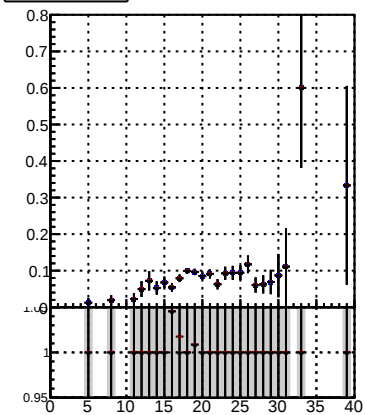


Efficiency vs hit



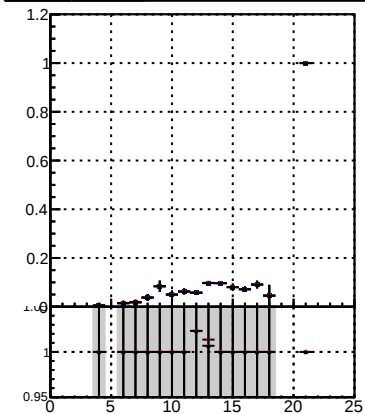
Legend

Orig/DQM_orig_MS

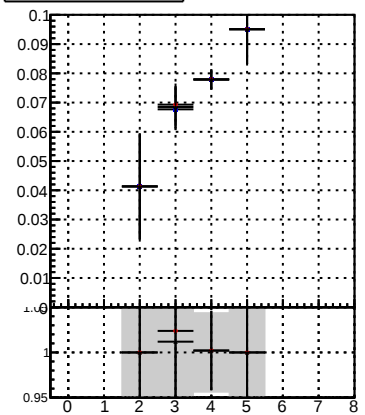
pixelLessOrig/DQM_mod_MS

pixelLess/DQM_mod_MS

Efficiency



Efficiency vs pixel layer



Efficiency vs 3D layer

