

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

## 1 Working Groups

### 1.1 Colliders

**Coordinators:** Martin, Abram

**Members:** Martin, Abram, Chris R, Aldo, Jack, Are, Anders, Ben, Csaba, Pat, Andy, Oscar, Christophe, Nazila

**Modules:** HEColliderBit, LEColliderBit

**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  $B$ /flavour/precision observables (LEColliderBit)

### 1.2 Dark Matter

**Coordinators:** The Savage Integrator + (Torsten or Christoph; Christoph to consult with Torsten and decide together)

**Members:** Savage Int, Torsten, Christoph, Joakim, Antje, Jan, Pat, Lars, Jonathan

**Modules:** DarkTheoryBit, DirectBit, IndirectBit, RelicBit

**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/Models

**Coordinators:** Csaba, Pat

**Members:** m = models, c = core, b = both. Pat(b), Csaba(b), Hugh(b), Aldo(b), Are(m), Martin(m), Jonathan(m), Christoph(m), Lars(c), Ben(c), Antje(c), Anders(c)

**Modules:** CoreBit, ModelBit

**Physics:** Core code structure including BackEnd, LikelihoodContainer and Model 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, Christophe(?)