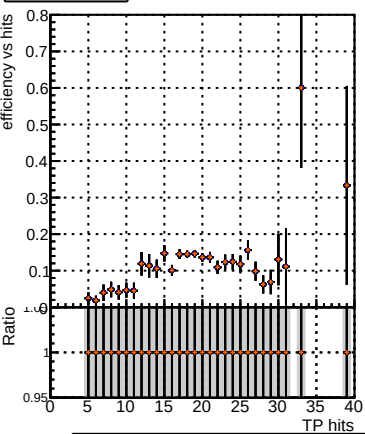


Efficiency vs hit



DQM_TT

original_noPU

DQM_TT

paretofrontMaxEffOnlyFWD2_PU

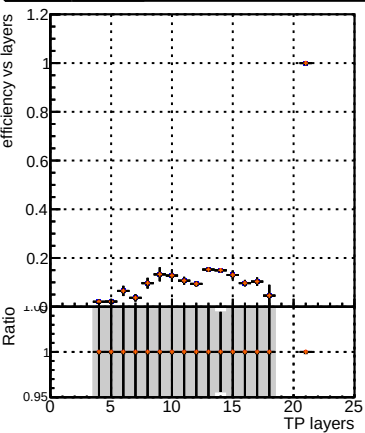
DQM_TT

paretofrontMinFROnlyFWD2_PU

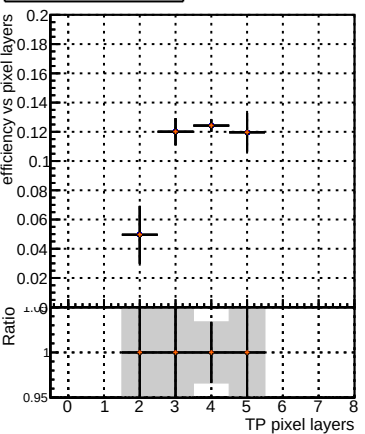
DQM_TT

paretofrontMaxHitsOnlyFWD2_PU

Efficiency



Efficiency vs pixel layer



Efficiency vs 3D layer

