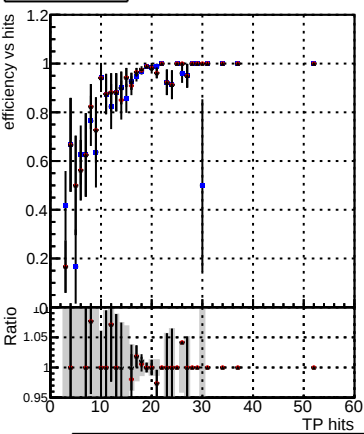


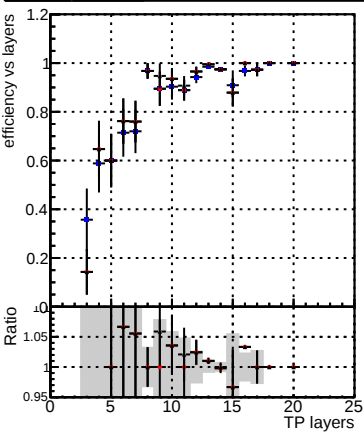
Efficiency vs hit



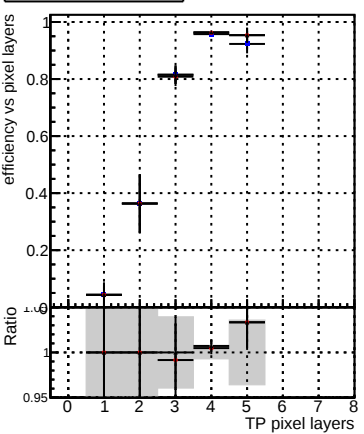
DQMstep3_QCD_CKF

DQMstep3_QCD_default

DQMstep3_QCD_ckfPixelLess



Efficiency vs pixel layer



Efficiency vs 3D layer

