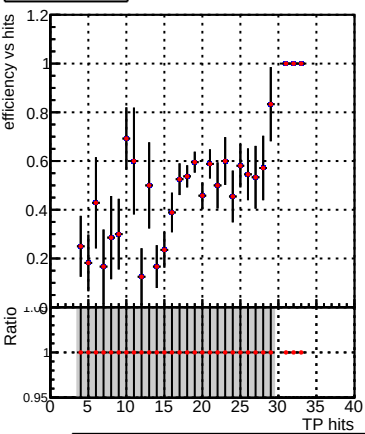
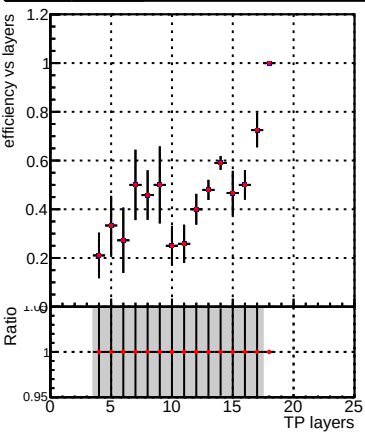


Efficiency vs hit

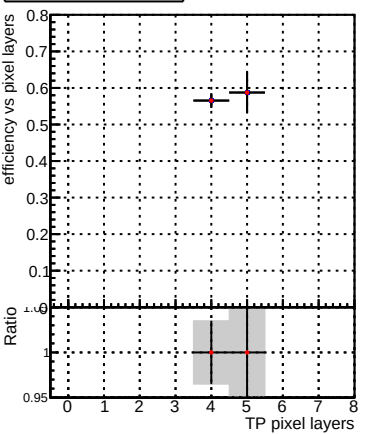


DQM_V0001_R000000001_Global_mkFit_nobatch

DQM_V0001_R000000001_Global_mkFit_maybepoch



Efficiency vs pixel layer



Efficiency vs 3D layer

