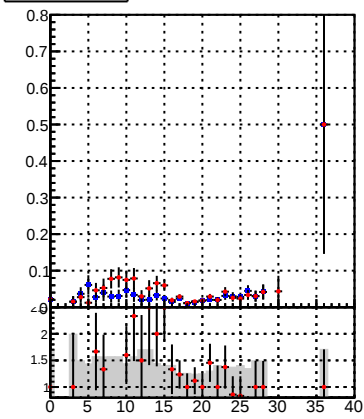
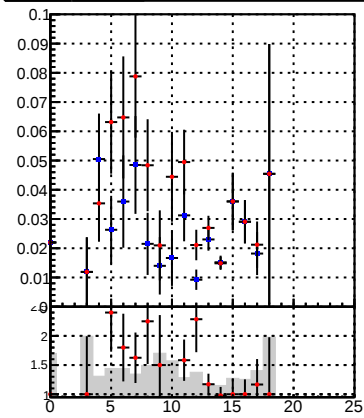


Efficiency vs hit

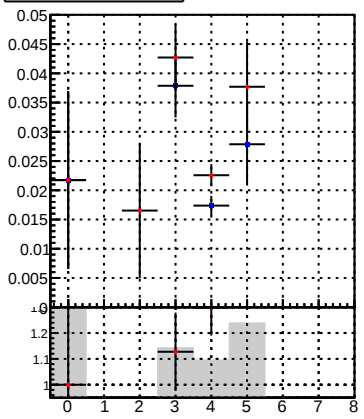


Efficiency

DQM_CKF
DQM_BDT_CKF



Efficiency vs pixel layer



Efficiency vs 3D layer

