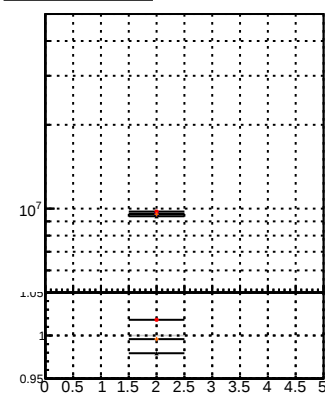
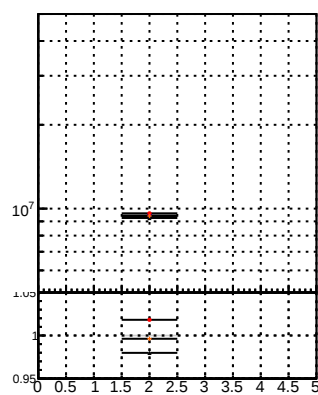
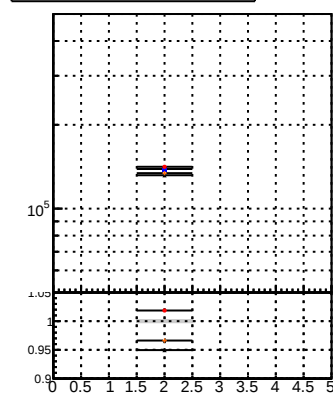


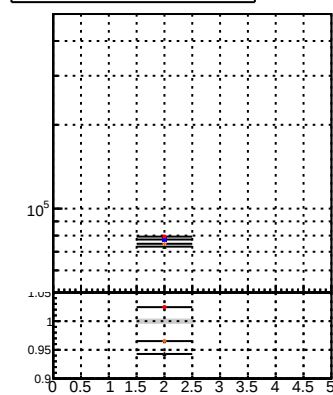
N of reco track vs hit



N of associated (recoToSim) tracks vs hit



N of associated (recoToSim) duplicate tracks vs hit



DOM_noMS

DOM_modMS_PL

origDOM

origDOM

pixelLess

N of reco track vs hit

N of associated (recoToSim) tracks vs hit

N of reco track vs pixellayer

N of associated (recoToSim) tracks vs pixellayer

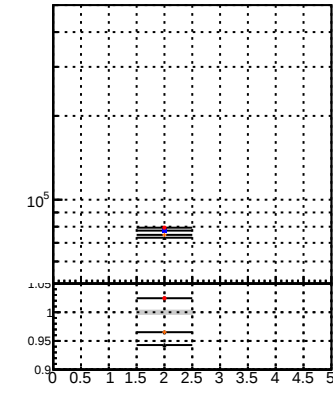
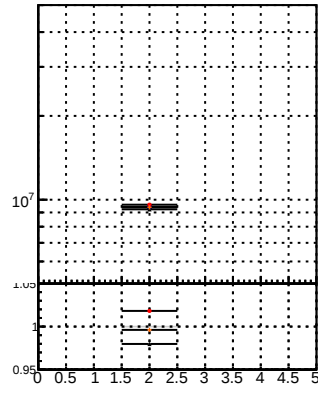
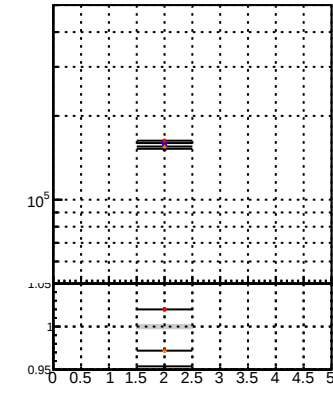
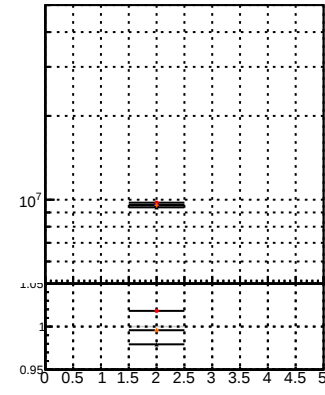
N of reco track vs 3D layer

N of associated (recoToSim) tracks vs 3D layer

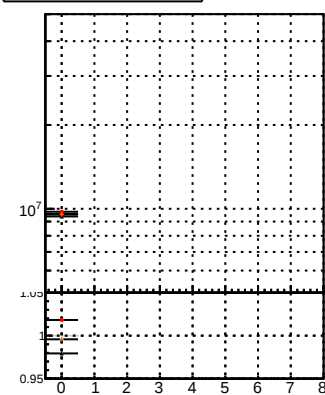
N of associated (recoToSim) duplicate tracks vs hit

N of associated (recoToSim) duplicate tracks vs pixellayer

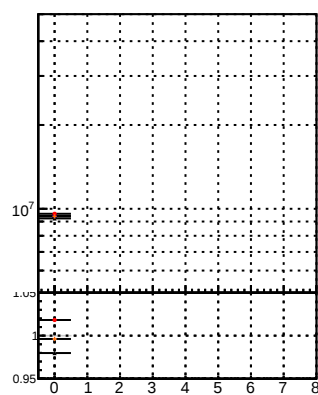
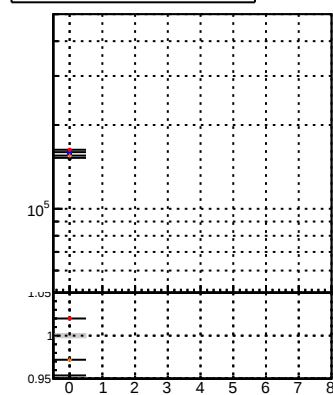
N of associated (recoToSim) duplicate tracks vs 3D layer



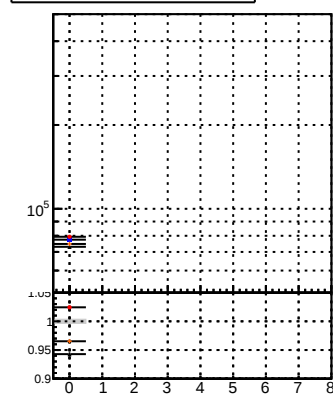
N of reco track vs pixellayer



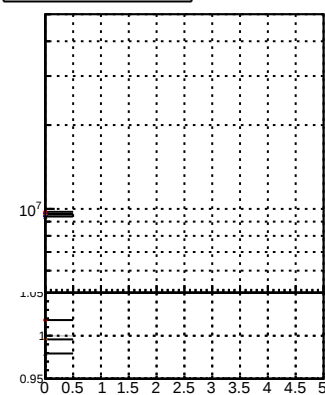
N of associated (recoToSim) tracks vs pixellayer



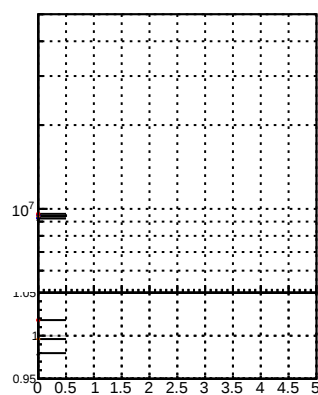
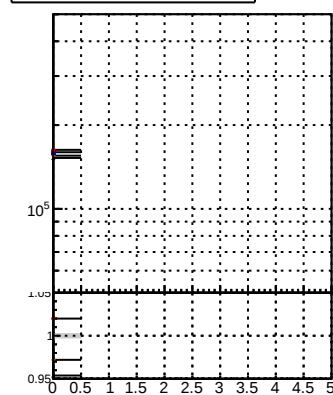
N of associated (recoToSim) duplicate tracks vs pixellayer



N of reco track vs 3D layer



N of associated (recoToSim) tracks vs 3D layer



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

