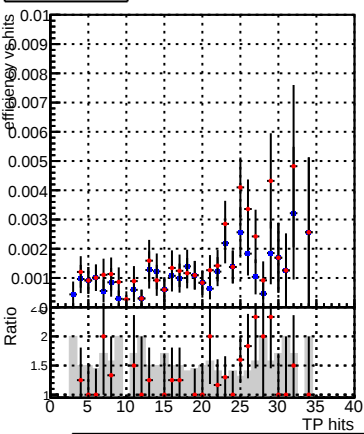
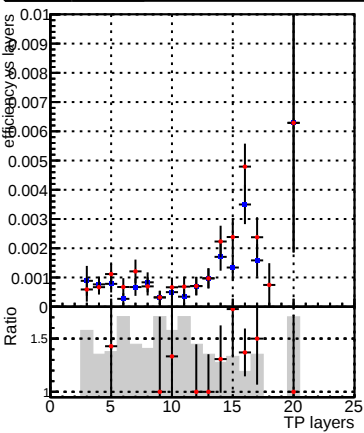


Efficiency vs hit

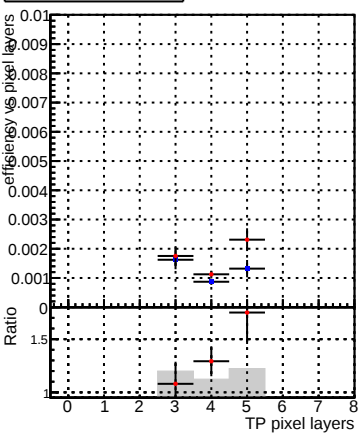


DQM_mkFit_XiMinusPU_retrain2

Efficiency vs hit



Efficiency vs pixel layer



Efficiency vs 3D layer

