

ePIC Revised Release and Production Schedule

The background of the slide is a dynamic, abstract digital composition. It features a central point of intense light from which numerous rays of light radiate outwards, creating a sense of depth and speed. The rays are primarily in shades of orange, yellow, and red, with some blue and purple hues on the periphery. Scattered throughout the scene are binary digits (0s and 1s) in various colors, including white, yellow, and red, giving the impression of data flowing through a digital space.

M. Diefenthaler, D. Kalinkin, H. Szumila-Vance, T. Wenaus

Revised Release and Production Schedule

New Monthly Cadence

- Simulation campaigns start at the **beginning of each month**, with the goal of completing the campaign within the same month.
- The **release cutoff moves to the Monday of the last full week of the preceding month**, with the goal of having the release ready at the beginning of the month.

Transition: September and October:

- There will be **no September campaign**.
- The **October campaign will follow the new schedule**.

Release Cutoffs

26.10 September 21

26.11 October 26

26.12 November 16 *Thanksgiving adjustment*

27.01 December 21

Request Guidelines

- Please provide an event target with each request so we know how many events need to be simulated.
- For large requests (>1M events), please explain why the full event count is needed rather than a smaller sample.
- Priorities established by the PACs will guide scheduling and resource allocation.
- We will work on requests of all sizes, but for requests above 1M events, **production beyond the first 1M may be deprioritized** based on available resources and other priorities.
- We aim to complete high-priority large requests, even if they require production runs longer than one month.

