

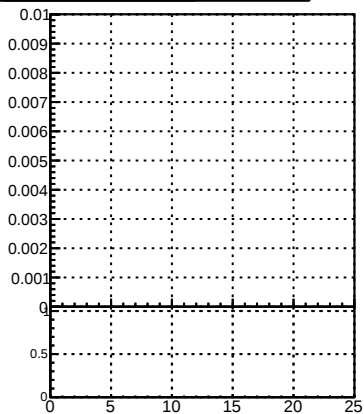
Efficiency vs hit



fake+duplicates vs hits



Efficiency



Efficiency vs pixel layer



fake+duplicates vs pixel layers



Efficiency vs 3D layer



fake+duplicates vs 3D layers



Orig/DQM_orig_MS
pixelLessOrig/DQM_mod_MS
pixelLess/DQM_mod_MS