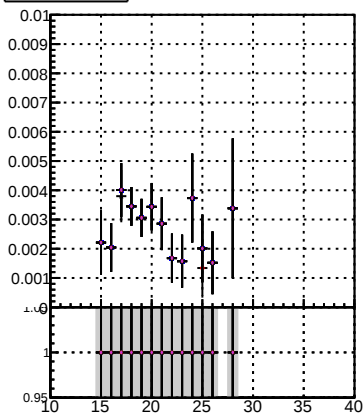
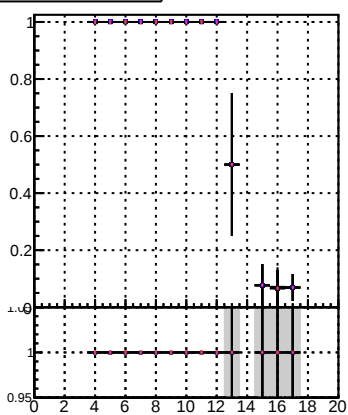


Efficiency vs hit



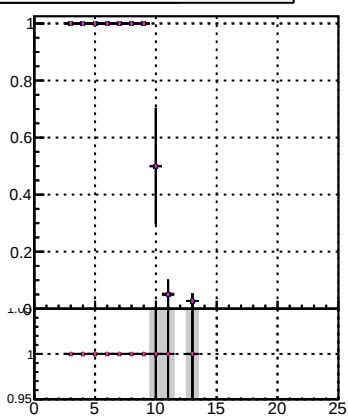
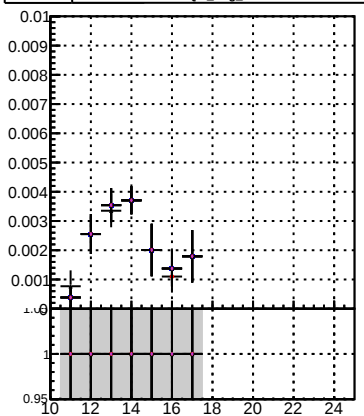
fake+duplicates vs hits



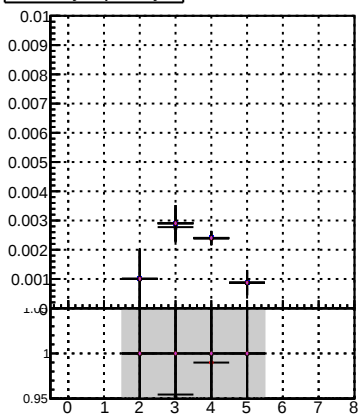
Legend for Efficiency vs hit:

- Orig/DQM_orig_MS
- Initial/DQM_orig_MS
- highPTriplet/DQM_orig_MS
- detachedQ/DQM_orig_MS
- detachedT/DQM_orig_MS

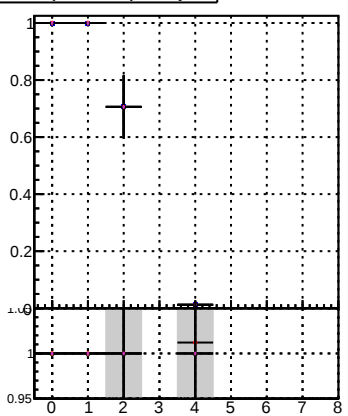
Efficiency



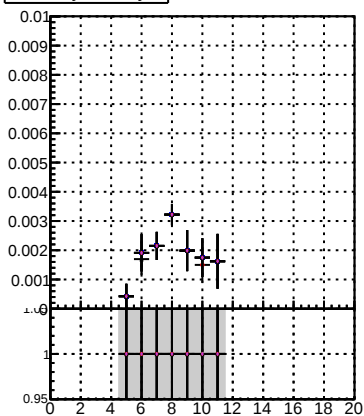
Efficiency vs pixel layer



fake+duplicates vs pixel layers



Efficiency vs 3D layer



fake+duplicates vs 3D layers

