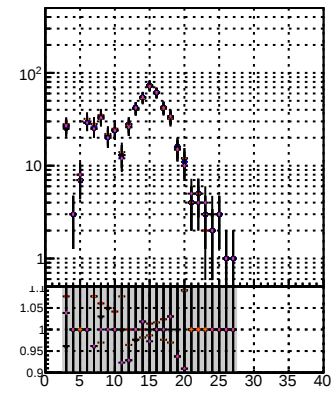
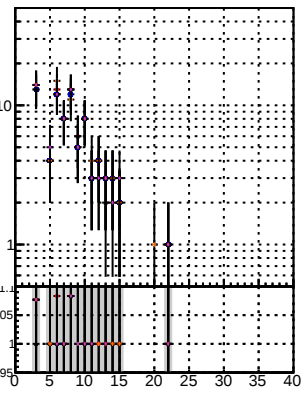
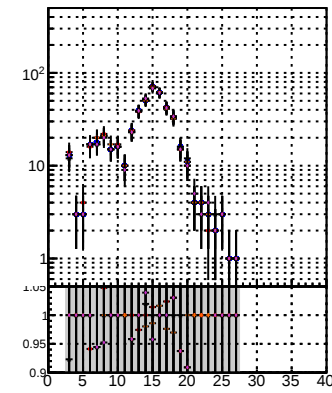


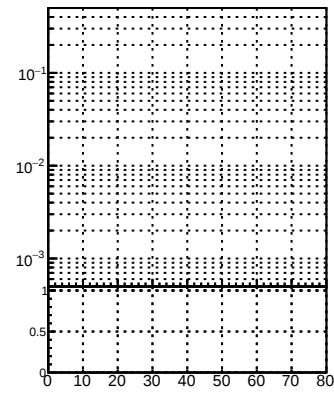
N of reco track vs hit



N of associated (recoToSim) tracks vs hit

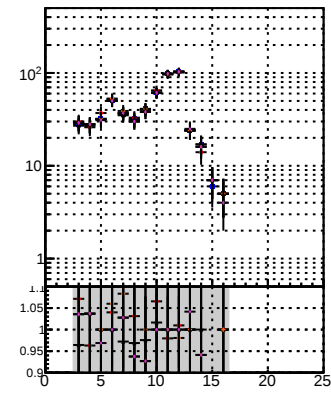


N of associated (recoToSim) duplicate tracks vs hit

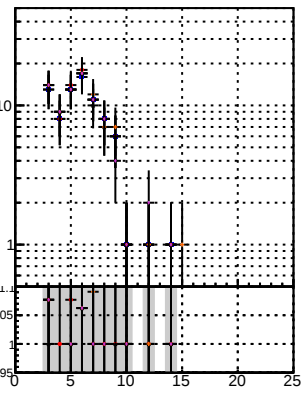
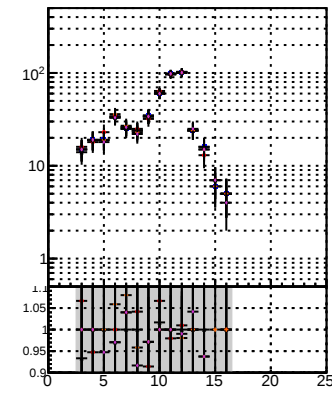


—●— hit
 —●— MS
 —●— det
 —●— hit
 —●— MS
 —●— det

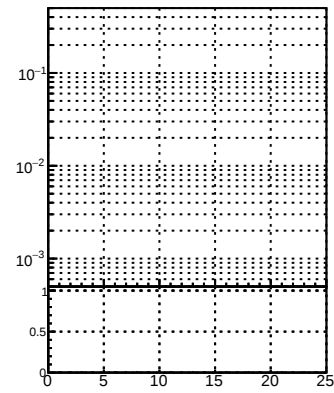
N of reco track vs hit



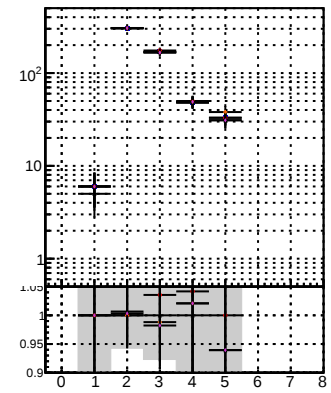
N of associated (recoToSim) tracks vs hit



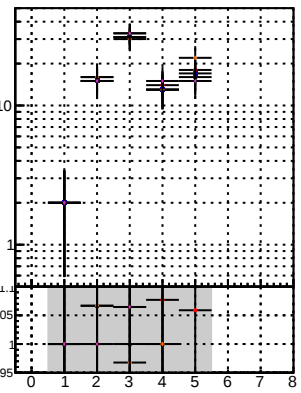
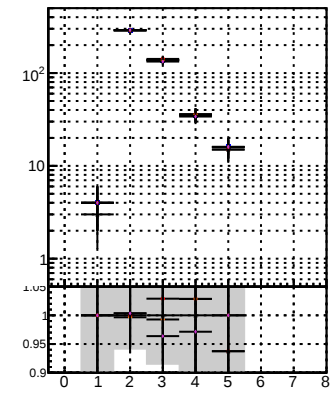
N of associated (recoToSim) duplicate tracks vs hit



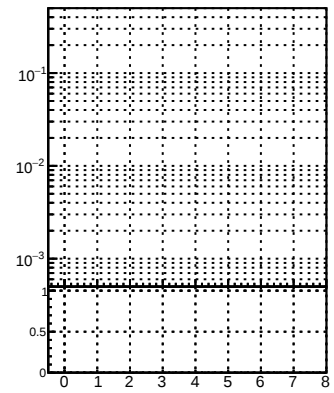
N of reco track vs pixellayer



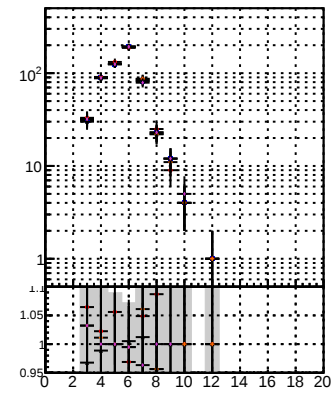
N of associated (recoToSim) tracks vs pixellayer



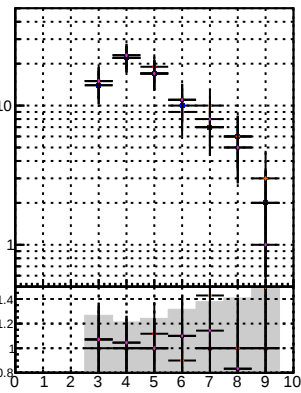
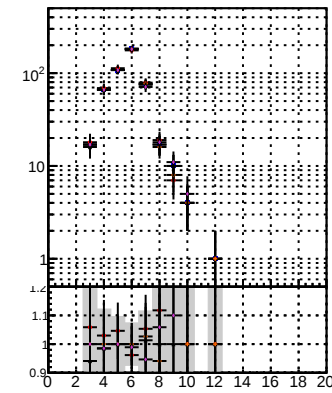
N of associated (recoToSim) duplicate tracks vs pixellayer



N of reco track vs 3D layer



N of associated (recoToSim) tracks vs 3D layer



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

