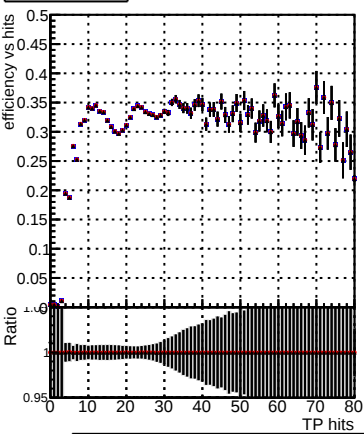


Efficiency vs hit

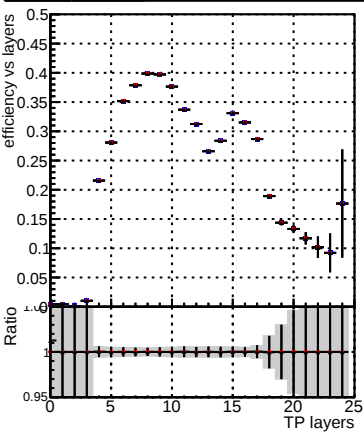


DQM_mkFit_newBASE3

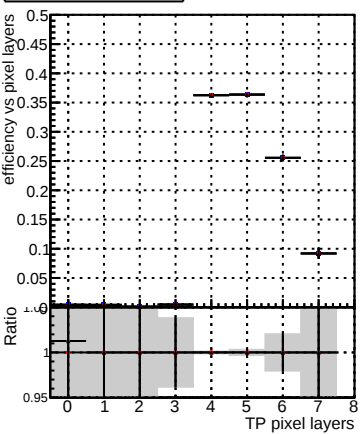
DQM_mkFit_new

DQM_mkFit_newANDPL

Efficiency



Efficiency vs pixel layer



Efficiency vs 3D layer

