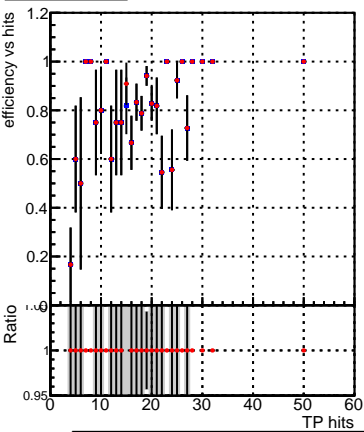
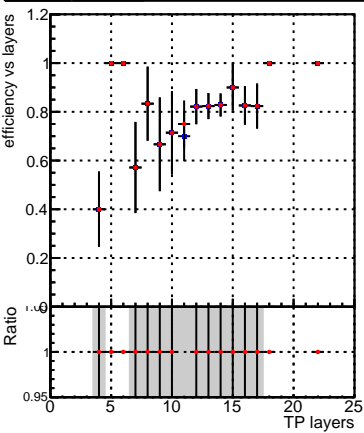


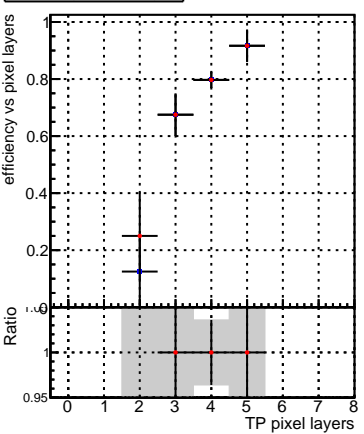
Efficiency vs hit



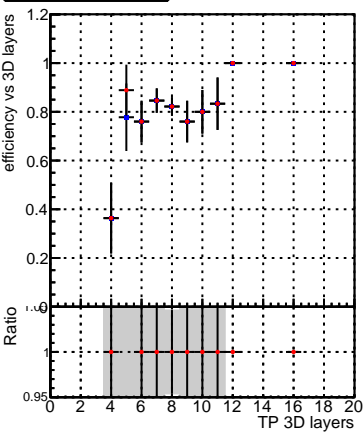
Efficiency vs layers



Efficiency vs pixel layer



Efficiency vs 3D layer



Legend for the plots:

- SoftQCD_default (Blue square)
- SoftQCD_ckfPixelLessStep (Red circle)