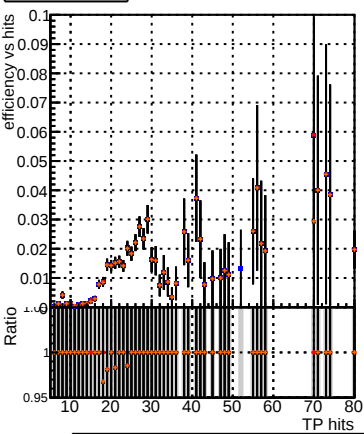
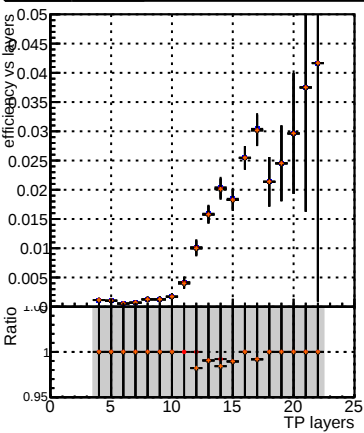


Efficiency vs hit

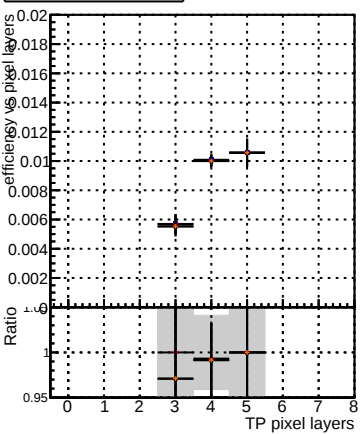


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—●—	DQM_V0001_R000000001	Global	CMSSW_X_Y_Z_all2
—●—	DQM_V0001_R000000001	Global	CMSSW_X_Y_Z_all75
—●—	DQM_V0001_R000000001	Global	CMSSW_X_Y_Z_all7

Efficiency



Efficiency vs pixel layer



Efficiency vs 3D layer

