



WATER COSMIC DETECTOR SIMULATION

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Abstract

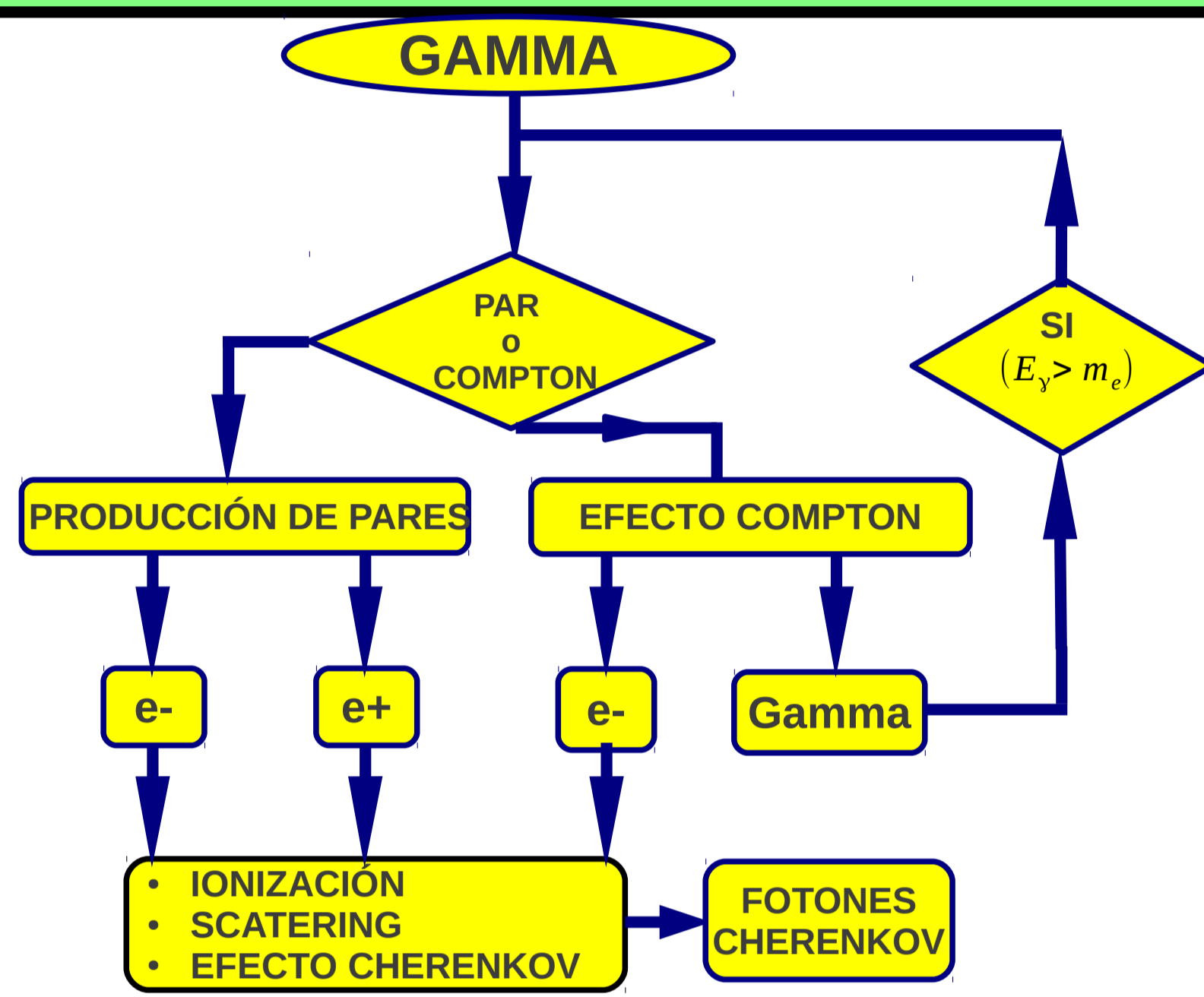
The Astrophysics Direction of CONIDA is building Water Cerenkov Detectors (WCDs) as a member of the LAGO² Project. Simultaneously, We are working on a Montecarlo simulation of the detectors to the electromagnetic component of the atmospheric Cosmic Rays.

The aim of this work is to use this simulation to optimize the geometric form of the WCD, and the position of the Photomultiplier (PMT). At this moment, the simulation is being in three dimension, and relevant electromagnetic processes have been considered, such as: pair creation and Compton effect.

To improve the rate of the simulation, we created and used look up tables of the relevant process.

The results of the simulation are shown in the form of pulses of photons which can be seen in the PMTs as the detector is traversed by high energy Gamma Rays.

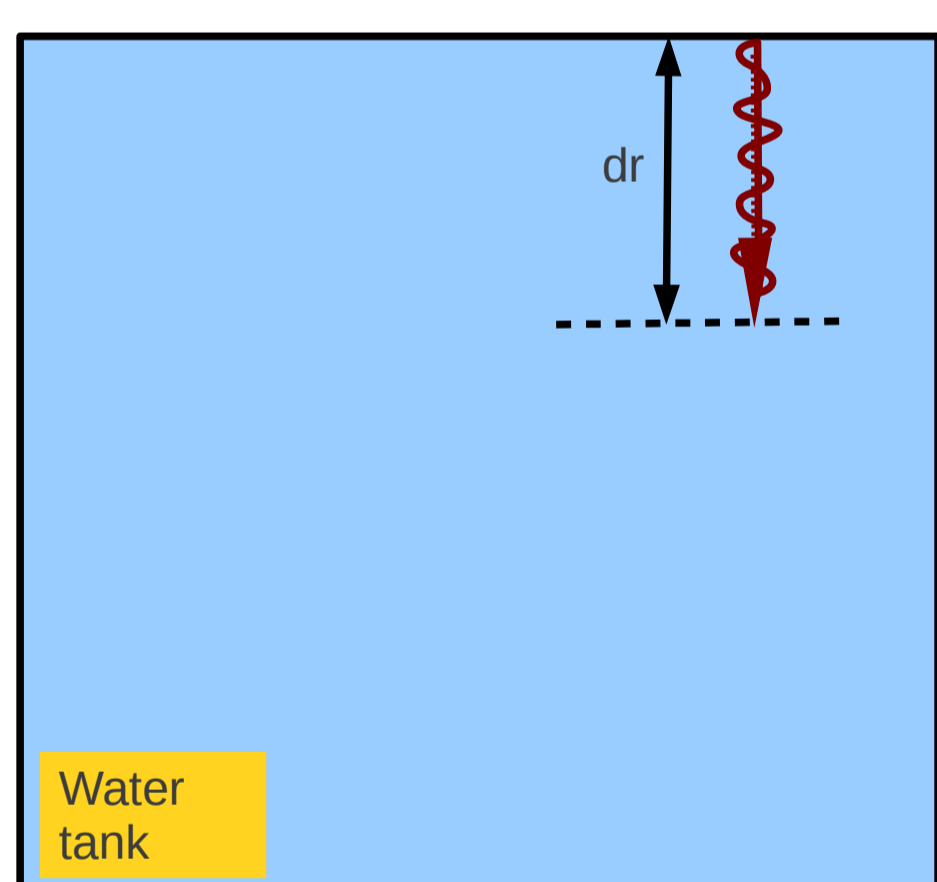
FLUX DIAGRAM OF THE PROGRAM



GAMMA RELEVANT PROCESS

DISTANCE TRAVELED FOR THE GAMMA

The distance traveled (dr) for the gamma before interaction is in function of The mean free path which depends of the gamma energy incident.



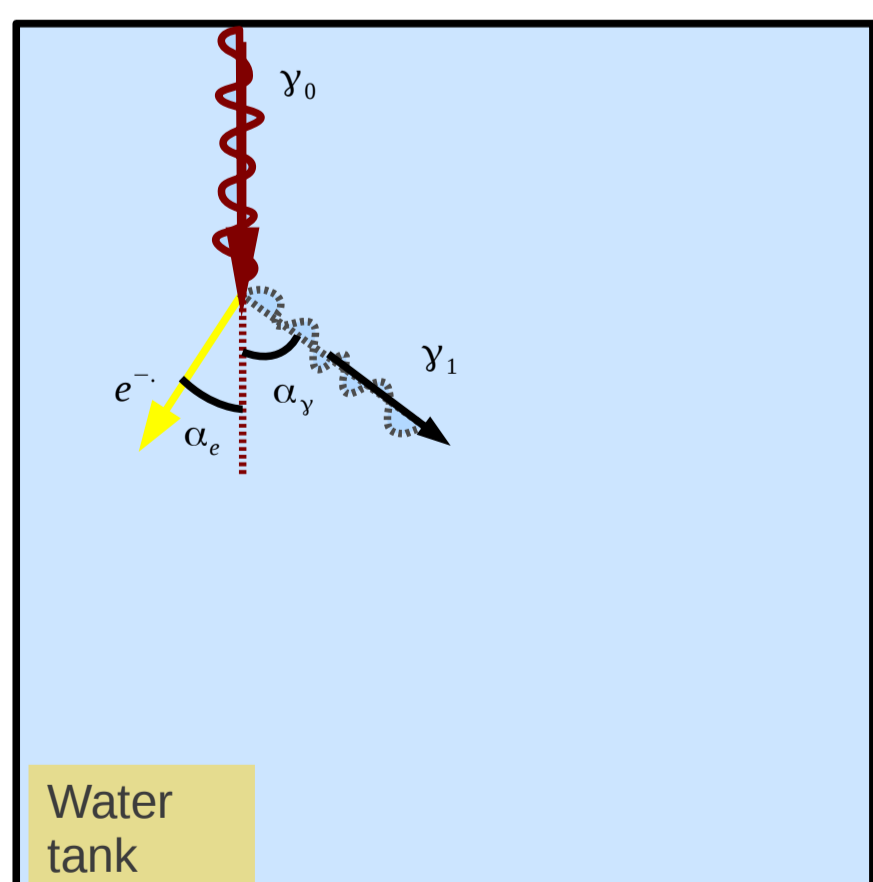
$$Prob = 1 - e^{-\frac{dr}{\lambda_{cp}}}$$

$$dr = -\frac{\lambda_{cp}}{\log(2)} \log(1 - random)$$

where:
 λ_{cp} : mean free path
 $random \in [0,1]$

COMPTON SCATTERING

Compton Scattering is an elastic collision between an incident gamma and an atomic electron in the water.



$$\alpha_x = a \cos\left(1 + \frac{m_e}{E_{\gamma_1}} - \frac{m_e}{E_{\gamma_0}}\right)$$

$$\alpha_y = a \sin\left(\frac{1}{\tan(0.5\alpha_x)(1 + E_{\gamma_1}/m_e)}\right)$$

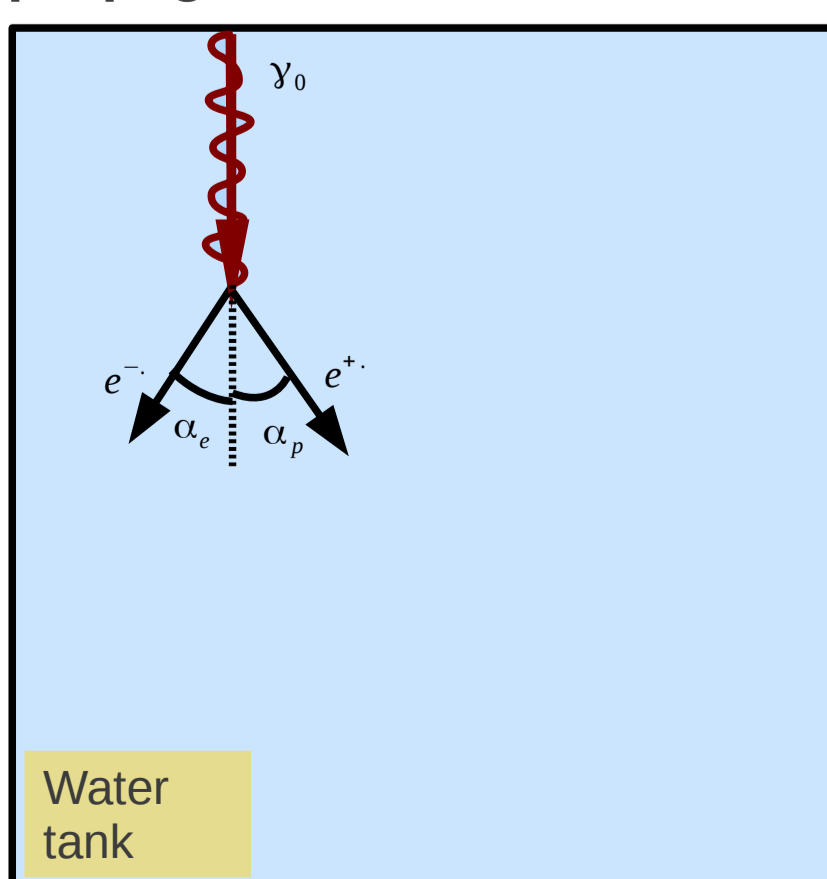
$$E_{\gamma_1} = E_{\gamma_0} (a - \sqrt{a^2 - 4}) / 2$$

$$E_{e'} = E_{\gamma_0} - E_{\gamma_1}$$

where:
 m_e : electron rest mass energy
 Y_0, Y_1 : initial, secondary gamma
 $E_{\gamma_0}, E_{\gamma_1}$: initial, secondary energy of the gamma
 $a = random * (2E_{\gamma_0}/m_e - m_e/2E_{\gamma_0} - 2) + 2$

PAIR PRODUCTION

Pair production is the interaction between an incident gamma and coulomb field of nuclei in the water, we use montecarlo for calculation to calculate the angle of propagation of the electron for the density function.



$$\alpha_x = \sqrt{(-2\theta_{ms} * \log(\sqrt{2\pi}) * \theta_{ms} * (\Delta h))} - \alpha_p$$

$$\theta_{ms} = \frac{m_e}{E_{\gamma_0}} \log\left(\frac{E_{\gamma_0}}{m_e}\right)$$

$$\Delta h = random * h_{max} - h_{min}$$

$$h_{max} = \frac{1}{\sqrt{2\pi} * \theta_{ms}}$$

$$h_{min} = \frac{1}{\sqrt{2\pi} * \theta_{ms}} e^{-\frac{1}{\theta_{ms}}}$$

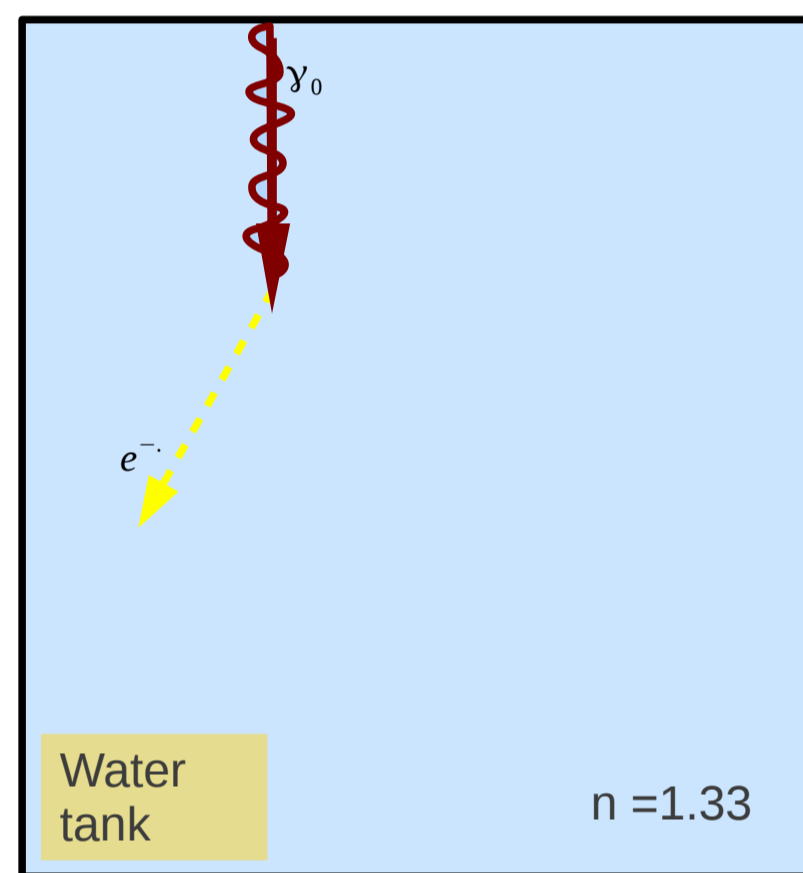
$$E_e = \frac{random * E_{\gamma_0}}{2}$$

where:
 m_e : electron rest mass energy
 Y_0 : initial gamma
 E_{γ_0} : initial energy of the gamma
 θ_{ms} : root mean square angle of emission

ELECTRON RELEVANT PROCESS

IONIZATION LOSSES

The charged particles propagating through matter lose energy through coulomb interaction with atomic electrons as in the water. We consider as a first step, only electrons.



$$\frac{dT}{dx} = K \frac{Z}{A} \frac{1}{\beta^2} \left[B_0(T_e) - \ln\left(\frac{I}{m_e} - \frac{\delta}{2}\right) \right]$$

$$x < x_0; \delta = 0$$

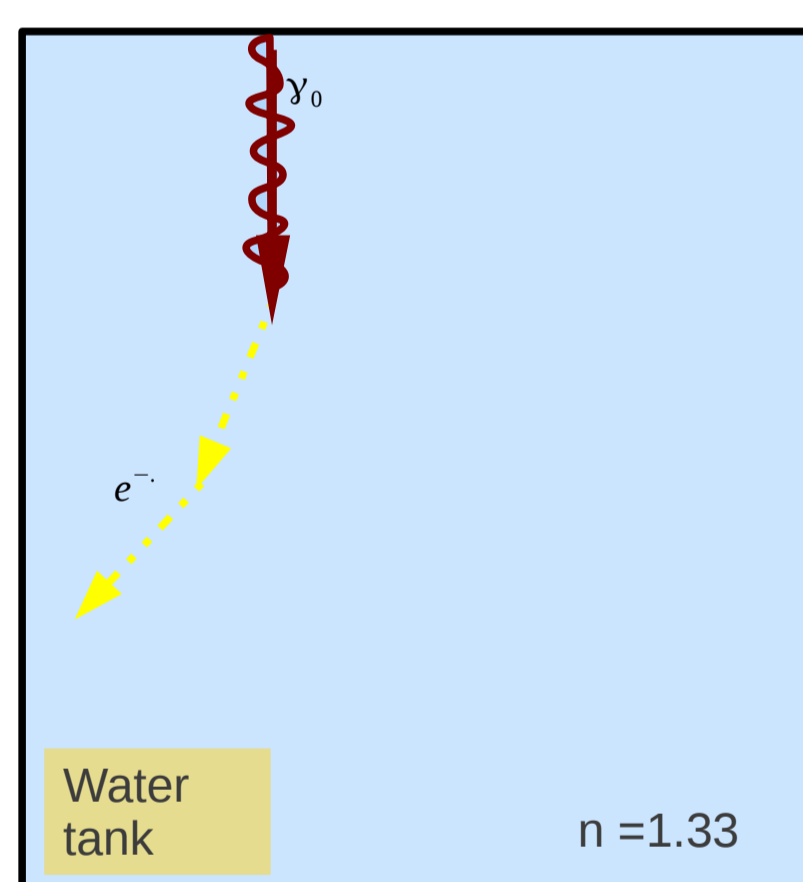
$$x_0 < x < x_1; \delta = 2 \ln(\beta \gamma) + C + a(x_1 - x)^m$$

$$x_1 < x; \delta = 2 \ln(\beta \gamma) + C$$

where:
 $B_0(T_e) = \ln\left[\frac{\tau^2(\tau+2)}{2}\right] + \frac{1+\tau^2/8-(2\tau+1)\ln 2}{(\tau+1)^2}$
 $\tau = T_e/m_e$
 $I = 75 \text{ eV}$: mean excitation energy
 $x = \log(\beta \gamma)$
 T_e : kinetic energy of the electron
 δ : the density effect correction
 $a = 0.2065, m_e = 3.0070, x_0 = 0.240, x_1 = 2.5, C = -3.502$
 $\gamma = \tau + 1, \beta = \sqrt{\tau^2 + 2\tau + 1}$

SCATTERING

Charged particles propagating through matter as water are subject to deflection by many small angle scatterings, which is due to interaction with the coulomb fields.



$$\alpha_{ms} = A \sqrt{-2 * \alpha_{ms}^2 * \log(\sqrt{2\pi} * \alpha_{ms}^2)}$$

$$A = |random * (f_{max} - f_{min}) + f_{min}|$$

$$f_{max} = \frac{1}{\sqrt{2\pi} * \alpha_{ms}}$$

$$f_{min} = f_{max} * e^{-\frac{1}{\alpha_{ms}}}$$

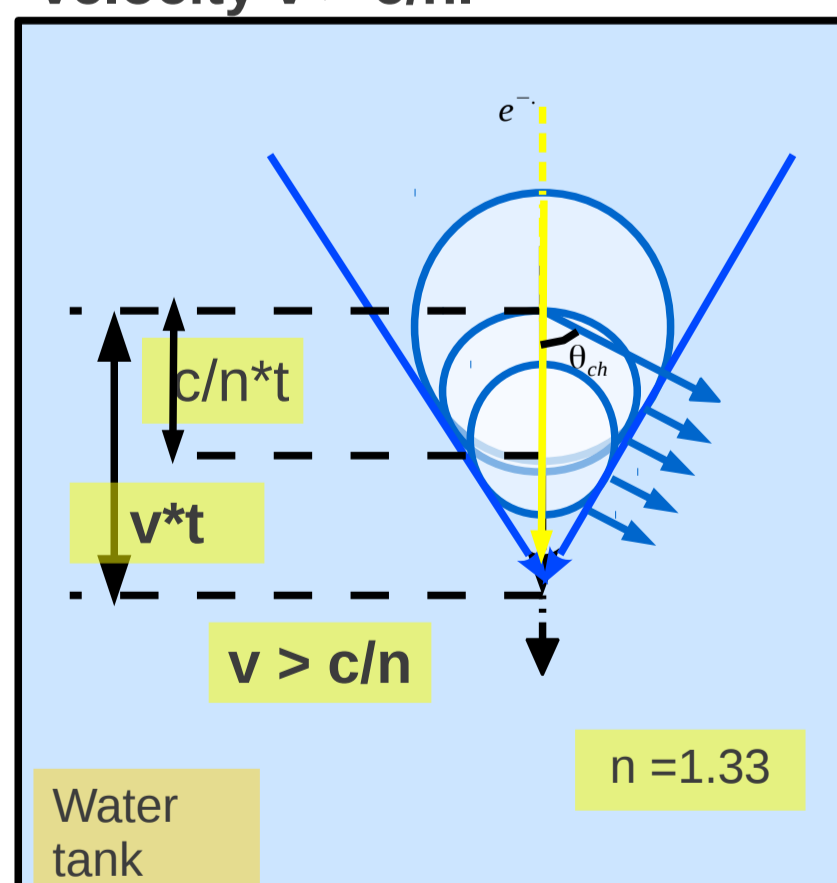
$$\alpha_{ms} = \frac{13.6 \text{ MeV}}{\beta c p} \sqrt{\frac{\Delta x}{X_0} [1 + 0.038 \ln(\frac{\Delta x}{X_0})]}$$

$$X_0 = 36.1 \text{ cm, radiation length (RPP)}$$

$$\Delta x = 0.5 \text{ cm}$$

CHERENKOV RADIATION

Cherenkov light is produced by a charged particle moving through a transparent medium as the water with velocity $v > c/n$.



Cherenkov number of photons and emission angle

$$\theta_{cs} = \cos^{-1}\left(\frac{1}{\beta n}\right)$$

$$N_{ph} = 2\pi \alpha \Delta x \left(\frac{1}{\lambda_1} - \frac{1}{\lambda_2}\right) \left(1 - \frac{1}{\beta^2 n^2}\right)$$

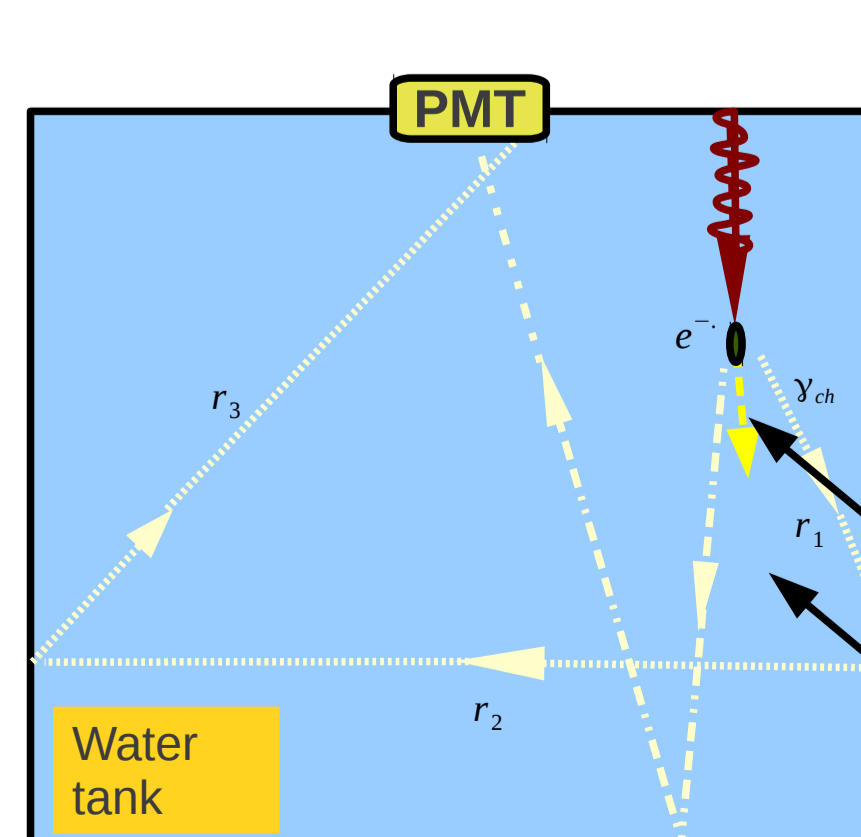
$$\lambda_1 = 300 \text{ nm}, \lambda_2 = 500 \text{ nm}$$

$$\beta = \frac{\sqrt{\tau^2 + 2\tau}}{\tau + 1}$$

where
 $\beta = v/c$
 n : refractive index
 c : speed of light in vacuum
 λ : wavelength
 α : fine structure
 $\Delta x = 0.5 \text{ cm, step}$
 $\tau = T_e/m_e$

ARRIVAL OF PHOTONS CHERENKOV TO PMT

The photon produced for Cherenkov effect are scattering in the inner surface of the tank to arrived at the PMT



$$t = \frac{nr}{c}$$

t: flight time of the photon

$$r = \sum r_i$$

r: distance traveled by the photon to arrive at the PMT

RESULTS

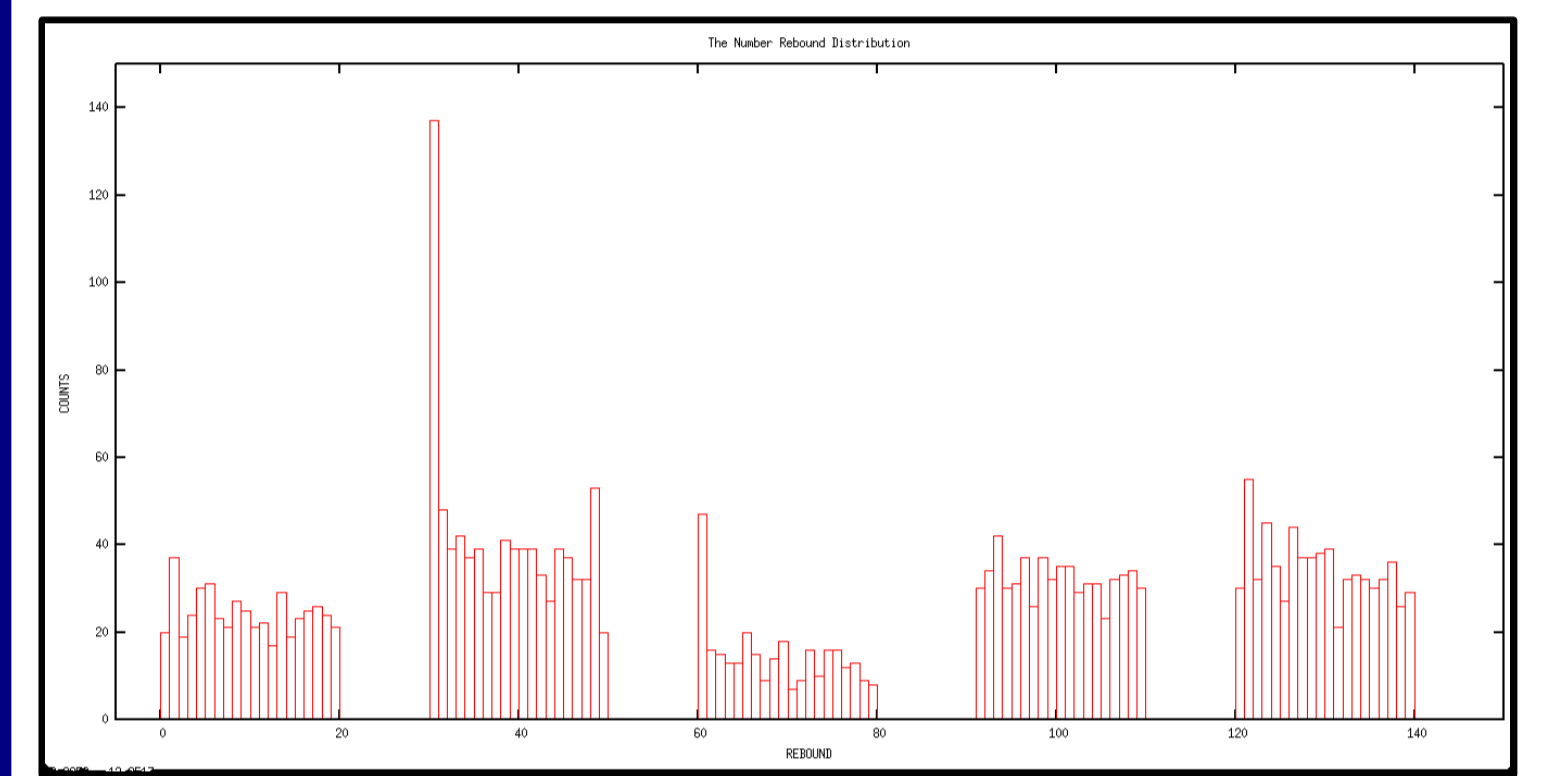


Figure 1. Histogram of number of deflection of the Cherenkov Photons in the inner material of the tank. before their arrival to the PMT.

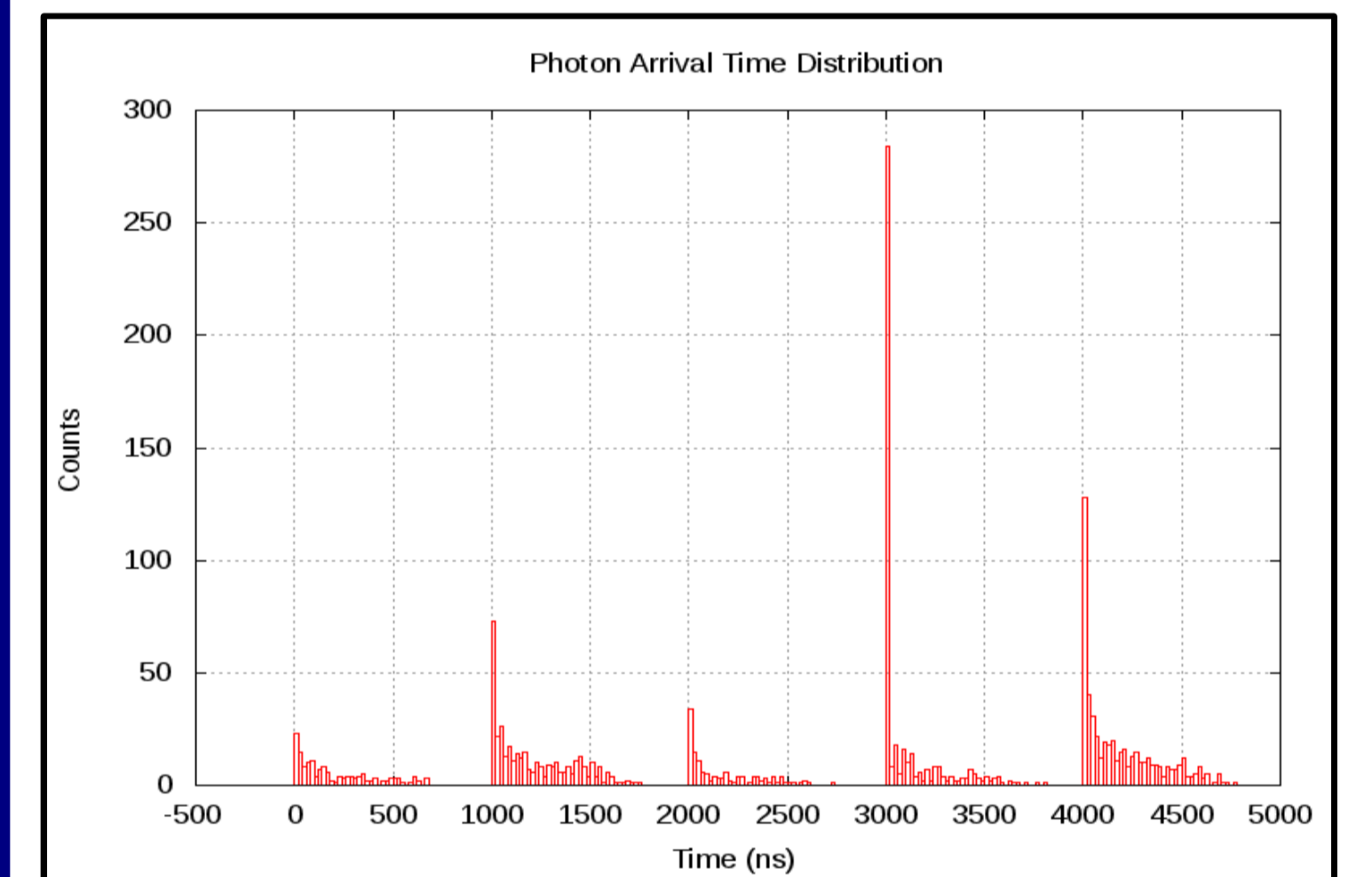


Figure 2. Histogram of the arrival time of the Cherenkov Photons to PMT.

CONCLUSIONS

•A simulation in C++ of the operation of a Cherenkov tank has been performed.

•Montecarlo methods have been applied to simulate relevant physical processes which occur in the production of photons Cherenkov.

•The time of arrival of photons to a plane fotomultiplicador located in the top of the tank has been found.

REFERENCES

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•Programación en C++ 5.0. R. J. Pantiagosos Silva 2002

ACKNOWLEDGES

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