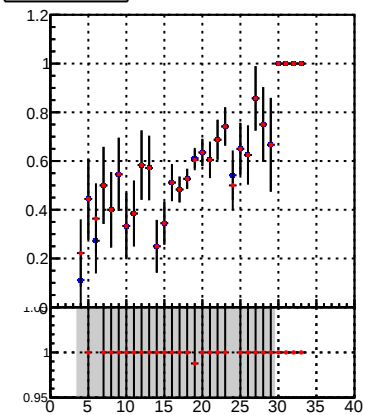


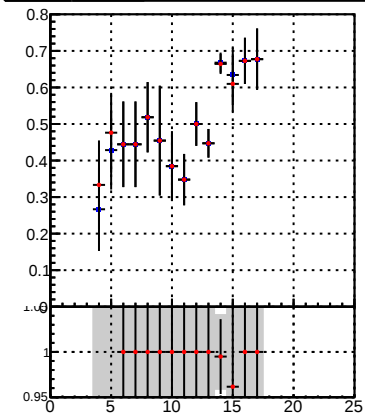
Efficiency vs hit



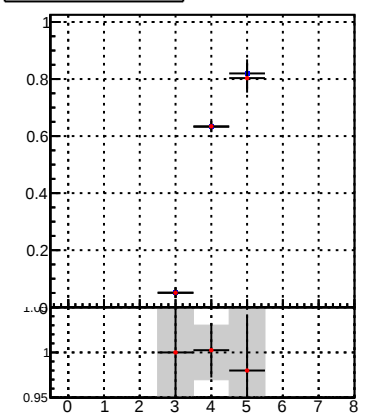
DQM_mkFit_time

DQM_BDT_mkFit_time

Efficiency



Efficiency vs pixel layer



Efficiency vs 3D layer

