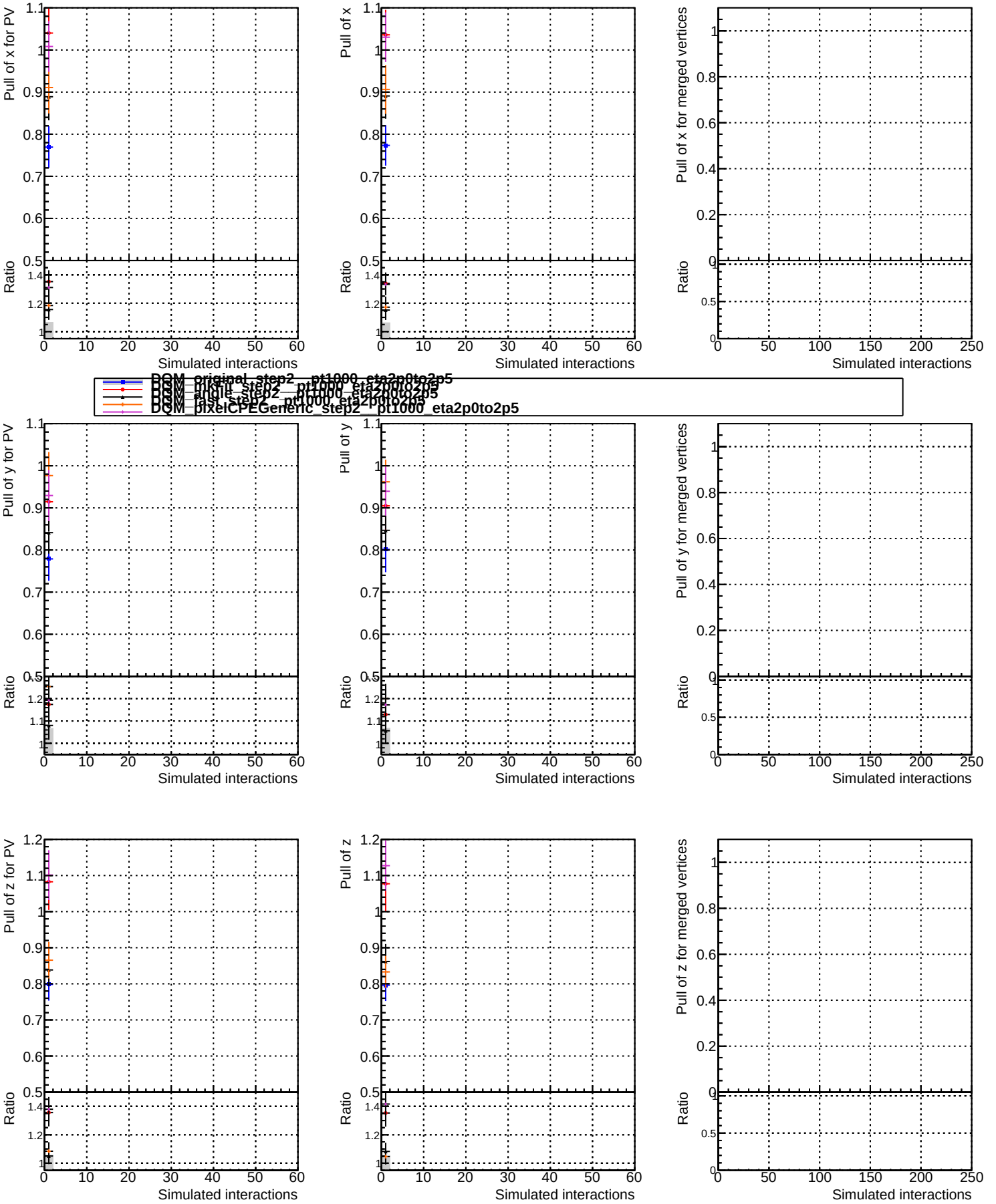
Pull of x for PV
Pull of x
Pull of x for merged vertices
Pull of y for PV
Pull of y
Pull of y for merged vertices
Pull of z for PV
Pull of z
Pull of z for merged vertices
Ratio
Simulated interactions
DQM_original_step2__pt1000_eta2p0to2p5
DQM_angle_step2__pt1000_eta2p0to2p5
DQM_fast_step2__pt1000_eta2p0to2p5
DQM_pixelCPEGeneric_step2__pt1000_eta2p0to2p5