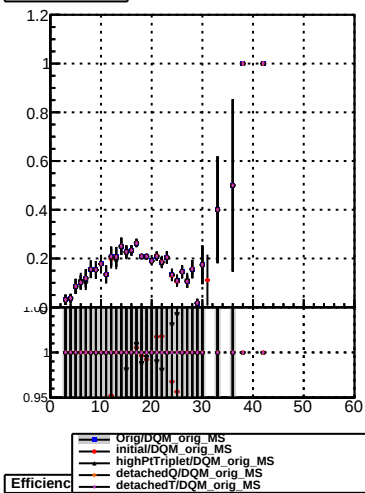
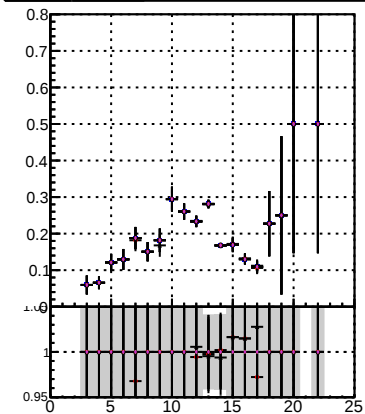


Efficiency vs hit

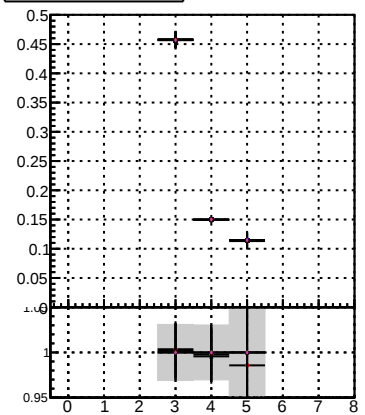


Efficiency

- Orig/DQM_orig_MS
- Initial/DQM_orig_MS
- highPTTriplet/DQM_orig_MS
- detachedQ/DQM_orig_MS
- detachedT/DQM_orig_MS



Efficiency vs pixel layer



Efficiency vs 3D layer

