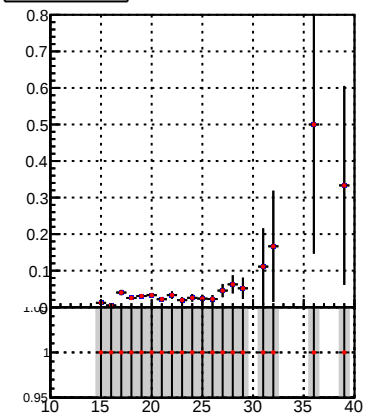


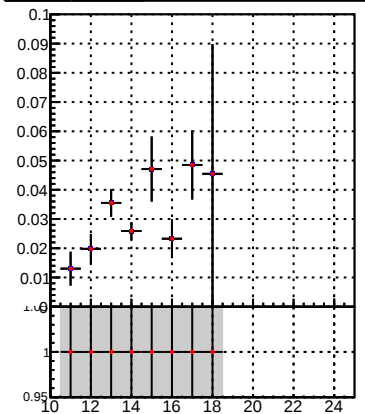
Efficiency vs hit



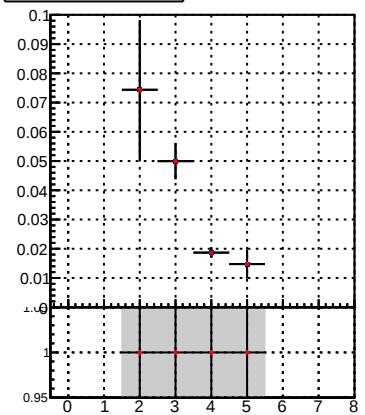
DQM_Original

DQM_Modified

Efficiency



Efficiency vs pixel layer



Efficiency vs 3D layer

