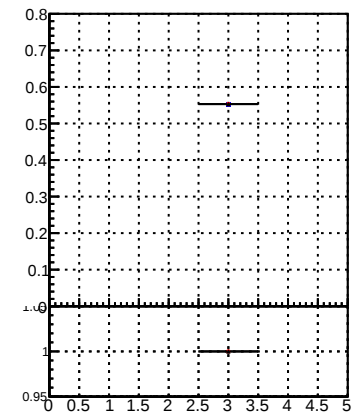
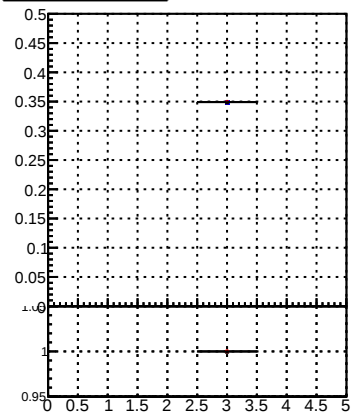


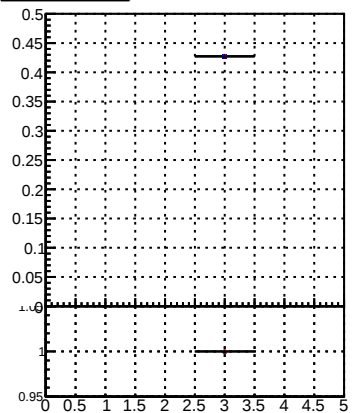
Fake rate vs hit



Duplicates Rate vs hit

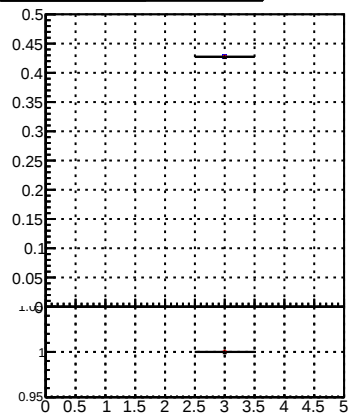
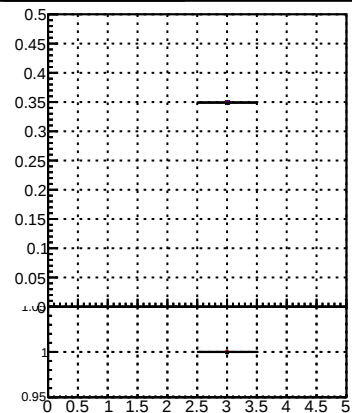
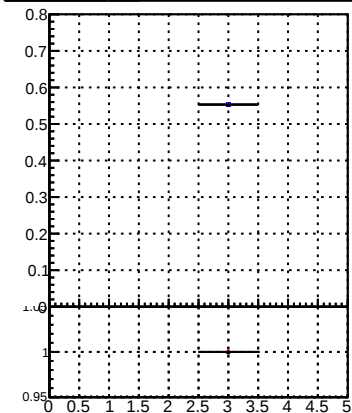


Pileup rate vs hit

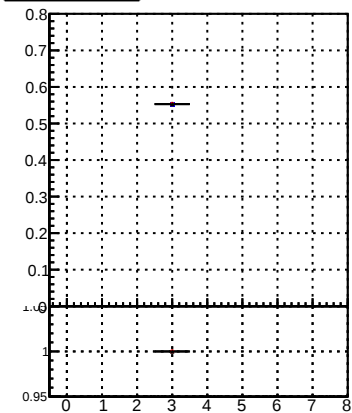


Fake rate vs hit

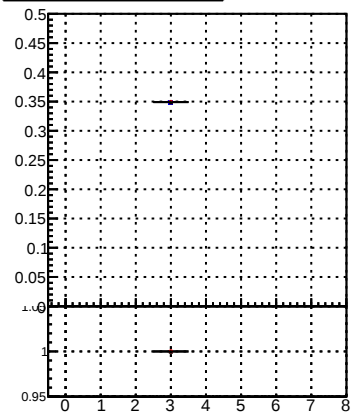
Orig/DQM\_orig\_MS  
pixelLessOrig/DQM\_mod\_MS  
pixelLess/DQM\_mod\_MS



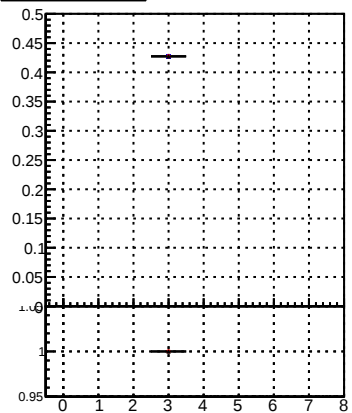
Fake rate vs layer



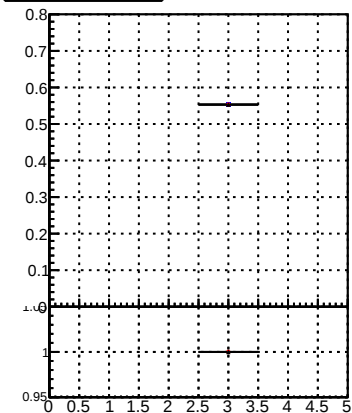
Duplicates Rate vs pixel layer



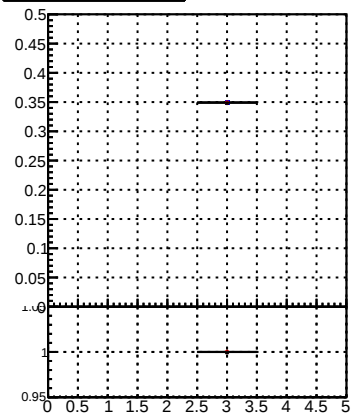
Pileup rate vs layer



Fake rate vs 3D layer



Duplicates Rate vs layer



Pileup rate vs 3D layer

