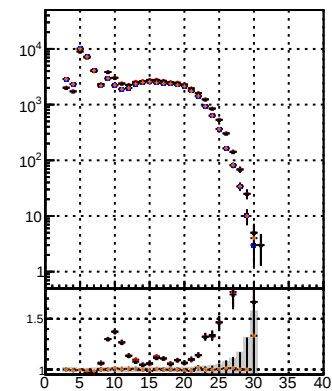
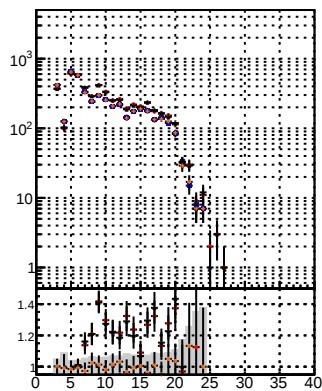
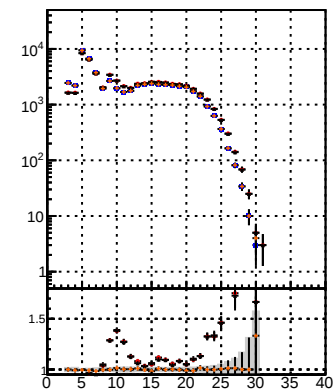


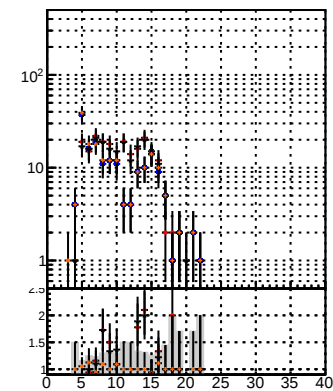
N of reco track vs hit



N of associated (recoToSim) tracks vs hit

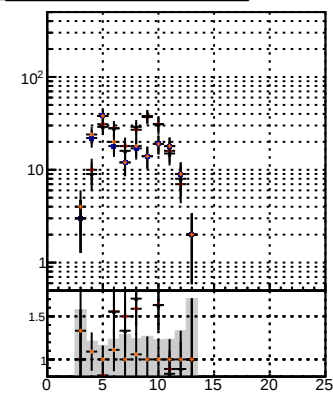
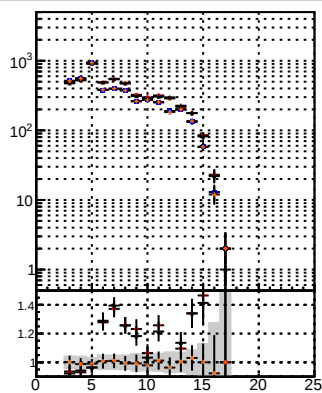
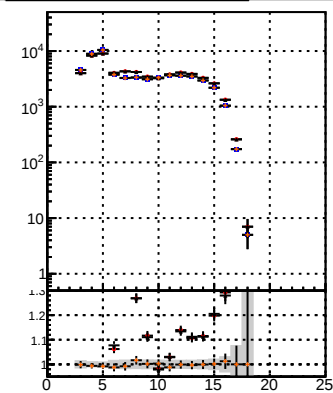
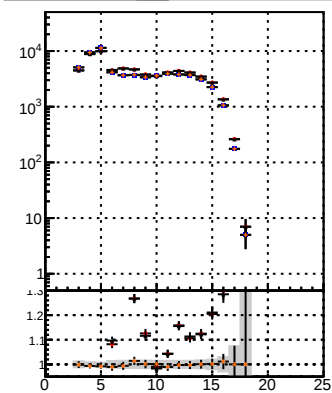


N of associated (recoToSim) duplicate tracks vs hit

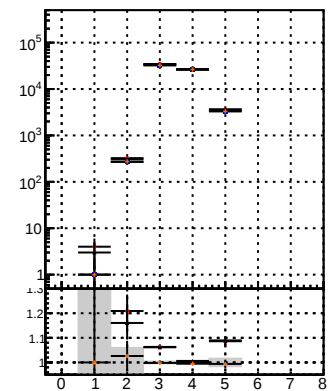


—●—  $\frac{DQM}{DQM}$   $\frac{TT}{TT}$   $\frac{MS}{MS}$   $\frac{defT}{defT}$   $\frac{dpdg}{dpdg}$   
 —●—  $\frac{DQM}{DQM}$   $\frac{TT}{TT}$   $\frac{MS}{MS}$   $\frac{defT}{defT}$   $\frac{chi2}{chi2}$

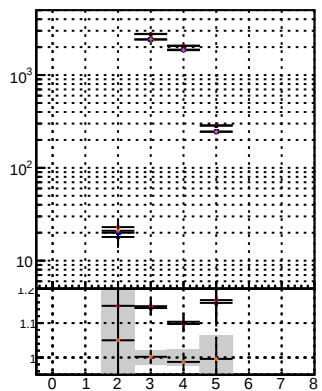
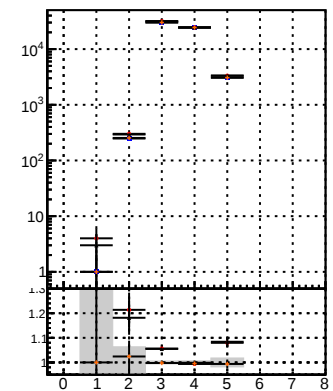
N of reco track vs hit



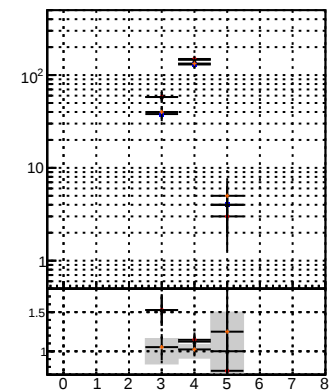
N of reco track vs pixellayer



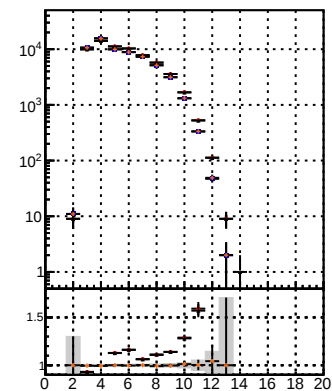
N of associated (recoToSim) tracks vs pixellayer



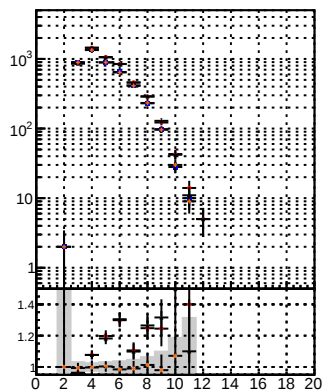
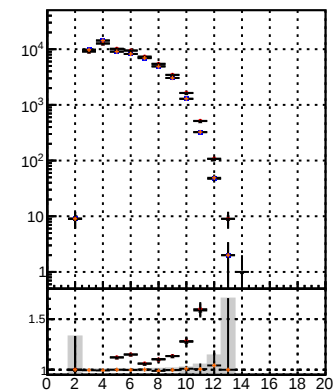
N of associated (recoToSim) duplicate tracks vs pixellayer



N of reco track vs 3D layer



N of associated (recoToSim) tracks vs 3D layer



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

