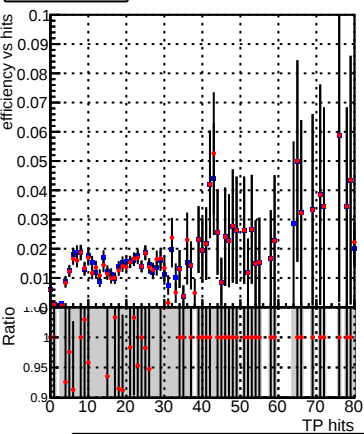
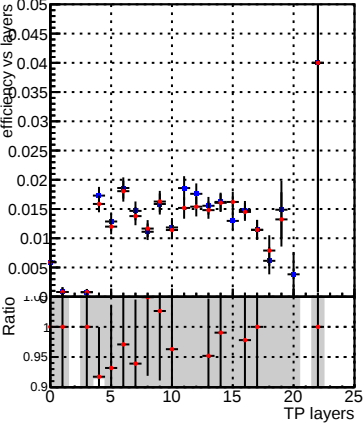


Efficiency vs hit

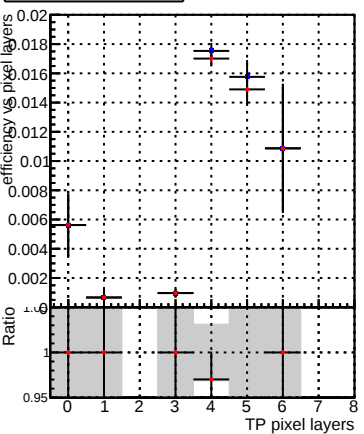


DQM_TT_mkFit_ORIG

DQM_TT_mkFit_MODIF



Efficiency vs pixel layer



Efficiency vs 3D layer

