## Cosmic rays arrival direction maps

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# Goal

Evaluate the arrival direction of cosmic rays by atomic mass.

First milestone: Produce arrival direction sky maps.

In particular, if there is an interest in a multipolar structure, it is advantageous to average out (**smooth**) smaller structures in the AD maps.

## Benchmark



Table 2: Three dimensional dipole reconstruction. Directions of dipole components are shown in equatorial coordinates.

Energy [EeV]	Dipole component d <sub>z</sub>	Dipole component $d_{\perp}$	Dipole amplitude d	Dipole declination $\delta_d$ [°]	Dipole right ascension $\alpha_d$ [°]
4 to 8	$-0.024 \pm 0.009$	$0.006^{+0.007}_{-0.003}$	$0.025^{+0.010}_{-0.007}$	$-75^{+17}_{-8}$	$80\pm 60$
8	$-0.026 \pm 0.015$	$0.060\substack{+0.011\\-0.010}$	$0.065\substack{+0.013\\-0.009}$	$-24^{+12}_{-13}$	$100\pm10$

А

В

### **Reconstruct the flux sky-map**

Two methods

Method N/E





$$\Phi_{\rm raw}(\alpha,\delta) = \frac{N(\alpha,\delta)}{\omega(\alpha,\delta)}$$

$$\Phi_{\text{smoothed}}(\alpha, \delta) = \int_{\text{Sphere}} \Phi_{\text{raw}}(\alpha, \delta) S(\alpha, \delta, \theta, \phi) \, d\Omega$$



#### Sulivan Marafico - March 2021 OCM presentation

0.41 0.42 0.43

Flux [km<sup>-2</sup> sr<sup>-1</sup> yr<sup>-1</sup>]

0.44

## Tasks

- Compare smoothing functions, defining a relationship between them;
- Using HEALPix<sup>1</sup>, plot the arrival direction maps;
- Recover previously published results, as a consistency test;
- Incorporate the 2 methods for obtaining the flux map;
- Check effects and discuss.

<sup>&</sup>lt;sup>1</sup>http://healpix.sourceforge.net

## **Distribution functions**

To ensure the Gaussian distribution have a concentration such that, up to the a distance R', the number of events within this region is the same as in the top-hat distribution, e.g. 68%.

Equating both cumulative distribution functions:

$$\int_{0}^{2\pi} \int_{0}^{R'} \frac{1}{\pi R^2} r \, dr \, d\theta = \int_{0}^{2\pi} \int_{0}^{R'} \frac{1}{2\pi \sigma^2} e^{\frac{-1}{2} \left(\frac{r}{\sigma}\right)^2} r \, dr \, d\theta = 0.68 \tag{1}$$

This leads to the relationship:  $\sigma=0.545317$  R.

R is the scale of the smoothing (the beam window radius).





#### A - B / < A >



Top-hat

8/13

#### G - th / < G >



∢



### Top hat

#### Gaussian

#### G - th / < G >



Figure 1: Flux maps for Science paper dataset. Marker + represents dipole coordinates (ra, dec) = (100°,-24°).

### Top hat

#### Gaussian



Figure 2: Significance maps for Science paper dataset. Marker + represents dipole coordinates (ra, dec) =  $(100^{\circ}, -24^{\circ})$ .

### Summary

- In both flux-calculation methods, the Gaussian smoothed maps present no localized excess regions;
- Since the goal of applying smoothing is to overlook smaller structures, we proposed for the AD group to adopt the Gaussian function for this purpose in the upcoming publications;
- The impact is restricted to the visualization of the data;
- Ongoing discussion on optimal scale to perform such smoothing;
- A GAP note is under preparation.

Muito obrigada!

# Backup & additional information

### Dataset

The datafile *eventsutc\_a8.dat* used for this analysis is available at the AD Auger Wiki. It corresponds to the events recorded by SD 1500m from 01/01/2004 to 31/08/2016 with zenith < 80° and energies above 8 EeV. The 6T5 and 5T5-pos+ events are included and corrected for geomagnetic and weather effects, official Bad Periods excluded. Events are weighted as described in the Science paper.

# Healpy

- We use healpy.sphtfunc.smoothing to smooth the maps;
- The above takes the **healpy.sphtfunc.gauss\_beam** as default, which "Computes the spherical transform of an axisymmetric gaussian beam "as smoothing beam window;
- To use the top-hat, we modify the beam window used in *healpy.sphtfunc.smoothing* as done in the DR notebook;
- Key aspect is: Healpy takes a 1D function as a profile of the 2D function, deems it as axisymmetric and translates it to the spherical space by performing spherical harmonics transforms.

# Healpy parameters

• nside = 64 this corresponds to over 49 thousand equal-area pixels.

HEALPix Pixel Information							
Res	NSide	NPixels	Mean Spacing (deg)	Area (sterad)			
0	1	12	58.6323	1.0471976 X 10 <sup>+00</sup>			
1	2	48	29.3162	2.6179939 X 10 <sup>-01</sup>			
2	4	192	14.6581	6.5449847 X 10 <sup>-02</sup>			
3	8	768	7.3290	1.6362462 X 10 <sup>-02</sup>			
4	16	3072	3.6645	4.0906154 X 10 <sup>-03</sup>			
5	32	12288	1.8323	1.0226539 X 10 <sup>-03</sup>			
6	64	49152	0.9161	2.5566346 X 10 <sup>-04</sup>			
7	128	196608	0.4581	6.3915866 X 10 <sup>-05</sup>			
8	256	786432	0.2290	1.5978967 X 10 <sup>-05</sup>			
9	512	3145728	0.1145	3.9947416 X 10 <sup>-06</sup>			
10	1024	12582912	0.0573	9.9868541 X 10 <sup>-07</sup>			