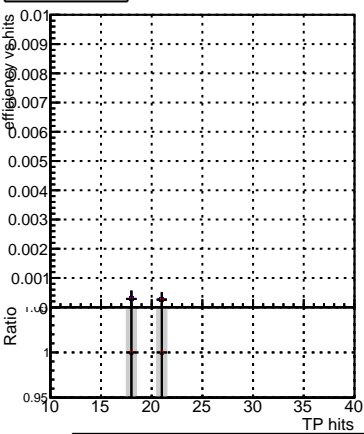
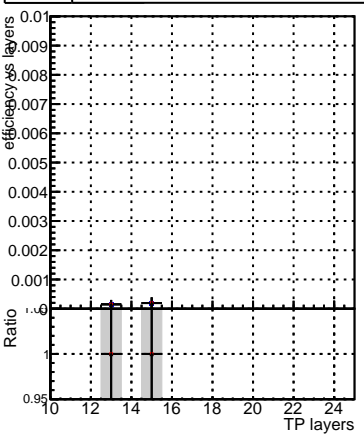


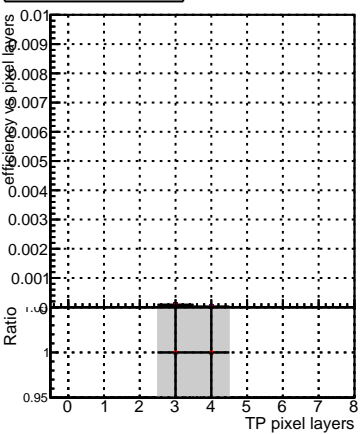
Efficiency vs hit



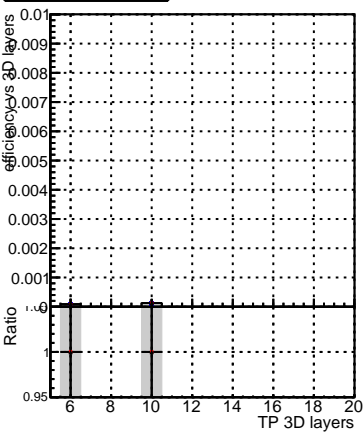
Efficiency



Efficiency vs pixel layer



Efficiency vs 3D layer



- DQM_V0001_R000000001_Global_CMSSW_ckfPU50_RECO
- DQM_V0001_R000000001_Global_CMSSW_mkFitPU50LowPtQuad_RECO
- DQM_V0001_R000000001_Global_CMSSW_LowptQnoclean_RECO