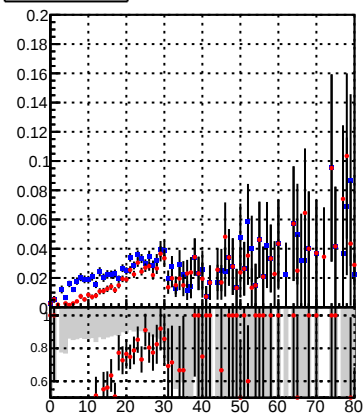


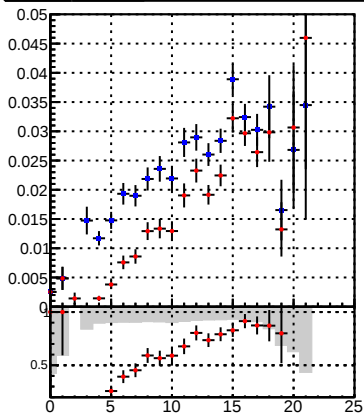
Efficiency vs hit



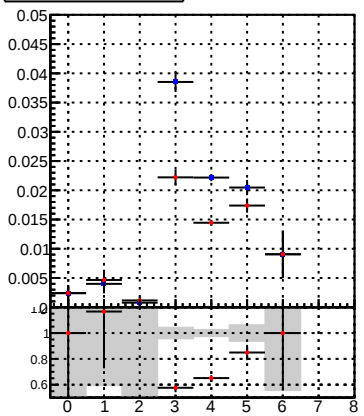
Efficiency

DQM_mkFit

DQM_BDT_mkFit



Efficiency vs pixel layer



Efficiency vs 3D layer

