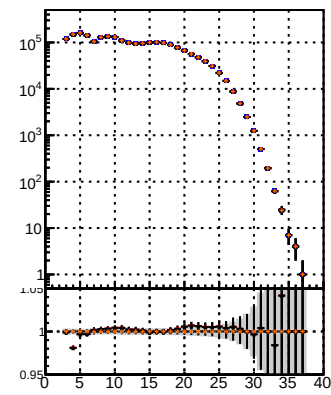
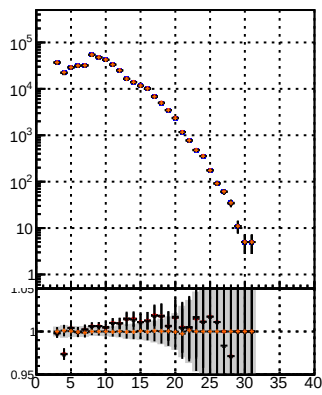
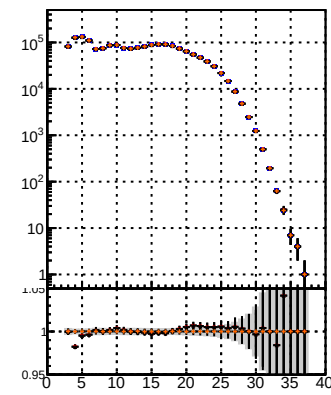


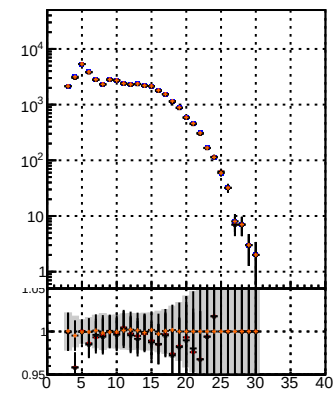
N of reco track vs hit



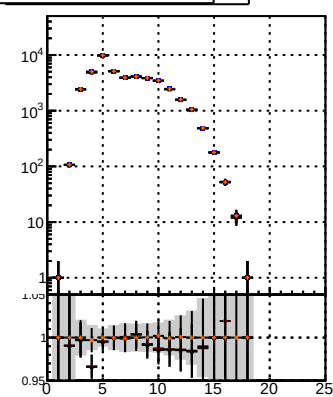
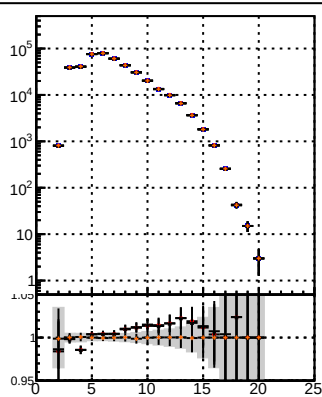
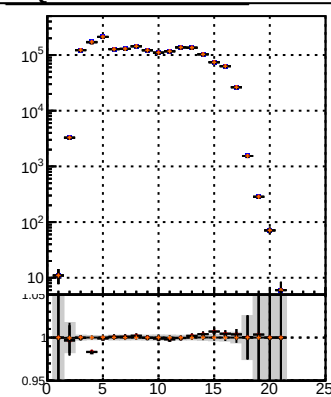
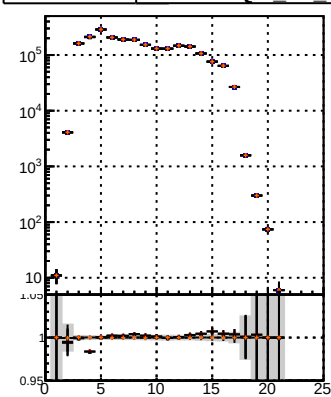
N of associated (recoToSim) tracks vs hit



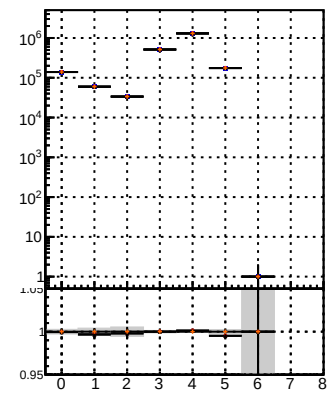
N of associated (recoToSim) duplicate tracks vs hit



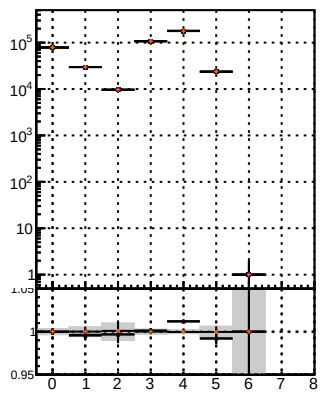
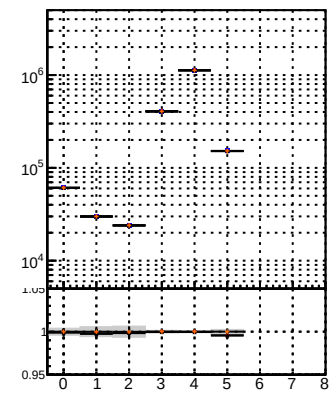
—●— **DOM** **TT** **MS** **det0**
 —●— **DOM** **TT** **MS** **det0-dpd0**
 —●— **DOM** **TT** **MS** **det0-chi2**



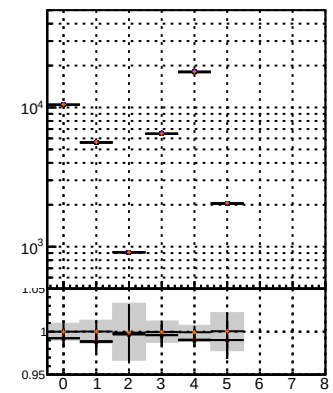
N of reco track vs pixellayer



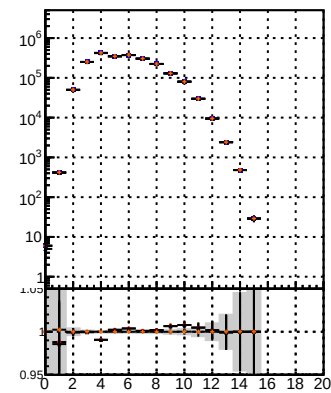
N of associated (recoToSim) tracks vs pixellayer



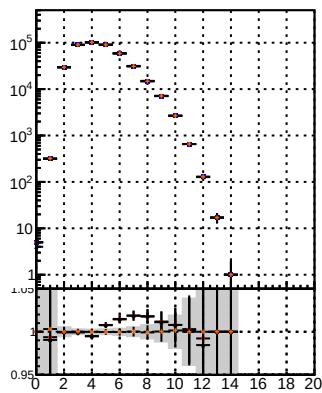
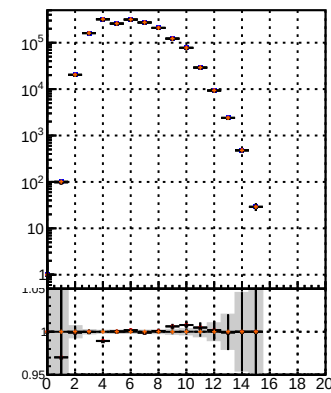
N of associated (recoToSim) duplicate tracks vs pixellayer



N of reco track vs 3D layer



N of associated (recoToSim) tracks vs 3D layer



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

