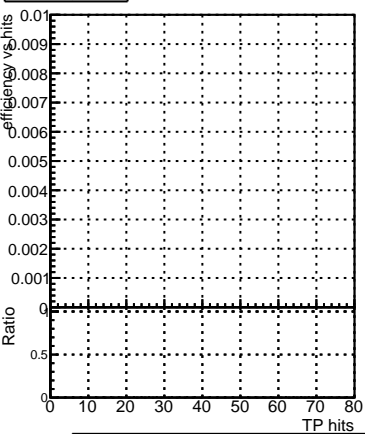
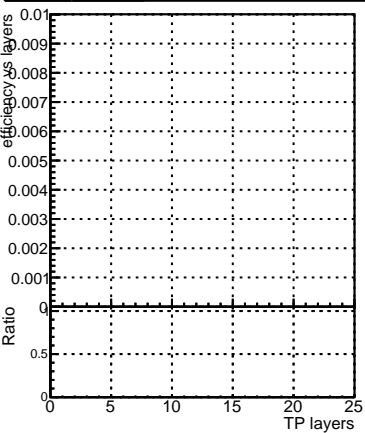


Efficiency vs hit

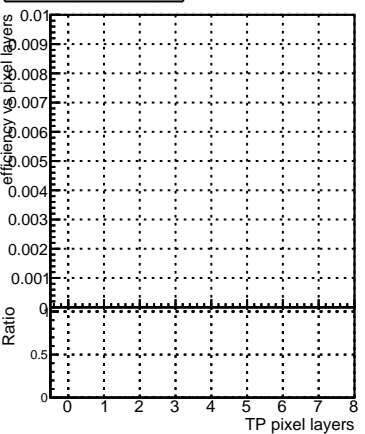


- DQM_original_step2_pt1to20_eta1p6to2p0
- DQM_mkFit_step2_pt1to20_eta1p6to2p0
- DQM_angle_step2_pt1to20_eta1p6to2p0
- DQM_fast_step2_pt1to20_eta1p6to2p0
- DQM_pixelCPEGeneric_step2_pt1to20_eta1p6to2p0

Efficiency vs layers



Efficiency vs pixel layer



Efficiency vs 3D layer

