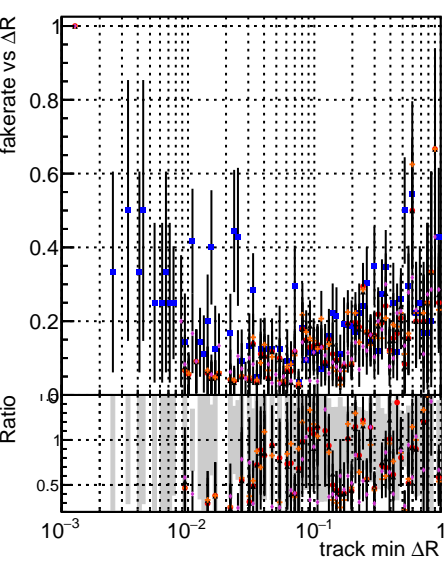
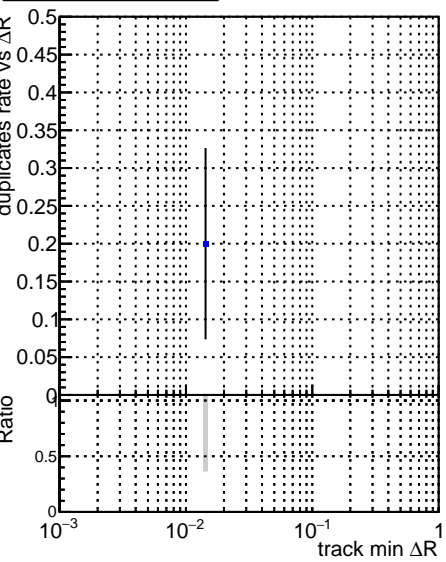


Fake rate vs dr



Duplicates Rate vs dr

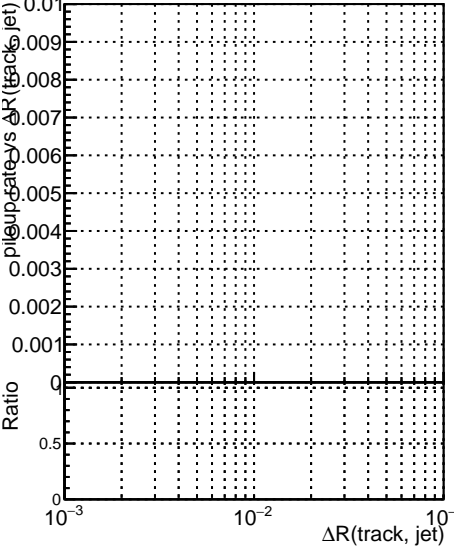
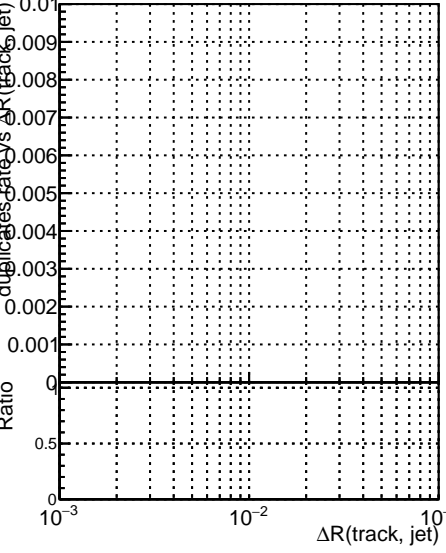
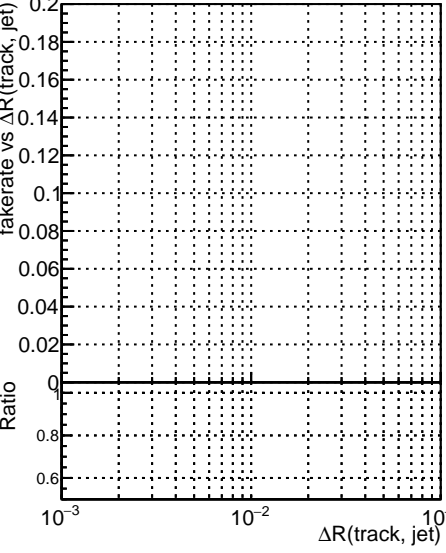


Pileup rate vs dr

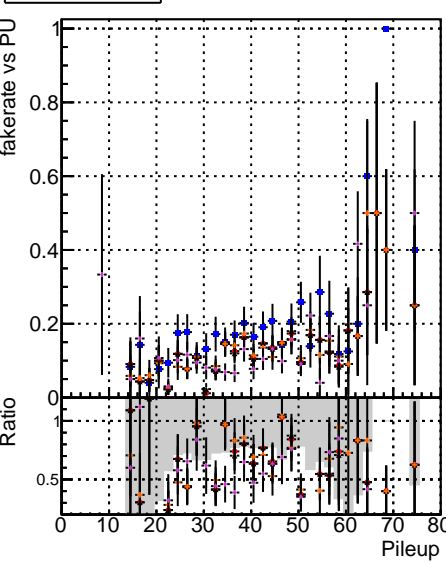


Fake rate vs  $\Delta R(\text{track, jet})$  | Duplicates Rate vs  $\Delta R(\text{track, jet})$  | Pileup rate vs  $\Delta R(\text{track, jet})$

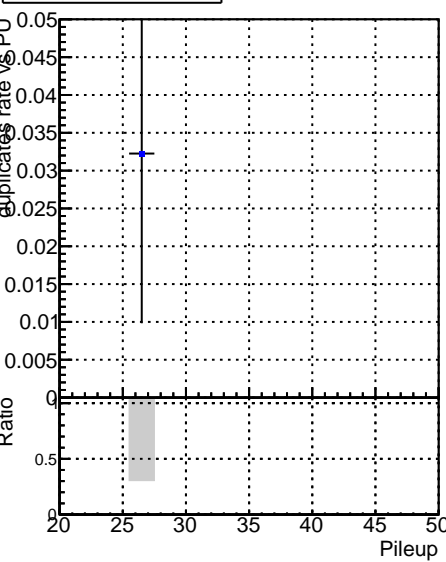
Legend: DOM (blue), M (orange), M+ (red), M+ (green), M+ (purple), M+ (brown), M+ (pink), M+ (grey), M+ (olive), M+ (teal), M+ (cyan), M+ (magenta), M+ (yellow), M+ (black), M+ (white), M+ (dark grey), M+ (light grey), M+ (dark blue), M+ (medium blue), M+ (light blue), M+ (dark red), M+ (medium red), M+ (light red), M+ (dark green), M+ (medium green), M+ (light green), M+ (dark orange), M+ (medium orange), M+ (light orange), M+ (dark purple), M+ (medium purple), M+ (light purple), M+ (dark brown), M+ (medium brown), M+ (light brown), M+ (dark pink), M+ (medium pink), M+ (light pink), M+ (dark grey), M+ (medium grey), M+ (light grey), M+ (dark olive), M+ (medium olive), M+ (light olive), M+ (dark teal), M+ (medium teal), M+ (light teal), M+ (dark cyan), M+ (medium cyan), M+ (light cyan), M+ (dark magenta), M+ (medium magenta), M+ (light magenta), M+ (dark yellow), M+ (medium yellow), M+ (light yellow), M+ (dark black), M+ (medium black), M+ (light black), M+ (dark white), M+ (medium white), M+ (light white)



Fake rate vs pu



Duplicates Rate vs pu



Pileup rate vs pu

