



Tracking e pile-up

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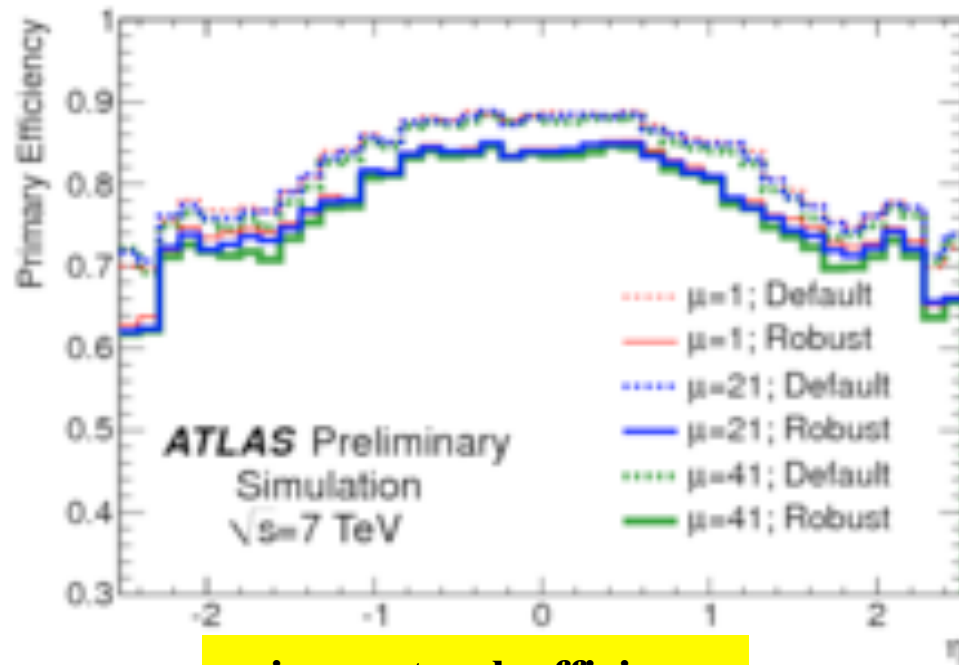
Executive summary



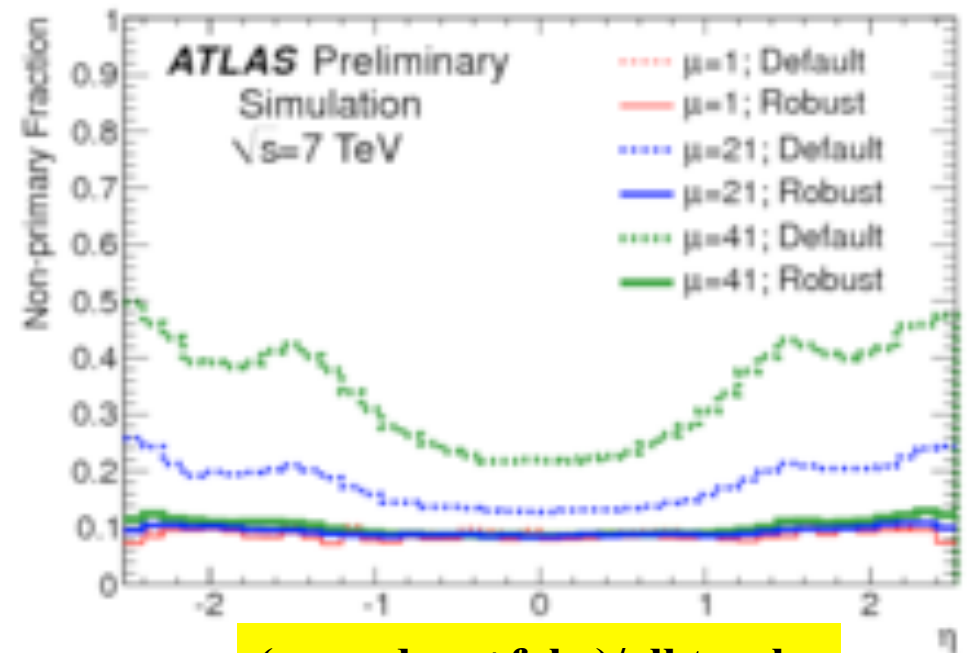
- Tracking performance with high pile-up studied in:
 - MC up to $\mu=40$
 - Data of two high- μ runs in 2011 ($\mu_{\text{peak}}=29, 32$)
 - Summary in [ATLAS-CONF-2012-042](#)

Performance stable if fake tracks kept under control

- Change of paradigm in tracking:
 - **keep efficiency high / get rid of fakes in analysis**
 - “robust” cuts used in primary vertex reconstruction
 - Less critical for physics objects: **a Δz cut is enough!**
- Work in progress:
 - Validation of pile-up model (= μ rescaling)
 - Re-selection of primary vertex
 - Isolation and JVF



primary-track efficiency

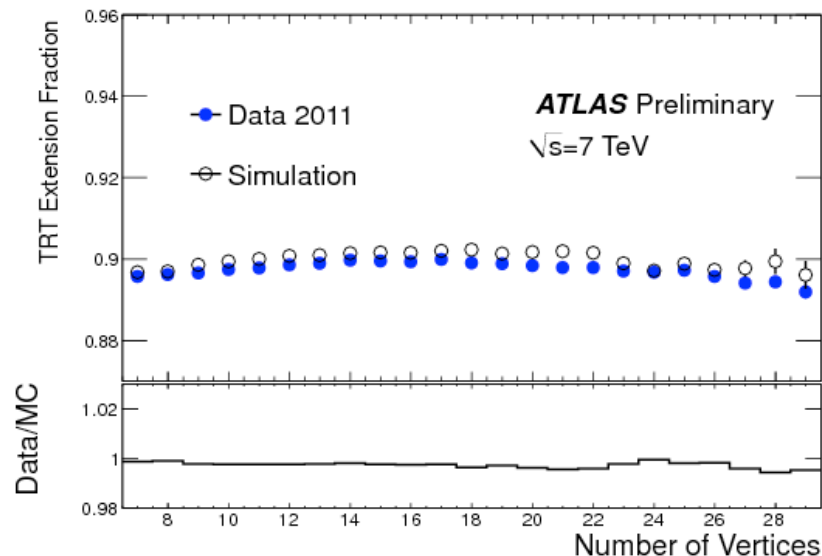
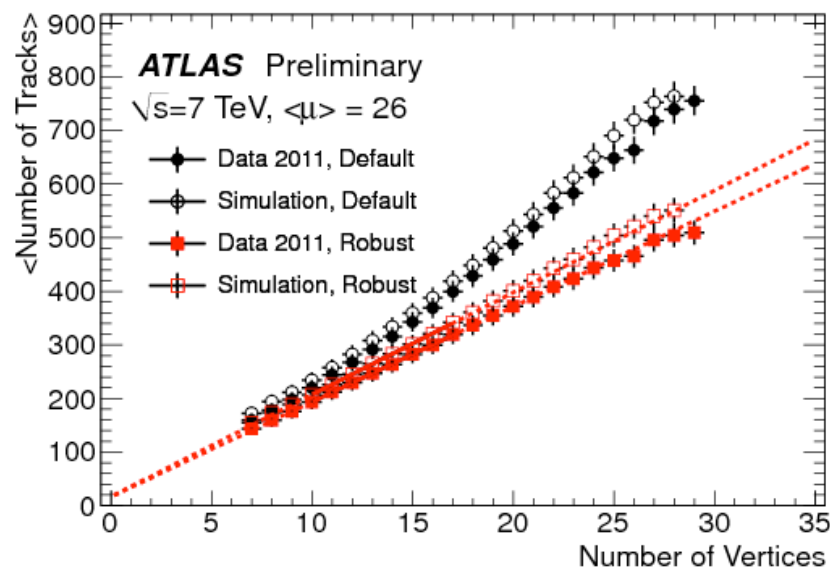


(secondary+fake)/all tracks

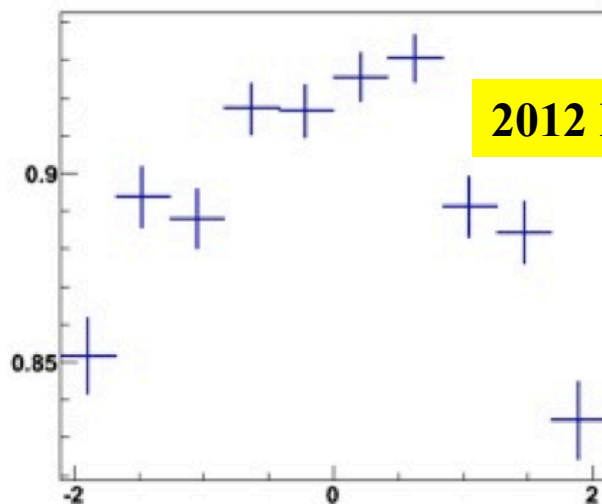
- Reconstruction efficiency insensitive to pile-up
- Increase number of combinatorial fakes
 - Cannot distinguish secondary from fakes according to pile-up truth
 - Use difference w.r.t. to no pile-up as estimation of fakes
- Fake rate constant with tight track quality:
 - $\text{NSiHits} + \text{NDeadModules} \geq 9$, no holes in Pixel
 - About 5% efficiency loss



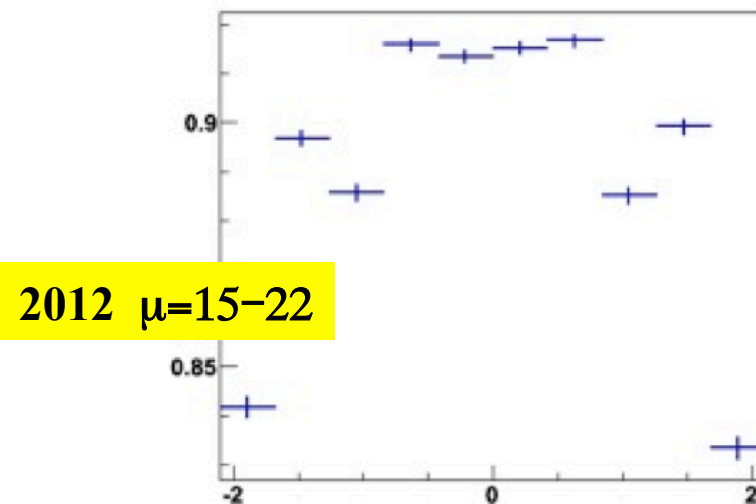
Data plots



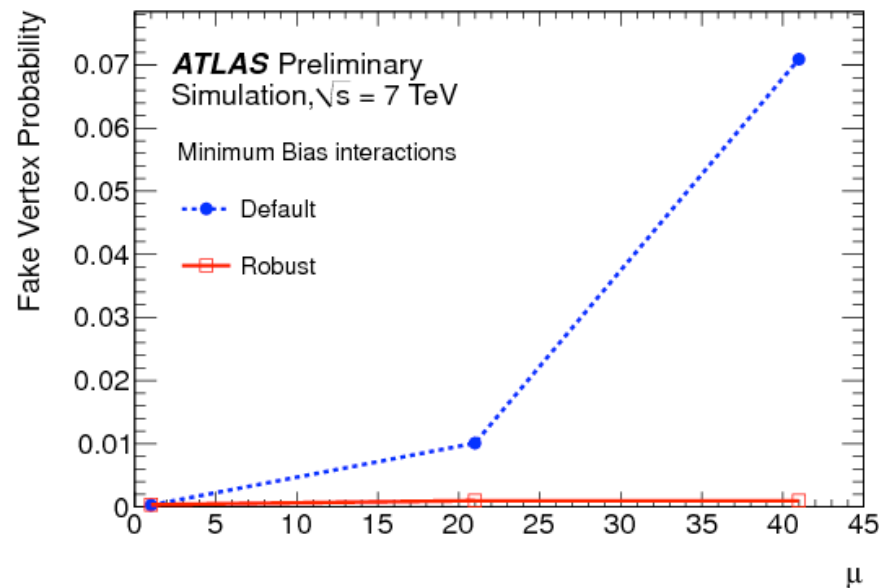
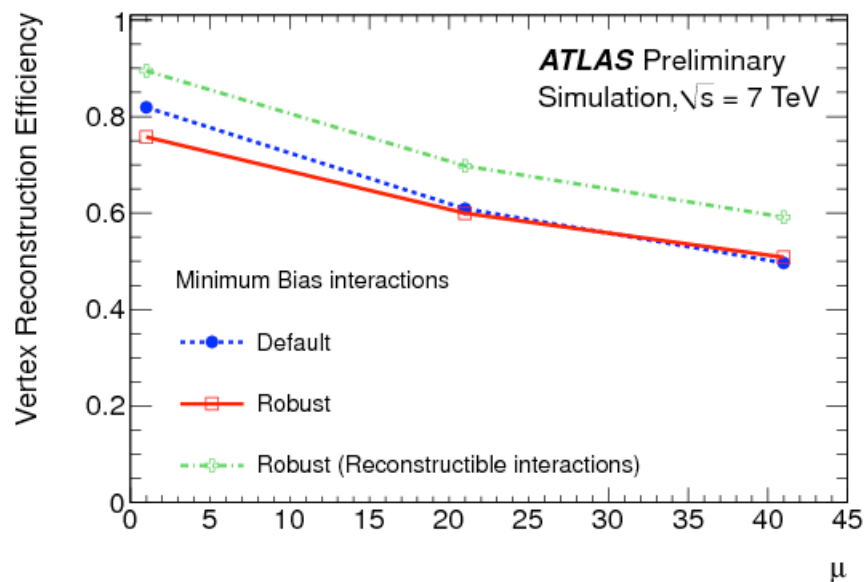
eff TRT hits association vs η_0



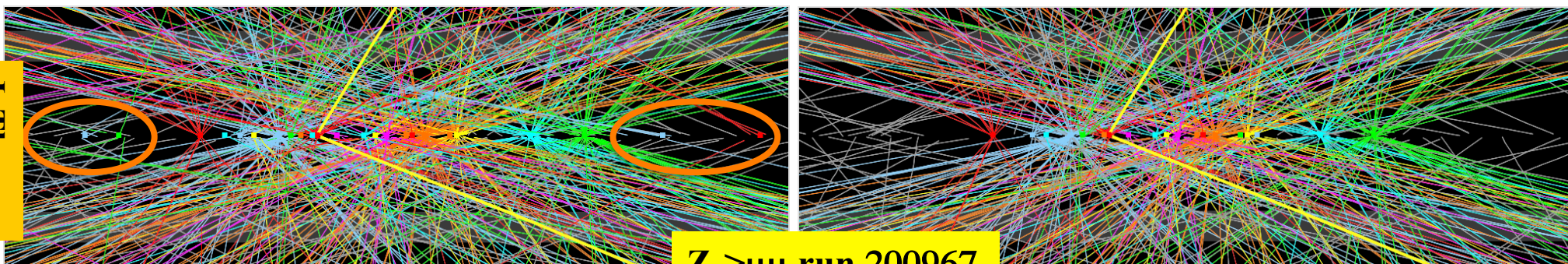
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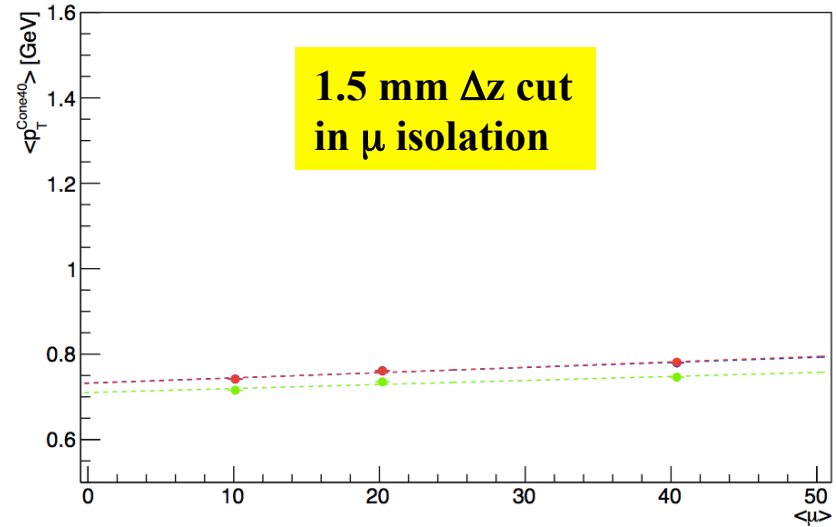
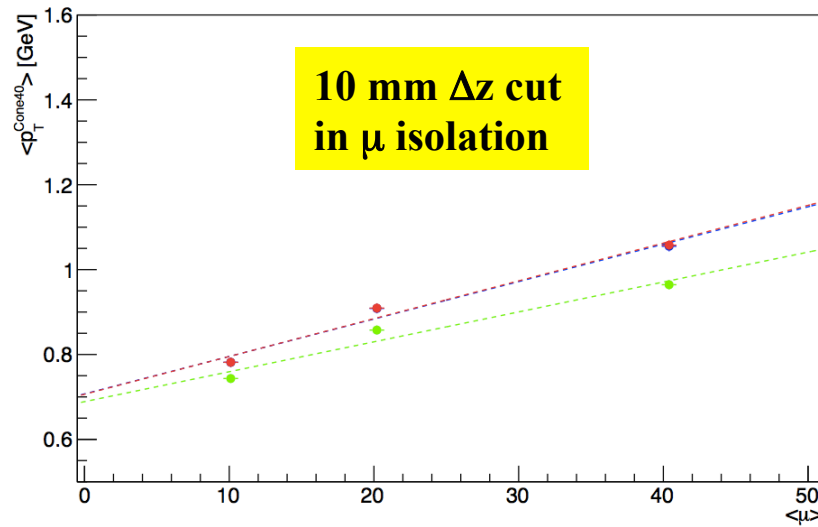
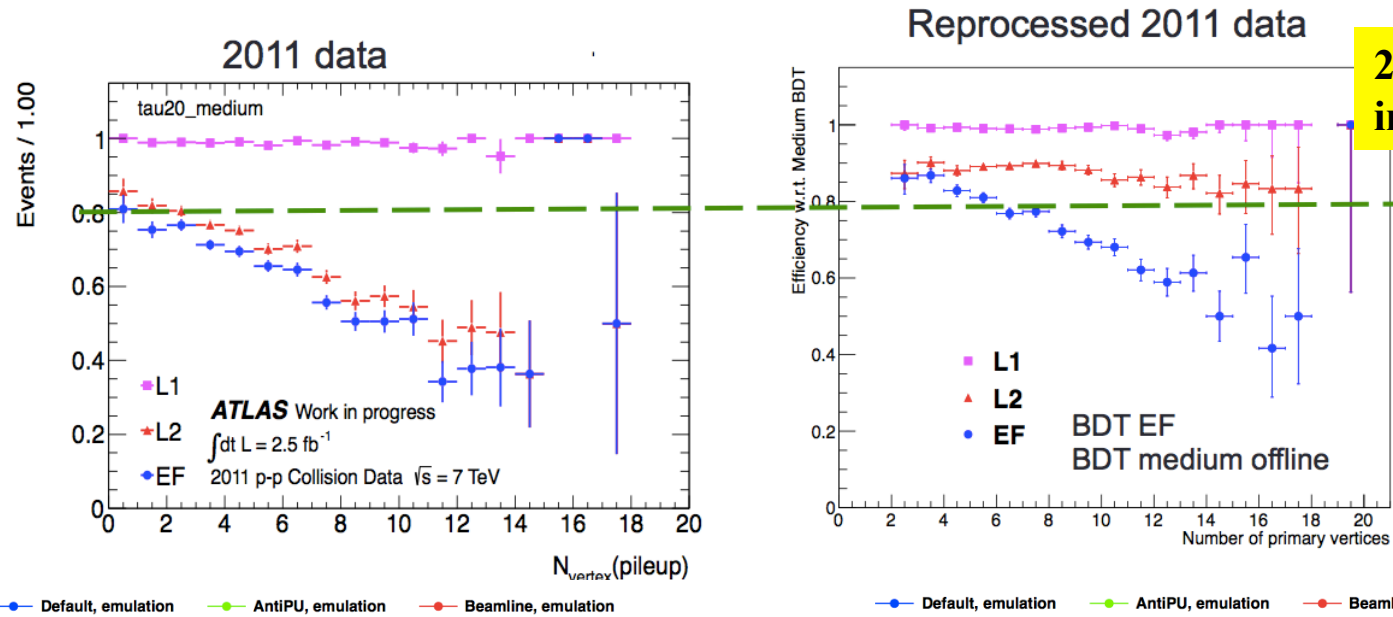
J. Adelman



- Use of “robust” cuts essential is no other kinematical constraint
- ...actually improves efficiency at very high pile-up



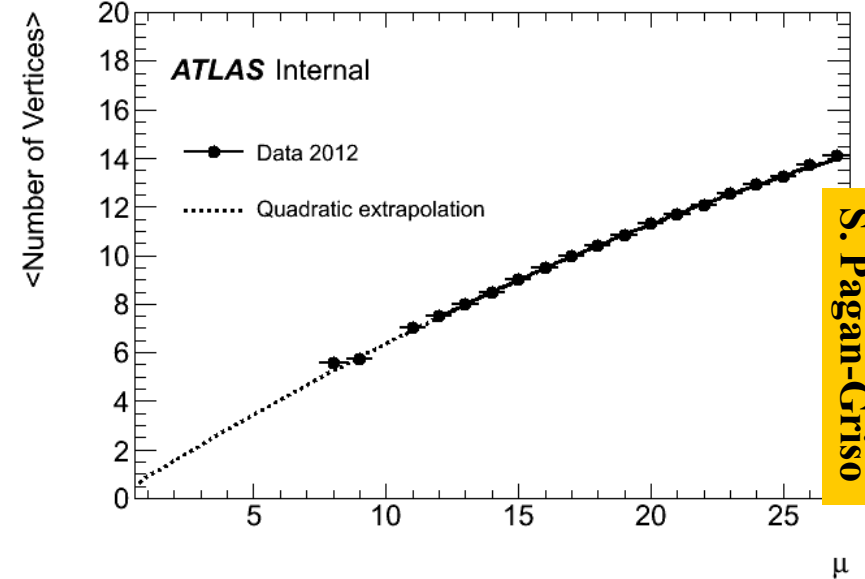
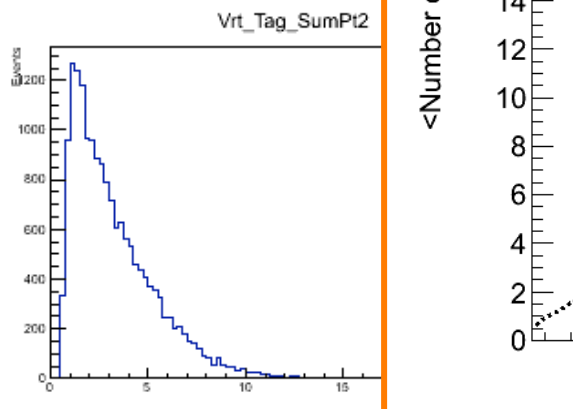
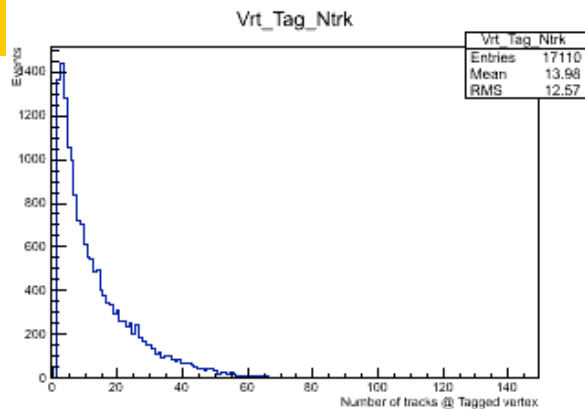
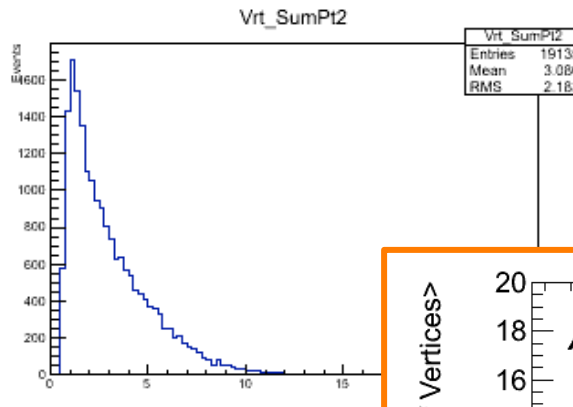
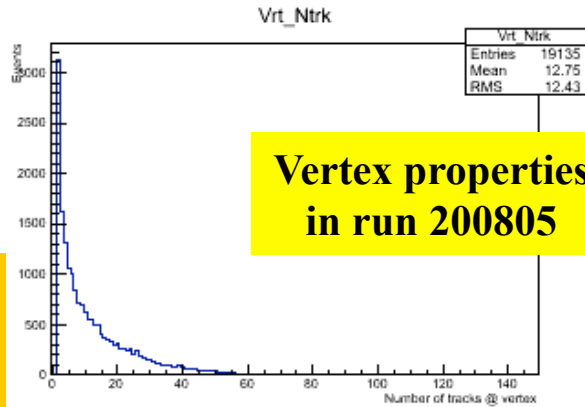
Pile-up suppression: Δz cuts



M. Gobish-Korlb

K. Grimm

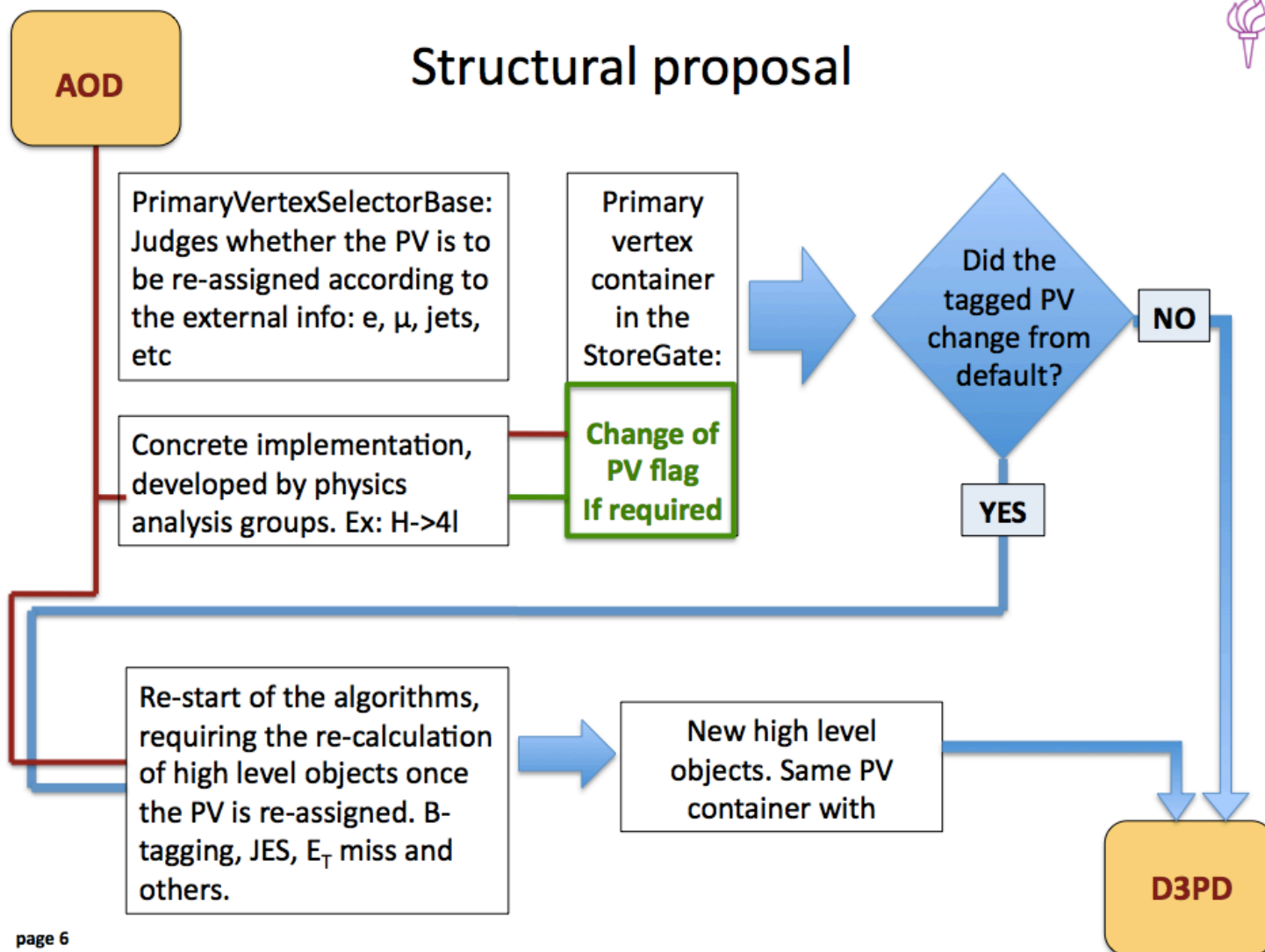
Vertex properties in run 200805



S. Pagan-Griso

- Low- μ run (=no pile-up) for validation of minimum bias generators
- and computation of μ rescaling (expected to be similar to MC11b)
- ...*guess what is missing*

Tool to select primary vertex



<https://twiki.cern.ch/twiki/bin/viewauth/AtlasProtected/VertexReselectionOnAOD>



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