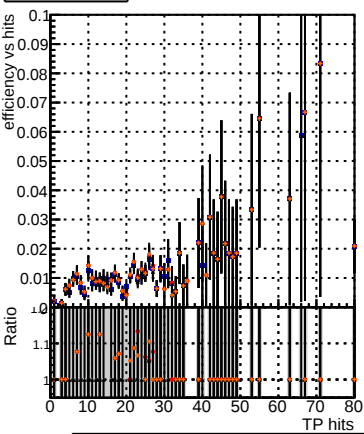


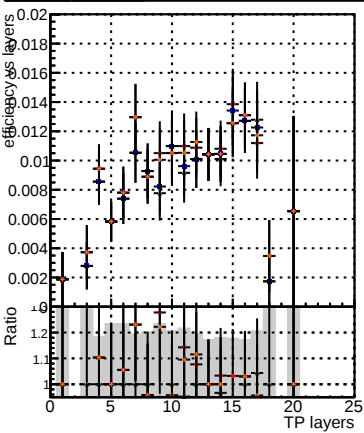
Efficiency vs hit



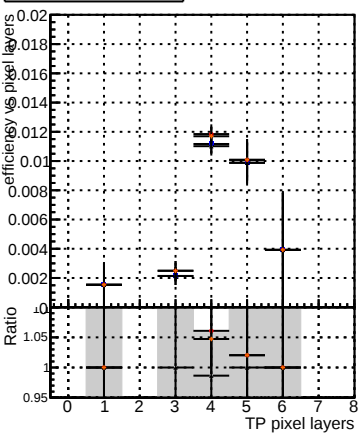
Efficiency vs hit

Legend:

- DQM\_mkFit5\_QCDHighPt\_base
- DQM\_mkFit5\_QCDHighPt\_retrainOldFiles125\_v2\_prelimWPM\_epoch4
- DQM\_mkFit6\_QCDHighPt\_base
- DQM\_mkFit6\_QCDHighPt\_retrainOldFiles125\_v2\_prelimWPM\_epoch4



Efficiency vs pixel layer



Efficiency vs 3D layer

