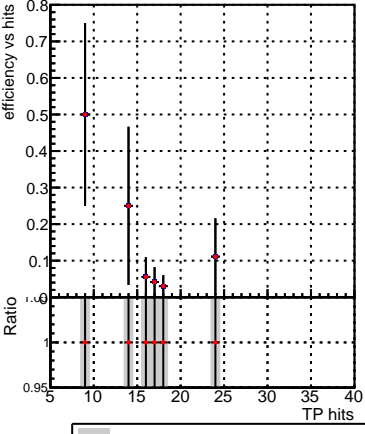
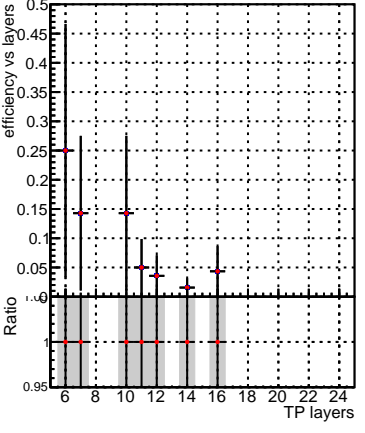


Efficiency vs hit

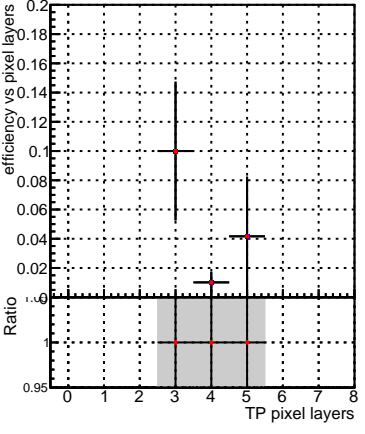


Efficiency vs hit

Legend: SoftQCD_default (grey bar), SoftQCD_ckfPixelLessStep (red dot)



Efficiency vs pixel layer



Efficiency vs 3D layer

