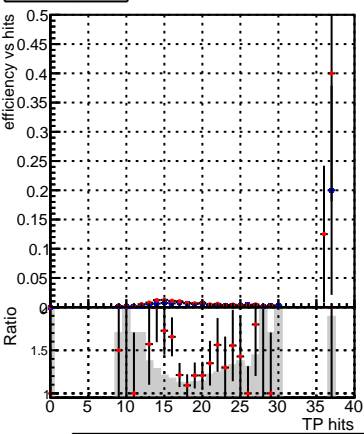
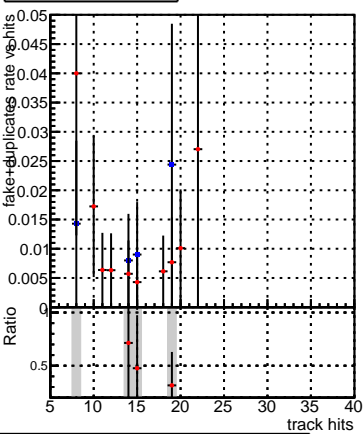
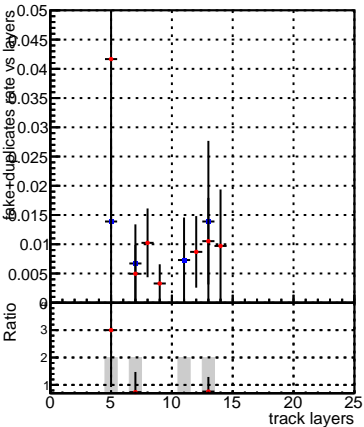
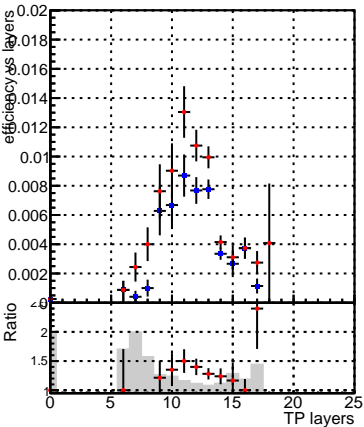
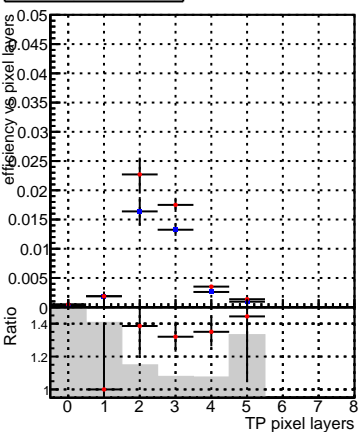
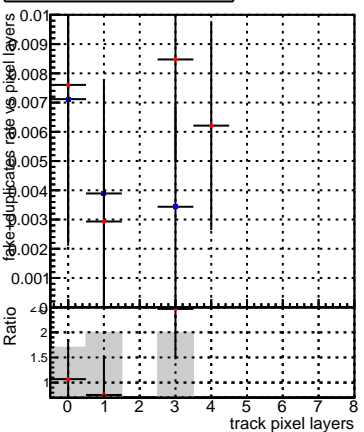
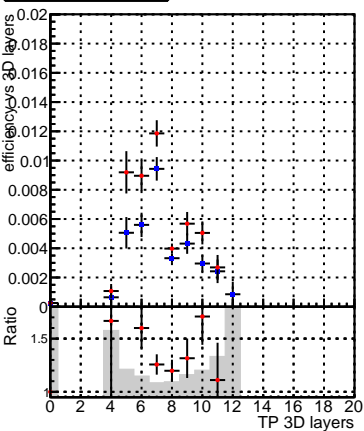


Efficiency vs hit**fake+duplicates vs hits****Efficiency**

■ SoftQCD_default
● SoftQCD_ckfPixelLessStep

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