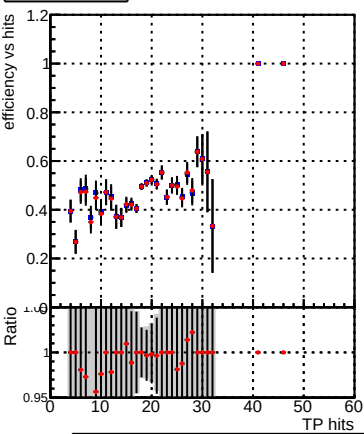
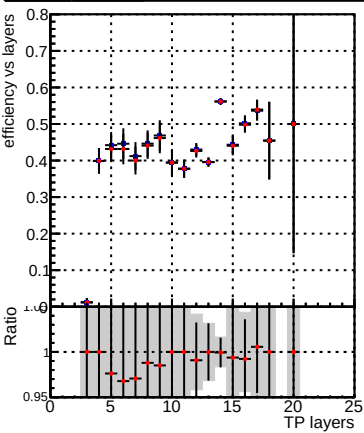


Efficiency vs hit

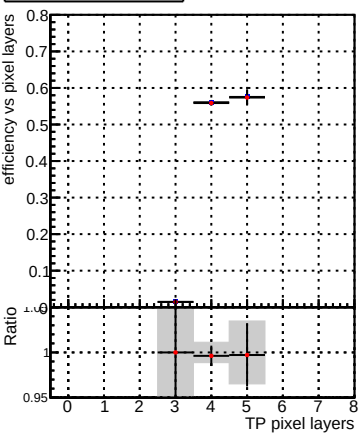


Efficiency vs hit

Legend:
 —●— DQM_mkFit_TT_baseline_6iter
 —●— DQM_mkFit_TT_RetrainV2_WP1_6iter



Efficiency vs pixel layer



Efficiency vs 3D layer

