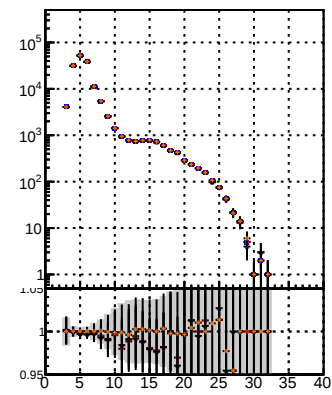
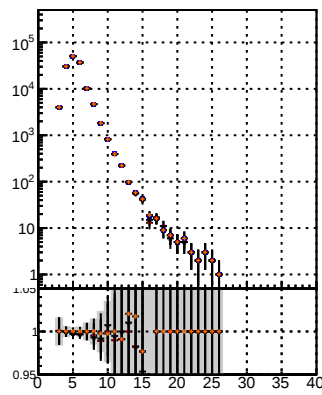
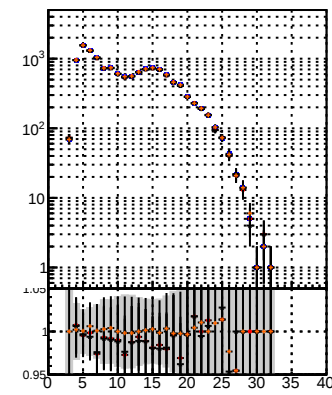


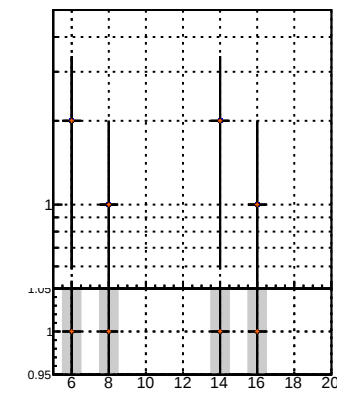
N of reco track vs hit



N of associated (recoToSim) tracks vs hit

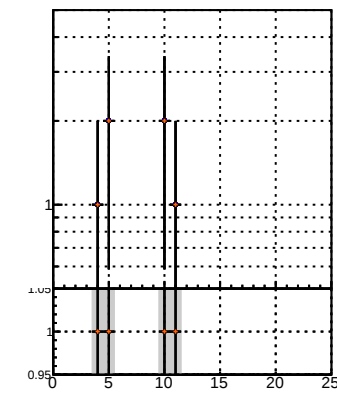
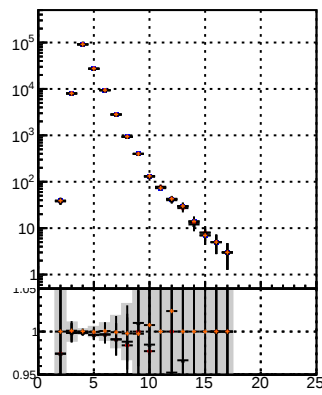
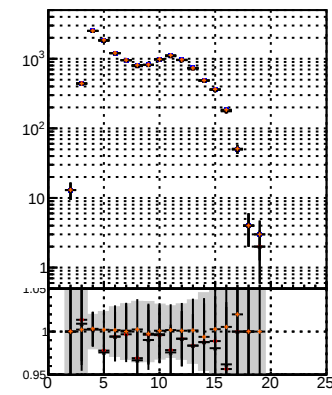
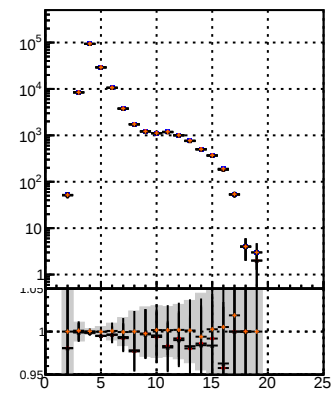


N of associated (recoToSim) duplicate tracks vs hit

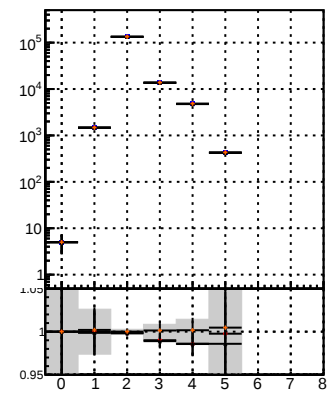


—●— $\text{DOM} \rightarrow \text{TT} \rightarrow \text{MS} \rightarrow \text{defT}$
 —●— $\text{DOM} \rightarrow \text{TT} \rightarrow \text{MS} \rightarrow \text{defT-dpda}$
 —●— $\text{DOM} \rightarrow \text{TT} \rightarrow \text{MS} \rightarrow \text{defT-chi2}$

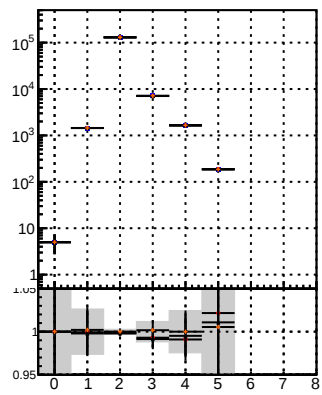
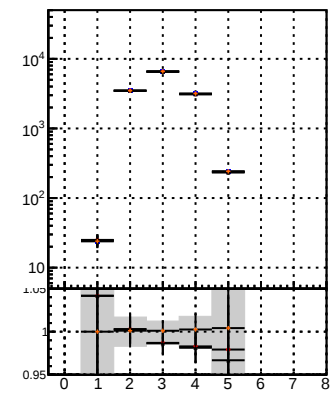
N of reco track vs hit



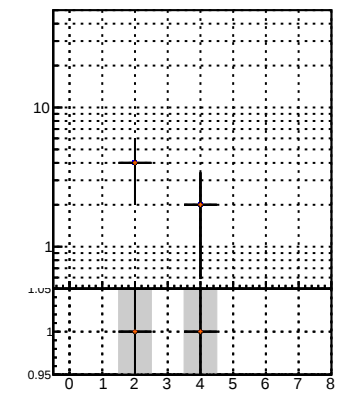
N of reco track vs pixellayer



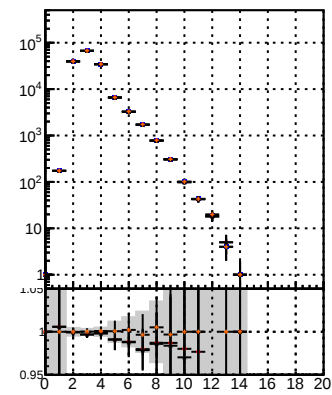
N of associated (recoToSim) tracks vs pixellayer



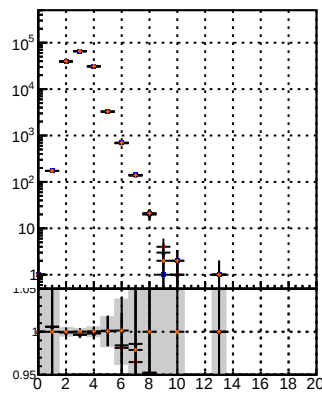
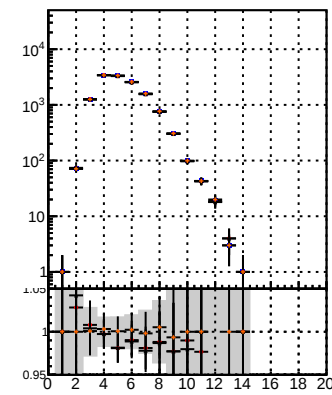
N of associated (recoToSim) duplicate tracks vs pixellayer



N of reco track vs 3D layer



N of associated (recoToSim) tracks vs 3D layer



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

