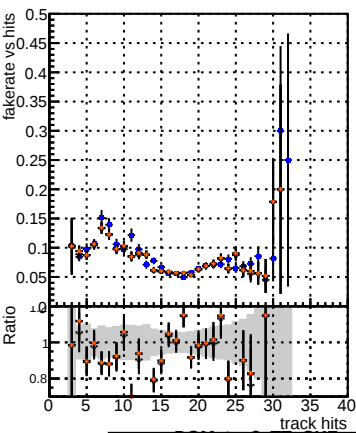


Fake rate vs hit



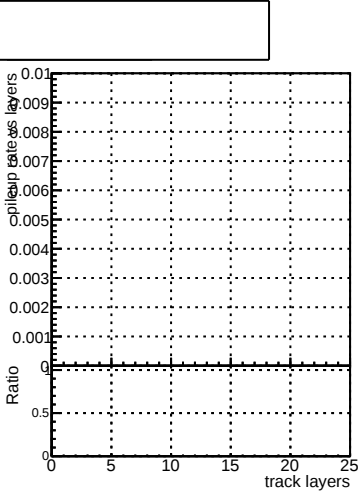
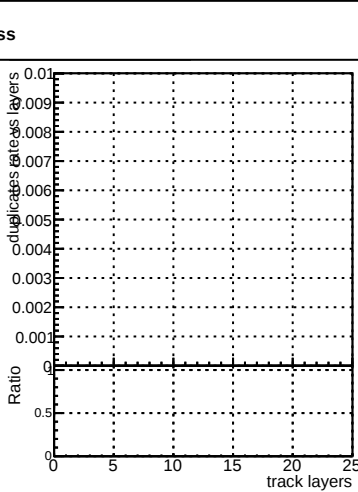
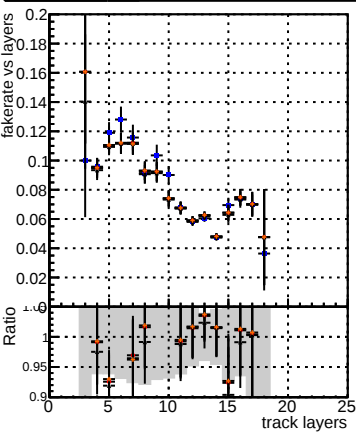
Duplicates Rate vs hit



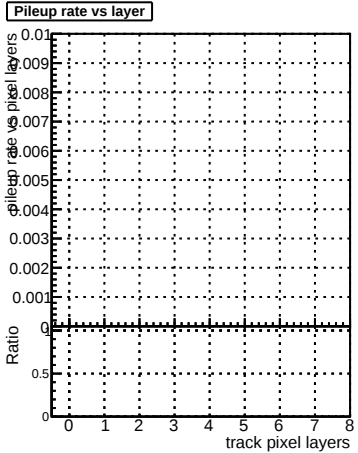
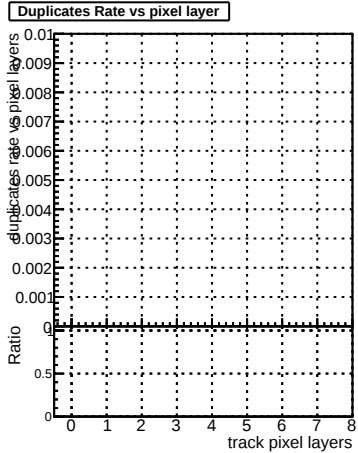
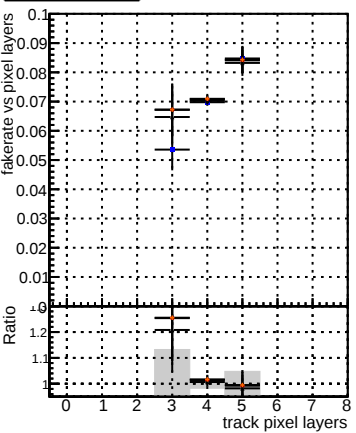
Pileup rate vs hit



Fake rate vs layer



Fake rate vs pixel layer



Fake rate vs 3D layer

