

An Introduction to GAMBIT and ColliderBit

Monday, 16 October 2017 17:20 (45 minutes)

In this hands-on introductory tutorial, I will describe how to use the collider recast capabilities (ColliderBit) of the GAMBIT (Global and Modular BSM Inference Tool) global fitting code. We will discuss how to obtain and compile GAMBIT and the necessary external codes needed to run ColliderBit. We will then use the code to test the viability of points in the MSSM parameter space with respect to LHC and LEP constraints, and I will show how to set up a full parameter space scan. If time permits, I will demonstrate how to implement a new model into ColliderBit.

Presentation

Talk given in person

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