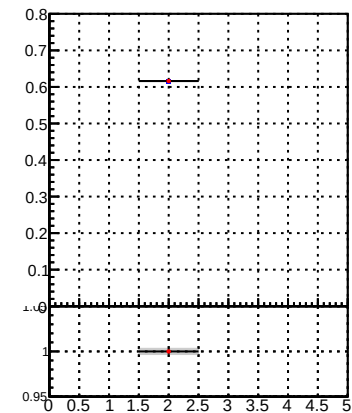
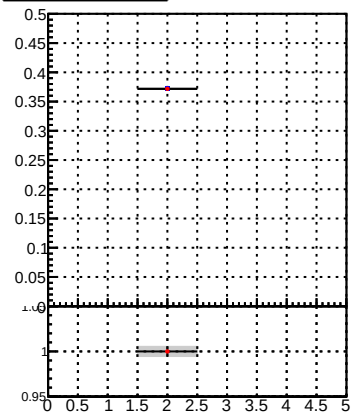


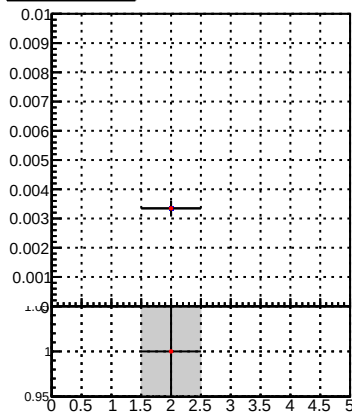
Fake rate vs hit



Duplicates Rate vs hit

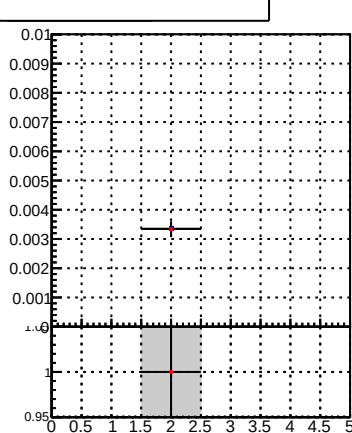
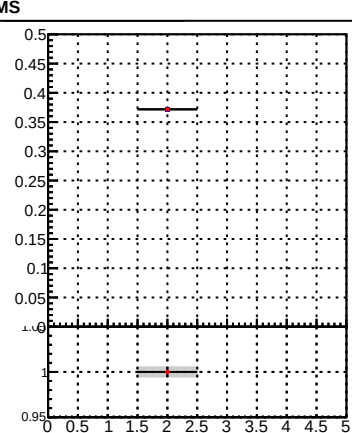
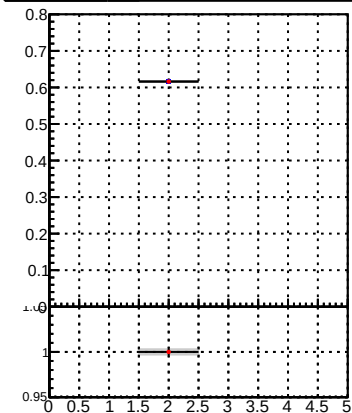


Pileup rate vs hit

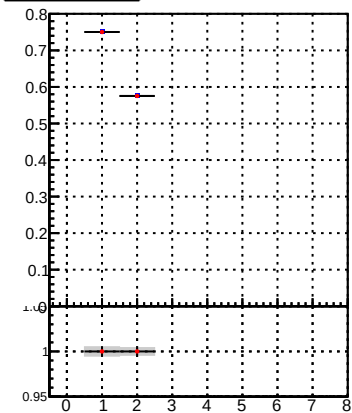


Legend:
 - grey square: Orig/DQM_orig_MS
 - red dot: pixelLessOrig/DQM_mod_MS

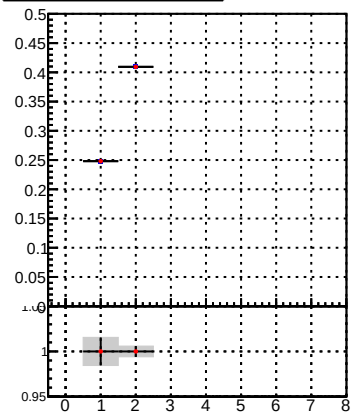
Fake rate vs layer



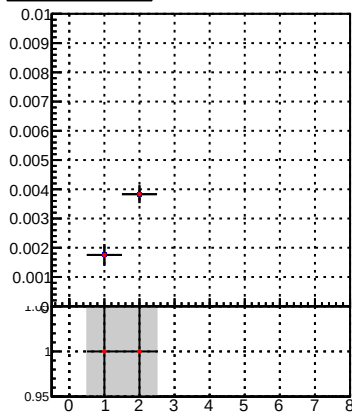
Fake rate vs pixel layer



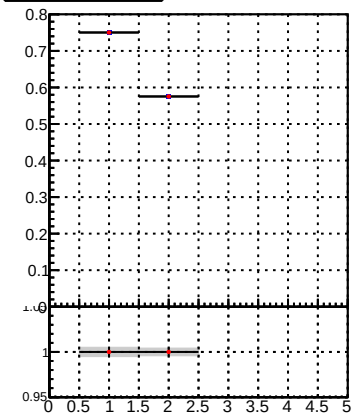
Duplicates Rate vs pixel layer



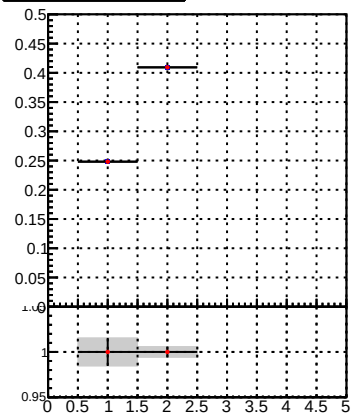
Pileup rate vs pixel layer



Fake rate vs 3D layer



Duplicates Rate vs 3D layer



Pileup rate vs 3D layer

