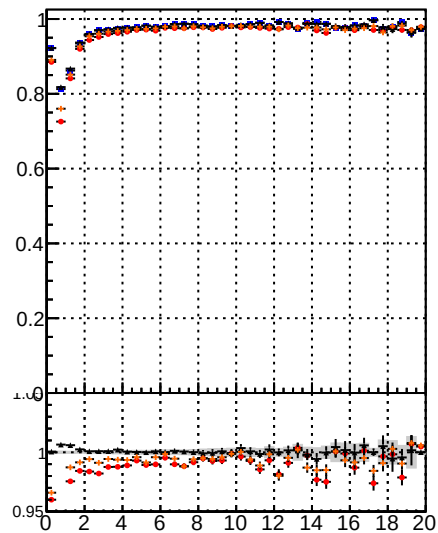
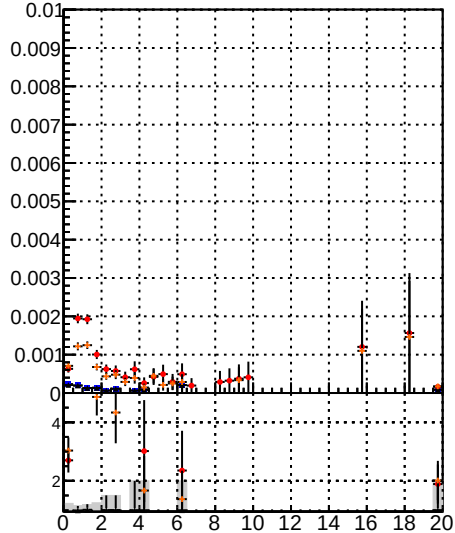


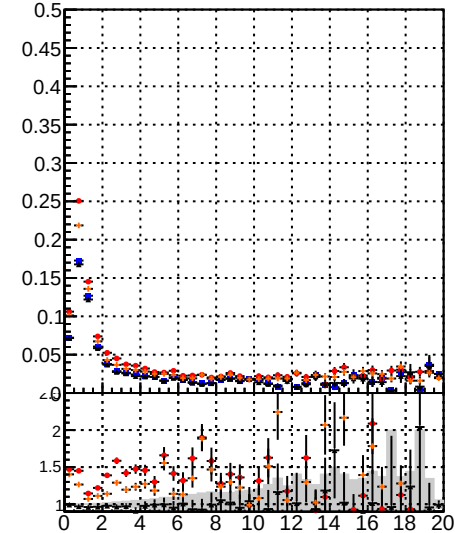
Fake rate vs normalized χ^2



Duplicates Rate vs normalized χ^2



Pileup rate vs normalized χ^2



Fake rate vs. χ^2 for BGM, noMS, PLMS, pixelLessOrIdBGM mod MS

