

August 31, 2017 Steering Group Meeting

Attendees:

Erica Snider, Katherine Lato, Thomas Junk, Ornella Palamara (met later)

Note, our next meeting (tentatively scheduled for Dec. 13th at 11:00 Central Time) will be approving the priorities for LArSoft for the next year, so please make every effort to attend. If you cannot attend, we would appreciate your feedback in advance of the meeting. We are starting our annual priority setting process through our Offline Leads meetings where we will discuss the implications of short and long term physics goals on LArSoft requirements and use this information to prepare our yearly priority document for 2018.

Our current priorities are in the Steering Group document available at:

<https://indico.fnal.gov/conferenceDisplay.py?confId=14198> If there are other areas that experiments would like to see LArSoft focus on, please let us know.

At the August 31 meeting, we reviewed what has been happening with LArSoft, based on the document shared above. In particular:

- LArG4 refactoring
 - Understand this needs to be completed with high priority
- Track re-architecture
 - Re-scoped to original plan
 - No schedule, but aiming at end of calendar year
- ProtoDUNE / ICARUS integration
 - Done (may need more effort, but that will be handled like any other feature request)
- SPACK
 - New effort available in about a week.
 - Expect a new plan / schedule mid Sept
- Documentation
 - On-going
 - New geometry document released
 - New videos from workshops
 - Suggested that we have youtube-style tutorials
 - What do people think?
 - Source code documentation standard being introduced
- Workshop - <http://larsoft.org/larsoft-workshop-on-tools-and-technologies/>
 - Any feedback?

- Idea for next year: (optional) half-day beginners guide prior to normal day-long workshop (which is therefore more advanced topics)
- Long-term
 - Concurrency.
 - Still waiting for multi-threaded art
 - Move to tool-based interfaces for algorithms
 - TPC topology / locality optimizations in Geometry service

Round table

- Tom Junk:
 - Nothing to add
 - Noted that ProtoDUNE didn't used to have flags that indicated checksum failures. Now that the checksums are turned on, there are flags to be dealt with. If data failed a checksum, it's bad and they want to throw it out. They need to write a filter. It's not a LArSoft issue, but something of note for other experiments to be aware of.
- Ornella Palamara
 - SBND now making first large production of different types of events. Then will go through attempt to reconstruct. Want to use existing LArSoft algorithms for this, but haven't decided on exactly which ones. Have a collaboration meeting next week to work on this. Goal is to see how the reconstruction will look with what is available. Have been some technical issues in the past, but those have been solved. Don't have special requests at this time.