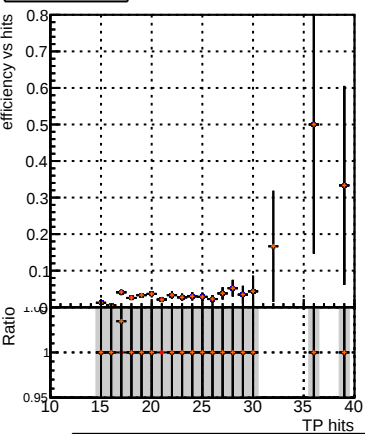


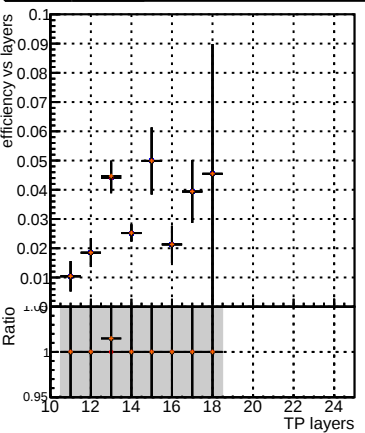
Efficiency vs hit



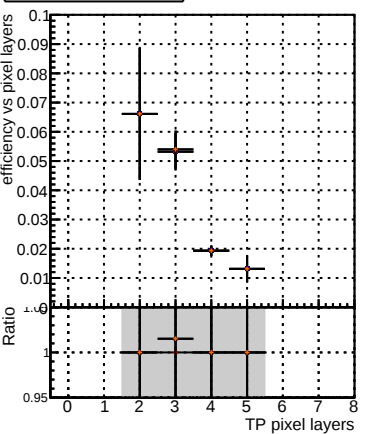
Efficiency vs hit

Legend:

- DQM_TT_original_noPU
- DQM_TT_paretofrontMaxEffOnlyFWD_PU
- DQM_TT_paretofrontMinFROnlyFWD_PU
- DQM_TT_paretofrontMaxHitsOnlyFWD_PU



Efficiency vs pixel layer



Efficiency vs 3D layer

