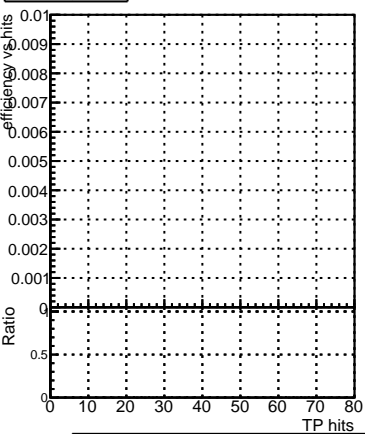
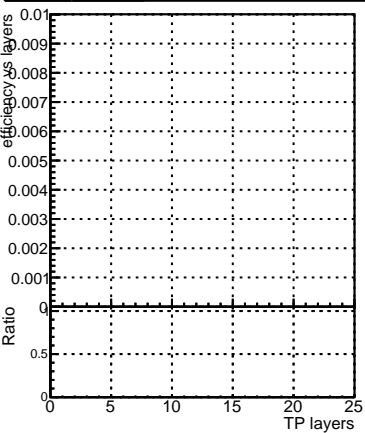


Efficiency vs hit

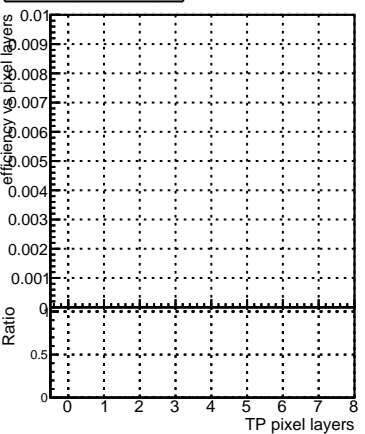


- DQM_TT original_noPU
- DQM_TT paretofrontMaxEffOnlyFWD2_PU
- DQM_TT paretofrontMinFROnlyFWD2_PU
- DQM_TT paretofrontMaxHitsOnlyFWD2_PU

Efficiency



Efficiency vs pixel layer



Efficiency vs 3D layer

