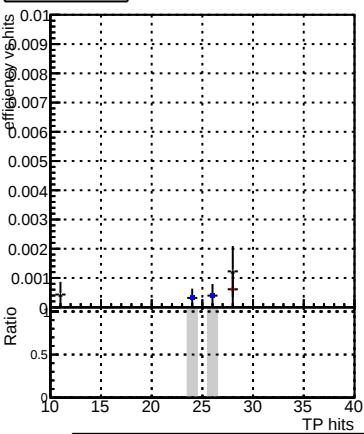


Efficiency vs hit

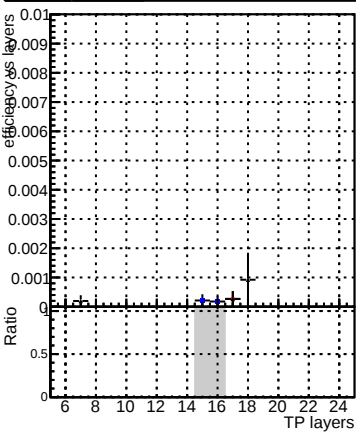


Efficiency

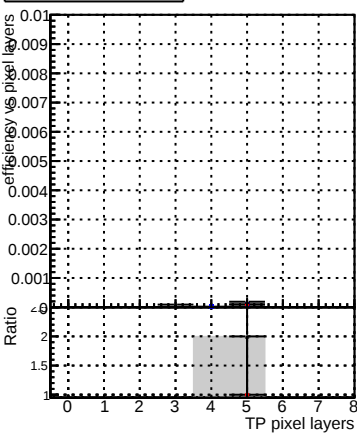
DQMstep3_SMS_CKF

DQMstep3_SMS_default

DQMstep3_SMS_defaultNEWT



Efficiency vs pixel layer



Efficiency vs 3D layer

