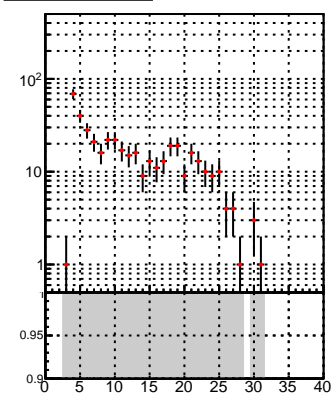
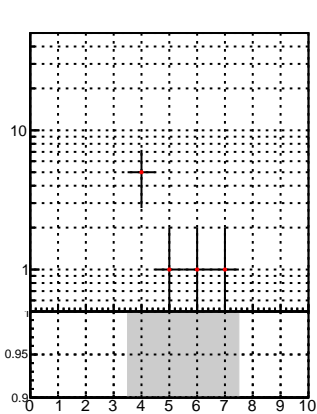
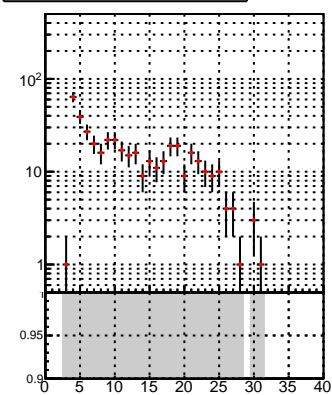


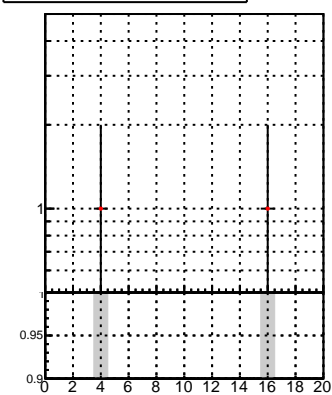
N of reco track vs hit



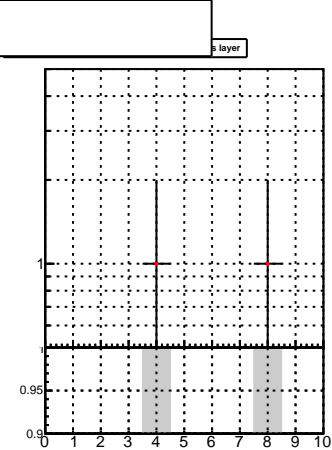
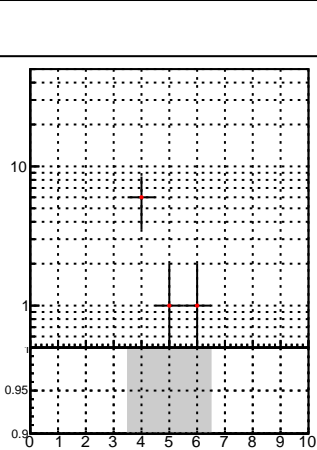
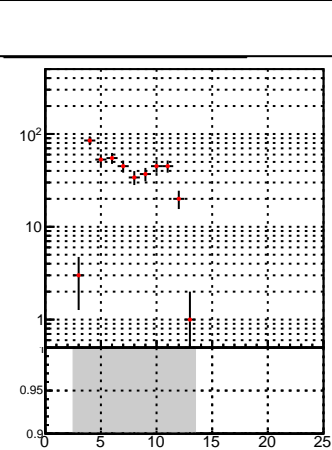
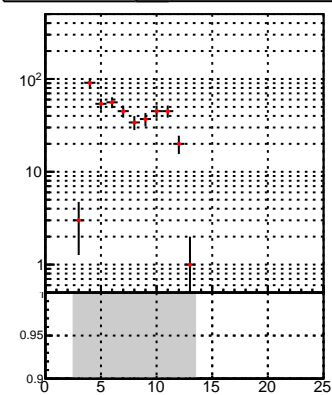
N of associated (recoToSim) tracks vs hit



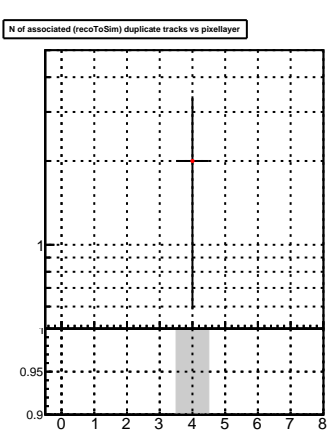
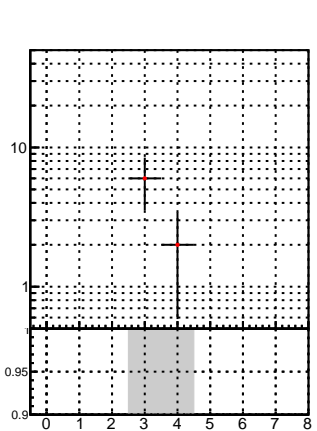
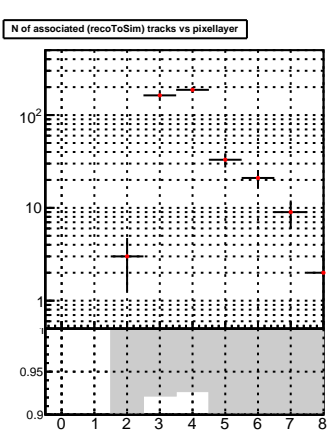
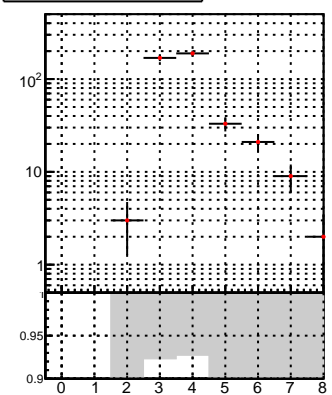
N of associated (recoToSim) duplicate tracks vs hit



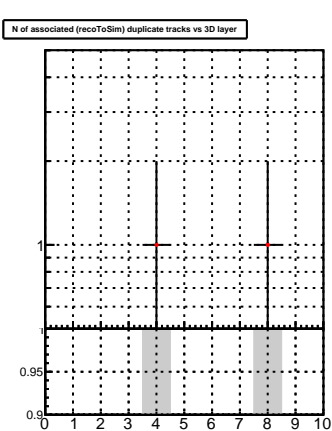
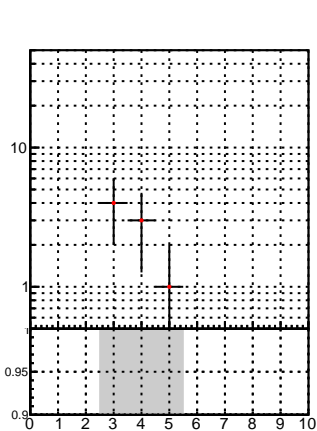
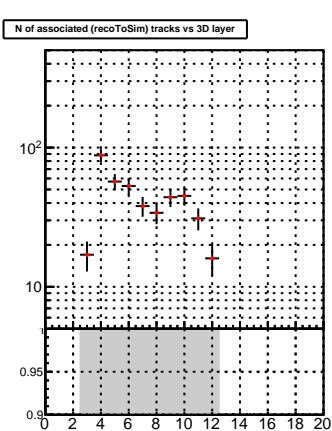
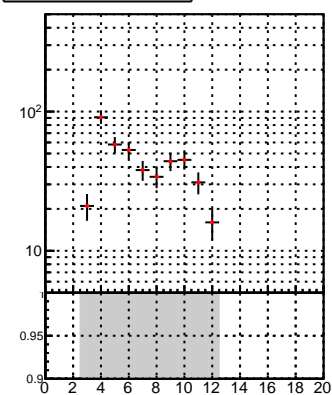
N of reco track vs hit



N of reco track vs pixellayer



N of reco track vs 3D layer



oob

3 layer