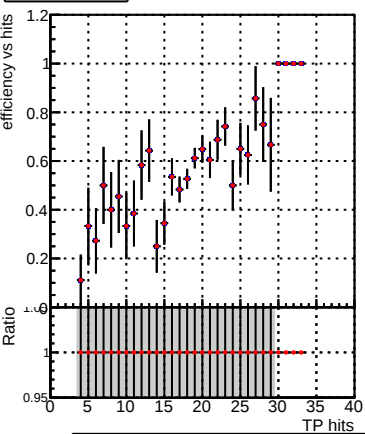
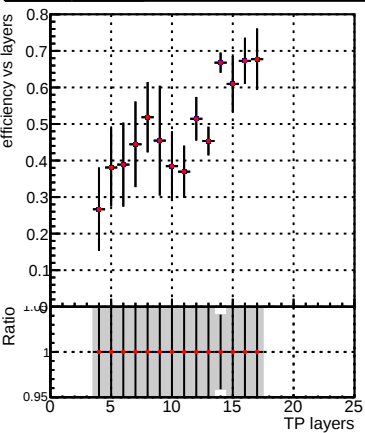


Efficiency vs hit

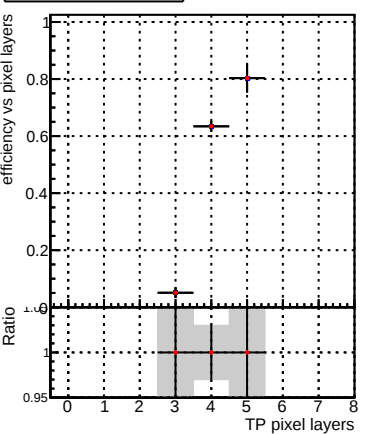


DQM\_TT\_time\_newbranch

DQM\_TT\_newbranch\_time\_pLess



Efficiency vs pixel layer



Efficiency vs 3D layer

