# February 2010 Production

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## **SuperB** Production

- Use FullSim for Background frames
  - accurate generators, machine element models
- Use FastSim for physics signals
  - From generation to physics tuple
  - Background frames merged with generator signals
- Many analyses in parallel
  - Kvv, charm, S2B, 2-body,...
- Concentrate on generics (backgrounds)
  - B+B-, B0B0, cc,uds

## **February Production**

- First 'full-scale' production for TDR
  - 1ab<sup>-1</sup> (~10X November production)
- Physics reach + detector configuration studies
- Target production start for Feb. 1st
  - code freeze ~2 weeks earlier
  - target 2 weeks completion time

### **Developments for February**

- More complete background simulation
  - e<sup>+</sup>e<sup>-</sup> pairs, neutrons, Touschek (?)
- Better tracking simulation
  - Full Kalman fit (outwards + inwards)
  - Tracking pat. rec. confusion simulation
    - hits randomly mis-assigned based on density, proximity
- Additional analyses, generators
  - $\tau$  LFV, polarized  $\tau$ , 2-body, SL tags, ...
- Job management improvements
- Additional resources beyond CNAF

### **Questions for Physics/Det**

- Is 1ab<sup>-1</sup> a useful amount of data?
  - is November 100fb<sup>-1</sup> already sufficient?
  - is ~10ab<sup>-1</sup> required for interesting results?
- Can relevant analyses be ready in time?
- What backgrounds are necessary?
  - are pairs + radiative Bhabha enough?
- Are multiple geometries still required?
  - are full statistics needed for each geometry?
- Is signal mode production needed?