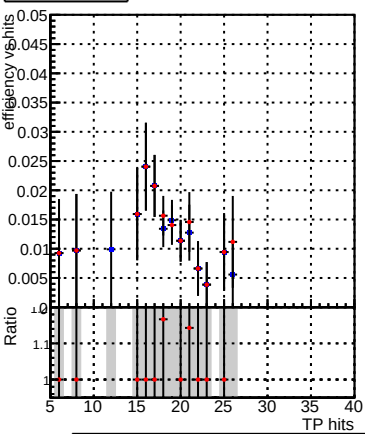


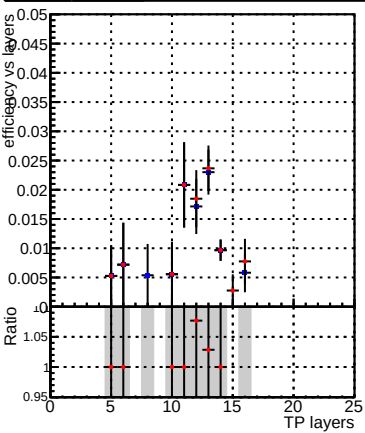
Efficiency vs hit



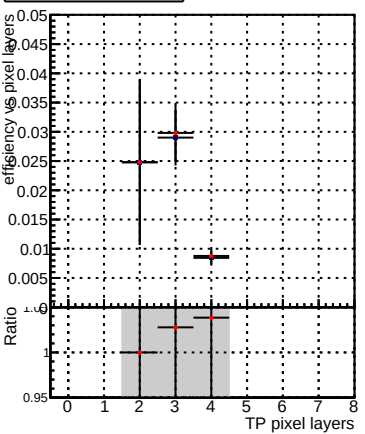
DQM_CKF_TT_base

DQM_CKF_TT_retrain

Efficiency



Efficiency vs pixel layer



Efficiency vs 3D layer

