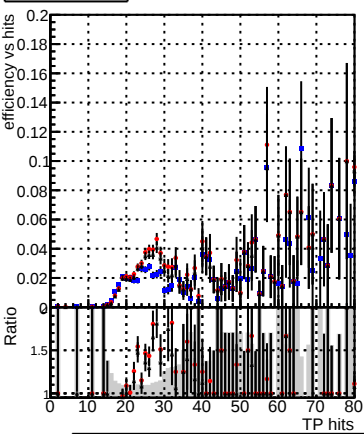
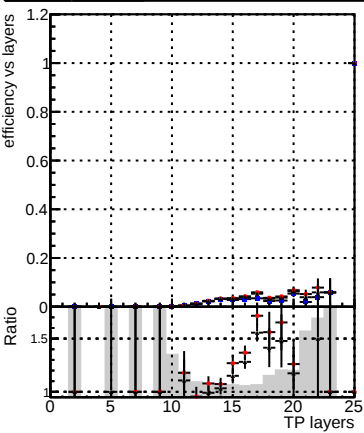


Efficiency vs hit

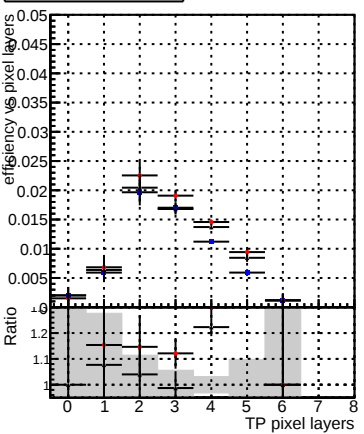


- DQMstep3_TT_CKF
- DQMstep3_TT_default
- DQMstep3_TT_ckfPixelLess

Efficiency



Efficiency vs pixel layer



Efficiency vs 3D layer

