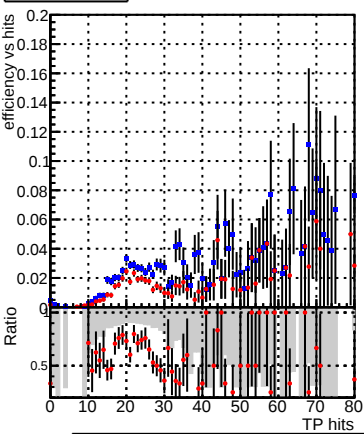
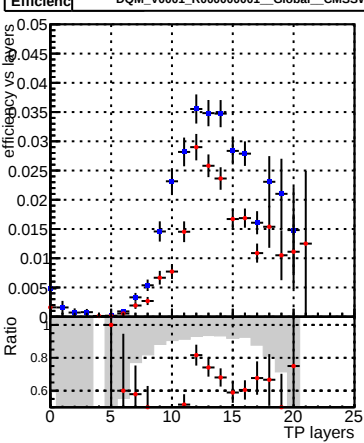


Efficiency vs hit

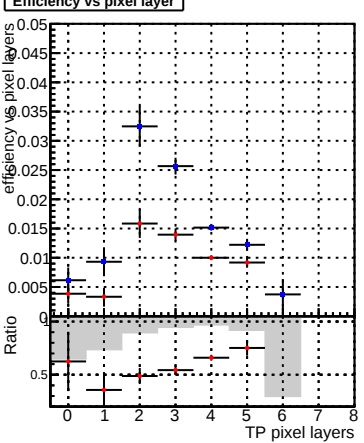


DQM_V0001_R000000001_Global_CMSSW_cknocut2_RECO

DQM_V0001_R000000001_Global_CMSSW_mknocut2_RECO



Efficiency vs pixel layer



Efficiency vs 3D layer

