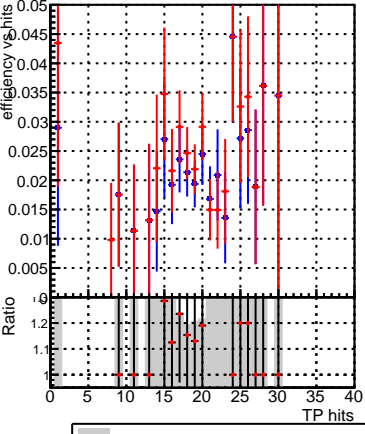
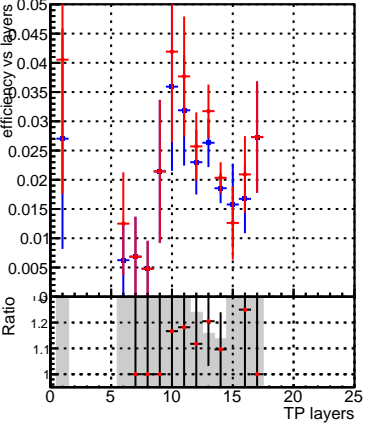


Efficiency vs hit

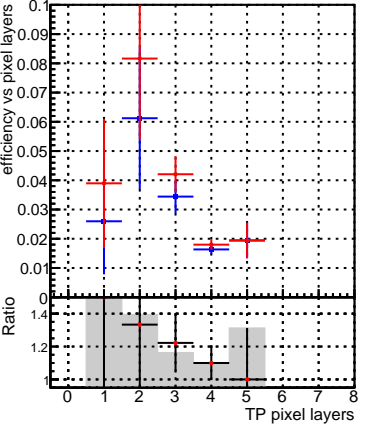


Efficiency vs hit

- DQM\_original
- DQM\_firstTest\_byPassRefit



Efficiency vs pixel layer



Efficiency vs 3D layer

