio

track hits

track hits

track hits

track hits



N of reco track vs pixellayer

N of associated (recoToSim) tracks vs pixellayer

fake tracks

N of associated (recoToSim) duplicate tracks vs pixellayer

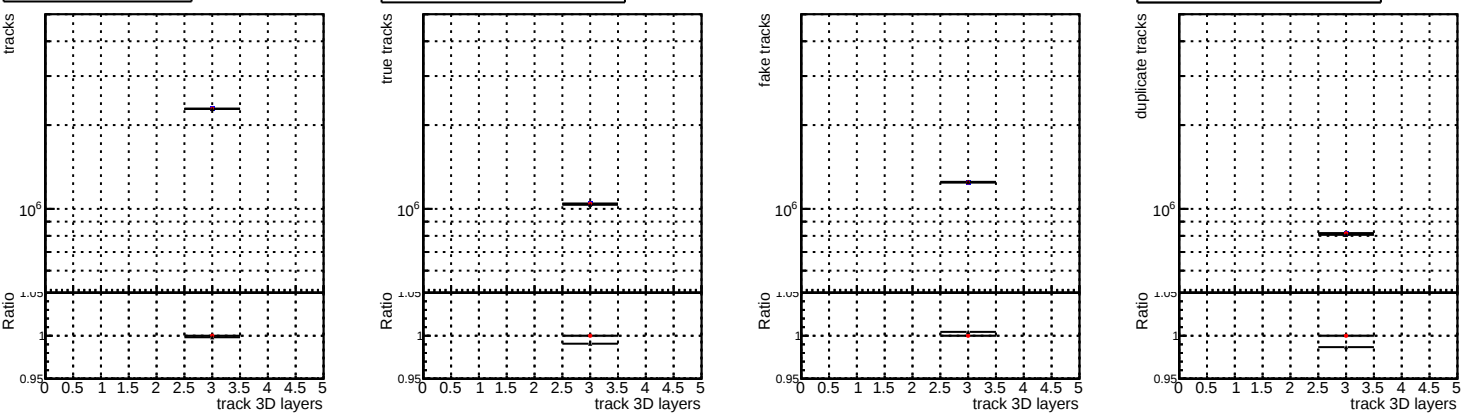
Ratio

track pixel layers

track pixel layers

track pixel layers

track pixel layers



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

Ratio

track 3D layers

track 3D layers

track 3D layers

track 3D layers