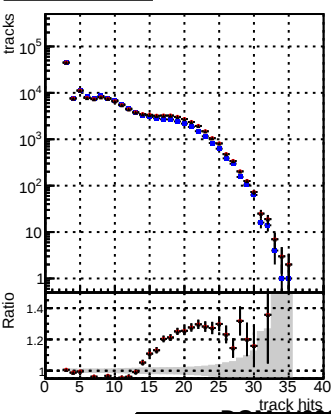
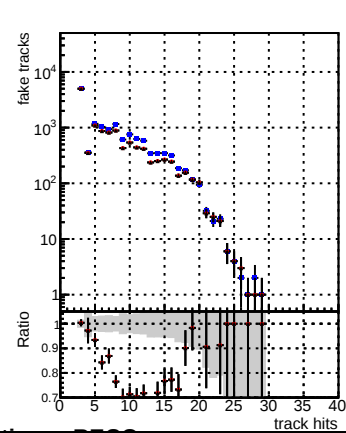
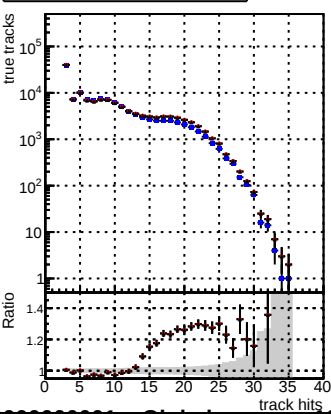


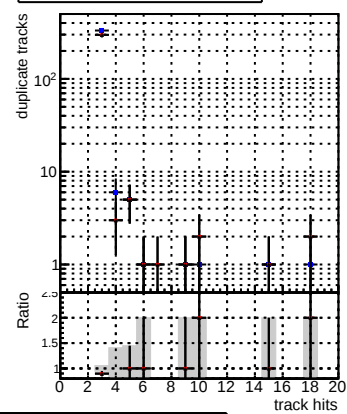
N of reco track vs hit



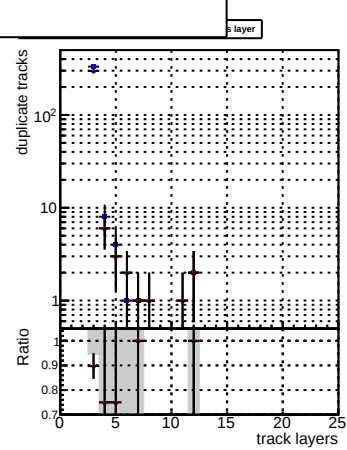
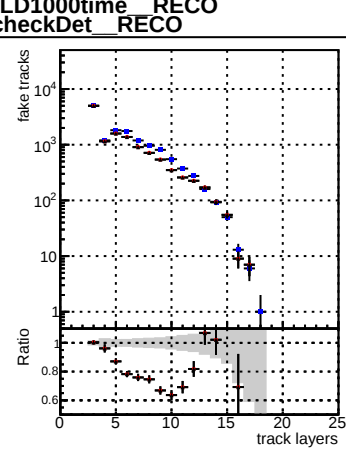
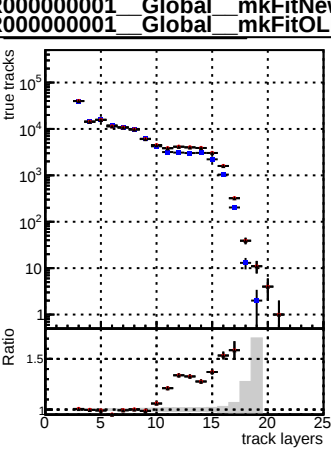
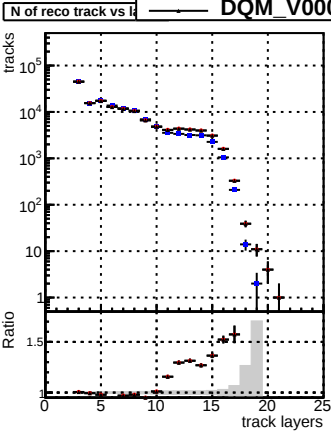
N of associated (recoToSim) tracks vs hit



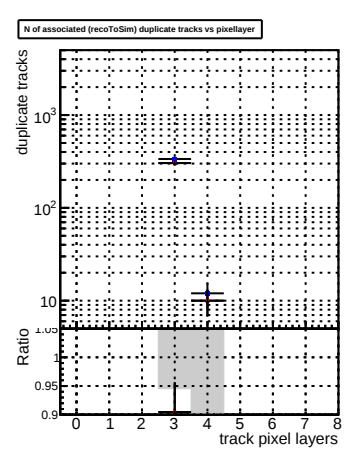
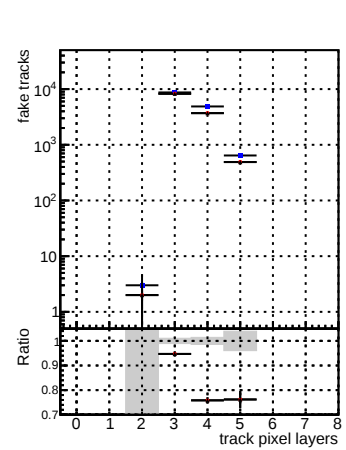
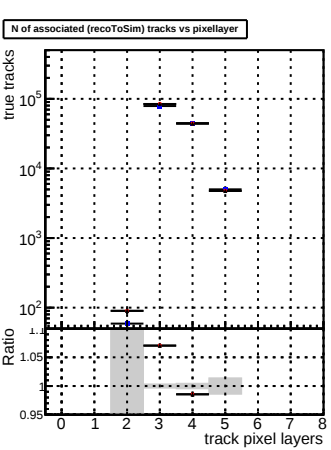
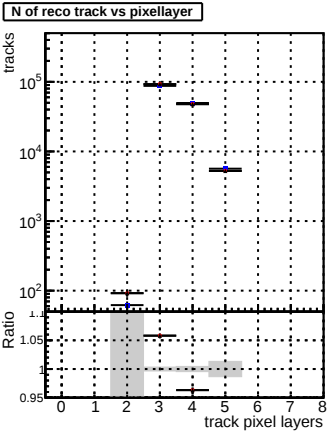
N of associated (recoToSim) duplicate tracks vs hit



N of reco track vs pixel layer



N of reco track vs 3D layer



N of reco track vs hit

