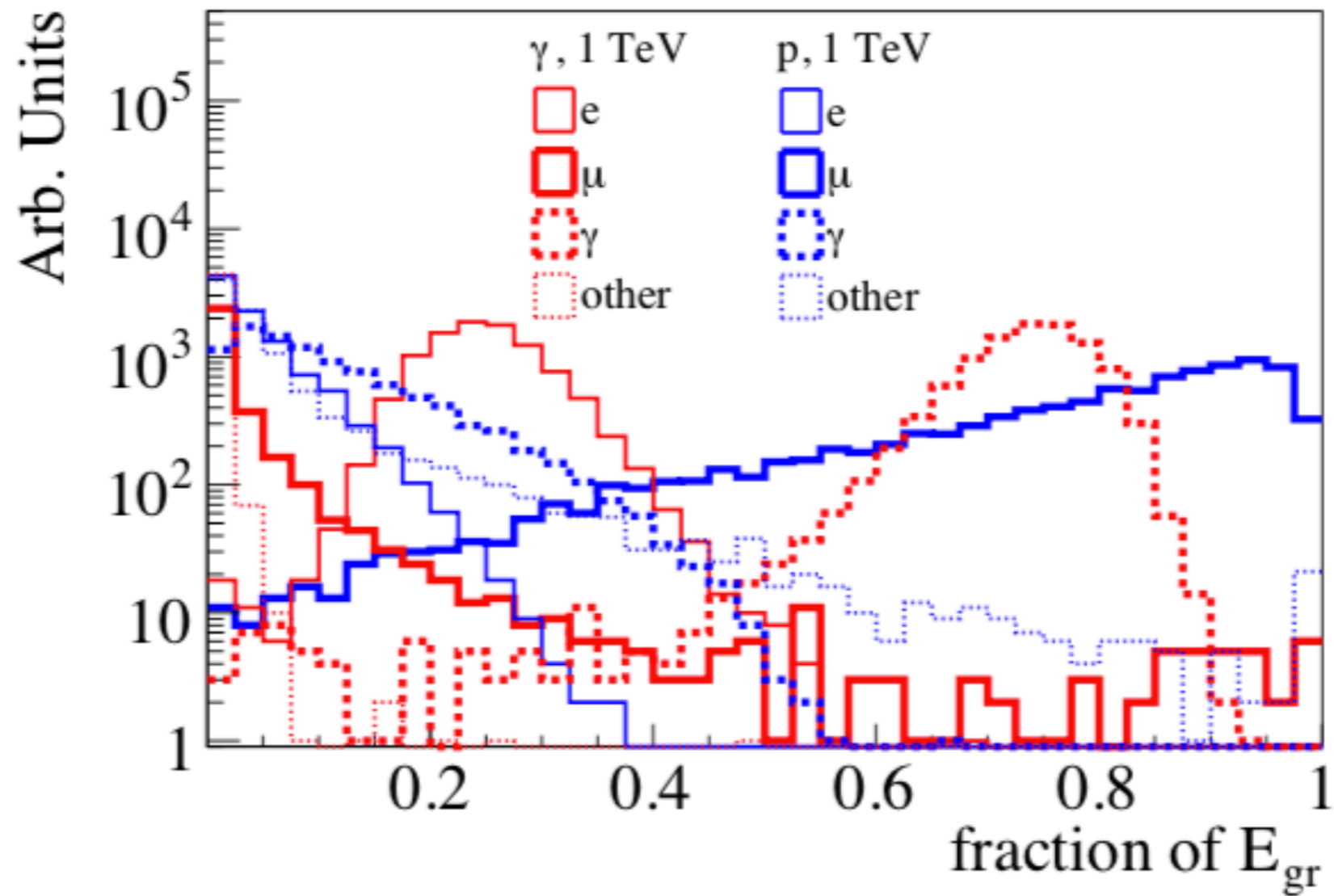


# General considerations for a SGSO

Harm Schoorlemmer, Jim Hinton, Ruben Lopez-Coto,  
Samridha Kunwar

What should a unit detect?

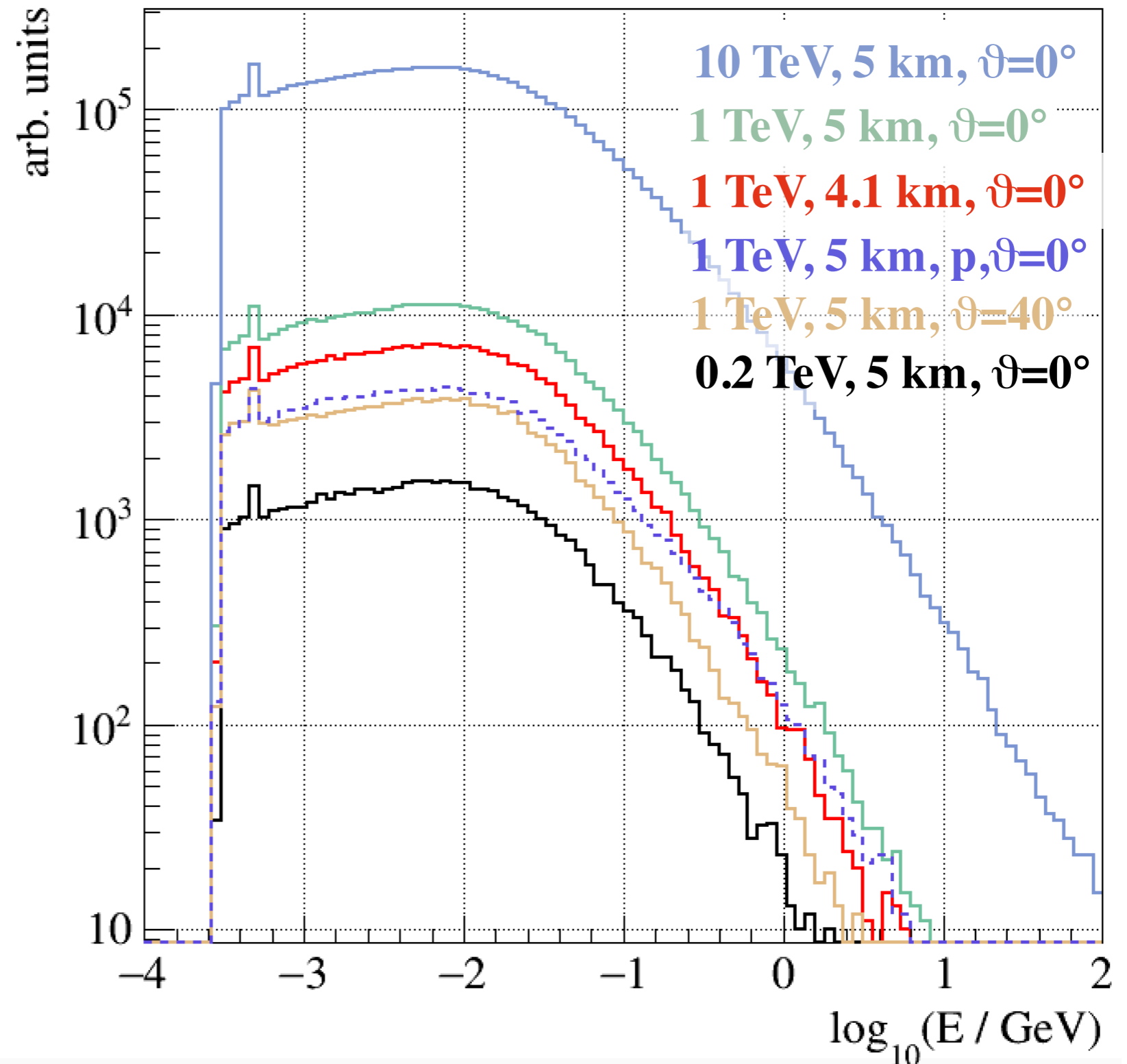
**gammas, electrons, muons**



# What should be the threshold for a unit?

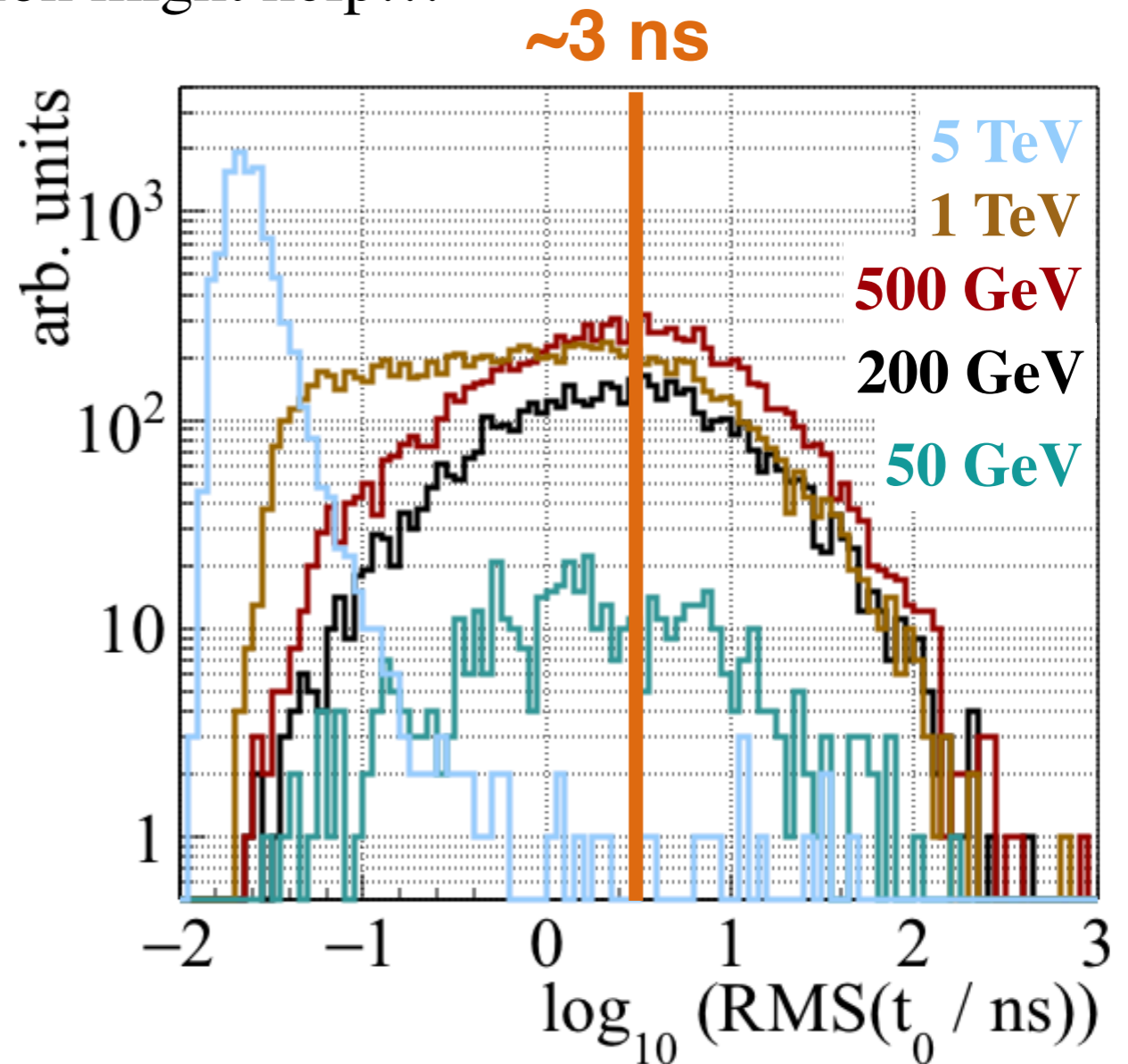
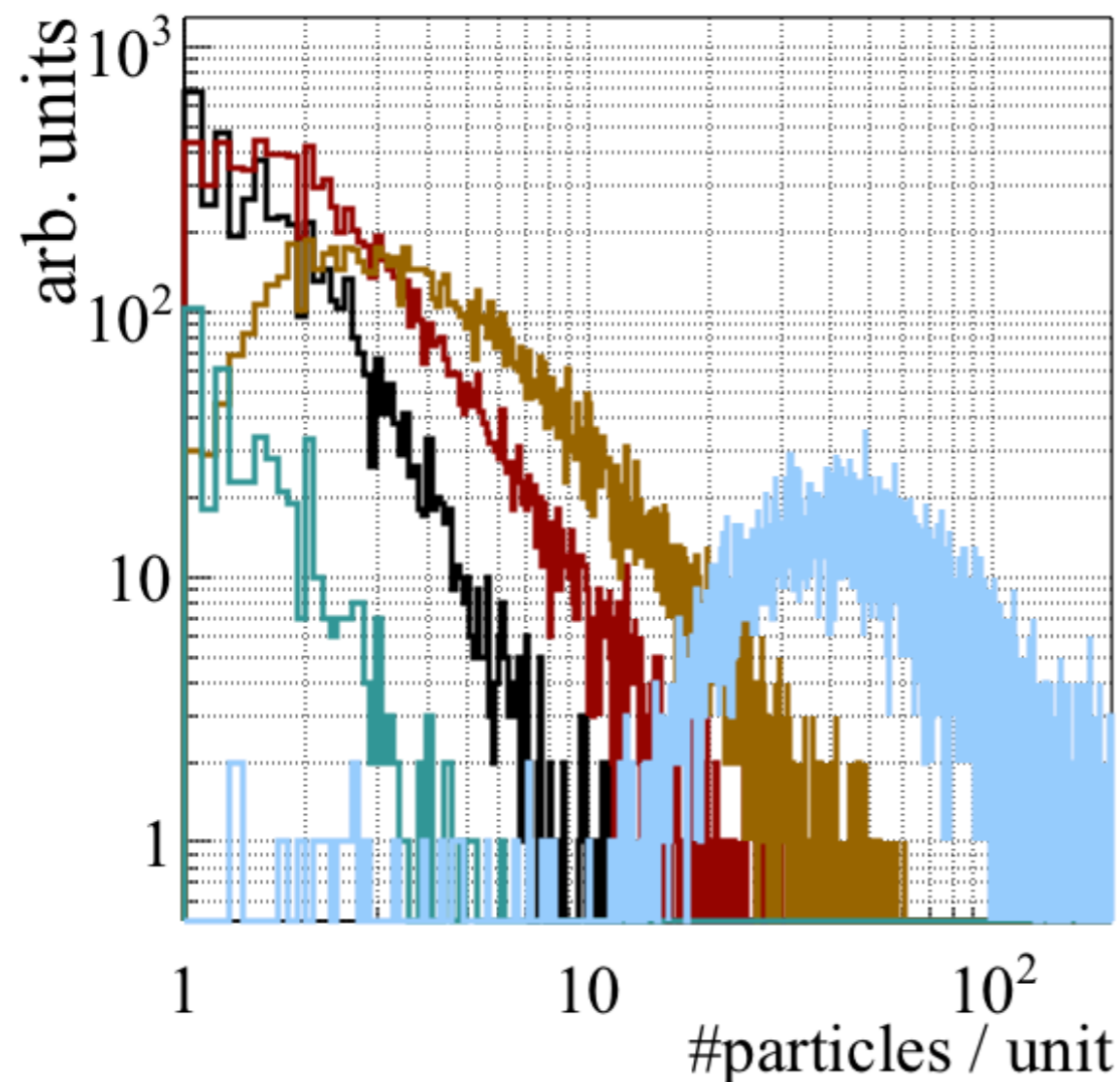
Mode of distribution peaks around 10 MeV, independent of:

1. Primary Energy
2. Zenith angle
3. Detection Altitude
4. Primary Particle



# What should the time resolution be of a unit?

- **At the end only angular resolution is what matters.**
- Ideal case: spread of first particles hitting a detector (3m x 3m) near the core (<10m)
- When under-sampling the particle distribution (< 2 particles/unit), about 3 ns resolution seems fine: <500 GeV at 5 km
- When over-sampling better resolution might help...



# What trigger or data-rate to allow for?

*Example HAWC:*

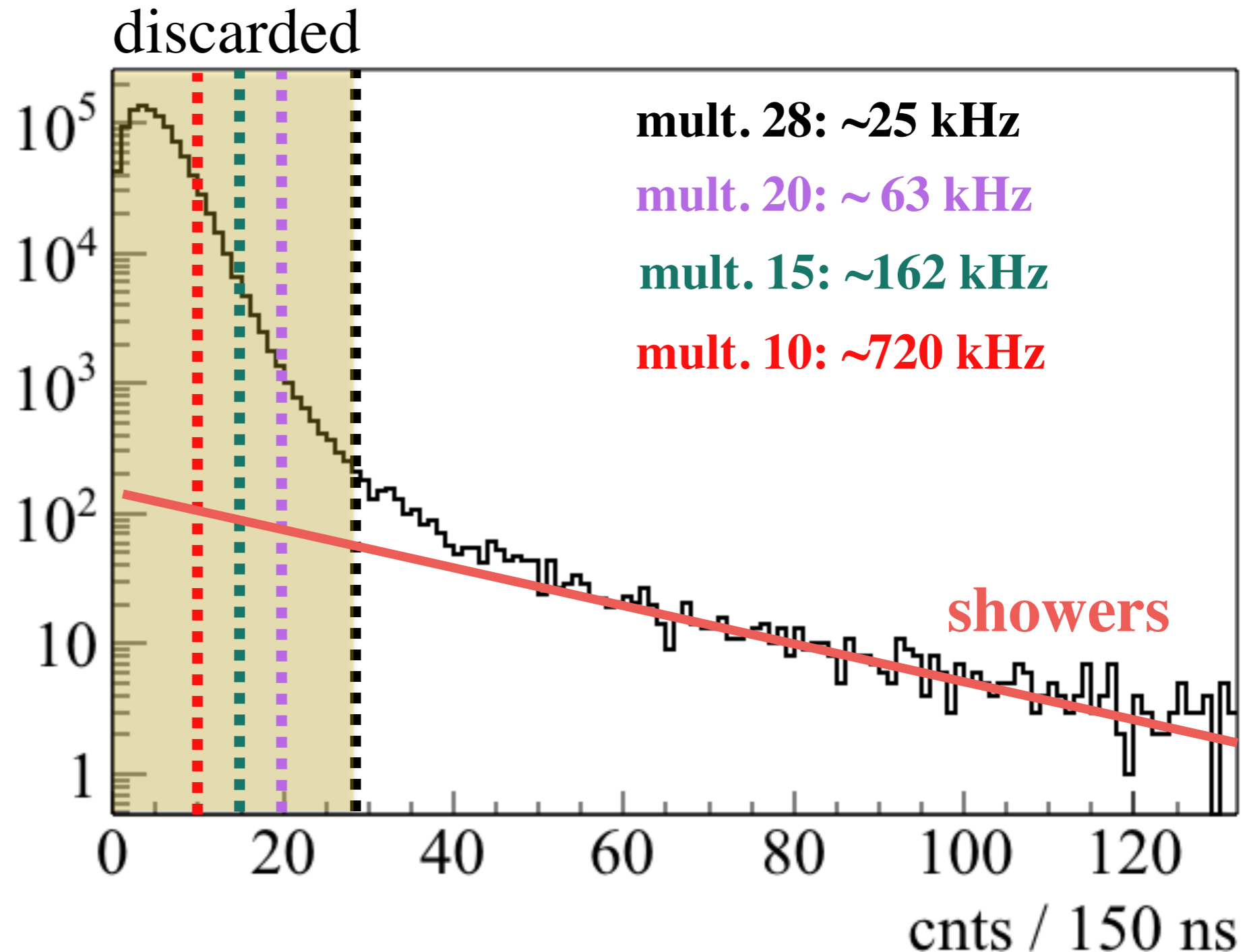
*Channel multiplicity in 150 ns coincidence window*

**You don't get to pick!**

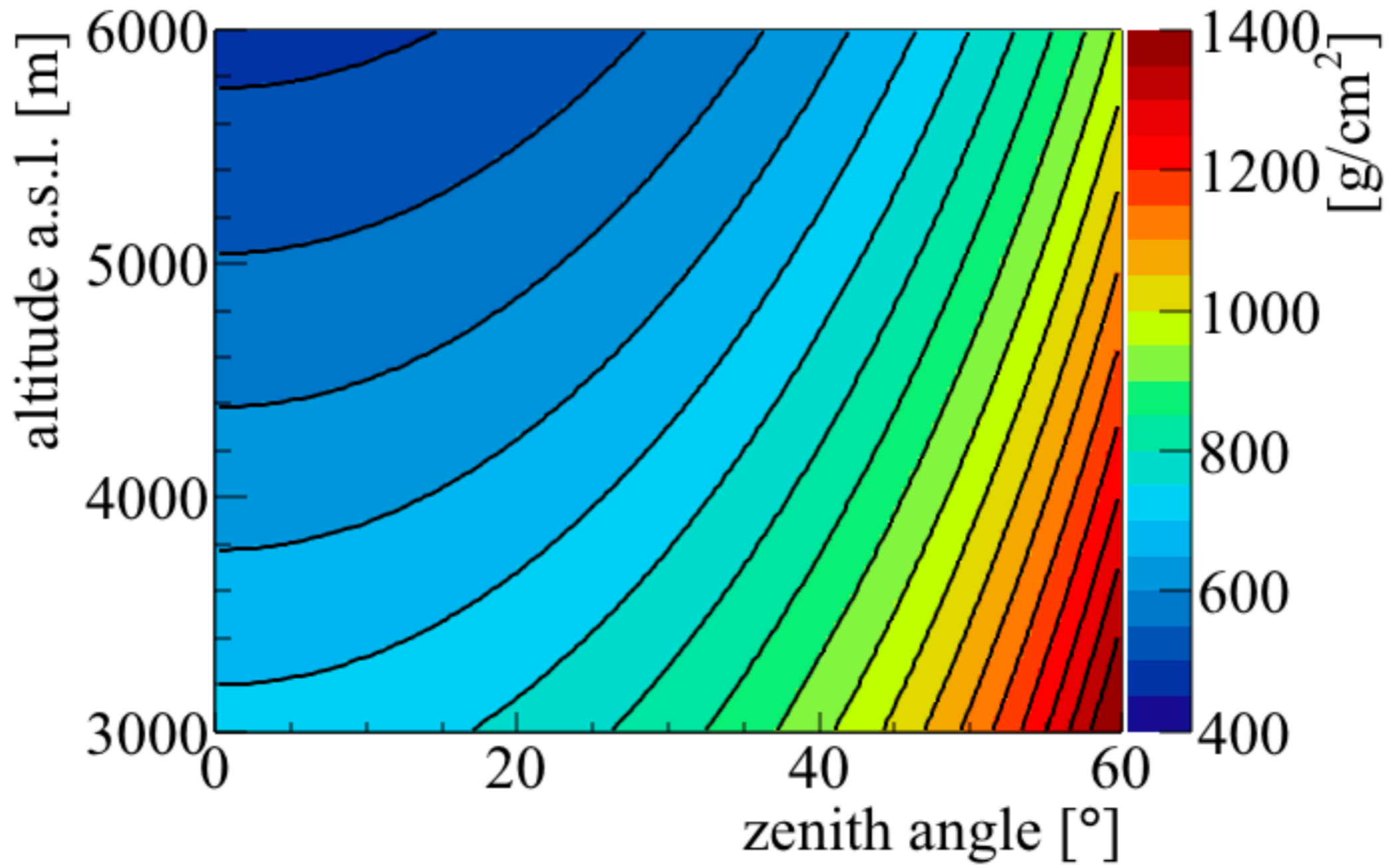
Multiplicity will depend unit design + **noise!**

*Noise is:*

- Single particles
- Dark rate
- Radio activity
- Light leaking
- Electronic noise



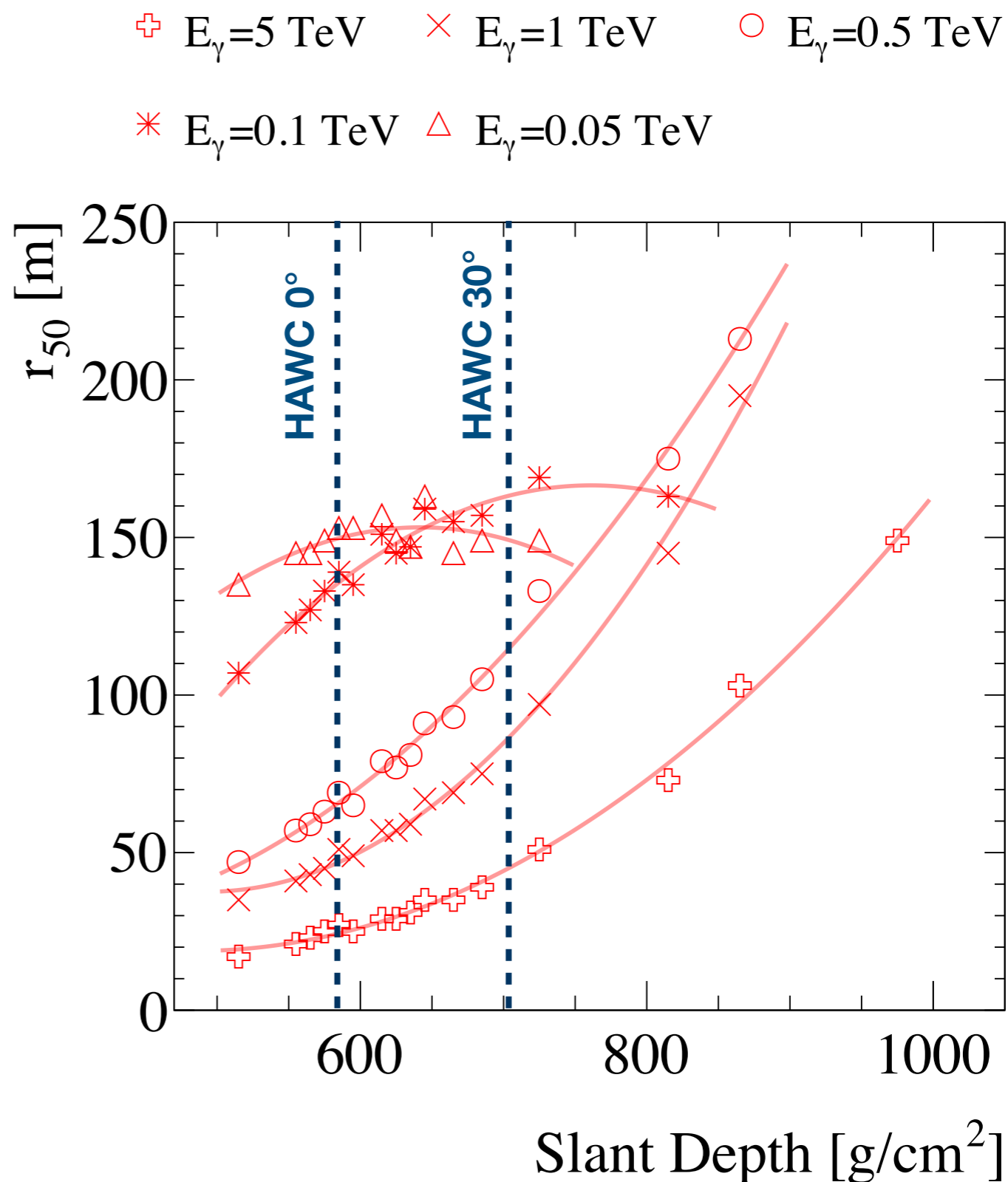
*Atmospheric density, Slant depth*



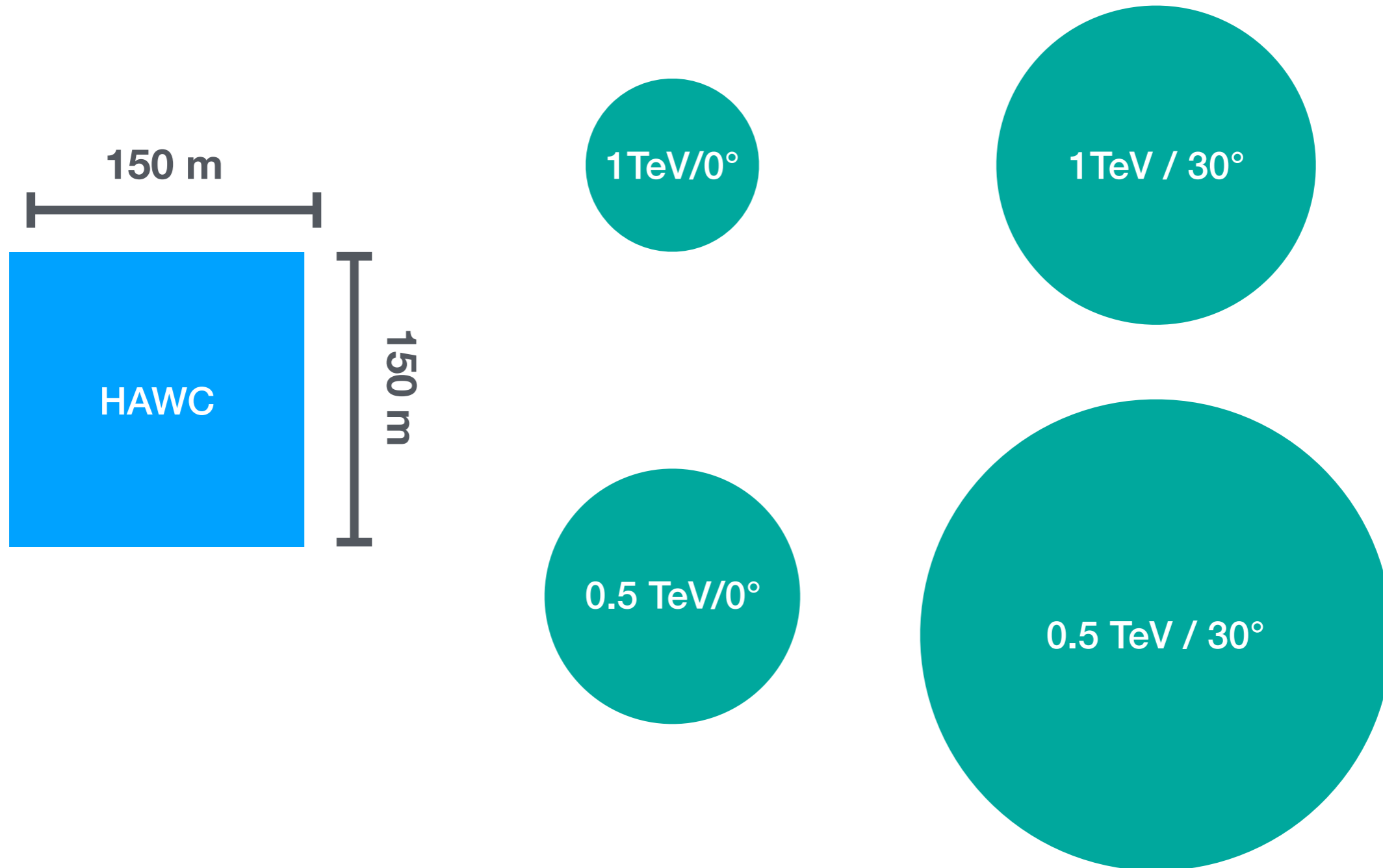
# What size should the array be?

Shower size:  
radius that contains 50%  
of electromagnetic  
energy that reaches the  
ground.

$r_{50}$  is determined to  
contain the 68% of the  
smallest sized showers



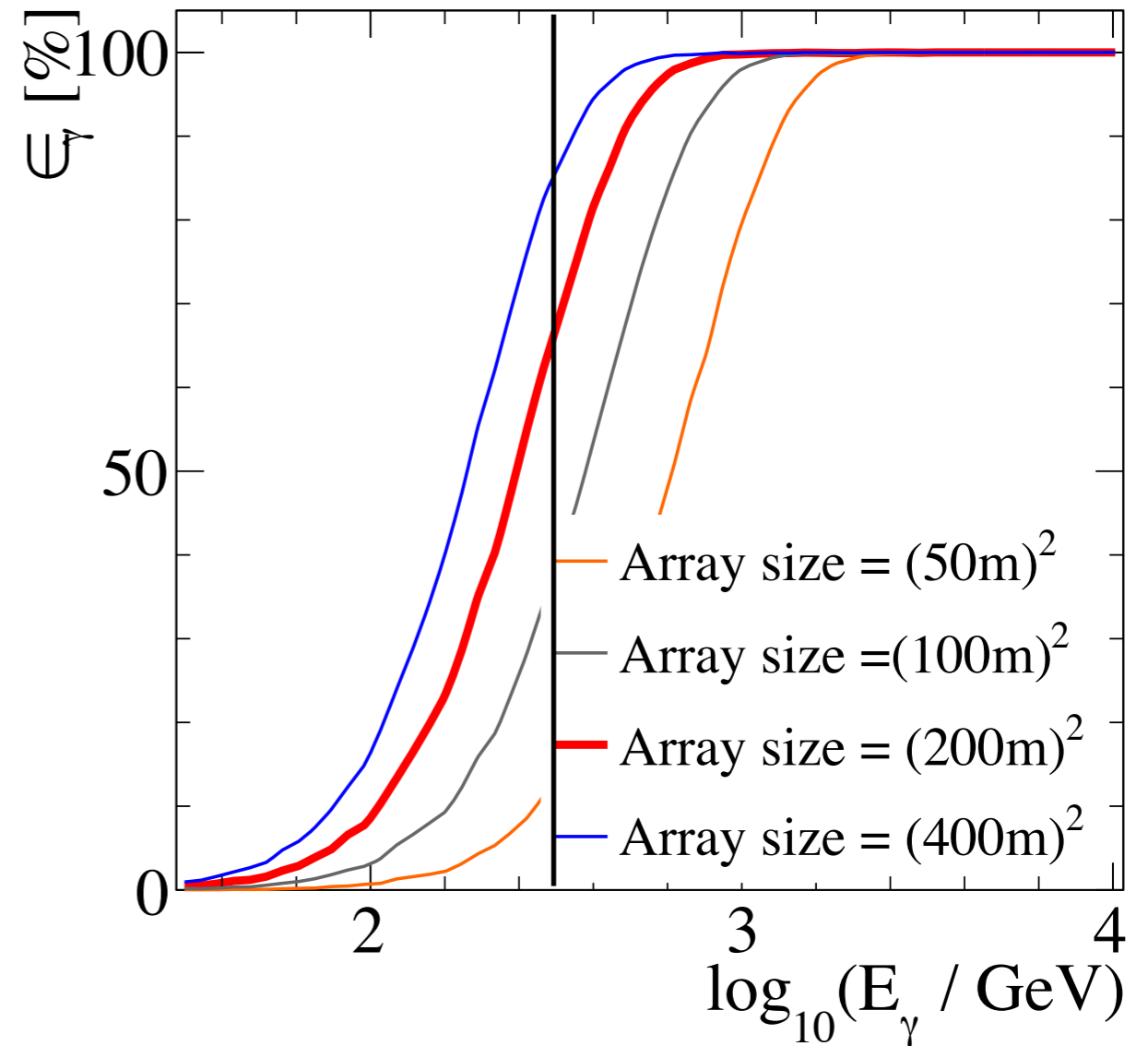
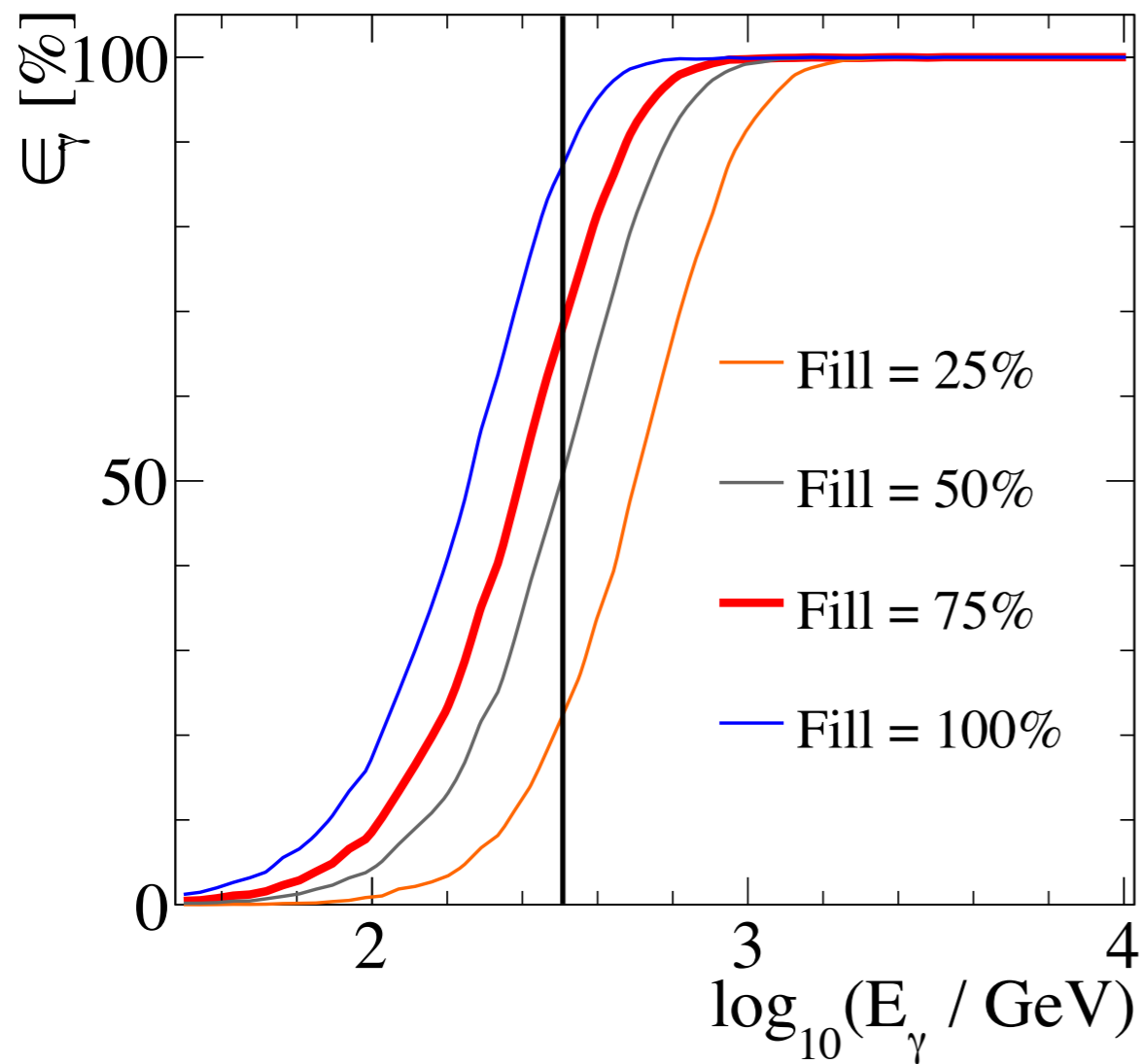
# What size should the array be?





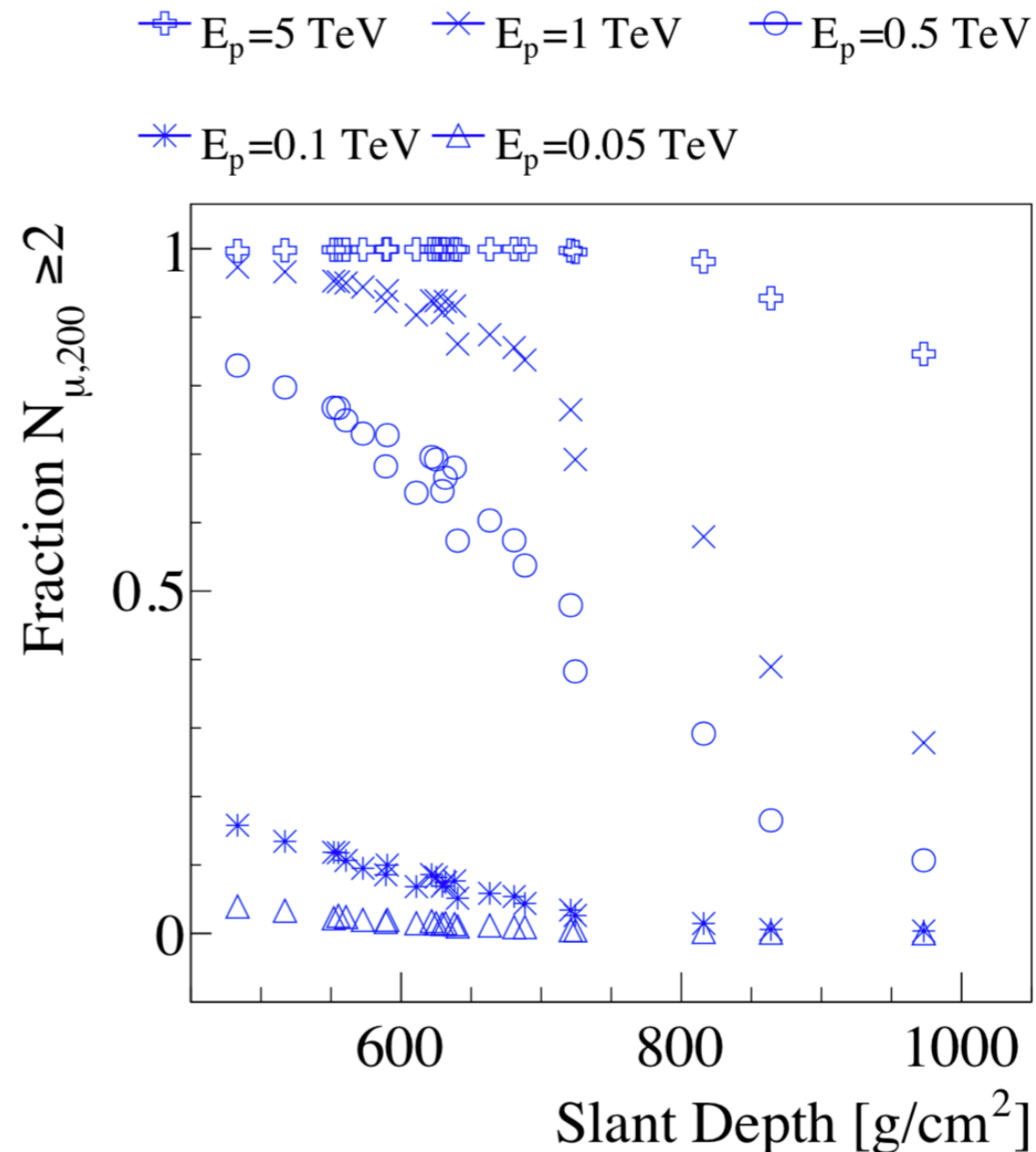
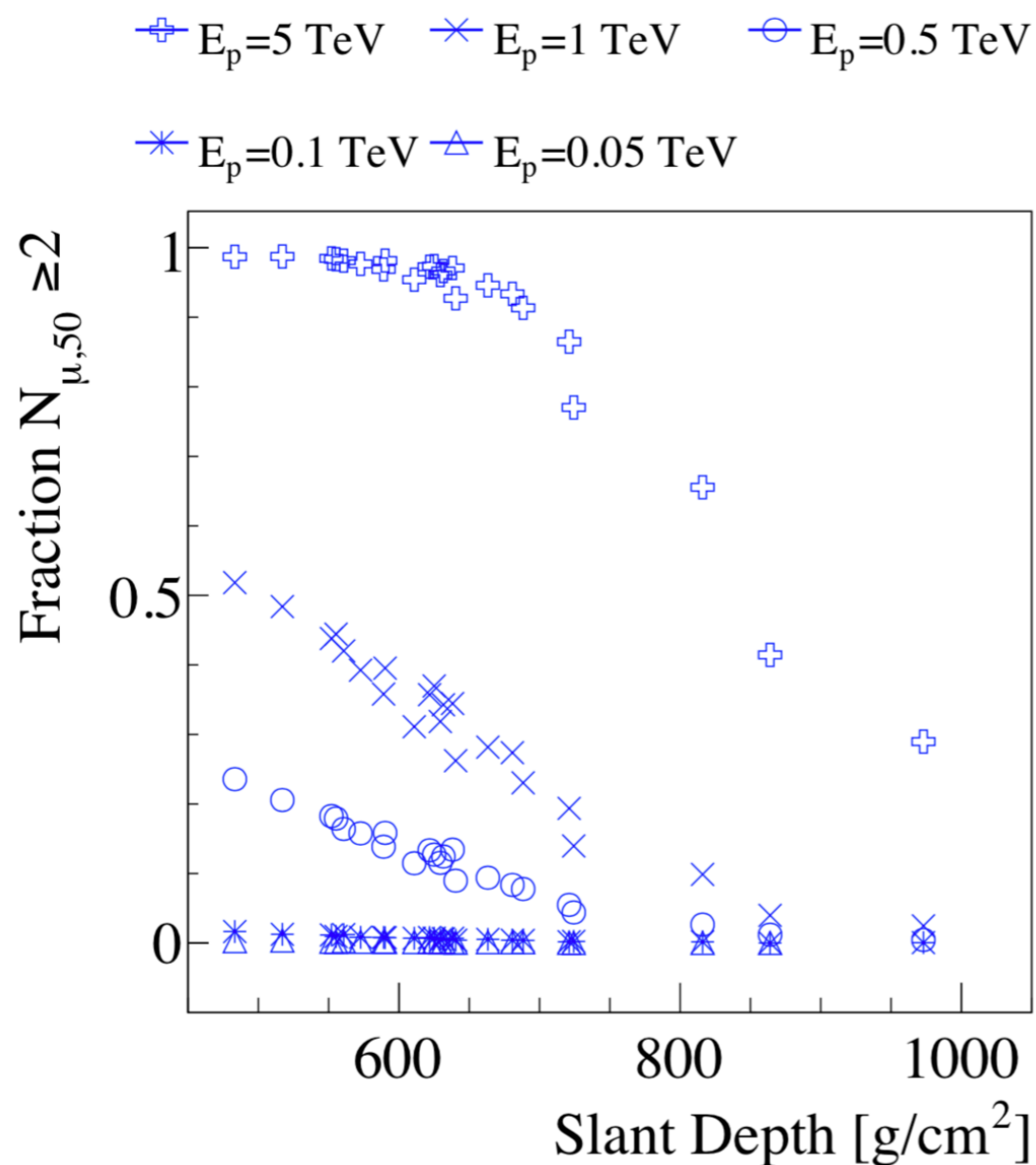
# What size should the array be?

Trigger efficiency for gamma's: Scales harder than  $\propto$  Area, since it lowers the detection threshold



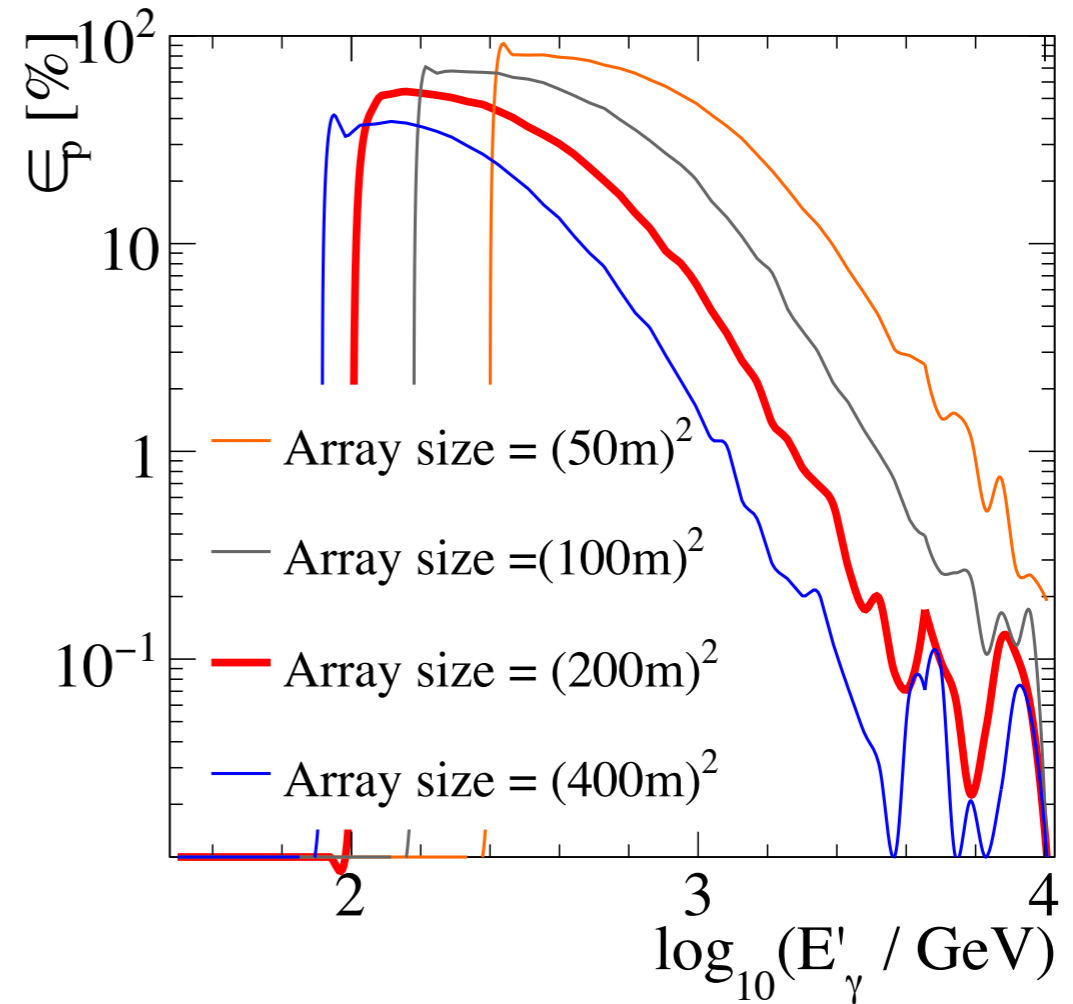
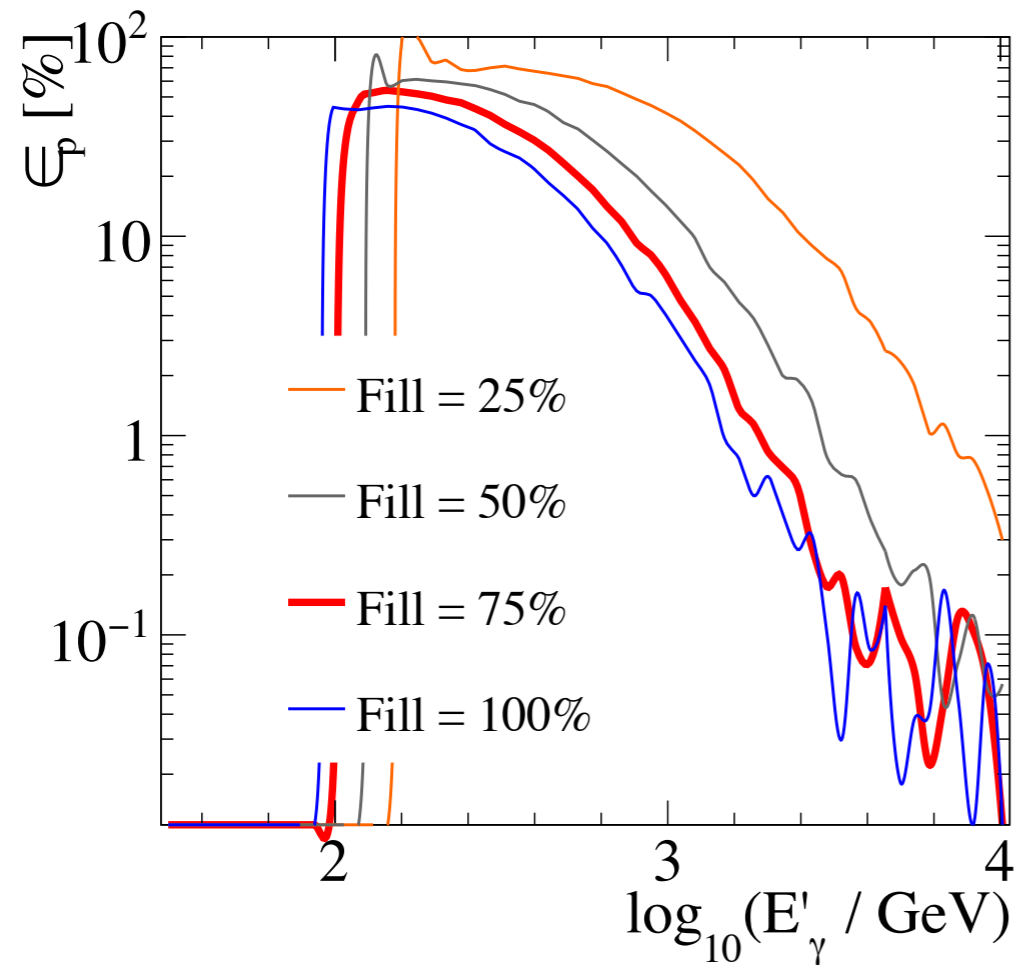
# What size should the array be?

Muons, travel far from axis

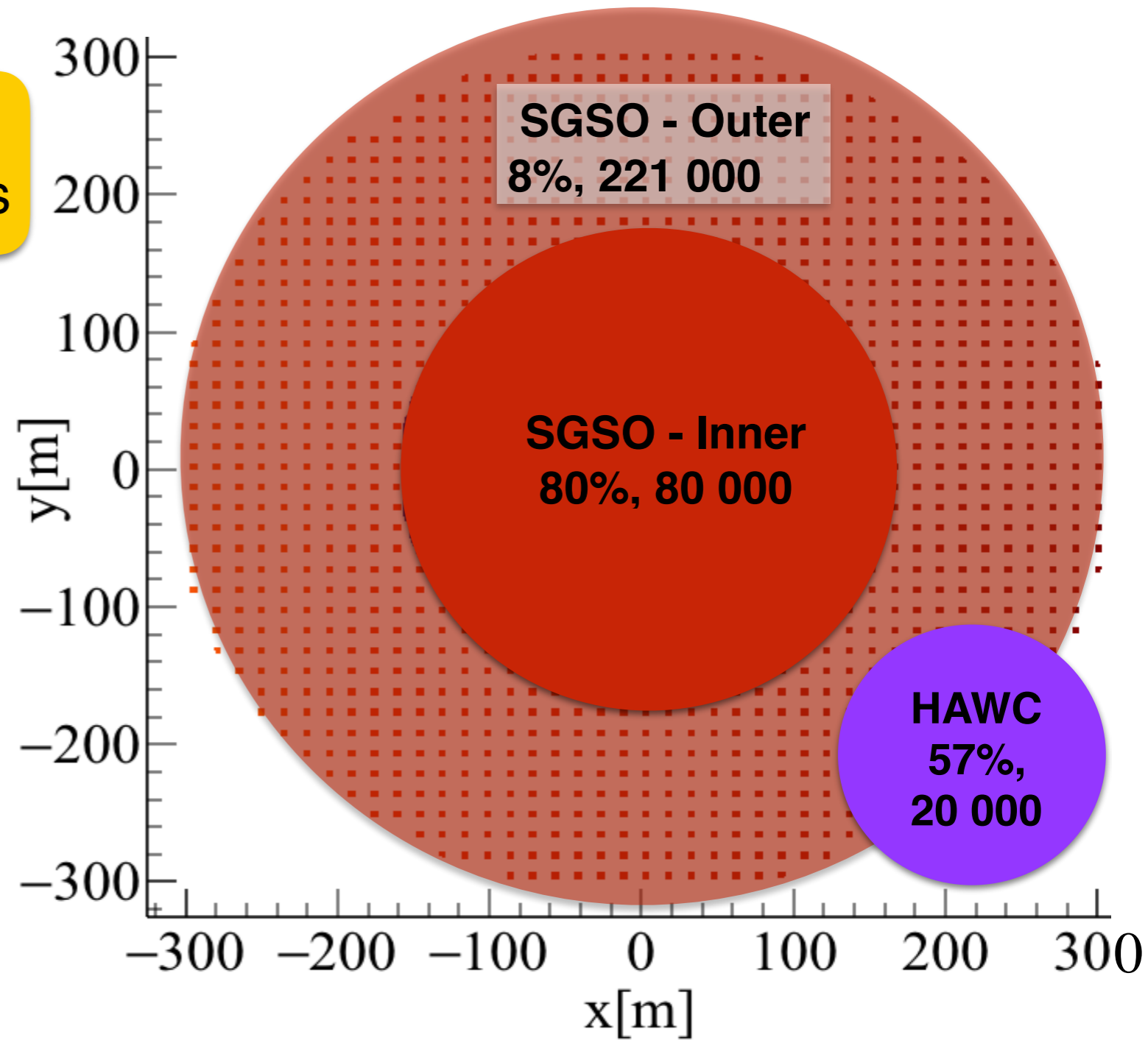
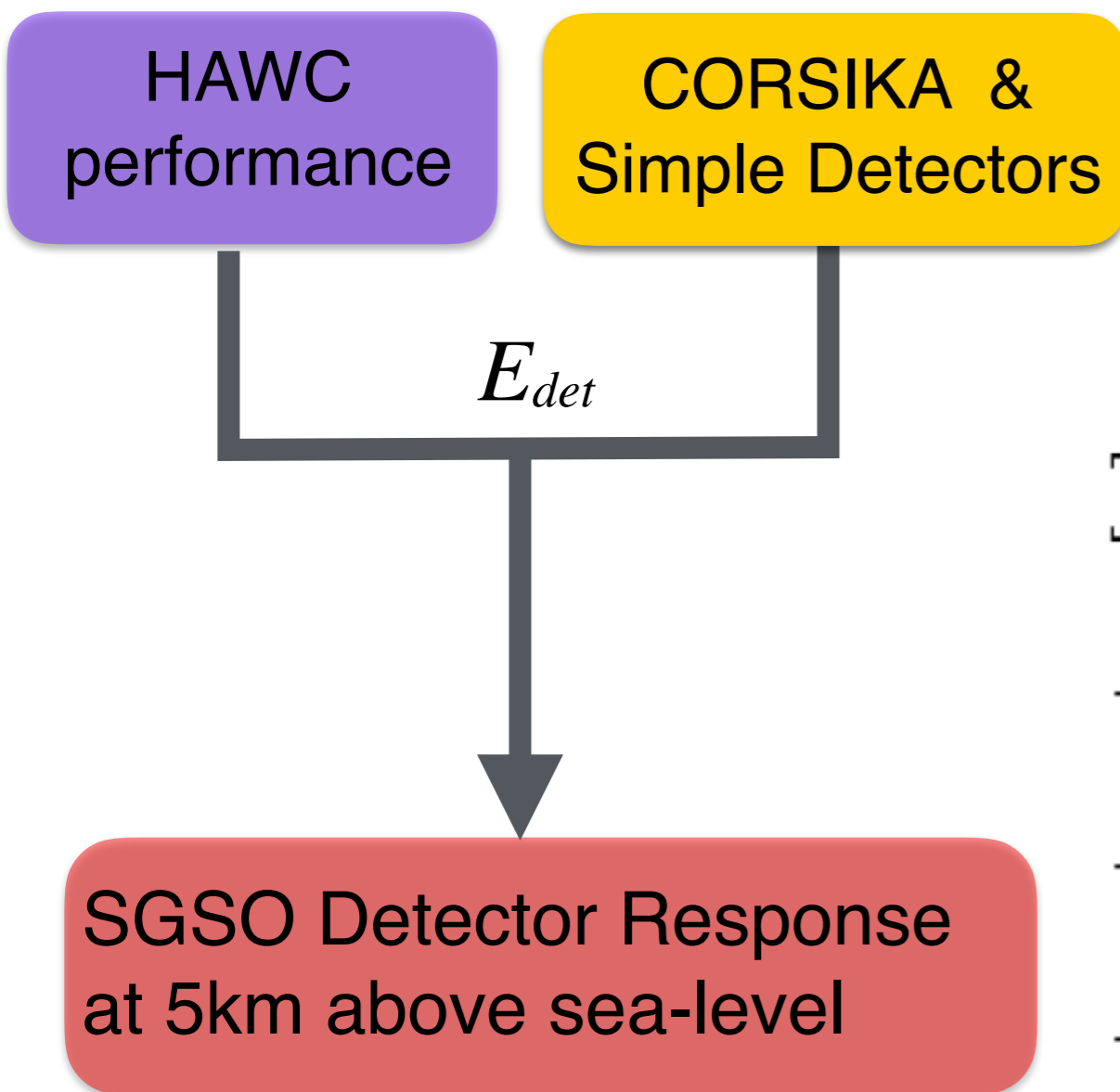


# What size should the array be?

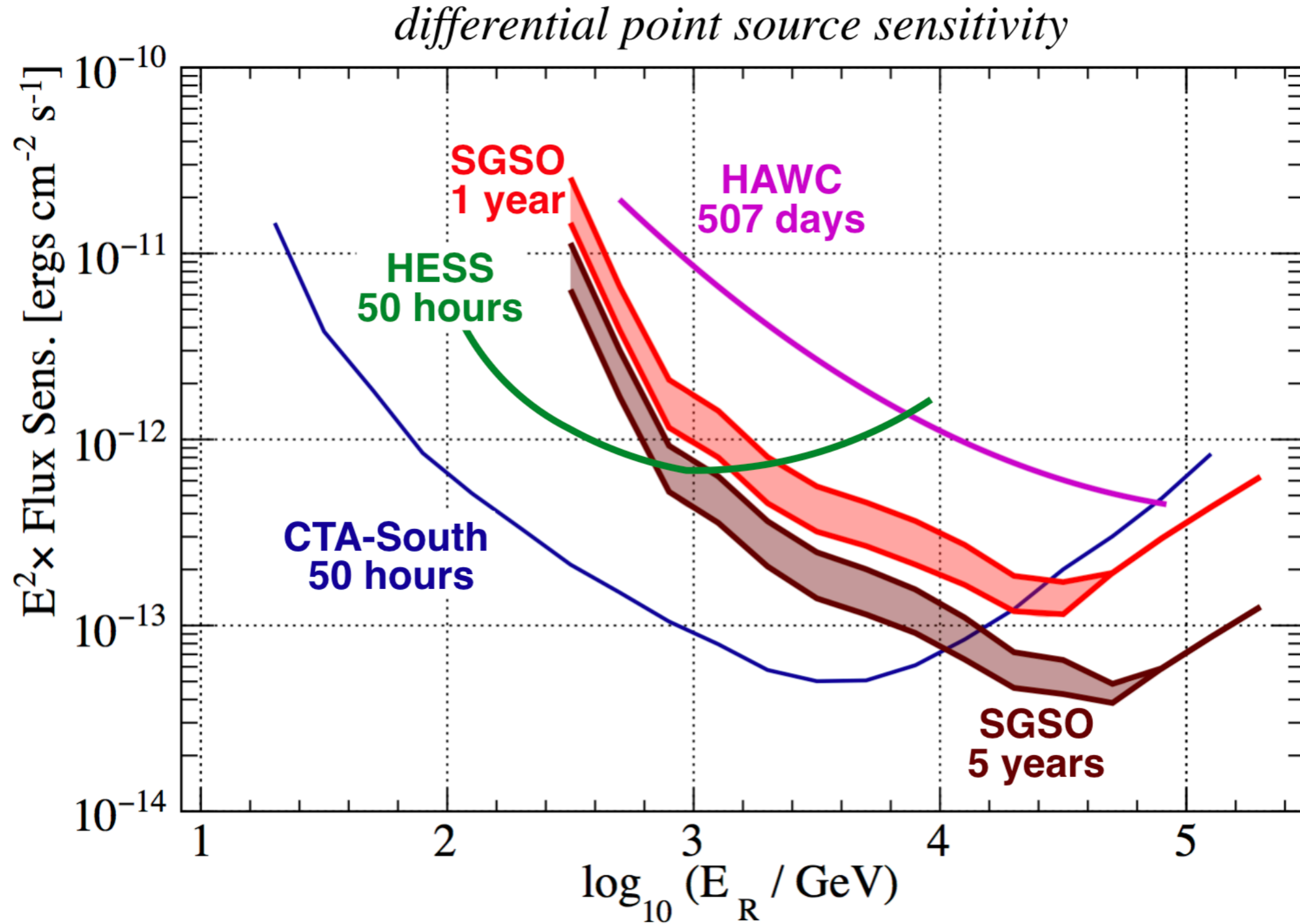
Muons, travel far from axis



# SGSO Sensitivity calculation

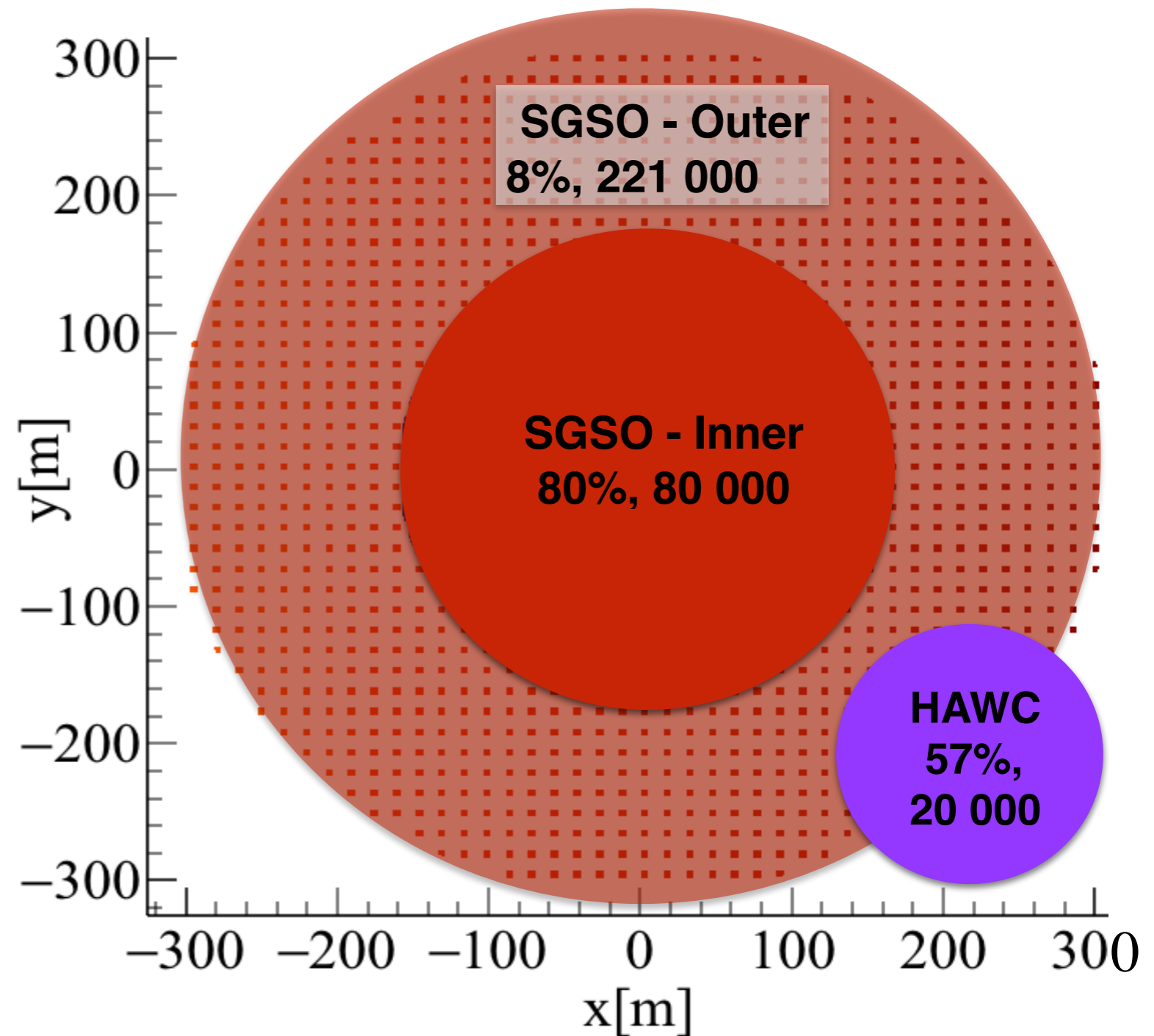


# SGSO Sensitivity calculation: Why are we about a factor of 7 better than HAWC at 1 TeV



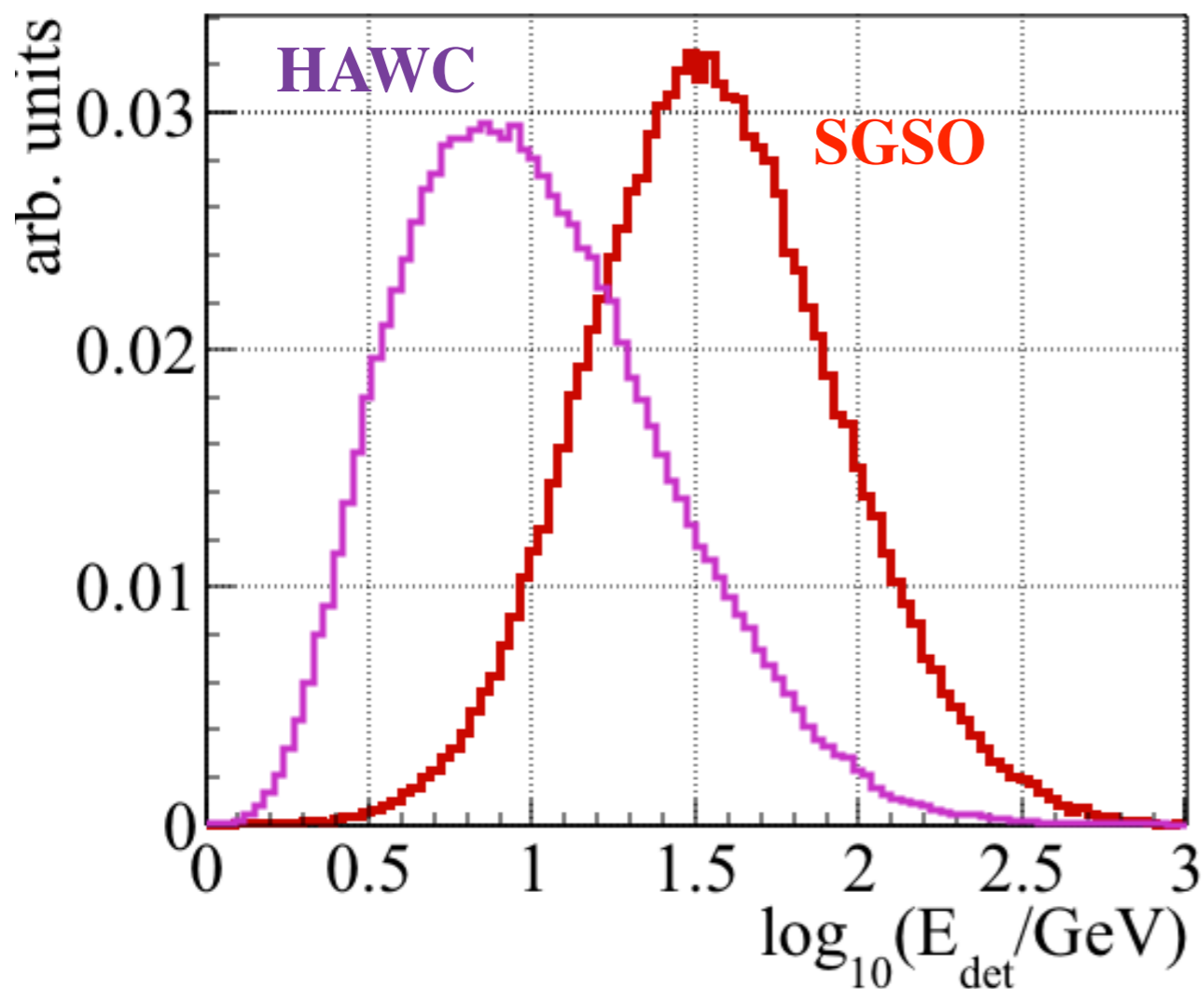
# SGSO Sensitivity calculation

$$\sigma = \frac{S}{\sqrt{B}} \propto \sqrt{A} \approx 2$$



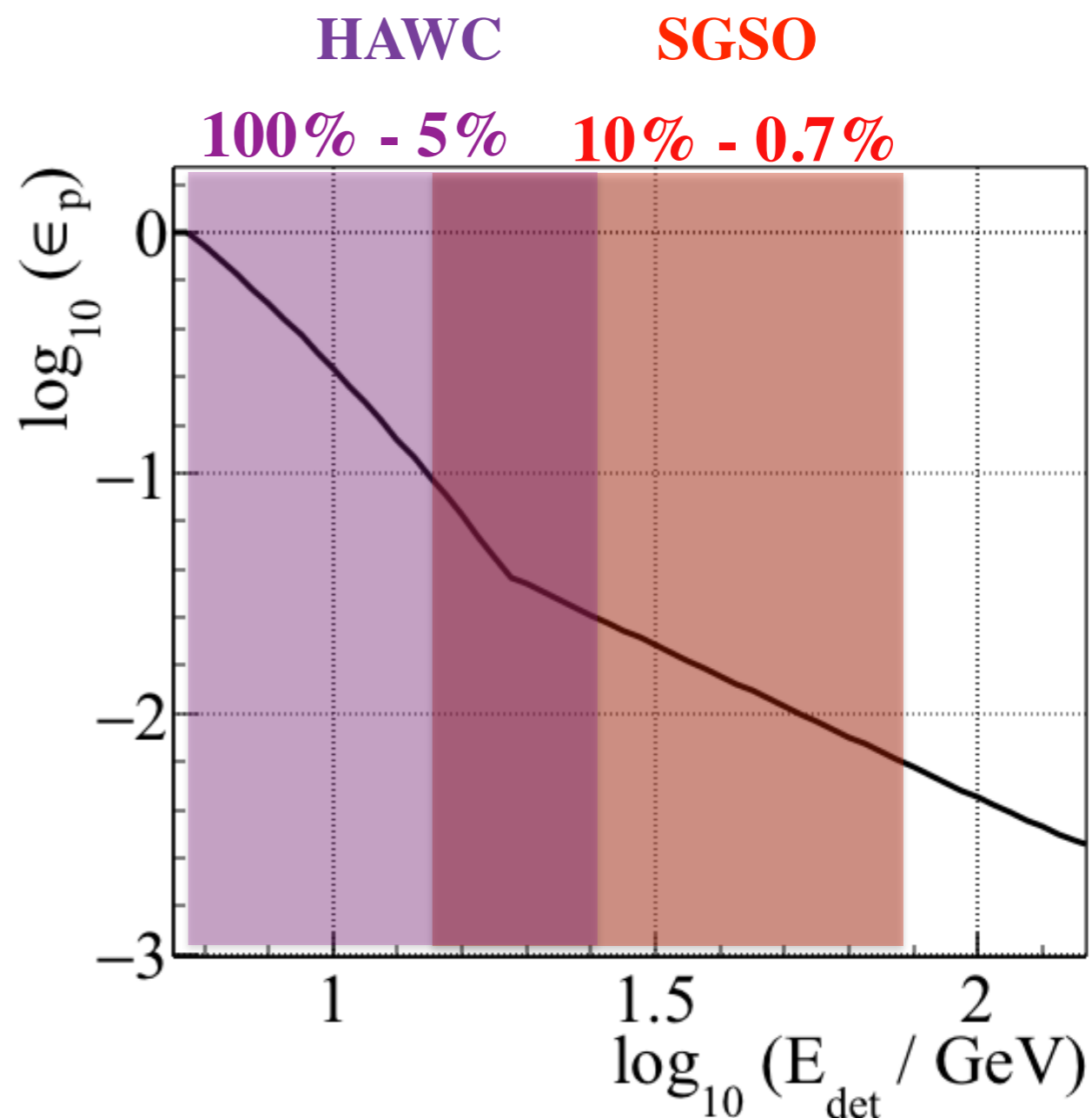
# SGSO Sensitivity calculation

$$\sigma = \frac{S}{\sqrt{B}} \propto \sqrt{\epsilon_p^{-1}} \approx 2 - 3$$



*Detected energy 1 TeV gamma's*

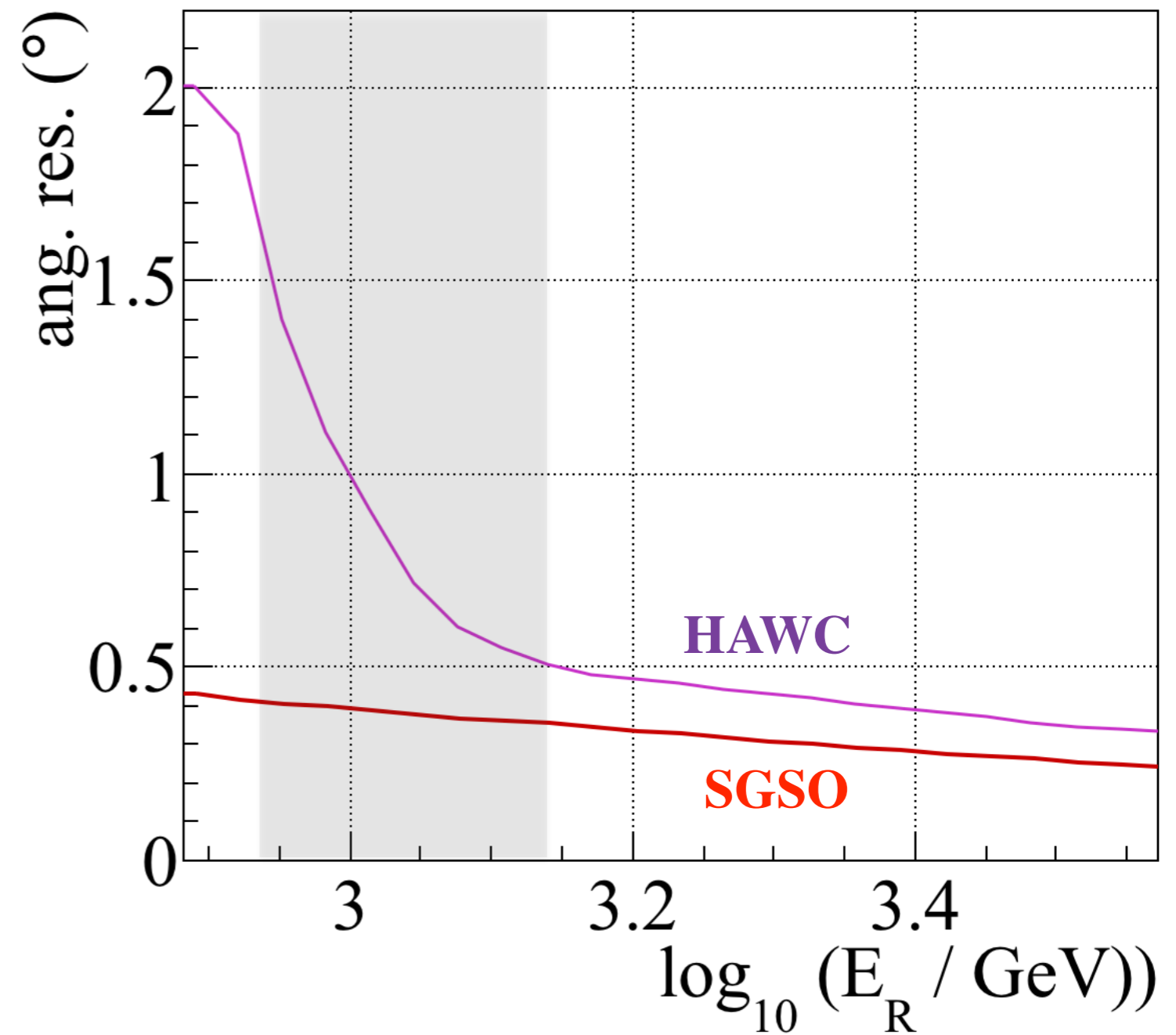
*Increase due to: Fill factor (0.1), Altitude (0.3 - 0.4), Array Size (0.1)*



*Background rejection*

# SGSO Sensitivity calculation

$$\sigma = \frac{S}{\sqrt{B}} \propto \theta^{-1} \approx 1.5 - 2.5$$





# SGSO Sensitivity calculation

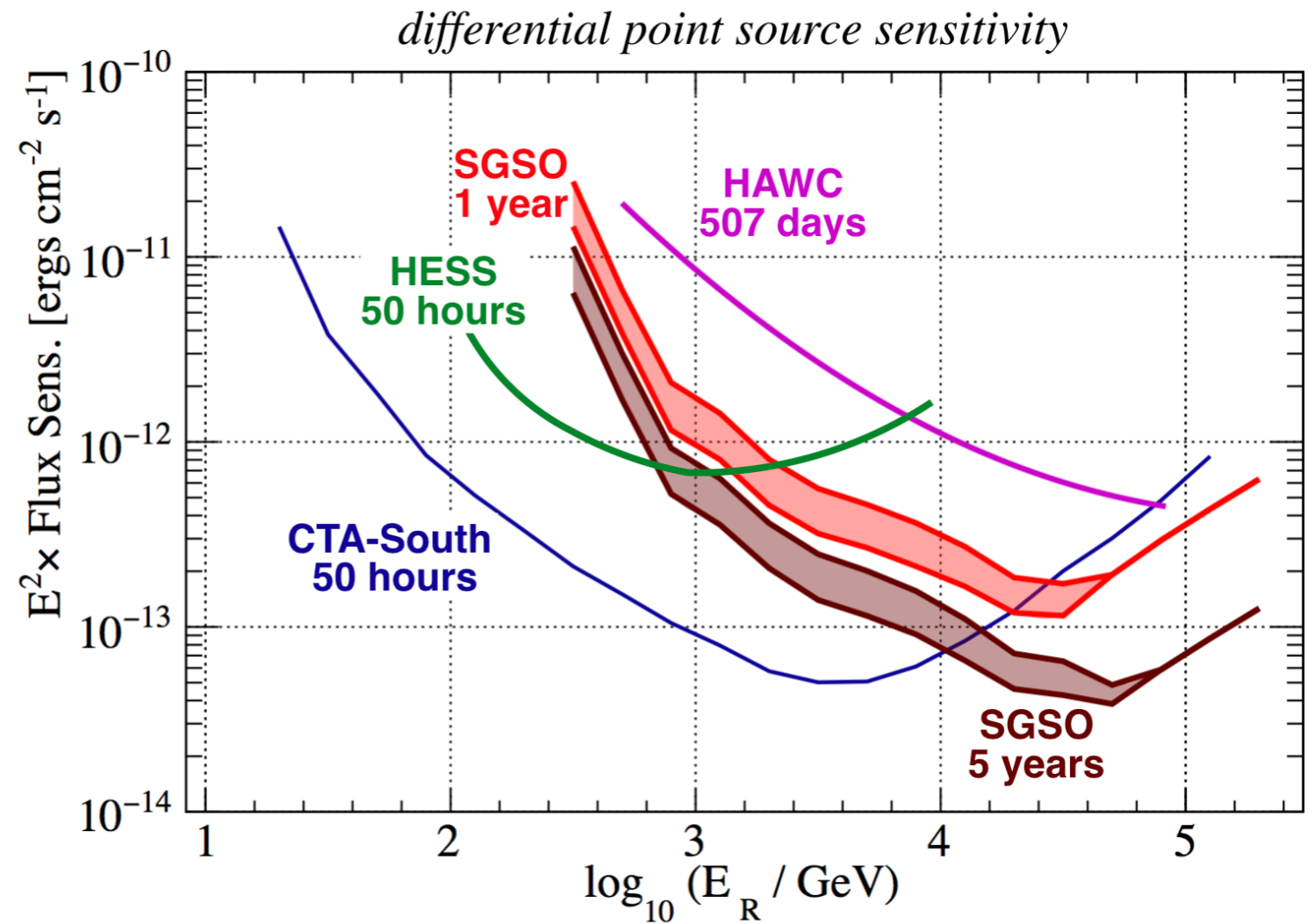
$$\sigma = \frac{S}{\sqrt{B}} \propto \sqrt{A} \approx 2$$

$$\sigma = \frac{S}{\sqrt{B}} \propto \theta^{-1} \approx 1.5 - 2.5$$

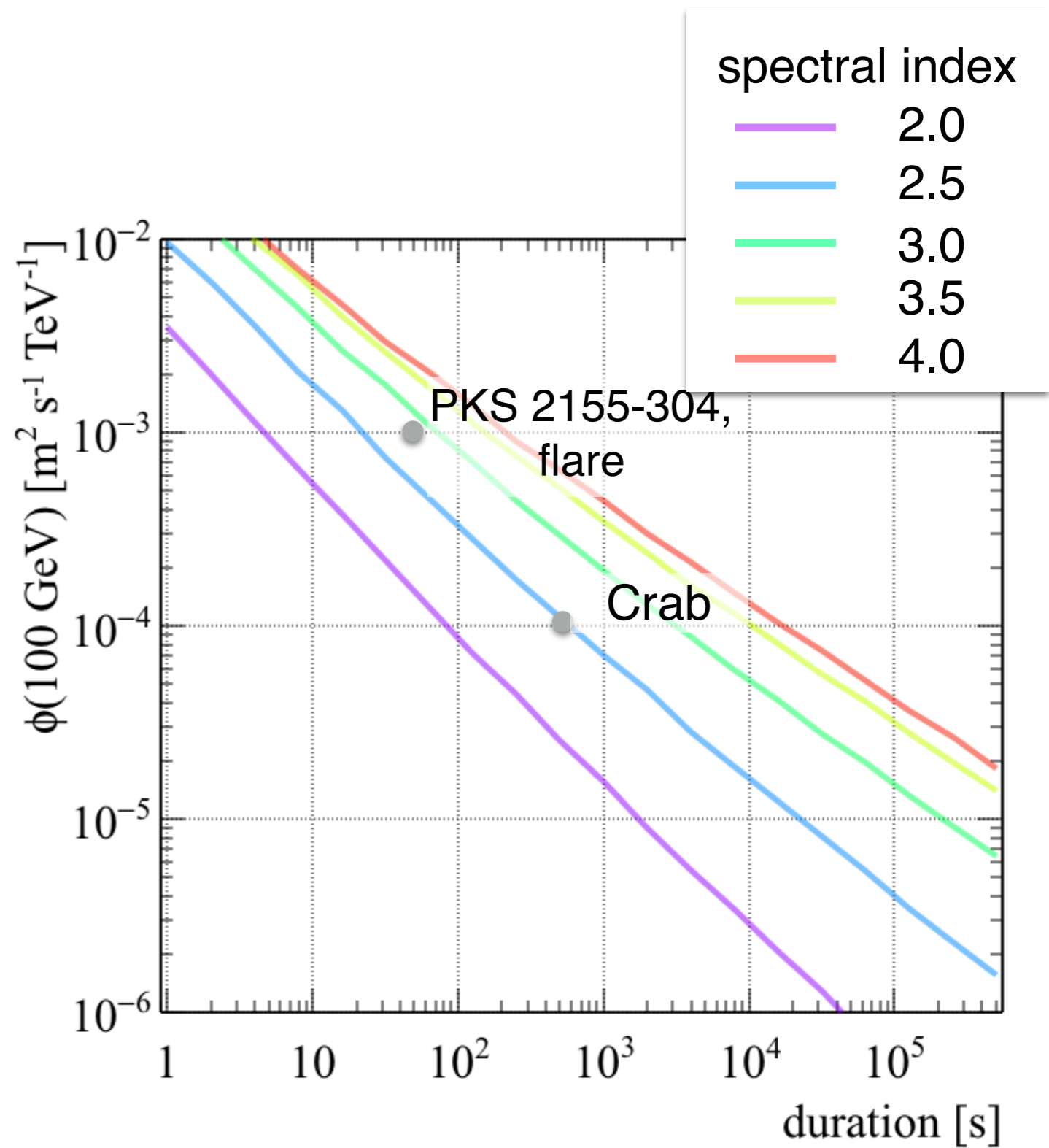
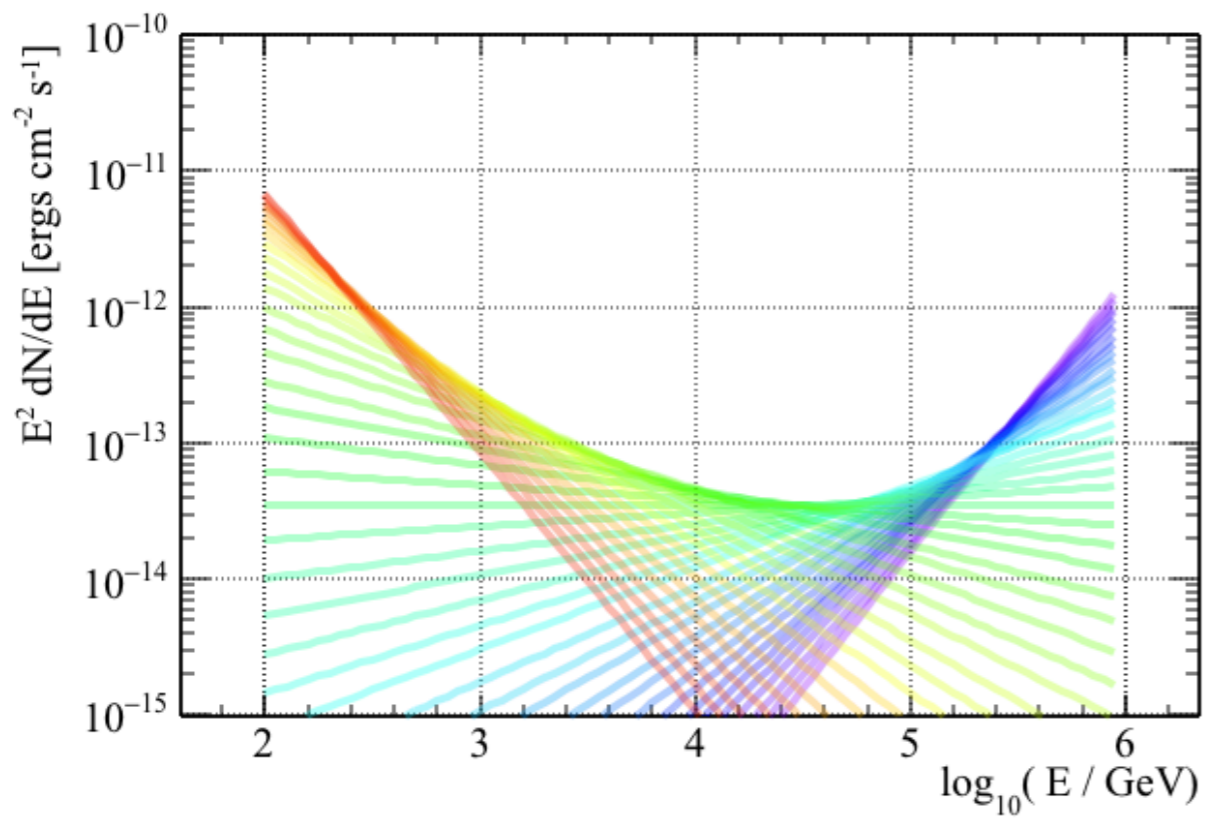
$$\sigma = \frac{S}{\sqrt{B}} \propto \sqrt{\epsilon_p^{-1}} \approx 2 - 3$$

Total:

$$\sigma_T \approx [6 - 15]$$



# SGSO Integral sensitivity



## What to figure out?

- How to generate realistic noise simulations?
  - ➔ What is a realistic trigger? Is it intrinsic to the design?
- How to compare designs? (See Sam's talk tomorrow)
- Reconstruction:
  - ➔ Test same or similar reconstructions on different designs