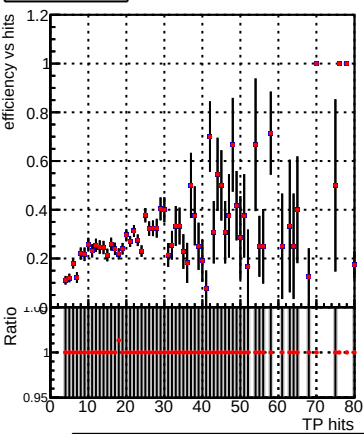
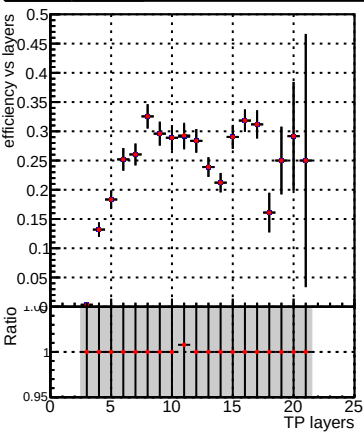


Efficiency vs hit

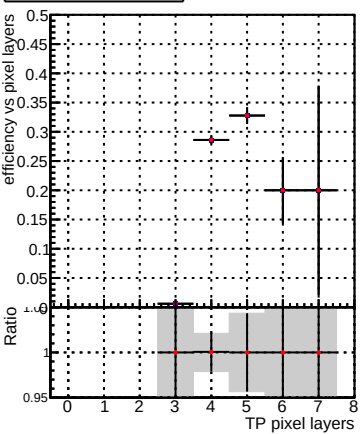


Efficiency vs hit

Legend: DQM_V0001_R000000001_Global_mkFit_100stable (black line), DQM_V0001_R000000001_Global_mkFit_CAND100stable (red line)



Efficiency vs pixel layer



Efficiency vs 3D layer

