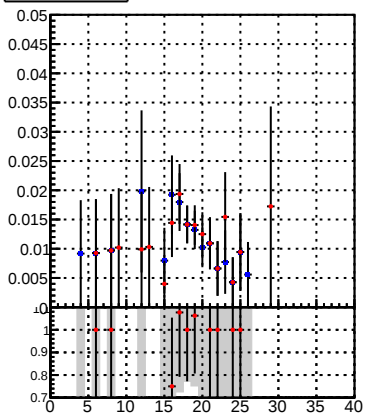


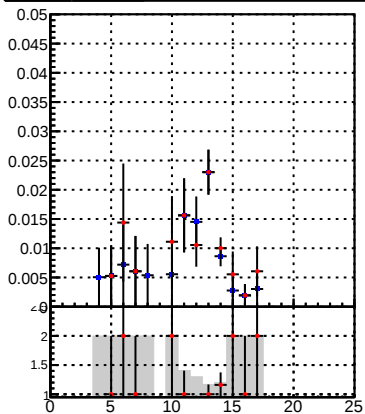
Efficiency vs hit



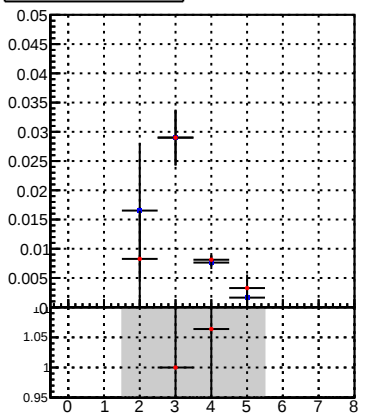
DQM_mkFit

Efficiency vs hit

DQM_BDT_mkFit



Efficiency vs pixel layer



Efficiency vs 3D layer

