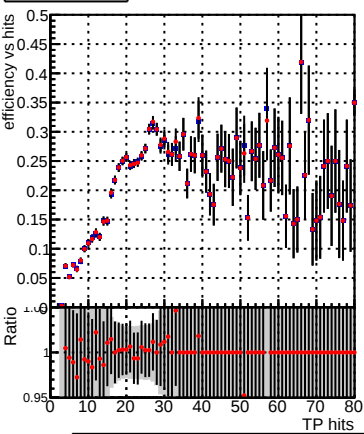


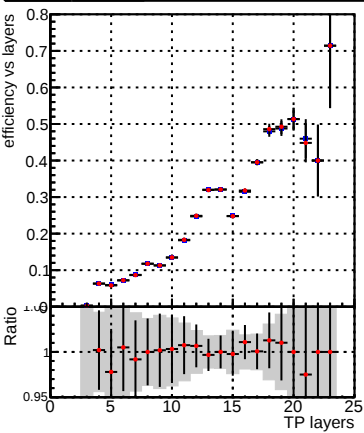
Efficiency vs hit



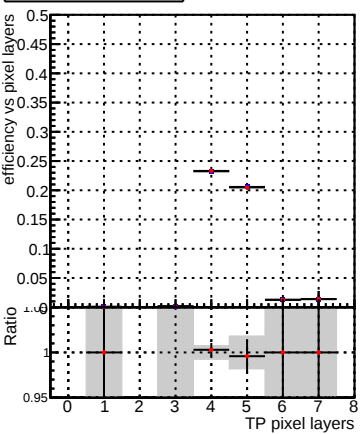
DQM_mkFit_TT_retrain-lowpt

DQM_mkFit_TTold-lowpt

Efficiency



Efficiency vs pixel layer



Efficiency vs 3D layer

