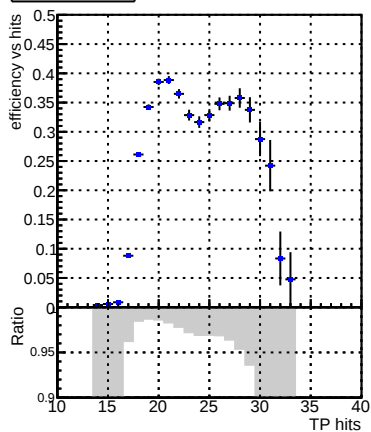
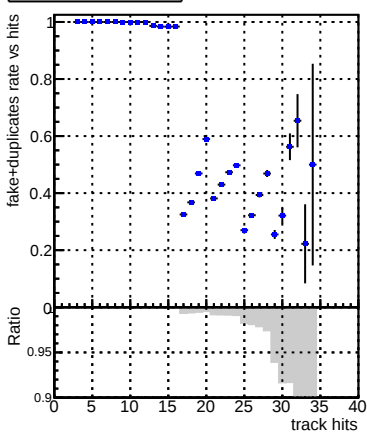


Efficiency vs hit

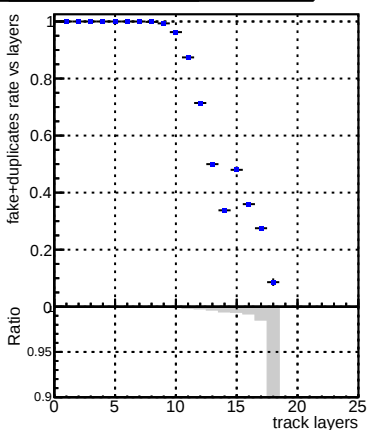
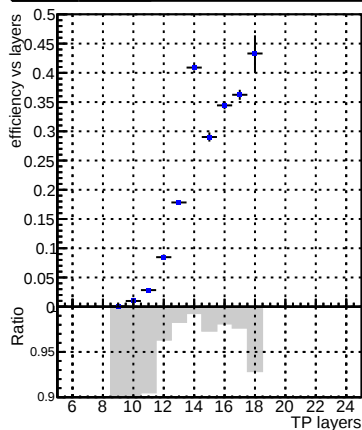


fake+duplicates vs hits

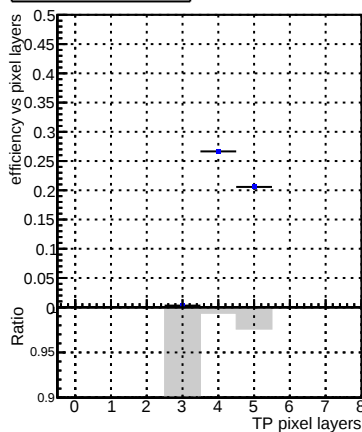


Efficiency

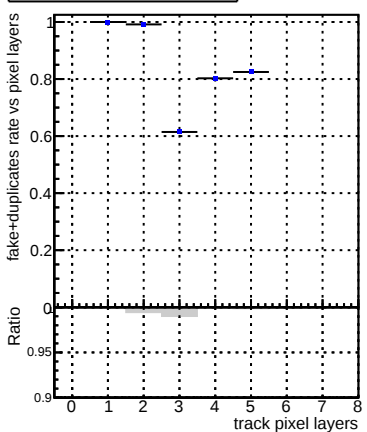
Legend:
 - Grey shaded area: Background
 - Blue dots with error bars: DQMstep3_QCD_defaultCHECK



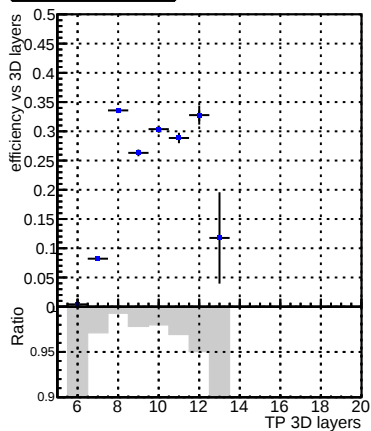
Efficiency vs pixel layer



fake+duplicates vs pixel layers



Efficiency vs 3D layer



fake+duplicates vs 3D layers

