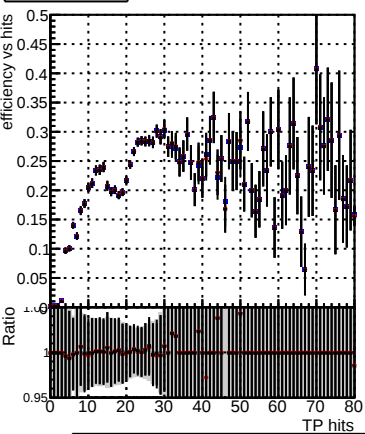


Efficiency vs hit

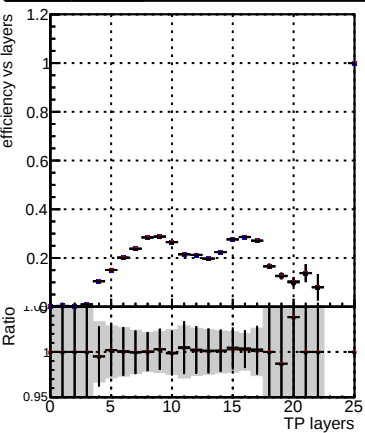


DQM_TT_original_lowpt

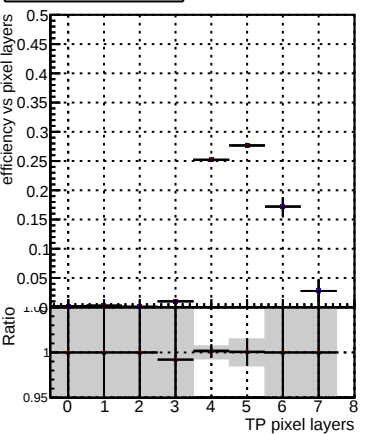
DQM_TT_newbranch_lowpt_pLess

DQM_TT_newbranch_lowpt_pLessMVACand

Efficiency



Efficiency vs pixel layer



Efficiency vs 3D layer

