

Results from a Study of Acoustic Ultrahigh-energy Neutrino Detection (SAUND)

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



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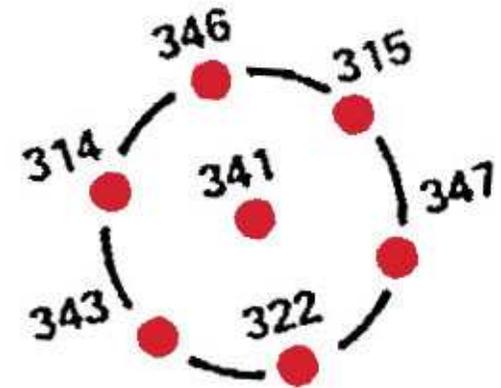
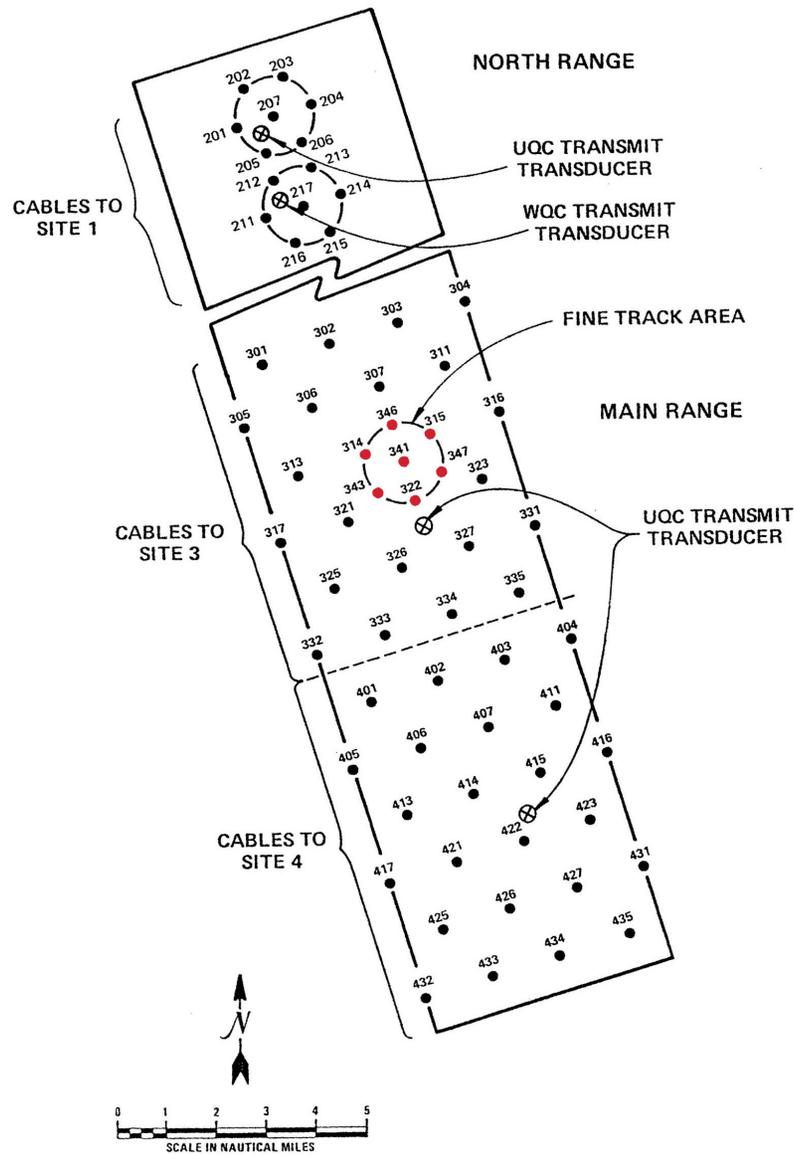
Stanford University

Workshop on Acoustic Cosmic Ray and Neutrino Detection

Andros Island, The Bahamas



AUTEC hydrophone array



SAUND

Site 3



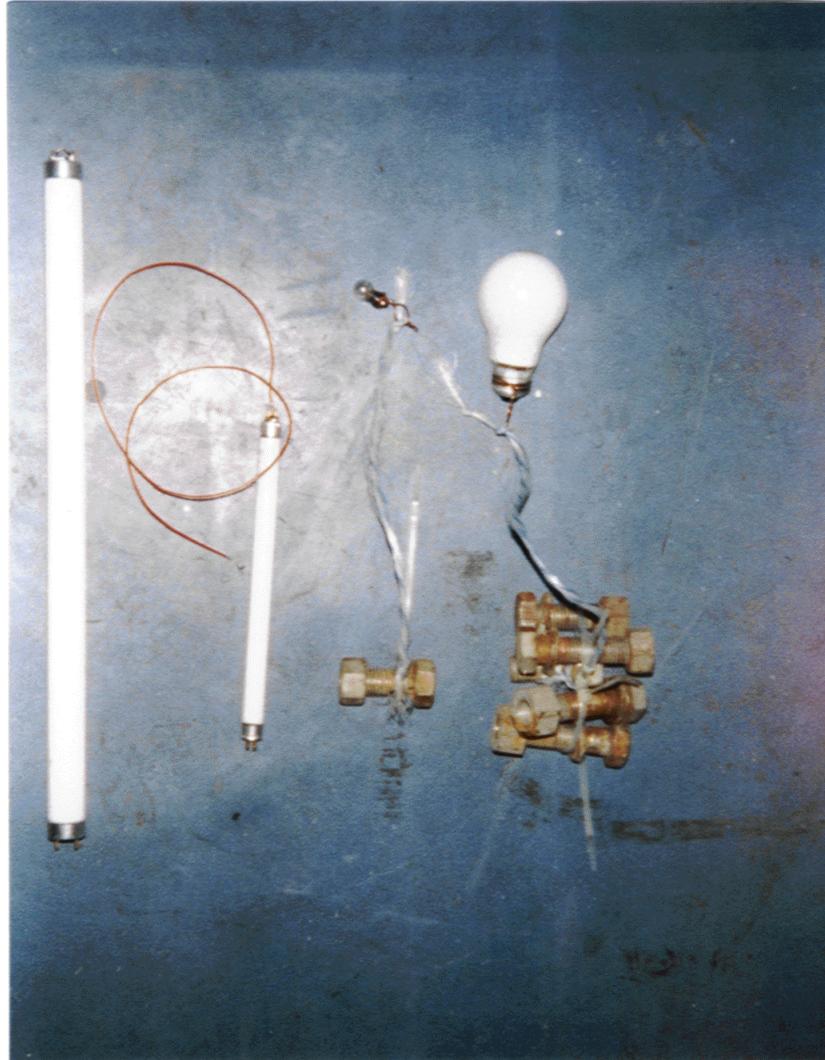
Site 3



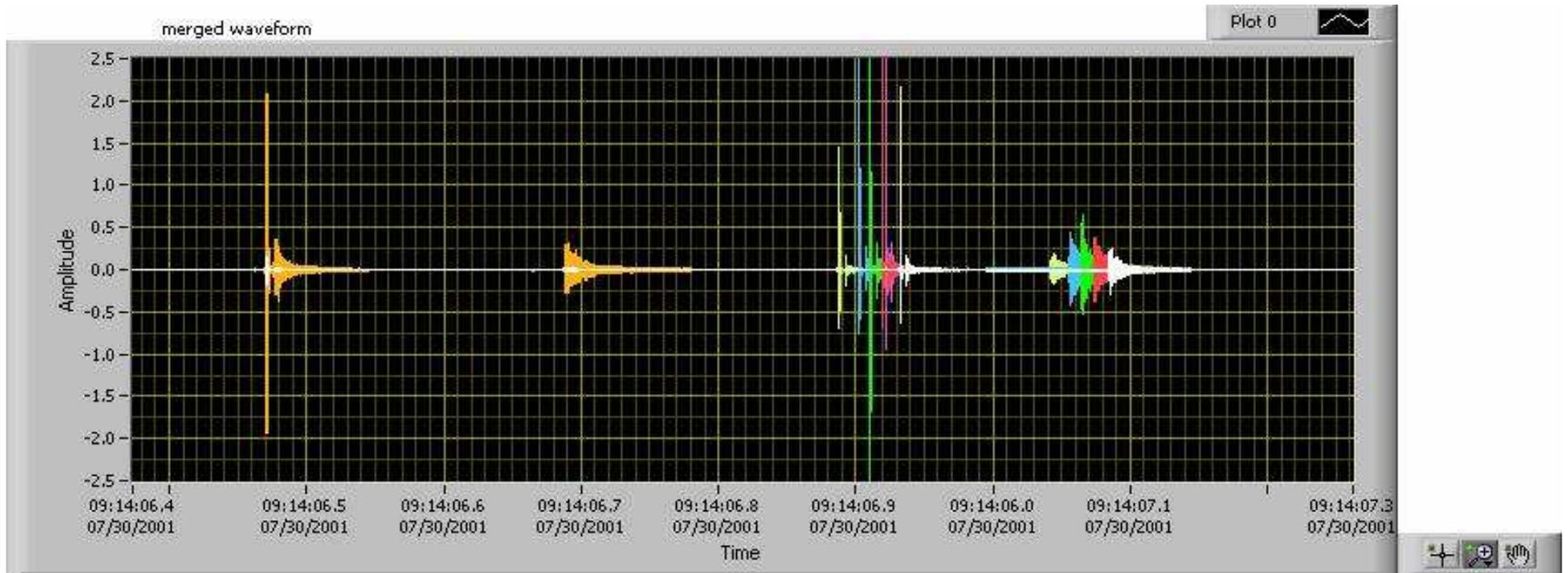
DAQ system



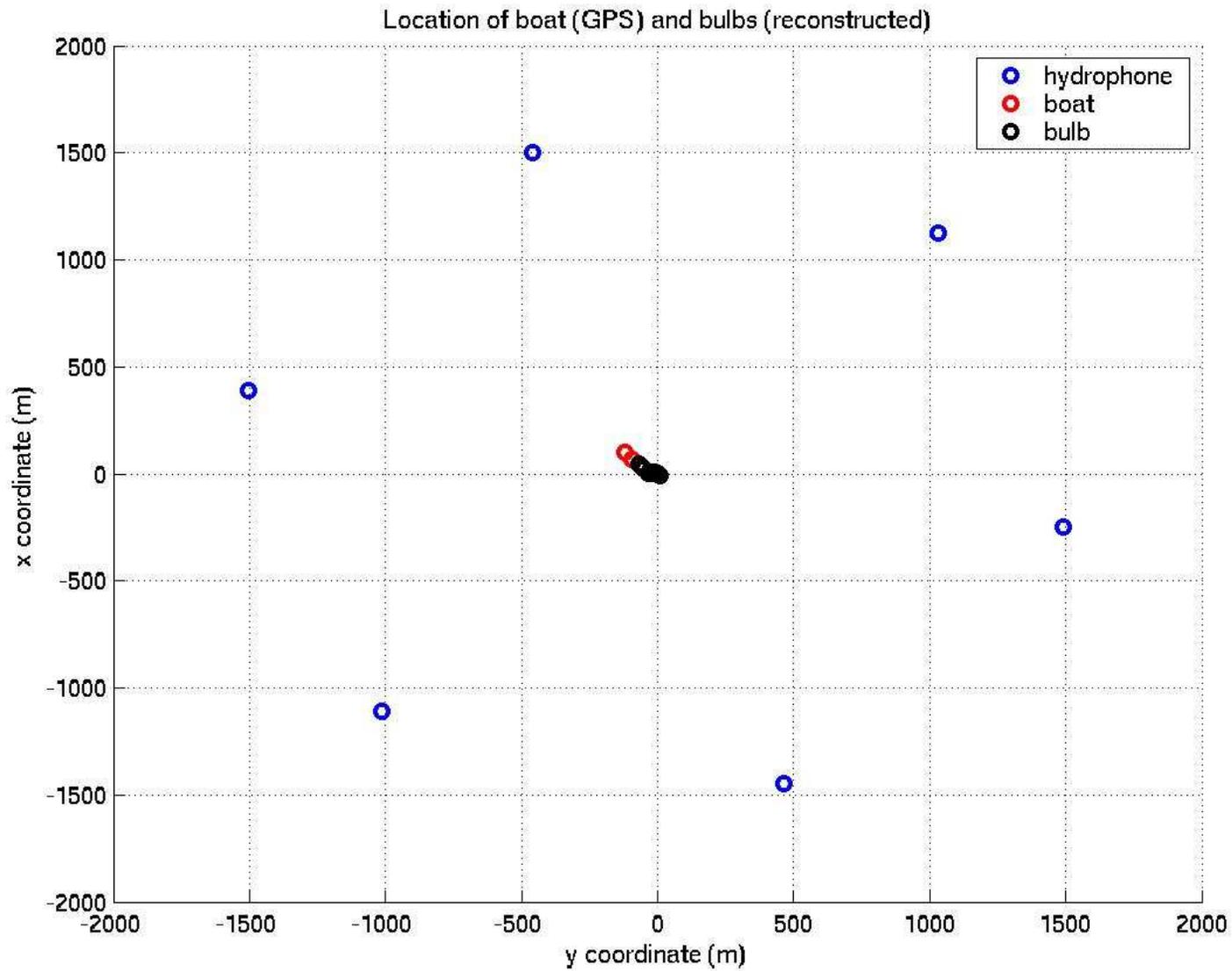
Calibration sources



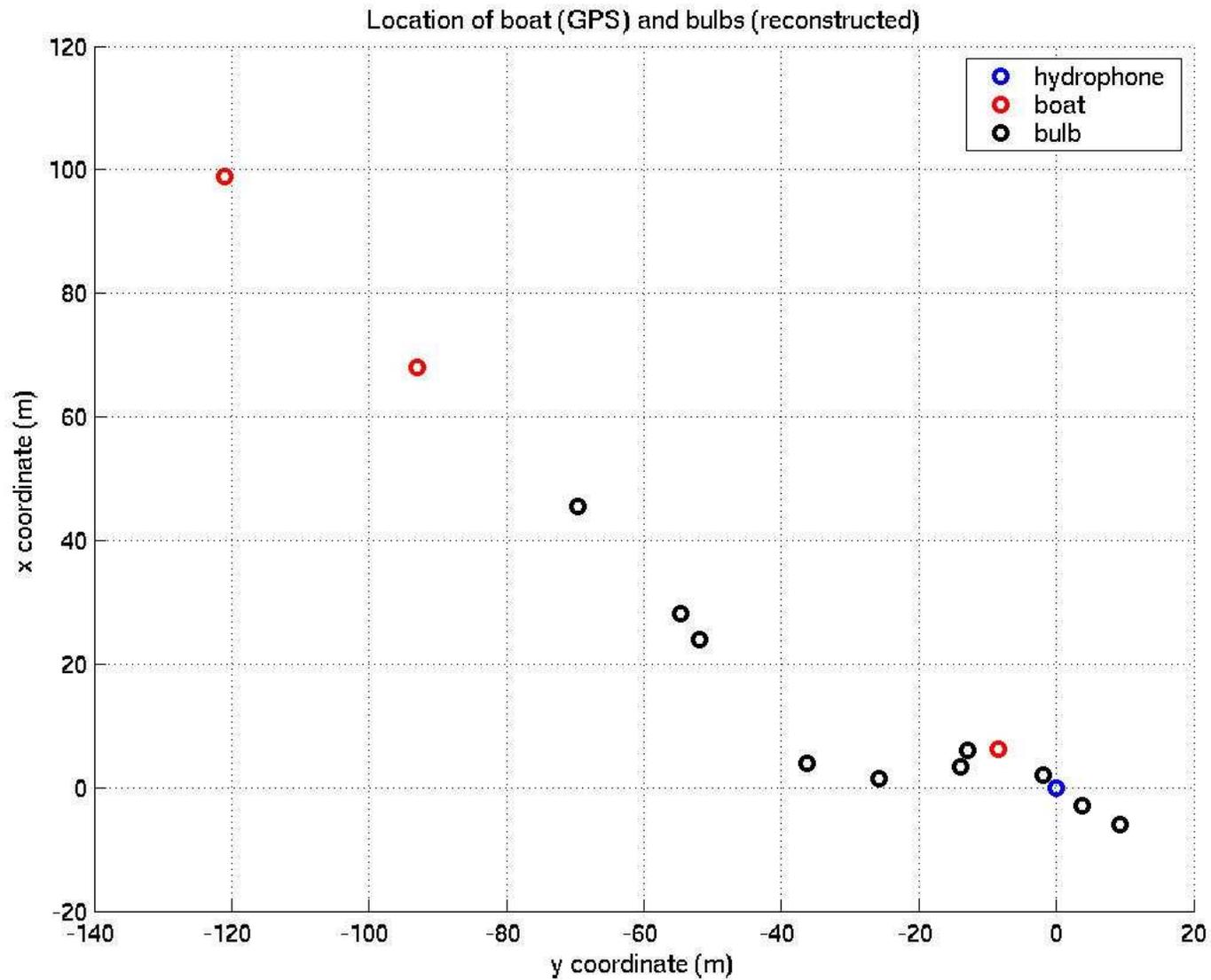
21 Events per lightbulb



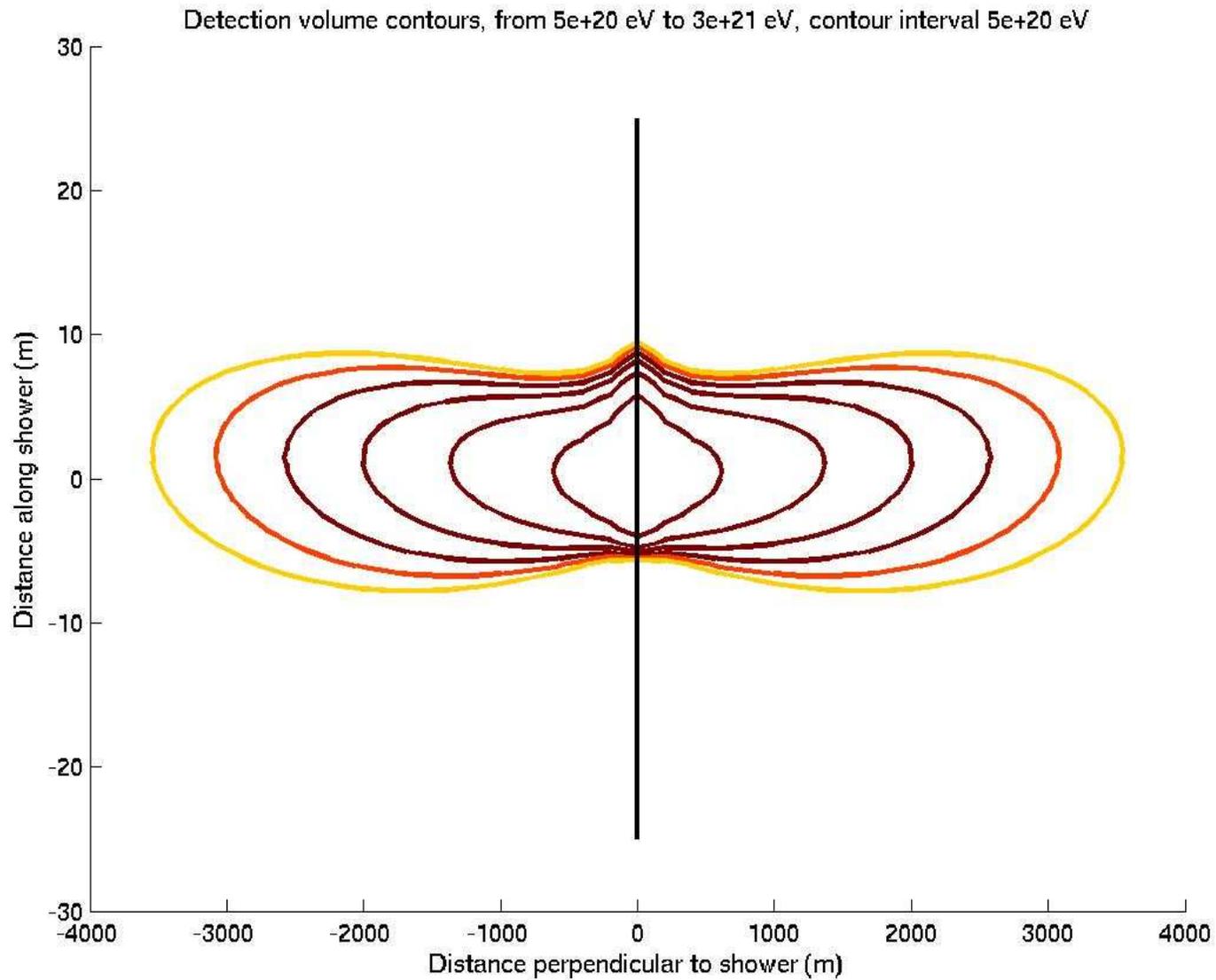
Light bulb positions and energies reconstructed



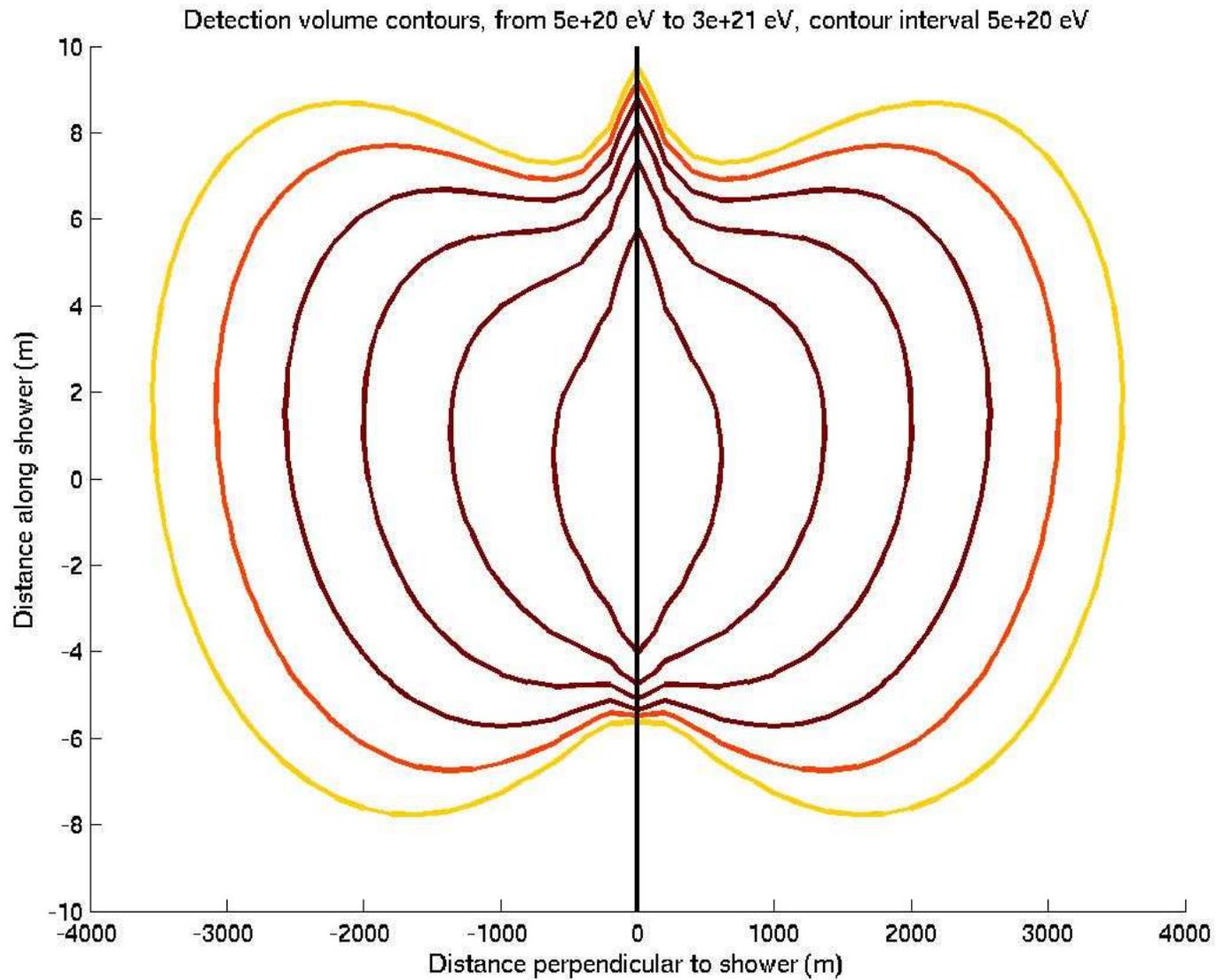
Light bulb positions and energies reconstructed



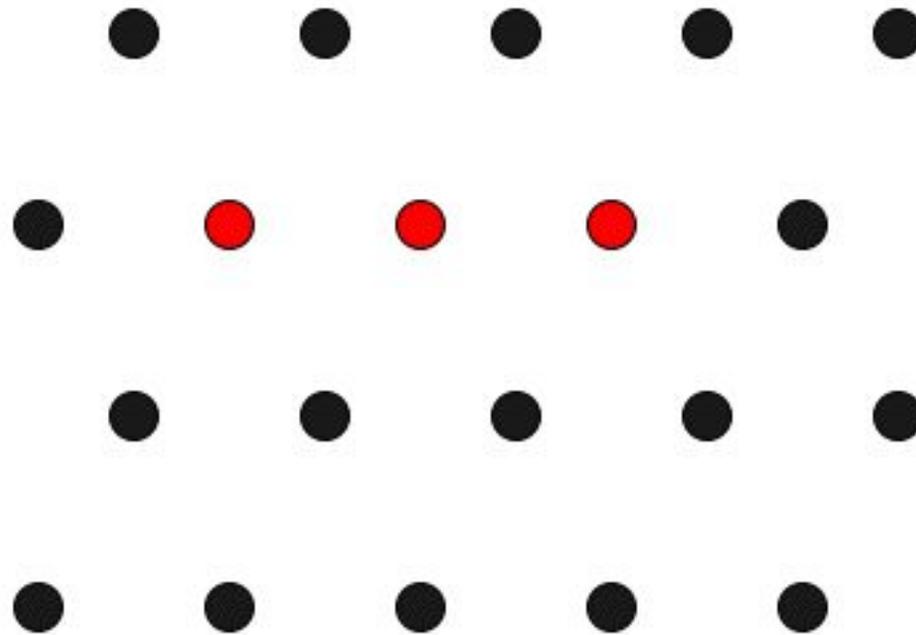
Detection contours under typical noise conditions



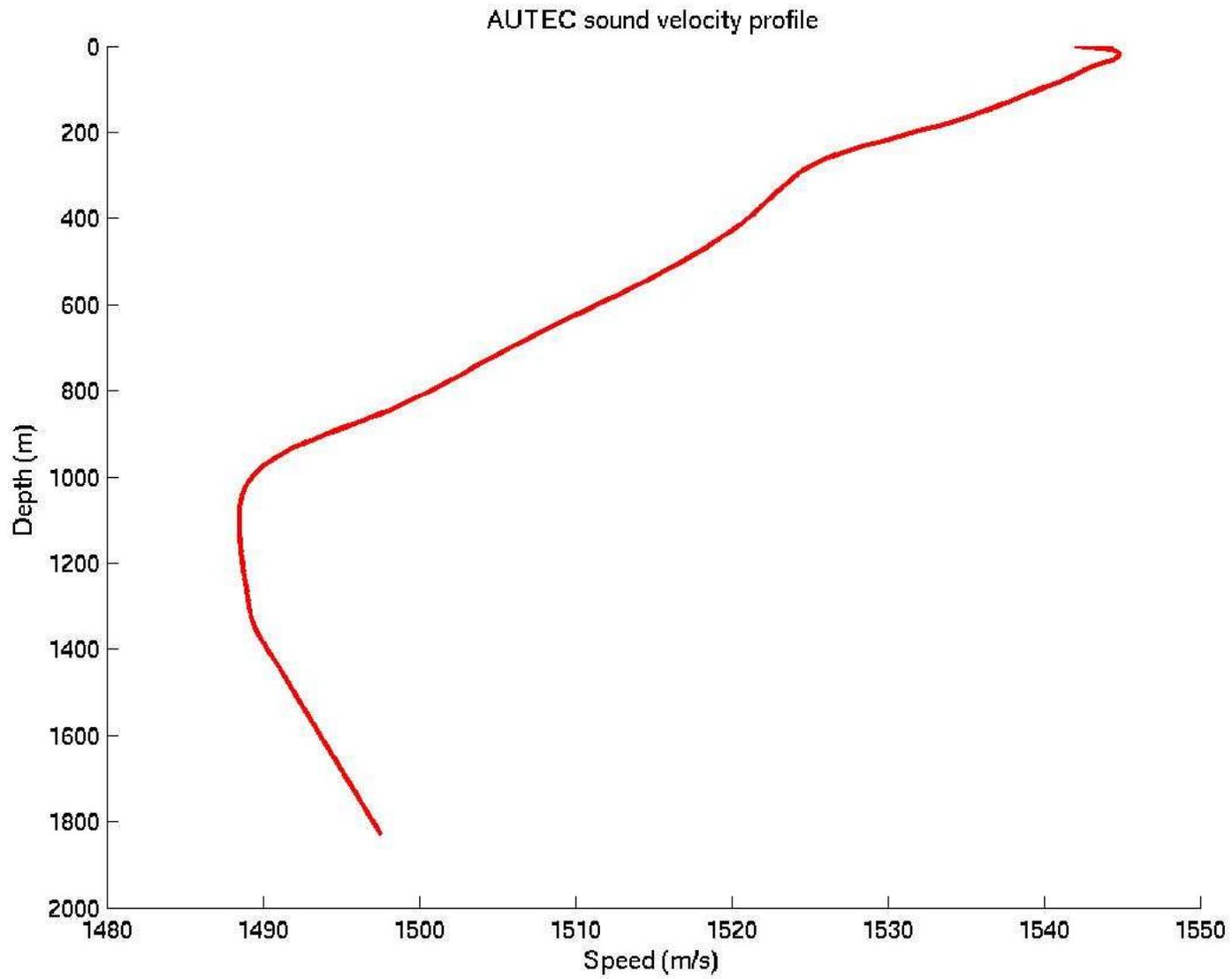
Detection contours under typical noise conditions (zoomed in)



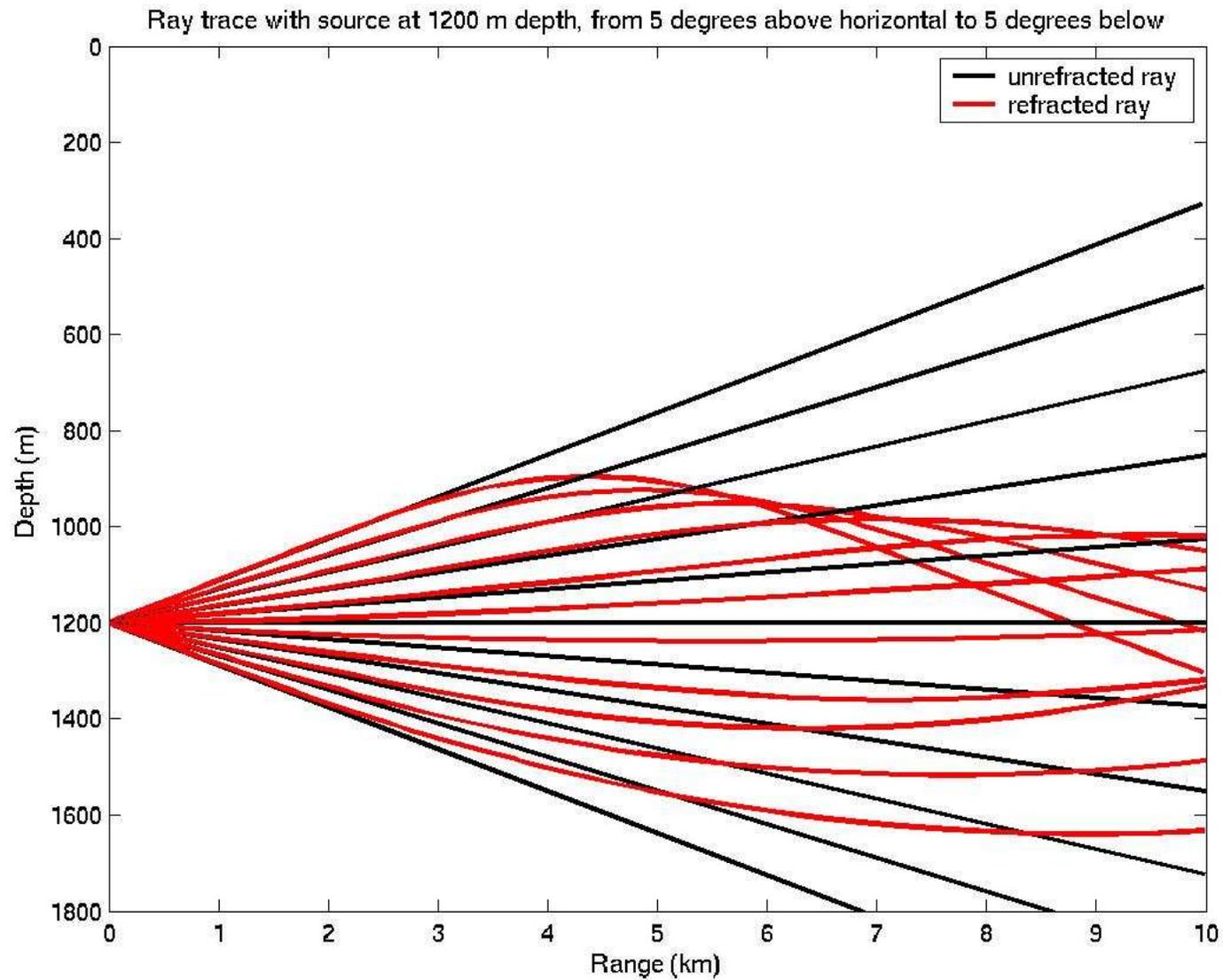
Pancakes can be good



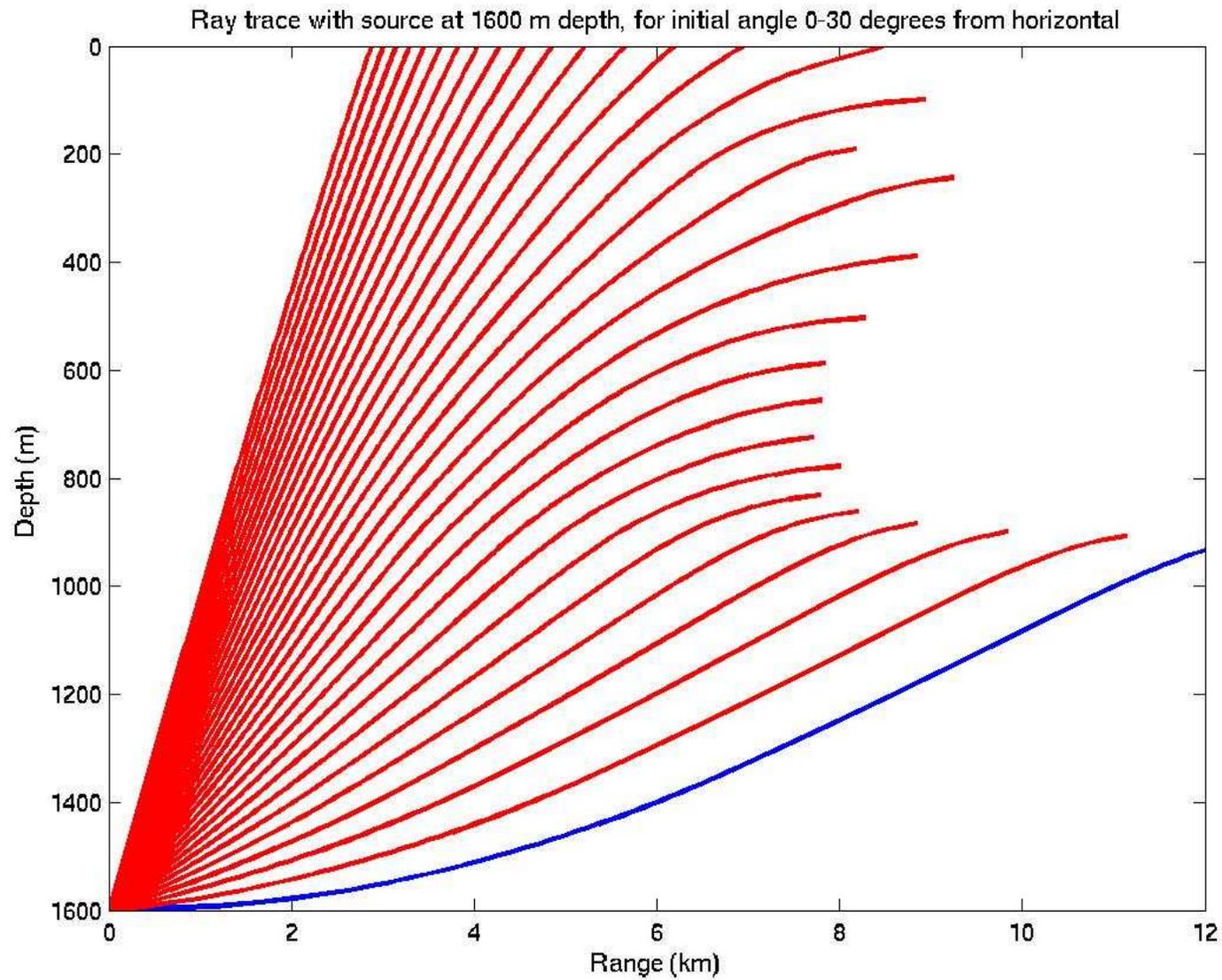
AUTEC SVP



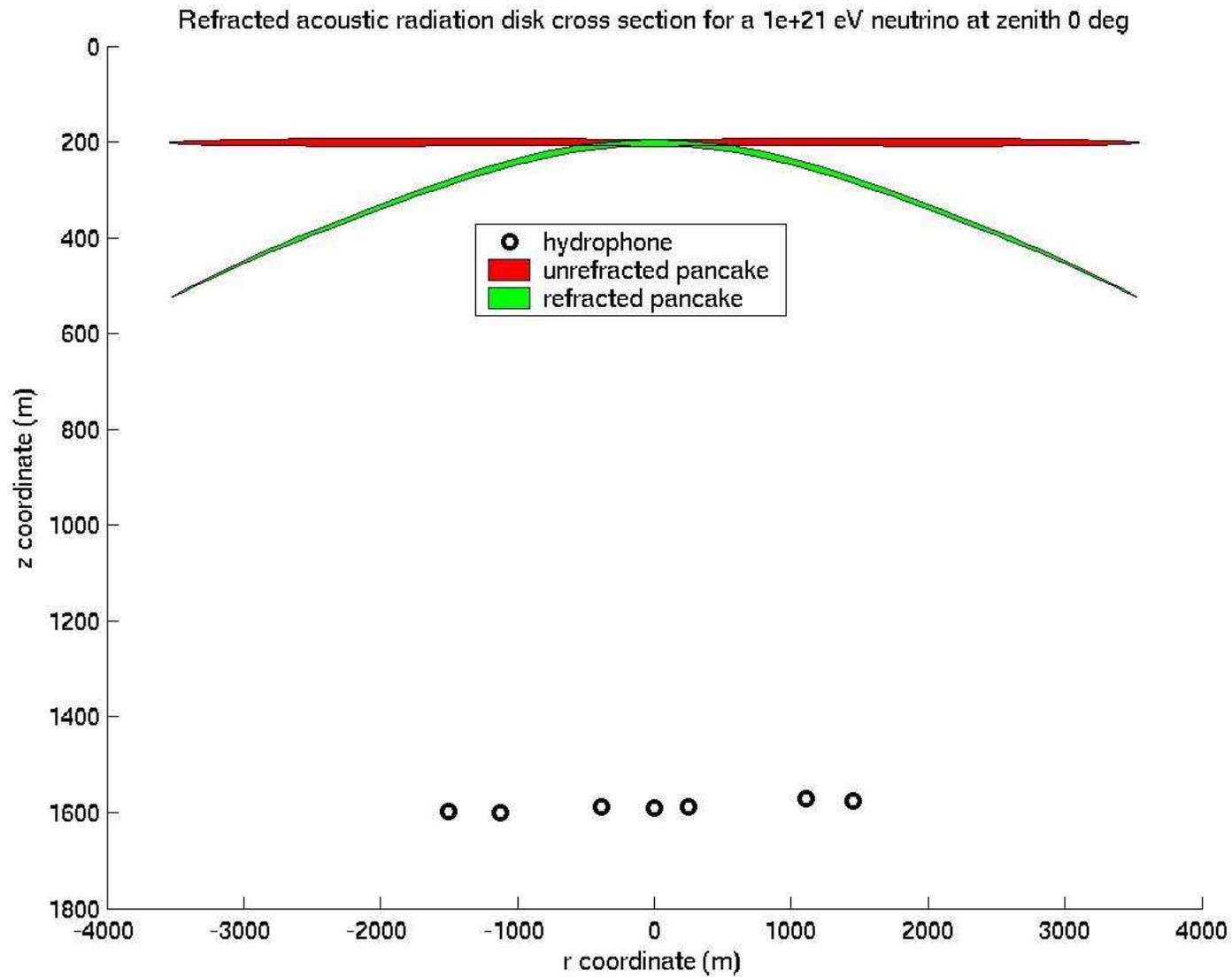
Refraction is significant beyond 1 km



Refraction is significant beyond 1 km

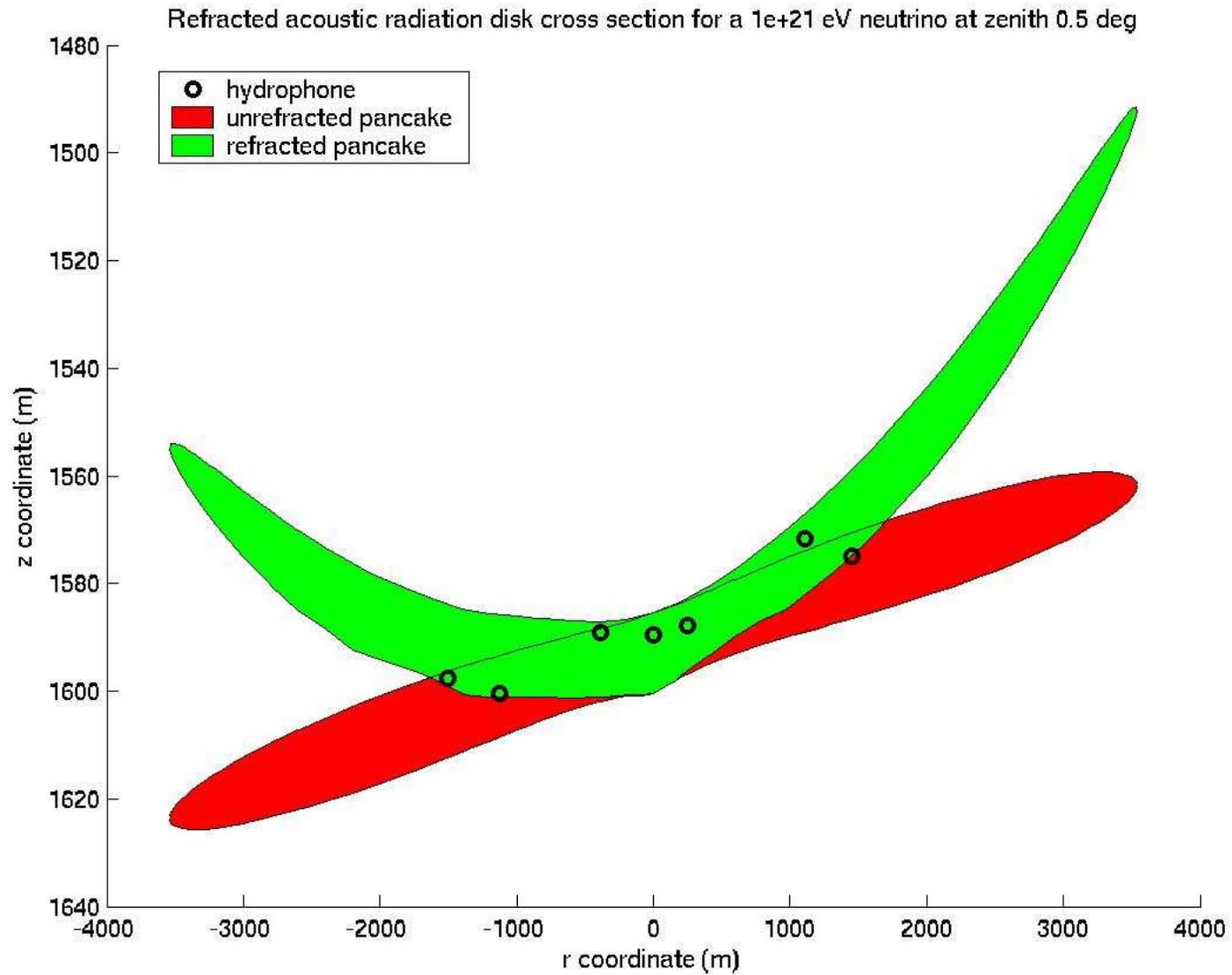


Refracted pancake (undetected) 300 m deflection!

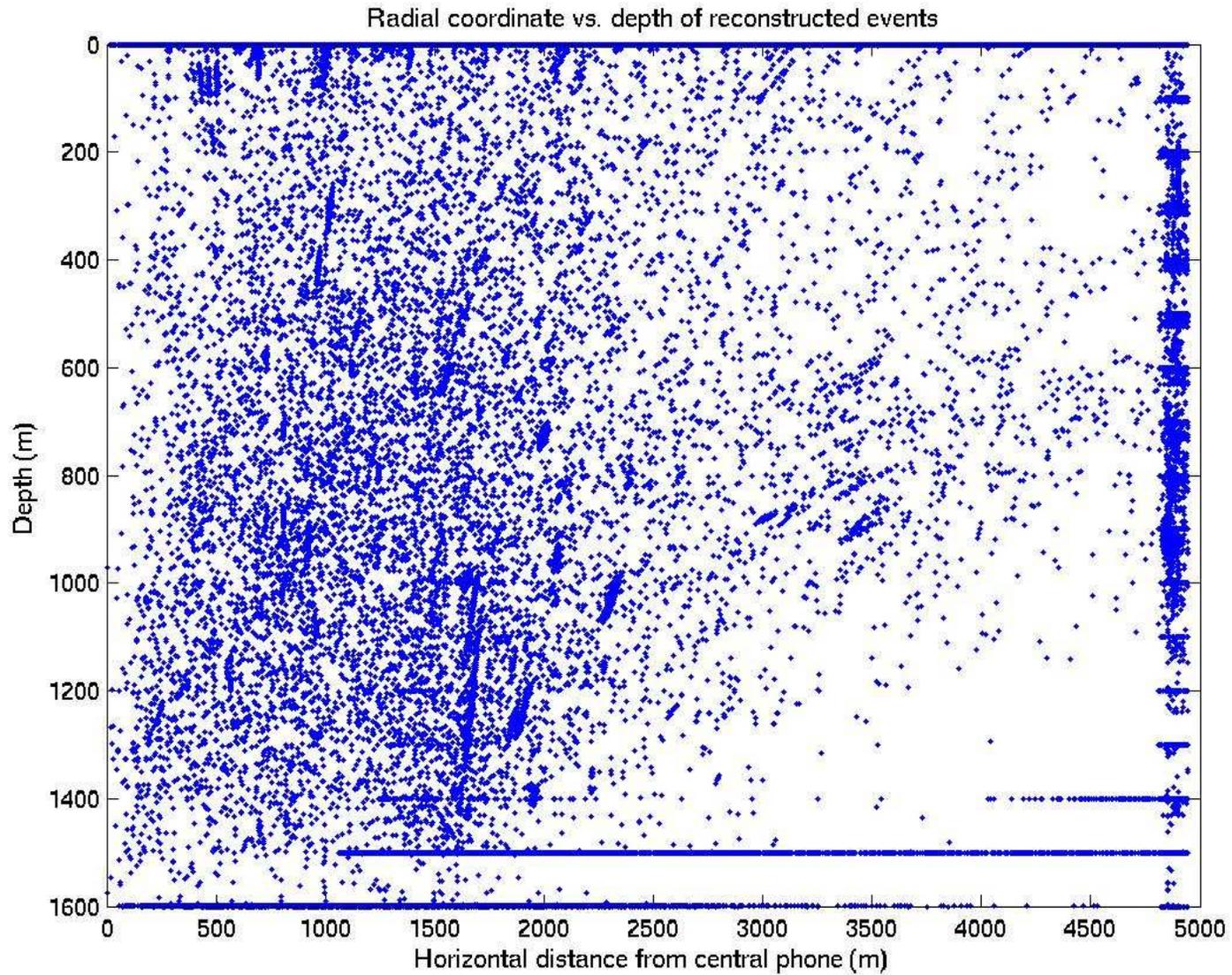


Refracted pancake (detected)

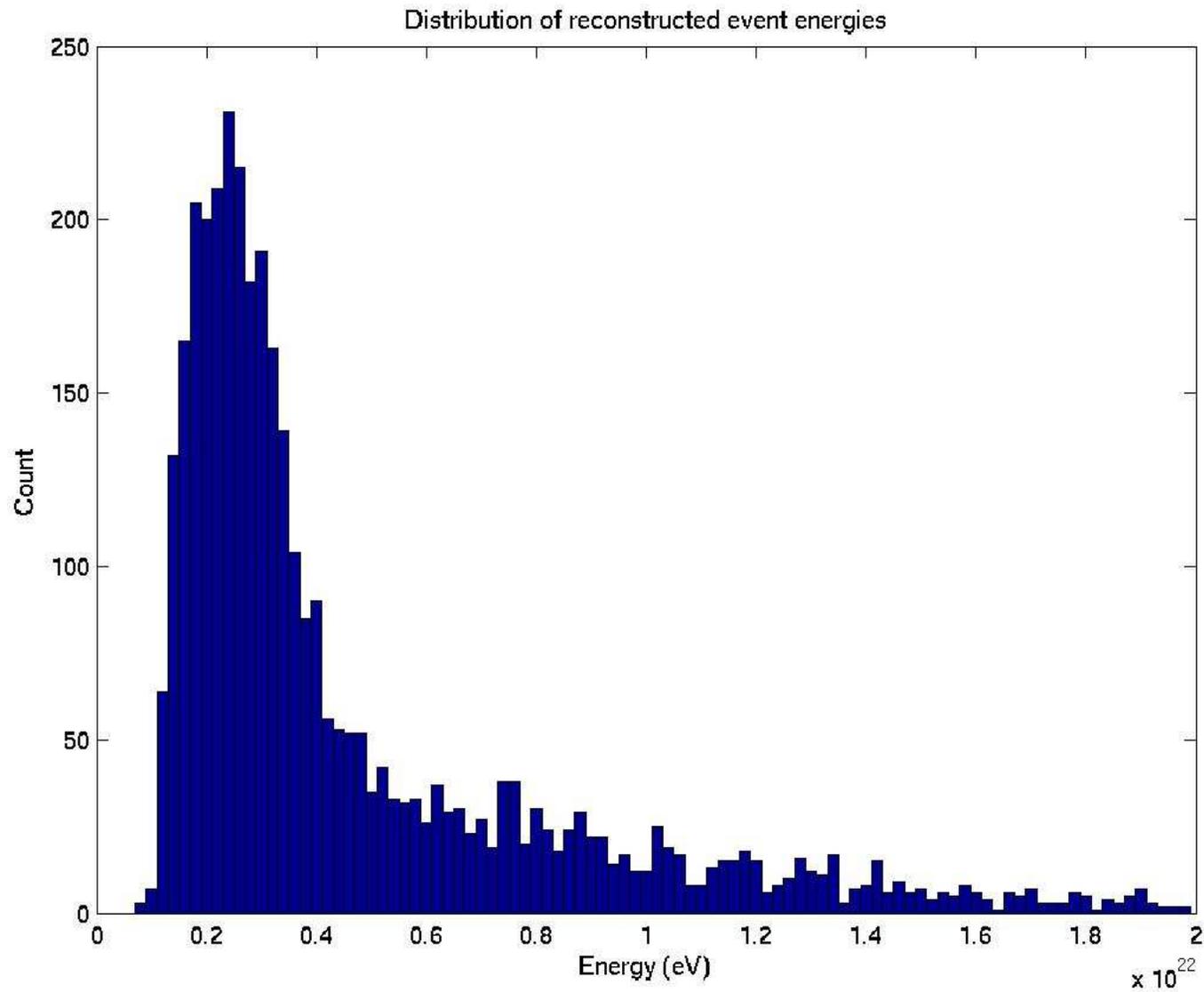
100 m deflection



Localization achieved



Localization → energy reconstruction



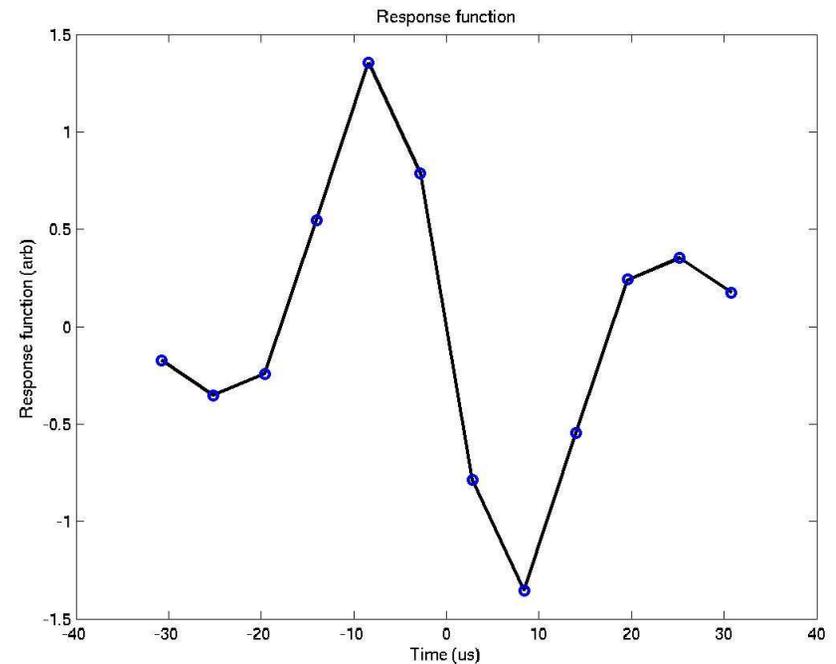
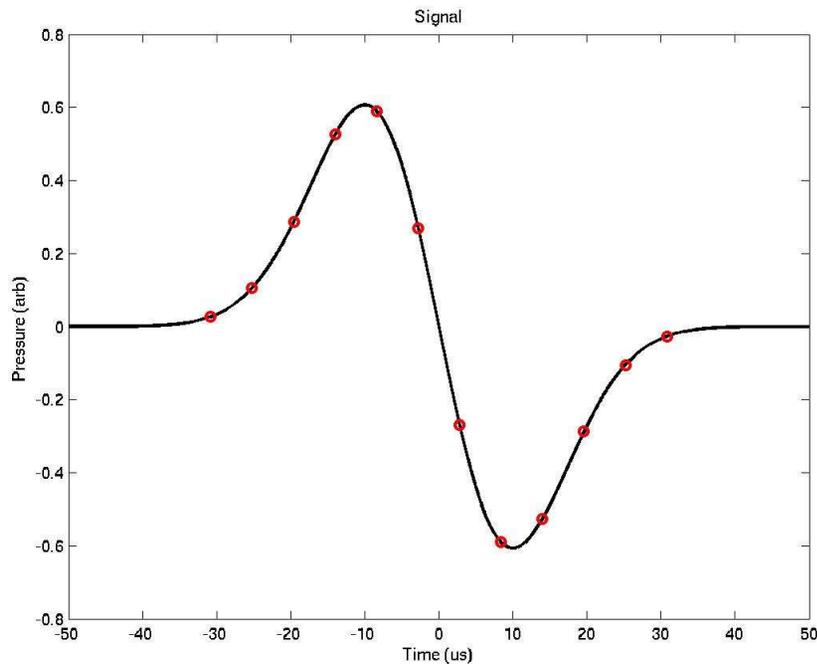
Cut 1: Digital Filter

$$\text{signal} : S(t) \propto -\frac{t}{\tau} e^{-t^2/2\tau^2}$$

$$\text{noise} : N(t) \propto f^{-2}$$

$$\rightarrow \text{response function} : H(t) \propto -\left(\left(\frac{t}{\tau}\right)^3 - 3\frac{t}{\tau}\right) e^{-t^2/2\tau^2}$$

$$\tau = 10 \mu\text{s}$$



Cut 3: Five-phone coincidence

Require

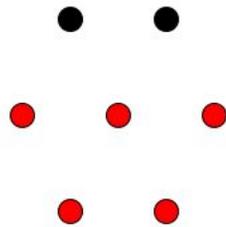
1) Events obey causality:

Pairwise, times are within coincidence window: $t_{ij} < c * d_{ij}$

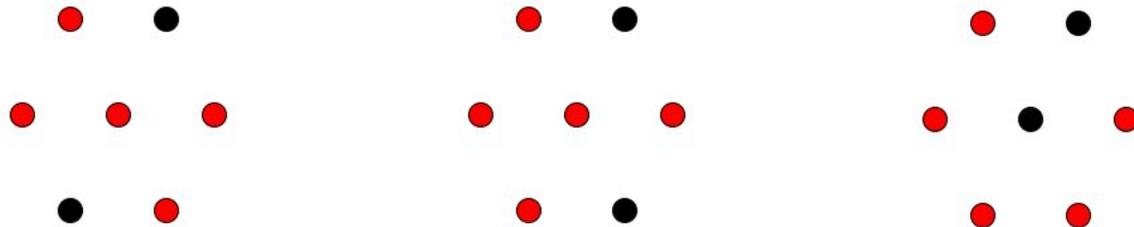
2) Geometry consistent with pancake (2D circle) shape:



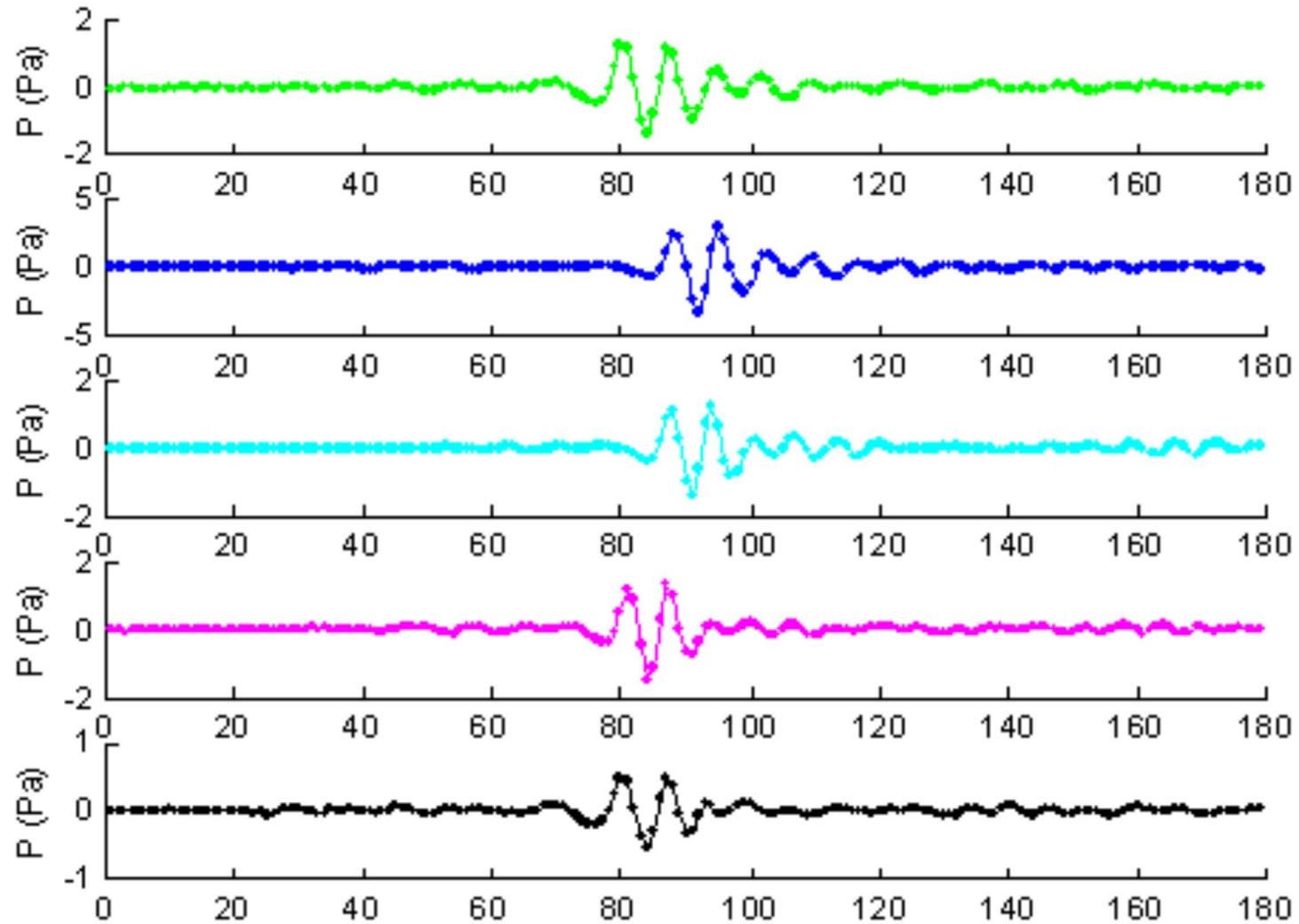
accepted:



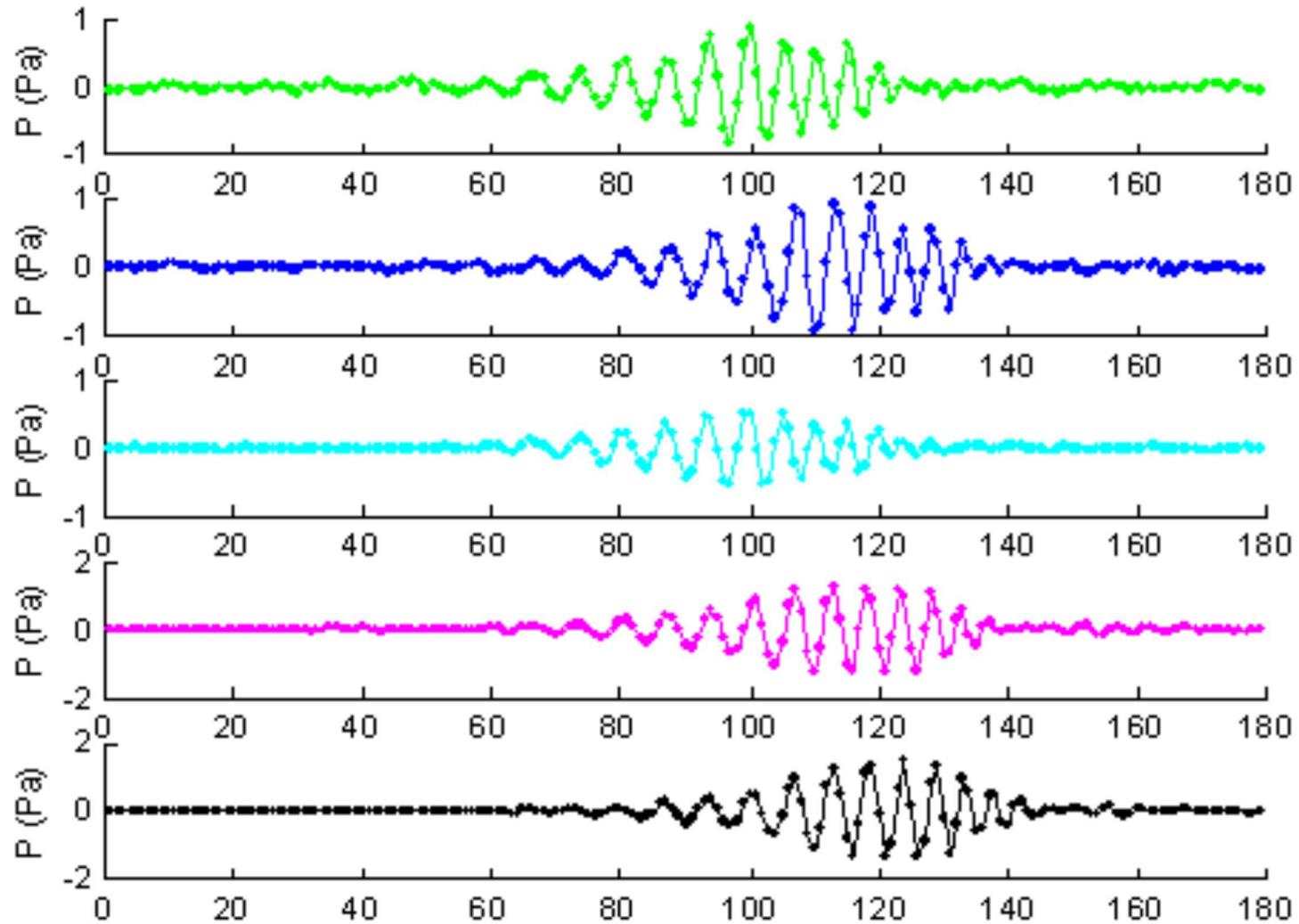
rejected:



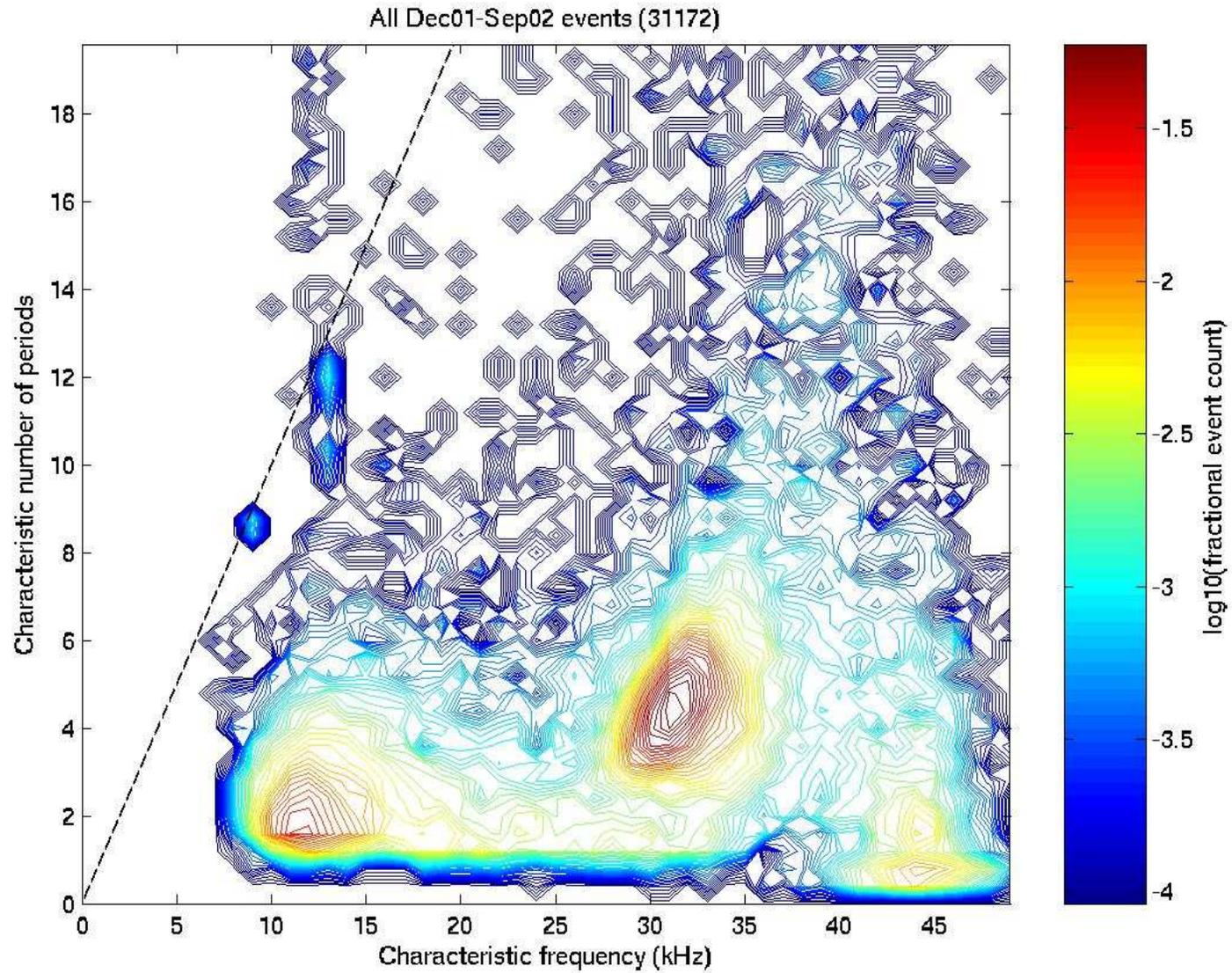
Example of a five-phone event



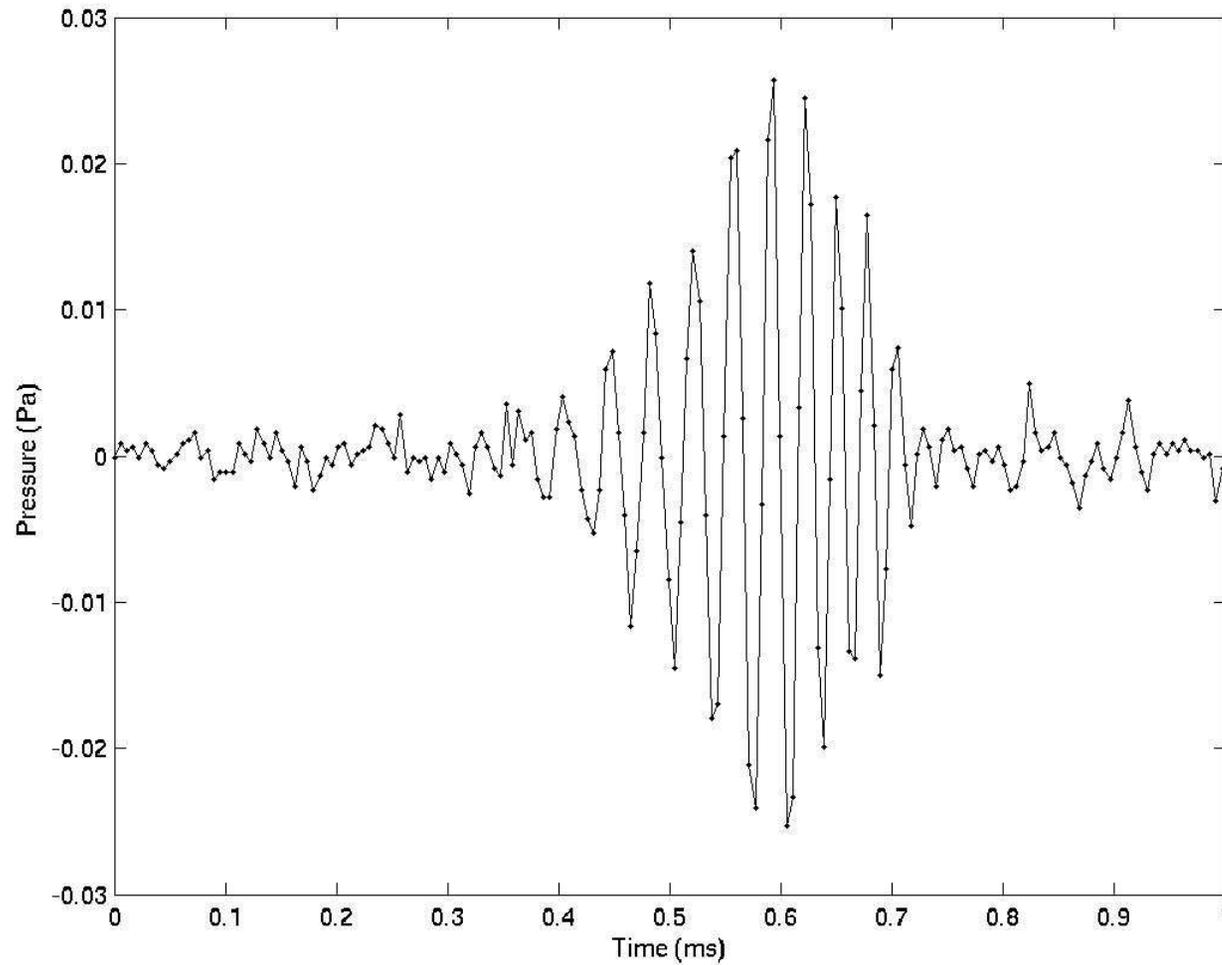
Example of a five-phone event



Cuts 4a and 4b: Characteristic Frequency and Number of Periods

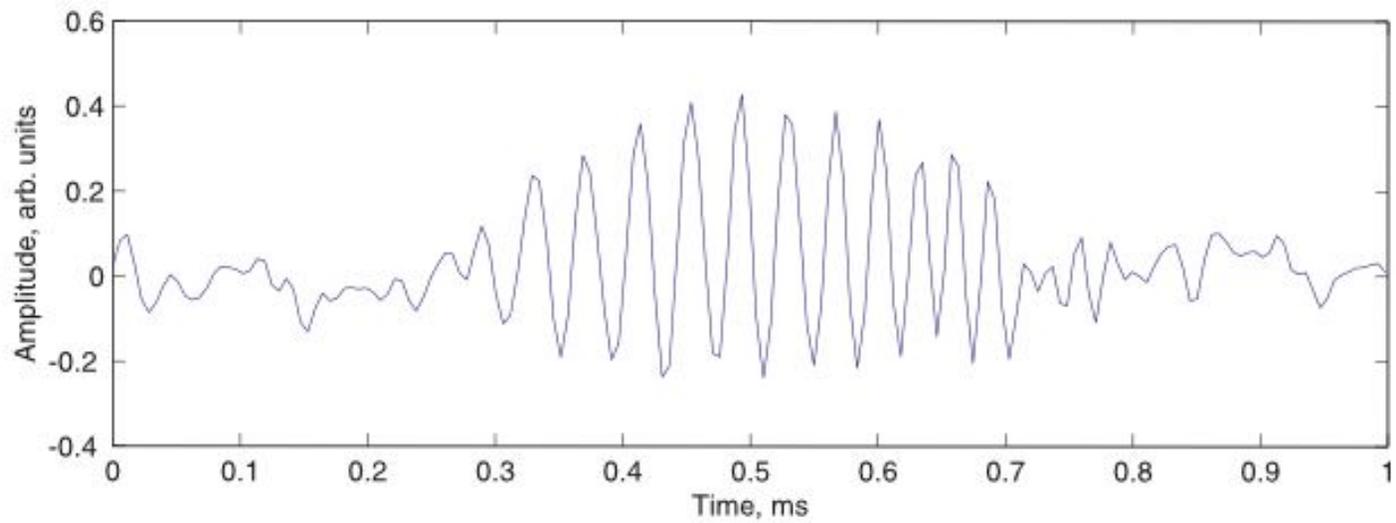
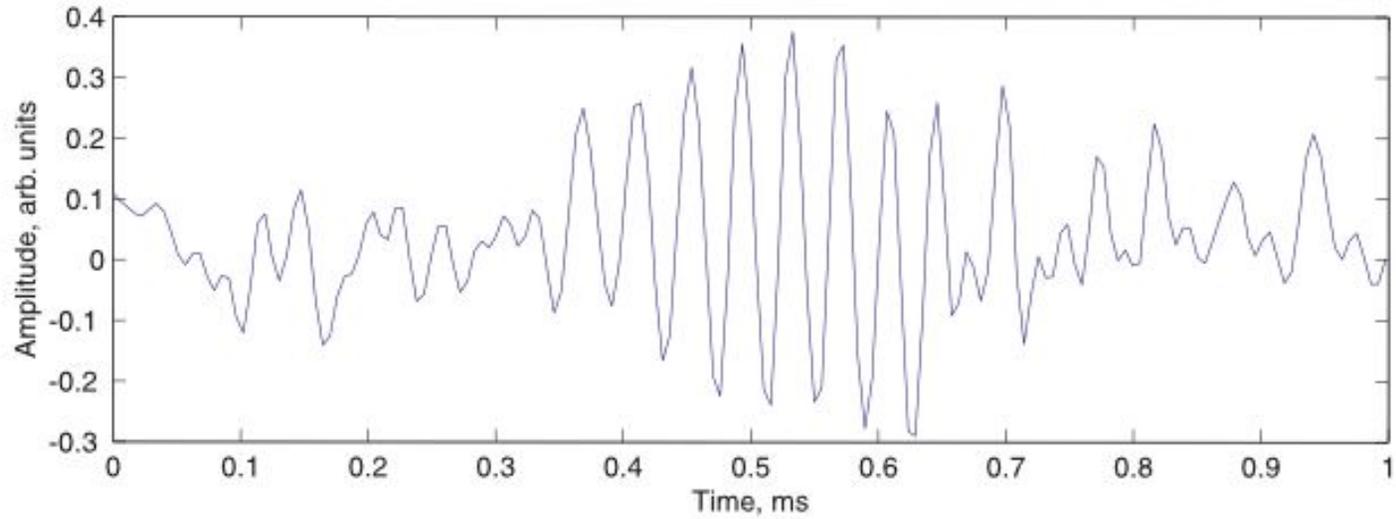


Cut 4c: Diamond Events

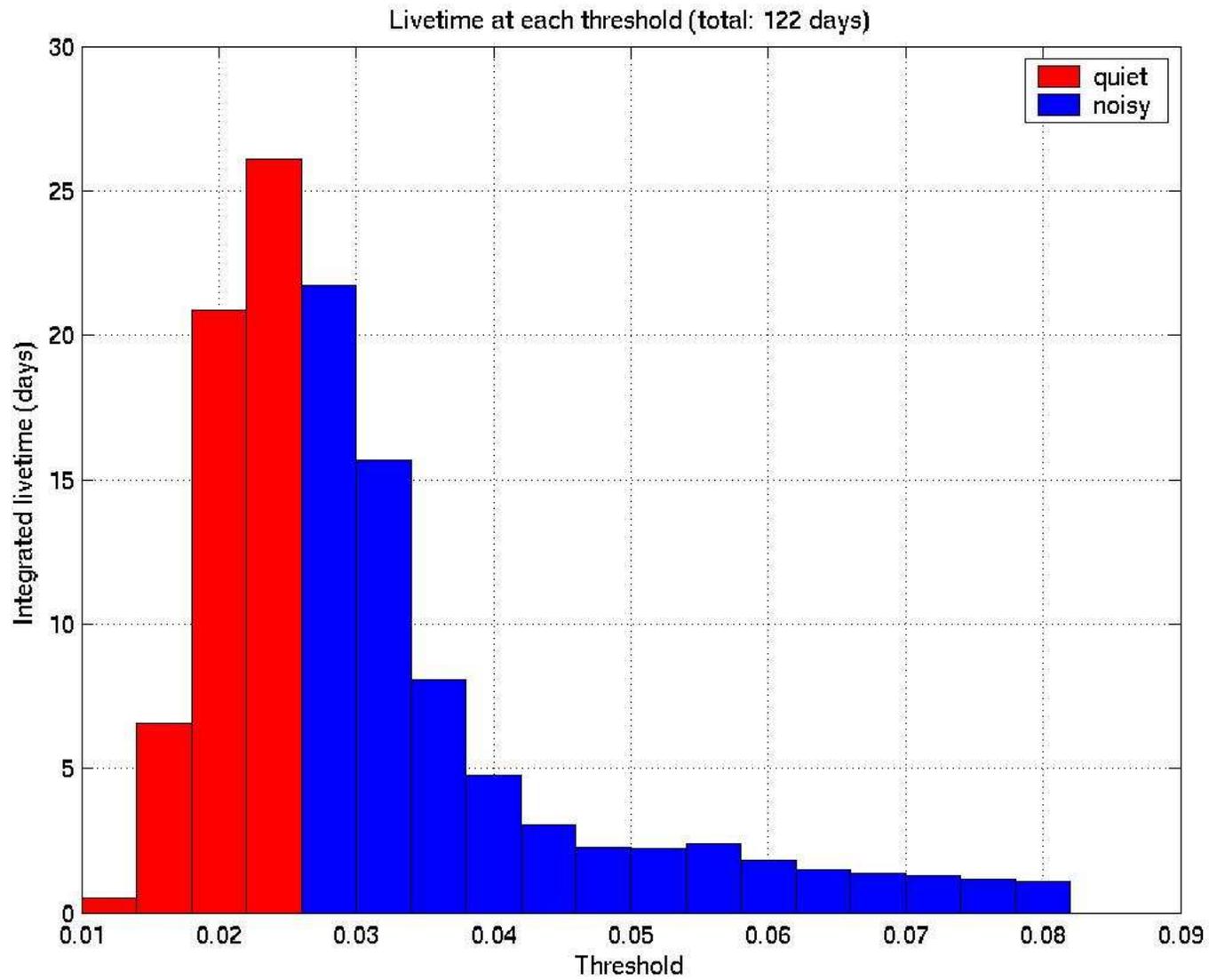


frequent but easily rejected with a matched filter (online?)

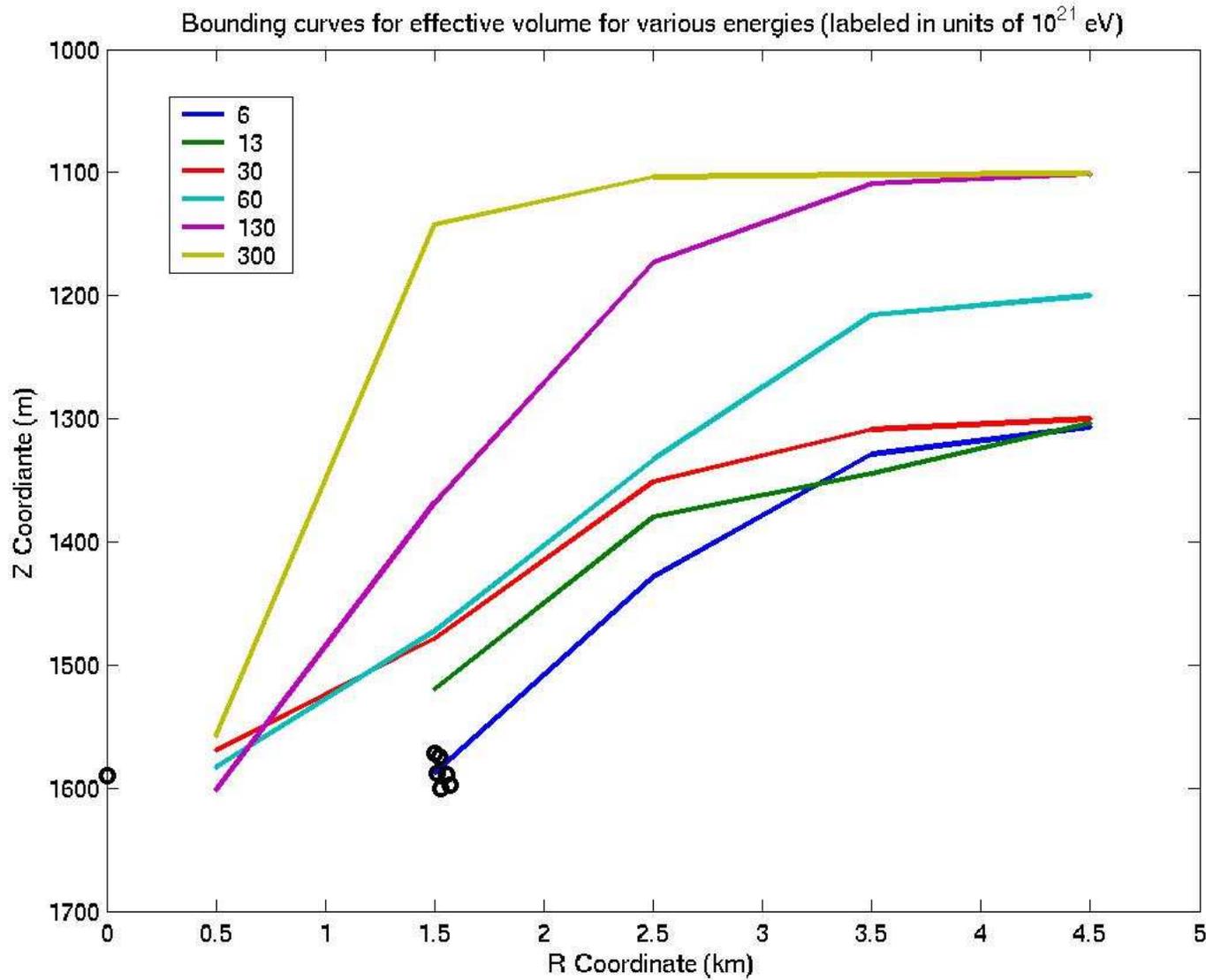
Examples of dolphin signals recorded by AUTEK personnel



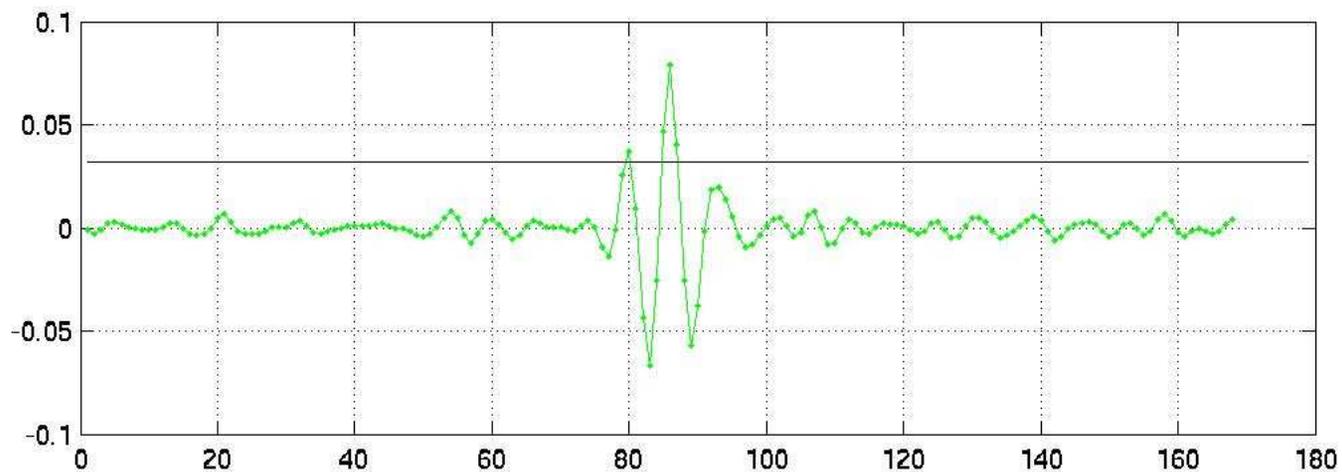
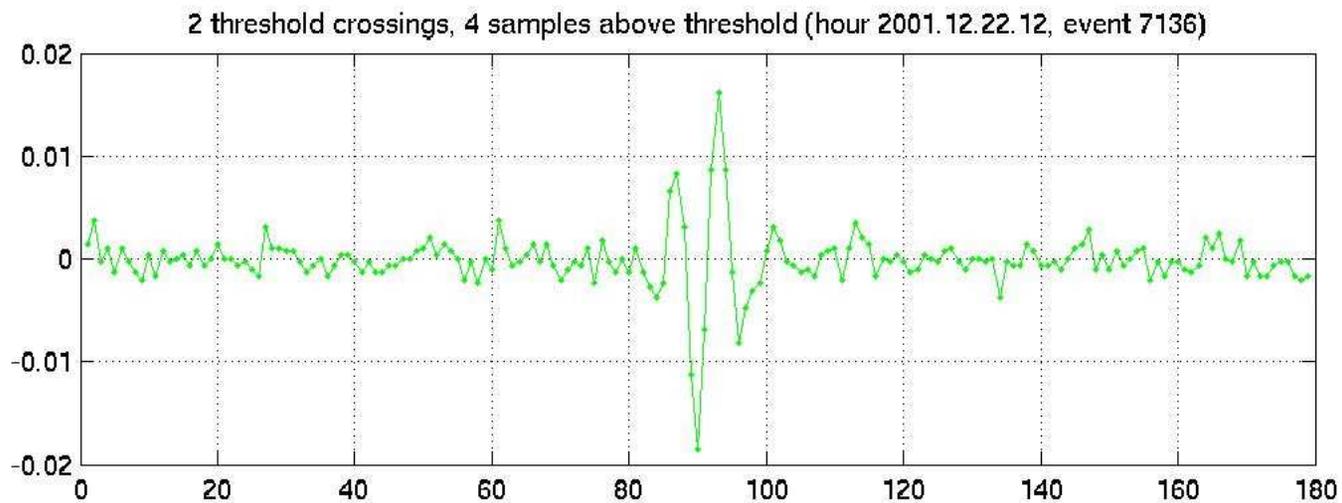
Cut 5: Adaptive threshold



Cut 6: Pancake shape constrains effective volume (bad news and good news)



Cut 7: Threshold crossings



Background rejection

<u>Cut</u>	<u>Events</u> passing cut (Run II, 163 days integrated livetime)	
1) Filter trigger	40 million	single-phone events
2) Electronic noise	25 million	single-phone events
3) 5-phone coincidence	5 million	combinations
4) Waveform analysis	3 thousand	combinations
a) Periods < 4		
b) $20 \text{ kHz} < \text{freq} < 40 \text{ kHz}$		
c) Diamond metric < 0.7		
5) Threshold ≤ 0.024		
6) 5-phone localization	300	combinations
7) Threshold crossings < 2	0	combinations

([online](#), [offline](#))

What have we learned?

- Refraction cannot be neglected for $> \sim 1$ km rays
 - Travel times are not significantly affected, but
 - Arrival direction and radiation envelope are (deflection)
 - Phones on sea floor are bad
 - Ray tracing necessary for localization
- $c_{\text{sound}} = c_{\text{light}} / 200,000$!!
 - Coincidence is a very weak requirement \rightarrow combinatorics
- 3D localization demonstrated
 - 10 m resolution attained
 - Array geometry important; planar array is worst case
(but our signal is planar...)
 - Pancake shape a powerful requirement (despite decreased volume)
- Impulsive backgrounds at 10^{21} eV exist but can be rejected
- Energy threshold is very high (10^{21} eV) with 1.5 km spacing and current triggers

What's next?

Analysis

- Rigorous Monte Carlo efficiency check
- Final flux limits

SAUND-II

- More phones, more volume, more computer processing
- Improve adaptive threshold algorithm
- Build coincidences online
- Optimize cut strategy
- Lower energy threshold (one order of magnitude reasonable)
- Push to the Gaussian noise floor

Beyond (other arrays)

- 100-500 m spacing?
- better geometry?
- better noise environment?