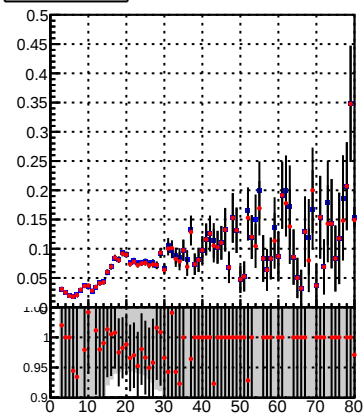


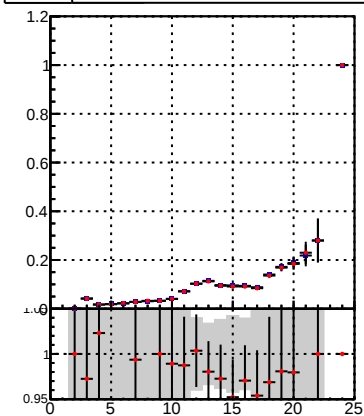
Efficiency vs hit



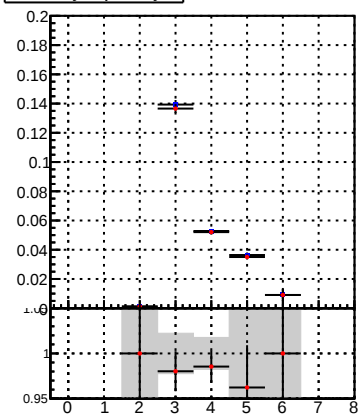
—●— DQM_TT_mkFit-DQM_original

—●— DQM_TT_mkFit-DQM_modified3

Efficiency



Efficiency vs pixel layer



Efficiency vs 3D layer

