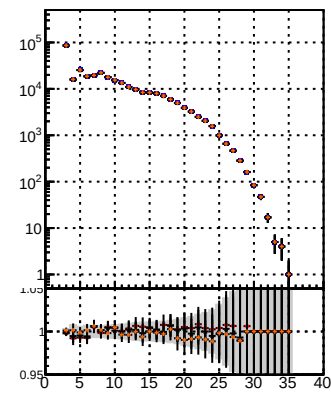
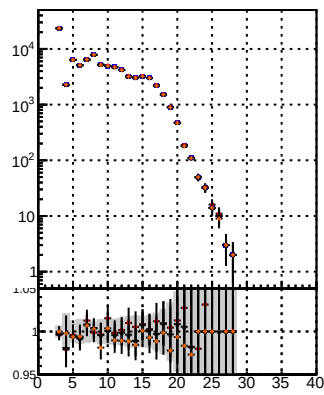
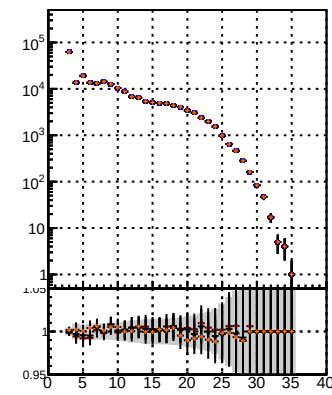


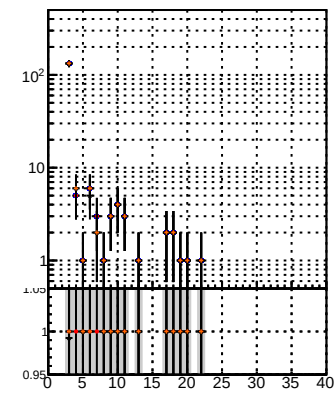
N of reco track vs hit



N of associated (recoToSim) tracks vs hit

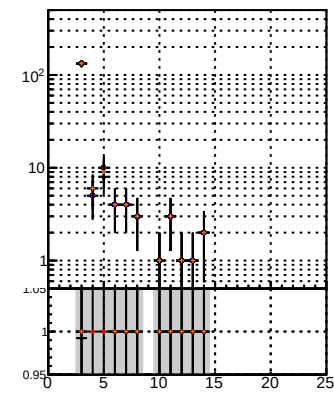
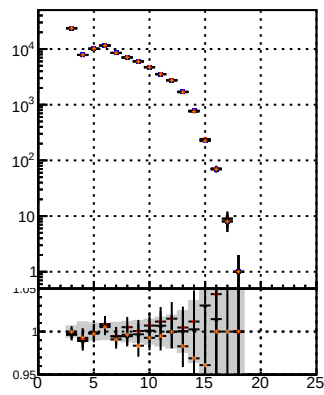
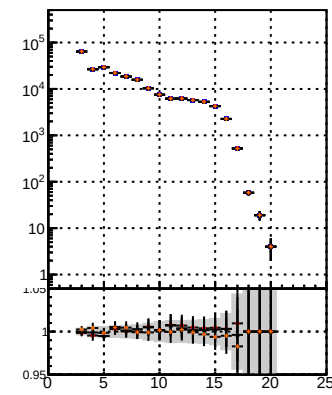
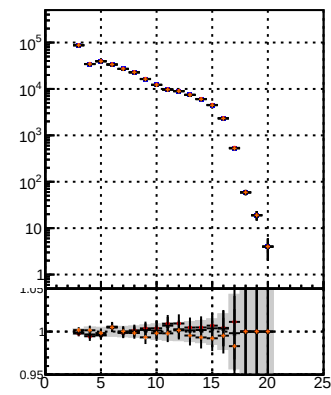


N of associated (recoToSim) duplicate tracks vs hit

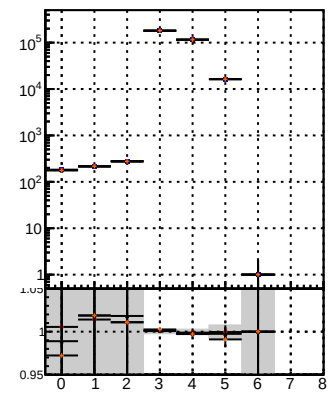


—●— detT09
 —●— detT10
 —●— detT11
 —●— detT12
 —●— detT13
 —●— detT14
 —●— detT15
 —●— detT16
 —●— detT17
 —●— detT18
 —●— detT19
 —●— detT20
 —●— detT21
 —●— detT22
 —●— detT23
 —●— detT24
 —●— detT25
 —●— detT26
 —●— detT27
 —●— detT28
 —●— detT29
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 —●— detT96
 —●— detT97
 —●— detT98
 —●— detT99
 —●— detT100

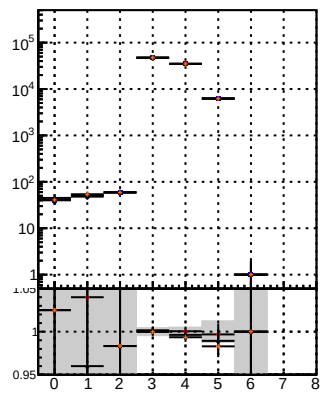
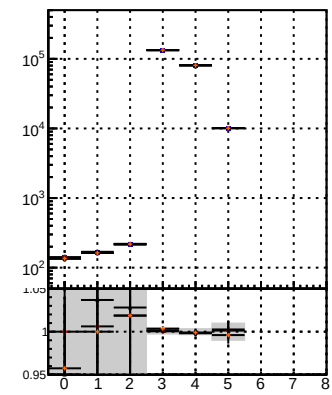
N of reco track vs hit



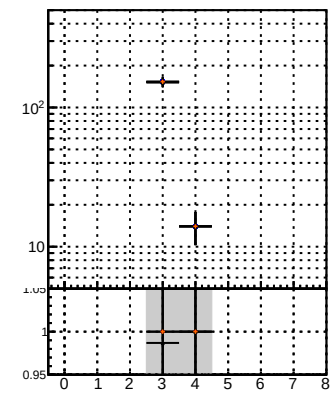
N of reco track vs pixellayer



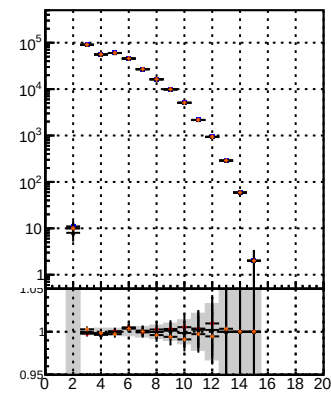
N of associated (recoToSim) tracks vs pixellayer



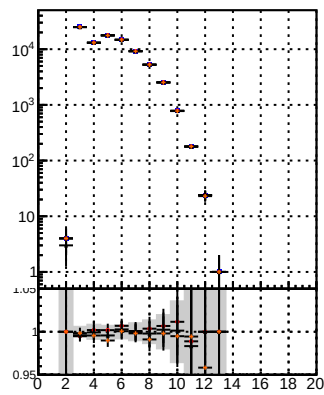
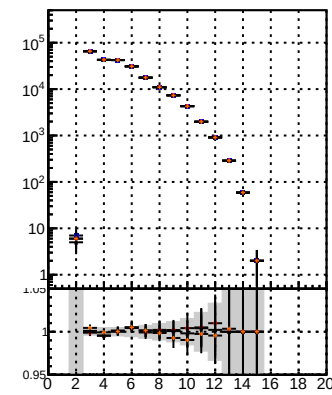
N of associated (recoToSim) duplicate tracks vs pixellayer



N of reco track vs 3D layer



N of associated (recoToSim) tracks vs 3D layer



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

