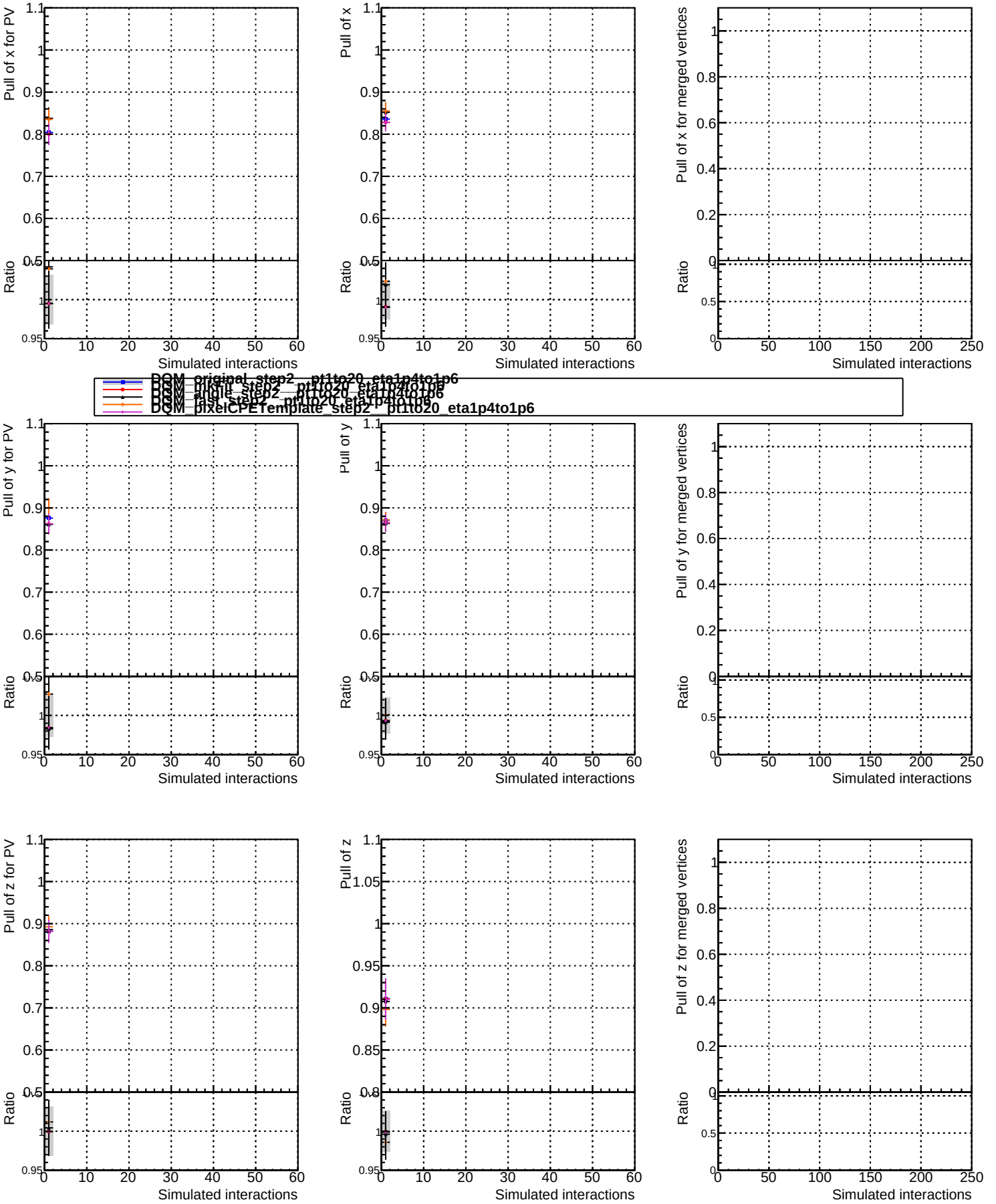
Pull of x for PV
Pull of x
Pull of x for merged vertices
Pull of y for PV
Pull of y
Pull of y for merged vertices
Pull of z for PV
Pull of z
Pull of z for merged vertices
Ratio
Simulated interactions
DQM_original_step2_pt1to20_eta1p4to1p6
DQM_angle_step2_pt1to20_eta1p4to1p6
DQM_fast_step2_pt1to20_eta1p4to1p6
DQM_pixelCPETemplate_step2_pt1to20_eta1p4to1p6