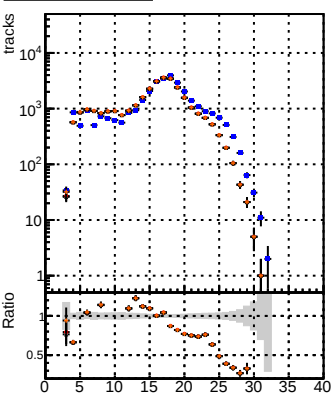
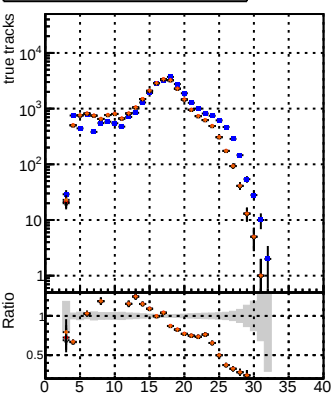


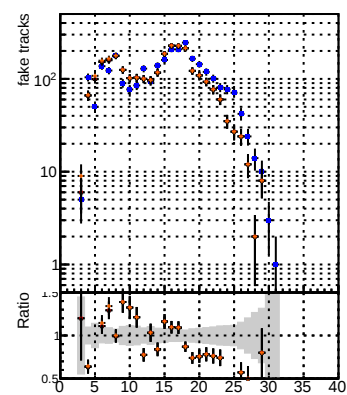
N of reco track vs hit



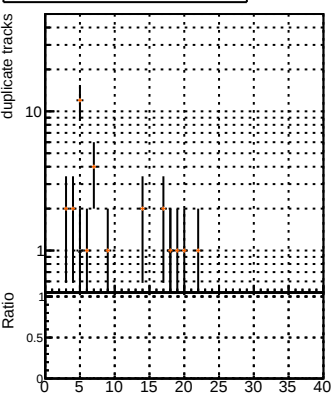
N of associated (recoToSim) tracks vs hit



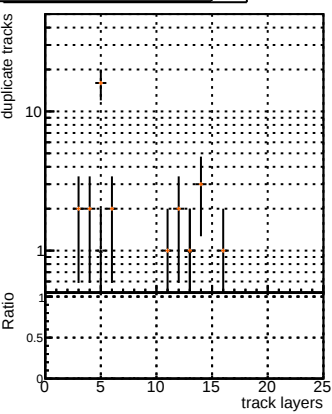
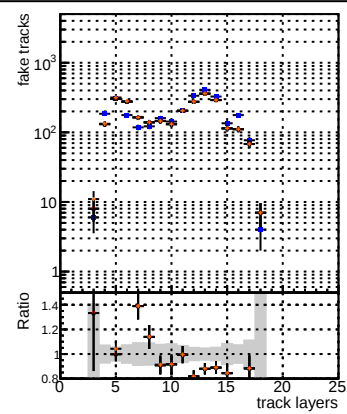
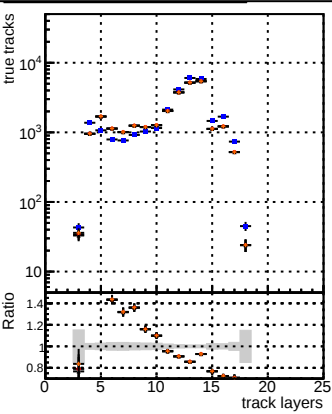
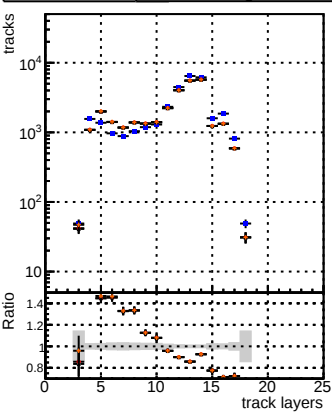
fake tracks



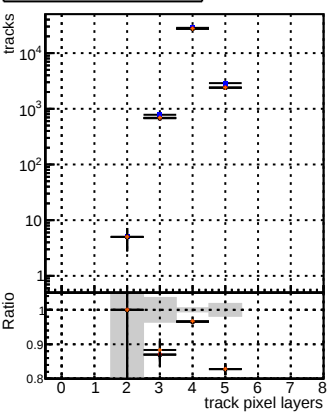
N of associated (recoToSim) duplicate tracks vs hit



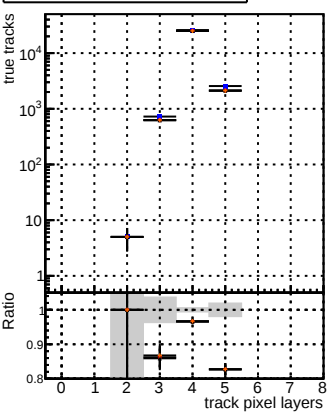
Legend: Global (black), ctfssw (blue), RECO (orange), RECO (red).
N of reco track vs hit: Global (black), ctfssw (blue), RECO (orange), RECO (red).
N of associated (recoToSim) tracks vs hit: Global (black), ctfssw (blue), RECO (orange), RECO (red).
fake tracks: Global (black), ctfssw (blue), RECO (orange),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



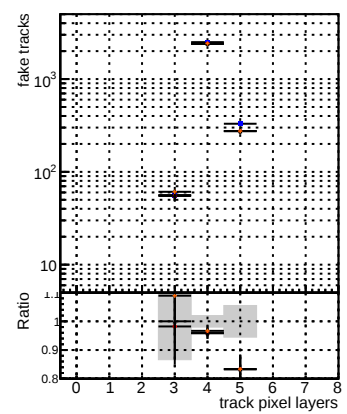
N of reco track vs pixel layer



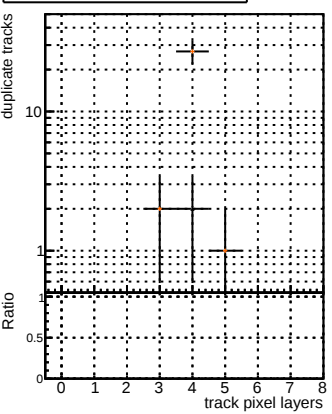
N of associated (recoToSim) tracks vs pixel layer



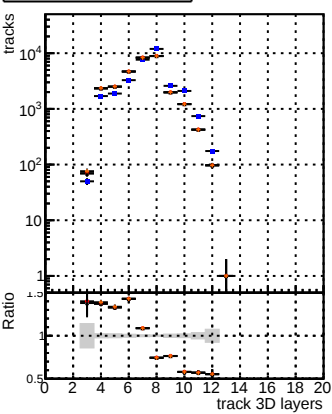
fake tracks



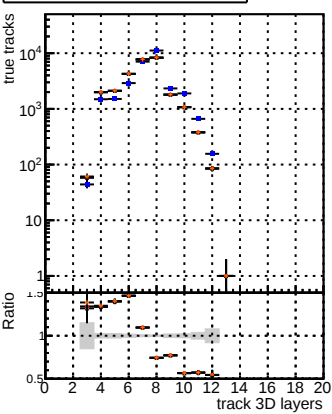
N of associated (recoToSim) duplicate tracks vs pixel layer



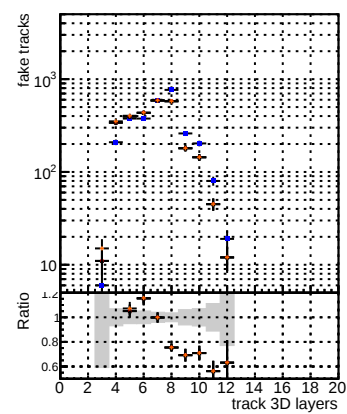
N of reco track vs 3D layer



N of associated (recoToSim) tracks vs 3D layer



fake tracks



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

