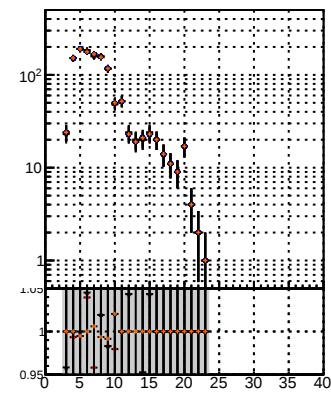
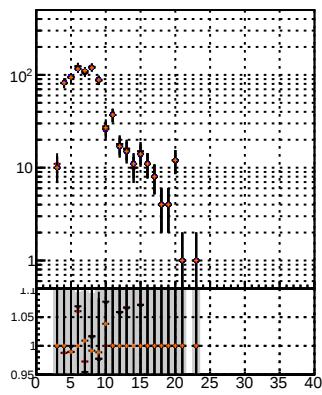
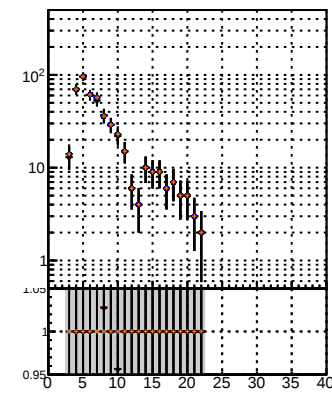


N of reco track vs hit



N of associated (recoToSim) tracks vs hit

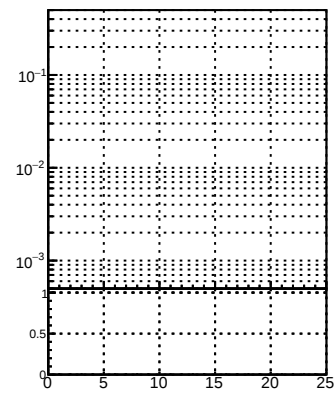
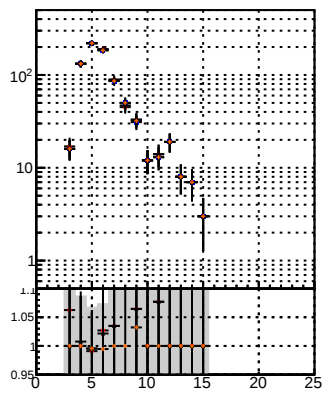
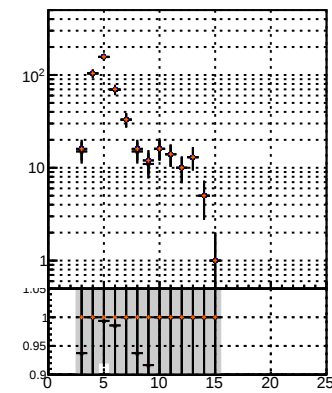
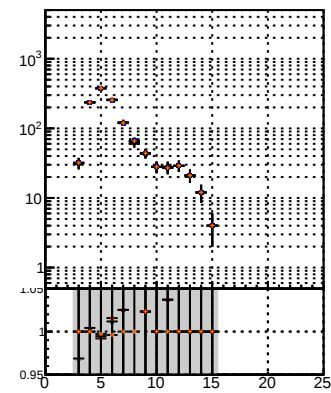


N of associated (recoToSim) duplicate tracks vs hit

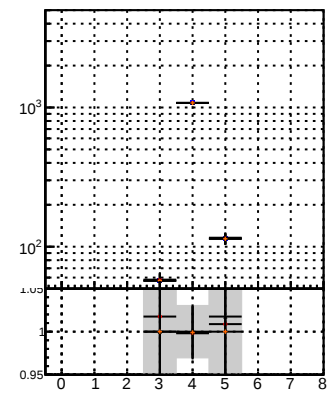


—●—  $\text{BQM}^{\text{TT}}_{\text{MS}}$   $\text{defT-dpda}$   
 —●—  $\text{BQM}^{\text{TT}}_{\text{MS}}$   $\text{defT-chi2}$   
 —●—  $\text{BQM}^{\text{TT}}_{\text{MS}}$   $\text{defT-chi2}$

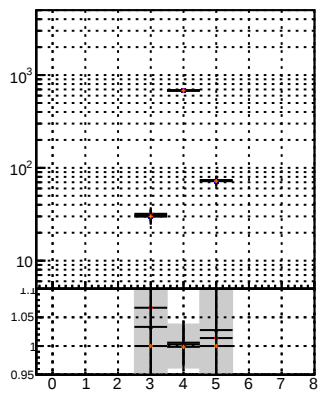
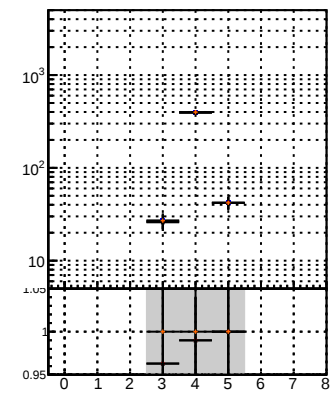
N of reco track vs hit



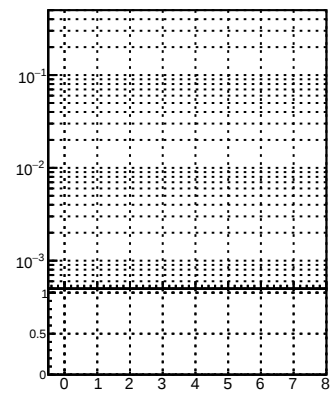
N of reco track vs pixellayer



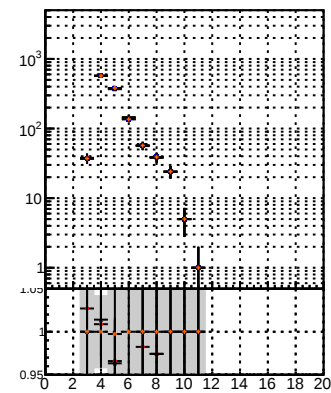
N of associated (recoToSim) tracks vs pixellayer



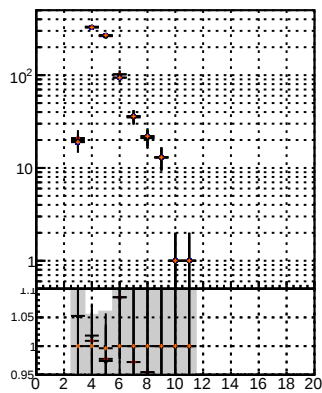
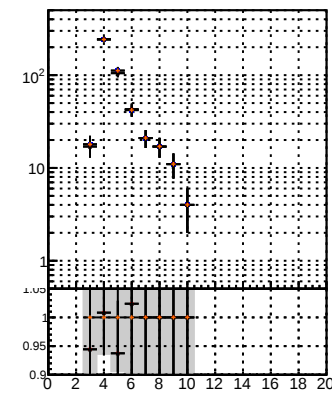
N of associated (recoToSim) duplicate tracks vs pixellayer



N of reco track vs 3D layer



N of associated (recoToSim) tracks vs 3D layer



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

