## Status report on Light Simulator

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## Why the light simulator...

Very fast simulation of the skymap seen by the GLAST experiment:
$\checkmark$ from $\sim 10 \mathrm{~m}$ for the simplest case (region of $60^{\circ}$, with Poissonian bg, and orbit simulation)
$\checkmark$ to $\sim 36 \mathrm{~h}$ for the complicated one (all the sky, with the bg convoluted with the PSF and exposure time fixed)
Generation of a photon list, with photons distributed randomly, according to PSF, AS and ED distributions (determination of the true and measured energy, the incidence angle, the true and the measured position of the photons)

The code $\left(C_{++}\right)$is running under Windows and under Linux

Input: map of the galactic background (Egret or Galprop) Third Egret Catalogue with sources photon energy range ( $0.1-100 \mathrm{GeV}$ ) region of the sky $\left(90^{\circ}-90^{\circ},-180^{\circ}-180^{\circ}\right)$ orbit or fix time

Simulation: extragalactic background $\square$ galactic background $\square$ sources $\square$
exposure $\square$ convolution $\square$

Output: FITS-images of sky-map view and sources $\square$

| Source name | AR | DEC | Long. | Lat. | Spectral index | Standard energy | Flux @st.energy |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 3EG 1001077309 | 2.56 | 73.17 | 119.92 | 10.54 | 1.8666610E+00 | 4.8522080-+02 | 1.6500180E-10 |
| 3EG J0038-9949 | 9.74 | -9.82 | 112.69 | .72.44 | 2.704270EE+00 | 1.5626700E+02 | 5.3436390E-10 |
| 3EG J011880248 | 19.6 | 2.81 | 136.23 | .59.36 | 2.633616EE+00 | 1.7153880E+02 | 2.381302E-10 |
| 3EG J0130-1758 | 22.7 | -17.97 | 169.71 | .77.11 | 2.550770E+00 | 1.9970150E+02 | 3.2784500-10 |
| 3EG J0150.3003 | 29.84 | -36.06 | 248889 | .73.04 | 2.892240E+00 | 1.2660270E+02 | 8.000610E-10 |
| 3EG 10204+1458 | 31.11 | 14.97 | 147.95 | -44.32 | 2.2321450E+00 | 2.648840E+02 | 1.381102E--10 |
| 3EG 0220-5055 | 32.58 | .50.93 | 276.1 | . 01.89 | 1.9899620E+00 | 2.839750EE+02 | 8.8435840E-10 |
| 3EG $10215+1123$ | 34 | 11.38 | 15.75 | -46.37 | 2.028033EE+00 | 6.099740E+02 | 8.8554030 E-12 |
| 3EG (0222+4233 | 35.7 | 42.9 | 140.22 | -16.89 | 2.010220E+00 | 4.128090E+02 | 9.5417540--11 |
| 3EG $10229+6151$ | 37.32 | 61.86 | 134.2 | 1.15 | $2.2863633 E+00$ | 2.3071570E+02 | 5.4674200E-10 |

## The orbit

Elliptic orbit defined by the following parameters:
a semi-major axis of the ellipse (distance of the orbit from the Earth $\cong 550 \mathrm{Km}$ )
e eccentricity (is set to zero, because we assume a circular orbit)
Pepoch (time of transit to the perigee)
$T$ period (5739s)
$v$ anomaly (the angle between the perigee and the point from where we start to calculate the orbit)
inclination of the orbit with respect to the terrestrial equator (28.5 ${ }^{\circ}$ )
$\Omega(t)$ the orientation of the semi-major axis of the ellipse
R rocking ( $35^{\circ}$ ).

## Diffuse extra galactic background

Differential flux of photons from diffuse extra galactic background described (Skreekumer, 1997) as:

$$
\begin{equation*}
\frac{d N}{d E}=7.3 \cdot 10^{-6} \cdot 0.451^{2.1} \cdot \mathrm{E}^{-2.1} \tag{1}
\end{equation*}
$$

$$
\text { (photons } \cdot \mathrm{cm}^{-2} \cdot \mathrm{~s}^{-1} \cdot \mathrm{GeV}^{-1} \cdot \mathrm{sr}^{-2} \text { ) }
$$

Total contribution of the extra galactic background obtained by the integration of (1) between $E_{\text {min }}$ and $E_{\text {max }}$ taken into account only if $|b|>15^{\circ}$.

## The gamma ray galactic background

Galprop simulates the gamma ray background taking into account:
$>$ neutral pion decay;
> bremsstrahlung:
> inverse Compton scattering.

Galprop produces FITS file containing 24 images in the energy range from 0.001 to $10^{4} \mathrm{GeV}$

EGRET map measured between 0.1 and 30 GeV

## Sources

First approximation: sources point-like located at an infinite distance
Intensity of photons:

$$
I(E)=I_{0} \cdot E^{-\alpha}
$$

$$
\text { (photons } \cdot \mathrm{cm}^{-2} \cdot \mathrm{~s}^{-1} \cdot \mathrm{GeV}^{-1} \text { ) }
$$

Sources information: localization, $\alpha$ and $I_{0}$ from Third Egret Catalogue.

## Exposure

Observation time not fixed:
$E(, E)=\Sigma_{r 0} E_{0}(, E)$.
$E_{0}(, E)=S A(, E) \cdot t_{-}=90 \%$

Observation time fixed:
$E(, E)=S A(, E) \cdot+\cdot \cos$


## Convolution with PSF, SA and ED Background and Sources

In each pixel $P_{0}$ :
Bkg-differential flux $C\left(P_{0}\right)\left(\gamma \mathrm{cm}^{-2} t^{-1} \Omega^{-1}\right)=\Sigma$ all contributions
man the sky in small regions of $0.5^{\circ} \times 0.5^{\circ}$ without detector effects
convolution of our result with the SA, PSF and ED.

$$
D(E)=\int_{0-60^{\circ}} E(. E) \cdot I_{0} \cdot E^{-\alpha} d_{-}
$$

For Bkg:
$\alpha=2.1$
$I_{0}=C\left(P_{0}\right) \cdot \Omega$
$\boldsymbol{\Omega}=d l \cdot d b \cdot \cos (b)$

## Generation of a photon list

## $N_{\gamma}=\int_{\Delta E} D(E)$

Each $\gamma$ randomly distributed in the map with:
कrandom energy $E_{\text {true }} \in\left[E_{\text {min }}, E_{\text {max }}\right]$ according to $D(E)$
कinclination angle _ distributed according to $\mathrm{E}\left(, E_{\text {true }}\right)$
$* E_{\text {meas }}$ obtained using the function $\operatorname{ED}\left(E_{\text {true }}, E_{\text {meas }}\right)$
\&angular distance,, from origin point $P_{0} \equiv\left(I_{0}, b_{0}\right)$ consistent with $\operatorname{PSF}(\rho$, $E_{\text {true }}$ )
final position of each photon is $P_{1} \equiv\left(l_{1}, b_{1}\right)$ obtained considering that the total angular distance from $P_{0}$ is $\rho$

## PSF and SA as function of the Energy

Effective Area vs Energy


> The PSF is assumed to be a gaussian with RMS given by $\sigma_{\text {PSF }}$

## Exposure 827 orbits



## All sky + sources 0.1-30 GeV

## 827 orbits bg with PSF

Bkg + sources


Colorbar scole 1:1

| $0 . E+000$ | $2 . E+003$ | $4 . E+003$ | $6 . E+003$ | $8 . E+003$ |
| :---: | :---: | :---: | :---: | :---: |

sources




3C279-60 sky + sources $0.1-30 \mathrm{GeV}$ Bg with PSF 827 orbits

Bkg + sources


Colorbor scole 1:1

| 0 | 200 | 400 | 600 | 800 | 1000 | 1200 |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- |

Colorbar scale $1: 1$

| 0 | 200 | 400 | 600 | 800 | 1000 | 1200 |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- |

3C279-60 sky + sources $0.1-30 \mathrm{GeV}$ Bg with PSF 827 orbits

Supface plot


## CONCLUSIONS

The simulation of the photon flux observed by GLAST works properly using sources from the Third Egret Catalogue and backgrounds either from Galprop results or Egret map.

## Still to do:

$>$ Add faint sources from Stecker and Salamon (1996)
$>$ Include angular dependence in the PSF
$>$ Include variability of the sources (see M. Fiorucci talk) End of November
> Graphic interface (working prototype)
Find af Nomomhon

## All sky + sources 0.1-30 GeV

## 827 orbits constant bg

## sources

Bkg + sources


Colorbor scale 1:1

| $0 . E+G O O$ | $2 . E+C O S$ | $4 . E+C O S$ | $6 . E+C O 3$ | $8 . E+O O 3$ |
| :--- | :--- | :--- | :--- | :--- |



Colorbor scale 1:1

| $0 . E+G O O$ | $2 . E+G O J$ | $4 . E+003$ | $6 . E+G O 3$ | $8 . E+003$ |
| :--- | :--- | :--- | :--- | :--- |



## All sky + sources 0.1-30 GeV

 no orbit t=4EO6 bg with PSFsources

## Bkg + sources



Colorbar scale 1:1

| $0 . E+000$ | $2 . E+003$ | $4 . E+003$ | $6 . E+003$ | $8 . E+003$ | $1 . E+004$ | $1 . E+004$ |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- |

Colorbor scole 1:1

| $0 . E+000$ | $2 . E+003$ | $4 . E+003$ | $6 . E+003$ | $8 . E+003$ | $1 . E+004$ |
| :--- | :--- | :--- | :--- | :--- | :--- |
| $1 . E+004$ |  |  |  |  |  |

## All sky + sources map 0.1-30 GeV

 no orbit constant bg t=4EO6 sSources

## Bkg + sources




$$
\begin{array}{r}
3 C 279-60 \text { sky + sources } 0.1-30 \mathrm{GeV} \\
\text { Bg convoluted with PSF }(t=4 \mathrm{EO6} \text { s) } \\
\text { sources }
\end{array}
$$

Bkg + sources


Colortar scole 1:1

| 0 | 500 | 1000 | 1500 |
| :--- | :--- | :--- | :--- |

## Colorbar scole 1:1

| 0 | 500 | 1000 | 1500 |
| :--- | :--- | :--- | :--- |



Bkg + sources

## sources




# 3C279-60 sky + sources 0.1-30GeV constant bg ( $\dagger=4 \mathrm{EO6}$ s) 

sources
Bkg + sources


Colorbar scale $1: 1$

Colorbar scole 1:1


| 0 | 500 | 1000 | 1500 |
| :--- | :--- | :--- | :--- |

