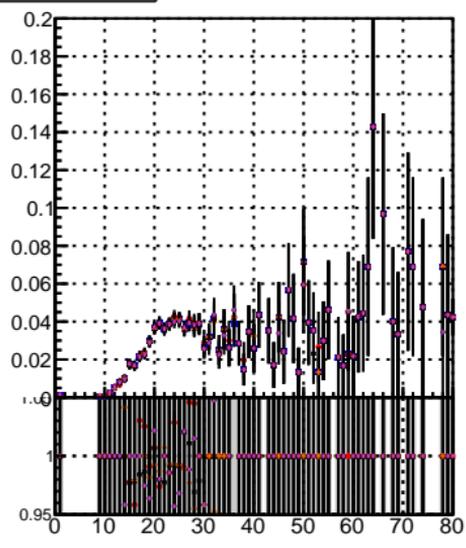
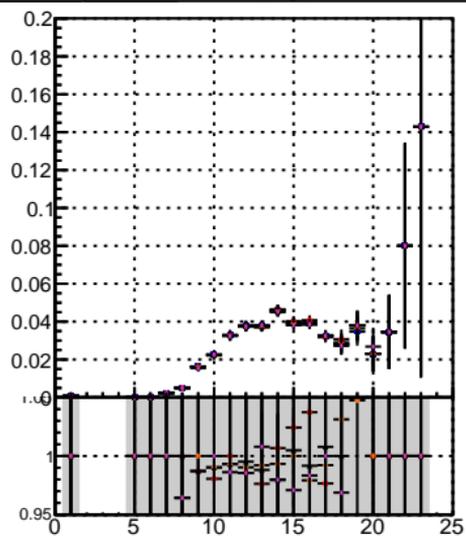


Efficiency vs hit

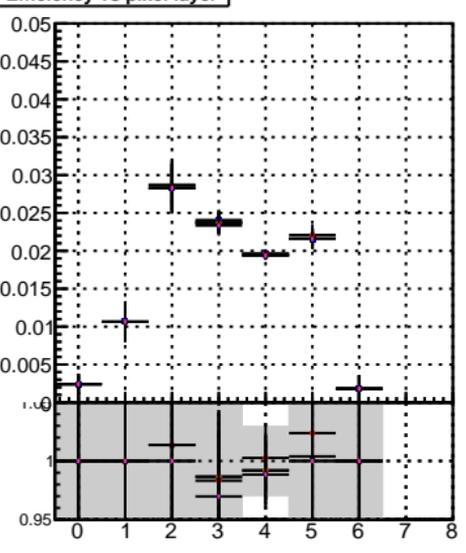


Efficiency

- 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

