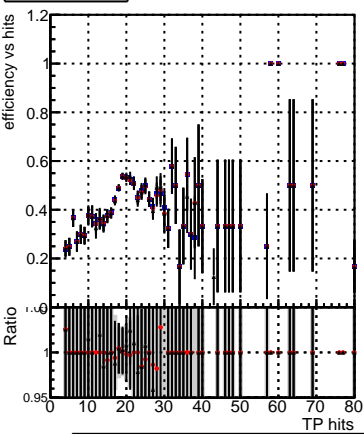
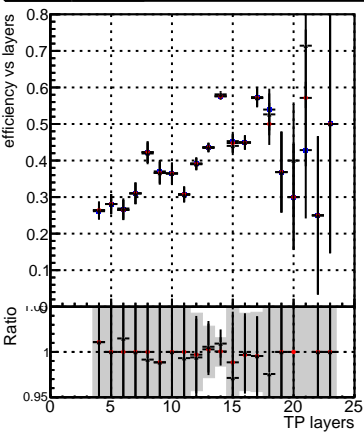
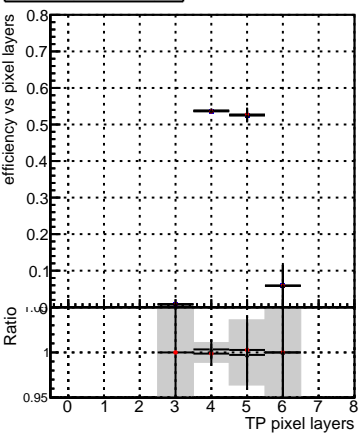


Efficiency vs hit
Efficiency vs hit
 —■— DQM_mkFit_TTbarPU50_extractedGeoms_rescaleError100
 —●— DQM_mkFit_TTbarPU50_extractedGeoms_rescaleError100_pTCutOverlap0p0
 —▲— DQM_mkFit_TTbarPU50_extractedGeoms_rescaleError100_pTCutOverlap0p0_dynamicChi2CutOverlap
**Efficiency vs pixel layer****Efficiency vs 3D layer**