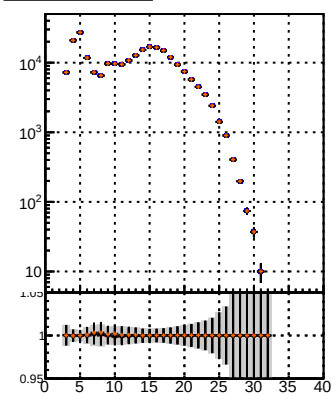
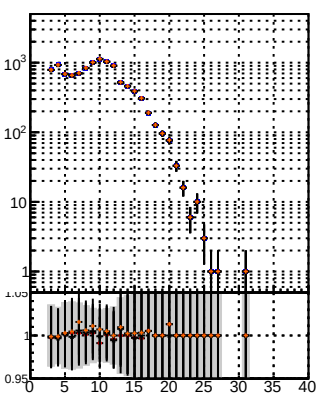
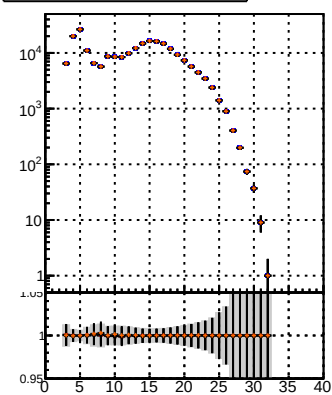


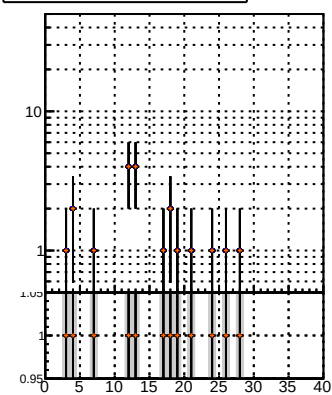
N of reco track vs hit



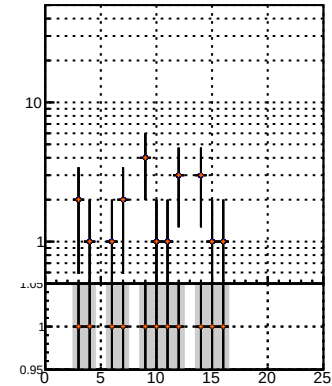
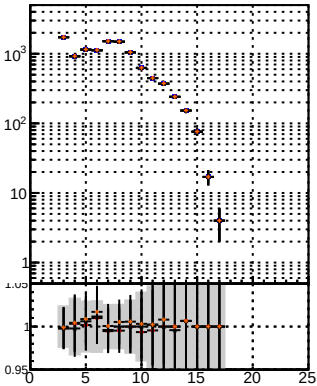
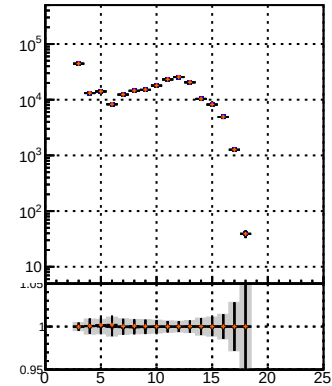
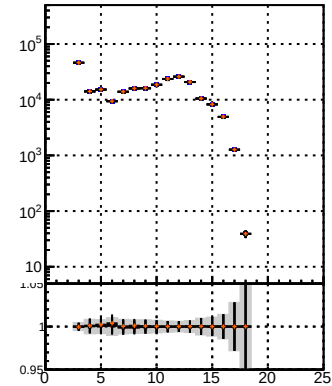
N of associated (recoToSim) tracks vs hit



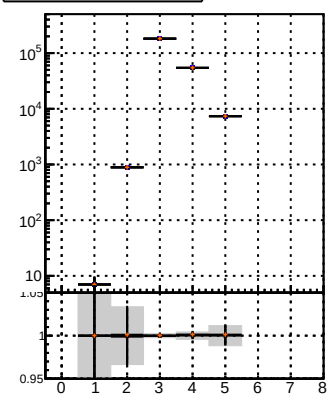
N of associated (recoToSim) duplicate tracks vs hit



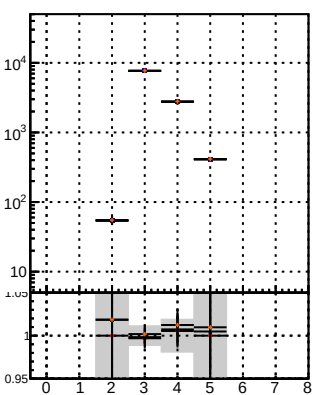
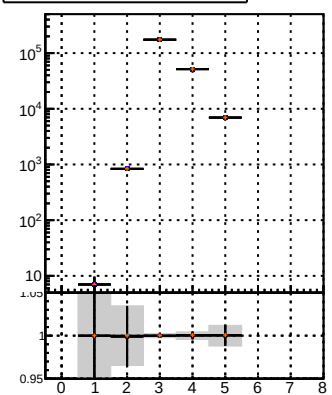
N of reco track vs hit
 detT09
 detT10
 detT11
 detT12
 detT13
 detT14
 detT15
 detT16
 detT17
 detT18
 detT19
 detT20
 detT21
 detT22
 detT23
 detT24
 detT25
 detT26
 detT27
 detT28
 detT29
 detT30
 detT31
 detT32
 detT33
 detT34
 detT35
 detT36
 detT37
 detT38
 detT39
 detT40
 detT41
 detT42
 detT43
 detT44
 detT45
 detT46
 detT47
 detT48
 detT49
 detT50
 detT51
 detT52
 detT53
 detT54
 detT55
 detT56
 detT57
 detT58
 detT59
 detT60
 detT61
 detT62
 detT63
 detT64
 detT65
 detT66
 detT67
 detT68
 detT69
 detT70
 detT71
 detT72
 detT73
 detT74
 detT75
 detT76
 detT77
 detT78
 detT79
 detT80
 detT81
 detT82
 detT83
 detT84
 detT85
 detT86
 detT87
 detT88
 detT89
 detT90
 detT91
 detT92
 detT93
 detT94
 detT95
 detT96
 detT97
 detT98
 detT99
 detT100



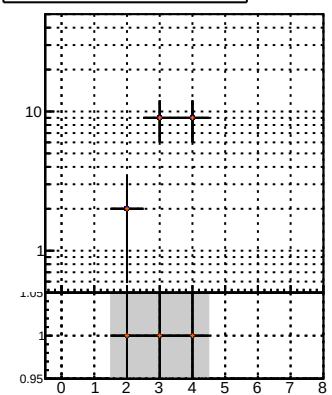
N of reco track vs pixellayer



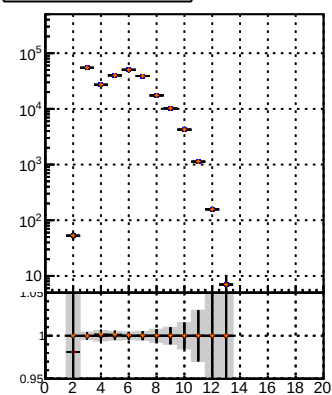
N of associated (recoToSim) tracks vs pixellayer



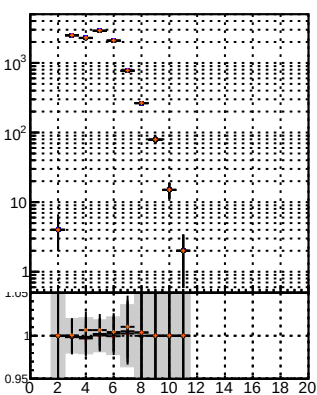
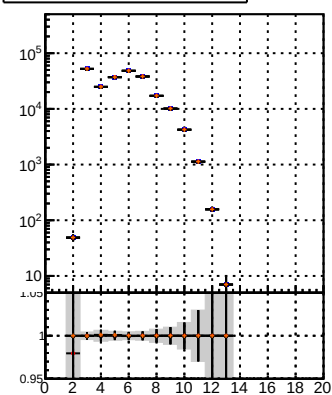
N of associated (recoToSim) duplicate tracks vs pixellayer



N of reco track vs 3D layer



N of associated (recoToSim) tracks vs 3D layer



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

