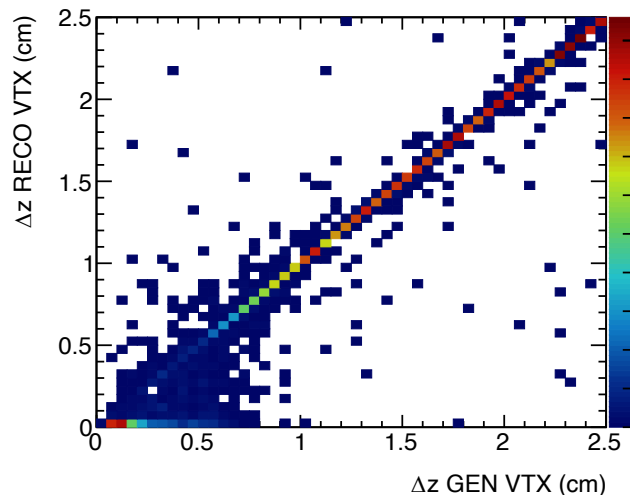
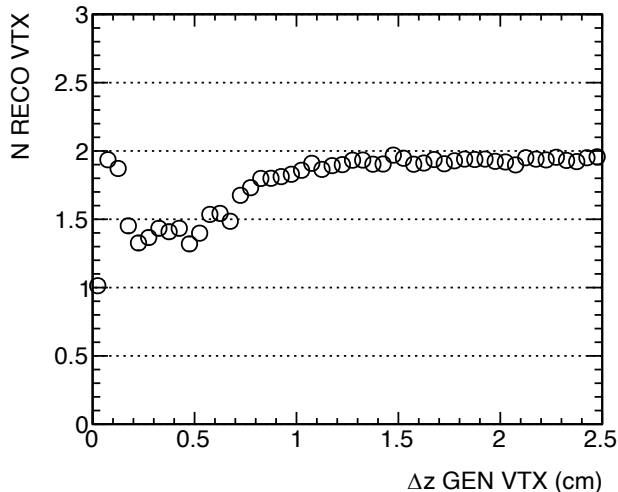
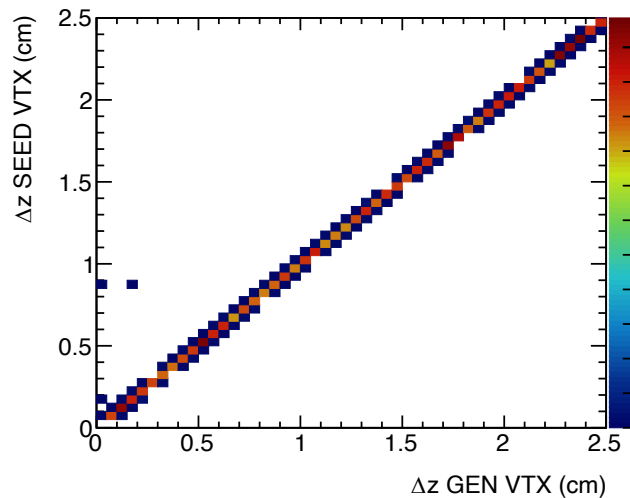
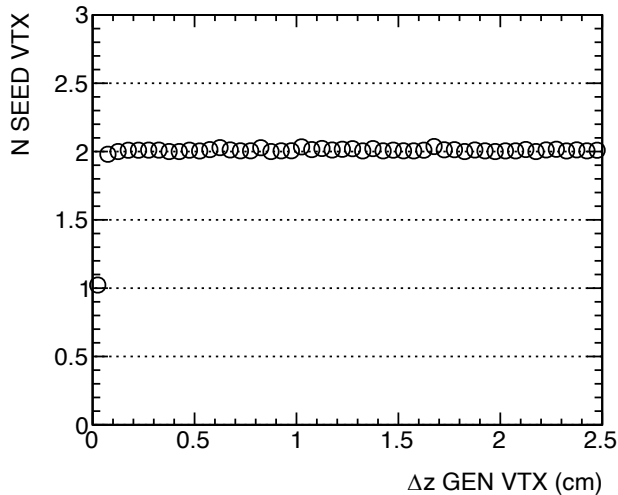
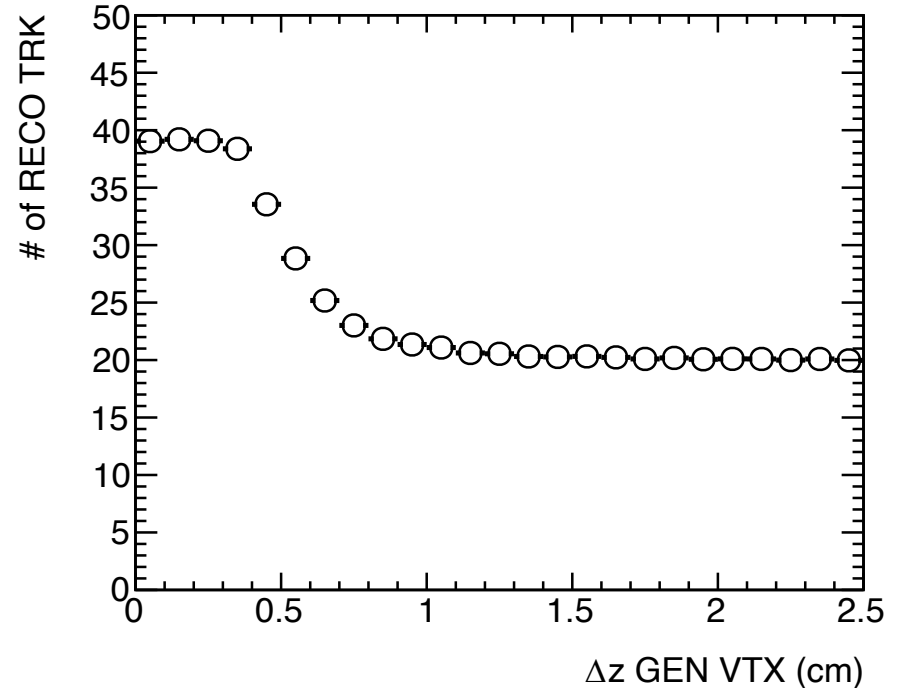
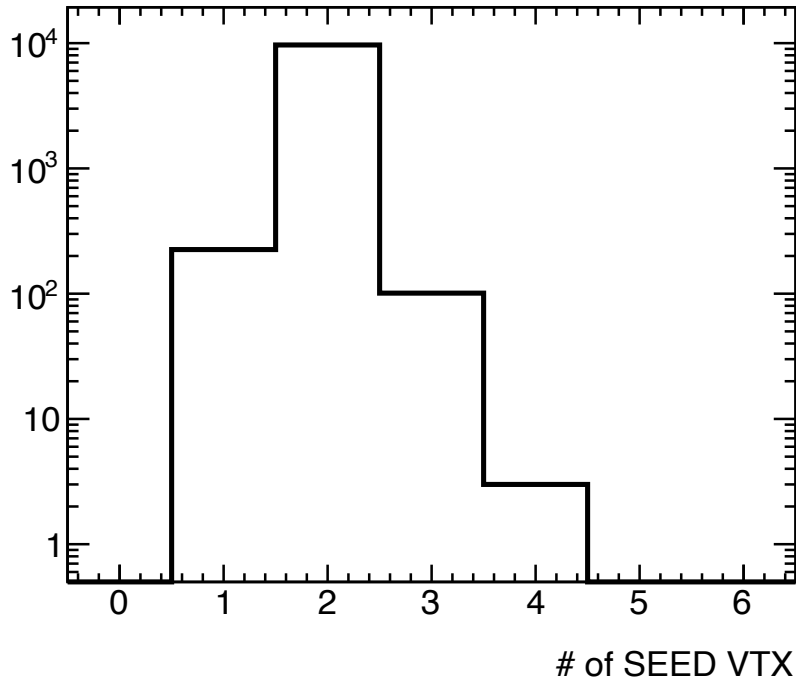


Seed vertex in high pileup pp



- Two generated vertices per events (10 pions per vertex)
 - One vertex at $z=0$ cm and another vertex in $|z| < 2.5$ cm

Seed vertex in high pileup pp



- If two vertices are close enough, tracks from the second vertex are reconstructed during the loop of first seed vertex
- Quality check on track seed is on going