

# Warwick Workshop Summary

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SuperB Computing Meeting  
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# Warwick Workshop

- Workshop on physics for TDR
  - followup of Valencia workshop
  - 67 participants (many theorists)
- 6 'vertical', 3 'horizontal' groups
- 3 sessions on 'tools'
  - FastSim overview
  - FastSim tutorial
  - Physics tools (used in FastSim)
- agenda at <http://agenda.infn.it/conferenceDisplay.py?confId=1118>

# Computing Issues

- SuperB simulation will soon reach TDR level
- Physics needs are imminent
  - physics case/benchmarking
  - detector optimization
- Potentially large productions
  - generics production (physics background)
  - multiple geometries
  - machine backgrounds
- We need to make a smart, defensible request for computing resources

# Questions for physics groups

- Is signal mode production necessary?
  - > 1M events/cpu-day with FastSim

Answer: groups are happy making their own signal MC

# Questions for physics groups

- Is signal mode production necessary?
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- How many generics (B, udsc) are needed?
  - can we use hadronic cocktail for BReco?
  - is 1 detector geometry sufficient
  - can we filter events?

Answer(s):  $\sim 1 \text{ fb}^{-1}$  sufficient  
multiple detector geometries needed  
generator filtering problematic

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- How many generics (B, udsc) are needed?
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- **What output format is needed?**
  - **is BetaTuple sufficient?**

BetaTuple + analysis tuples are sufficient

T-Particle persistence might be useful eventually

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- What output format is needed?
  - is BetaTuple sufficient?
- Who will provide (filter, tuple) code for your mode?

# Conclusions

- Physics case for simulation production exists but details are not yet clear
  - Size of samples needed vary greatly
- Some production is clearly necessary
  - (fullsim) background production
  - generic production
- Physics code, contacts needed