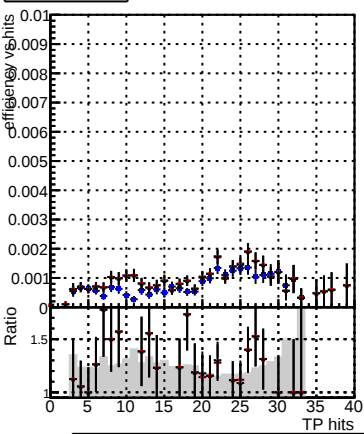
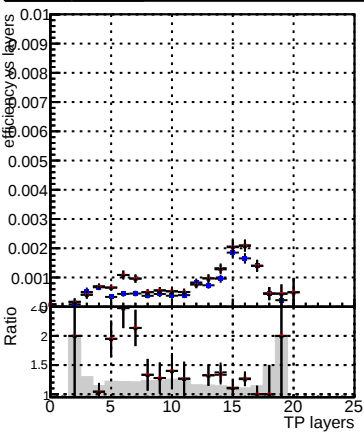


Efficiency vs hit

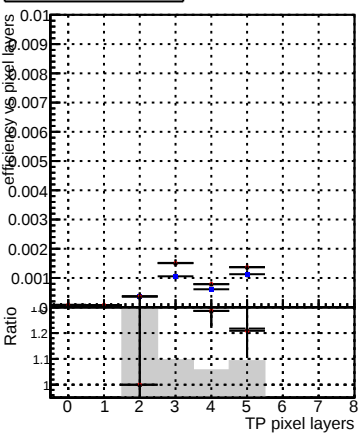


- DQMstep3_SoftQCD_CKF
- DQMstep3_SoftQCD_default
- DQMstep3_SoftQCD_ckfPixelLess

Efficiency



Efficiency vs pixel layer



Efficiency vs 3D layer

