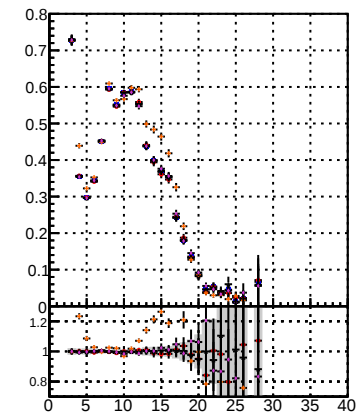
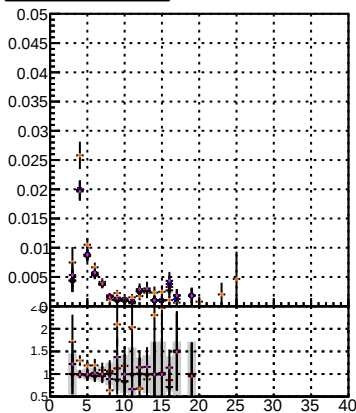


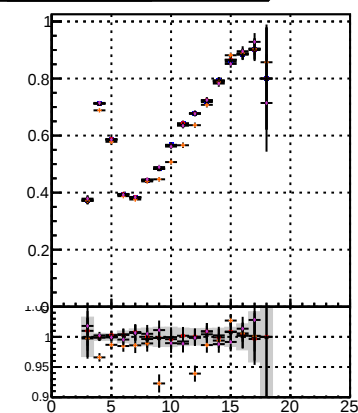
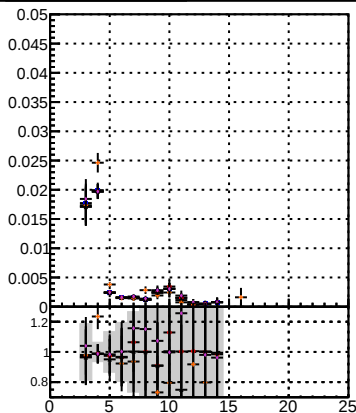
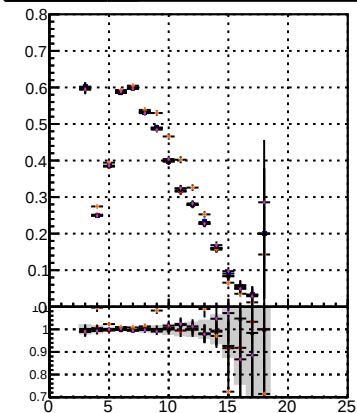
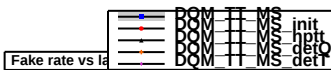
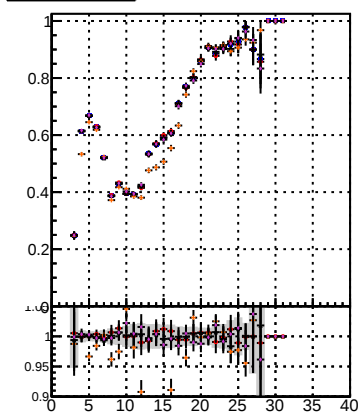
Fake rate vs hit



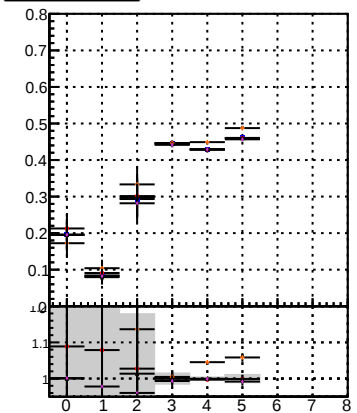
Duplicates Rate vs hit



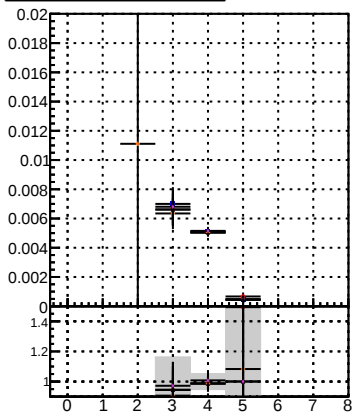
Pileup rate vs hit



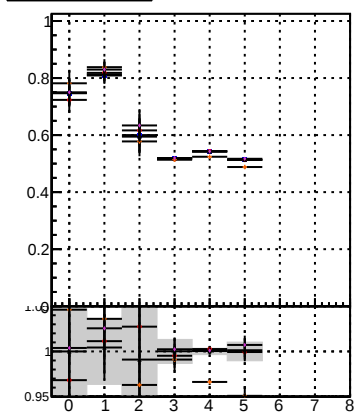
Fake rate vs pixel layer



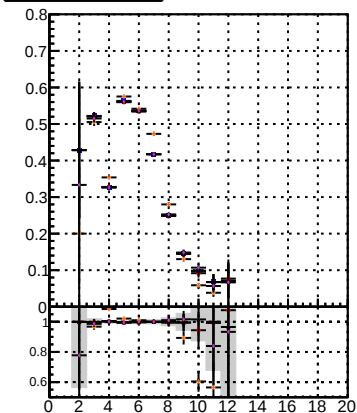
Duplicates Rate vs pixel layer



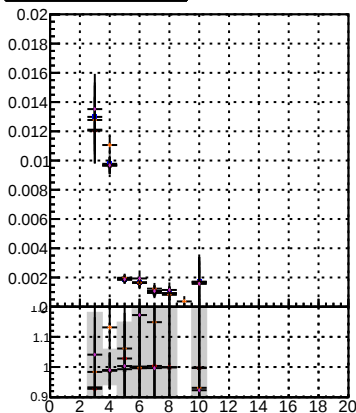
Pileup rate vs pixel layer



Fake rate vs 3D layer



Duplicates Rate vs 3D layer



Pileup rate vs 3D layer

