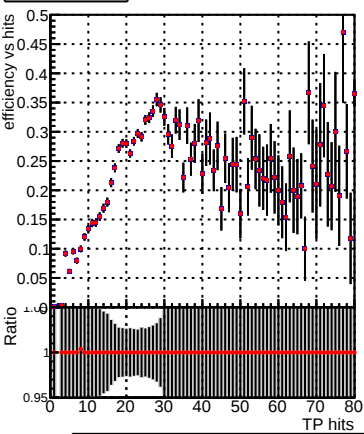
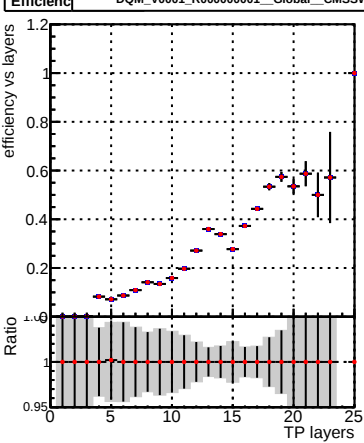


Efficiency vs hit

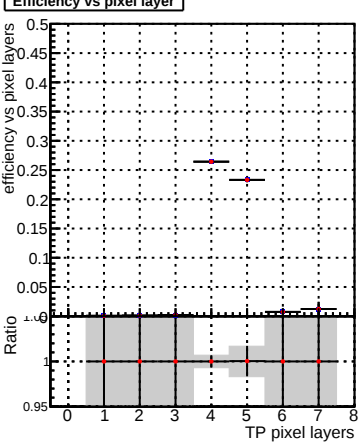


DQM_V0001_R000000001_Global_CMSSW_original

DQM_V0001_R000000001_Global_CMSSW_cleaner



Efficiency vs pixel layer



Efficiency vs 3D layer

