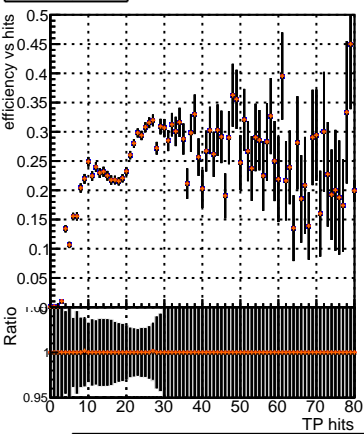
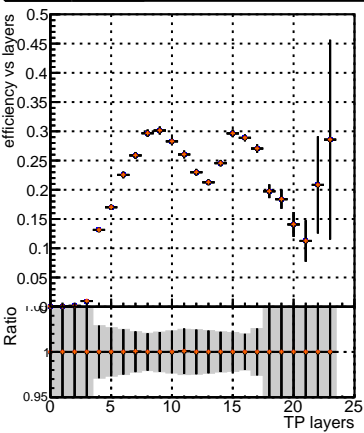


Efficiency vs hit

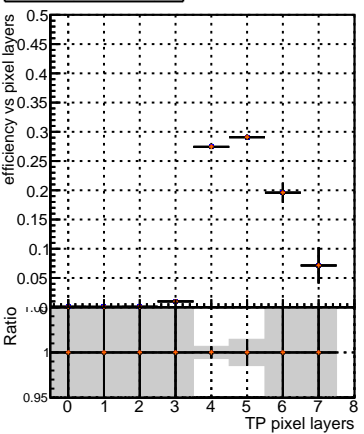


—●—	DQM_V0001_R000000001	Global_CMSSW_X_Y_Z_allNODNN2
—●—	DQM_V0001_R000000001	Global_CMSSW_X_Y_Z_all2
—●—	DQM_V0001_R000000001	Global_CMSSW_X_Y_Z_all75
—●—	DQM_V0001_R000000001	Global_CMSSW_X_Y_Z_all7

Efficiency



Efficiency vs pixel layer



Efficiency vs 3D layer

