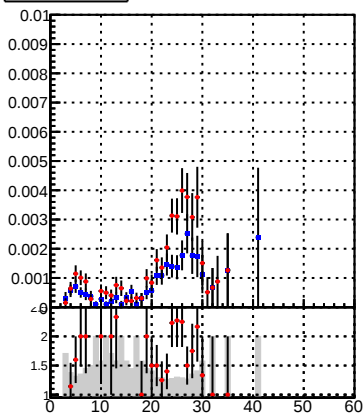
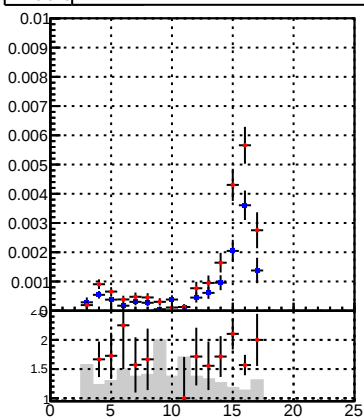


Efficiency vs hit

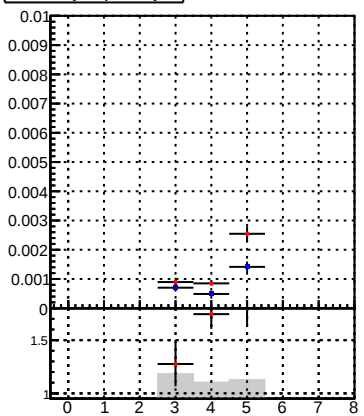


Efficiency

DQM_TT_mkFit_BDT_lowpT



Efficiency vs pixel layer



Efficiency vs 3D layer

