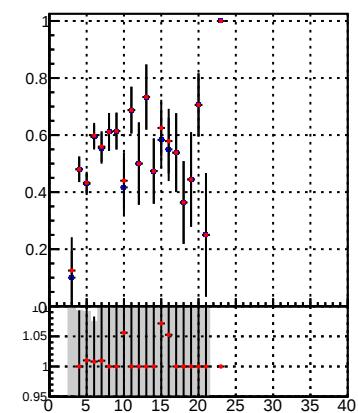


Fake rate vs hit



Duplicates Rate vs hit

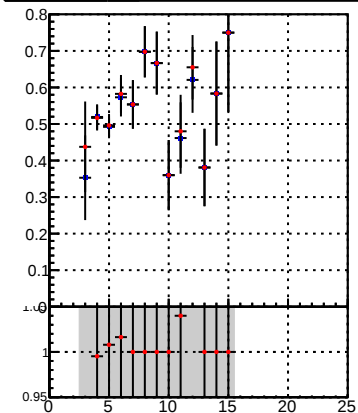


Pileup rate vs hit

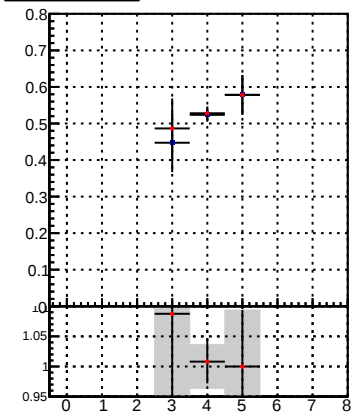


Legend: Orig/DQM_orig_MS (blue line with circles), pixelLessOrig/DQM_mod_MS (red line with circles)

Fake rate vs hit



Fake rate vs layer



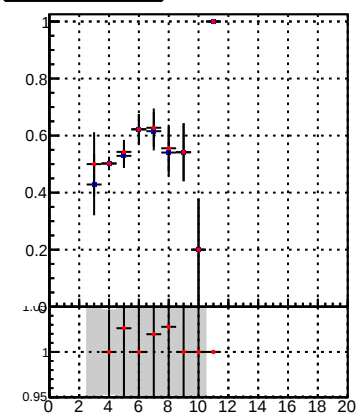
Duplicates Rate vs pixel layer



Pileup rate vs layer



Fake rate vs 3D layer



Duplicates Rate vs layer



Pileup rate vs 3D layer

