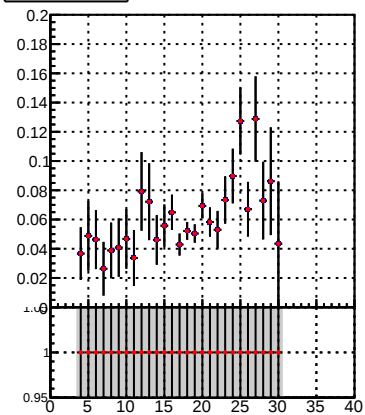
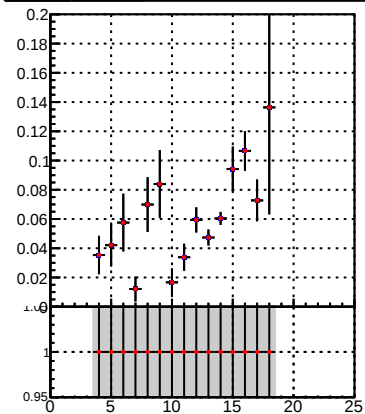


Efficiency vs hit

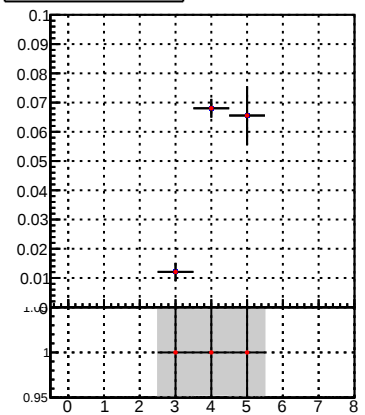


Efficiency

DQM_Original
DQM_Modified



Efficiency vs pixel layer



Efficiency vs 3D layer

