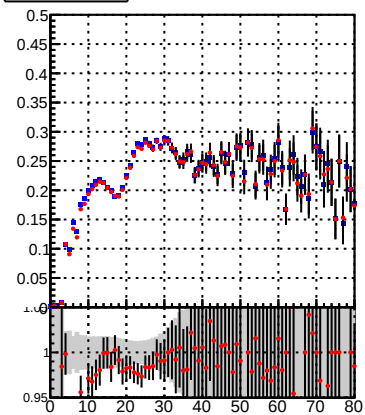


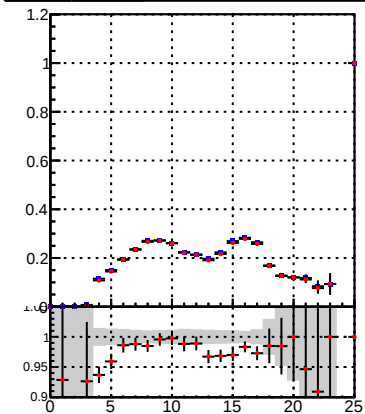
Efficiency vs hit



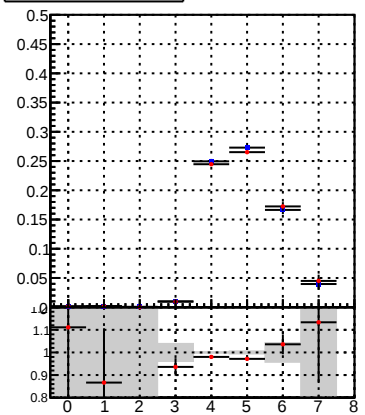
Efficiency

—■— DQM_TT_mkFit_

—●— DQM_TT_mkFit_BDT_



Efficiency vs pixel layer



Efficiency vs 3D layer

