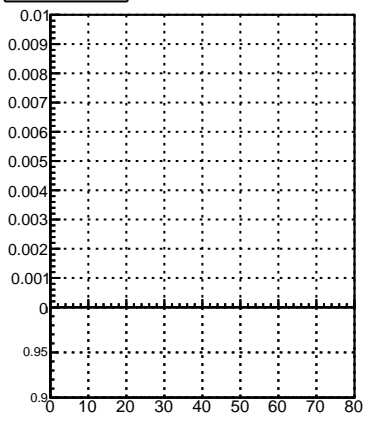
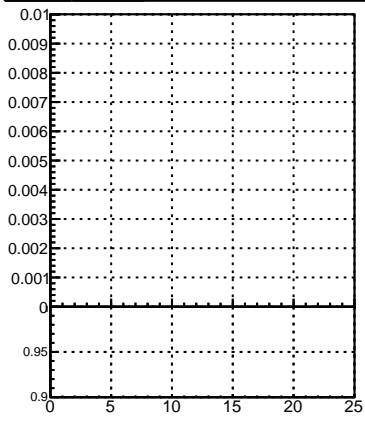


Efficiency vs hit

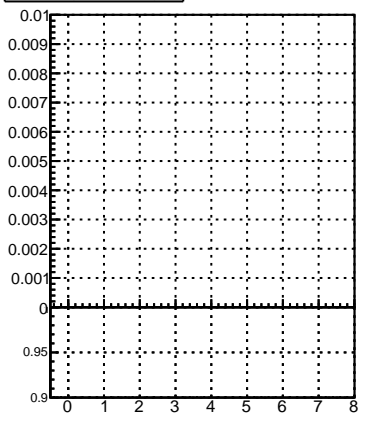


Efficiency

DQM\_V0001\_R000000001\_Global\_CMSSW\_X\_Y\_Z\_RECO



Efficiency vs pixel layer



Efficiency vs 3D layer

