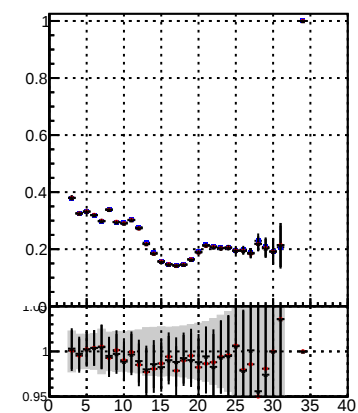
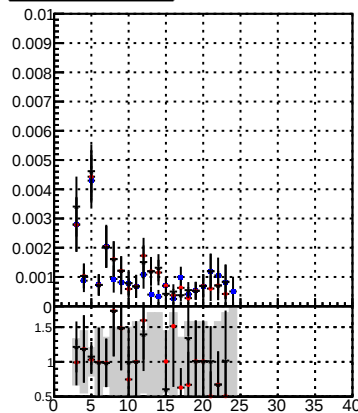


Fake rate vs hit



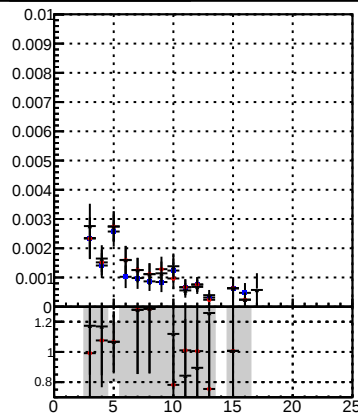
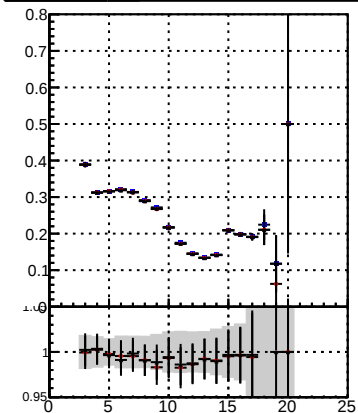
Duplicates Rate vs hit



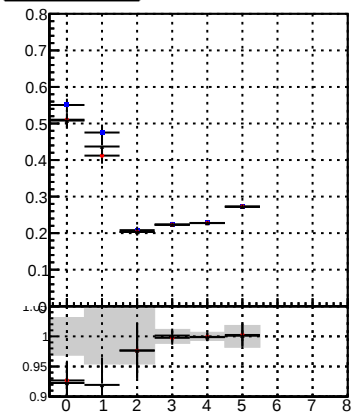
Pileup rate vs hit



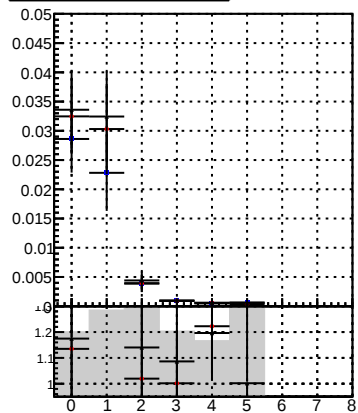
Fake rate vs hit
— Orig/DQM_orig_MS
— pixelLessOrig/DQM_mod_MS
— pixelLess/DQM_mod_MS



Fake rate vs layer



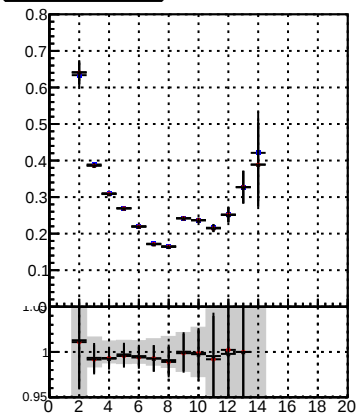
Duplicates Rate vs pixel layer



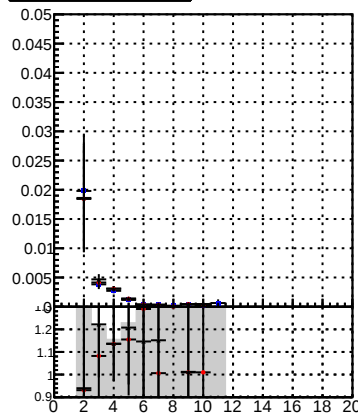
Pileup rate vs layer



Fake rate vs 3D layer



Duplicates Rate vs layer



Pileup rate vs 3D layer

