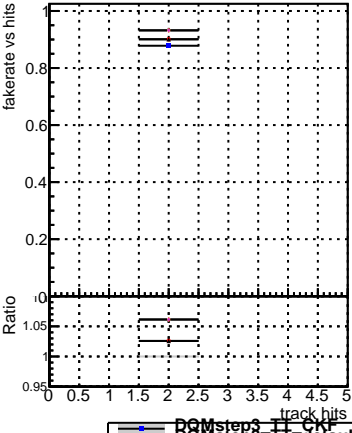
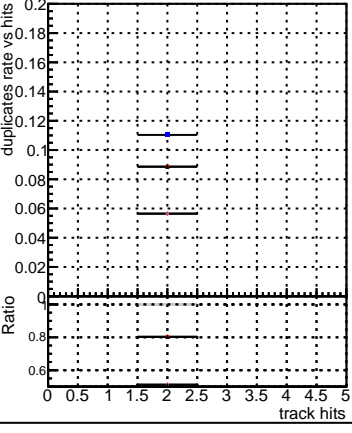


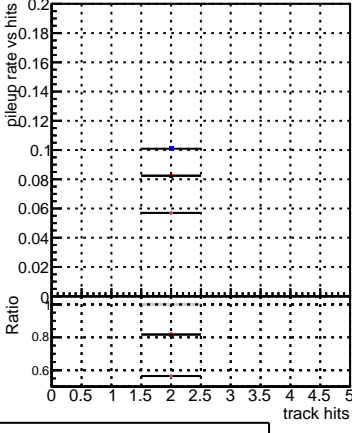
Fake rate vs hit



Duplicates Rate vs hit

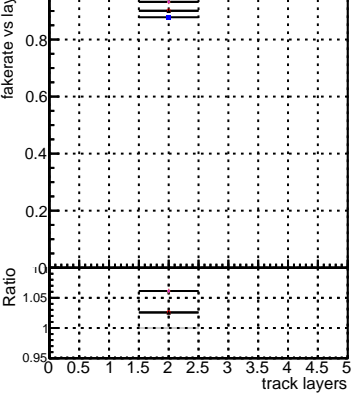


Pileup rate vs hit

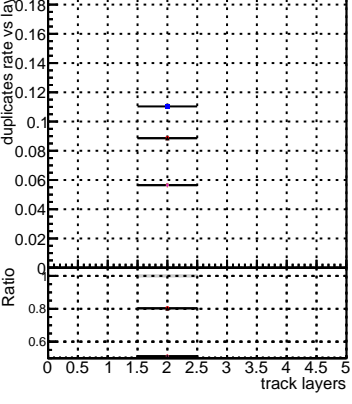


Legend for Fake rate vs hit: DQMstep3, CR, default, CRPixelLess, DQMstep3, default, default-rel4, DQMstep3, default, NEWTOLDSAMPLE-rel4

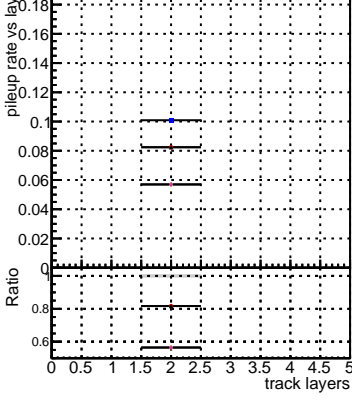
Fake rate vs layer



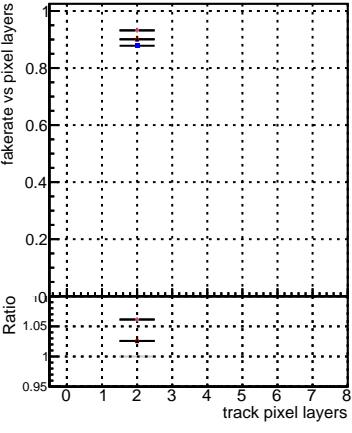
Duplicates Rate vs layer



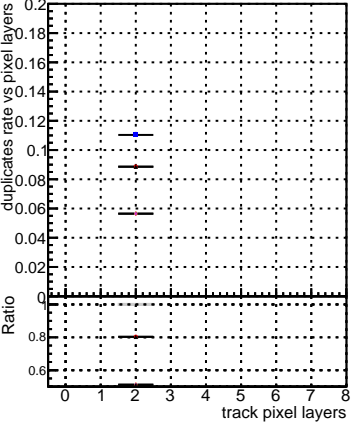
Pileup rate vs layer



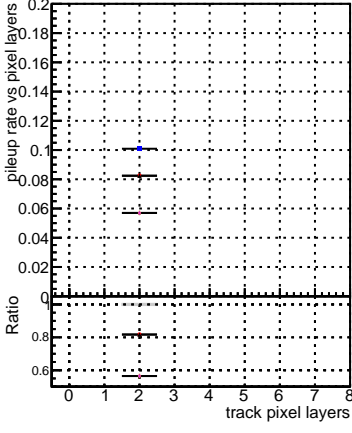
Fake rate vs pixel layer



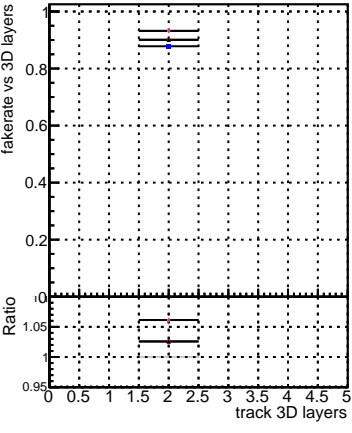
Duplicates Rate vs pixel layer



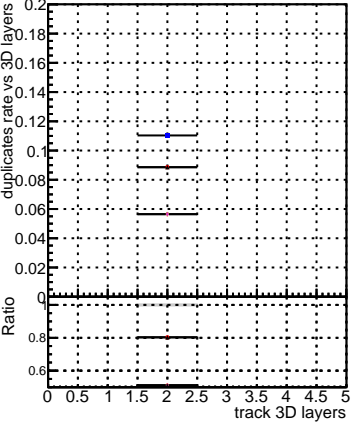
Pileup rate vs pixel layer



Fake rate vs 3D layer



Duplicates Rate vs layer



Pileup rate vs 3D layer

