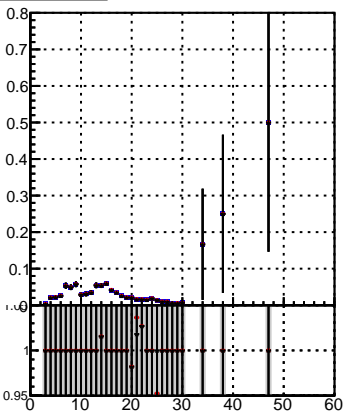
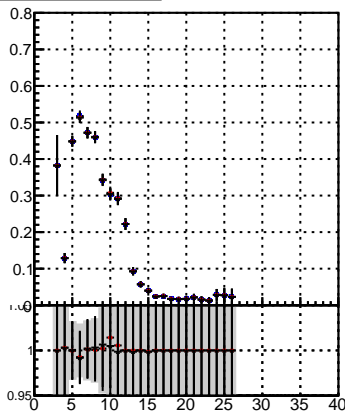
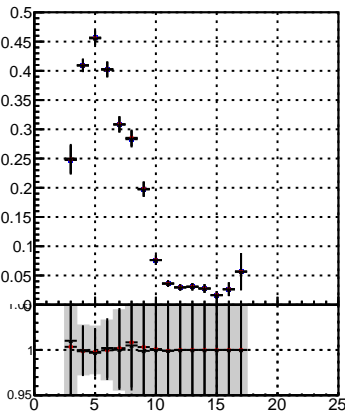
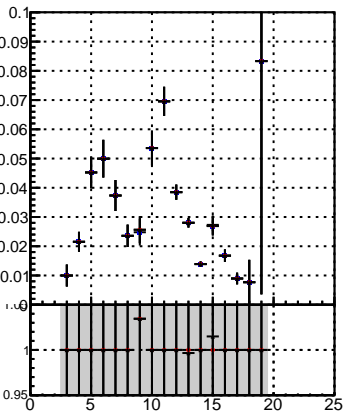
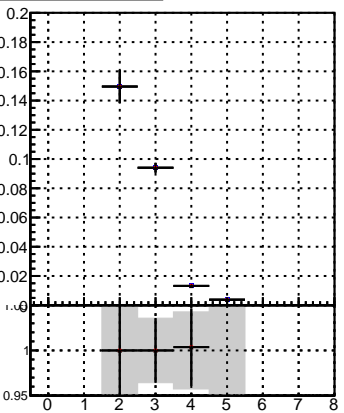
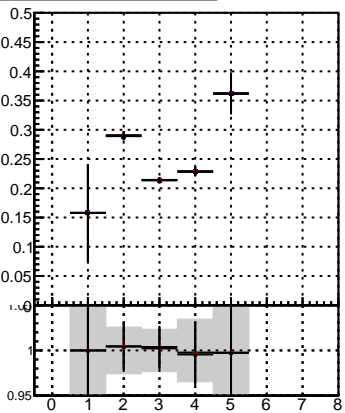
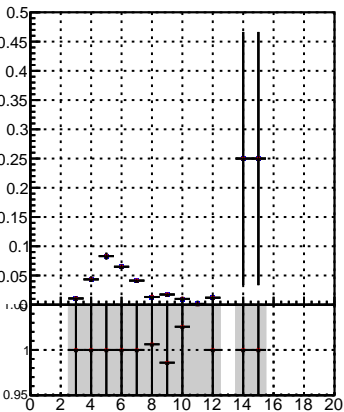


Efficiency vs hit**fake+duplicates vs hits****Efficiency**

- 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**