PV reconstruction with KF Particle

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Vertices reconstruction efficiency
100 AuAu events at 200 AGeV

KFParticle:

PV with at least 2 reconstructed tracks is reconstructable:

	Eff	Ghost	BackGr	Clone	N Ghost	N BackGr	N Reco	N Clone	N MC
PV	0.125	0.060	0.020	0.000	6	2	92	0	737
PV trigger	0.929	0.000	0.000	0.000	0	0	92	0	99
PV pileup	0.000	-1.000	-1.000	-1.000	0	0	0	0	638

PV with at least 2 MC tracks with 15 MC points is reconstructable:

	Eff	Ghost	BackGr	Clone	N Ghost	N BackGr	N Reco	N Clone	N MC
PV	0.112	0.060	0.020	0.000	6	2	92	0	820
PV trigger	0.929	0.000	0.000	0.000	0	0	92	0	99
PV pileup	0.000	-1.000	-1.000	-1.000	0	0	0	0	721

StROOT

PV with at least 2 reconstructed tracks is reconstructable:

	Eff	Ghost	BackGr	Clone	N Ghost	N BackGr	N Reco	N Clone	N MC
PV	0.128	0.971	0.002	0.464	3427	7	94	1638	737
PV trigger	0.949	0.000	0.000	17.426	0	0	94	1638	99
PV pileup	0.000	-1.000	-1.000	-1.000	0	0	0	0	638

PV with at least 2 MC tracks with 15 MC points is reconstructable:

	Eff	Ghost	BackGr	Clone	N Ghost	N BackGr	N Reco	N Clone	N MC
PV	0.115	0.971	0.002	0.464	3427	7	94	1638	820
PV trigger	0.949	0.000	0.000	17.426	0	0	94	1638	99
PV pileup	0.000	-1.000	-1.000	-1.000	0	0	0	0	721

Efficiency definitions:

reco vertex is assigned to MC vertex, if majority of tracks come from this MC vertex

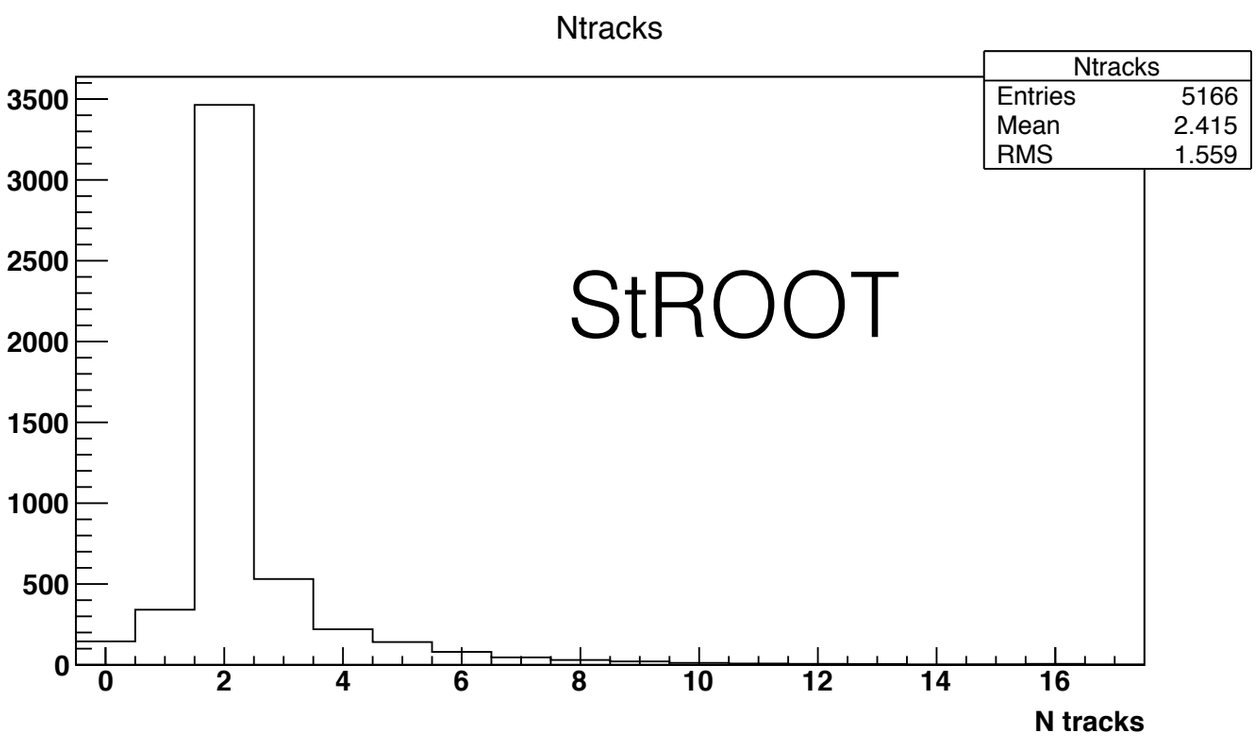
ghost vertex - less than 2 tracks from the same MC vertex

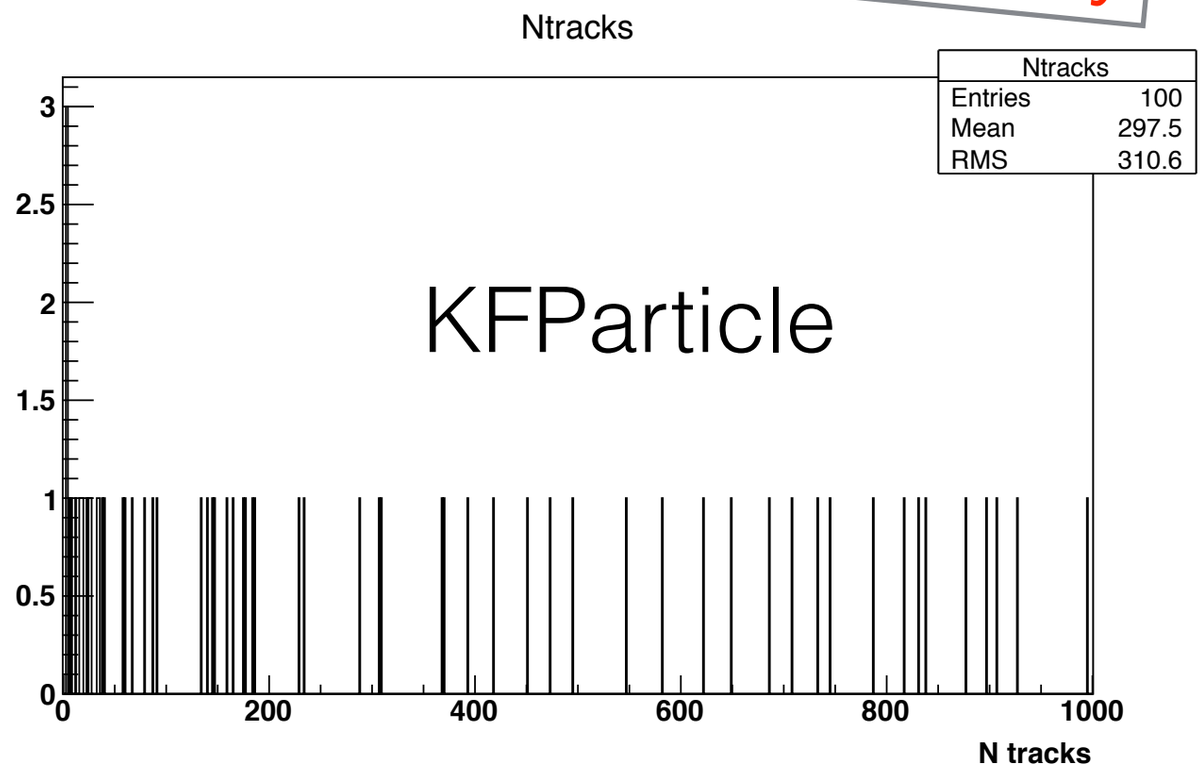
clone vertices - more than one vertex assigned to the same MC vertex

BG (background) - secondary decay vertex

Number of tracks per reco vertex

Preliminary





xy distribution of reco vertices