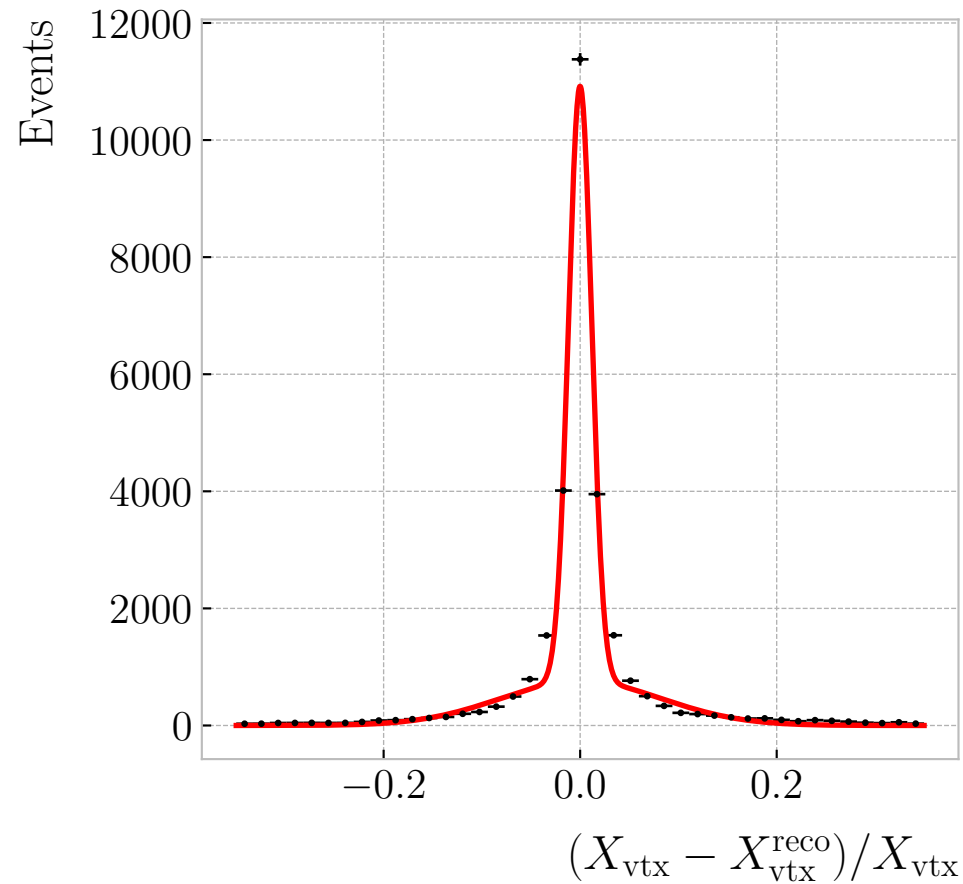
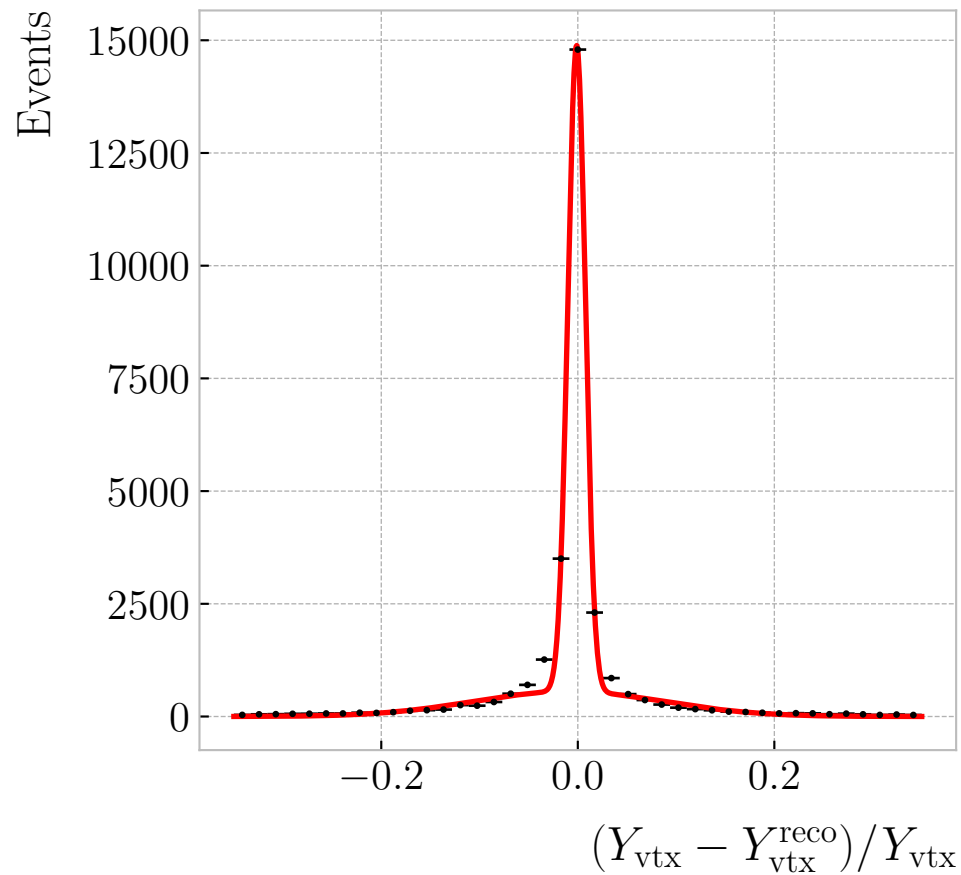


True vs reco vertex X True vs reco vertex Y True vs reco vertex Z 