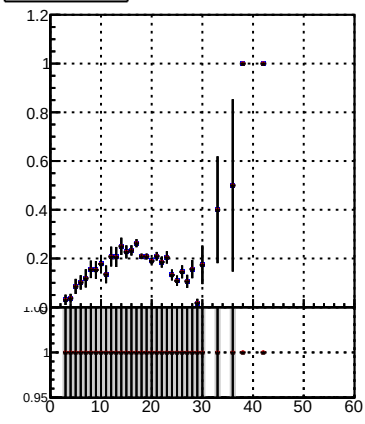


Efficiency vs hit

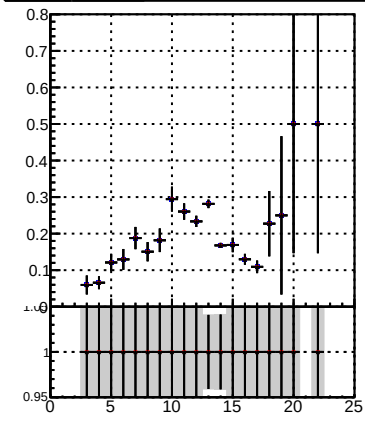


—●— Orig/DQM_orig_MS

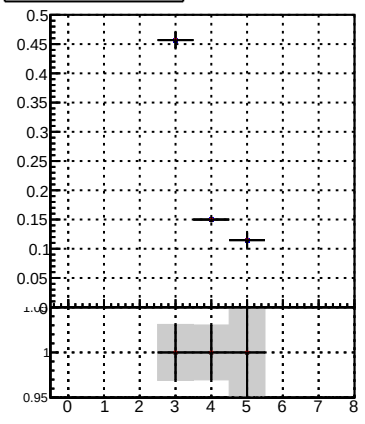
—●— pixelLessOrig/DQM_mod_MS

—●— pixelLess/DQM_mod_MS

Efficiency



Efficiency vs pixel layer



Efficiency vs 3D layer

