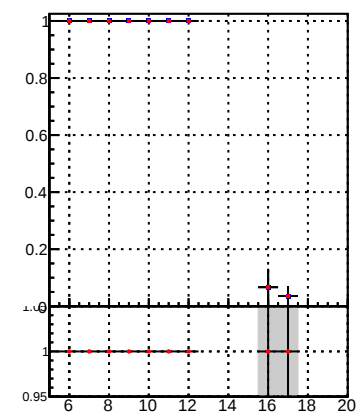


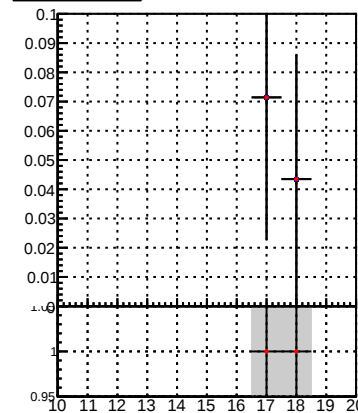
Fake rate vs hit



Duplicates Rate vs hit

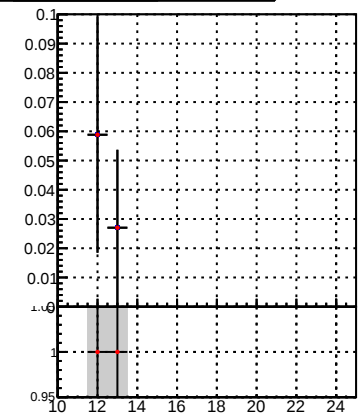
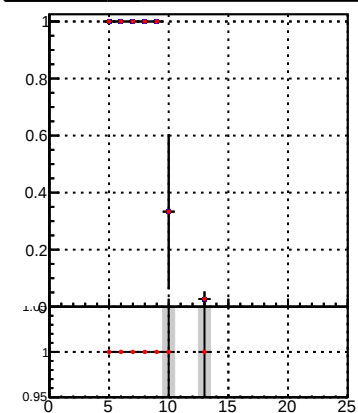


Pileup rate vs hit

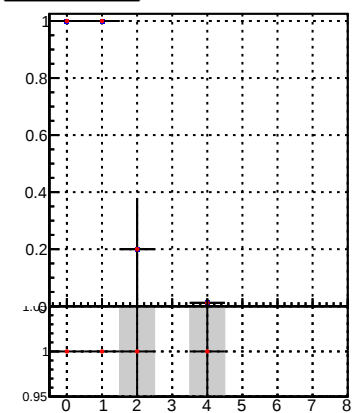


Orig/DQM_orig_MS
pixelLessOrig/DQM_mod_MS

Fake rate vs hit



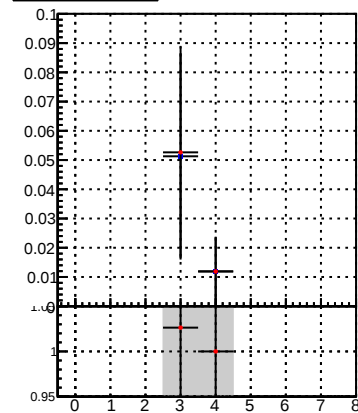
Fake rate vs layer



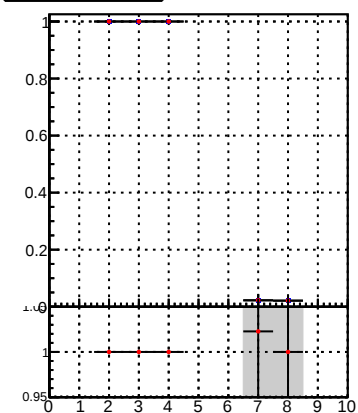
Duplicates Rate vs pixel layer



Pileup rate vs layer



Fake rate vs 3D layer



Duplicates Rate vs layer



Pileup rate vs 3D layer

