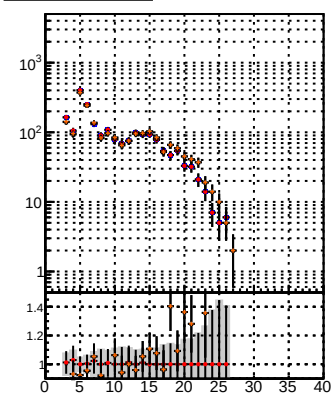
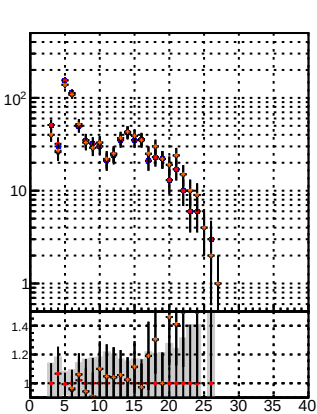
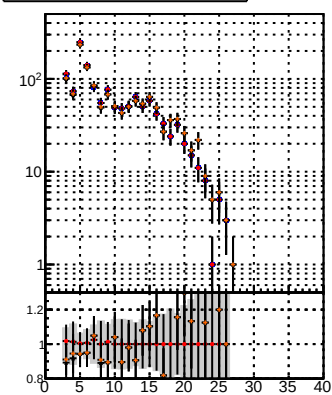


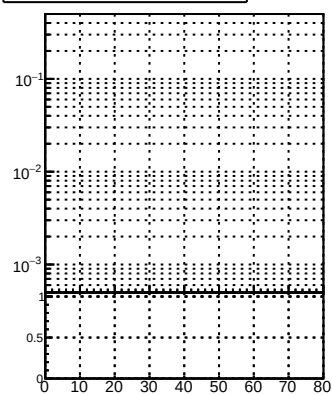
N of reco track vs hit



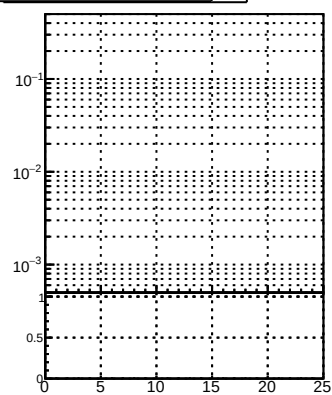
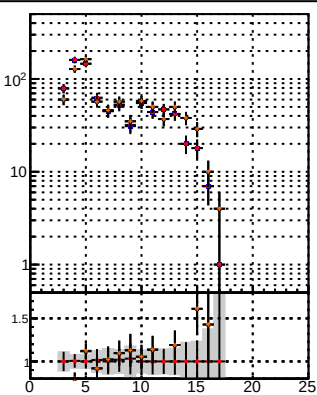
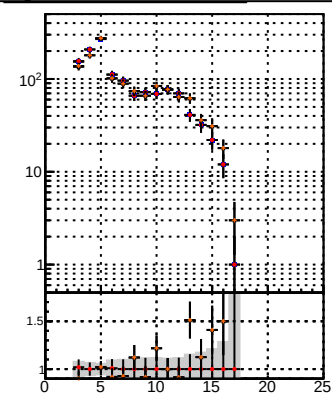
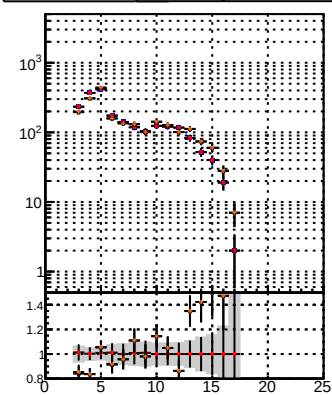
N of associated (recoToSim) tracks vs hit



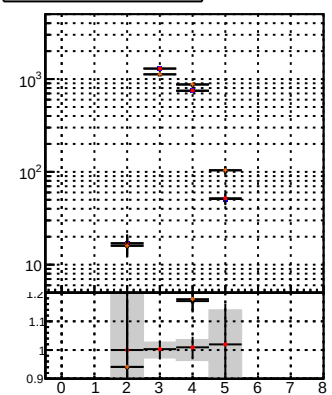
N of associated (recoToSim) duplicate tracks vs hit



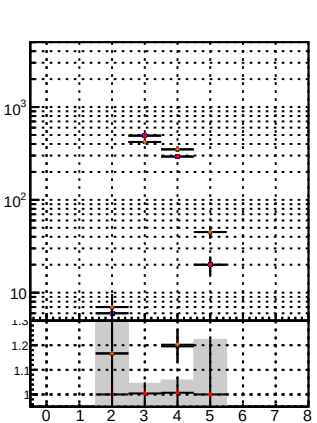
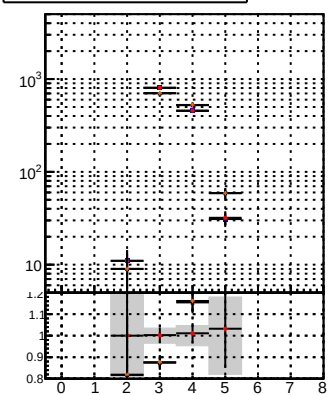
N of reco track vs hit
DOM no MS
DOM no MS PL
orig DOM orig MS
pixelLessOrig/DOM mod MS



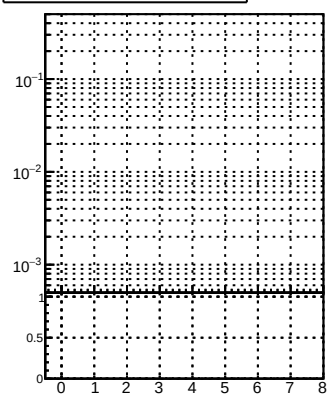
N of reco track vs pixellayer



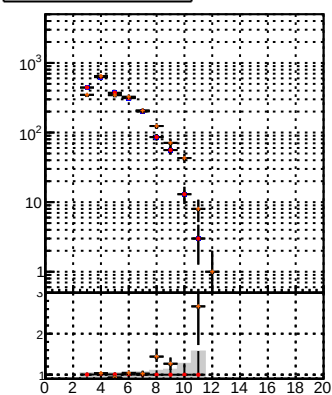
N of associated (recoToSim) tracks vs pixellayer



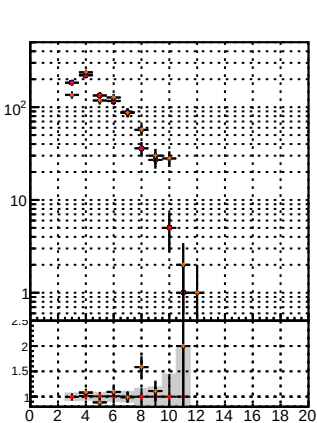
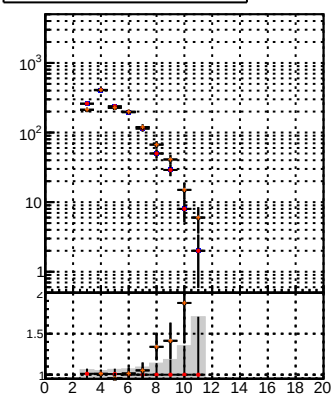
N of associated (recoToSim) duplicate tracks vs pixellayer



N of reco track vs 3D layer



N of associated (recoToSim) tracks vs 3D layer



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

