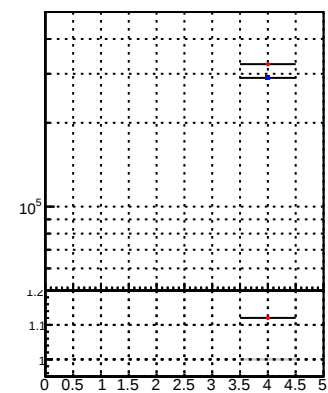
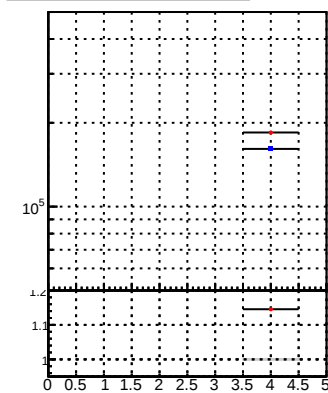


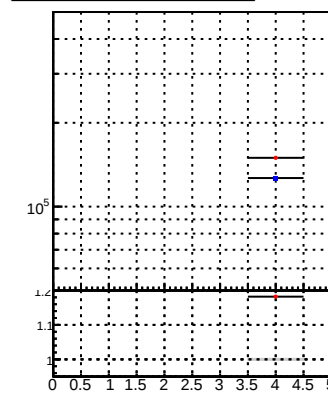
N of reco track vs hit



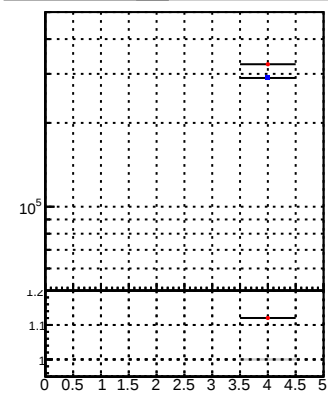
N of associated (recoToSim) tracks vs hit



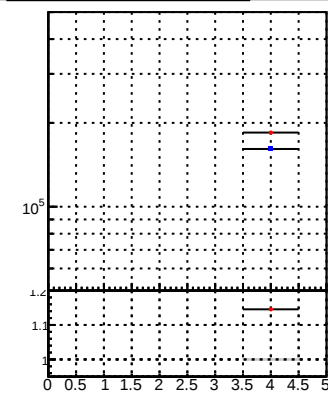
N of associated (recoToSim) duplicate tracks vs hit



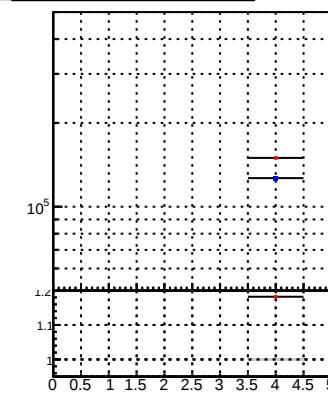
N of reco track vs la



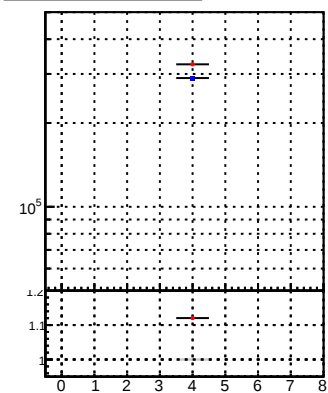
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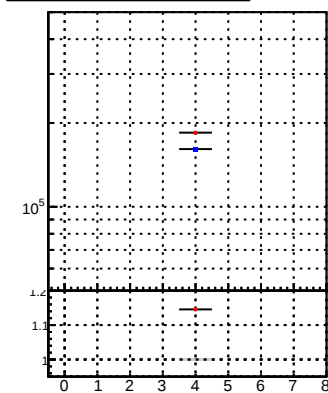
s layer



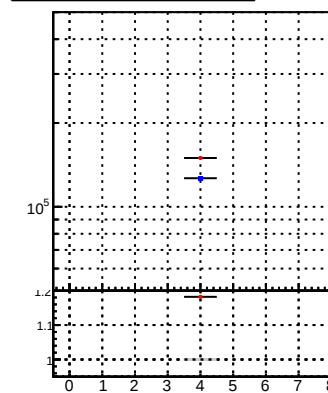
N of reco track vs pixellayer



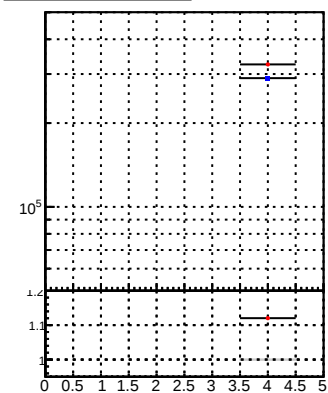
N of associated (recoToSim) tracks vs pixellayer



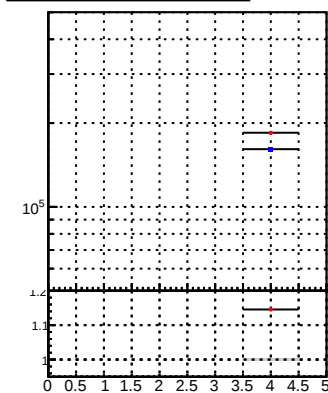
N of associated (recoToSim) duplicate tracks vs pixellayer



N of reco track vs 3D layer	
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1	0.000000
2	0.000000
3	0.000000
4	0.000000
5	0.000000
6	0.000000
7	0.000000
8	0.000000
9	0.000000
10	0.000000
11	0.000000
12	0.000000
13	0.000000
14	0.000000
15	0.000000
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94	0.000000
95	0.000000
96	0.000000
97	0.000000
98	0.000000
99	0.000000



N of associated (recoToSim) tracks vs 3D layer



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

