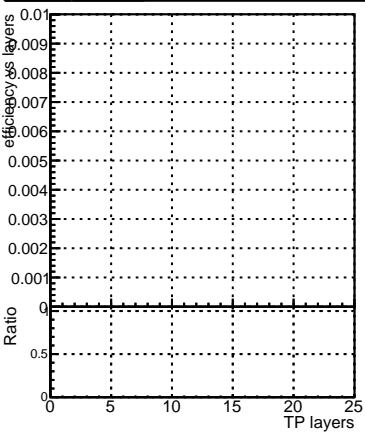


Efficiency vs hit

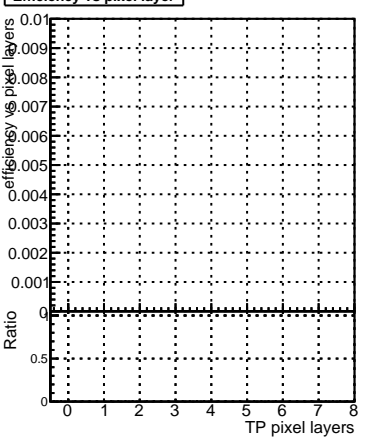


Efficiency

DQM_V0001_R000000001_Global_mkFit_CAND100stable
DQM_V0001_R000000001_Global_mkFit_CANDFINAL100stable



Efficiency vs pixel layer



Efficiency vs 3D layer

