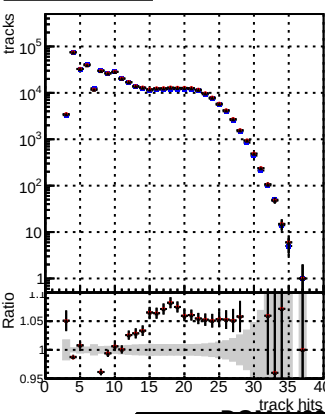
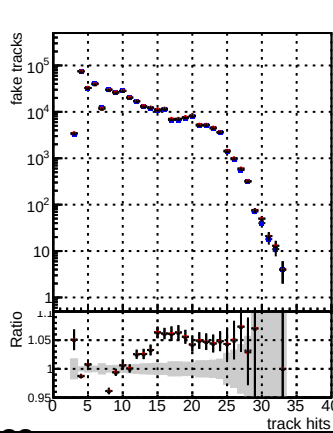
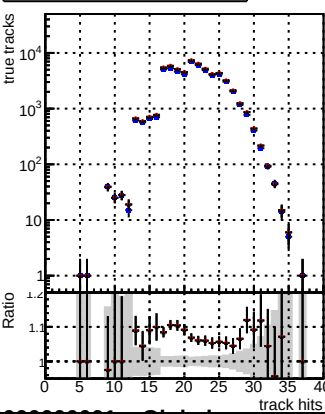


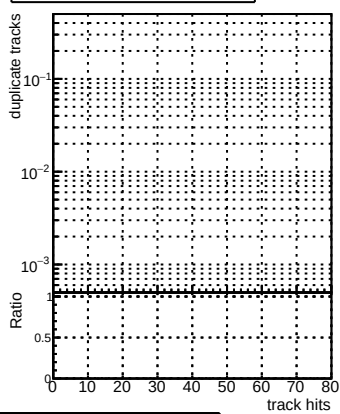
N of reco track vs hit



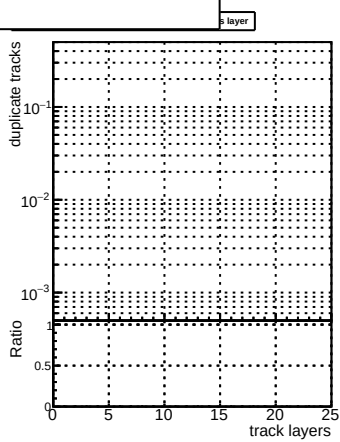
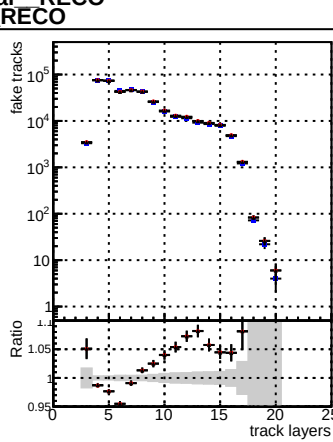
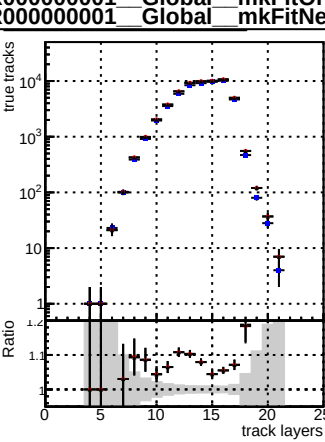
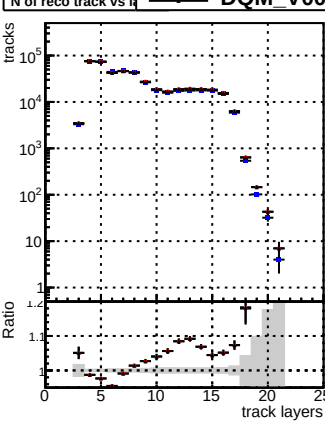
N of associated (recoToSim) tracks vs hit



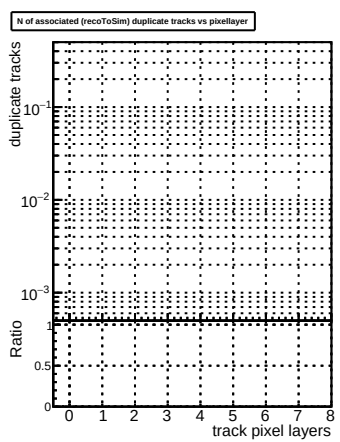
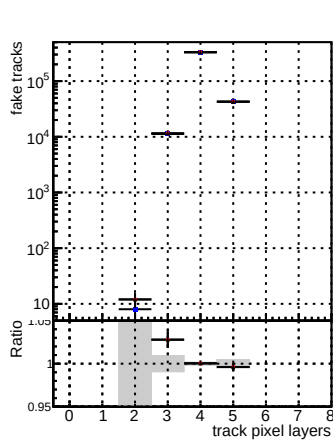
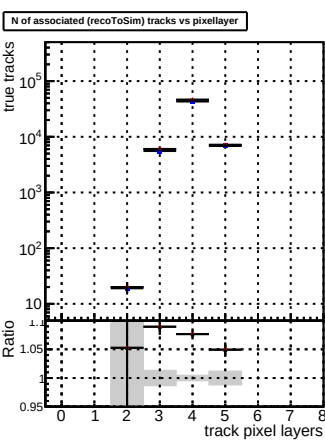
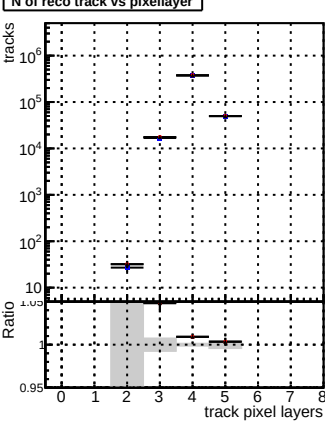
N of associated (recoToSim) duplicate tracks vs hit



N of reco track vs l



N of reco track vs pixellayer



N of reco track vs 3D layer

