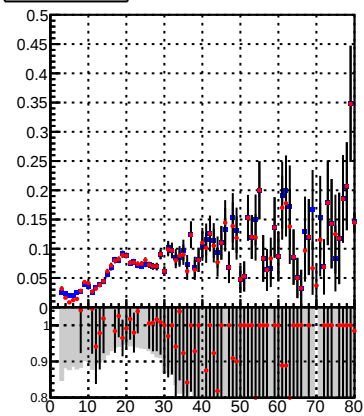


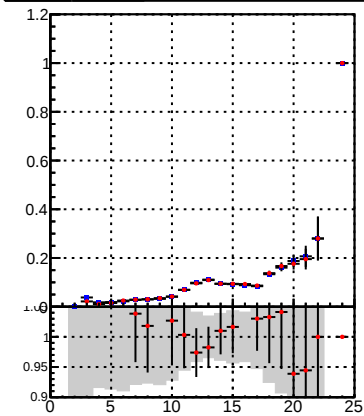
Efficiency vs hit



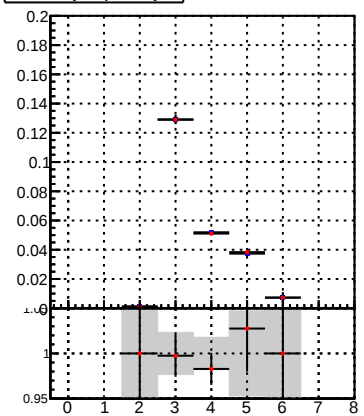
Efficiency

DQM\_mkFit

DQM\_BDT\_mkFit



Efficiency vs pixel layer



Efficiency vs 3D layer

