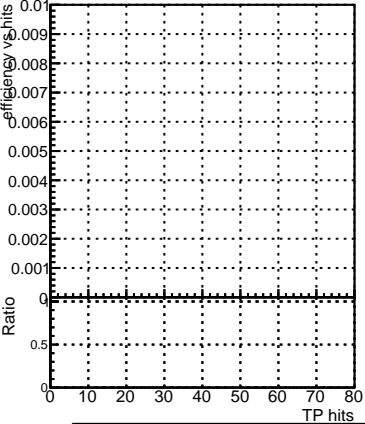
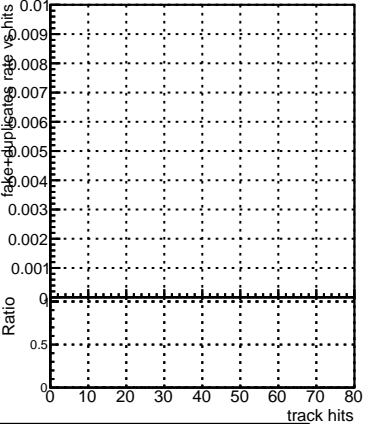


Efficiency vs hit

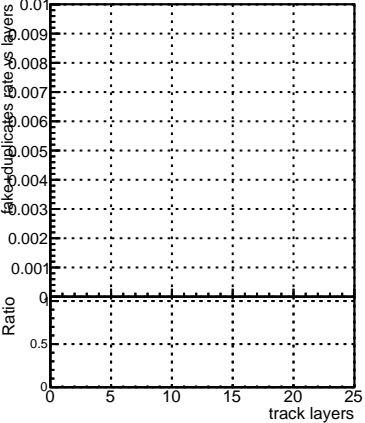
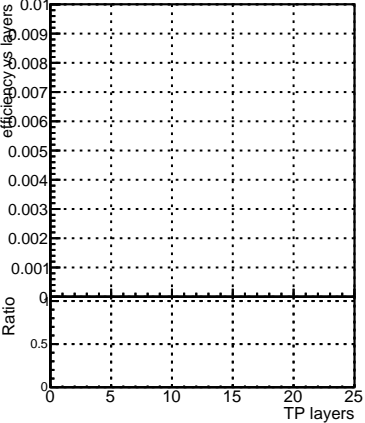


fake+duplicates vs hits

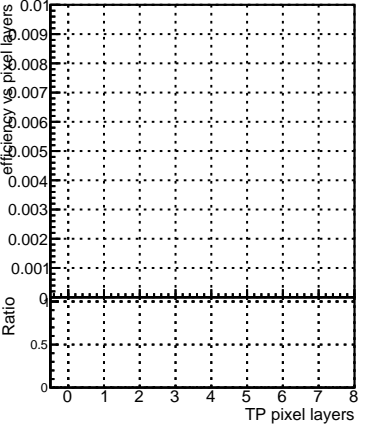


Efficiency

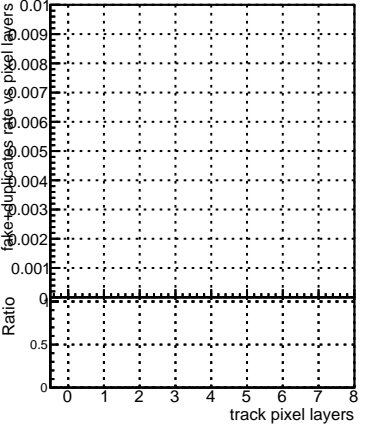
- DQM\_original\_step2\_pt1to20\_eta0p0to0p4
- DQM\_angle\_step2\_pt1to20\_eta0p0to0p4
- DQM\_fast\_step2\_pt1to20\_eta0p0to0p4
- DQM\_mkFit\_step2\_pt1to20\_eta0p0to0p4
- DQM\_CPEpixel3\_step2\_pt1to20\_eta0p0to0p4



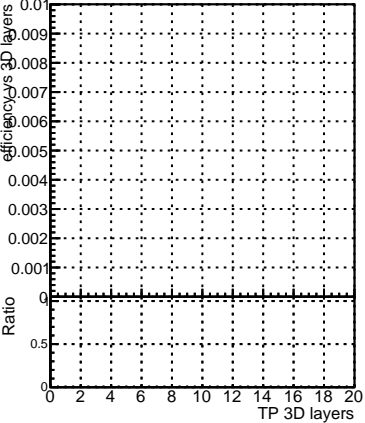
Efficiency vs pixel layer



fake+duplicates vs pixel layers



Efficiency vs 3D layer



fake+duplicates vs 3D layers

