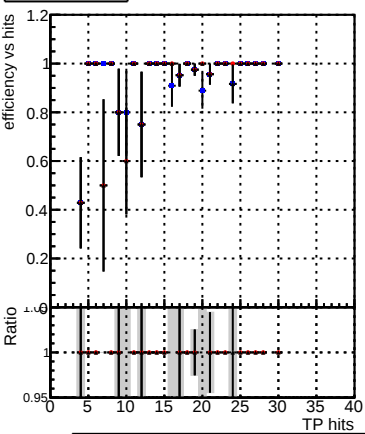


Efficiency vs hit

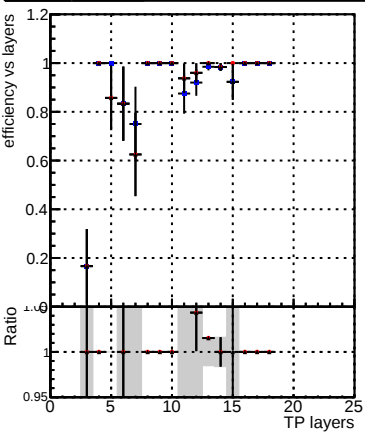


DQMstep3_ZToEE_CKF

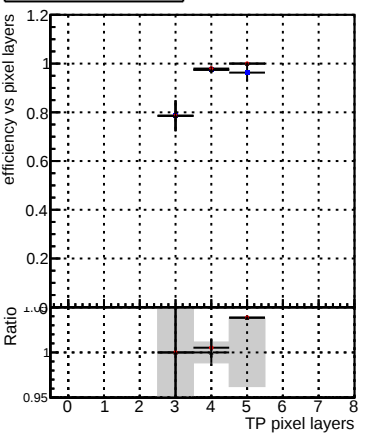
DQMstep3_ZToEE_default

DQMstep3_ZToEE_ckfPixelLess

Efficiency



Efficiency vs pixel layer



Efficiency vs 3D layer

