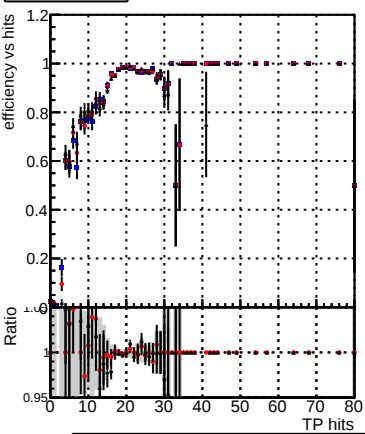


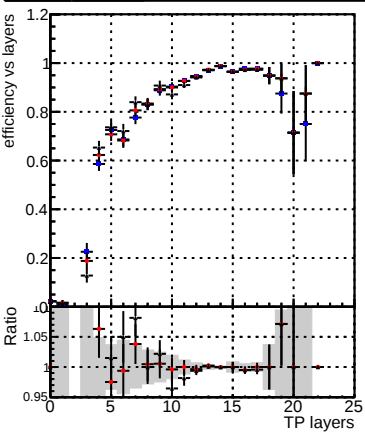
Efficiency vs hit



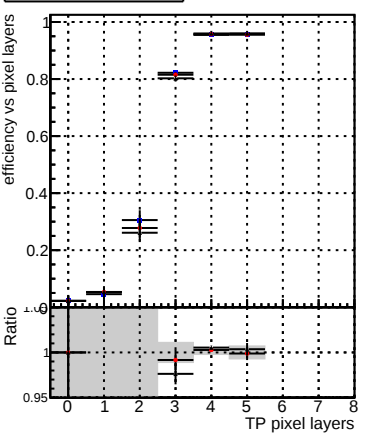
DQMstep3_TT_CKF

DQMstep3_TT_default

DQMstep3_TT_defaultNEWT20



Efficiency vs pixel layer



Efficiency vs 3D layer

