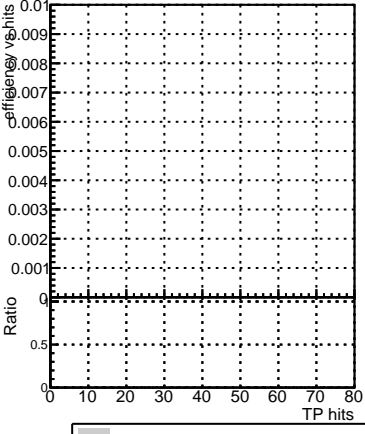
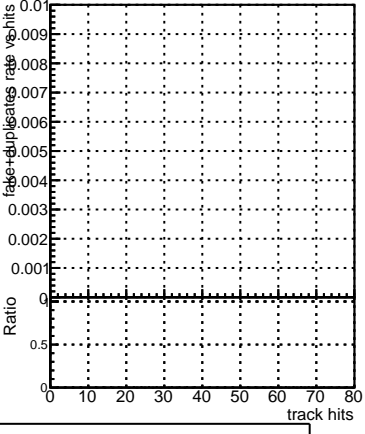


Efficiency vs hit



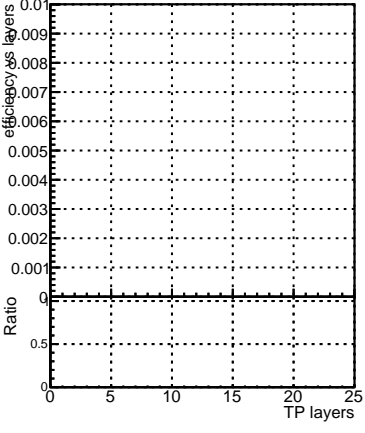
fake+duplicates vs hits



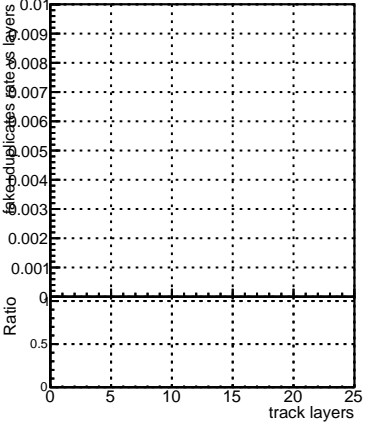
Legend for Efficiency vs hit and fake+duplicates vs hits:

- SoftQCD\_default (black line with square markers)
- SoftQCD\_ckfPixelLessStep (red line with square markers)

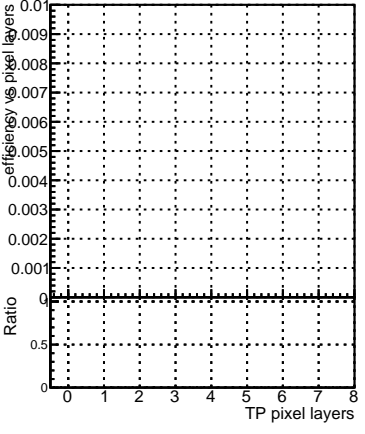
Efficiency vs TP layers



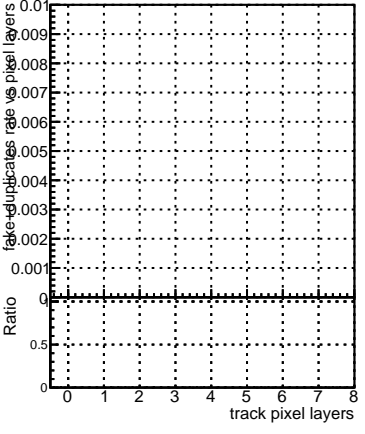
fake+duplicates vs TP layers



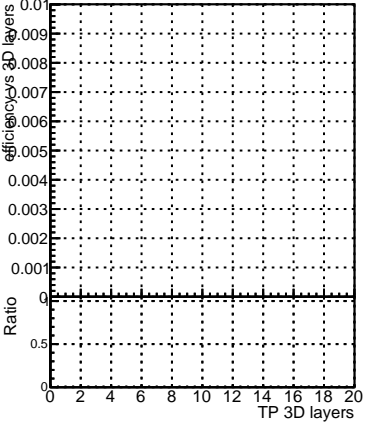
Efficiency vs pixel layer



fake+duplicates vs pixel layers



Efficiency vs 3D layer



fake+duplicates vs 3D layers

