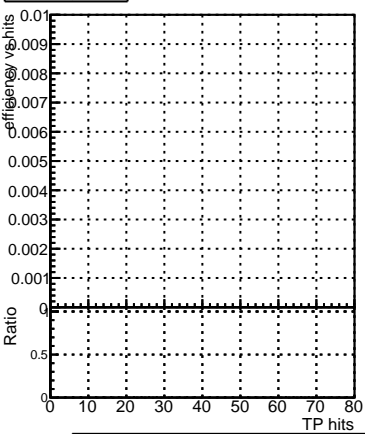
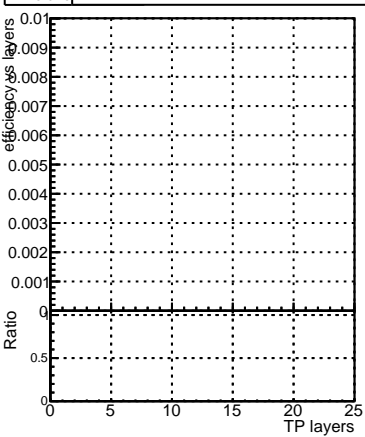


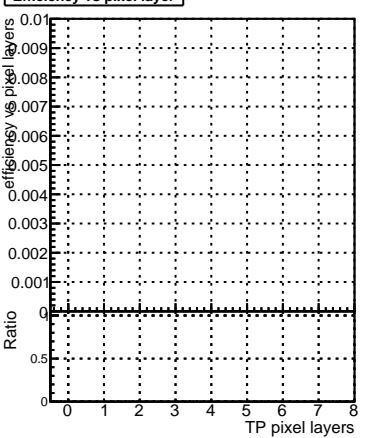
Efficiency vs hit



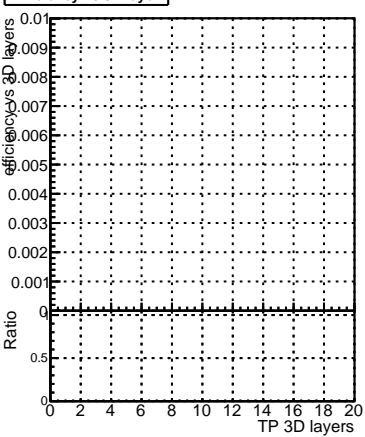
Efficiency



Efficiency vs pixel layer



Efficiency vs 3D layer



Legend for the plots:

- SoftQCD_default (represented by a blue square)
- SoftQCD_ckfPixelLessStep (represented by a red square)