ttbar: L1/sim trigger eff vs. sim $p_T$ for path HLT_Mu15
ttbar: L2/L1 trigger eff vs. sim $p_T$ for path HLT_Mu15
ttbar: L3/L1 trigger eff vs. sim $p_T$ for path HLT_Mu15
ttbar: L3/L2 trigger eff vs. sim $p_T$ for path HLT_Mu15

- IO hit-based (baseline)
- OI hit-based
- OI state-based, $p_T$ and $\eta$ dep. rescale
ttbar: L1/sim trigger eff vs. sim $\eta$ for path HLT_Mu15
ttbar: L2/L1 trigger eff vs. sim $\eta$ for path HLT_Mu15
ttbar: L3/L1 trigger eff vs. sim $\eta$ for path HLT_Mu15

![Graph showing trigger efficiency vs. simulation $\eta$ for ttbar events with L3/L1 trigger efficiency. Three lines represent different trigger configurations: IO hit-based (baseline), OI hit-based, and OI state-based, $p_T$ and $\eta$ dependent rescale.]
ttbar: L3/L2 trigger eff vs. sim $\eta$ for path HLT_Mu15