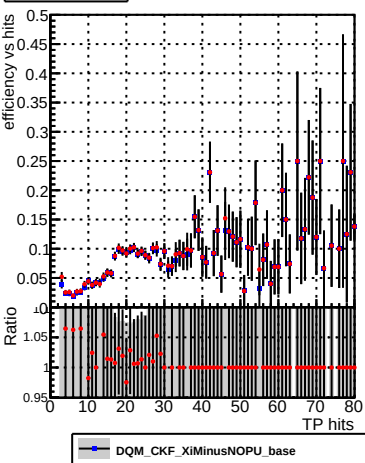
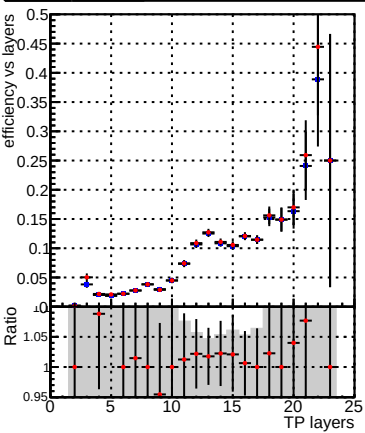


Efficiency vs hit

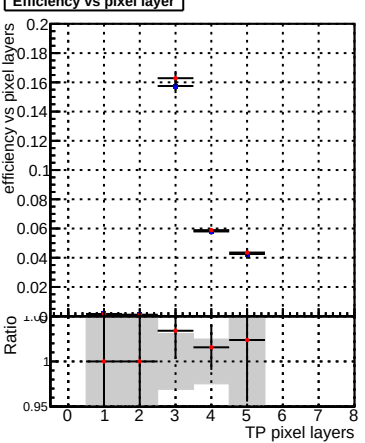


Efficiency

DQM\_CKF\_XiMinusNOPU\_retrainOldFiles125\_v2\_prelimWPM\_epoch0



Efficiency vs pixel layer



Efficiency vs 3D layer

