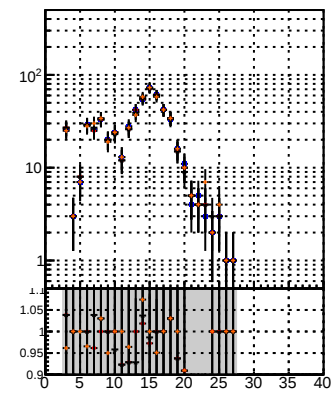
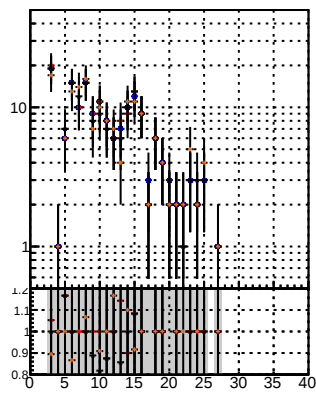
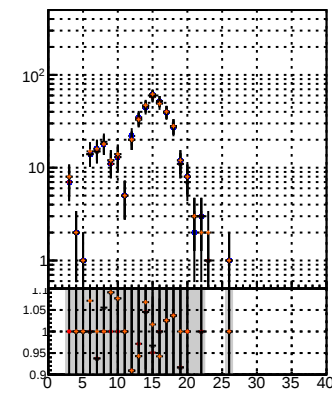


N of reco track vs hit



N of associated (recoToSim) tracks vs hit

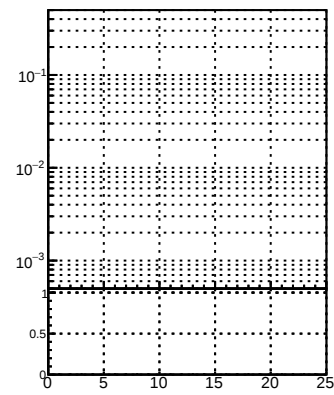
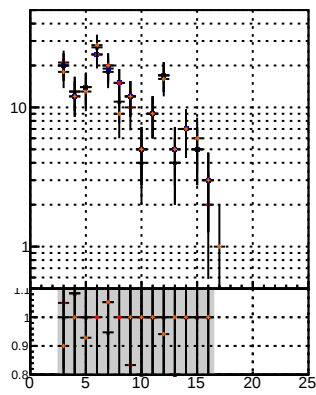
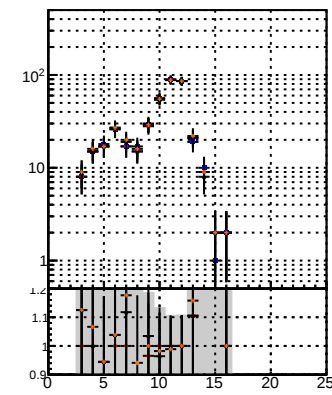
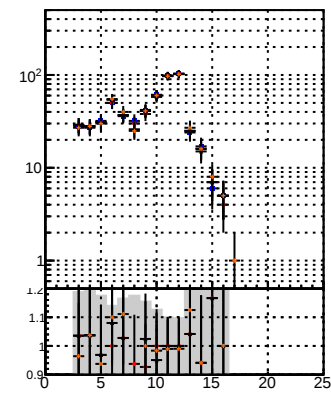


N of associated (recoToSim) duplicate tracks vs hit

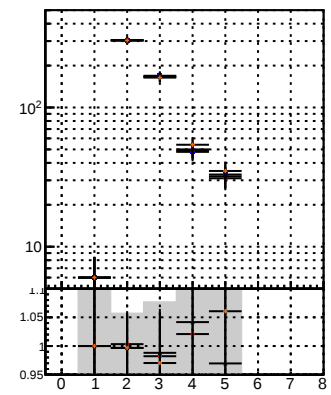


—●— $\frac{N_{\text{reco}}}{N_{\text{hit}}}$ $\frac{N_{\text{assoc}}}{N_{\text{hit}}}$ $\frac{N_{\text{dup}}}{N_{\text{hit}}}$
 —●— $\frac{N_{\text{reco}}}{N_{\text{hit}}}$ $\frac{N_{\text{assoc}}}{N_{\text{hit}}}$ $\frac{N_{\text{dup}}}{N_{\text{hit}}}$
 —●— $\frac{N_{\text{reco}}}{N_{\text{hit}}}$ $\frac{N_{\text{assoc}}}{N_{\text{hit}}}$ $\frac{N_{\text{dup}}}{N_{\text{hit}}}$

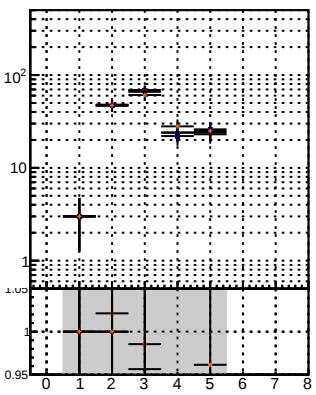
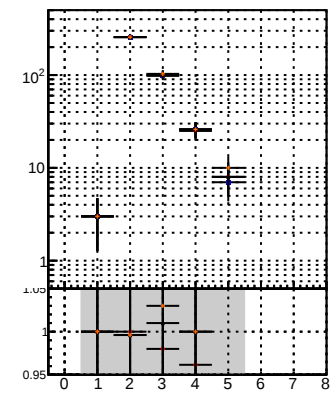
N of reco track vs hit



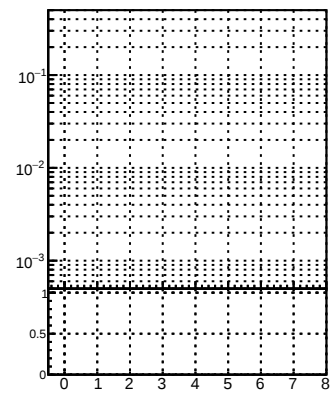
N of reco track vs pixellayer



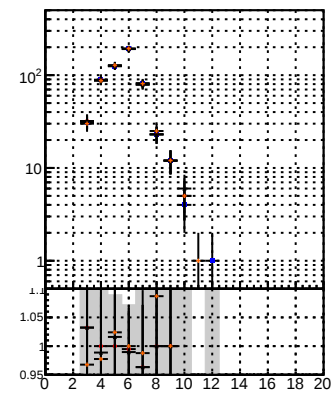
N of associated (recoToSim) tracks vs pixellayer



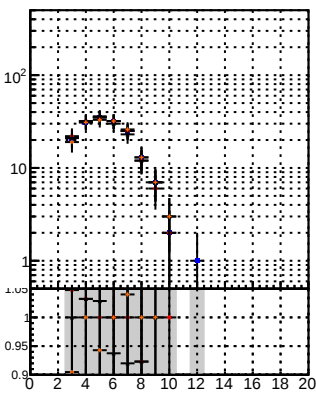
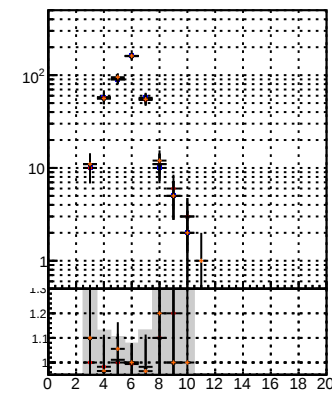
N of associated (recoToSim) duplicate tracks vs pixellayer



N of reco track vs 3D layer



N of associated (recoToSim) tracks vs 3D layer



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

