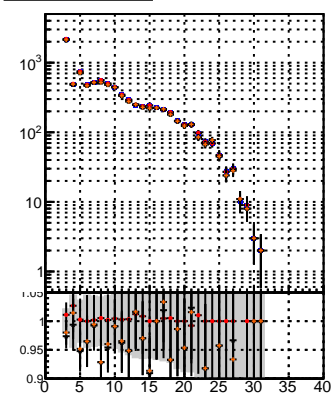
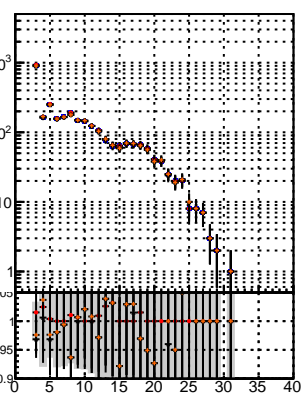
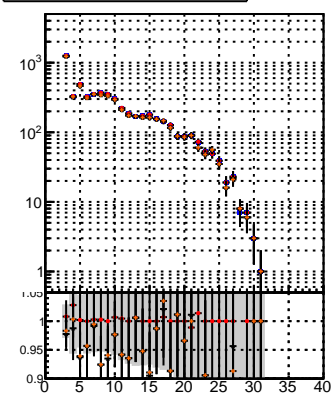


N of reco track vs hit



N of associated (recoToSim) tracks vs hit



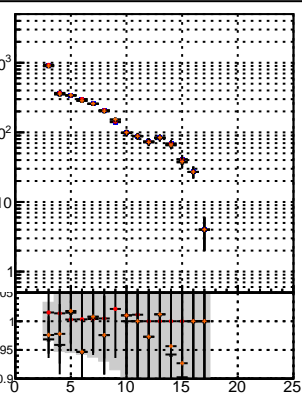
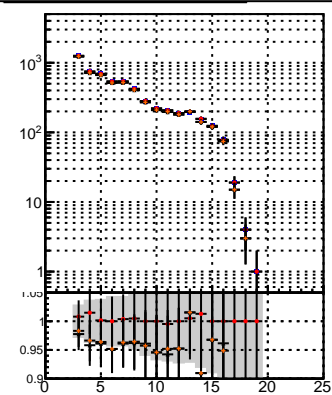
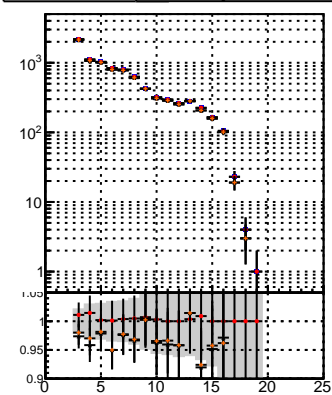
N of associated (recoToSim) duplicate tracks vs hit



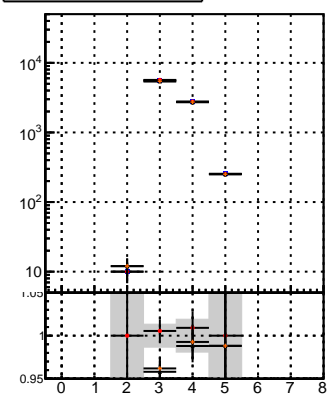
N of reco track vs hit

Legend:

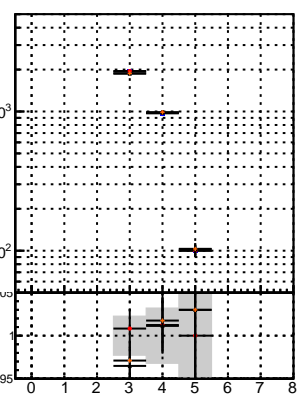
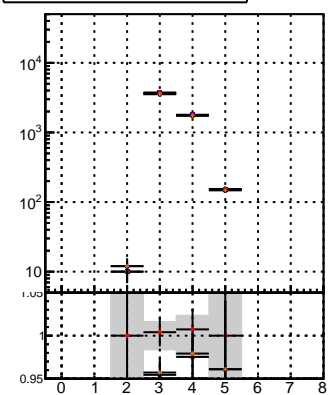
- DQM\_noMS
- DQM\_noMS\_PL
- orig/DQM\_orig
- pixelLess/DQM\_mod MS



N of reco track vs pixellayer



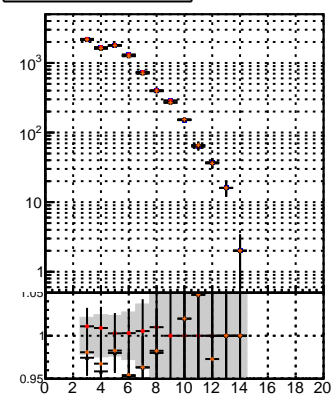
N of associated (recoToSim) tracks vs pixellayer



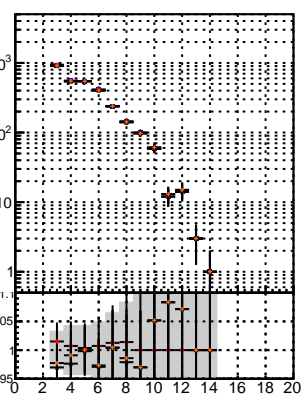
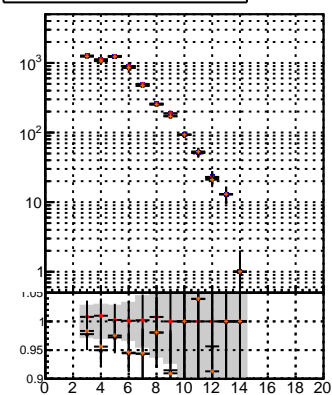
N of associated (recoToSim) duplicate tracks vs pixellayer



N of reco track vs 3D layer



N of associated (recoToSim) tracks vs 3D layer



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

