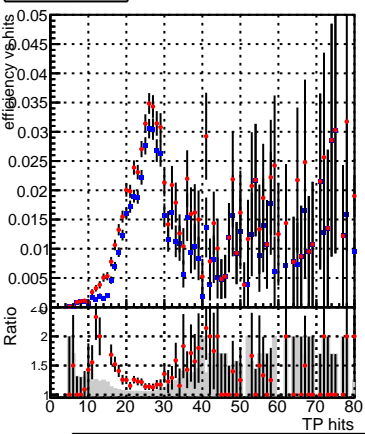


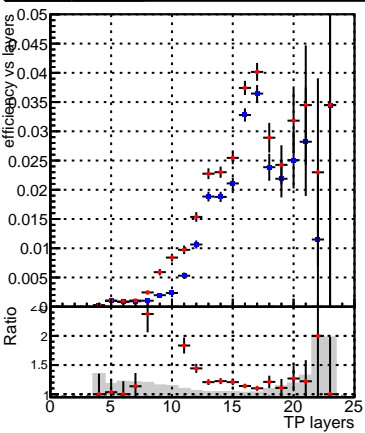
Efficiency vs hit



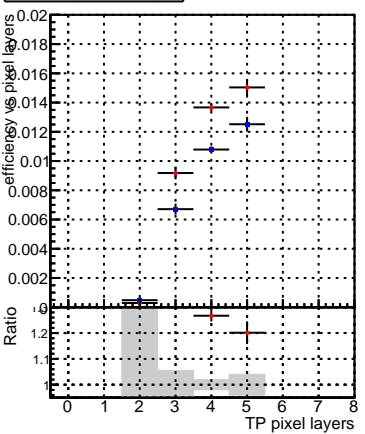
SoftQCD_default

SoftQCD_ckfPixelLessStep

Efficiency



Efficiency vs pixel layer



Efficiency vs 3D layer

