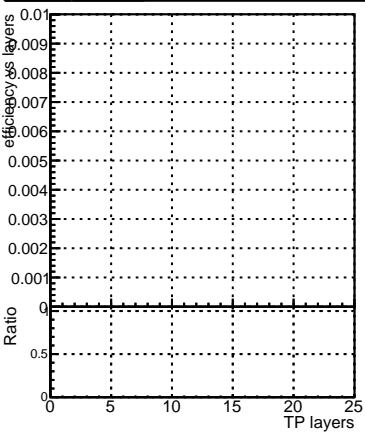


Efficiency vs hit

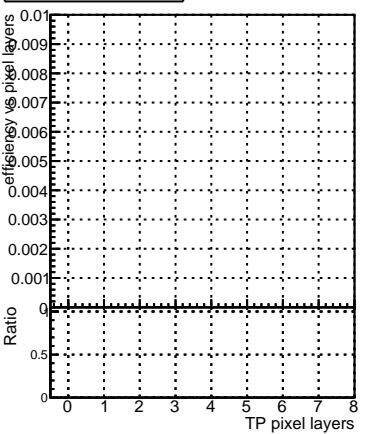


Efficiency

SoftQCD_default
SoftQCD_ckfPixelLessStep



Efficiency vs pixel layer



Efficiency vs 3D layer

