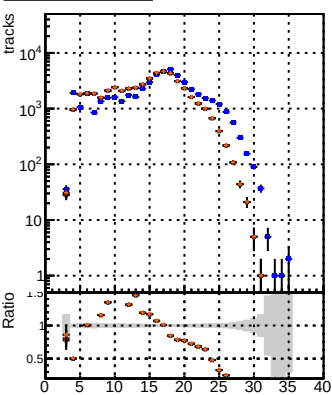
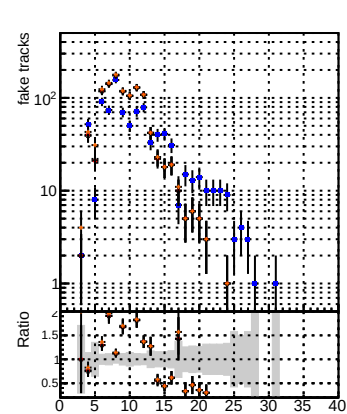
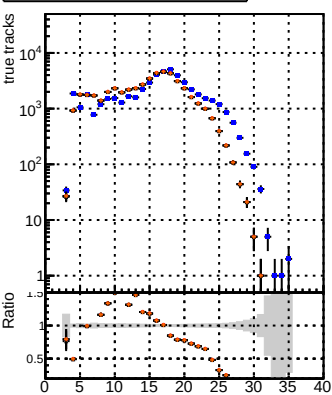


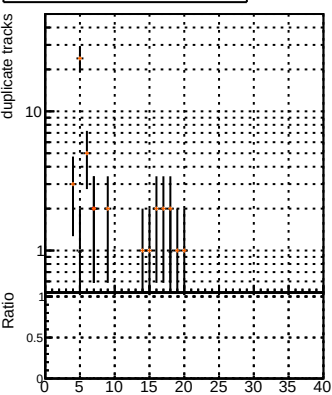
N of reco track vs hit



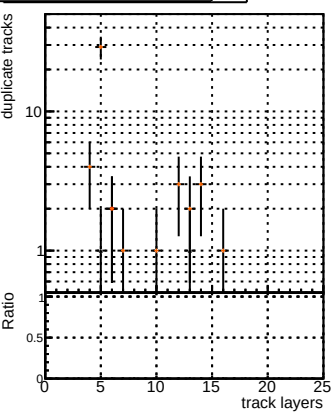
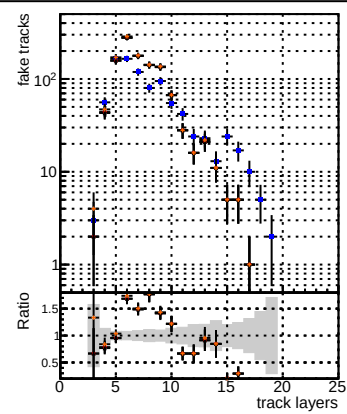
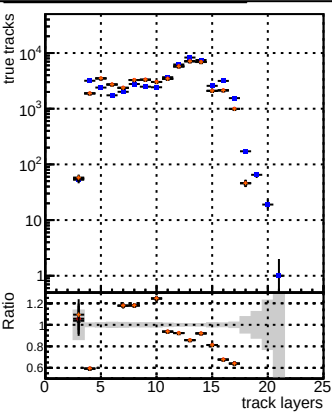
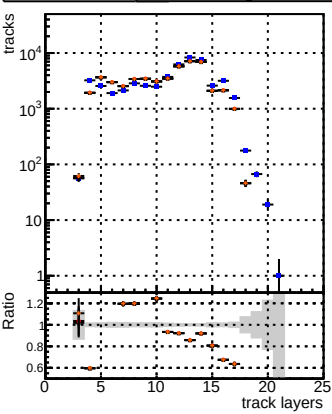
N of associated (recoToSim) tracks vs hit



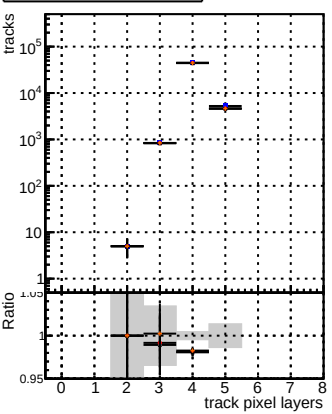
N of associated (recoToSim) duplicate tracks vs hit



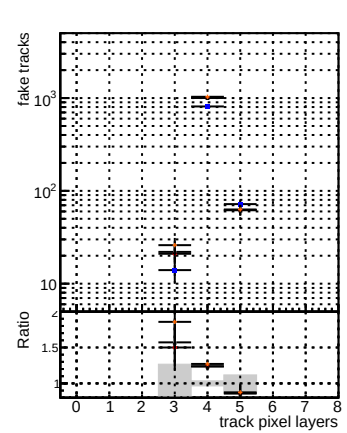
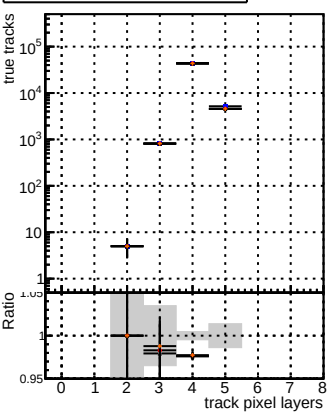
Legend: Global (black), mkFitNew05 (red), RECO (blue).
N of reco track vs hit: Global, mkFitNew05, RECO
N of associated (recoToSim) tracks vs hit: Global, mkFitNew05, RECO
N of associated (recoToSim) duplicate tracks vs hit: Global, mkFitNew05, RECO
N of reco track vs pixel layer: Global, mkFitNew05, RECO
N of associated (recoToSim) tracks vs pixel layer: Global, mkFitNew05, RECO
N of associated (recoToSim) duplicate tracks vs pixel layer: Global, mkFitNew05, RECO
N of reco track vs 3D layer: Global, mkFitNew05, RECO
N of associated (recoToSim) tracks vs 3D layer: Global, mkFitNew05, RECO
N of associated (recoToSim) duplicate tracks vs 3D layer: Global, mkFitNew05, RECO



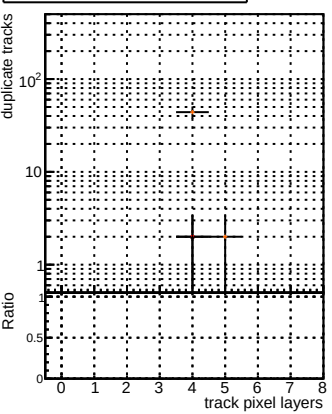
N of reco track vs pixel layer



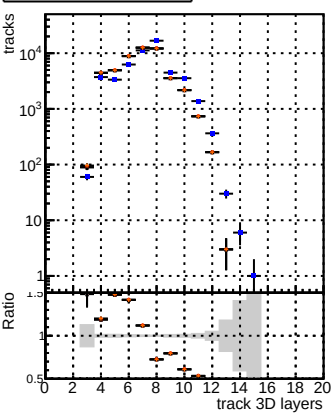
N of associated (recoToSim) tracks vs pixel layer



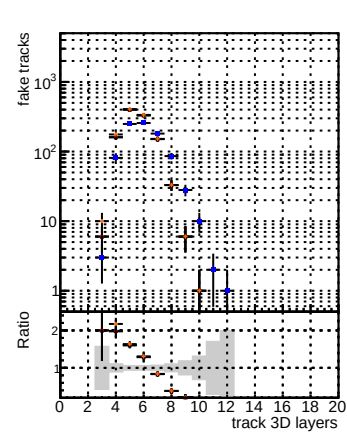
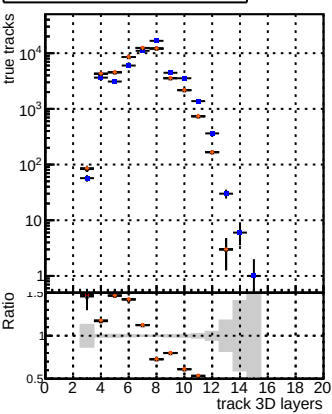
N of associated (recoToSim) duplicate tracks vs pixel layer



N of reco track vs 3D layer



N of associated (recoToSim) tracks vs 3D layer



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

