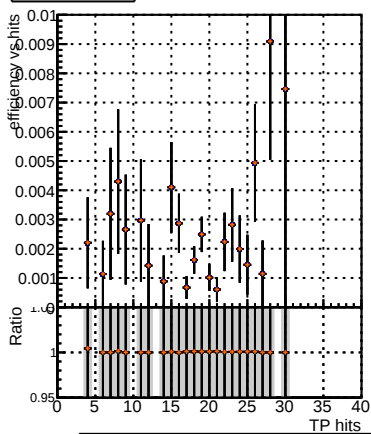
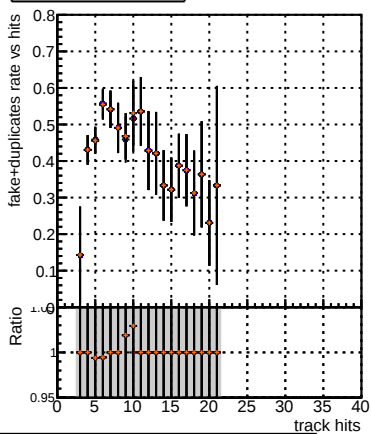


Efficiency vs hit

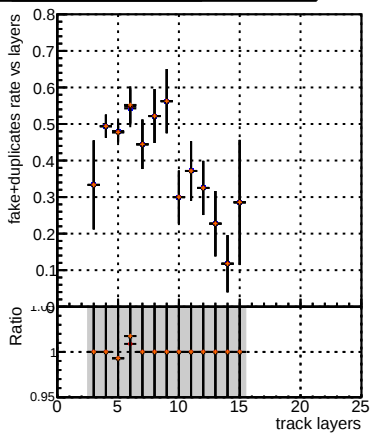
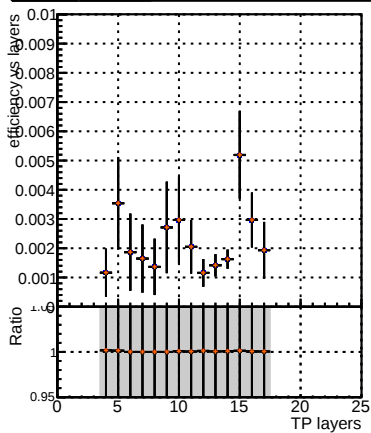


fake+duplicates vs hits

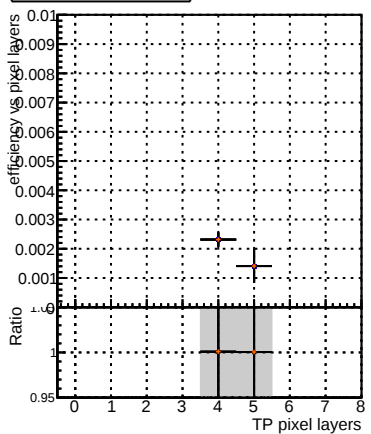


Efficiency

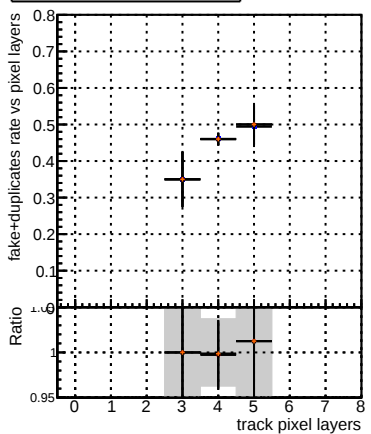
DQM_TT original_noPU
 DQM_TT paretofrontMaxEffOnlyFWD2_PU
 DQM_TT paretofrontMinFROnlyFWD2_PU
 DQM_TT paretofrontMaxHitsOnlyFWD2_PU



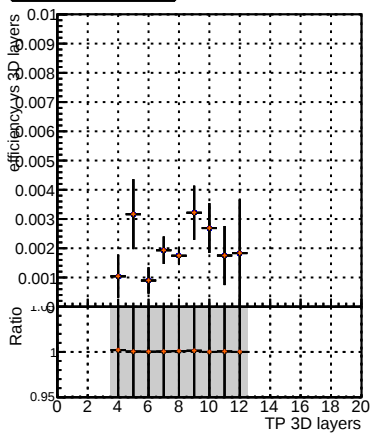
Efficiency vs pixel layer



fake+duplicates vs pixel layers



Efficiency vs 3D layer



fake+duplicates vs 3D layers

