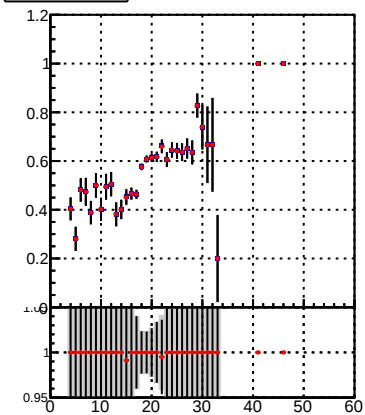


Efficiency vs hit



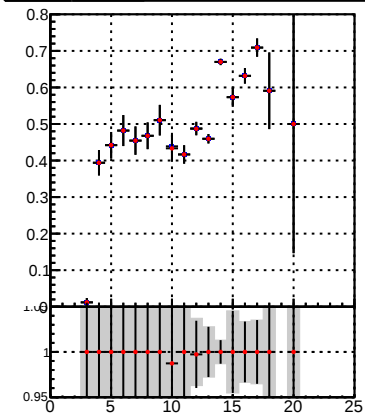
—●—

Orig/DQM_orig_MS

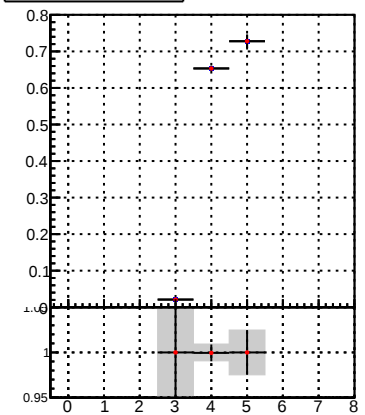
—●—

pixelLessOrig/DQM_mod_MS

Efficiency



Efficiency vs pixel layer



Efficiency vs 3D layer

