



1 issues/year

Electronic access

- ▶ link.springer.com

Subscription information

- ▶ springer.com/librarians

Computing and Software for Big Science

Editor-in-Chief: V. Beckmann; M. Elsing; G. Quast

- ▶ Explores emerging issues in big-science development
- ▶ Includes coverage of distributed data analysis and deep learning algorithms
- ▶ Presents articles on software benchmarking, performance assessment and on data-quality monitoring on or off-line
- ▶ Discusses aspects of evolving computing infrastructures
- ▶ Investigates physics event generation and detector simulation

Presents new concepts for large-scale, collaborative computing and software development for particle, astroparticle, and nuclear physics domains, as well as observational astronomy and cosmology, or high-brilliance light sources.

Addressing challenges ranging from data reduction via data sharing, to the need for data-driven modeling, this journal explores concepts for large-scale, collaborative computing and software development as well as new algorithms and techniques for data processing.

Papers solicited include primarily research articles presenting new and original results, review papers (including white papers), advanced, self-contained tutorials, as well as documentation papers with the explicit aim to collect and combine knowledge spread over many internal documents to foster proper technology transfer.

On the homepage of [Computing and Software for Big Science](http://springer.com) at springer.com you can

- ▶ Sign up for our Table of Contents Alerts
- ▶ Get to know the complete Editorial Board
- ▶ Find submission information

