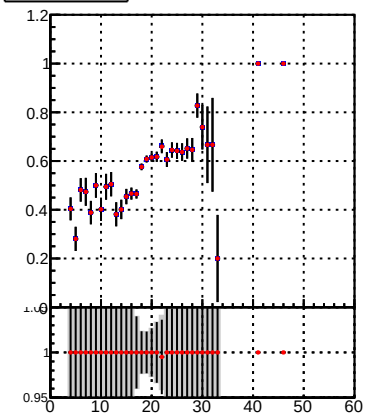
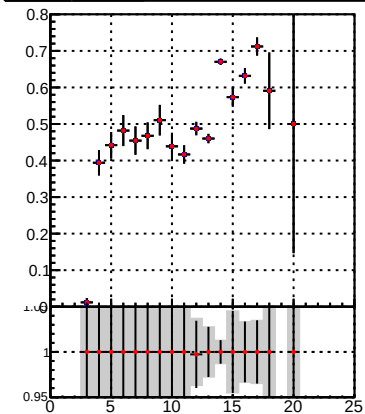


Efficiency vs hit

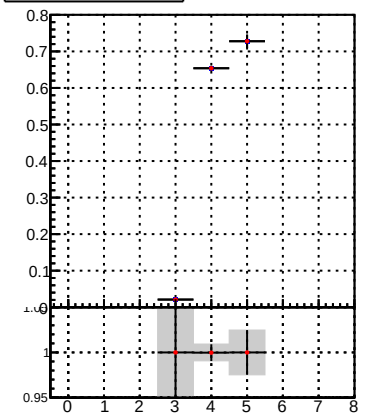


Orig/DQM_orig_MS

pixelLessOrig/DQM_mod_MS



Efficiency vs pixel layer



Efficiency vs 3D layer

