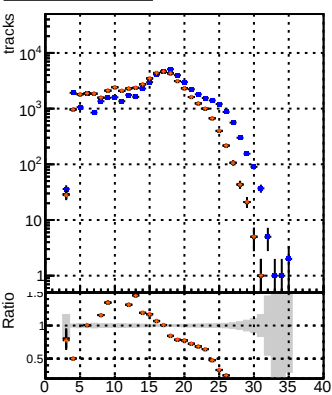
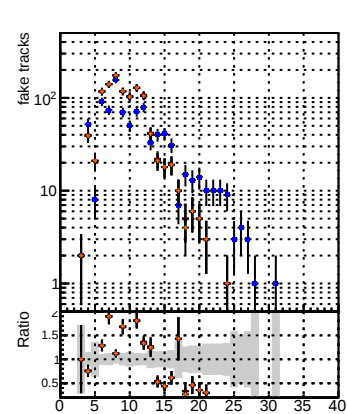
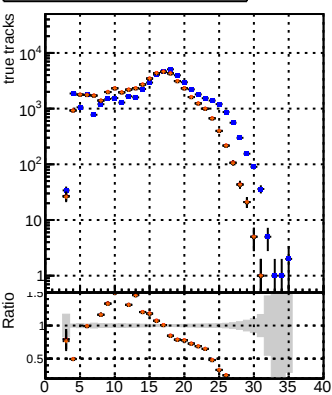


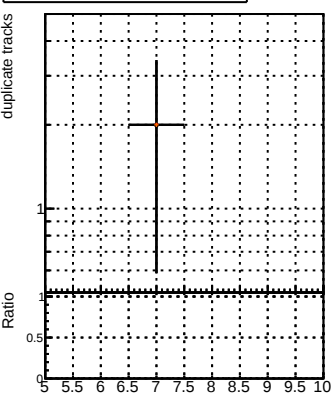
N of reco track vs hit



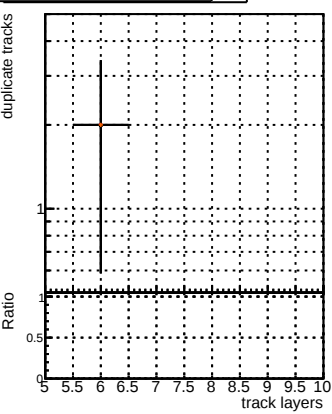
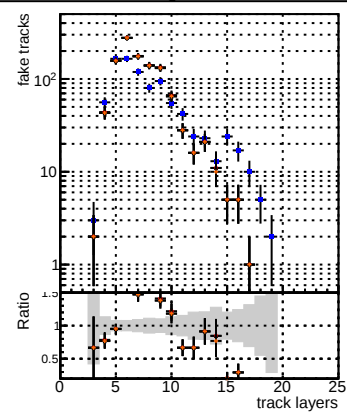
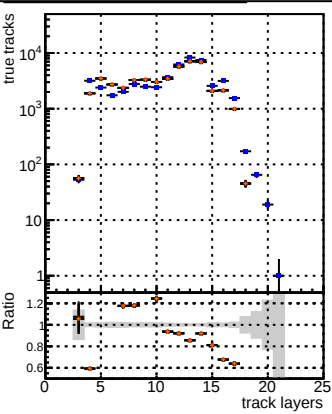
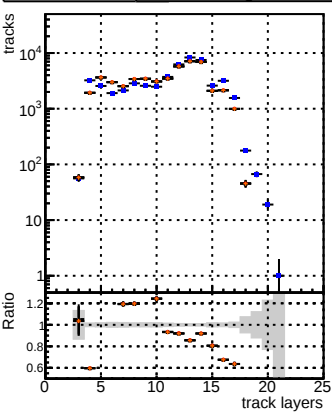
N of associated (recoToSim) tracks vs hit



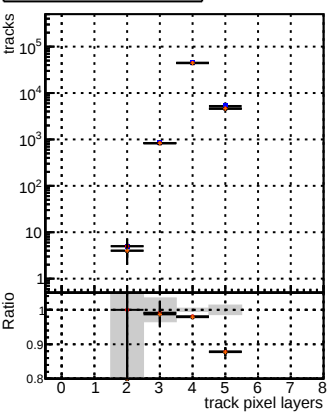
N of associated (recoToSim) duplicate tracks vs hit



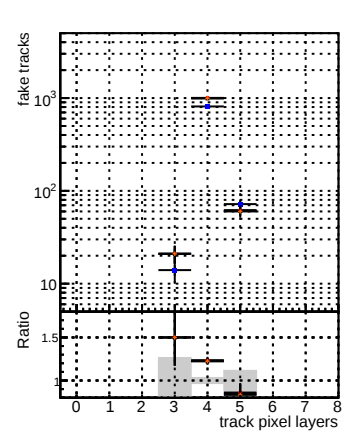
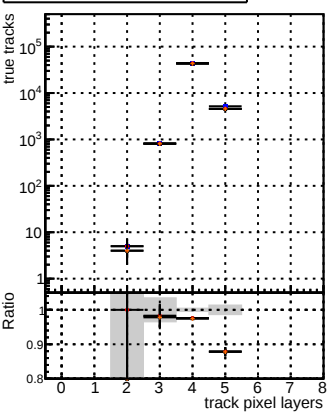
Legend: Global (black), CMSSW (blue), RECO (red).
Track hits: 0, 5, 10, 15, 20, 25, 30, 35, 40.
Track layers: 0, 5, 10, 15, 20, 25.
Track pixel layers: 0, 1, 2, 3, 4, 5, 6, 7, 8.
Track 3D layers: 0, 2, 4, 6, 8, 10, 12, 14, 16, 18, 20.



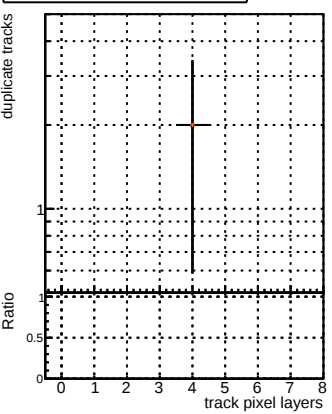
N of reco track vs pixellayer



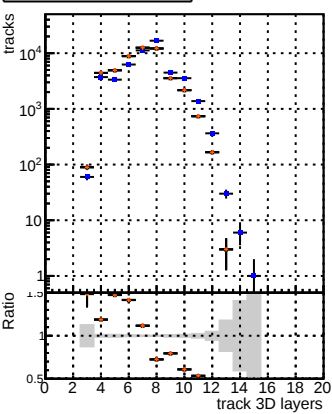
N of associated (recoToSim) tracks vs pixellayer



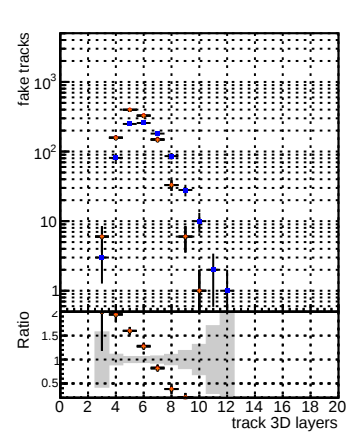
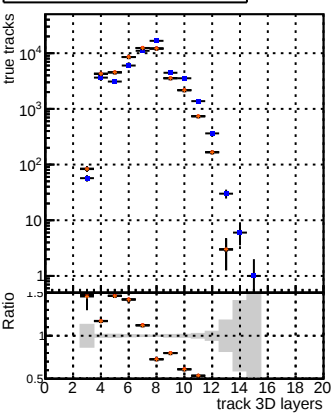
N of associated (recoToSim) duplicate tracks vs pixellayer



N of reco track vs 3D layer



N of associated (recoToSim) tracks vs 3D layer



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

