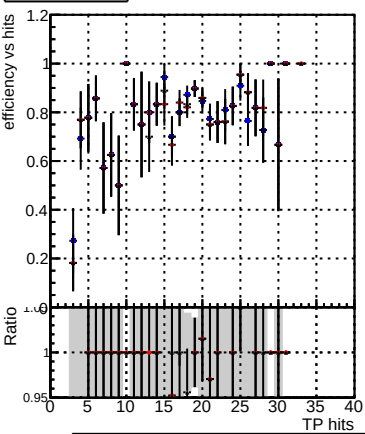


Efficiency vs hit

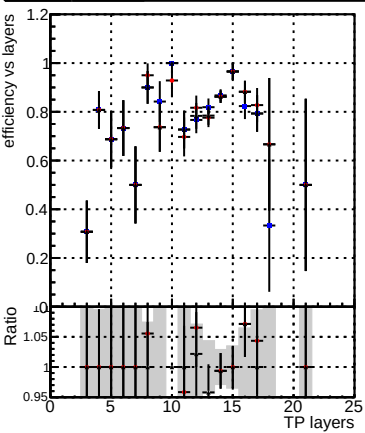


DQMstep3_SoftQCD_CKF

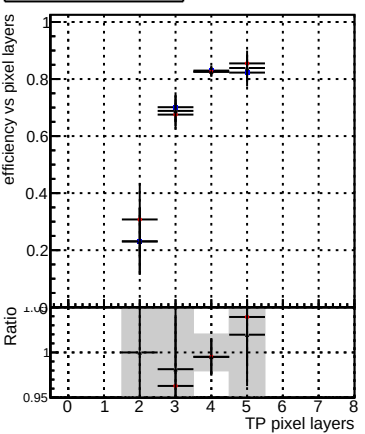
DQMstep3_SoftQCD_default

DQMstep3_SoftQCD_ckfPixelLess

Efficiency



Efficiency vs pixel layer



Efficiency vs 3D layer

