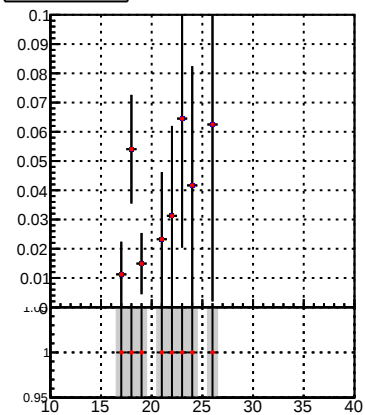


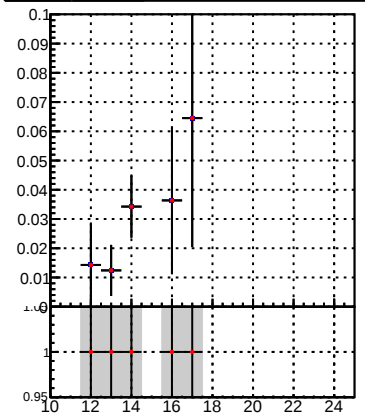
Efficiency vs hit



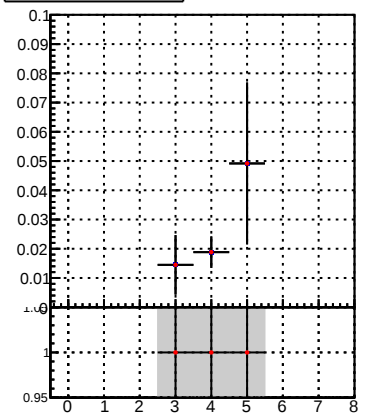
DQM_mkFit_time

Efficiency

DQM_BDT_mkFit_time



Efficiency vs pixel layer



Efficiency vs 3D layer

