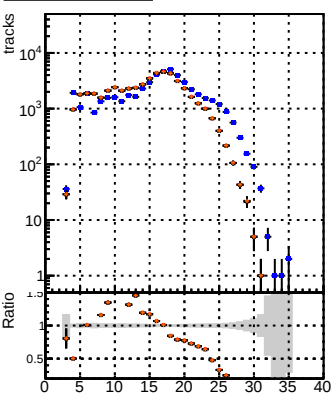
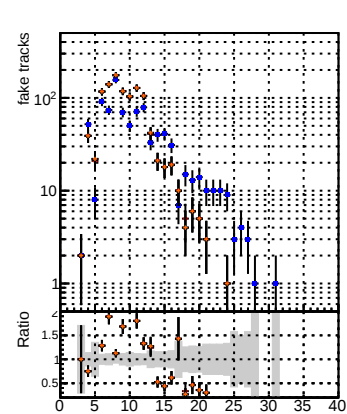
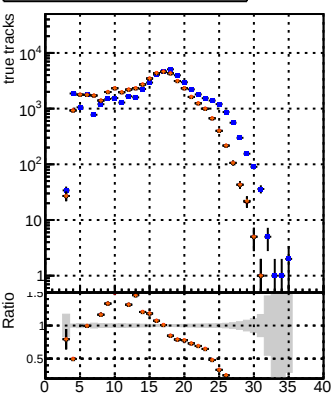


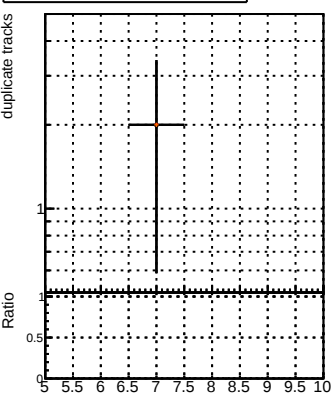
N of reco track vs hit



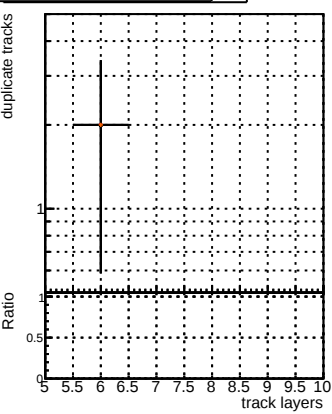
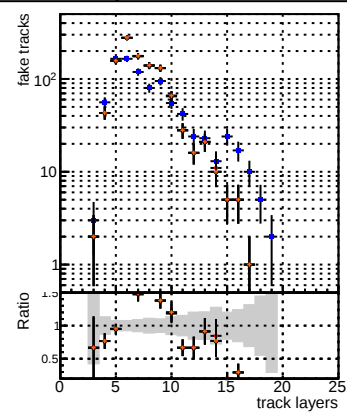
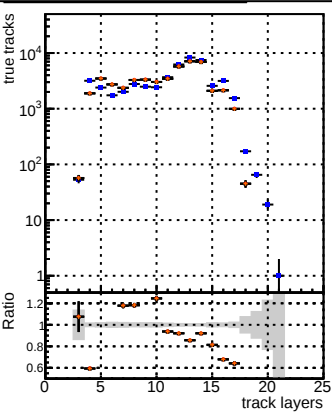
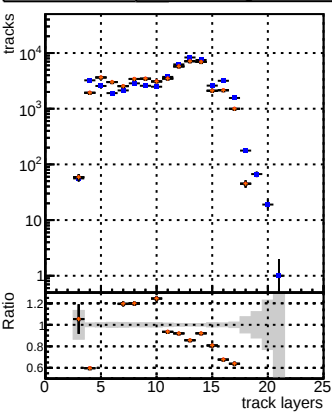
N of associated (recoToSim) tracks vs hit



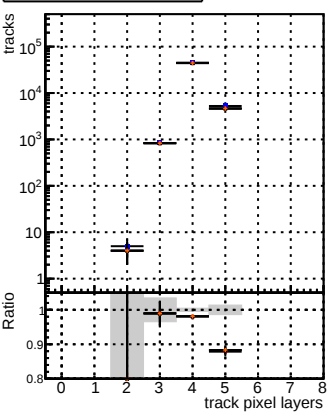
N of associated (recoToSim) duplicate tracks vs hit



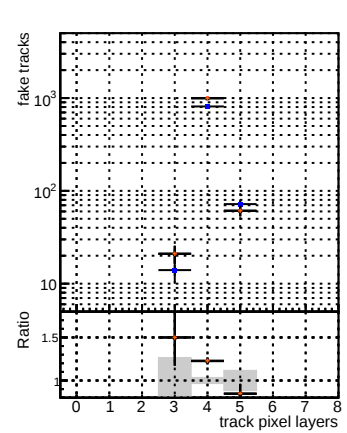
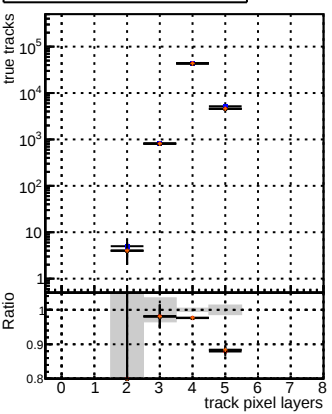
Legend: Global (black), CMSSW (blue), RECO (orange).
RecoToSim: Global (black), CMSSW (blue), RECO (orange).
DuplicateToSim: Global (black), CMSSW (blue), RECO (orange).
PixelLayer: Global (black), CMSSW (blue), RECO (orange).
3D layer: Global (black), CMSSW (blue), RECO (orange).



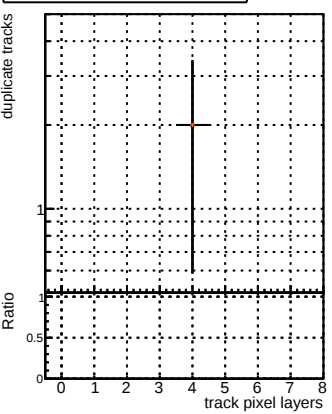
N of reco track vs pixellayer



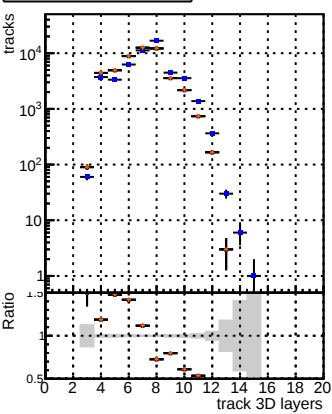
N of associated (recoToSim) tracks vs pixellayer



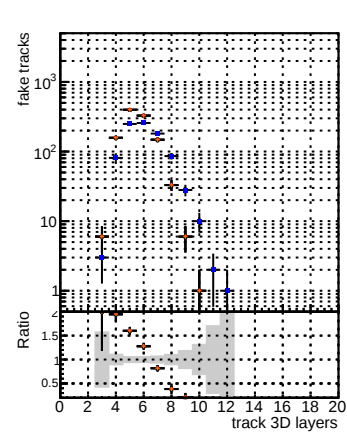
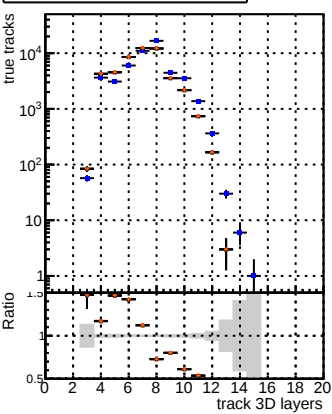
N of associated (recoToSim) duplicate tracks vs pixellayer



N of reco track vs 3D layer



N of associated (recoToSim) tracks vs 3D layer



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

