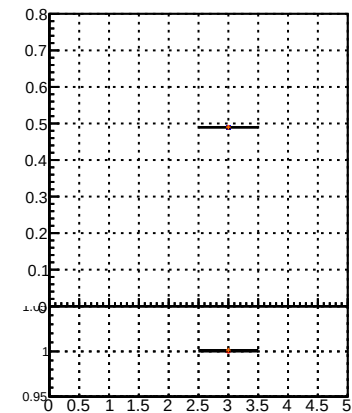
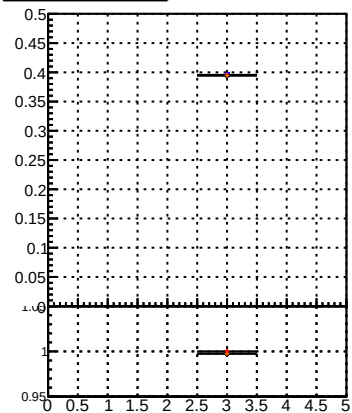


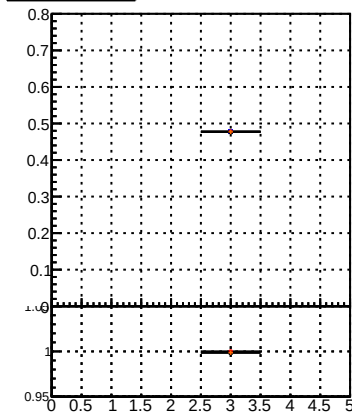
Fake rate vs hit



Duplicates Rate vs hit



Pileup rate vs hit



Fake rate vs hit

Duplicates Rate vs hit

Pileup 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

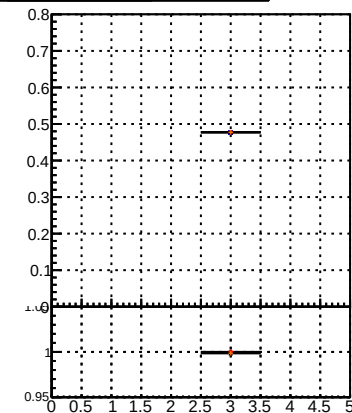
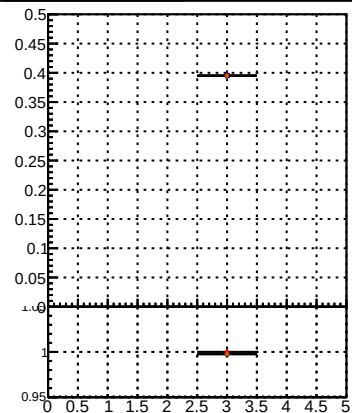
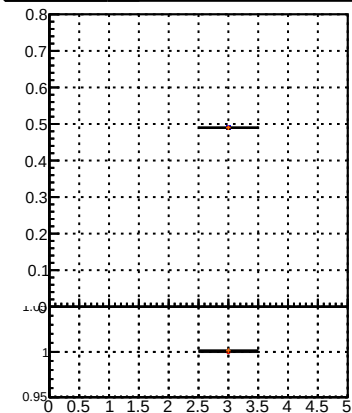
Pileup rate vs 3D layer

DOM_noMS

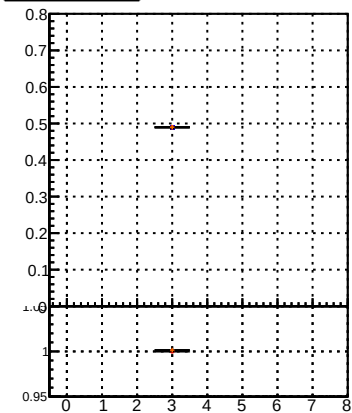
DOM_moMS_PL

Orig/DQM_orig_MS

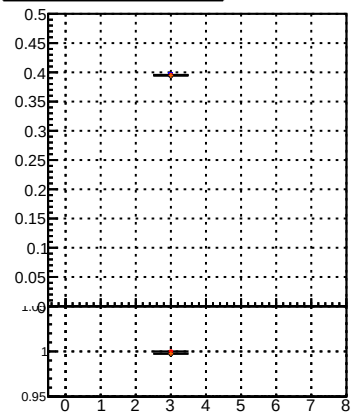
pixelLessOrig/DQM_mod_MS



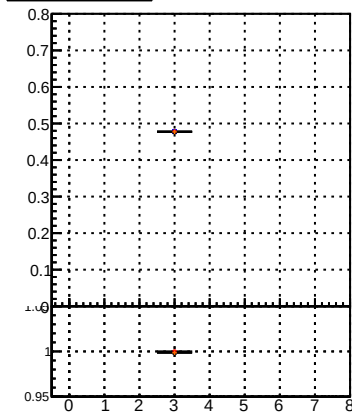
Fake rate vs layer



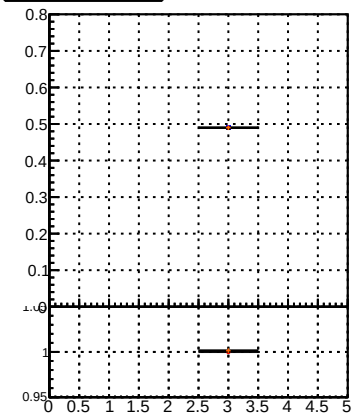
Duplicates Rate vs pixel layer



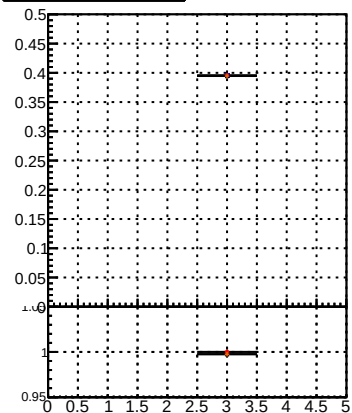
Pileup rate vs layer



Fake rate vs 3D layer



Duplicates Rate vs layer



Pileup rate vs 3D layer

