GAMBIT: Global And Modular BSM Inference Tool Working Groups and Individual Positions

1 Working Groups

1.1 Colliders (incorporating B-physics subgroup)

Coordinators: Martin, Abram

Members: Martin, Abram, Chris R, Aldo, Jack, Are, Anders, Ben, Csaba,

Pat, Andy, Christophe, Nazila, Nico

Modules: ColliderBit, FlavBit

Physics: LHC (BSM searches, Higgs), ILC, LEP/TeVatron, B observables, charged Higgs bounds, other flavour physics, electroweak precision observables. Jack and Nazila are internal WG sub-coordinators for $B/{\rm flavour/precision}$ observables.

1.2 Dark Matter

Coordinators: Christoph, Torsten, Chris S

Members: Chris S, Torsten, Christoph, Joakim, Antje, Jan, Pat, Lars,

Jonathan, Miguel

Modules: DarkBit

Physics: Indirect (gammas, neutrinos, charged cosmic rays, relic density,

targets), Direct (rate, modulation, directional)

1.3 Scanners & Statistics

Coordinator: Greg

Members: Greg, Pat, Antje, Savage Integrator, Abram, Ben, Jan

Modules: ScannerBit

Physics: MCMCs, GAs, DE, nested sampling, others (maybe BAMBI).

1.4 Core 4 WIKI

1.4 Core

Coordinators: Csaba, Pat

Members: Csaba, Pat, Ben, Peter, Aldo, Christoph, Lars, Antje, Anders,

Greg

Modules: Core, Utils, Logs, Printers, Backends, BackendIniBit

Physics: Core code structure including backends, logs, exceptions, depen-

dency resolver, printers, ini-file reader and likelihood container.

1.5 Models

Coordinators: Ben, Peter

Members: Ben, Peter, Pat, Csaba, Aldo, Are, Martin, Jonathan, Christoph,

Anders, Torsten, Chris R

Modules: Models, SpectrumBit, DecayBit

Physics: Model and spectrum abstract class design. Theoretical models, including nuisance parameter definitions and physicality-checking code.

2 Publications (Presentations & Papers)

Publication Managers

• Jan Conrad (Oct 2012 –)

3 Hosting

Repository Managers

- Chris Savage (Oct 2012 –)
- Pat Scott (Oct 2012 –)

4 Wiki

Wiki Managers

• Antje Putze (Oct 2012 –)

5 Gold Clock (Grant/Funding) Committee

Csaba, Jan, Joakim, Martin, Pat, Are, Savage Int, Aldo, Christoph