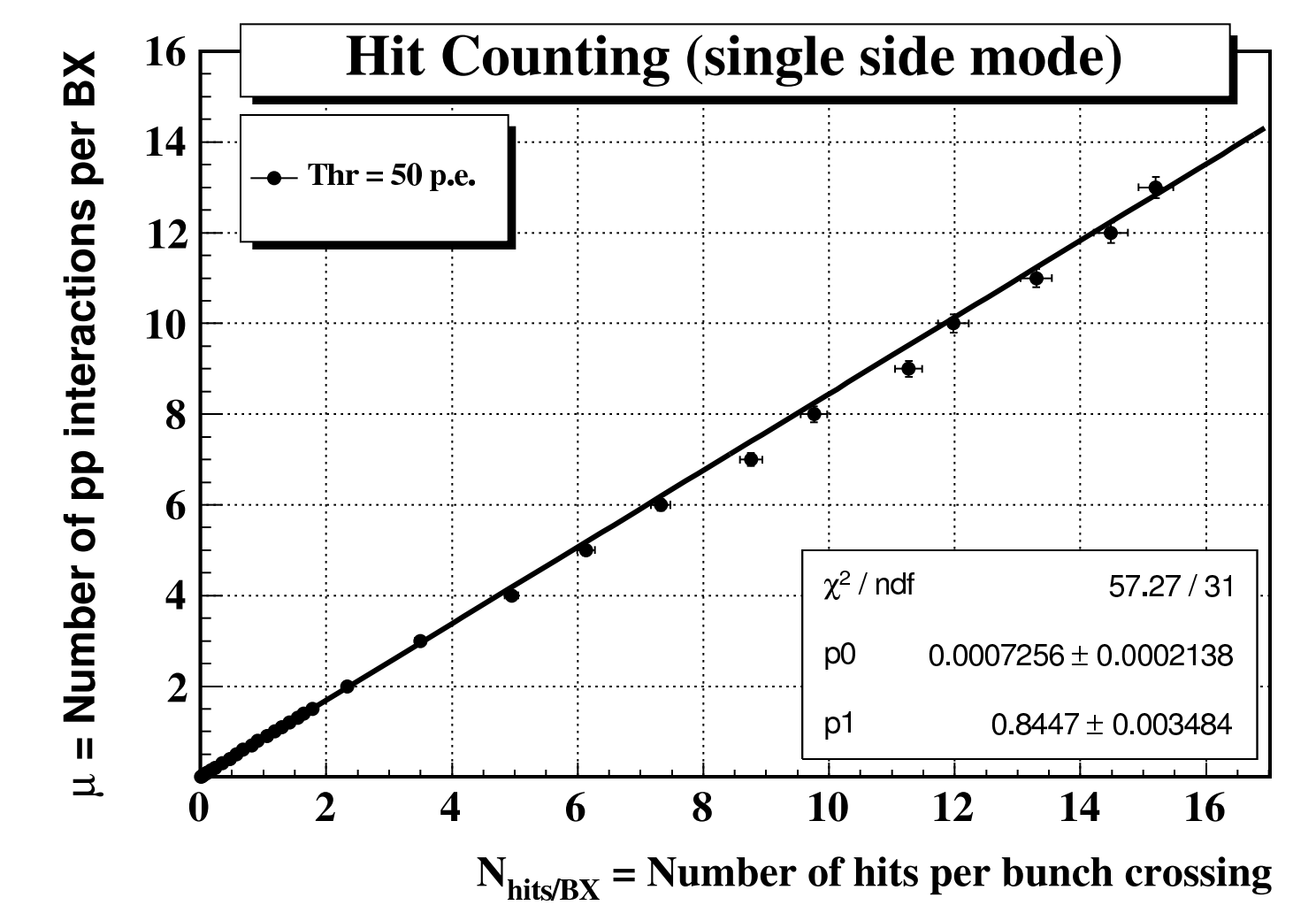
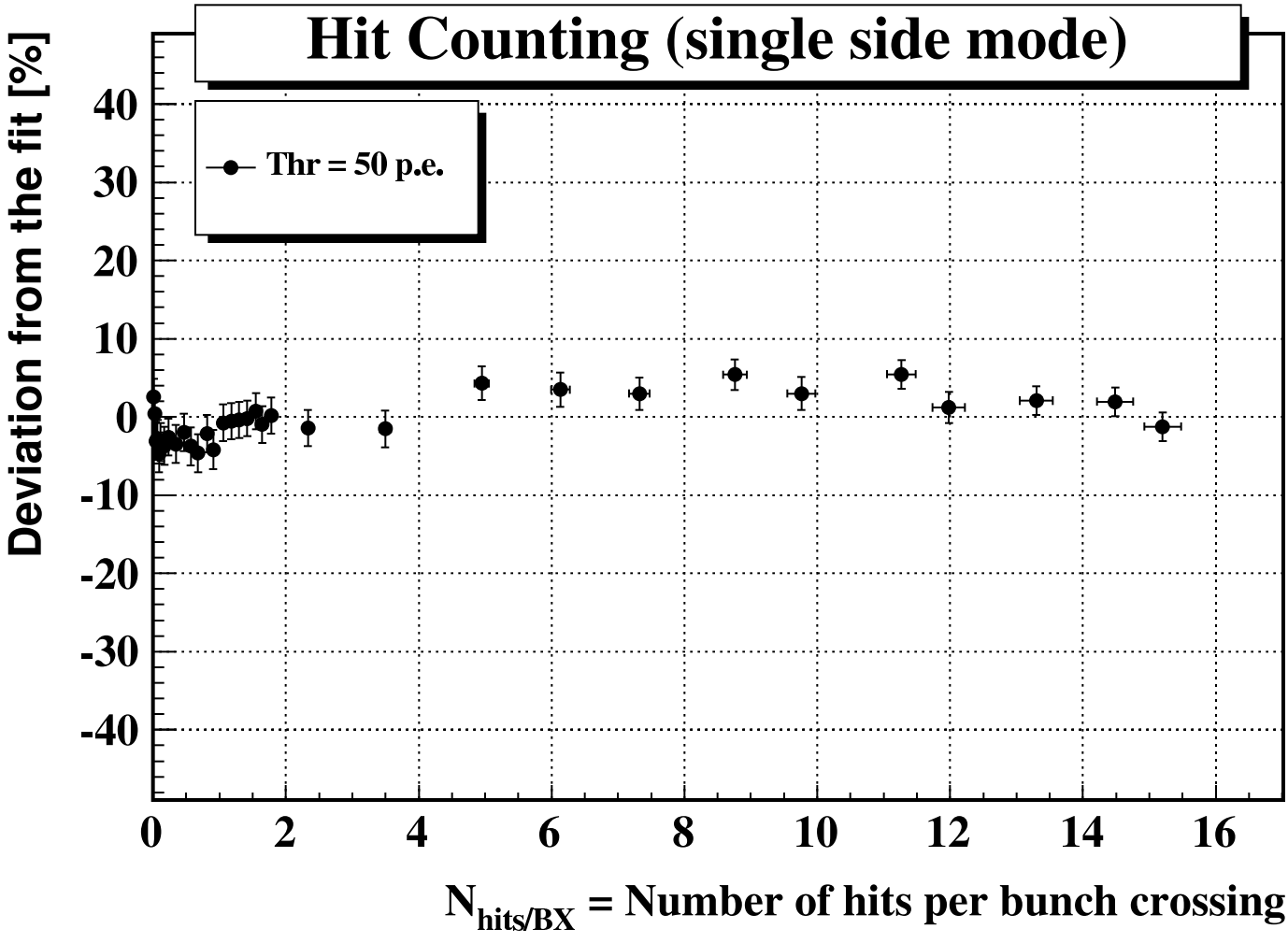
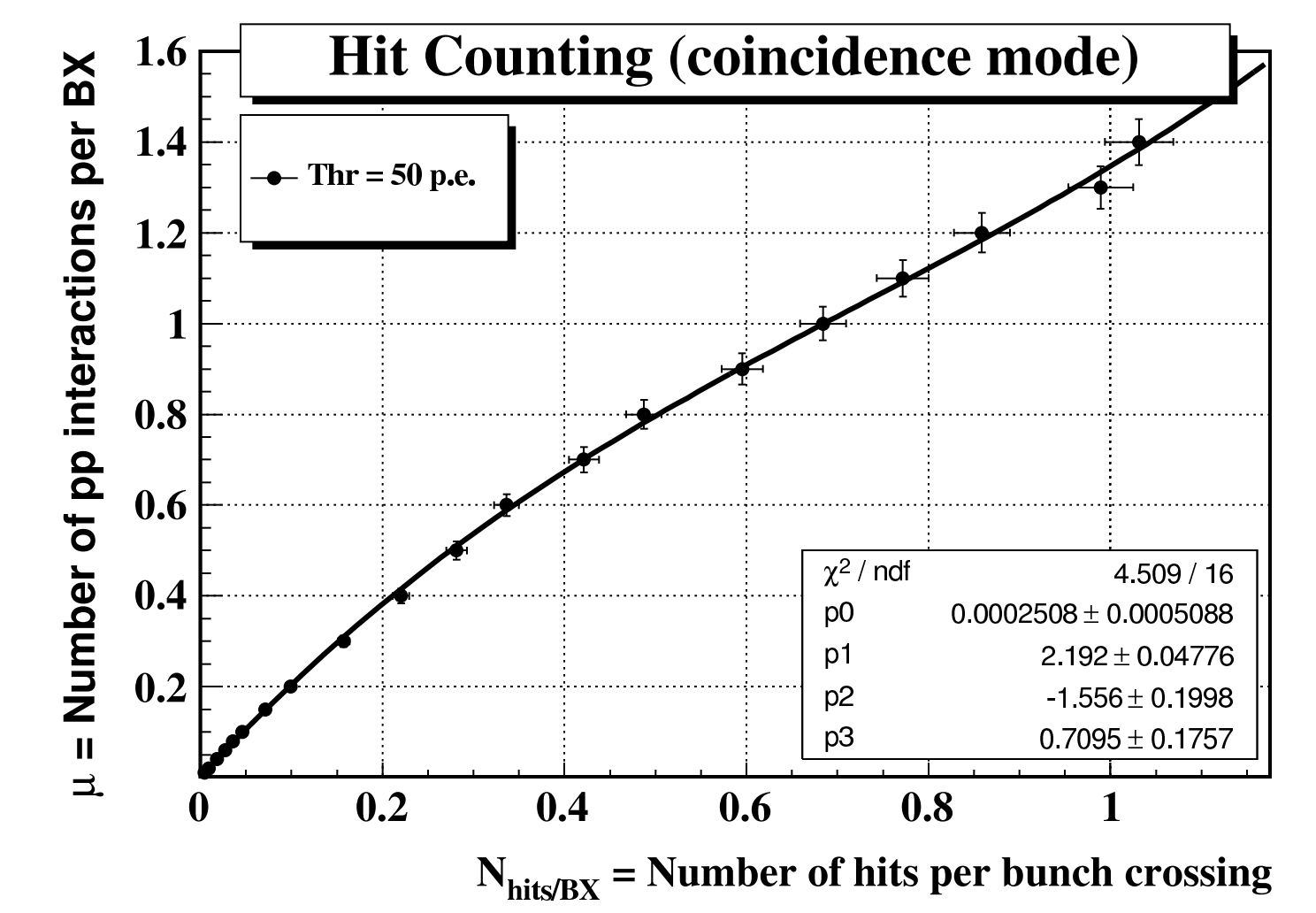
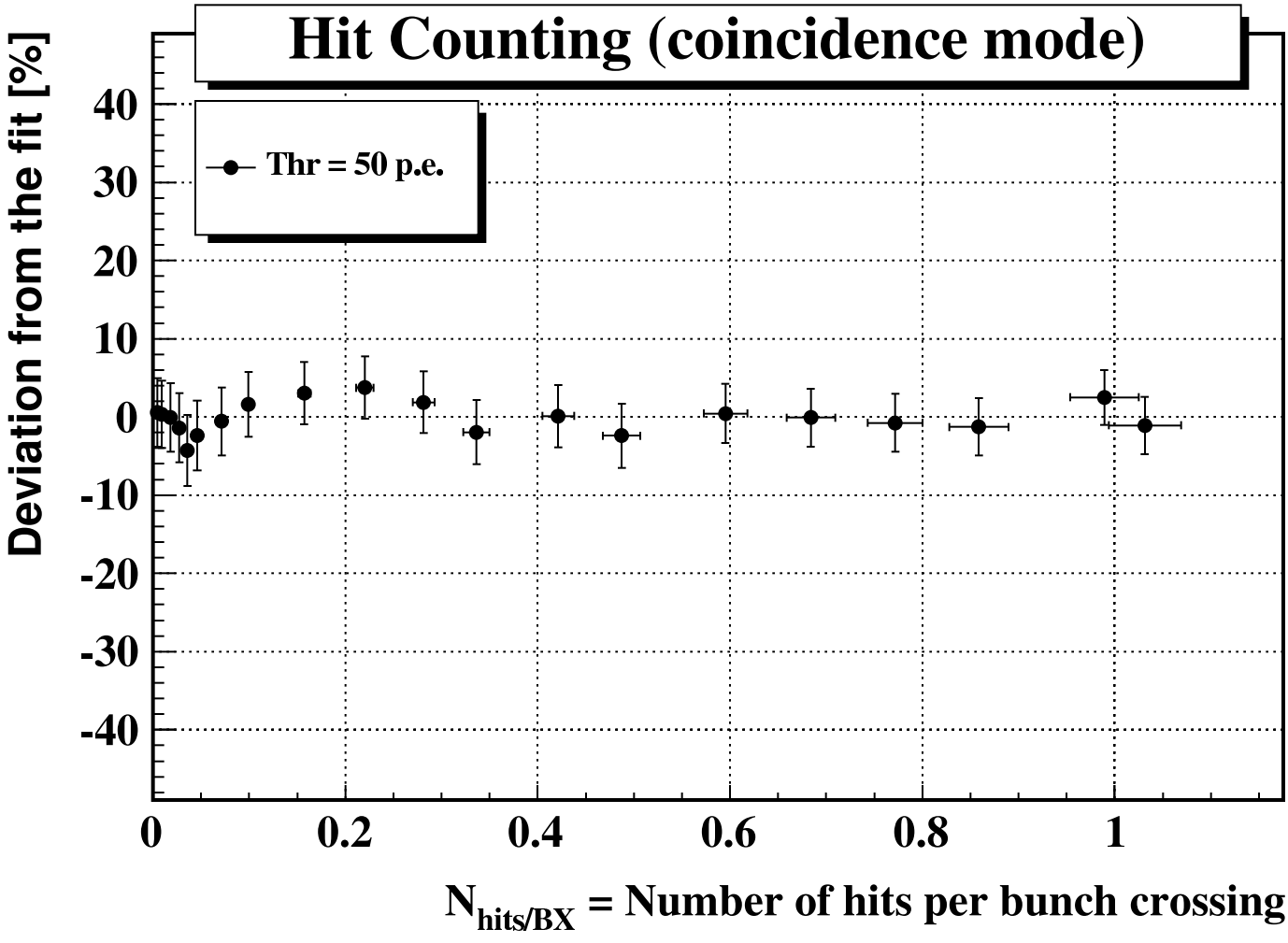
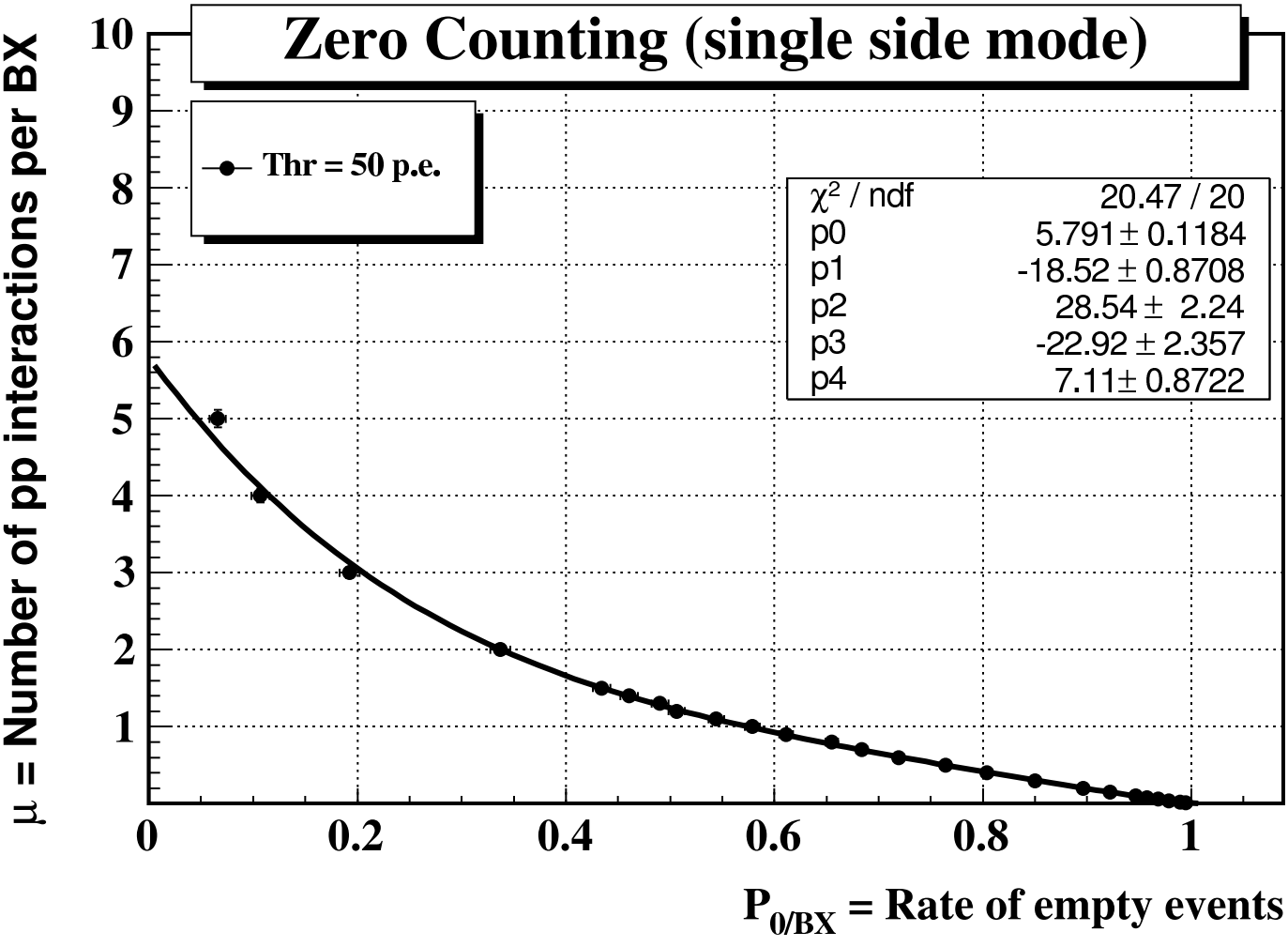
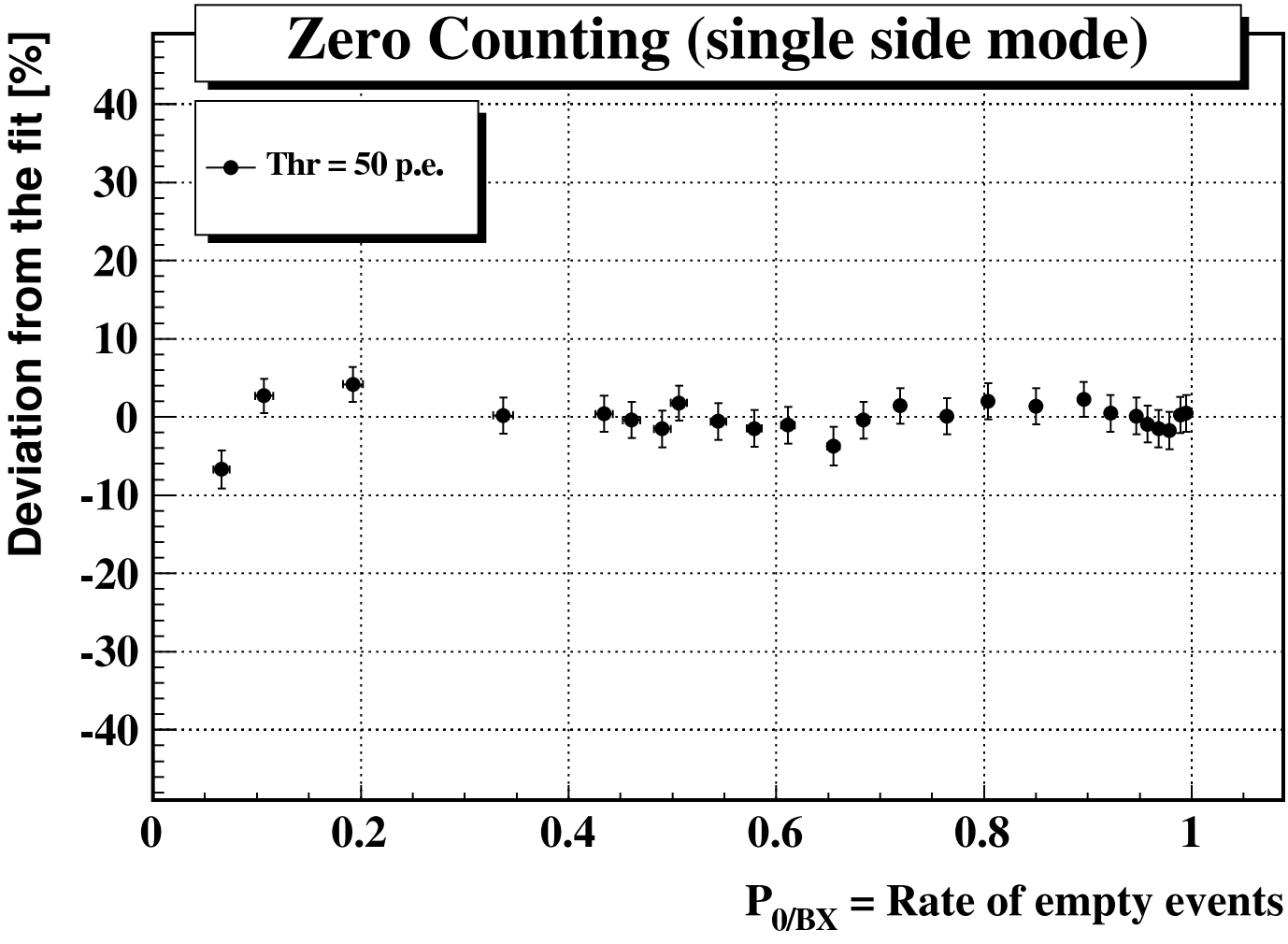

Hit Counting (single side mode)
Thr = 50 p.e.
χ² / ndf 57.27 / 31
p0 0.0007256 ± 0.0002138
p1 0.8447 ± 0.003484
μ = Number of pp interactions per BX
N_hits/BX = Number of hits per bunch crossing
0
2
4
6
8
10
12
14
16

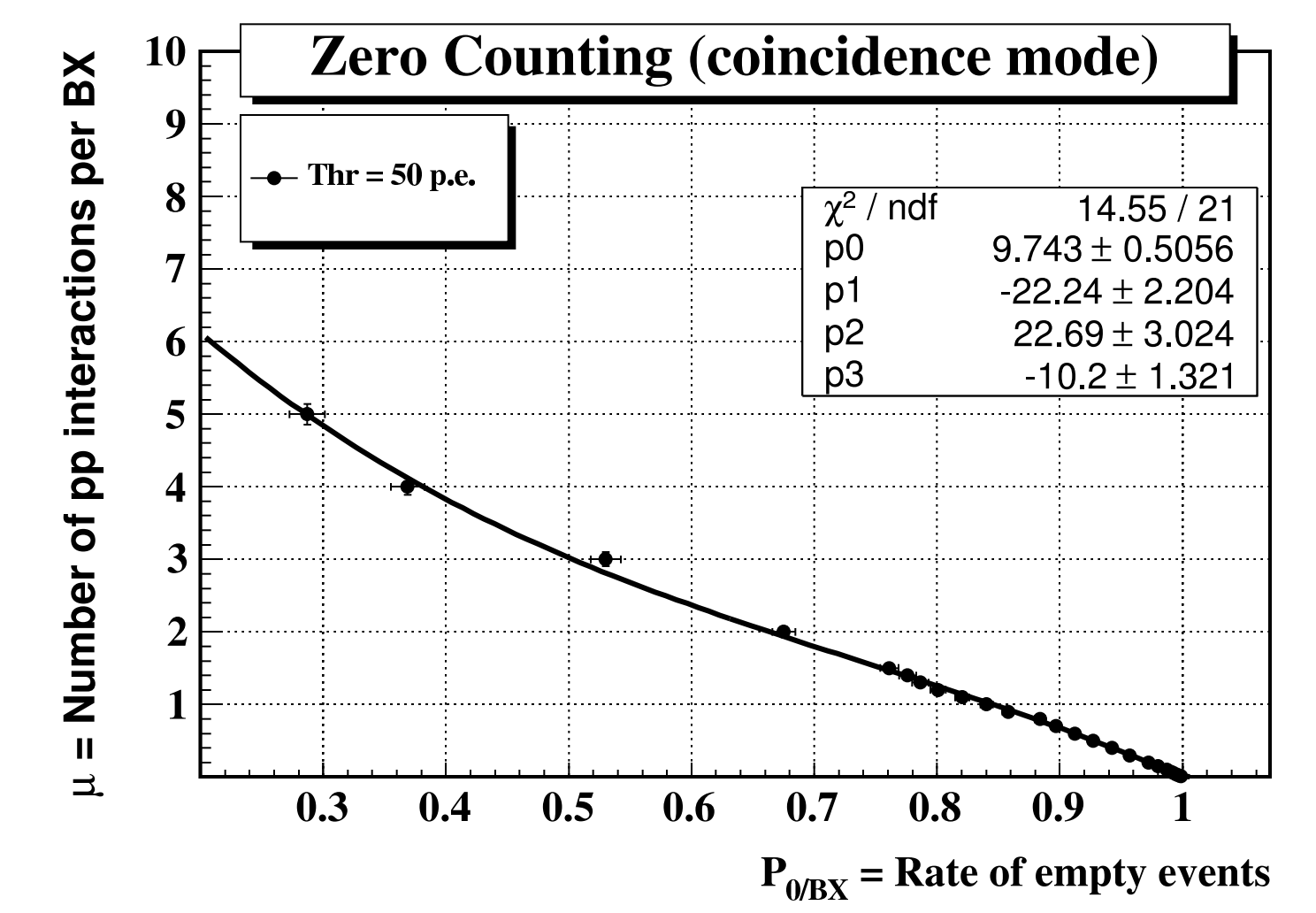

Hit Counting (single side mode)
Thr = 50 p.e.
Deviation from the fit [%]
40
30
20
10
0
-10
-20
-30
-40
0
2
4
6
8
10
12
14
16
N hits/BX = Number of hits per bunch crossing

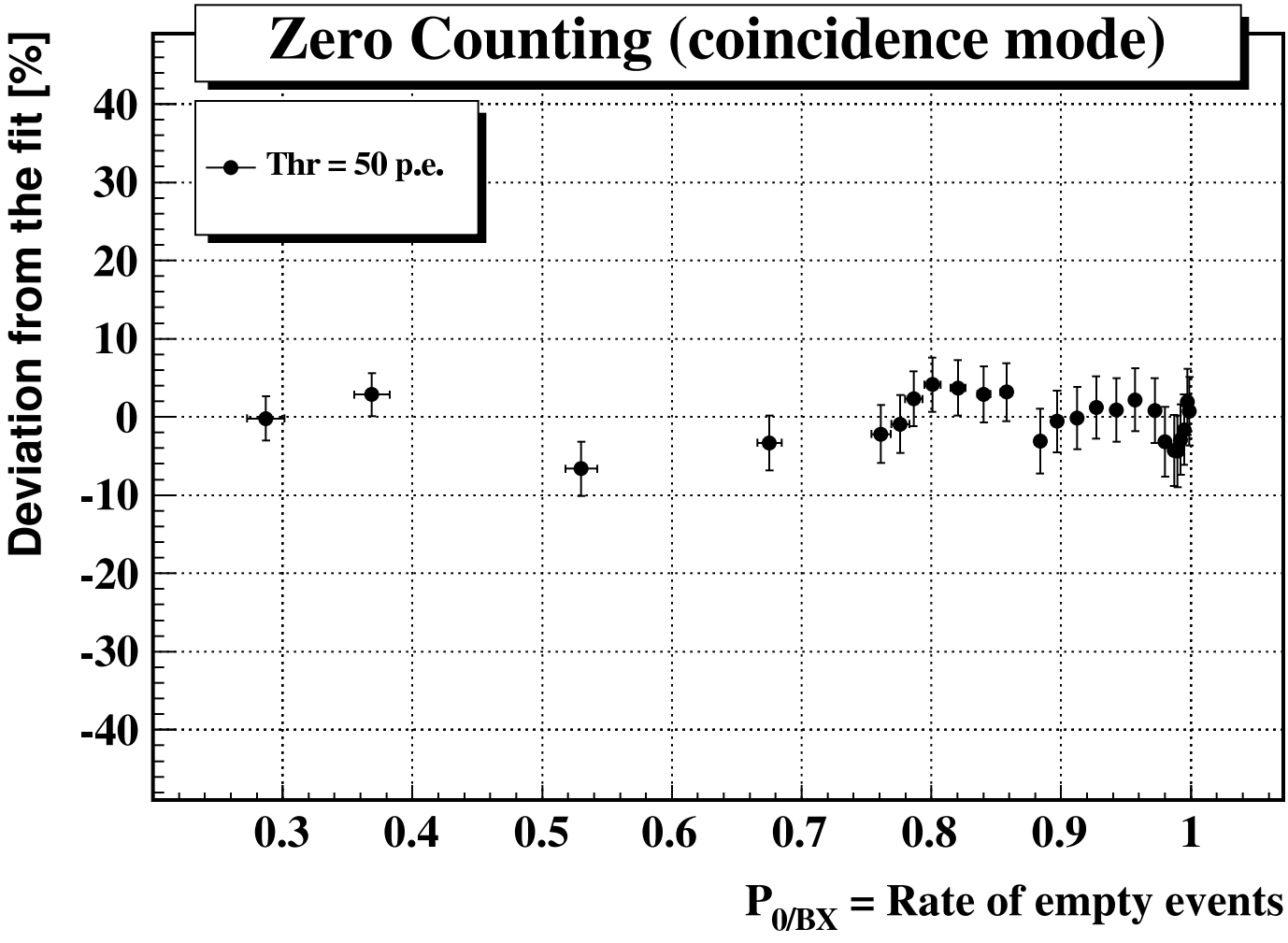

Hit Counting (coincidence mode)
Thr = 50 p.e.
χ² / ndf 4.509 / 16
p0 0.0002508 ± 0.0005088
p1 2.192 ± 0.04776
p2 -1.556 ± 0.1998
p3 0.7095 ± 0.1757
μ = Number of pp interactions per BX
N_hits/BX = Number of hits per bunch crossing
0
0.2
0.4
0.6
0.8
1
1.2
1.4
1.6

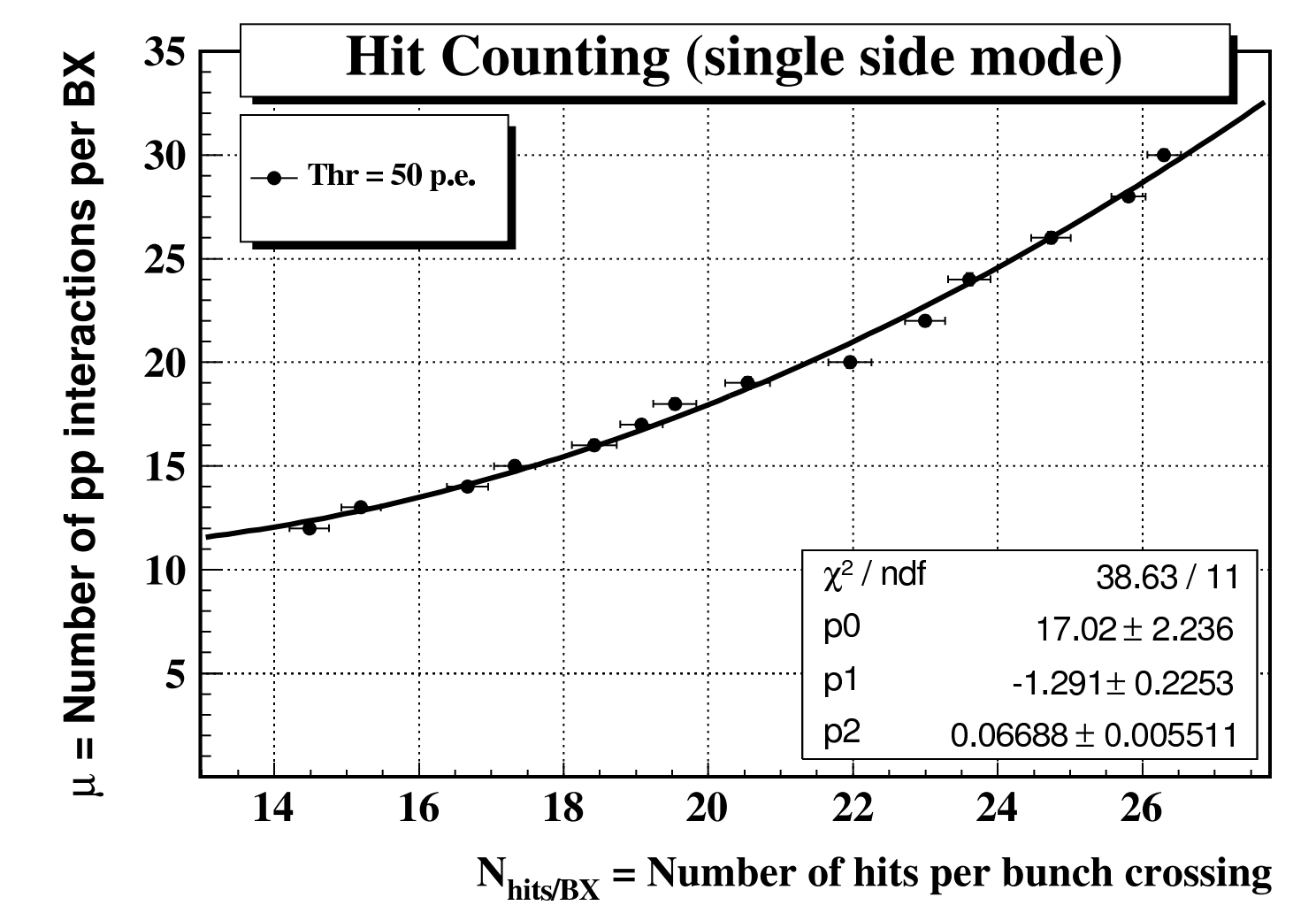

Hit Counting (coincidence mode)
Thr = 50 p.e.
Deviation from the fit [%]
40
30
20
10
0
-10
-20
-30
-40
0
0.2
0.4
0.6
0.8
1
N hits/BX = Number of hits per bunch crossing

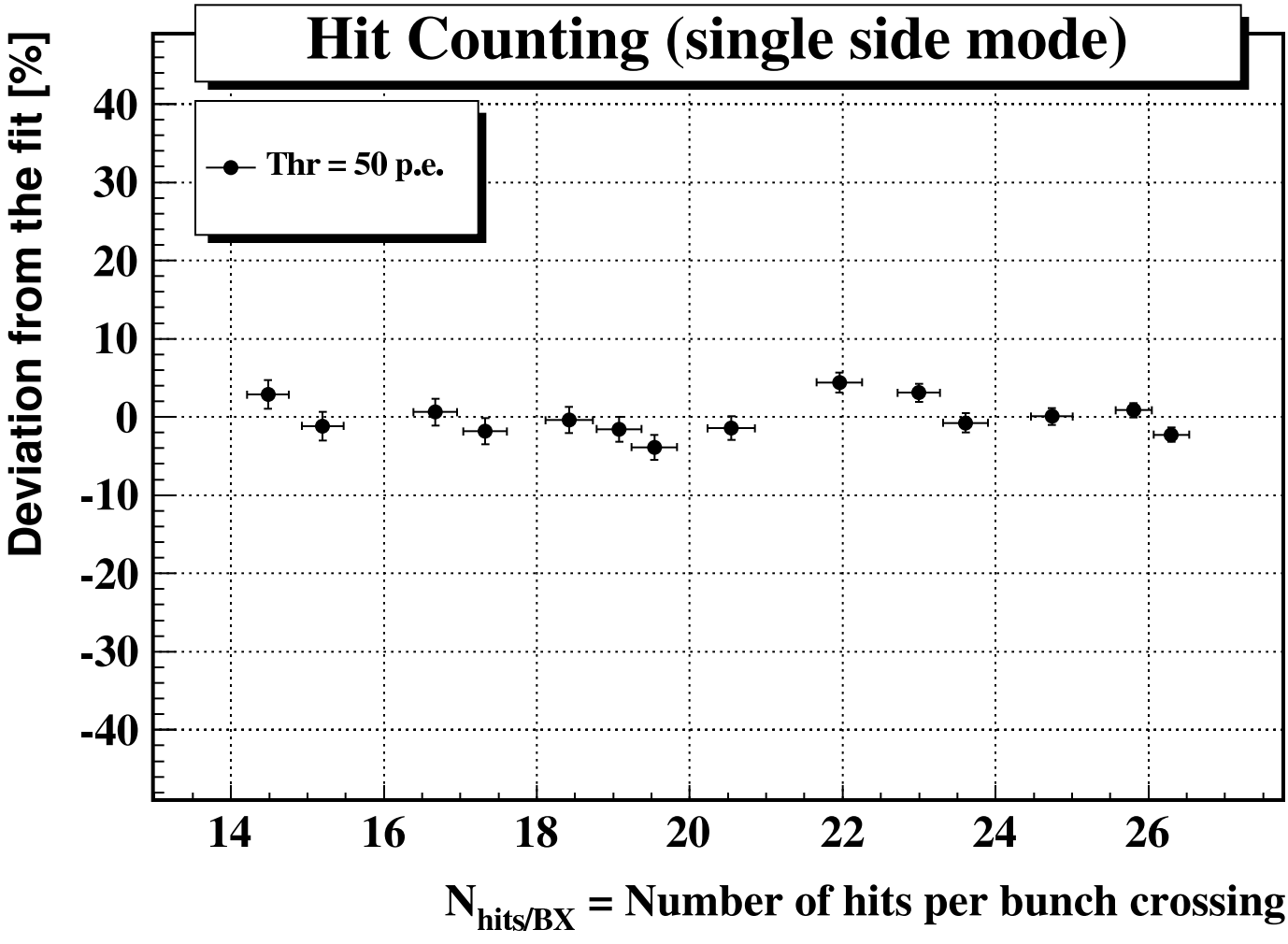

Zero Counting (single side mode)
Thr = 50 p.e.
χ² / ndf 20.47 / 20
p0 5.791 ± 0.1184
p1 -18.52 ± 0.8708
p2 28.54 ± 2.24
p3 -22.92 ± 2.357
p4 7.11 ± 0.8722
μ = Number of pp interactions per BX
P0/BX = Rate of empty events
0
0.2
0.4
0.6
0.8
1
1
2
3
4
5
6
7
8
9
10

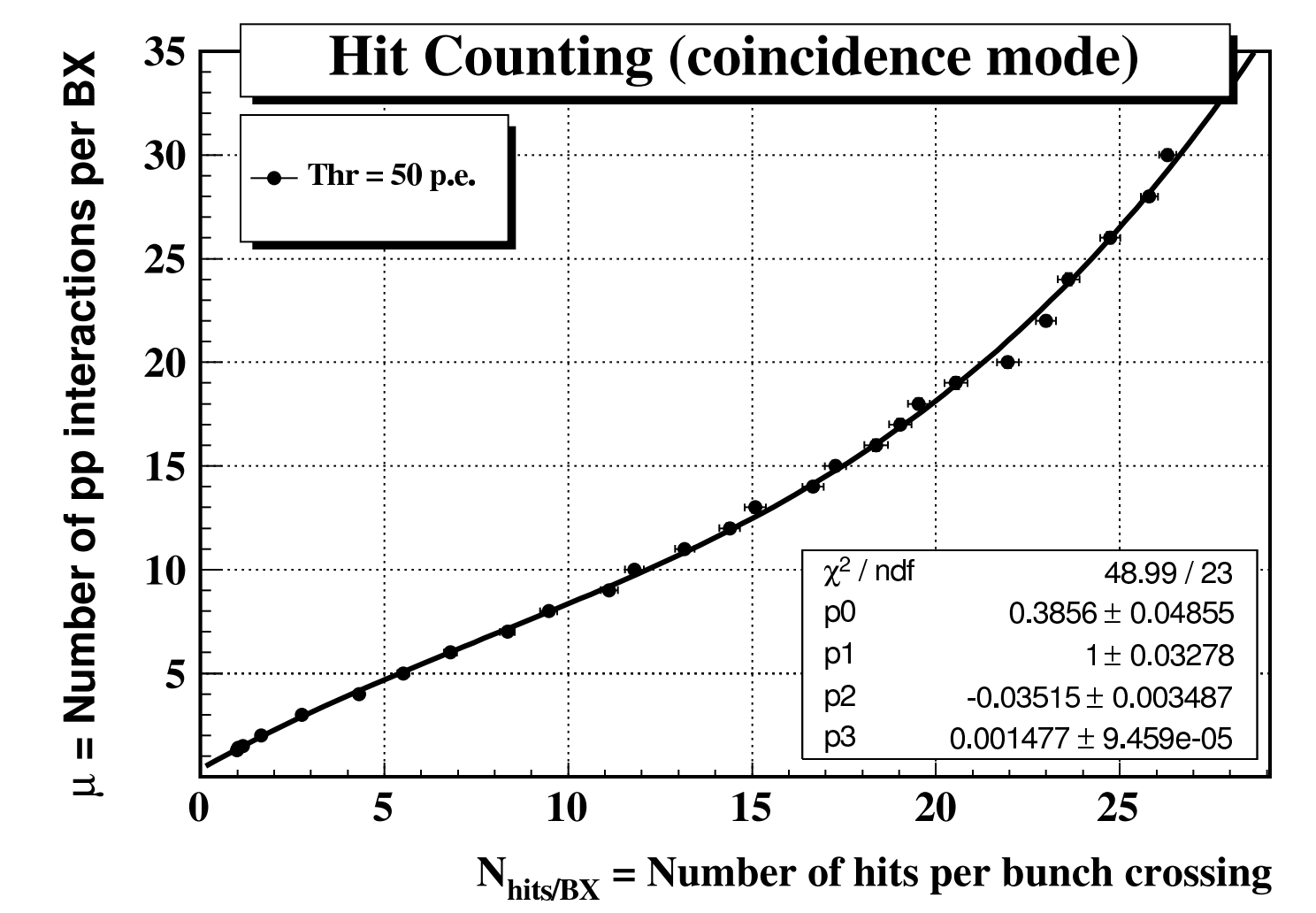

Zero Counting (single side mode)
Thr = 50 p.e.
Deviation from the fit [%]
40
30
20
10
0
-10
-20
-30
-40
0
0.2
0.4
0.6
0.8
1
P0/BX = Rate of empty events

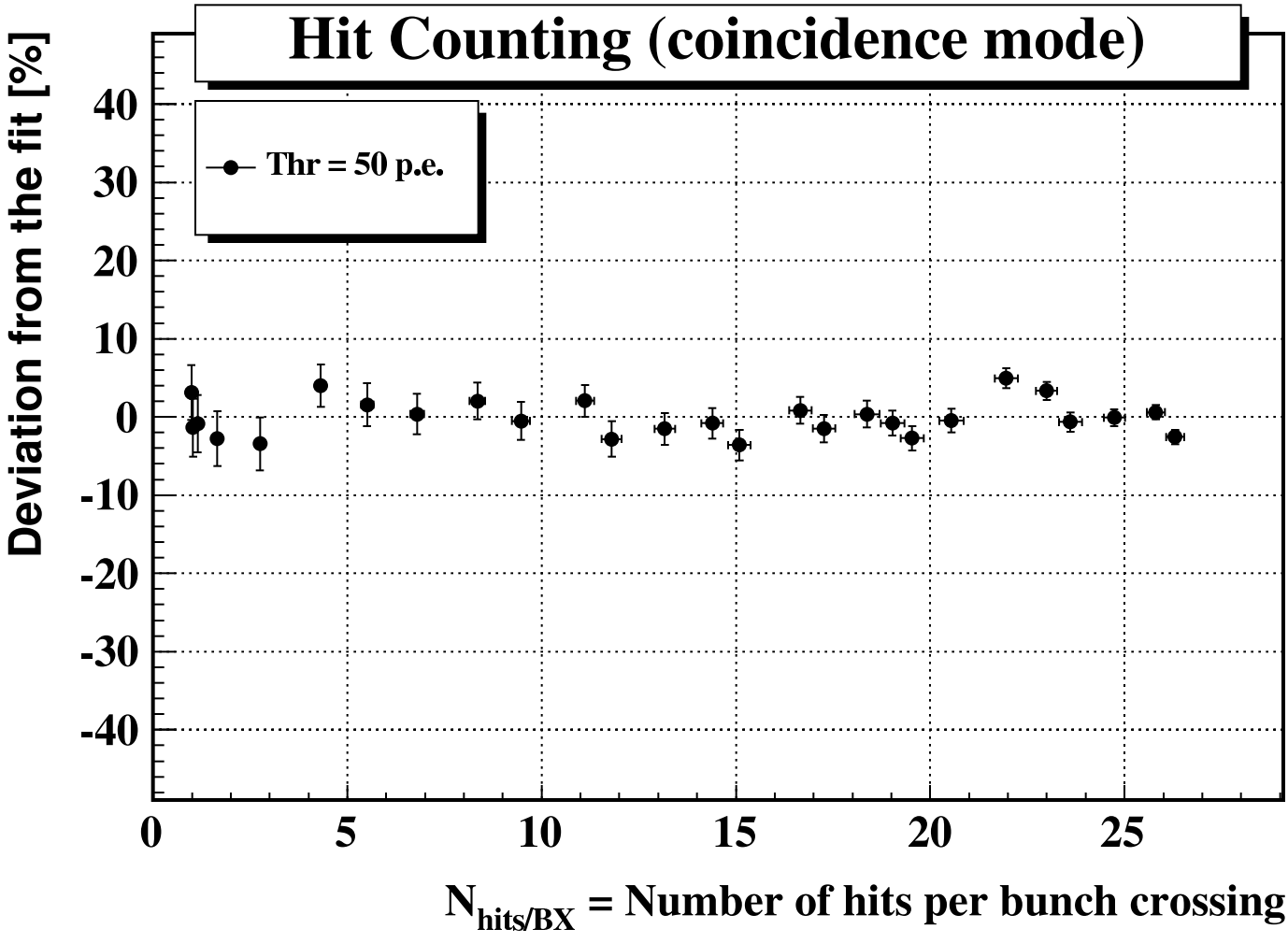

Zero Counting (coincidence mode)
Thr = 50 p.e.
χ² / ndf 14.55 / 21
p0 9.743 ± 0.5056
p1 -22.24 ± 2.204
p2 22.69 ± 3.024
p3 -10.2 ± 1.321
μ = Number of pp interactions per BX
P0/BX = Rate of empty events
10
9
8
7
6
5
4
3
2
1
0.3
0.4
0.5
0.6
0.7
0.8
0.9
1


Zero Counting (coincidence mode)
Thr = 50 p.e.
Deviation from the fit [%]
40
30
20
10
0
-10
-20
-30
-40
0.3
0.4
0.5
0.6
0.7
0.8
0.9
1
P0/BX = Rate of empty events


Hit Counting (single side mode)
Thr = 50 p.e.
χ² / ndf 38.63 / 11
p0 17.02 ± 2.236
p1 -1.291 ± 0.2253
p2 0.06688 ± 0.005511
μ = Number of pp interactions per BX
N_hits/BX = Number of hits per bunch crossing
35
30
25
20
15
10
5
14
16
18
20
22
24
26


Hit Counting (single side mode)
Thr = 50 p.e.
Deviation from the fit [%]
40
30
20
10
0
-10
-20
-30
-40
14
16
18
20
22
24
26
N hits/BX = Number of hits per bunch crossing


Hit Counting (coincidence mode)
Thr = 50 p.e.
χ² / ndf 48.99 / 23
p0 0.3856 ± 0.04855
p1 1 ± 0.03278
p2 -0.03515 ± 0.003487
p3 0.001477 ± 9.459e-05
μ = Number of pp interactions per BX
N_hits/BX = Number of hits per bunch crossing
0
5
10
15
20
25
30
35


Hit Counting (coincidence mode)
Thr = 50 p.e.
Deviation from the fit [%]
40
30
20
10
0
-10
-20
-30
-40
0
5
10
15
20
25
N hits/BX = Number of hits per bunch crossing