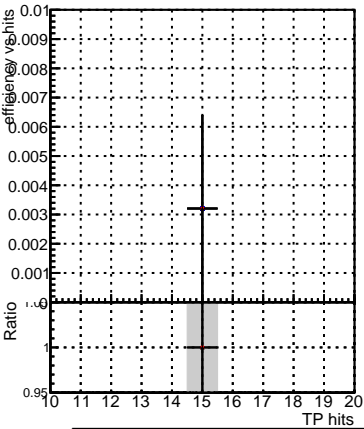
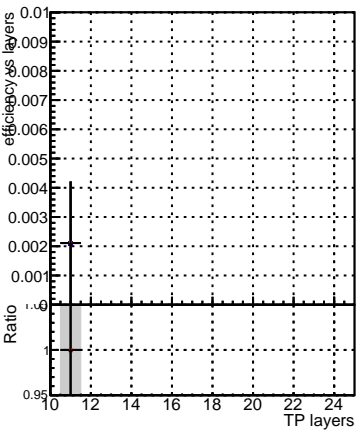


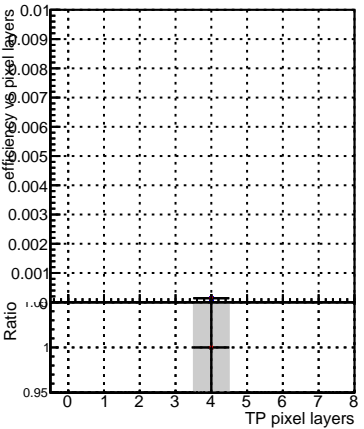
Efficiency vs hit



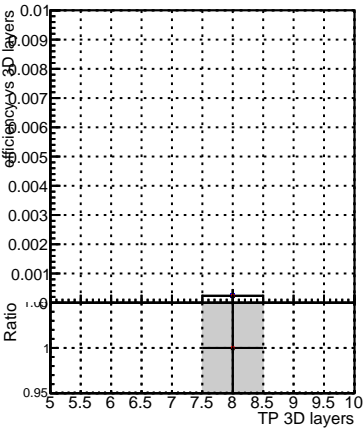
Efficiency vs hit



Efficiency vs pixel layer



Efficiency vs 3D layer



DQM_mkFit_TTbarPU50_extractedGeoms_rescaleError100
DQM_mkFit_TTbarPU50_extractedGeoms_rescaleError100_pTCutOverlap0p0
DQM_mkFit_TTbarPU50_extractedGeoms_rescaleError100_pTCutOverlap0p0_dynamicChi2CutOverlap