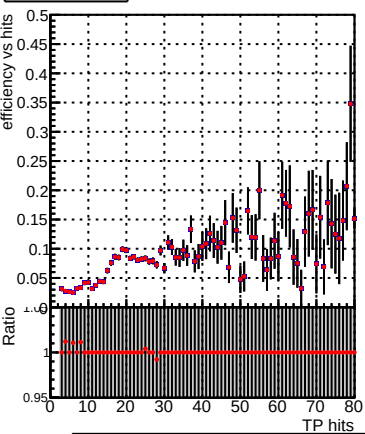
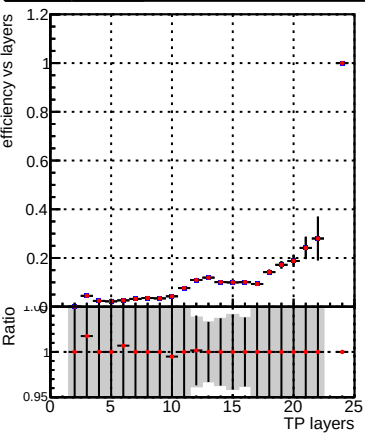


Efficiency vs hit

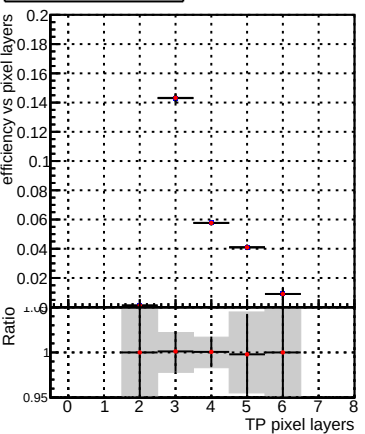


DQM_TT_Original_lowpt

DQM_TT_Original-pLess_lowpt



Efficiency vs pixel layer



Efficiency vs 3D layer

