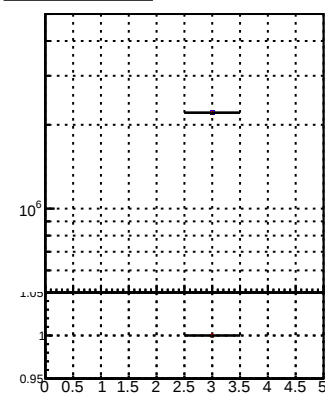
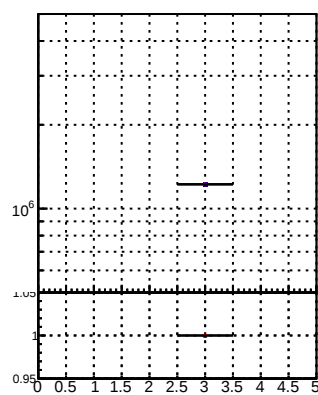
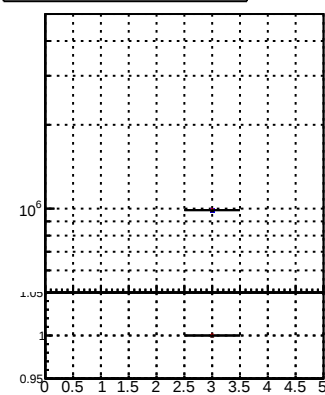


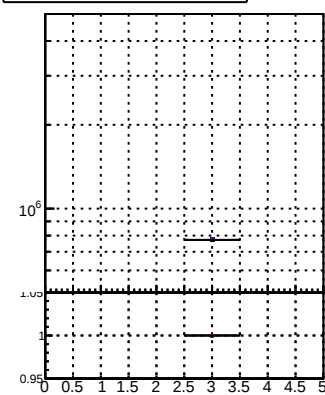
N of reco track vs hit



N of associated (recoToSim) tracks vs hit



N of associated (recoToSim) duplicate tracks vs hit



—●—

—●—

—●—

—●—

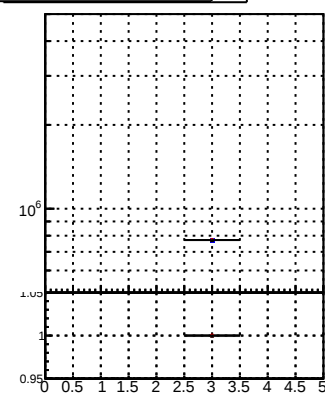
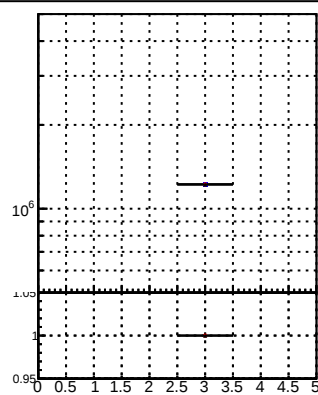
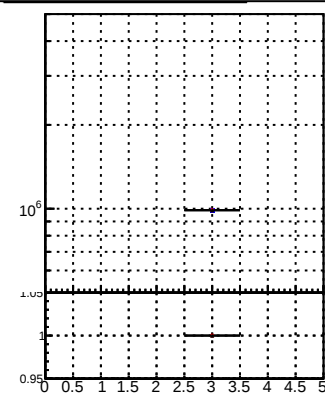
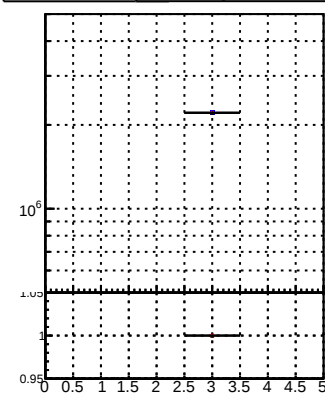
Orig/DQM_orig_MS

pixelLessOrig/DQM_mod_MS

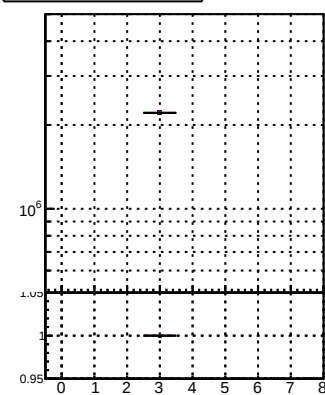
Orig/DQM_orig_MS

pixelLess/DQM_mod_MS

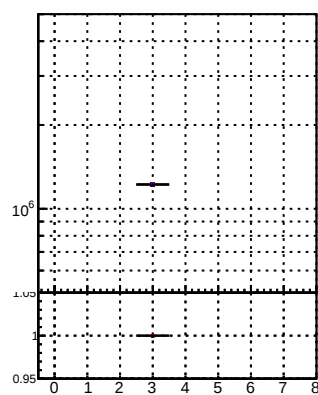
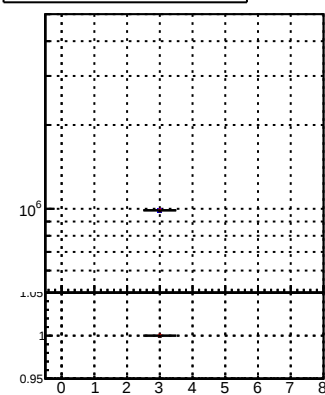
N of reco track vs hit



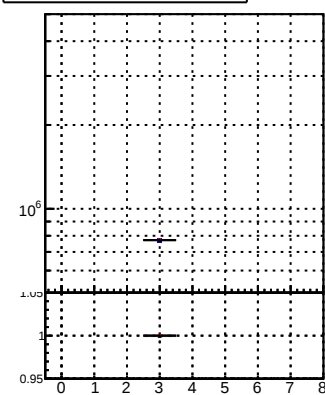
N of reco track vs pixellayer



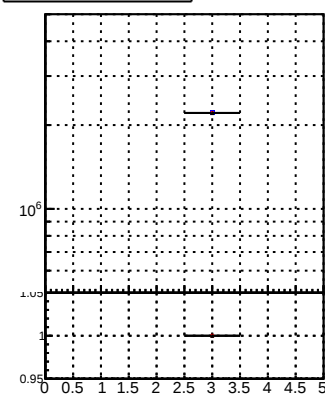
N of associated (recoToSim) tracks vs pixellayer



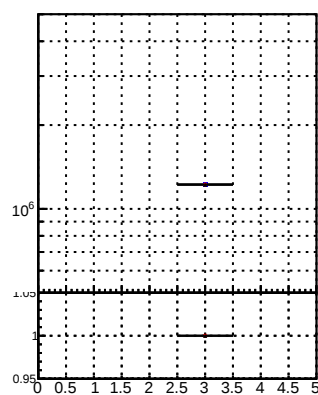
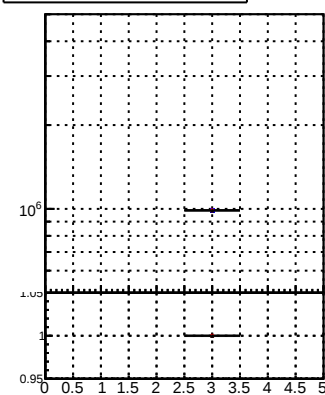
N of associated (recoToSim) duplicate tracks vs pixellayer



N of reco track vs 3D layer



N of associated (recoToSim) tracks vs 3D layer



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

