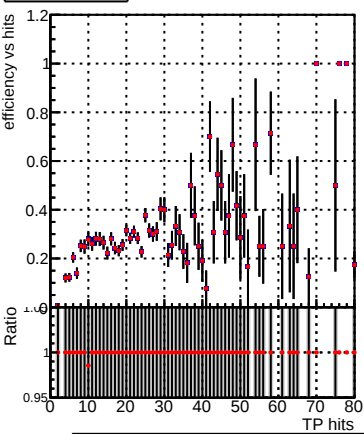


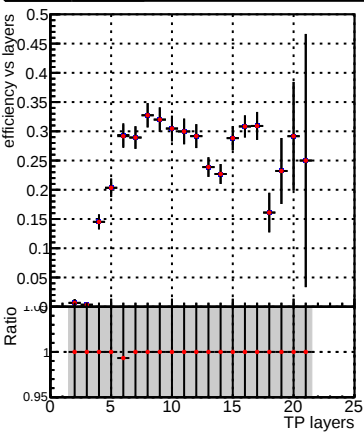
Efficiency vs hit



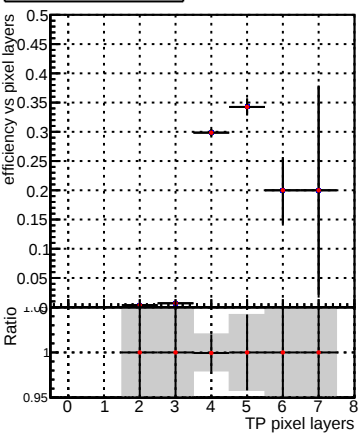
Efficiency vs hit

Legend:

- DQM_V0001_R000000001_Global_mkFit_100stable
- DQM_V0001_R000000001_Global_mkFit_CAND100stable



Efficiency vs pixel layer



Efficiency vs 3D layer

