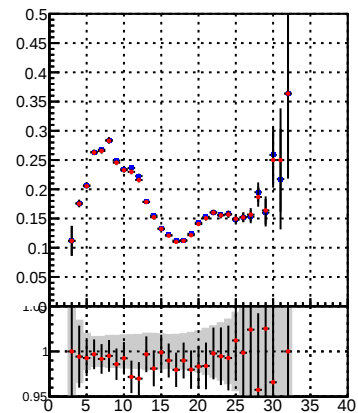


Fake rate vs hit



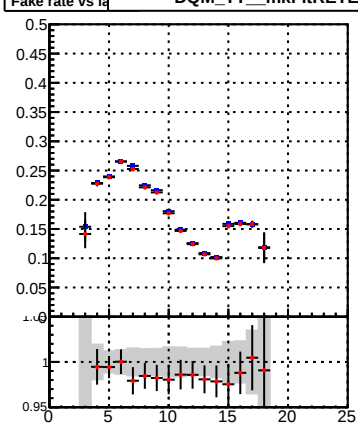
Duplicates Rate vs hit



Pileup rate vs hit



Fake rate vs layer



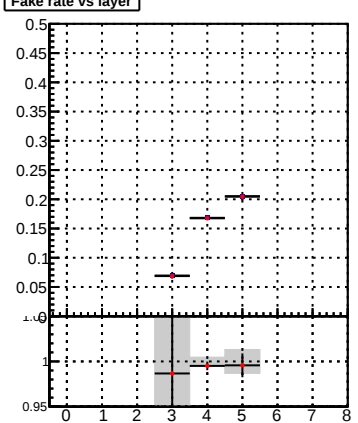
Duplicates Rate vs pixel layer



Pileup rate vs pixel layer



Fake rate vs 3D layer



Duplicates Rate vs 3D layer



Pileup rate vs 3D layer

