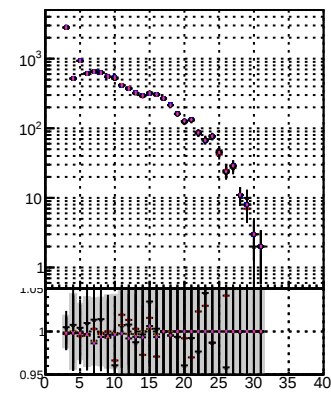
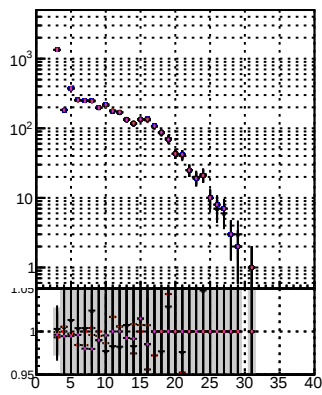
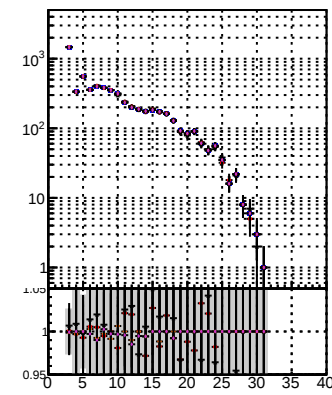


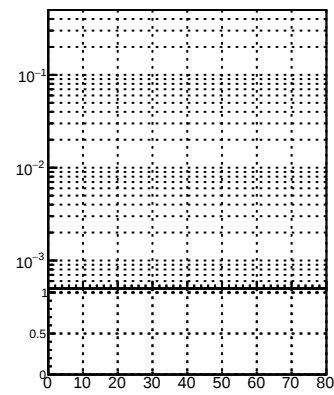
N of reco track vs hit



N of associated (recoToSim) tracks vs hit

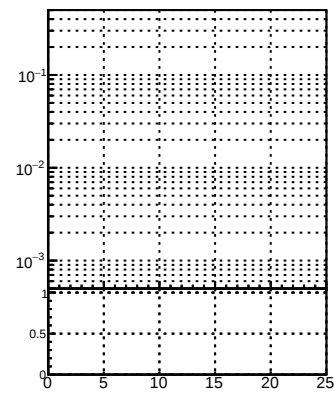
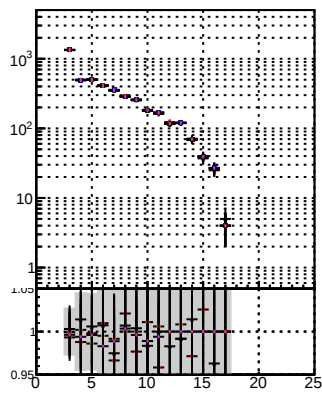
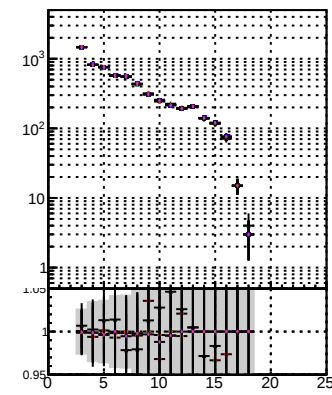
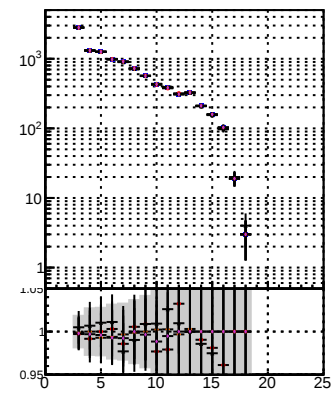


N of associated (recoToSim) duplicate tracks vs hit

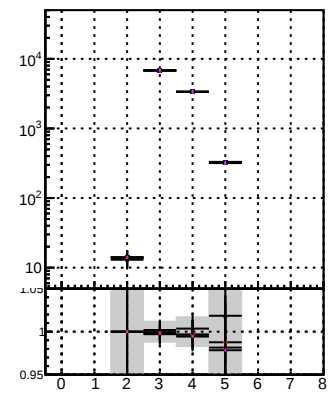


—●— hit
 —●— reco
 —●— assoc
 —●— dupl
 —●— 3D
 —●— 2D
 —●— 1D
 —●— 0D
 —●— 3D
 —●— 2D
 —●— 1D
 —●— 0D

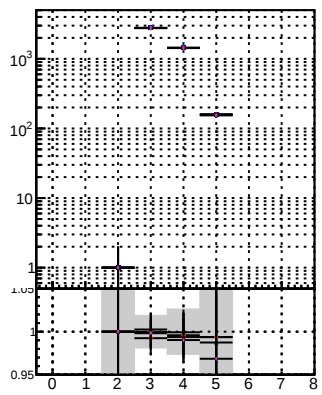
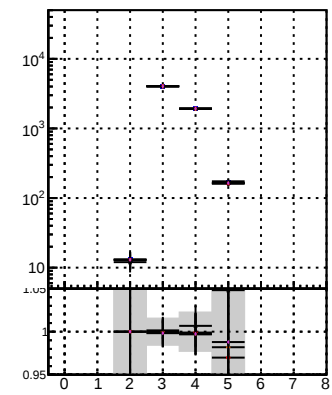
N of reco track vs hit



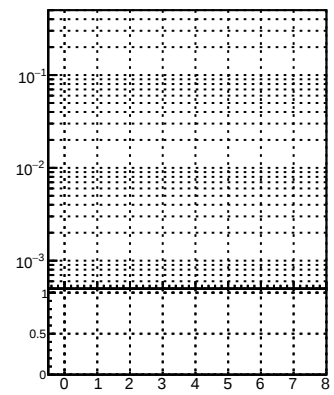
N of reco track vs pixellayer



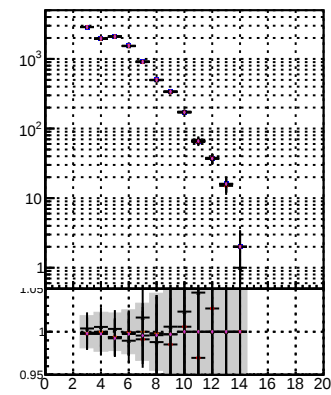
N of associated (recoToSim) tracks vs pixellayer



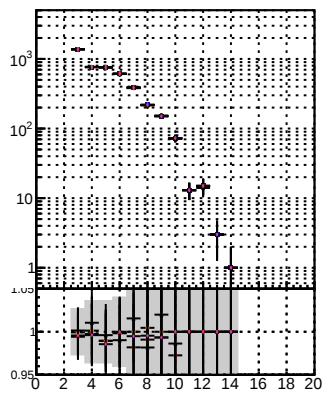
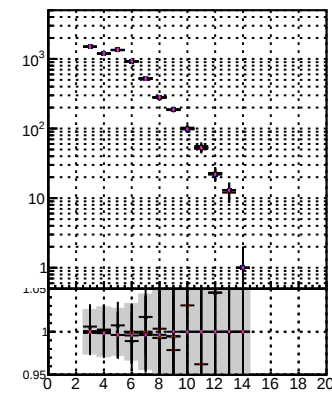
N of associated (recoToSim) duplicate tracks vs pixellayer



N of reco track vs 3D layer



N of associated (recoToSim) tracks vs 3D layer



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

