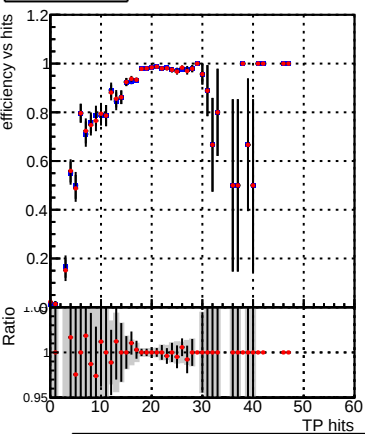


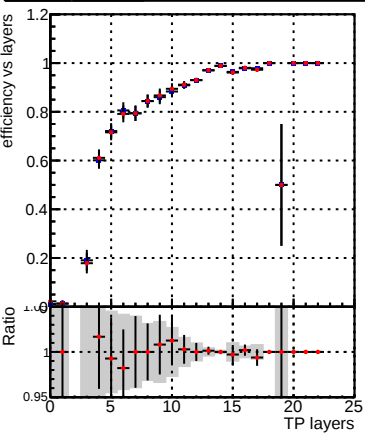
Efficiency vs hit



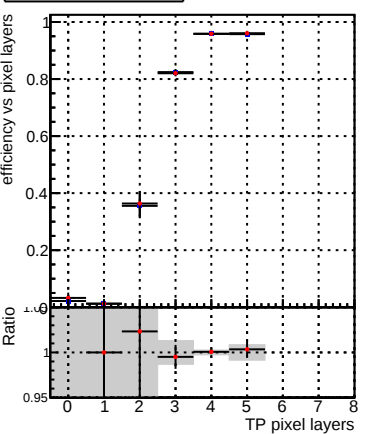
DQM_TT_PR43146

DQM_TT_PR43146_material

Efficiency



Efficiency vs pixel layer



Efficiency vs 3D layer

