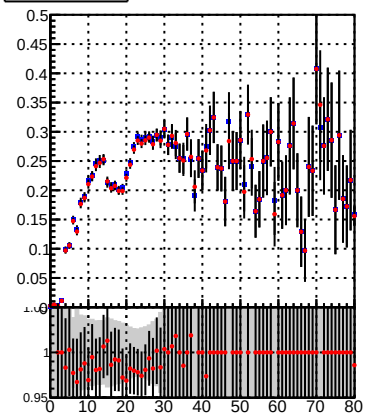


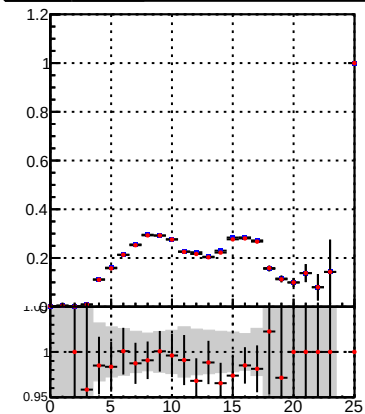
Efficiency vs hit



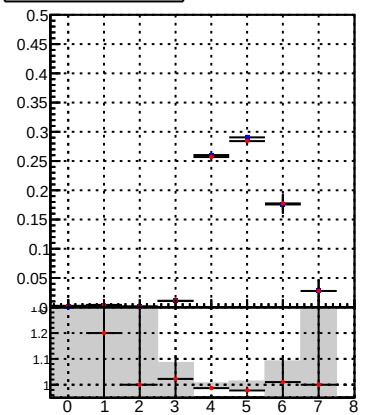
DQM_CKF

DQM_BDT_CKF

Efficiency



Efficiency vs pixel layer



Efficiency vs 3D layer

