Testing Resolution in Full simulation

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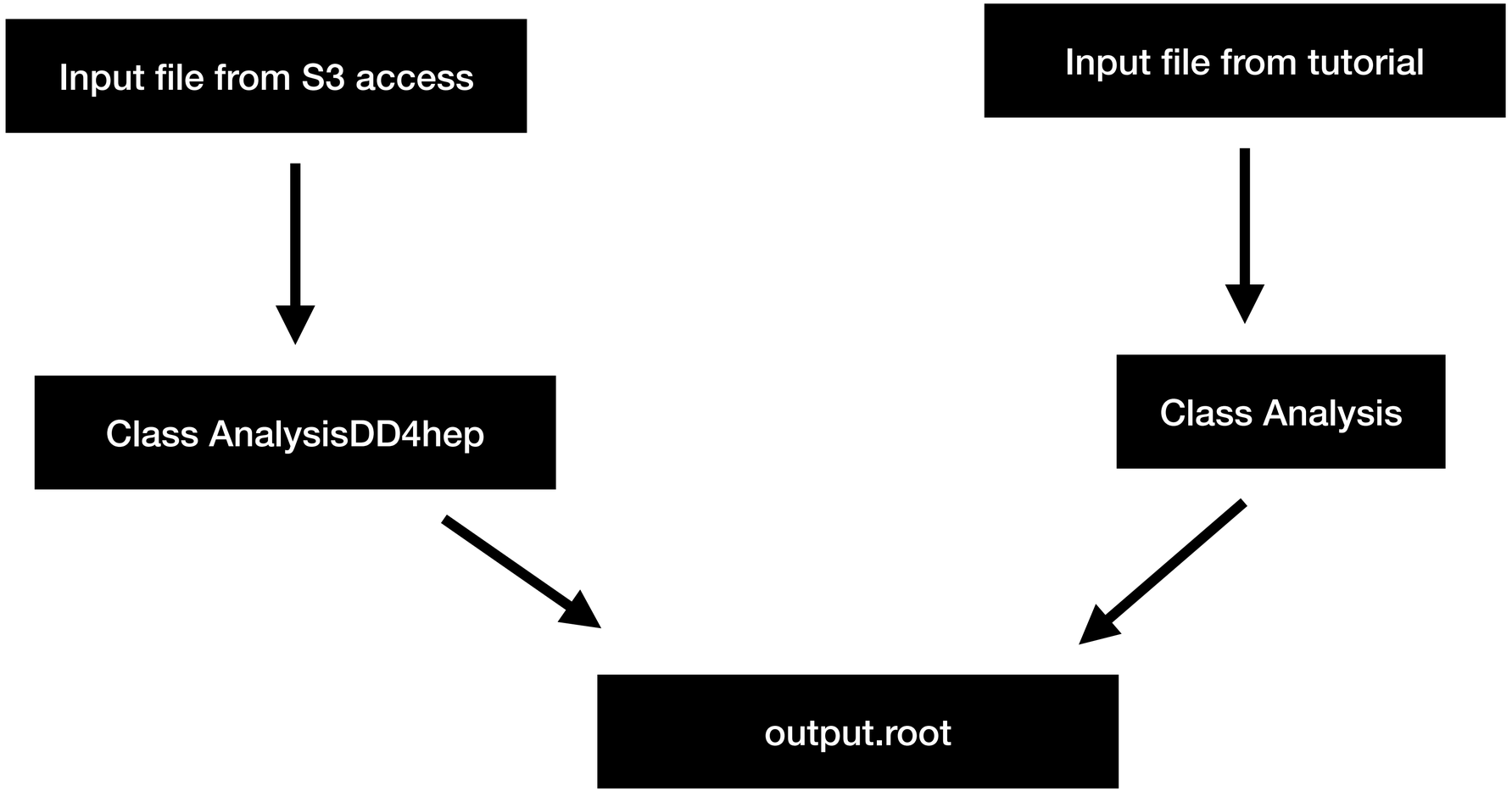
Analysis Framework

https://github.com/c-dilks/largex-eic

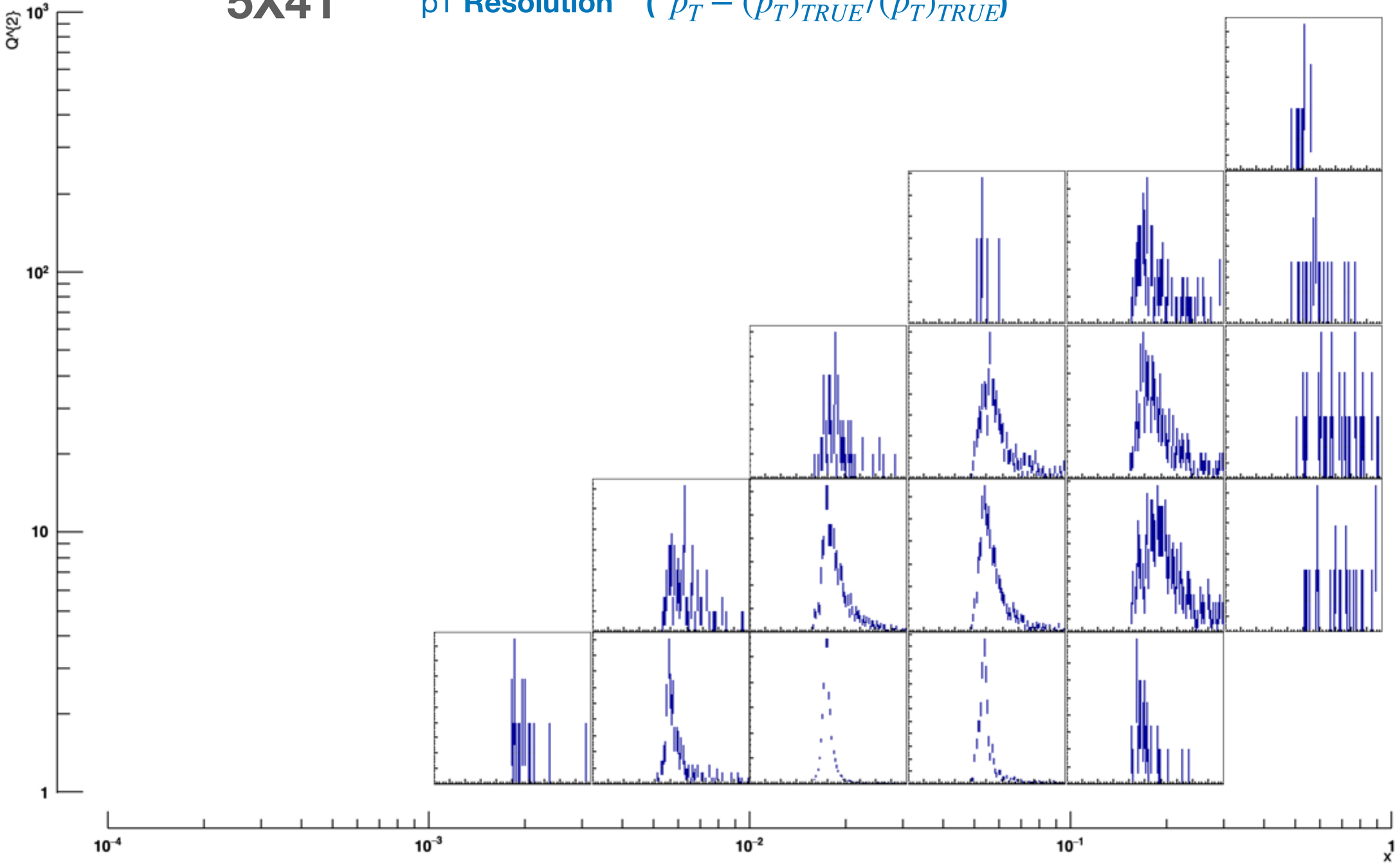


Full simulation
Qmin=1, all inclusive

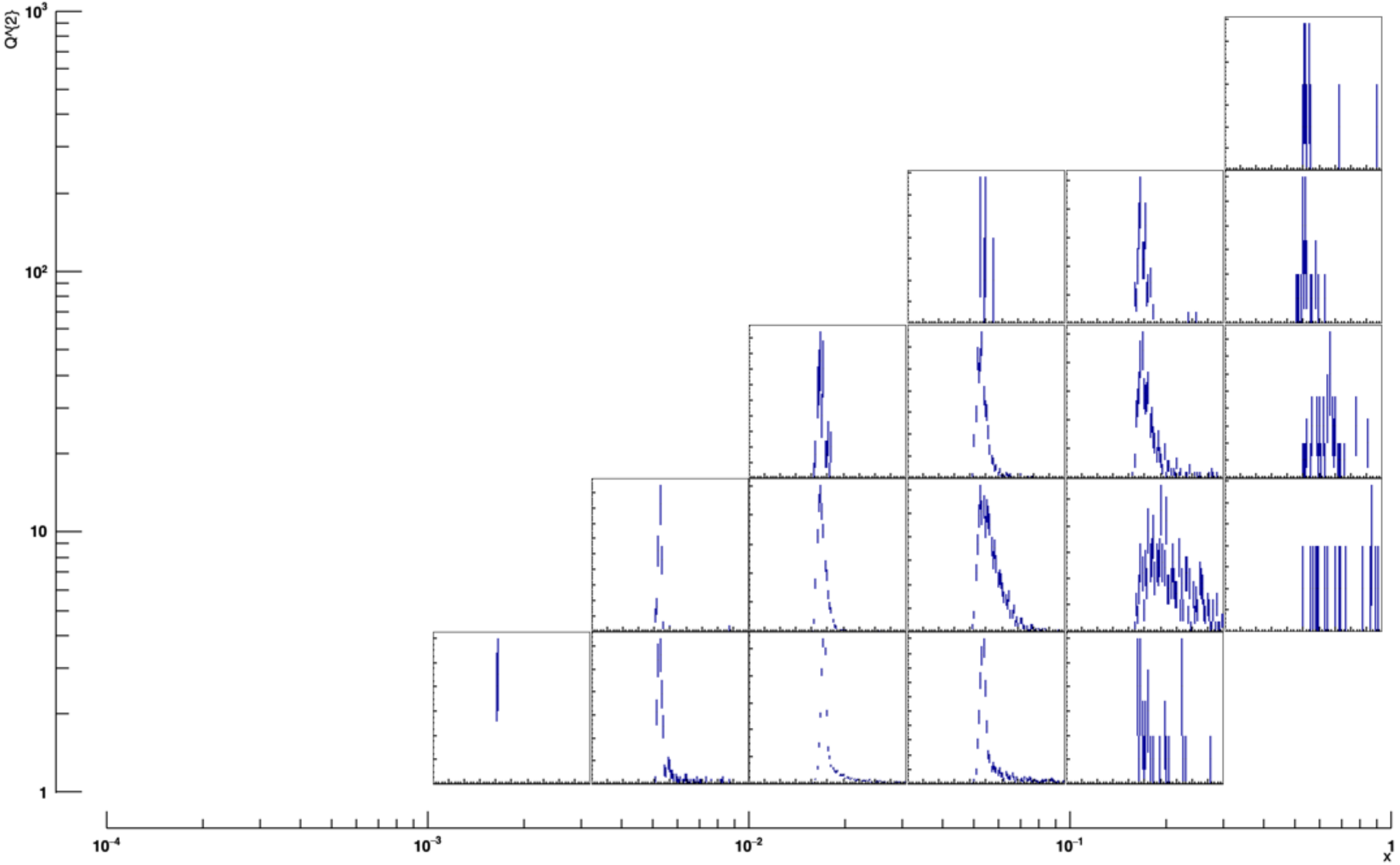
5X41

pT **Resolution** ($p_T - (p_T)_{TRUE}/(p_T)_{TRUE}$)

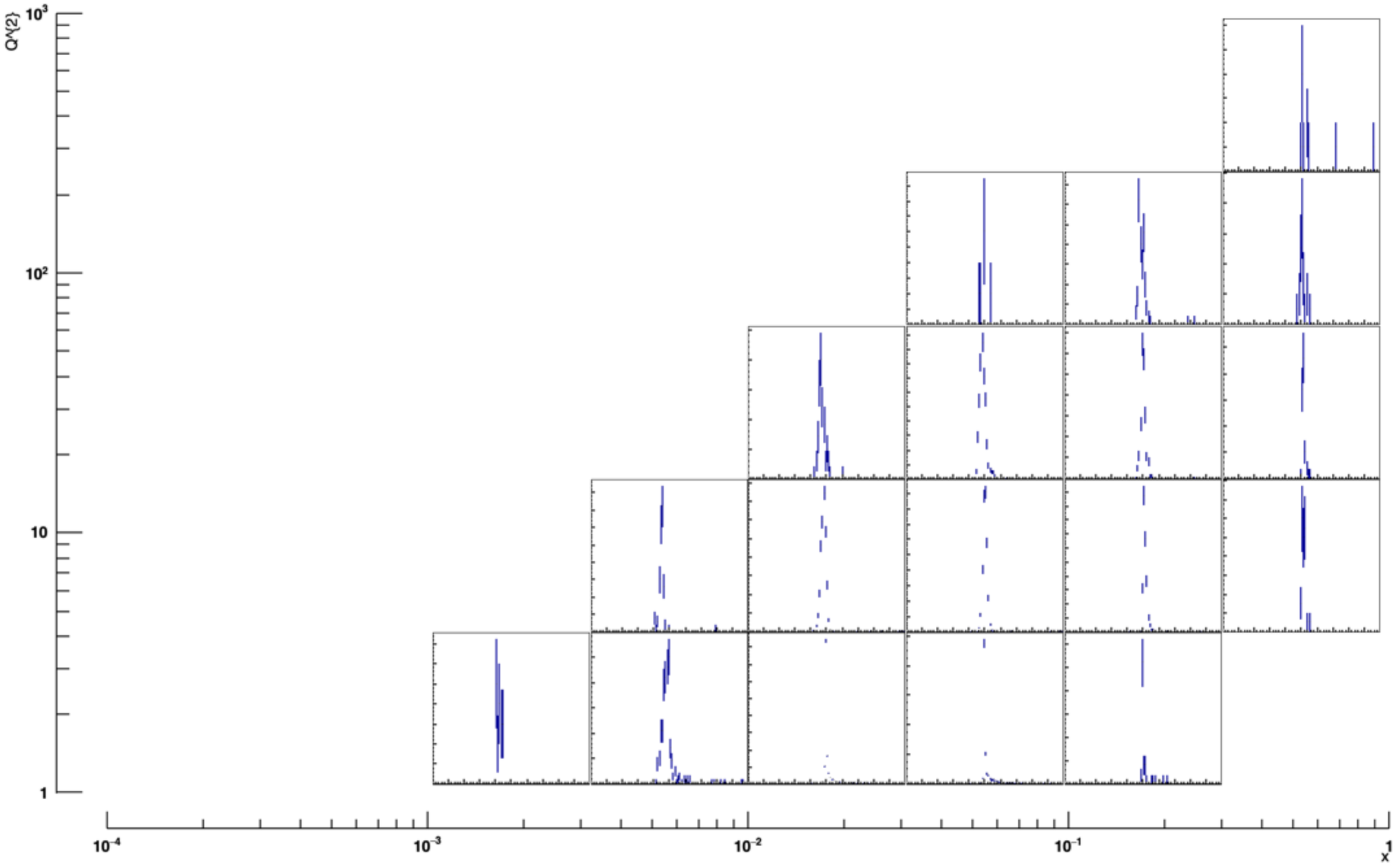
Q_min = 1, all inclusive



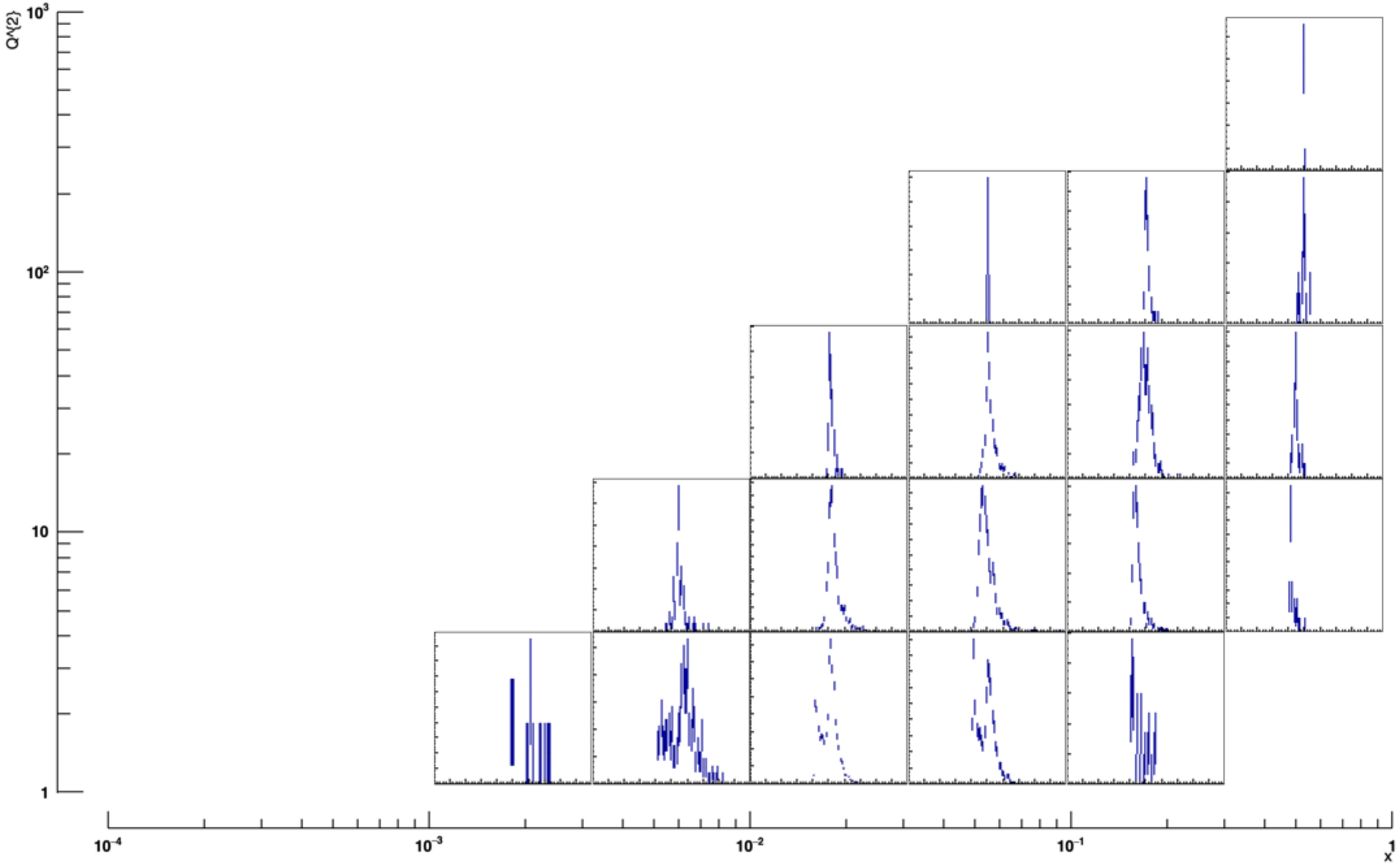
x-Resolution($x - x_{TRUE}/x_{TRUE}$)



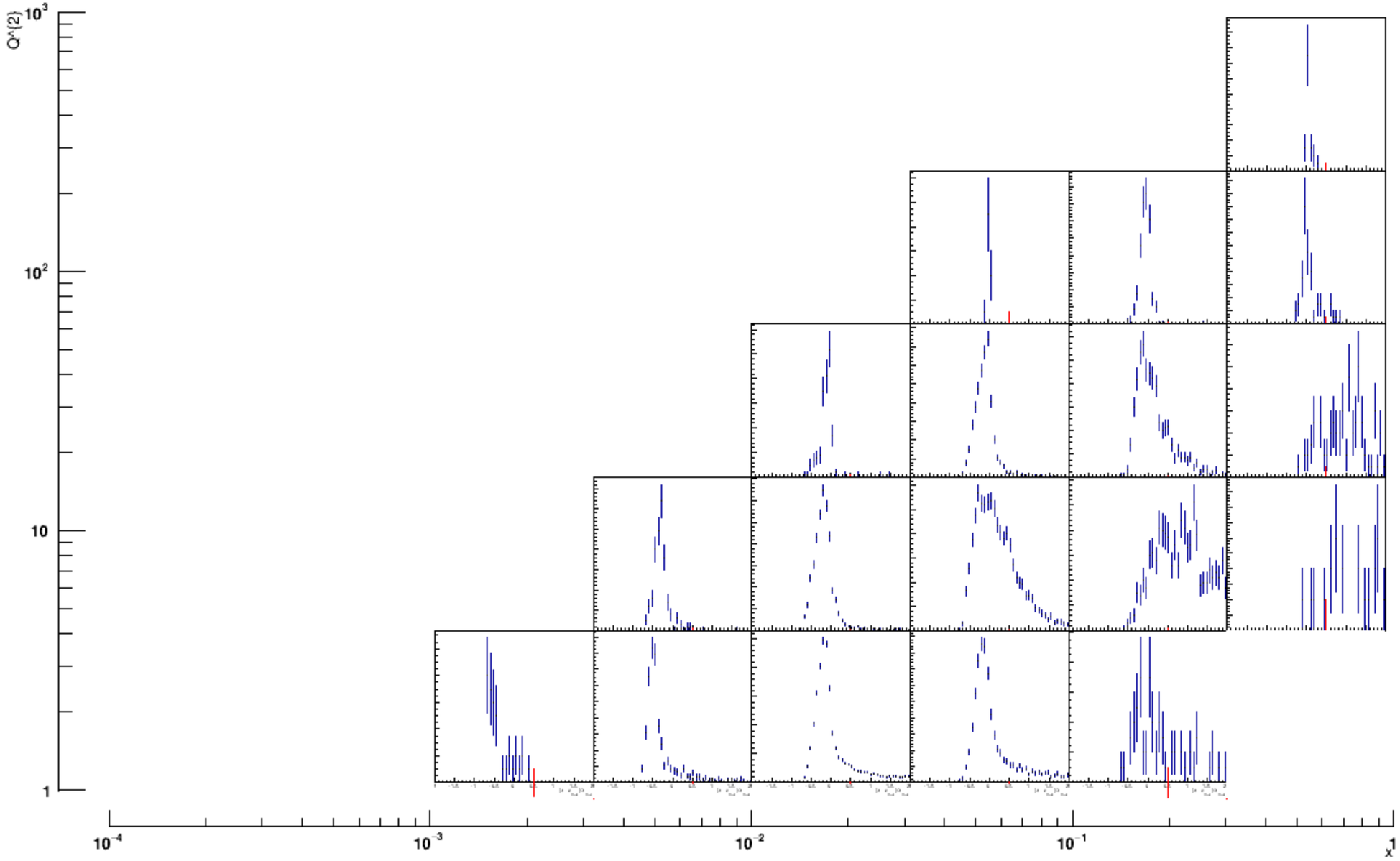
Q2 Resolution ($Q^2 - Q^2_{TRUE}/Q^2_{TRUE}$)



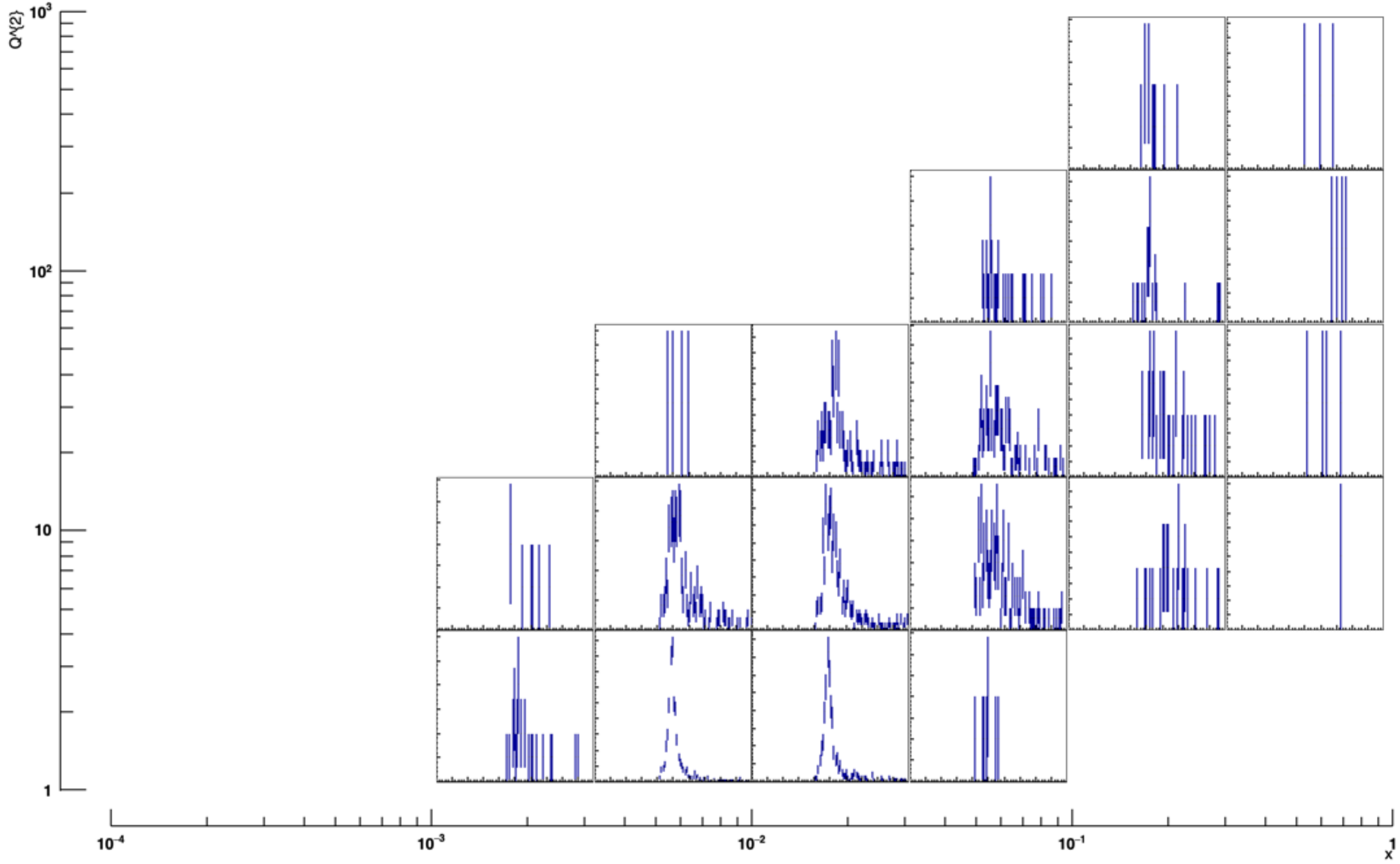
y-Resolution($y - y_{TRUE}/y_{TRUE}$)



Z-Resolution($z - z_{TRUE}/z_{TRUE}$)

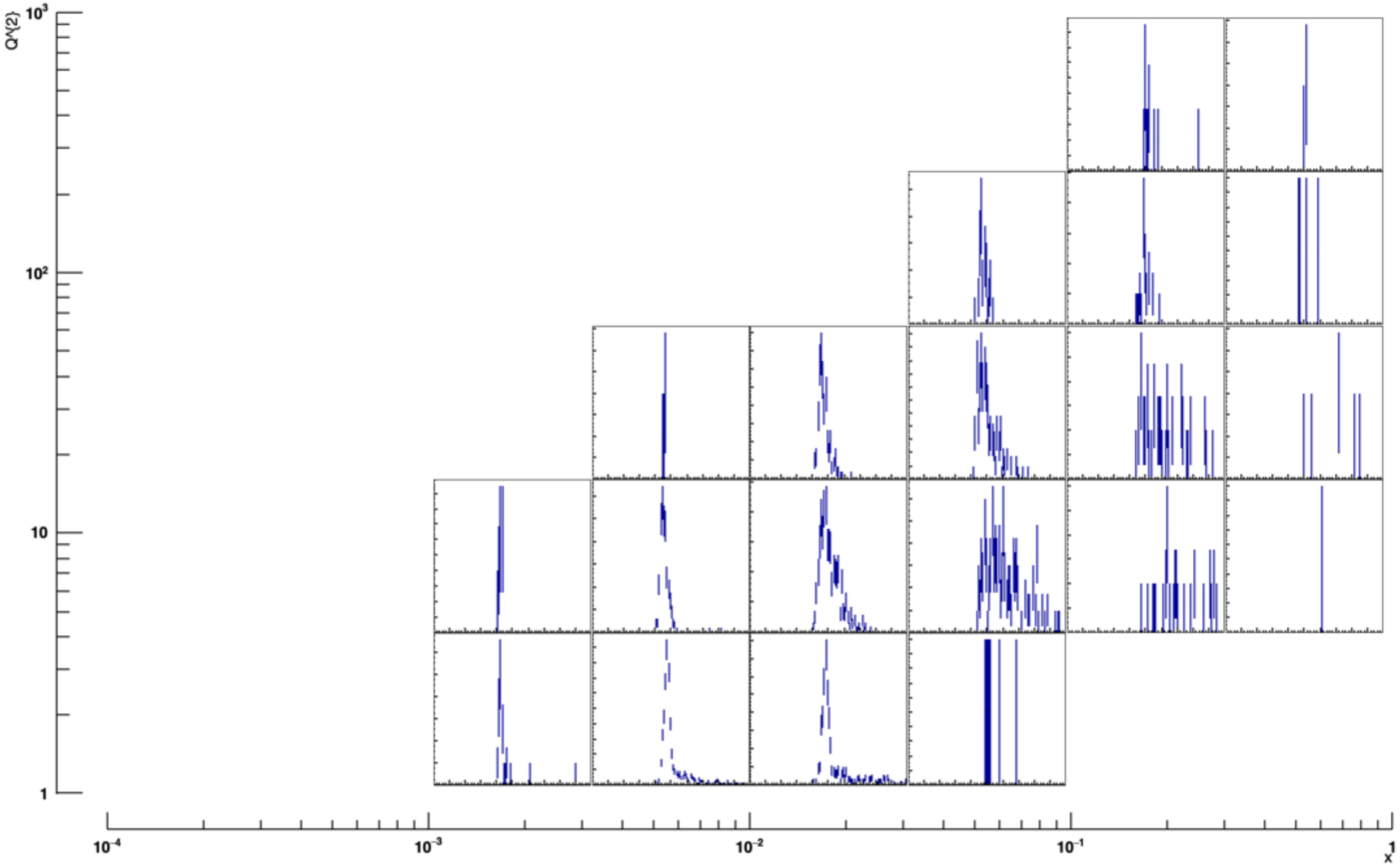


5X100 pT **Resolution** ($p_T - (p_T)_{TRUE}/(p_T)_{TRUE}$)

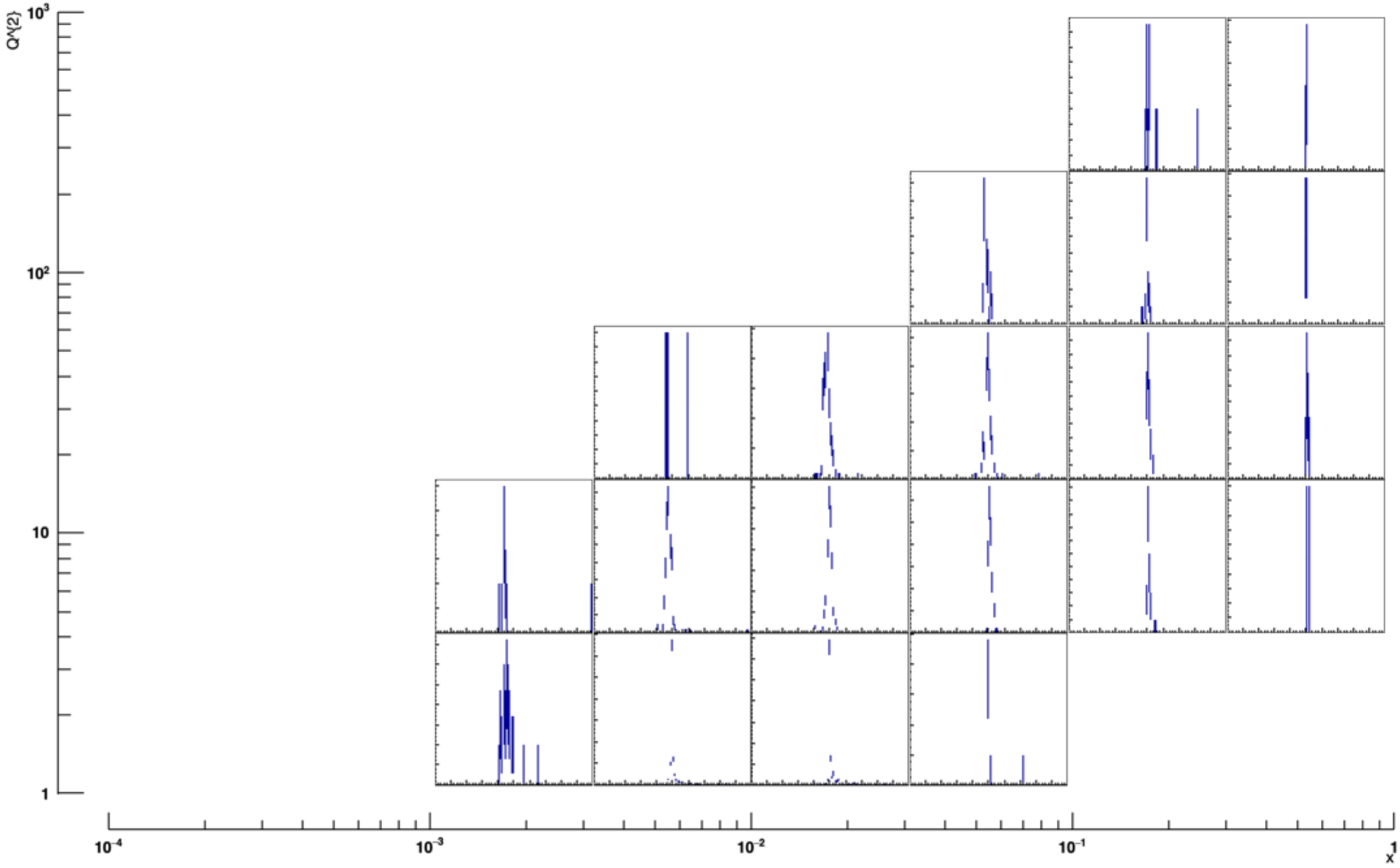


5X100

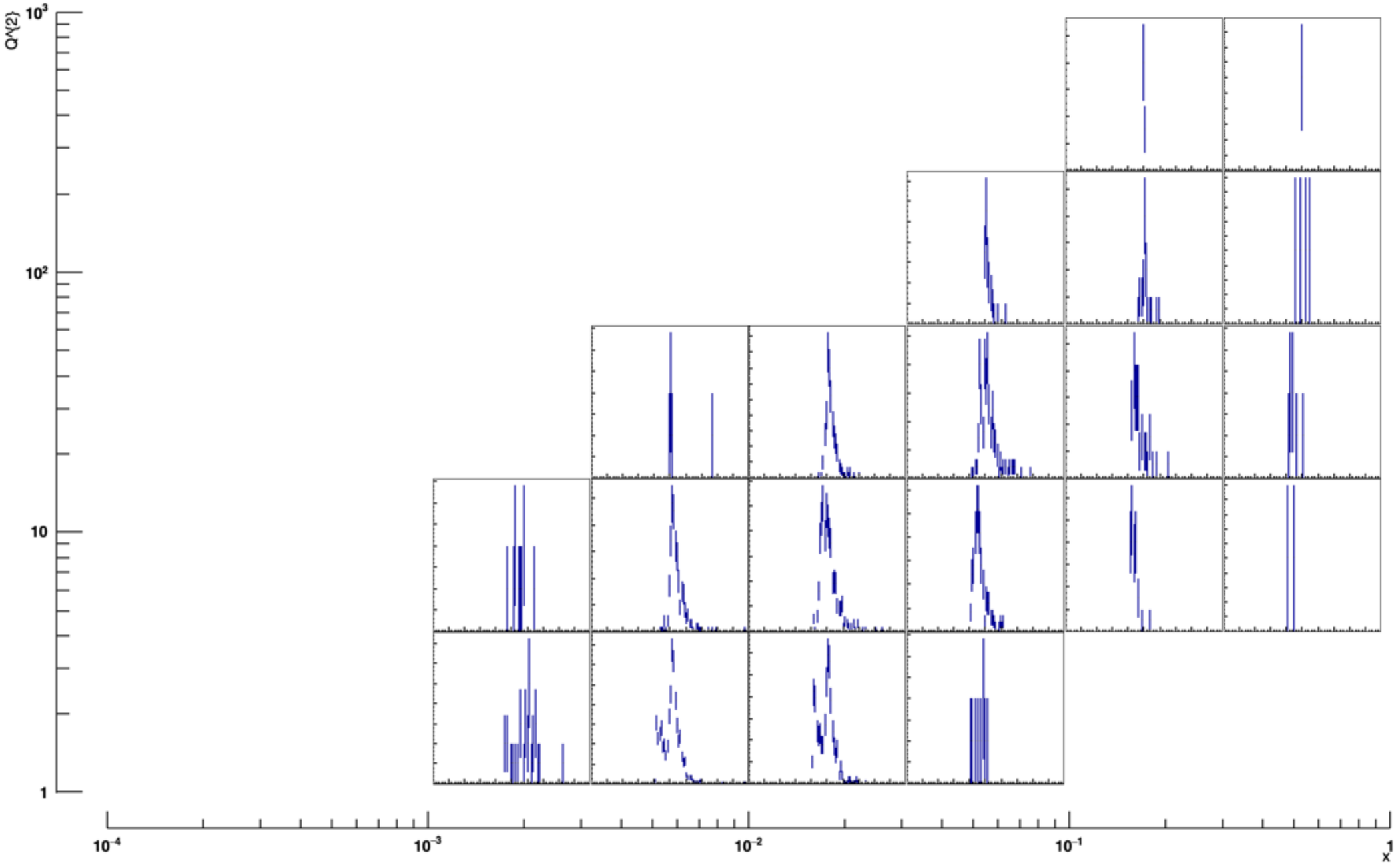
x-Resolution($x - x_{TRUE}/x_{TRUE}$)



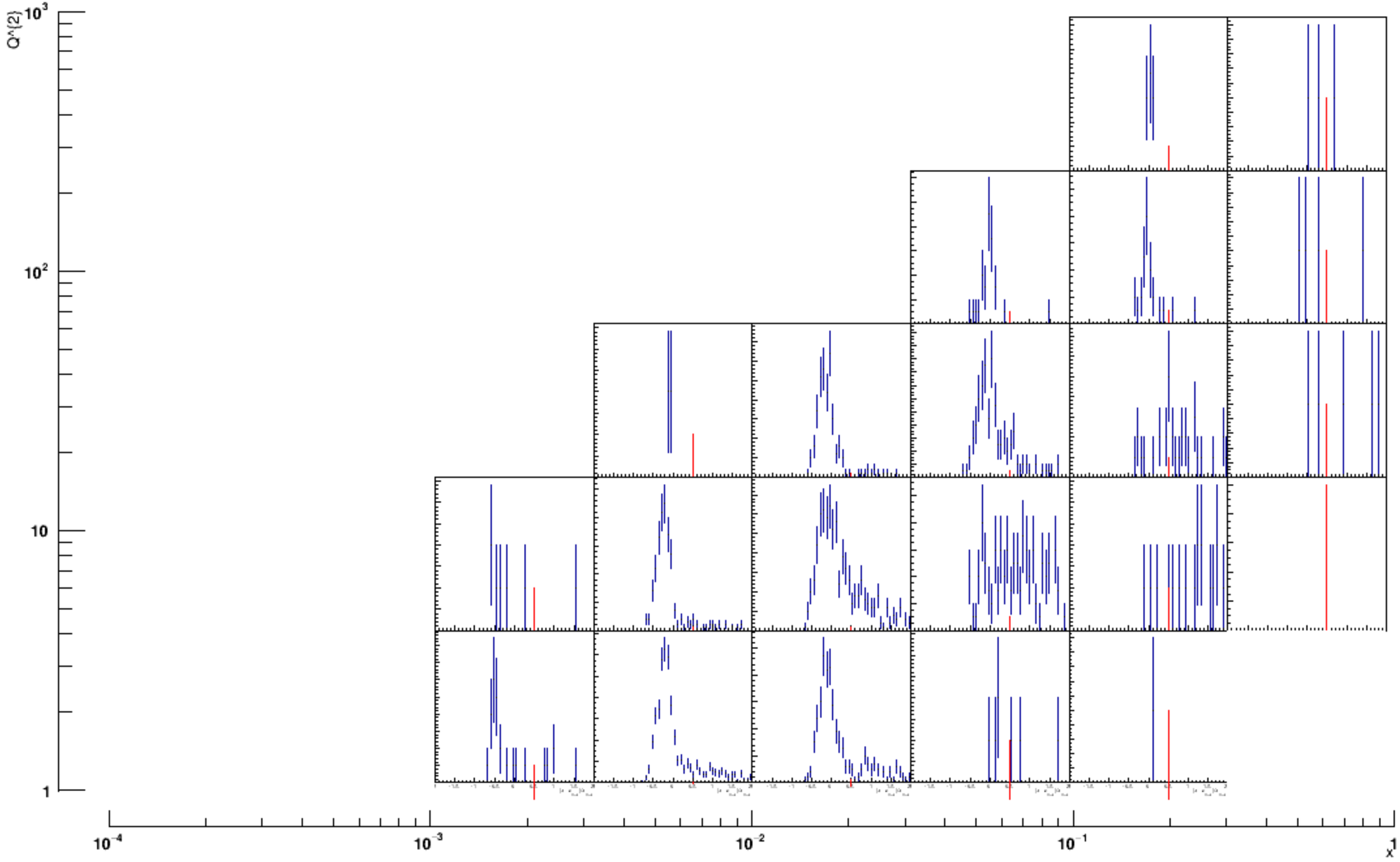
Q2 Resolution ($Q^2 - Q^2_{TRUE}/Q^2_{TRUE}$)



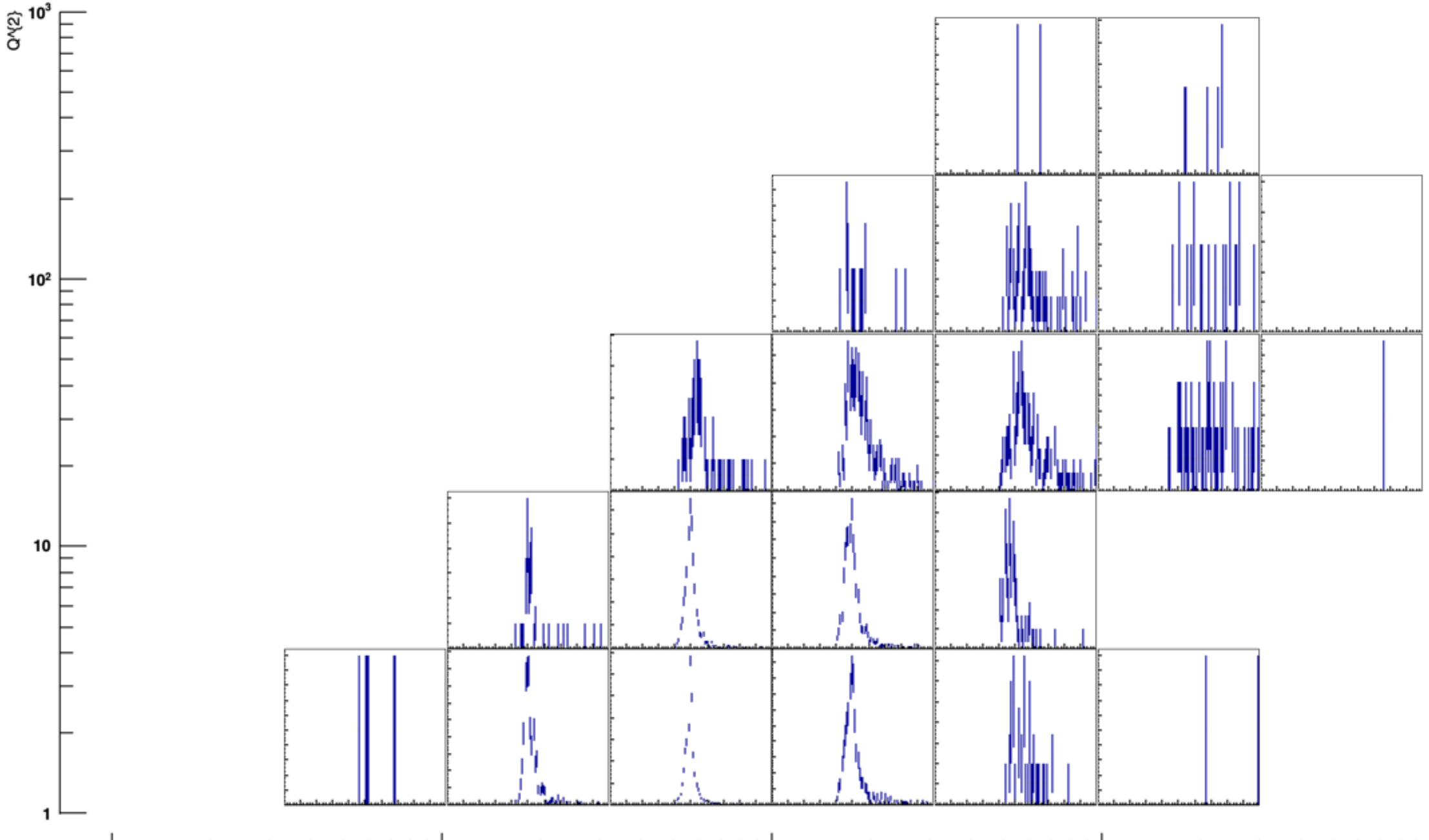
y-Resolution($y - y_{TRUE}/y_{TRUE}$)



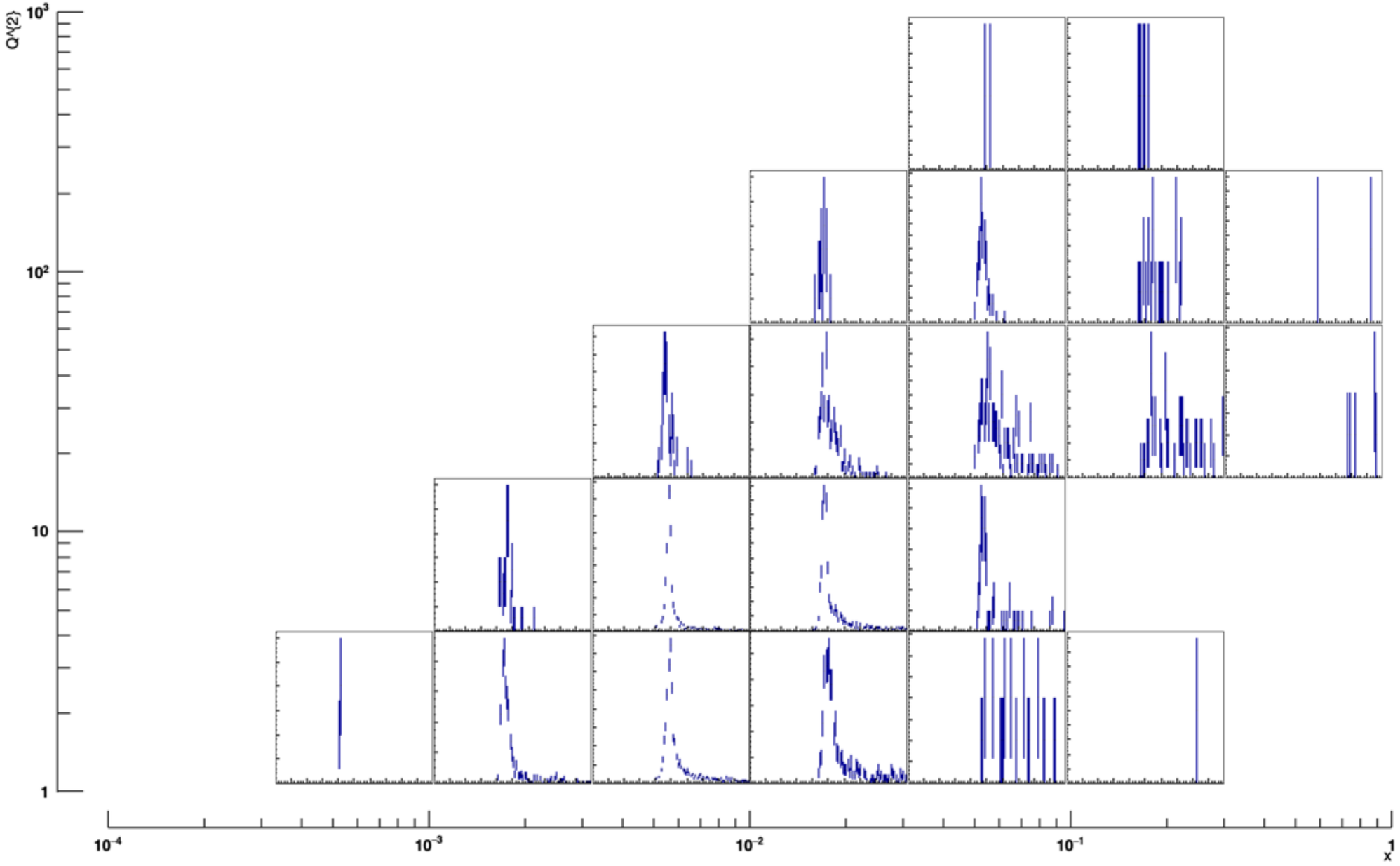
Z-Resolution($z - z_{TRUE}/z_{TRUE}$)



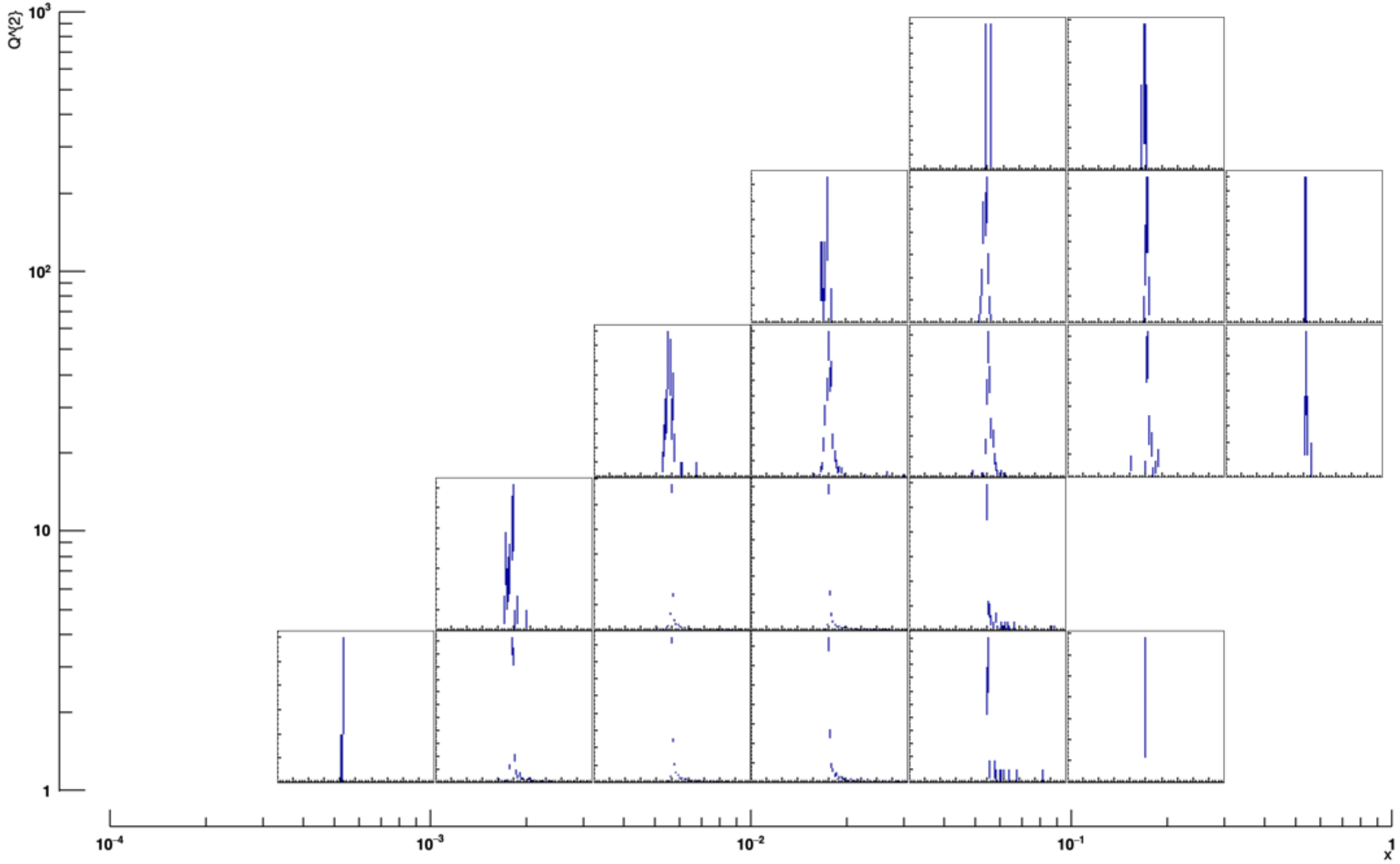
10X100 pT **Resolution** ($p_T - (p_T)_{TRUE}/(p_T)_{TRUE}$)



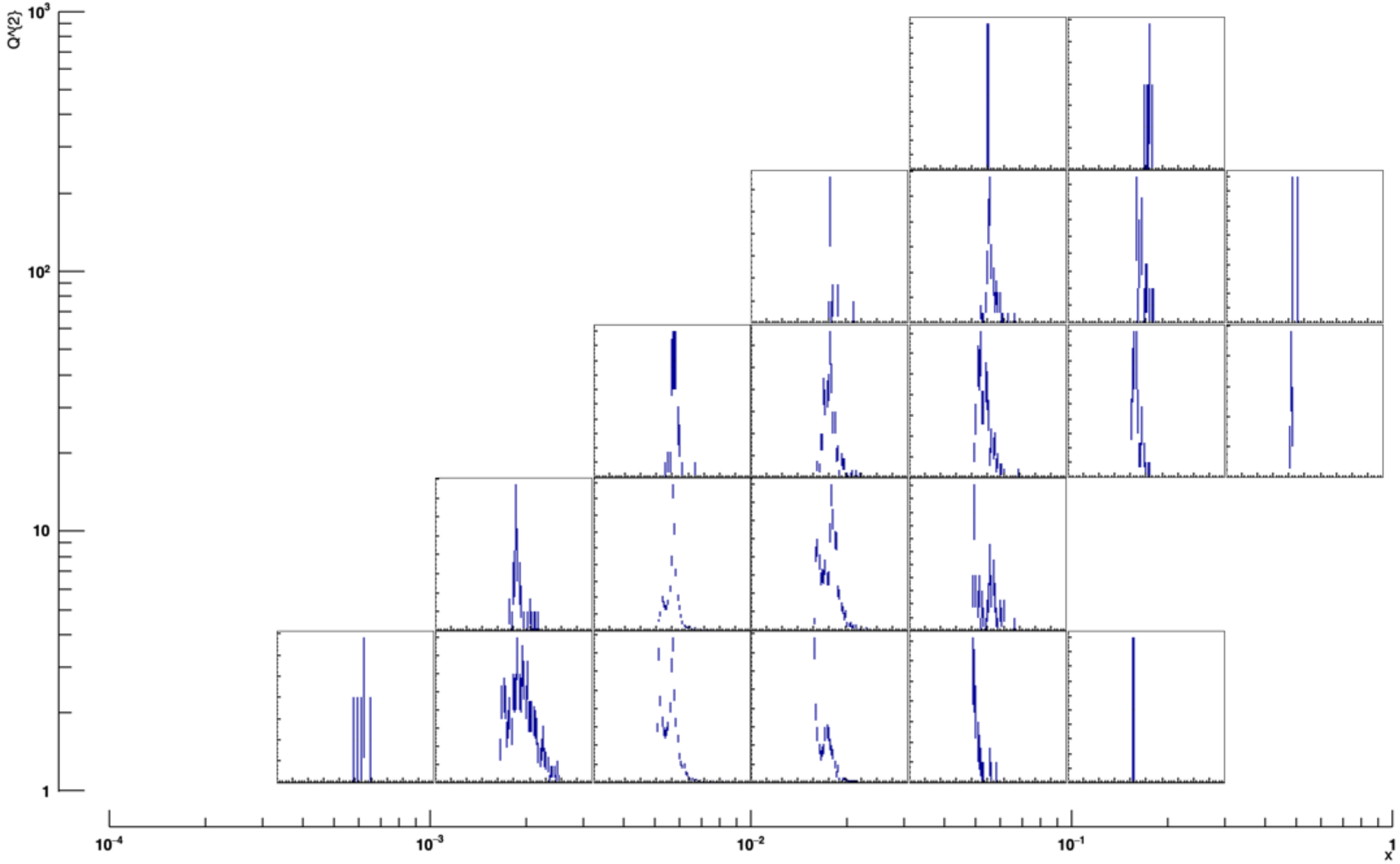
10X100 x-Resolution($x - x_{TRUE}/x_{TRUE}$)



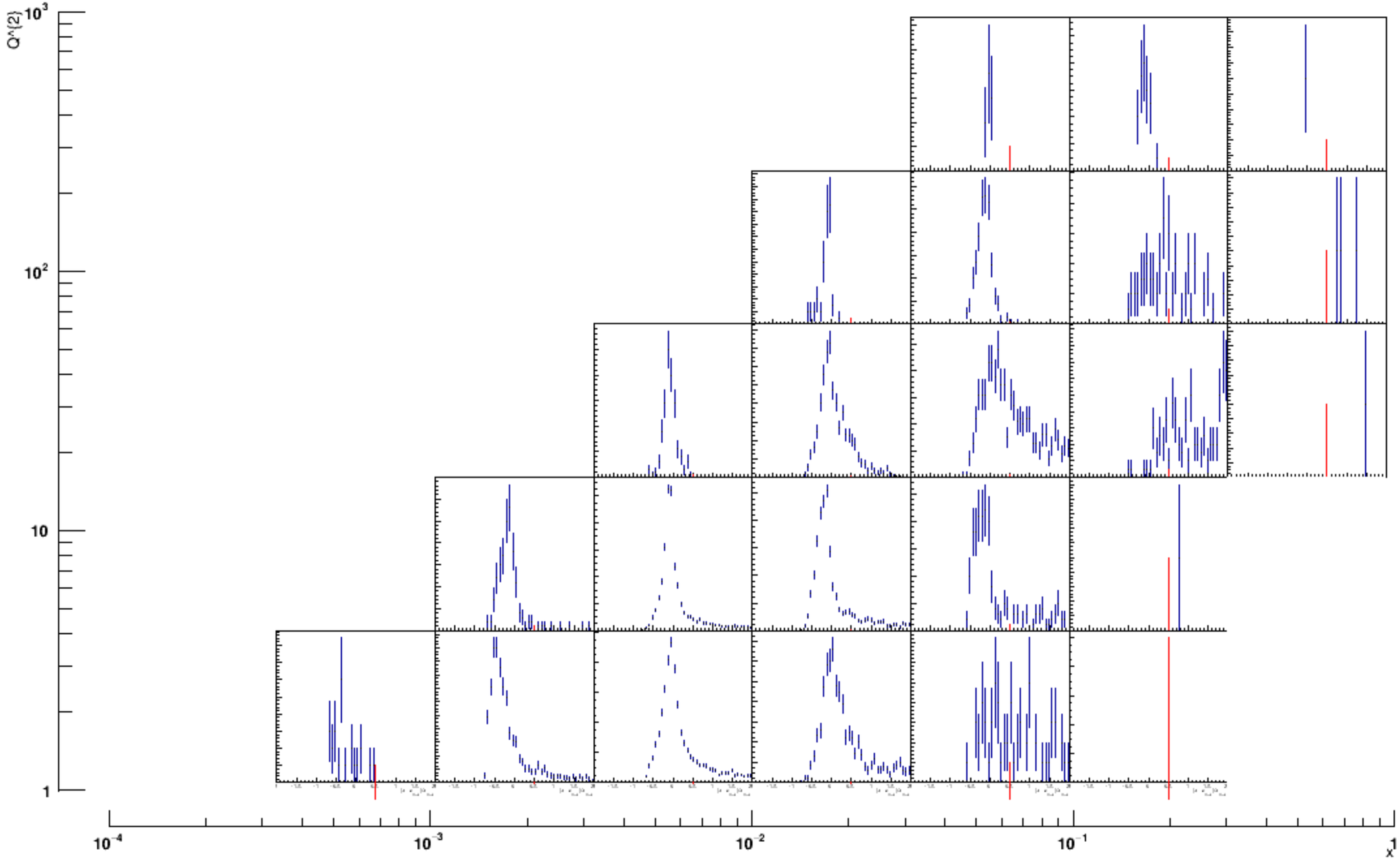
Q2 Resolution ($Q^2 - Q^2_{TRUE}/Q^2_{TRUE}$)



y-Resolution($y - y_{TRUE}/y_{TRUE}$)

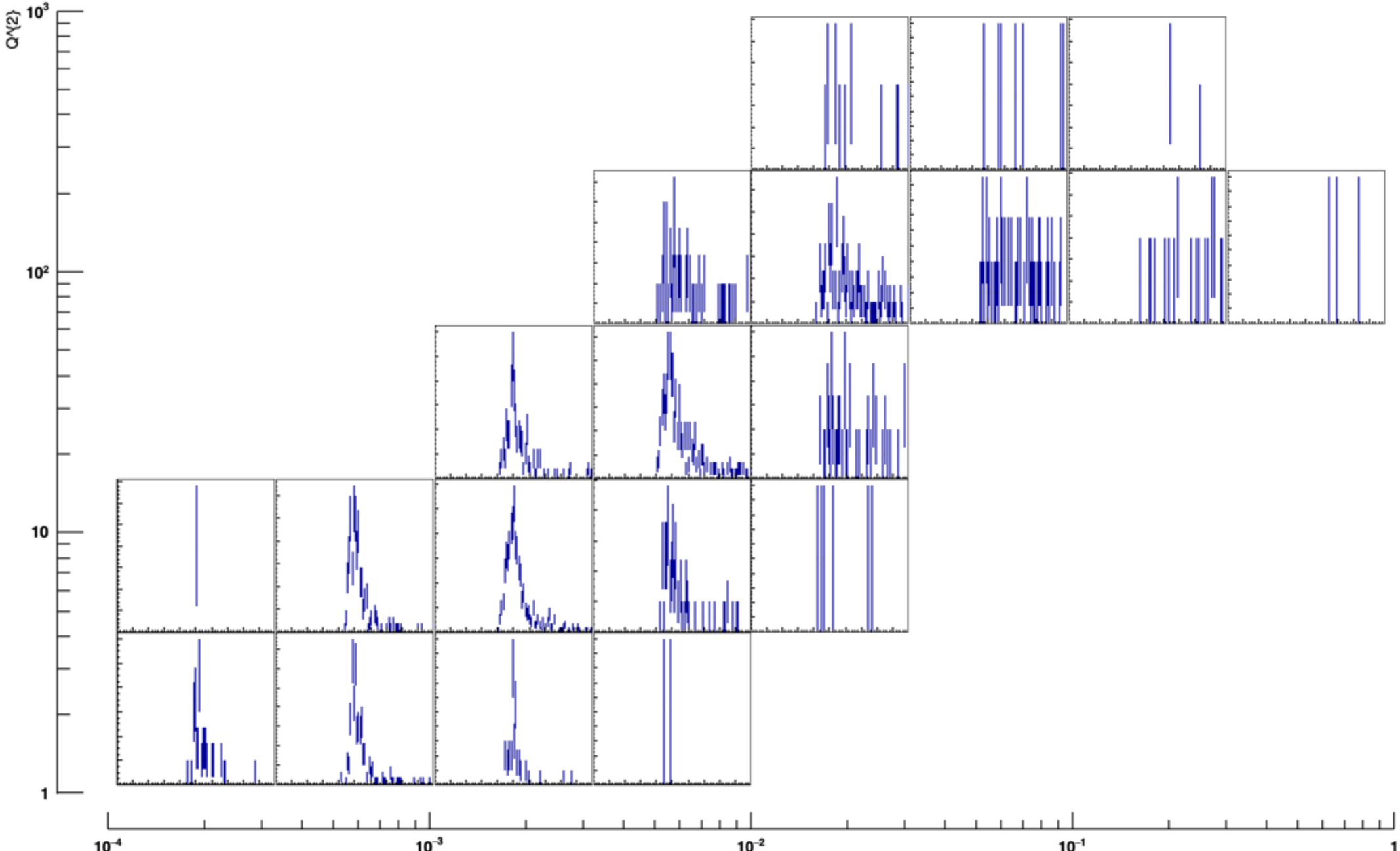


Z-Resolution($z - z_{TRUE}/z_{TRUE}$)



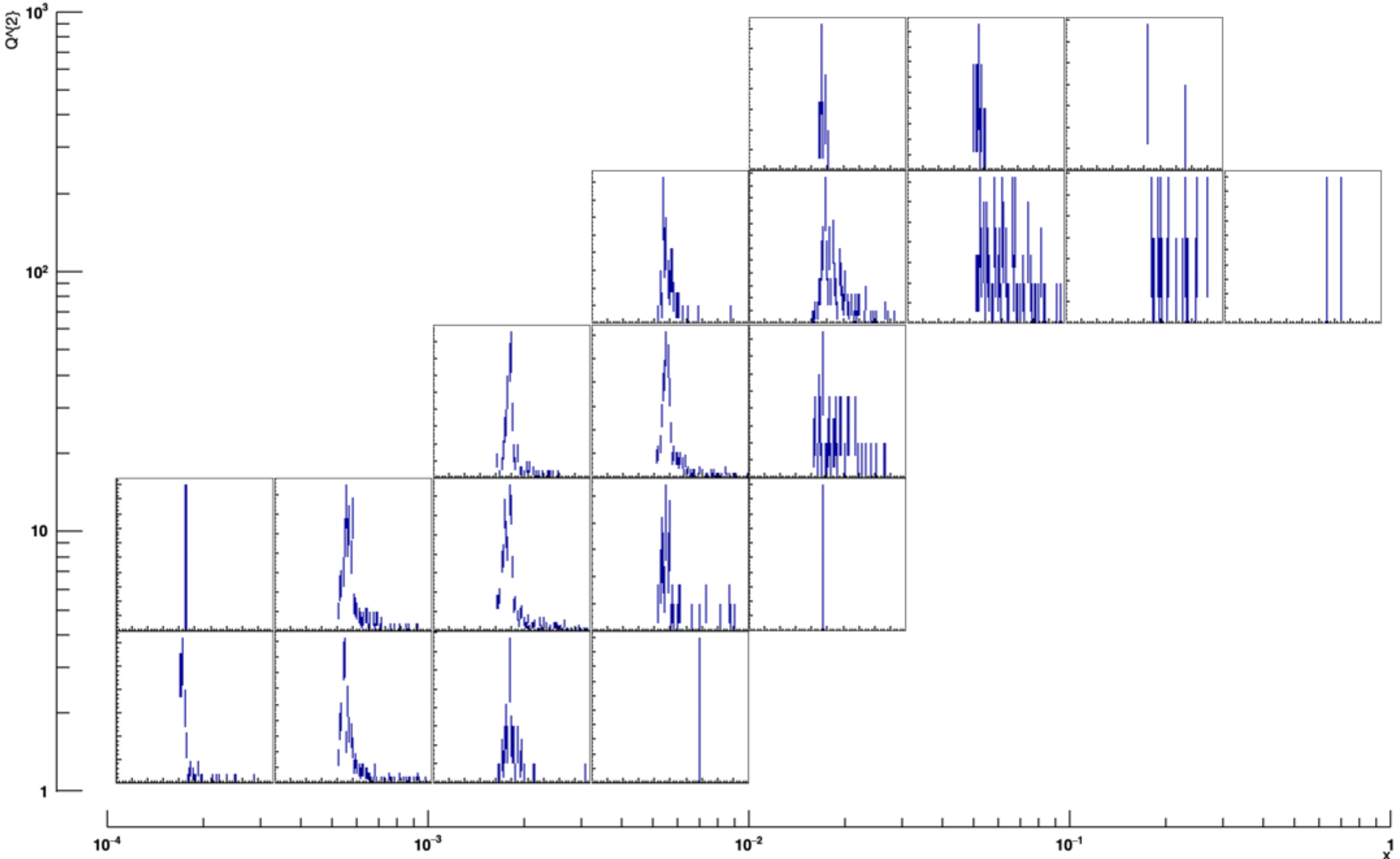
18X275

pT **Resolution** ($p_T - (p_T)_{TRUE}/(p_T)_{TRUE}$)

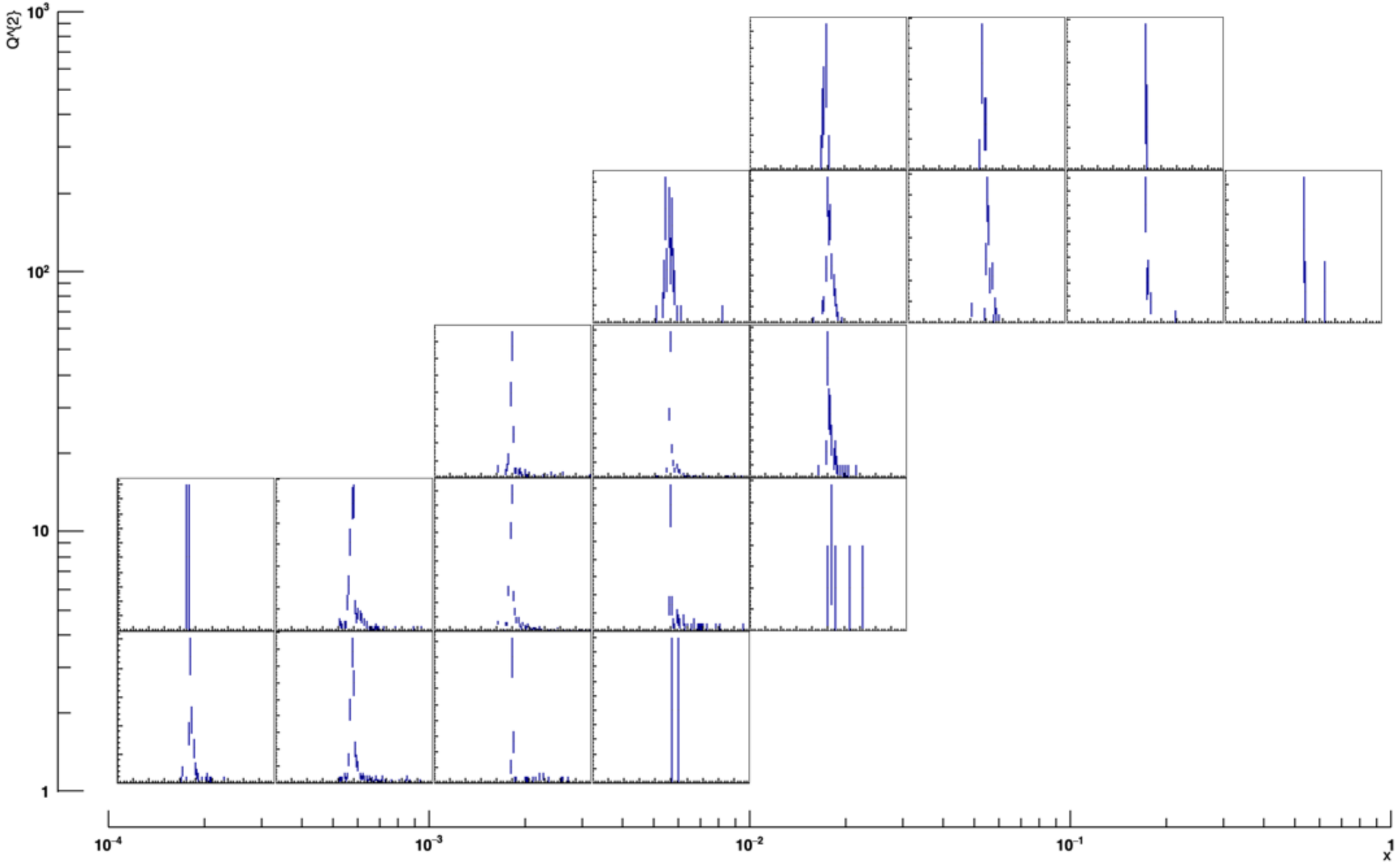


18X275

x-Resolution($x - x_{TRUE}/x_{TRUE}$)

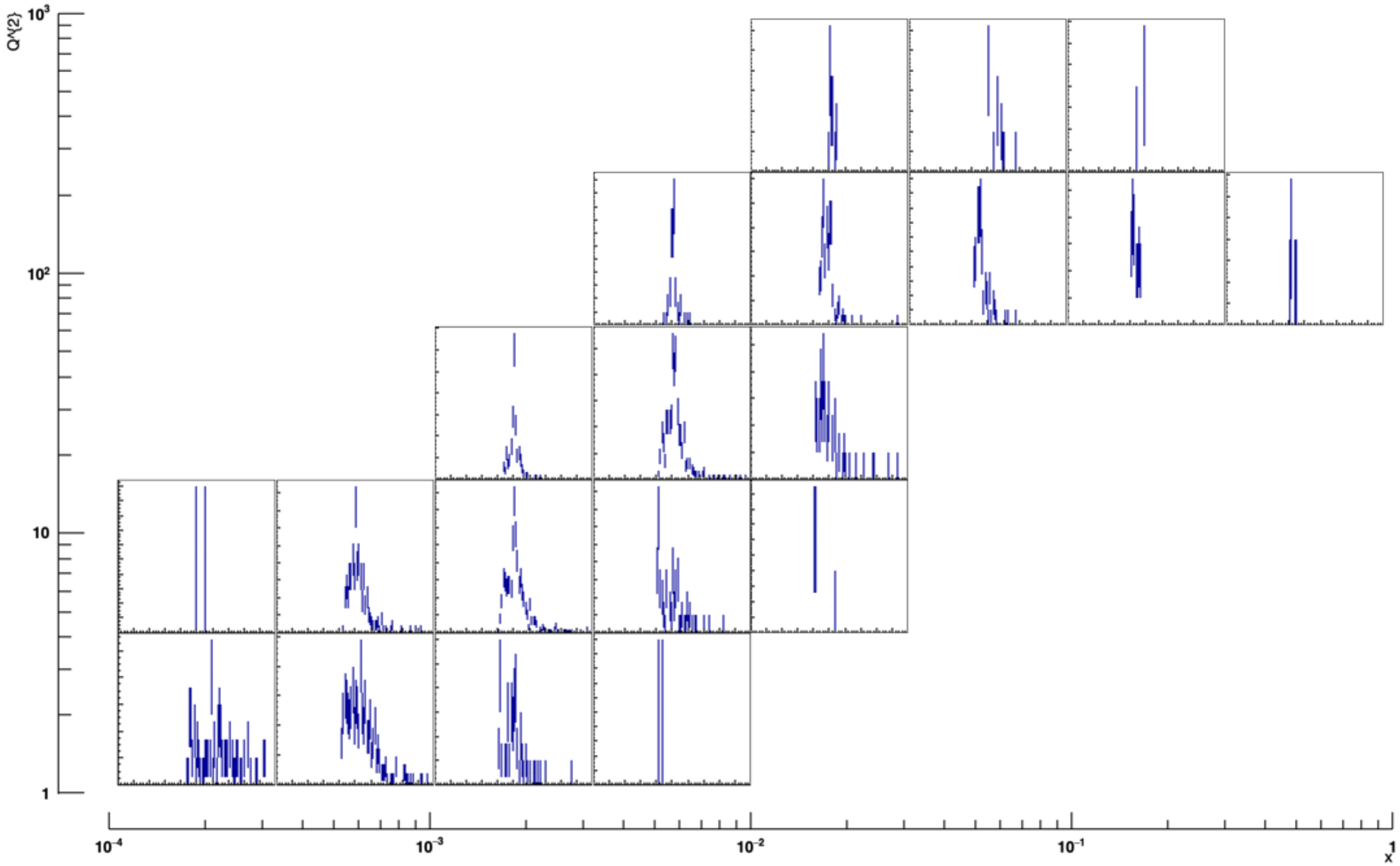


Q2 Resolution ($Q^2 - Q^2_{TRUE}/Q^2_{TRUE}$)



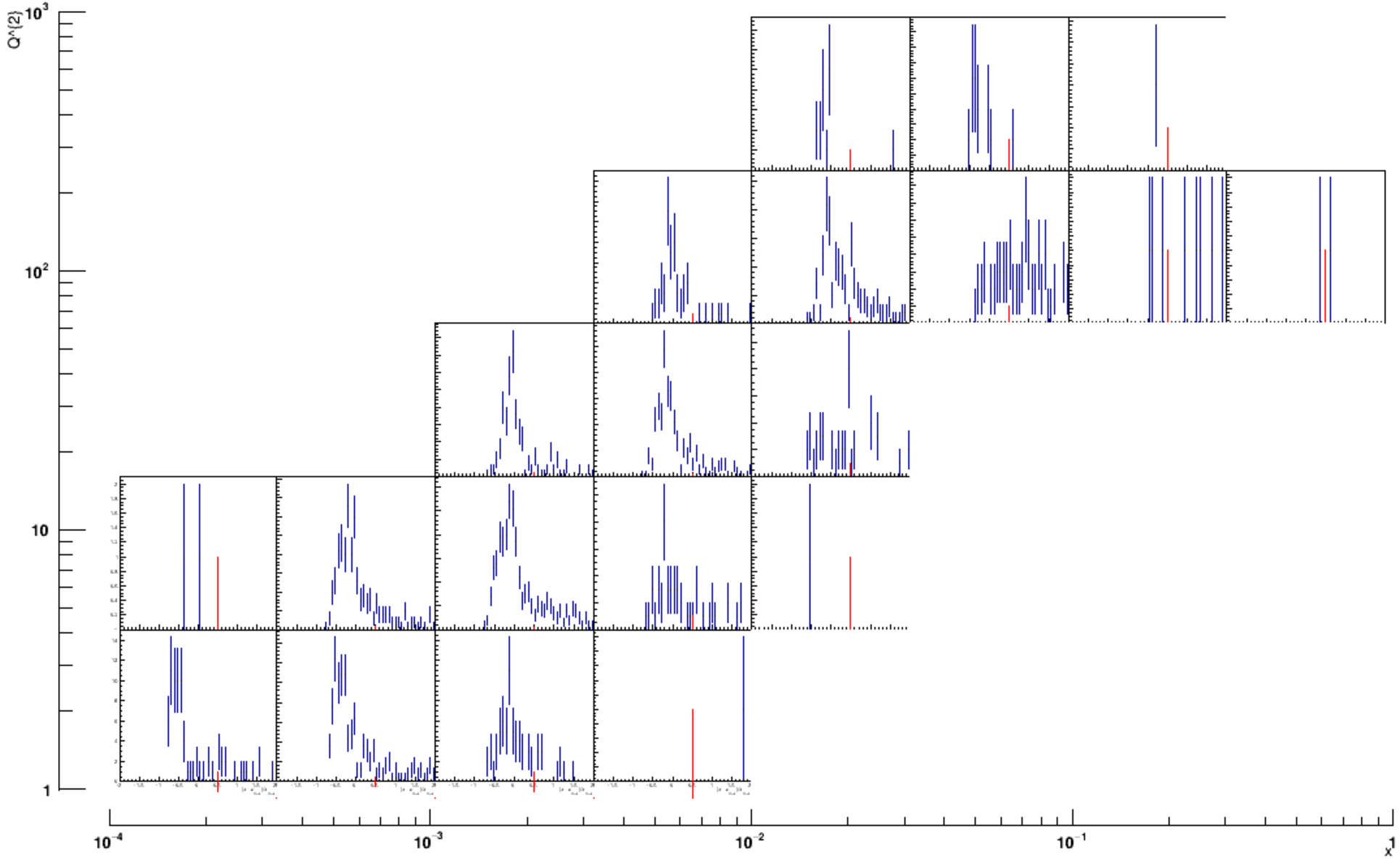
18X275

y-Resolution($y - y_{TRUE}/y_{TRUE}$)



18X275

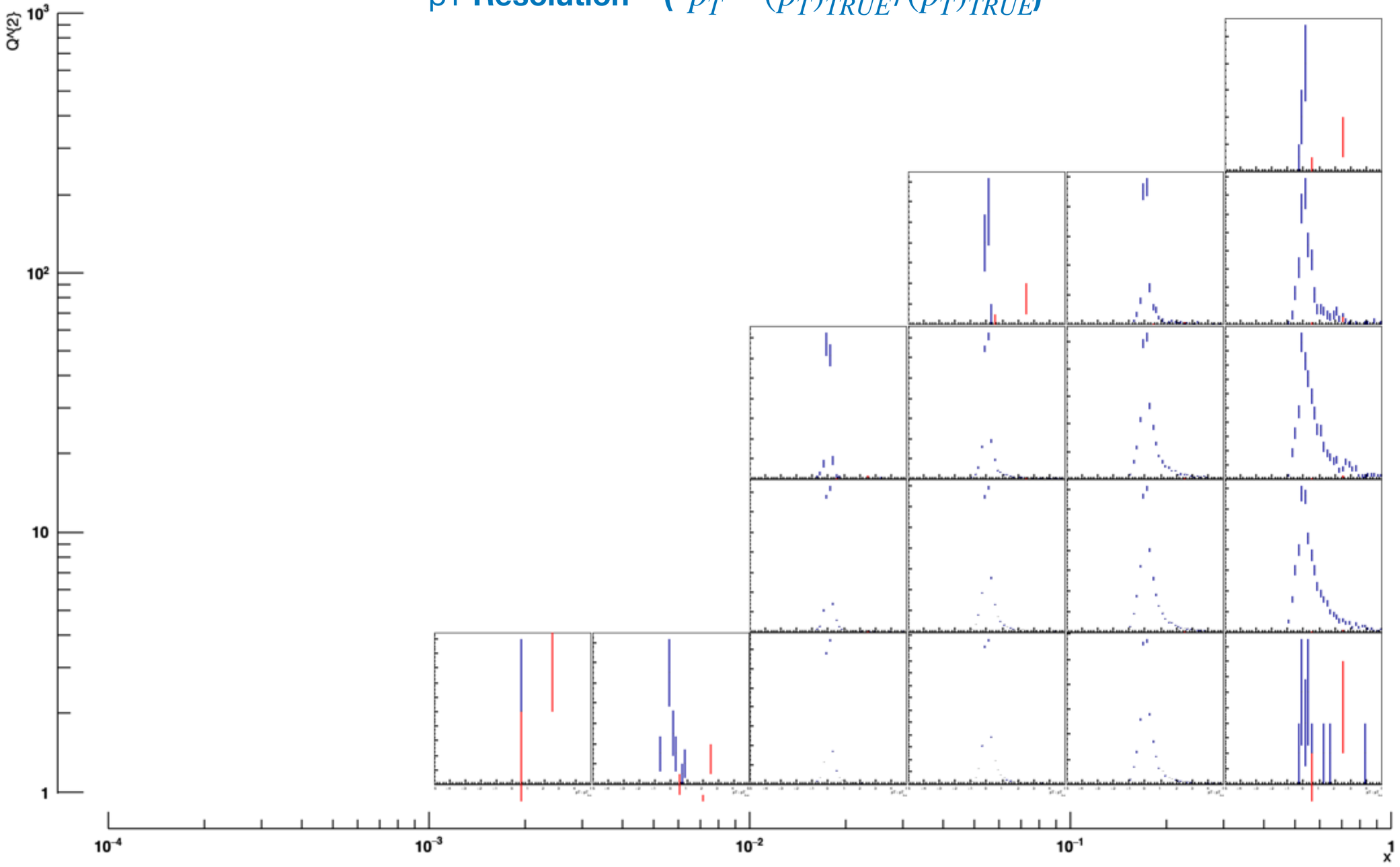
Z-Resolution($z - z_{TRUE}/z_{TRUE}$)



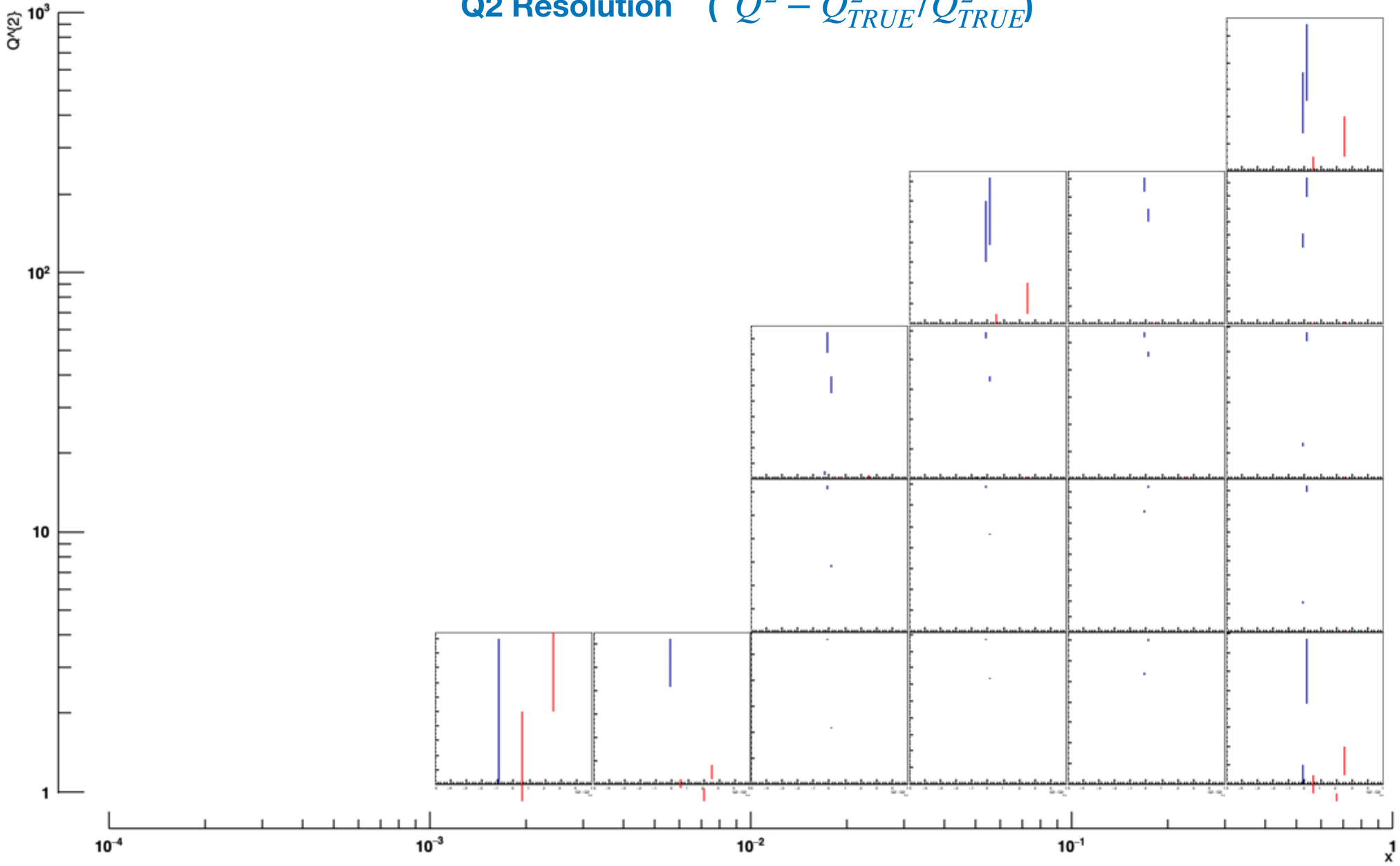
Fast Simulation
Qmin=1, all inclusive

5X41

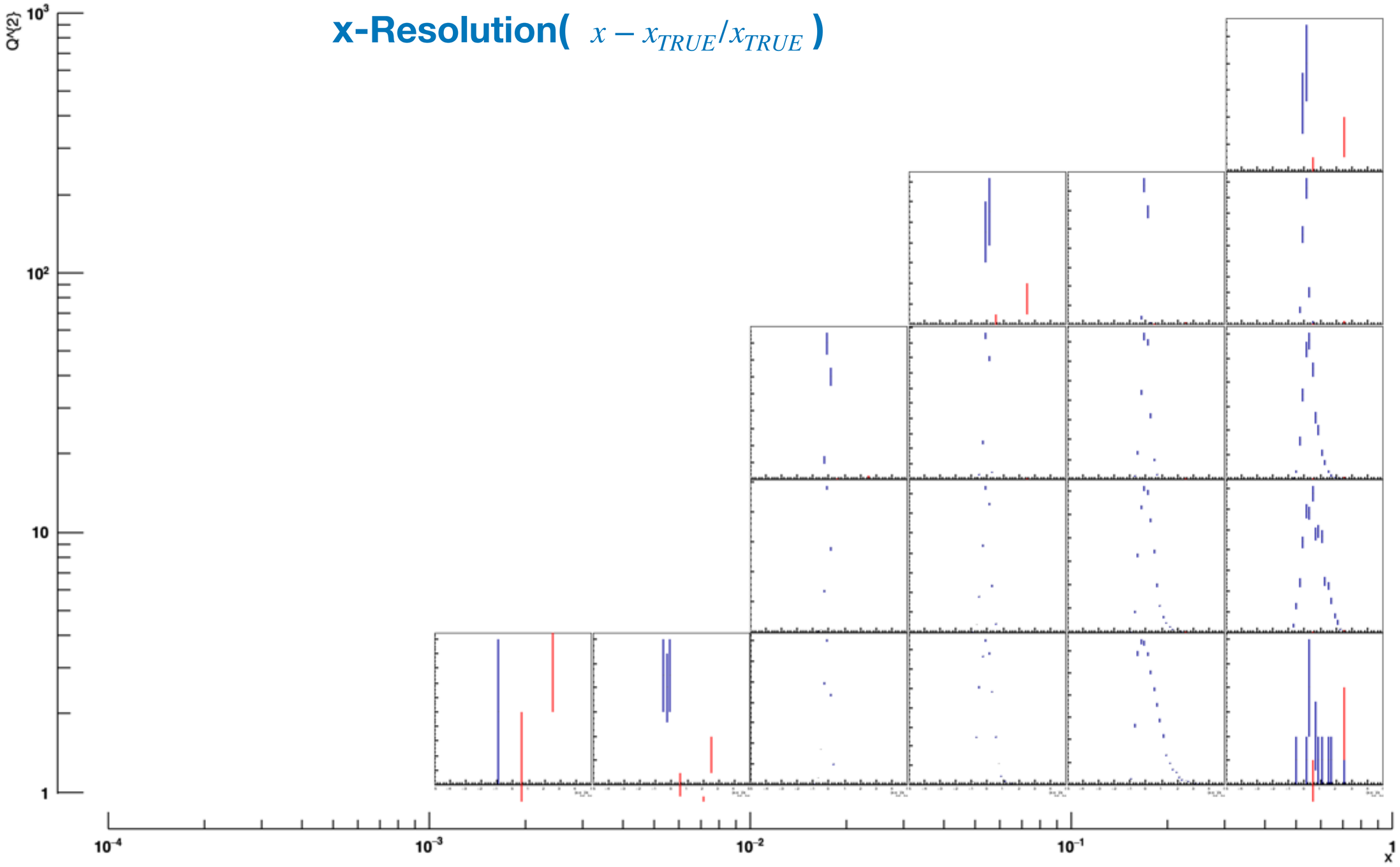
pT **Resolution** ($p_T - (p_T)_{TRUE}/(p_T)_{TRUE}$)



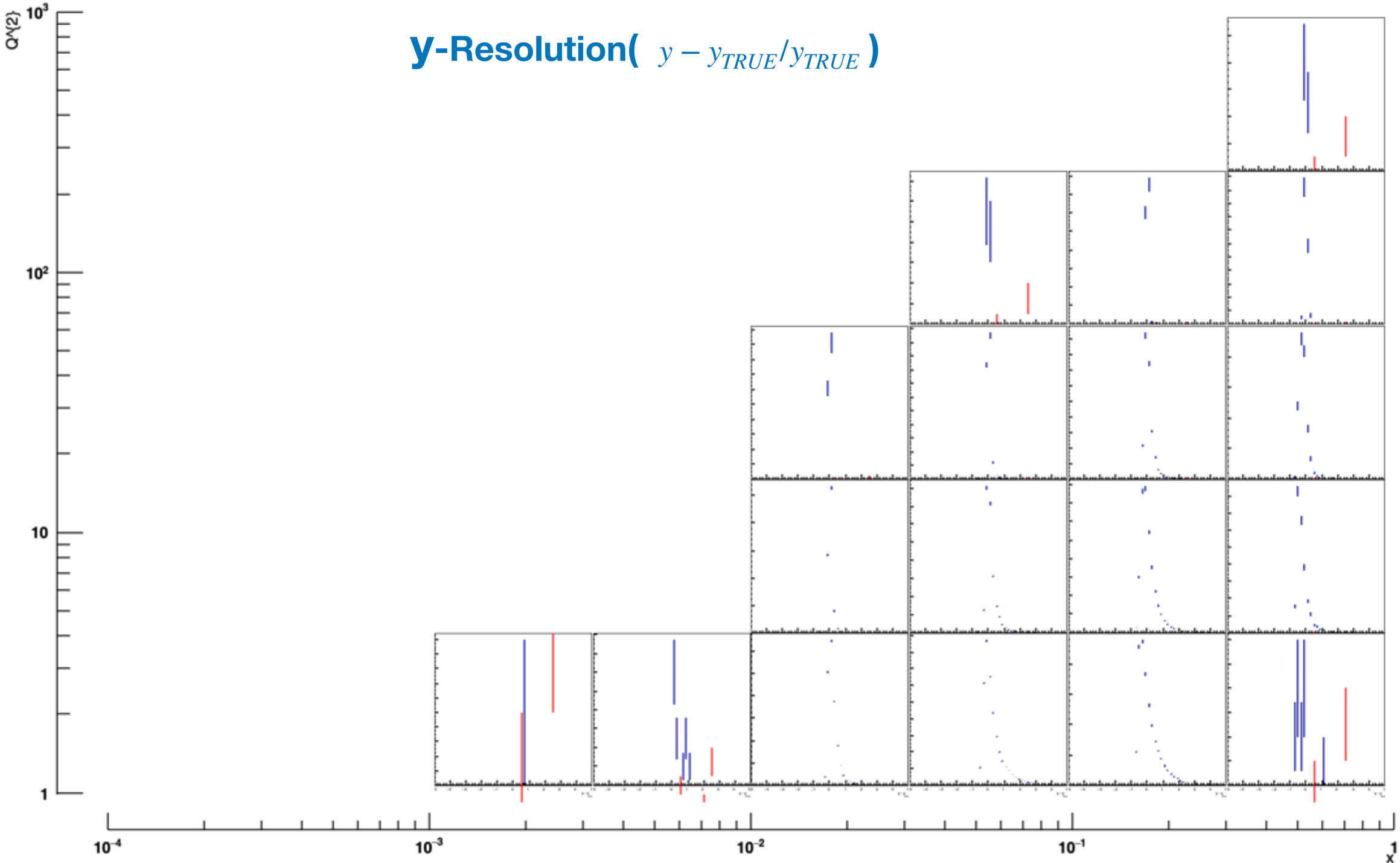
Q2 Resolution ($Q^2 - Q^2_{TRUE}/Q^2_{TRUE}$)



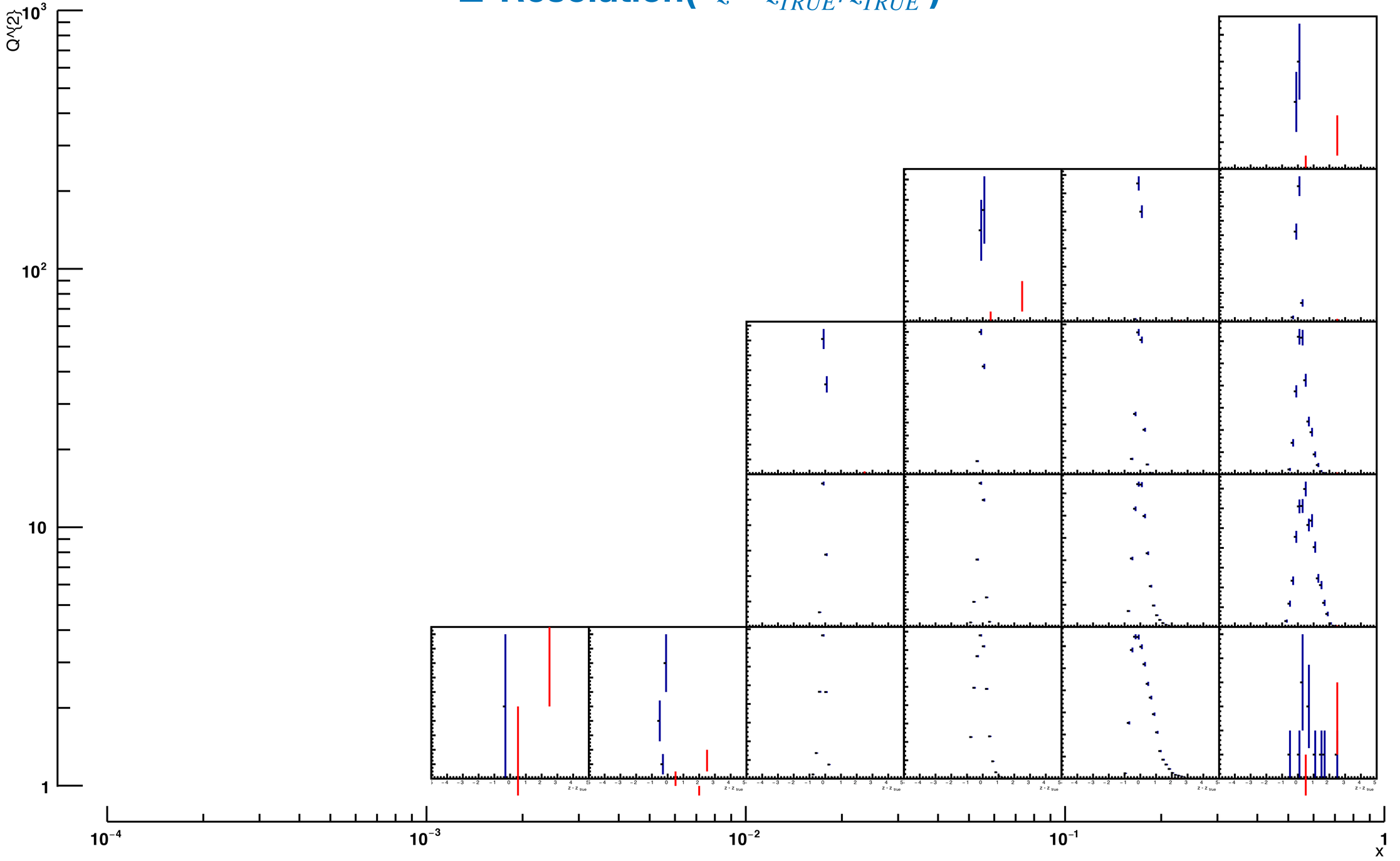
x-Resolution($x - x_{TRUE}/x_{TRUE}$)



y-Resolution($y - y_{TRUE}/y_{TRUE}$)

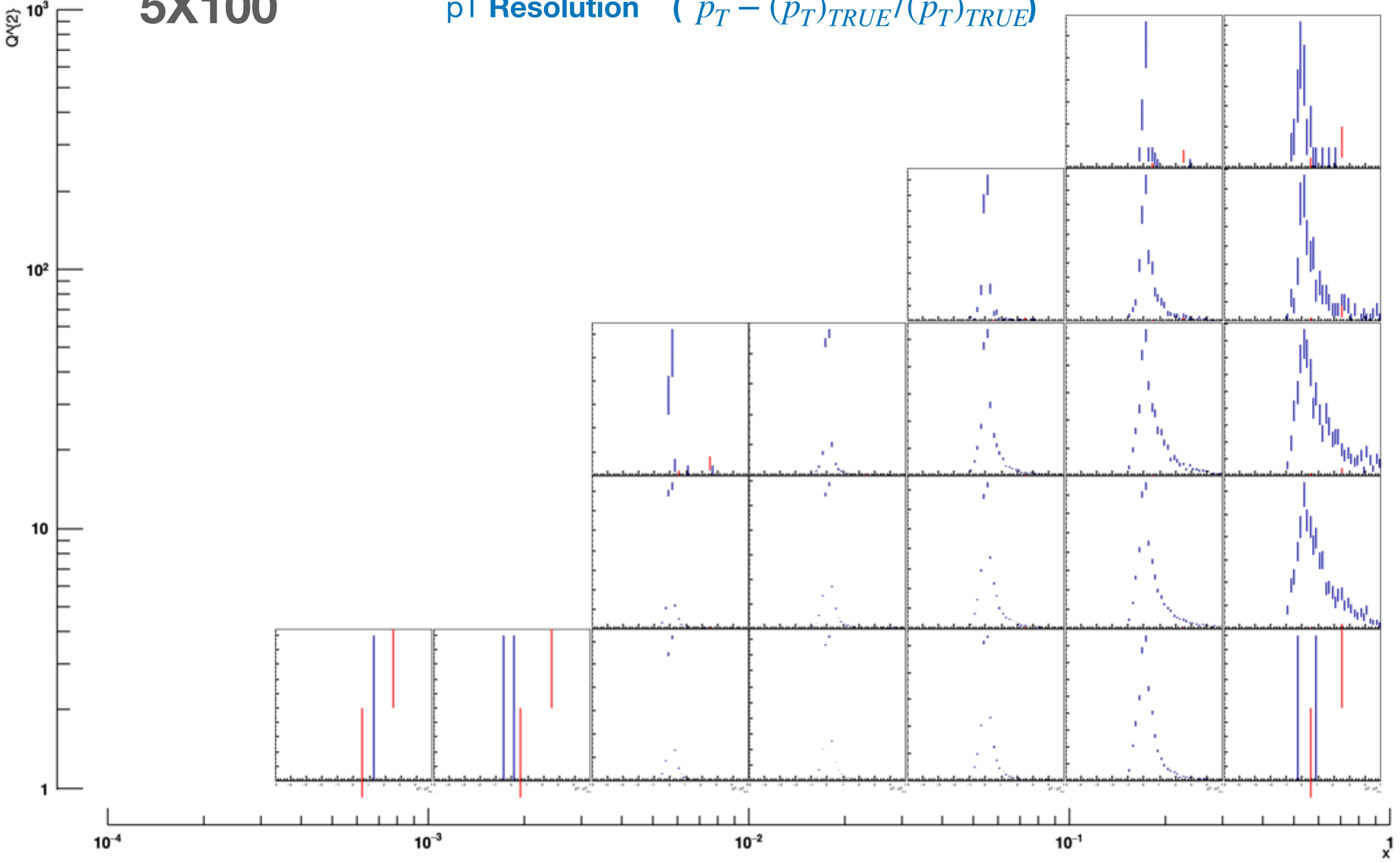


Z-Resolution($z - z_{TRUE}/z_{TRUE}$)

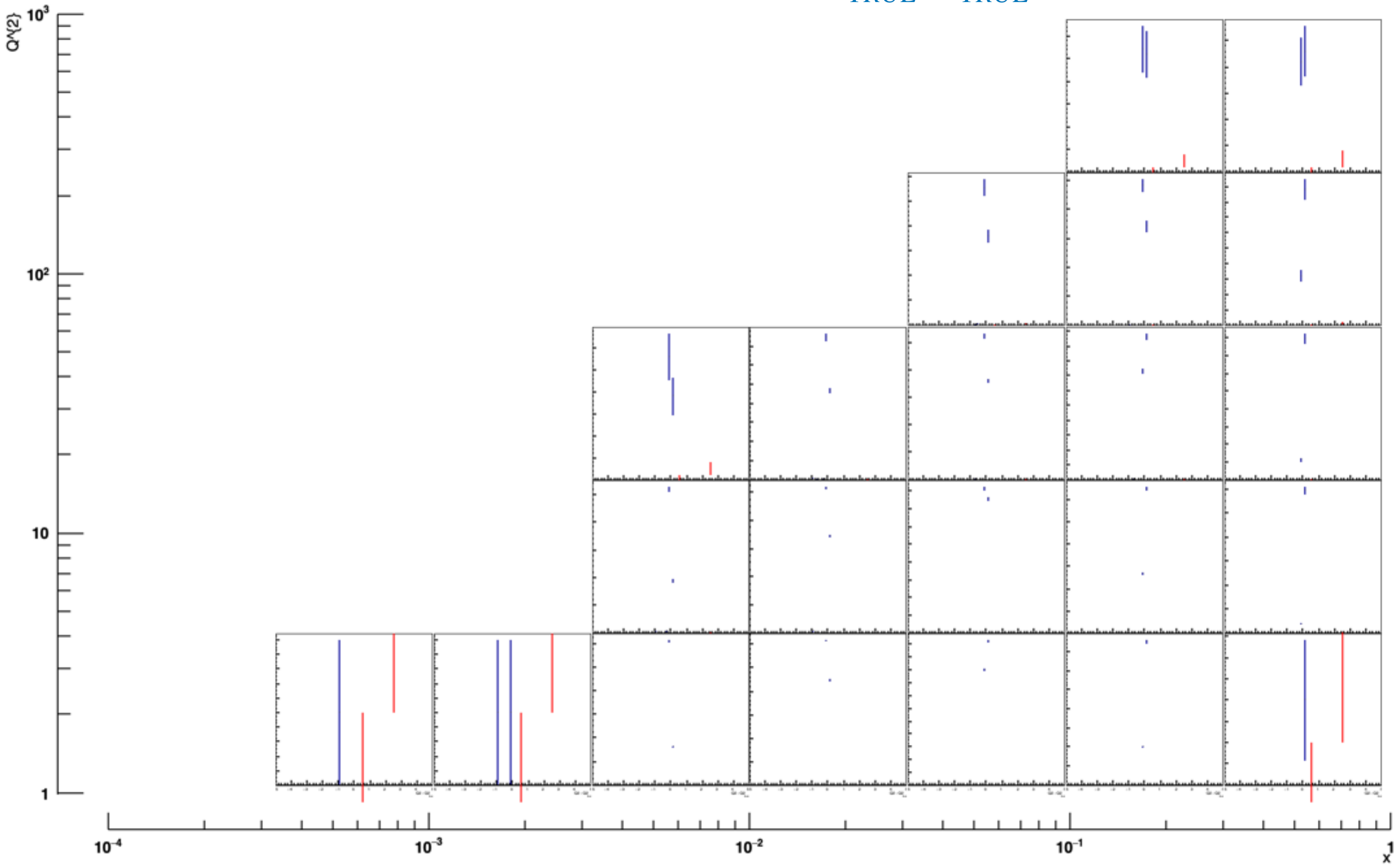


5X100

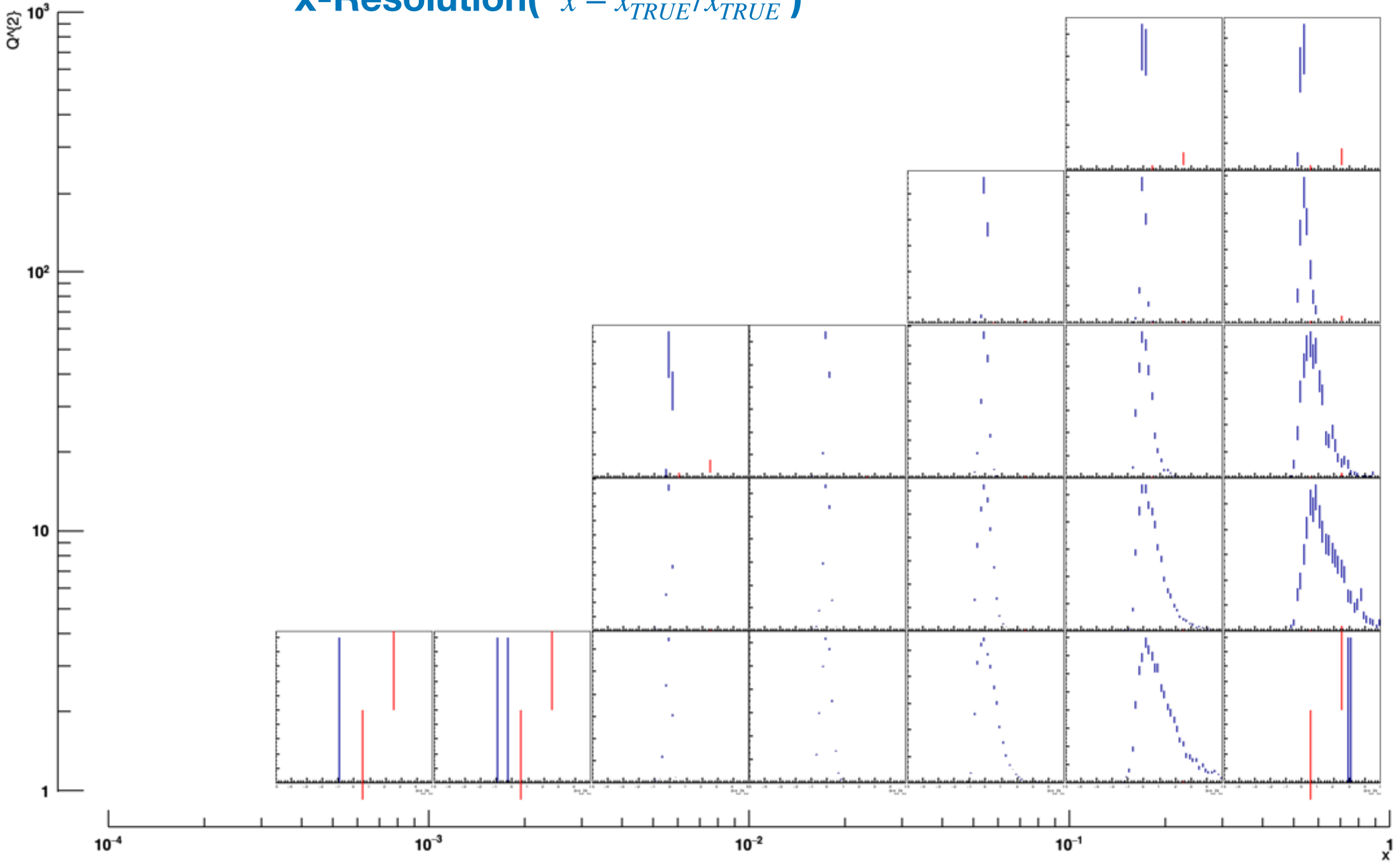
pT **Resolution** ($p_T - (p_T)_{TRUE}/(p_T)_{TRUE}$)



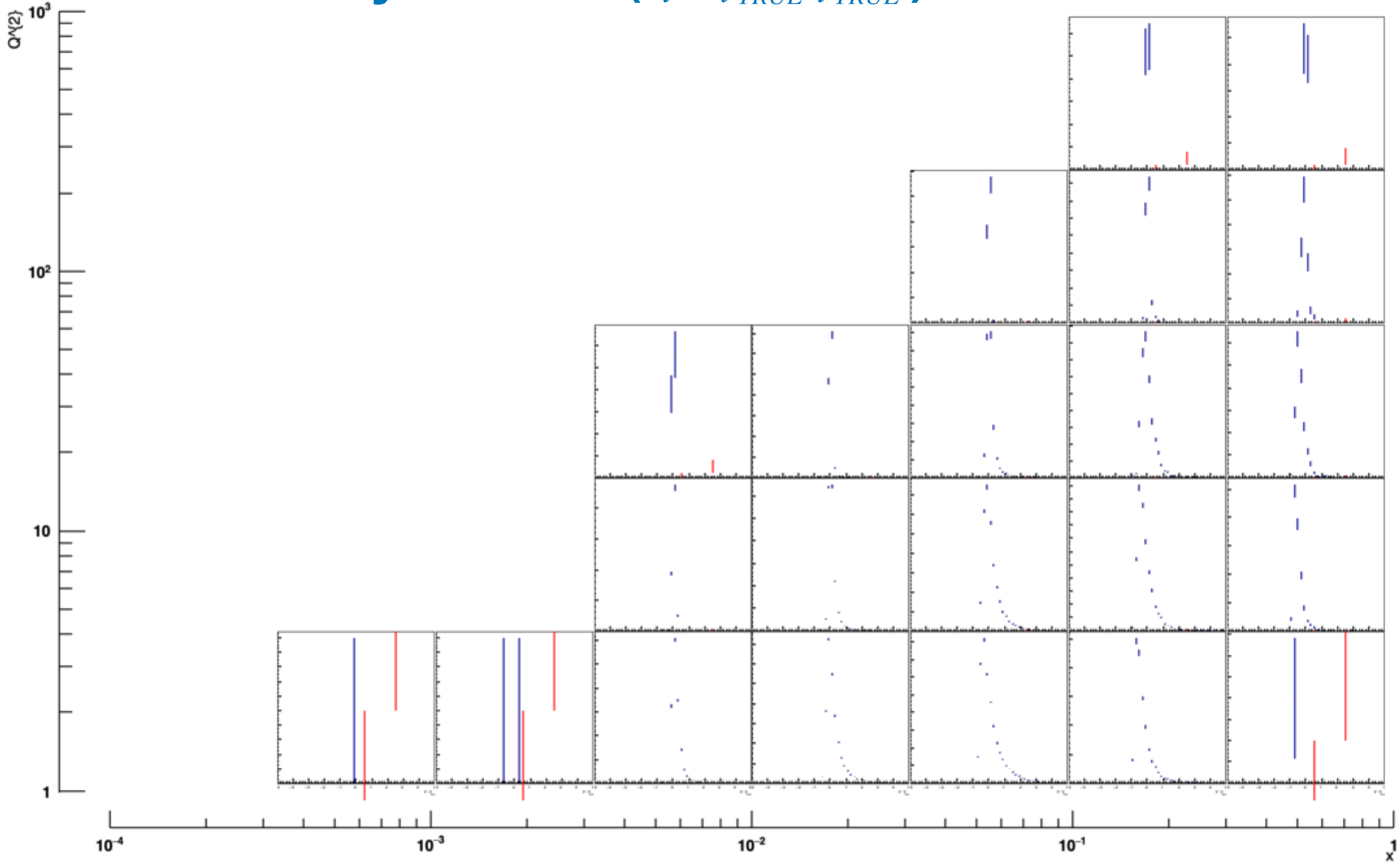
Q2 Resolution ($Q^2 - Q^2_{TRUE}/Q^2_{TRUE}$)



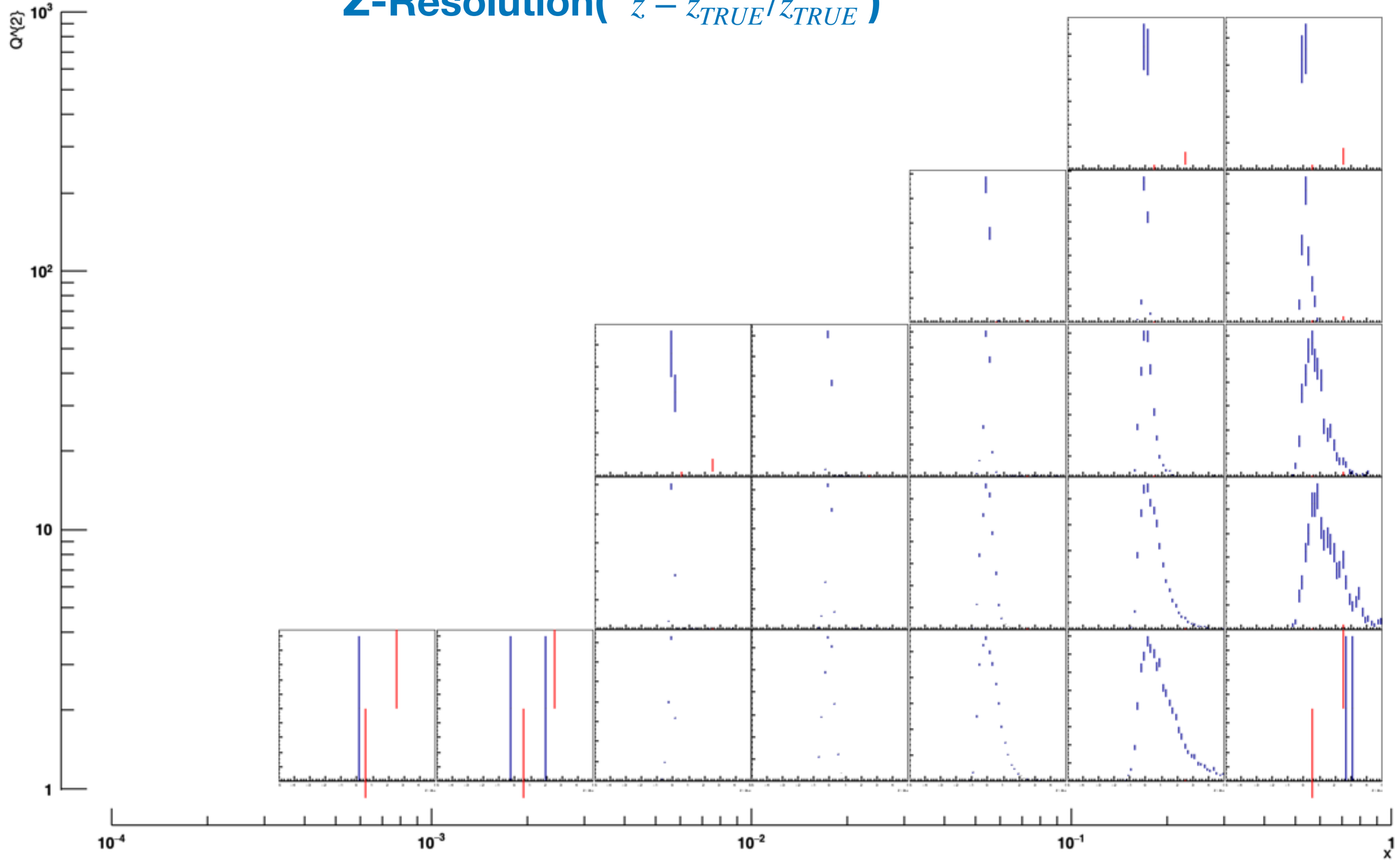
x-Resolution($x - x_{TRUE}/x_{TRUE}$)



y-Resolution($y - y_{TRUE}/y_{TRUE}$)

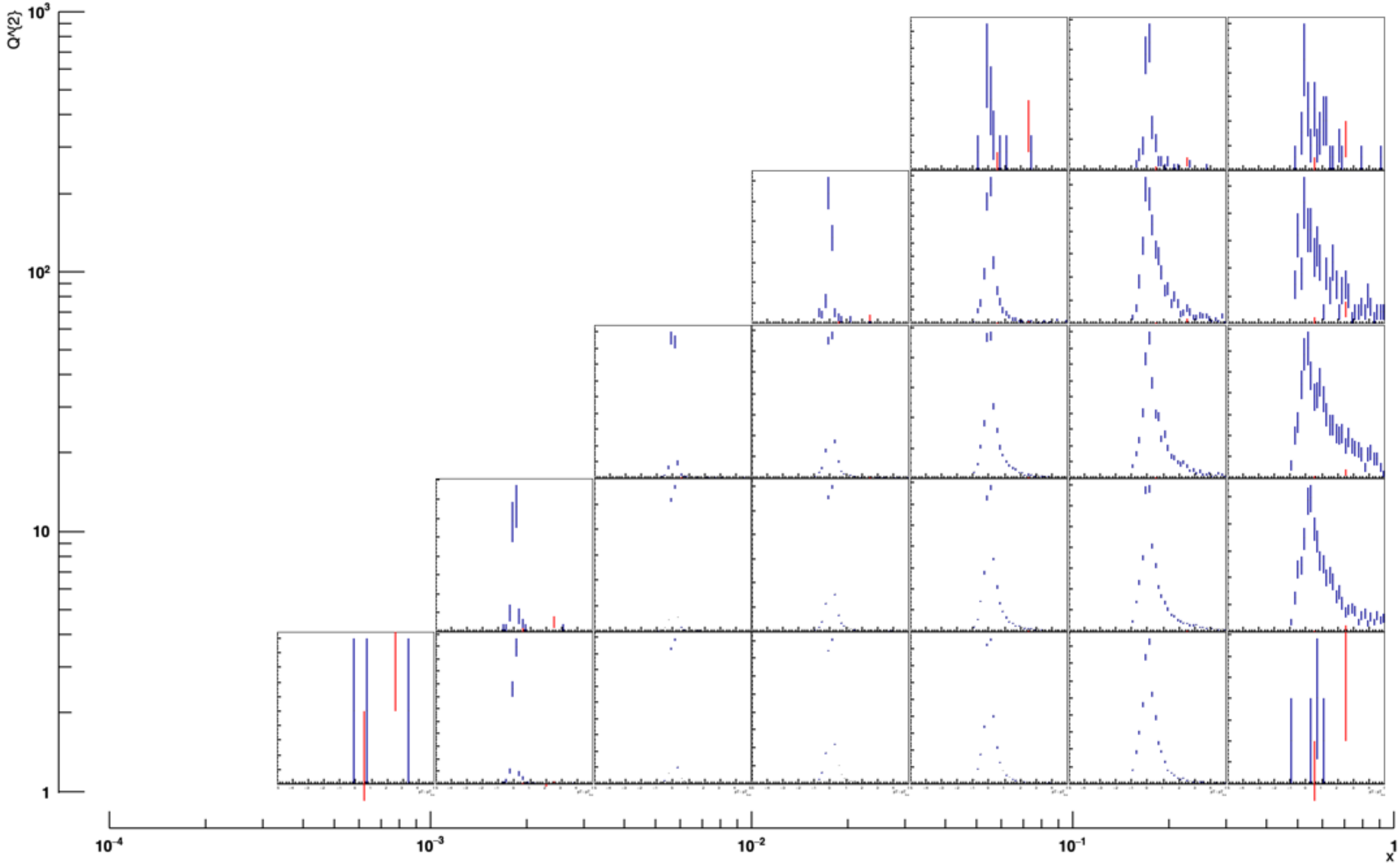


Z-Resolution($z - z_{TRUE}/z_{TRUE}$)

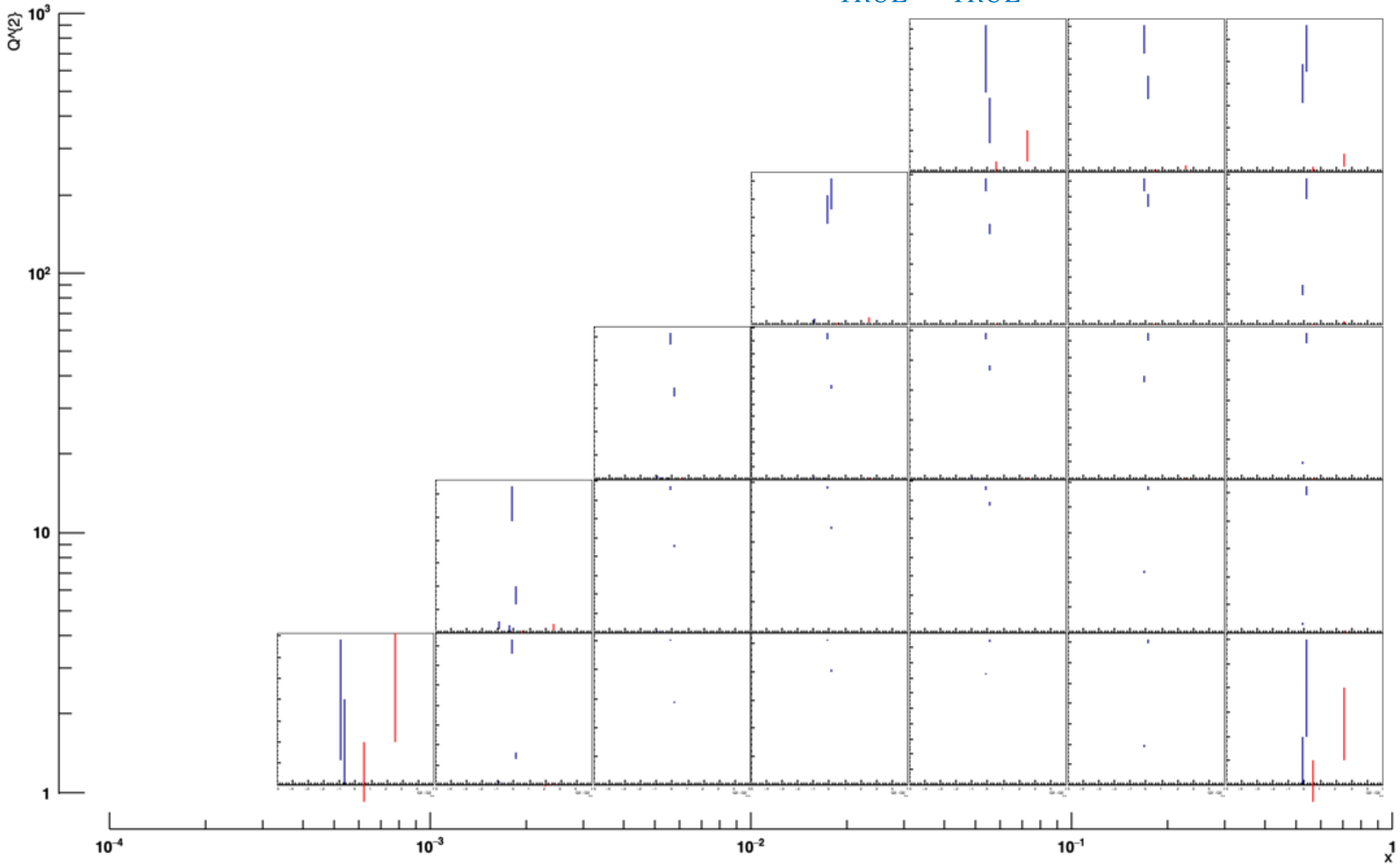


10X100

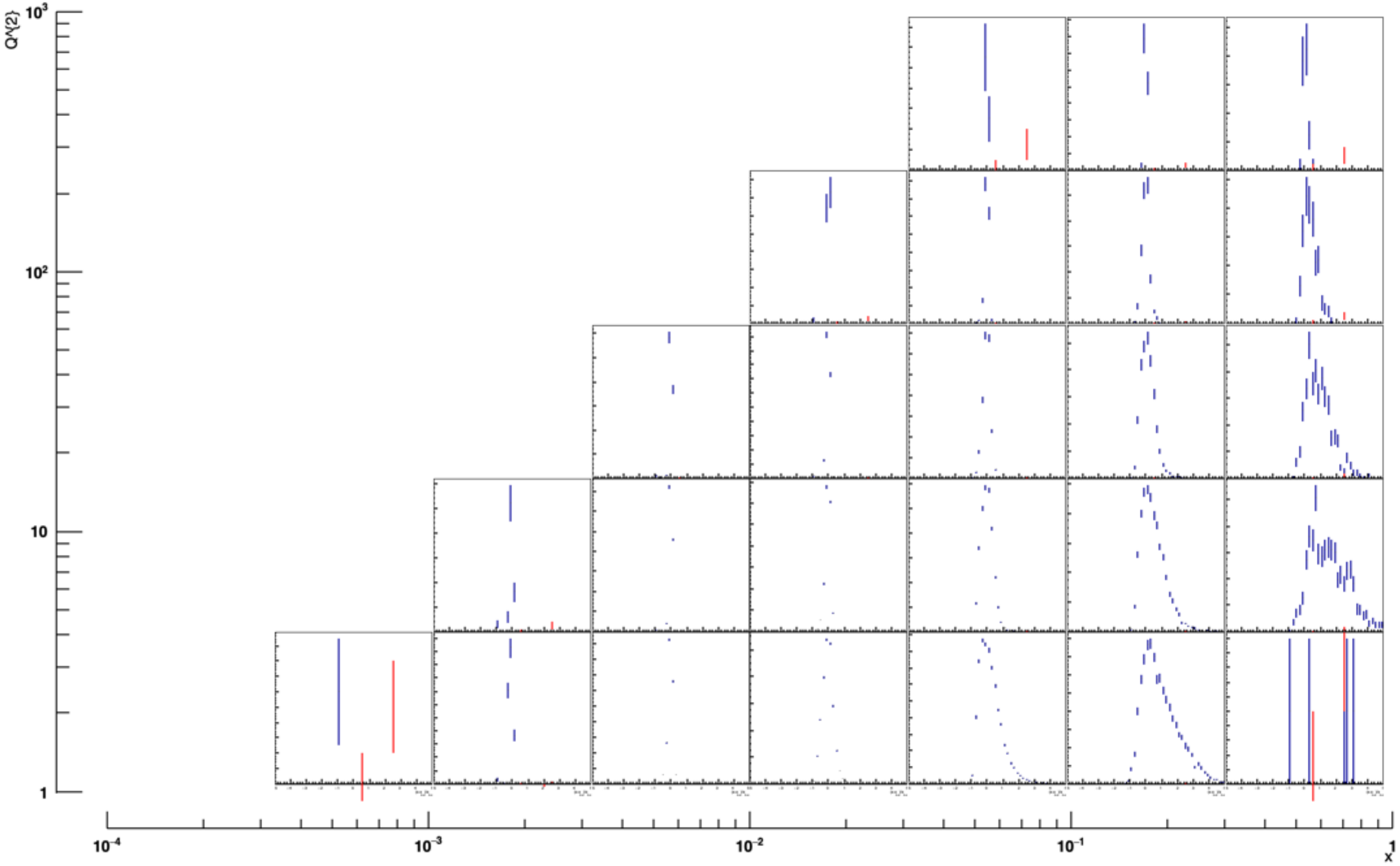
pT **Resolution** ($p_T - (p_T)_{TRUE}/(p_T)_{TRUE}$)



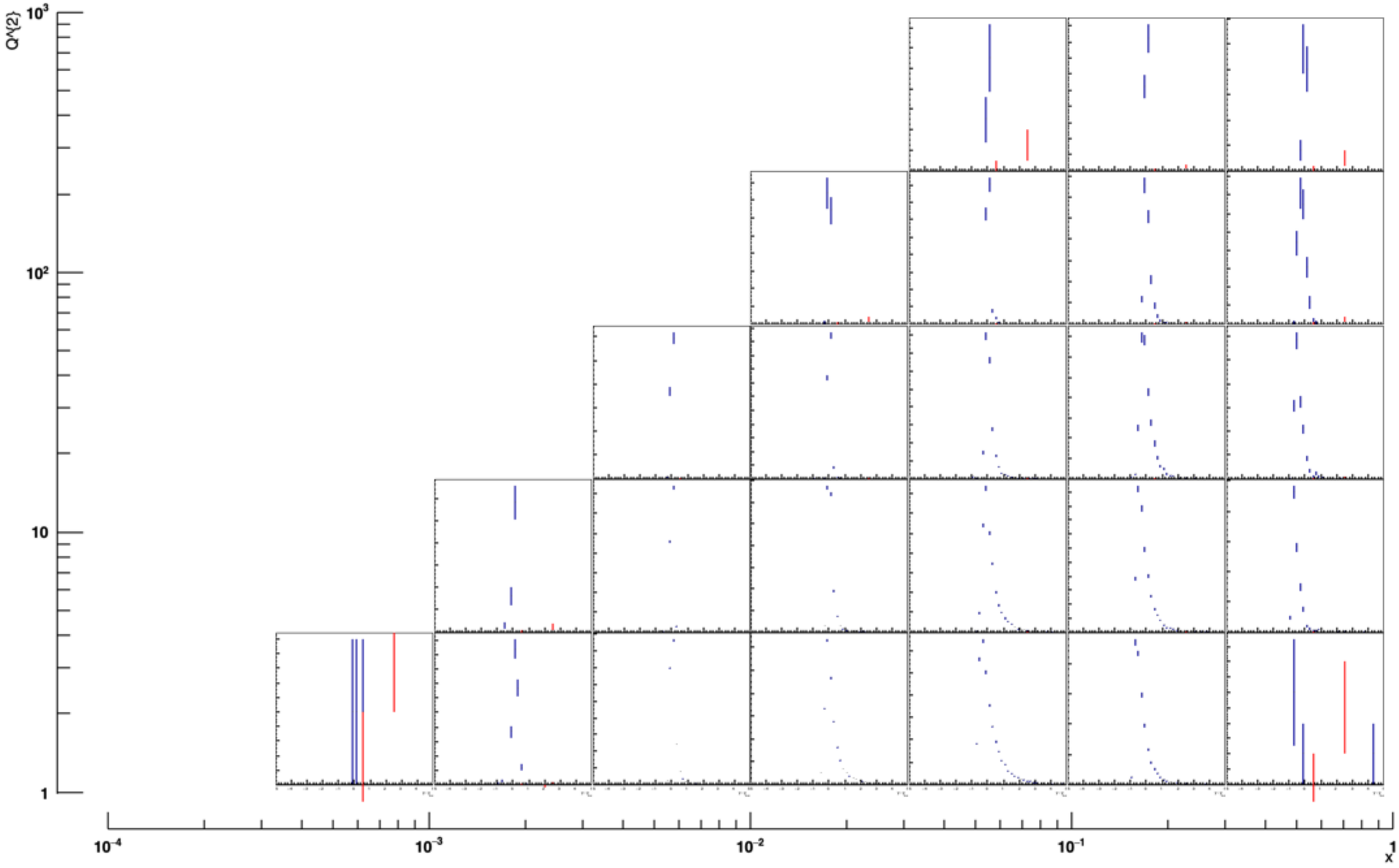
Q2 Resolution ($Q^2 - Q^2_{TRUE}/Q^2_{TRUE}$)



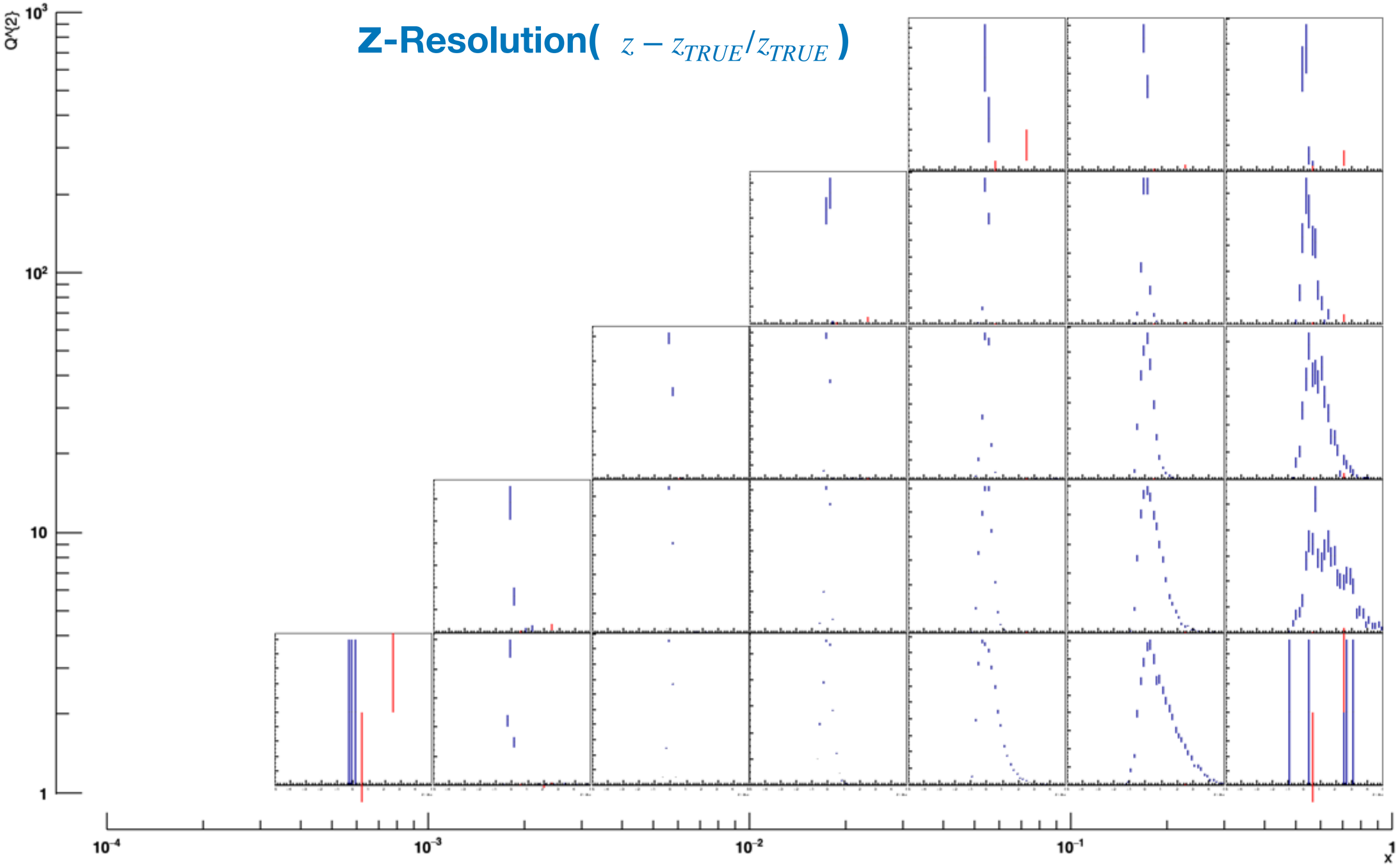
x-Resolution($x - x_{TRUE}/x_{TRUE}$)



y-Resolution($y - y_{TRUE}/y_{TRUE}$)

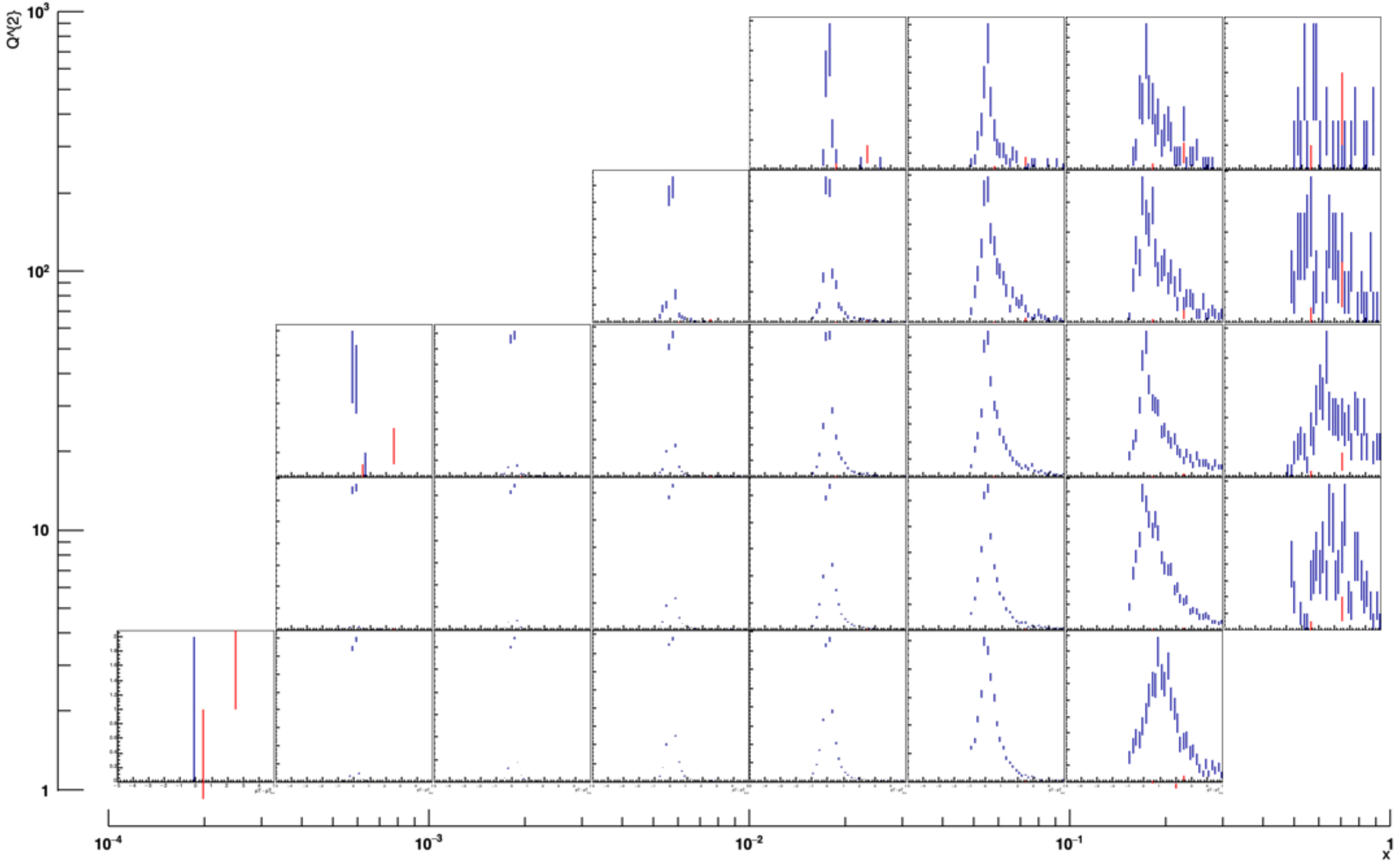


Z-Resolution($z - z_{TRUE}/z_{TRUE}$)

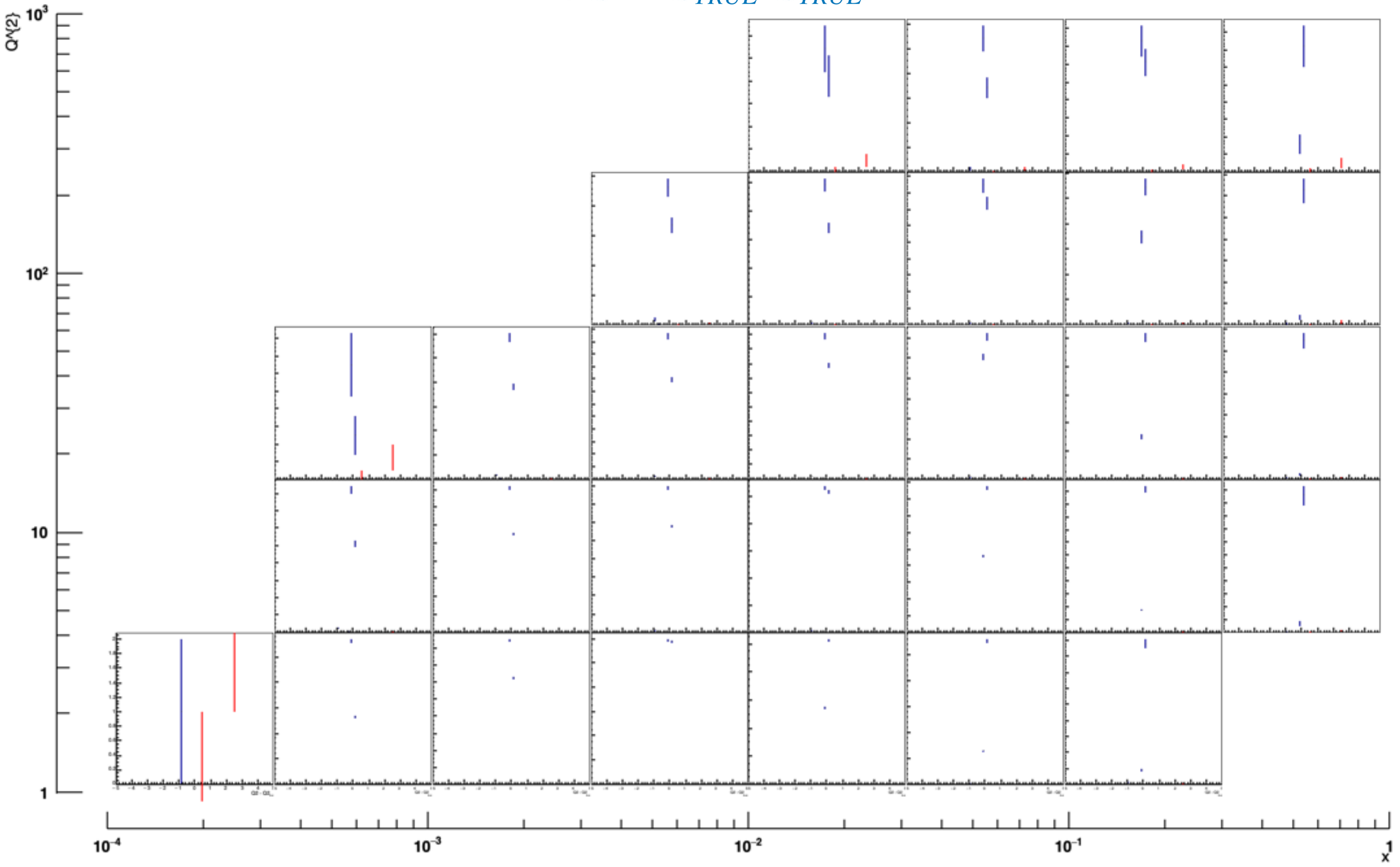


18X275

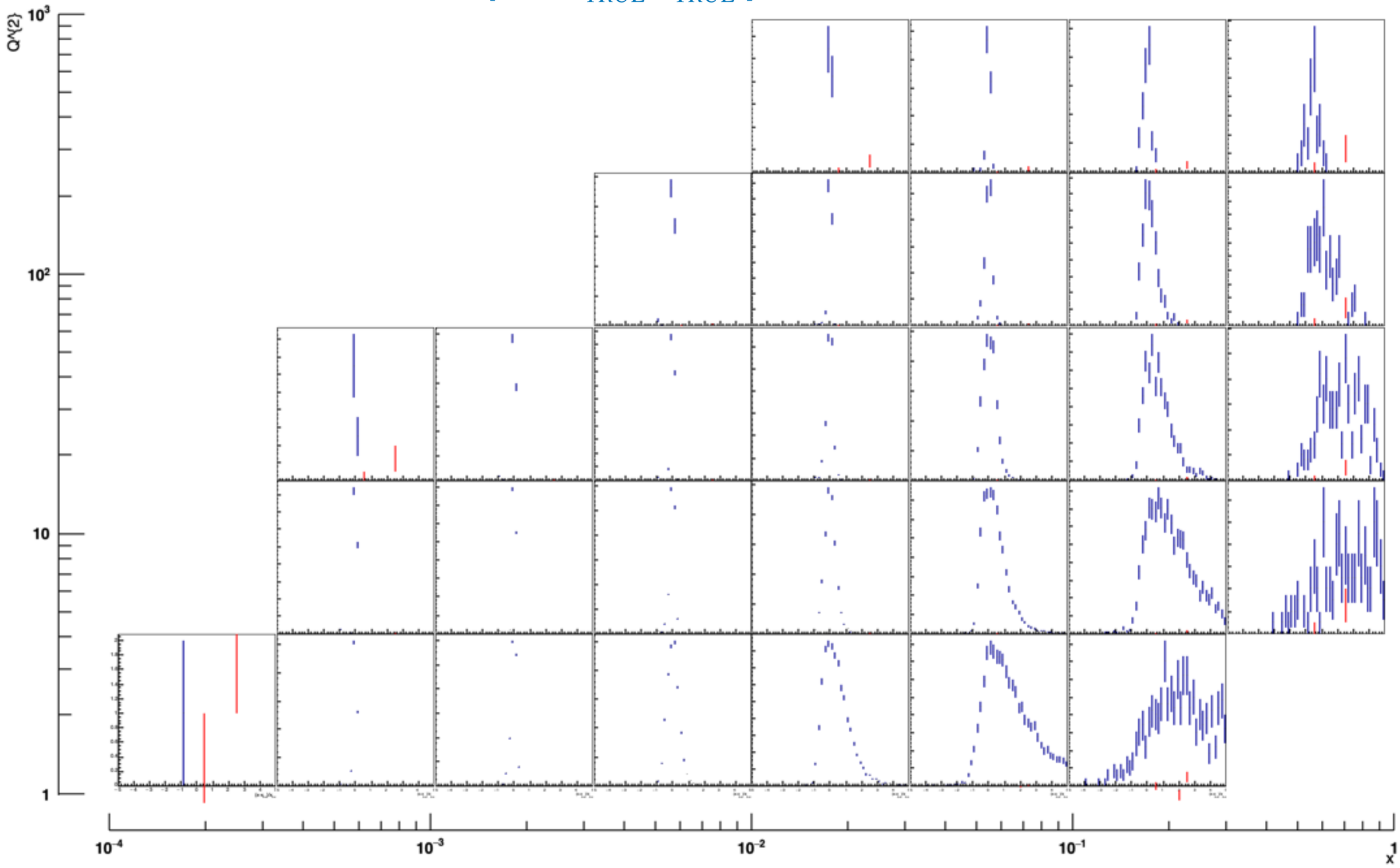
pT **Resolution** ($p_T - (p_T)_{TRUE}/(p_T)_{TRUE}$)



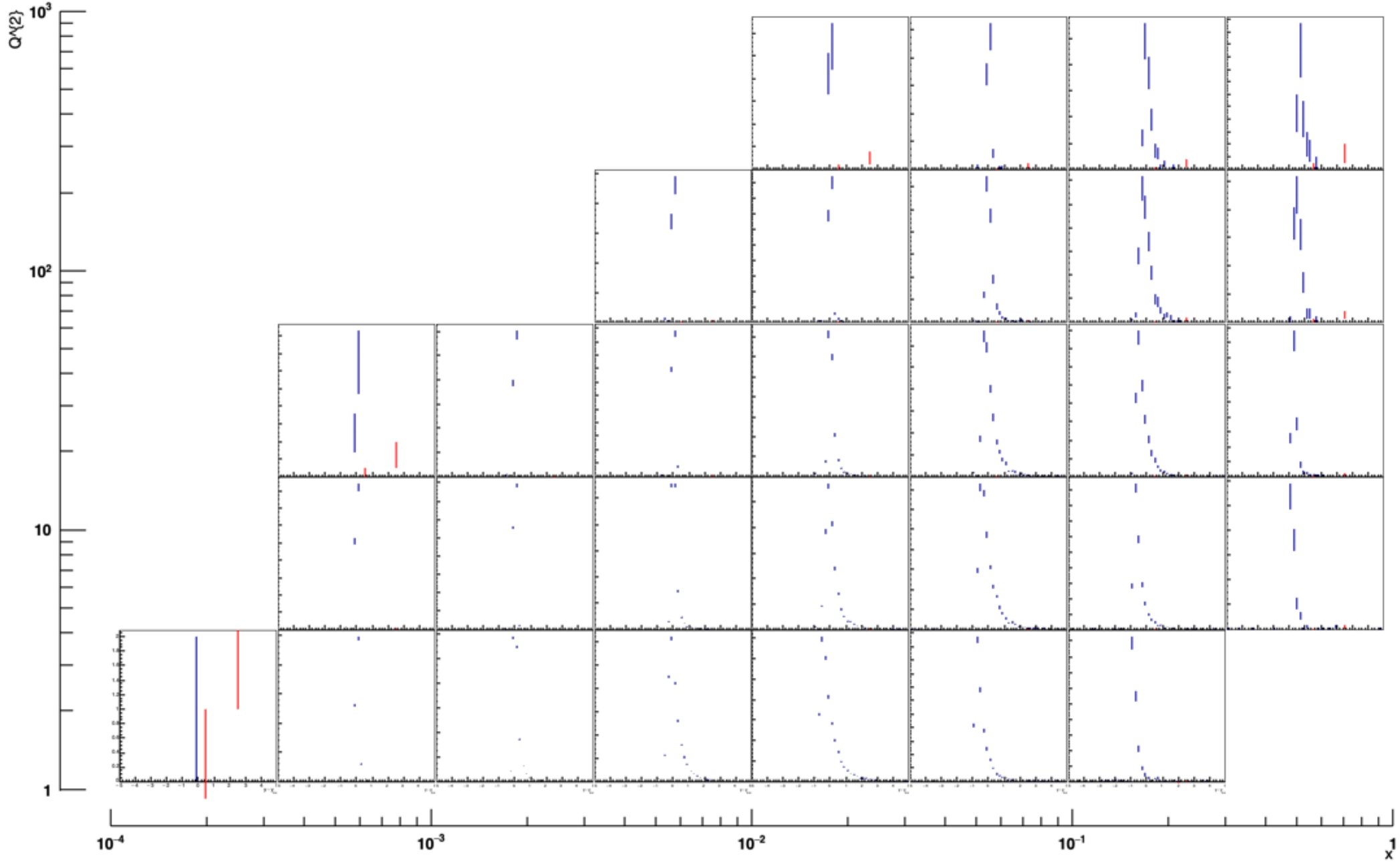
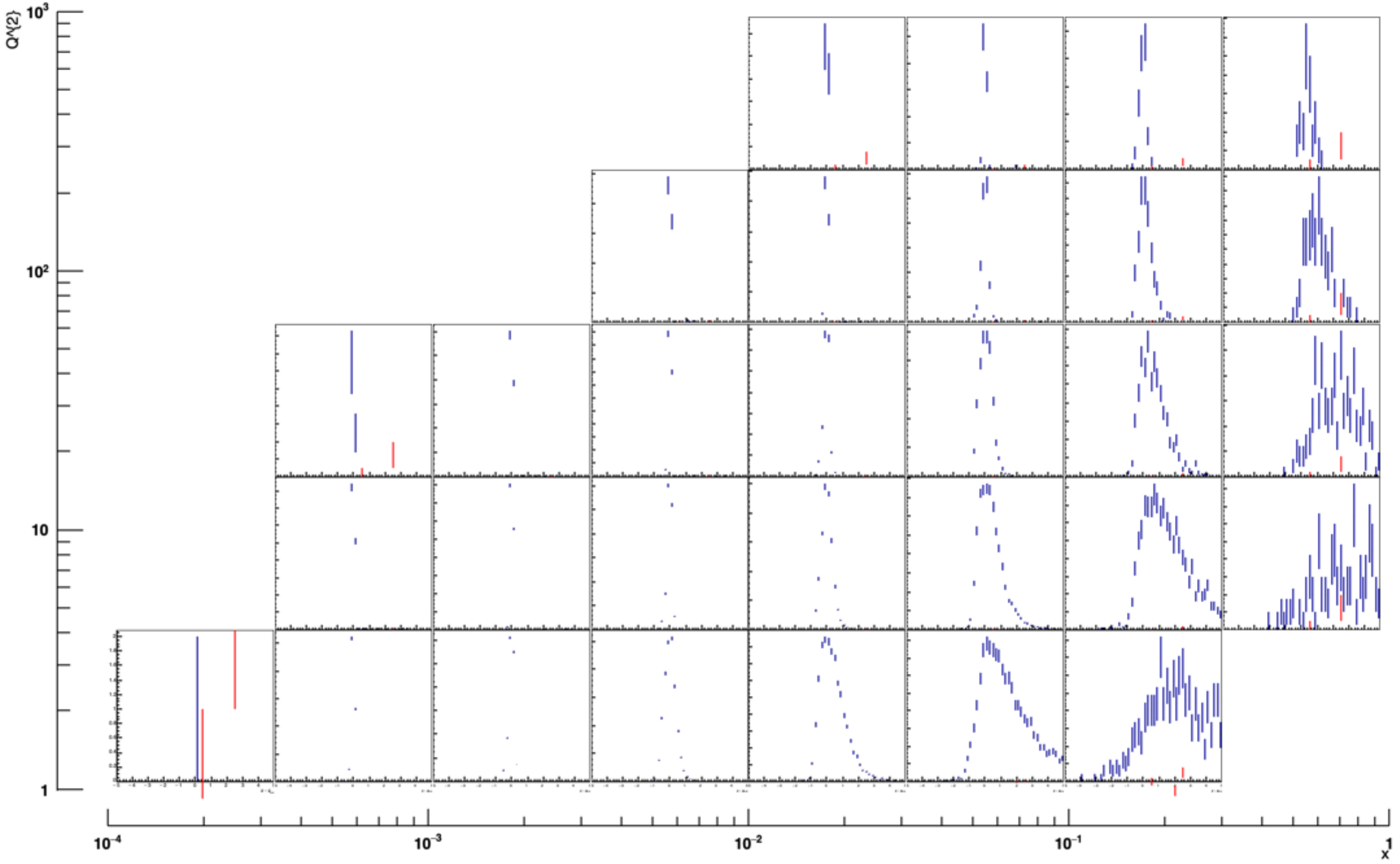
Q2 Resolution ($Q^2 - Q^2_{TRUE}/Q^2_{TRUE}$)



x-Resolution($x - x_{TRUE}/x_{TRUE}$)



y-Resolution($y - y_{TRUE}/y_{TRUE}$)



Z-Resolution($z - z_{TRUE}/z_{TRUE}$)