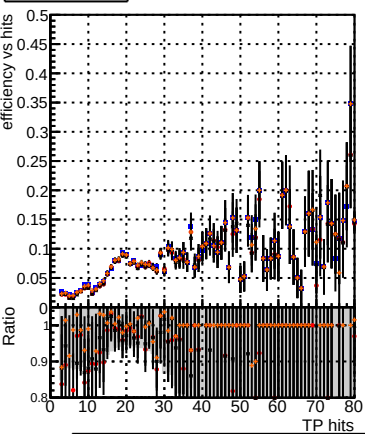


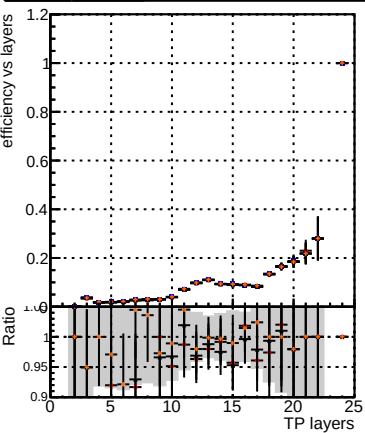
Efficiency vs hit



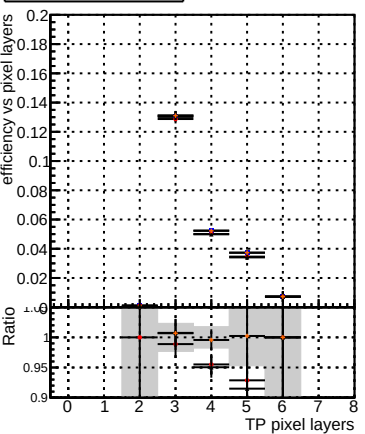
Efficiency vs hit

Legend:

- DQM_TT_ORIGINAL
- DQM_TT_MODIFIED_layerProcv2
- DQM_TT_MODIFIED_layerProcv2_windows
- DQM_TT_MODIFIED_layerProcv2_windows_hits



Efficiency vs pixel layer



Efficiency vs 3D layer

