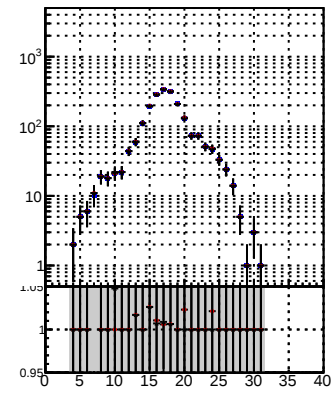
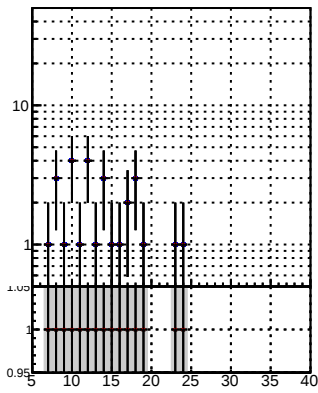
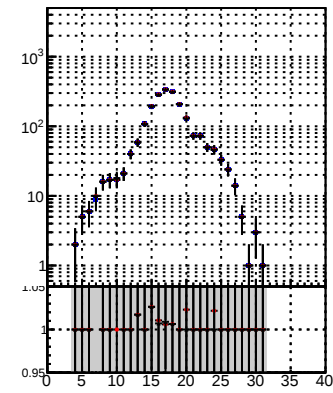


N of reco track vs hit



N of associated (recoToSim) tracks vs hit

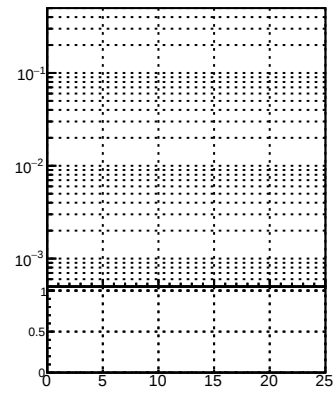
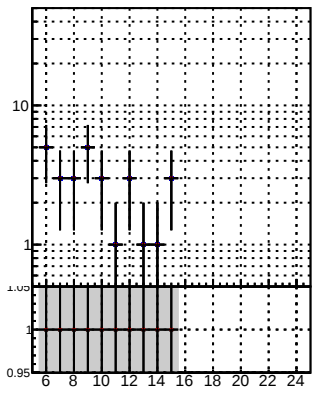
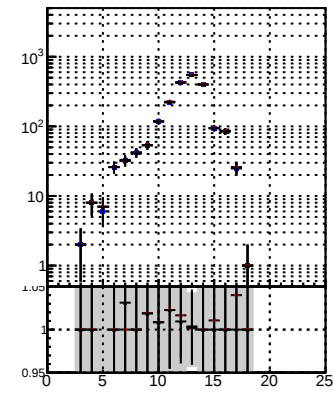
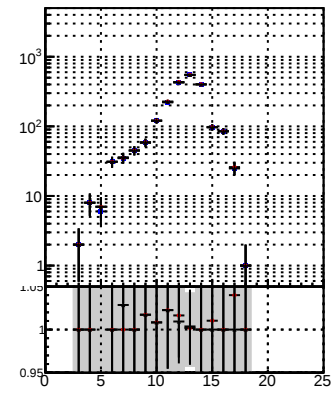


N of associated (recoToSim) duplicate tracks vs hit

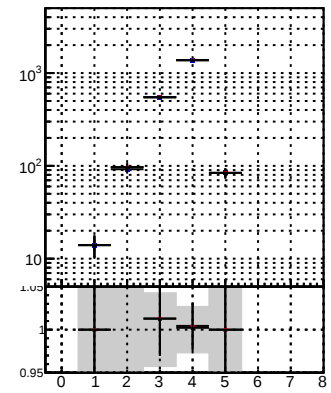


—•— Orig/DQM orig MS
 —•— pixelLessOrig/DQM mod MS
 —•— pixelLess/DQM mod MS

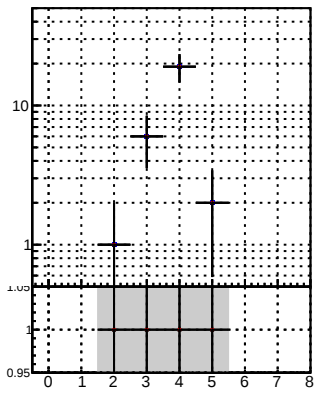
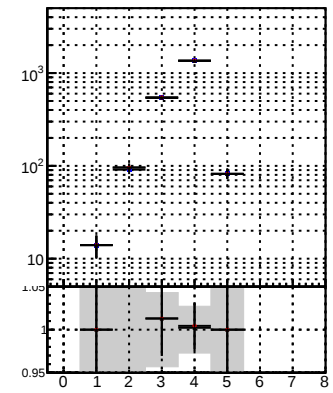
N of reco track vs hit



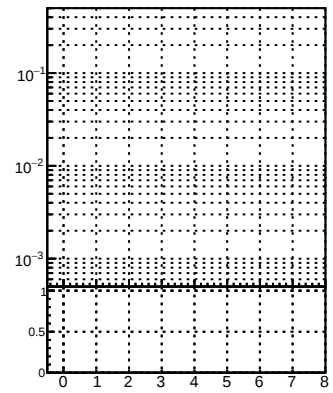
N of reco track vs pixellayer



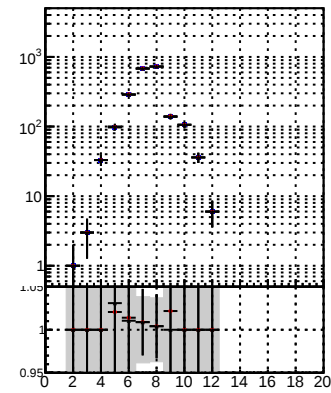
N of associated (recoToSim) tracks vs pixellayer



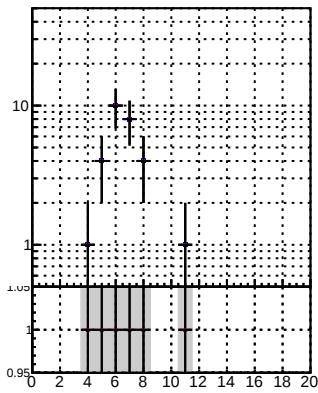
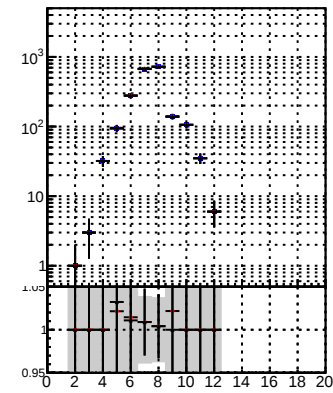
N of associated (recoToSim) duplicate tracks vs pixellayer



N of reco track vs 3D layer



N of associated (recoToSim) tracks vs 3D layer



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

