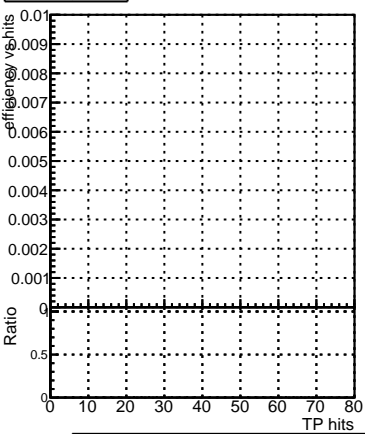
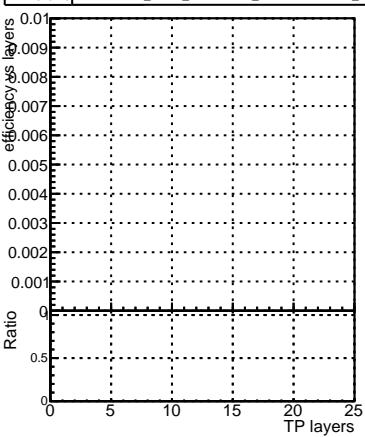


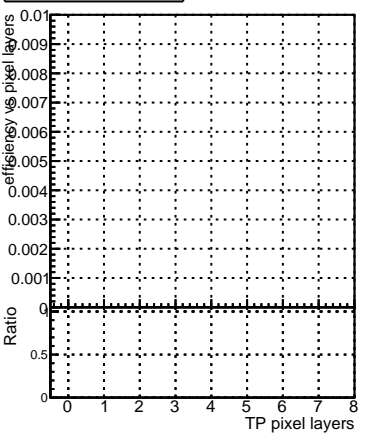
Efficiency vs hit



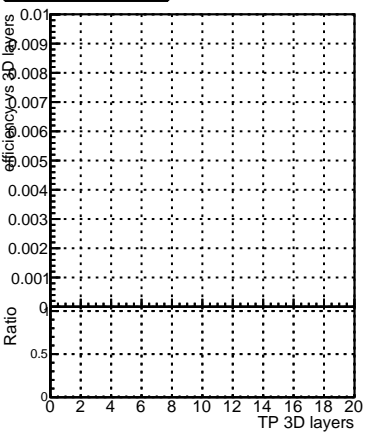
Efficiency vs TP layers



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