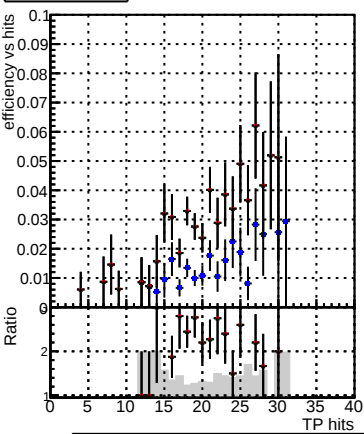


Efficiency vs hit

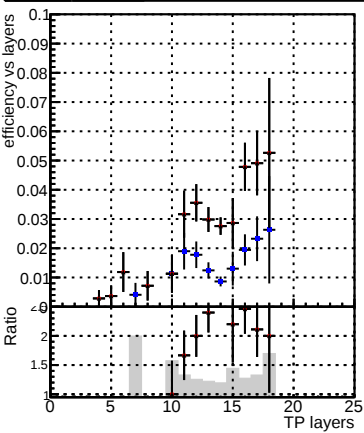


DQM_V0001_R000000001_Global_CMSSW_ckfnocut3_RECO

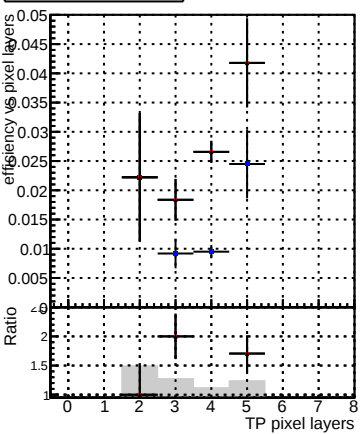
DQM_V0001_R000000001_Global_CMSSW_mknocut3_RECO

DQM_V0001_R000000001_Global_CMSSW_mknocutinoclean3_RECO

Efficiency



Efficiency vs pixel layer



Efficiency vs 3D layer

