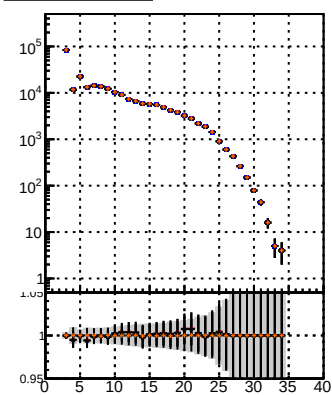
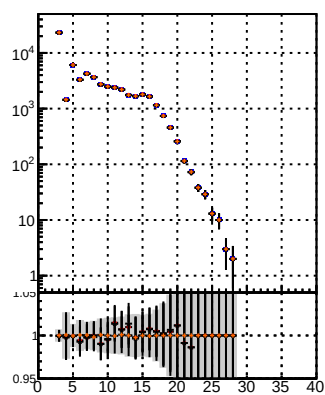
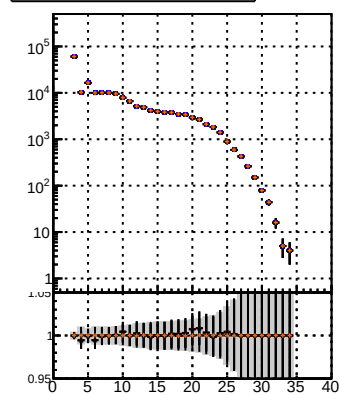


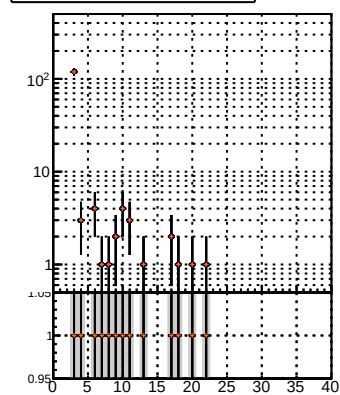
N of reco track vs hit



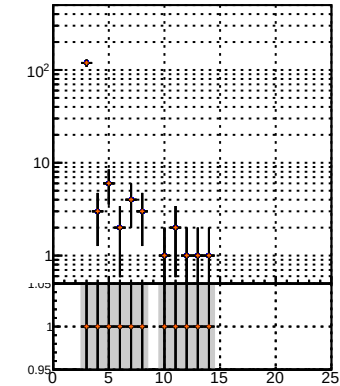
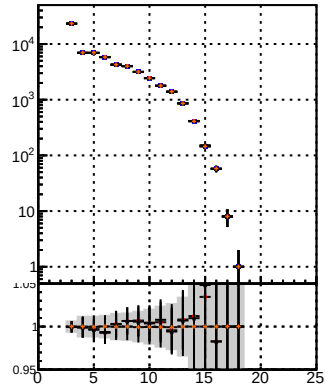
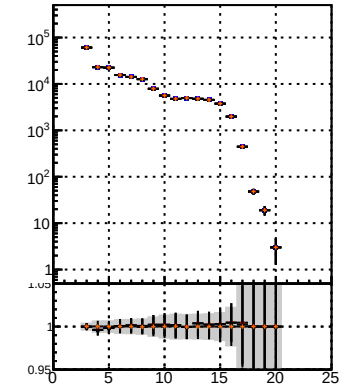
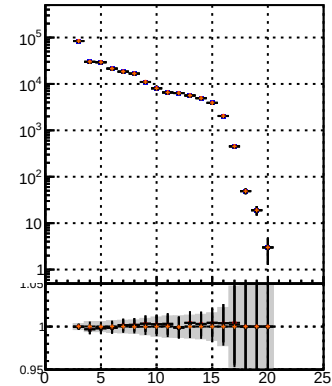
N of associated (recoToSim) tracks vs hit



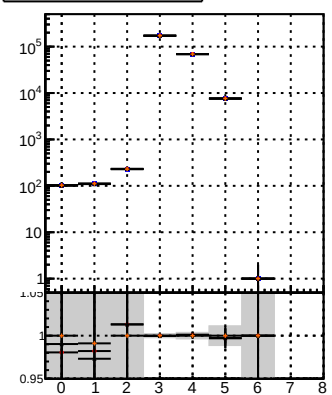
N of associated (recoToSim) duplicate tracks vs hit



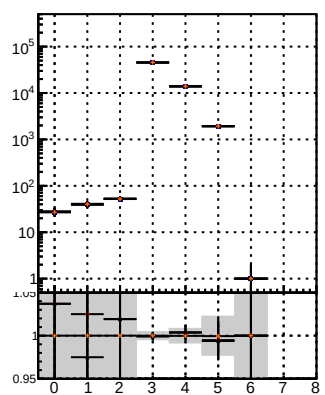
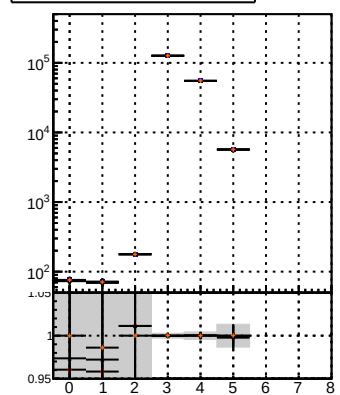
N of reco track vs hit
hit0-det0
hit0-dpda
hit0-chi2
hit1-det0
hit1-dpda
hit1-chi2
hit2-det0
hit2-dpda
hit2-chi2
hit3-det0
hit3-dpda
hit3-chi2
hit4-det0
hit4-dpda
hit4-chi2
hit5-det0
hit5-dpda
hit5-chi2
hit6-det0
hit6-dpda
hit6-chi2
hit7-det0
hit7-dpda
hit7-chi2
hit8-det0
hit8-dpda
hit8-chi2
hit9-det0
hit9-dpda
hit9-chi2
hit10-det0
hit10-dpda
hit10-chi2
hit11-det0
hit11-dpda
hit11-chi2
hit12-det0
hit12-dpda
hit12-chi2
hit13-det0
hit13-dpda
hit13-chi2
hit14-det0
hit14-dpda
hit14-chi2
hit15-det0
hit15-dpda
hit15-chi2
hit16-det0
hit16-dpda
hit16-chi2
hit17-det0
hit17-dpda
hit17-chi2
hit18-det0
hit18-dpda
hit18-chi2
hit19-det0
hit19-dpda
hit19-chi2
hit20-det0
hit20-dpda
hit20-chi2
hit21-det0
hit21-dpda
hit21-chi2
hit22-det0
hit22-dpda
hit22-chi2
hit23-det0
hit23-dpda
hit23-chi2
hit24-det0
hit24-dpda
hit24-chi2
hit25-det0
hit25-dpda
hit25-chi2
hit26-det0
hit26-dpda
hit26-chi2
hit27-det0
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hit28-det0
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hit30-det0
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hit38-dpda
hit38-chi2
hit39-det0
hit39-dpda
hit39-chi2



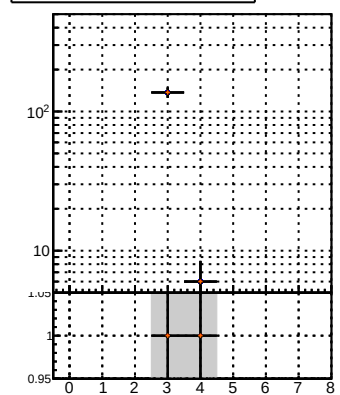
N of reco track vs pixellayer



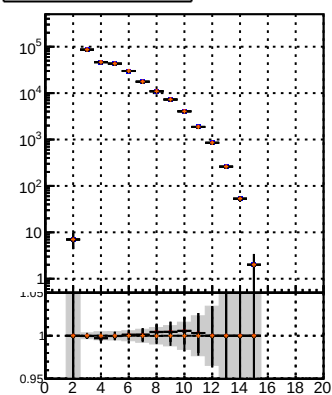
N of associated (recoToSim) tracks vs pixellayer



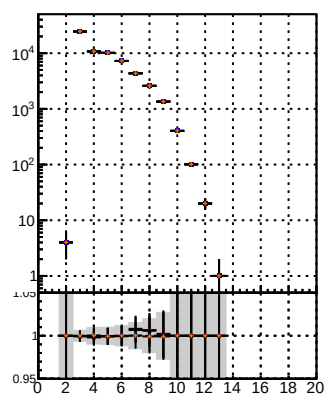
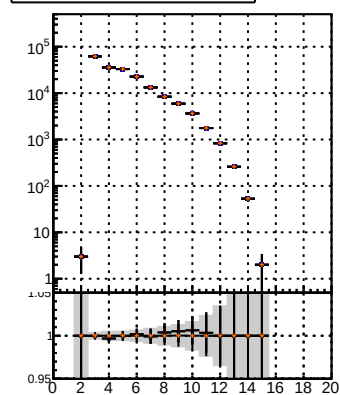
N of associated (recoToSim) duplicate tracks vs pixellayer



N of reco track vs 3D layer



N of associated (recoToSim) tracks vs 3D layer



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

