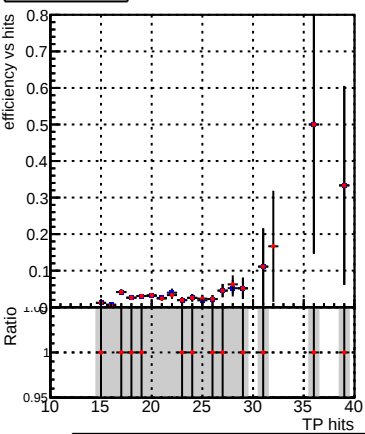
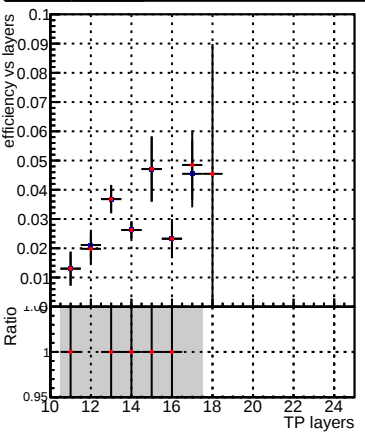


Efficiency vs hit

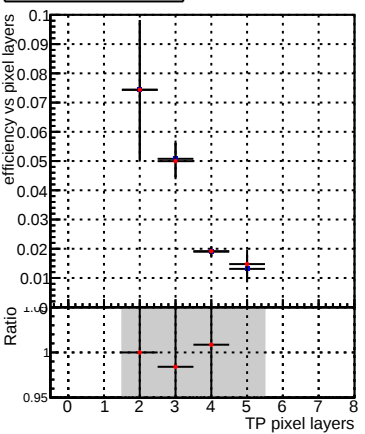


DQM_mkFit_TT_base

DQM_mkFit_TT_retrain



Efficiency vs pixel layer



Efficiency vs 3D layer

