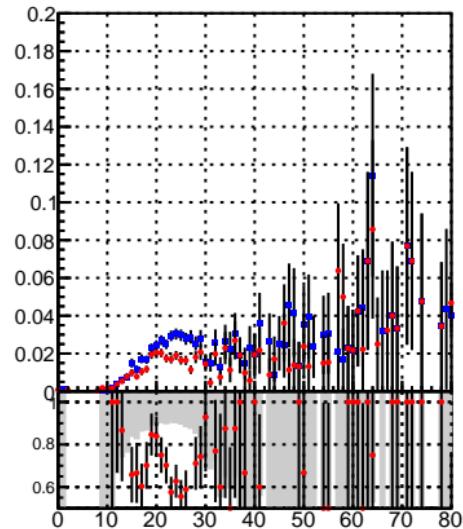
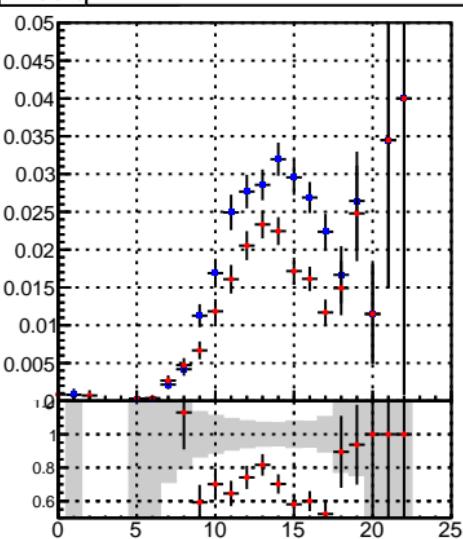
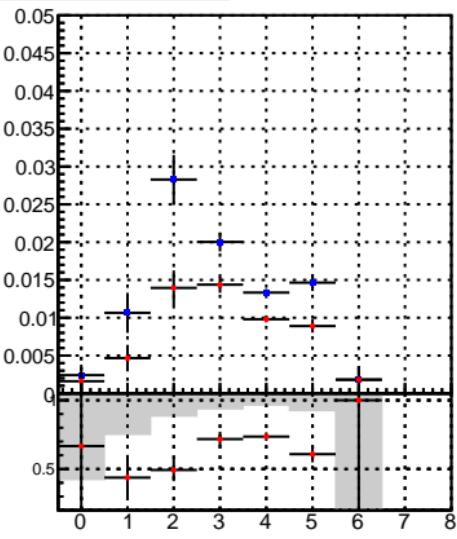


Efficiency vs hit**Efficiency**

— Orig/DQM_orig_MS

— pixelLessOrig/DQM_mod_MS

**Efficiency vs pixel layer****Efficiency vs 3D layer**