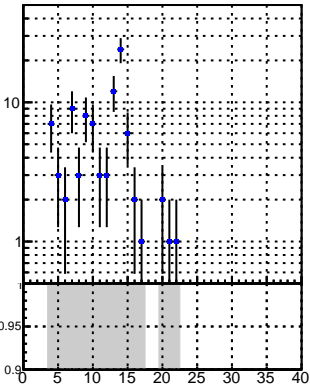
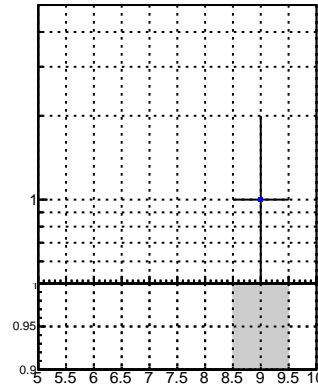
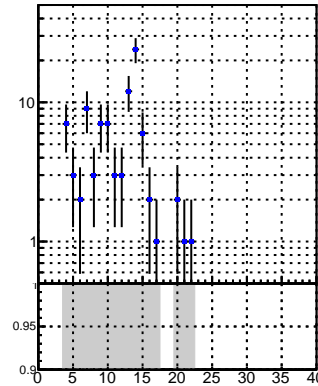


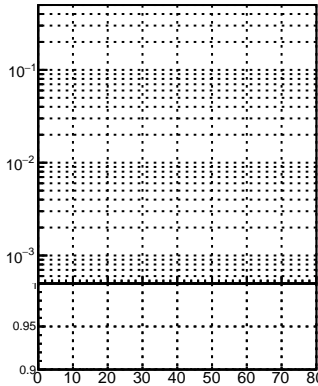
N of reco track vs hit



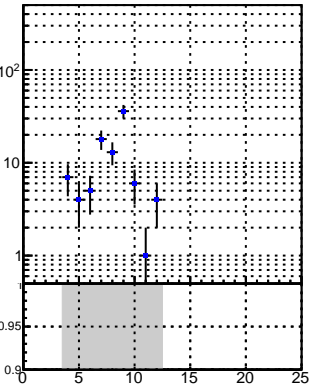
N of associated (recoToSim) tracks vs hit



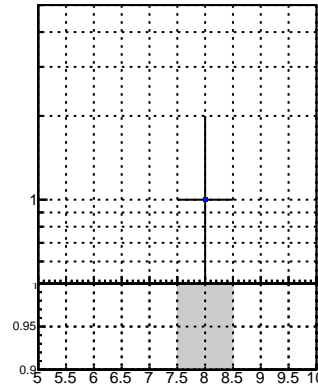
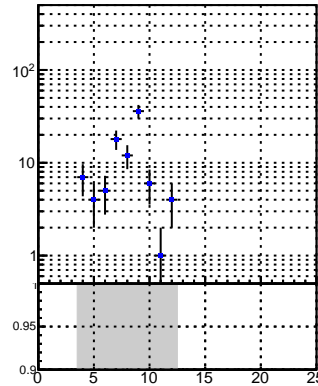
N of associated (recoToSim) duplicate tracks vs hit



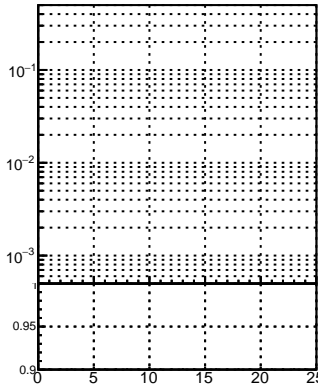
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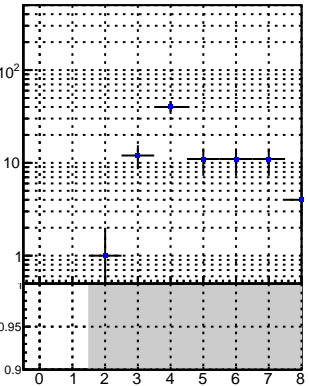
N of associated (recoToSim) tracks vs hit



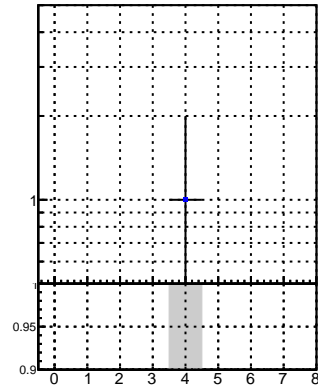
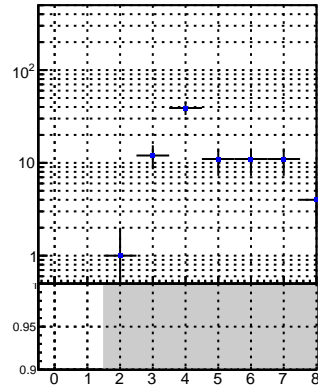
N of associated (recoToSim) duplicate tracks vs hit



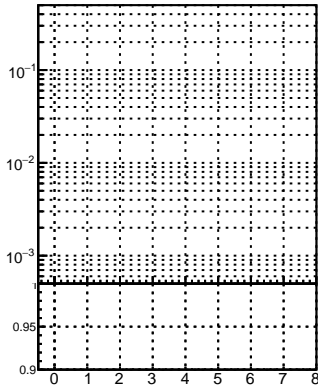
N of reco track vs pixellayer



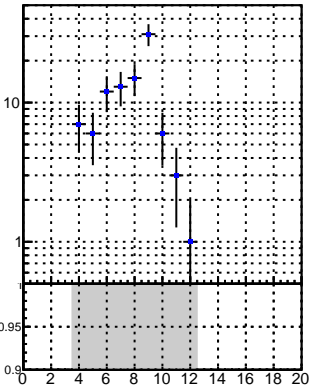
N of associated (recoToSim) tracks vs pixellayer



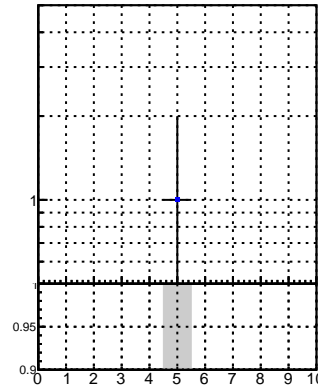
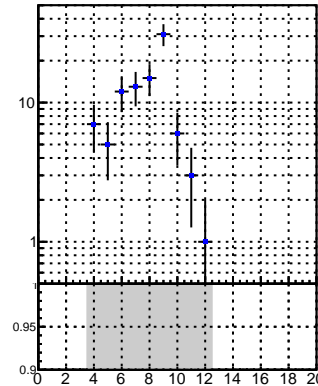
N of associated (recoToSim) duplicate tracks vs pixellayer



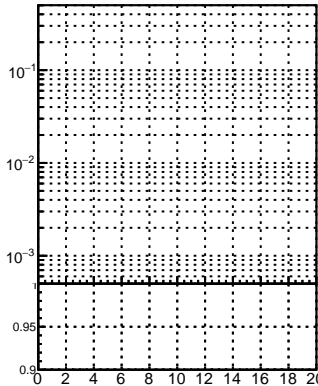
N of reco track vs 3D layer



N of associated (recoToSim) tracks vs 3D layer



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



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3 layer