CTA 報告 **48: ROOT** ベースの光線追跡 シミュレータの開発とその応用

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A. Okumura *et al*. (2011) ICRC 2011 A. Okumura (2012) *Astropart. Phys.*

"Optical" Cosmic-ray Telescopes



http://pic.twitter.com/XQDY6d26

Pierre Auger Observatory

http://www.auger.org



JEM EUSO http://jemeuso.riken.jp

MAGIC

http://magic.mppmu.mpg.de



STACEE http://www.astro.ucla.edu/~stacee/



Segmented Mirrors with Complex Configurations



- Need a large and complex optical system with segmented mirrors
- Building the geometry and tracking photons in "non-sequential" mode are not easy
- Existing programs' functions are not adequate

Pixelated Focal Planes and Light Collectors



- The focal plane of a typical cosmic-ray telescope is pixelated with PMTs
- Hexagonal Winston cones and similar ones are used to reduce dead area
- Pixel information and multiple reflection on light collectors are important

Photon Timing Analysis for Large Dishes



- Signal timing is important information for gamma-ray detection
- Parabola Cherenkov signal ~5 ns
- Optical path difference of a 10-m Davies Cotton telescope is $\Delta t \sim 5$ ns

Connection to Air-shower and Electronics Simulations



- Used along with an air-shower simulator and an electronics simulator
- No "Windows Only" software allowed (Linux and OS X preferred)
- C++ and Python preferred

Existing Ray-tracing (Particle Tracking) Software



- Geant4 is famous and powerful, but can you use it? Very hard for C++ beginners
- Zemax is a standard commercial software with a fast optimization engine, but expensive and Windows only

Analyses with ROOT



A. Okumura *et al*. (2011) ICRC

A. Okumura (2012) arXiv:1205.3968

ROot-BAsed Simulator for ray Tracing (ROBAST)



- ROOT geometry library for particle tracking and complicated geometry construction
- Open source software
- http://sourceforge.net/ projects/robast/
- Runs in C++/CINT/ Python

The First Application (The Ashra Optical System)



- A good example to show how complex geometries can be built with ROOT
- Lens parameters were optimized with Zemax
- Realistic effective area of the optical system can be estimated by considering shadows
- Study on alignment of non-ideal segmented mirrors

CTA Application 1: Schwarzschild-Couder (SC) Optical System



- The first dual-mirror design in VHE
- Proposed by CTA US and Europe groups
- Aspherical segmented mirrors for primaries and secondaries
- Multi-anode PMT (MAPMT) or multi-pixel photo counter (MPPC) array

CTA Application 1: Schwarzschild-Couder Optical System



- Easy to build aspherical segmented mirrors and a photodetector array
- The ROBAST library is currently used inside the MC code developed by the CTA-US group

CTA Application 1: Schwarzschild-Couder Optical System



- Translation and rotation matrices in the ROOT geometry library are useful to evaluate the PSF worsening from mirror misalignments
- Studies on tolerance analysis and mirror alignment are on going



- Hexagonal light collectors are widely used in Cherenkov telescopes to increase the effective area of the focal plane, and to reduce background stray photons
- The traditional design is based on Winston's idea (so-called Winston Cone)



- Winston cone is optimized in the 2D space
- Known to have good performance in the 3D space, but need better ones
- Use Bézier curves instead of paraboloids



- Maximize the collection efficiency (contour) of a cone within the cutoff angle
- The coordinates of two control points (P_{1r}, P_{1z}, P_{2r}, P_{2z}) are scanned in 4parameter space



- Achieved higher collection efficiency and BG reduction rate
- -3% increase of Cherenkov photons, ~20% decrease of stray BG photons in the case of cut-off angle of 30 deg

- We have developed ROot-BAsed Simulator for ray Tracing (ROBAST) for optics simulations of cosmic-ray telescopes
- First used in Ashra, currently used in CTA
- Simulations of Schwarzschild-Couder telescope are on going in the CTA-US team
- A hexagonal light collector was successfully optimized using ROBAST
- New users are very welcome!