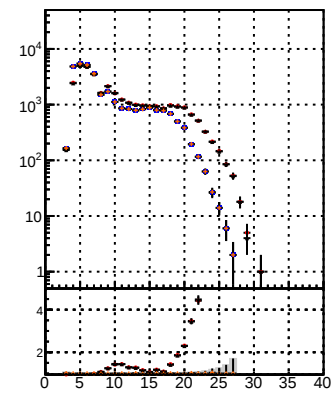
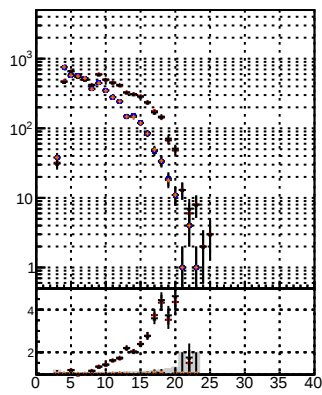
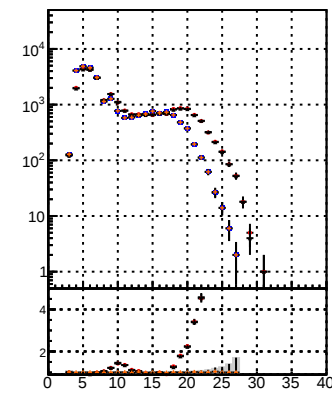


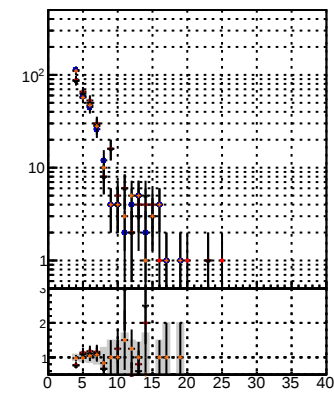
N of reco track vs hit



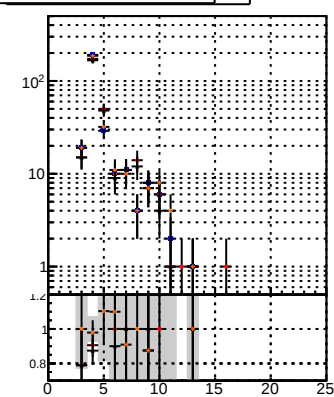
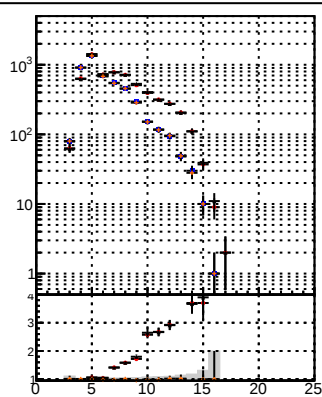
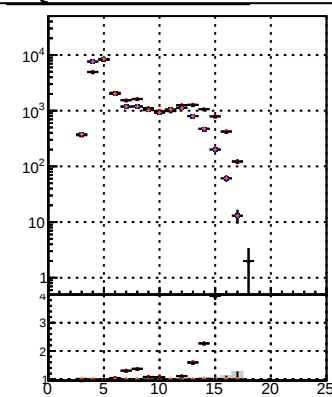
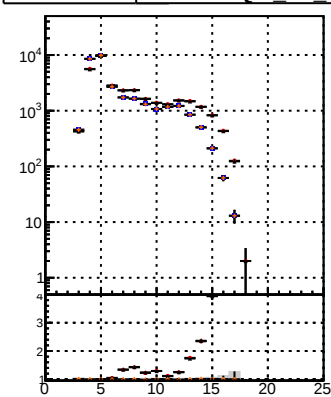
N of associated (recoToSim) tracks vs hit



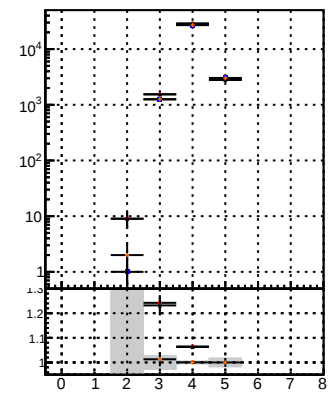
N of associated (recoToSim) duplicate tracks vs hit



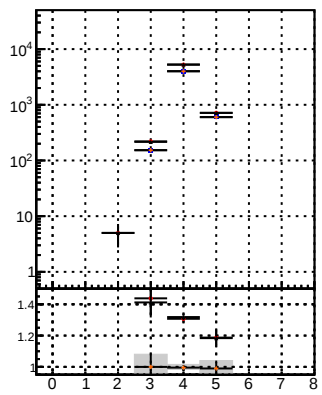
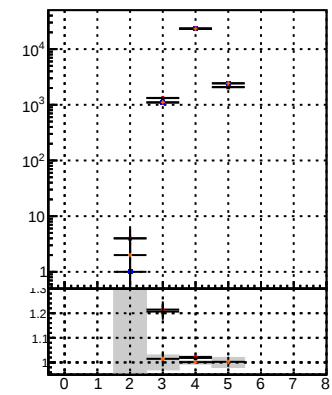
det0 det1 det2 det3 det4 det5 det6 det7 det8 det9 det10 det11 det12  
 det13 det14 det15 det16 det17 det18 det19 det20 det21 det22 det23 det24 det25 det26 det27 det28 det29 det30 det31 det32 det33 det34 det35 det36 det37 det38 det39 det40



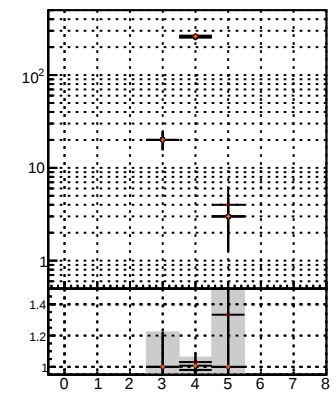
N of reco track vs pixellayer



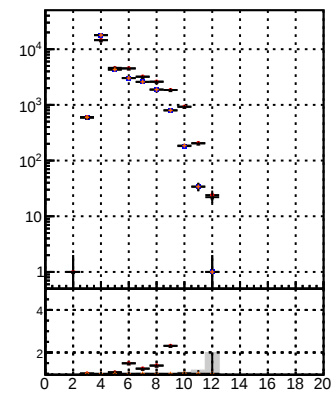
N of associated (recoToSim) tracks vs pixellayer



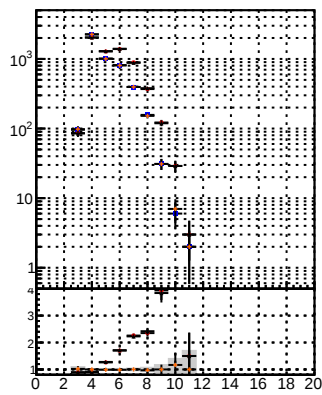
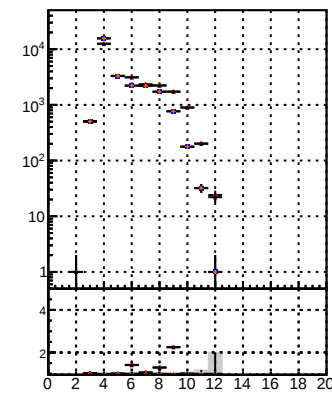
N of associated (recoToSim) duplicate tracks vs pixellayer



N of reco track vs 3D layer



N of associated (recoToSim) tracks vs 3D layer



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

