#### **GRAND simulation scheme** What is and what should ever be

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### **Early simulations**

- Simulation work started in Jully 2008, not for radio detectors, but ... for acoustic ones!
- Triggered by a question from F. Vannucci : « would it be possible to reconstruct simultaneously the hadronic deposit of the  $v_{\tau}$  converting in the rock with acoustic sensors and the EM part from the in flight  $\tau$  decay in air, with radio antennas? »
- So I started some quick and dirty simulations using toy models. But, unfortunatelly this **work was lost** in Gare de Lyon, as my laptop was acquired by a gang of pickpockets.
- Nevertheless, from pure geometric considerations, it is quite obvious that such a hybrid detection would be very ineficient. Indeed, the acoustic signal of the in rock shower propagates orthogonaly to the shower axis, within 0.5 deg and ~10m extent, whereas the radio part is boosted forward along the axis.

#### Hybrid detection scheme



#### The GRAND simulation : key items

- The neutrino simulation : from the  $v_{\tau}$  to the  $\tau$  decay products.
  - Custom 1D simulation scheme. Written in C++. External dependencies : Pythia6.4 and TAUOLA /FORTRAN, gnuplot (optional). Transverse transport is neglected.
- The radio E-field computation : from the τ decay products to the radio Efield.
  - Ideally, we would use existing referenced/tested/validated code(s). BUT ...
  - There is a trade to play between accuracy and CPU time / a minimalistic toy model based on the  $\tau$  energy at decay and the full simulation scheme used for TREND: EVA conex+EVA.
- **The antenna response computation**: from the radio E-field to the antenna current/voltage response.
  - The TREND simulation scheme relies on a NEC2 implementation in C hacked in order to allow longitudinal polarization components.

## The neutrino simulation illustrated with a toy experiment

#### • The toy experiment :

- A  $v_{\tau}$  of energy  $E_{\nu}$  incoming normal to a rectangular wall of Standard rock.
- Look for  $\tau$ 's decaying in the air after the wall.



#### Compute :

- The conversion efficiency to  $\tau$  leptons decaying in the air.
- The **energy spectrum** of  $\tau$  leptons at decay.
- The **flight distance** in the air of the decaying  $\tau$  leptons.

### The neutrino simulation ingredients

- v Deep Inelastic Scattering (DIS) in the rocks:
- Integrated cross sections from Gandhi et al. (CTEQ4-DIS), but inelasticity randomised with Pythia CTEQ5d pdf.
- The neutrino is tracked until a CC interaction occurs, its energy falls below a threshold (1 PeV typically) or it escapes the simulation volume.
- τ propagation in rocks (energy loss+proper time) :
- **Detailed studies** of the  $\tau$  energy loss in rocks with **GEANT4 simulations** for various  $\tau$  initial energies. The  $\tau$  photonuclear interactions, dominant energy loss process at UHE, have been coded in GEANT4 following Dutta et al.
- **Parameterisation** of the  $\tau$  energy loss and of the proper time spectrums according to the distance d (0-60 km) and the initial energy,  $E_0$ .
- For the simulation, use an **hybrid Monte-Carlo scheme** for the  $\tau$  propagation in rocks (energy loss, decay) according to the parameterisations derived from GEANT4.
- **τ decays** :
- Simulated with Pythia+TAUOLA.
- The decay daughters are logged to a file which would be served as input to the shower simulation. The daughter  $v_{\tau}$  is further simulated.

## Parametrisation of $\tau$ energy loss and proper time in Standard rocks



### Result : conversion efficiency as rock depth



### Result : energy distribution at decay through 30 km of rocks



### Result : flight distance distribution through 30 km of rocks



### Result : peak efficiency through 30 km of rocks as energy



# Extending the neutrino simulation with a topography

- Topographic data from the Shuttle Radar Topographic Missions (SRTM), downloaded from the NASA (free public access).
- We use a 200x200 km wide area, centered on Ulastai, with a sample stepping of 100m. The map is projected over a curved Earth.
- For upgoing neutrinos, the Earth core is rendered with the Preliminary Reference Earth Model (PREM).



- **Preselection** of in flight tau decay events based on *arguable* topological criteria:
- There must be at least 1 antenna within a forward cone of 30 deg centered on the shower axis.
- There must be at least 1 antenna in sight of the decay vertex, with no rocks on the line of sight.

### The shower and radio simulation(s)

- For TREND/cosmic ray radio signals we use the detailled computation code EVA Conex+EVA/FORTRAN. It does a good job for our prototype array, however, there are several issues for using it for the neutrino simulation:
- CPU time would be prohibitive. It takes a few hours to compute a radio field for a single antenna, using a single core. We currently use the france-asia GRID for TREND. Simulating the 3x3 km wide prototype setup takes months ...
- We have **horizontal showers starting at ground level**, whereas some parts of the code were designed/hardcoded for downgoing atmospheric showers. A few **hacks have been introduced** to tackle this, but validation/debugging is still required.
- The shower develops close to the ground. To what extent **can we factorize out ground boundary effects in the shower simulation/radio computation?** And what about hybrid events, that would split over air and rock. Do they matter at the end?
- Three main strategies foreseen:
- Use a toy model based on the sole energy and direction of the τ at decay. This is what has been done sofar. Its easy, cheap, but ... we don't have a valid estimate of how (in)accurate it can be?
- Use a **detailled computation** scheme as for TREND, à *la* EVA Conex+EVA/FORTRAN. Get thousands of CPUs over a year to do the job.
- Use a simplified 1D computation where the lateral spread of the shower is factorised, à la conex 1D+MGMR. It captures the relevant features of the detailed computation at low frequencies (~100 MHz). However, it is not accurate for simulating the high frequency (>GHz) radio Cerenkov/refraction effects.
- Other approximation/optimized computation schemes on the market?

#### The antenna response simulation

- The straightforward way for us would be to rely on the ready to use TREND computation scheme:
  - The antenna **frequency response** to plane waves is computed with **NEC2**.
  - We rely on a C implementation of NEC2 that was hacked in order to allow transverse polarization components.
  - The time voltage/current response is obtained by convolution/multiplication in the frequency domain, and summing up the polarisation components.
  - In addition, we can simulate various samplings, introduce minimum bias measured background at Ulastai, a real measured DAQ gain shapes, ect ...
- But ... the receiving antennas are not in the far field of the shower source. For example, which incoming wave direction should we consider?
  - Sofar we approximate the wave direction by the direction from the antenna to the point of maximum of radio emission on the shower axis. This should be OK for distant showers assuming that the radio emission is focused within a few degrees.
  - But what about grazing showers above the antennas? can we really factorise the Efield computation and the antenna response?

### Grazing showers and antenna response



#### Conclusion and outlooks

- Some work already done :
  - $v_{\tau}$  to  $\tau$  decay simulation chain ~OK.
  - Antenna response, background, event selection could be taken from on field TREND data.
  - A CPU wise pratical and accurate computation scheme is rquired to finalise this work.
- Quite some work left to get the exact right numbers/uncertainties.
- To be continued ...