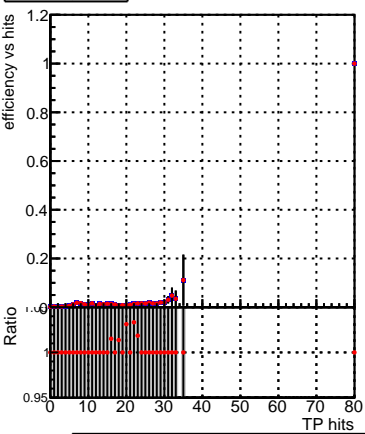
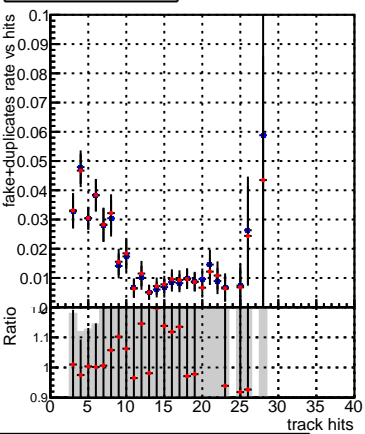
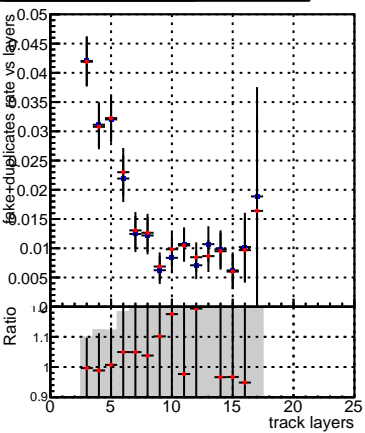
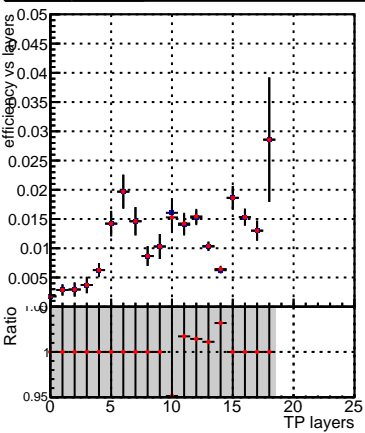
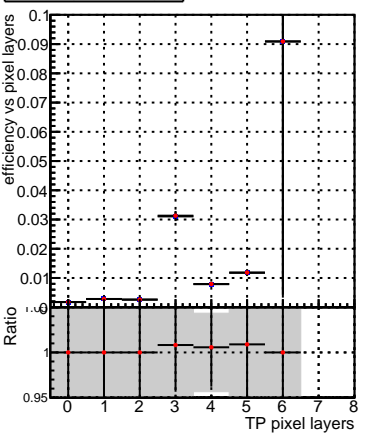
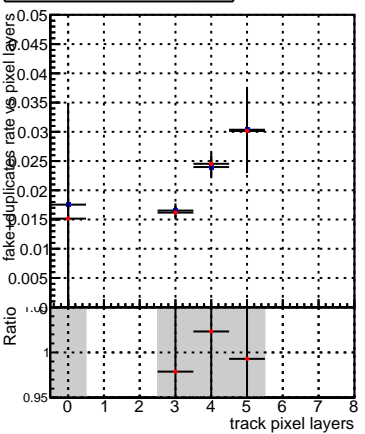
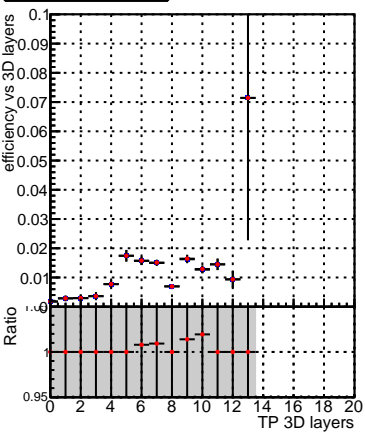


Efficiency vs hit**fake+duplicates vs hits**

Efficiency vs hit: ■ SoftQCD_default, ● SoftQCD_ckfPixelLessStep

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