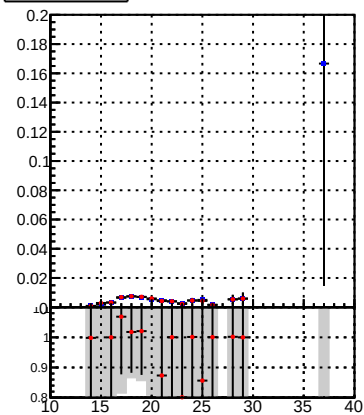
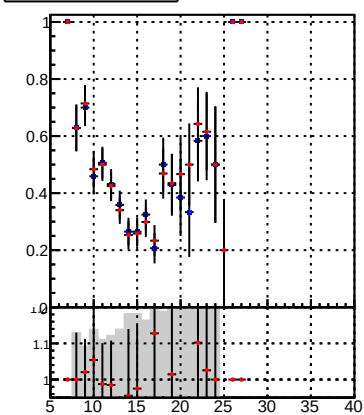


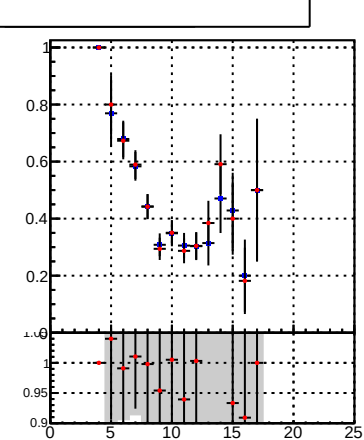
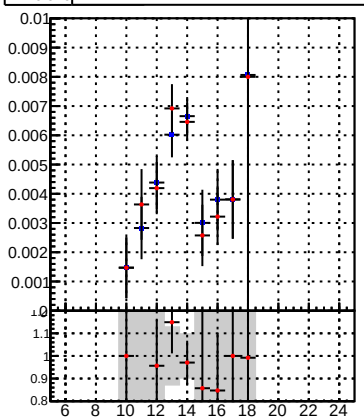
Efficiency vs hit



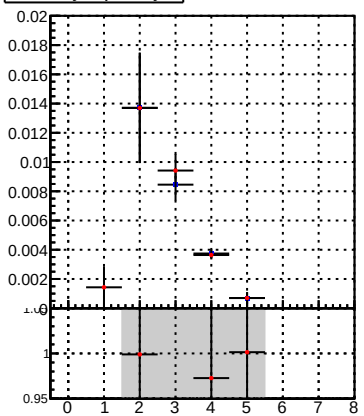
fake+duplicates vs hits



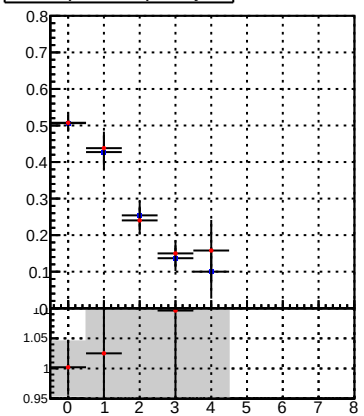
Efficiency vs pixelLessOrig/DQM_mod_MS



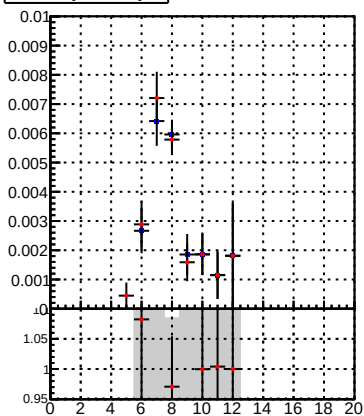
Efficiency vs pixel layer



fake+duplicates vs pixel layers



Efficiency vs 3D layer



fake+duplicates vs 3D layers

