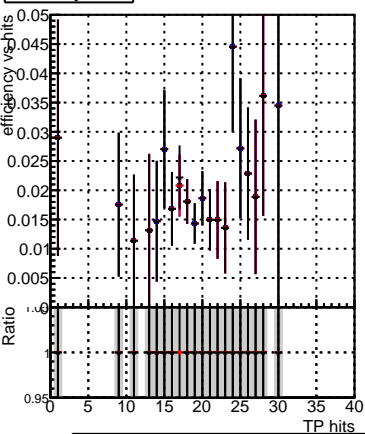
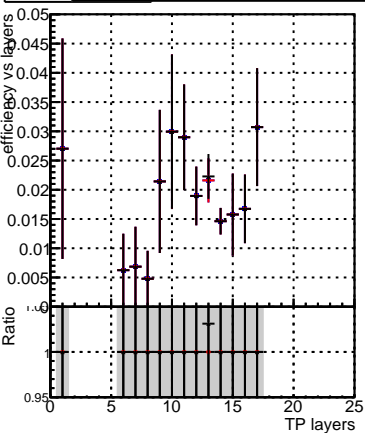


Efficiency vs hit

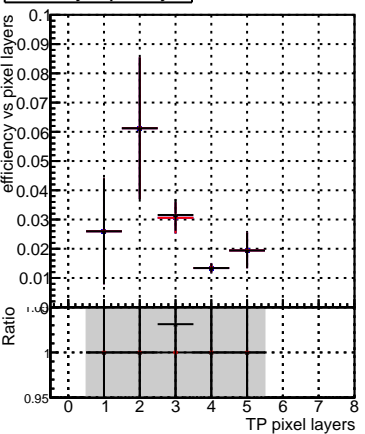


DQM\_original\_originalvector\_1000evt  
DQM\_original\_1000evt  
DQM\_fitted4\_1000evt

Efficiency vs layers



Efficiency vs pixel layer



Efficiency vs 3D layer

