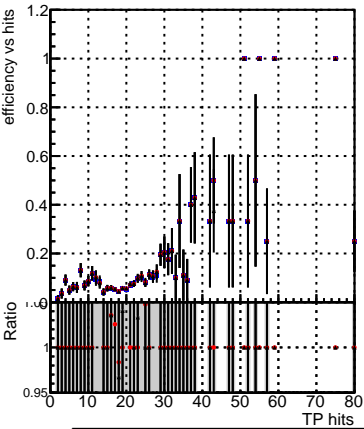
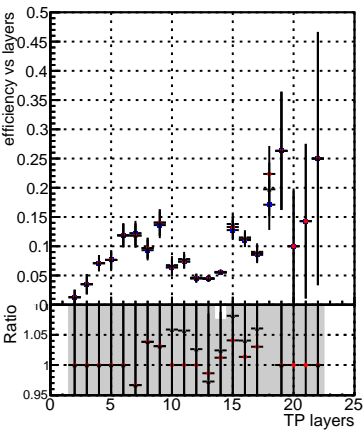


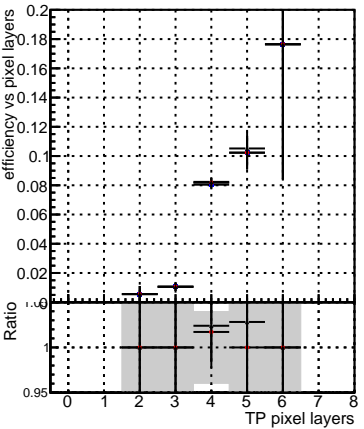
Efficiency vs hit



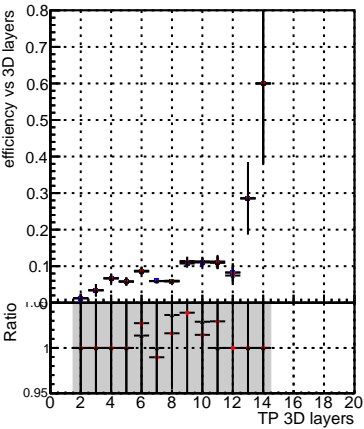
Efficiency



Efficiency vs pixel layer



Efficiency vs 3D layer



Legend for Efficiency vs hit plot:
- Blue square: DQM_mkFit_TTbarPU50_extractedGeoms_rescaleError100
- Red circle: DQM_mkFit_TTbarPU50_extractedGeoms_rescaleError100_pTCutOverlap0p0
- Black triangle: DQM_mkFit_TTbarPU50_extractedGeoms_rescaleError100_pTCutOverlap0p0_dynamicChi2CutOverlap