

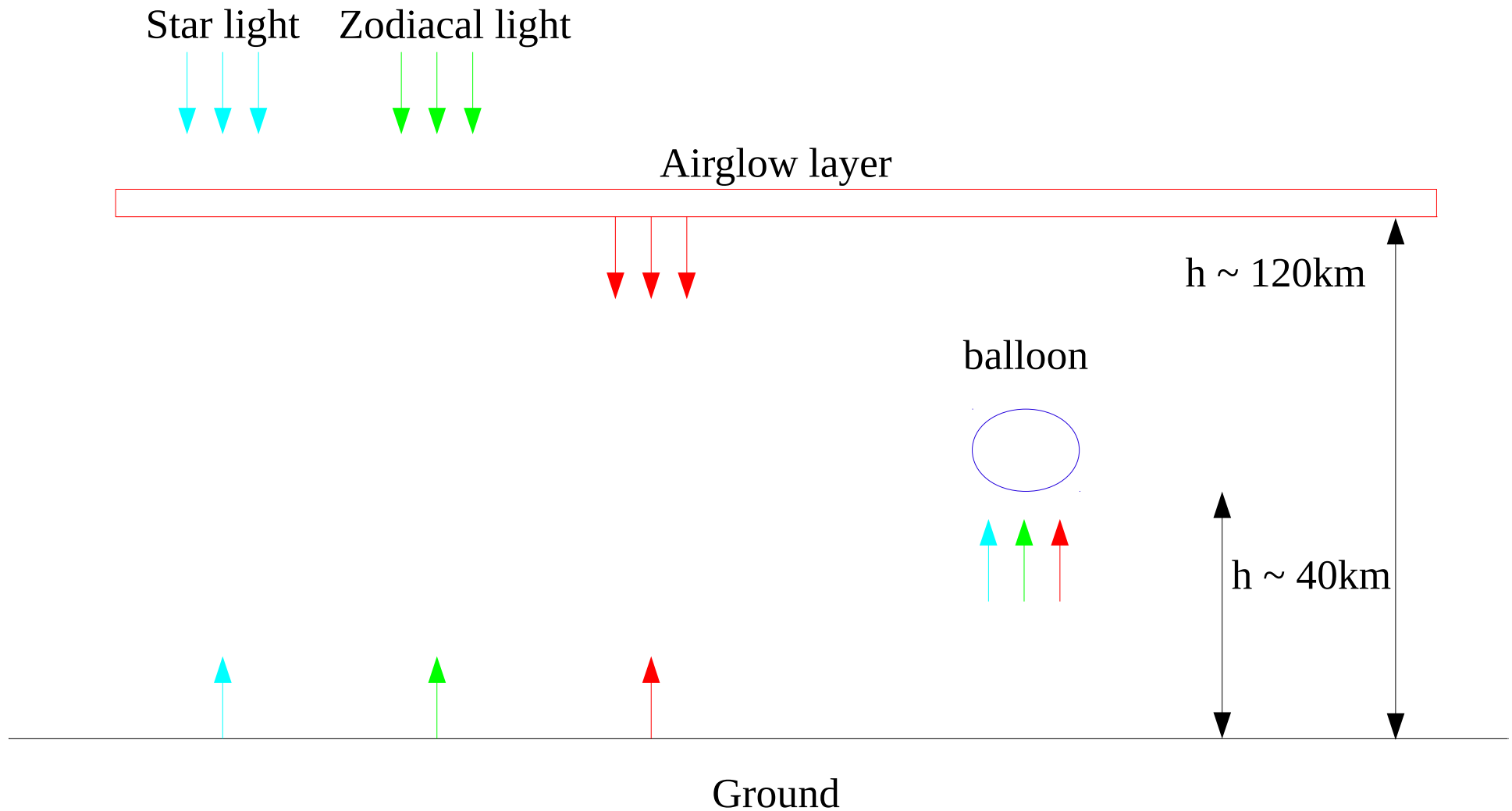
Preliminary AURIC & libRADtran background simulation for EUSO-Balloon flight

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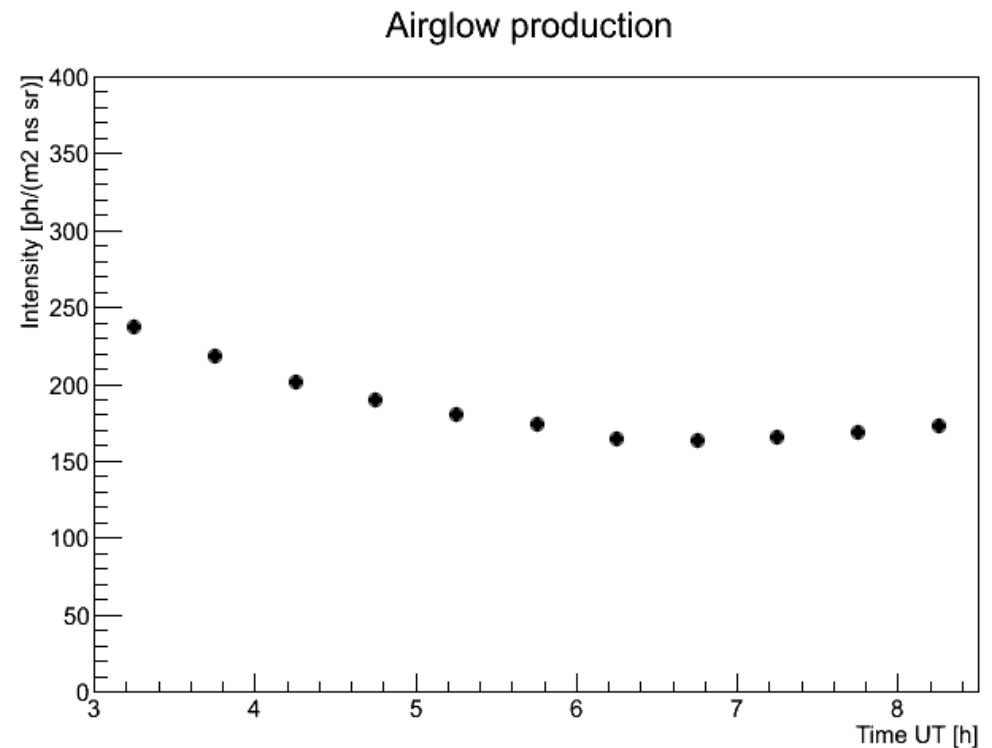


Sources of background for balloon



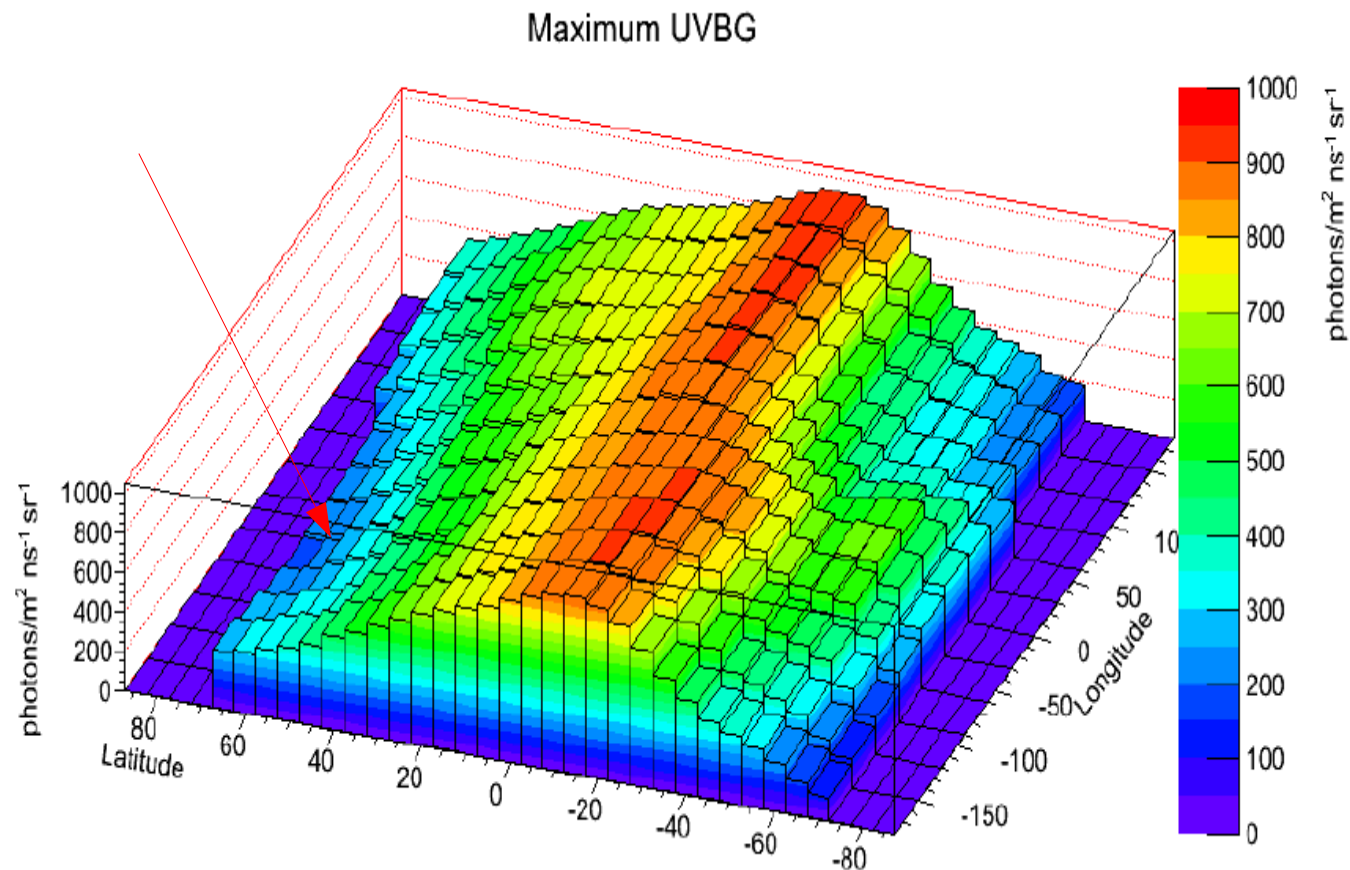
Sources of background for balloon

- Zodiacal light ~ 240 ph/(m² ns sr) [1]
- Star light ~ 240 ph/(m² ns sr) [1]
- Airglow production – AURIC model [2] for 25 august 2014, Timmins positions – see picture
- No moon, city lights, aurora
- Intensity ~ 200 ph/(m² ns sr)
- Remember that situation is different for other positions – background could be higher – see next slide.



- [1] Louis M. Barbier et al, *Astroparticle Physics* 22 (2005) 439–449
- [2] D. J. Strickland et al, *J. Quant. Spect. Rad. Transfer*, 62, 689, 1999.

- Map of maximal values of background for night from 20-21 March, 1994 (Tenerfie meeting presentation)
- Timmins area at 20-21 March, 1994 ~ 300 ph/(m² ns sr)
- Not same situation for other positions – background could be higher



Surface albedo



Balloon view 5:16 – 5:47 - distance approximately 10km

- ~ 48 deg 36' 55"
~ -82 deg 00' 15"
- ~ 48 deg 38' 08"
~ -82 deg 08' 57"

cuttid trees (glade)
and new young
trees



water



forest

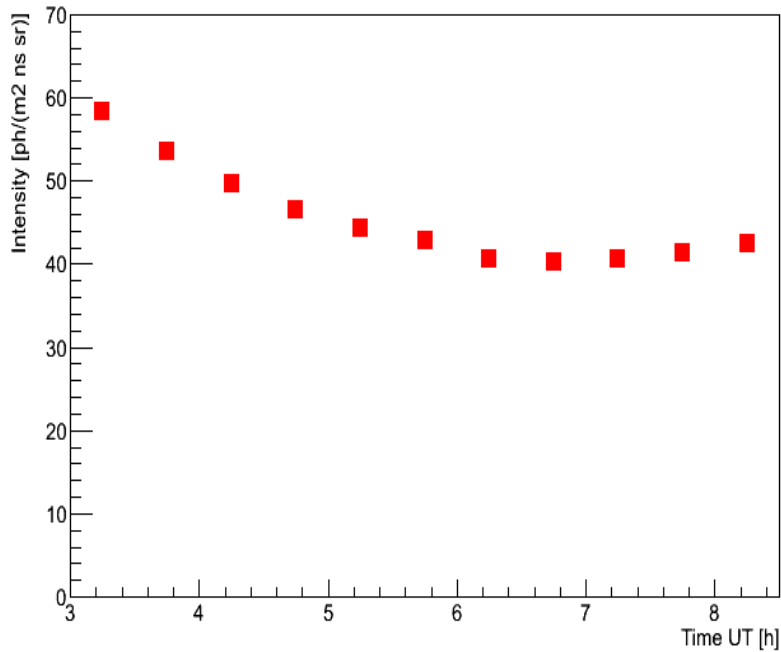


libRadtran albedo map

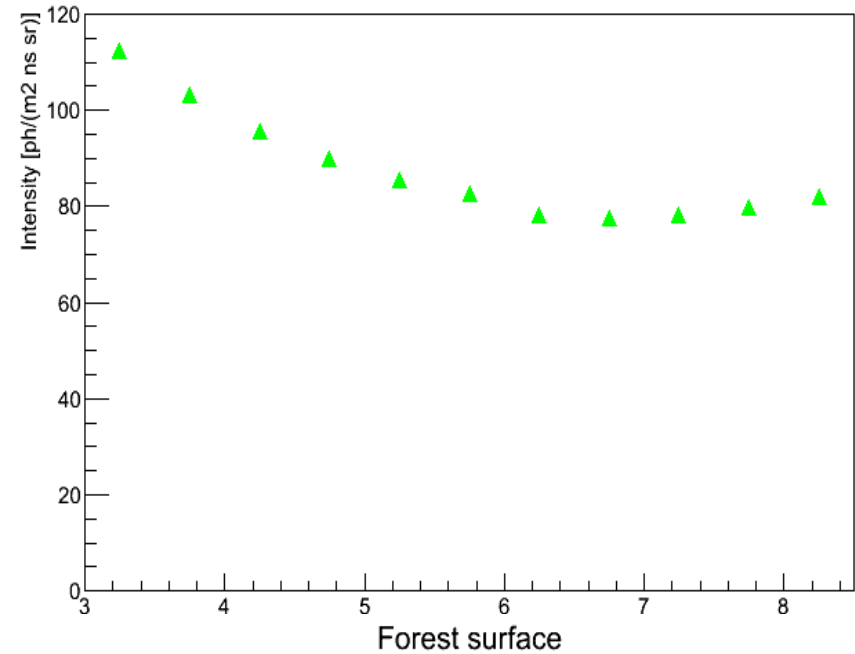
- libRadtran albedo map – resolution 10' ~ 12 km (latitude 48) [3]
- We need more detail map
- Weighted average albedo (298 – 437 nm):
 - Water 0.0677
 - Forest:
 - Deciduous broad forest 0.0266
 - Deciduous needle forest 0.0258
 - Evergreen needle forest 0.0249
 - Mixed forest 0.028 – libRadtran for balloon
 - It doesn't matter which forest it is – albedos are too close
 - Cutted forest – we use mixed forest albedo
- [3] B. Mayer and A. Kylling, Technical note: The libRadtran software package for radiative transfer calculations - description and examples of use, doi:10.5194/acp-5-1855-2005

Reflected airglow intensity at 40km - forest surface

Forest surface



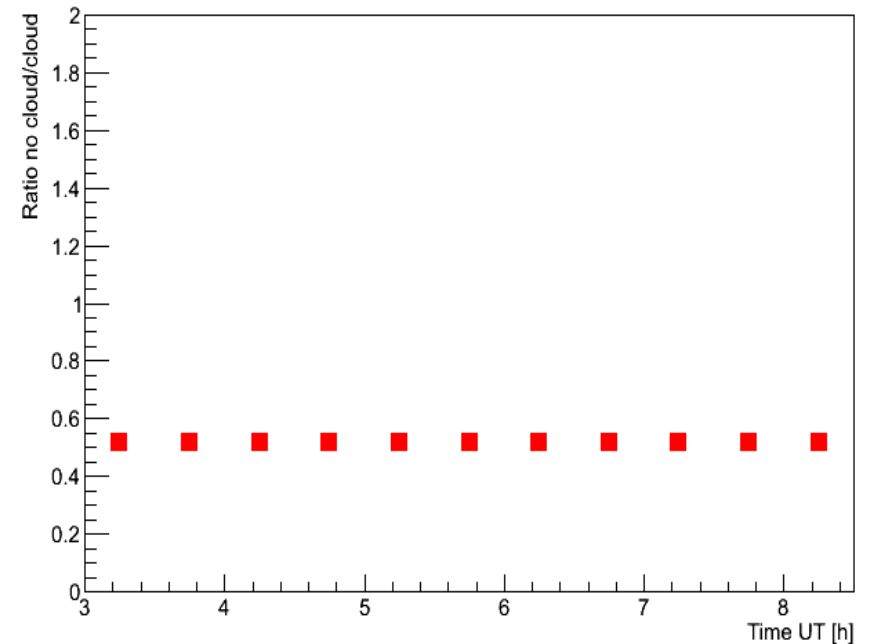
Forest + clouds



- LibRadtran cloud **example (not real cloud):**

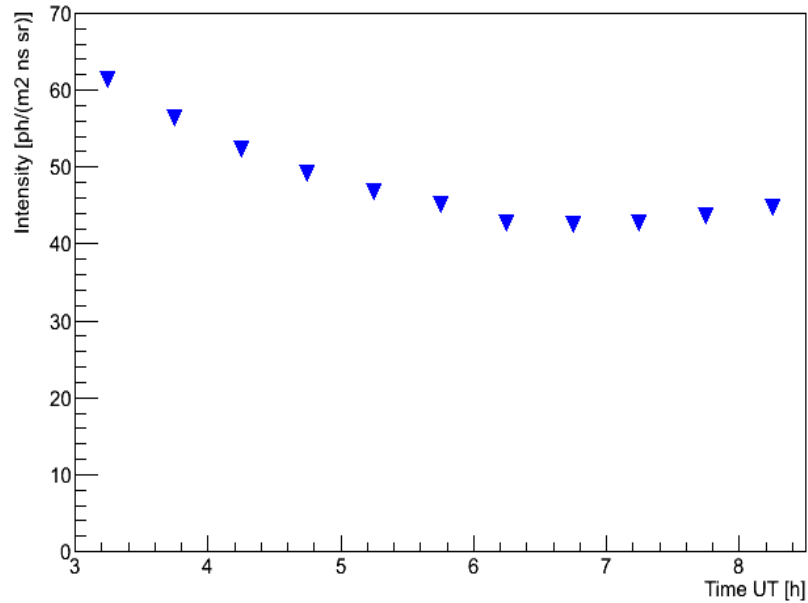
- Optical depth 15
- altitude (km) water content (g/m3) effective droplet radius (um)
- 5.000 0 0
- 4.000 0.2 12.0
- 3.000 0.1 10.0
- 2.000 0.1 8.0

- Cloud increase reflected radiation by factor ~2

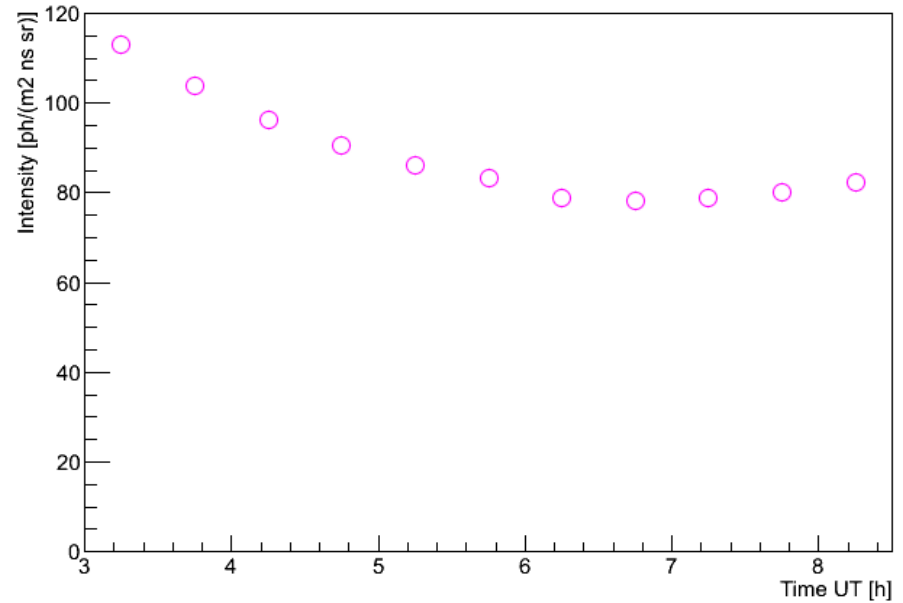


Reflected airglow intensity at 40km - water surface

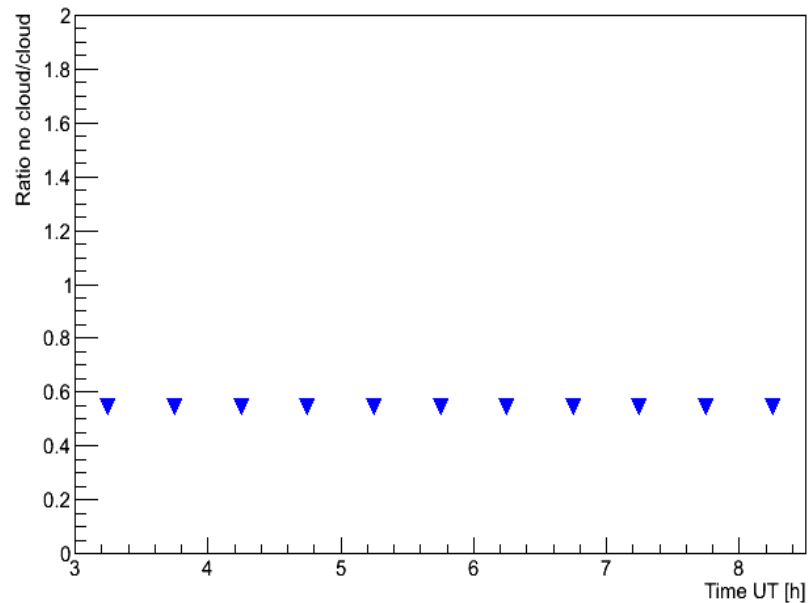
Water surface



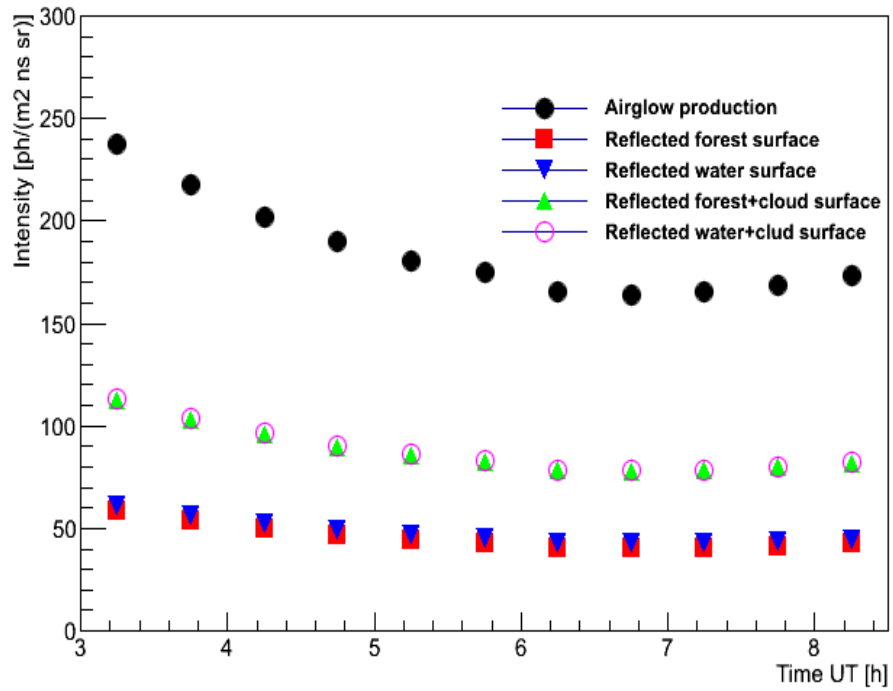
Water + clouds



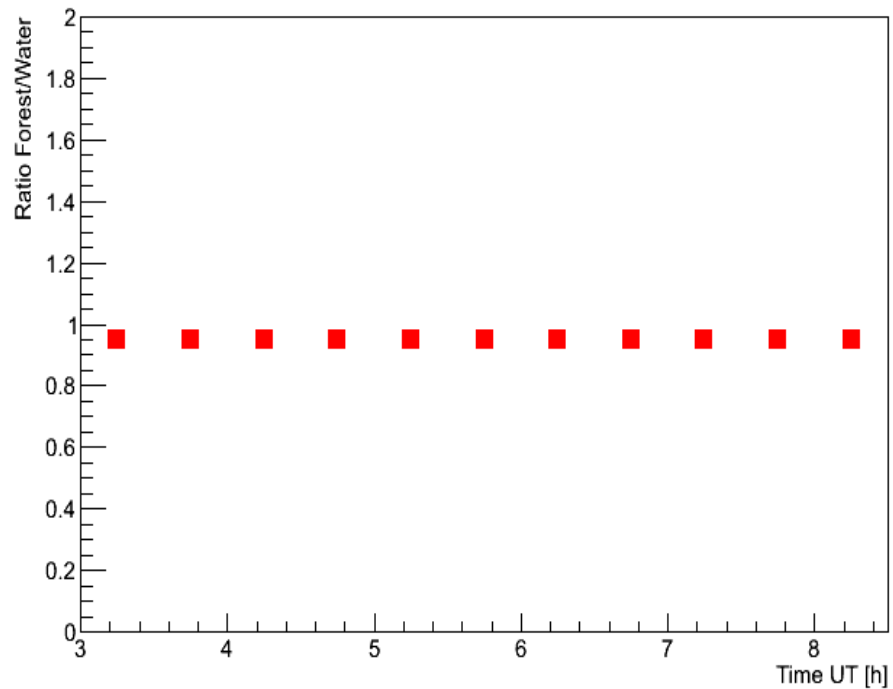
Water surface



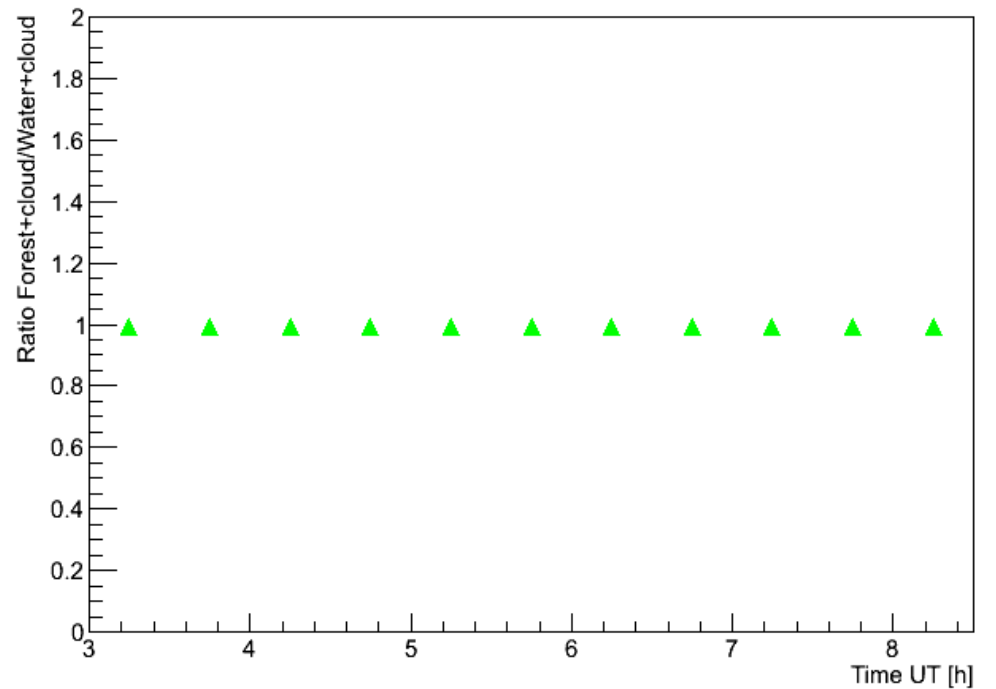
- Same situation like for forest



No cloud



Cloud



- Minimal difference of reflected intensity for forest and water surface

Summary

- Sources of balloon background:
 - Airglow (relatively low direct airglow production for EUSO-balloon doesn't mean same situation for all places in world.)
 - Zodiacal light
 - Star light
- Albedo for balloon area:
 - Water – 0.068
 - Forest (doesn't matter which one) – 0.028
 - Minimal difference between reflected light from water and forest
- Clouds (our example of cloud) increase reflected light by factor ~ 2 for forest and water surface

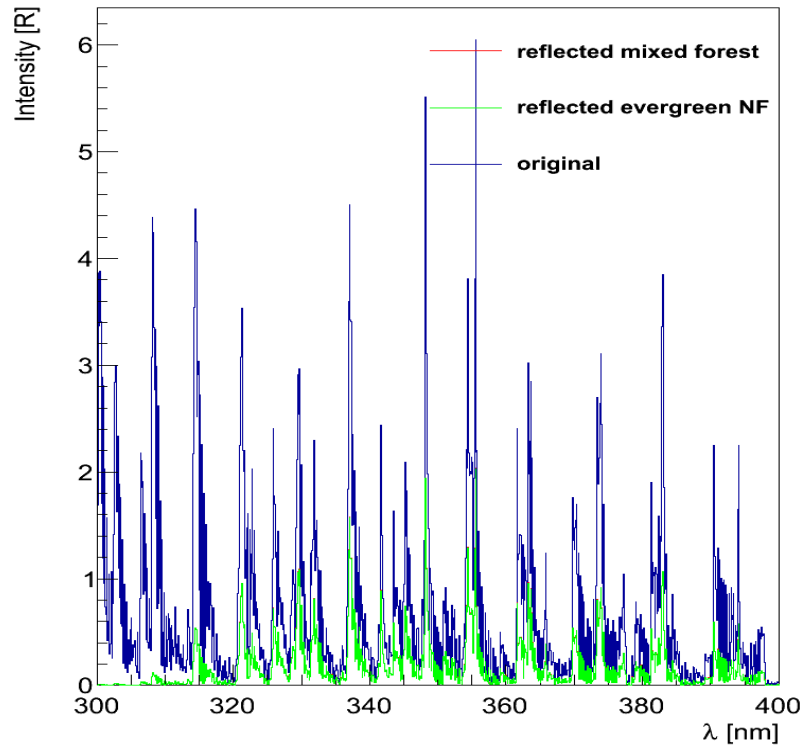
Preliminary comparison of measured and simulated background at 5:30 UT for EUSO-balloon

- **Fast estimation of balloon observed intensity (value from Simon Mackovjak presentation)**
 - One pixel see : $0.25^\circ \times 0.25^\circ$
 - PDM see $48\text{px} \times 48\text{px} = 144 \text{ deg}^2$
 - **Assumption 1** : front lens have 1 m^2
 - Acceptance EUSO balloon $144 / 3282,81 = 0.043 \text{ m}^2 \text{ sr}$
 - **Assumption 2.a.** : Throughput $\times \text{BG3} \times \text{QE} = 0.1$
 - **Assumption 2.b.** : Throughput $\times \text{BG3} \times \text{QE} = 0.05$
 - **2.a.** then $100 \text{ ph} / (\text{m}^2 \text{ ns sr}) = 0.47 \text{ pe} / (\text{px GTU})$
 - **2.b.** then $100 \text{ ph} / (\text{m}^2 \text{ ns sr}) = 0.94 \text{ pe} / (\text{px GTU})$
 - **2.a.** If balloon observe $0.68 \text{ pe} / (\text{px GTU})$ we see $144.7 \text{ ph} / (\text{m}^2 \text{ ns sr})$
 - **2.b.** If balloon observe $0.68 \text{ pe} / (\text{px GTU})$ we see $289.4 \text{ ph} / (\text{m}^2 \text{ ns sr})$
- Direct radiation (not seen by balloon)
 - Zodiacal light $\sim 240 \text{ ph} / (\text{m}^2 \text{ ns sr})$ [1]
 - Star light $\sim 240 \text{ ph} / (\text{m}^2 \text{ ns sr})$ [1]
 - Airglow $\sim 174 \text{ ph} / (\text{m}^2 \text{ ns sr})$
- Reflected light no clouds:
 - Airglow $\sim 42 \text{ ph} / (\text{m}^2 \text{ ns sr})$
 - Zodiacal light $\sim (42/174) \times 240 = 57 \text{ ph} / (\text{m}^2 \text{ ns sr})$
 - Star light $\sim (42/174) \times 240 = 57 \text{ ph} / (\text{m}^2 \text{ ns sr})$
 - Sum $\sim 156 \text{ ph} / (\text{m}^2 \text{ ns sr})$
- Reflected light with clouds:
 - Airglow $\sim 82 \text{ ph} / (\text{m}^2 \text{ ns sr})$
 - Zodiacal light $\sim (82/174) \times 240 = 114 \text{ ph} / (\text{m}^2 \text{ ns sr})$
 - Star light $\sim (82/174) \times 240 = 114 \text{ ph} / (\text{m}^2 \text{ ns sr})$
 - Sum $\sim 310 \text{ ph} / (\text{m}^2 \text{ ns sr})$

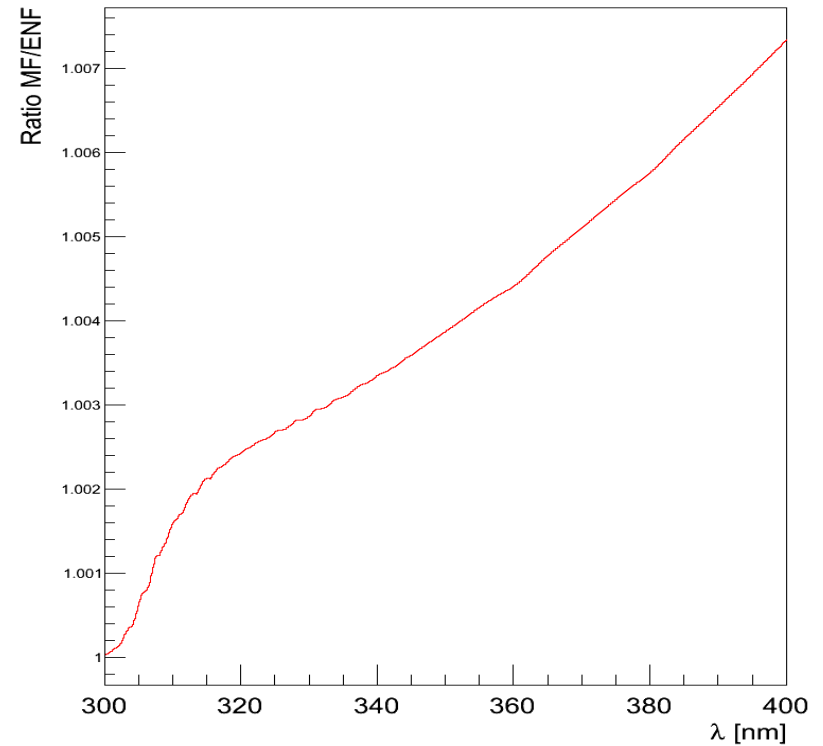
backup

Spectrum for different forest

hSpectrum_orig



Ratio MF/ENF



- Reflected spectrum for
 - Mixed forest
 - Evergreen needle forest