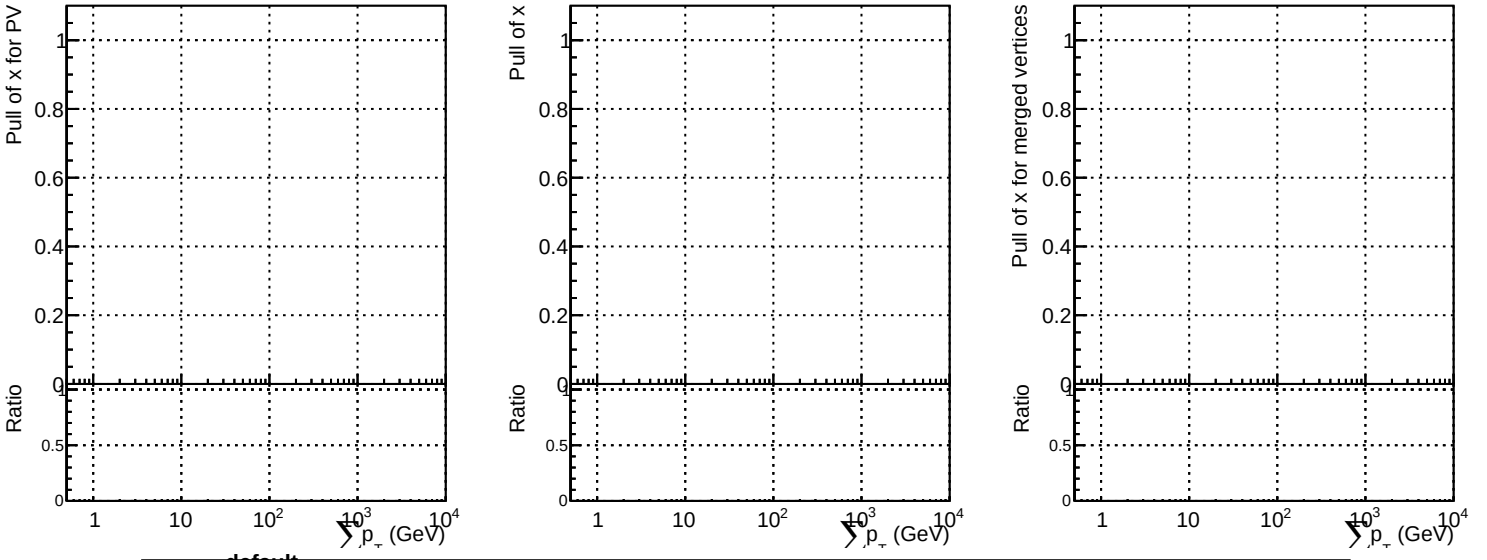
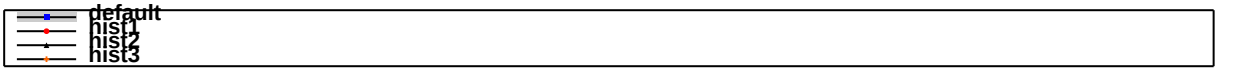
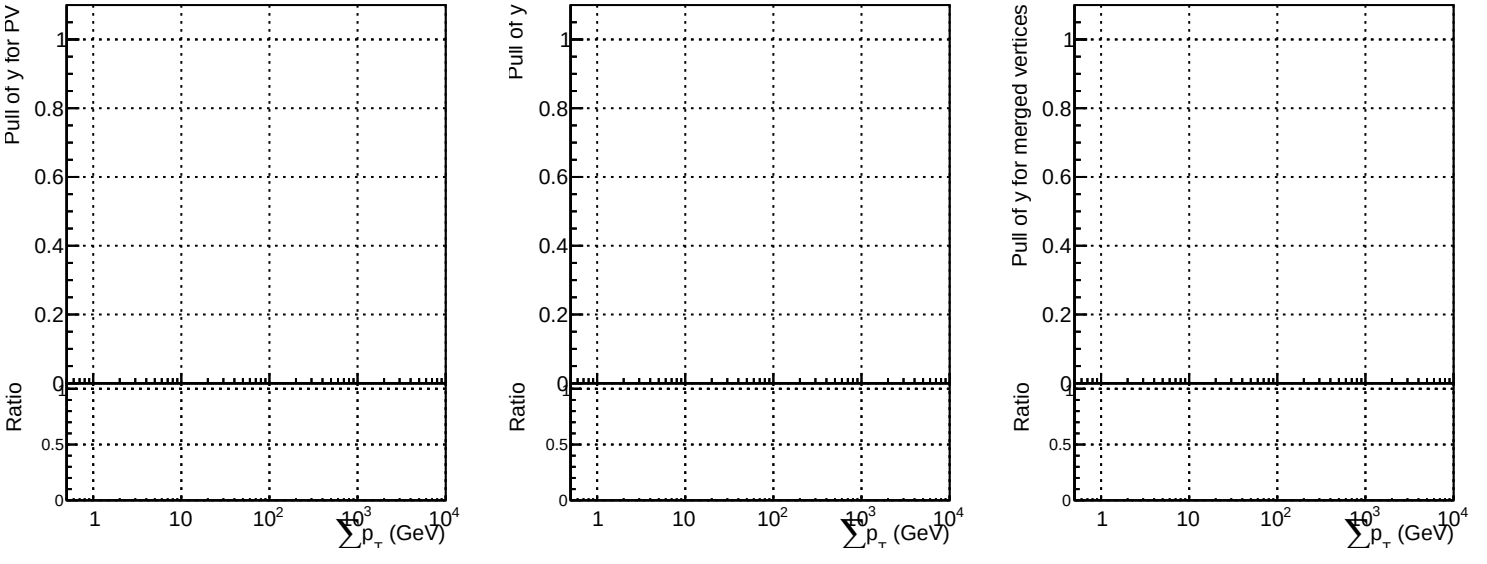
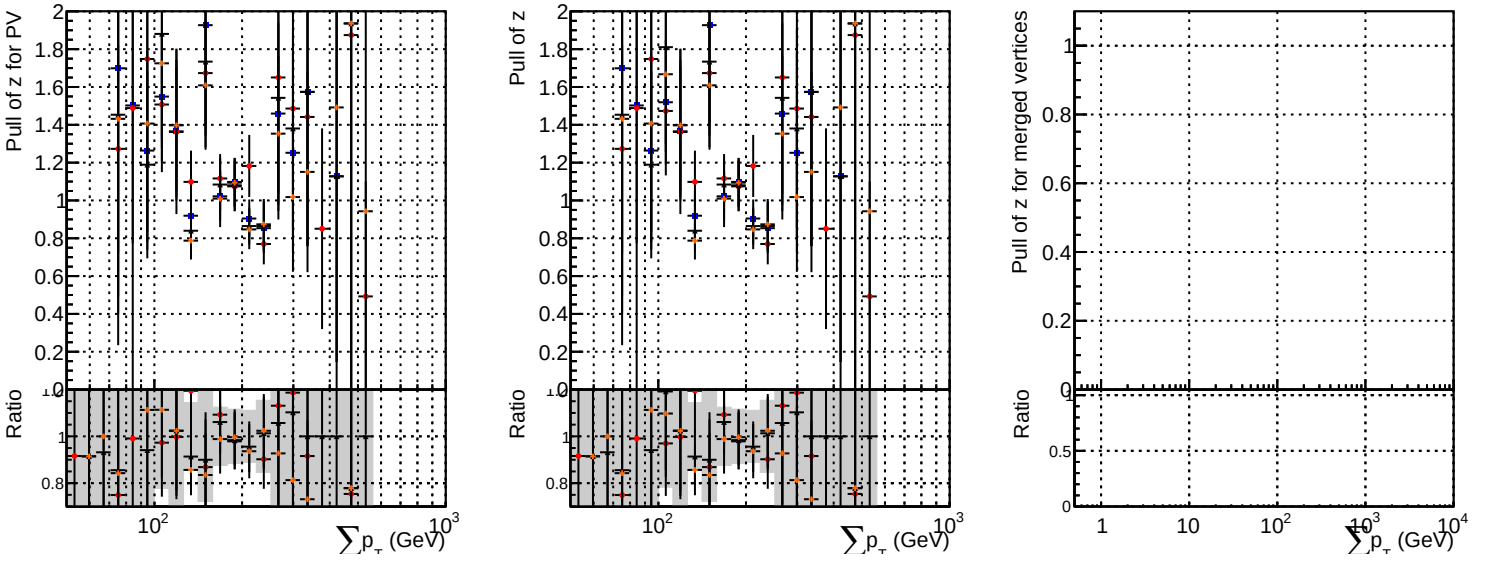

Pull of x for PV
Pull of x
Pull of x for merged vertices
Ratio
$\sum p_T$ (GeV)


default
hist1
hist2
hist3


Pull of y for PV
Pull of y
Pull of y for merged vertices
Ratio
$\sum p_T$ (GeV)


Pull of z for PV
Pull of z
Pull of z for merged vertices
Ratio
$\sum p_T$ (GeV)