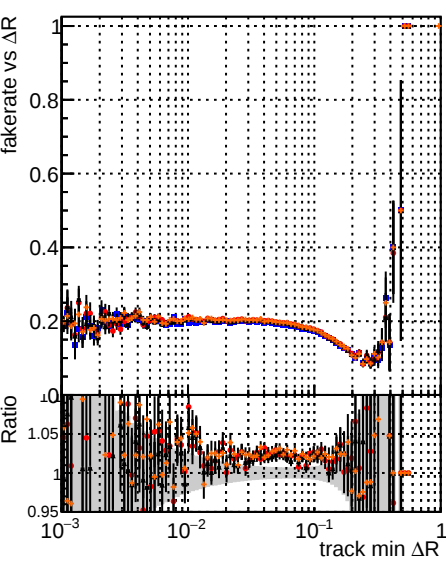
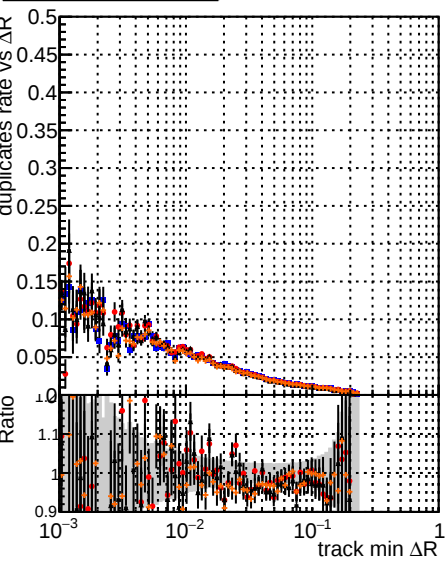


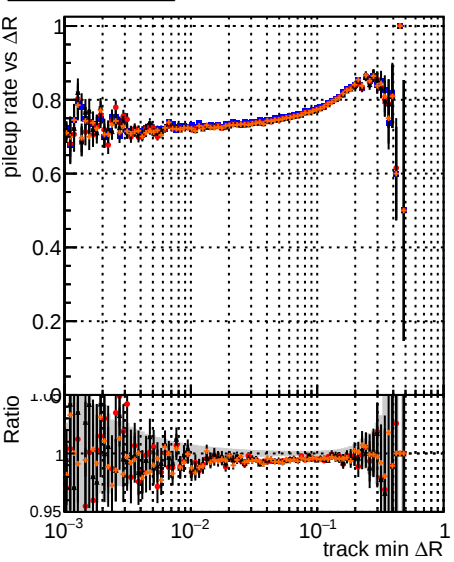
Fake rate vs dr



Duplicates Rate vs dr



Pileup rate vs dr

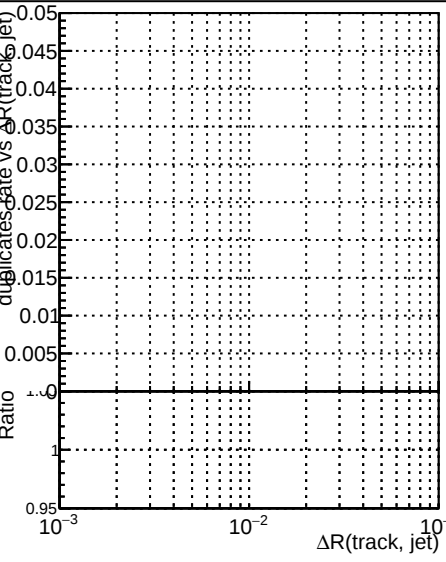


Legend:
 - ΔR TT ORIGINAL layer Procv2
 - ΔR TT MODIFIED layer Procv2
 - ΔR TT MODIFIED windows hits

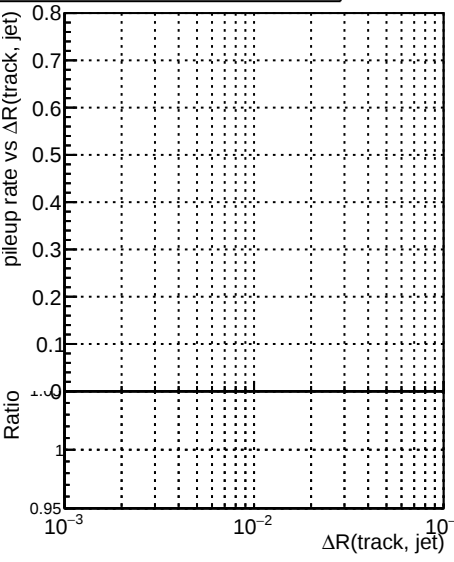
Fake rate vs



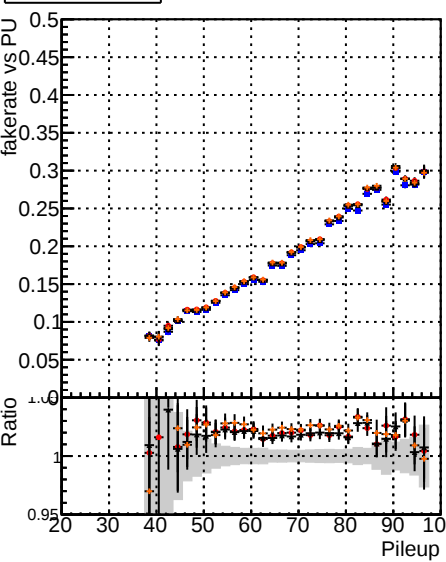
Duplicates rate vs



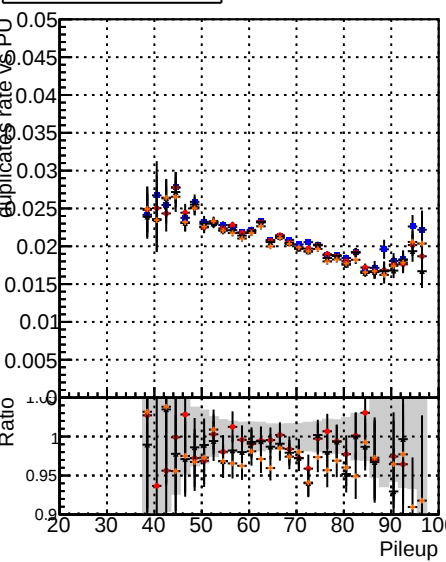
Pileup rate vs



Fake rate vs pu



Duplicates Rate vs pu



Pileup rate vs pu

