



Today's agenda and speakers

- Release and project report (Erica)
- Changes required for a "hybrid" light simulation in the new LArG4 (Claudia Alvarez)
- AOB



Releases

Last few weeks

- v09_23_01 "hot fix" to v09_23_00 released May 20
 - Fixed missing libtorch v1_6_0b in the May 18 weekly release
 - Last release with e19 support
- v09_23_01_01 released May 21
 - Test release for nugen changes discussed at May 18 LCM

June 15, 2021



Releases

- Last few weeks (cont'd)
 - v09_24_00 released May 25
 - Linked PRs
 - <u>larpandonracontent#24</u>
 - New 3-view matching alg for delta rays and Michels within CR reco pass
 - <u>larpandora#16</u>
 - Adds simb::MCParticle process information to the Pandora LArMCParticle object parameters
 - mrb updated to v04_04_04: recognizes garsoft
 - v09_24_01 released June 1
 - larpandoracontent#25
 - New tools for the two-view-to-3D matching, and minor fixes to delta ray matching



Releases

- This week
 - nugen changes
 - See Robert Hatcher's presentation at May 18 LCM
 - Any other PRs approved today



Status of PRs

- Under discussion
 - <u>larsim#68</u>: Hybrid model for light simulation UGR
 - To be discussed today
 - <u>larcoreobj#11</u>: Move CMakefiles to cetmodules, make Spack and UPS compatible
 - Deferred at least until migration to art 3.09
- Approvals in progress
 - <u>larpandoracontent#26</u>: updates to MVA vertex selection procedure
 - <u>larrecodnn#20</u>: Fix "unused-result" Clang compilation warning
 - Fixes <u>issue #25871</u>
- Approved: none



Other changes

- Backwards compatibility problem in CLHEP used by art 3.09
 - mu2e found that art 3.09 cannot read older files with Hep3Vector in them
 - Traced to schema change in CLHEP::Hep3Vector which is not handled correctly in root IO
 - Root team is aware of the problem, and are actively working with us
 - Currently a blocker for LArSoft migration to art 3.09
- Compilation problem in larrecodnn revealed need to migrate experiment code to a common version of tf_graph
 - See <u>issue #25903</u> for details



The end