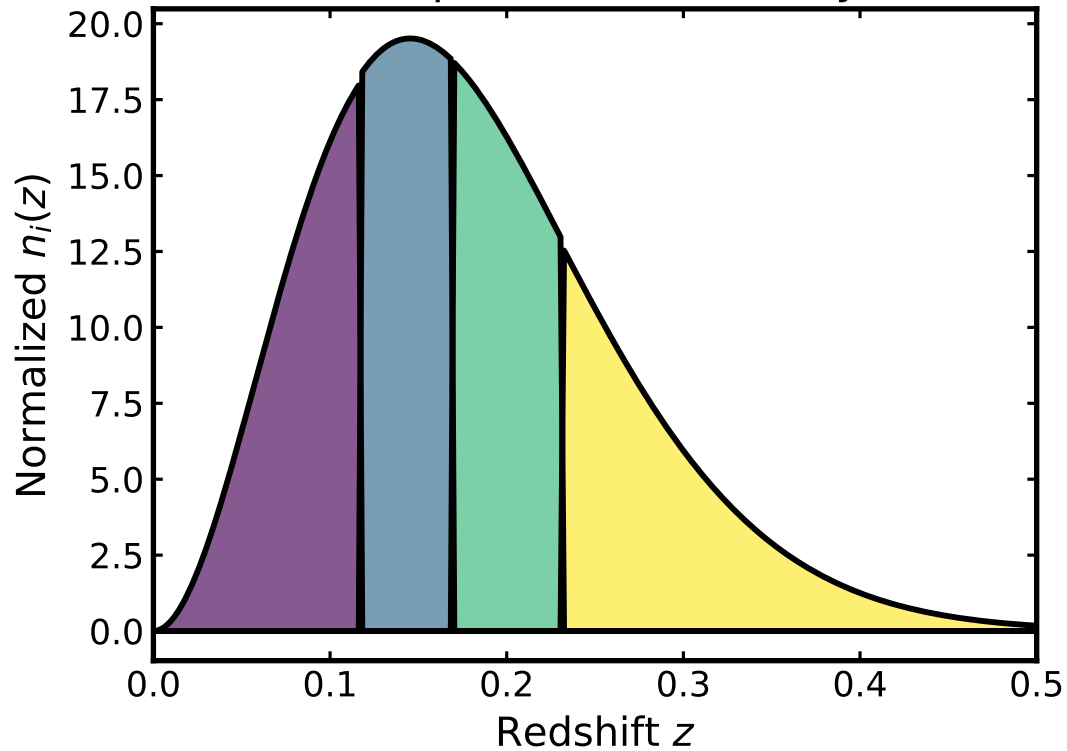


Completeness: all unity



Lower completeness at high z

