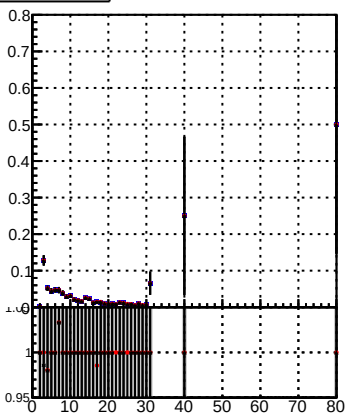
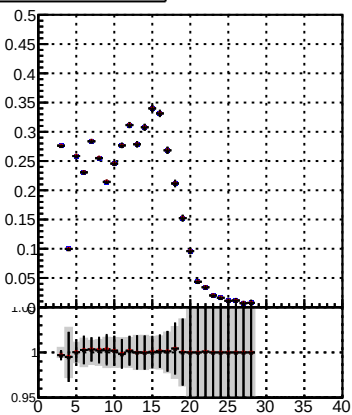


Efficiency vs hit

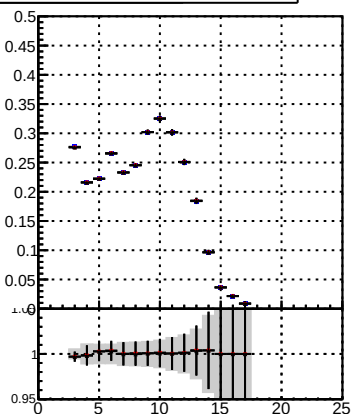
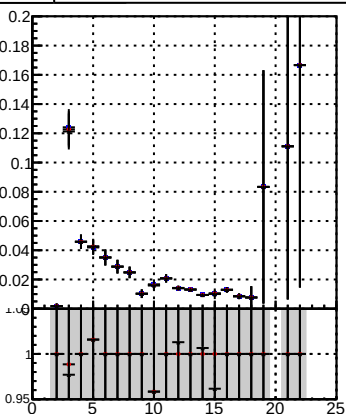


fake+duplicates vs hits

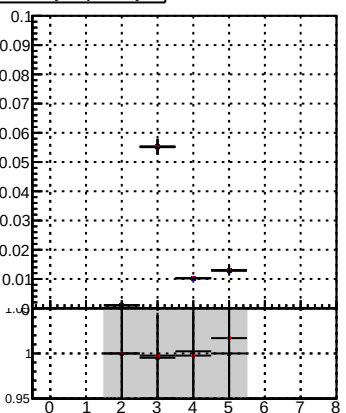


Efficiency

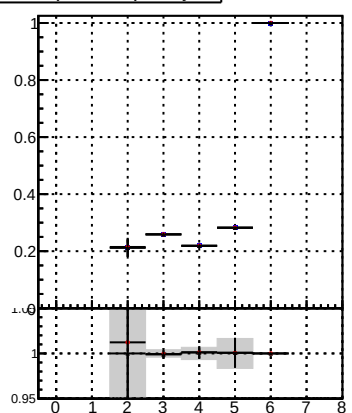
—●— Orig/DQM\_orig\_MS  
 —●— pixelLessOrig/DQM\_mod\_MS  
 —●— pixelLess/DQM\_mod\_MS



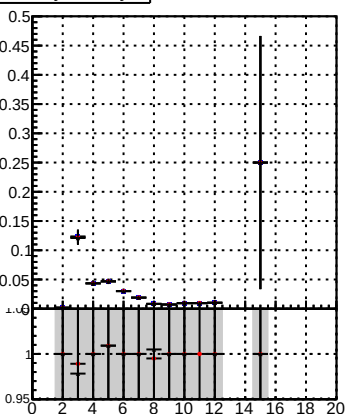
Efficiency vs pixel layer



fake+duplicates vs pixel layers



Efficiency vs 3D layer



fake+duplicates vs 3D layers

