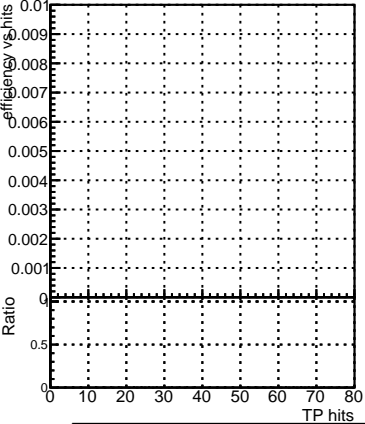
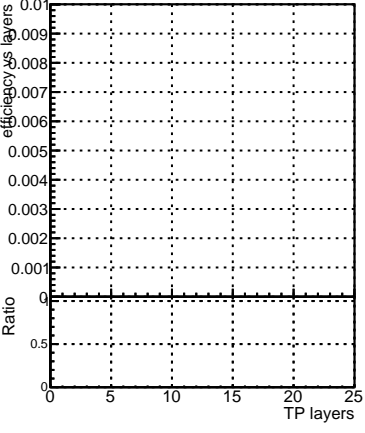


Efficiency vs hit

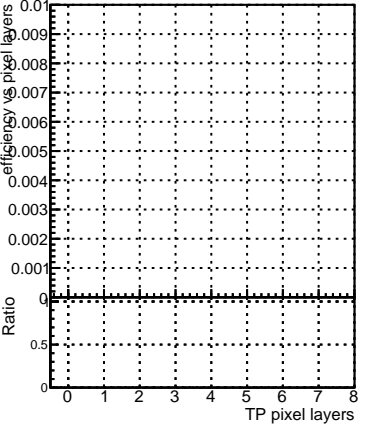


- DQM\_original\_step2\_pt1to1000\_eta1p6to2p0
- DQM\_mkFit\_step2\_pt1to1000\_eta1p6to2p0
- DQM\_angle\_step2\_pt1to1000\_eta1p6to2p0
- DQM\_fast\_step2\_pt1to1000\_eta1p6to2p0
- DQM\_pixelCPETemplate\_step2\_pt1to1000\_eta1p6to2p0

Efficiency vs layers



Efficiency vs pixel layer



Efficiency vs 3D layer

