WLCG/HSF Analysis Workshop - Interactive Session

A few notes for animators

3ʳᵈ November 2019

OVERVIEW

As you know, on Sunday we will have the interactive session of the [WLCG/HSF analysis workshop](#). As you have agreed to help us to run the session as an animator we wanted to give you a few notes on what we would like you to do.

The basic brainwriting outline is described in [this document](#), which you should be familiar with and you can assume that most of the workshop participants have read. The challenges for analysis have been [laid out here](#), and, again, you can assume that most people did read this. The purpose is to give people a decent understanding for coming up with new ideas in their groups, without over-explaining or constraining people's thoughts.

REMINDER OF THE CHALLENGES

Although we expect that people did read the material, and that on Saturday will have given people a deeper understanding of the issues, we will take 5' each to remind people of the main issues:

1. Overview of the session
2. Facilities challenges
3. Machine learning challenges
4. Analysis model challenges

One of you should do this and we would like it to be without slides (people saw enough slides the day before). [**0900-0920**]

LEAD THE SUPERGROUP DISCUSSIONS

Once our groups have written, commented and discussed their ideas, all the groups that have tackled the same challenge will come together for a *supergroup* discussion. Ask each group to outline their 2-3 ideas and the main comments and discussion. Do this *quickly*, no more than 1'

per idea, so that all the ideas can be gathered before the more general discussion begins. Note the ideas on the flip charts that will be provided to you. [**1025-1040**]

Once all the ideas are all written down lead a discussion in the supergroup, focusing on the ideas people find most interesting. Try and involve as many people as you can and keep participants comments brief (the groups are larger than we envisaged, so this is a challenge in itself). Consider inviting comments from individuals that seem interested but are shy. Try to keep the discussion open and positive. Use the flip charts to write down comments and questions. [**1040-1100**]

SUMMARISE DISCUSSIONS

During the coffee break you have some work to do, so you are allowed to skip the queue!

Discuss amongst yourselves what the interesting ideas were that you would like to bring back to the plenary feedback sessions. Note that sometimes interesting ideas are not ones that would necessarily work right out of the box, but can start us thinking in new ways. We envisage about 20' of feedback and discussion on each of the challenge topics. We will take each topic in turn, before a final free-for-all discussion.

1. Facilities challenges [**1145-1205**]
2. Machine learning challenges [**1205-1225**]
3. Analysis model challenges [**1225-1245**]

As there are a few of you for each topic, it's probably wise to split up the ideas between you all and take turns introducing them in the plenary session. We don't expect slides, we'll try to keep things open and dynamic.

FINALLY

This is quite a new format for a workshop like this, so quite possibly not everything is going to go as we envisage. We encourage you to branch off in a new direction or try something on the fly if that seems like the most productive thing to do - we trust your judgment!

And thank you again for taking on this role. Let's try to make it fun!