Z $\mu\mu$: I3/I2 eff vs. assoc. sim $p_T$
I3/I2 eff vs. assoc. sim $\eta$

- IO hit-based (baseline)
- OI hit-based
- OI state-based, $p_T$ and $\eta$ dep. rescale

Efficiency vs. Associated $\mu \eta$
$p_T$ vs $\eta$ eff map, IO-hit
$p_T$ vs $\eta$ eff map, Ol-state
$p_T$ vs $\eta$ eff map, OI-state, $p_T$ and $\eta$ dep. rescale

Dep. $\eta$ and $T_{\text{eff}}$ map, OI-state, $p_T$ and $\eta$ dep. rescale