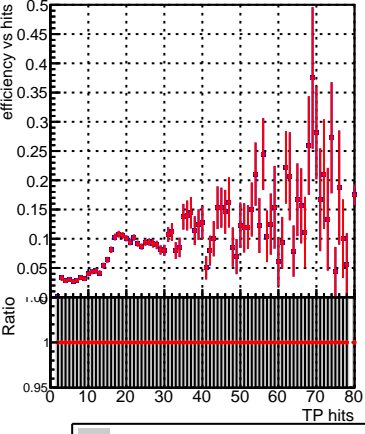
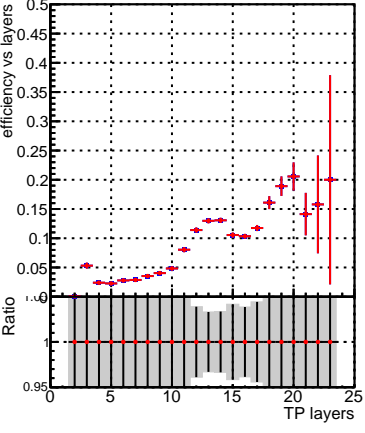


Efficiency vs hit

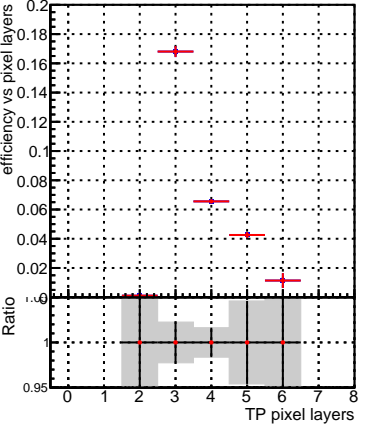


Efficiency vs hit

Legend: DQM_beforePR (blue square), DQM_afterPR (red circle)



Efficiency vs pixel layer



Efficiency vs 3D layer

