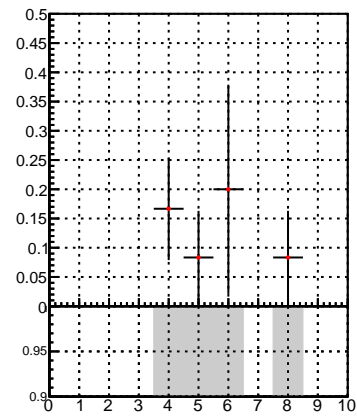
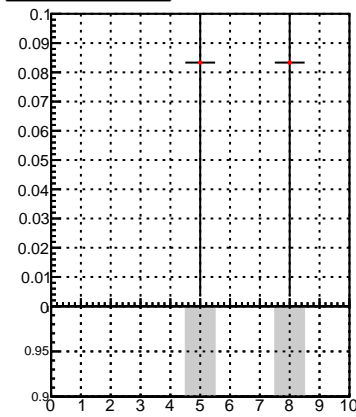
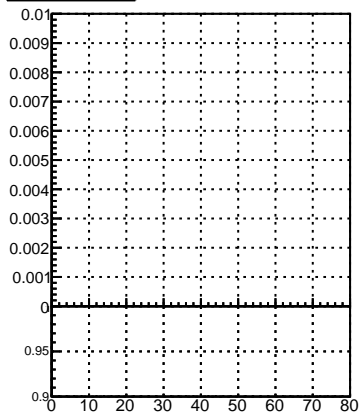
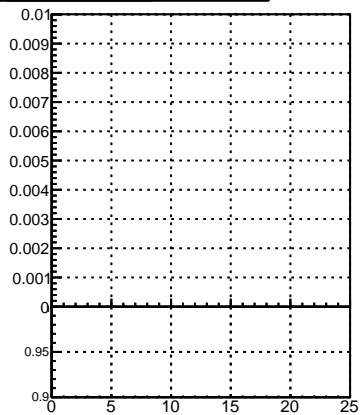
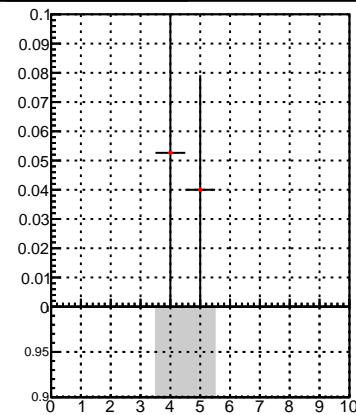
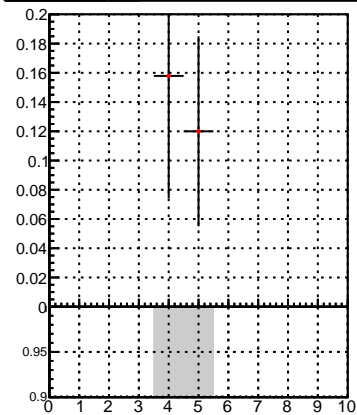
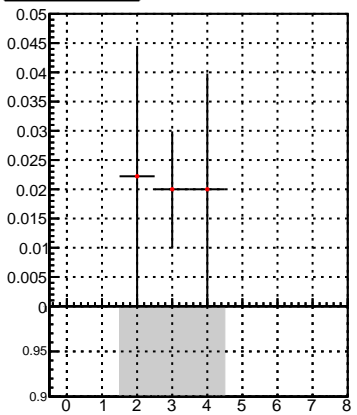
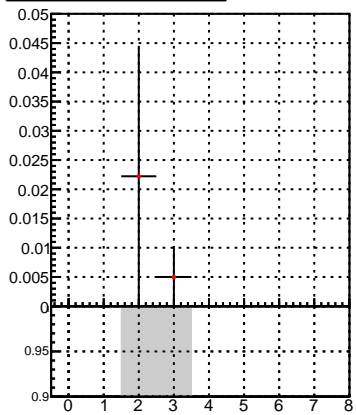
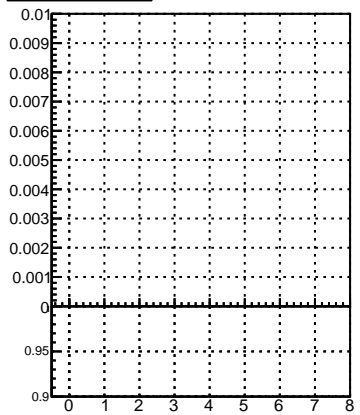
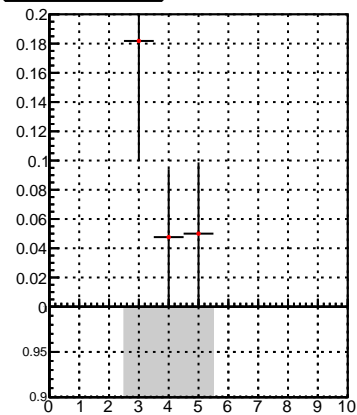
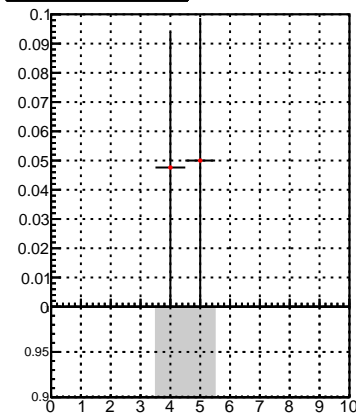
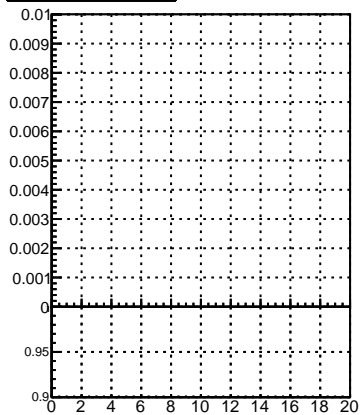


Fake rate vs hit**Duplicates Rate vs hit****Pileup rate vs hit****Fake rate vs layer****Fake rate vs layer****Duplicates Rate vs pixel layer****Pileup rate vs layer****Fake rate vs 3D layer****Duplicates Rate vs layer****Pileup rate vs 3D layer**

— oob