PIX00 Results

Top +<3> min-bias events:

PIX00: 10,000 Top + <3> min-bias Events at 2 TeV (σ_z = 30 cm)	Average	Abs Max in Run
Number of Pixels Hit	800.5	2545 pixels/3,317,760 pixels
Number of Pixel Hits	800.9	2549 pixels/3,317,760 pixels
Pixel wth Maximum Hits	1.23	3 hits/1 pixel
Chip with Maximum Hits	21.7	55 hits/2,880 pixels
Mod-Wedge with Max Hits	43.5	139 hits/23.040 pixels
Mod-Ring with Max Hits	184.6	531 hits/276.480 pixels
Number of Pixels with > 1 Hit	0.42	27 pixels/3,317,760 pixels
Hits/ Detected Track	4.9	98 hits/1 Track

250 micron thick pixels

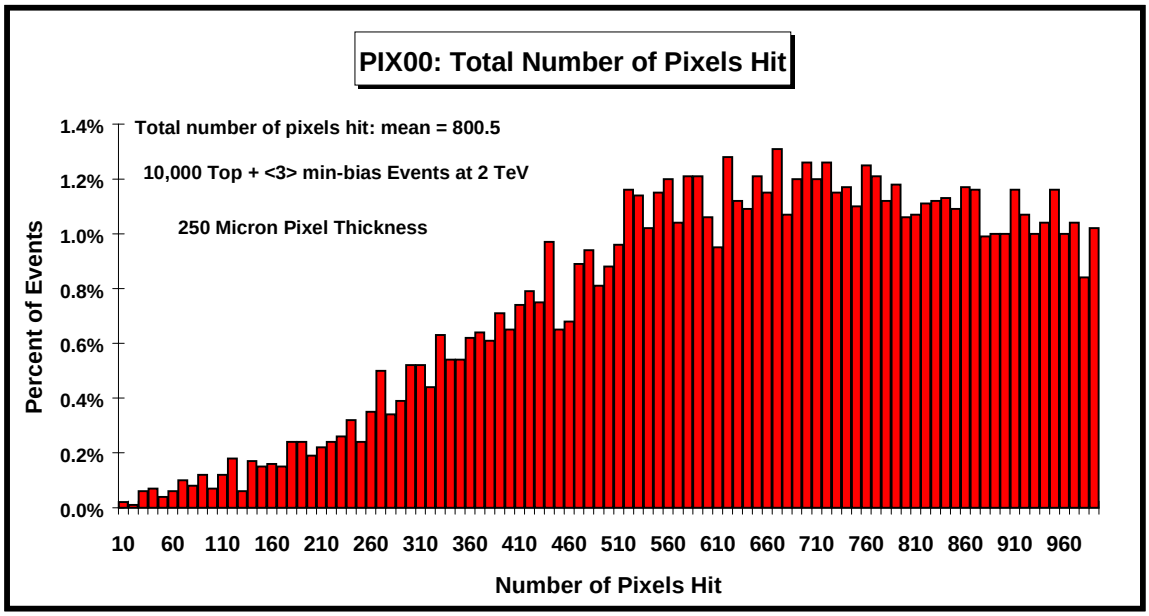
Only <3> min-bias events:

PIX00: 10,000 <3> Min-Bias Events at 2 TeV (σ_z = 30 cm)	Average	Abs Max in Run
Number of Pixels Hit	424.7	1896 pixels/3,317,760
Number of Pixel Hits	424.8	1896 pixels/3,317,760
Pixel wth Maximum Hits	1.01	2 hits/1 pixel
Chip with Maximum Hits	18.3	55 hits/2,880 pixels
Mod-Wedge with Max Hits	31.4	112 hits/23.040 pixels
Mod-Ring with Max Hits	73.5	259 hits/276,480
Number of Pixels with > 1 Hit	0.04	20 pixels/3,317,760 pixels
Hits/ Detected Track	6.5	86 hits/1 Track

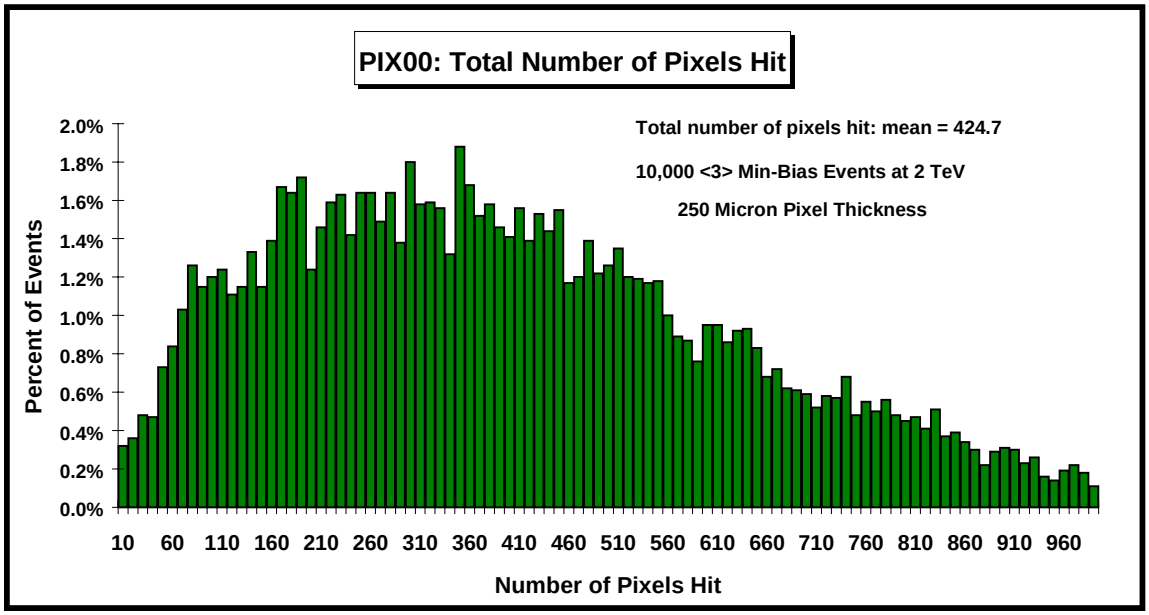
250 micron thick pixels

PIX00 Results

PIX00: Total number of pixels hit (Top + <3> min-bias, σ_z = 30 cm)

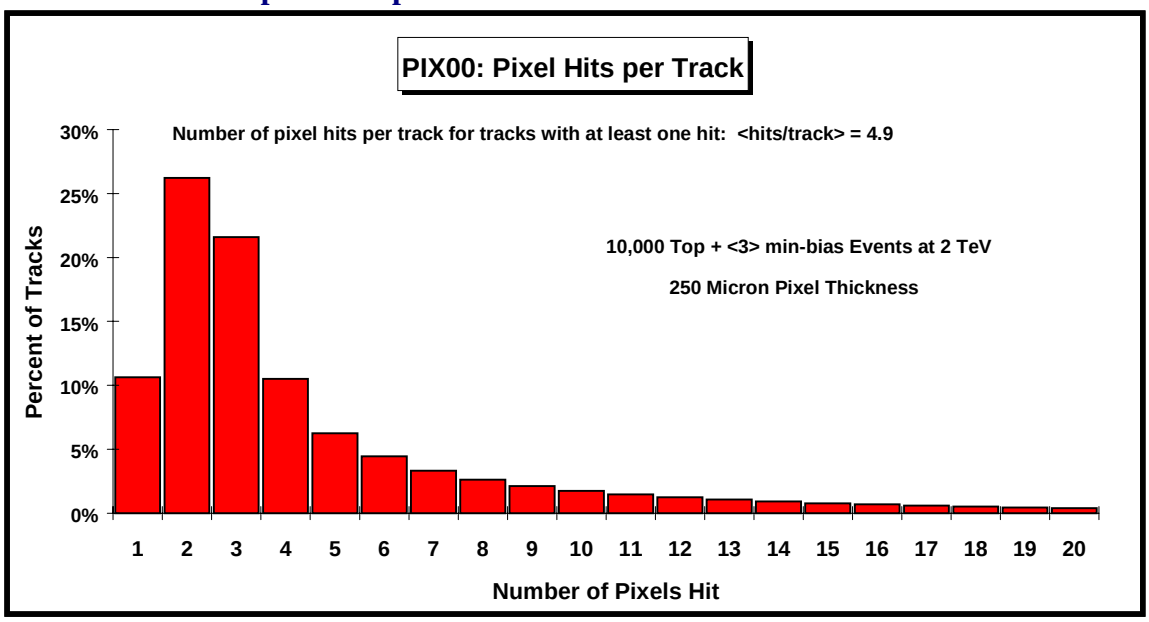


PIX00: Total number of pixels hit (<3> min-bias, σ_z = 30 cm)



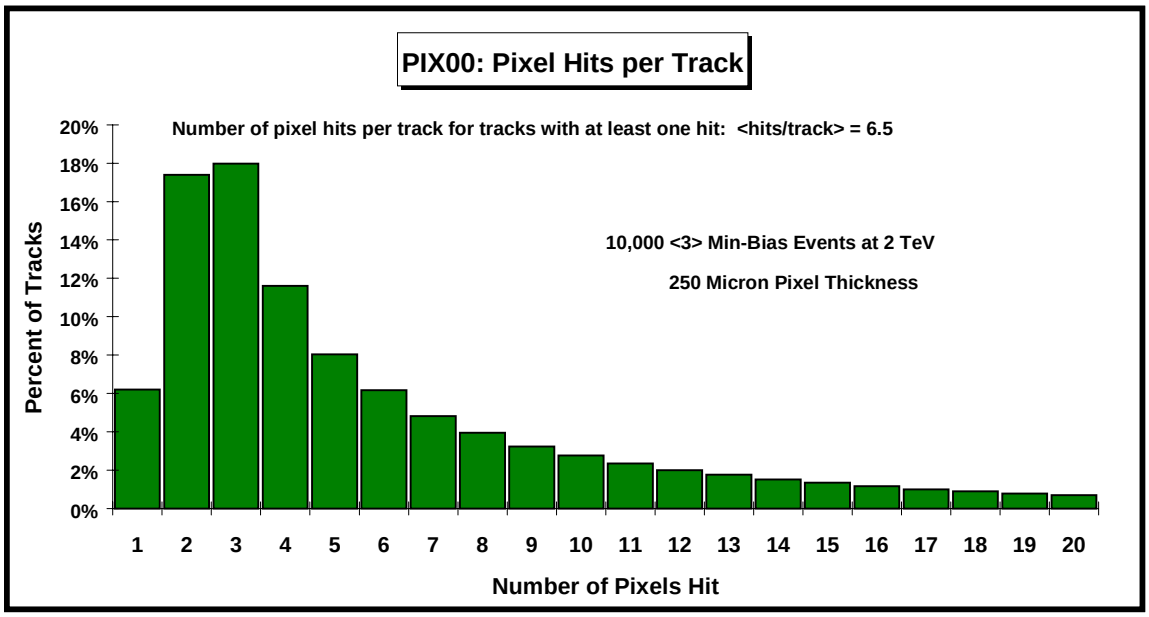
PIX00 Results

PIX00: Number of pixel hits per track for tracks with at least one hit



Top + <3> min-bias, σ_z = 30 cm

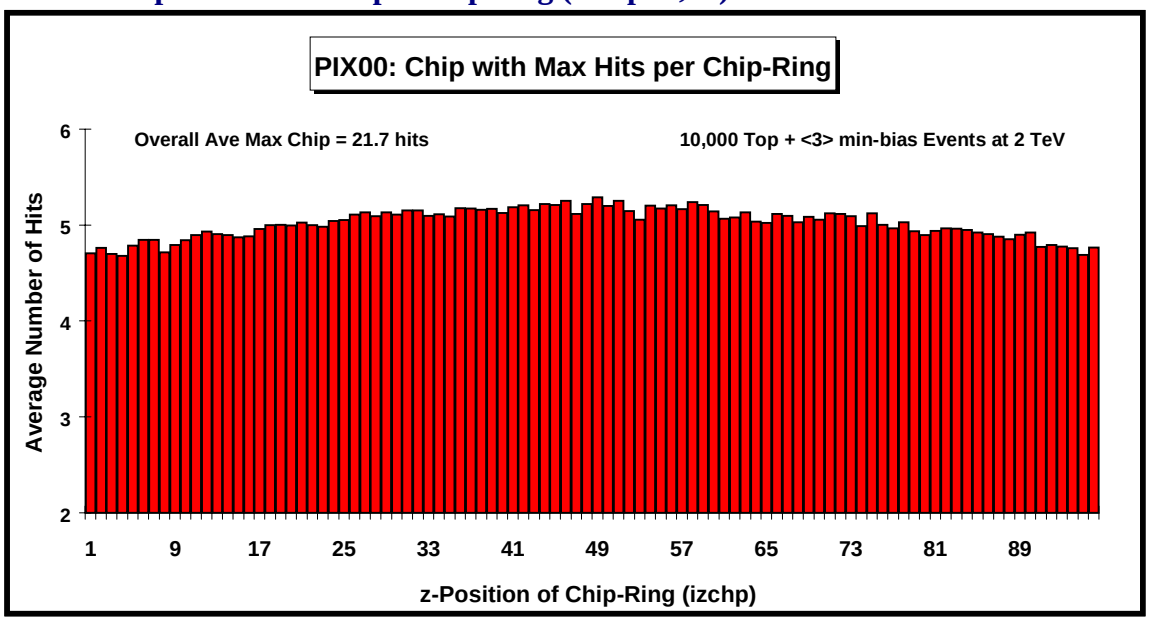
PIX00: Number of pixel hits per track for tracks with at least one hit



<3> min-bias, σ_z = 30 cm

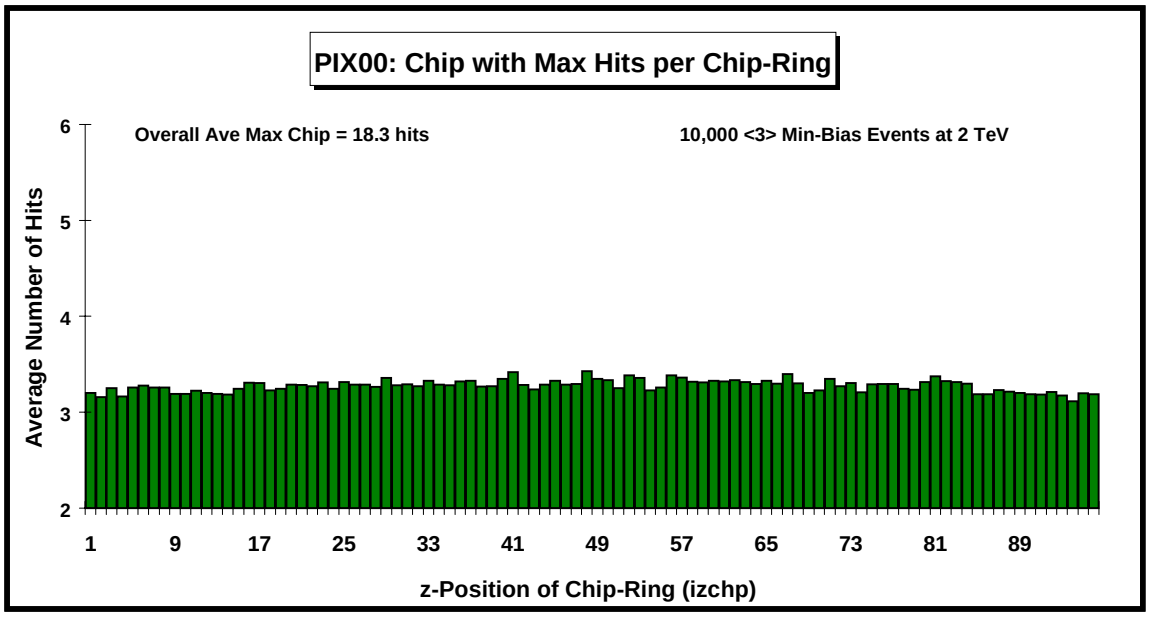
PIX00 Results

PIX00: Chip with max hits per chip-ring (izchp=1,96)



Top + <3> min-bias, σ_z = 30 cm

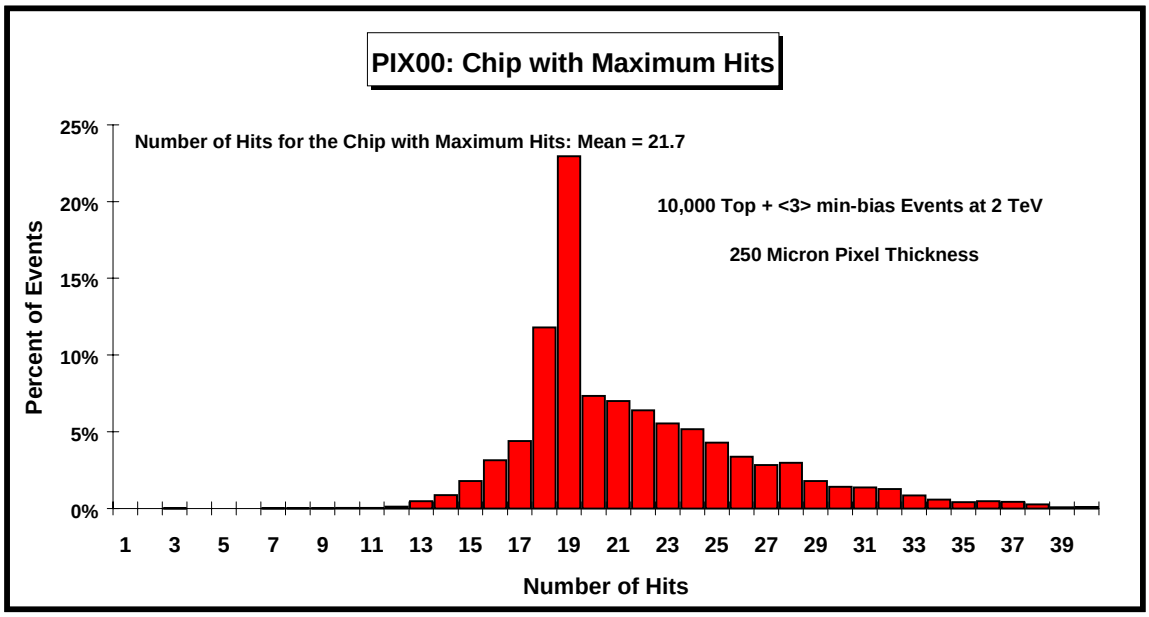
PIX00: Chip with max hits per chip-ring (izchp=1,96)



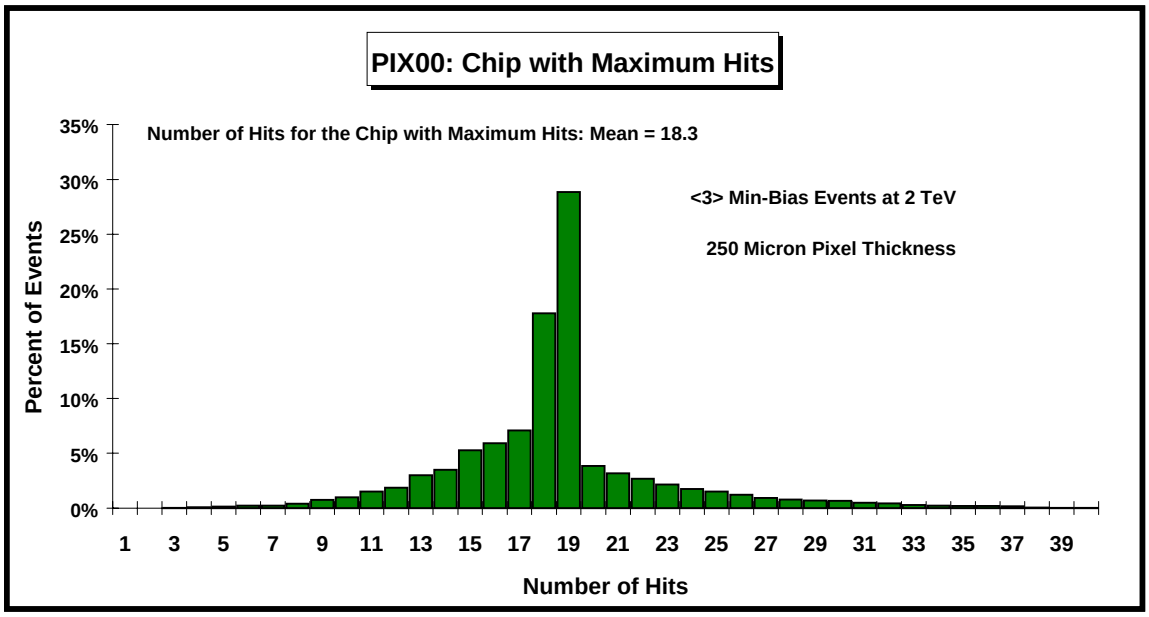
<3> min-bias, σ_z = 30 cm

PIX00 Results

PIX00: Chip with maximum hits (Top + <3> min-bias, σ_z = 30 cm)

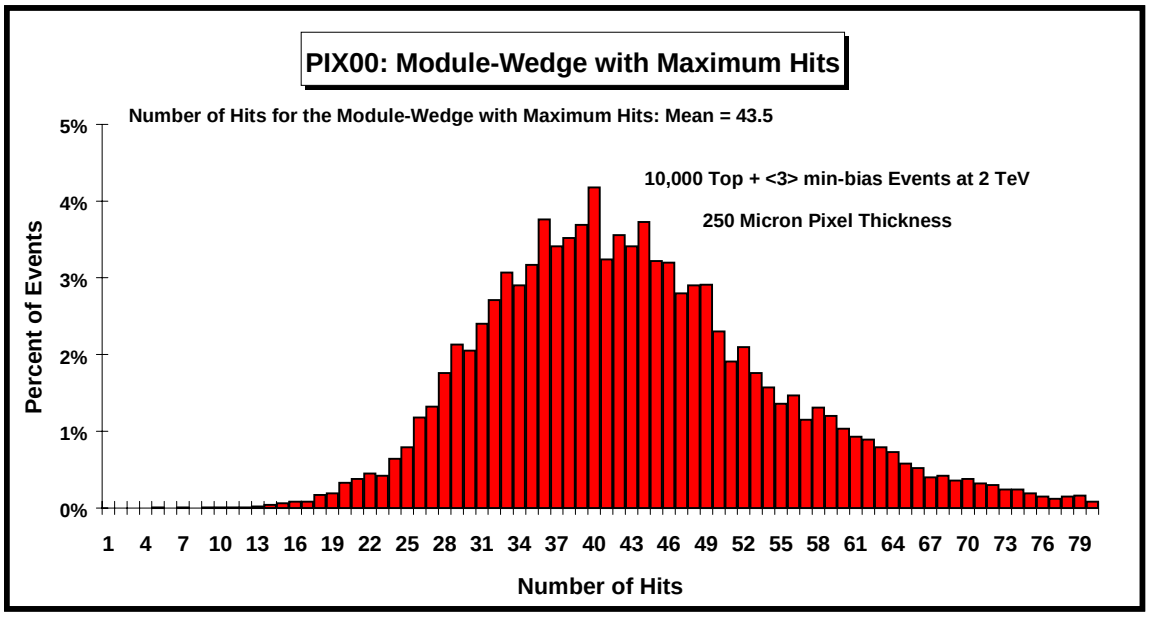


PIX00: Chip with maximum hits (<3> min-bias, σ_z = 30 cm)

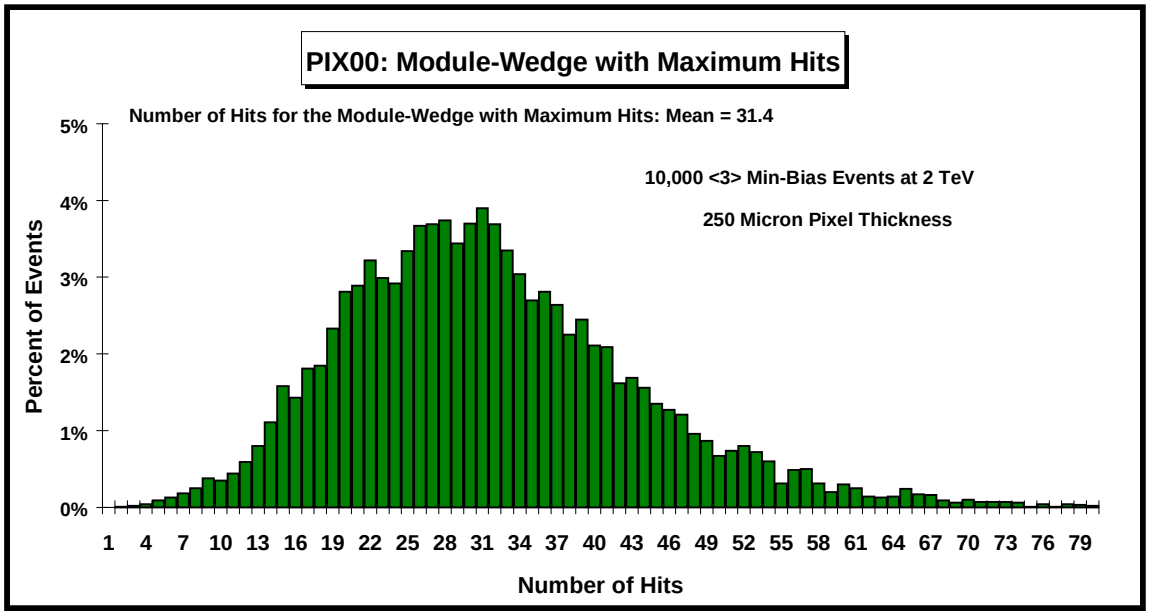


PIX00 Results

PIX00: Module-Wedge with maximum hits (Top + <3> min-bias, σ_z = 30 cm)

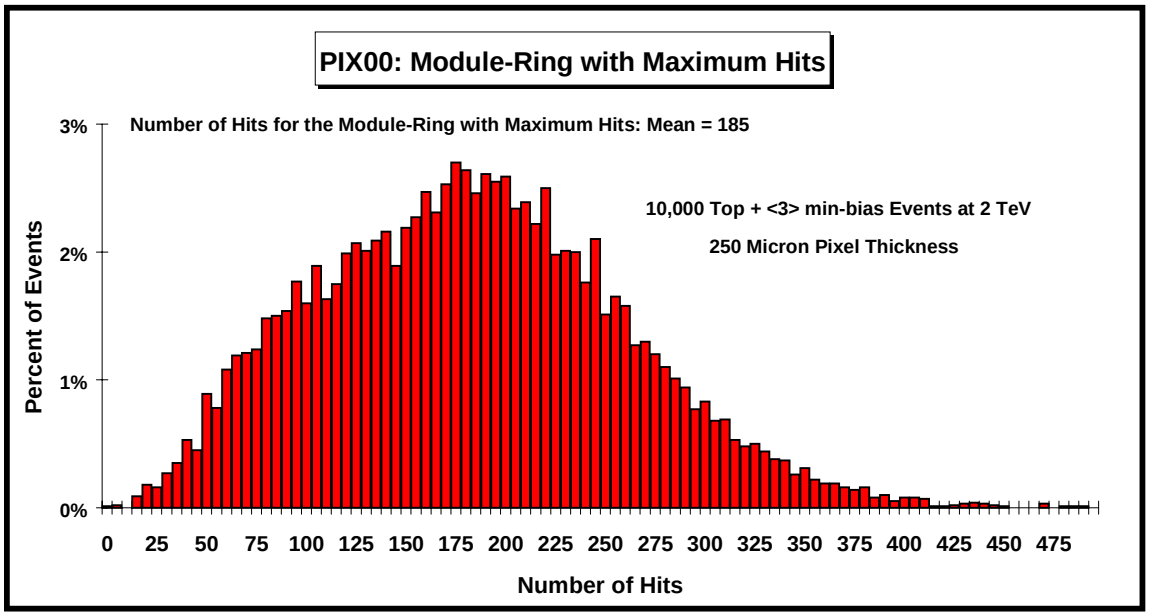


PIX00: Module-Wedge with maximum hits (<3> min-bias, σ_z = 30 cm)

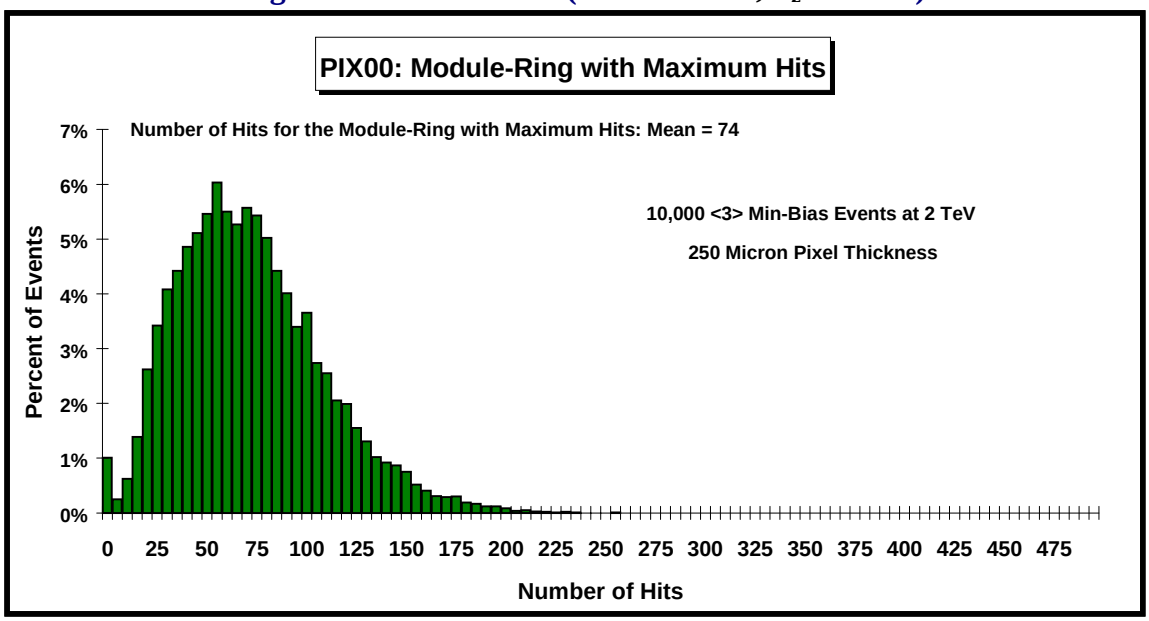


PIX00 Results

PIX00: Module-Ring with maximum hits (Top + <3> min-bias, σ_z = 30 cm)

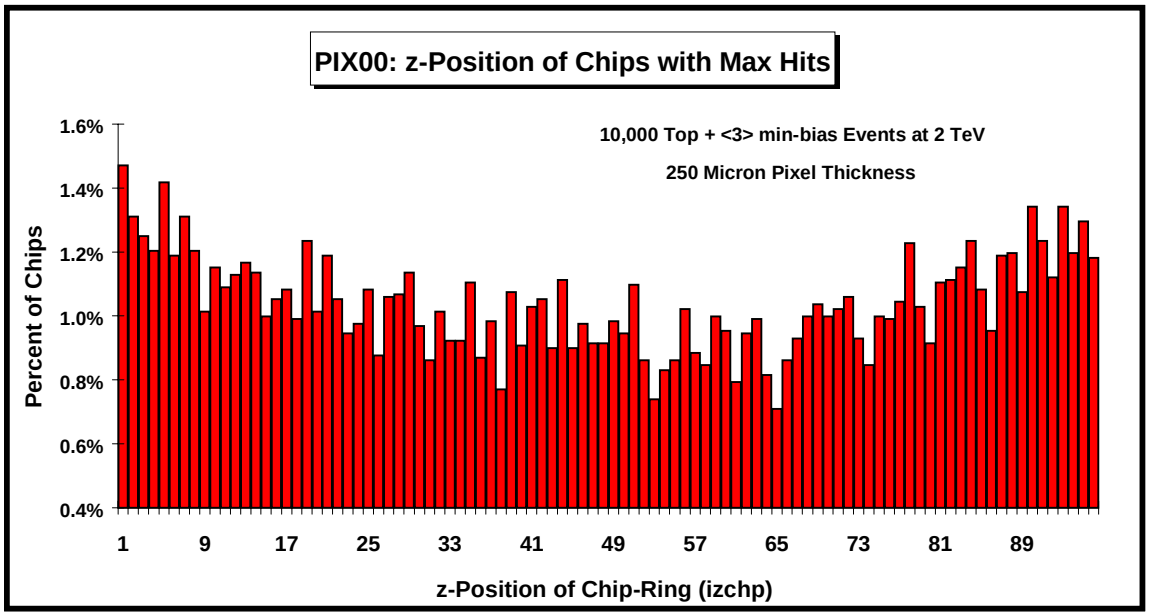


PIX00: Module-Ring with maximum hits (<3> min-bias, σ_z = 30 cm)



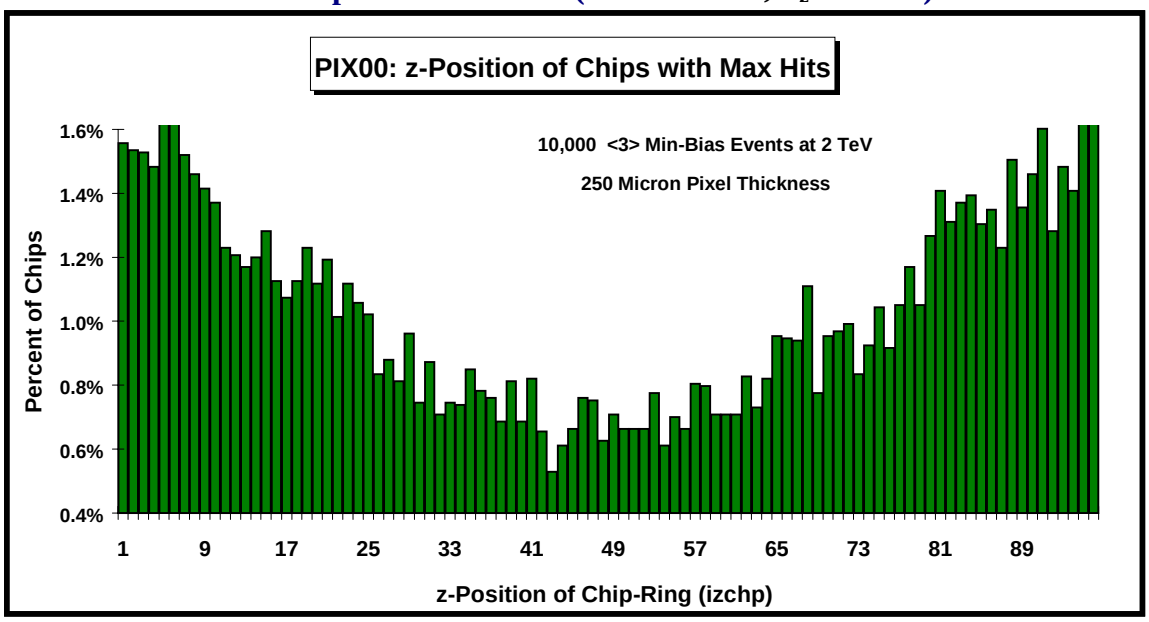
PIX00 Results

PIX00: z-Position of Chips with Max Hits (Top + <3> min-bias, σ_z = 30 cm)



This plot includes all max chips.

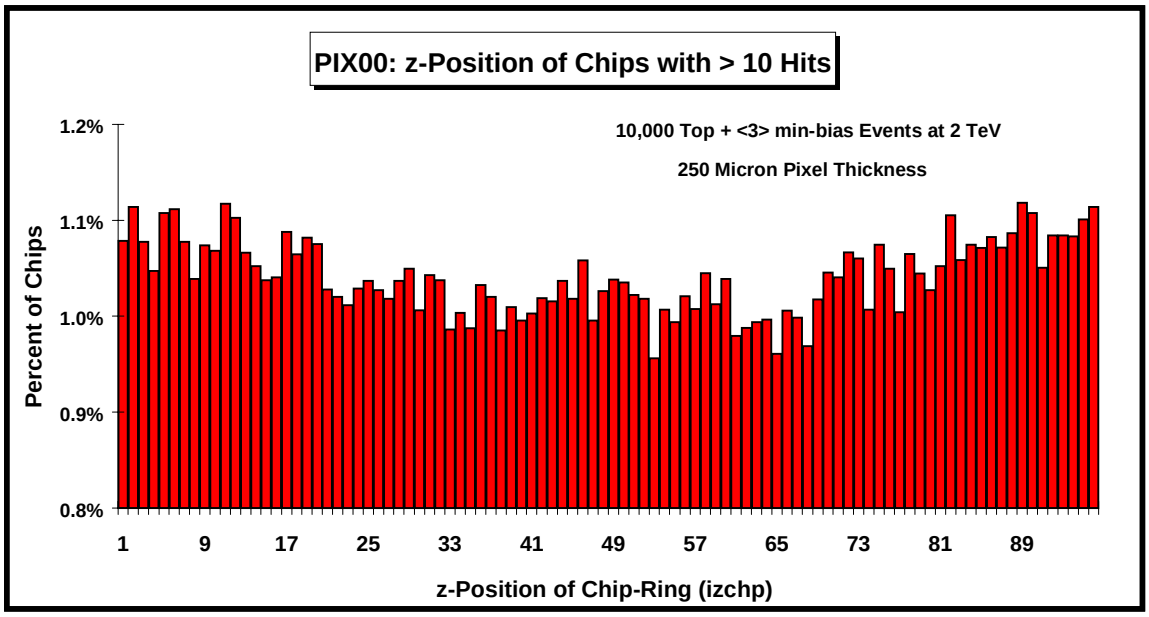
PIX00: z-Position of Chips with Max Hits (<3> min-bias, σ_z = 30 cm)



This plot includes all max chips.

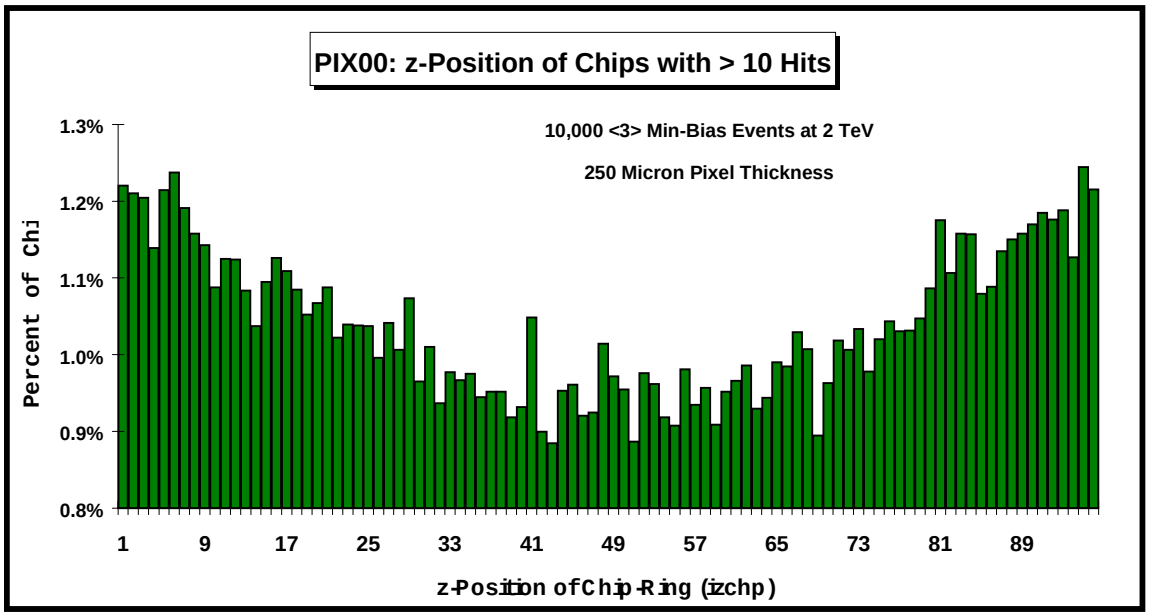
PIX00 Results

PIX00: z-Position of Chips with >10 Hits (Top + <3> min-bias, σ_z = 30cm)



This plot includes all chips with > 10 hits.

PIX00: z-Position of Chips with >10 Hits (<3> min-bias, σ_z = 30 cm)



This plot includes all chips with > 10 hits.