

CORSIKA Upgrade Simulating particle cascades for astroparticle physics

Ralf Ulrich, Mainz, 18. September 2018

on behalve of the authors of arXiv:1808.08226 (in particular <u>Maximilan Reininghaus</u>) and the particpants of the *Next-generation CORSIKA Workshop*

Air shower and cascade physics



- Tons of detailed **input data**, some relatively well know, others only poorly
- A lot of theory, microscopic modeling, phenomenology



→ What exactly is the relation between input data/models to final physics interpretation? Currently: world-leading tool for air shower modeling CORSIKA 2

Origin of CORSIKA





The CORSIKA legacy: v1.0 from 1989



Status today:

>1200 registered users, >50 Collaborations

- · Every single cosmic ray experiment uses it
- Also applications in atmospheric physics, and radiation protection (aviation)

Development statistics (rough estimates):

- \approx 700k lines of code
- \approx 200 man-year development
- ≈ 20 MEUR
- FZKA-6019, FZKA-6097 reports (1998) → combined 1583 citations (google scholar)

Dedicated CORSIKA schools

2005 Freudenstadt 2008 Freudenstadt 2010 Ooty, India 2014 Freudenstadt next: **2018 CERN**

→ indico.cern.ch/event/719824



Evolution of CORSIKA, 1989 – 2018





Hadron interaction models for air showers







Future of CORSIKA, challenges and targets

- Further improve quality of simulations, and hadronic event generators, reduce (and assess) modeling uncertainties
- Muon production in air showers
 - Not enough muons in simulations
 - Spectrum of muons too soft in simulations
 - Closely linked to hadronic shower core
- Improve computational efficiency for massive simulation libraries
- More flexibility for future experiments and new ideas: multi-media, deep/sophisticated cuts, etc.
- Better stability: debugging, testing facilities, automation



CORSIKA upgrade



- Cornerstone for the scientific work of many experimental collaborations
- Excellent understanding of particle cascades is important for almost all aspects in astroparticle physics
- There are existing limitations that must be overcome
- Need a new and modern framework that allows our field to tackle physics questions over the next ~3 decades
 - New large-scale detectors, new fundamental physics

Towards the next generation of CORSIKA: A framework for the simulation of particle cascades in astroparticle physics

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Abstract

A large scientific community depends on the precise modelling of complex processes in particle cascades in various types of matter. These models are used most prevalently in cosmic-ray physics, astrophysical-neutrino physics, and gamma-ray astronomy. In this white paper, we summarize the necessary steps to ensure the evolution and future availability of optimal simulation tools. The purpose of this document is not to act as a strict blueprint for next-generation software, but to provide guidance for the vital aspects of its design. The topics considered here are driven by physics and scientific applications. Furthermore, the main consequences of implementation decisions on performance are outlined. We highlight the computational performance as an important aspect guiding the design since future scientific applications will heavily depend on an efficient use of computational resources.

arxiv.org/abs/1808.08226

Next generation of CORSIKA



- Framework for simulating particle cascade processes
 - modular, flexibel
 - precise, fast
- Fundamental integration of
 - Parallelization
 - GPUs
 - Modularity and flexibility
- Highest quality air shower simulations and complex data analyses





Importance of <u>validation</u> for CORSIKA upgrade



Fully quantified validation (\rightarrow likelihood) with all constraints and parameters.

Muon production in air showers



Experimental situation



Size of the pion/kaon cascade at ≈GeV level:

New ideas/ investigations

- Baryon production
- Forward ρ⁰ vs. π⁰, chargeexchange
- Elementary vs. nuclear effects

New physics



Phys. Rev. D 91 (2015) 032003

General modeling questions to CORSIKA



- There is an artificial break between low- and high-energy interaction models. What is the signifcance of that?
- What exactly is the impact of "thinning" on air shower predictions?
- How well do we really know all aspects of electromagnetic showers?
- What is the eventual room for new physics in cascades?
- Why is there a deficiency of muons in air shower simulations?
- What is the precise "charm", "strange" and also "bottom/top" content of hadrons?



Requirement for CORSIKA-upgrade: better physics performance than CORSIKA

- Milestone 0: July 2018, Workshop at KIT, and white paper
- Milestone 1: CORISKA 8.0.0, end of september 2018 Framework definition, working environment/infrastructure, first documentation
- Milestone 2: CORSIKA 8.0.1, end of 2018 First cascade calculations, w/ simple atmosphere
- Milestone 3: CORSIKA 8.0.2, February 2018
 SIBYLL2.3 and UrQMD included and a useful atmosphere model
- Milestone 4: CORSIKA 8.0.3, ~Summer 2018
 Include E.M. interactions
- Milestone 5: CORSIKA 8.1.0, ~2019 First full physics (demonstrator) release

Impact on community



- There is opportunity to actively contribute
 - Shape parts of the project for the future, and for specific applications
 - Get in contact:
 - Write to me, connect to corsika-devel@lists.kit.edu, and to gitlab.ikp.kit.edu

Some goals and standards

- Make it really hard/impossible to produce wrong physics and results
- Make complete use of available optimization and high-performance concepts
- High standards on code, combined with excellent documentation
- Extensive use of testing, automation and unit testing
- Direct access to high-level validation
- Very low-level enforcement of physical concepts on the level of code compilation

Brief introduction to some concepts



- In physics we often think+work within well defined reference frames. We want to map this fact into code and enforce it!
- Help physicist to produce correct algorithms.
- Code as close as possible to natural physics representation.

OK	not OK
567_GeV + 1_TeV	constants::c + 1_m
point1.GetX(showerFrame)	point1.GetX()
particle::GetMass(Sib2Cors(PID::Electron))	particle::GetMass(5)

\rightarrow does simply not compile

Example, main cascade loop



```
ProcessReport p0(false);
HeitleModel p1;
const auto sequence = p0 + p1;
corsika::stack::super_stupid::SuperStupidStack stack;
corsika::cascade::Cascade EAS(sequence, stack);
stack.NewParticle().SetEnergy(10_TeV);
EAS.Run();
```



Heitler model (equal energy splitting)





Diagnostics of the cascade process, E_=100GeV



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Use lowest energy particle for next step in cascade:







Summary

CORSIKA was started 20 years ago for a very specific task, has evolved to a critical piece of infrastructure for astroparticle physics

Modernize for optimal support of astroparticle physics for the next ~3 decades!

More flexibility, more modularity, fundamentally enforce physical concepts, much better access to modeling uncertainties, fast, efficient and precise

Set new benchmark for physics software frameworks.

Open to community effort!

CORSIKA and ISAPP school 2018 at CERN

Comprehensive school about air shower modeling and related physics.

Consider to register, or send students:

https://indico.cern.ch/event/719824/

Deadline: September 24th





Additional material

Outlook of activities in air shower physics



Requirements from community:

- major experiments (Auger, TA, IceCube, CTA, ...) \rightarrow high statistics, high quality
- advanced data analysis techniques
- long term support and development: > 20 years (!)

High quality air shower simulations and complex data analyses

- Modern software technology \rightarrow **next-generation CORSIKA**
- Full use of build-in optimization, multi-threading and parallelization, and GPU
- Flexibility, modularity: crucial for new experiments
- Community is eager to join into a major collaborative effort
- Continuing development of high quality hadron interaction models
- Exploit synergy and common interests with high-energy physics community

Outlook of activities in accelerator physics



- More information on nuclear effects for light nuclei with proton-oxygen collisions
- Significant modeling uncertainties of nuclear effects in extensive air showers
- Oxygen is a *carrier gas* for the LHC ion source and can technically be accelerated easily
- Center-of-mass energy per nucleon is 10 TeV (for 7 TeV proton beam) $\rightarrow E_{CR}$ =10^{16.7} eV proton shower

Organize community to support proton-oxygen at LHC

Measurement of **pion-proton collisions** in charge exchange reactions



Cascade equations

Numeric solution of systems of partial differential equations (via transport-matrix in energy-, PID-, ...-space)

- Ultra-fast, and -efficient
- High accuracy, realistic fluctuations







Some consequences and implications





Constraining muon production with NA61





Plans at SPS – NA61

- Nuclear spallation for precision cosmic ray transport calculations, A + p/He → fragments
- NA61 fixed-target at SPS
- Start: 2018



Reconstruction, **TPC**





Data taking plan:

reaction	number of interactions
¹² C+p	200k
¹⁶ О+р	100k
¹¹ B+p	4k
¹⁵ N+p	2k
14 N+p	2k
¹³ C+p	2k
12 C+He	50k
16 O+He	50k
,	

(more under study)



Acceptance of LHC experiments





Acceptance of LHC experiments, and relevance for air showers





Constraining the high energy part of air shower cascades, CMS-CASTOR





- Highest possible center-of-mass energy at colliders
- Most forward charged-particle LHC calorimeter



Dedicated CASTOR measurements







LHCf: measurements for cosmic ray community



Photon production spectra



Pion production spectra



and: Neutron production spectra, see charge-exchange



LHCf data and model tuning



Charge-exchange reaction at LHC

ð 0.3

1/o_{Dis}

0.2 0.1

(H1, Eur. Phys. J. C 74 2915 (2014))







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Connection between LHC and air showers



Example, pysical units



```
SECTION("Powers and units") {
  REQUIRE(1 * ampere / 1 A == Approx(1e0));
  REQUIRE(mega * bar / bar == Approx(1e6));
SECTION("Formulas") {
  const EnergyType E2 = 20 GeV * 2;
  REQUIRE(E2 == 40 \text{ GeV});
  const double lgE = log10(E2 / 1 GeV);
  REQUIRE(lgE == Approx(log10(40.)));
  const auto E3 = E2 + 100 GeV + pow(10, lgE) * 1 GeV;
  REQUIRE(E3 == 180 \text{ GeV});
```

 Thus, this fails at compile time already: auto alpha = 90. * EeV / meter; EnergyType E1 = 10_GeV + alpha;

Discussion right now: units \rightarrow units::si and units::hep

Example, particles on stack(s)

using namespace corsika::units;



```
using namespace corsika::stack;
void fill(corsika::stack::super stupid::SuperStupidStack& s) {
 for (int i = 0; i < 11; ++i) {</pre>
    auto p = s.NewParticle();
    p.SetId(corsika::particles::Code::Electron);
    p.SetEnergy(1.5 GeV * i);
}
void read(corsika::stack::super stupid::SuperStupidStack& s) {
  cout << "found Stack with " << s.GetSize() << " particles. " << endl;</pre>
  EnergyType Etot;
 for (auto p : s) {
    Etot += p.GetEnergy();
    cout << "particle: " << p.GetId() << " with " << p.GetEnergy() / 1 GeV << " GeV"</pre>
         << endl;
  }
 cout << "Etot=" << Etot << " = " << Etot / 1 GeV << " GeV" << endl;
```

Example, particle properties



```
REQUIRE(Electron::GetMass() / 0.511_MeV == Approx(1));
REQUIRE(Electron::GetMass() / GetMass(Code::Electron) == Approx(1));
REQUIRE(Electron::GetCharge() / constants::e == Approx(-1));
REQUIRE(Positron::GetCharge() / constants::e == Approx(+1));
REQUIRE(GetElectricCharge(Positron::GetAntiParticle()) / constants::e == Approx(-1));
REQUIRE(Electron::GetName() == "e-");
```

• Particle properties are automatically generated from Pythia8 ParticleData.xml file.

Examples, geometry



// define the root coordinate system
CoordinateSystem root;

// another CS defined by a translation relative to the root CS
CoordinateSystem cs2 = root.translate({0_m, 0_m, 1_m});

// rotations are possible, too; parameters are axis vector and angle CoordinateSystem cs3 = root.rotate({1_m, 0_m, 0_m}, 90 * degree_angle);

// now let's define some geometrical objects:
Point const pl(root, {0_m, 0_m, 0_m}); // the origin of the root CS
Point const p2(cs2, {0 m, 0 m, 0_m}); // the origin of cs2

Vector<length_d> const diff =

p2 -

pl; // the distance between the points, basically the translation vector given above auto const norm = diff.squaredNorm(); // squared length with the right dimension

Sphere s(p1, 10_m); // define a sphere around a point with a radius
std::cout << "p1 inside s: " << s.isInside(p2) << std::endl;</pre>