

The TeV Cosmic Ray Anisotropy

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A Review

- Charged particles constantly bombarding the Earth
- Mostly protons and helium, trace amounts of other particles
- Create extensive air showers when they interact with a particle in the atmosphere
 - These are what we measure
- Key properties:
 - Energy
 - Composition
 - Arrival direction





Cosmic Ray Measurements



- Usually care about all three observables for neutrinos and photons, including arrival direction
- For Cosmic Rays, arrival direction is often of less interest this is a mistake!
- Why?







Magnetic Fields

The Universe is permeated by magnetic fields, which ٠ alter the paths of charged particles

Lorentz Force Law: $\mathbf{F} = q(\mathbf{E} + \mathbf{v} \times \mathbf{B})$

- Photons and neutrinos are neutral they travel • directly(ish) from the source to us!
- Cosmic rays, meanwhile, get bounced around by • magnetic fields, losing directional information
- In principle, could backtrack cosmic rays to their • sources if we knew exact configuration of magnetic fields everywhere – but that's not feasible



A Non Cosmic Ray Example – The Solar Wind



- The Sun constantly emits charged particles the Solar Wind
- The Earth is surrounded by a self-produced magnetic field the magnetosphere
- The magnetosphere redirects the solar wind around the Earth, shielding us
- On occasion, redirected solar wind particles can be seen as aurorae





The Result

- Turbulent magnetic fields permeate the galaxy, scattering cosmic rays until they arrive *almost* isotopically at the Earth
- **But**, not *completely* isotropically small differences from one part of the sky to the other
- Any *anisotropies* encode interesting physics
- Some things which can cause anisotropies:
 - Something blocks the cosmic rays
 - We move relative to the Cosmic Rays
 - Cosmic Rays move preferentially in some direction
- Lots of room for interesting physics!



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The Sun and Moon Shadow

- The Sun and the Moon block Cosmic Rays, creating a Cosmic Ray Shadow
- Has been measured by IceCube (as well as a number of other observatories)
- Typically about a couple percent
- Some interesting features...









But First, What Are We *Specifically* Looking At?

• The Cosmic Ray Anisotropy is typically given as a *Relative Intensity*





 For the Sun and Moon shadow: how many cosmic rays do you actually see ("on" counts) vs. how many do you expect to see if there was nothing there ("off" counts or background)

The Moon Shadow



- Essentially just a solid circle on the sky
- Can predict, with good accuracy, the amount of cosmic rays blocked based purely on how much of the sky the moon covers
- This makes it a good angular resolution test







The Sun Shadow

- Unlike the Moon, has a *magnetic field* one which changes in time due to the 11 year solar cycle!
- The shadow appears to change in time with the solar cycle – provides a way to study the magnetic field near the Sun





The Sun Shadow



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Let's Look at the Whole Sky Now



- Anisotropy of order 0.1% across entire sky
- Most prominent feature is dipole-like feature
- Many prominent smaller features as well though
- <u>Note</u>: Due to reconstruction method, every declination essentially reconstructed independently

As a result, unable to measure anisotropy across different right ascensions







Not only is it the most prominent feature • - it's energy dependent!









Abeysekara, A. U., Alfaro, R., Alvarez, C., et al. 2019, Astrophys J, 871, 96

Desiati, P., & Lazarian, A. 2011, arXiv, 762, 44

Local Interstellar Magnetic Field



- Under hypothesis, allows measurement of LIMF
- Amplitude of dipole depends on diffusion tensor – allows measurement of how particles diffuse in the Interstellar Medium



Dipole Energy Shift

- Cosmic Rays will move preferentially in one direction if there is a cosmic ray *density gradient* due to diffusion
- Expect higher cosmic ray density towards galactic center
 - might expect them to stream from that direction
- They generally do for higher energies, but at lower energies stream from opposite direction
- Potential cause: local sources contribute at lower energy
- Plausible sources:
 - Vela
 - Geminga





Another Dipole-Causing Phenomenon: The Compton-Getting Effect

• Expect to see excess in Cosmic Rays in direction of motion with respect to rest frame of cosmic rays with amplitude

 $A = \frac{v}{c}(\gamma + 2)$

- Might consider two frames where the CG is important:
 - The frame moving with the solar system
 - The frame moving with the Earth
- If we assume cosmic rays move with the ISM, our speed relative to cosmic ray plasma rest frame is about 23 km/s
 - A = 3.6 x 10⁻⁴ (taking spectral index γ = 2.7)
 - Smaller than measured dipole with different expected direction – see last slide – so can't explain dipole measurement on its own





Another Dipole-Causing Phenomenon: The Compton-Getting Effect

- The Earth moves around the Sun at ~30 km/s
- expect to see excess in direction of Earth's velocity with $A = 4.7 \times 10^{-4}$
- This is the so-called "solar dipole"
- Interferes with the sidereal dipole
- In sidereal frame the solar dipole cancels out if integrating over one year
- In solar frame where the Sun is stationary on the sky the sidereal dipole cancels out if integrating over one year
- Provides an excellent calibration for a cosmic ray detector!
- Because the amplitude of the solar dipole depends on the CR spectral index, can use this is a way to measure γ!

Aartsen, M. G., Abraham, K., Ackermann, M., et al. 2016, Astrophys J, 826, 220

-0.0006

-0.0008

-0.0010





sidereal

18

solar

50

What About the Smaller Scale Anisotropy?



- Smaller scale features much less understood, but lots of discussion in the literature
- To better quantify them, typically take power spectrum of the CRA sky-map









Interactions with the Heliosphere







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López-Barquero, V., Xu, S., Desiati, P., et al. 2016, arXiv



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Conclusion: Lots of Interesting Physics in the Arrival Directions of Cosmic Rays!

- Study the magnetic field extremely close to the Sun
- Study the Interstellar Magnetic field
- Measure the cosmic ray spectral index
- Study the edges of the Heliosphere
 - where there are very few measurements!
- Study cosmic ray diffusion in the ISM
- Get us closer to finding the sources of cosmic rays
- Gives amazing detector calibration tools



Abeysekara, A. U., Alfaro, R., Alvarez, C., et al. 2019, Astrophys J, 871, 96



Aartsen, M. G., Abbasi, R., Ackermann, M., e 2020, Phys Rev D, 103, 042005



2025, Astrophys J, 981, 182



Thank You!



Backup

Sun Shadow Simulation



Fig. 15. Temporal behavior of shadow ratio s (assuming the HGm model) and the sunspot number in the years from 2007 through 2017. Sunspot numbers are taken from SILSO World Data Center (2007-2017).

Fig. 6. Examples of visualizing the calculated Sun shadow, v 09 (*top*; year of least solar activity) and 2014-15 (*bottom*; y solar activity) seasons are shown, using the energy spectru position according to the GH model.

0.0

Longitude [°]

0.2

0.4

-0.2

-0.4

-0.2

0.0

Longitude [°]

0.2

0.4

-0.4

Tjus, J. B., Desiati, P., Döpper, N., et al. 2020, Astron Astrophys, 633, A83



10

E_{kin} [TeV] / B_{dip} [G]

0.5

Dipole shadow at 12 TeV

Dipole shadow at 3 TeV

1.0

1.00

- 0.84

. 89.0

- 0.36

0.20

- 1.00

0.84

- 0.68

0.52

- 0.36

- 0.20

S_{dipole}

prob

0.5; p



100

Reconstructing the Anisotropy

360°

6944



- Variation in counts over sky <u>much larger</u> than Anisotropy
- This is because of <u>detector acceptance</u> and <u>atmospheric effects</u>
 - Flux of cosmic rays typically falls as cosⁿ (zen), with n~2 for lower energy rays
 - I'll refer to both as <u>acceptance</u>
- We need to know the detector's response to an isotropic cosmic ray flux!





Getting Expected Counts

360°

360



1.5

27

Relative Intensity ($\times 10^{-3}$)

-1.5

- Need to know detector's response to an isotropic cosmic ray flux...maybe use Monte-Carlo?
- Relative intensity of order 0.1%
- Need to know detector's response to an isotropic cosmic ray flux to with relative error less than this
- Models of Cosmic Ray showers have uncertainty of order 10%
 - Far too high!
- Need another way to separate anisotropy from acceptance...



A Difference Between Acceptance and Anisotropy





Counts

204



Leveraging Acceptance vs. Anisotropy



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- Acceptance per bin changes over time, anisotropy doesn't how can we quantify this?
- Assuming <u>no anisotropy</u>, for time bin *t* and pixel *i*



<u>Note:</u> original paper* uses *i* to refer to pixels in local/detector coordinates

Measured counts in time bin t in pixel $i - n_{ti}$ - sampled from a Poisson distribution with mean μ_{ti}

$$ext{PDF} = rac{(\mu_{ti})^{n_{ti}}e^{-\mu_{ti}}}{n_{ti}!}$$

*Ahlers, M., BenZvi, S. Y., Desiati, P., et al. 2016, ApJ, 823, 10, https://dx.doi.org/10.3847/0004-637X/823/1/10

Leveraging Acceptance vs. Anisotropy



If we allow there to be anisotropy

Measured counts in time bin t in pixel $i - n_{ti}$ - sampled from a Poisson distribution with mean μ_{ti}

$$ext{PDF} = rac{(\mu_{ti})^{n_{ti}}e^{-\mu_{ti}}}{n_{ti}!}$$

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A Likelihood

We have

$$\mu_{ti} = I_i \mathcal{N}_t \mathcal{A}_{ti}$$

With measured counts in time bin t in pixel $i - n_{ti}$ - sampled from a Poisson distribution with mean μ_{ti}

$$ext{PDF} = rac{(\mu_{ti})^{n_{ti}}e^{-\mu_{ti}}}{n_{ti}!}$$

This let's us define a likelihood

$$\mathcal{L}(n|I,\mathcal{N},\mathcal{A}) = \prod_{ti} rac{(\mu_{ti})^{n_{ti}} e^{-\mu_{ti}}}{n_{ti}!}$$

And if we have a likelihood, we can maximize it!







Local Coordinates – Another Point of View



$$\mu_{ti} = I_i \mathcal{N}_t \mathcal{A}_{ti}$$
 \longrightarrow $\mu_{ta} = I_{ta} \mathcal{N}_t \mathcal{A}_a$

Essentially going from <u>stationary celestial sphere</u> and <u>rotating detector</u> **to** <u>rotating celestial sphere</u> and <u>stationary detector</u>

$$\mathcal{L}(n|I,\mathcal{N},\mathcal{A}) = \prod_{ au i} rac{(\mu_{ au i})^{n_{ au i}} e^{-\mu_{ au i}}}{n_{ au i}!}$$

Both formulations give equivalent values





Another View – January 2012 A Pixel



CI IBF

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Another View – January 2012 A Pixel



CI IRF

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Another View – January 2012 A Pixel



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A Declination Deficiency



- Reconstructing the anisotropy is essentially <u>splitting local</u> <u>acceptance</u> and <u>equatorial anisotropy</u>
 - Anisotropy is <u>constant in equatorial coordinates</u>
 - Acceptance is <u>constant in local coordinates</u>
- We can split them because the Earth rotates around its axis
 - Creates a coupling between local acceptance and equatorial anisotropy

 $\mu_{ti} = I_i \mathcal{N}_t \mathcal{A}_{ti}$

- **But** not every equatorial pixel is coupled with every local acceptance pixel
- Local acceptance and equatorial anisotropy only coupled within a single declination band
- What does this mean?





Cosmic Ray Anisotropy Reconstruction



Has several benefits compared to other methods:

- Fast computation time
- Simple to incorporate multiple detectors

Cosmic Ray Anisotropy Reconstruction





Cosmic Ray Anisotropy Reconstruction Example Sidereal Pixel







Arbitrary Units (Normalized) 0.0002

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