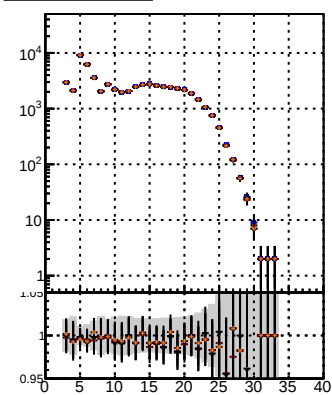
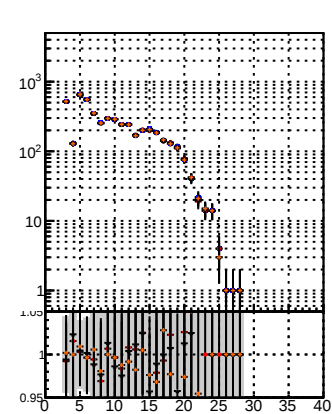
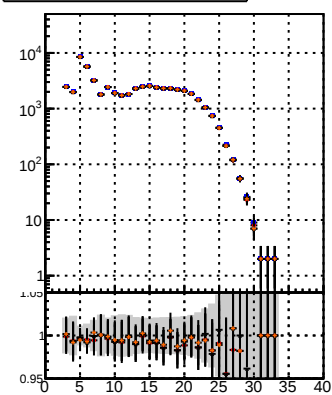


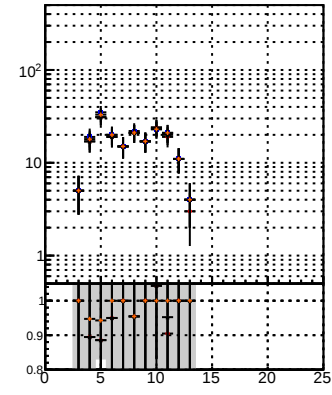
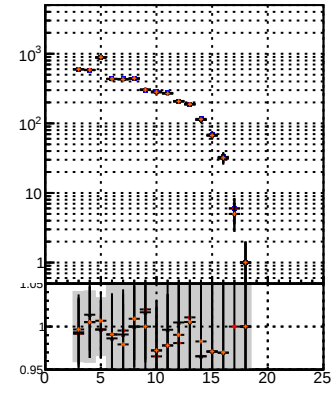
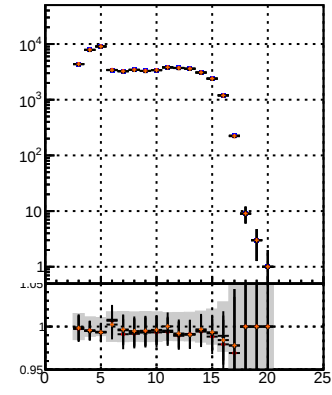
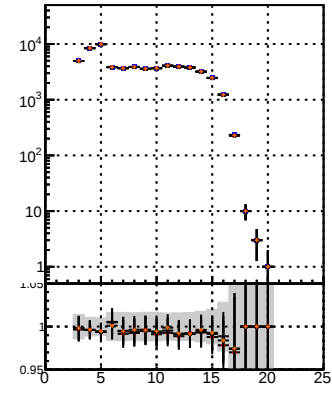
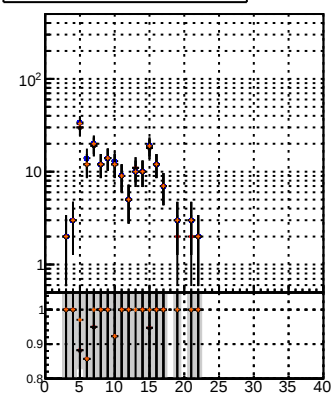
N of reco track vs hit



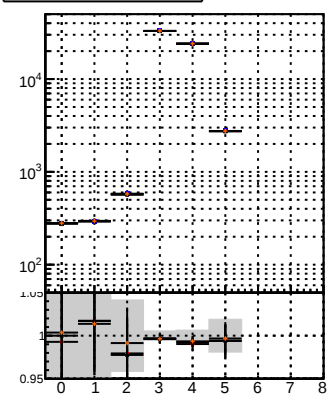
N of associated (recoToSim) tracks vs hit



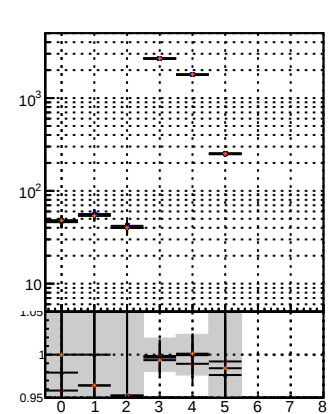
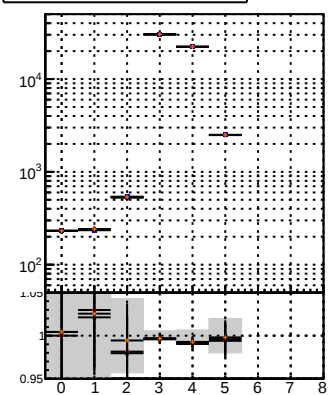
N of associated (recoToSim) duplicate tracks vs hit



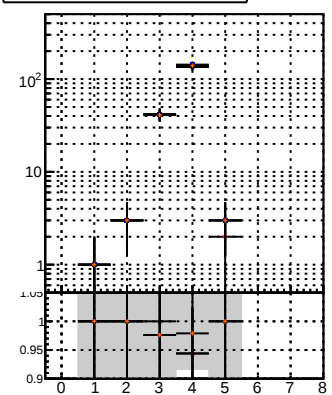
N of reco track vs pixelayer



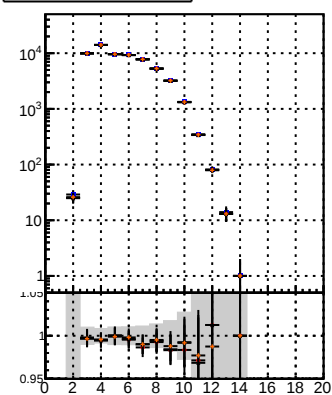
N of associated (recoToSim) tracks vs pixelayer



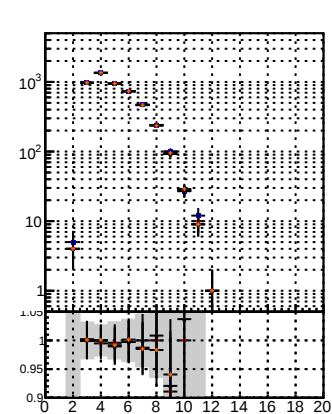
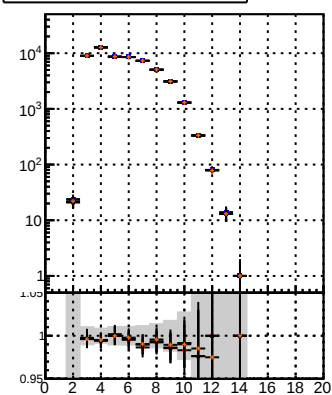
N of associated (recoToSim) duplicate tracks vs pixelayer



N of reco track vs 3D layer



N of associated (recoToSim) tracks vs 3D layer



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

