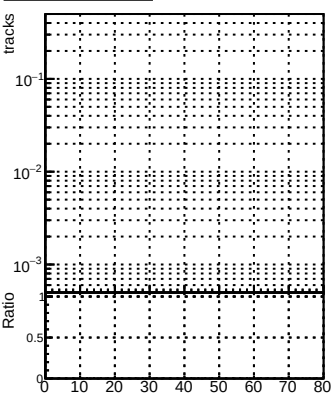
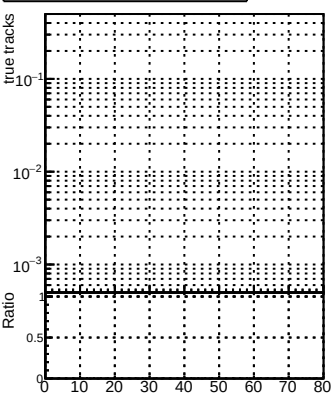


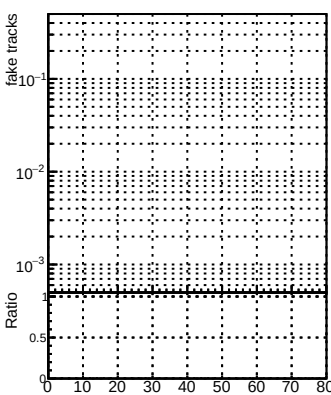
N of reco track vs hit



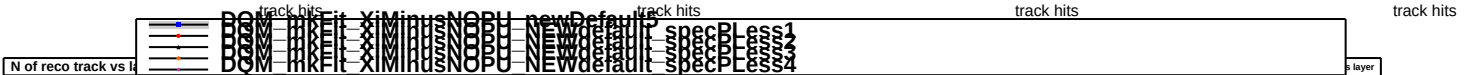
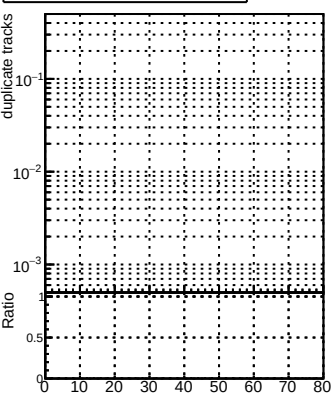
N of associated (recoToSim) tracks vs hit



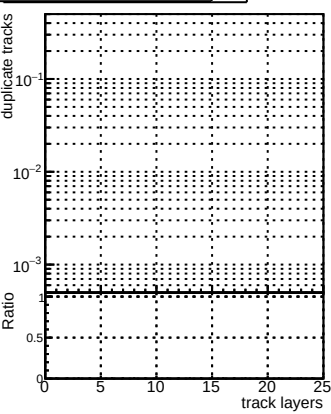
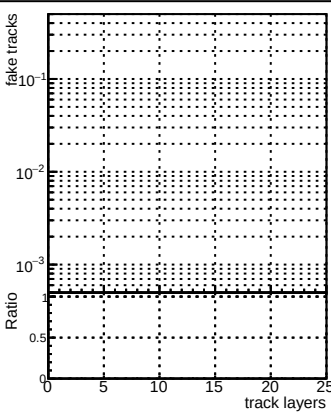
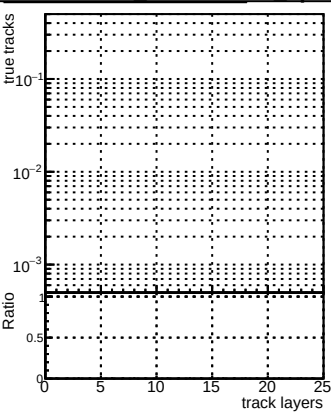
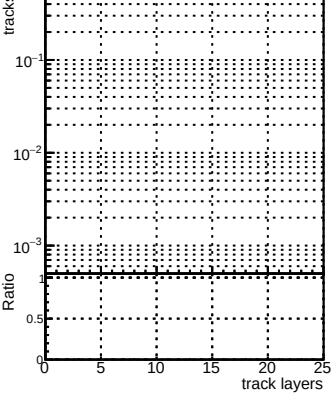
fake tracks



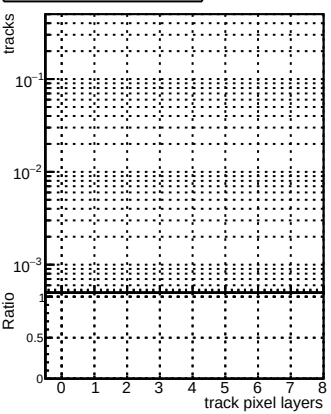
N of associated (recoToSim) duplicate tracks vs hit



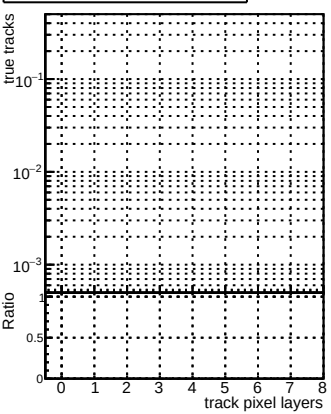
N of reco track vs hit



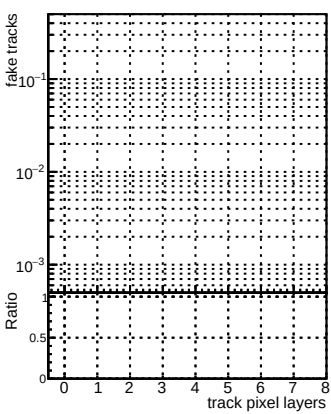
N of reco track vs pixellayer



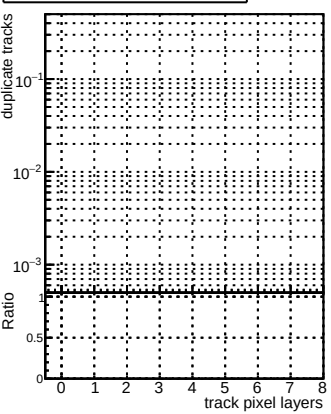
N of associated (recoToSim) tracks vs pixellayer



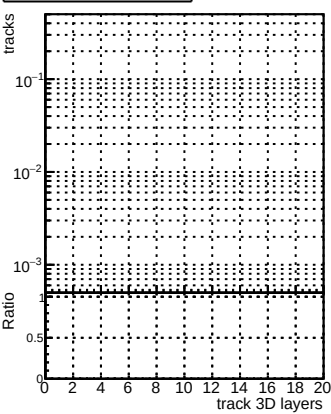
fake tracks



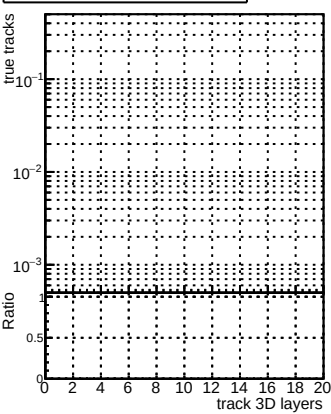
N of associated (recoToSim) duplicate tracks vs pixellayer



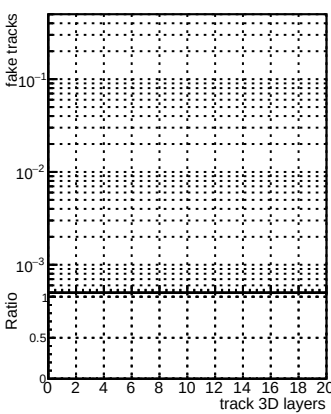
N of reco track vs 3D layer



N of associated (recoToSim) tracks vs 3D layer



fake tracks



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

