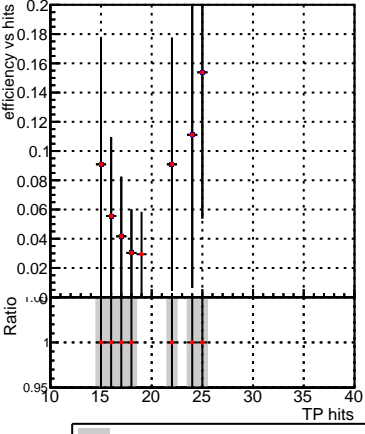
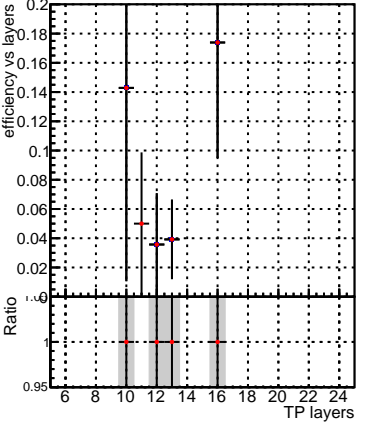


Efficiency vs hit

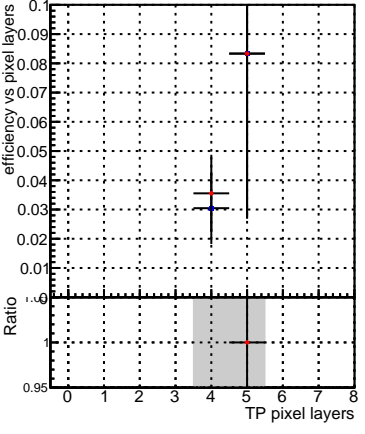


Efficiency vs hit

- SoftQCD\_default
- SoftQCD\_ckfPixelLessStep



Efficiency vs pixel layer



Efficiency vs 3D layer

