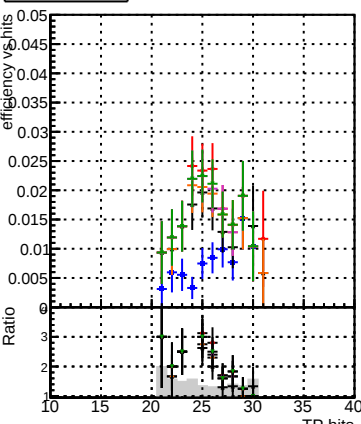
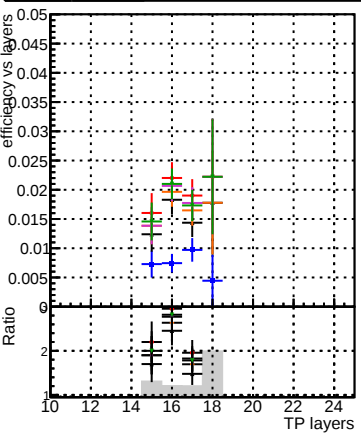


Efficiency vs hit

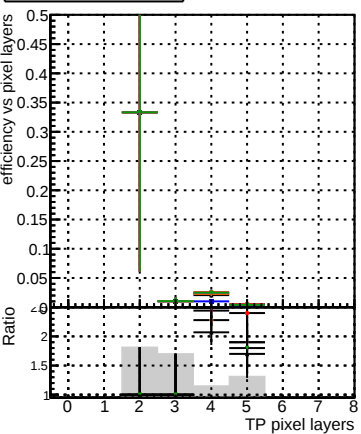


Efficiency vs hit

DOM original step2 pt0p1to1 eta1p6to2p0
DOM pixelCPETemplate step2 pt0p1to1 eta1p6to2p0
DOM pixelCPETemplateCutChiSquare10 step2 pt0p1to1 eta1p6to2p0
DOM pixelCPETemplateCutChiSquare15 step2 pt0p1to1 eta1p6to2p0
DOM pixelCPETemplateCutChiSquare20 step2 pt0p1to1 eta1p6to2p0
DOM pixelCPETemplateCutChiSquare30 step2 pt0p1to1 eta1p6to2p0



Efficiency vs pixel layer



Efficiency vs 3D layer

