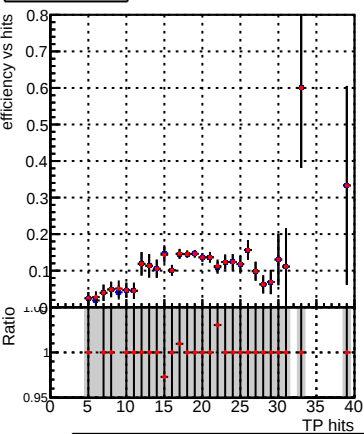
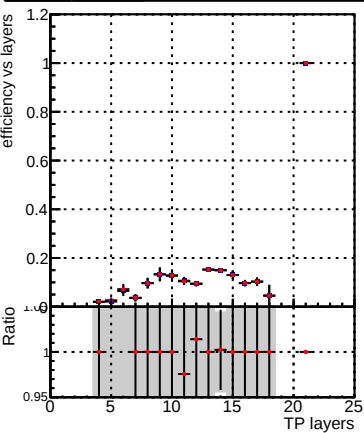


Efficiency vs hit

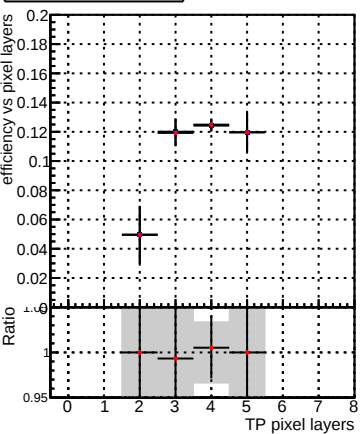


DQM_TT_original

DQM_TT_newscoreonlyINIT



Efficiency vs pixel layer



Efficiency vs 3D layer

