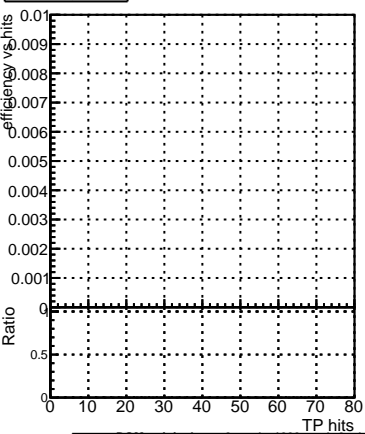
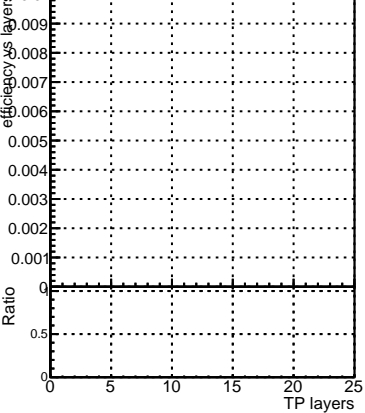


Efficiency vs hit

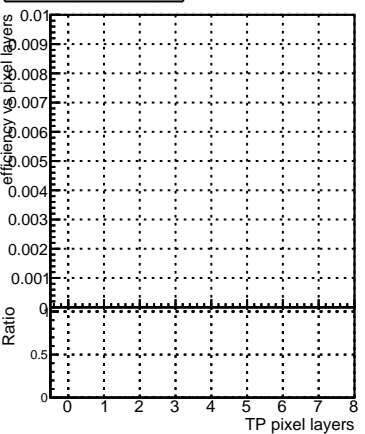


- DQM original_step2_pt1to1000_eta1p0to1p4
- DQM pixelCPE_Template_step2_pt1to1000_eta1p0to1p4
- DQM pixelCPE_TemplateCutChiSquare10_step2_pt1to1000_eta1p0to1p4
- DQM pixelCPE_TemplateCutChiSquare15_step2_pt1to1000_eta1p0to1p4
- DQM pixelCPE_TemplateCutChiSquare20_step2_pt1to1000_eta1p0to1p4
- DQM pixelCPE_TemplateCutChiSquare30_step2_pt1to1000_eta1p0to1p4

Efficiency vs layer



Efficiency vs pixel layer



Efficiency vs 3D layer

