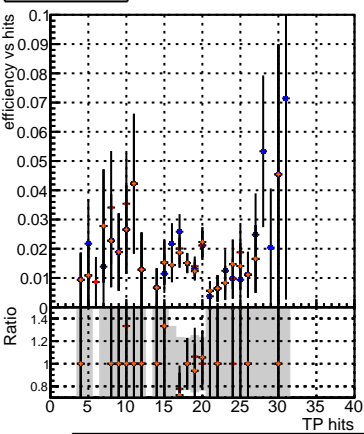
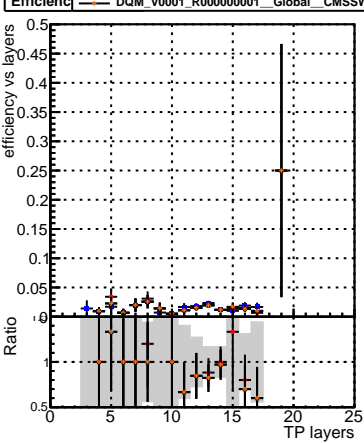


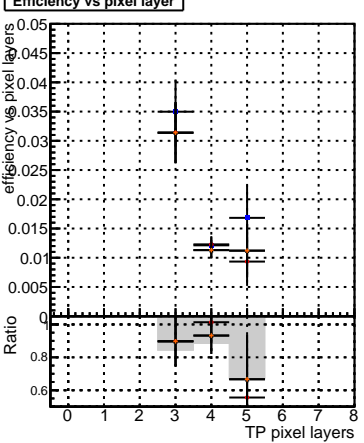
Efficiency vs hit



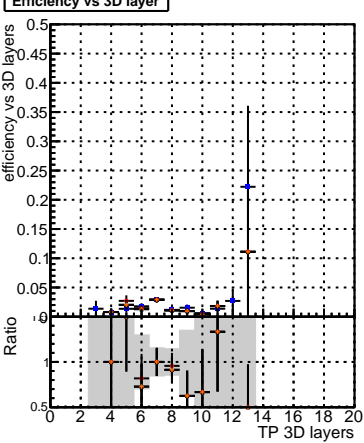
Efficiency



Efficiency vs pixel layer



Efficiency vs 3D layer



—●—	DQM_V0001_R000000001_Global_CMSSW_ckfPU50_RECO
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—●—	DQM_V0001_R000000001_Global_CMSSW_mkFitPU50LowPtQuad-noBkwd_RECO