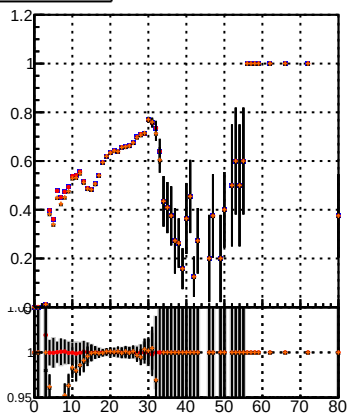
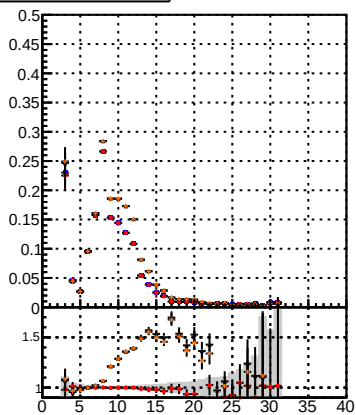


Efficiency vs hit

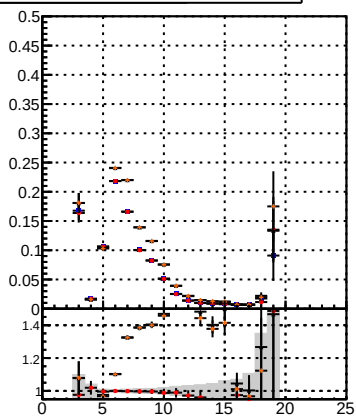
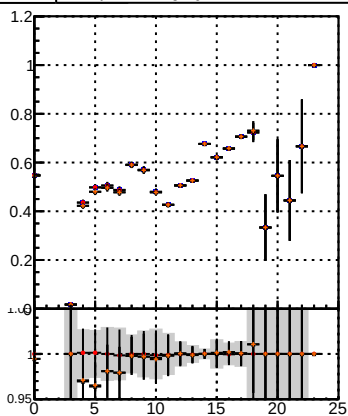


fake+duplicates vs hits

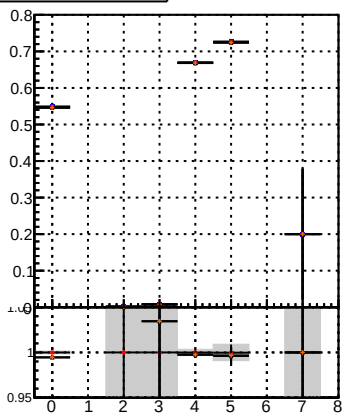


Efficiency

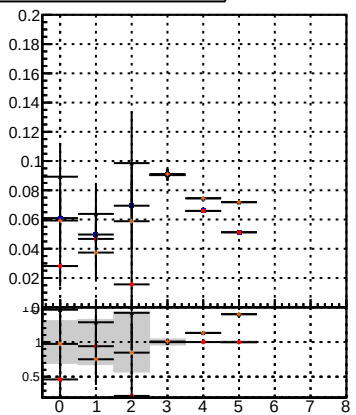
— DQM_noMS
 — DQM_moMS_PL
 — Orig/DQM_orig_MS
 — pixelLessOrig/DQM_mod_MS



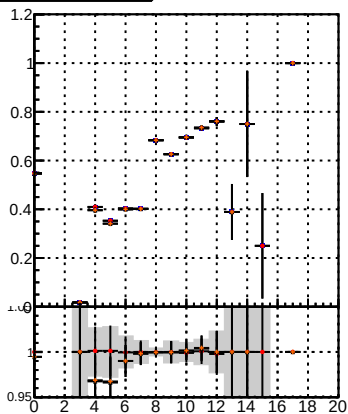
Efficiency vs pixel layer



fake+duplicates vs pixel layers



Efficiency vs 3D layer



fake+duplicates vs 3D layers

