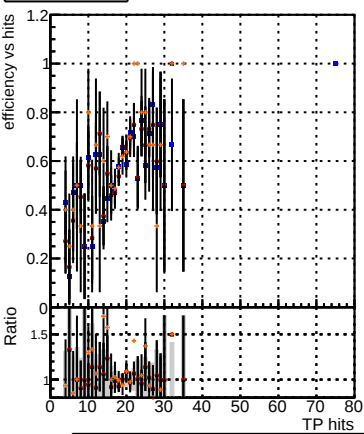


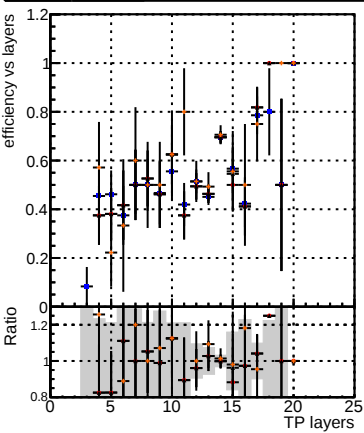
Efficiency vs hit



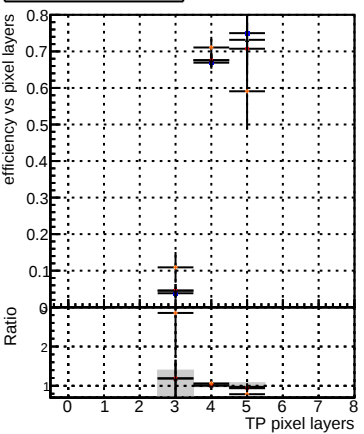
Efficiency vs hit

Legend:

- DQM\_V0001\_R000000001\_Global\_mkFit\_baseline
- DQM\_V0001\_R000000001\_Global\_mkFit\_var
- DQM\_V0001\_R000000001\_Global\_mkFit\_jcoreNoClean
- DQM\_V0001\_R000000001\_Global\_mkFit\_jcore50maxCand-24DUPremoval



Efficiency vs pixel layer



Efficiency vs 3D layer

