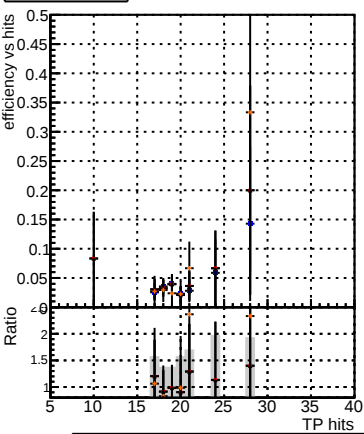


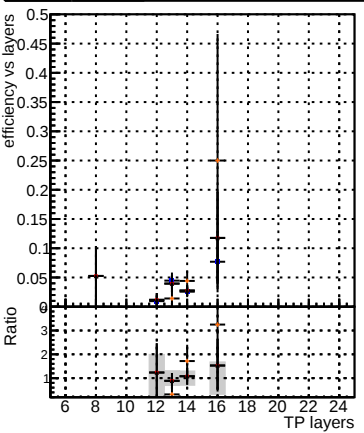
Efficiency vs hit



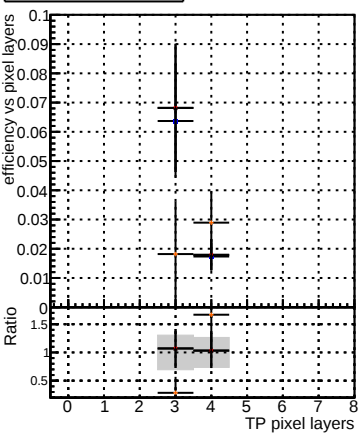
Efficiency vs hit

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-33DUPremoval



Efficiency vs pixel layer



Efficiency vs 3D layer

