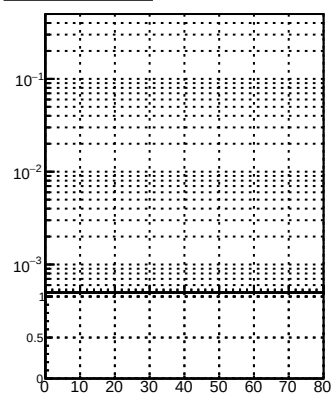
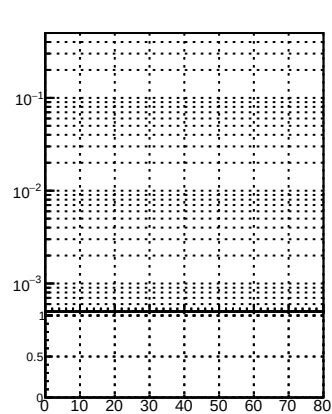
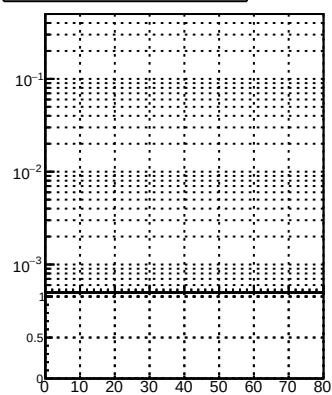


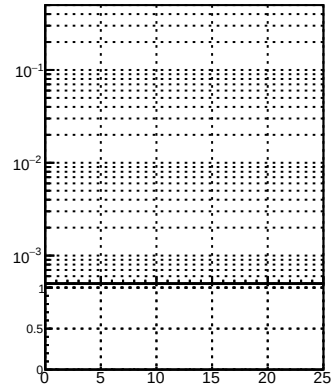
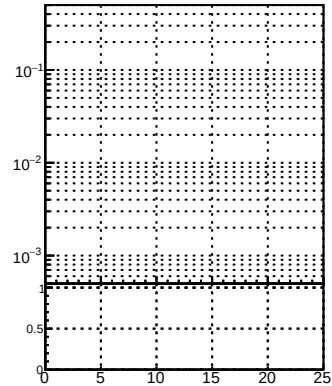
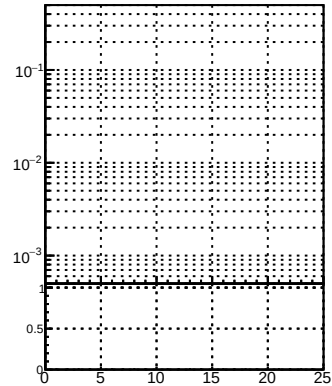
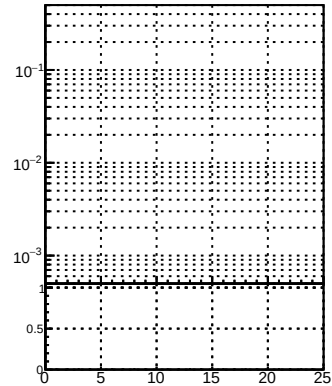
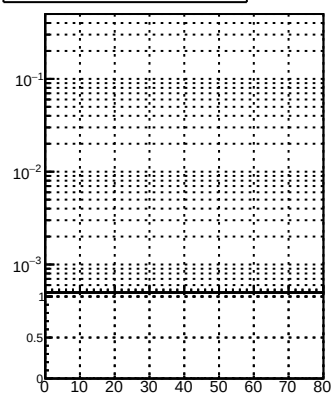
N of reco track vs hit



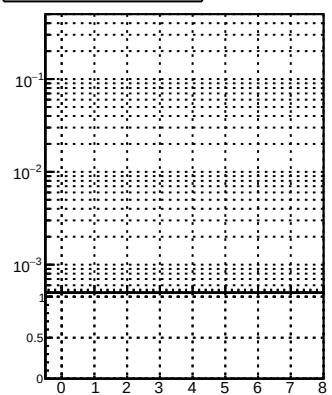
N of associated (recoToSim) tracks vs hit



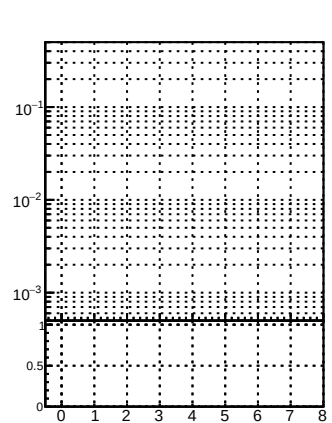
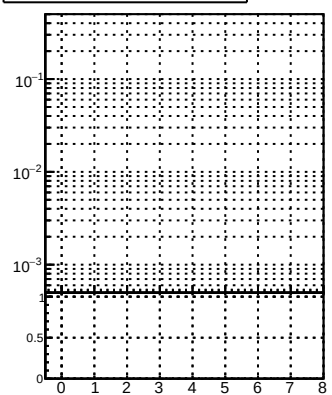
N of associated (recoToSim) duplicate tracks vs hit



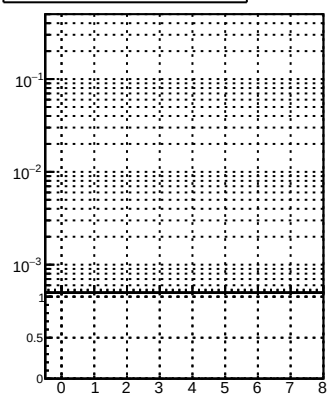
N of reco track vs pixel



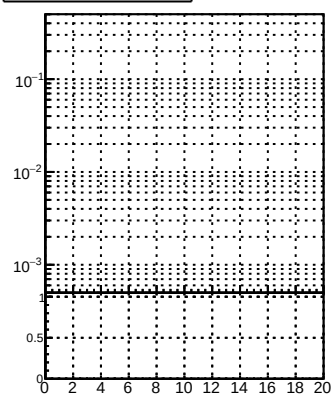
N of associated (recoToSim) tracks vs pixel



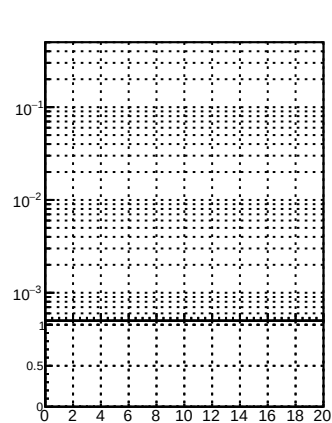
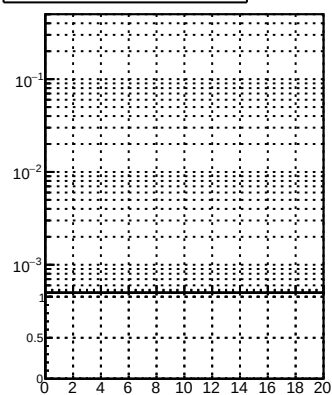
N of associated (recoToSim) duplicate tracks vs pixel



N of reco track vs 3D layer



N of associated (recoToSim) tracks vs 3D layer



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

