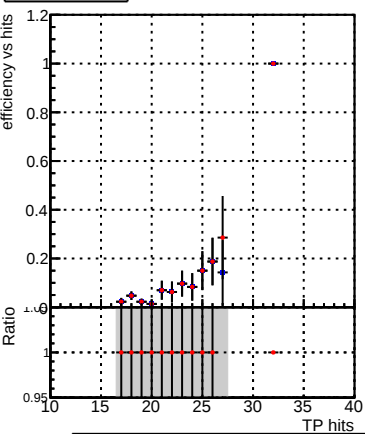


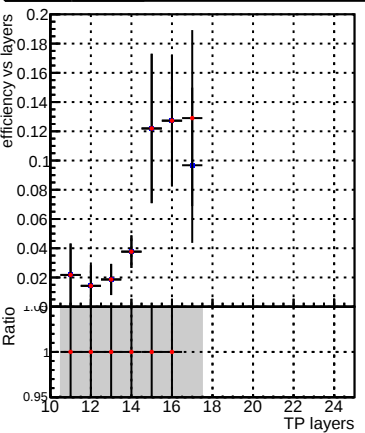
Efficiency vs hit



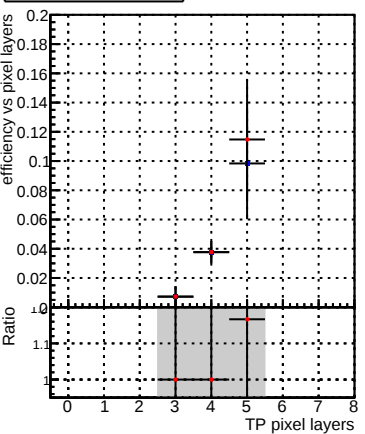
DQM_TT_time_newbranch

Efficiency vs hit

DQM_TT_newbranch_time_pLess



Efficiency vs pixel layer



Efficiency vs 3D layer

