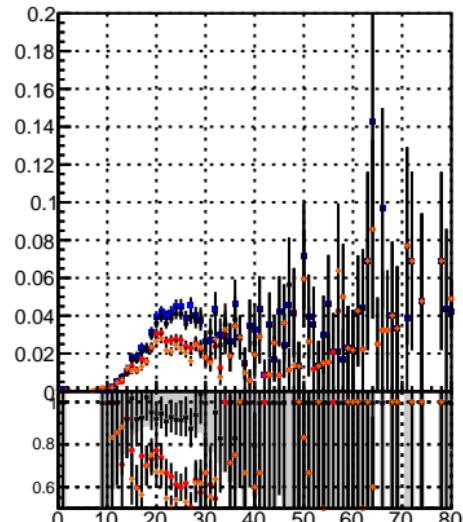
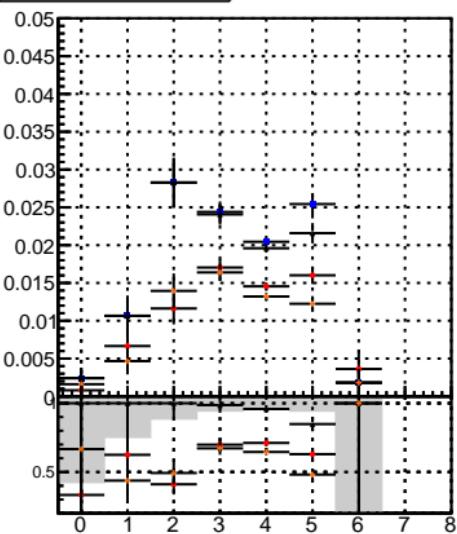


Efficiency vs hit**Efficiency**

DQM_nomS
DQM_moMS_PL
Orig/DQM_orig_MS
pixelLessOrig/DQM_mod_MS

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