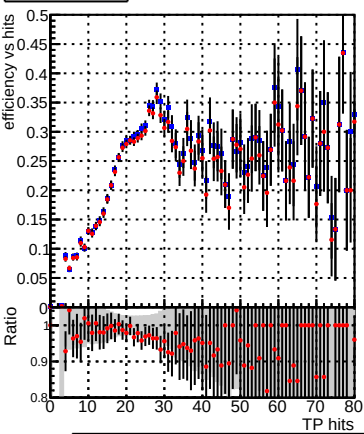
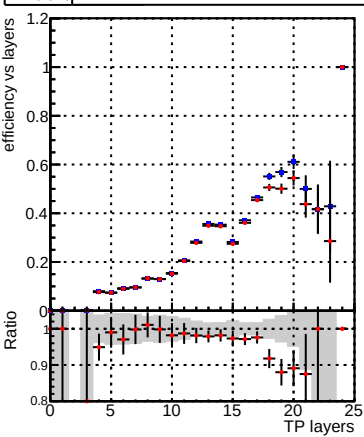


Efficiency vs hit

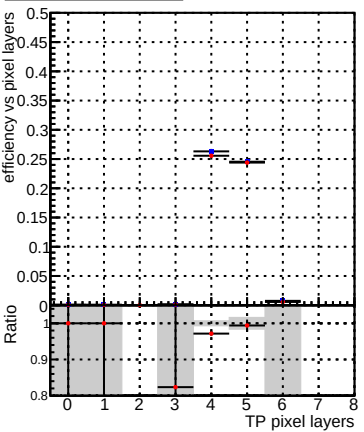


DQM_V0001_R000000001_Global_CMSSW_cknocut3_RECO

Efficiency



Efficiency vs pixel layer



Efficiency vs 3D layer

