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# The Long-Baseline Neutrino Experiment Computing Model and its evolution

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The Long-Baseline Neutrino Experiment (LBNE) will provide a unique, world-leading program for the exploration of key questions at the forefront of particle physics and astrophysics. Chief among its potential discoveries is that of matter-antimatter symmetry violation in neutrino flavor mixing. To achieve its ambitious physics objectives as a world-class facility, LBNE has been conceived around three central components: an intense, wide-band neutrino beam; a fine-grained near neutrino detector just downstream of the neutrino source; a massive liquid argon time-projection chamber

(LArTPC) deployed as a far neutrino detector deep underground, 1300 km downstream. Every stage in the life-cycle of the experiment, from R&D to operations to data analysis, requires the use of sophisticated "physics tools" software as well as robust and efficient software and computing infrastructure to support the work of the many members of LBNE Collaboration, which include more than five hundred scientists in the US and a few countries abroad. In this talk we describe the organization and planning of the LBNE

Software and Computing effort, discuss challenges encountered so far and present its evolving Computing Model.

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