

Recasting LLP searches with GAMBIT

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Work is currently ongoing to expand the ColliderBit module in GAMBIT to allow recasting of LHC searches for long-lived particles. We are aiming to implement both quick recasts, using maps of acceptance times efficiency as functions of the LLP mass and lifetime, and more detailed simulations. I will report on our progress so far, both on the implementation of required physics calculations in GAMBIT and on some structural updates of the ColliderBit code, and I will discuss our plans for the further development.

Presentation

Talk given in person

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