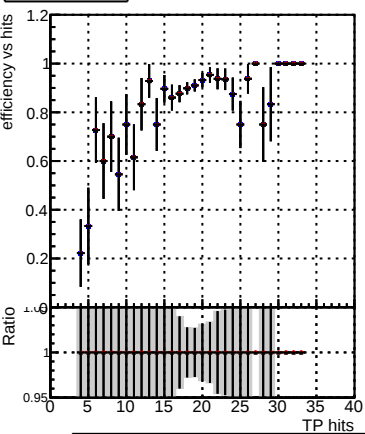


Efficiency vs hit

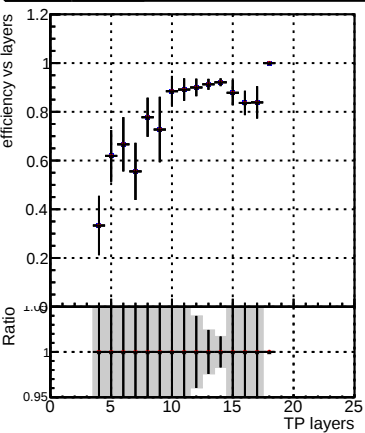


DQM_TT__originalREDO100

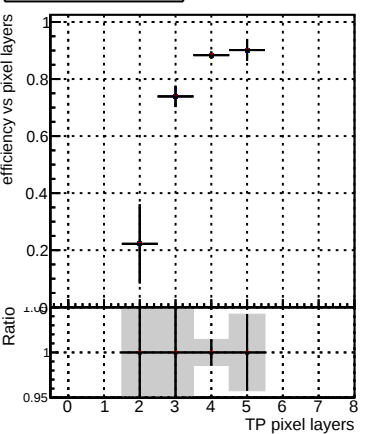
DQM_TT__originalREDO100f

DQM_TT__originalREDO100fb

Efficiency



Efficiency vs pixel layer



Efficiency vs 3D layer

