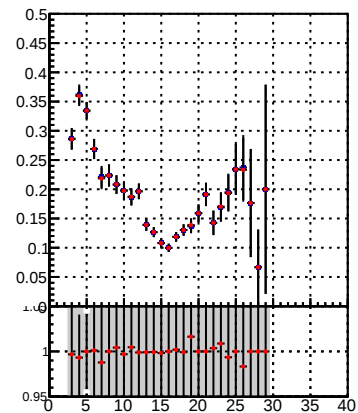


Fake rate vs hit



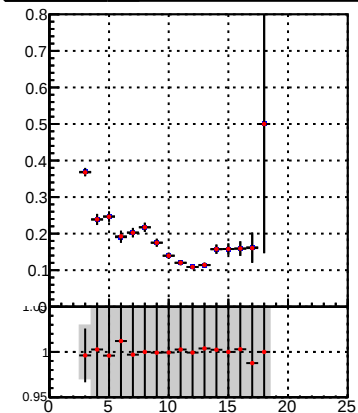
Duplicates Rate vs hit



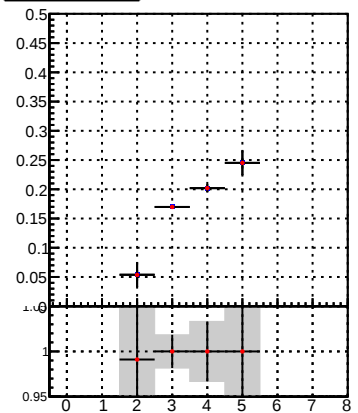
Pileup rate vs hit



Fake rate vs hit
Orig/DQM_orig_MS
pixelLessOrig/DQM_mod_MS



Fake rate vs layer



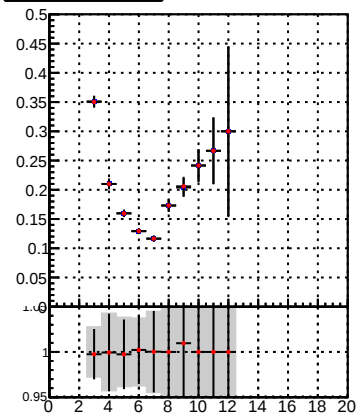
Duplicates Rate vs pixel layer



Pileup rate vs layer



Fake rate vs 3D layer



Duplicates Rate vs layer



Pileup rate vs 3D layer

