

# A Study of Acoustic Ultrahigh-energy Neutrino Detection (SAUND)

<http://hep.stanford.edu/neutrino/SAUND/>



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San Diego

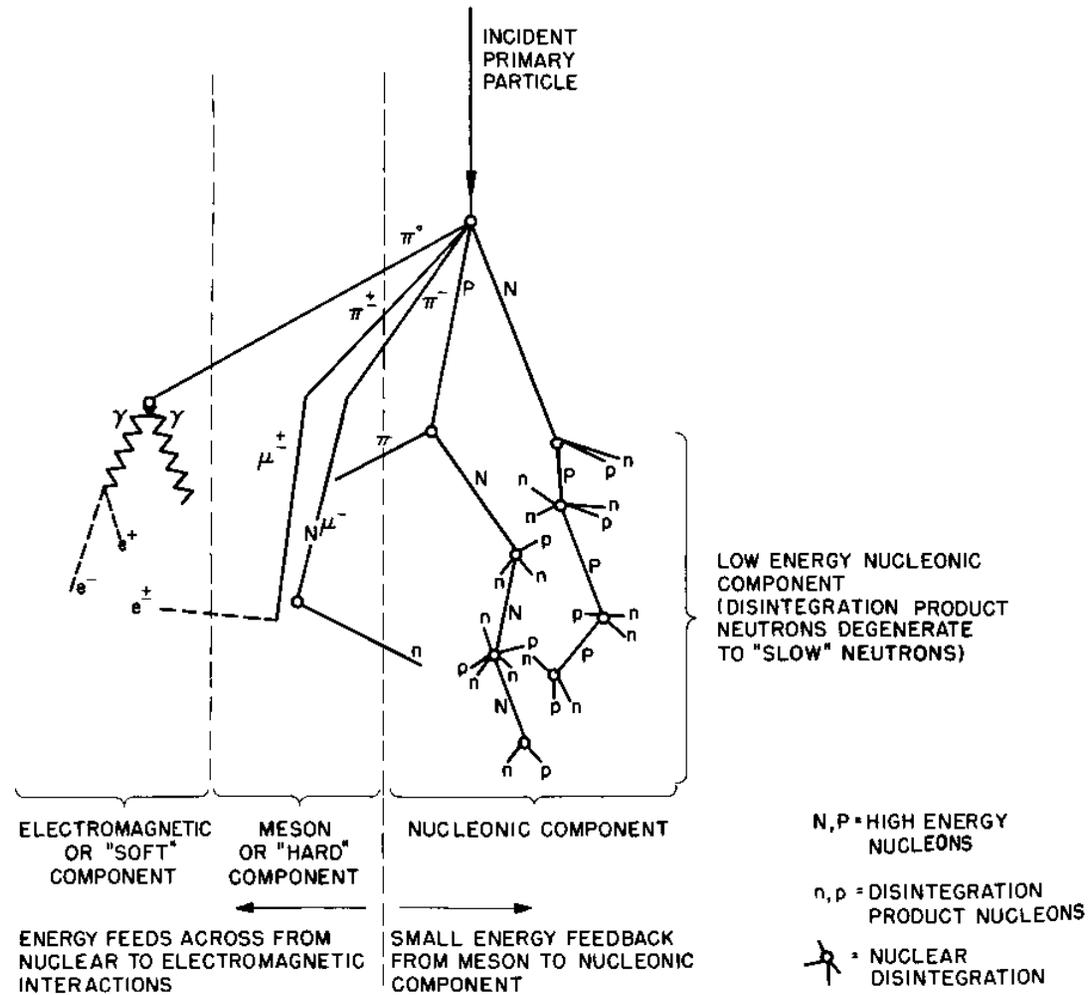
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N. Lehtinen (Stanford/Hawaii)  
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Y. Zhao (Stanford)

Many thanks to AUTECH and the U. S. Navy:

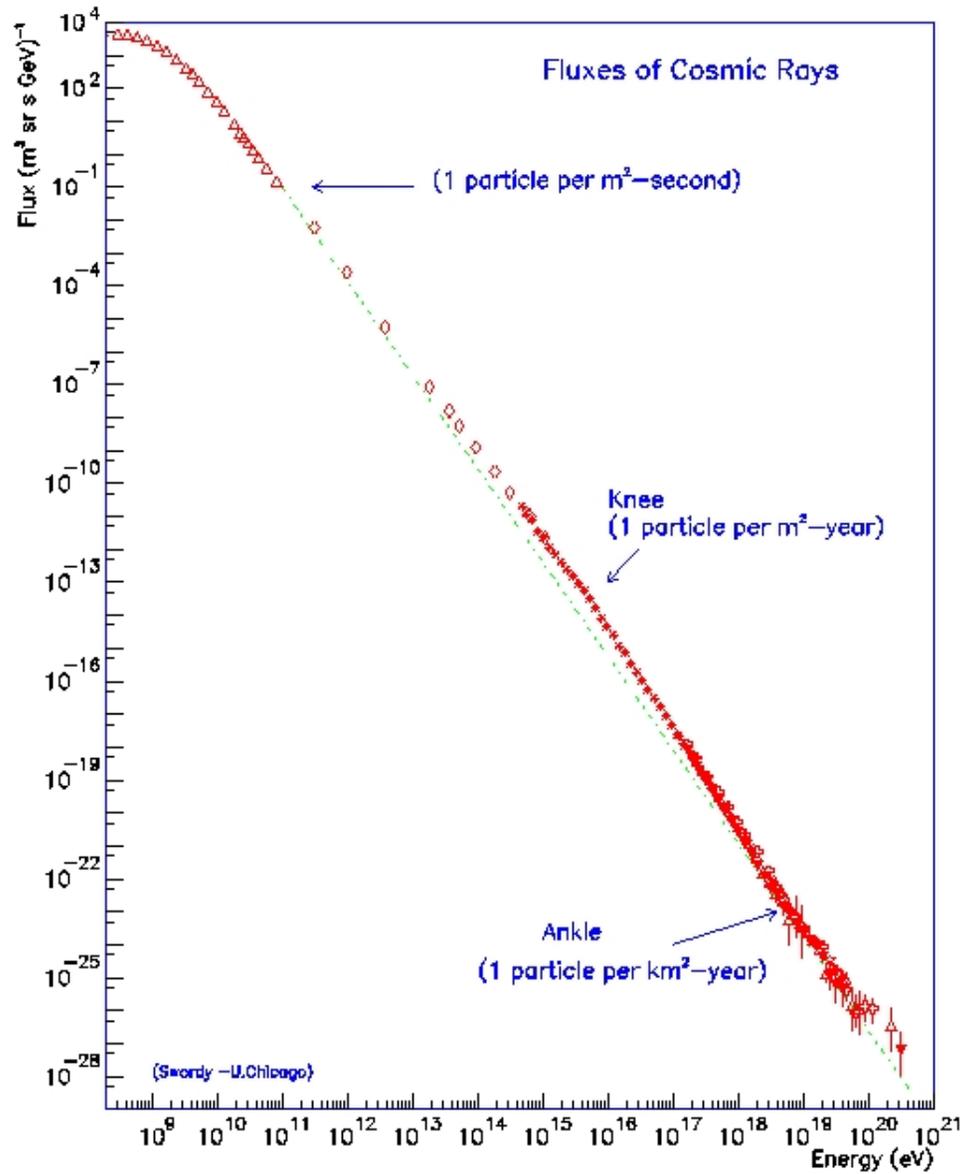
D. Belasco  
J. Cecil  
D. Deveau  
D. Kapolka  
T. Kelly-Bissonnette

# Cosmic rays: subatomic particles from space

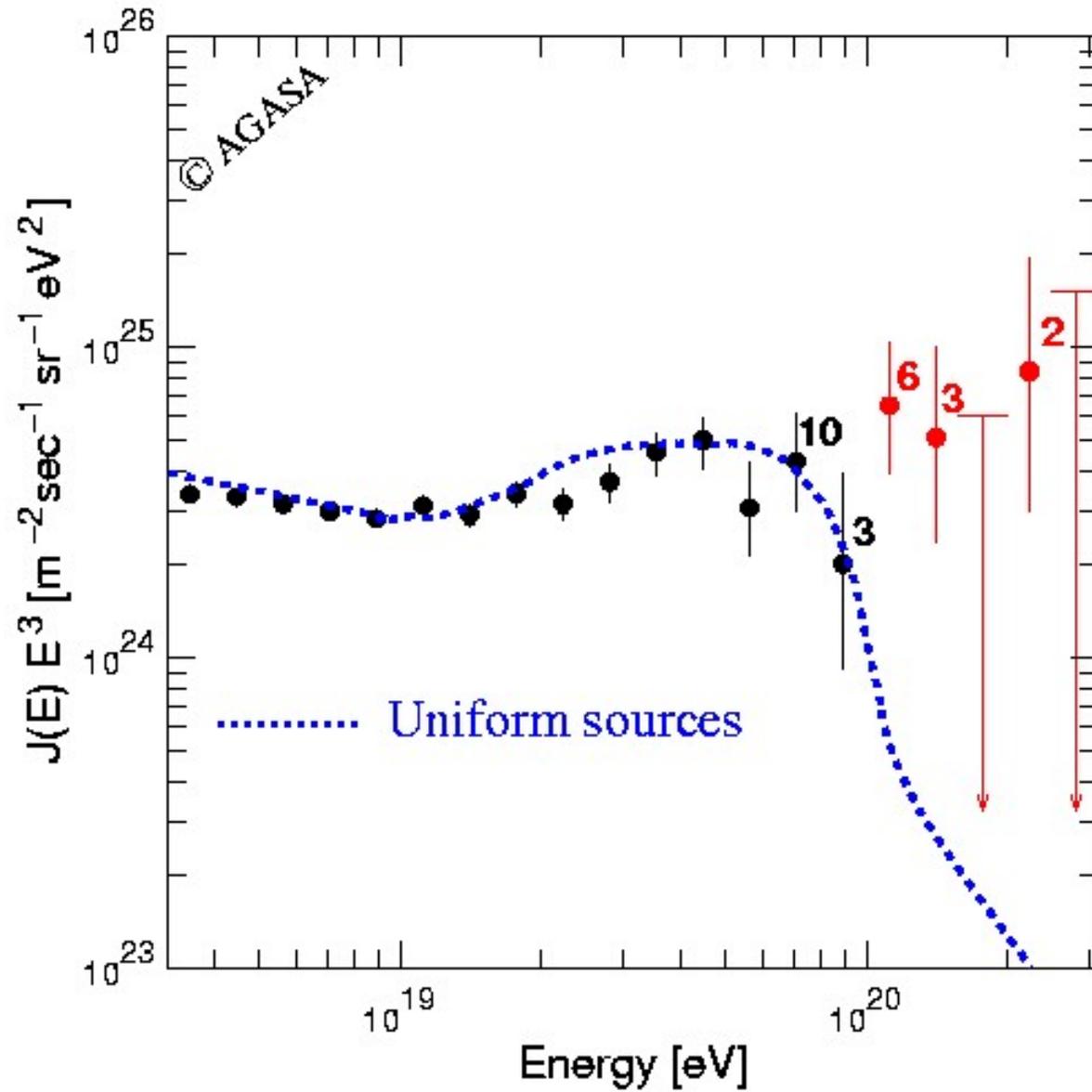


Schematic Diagram of Cosmic Ray Shower

# Cosmic ray energy spectrum



# GZK: An unsolved mystery



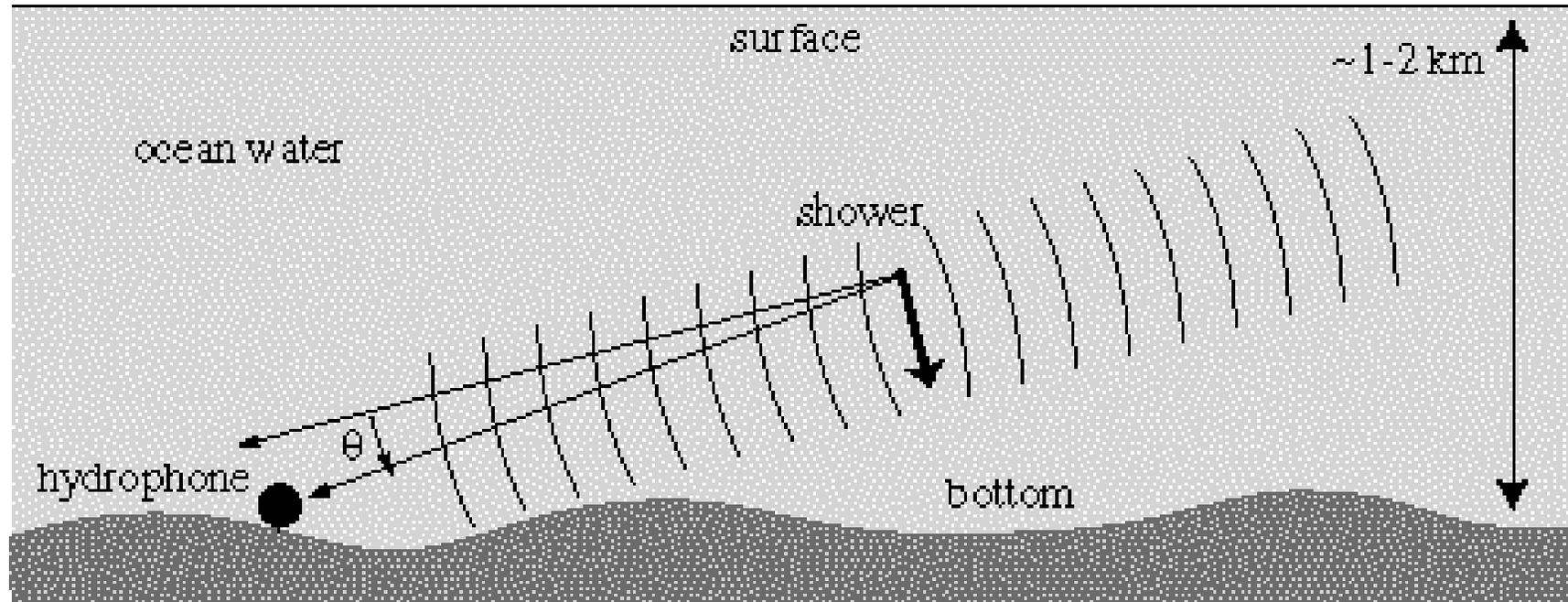
# So What?

## A crossroads of exciting physics

- active galactic nuclei
- gamma ray bursts
- grand unified theories
- topological defects (magnetic monopoles, cosmic strings, domain walls)
- supersymmetry
- dark matter
- Lorentz invariance violation
- extra dimensions
- gravity at a TeV

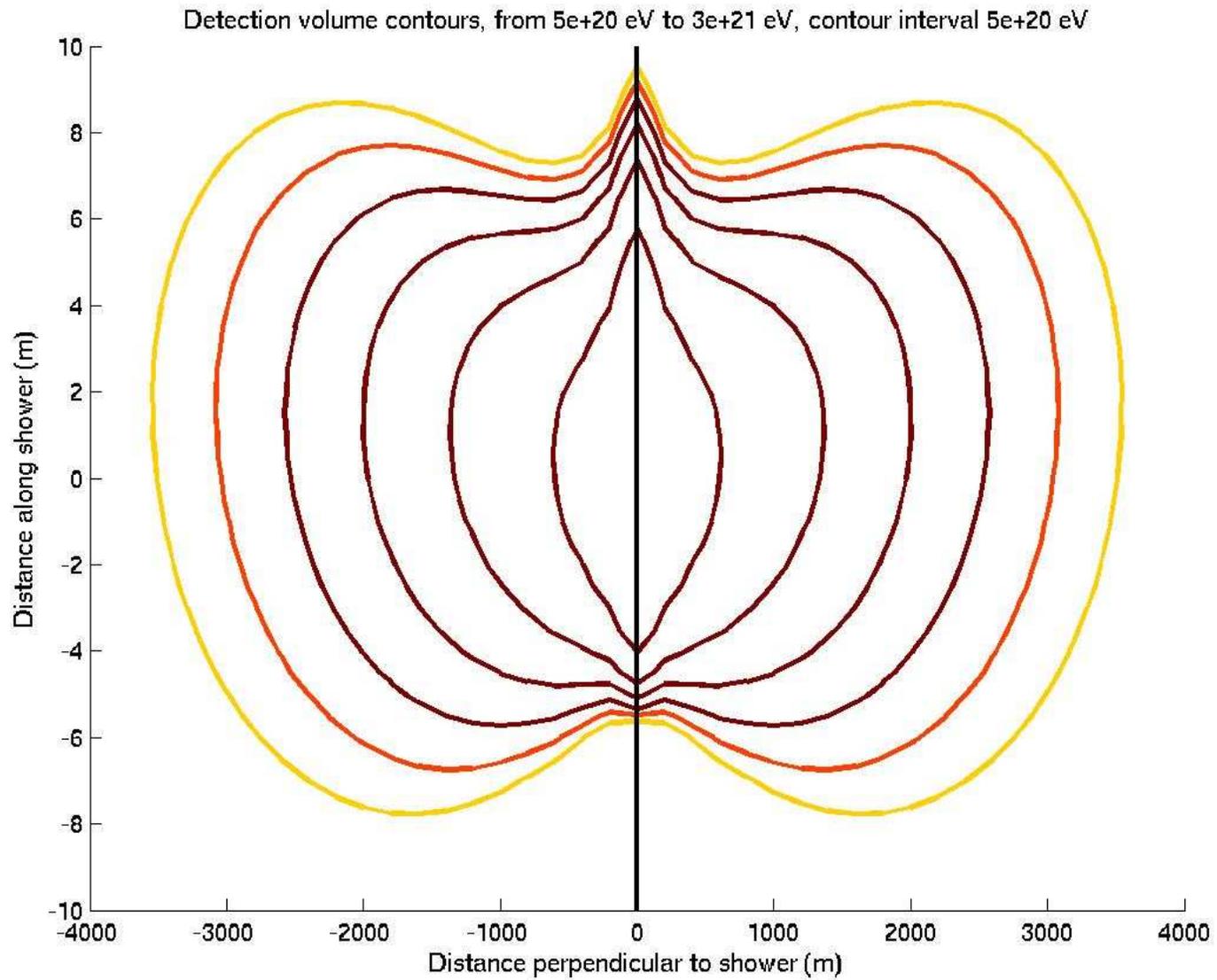
All key to understanding the universe!

# Ocean as particle detector



N. Lehtinen

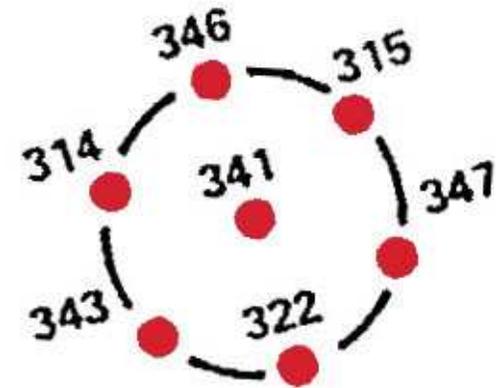
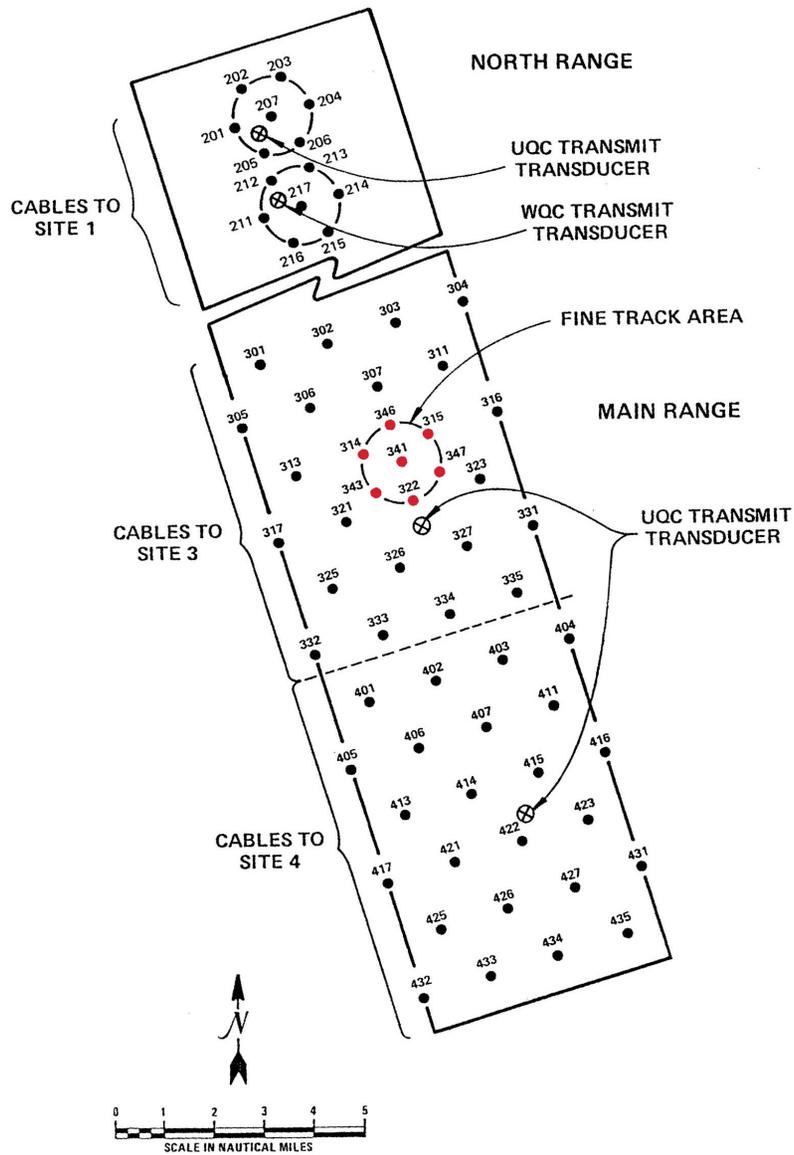
# Extreme pancakes



# The Atlantic Undersea Test and Evaluation Center (AUTEC)

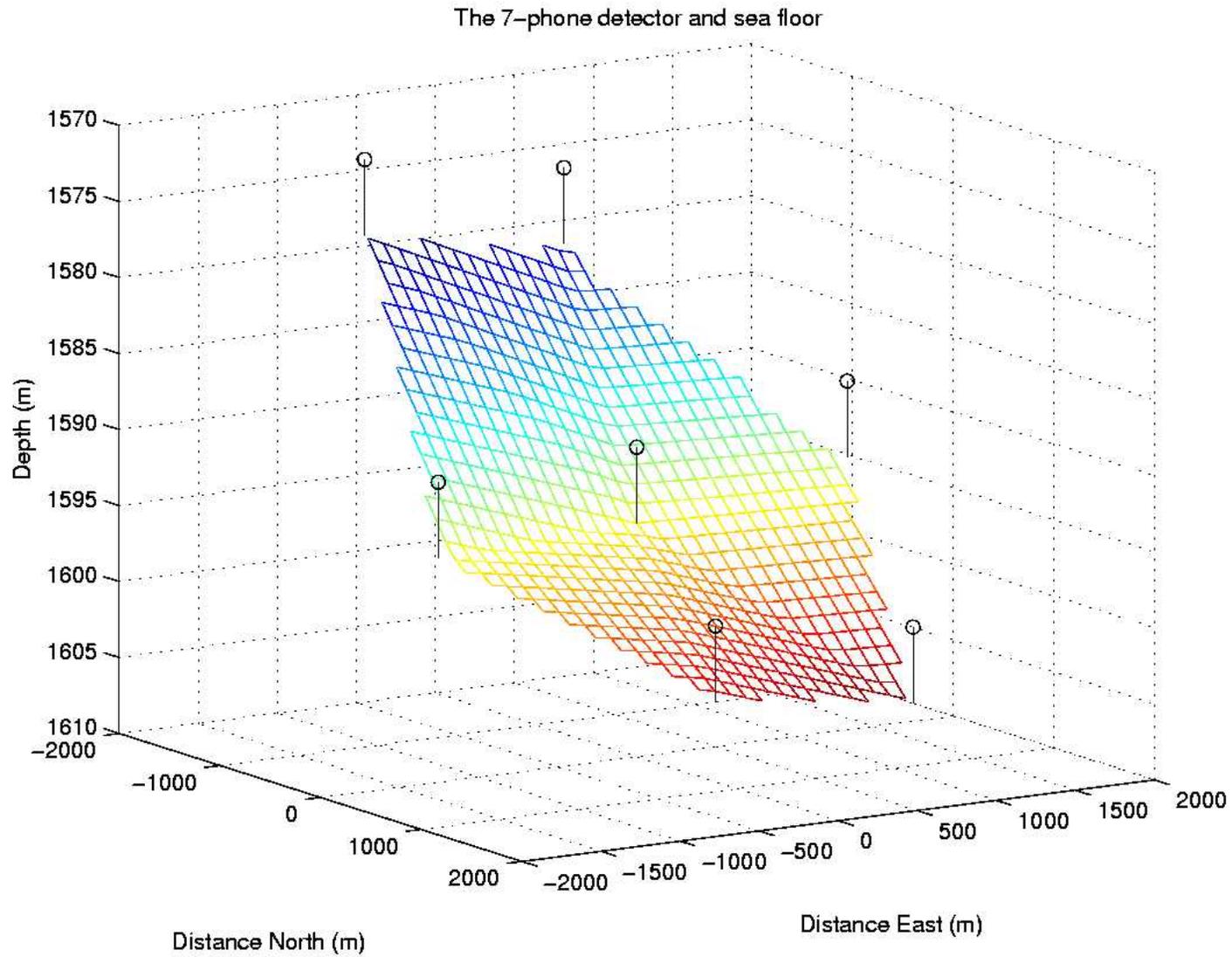


# AUTEC hydrophones



SAUND

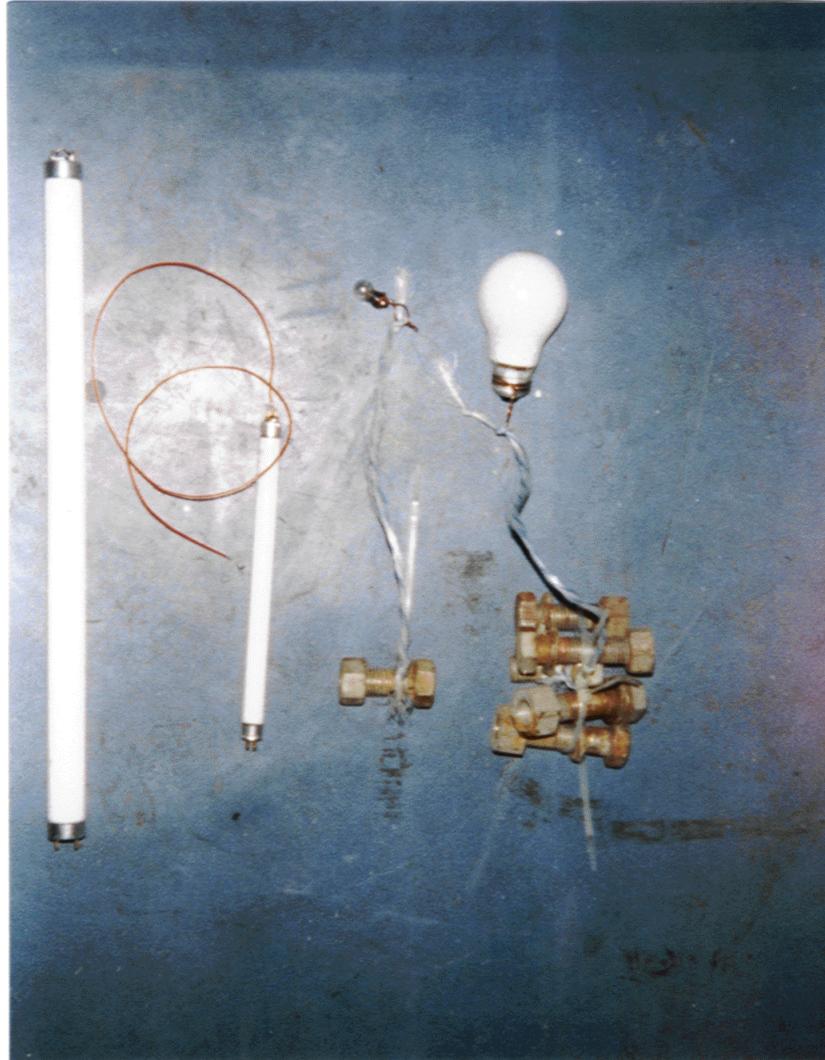
# The SAUND array



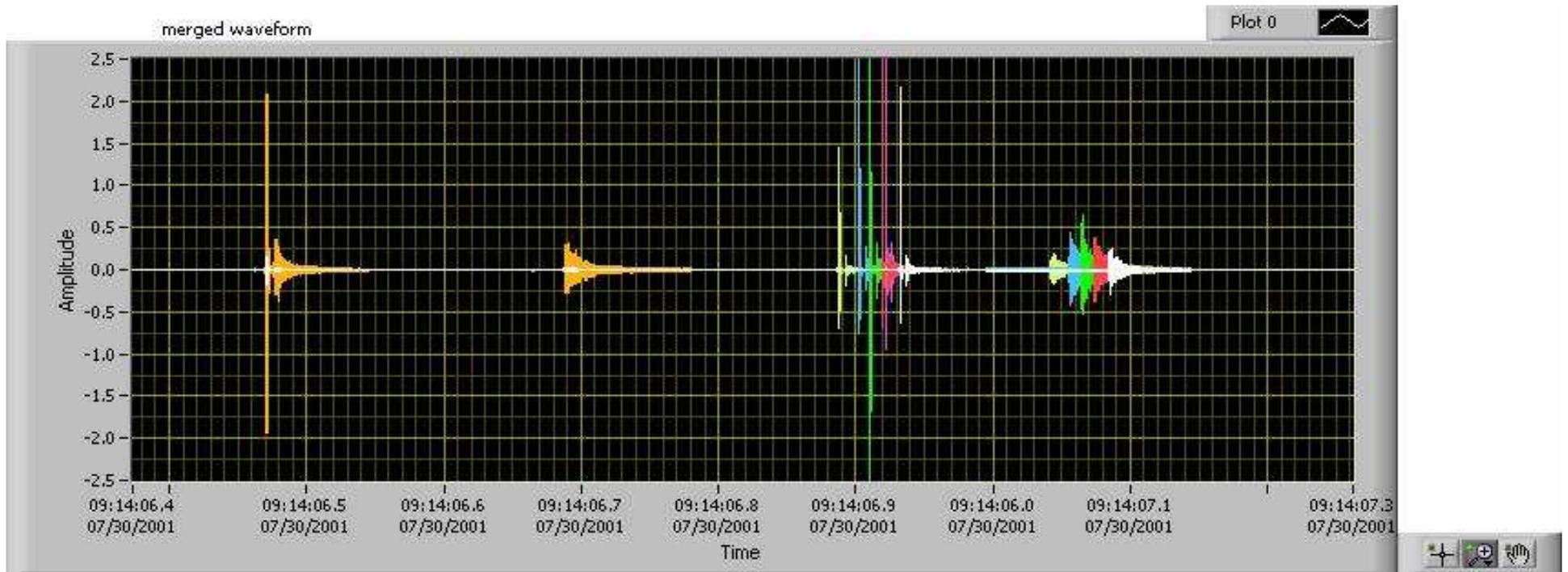
# Site 3



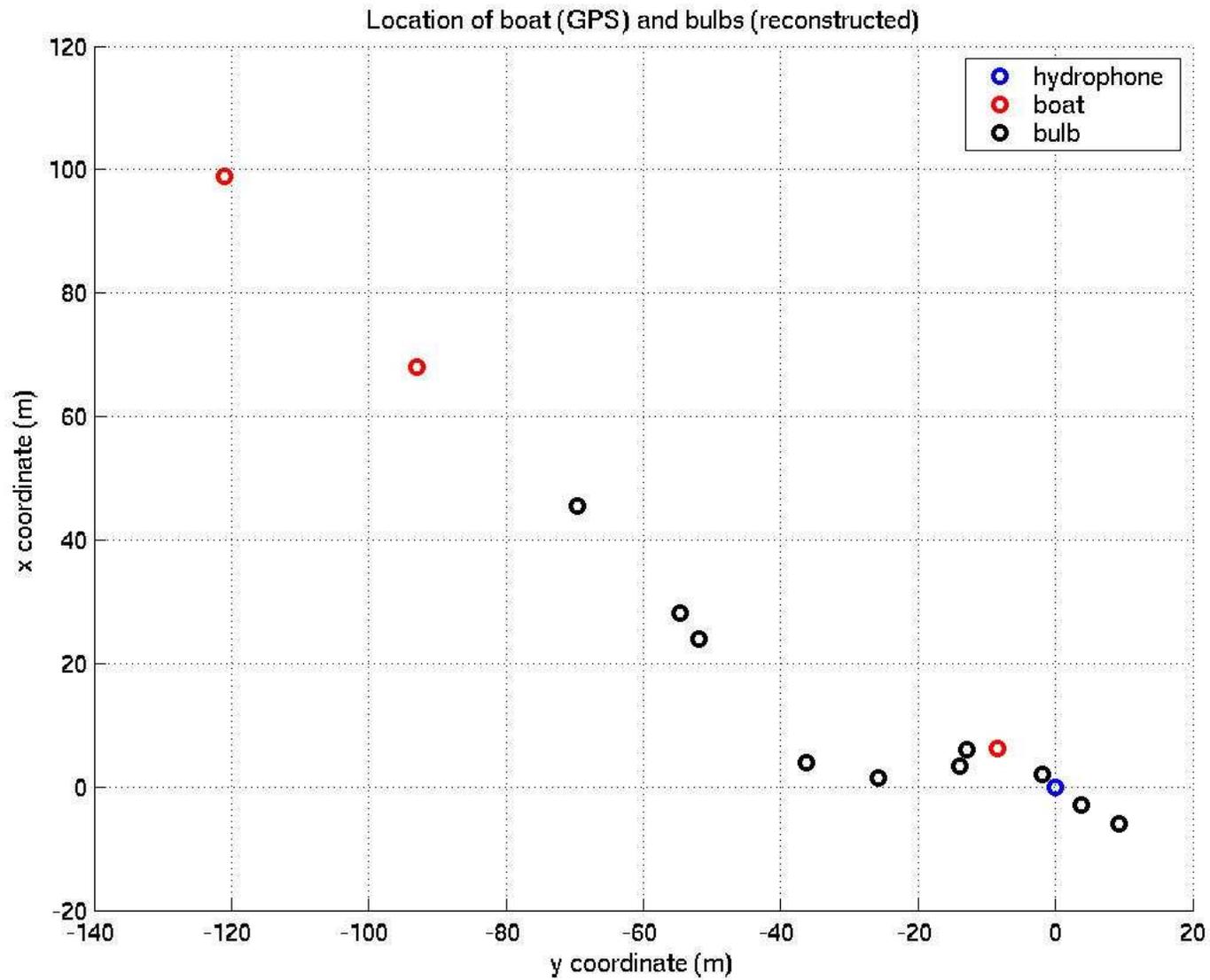
# Calibration sources



# 21 Events per lightbulb



# Light bulb positions and energies reconstructed



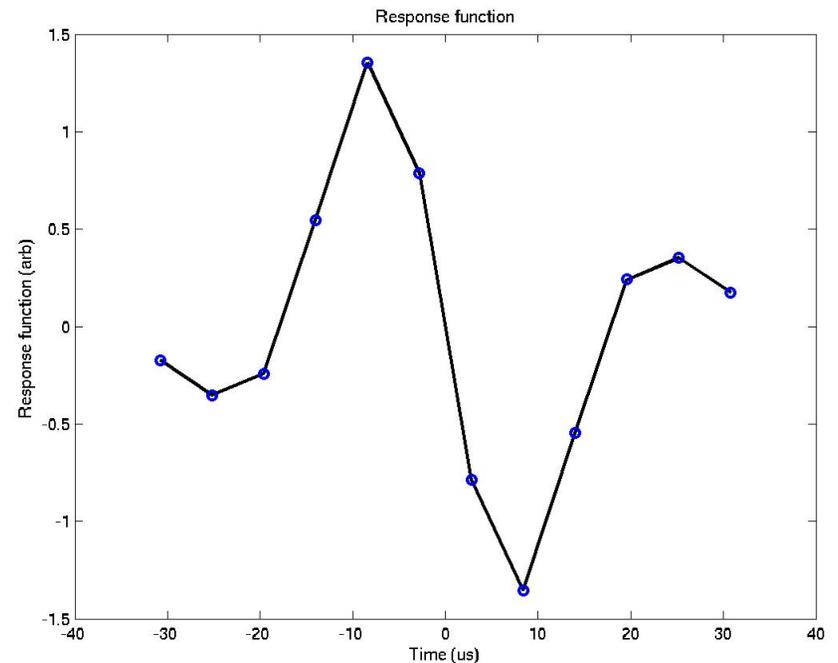
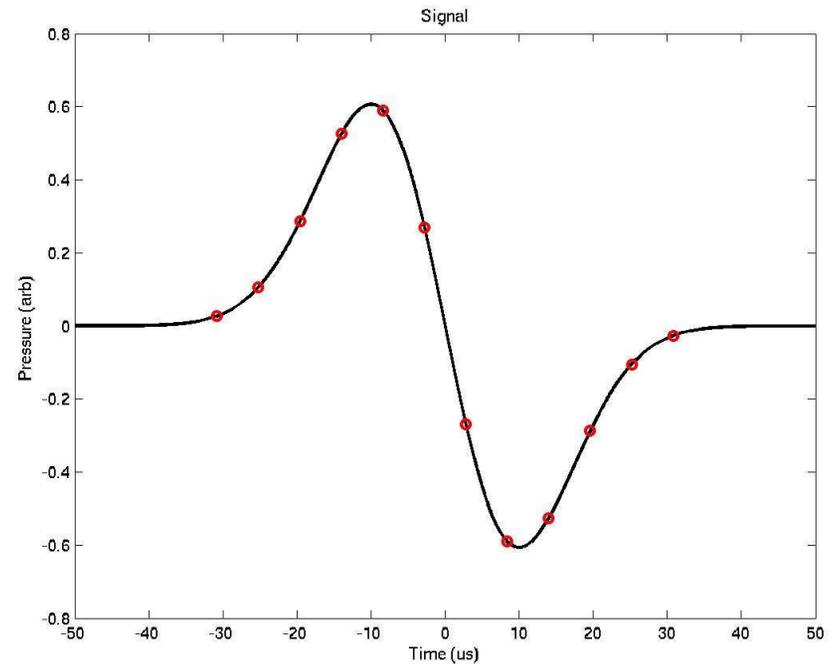
# DAQ

## Hardware

- Dell 8100 (1.7 GHz Pentium 4)
- NI ADC card  
(PCI-MIO-16E, interface BNC 2110)
- 60 GB external hard drive for data transfer

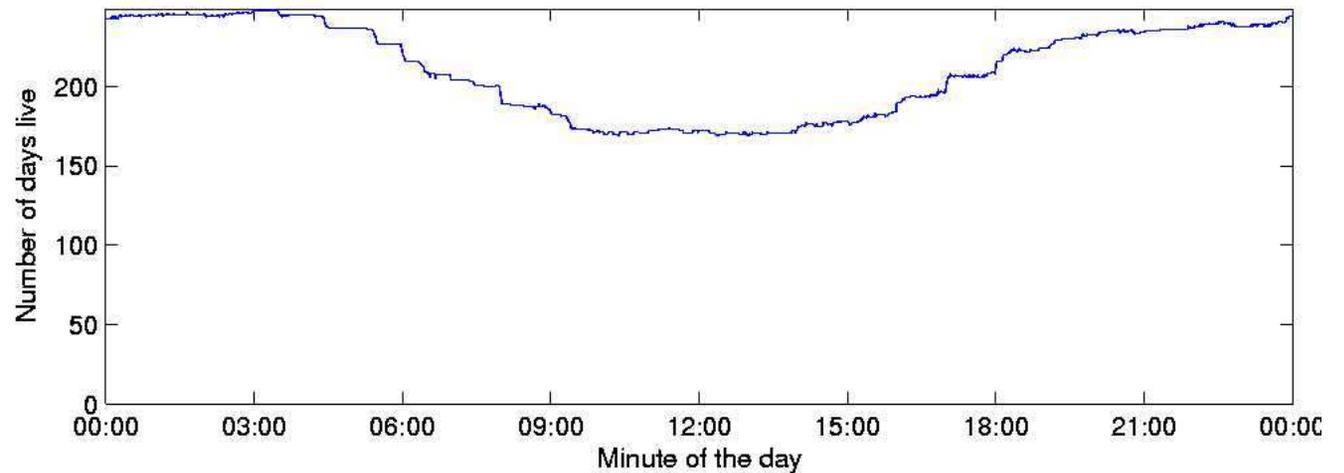
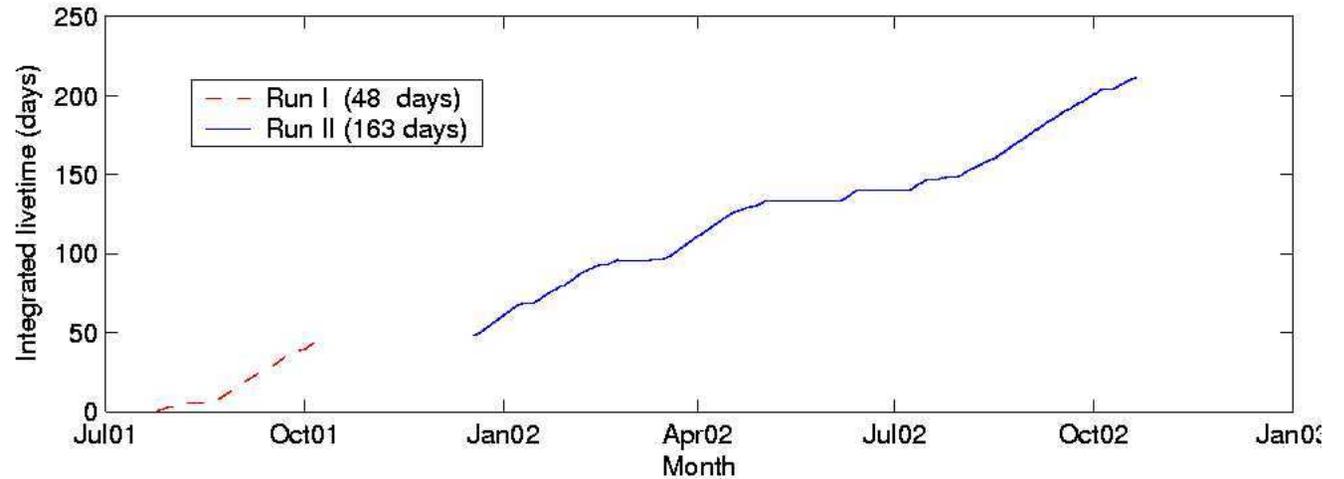
## Software

- digital matched filter
- variable threshold
- 179 kHz sampling
- 60 events/minute target
- 1-2 GB / 24 hrs

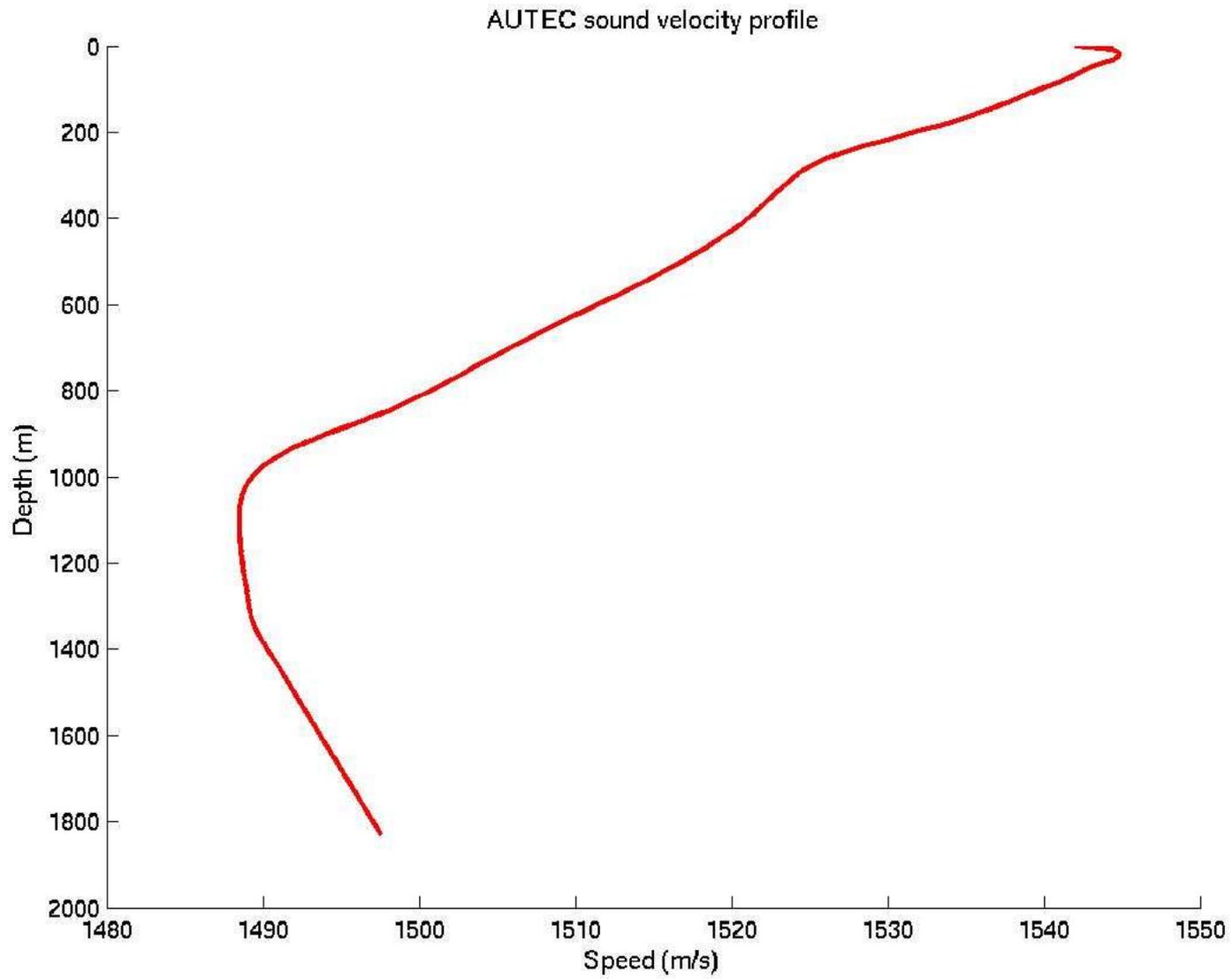


# Accumulated data

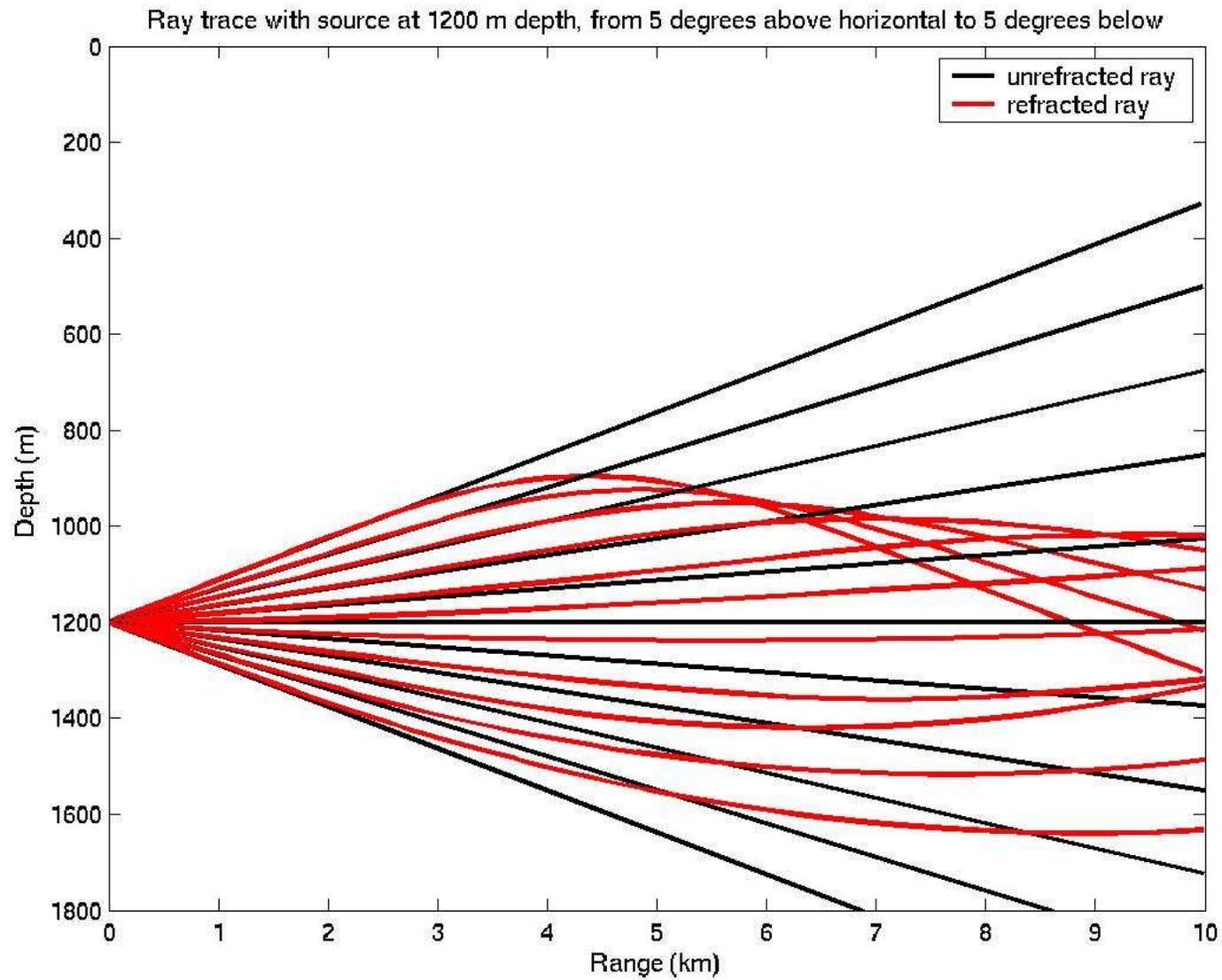
- 70% duty cycle
- 211 days live
- 25 million events
- 350 GB



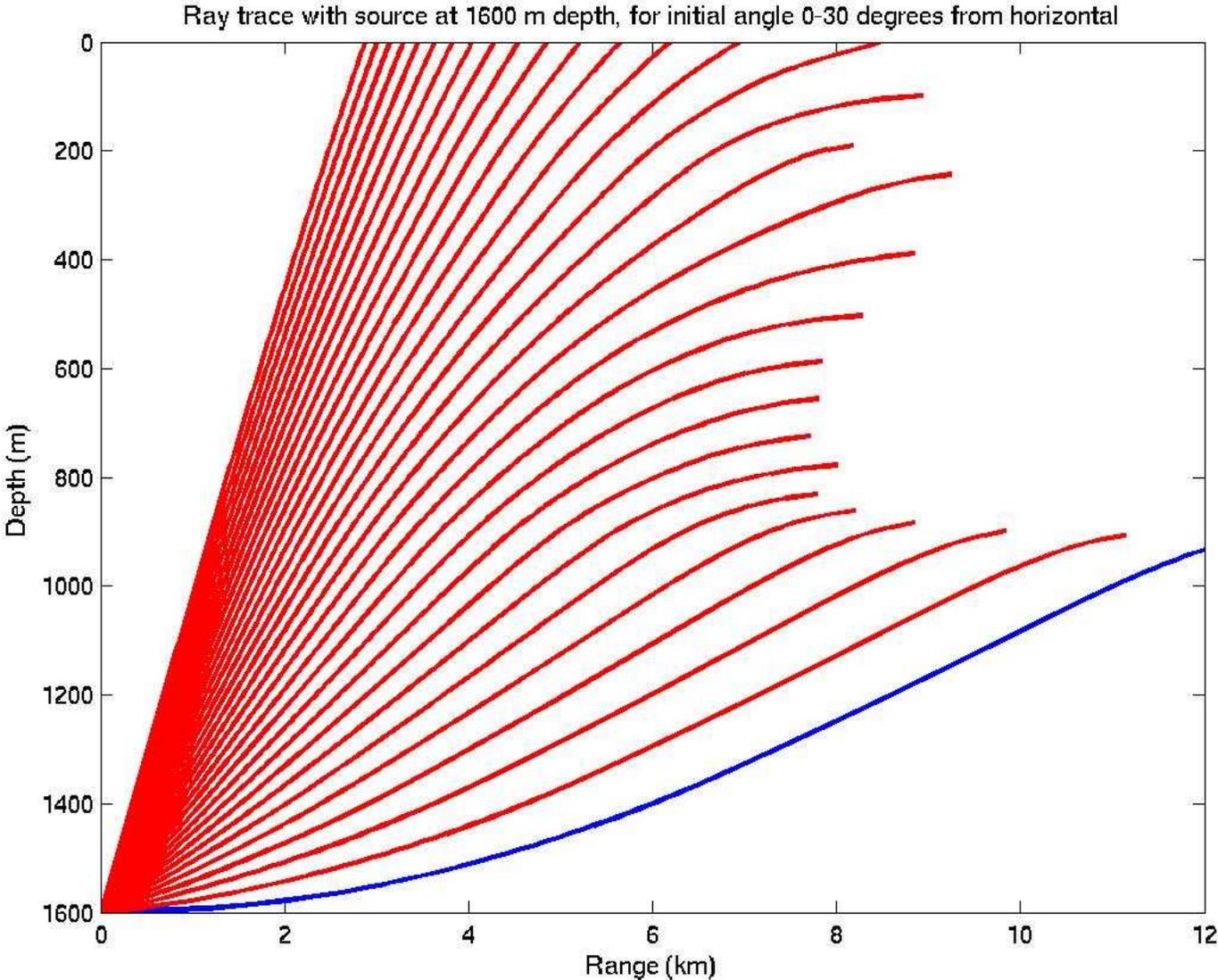
# AUTEC SVP



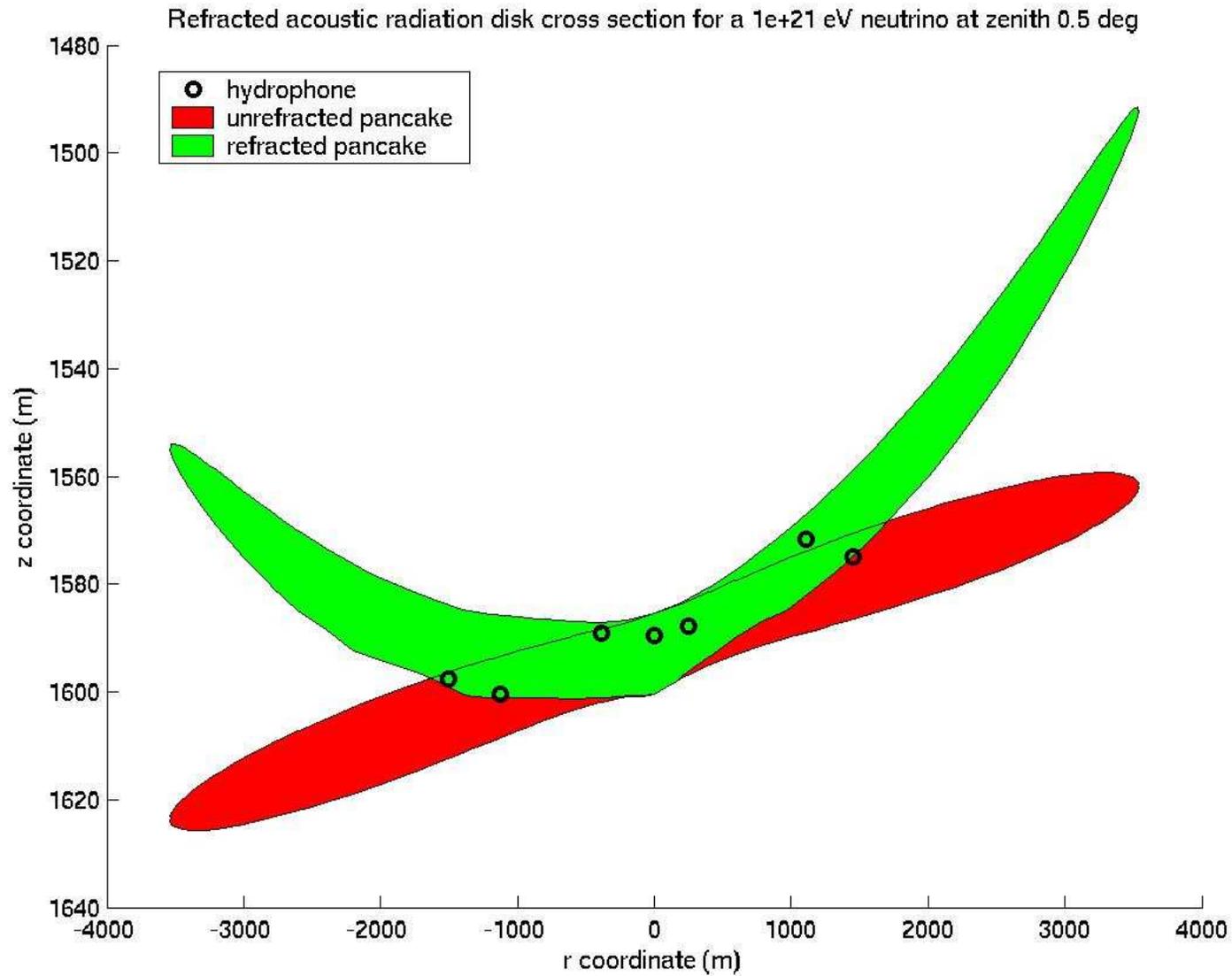
# Refraction



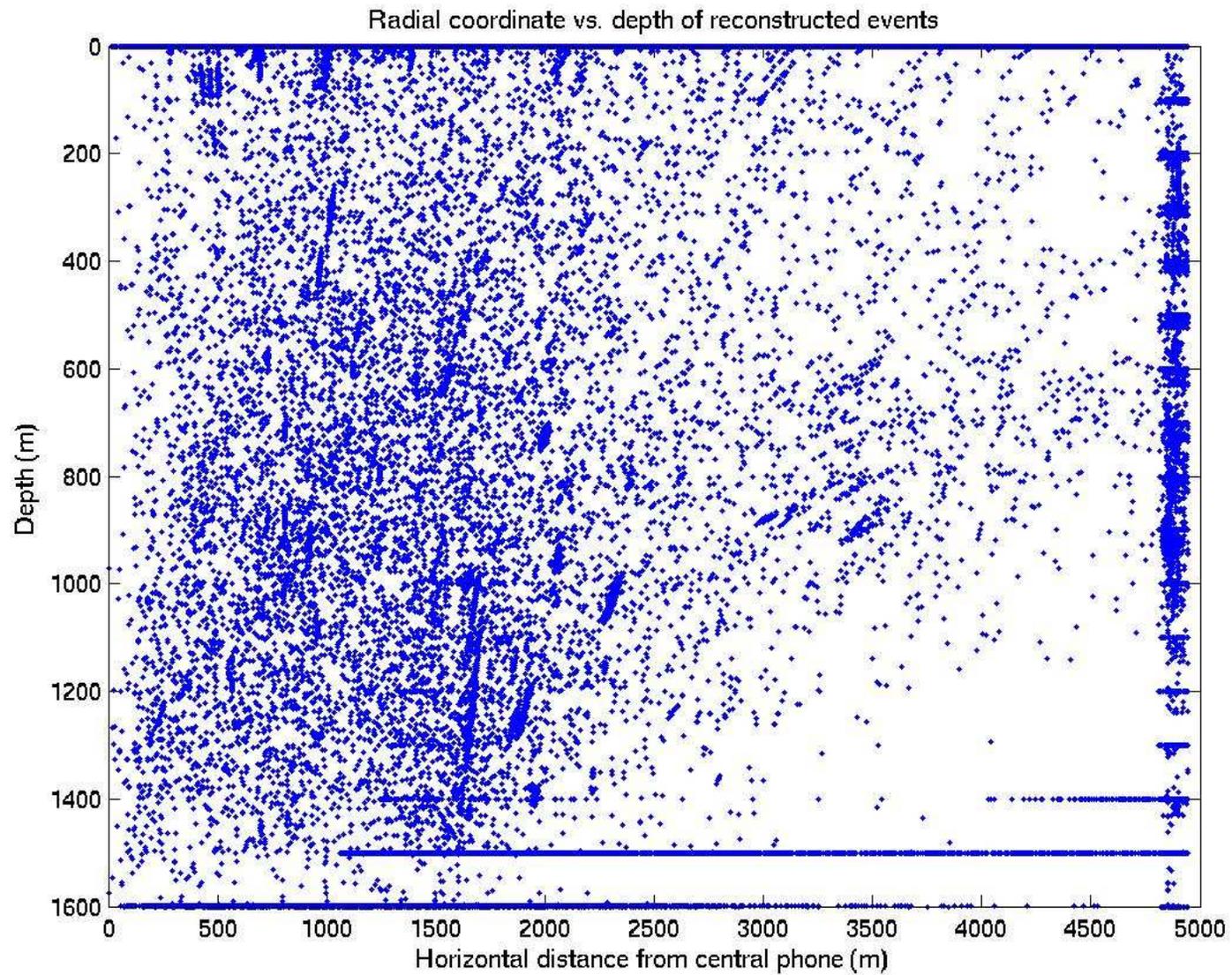
# Refraction shadow



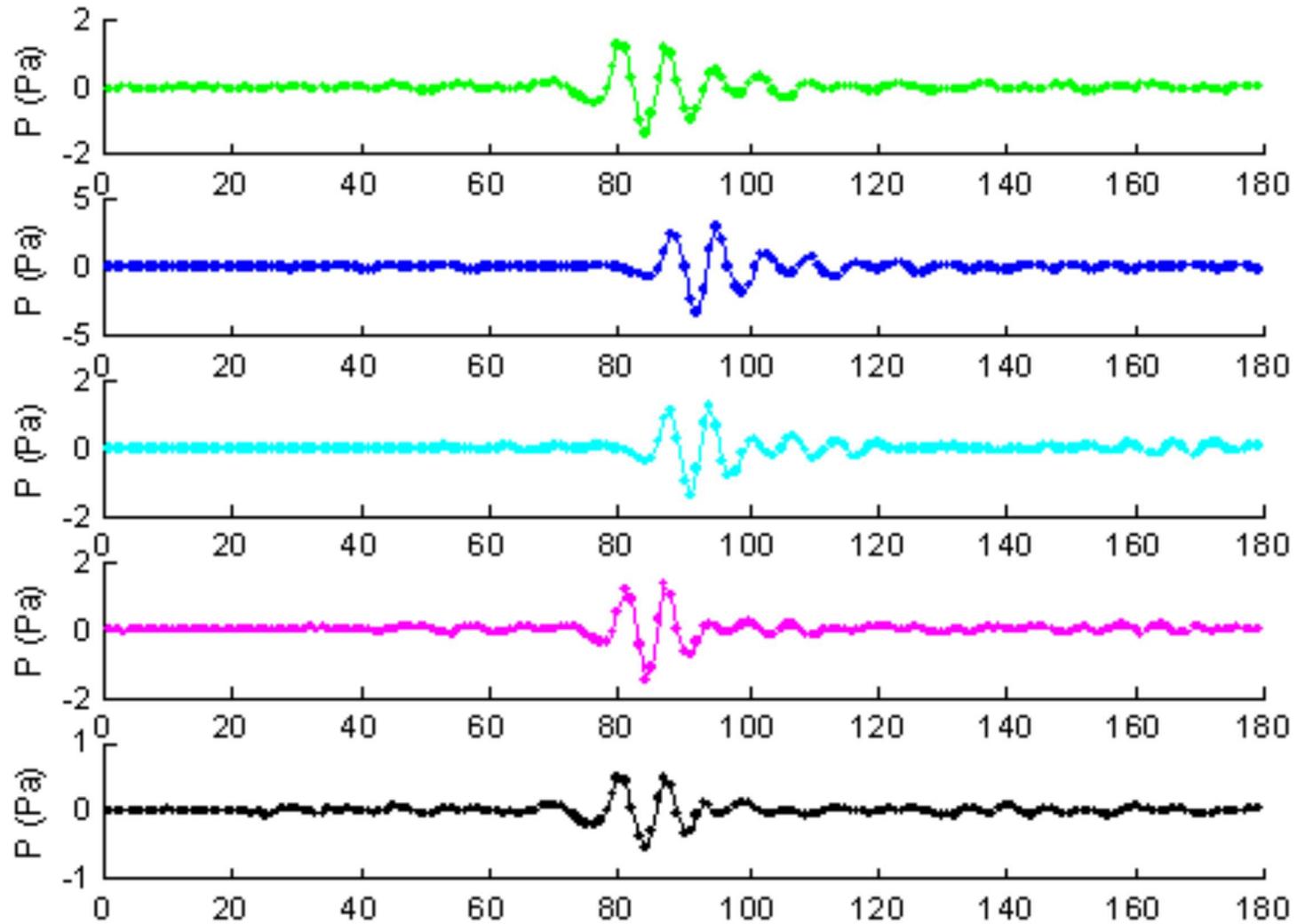
# Refracted pancake



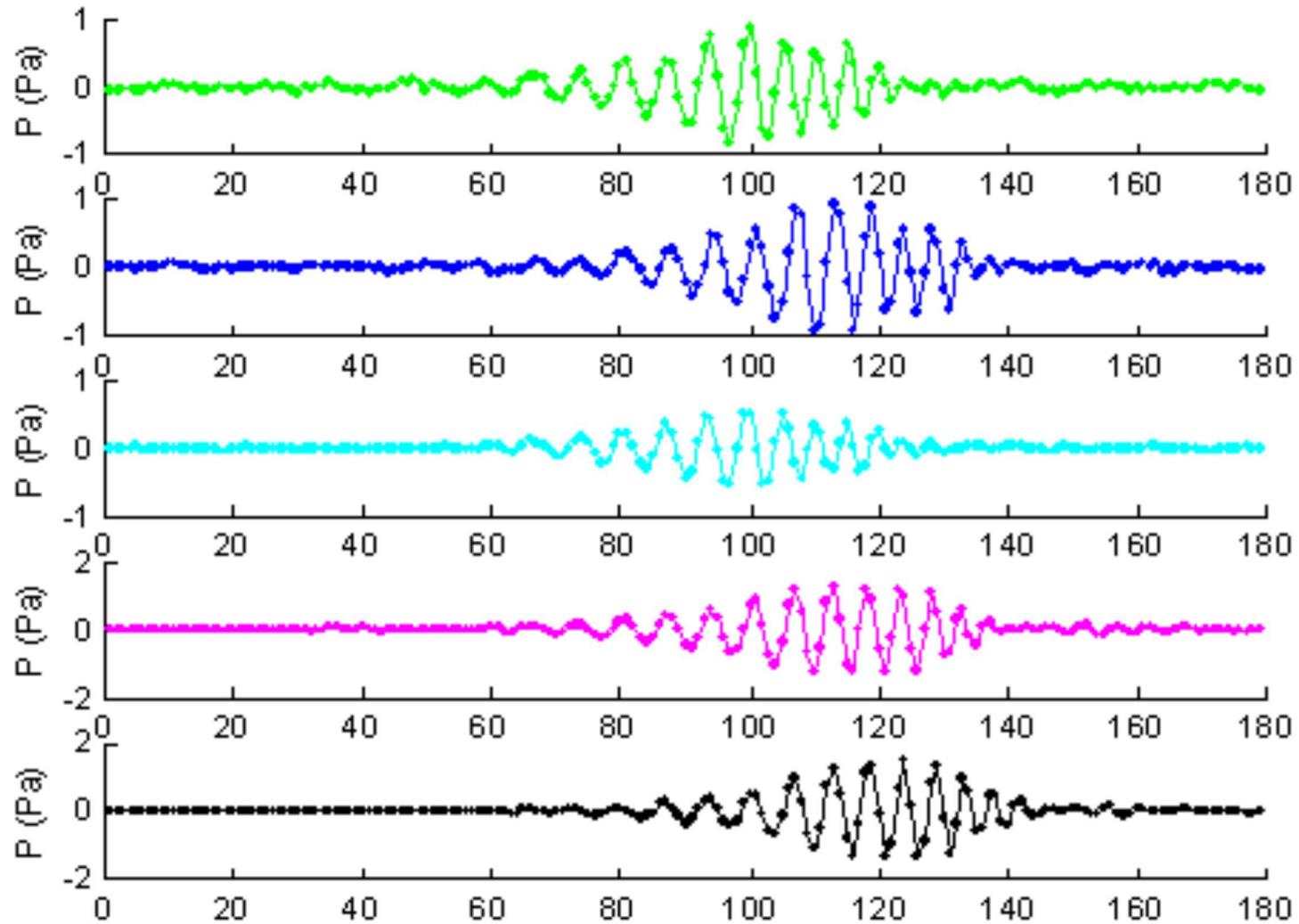
# Time difference of arrival (TDOA) localization achieved



# Example of a five-phone event



# Example of a five-phone event



# Onward

## Unanswered questions

- Backgrounds distinguishable?
- Lowest energy threshold?
- Adapt to noise how?
- Pancake backgrounds?
- Best array geometry?

## SAUND-II

- More hydrophones, water volume, CPU power
- Improved thresholding
- Sophisticated online data reduction

**More collaborators welcome!!**

[http://hep.stanford.edu/neutrino/SAUND/  
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