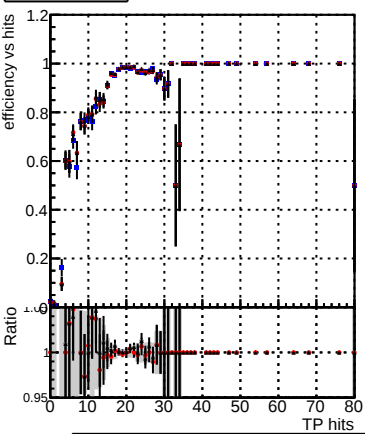


Efficiency vs hit

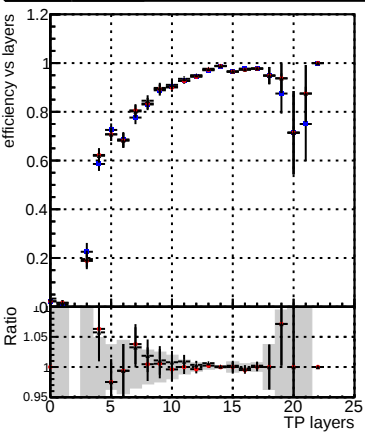


DQMstep3_TT_CKF

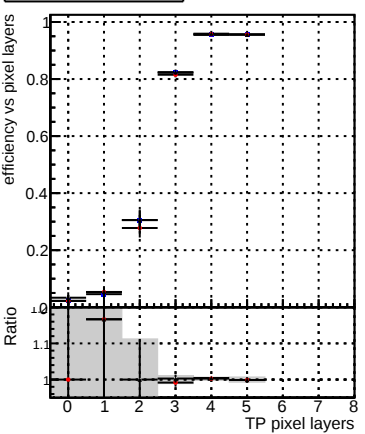
DQMstep3_TT_default

DQMstep3_TT_ckfPixelLess

Efficiency



Efficiency vs pixel layer



Efficiency vs 3D layer

