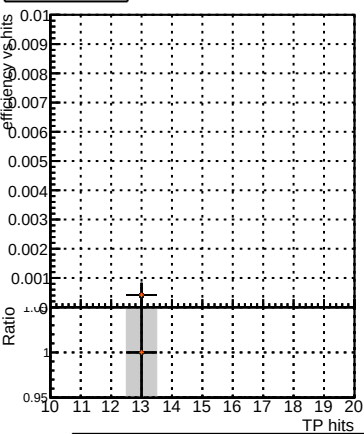


Efficiency vs hit



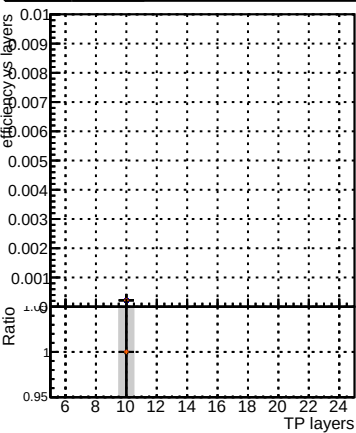
Efficiency

DQM_TT_original

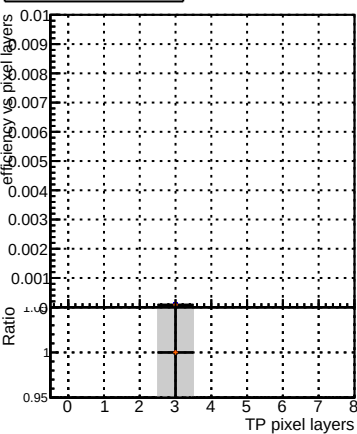
DQM_TT_0ptg09_PU2

DQM_TT_1ptg09_PU2

DQM_TT_2ptg09_PU2



Efficiency vs pixel layer



Efficiency vs 3D layer

