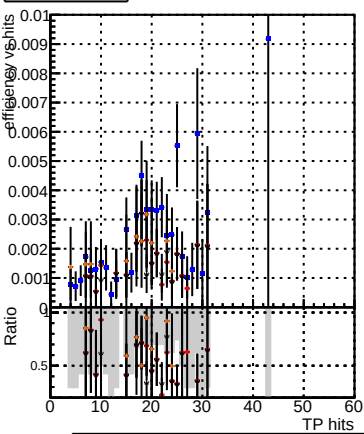
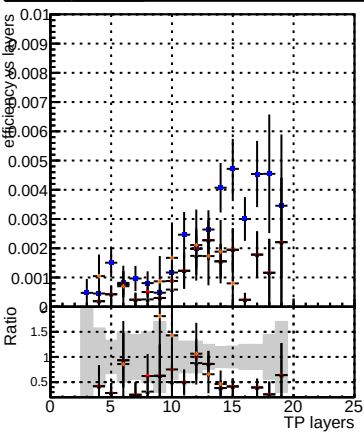


Efficiency vs hit

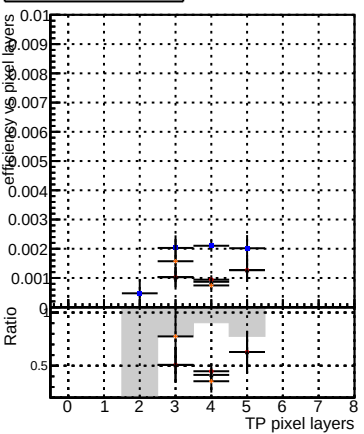


Efficiency vs hit

—●—	DQM_V0001_R000000001_Global_mkFit_baseline
—●—	DQM_V0001_R000000001_Global_mkFit_var
—●—	DQM_V0001_R000000001_Global_mkFit_jcoreNoClean
—●—	DQM_V0001_R000000001_Global_mkFit_jcoreSHits



Efficiency vs pixel layer



Efficiency vs 3D layer

