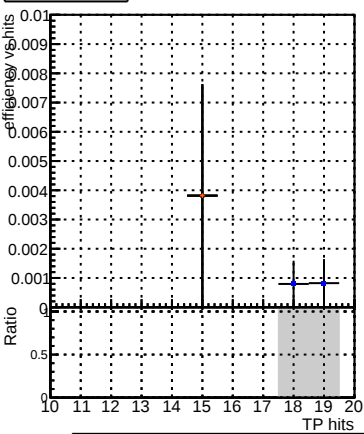
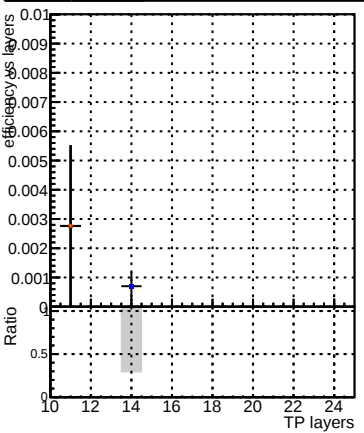


Efficiency vs hit

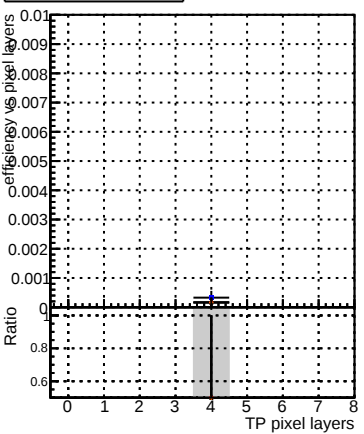


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—●—	DQM_V0001_R000000001_Global_CMSSW_mkFitPU50LowPtQuad_RECO
—●—	DQM_V0001_R000000001_Global_CMSSW_LowptQnoSC_RECO
—●—	DQM_V0001_R000000001_Global_CMSSW_LowptQnoDC_RECO

Efficiency



Efficiency vs pixel layer



Efficiency vs 3D layer

