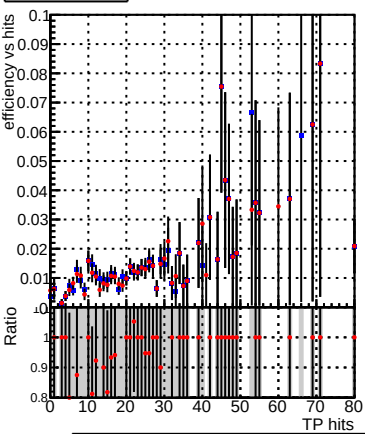
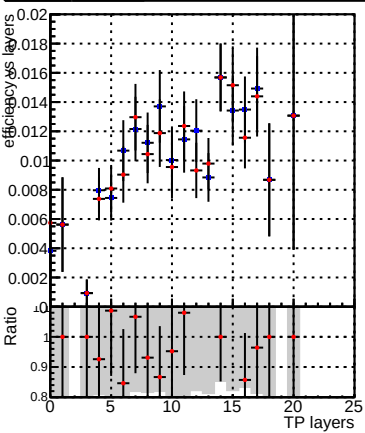


Efficiency vs hit

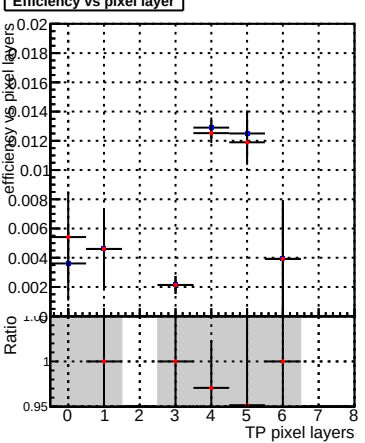


Efficiency

DQM_CKF_QCDHighPt_retrainOldFiles125_v2_prelimWPM_epoch3



Efficiency vs pixel layer



Efficiency vs 3D layer

