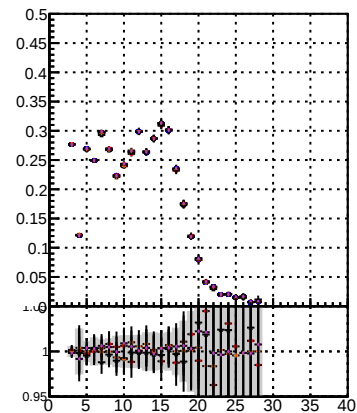
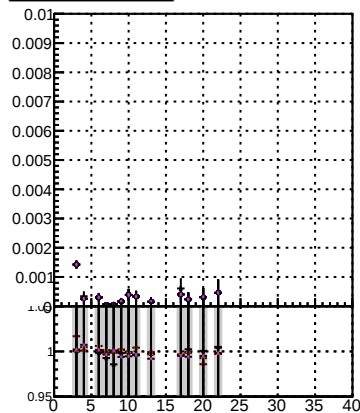


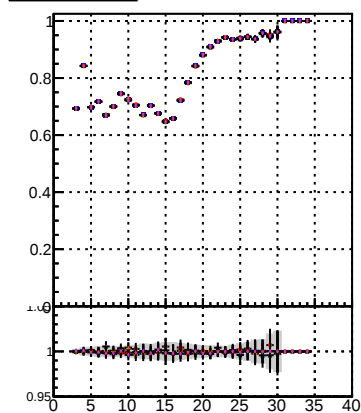
Fake rate vs hit



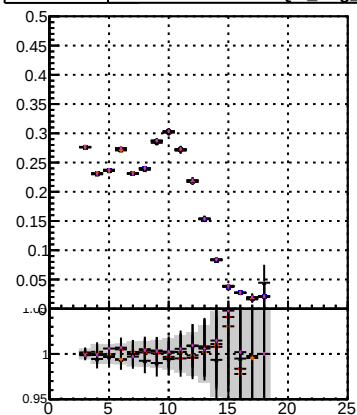
Duplicates Rate vs hit



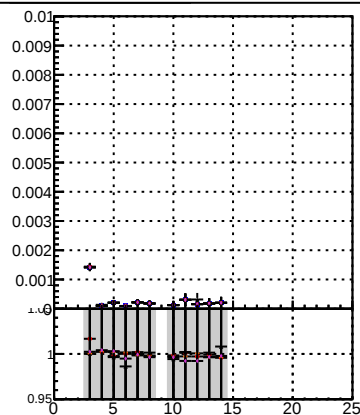
Pileup rate vs hit



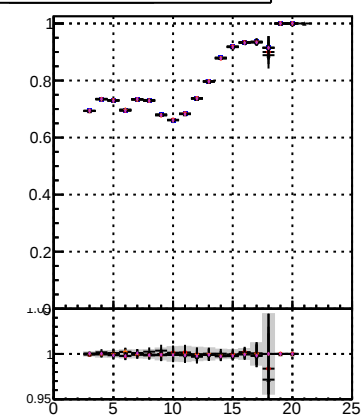
Fake rate vs layer



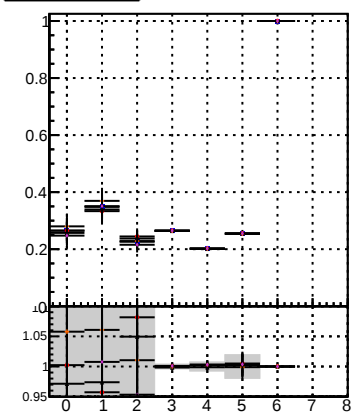
Duplicates Rate vs layer



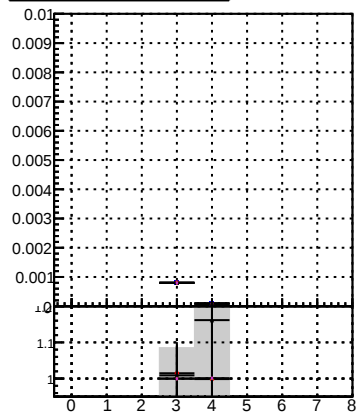
Pileup rate vs layer



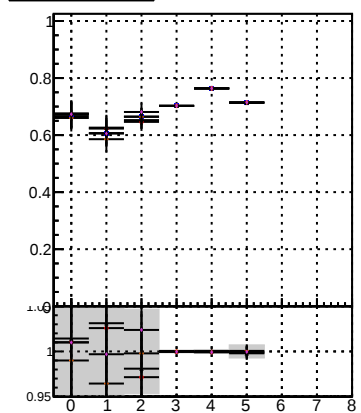
Fake rate vs 3D layer



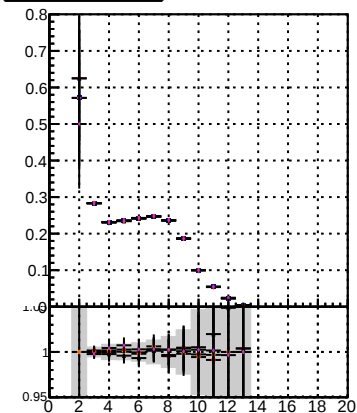
Duplicates Rate vs pixel layer



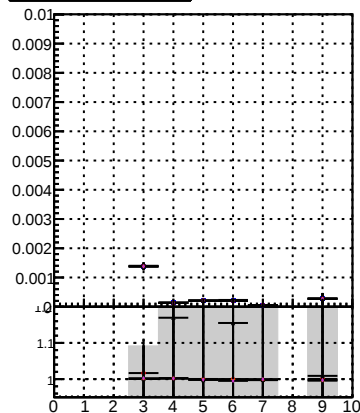
Pileup rate vs pixel layer



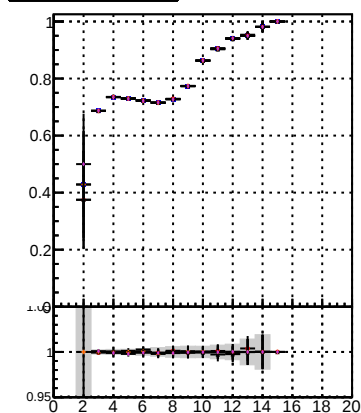
Fake rate vs 3D layer



Duplicates Rate vs layer



Pileup rate vs 3D layer



—•— Orig/DOM orig MS
 —•— initial/DOM orig MS
 —•— highPile/DOM orig MS
 —•— detached/DOM orig MS
 —•— detached/DOM orig MS