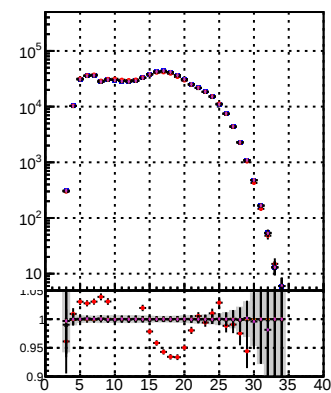
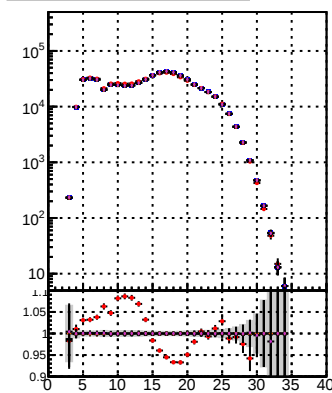


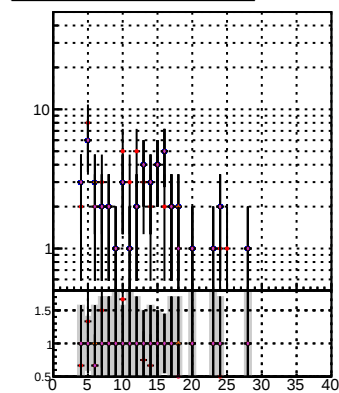
N of reco track vs hit



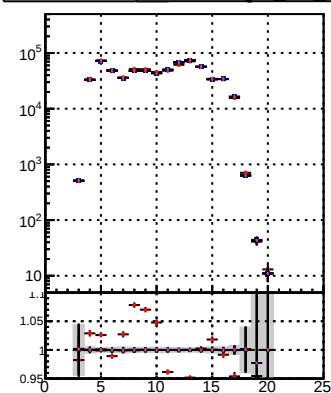
N of associated (recoToSim) tracks vs hit



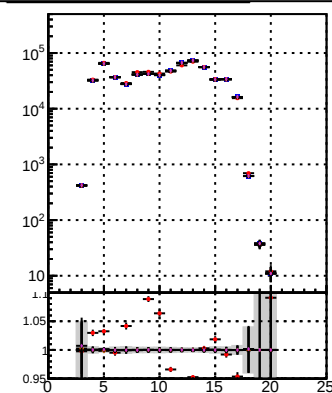
N of associated (recoToSim) duplicate tracks vs hit



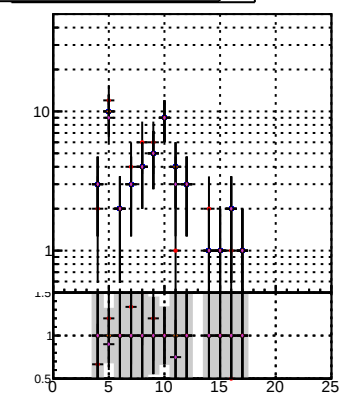
N of reco track vs la



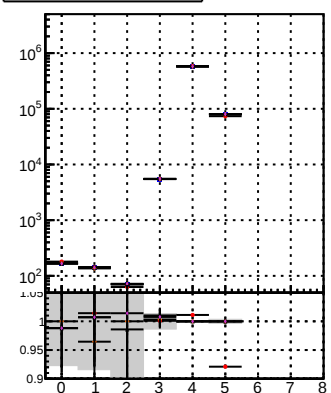
de la



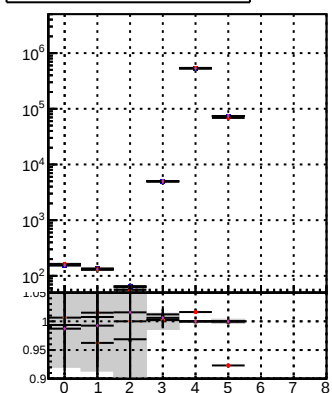
s layer



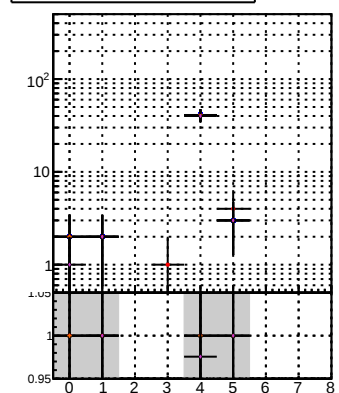
N of reco track vs pixellayer	
0	1000
1	1000
2	1000
3	1000
4	1000
5	1000
6	1000
7	1000
8	1000
9	1000
10	1000
11	1000
12	1000
13	1000
14	1000
15	1000
16	1000
17	1000
18	1000
19	1000
20	1000
21	1000
22	1000
23	1000
24	1000
25	1000
26	1000
27	1000
28	1000
29	1000
30	1000
31	1000
32	1000
33	1000
34	1000
35	1000
36	1000
37	1000
38	1000
39	1000
40	1000
41	1000
42	1000
43	1000
44	1000
45	1000
46	1000
47	1000
48	1000
49	1000
50	1000
51	1000
52	1000
53	1000
54	1000
55	1000
56	1000
57	1000
58	1000
59	1000
60	1000
61	1000
62	1000
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65	1000
66	1000
67	1000
68	1000
69	1000
70	1000
71	1000
72	1000
73	1000
74	1000
75	1000
76	1000
77	1000
78	1000
79	1000
80	1000
81	1000
82	1000
83	1000
84	1000
85	1000
86	1000
87	1000
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89	1000
90	1000
91	1000
92	1000
93	1000
94	1000
95	1000
96	1000
97	1000
98	1000
99	1000



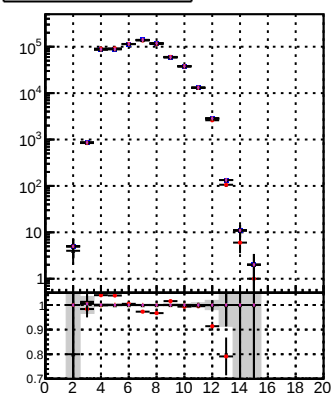
N of associated (recoToSim) tracks vs pixellayer



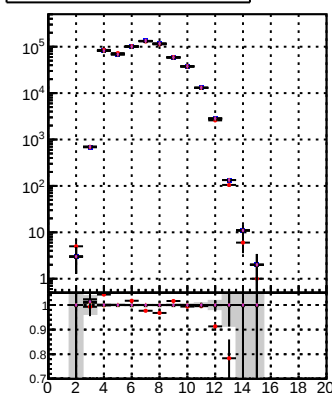
N of associated (recoToSim) duplicate tracks vs pixellayer



N of reco track vs 3D layer	
1	100
2	100
3	100
4	100
5	100
6	100
7	100
8	100
9	100
10	100
11	100
12	100
13	100
14	100
15	100
16	100
17	100
18	100
19	100
20	100
21	100
22	100
23	100
24	100
25	100
26	100
27	100
28	100
29	100
30	100
31	100
32	100
33	100
34	100
35	100
36	100
37	100
38	100
39	100
40	100
41	100
42	100
43	100
44	100
45	100
46	100
47	100
48	100
49	100
50	100
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52	100
53	100
54	100
55	100
56	100
57	100
58	100
59	100
60	100
61	100
62	100
63	100
64	100
65	100
66	100
67	100
68	100
69	100
70	100
71	100
72	100
73	100
74	100
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76	100
77	100
78	100
79	100
80	100
81	100
82	100
83	100
84	100
85	100
86	100
87	100
88	100
89	100
90	100
91	100
92	100
93	100
94	100
95	100
96	100
97	100
98	100
99	100
100	100



N of associated (recoToSim) tracks vs 3D layer



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

