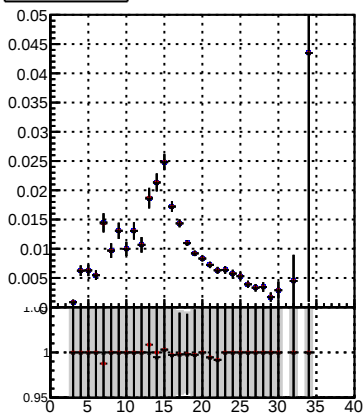
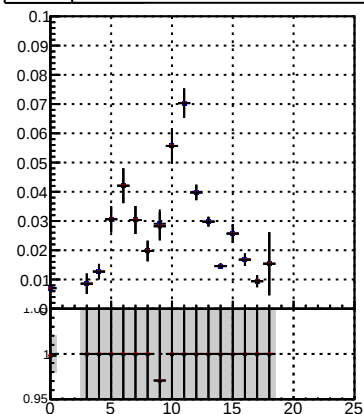


Efficiency vs hit

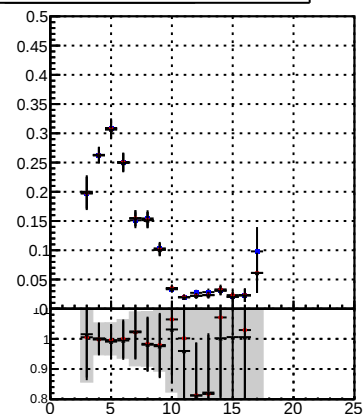
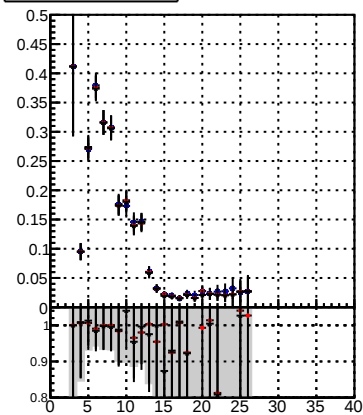


—●— Orig/DQM_orig_MS
 —●— pixelLessOrig/DQM_mod_MS
 —●— pixelLess/DQM_mod_MS

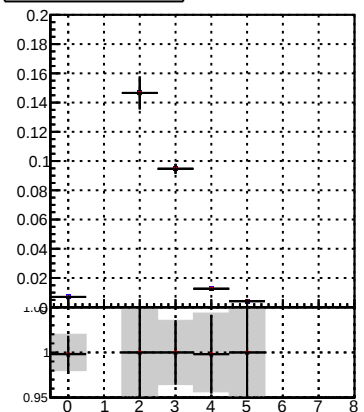
Efficiency



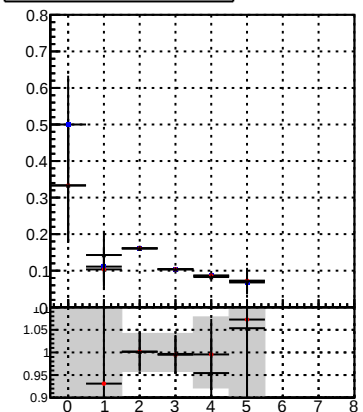
fake+duplicates vs hits



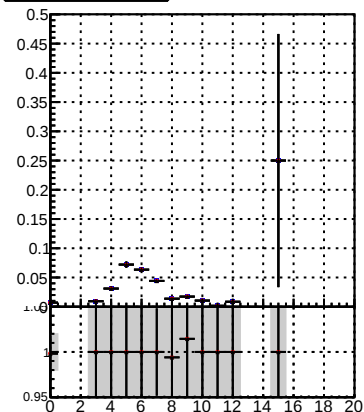
Efficiency vs pixel layer



fake+duplicates vs pixel layers



Efficiency vs 3D layer



fake+duplicates vs 3D layers

