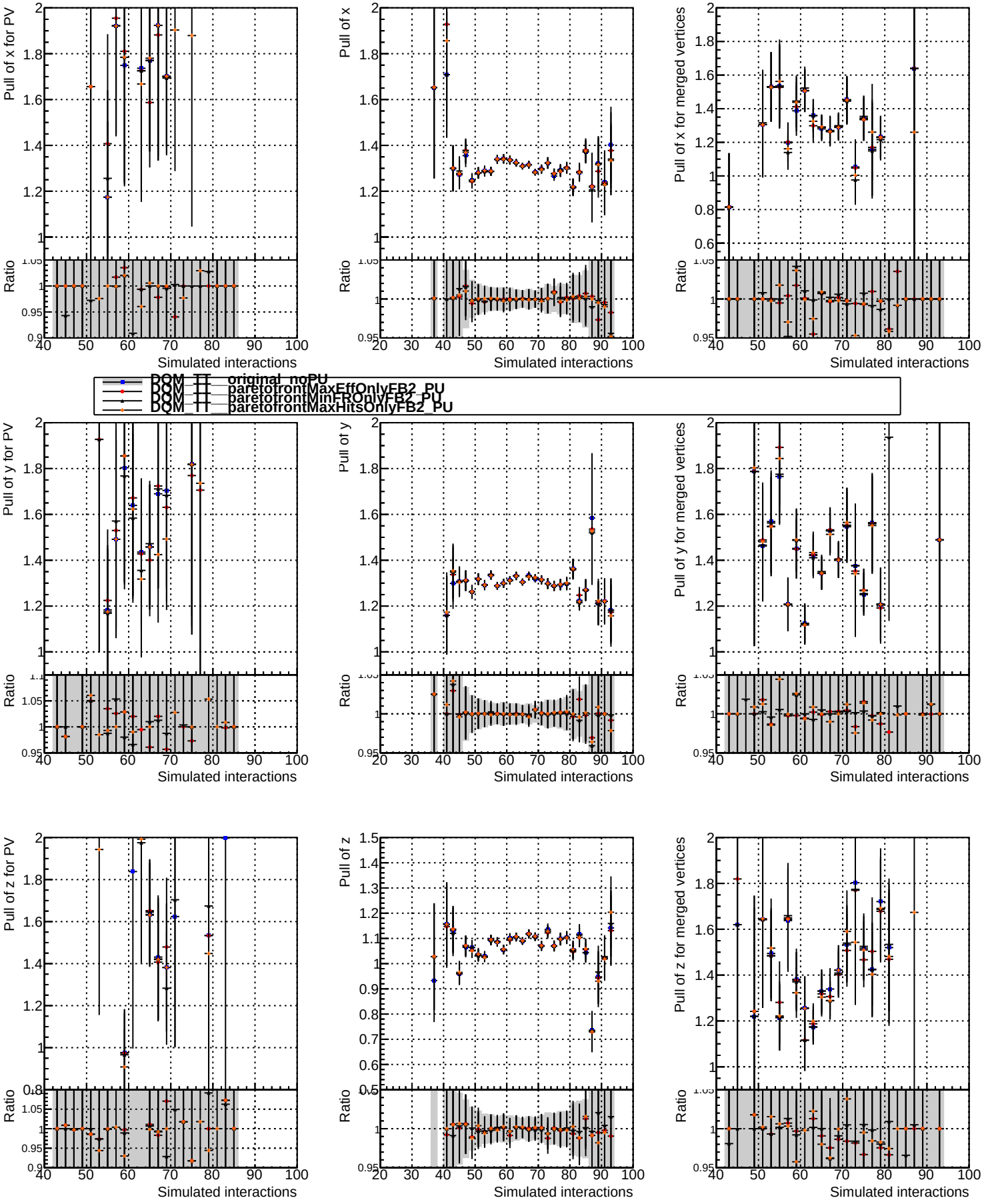
Pull of x for PV
Pull of x
Pull of x for merged vertices
Pull of y for PV
Pull of y
Pull of y for merged vertices
Pull of z for PV
Pull of z
Pull of z for merged vertices
Ratio
Simulated interactions
DQM_TT__original_noPU
DQM_TT__paretofrontMaxEffOnlyFB2_PU
DQM_TT__paretofrontMinFROnlyFB2_PU
DQM_TT__paretofrontMaxHitsOnlyFB2_PU