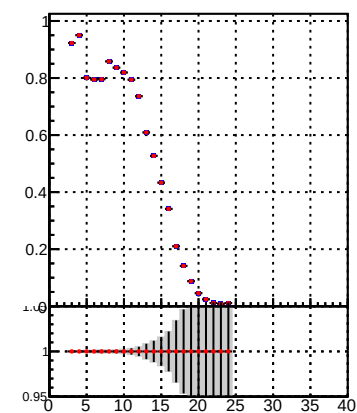
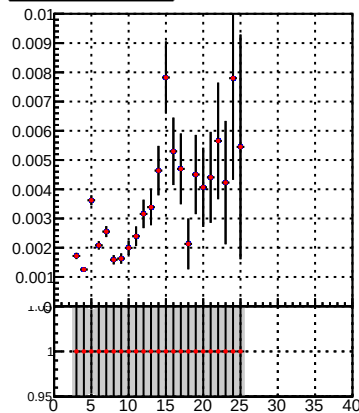


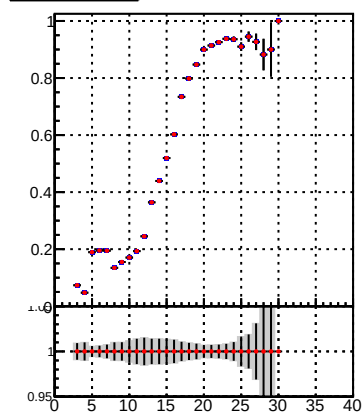
Fake rate vs hit



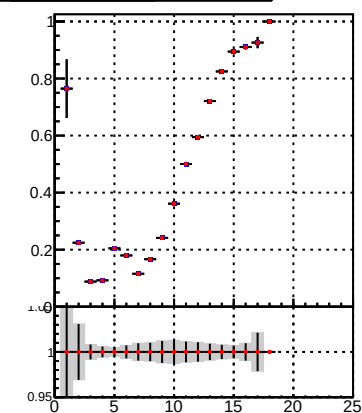
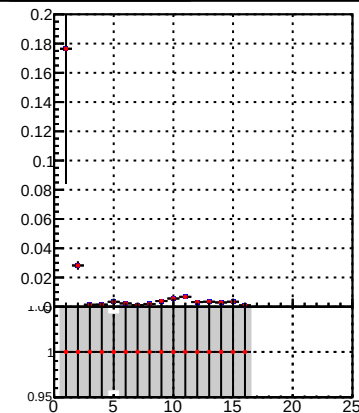
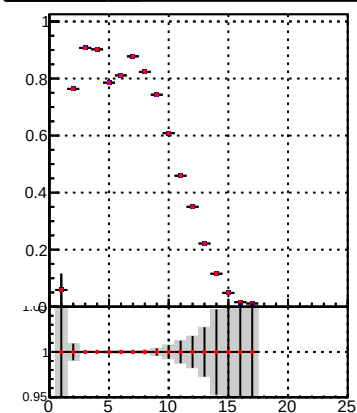
Duplicates Rate vs hit



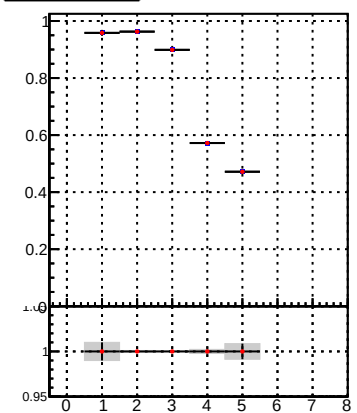
Pileup rate vs hit



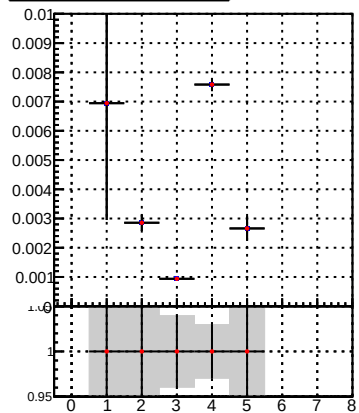
Orig/DQM_orig_MS
pixelLessOrig/DQM_mod_MS



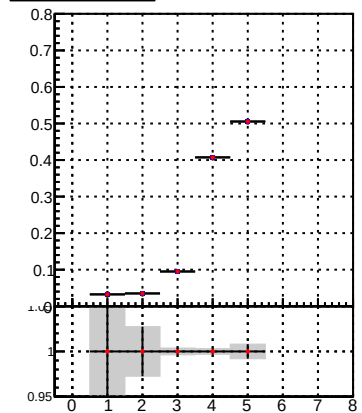
Fake rate vs layer



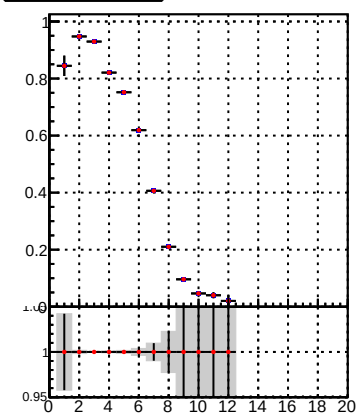
Duplicates Rate vs pixel layer



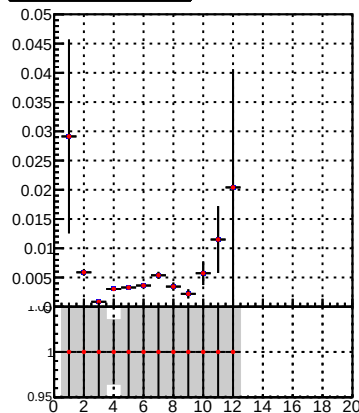
Pileup rate vs layer



Fake rate vs 3D layer



Duplicates Rate vs layer



Pileup rate vs 3D layer

