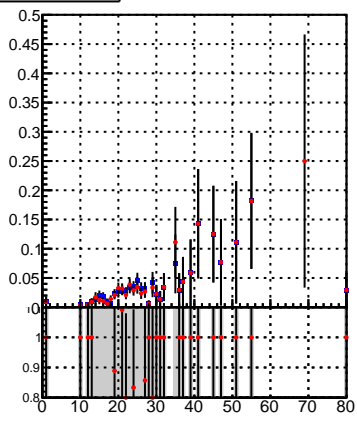
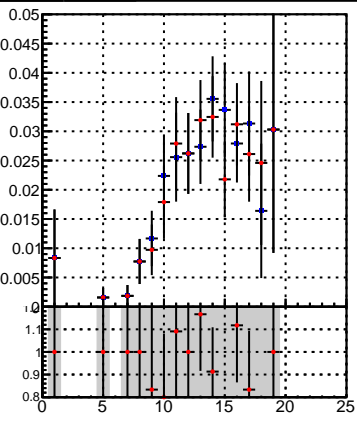


Efficiency vs hit

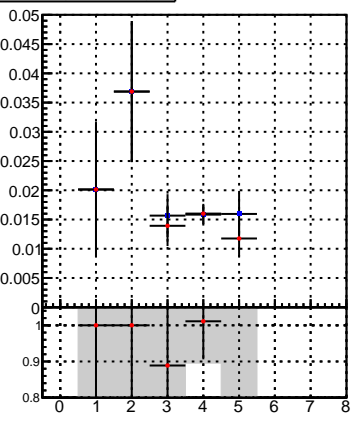


Efficiency

DQM\_mkFit\_time  
DQM\_BDT\_mkFit\_time



Efficiency vs pixel layer



Efficiency vs 3D layer

