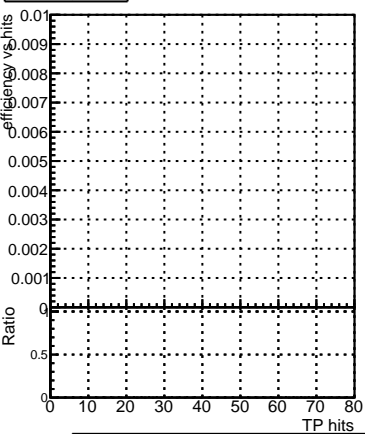
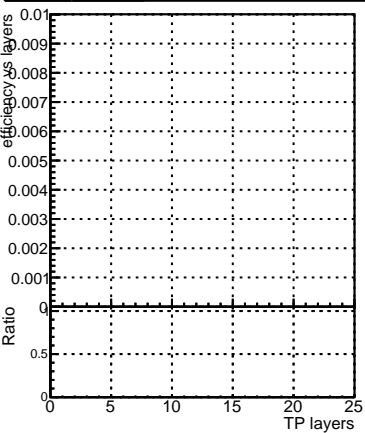


Efficiency vs hit

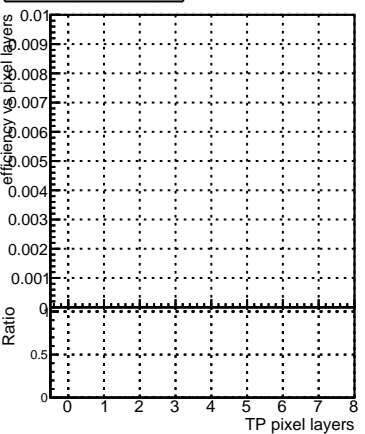


- DQM\_original\_step2\_pt1to1000\_eta2p0to2p5
- DQM\_mkFit\_step2\_pt1to1000\_eta2p0to2p5
- DQM\_angle\_step2\_pt1to1000\_eta2p0to2p5
- DQM\_fast\_step2\_pt1to1000\_eta2p0to2p5
- DQM\_pixelCPETemplate\_step2\_pt1to1000\_eta2p0to2p5

Efficiency vs TP layers



Efficiency vs pixel layer



Efficiency vs 3D layer

