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Linear Collider software for event simulation to reconstruction

Tuesday 23 August 2016 14:20 (20 minutes)

Software represents an essential aspect in the lifecycle of every experiment. Flexibility, shareability and an efficient use of resources are very important requirements to be addressed. In this talk, a general overview of the CLIC software chain is presented, including common developments with other linear collider experiments. A comprehensive introduction to the DD4hep tool-kit, a consistent and complete solution for detector description, will be given along with an overview of its interfaces to the simulation and reconstruction programs. The CLIC reconstruction chain from simple detector signals to physics object reconstruction will also be presented and benchmark performance results will be shown.

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