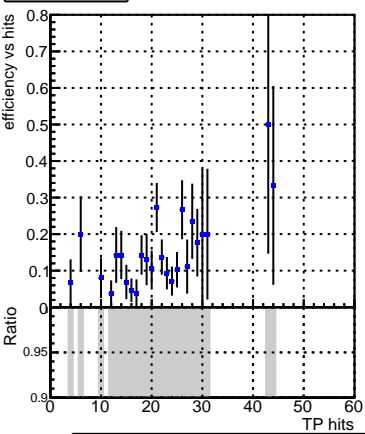
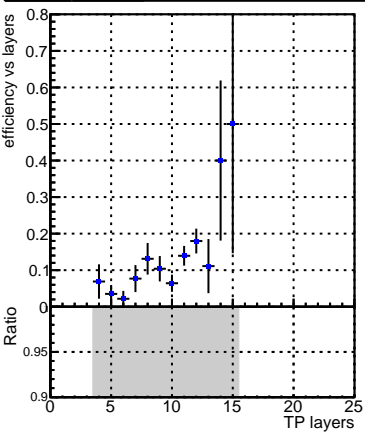


Efficiency vs hit

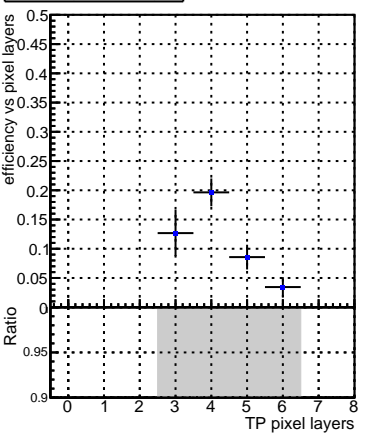


Efficiency

DQM_V0001_R000000001_Global_CMSSW_X_Y_Z_RECO



Efficiency vs pixel layer



Efficiency vs 3D layer

