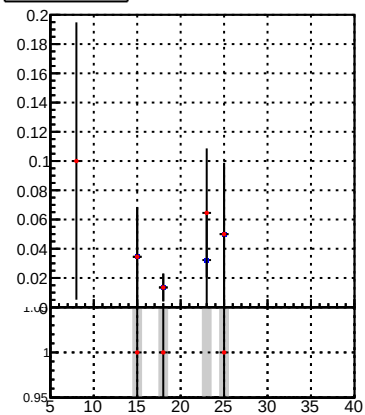


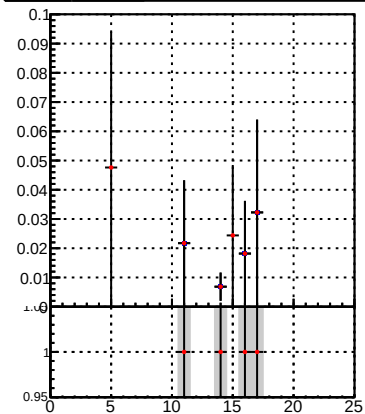
Efficiency vs hit



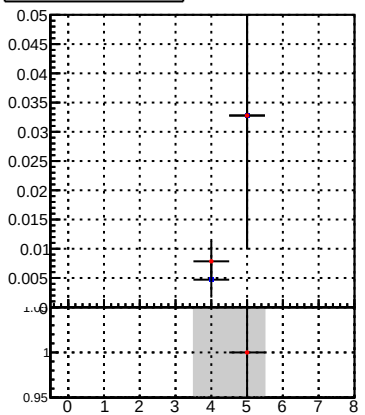
DQM\_mkFit\_time

DQM\_BDT\_mkFit\_time

Efficiency



Efficiency vs pixel layer



Efficiency vs 3D layer

