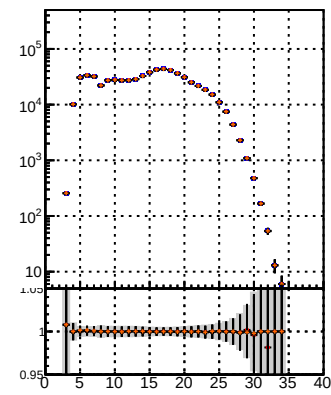
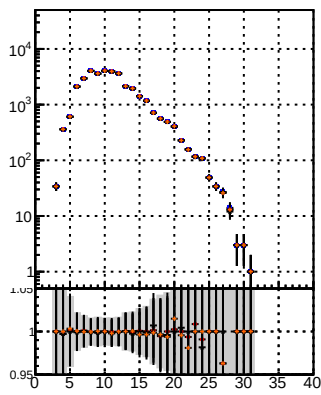
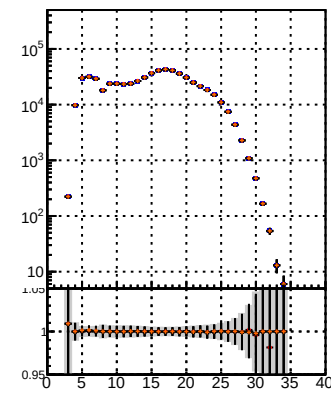


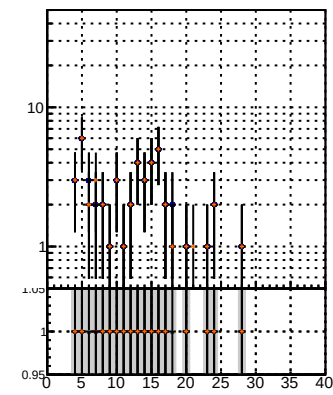
N of reco track vs hit



N of associated (recoToSim) tracks vs hit

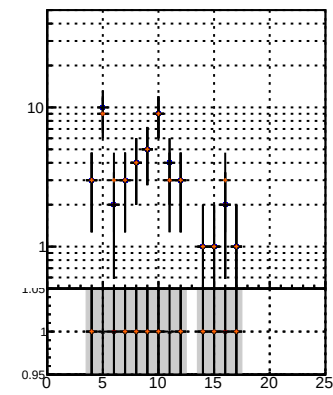
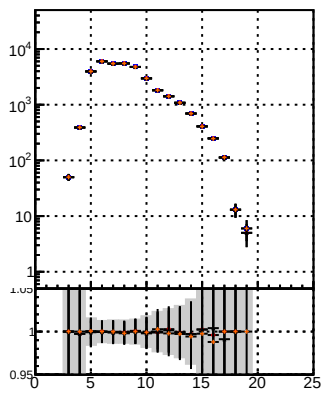
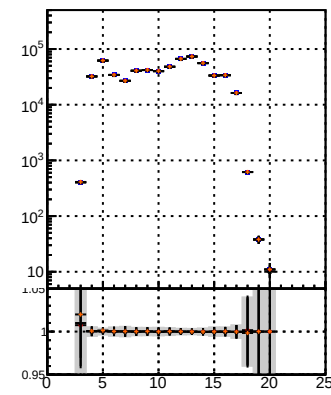
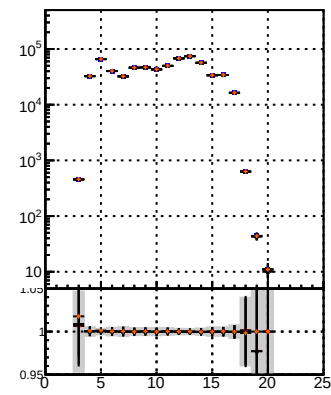


N of associated (recoToSim) duplicate tracks vs hit

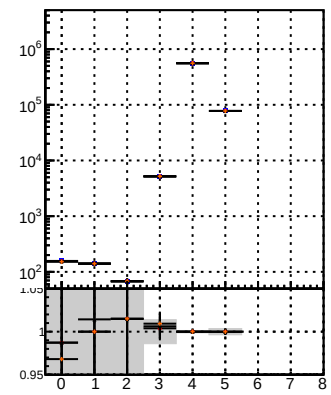


—●— detT09  
 —●— detT10  
 —●— detT11  
 —●— detT12  
 —●— detT13  
 —●— detT14  
 —●— detT15  
 —●— detT16  
 —●— detT17  
 —●— detT18  
 —●— detT19  
 —●— detT20  
 —●— detT21  
 —●— detT22  
 —●— detT23  
 —●— detT24  
 —●— detT25  
 —●— detT26  
 —●— detT27  
 —●— detT28  
 —●— detT29  
 —●— detT30  
 —●— detT31  
 —●— detT32  
 —●— detT33  
 —●— detT34  
 —●— detT35  
 —●— detT36  
 —●— detT37  
 —●— detT38  
 —●— detT39  
 —●— detT40  
 —●— detT41  
 —●— detT42  
 —●— detT43  
 —●— detT44  
 —●— detT45  
 —●— detT46  
 —●— detT47  
 —●— detT48  
 —●— detT49  
 —●— detT50

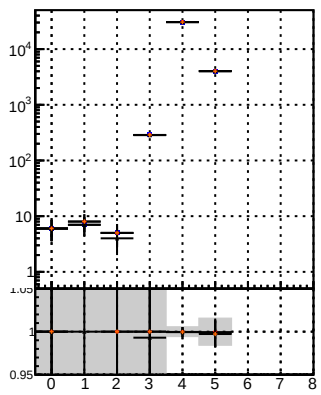
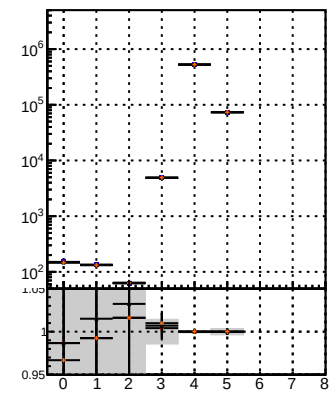
N of reco track vs hit



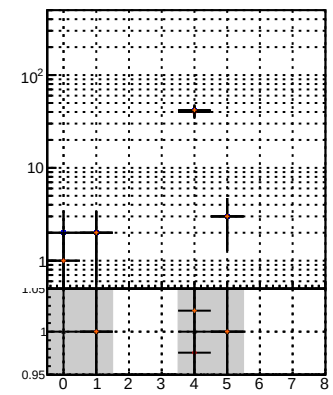
N of reco track vs pixellayer



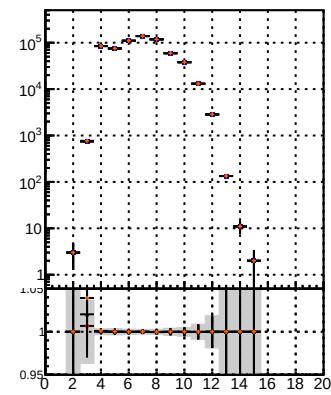
N of associated (recoToSim) tracks vs pixellayer



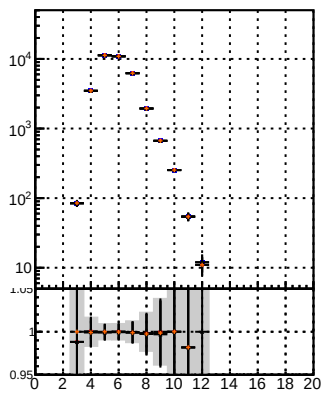
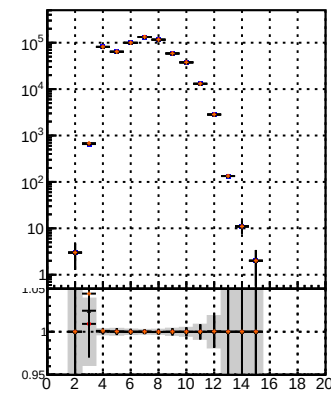
N of associated (recoToSim) duplicate tracks vs pixellayer



N of reco track vs 3D layer



N of associated (recoToSim) tracks vs 3D layer



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

