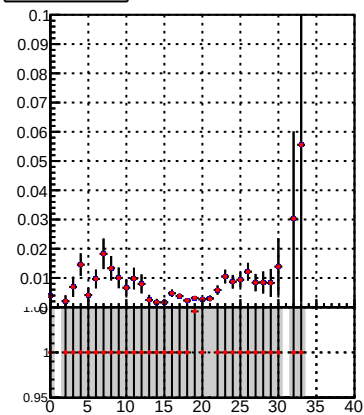
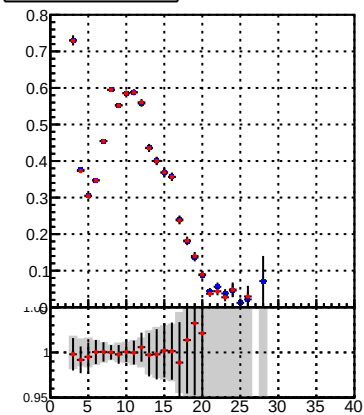


Efficiency vs hit



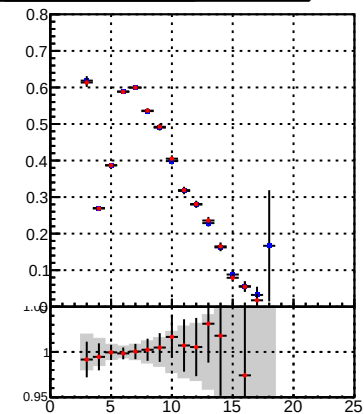
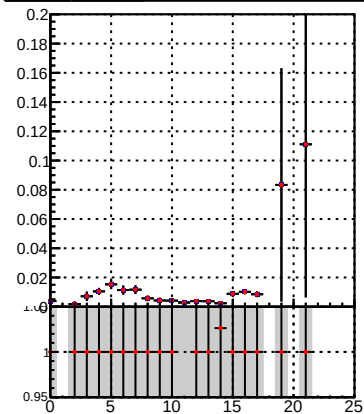
fake+duplicates vs hits



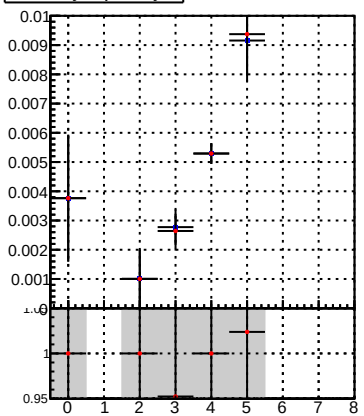
Efficiency

Orig/DQM_orig_MS

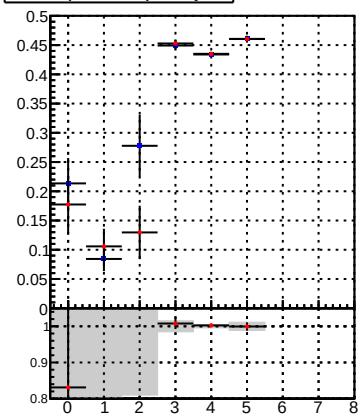
pixelLessOrig/DQM_mod_MS



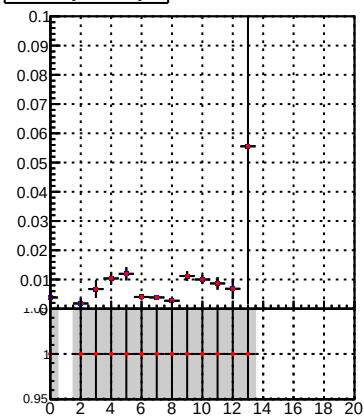
Efficiency vs pixel layer



fake+duplicates vs pixel layers



Efficiency vs 3D layer



fake+duplicates vs 3D layers

