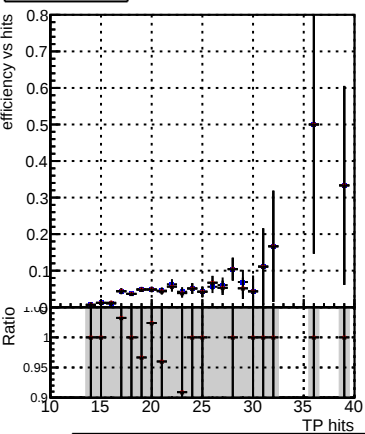


Efficiency vs hit

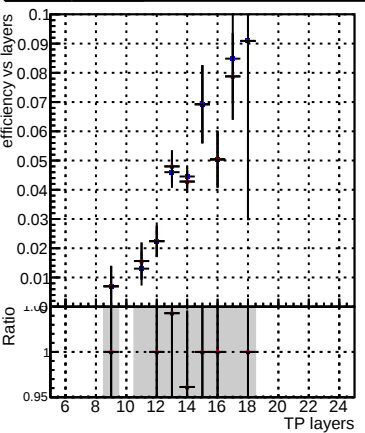


DQM_TT_ORIGINAL

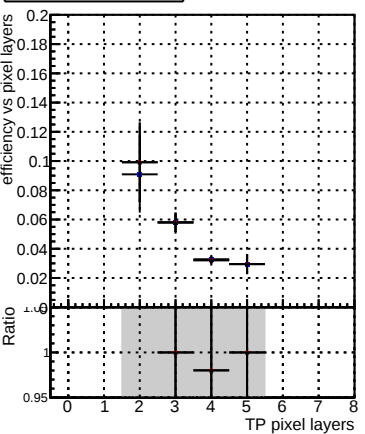
DQM_TT_MODIFIED_propToPlane_PRRVersionFINAL2

DQM_TT_MODIFIED_propToPlane_PRRVersionFINAL3

Efficiency



Efficiency vs pixel layer



Efficiency vs 3D layer

