

# Generating the Instrument Response Functions

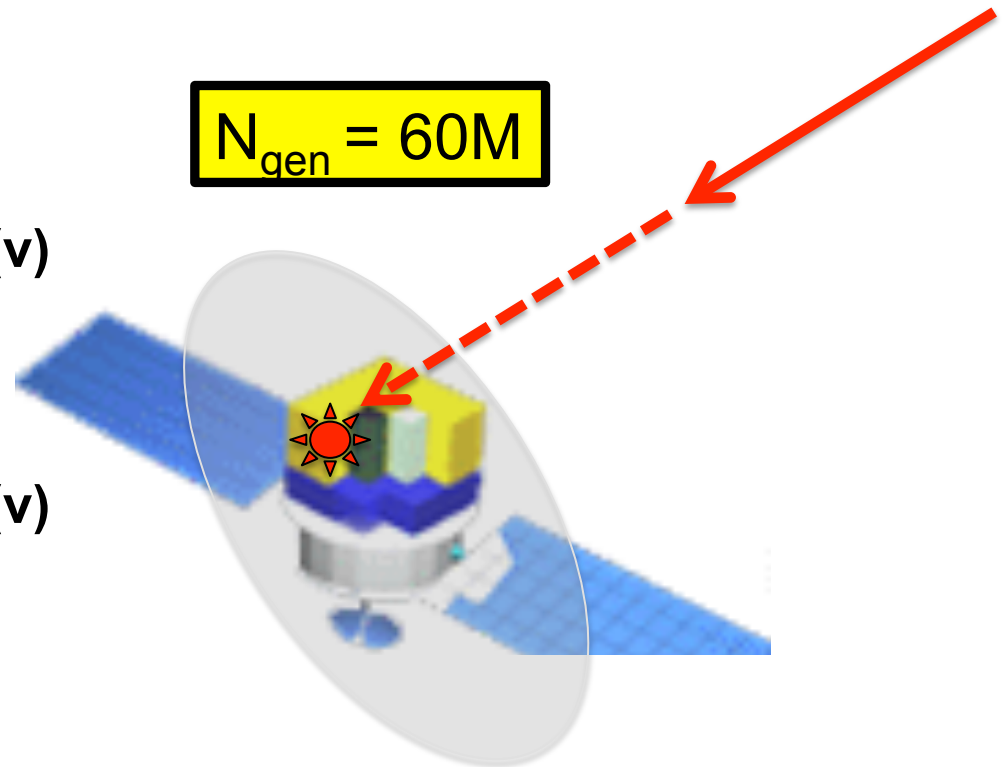
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- We generate IRFs starting from MC simulations and then applying corrections as need based on flight-data
- Simulations details:
  - Full GEANT simulation of particle interactions with the LAT
    - Detailed detector geometry
    - Detailed particle interaction models
    - Calibrated instrument response to particles
- For IRFs, we only need to simulate  $\gamma$ -ray sample

## The “allGamma” Monte Carlo sample

Steps to generating allGamma MC simulation:

- 1) Randomly select a direction ( $\mathbf{v}$ )
- 2) Make a circle with area  $6\text{m}^2$  normal to that direction
- 3) Pick a point on that circle
- 4) Back away by about 10 m in ( $\mathbf{v}$ )
- 5) Throw the particle at the LAT along ( $\mathbf{v}$ )



## Considerations for making the $A_{\text{eff}}$ Tables

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- **Parameterization:** what variables do we tabulate  $A_{\text{eff}}$  for?
- **Binning:** how many values of the  $A_{\text{eff}}$  will we need?
- **Computation:** how do we calculate  $A_{\text{eff}}$  for a particular bin?

## Extra Columns in Monte Carlo “photon” Files.

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- name = 'MC\_DIRERR'
    - Angular separation between true and recon. directions.
  - name = 'MC\_ENERGY'
    - True  $\gamma$ -ray energy
  - name = 'MC\_DEC'
  - name = 'MC\_RA'
  - name = 'MC\_XDIR'
  - name = 'MC\_YDIR'
  - name = 'MC\_ZDIR'
- Beware: arbitrary pointing**
- True direction of photon in LAT Frame**

## Some other columns in the MC you may need

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- name = 'ENERGY'
- name = 'THETA'
- name = 'PHI'
- name = 'CONVERSION\_TYPE'
  - 0 (Front) or 1 (Back)
- name = 'EVENT\_CLASS'
  - Bitmap showing which classes this event belongs to
    - Bit 0 (P7TRANSIENT)
    - Bit 1 (oops...)
    - Bit 2 (P7SOURCE)
    - Bit 3 (P7CLEAN)
    - Bit 4 (P7ULTRACLEAN)

} True direction of photon in  
LAT Frame (degrees)

## Bitwise operators

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- **Bitwise AND (usually “&”)**
  - $A \& B \rightarrow$  returns bits that are set in both A and B
  - $37 \& 15 = 5$
- **Bitwise OR (usually “|”)**
  - $A | B \rightarrow$  returns bits that are set in either A or B
  - $37 | 15 = 47$
- **Bit shift (usually “<<“ and “>>”)**
  - $1 \ll 5 = 32$
  - $32 \gg 5 = 1$
- **Generic test for bit “i” in variable x**
  - $x \& (1 \ll i) \neq 0$
- **Picking out bits 0,2,3,4**
  - $x \& 29$  (or  $x \& 0x1D$  if you prefer hex)

# EXTRA STUFF

## Considerations for making the IRF Tables

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- While  $A_{\text{eff}}$  is just a scalar, the point-spread function (P) and energy dispersion (D) are distributions.
- Useful to use common figures or merit to visualize the energy dependence of P or D.
  - I.e., 68% or 95% containment.
- Note that direction is actually two parameters ( $\theta, \phi$ )
  - Common to reduce the PSF parameterization to a single variable ( $\alpha$ ), the angular separation between the true and reconstructed direction.