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Software For the Mu2e Experiment at Fermilab

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The Mu2e experiment at Fermilab is in proceeding through its R&D and approval processes. Two critical elements of R&D towards a design that will achieve the physics goals are an end-to-end simulation package and reconstruction code that has reached the stage of an advanced prototype. These codes live within the environment of the experiment's infrastructure software. Mu2e uses art as the infrastructure software, Geant4 as the simulation engine, a port of Kalman Filter from the Super-B FastSim package as the final track fitter, and Mu2e-developed code for event generators, creation of digis and the remaining reconstruction algorithms. A ROOT-based event display runs within the art based framework. This talk will present the Mu2e software with emphasis on two topics: a) defining the right boundaries between the component parts in order to ease the job of making a coherent whole and b) interacting with the art development team in order to influence the directions of art.

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