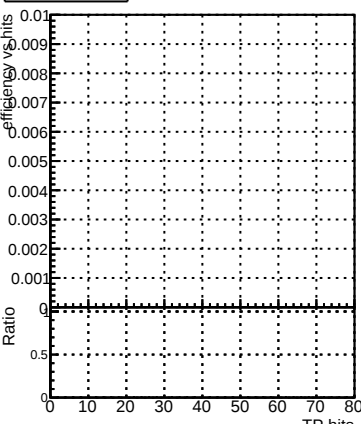


Efficiency vs hit



Efficiency vs hit

DOM original step2 pt1to1000 eta1p0to1p4

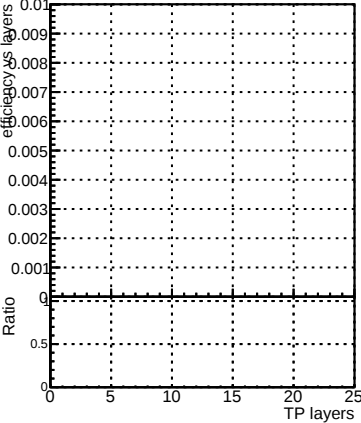
DOM pixelCPETemplate step2 pt1to1000 eta1p0to1p4

DOM pixelCPETemplateCutChiSquare10 step2 pt1to1000 eta1p0to1p4

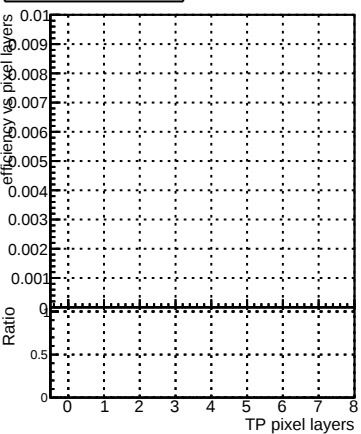
DOM pixelCPETemplateCutChiSquare15 step2 pt1to1000 eta1p0to1p4

DOM pixelCPETemplateCutChiSquare20 step2 pt1to1000 eta1p0to1p4

DOM pixelCPETemplateCutChiSquare30 step2 pt1to1000 eta1p0to1p4



Efficiency vs pixel layer



Efficiency vs 3D layer

