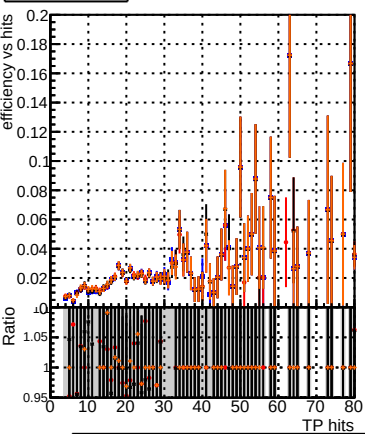
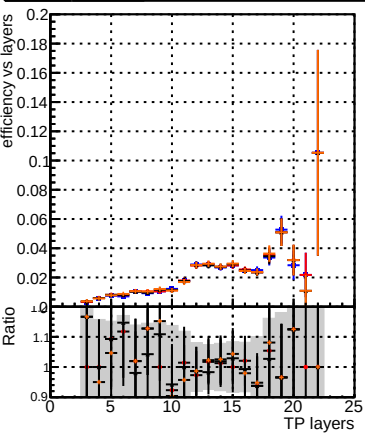


Efficiency vs hit

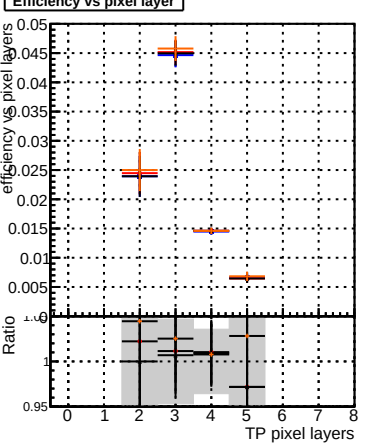


Efficiency

DQM_testMkFitFit_initialStepReso_wRejection25



Efficiency vs pixel layer



Efficiency vs 3D layer

