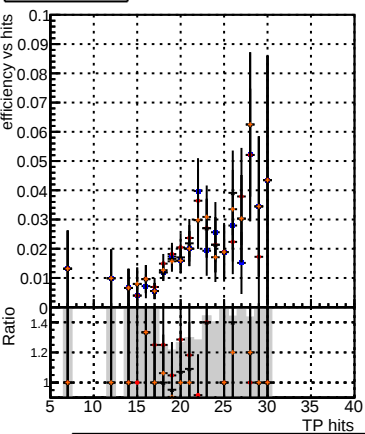


Efficiency vs hit



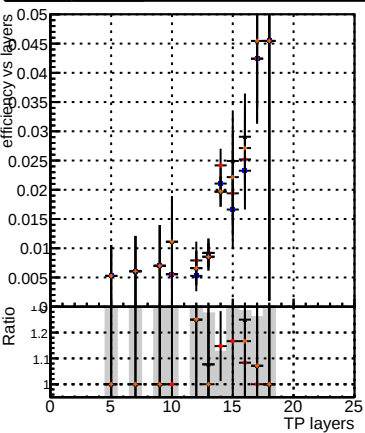
DQM_TT ORIGINAL

DQM_TT MODIFIED_layerProcv2

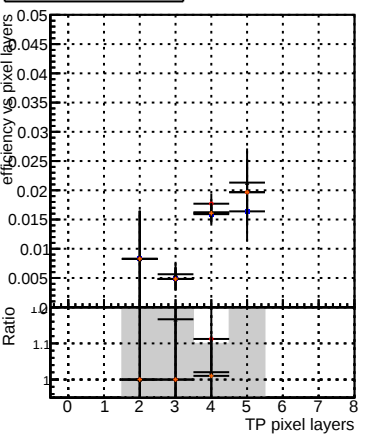
DQM_TT MODIFIED_layerProcv2_windows

DQM_TT MODIFIED_layerProcv2_windows_hits

Efficiency



Efficiency vs pixel layer



Efficiency vs 3D layer

