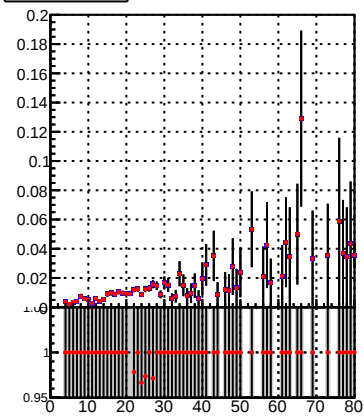
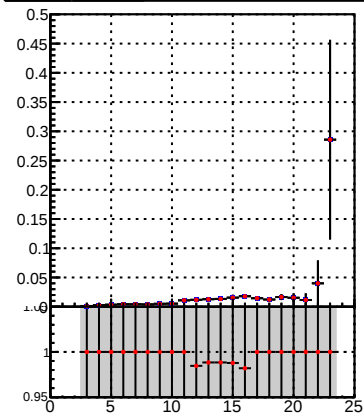


Efficiency vs hit

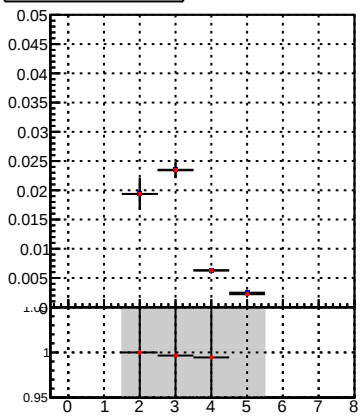


Efficiency

Orig/DQM_orig_MS
pixelLessOrig/DQM_mod_MS



Efficiency vs pixel layer



Efficiency vs 3D layer

