

FastSim: An Observational Simulator

- What is FastSim?
- Creating a model of GLAST
- Simulating GLAST's response to sources
- The next step



What is FastSim?

• It provides a fast, accurate simulation of GLAST's response to sources

• FastSim is independent of large package distributions, and consists of only 47 kB of code and project files

• FastSim is still under development.



Creating a Model Of GLAST

• We first simulated over 400k events using Gleam. This provided a basis for which to define our model.

• We then fit the relevent parameters over the relevent phase space; specifically we found functional forms for Aeff, PhiErr, ThetaErr, and Energy as a functions of McEnergy and position reletive to GLAST.

• FastSim was created using the above parameterizations.







Simulating GLAST's Response

- Bill has already done the algebra in his SAS talk.
- The below equations allow us to have an accurate measure of the error ellipse of each photon on the sky.

$$\sigma_{\theta}^{2} = \cos^{4}(\theta) \left(\cos^{2}(\phi) C_{xx} + 2\sin(\phi) \cos(\phi) C_{xy} + \sin^{2}(\phi) C_{yy} \right)$$
$$\sigma_{\phi}^{2} = \frac{1}{\tan^{2}(\theta)} \left(\sin^{2}(\phi) C_{xx} + 2\sin(\phi) \cos(\phi) C_{xy} + \cos^{2}(\phi) C_{yy} \right)$$



Following a Photon in FastSim

- A photon is generated using a generic algorithm and user input sources
- The photon is then allowed to scatter off IGBL
- If the photon remains it is either accepted or rejected based on GLAST's integrated Aeff
- Accepted photons are then "smeared" by our response functions





The Next Step

 Integrate Gaudi-free flux package into FastSim to provide users with same sources as Gleam does

- Continue to improve parameterization used in FastSim
- Refine the current FastSim CMT package to be clearer and more user friendly



Further information can be found on my website: http://www-glast.ucsc.edu

