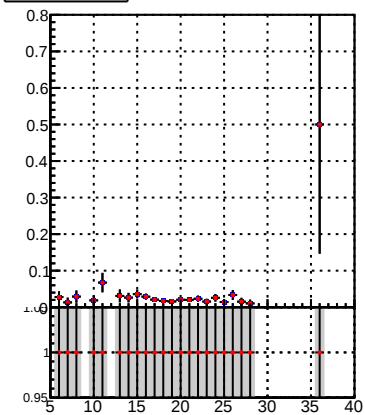


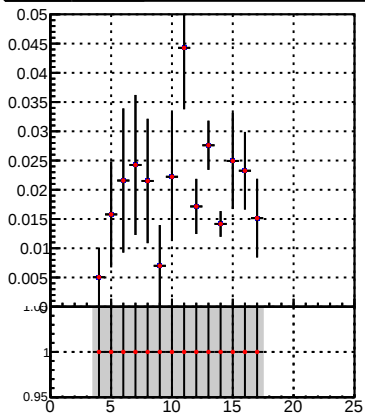
Efficiency vs hit



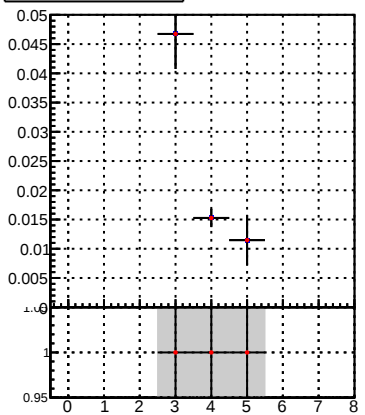
DQM\_Original

DQM\_Modified

Efficiency



Efficiency vs pixel layer



Efficiency vs 3D layer

