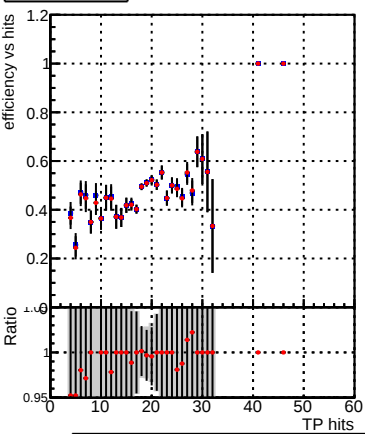
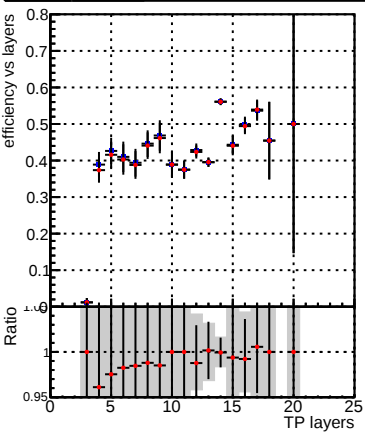


Efficiency vs hit

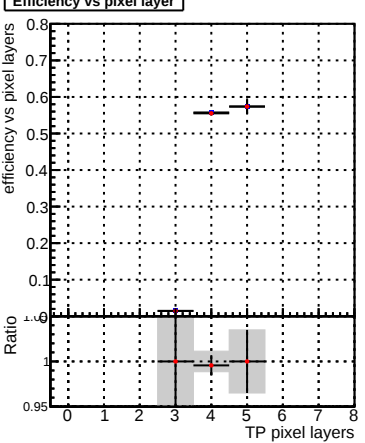


Efficiency

DQM_mkFit_TT_RetrainV2_WP1_6iter



Efficiency vs pixel layer



Efficiency vs 3D layer

