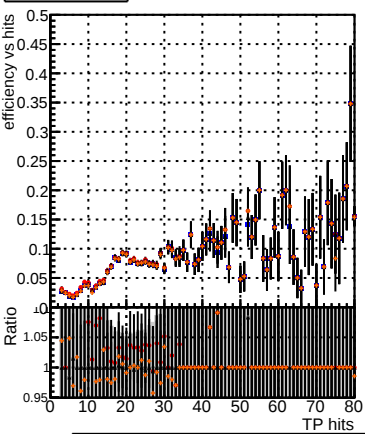


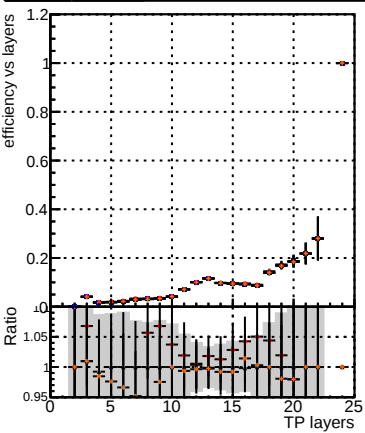
Efficiency vs hit



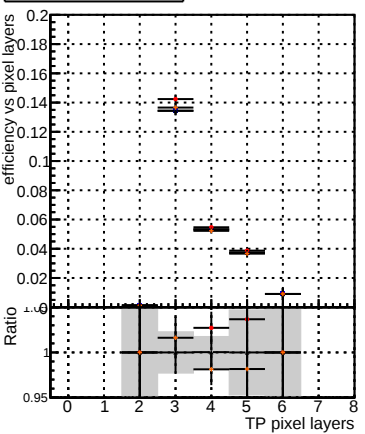
Efficiency vs hit

Legend:

- DQM\_mkFit\_TTbase
- DQM\_mkFit\_TT\_retrainOldFiles125\_v2\_prelimWP\_5iter
- DQM\_mkFit\_TT\_baseline\_6iter
- DQM\_mkFit\_TT\_RetrainV2\_WP2\_6iter



Efficiency vs pixel layer



Efficiency vs 3D layer

