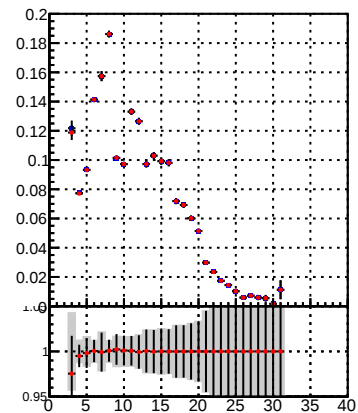
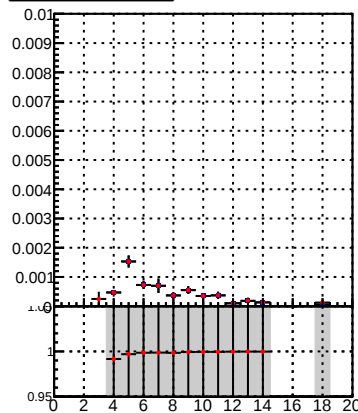


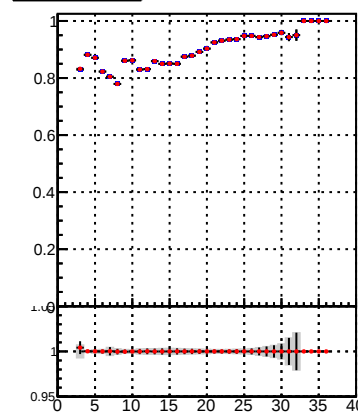
Fake rate vs hit



Duplicates Rate vs hit

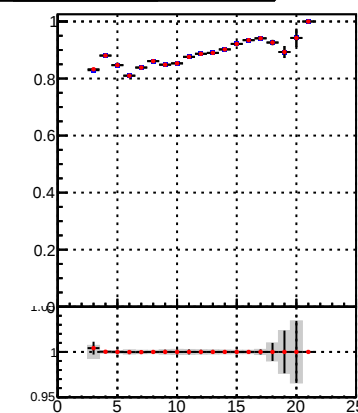
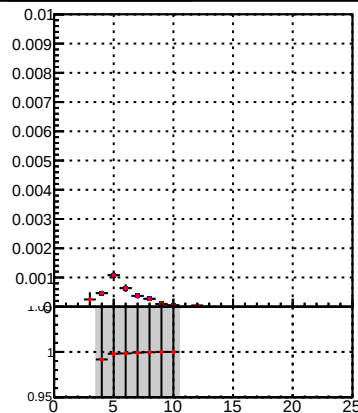
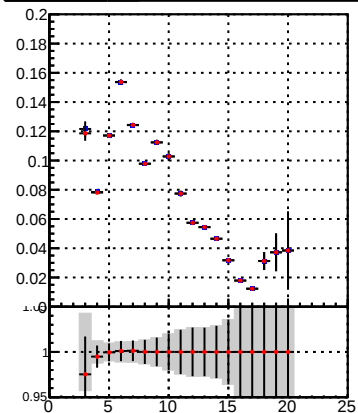


Pileup rate vs hit

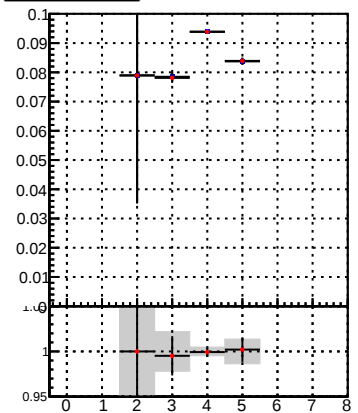


Orig/DQM\_orig\_MS  
pixelLessOrig/DQM\_mod\_MS

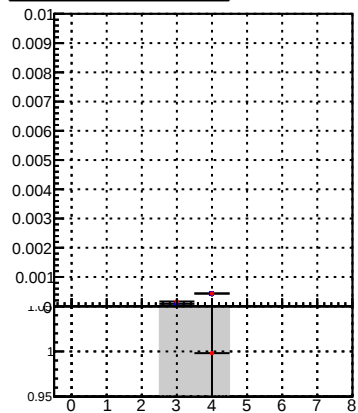
Fake rate vs hit



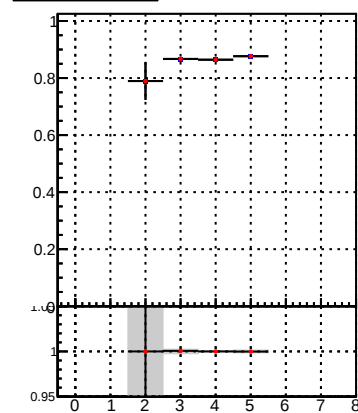
Fake rate vs layer



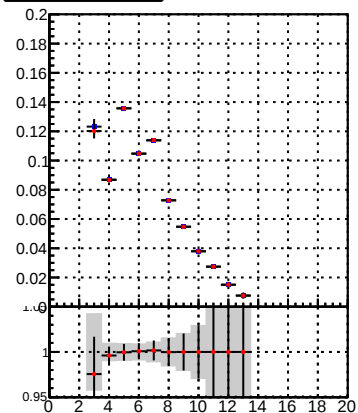
Duplicates Rate vs pixel layer



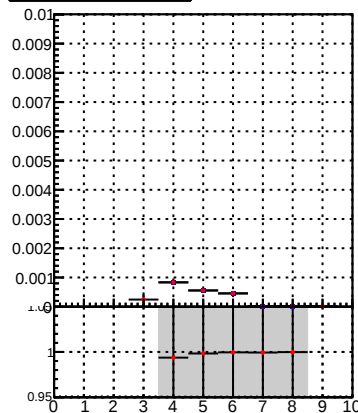
Pileup rate vs layer



Fake rate vs 3D layer



Duplicates Rate vs layer



Pileup rate vs 3D layer

