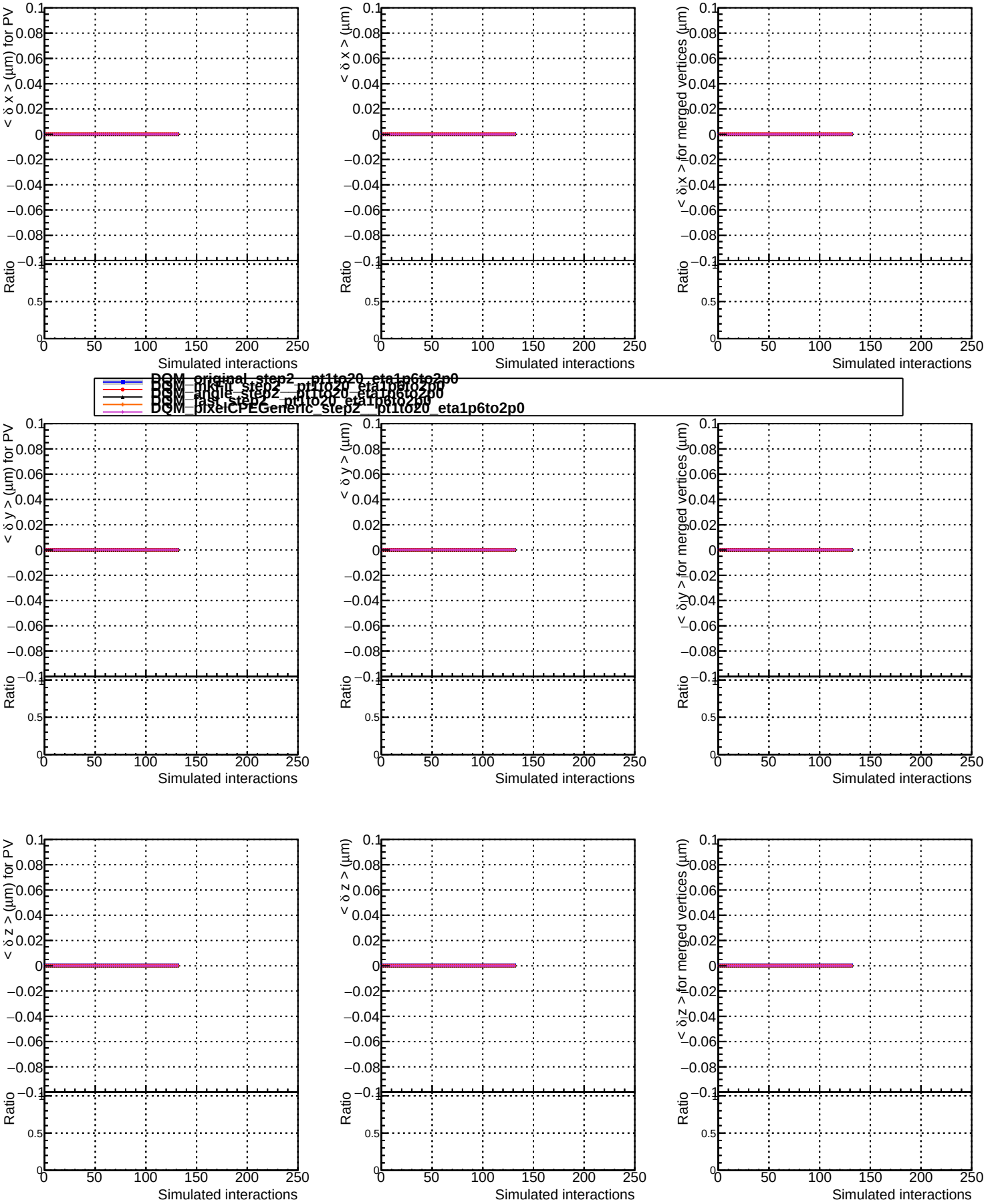
< δ x > (μm) for PV
< δ x > (μm)
< δ x > for merged vertices (μm)
< δ y > (μm) for PV
< δ y > (μm)
< δ y > for merged vertices (μm)
< δ z > (μm) for PV
< δ z > (μm)
< δ z > for merged vertices (μm)
Ratio
Simulated interactions
DQM_original_step2__pt1to20_eta1p6to2p0
DQM_phase1_step2__pt1to20_eta1p6to2p0
DQM_gpu_step2__pt1to20_eta1p6to2p0
DQM_fast_step2__pt1to20_eta1p6to2p0
DQM_pixelCPEGeneric_step2__pt1to20_eta1p6to2p0