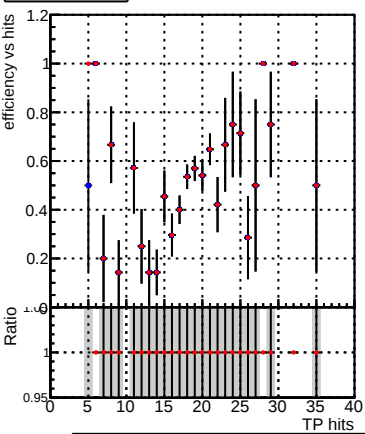
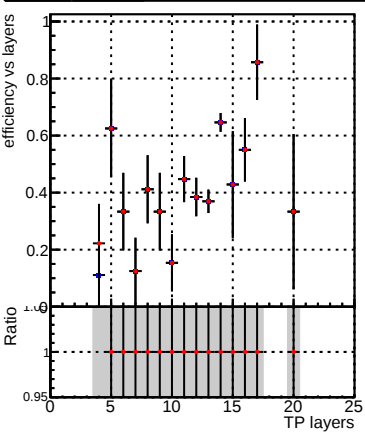


Efficiency vs hit

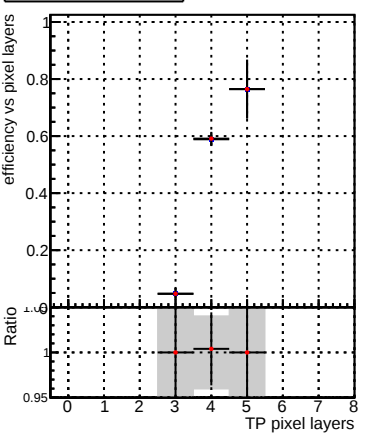


DQM_CKF_QCDHighPt_base

DQM_CKF_QCDHighPt_retrain



Efficiency vs pixel layer



Efficiency vs 3D layer

