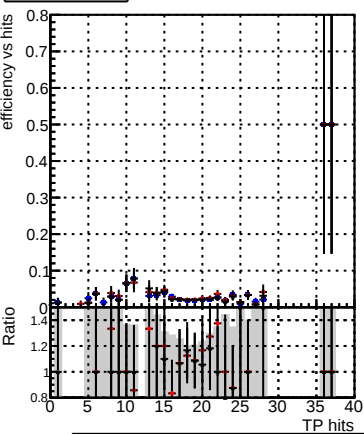


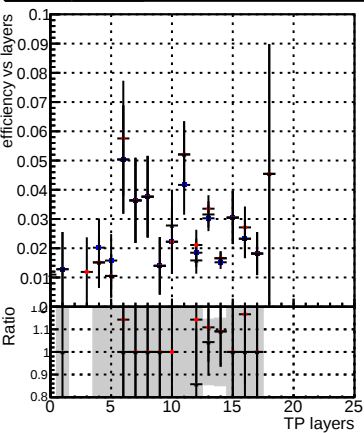
Efficiency vs hit



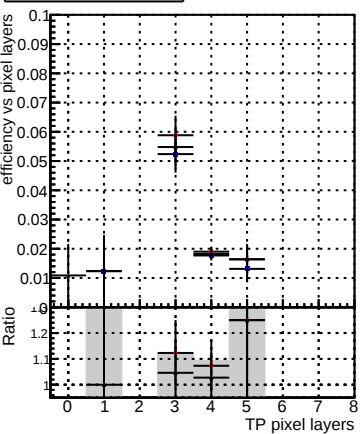
DQM\_TT\_ORIGINAL

DQM\_TT\_MODIFIED\_layerProcv2

DQM\_TT\_MODIFIED\_layerProcv2\_OctoberVersion



Efficiency vs pixel layer



Efficiency vs 3D layer

