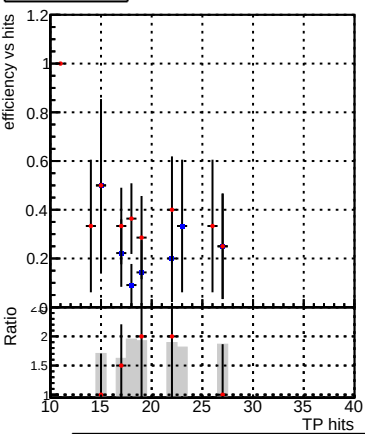


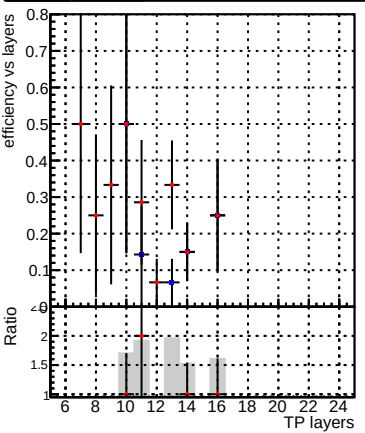
Efficiency vs hit



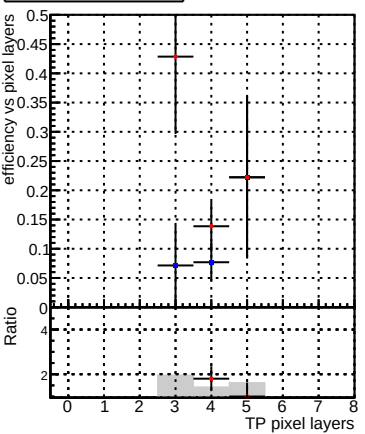
TP hits

DQM_mkFit_XiMinusPU_retrain

DQM_mkFit_XiMinusPU_retrain2



Efficiency vs pixel layer



Efficiency vs 3D layer

