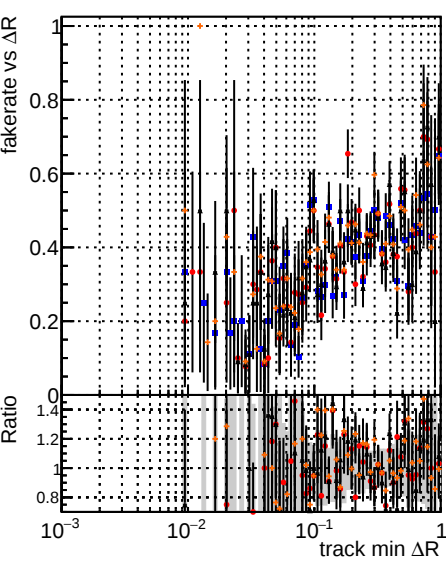
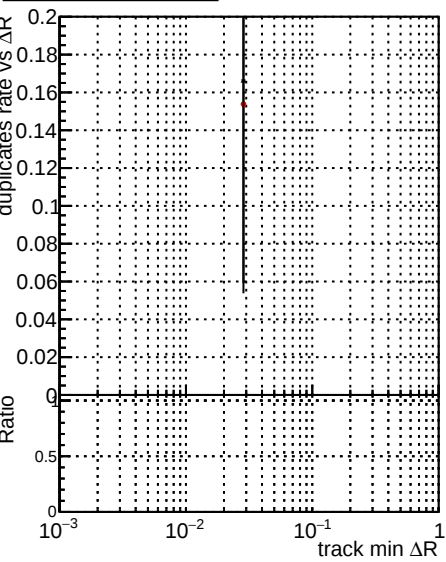


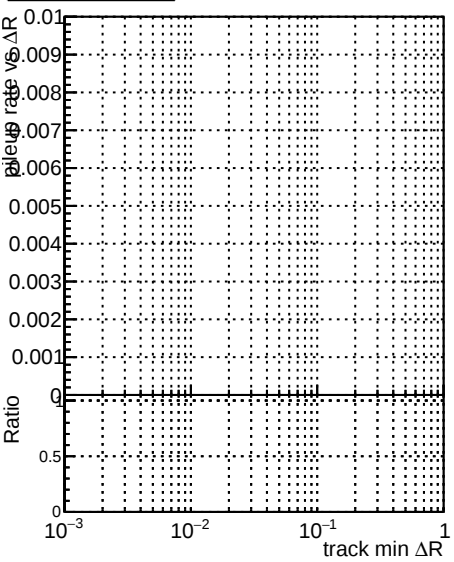
Fake rate vs dr



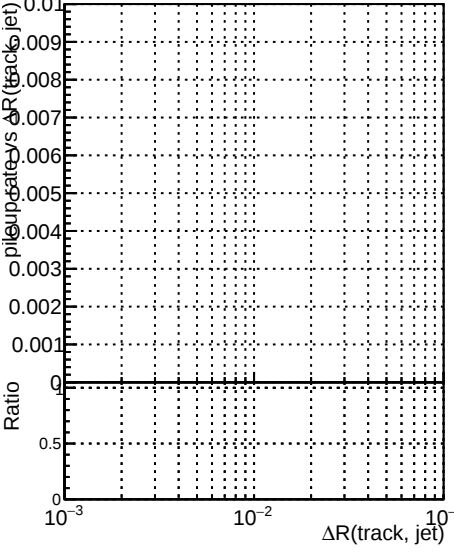
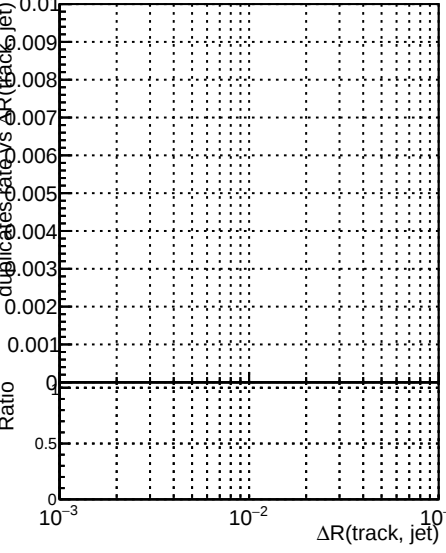
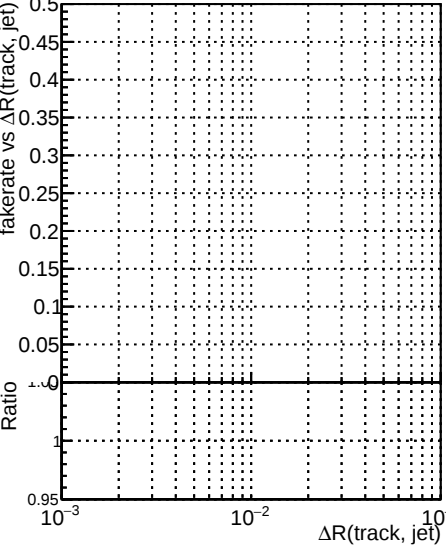
Duplicates Rate vs dr



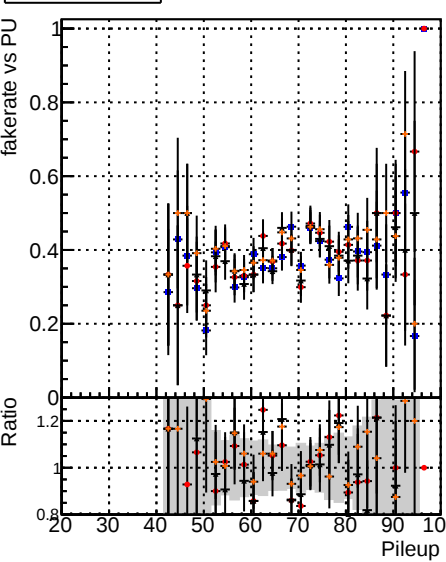
Pileup rate vs dr



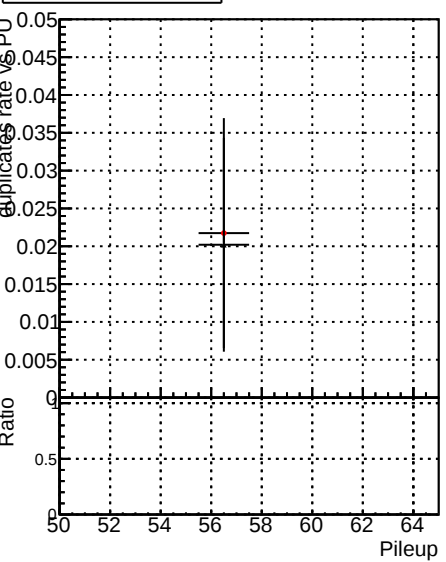
Fake rate vs ΔR (track, jet) layer Procv2 windows hits



Fake rate vs pu



Duplicates Rate vs pu



Pileup rate vs pu

