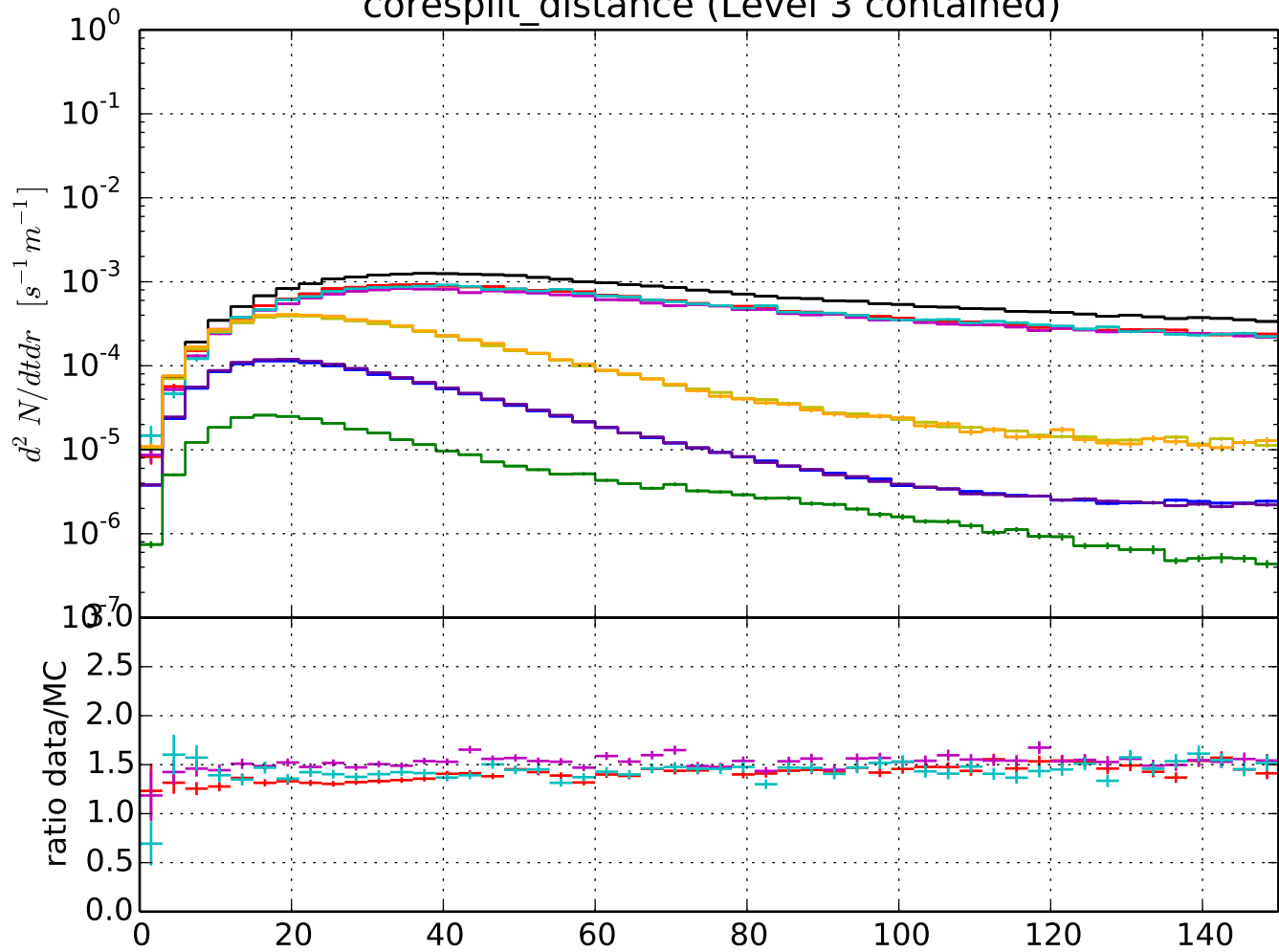


coresplit_distance (Level 3 contained)



$1.x)^2 + (\text{CoreRemoval_CascadeLlhVertexFit}_0.y - \text{CoreRemoval_CascadeLlhVertexFit}_1.y)^2 + (\text{C}$