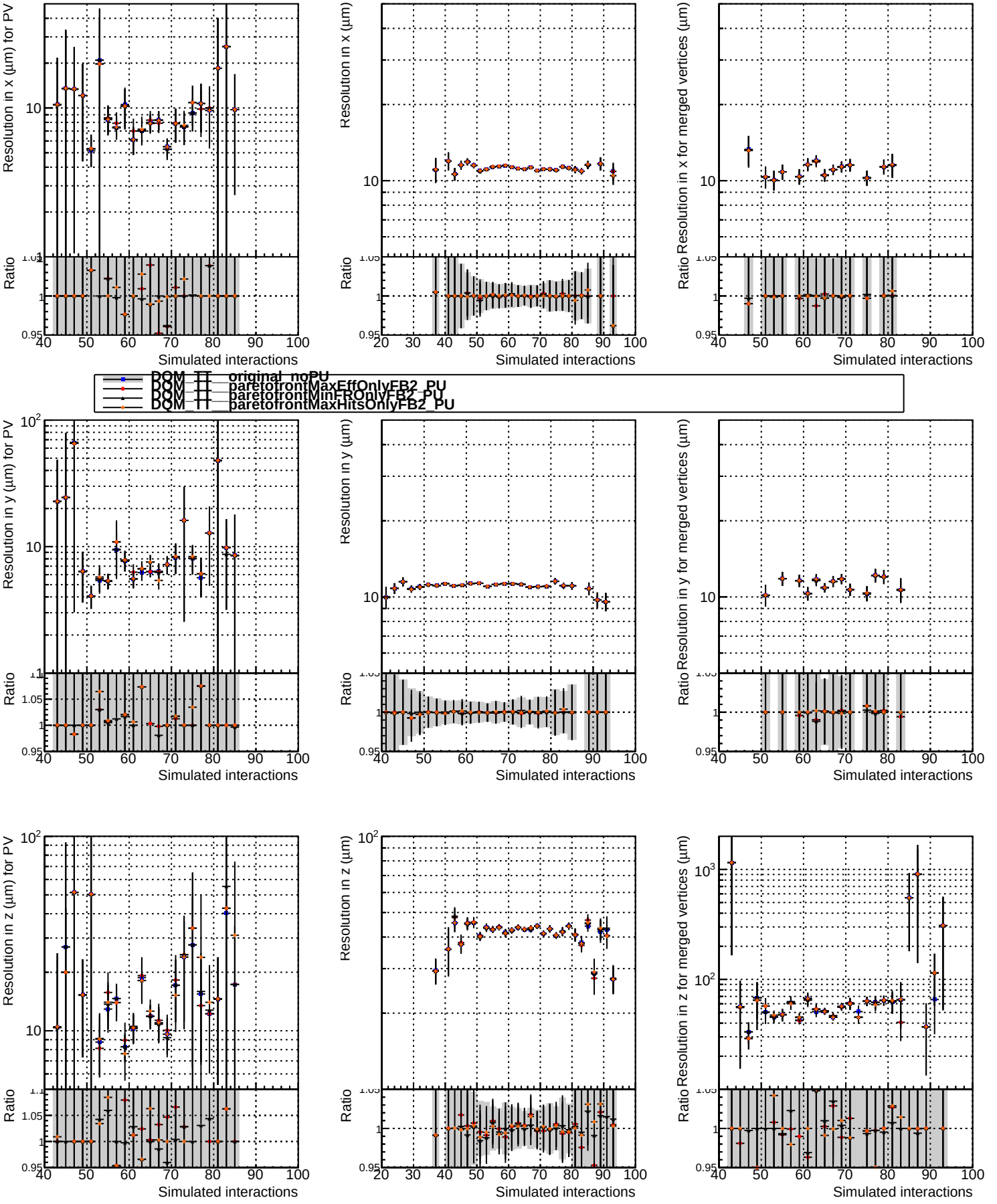
Resolution in x (μm) for PV
Resolution in x (μm)
Resolution in x for merged vertices (μm)
Resolution in y (μm) for PV
Resolution in y (μm)
Resolution in y for merged vertices (μm)
Resolution in z (μm) for PV
Resolution in z (μm)
Resolution in z for merged vertices (μm)
Ratio
Simulated interactions
DQM_TT_original_noPU
DQM_TT_paretofrontMaxEffOnlyFB2_PU
DQM_TT_paretofrontMinFROnlyFB2_PU
DQM_TT_paretofrontMaxHitsOnlyFB2_PU