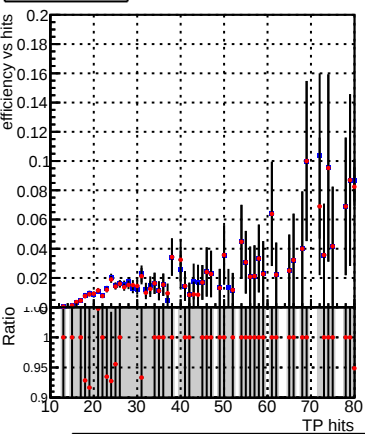
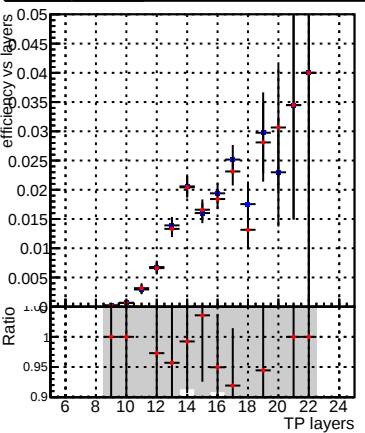


Efficiency vs hit

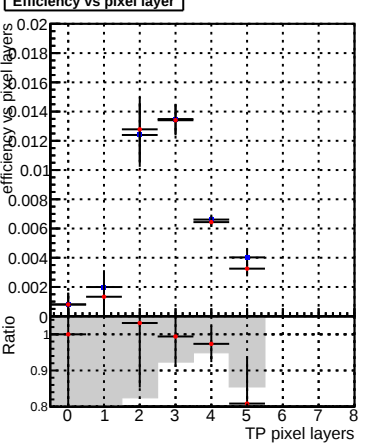


Efficiency

DQM_TT_ORIGINAL
DQM_TT_MODIFIED_propToPlane_PRVersionFINAL2



Efficiency vs pixel layer



Efficiency vs 3D layer

