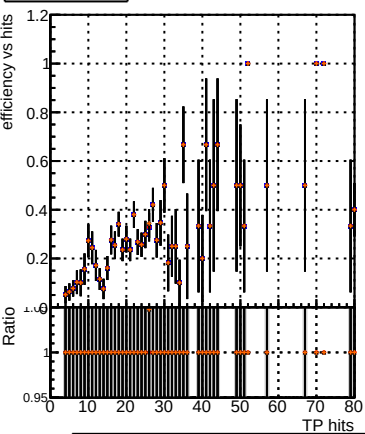


Efficiency vs hit



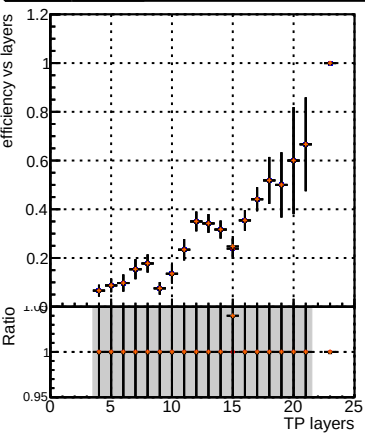
Efficiency

DQM_TT_original_lowpt

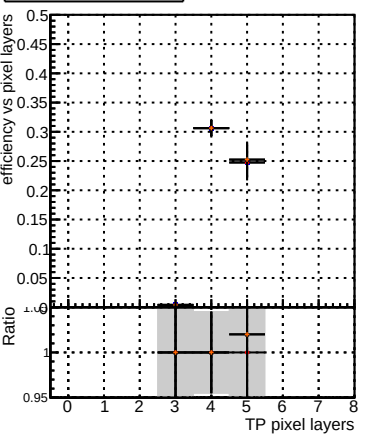
DQM_TT_newbranch_lowpt

DQM_TT_original_lowpt_pLess

DQM_TT_newbranch_lowpt_pLess



Efficiency vs pixel layer



Efficiency vs 3D layer

