**WBS 1.6 (Software): Schedule (Template)**

# *1.6 Software*

#### ID Task-name Duration2,3 Begin-Date Predecessors Resources[[1]](#footnote-1)

 **%-Person/FTE**

#### 1.6.1 Hit Reconstruction 30 months[[2]](#footnote-2) 09/01/2011 300/2.0(0.8)

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1.6.1.1 PIXEL Hit Reconstruction 30 months 09/01/2011 150/1.1(0.5)

1.6.1.1.1 Develop/Test 8(4) months[[3]](#footnote-3) 09/01/2011 1.6.7.1 100/0.8(0.4)

1.6.1.1.2 Evaluate/Tune 6(2) months 09/01/2011 1.6.7.1 50/0.3(0.1)

1.6.1.2 IST Hit Reconstruction 30 months 09/01/2011 50/0.3(0.1)

1.6.1.2.1 Develop/Test /Eval. 6(2) months 09/01/2012 1.6.7.2 50/0.3(0.1)

1.6.1.3 SSD Hit Reconstruction 30 months 09/01/2011 100/0.6(0.2)

1.6.1.3.1 Update/Test/Eval. 6(2) months 09/01/2012 1.6.7.3 50/0.3(0.1)

1.6.1.3.1 R&D/Eval. 6(2) months 09/01/2012 1.6.7.3 50/0.3(0.1)

#### ID Task-name Duration Begin-Date Predecessors Resources

 **%-Person/FTE**

#### 1.6.2 Tracking 36 months 09/01/2011 300/3.0(1.0)

1.6.2.1 Update/Test/Evaluate 12(6) months 09/01/2011 1.6.8/1.6.7.1-3 200/2.0(0.5)

1.6.2.2 Alternative Track. Eval. 12(6) months 06/01/2011 1.6.8/1.6.7.1-3 100/1.0(0.5)

#### 1.6.3 Event Vertex Reconstr. 36 months 09/01/2011 300/2.0(1.5)

1.6.3.1 Au-Au Event Reconstr. 12(6) months 06/01/2011 1.6.2.1/1.6.2.2 100/1.0(0.5)

1.6.3.2 p-p Event Reconstr. 6(6) months 06/01/2011 1.6.2.1/1.6.2.2 100/0.5(0.5)

1.6.3.3 R&D 6(6) months 03/01/2010 1.6.2.1/1.6.2.2 100/0.5(0.5)

#### 1.6.4 Decay Vertex Reconstr. 36 months 09/01/2011 200/1.5(0.5)

1.6.4.1 Fitter Dev./Test/Eval. 18 months 03/01/2010 1.6.8/1.6.7.1-3 200/1.5(0.5)

#### 1.6.5 Calibration/Alignment 36 months 09/01/2010 500/4.7(2.0)

1.6.5.1 SURVEY 15(7) months 09/01/2011 ***190/2.3(1.1)***

1.6.5.1.1 PIXEL Survey 7(3) months 09/01/2011 190/1.1(0.5)

1.6.5.1.2 IST Survey 4(2) months 09/01/2011 190/0.6(0.3)

1.6.5.1.3 SSD Survey 4(2) months 09/01/2011 190/0.6(0.3)

1.6.5.2 GLOBAL Alignment 13(6) months 09/01/2011 1.6.2/1.6.3 ***100/1.3(0.6)***

1.6.5.2.1 PIXEL Global Align. 7(4) months 09/01/2011 100/0.7(0.4)

#### ID Task-name Duration Begin-Date Predecessors Resources

 **%-Person/FTE**

1.6.5.2.2 IST Global Align. 3(1) months 09/01/2011 100/0.3(0.1)

1.6.5.2.3 SSD Global Align. 3(1) months 09/01/2011 100/0.3(0.1)

1.6.5.3 SELF Alignment 9(4) months 09/01/2011 1.6.2.1/1.6.2.2 ***100/0.8(0.2)***

1.6.5.3 Test/Verify 3(2) months 09/01/2011 1.6.2.1/1.6.2.2 ***100/0.3(0.1)***

#### 1.6.6 Database/HFT Geometry[[4]](#footnote-4) 36 months 09/01/2010 300/1.1(0.4)

1.6.6.1 PIXEL Geometry 6(3) months 09/01/2011 100/0.3(0.1)

1.6.6.2 IST Geometry 6(3) months 09/01/2011 100/0.5(0.2)

1.6.6.3 SSD Geometry 3(2) months 09/01/2011 100/0.3(0.1)

#### 1.6.7 Response Simulators[[5]](#footnote-5) 36 months 09/01/2010 200/0.8(0.3)

1.6.7.2 IST Simulators 6(3) months 09/01/2011 100/0.5(0.2)

1.6.7.3 SSD Simulators 3(2) months 09/01/2011 100/0.3(0.1)

#### 1.6.8 Embedding/Assoc. 36 months 09/01/2011 1.6.6/1.6.7 100/0.5(0.2)

**Resources**

#### ID Task-name Institutions Name % of time (max) Years

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1.6.1.1 PIXEL Hit Reconstruction LBNL, IPHC, Purdue Postdoc-1 40(60) 3

 Student-1 20(40) 3

1.6.1.2 IST Hit Reconstruction MIT Postdoc/Stud. 20(40) 2

1.6.1.3 SSD Hit Reconstruction KSU, BNL Postdoc/Stud. 20(30) 2

1.6.2.1 Tracking Update BNL, KSU Postdoc/Stud. 30(40) 3

1.6.2.2 Alternative Tracking BNL, ?? Postdoc/Stud. 10(20) 2

1.6.3.1 Au-Au Vertex Reconstr. BNL, KSU,?? Postdoc/Stud. 20(30) 3

1.6.3.2 p-p Vertex Reconstr. BNL, ?? Postdoc/Stud. 10(20) 3

1.6.3.3 R&D BNL, KSU, ?? Postdoc/Stud. 10(20) 3

1.6.4.1 Secondary Vertex Rec. BNL, KSU, ?? Postdoc/Stud. 50(70) 3

1.6.5.1 SURVEY LBNL, MIT, KSU, BNL Postdoc+Stud. 2x30(40) 3

1.6.5.2 GLOBAL Alignment LBNL, MIT, KSU, BNL Postdoc+Stud. 2x20(30) 3

#### ID Task-name Institutions Name % of time (max) Years

####

1.6.5.3 SELF Alignment LBNL, MIT, Purdue, BNL Postdoc/Stud. 50(60) 2

#### 1.6.6 Database/HFT Geometry LBNL, MIT, KSU, BNL Postdoc/Stud. 2x50(70) 3

1.6.7.2 IST Simulators MIT Postdoc/Stud. 30(40) 3

1.6.7.3 SSD Simulators LBNL, KSU, BNL Postdoc/Stud. 20(30) 2

1.6.8 Embedding/Assoc.  *???* Postdoc/Stud. 20(30) 3

1. See detailed breakdown in Appendix [↑](#footnote-ref-1)
2. Top level duration of a task refers to time span it is needed to be done [↑](#footnote-ref-2)
3. Sub-level duration refers to actual time needed to complete the task [↑](#footnote-ref-3)
4. The estimated effort doesn’t include possible/major infrastructure changes. [↑](#footnote-ref-4)
5. The effort for PIXEL response simulator is included in the Hit Finder task. We did not account efforts for possible very-slow simulator development. [↑](#footnote-ref-5)