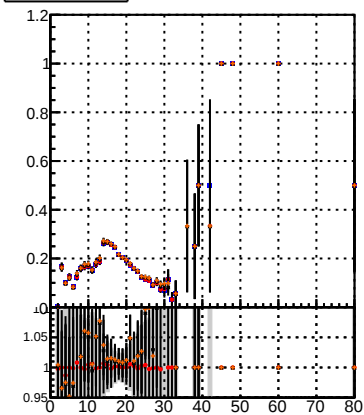
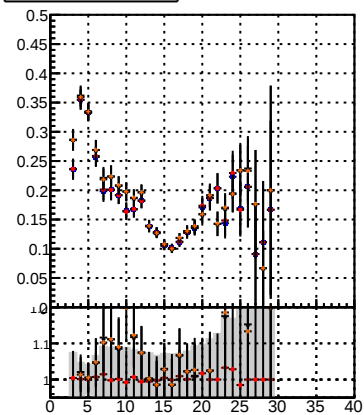


Efficiency vs hit

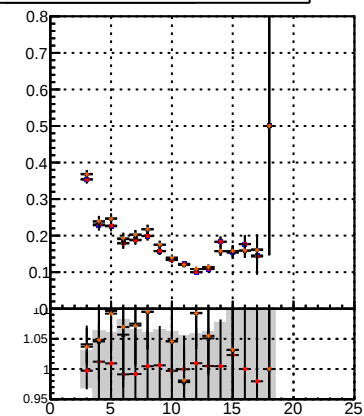
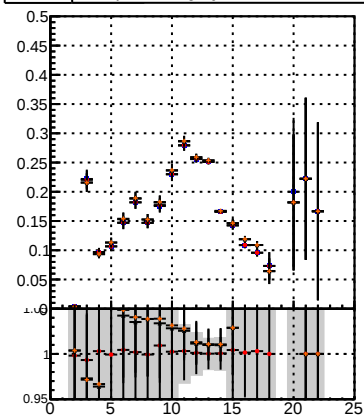


fake+duplicates vs hits

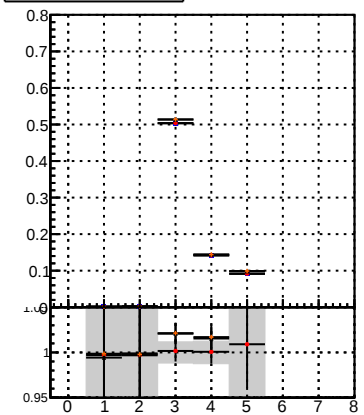


—●— DQM\_noMS  
 —●— DQM\_moMS\_PL  
 —●— Orig/DQM\_orig\_MS  
 —●— pixelLessOrig/DQM\_mod\_MS

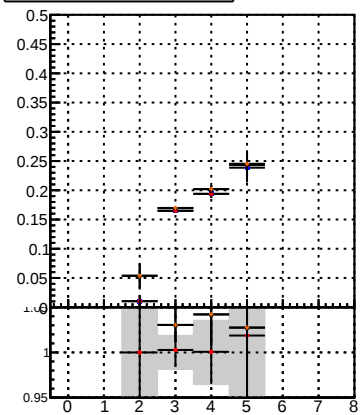
Efficiency



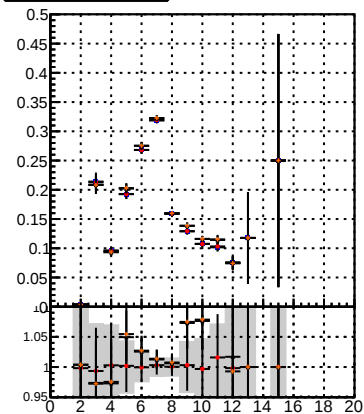
Efficiency vs pixel layer



fake+duplicates vs pixel layers



Efficiency vs 3D layer



fake+duplicates vs 3D layers

