# Field map comparison

#### Figure credit: Rey



- Same (symmetric) geometry with different B field settings
  - Barrel MPGD: spatial resolution 150um, r= 51cm
  - Barrel silicon: spatial resolution 10um/sqrt(12), r= 3.6, 4.8, 12, 27, 42cm
  - Endcap silicon: spatial resolution 10um/sqrt(12), z = 25, 45, 70, 100, 135cm
  - Support cone included in full simulation



#### Symmetric geometry

sqrt (tracking Hits.position.x \* tracking Hits.position.x \* tracking Hits.position.y \* tracking Hits.position.y \* tracking Hits.position.z \* tracking Hits

- Same geometry with different B field settings
  - New field map (1.7T)
  - Barbar field map (1.5T) scaled by 1.13333
  - Barbar field map (1.5T) scaled by 1.33333: 18% higher than 1.7T



Open green cricules are the results I had before for the sysmetric geomtry and solid are as legend indicate

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# Summary

- Check uniform field setup in the full simulation
  - Most jobs are finished, will have results soon
  - The discrepancy between 1.7T full simulation and fast simulation in the barrel region: the material of the support cone not included in the fast simulation
- Switch to tagged geometry (+ more statistics)
- Cross check the material in the disks region in full and fast simulation

# Comparison with uniform field (dp/p)



### Comparison with uniform field (ratio)

