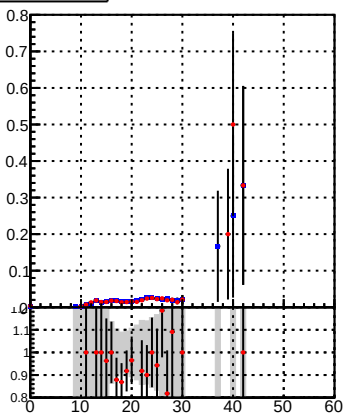
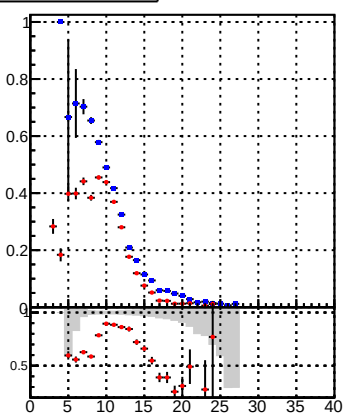


Efficiency vs hit



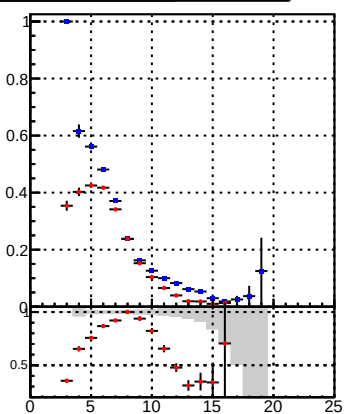
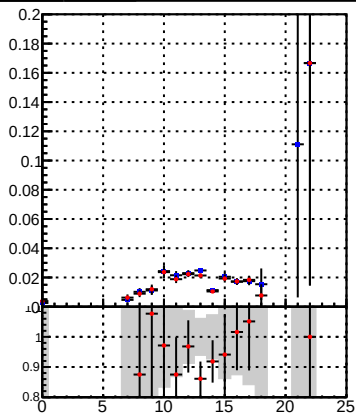
fake+duplicates vs hits



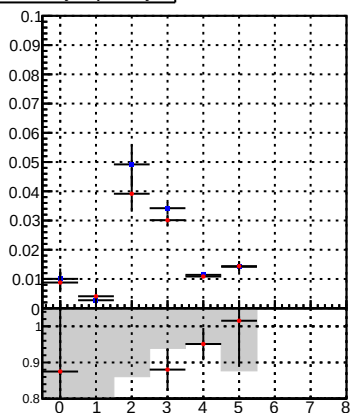
Efficiency

Orig/DQM_orig_MS
pixelLessOrig/DQM_mod_MS

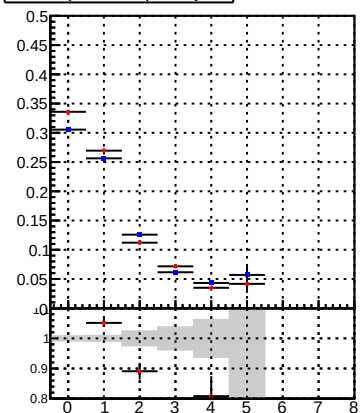
Efficiency vs pixel layer



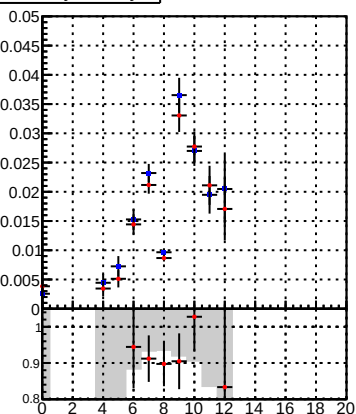
Efficiency vs 3D layer



fake+duplicates vs pixel layers



Efficiency vs 3D layer



fake+duplicates vs 3D layers

