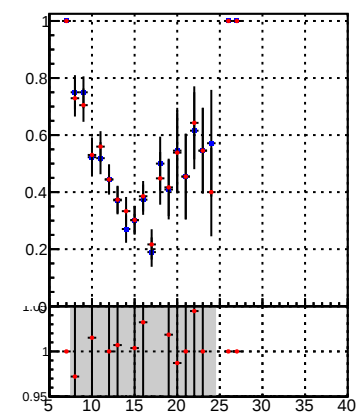


Fake rate vs hit



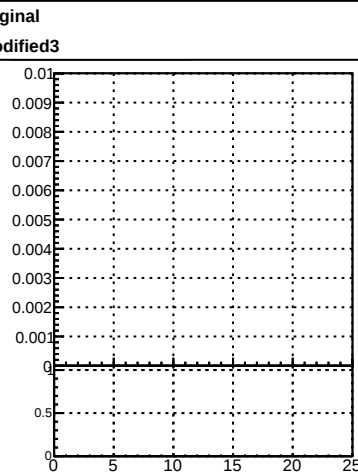
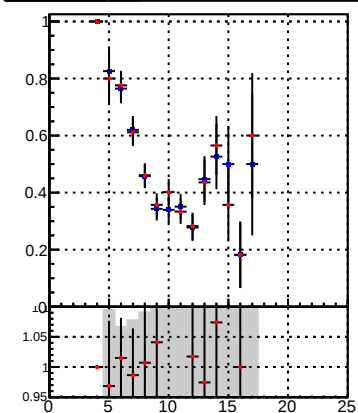
Duplicates Rate vs hit



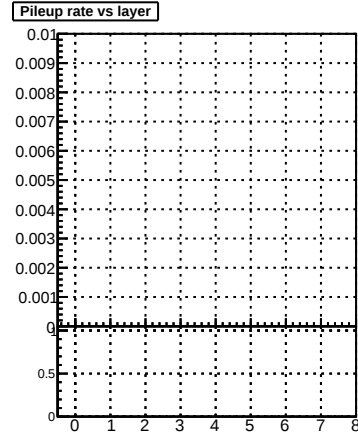
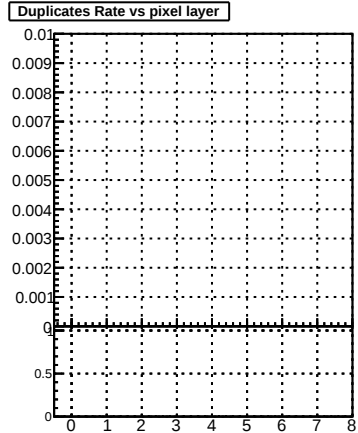
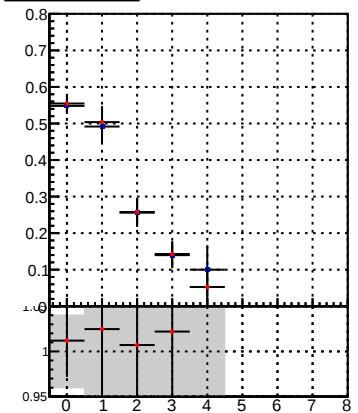
Pileup rate vs hit



Fake rate vs layer



Fake rate vs pixel layer



Fake rate vs 3D layer

