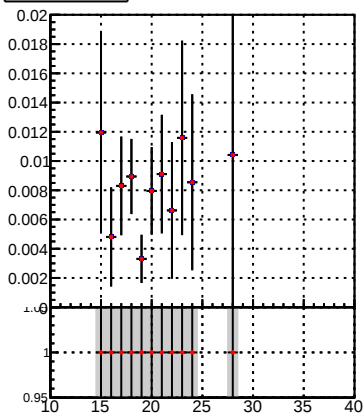
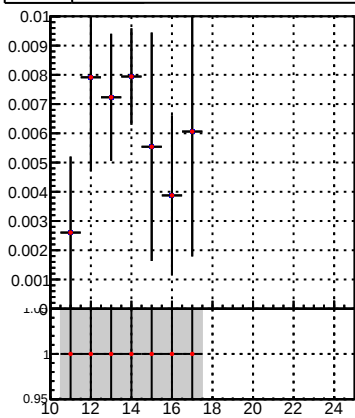


Efficiency vs hit

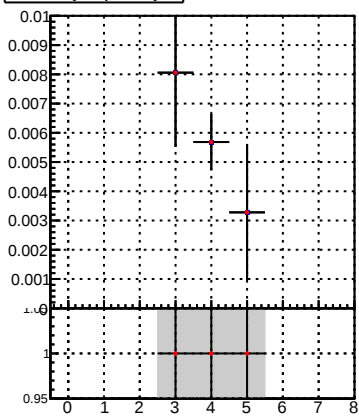


Efficiency

DQM_TT_mkFit-DQM_modified3



Efficiency vs pixel layer



Efficiency vs 3D layer

