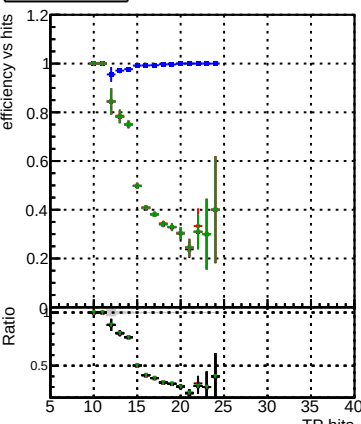
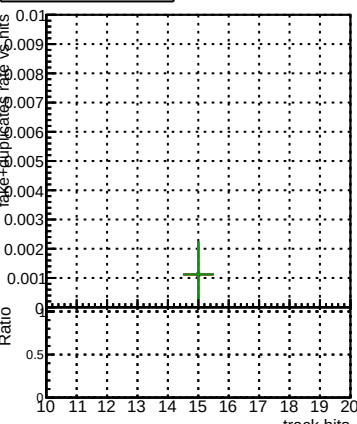


Efficiency vs hit

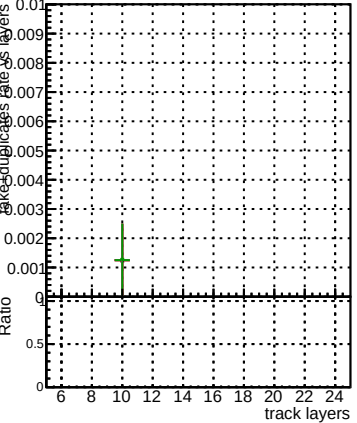
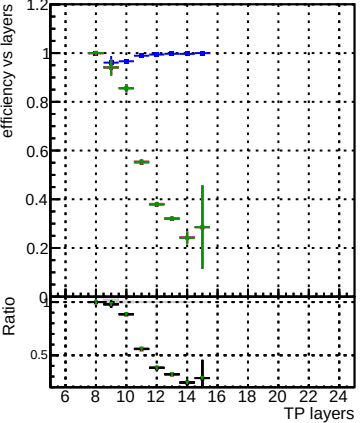


fake+duplicates vs hits

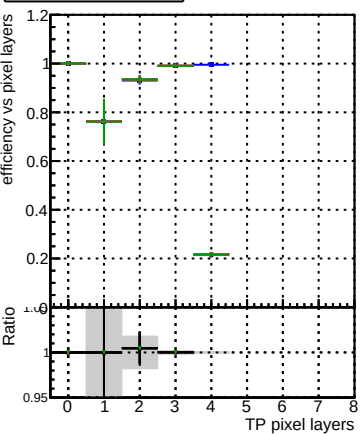


Efficiency vs hit

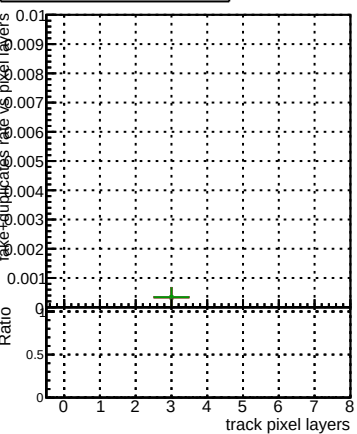
DOM original step2 pt1to1000 eta1p0to1p4
DOM pixelCPETemplate step2 pt1to1000 eta1p0to1p4
DOM pixelCPETemplateCutChiSquare10 step2 pt1to1000 eta1p0to1p4
DOM pixelCPETemplateCutChiSquare15 step2 pt1to1000 eta1p0to1p4
DOM pixelCPETemplateCutChiSquare20 step2 pt1to1000 eta1p0to1p4
DOM pixelCPETemplateCutChiSquare30 step2 pt1to1000 eta1p0to1p4



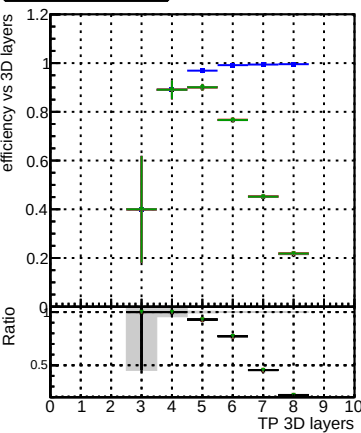
Efficiency vs pixel layer



fake+duplicates vs pixel layers



Efficiency vs 3D layer



fake+duplicates vs 3D layers

