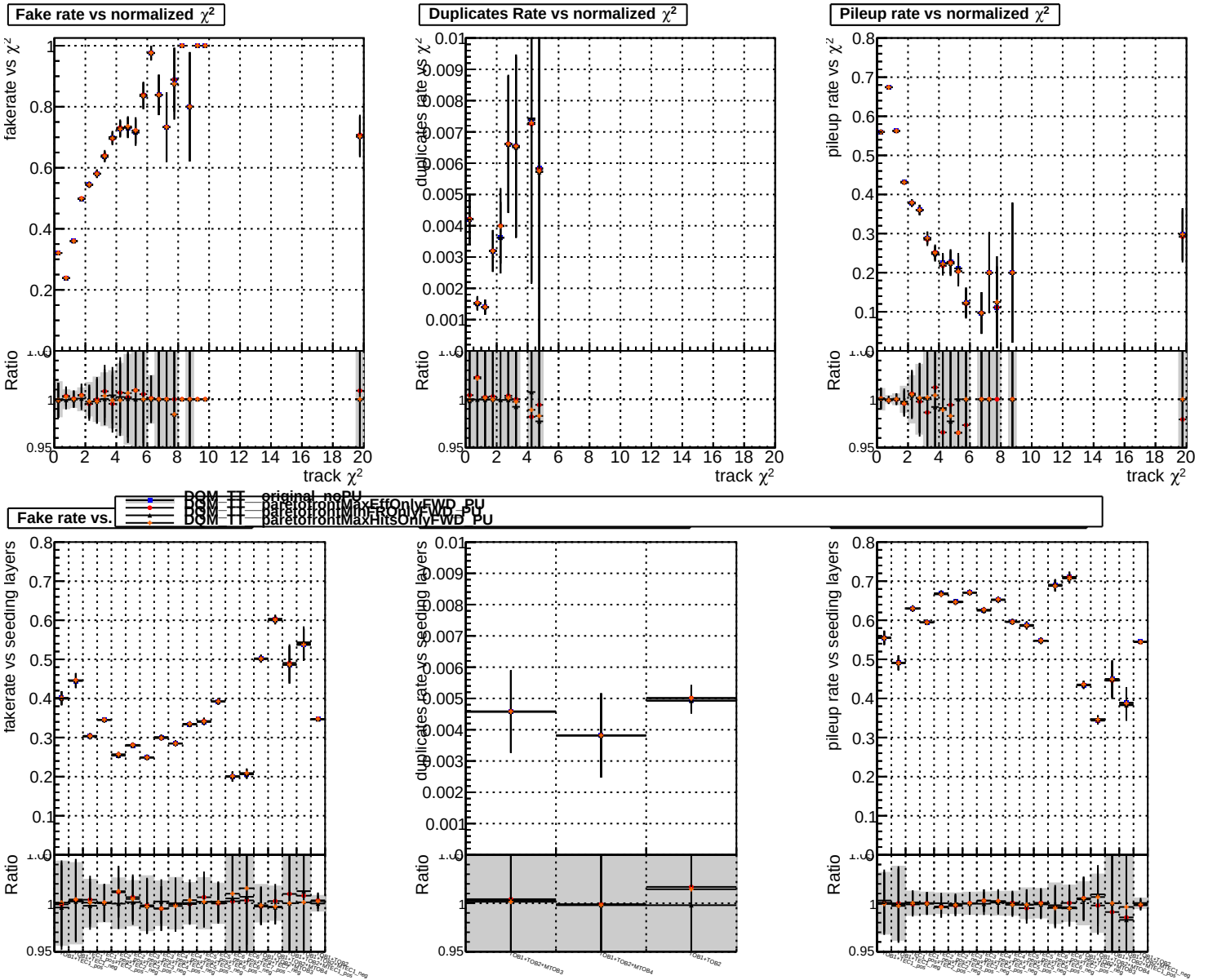
Fake rate vs normalized χ^2
Duplicates Rate vs normalized χ^2
Pileup rate vs normalized χ^2
fakerate vs χ^2
duplicates rate vs χ^2
pileup rate vs χ^2
Ratio
track χ^2
DOM TT original_noPU
DOM TT paretofrontMaxEffOnlyFWD_PU
DOM TT paretofrontMinFROnlyFWD_PU
DOM TT paretofrontMaxHitsOnlyFWD_PU
Fake rate vs.
fakerate vs seeding layers
duplicates rate vs seeding layers
pileup rate vs seeding layers
TOB1+TOB2>MTOB3
TOB1+TOB2>MTOB4
TOB1+TOB2