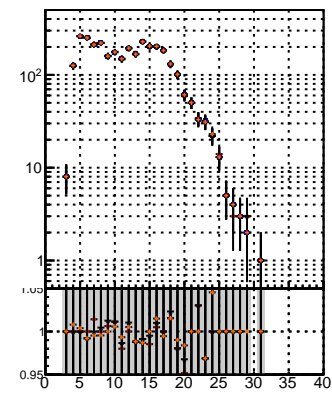
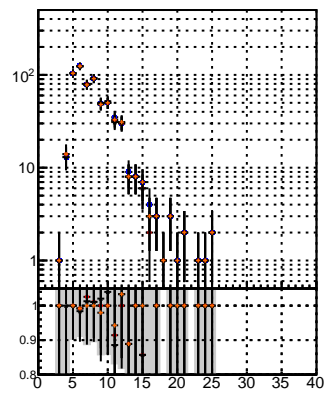
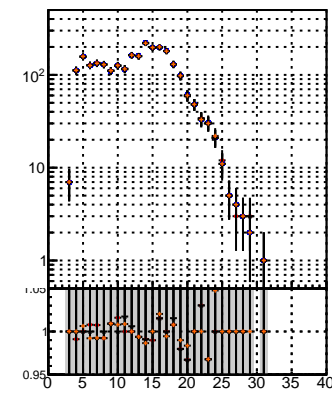


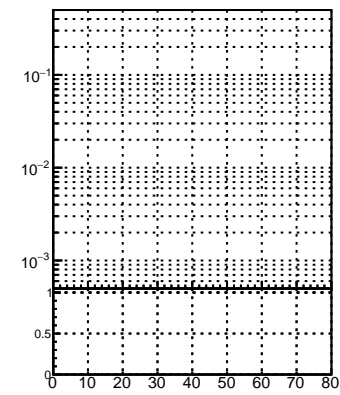
N of reco track vs hit



N of associated (recoToSim) tracks vs hit

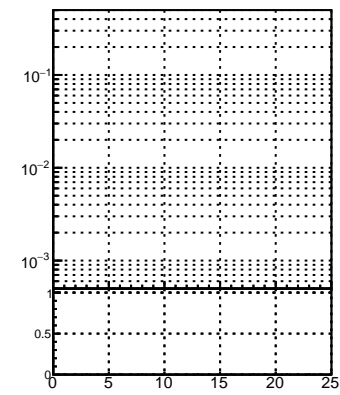
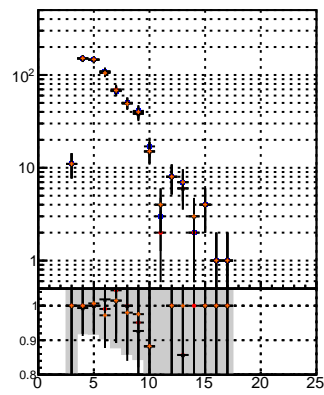
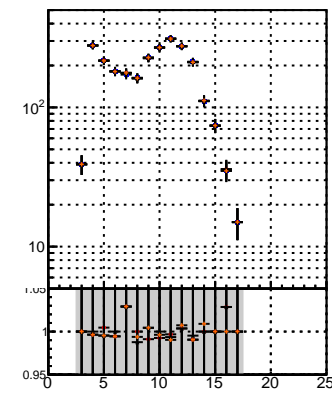
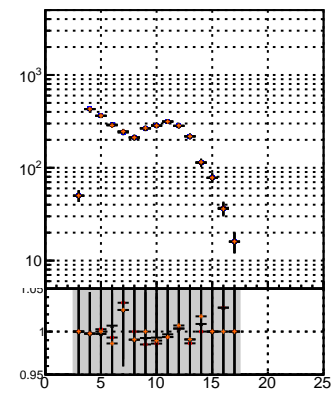


N of associated (recoToSim) duplicate tracks vs hit

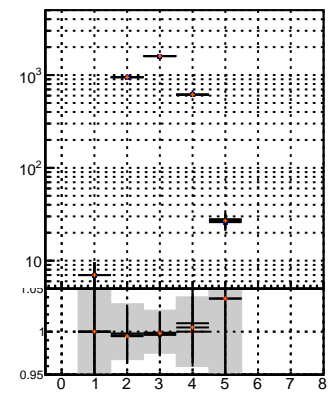


—●— hit0  
 —●— hit1  
 —●— hit2  
 —●— hit3  
 —●— hit4  
 —●— hit5  
 —●— hit6  
 —●— hit7  
 —●— hit8  
 —●— hit9  
 —●— hit10  
 —●— hit11  
 —●— hit12  
 —●— hit13  
 —●— hit14  
 —●— hit15  
 —●— hit16  
 —●— hit17  
 —●— hit18  
 —●— hit19  
 —●— hit20  
 —●— hit21  
 —●— hit22  
 —●— hit23  
 —●— hit24  
 —●— hit25  
 —●— hit26  
 —●— hit27  
 —●— hit28  
 —●— hit29  
 —●— hit30  
 —●— hit31  
 —●— hit32  
 —●— hit33  
 —●— hit34  
 —●— hit35  
 —●— hit36  
 —●— hit37  
 —●— hit38  
 —●— hit39  
 —●— hit40  
 —●— hit41  
 —●— hit42  
 —●— hit43  
 —●— hit44  
 —●— hit45  
 —●— hit46  
 —●— hit47  
 —●— hit48  
 —●— hit49  
 —●— hit50  
 —●— hit51  
 —●— hit52  
 —●— hit53  
 —●— hit54  
 —●— hit55  
 —●— hit56  
 —●— hit57  
 —●— hit58  
 —●— hit59  
 —●— hit60  
 —●— hit61  
 —●— hit62  
 —●— hit63  
 —●— hit64  
 —●— hit65  
 —●— hit66  
 —●— hit67  
 —●— hit68  
 —●— hit69  
 —●— hit70  
 —●— hit71  
 —●— hit72  
 —●— hit73  
 —●— hit74  
 —●— hit75  
 —●— hit76  
 —●— hit77  
 —●— hit78  
 —●— hit79  
 —●— hit80  
 —●— hit81  
 —●— hit82  
 —●— hit83  
 —●— hit84  
 —●— hit85  
 —●— hit86  
 —●— hit87  
 —●— hit88  
 —●— hit89  
 —●— hit90  
 —●— hit91  
 —●— hit92  
 —●— hit93  
 —●— hit94  
 —●— hit95  
 —●— hit96  
 —●— hit97  
 —●— hit98  
 —●— hit99

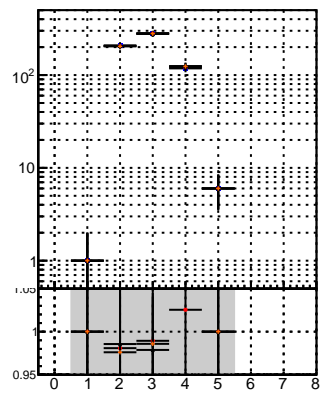
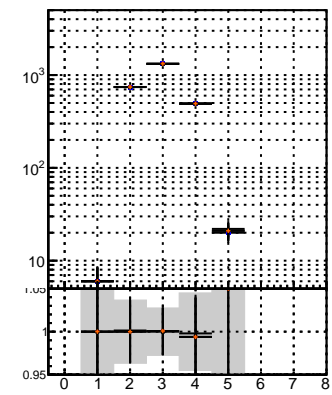
N of reco track vs hit



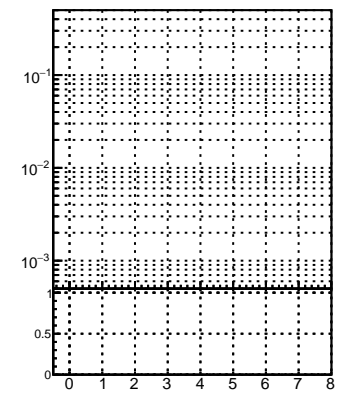
N of reco track vs pixellayer



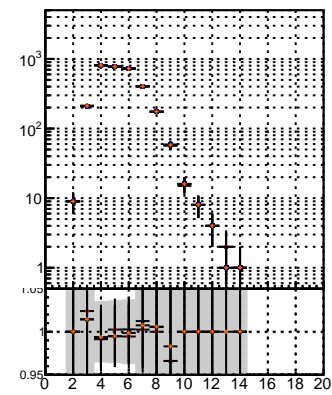
N of associated (recoToSim) tracks vs pixellayer



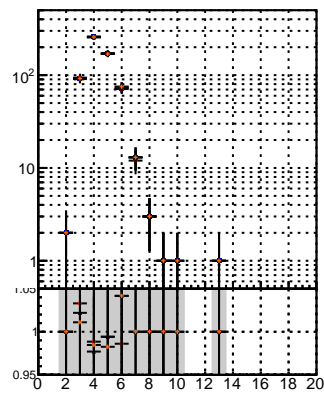
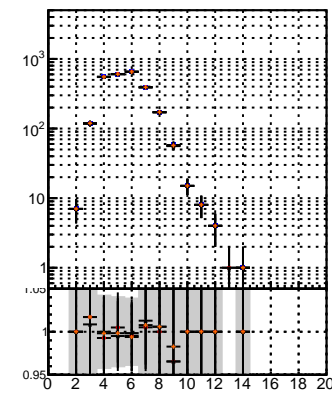
N of associated (recoToSim) duplicate tracks vs pixellayer



N of reco track vs 3D layer



N of associated (recoToSim) tracks vs 3D layer



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

