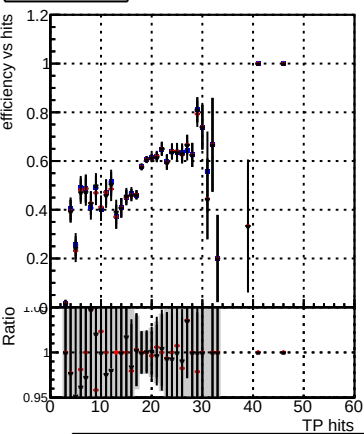


Efficiency vs hit

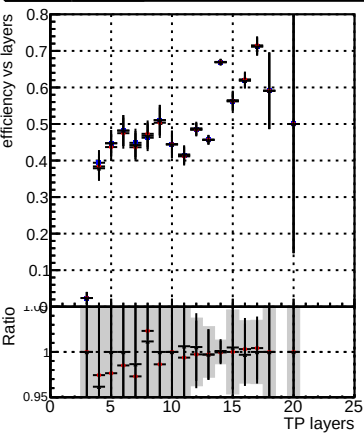


DQM_TT_ORIGINAL

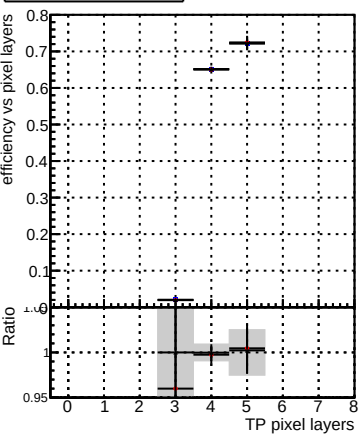
DQM_TT_MODIFIED_layerProc2

DQM_TT_MODIFIED_layerProc2_OctoberVersion

Efficiency



Efficiency vs pixel layer



Efficiency vs 3D layer

