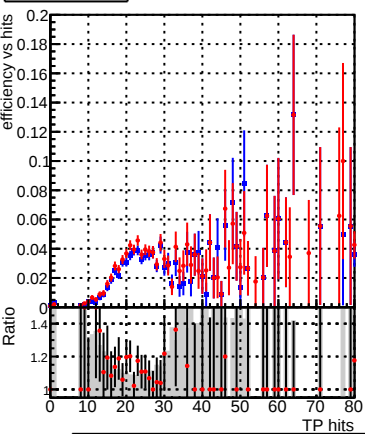
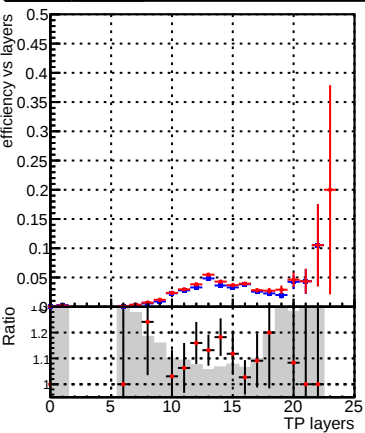


Efficiency vs hit

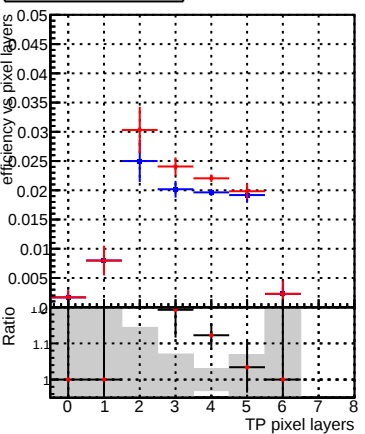


DQM_original

DQM_firstTest_byPassRefit



Efficiency vs pixel layer



Efficiency vs 3D layer

