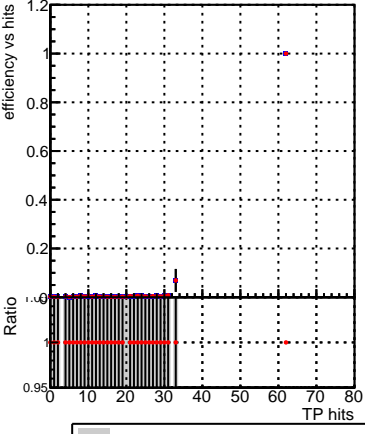
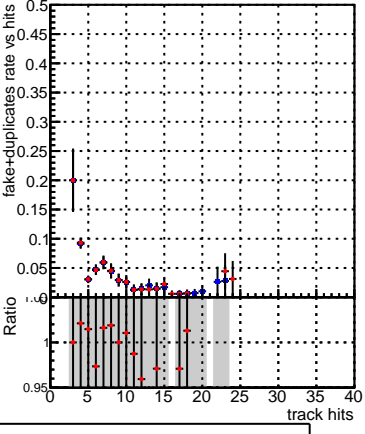
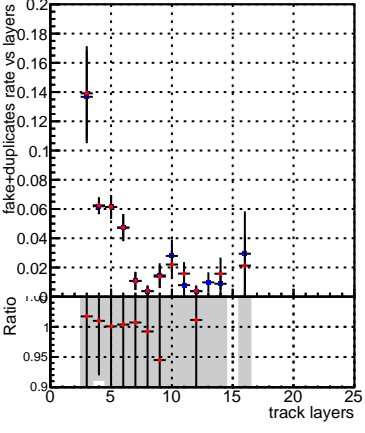
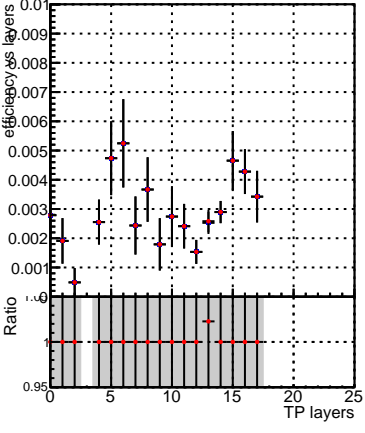
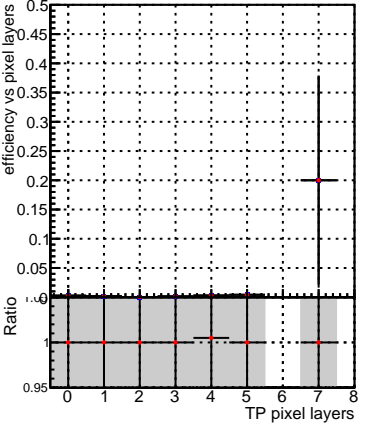
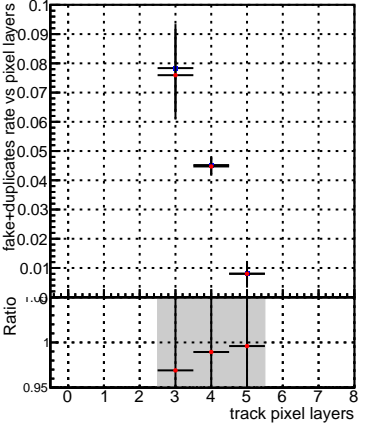
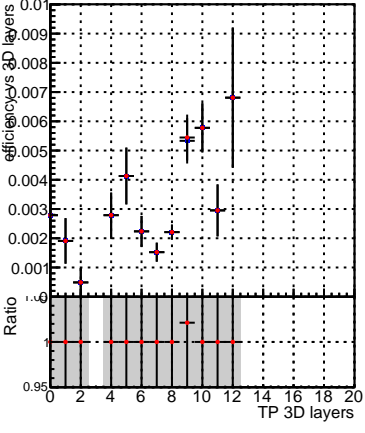


Efficiency vs hit**fake+duplicates vs hits**

■ SoftQCD_default
■ SoftQCD_ckfPixelLessStep

**Efficiency vs pixel layer****fake+duplicates vs pixel layers****Efficiency vs 3D layer****fake+duplicates vs 3D layers**