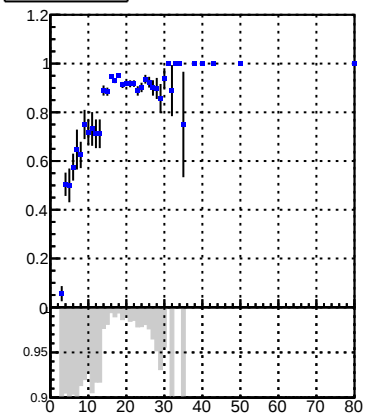
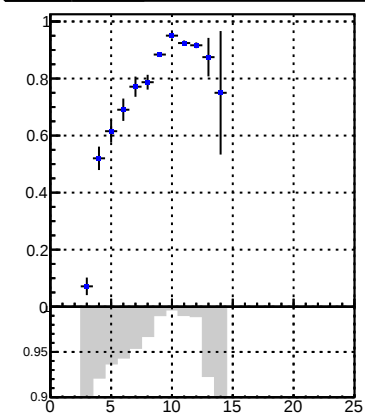


Efficiency vs hit

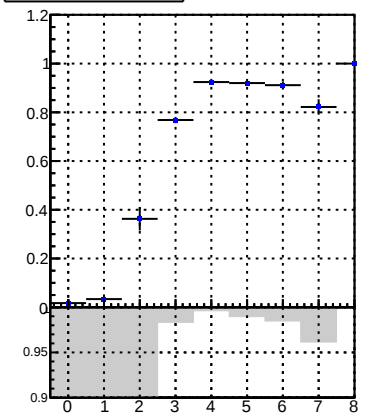


Efficiency

tracking_iters01LST_DNN_1000events



Efficiency vs pixel layer



Efficiency vs 3D layer

