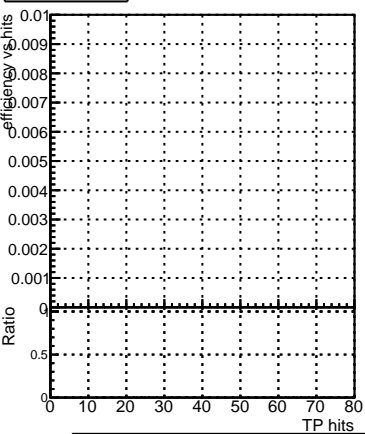
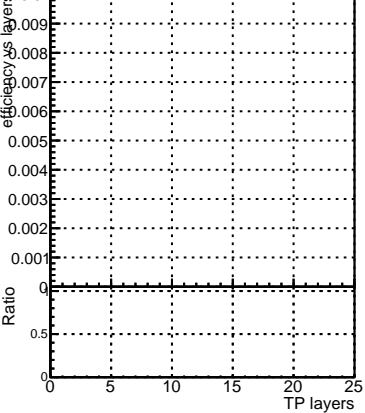


Efficiency vs hit

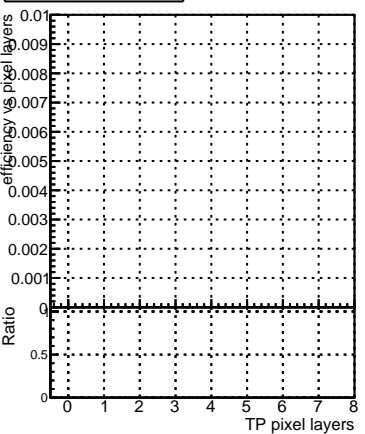


- DQM\_original\_step2\_pt1to20\_eta0to0p4
- DQM\_angle\_step2\_pt1to20\_eta0to0p4
- DQM\_fast\_step2\_pt1to20\_eta0to0p4
- DQM\_mkFit\_step2\_pt1to20\_eta0to0p4
- DQM\_CPEpixel1\_step2\_pt1to20\_eta0to0p4

Efficiency vs layers



Efficiency vs pixel layer



Efficiency vs 3D layer

