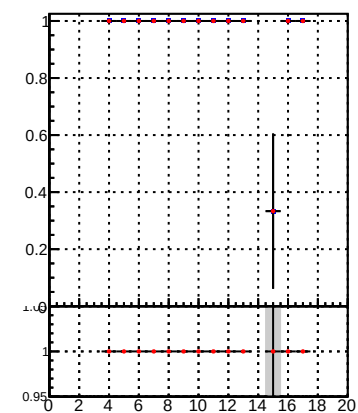
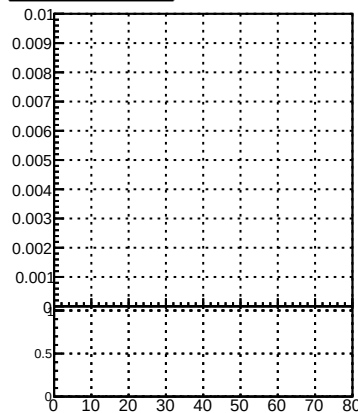


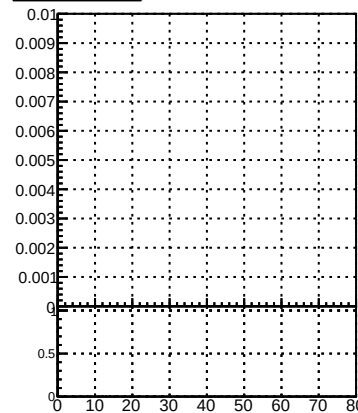
Fake rate vs hit



Duplicates Rate vs hit



Pileup rate vs hit



Legend:

- DQM_TT_mkFit-DQM_orig (grey shaded area)
- DQM_TT_mkFit-DQM_mod (red dots)

Fake rate vs hit

A plot showing the fake rate as a function of the number of hits. The y-axis ranges from 0.95 to 1.0, and the x-axis ranges from 0 to 25. Red dots represent data points, which are mostly at 1.0 for hits 0-10 and drop to approximately 0.5 at hit 11. A vertical grey shaded region is centered around hit 11. A horizontal line is drawn at y=1.0.

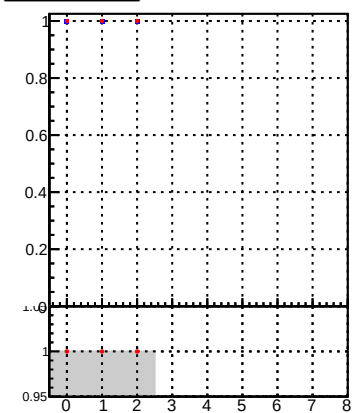
Duplicates Rate vs hit

A plot showing the duplicates rate as a function of the number of hits. The y-axis ranges from 0 to 0.01, and the x-axis ranges from 0 to 25. The data points are all near zero across the entire range of hits.

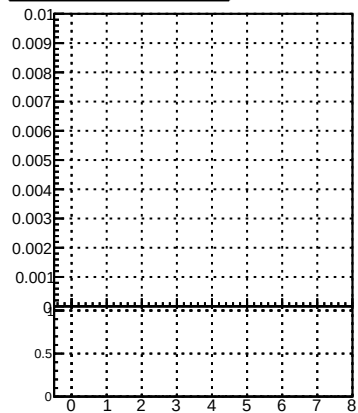
Pileup rate vs hit

A plot showing the pileup rate as a function of the number of hits. The y-axis ranges from 0 to 0.01, and the x-axis ranges from 0 to 25. The data points are all near zero across the entire range of hits.

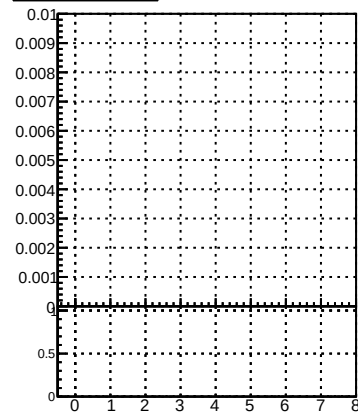
Fake rate vs layer



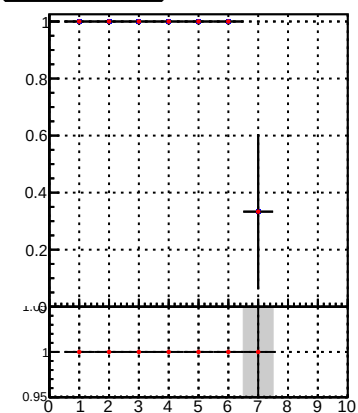
Duplicates Rate vs pixel layer



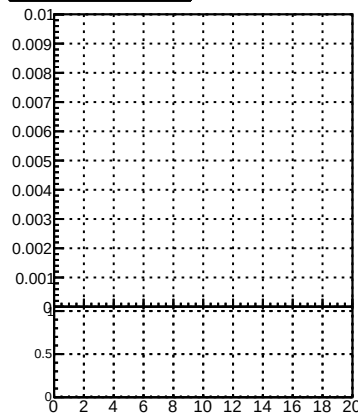
Pileup rate vs layer



Fake rate vs 3D layer



Duplicates Rate vs layer



Pileup rate vs 3D layer

