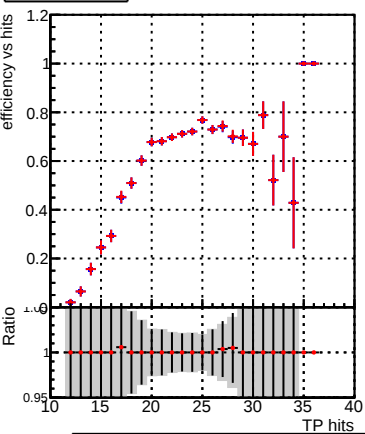
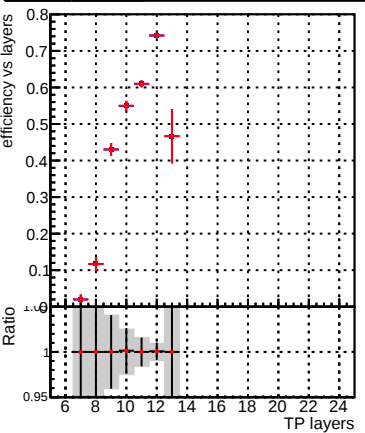


Efficiency vs hit

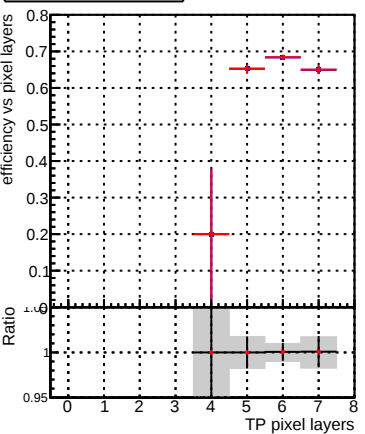


DQM_correctCheck3_mu_pt0p1to1_eta2p0to2p5

DQM_original_mu_pt0p1to1_eta2p0to2p5



Efficiency vs pixel layer



Efficiency vs 3D layer

