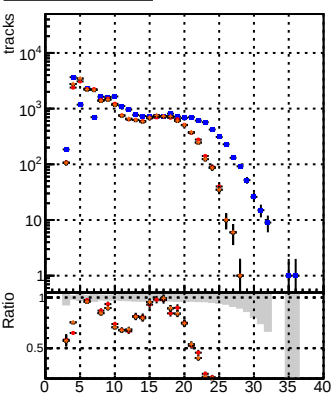
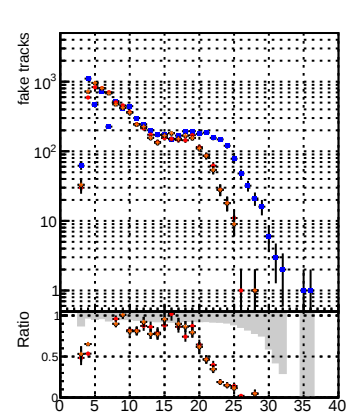
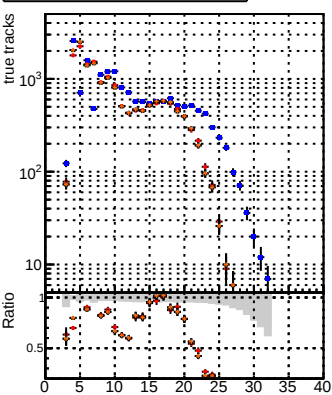


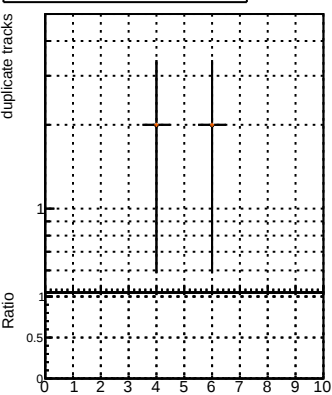
N of reco track vs hit



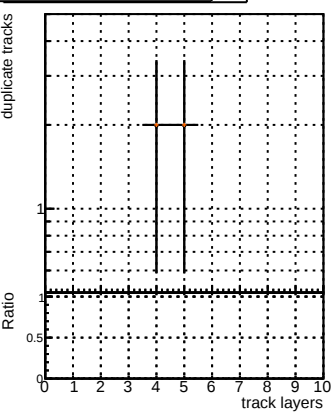
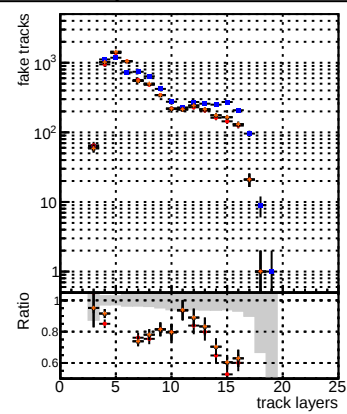
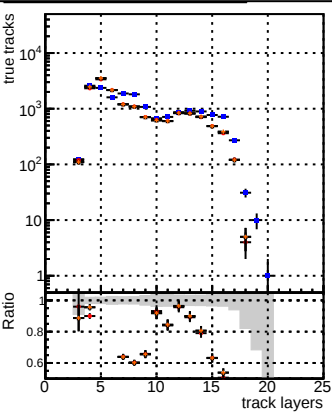
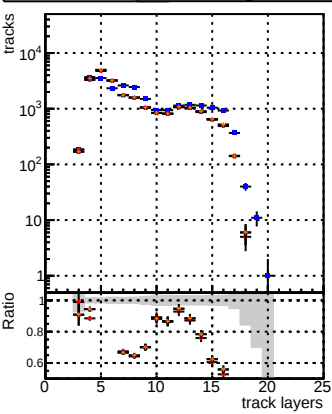
N of associated (recoToSim) tracks vs hit



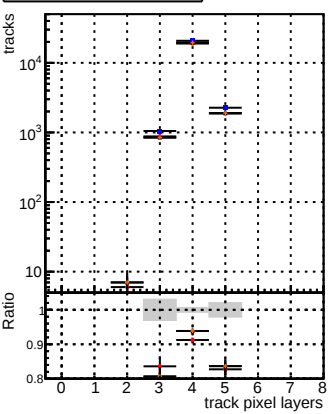
N of associated (recoToSim) duplicate tracks vs hit



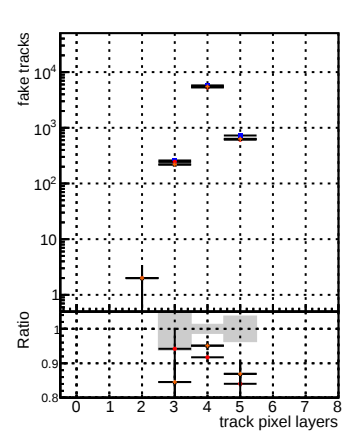
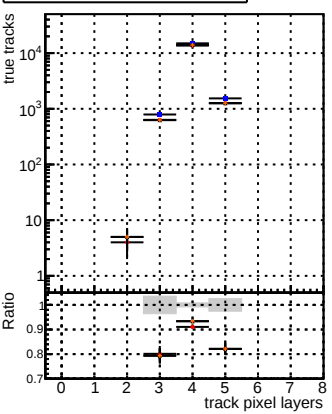
Legend: Global (black), CMSSW (blue), RECO (red).
Track hits: 0 5 10 15 20 25 30 35 40
Ratio: 0.5 1 10 100 1000 10000
Track layers: 0 5 10 15 20 25
Track pixel layers: 0 1 2 3 4 5 6 7 8
Track 3D layers: 0 2 4 6 8 10 12 14 16 18 20
Track 3D layers: 0 0.5 1 1.5 2 2.5 3 3.5 4 4.5 5



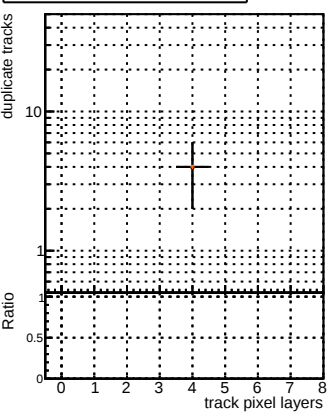
N of reco track vs pixellayer



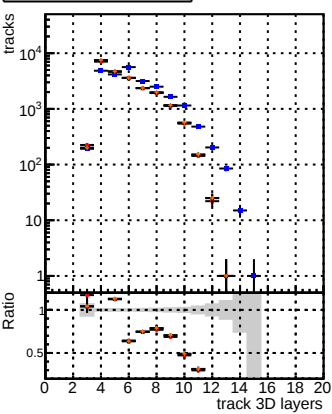
N of associated (recoToSim) tracks vs pixellayer



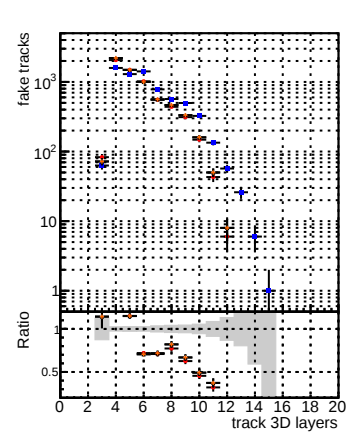
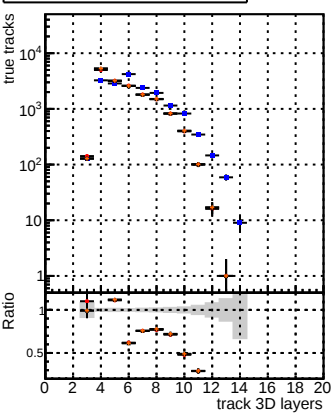
N of associated (recoToSim) duplicate tracks vs pixellayer



N of reco track vs 3D layer



N of associated (recoToSim) tracks vs 3D layer



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

