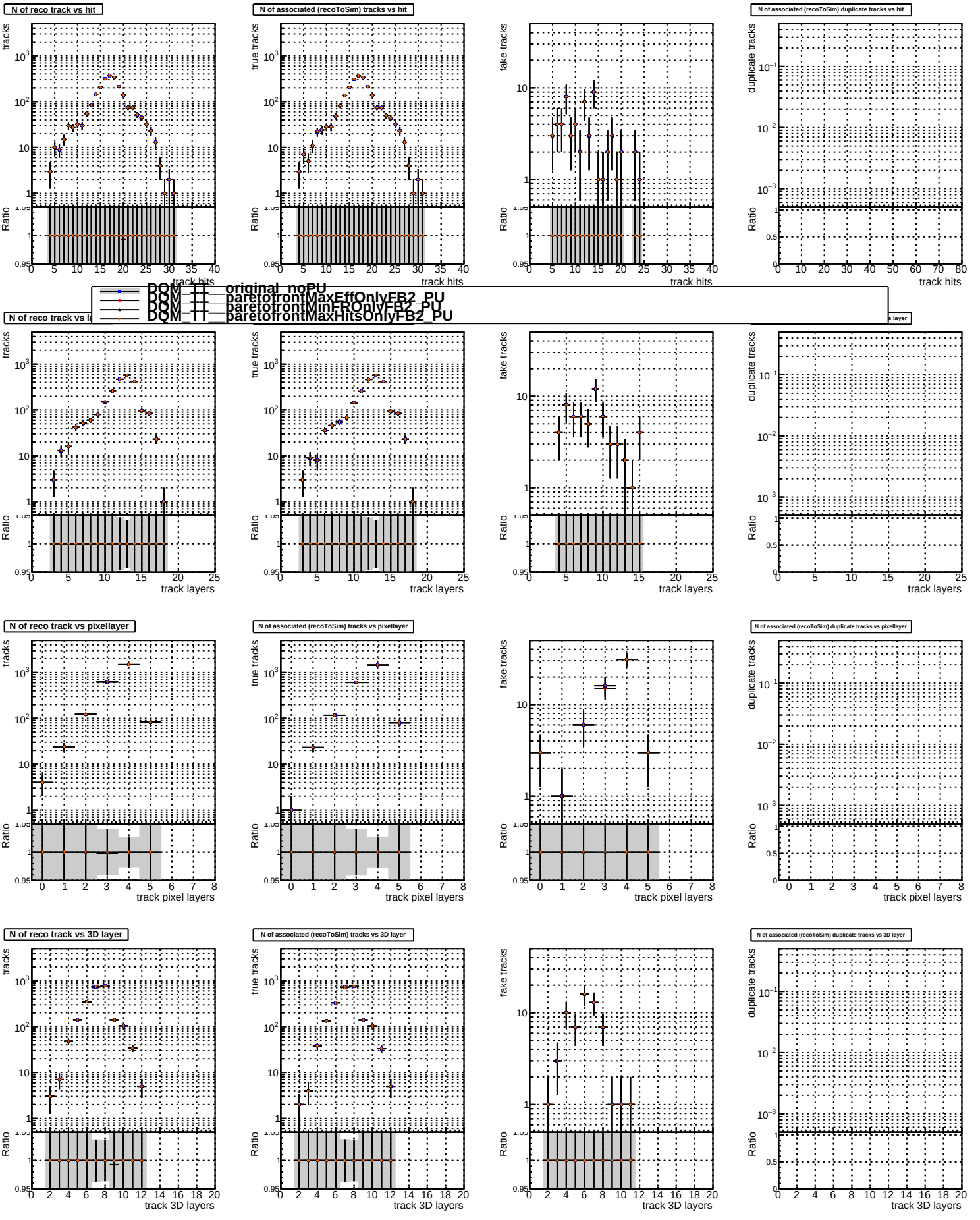
N of reco track vs hit
N of associated (recoToSim) tracks vs hit
N of associated (recoToSim) duplicate tracks vs hit
DQM ++ original_noPU
DQM ++ paretofrontMaxEffOnlyFB2_PU
DQM ++ paretofrontMinFROnlyFB2_PU
DQM ++ paretofrontMaxHitsOnlyFB2_PU
N of reco track vs pixellayer
N of associated (recoToSim) 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
tracks
true tracks
fake tracks
duplicate tracks
Ratio
track hits
track layers
track pixel layers
track 3D layers