

Generating the full SM at ILC

Mikael Berggren¹

¹DESY, Hamburg

LCWS, Sendai, Japan , Oct 2019



Outline

- 1 Outline
- 2 Simulating the SM
- 3 The generator group
- 4 Generator status
- 5 Other generators
- 6 ILC Generation production
- 7 Conclusions and Outlook

Simulating the SM

Simulate the full SM? What's the problem?

- Just select a generator, and **press <RET>**, right?
- Noooo..., not really. Lots of details:
 - What collides (electrons or photons?)
 - How are they polarized?
 - What energy do they have?
 - Where do they collide ?
 - Beam spot size/offset
 - What else happens?
 - Beamstrahlung (synchrotron) radiation
 - Initial state radiation?
 - Beam-gas interactions (background)
 - Beam-beam interactions (beamstrahlung)

Simulating the SM

Simulate the full SM? What's the problem?

- Just select a generator, and **press <RET>**, right?
- Noooo..., not really. Lots of details:
 - What collides (electrons or photons?)
 - How are they polarized?
 - What energy do they have?
 - Where do they collide ?
 - Beam spot size
 - What else happens?
 - Beamstrahlung and synchrotron radiation
 - Beam-gas interactions?
 - Backgrounds from other experiments
 - Cosmic rays and neutrinos
 - Neutron activation

Simulating the SM

Simulate the full SM? What's the problem?

- Just select a generator, and **press <RET>**, right?
- Noooo..., not really. Lots of details:
 - **What** collides (electrons or photons?)
 - How are they polarised?
 - What energy do they have ?
 - **Where** do they collide ?
 - Beam-spot properties
 - **What else** happens?
 - Beam-strahlung gives pairs
 - Do they hit anything ?
 - Maybe forward calorimetry ?
 - Or even the tracking system ?
 - Multiple interactions (pile-up) ?

Simulating the SM

Simulate the full SM? What's the problem?

- Just select a generator, and **press <RET>**, right?
- Noooo..., not really. Lots of details:
 - **What** collides (electrons or photons?)
 - How are they polarised?
 - What energy do they have ?
 - **Where** do they collide ?
 - Beam-spot properties
 - **What else** happens?
 - Beam-strahlung gives pairs
 - Do they hit anything ?
 - Maybe forward calorimetry ?
 - Or even the tracking system ?
 - Multiple interactions (pile-up) ?

Simulating the SM

Simulate the full SM? What's the problem?

- Just select a generator, and **press <RET>**, right?
- Noooo..., not really. Lots of details:
 - **What** collides (electrons or photons?)
 - How are they polarised?
 - What energy do they have ?
 - **Where** do they collide ?
 - Beam-spot properties
 - **What else** happens?
 - Beam-strahlung gives pairs
 - Do they hit anything ?
 - Maybe forward calorimetry ?
 - Or even the tracking system ?
 - Multiple interactions (pile-up) ?

Simulating the SM

In addition, the physics channels themselves:

- Huge spread in cross-sections
- But for any given study, it might be a low-cross-section one that dominates.
- ... or maybe a tiny fraction of a huge cross-section one.
- Analysers wants to make nice stacked histos of different background-sources - probably different from analysis to analysis.
- ⇒ Good idea to separate channels in an intelligent way

Simulating the SM

In addition, the physics channels themselves:

- Huge spread in cross-sections
- But for any given study, it might be a low-cross-section one that dominates.
- ... or maybe a tiny fraction of a huge cross-section one.
- Analysers wants to make nice stacked histos of different background-sources - probably different from analysis to analysis.
- ⇒ Good idea to separate channels in an intelligent way

Simulating the SM

In addition, the physics channels themselves:

- Huge spread in cross-sections
- But for any given study, it might be a low-cross-section one that dominates.
- ... or maybe a tiny fraction of a huge cross-section one.
- Analysers wants to make nice stacked histos of different background-sources - probably different from analysis to analysis.
- ⇒ Good idea to separate channels in an intelligent way

Simulating the SM

In addition, the physics channels themselves:

- Huge spread in cross-sections
- But for any given study, it might be a low-cross-section one that dominates.
- ... or maybe a tiny fraction of a huge cross-section one.
- Analysers wants to make nice stacked histos of different background-sources - probably different from analysis to analysis.
- ⇒ Good idea to separate channels in an intelligent way

Simulating the SM

In addition, the physics channels themselves:

- Huge **spread in cross-sections**
- But for any given study, it might be a low-cross-section one that dominates.
- ... or maybe a tiny fraction of a huge cross-section one.
- Analysers wants to make nice stacked histos of different background-sources - probably different from analysis to analysis.
- ⇒ **Good idea** to separate channels in an **intelligent way**

Beam effects

- Beam-spectrum.
 - 1 Incoming beam-spread
 - 2 Beam-beam interactions
- Photons
 - How many photons?
 - Are they virtual or real?
- Incoming beam-spread from damping-rings and undulator:
External input from machine-scientists.
- Need beam-beam interaction simulation input.
- Simulate interaction region: **GuineaPig**. Gives:
 - Beam-spectrum for electrons and positrons independently
 - Distribution of interaction point
 - Amount and spectrum of real photons

Beam effects

- Beam-spectrum.
 - ① Incoming beam-spread
 - ② Beam-beam interactions
- Photons
 - ① How many photons?
 - ② Are they virtual or real?
- Incoming beam-spread from damping-rings and undulator:
External input from machine-scientists.
- Need beam-beam interaction simulation input.
- Simulate interaction region: GuineaPig. Gives:
 - Beam-spectrum for electrons and positrons independently
 - Distribution of interaction point
 - Amount and spectrum of real photons

Beam effects

- Beam-spectrum.
 - 1 Incoming beam-spread
 - 2 Beam-beam interactions
- Photons
 - 1 How many photons?
 - 2 Are they virtual or real?
- Incoming beam-spread from damping-rings and undulator:
External input from machine-scientists.
- Need beam-beam interaction simulation input.
- Simulate interaction region: GuineaPig. Gives:
 - Beam-spectrum for electrons and positrons independently
 - Distribution of interaction point
 - Amount and spectrum of real photons

Beam effects

- Beam-spectrum.
 - ① Incoming beam-spread
 - ② Beam-beam interactions
- Photons
 - ① How many photons?
 - ② Are they virtual or real?
- Incoming beam-spread from damping-rings and undulator:
External input from machine-scientists.
- Need beam-beam interaction simulation input.
- Simulate interaction region: GuineaPig. Gives:
 - Beam-spectrum for electrons and positrons independently
 - Distribution of interaction point
 - Amount and spectrum of real photons

Spurious interactions (“pile-up”)

Two types:

- **Pair-background:** Pair-creation of photons in the beam by the strong fields. GuineaPig also gives us this.
- **low- p_{\perp} hadrons**, ie. $\gamma^{(*)}\gamma^{(*)}$ interaction with small invariant masses
 - ME can't do this, so need different generator
 - PYTHIA is good down to ~ 2 GeV
 - A lot happens below that, but is basically not known theoretically \Rightarrow need to fit to data
 - Data is scarce, and ambiguous ...

Spurious interactions (“pile-up”)

Two types:

- **Pair-background:** Pair-creation of photons in the beam by the strong fields. GuineaPig also gives us this.
- **low- $p_{\perp t}$ hadrons**, ie. $\gamma^{(*)}\gamma^{(*)}$ interaction with small invariant masses
 - ME can't do this, so need different generator
 - PYTHIA is good down to ~ 2 GeV
 - A lot happens below that, but is basically not known theoretically \Rightarrow need to fit to data
 - Data is scarce, and ambiguous ...

Spurious interactions (“pile-up”)

Two types:

- **Pair-background:** Pair-creation of photons in the beam by the strong fields. GuineaPig also gives us this.
- **low- p_{\perp} hadrons**, ie. $\gamma^{(*)}\gamma^{(*)}$ interaction with small invariant masses
 - ME can't do this, so need different generator
 - PYTHIA is good down to ~ 2 GeV
 - A lot happens below that, but is basically not known theoretically \Rightarrow need to fit to data
 - Data is scarce, and ambiguous ...

Spurious interactions (“pile-up”)

- These backgrounds need to be passed on to simulation, but in a different mode.
- Eg. can't simulate $\sim 10^5$ pairs on each physics event.
- Actually, can't generate that either: time for 1 BX 5-10 minutes
- Find the few tracks that do hit the tracking ($< 100/\text{BX}$). Do ~ 100000 BXes, and pick a random one from the pool to overlay to each physics event.
- Also, use some ($\mathcal{O}(100)$) BXes to simulate pairs hitting the BeamCal, to build a map of the background, to be used in the BeamCal simulation.
- Similar for low- p_{\perp} hadrons, but here also the number per BX is random, and their production point.

Spurious interactions (“pile-up”)

- These backgrounds need to be passed on to simulation, but in a **different mode**.
- Eg. can't simulate $\sim 10^5$ pairs on each physics event.
- Actually, can't generate that either: **time for 1 BX 5-10 minutes**
- Find the few tracks that do hit the tracking ($< 100/\text{BX}$). Do \sim **100000 BXes**, and pick a random one from the pool to overlay to each physics event.
- Also, use some ($\mathcal{O}(100)$) BXes to simulate pairs hitting the BeamCal, to build a map of the background, to be used in the **BeamCal simulation**.
- Similar for **low- p_{\perp}** hadrons, but here also the number per BX is random, and their production point.

Spurious interactions (“pile-up”)

- These backgrounds need to be passed on to simulation, but in a **different mode**.
- Eg. can't simulate $\sim 10^5$ pairs on each physics event.
- Actually, can't generate that either: **time for 1 BX 5-10 minutes**
- Find the few tracks that do hit the tracking ($< 100/\text{BX}$). Do \sim **100000 BXes**, and pick a random one from the pool to overlay to each physics event.
- Also, use some ($\mathcal{O}(100)$) BXes to simulate pairs hitting the BeamCal, to build a map of the background, to be used in the **BeamCal simulation**.
- Similar for **low- p_{\perp}** hadrons, but here also the number per BX is random, and their production point.

Process classification

The classes

- **Initial state**
 - ee , $e\gamma$ or $\gamma\gamma$
 - e - polarisation and γ type (real or virtual)
- Final state
 - Number of fermions (0 to 8)
 - Flavour-grouping: W or Z, or ambiguous
 - leptonic, hadronic, semi-leptonic (+ neutrino only, for Z-leptonic)
- Special Considerations
 - Eg. $4f$ with $|L_e|=2 \Rightarrow$ dominated by single W or single Z

Process classification

The classes

- Initial state

- ee , $e\gamma$ or $\gamma\gamma$
- e - polarisation and γ type (real or virtual)

- Final state

- Number of fermions (0 to 8)
- Flavour-grouping: W or Z, or ambiguous
- leptonic, hadronic, semi-leptonic (+ neutrino only, for Z-leptonic)

- Special Considerations

- Eg. $4f$ with $|L_e|=2 \Rightarrow$ dominated by single W or single Z

Process classification

The classes

- **Initial state**
 - ee , $e\gamma$ or $\gamma\gamma$
 - e - polarisation and γ type (real or virtual)
- **Final state**
 - Number of fermions (0 to 8)
 - Flavour-grouping: W or Z, or ambiguous
 - leptonic, hadronic, semi-leptonic (+ neutrino only, for Z-leptonic)
- **Special Considerations**
 - Eg. 4f with $|L_e|=2 \Rightarrow$ dominated by single W or single Z

The generator group

- A group under the **GDE** was formed to select generator to generate physics events for the **DBD benchmarks**, including **all relevant backgrounds**.
- Mandate was for the **DBD**.
- However, ILD decided to get back into business, because:
 - New, better Whizard.
 - Developments in reconstruction.
 - Lack of statistics in some cases.
 - Things that went wrong in DBD & friends: Double-counted channels, beam-spot, un-physical $\gamma\gamma$ events, ..
- New, informal group (M.B., J. Tian, P. Roloff, Whizard authors.)
- Hot off the press: Now getting mandated by LCC (under the SW group).
- *Any news on this ?*

The generator group

- A group under the **GDE** was formed to select generator to generate physics events for the **DBD benchmarks**, including **all relevant backgrounds**.
- Mandate was for the **DBD**.
- However, ILD decided to get back into business, because:
 - New, better **Whizard**.
 - Developments in **reconstruction**.
 - Lack of **statistics** in some cases.
 - Things that **went wrong** in DBD & friends: Double-counted channels, beam-spot, un-physical $\gamma\gamma$ events, ..
- New, informal group (M.B., J. Tian, P. Roloff, Whizard authors.)
- Hot off the press: Now getting mandated by LCC (under the SW group).
- *Any news on this ?*

The generator group

- A group under the **GDE** was formed to select generator to generate physics events for the **DBD benchmarks**, including **all relevant backgrounds**.
- Mandate was for the **DBD**.
- However, ILD decided to get back into business, because:
 - New, better **Whizard**.
 - Developments in **reconstruction**.
 - Lack of **statistics** in some cases.
 - Things that **went wrong** in DBD & friends: Double-counted channels, beam-spot, un-physical $\gamma\gamma$ events, ..
- New, informal group (M.B., J. Tian, P. Roloff, Whizard authors.)
- **Hot off the press**: Now getting mandated by LCC (under the SW group).
- *Any news on this ?*

Whizard 2.8 status

- Whizard remains the generator of choice for e^+e^- .
- DBD was done with v. 1.95
- v2.x is a major re-write. Many new features.
 - New, better steering
 - Things done by us now part of the main code:
 - New interface to Pythia (hard-processes and hadronisation)
 - New interface to Tauola (hard-processes)
 - New beam-spectrum (LepID)
 - Internal parton-shower with matching of gluons between hard process- p.s.- hadronisation.
 - Samples from new BSM models much easier to create, using tools like SARAH.
 - 8 fermion final states possible ($t\bar{t}H$!). Was not (practically) possible with Whizard 1.95.
- Current version: 2.8

Whizard 2.8 status

- Whizard remains the generator of choice for e^+e^- .
- DBD was done with v. 1.95
- v2.x is a major re-write. Many new features.
 - New, better steering
 - Things done by us now part of the main code:
 - Interface to PYTHIAS (parton-shower and hadronisation).
 - Interface TAUOLA (polarised τ -decays)
 - Beam-spectrum CIRCE2
 - Internal parton-shower with matching of gluons between hard process- p.s.- hadronisation.
 - Samples from new **BSM** models much **easier** to create, using tools like SARAH.
 - 8 fermion final states **possible** (ttH !). Was not (practically) possible with Whizard 1.95.
- Current version: 2.8

Status of Whizard-2 for ILC : Some issues

- Technical requirements for mass production in batch mode:
 - Steering by **command line** options (Work-around in place).
 - *Should take some time to go through my scripts these days*
- For fast simulation: need **callable interface** (ie. no intermediate generator files).
- Need to re-visit and validate generator-level cuts.
 - In Whizard 1, built-in default cuts used (in most cases).
 - In Whizard 2, cuts are entirely up to the user. Need to formulate, and compare results.
 - Particularly delicate: cuts that separate same final state produced in two ways, to avoid double-counting.
- *Need to scrutinize cut setup*

Status of Whizard-2 for ILC : Some issues

- Technical requirements for mass production in batch mode:
 - Steering by **command line** options (Work-around in place).
 - *Should take some time to go through my scripts these days*
- For fast simulation: need **callable interface** (ie. no intermediate generator files).
- Need to re-visit and validate generator-level cuts.
 - In Whizard 1, built-in default cuts used (in most cases).
 - In Whizard 2, cuts are entirely up to the user. Need to formulate, and compare results.
 - Particularly delicate: cuts that separate same final state produced in two ways, to avoid double-counting.
- *Need to scrutinize cut setup*

Status of Whizard-2 for ILC : Some issues

- Technical requirements for mass production in batch mode:
 - Steering by **command line** options (Work-around in place).
 - *Should take some time to go through my scripts these days*
- For fast simulation: need **callable interface** (ie. no intermediate generator files).
- Need to re-visit and validate generator-level cuts.
 - In Whizard 1, built-in default cuts used (in most cases).
 - In Whizard 2, cuts are entirely up to the user. Need to formulate, and compare results.
 - Particularly delicate: cuts that separate same final state produced in two ways, to avoid double-counting.
 - Eg. $e^+e^- \rightarrow e^+e^-f\bar{f}$, either as $e^+e^- \rightarrow \gamma^*\gamma^*e^+e^- \rightarrow e^+e^-f\bar{f}$ or $e^+e^- \rightarrow ZZ \rightarrow e^+e^-f\bar{f}$.
- *Need to scrutinize cut setup*

Status of Whizard-2 for ILC : Some more issues

- 4f-SingleW leptonic and semileptonic bombs in integration **if the incoming positron is R**. If it is L, the result from the DBD is recuperated.
- I do get the same result for e^+e^- at 500 as we got in the DBD, but for γe and $\gamma\gamma$, the results differ. Both for W and B γ .
- In particular for 5f, there are some channels that are **wildely** different.
- **Question**: Is the event-header information in LCIO output as it should be?

Status of Whizard-2 for ILC : Other issues

- gluon matching between ME and PS:
 - Now: no gluons included in ME (setting $\alpha_s = 0$) to avoid double-counting with (unmatched) parton shower in PYTHIA.
 - Whizard 2 can do it's own parton-shower with "MLM matching".
 - For now: **stick with old scheme for mass-production**, but make **dedicated comparisons** for multi-jet final states (eg $t\bar{t}$ background for ttH or ZZH)
- 8 fermions:
 - Whizard 1: Choked on 8 fermion.
 - Whizard 2: Scalable option: generated "byte code" running in a "virtual machine" (think Java!). Should work for 8f. **Need to validate.**
- Medium-term wishes:
 - γ ISR/FSR matching
 - Work out priority processes for **EW-NLO (I)**
- Generator group meets in Tokyo next week.

Status of Whizard-2 for ILC : Other issues

- gluon matching between ME and PS:
 - Now: no gluons included in ME (setting $\alpha_s = 0$) to avoid double-counting with (unmatched) parton shower in PYTHIA.
 - Whizard 2 can do it's own parton-shower with “MLM matching”.
 - For now: **stick with old scheme for mass-production**, but make **dedicated comparisons** for multi-jet final states (eg $t\bar{t}$ background for ttH or ZZH)
- 8 fermions:
 - Whizard 1: Choked on 8 fermion.
 - Whizard 2: Scalable option: **generated “byte code”** running in a “virtual machine” (think Java!). Should work for 8f. **Need to validate.**
- Medium-term wishes:
 - γ ISR/FSR matching
 - Work out priority processes for EW-NLO (!)
- Generator group meets in Tokyo next week.

Status of Whizard-2 for ILC : Other issues

- gluon matching between ME and PS:
 - Now: no gluons included in ME (setting $\alpha_s = 0$) to avoid double-counting with (unmatched) parton shower in PYTHIA.
 - Whizard 2 can do it's own parton-shower with "MLM matching".
 - For now: **stick with old scheme for mass-production**, but make **dedicated comparisons** for multi-jet final states (eg $t\bar{t}$ background for ttH or ZZH)
- 8 fermions:
 - Whizard 1: Choked on 8 fermion.
 - Whizard 2: Scalable option: **generated "byte code"** running in a "virtual machine" (think Java!). Should work for 8f. **Need to validate.**
- **Medium-term wishes:**
 - γ ISR/FSR matching
 - Work out **priority processes** for **EW-NLO (!)**
- Generator group meets in Tokyo next week.

Status of Whizard-2 for ILC : Other issues

- gluon matching between ME and PS:
 - Now: no gluons included in ME (setting $\alpha_s = 0$) to avoid double-counting with (unmatched) parton shower in PYTHIA.
 - Whizard 2 can do it's own parton-shower with “MLM matching”.
 - For now: **stick with old scheme for mass-production**, but make **dedicated comparisons** for multi-jet final states (eg $t\bar{t}$ background for ttH or ZZH)
- 8 fermions:
 - Whizard 1: Choked on 8 fermion.
 - Whizard 2: Scalable option: **generated “byte code”** running in a “virtual machine” (think Java!). Should work for 8f. **Need to validate.**
- **Medium-term wishes:**
 - γ **ISR/FSR matching**
 - Work out **priority processes** for **EW-NLO** (!)
- Generator group meets in Tokyo next week.

Other generators

In general it would be nice to also have other generators,

- BHWide for better Bhabhas.
- BDK/BDKRC for $\gamma\gamma \rightarrow ll$
- Pythia8, MadGraph, [Sherpa](#) (See talk by Price tomorrow) for double-checks.
- Pythia8 instead of Pythia6 for hadronisation.

Alas, [not much progress](#) on this ...

ILC 250 GeV Generation production

proposal for statistics of 250 GeV generators

process\pol.	eL.pR	eR.pL	eL.pL	eR.pR
2f_l, 2f_h	5 ab ⁻¹	5 ab ⁻¹	1 ab ⁻¹	1 ab ⁻¹
all 4f				
all 6f	10K	10K	10K	10K
2f_bhabhag	1 ab ⁻¹	1 ab ⁻¹	1 ab ⁻¹	1 ab ⁻¹
h->inclusive	1 ab ⁻¹	1 ab ⁻¹	1 ab ⁻¹	1 ab ⁻¹
h->each mode (5x9 channels)	100K	100K	10K	10K

most of the irreducible background will then have x10 more than expectation at ILC250

aa_2f, aa_4f: 1 ab⁻¹ each initial state

1f, 3f, others: 100K each initial state

ILC 250 GeV Generation production

Beam-conditions etc:

- Beam background with GuineaPig, 100000 Bxes (DONE)
- *Ship Circe2 files (have them for 250, 500 and 1 TeV) with Whizard ?*
 - Pair background
 - Need to create files with real tracks
 - One event with 1 BX
 - SGV is used to do this.
 - Beam-spectrum and Circe2 parametrisation.
 - Beam-spot size and position.
 - Input for BeamCal background maps.
- aa_lowpt for “pile-up” (DONE)(T. Barklow)
 - Events to overlay.
 - Average number per BX evaluated.

ILC 250 GeV Generation production: Space and Time

- Once Whizard is fully validated
 - Largest fraction of generation is the initial integration, has already been done for $\leq 5f$: **over-night** for $\leq 5f$.
 - One process per job - afterwards **producing large sample is fast**, but not yet fully evaluated.
 - **Disk-space** might be an issue, but here the switch from un-compressed stdhep output to compressed LCIO output is expected to help a lot.
 - A new issue wrt DBD, not yet addressed: Samples now so big that even a single channel/polarisation might need to be in separate jobs, so splitting procedure and synchronisation on run- and event-numbers between independent jobs must be worked out.
 - *Do we have what is needed for this on the Whizard side?*

ILC 250 GeV Generation production: Space and Time

- Once Whizard is fully validated
 - Largest fraction of generation is the initial integration, has already been done for $\leq 5f$: **over-night** for $\leq 5f$.
 - One process per job - afterwards **producing large sample is fast**, but not yet fully evaluated.
 - **Disk-space** might be an issue, but here the switch from un-compressed stdhep output to compressed LCIO output is expected to help a lot.
 - A new issue wrt DBD, not yet addressed: Samples now so big that even a single channel/polarisation might need to be in separate jobs, so splitting procedure and synchronisation on run- and event-numbers between independent jobs must be worked out.
 - *Do we have what is needed for this on the Whizard side?*

ILC Generation production

Generator **meta-data** files:

- Created by generation job, driven by the contents of the **process-definition Sindarin** script and common conditions.
- Condenses job-specific information from **Whizard logs**.
- Contain: process, cross section, polarisation, files,
- To be stored on **Web** and in Grid-SE (and GitHub?)

Steering-files, logs, integration grids output other than the events,...:

- On the **Web**, in full (and GitHub?)
- In tar files - parallel to generated files, also to be stored in Grid-SE.

ILC Generation production

Generator [meta-data](#) files:

- Created by generation job, driven by the contents of the [process-definition Sindarin](#) script and common conditions.
- Condenses job-specific information from [Whizard logs](#).
- Contain: process, cross section, polarisation, files,
- To be stored on [Web](#) and in Grid-SE (and GitHub?)

Steering-files, logs, integration grids output other than the events,...:

- On the [Web](#), in full (and GitHub?)
- In tar files - parallel to generated files, also to be stored in Grid-SE.

Conclusions and Outlook

- Lots of goodies in **Whizard 2**
- A few final issues to rub out, then ready to go to production mode for 250 GeV.
- All auxiliary stuff (beam-spectra, pile-up, beam-spots, BeamCal backgrounds, ...) are **done**.
- Some logistics to work out, then massive statistics can be generated, much bigger than the DBD.
- For the timescale: **Your input** would be most appreciated: Lot's of purely technical things could be done **down-stream** in simulation and reconstruction (new compiler versions, versions of Root and Geant4, ...)
- ... but these could be reduced to mere **bug fixes**, if there is a strong push to get going ASAP!

Conclusions and Outlook

- Lots of goodies in **Whizard 2**
- A few final issues to rub out, then ready to go to production mode for 250 GeV.
- All auxiliary stuff (beam-spectra, pile-up, beam-spots, BeamCal backgrounds, ...) are **done**.
- Some logistics to work out, then massive statistics can be generated, much bigger than the DBD.
- For the timescale: **Your input** would be most appreciated: Lot's of purely technical things could be done **down-stream** in simulation and reconstruction (new compiler versions, versions of Root and Geant4, ...)
- ... but these could be reduced to mere **bug fixes**, if there is a strong push to get going ASAP!

Conclusions and Outlook

- Lots of goodies in **Whizard 2**
- A few final issues to rub out, then ready to go to production mode for 250 GeV.
- All auxiliary stuff (beam-spectra, pile-up, beam-spots, BeamCal backgrounds, ...) are **done**.
- Some logistics to work out, then massive statistics can be generated, much bigger than the DBD.
- For the timescale: **Your input** would be most appreciated: Lot's of purely technical things could be done **down-stream** in simulation and reconstruction (new compiler versions, versions of Root and Geant4, ...)
- ... but these could be reduced to mere **bug fixes**, if there is a strong push to get going ASAP!

Conclusions and Outlook

- Lots of goodies in **Whizard 2**
- A few final issues to rub out, then ready to go to production mode for 250 GeV.
- All auxiliary stuff (beam-spectra, pile-up, beam-spots, BeamCal backgrounds, ...) are **done**.
- Some logistics to work out, then massive statistics can be generated, much bigger than the DBD.
- For the timescale: **Your input** would be most appreciated: Lot's of purely technical things could be done **down-stream** in simulation and reconstruction (new compiler versions, versions of Root and Geant4, ...)
- ... but these could be reduced to mere **bug fixes**, if there is a strong push to get going ASAP!