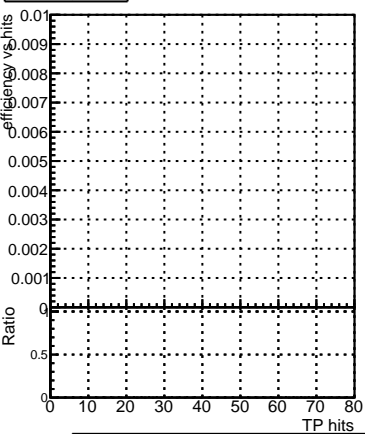
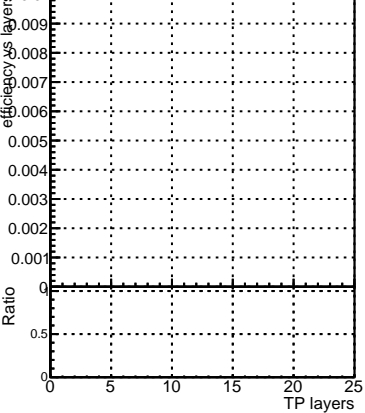


Efficiency vs hit

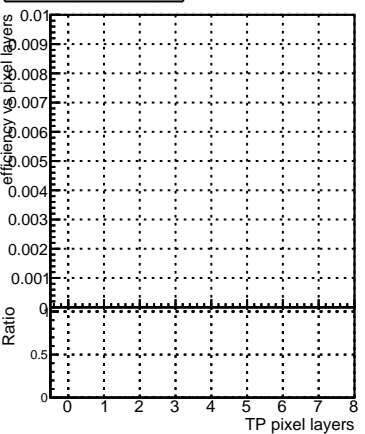


- DQM\_TT original\_noPU
- DQM\_TT paretofrontMaxEffOnlyFWD\_PU
- DQM\_TT paretofrontMinFROnlyFWD\_PU
- DQM\_TT paretofrontMaxHitsOnlyFWD\_PU

Efficiency vs layer



Efficiency vs pixel layer



Efficiency vs 3D layer

