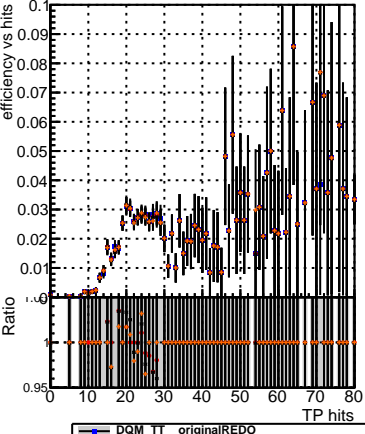
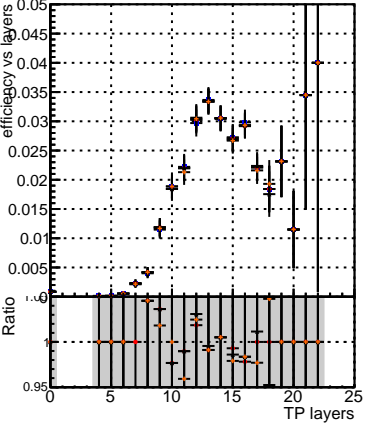


Efficiency vs hit

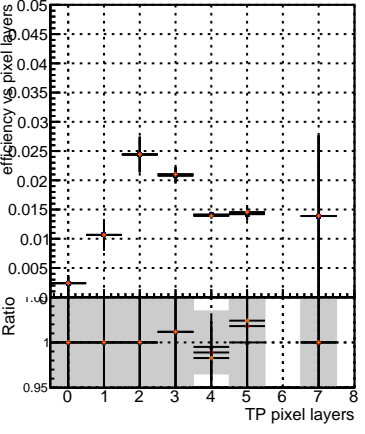


Efficiency

- DQM_TT_originalREDO
- DQM_TT_original_option0
- DQM_TT_original_option1
- DQM_TT_original_option2



Efficiency vs pixel layer



Efficiency vs 3D layer

