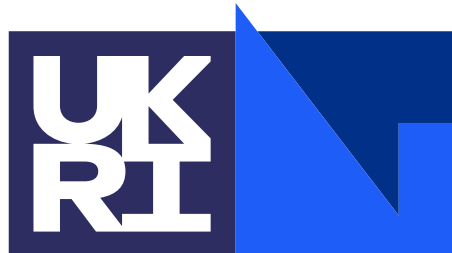


Welcome!

CCP-TEPP Summer School 2026

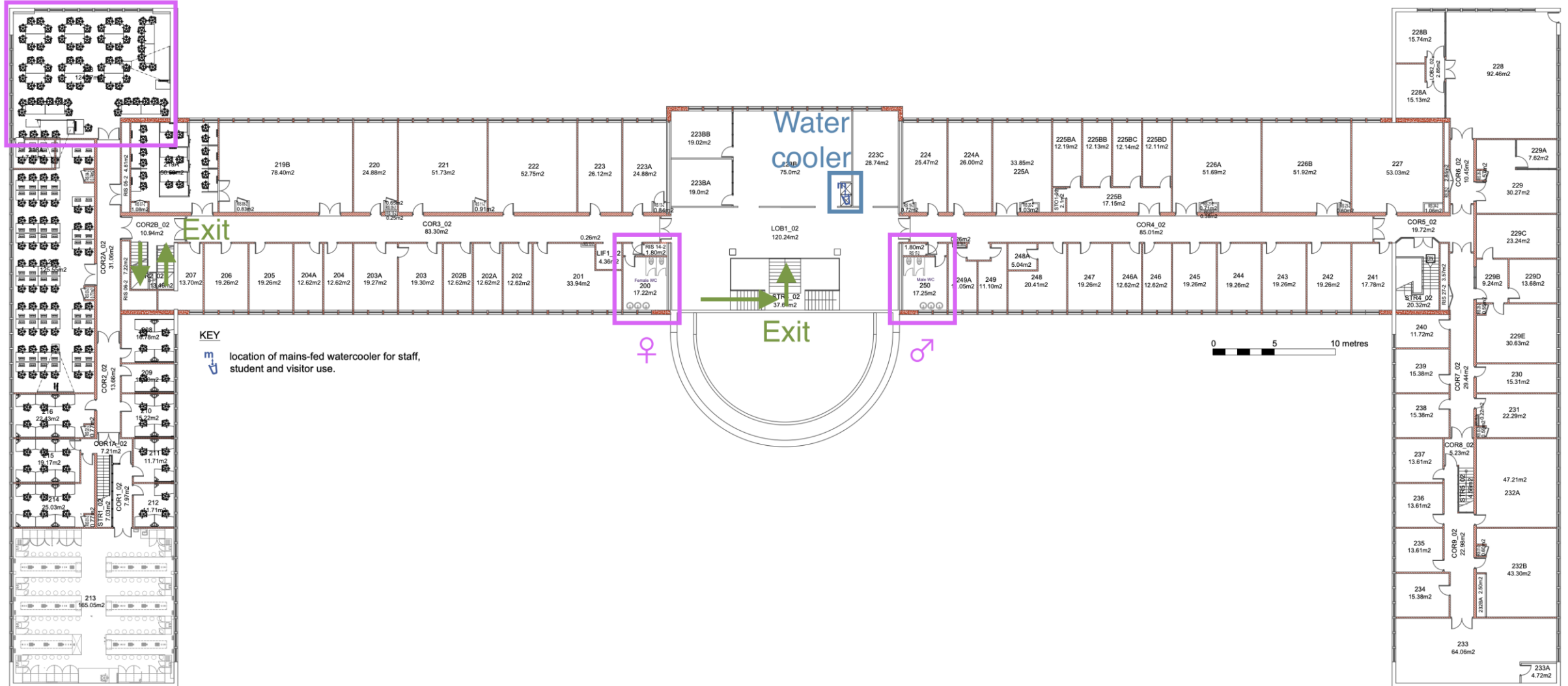


Science and
Technology
Facilities Council



Housekeeping

We are here



Housekeeping

- Fire alarms tested on Tuesday morning
 - Any other time, treat as an emergency
- Please follow the Carpentries Code of Conduct
 - <https://docs.carpentries.org/policies/coc/>

Food

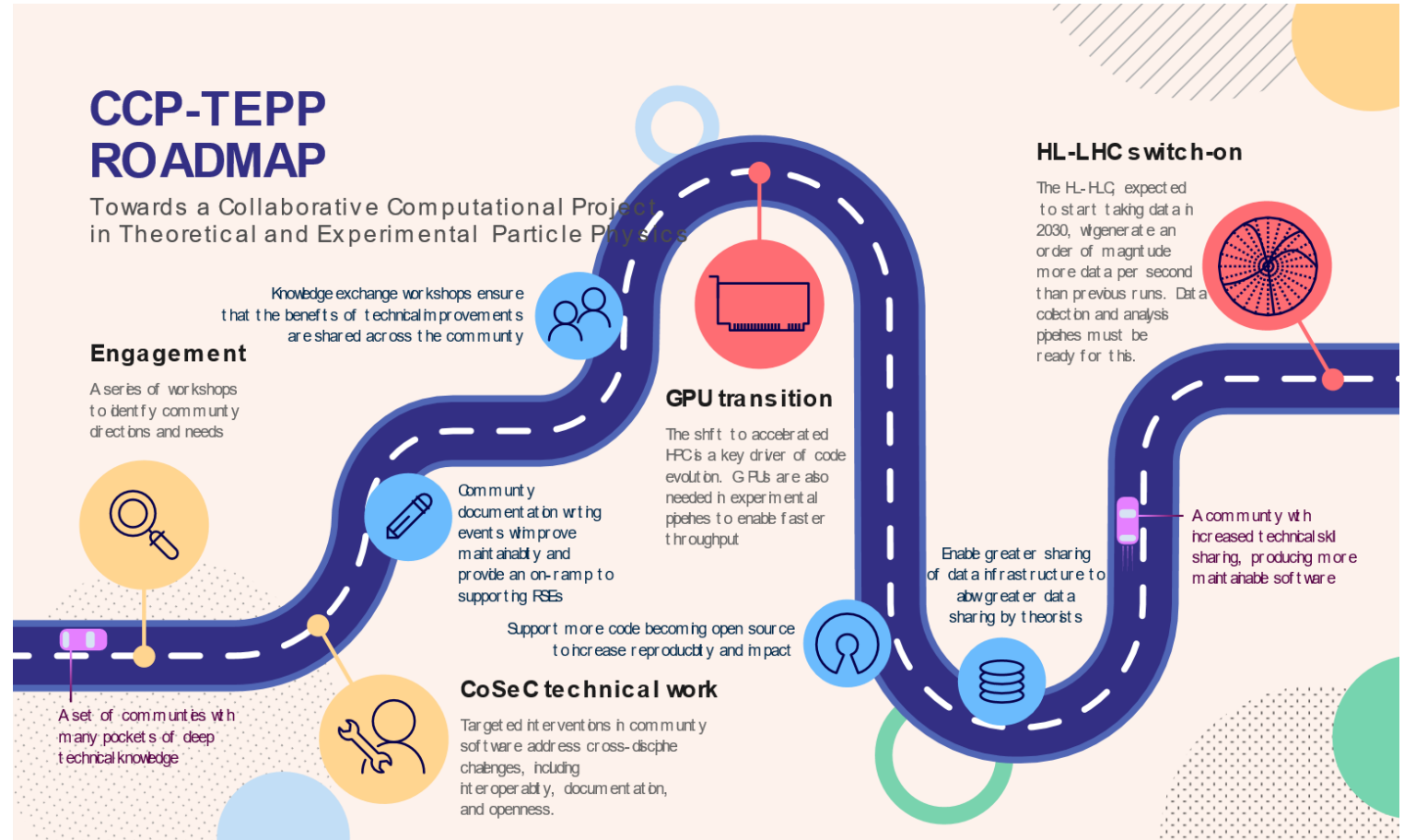
- Lunch
 - Harbwr, Fulton House—vouchers
- Evening meal
 - Monday–Wednesday: Harbwr, Fulton House—prepaid
 - Thursday: Langlands Brasserie—more details on Thursday
 - Friday: No organised meal
- Breaks
 - In this room

What is CCP-TEPP?

- Project to form a
 - Still in scoping phase
 - Trying things to see what works
 - Aiming to form a community that can obtain further funding
- Collaborative Computational Project
 - UK-specific structure for supporting computational research
 - Only recently available outside of specific non-PP areas
 - Supported by STFC National Labs
- in Theoretical and Experimental Particle Physics
 - Including, but not limited to
 - Collider physics
 - Lattice quantum field theory
 - Amplitudes
 - Particle astrophysics

What has CCP-TEPP done?

- Roadmap for particle physics software
- Knowledge exchange workshop
- Docathon
- Hadrons hackathon



Roadmap outcomes

- Challenges common across theory and experiment include:
 - Documentation of code
 - Reproducibility of analysis workflows
 - Sharing of data
 - Testing and quality assurance of software
 - Getting access to appropriate, necessary computing resources
 - Developing the skills to do these things as part of the standard development process
- This school aims to develop all of the above skills!

Who are we?



Ed Bennett
they/them
Swansea University



Ben Morgan
he/him
University of Warwick



Gaurav Ray
he/him
Swansea University



Andrew Lister
he/him
STFC National Labs

Arriving later this week

Alastair Dewhurst
STFC National Labs



Chris Johnson
he/him
University of Edinburgh

Live coding

- Instructors will write and run code in front of you
- You should follow along and do the same on your machine
 - If you hit issues, ask for help
 - Once you have done it, you've demonstrated that you can
 - C.f. watching along but not doing, then you try afterwards and hit all the problems
- At various points we will stop for challenges to have the chance to apply the techniques rather than only following along

Agenda for Monday

- AM:
 - Workshop: Automated reproducible analysis with Snakemake
- PM:
 - Talk: Open Science
 - Workshop: Automated testing in C++

Agenda for Tuesday

- AM:
 - Workshop: Automated testing in C++
- PM:
 - Talk: Open software development
 - Workshop: Automated reproducible analysis with Snakemake

Agenda for Wednesday

- AM:
 - Workshop: Automated testing in C++
- PM:
 - Talk: Working with open data
 - Workshop: Automated testing in C++
 - Workshop: Introduction to software documentation

Agenda for Thursday

- AM:
 - Workshop: Automated reproducible analysis with Snakemake
 - Workshop: Introduction to software documentation
- PM:
 - Talk: Publishing open data
 - Workshop: Introduction to software documentation
- Early finish—dinner

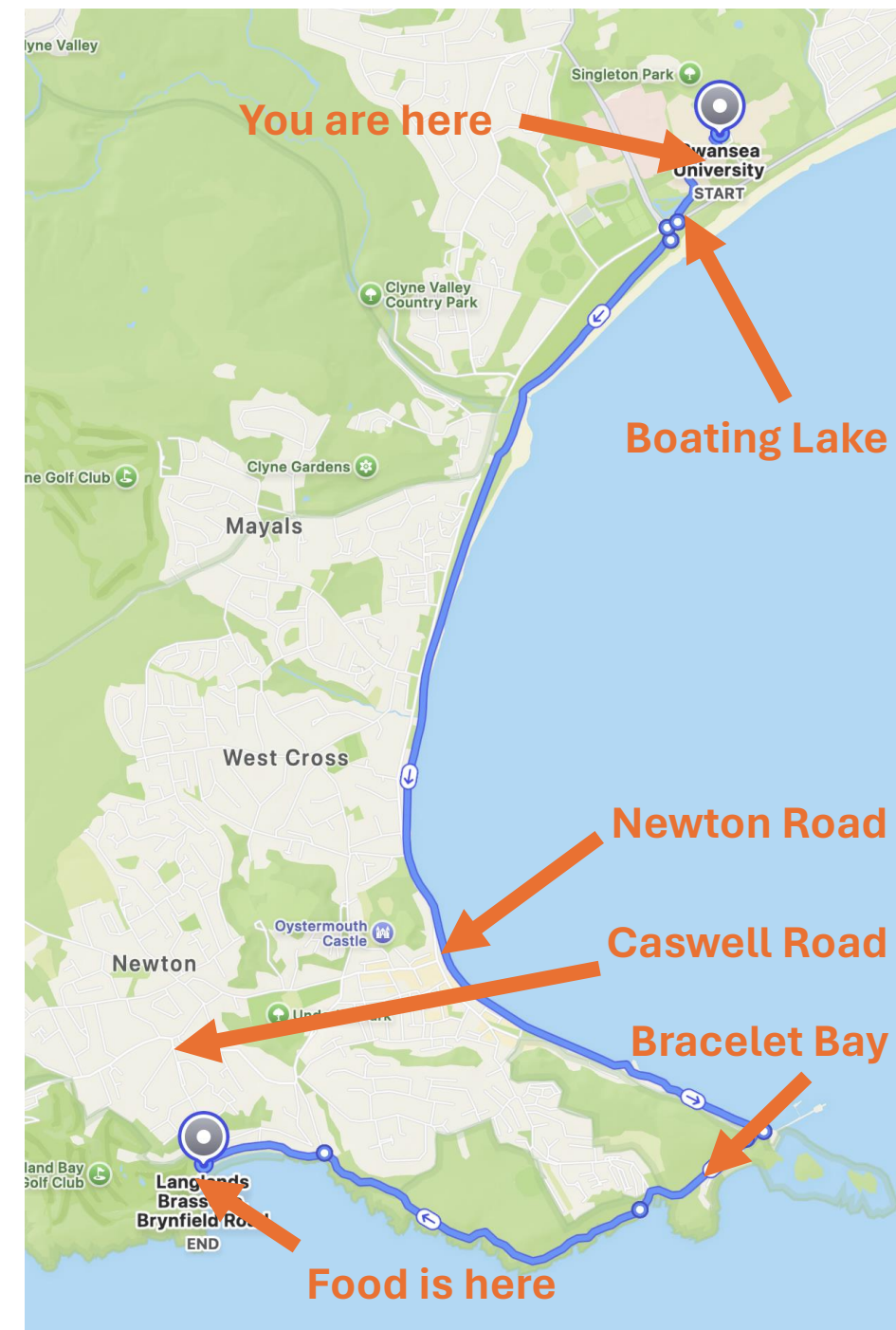
Dinner

- Langlands Brasserie, 7pm
- Very pleasant walks
 - We'll finish early to give time to get there
 - Transport info on next slide
- Two courses
 - Starter and main
 - Pay for your own alcohol
 - We'll walk for ice cream afterwards



Dinner transport

- ~2 hour walk from here along coast path
- Or bus part way
 - 3A bus to Bracelet Bay (35 minutes) plus 40-minute coastal walk
 - Or 1 or 2 bus to Newton Road (12 minutes) plus 1-hour coastal walk via Bracelet Bay
- Or bus most of the way:
 - 1 or 2 bus to Caswell Road (16 minutes)
 - Ten minute walk from there
- All buses depart from Boating Lake, to the south of campus
- Or talk to us if you want to car pool



Agenda for Friday

- AM
 - Workshop: High performance techniques
- PM
 - Talk: Getting access to computing time
 - Workshop: Preparing a technical assessment when applying for computing time

Feedback

- We will send a feedback form
- Please complete it