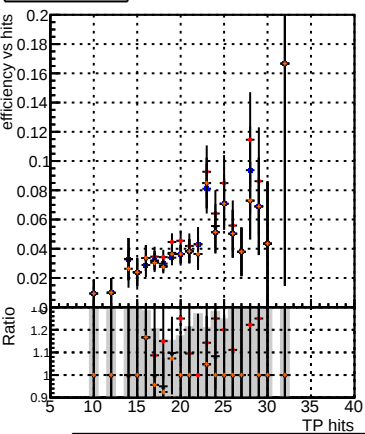


Efficiency vs hit

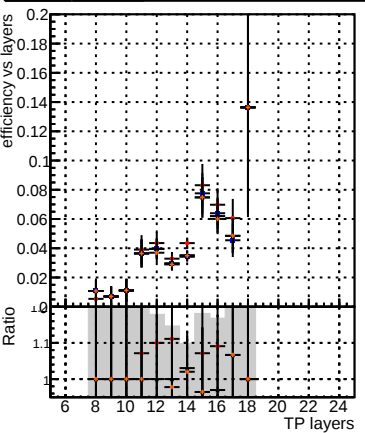


DQM_TT ORIGINAL

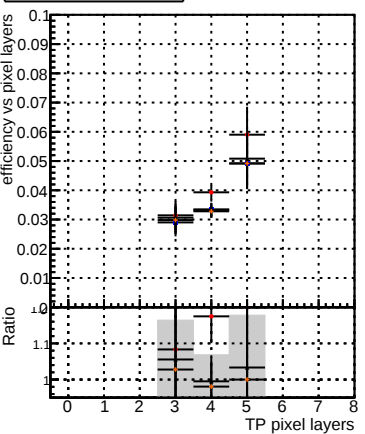
DQM_TT MODIFIED_layerProcv2

DQM_TT MODIFIED_layerProcv2_windows

DQM_TT MODIFIED_layerProcv2_windows_hits



Efficiency vs pixel layer



Efficiency vs 3D layer

