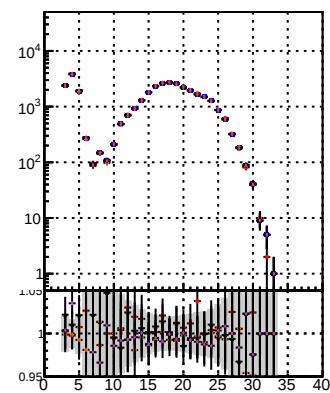
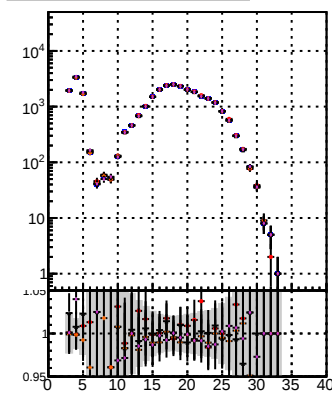


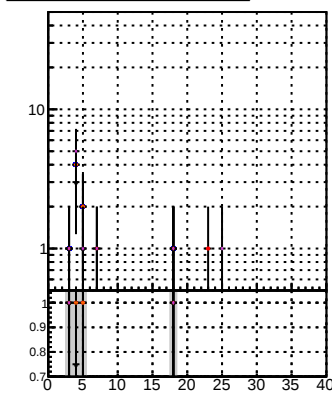
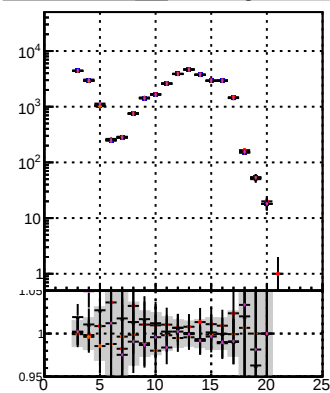
N of reco track vs hit



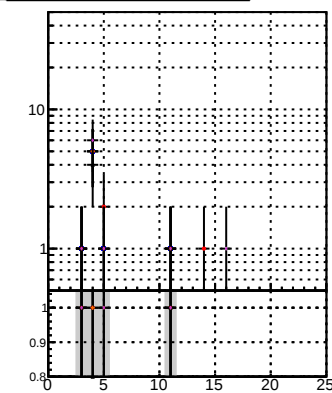
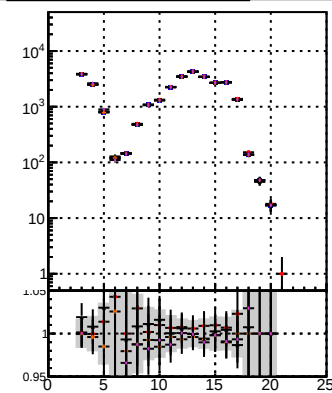
N of associated (recoToSim) tracks vs hit



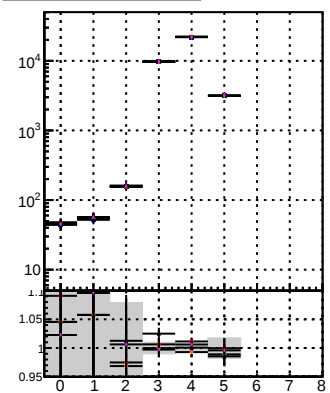
N of associated (recoToSim) duplicate tracks vs hit

[illegible]

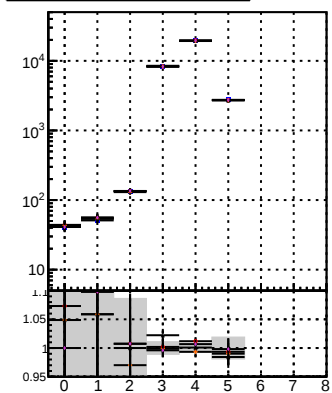
det



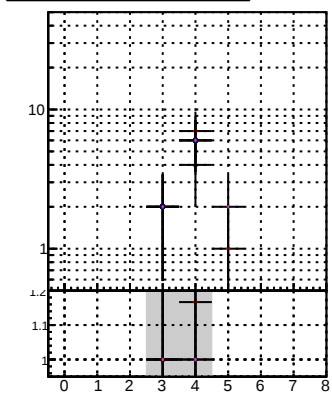
### N of reco track vs pixellayer



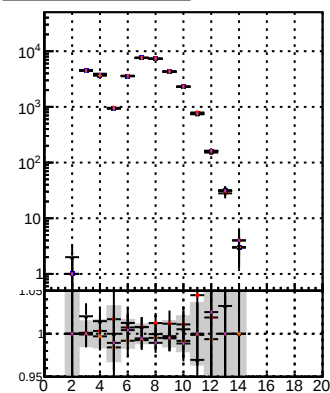
N of associated (recoToSim) tracks vs pixellayer



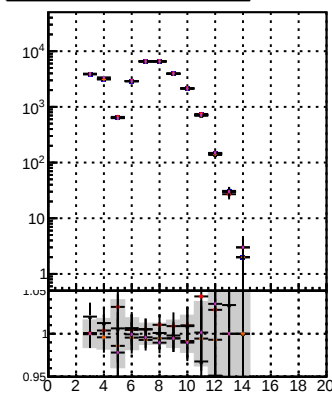
N of associated (recoToSim) duplicate tracks vs pixellayer



### N of reco track vs 3D layer



N of associated (recoToSim) tracks vs 3D layer



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

