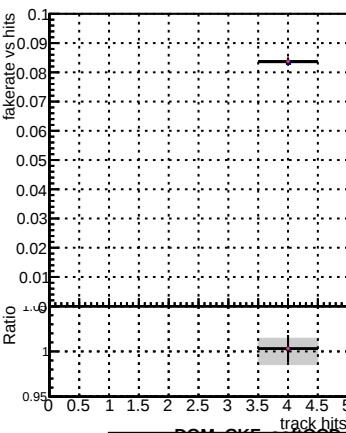
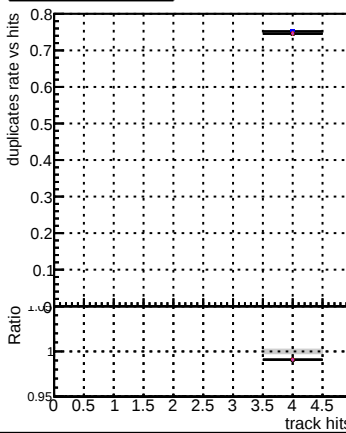


Fake rate vs hit



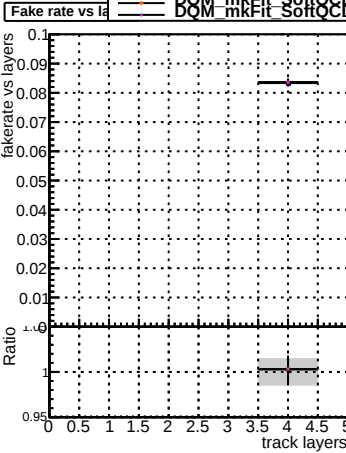
Duplicates Rate vs hit



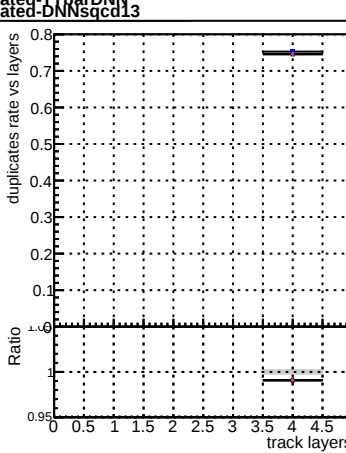
Pileup rate vs hit



Fake rate vs hit



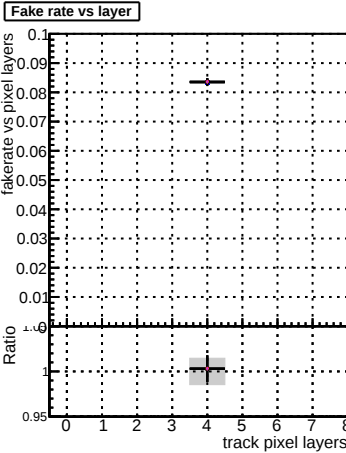
Duplicates Rate vs hit



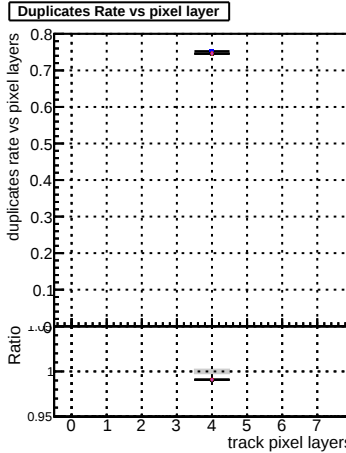
Pileup rate vs hit



Fake rate vs layer



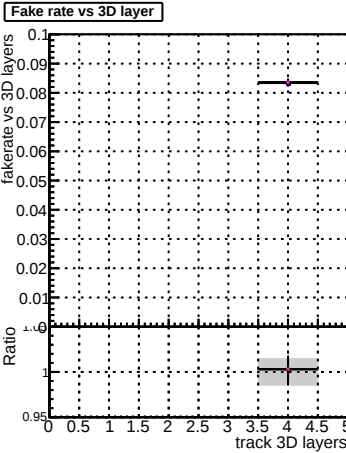
Duplicates Rate vs layer



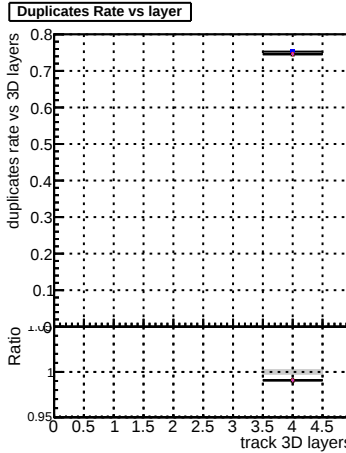
Pileup rate vs layer



Fake rate vs pixel layer



Duplicates Rate vs pixel layer



Pileup rate vs pixel layer



Fake rate vs 3D layer



Duplicates Rate vs 3D layer



Pileup rate vs 3D layer

