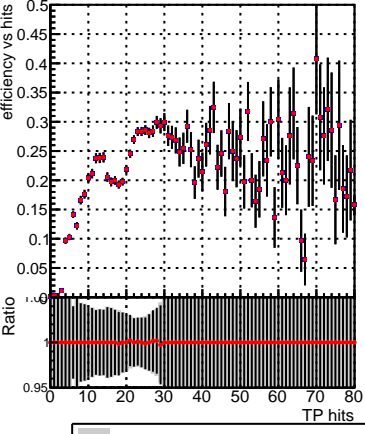
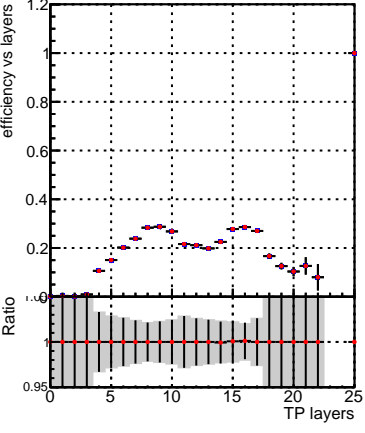


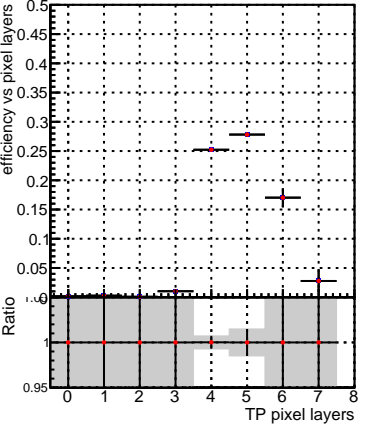
Efficiency vs hit



Legend: DQM_TT_ORIGINAL (blue square), DQM_TT_MODIFIED_propToPlane_PRVersionFINAL6 (red circle)



Efficiency vs pixel layer



Efficiency vs 3D layer

