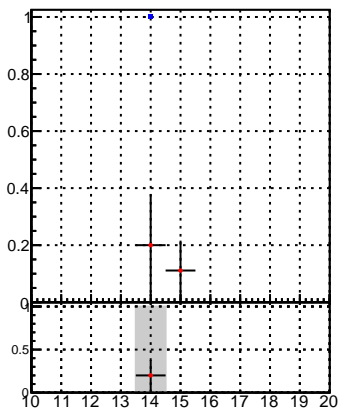
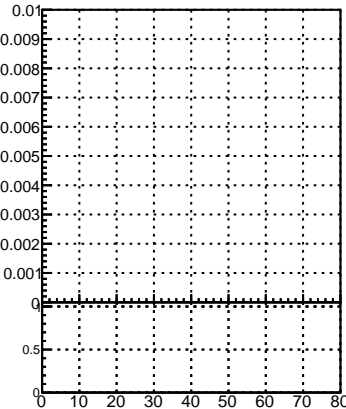


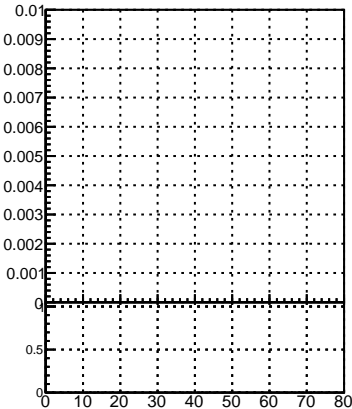
Fake rate vs hit



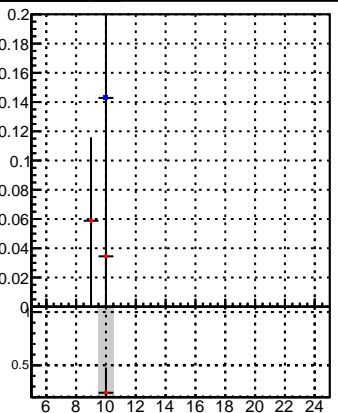
Duplicates Rate vs hit



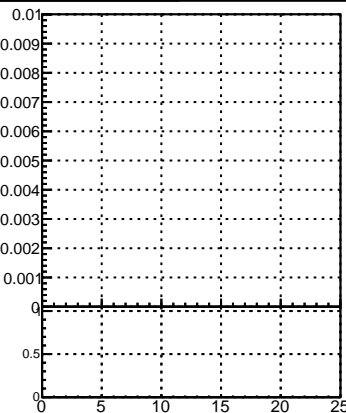
Pileup rate vs hit



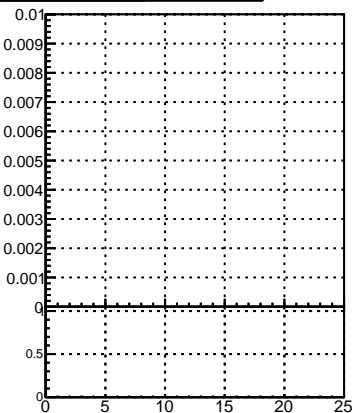
Fake rate vs layer



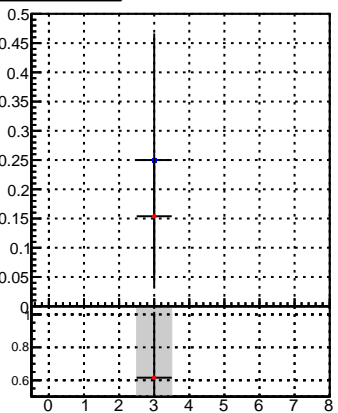
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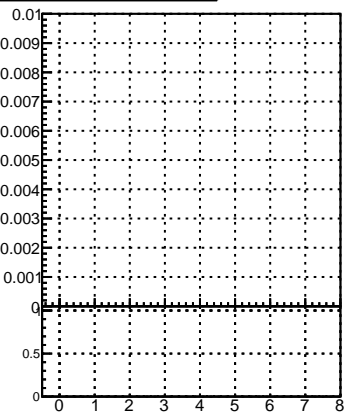
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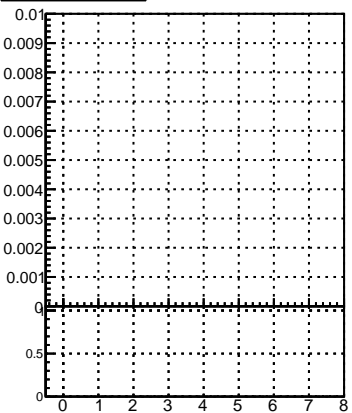
Fake rate vs pixel layer



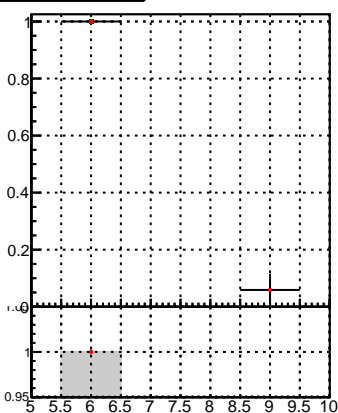
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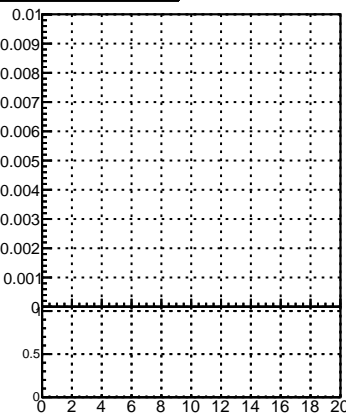
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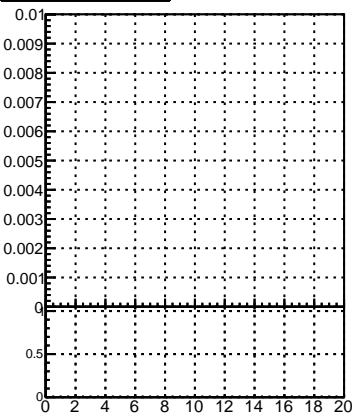
Fake rate vs 3D layer



Duplicates Rate vs 3D layer



Pileup rate vs 3D layer



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