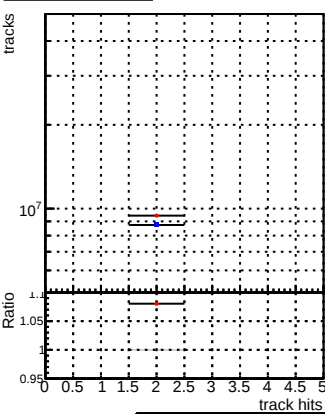
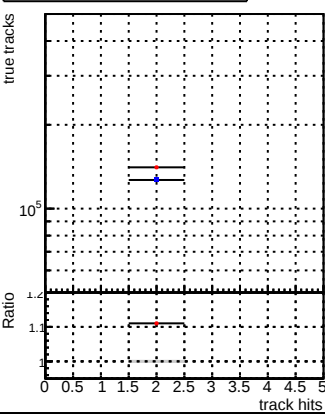


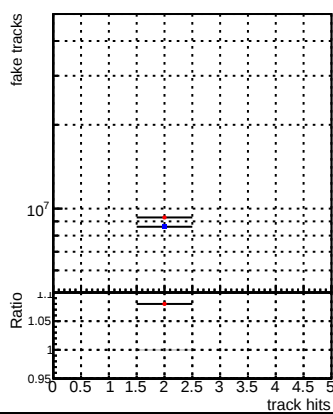
N of reco track vs hit



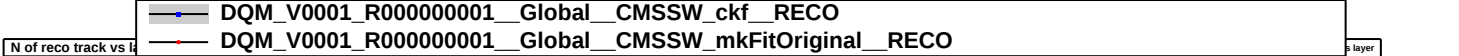
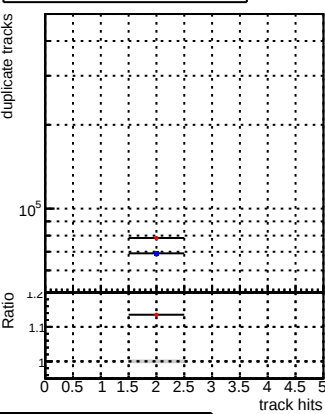
N of associated (recoToSim) tracks vs hit



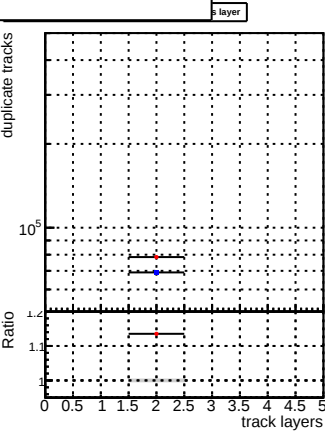
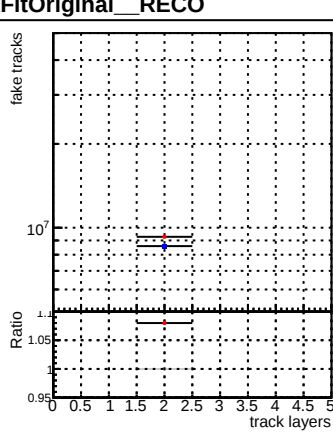
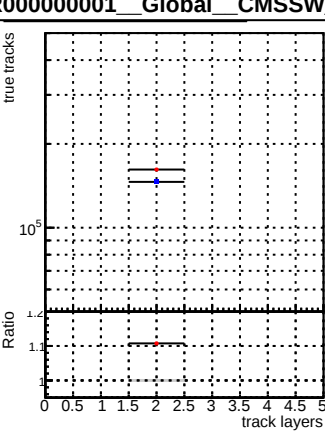
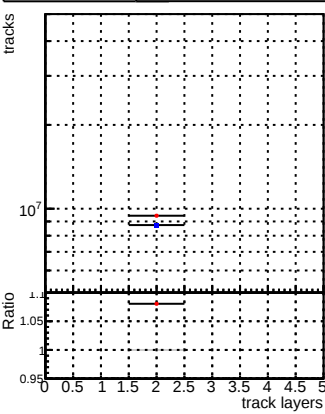
fake tracks



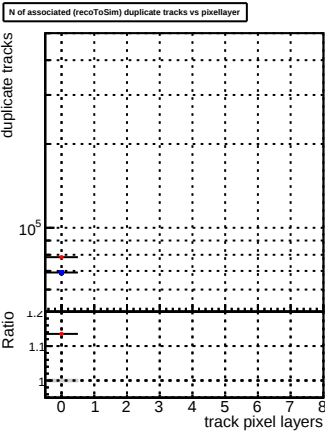
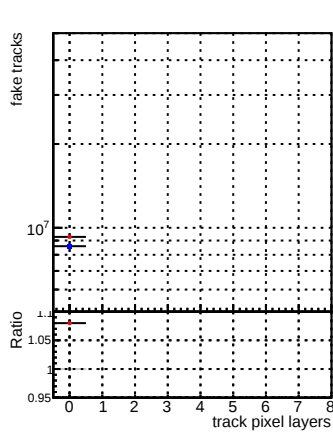
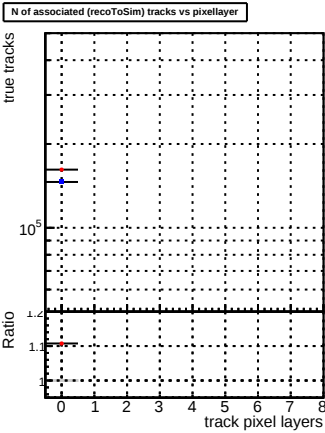
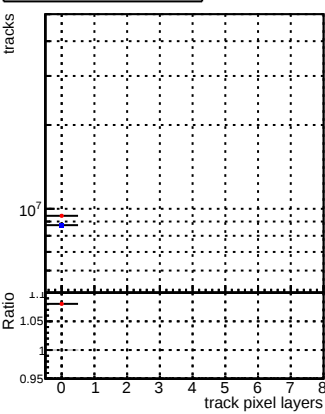
N of associated (recoToSim) duplicate tracks vs hit



N of reco track vs layer



N of reco track vs pixellayer



N of reco track vs 3D layer

