

N of simulated tracks vs hit



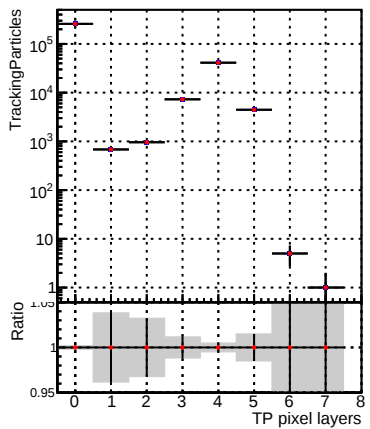
N of associated tracks (simToReco) vs hit



N of sim



N of simulated tracks vs pixel layer



N of associated tracks (simToReco) vs pixel layer



N of simulated tracks vs 3D layer



N of associated tracks (simToReco) vs 3D layer

