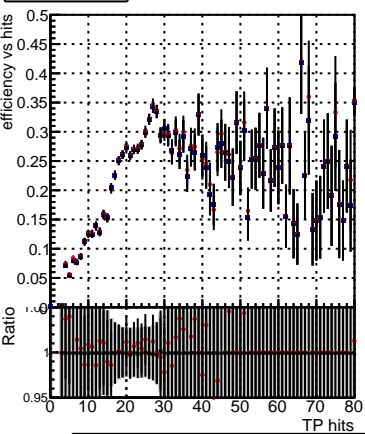
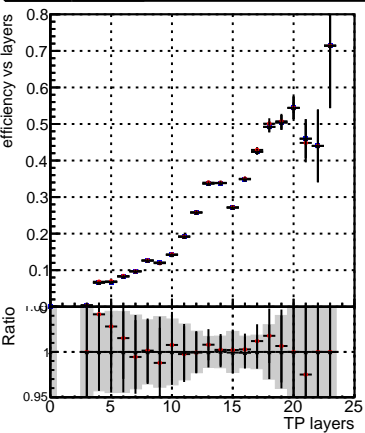


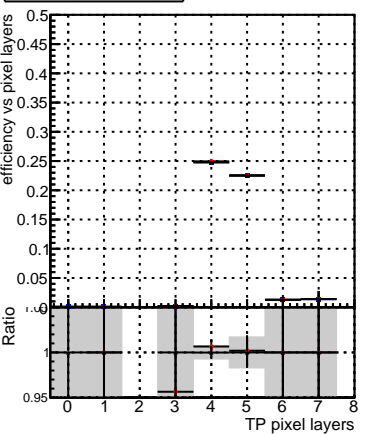
Efficiency vs hit



Legend: DQM_TT_ORIGINAL (blue square), DQM_TT_MODIFIED_propToPlane_PRVersionFINAL2 (red circle), DQM_TT_MODIFIED_propToPlane_PRVersionFINAL4 (black triangle)



Efficiency vs pixel layer



Efficiency vs 3D layer

