

Number pileup tracks / PV

 $\bar{t}t$ event tracks, PU 200 $p_T > 0.9$ GeV

- 3D vertex (no timing)
- 4D vertex, 30 ps, 100% eff
- 4D vertex, 40 ps, 100% eff
- 4D vertex, 50 ps, 100% eff
- 4D vertex, 70 ps, 100% eff

