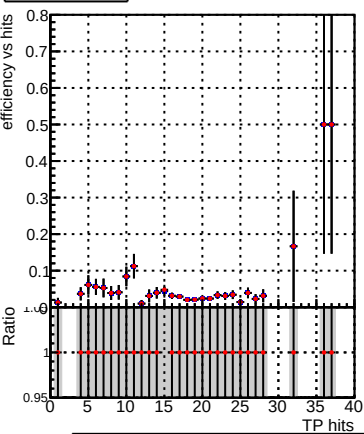
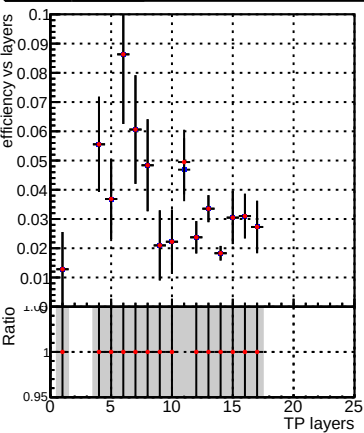


Efficiency vs hit

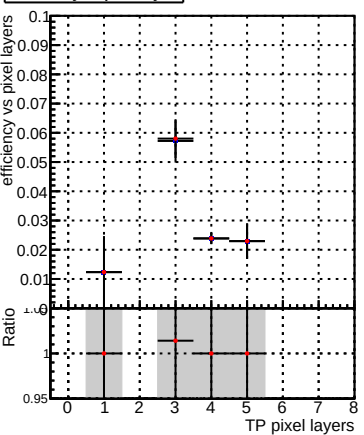


DQM_TT_ORIGINAL

DQM_TT_MODIFIED_layerProcv2_PRRVersion



Efficiency vs pixel layer



Efficiency vs 3D layer

