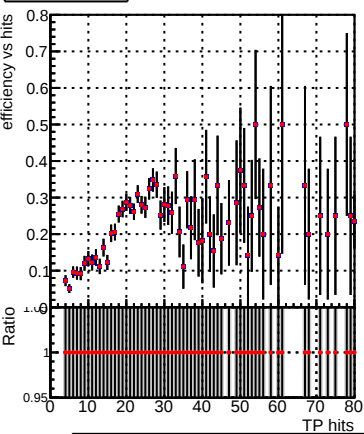


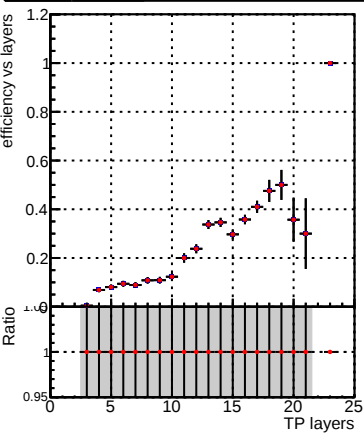
Efficiency vs hit



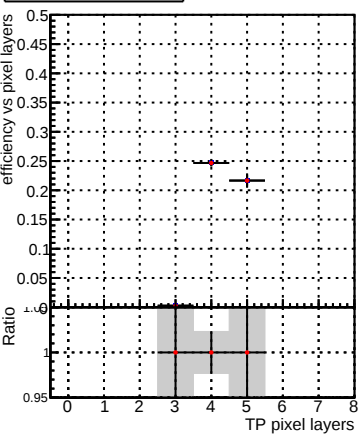
DQM_TT__originalREDO100

Efficiency

DQM_TT__originalREDO100f



Efficiency vs pixel layer



Efficiency vs 3D layer

