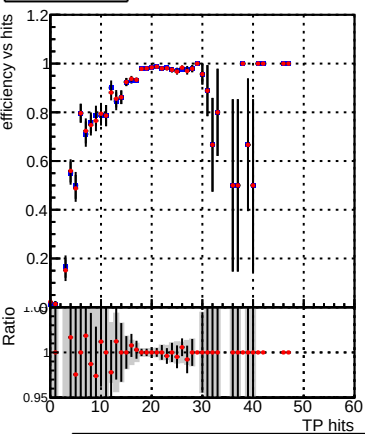


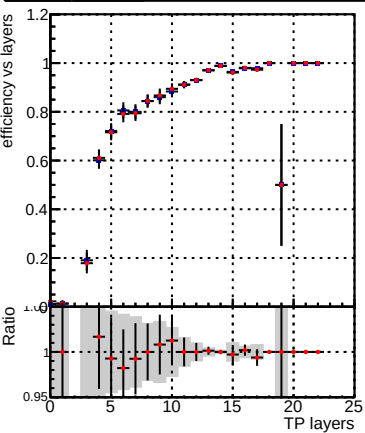
Efficiency vs hit



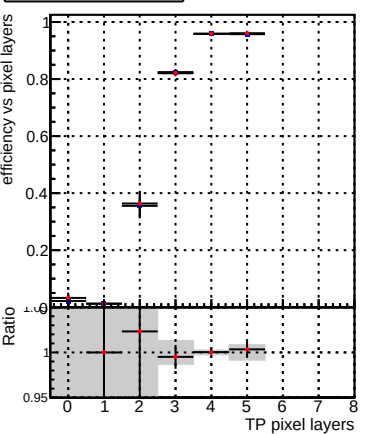
Legend:

- DQM_TT_ORIGINAL
- DQM_TT_MODIFIED_propToPlane_PRVersionFINAL2

Efficiency



Efficiency vs pixel layer



Efficiency vs 3D layer

