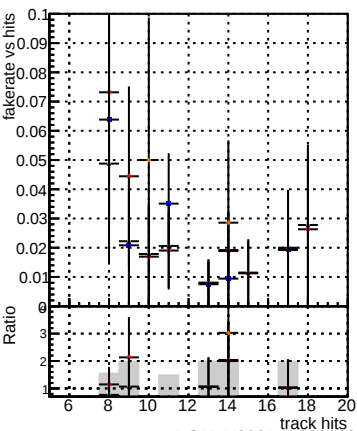
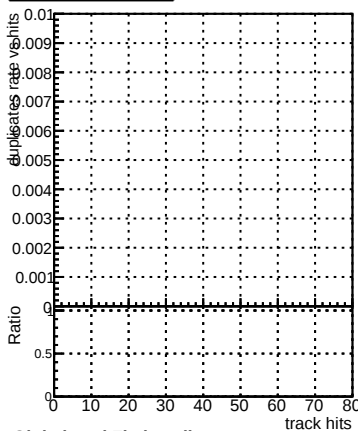


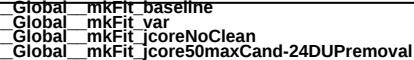
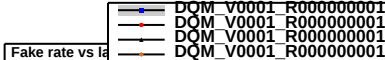
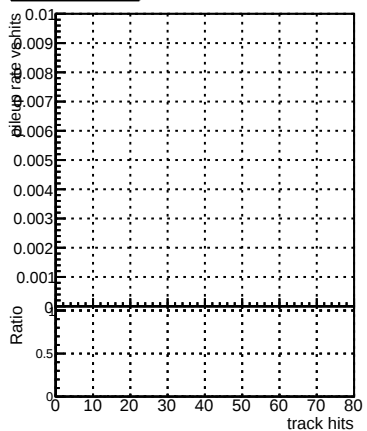
Fake rate vs hit



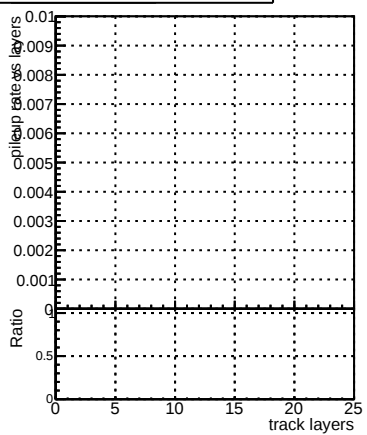
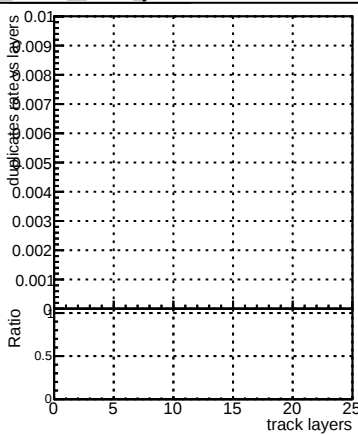
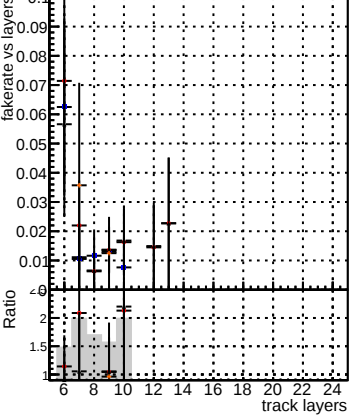
Duplicates Rate vs hit



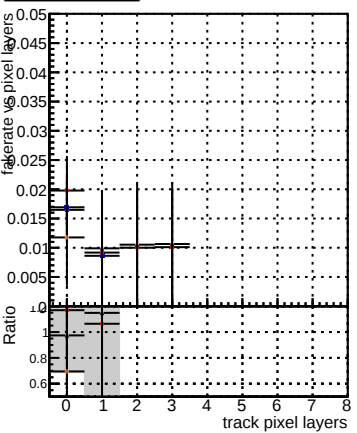
Pileup rate vs hit



Fake rate vs layer



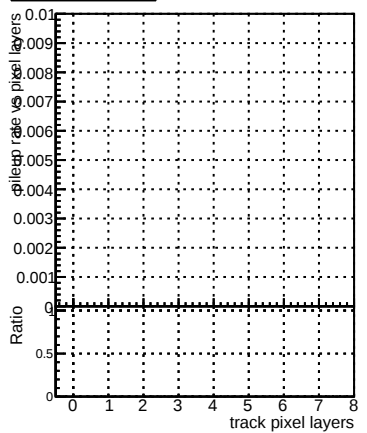
Fake rate vs pixel layer



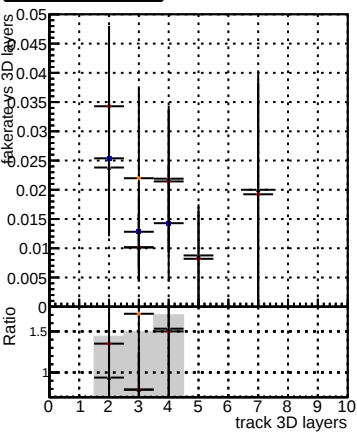
Duplicates Rate vs pixel layer



Pileup rate vs pixel layer



Fake rate vs 3D layer



Duplicates Rate vs layer



Pileup rate vs 3D layer

