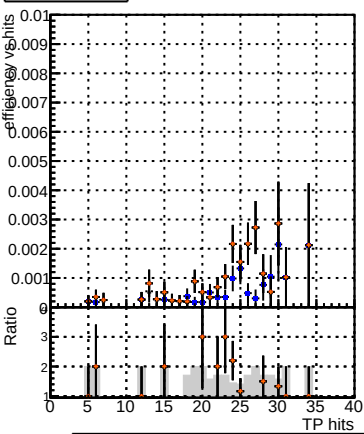


Efficiency vs hit



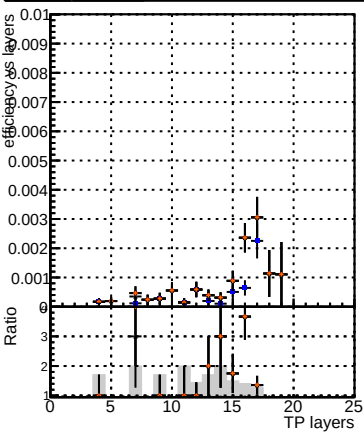
Efficiency

DQMstep3_TT_CKF

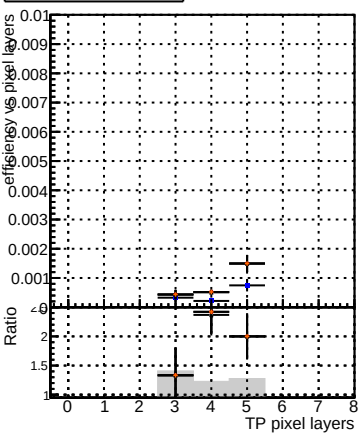
DQMstep3_TT_default

DQMstep3_TT_ckfPixelLess

DQMstep3_TT_default1



Efficiency vs pixel layer



Efficiency vs 3D layer

