

### **COMMON ISSUES**

- Low rates
  - fluxes of high-energy particles are small
  - neutrinos and dark matter have weak interactions
- → Need for large detectors
- No control over "beam"
  - · harder to control backgrounds
  - harder to calibrate, e.g., energy resolution
- → Signals can be difficult to establish and/or characterise
  - cf. solar and atmospheric neutrino oscillation

### RELATED FIELDS

### Neutrino physics

- atmospheric neutrinos are "astroparticle physics" but have contributed more to understanding of neutrinos than to astrophysics
- similar situation for solar neutrinos
- long-baseline neutrino experiments can do low-energy neutrino astrophysics "for free" (and vice versa)

### Nucleon decay

- · many detector technologies useful for both
  - o original purpose of Kamiokande (NDE = Nucleon Decay Experiment not Neutrino Detection Experiment!)
  - planned noble-liquid detectors may be able to do both nucleon decay experiments and dark matter searches

# TOPICS TO BE COVERED

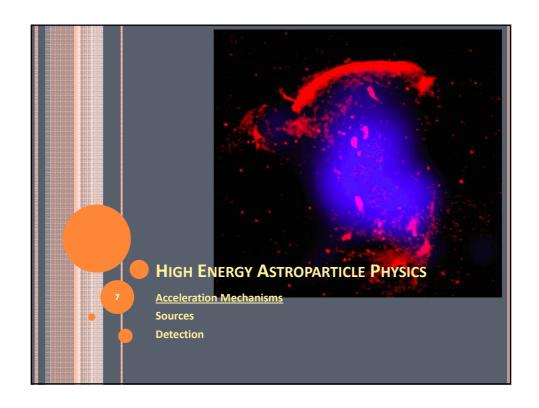
- High energy astroparticle physics (cosmic rays, gammas, high-energy neutrinos)
  - sources
  - detection
  - results
  - prospects

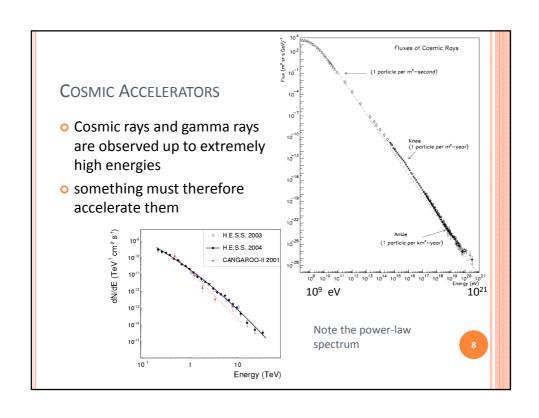
### Dark matter

- evidence
- candidates
- search techniques

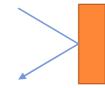
### NOT COVERING:

- o solar neutrinos (SB)
- neutrino masses (SB)
- o supernova neutrinos (no time)





# **ACCELERATION MECHANISMS**



### Fermi Mechanism

- energetic charged particles can gain energy by scattering off local magnetic turbulence (Fermi 1949)
  - Assume particle scatters off much more massive object moving with speed u. Then in the com frame (= frame of massive object) its energy and momentum before the scatter are

$$E' = \gamma_u (E + up\cos\theta)$$
$$p'_x = \gamma_u (p\cos\theta + uE/c^2)$$

• The particle scatters elastically: its energy is conserved and its *x*-momentum reversed. In original (lab) frame

$$E_2 = \gamma_u (E' + up_x') = \gamma_u^2 E \left( 1 + \frac{2uv}{c^2} \cos \theta + \frac{u^2}{c^2} \right)$$

9

### **ACCELERATION MECHANISMS**



### o Fermi Mechanism

- energetic charged particles can gain energy by scattering off local magnetic turbulence (Fermi 1949)
  - We need to average over angle. Head-on collisions are slightly more likely than overtaking collisions, so middle term doesn't just go away. In relativistic limit we find

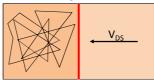
$$\left\langle \frac{\Delta E}{E} \right\rangle = \frac{8}{3} \left( \frac{u}{c} \right)^2$$

- Hence this process is known as second-order Fermi acceleration.
- The good news
  - o this produces a power law energy spectrum:  $N(E) \propto E^{-x}$  where  $x=1+1/\alpha\tau$ ,  $\alpha$  is the rate of energy increase and  $\tau$  is the residence time of the particle
- The bad news
  - since u << c, it's slow and inefficient

# **ACCELERATION MECHANISMS**

- First-order Fermi Mechanism (Diffusive Shock Acceleration)
  - O(u/c) term gets lost in integral over angles—we could retrieve this if we could arrange to have only head-on scatters

    Post-shock gas → Hot, compressed, dragged along with speed V<sub>DS</sub> < V<sub>sk</sub>
  - Consider shock wave as sketched above
    - high-energy particles will scatter so that their distribution is isotropic in the rest frame of the gas



Rest frame of downstream gas

o crossing shock in either direction produces head-on collision on average

### **ACCELERATION MECHANISMS**

- o DSA, continued
  - shock compresses gas, so density behind shock ρ<sub>2</sub> > ρ<sub>1</sub>
- $u_0 V_{DS}$   $u_0$

Rest frame of shock

Don Ellison, NCSU

VDS

- in rest frame of shock,  $\rho_1 u_0 = \rho_2 u_2$  where  $u_2 = u_0 V_{DS}$ 
  - for strong shock  $ρ_2/ρ_1 = (γ + 1)/(γ 1)$  where γ is ratio of specific heats (=  $\frac{5}{3}$  for hydrogen plasma)
  - therefore expect  $u_2/u_0 \approx \frac{1}{4}$
  - o gas approaches shock-crossing particle at speed  $V = \frac{3}{4} u_0$
  - o if high-energy particles move randomly, probability of particle crossing shock at angle  $\vartheta$  is  $P(\vartheta) = 2 \sin \vartheta \cos \vartheta \, d\vartheta$ , and its energy after crossing shock is  $E' \approx E(1 + pV \cos \vartheta)$  (if V << c)
  - o therefore average energy gain per crossing is

$$\left\langle \frac{\Delta E}{E} \right\rangle = \frac{V}{c} \int_{0}^{\frac{\pi}{2}} 2\cos^{2}\theta \sin\theta \, d\theta = \frac{2V}{3c}$$

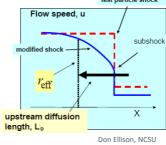
# **ACCELERATION MECHANISMS**

- DSA spectrum
  - if average energy of particle after one collision is  $E_1 = fE_0$ , and if P is probability that particle remains in acceleration region, then after k collisions there are  $N_k = N_0 P^k$  particles with average energy  $E_k = f^k E_0$ .
  - Hence  $\frac{\ln(N/N_0)}{\ln(E/E_0)} = \frac{\ln P}{\ln f}$ , or  $\frac{N}{N_0} = \left(\frac{E}{E_0}\right)^{\ln P/\ln f}$
  - This is the number of particles with  $E \ge E_k$  (since some of these particles will go on to further collisions), so differential spectrum is  $N(E) dE \propto E^{(\ln P/\ln f)-1} dE$
  - for DSA this comes to N(E) dE  $\propto E^{-(r+2)/(r-1)}$  dE, where  $r = \rho_2/\rho_1$ .

o "universal" power law, independent of details of shock

### **ADDITIONAL COMPLICATIONS**

- Above was a "test particle" approach, in which we assume most of the gas is unaffected
  - If acceleration is efficient, high momentum particles will modify the shock
  - Need a consistent treatment which takes proper account of this
    - o mathematically challenging
    - but valid across very large range of particle energies
  - Also need to allow for possibility of relativistic shocks



SU

# RELATIVISTIC SHOCKS

- DSA assumes non-relativistic shock
- O Many astrophysical objects  $_{10^0}$   $_{$
- Γ<sub>s</sub>=100

  Lemoine & Pelletier 2003

  10<sup>4</sup>

  10<sup>8</sup>

  10<sup>8</sup>

  10<sup>2</sup>

  10<sup>1</sup>

  10<sup>1</sup>

  10<sup>1</sup>

  10<sup>1</sup>

  10<sup>2</sup>

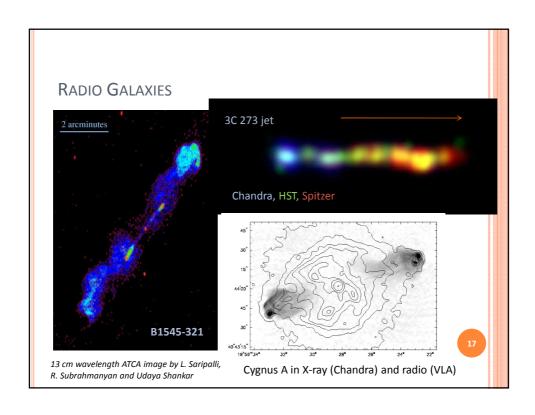
  2 4 6 8 10 12 14
  - these can produce much larger accelerations
  - first return crossing causes energy gain of order  $\Gamma^2$ 
    - second and subsequent crossings "only" factor 2, because particle does not have time to scatter to random orientation before shock overtakes it

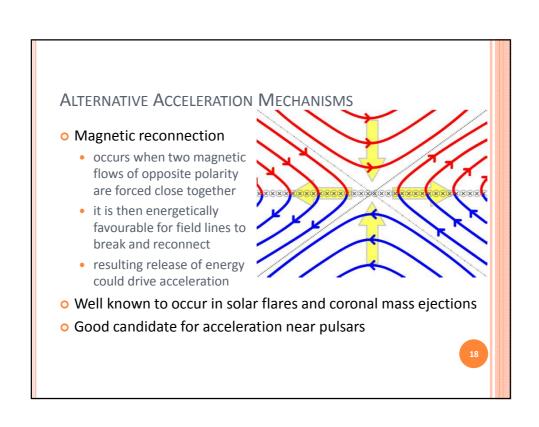
10<sup>5</sup>

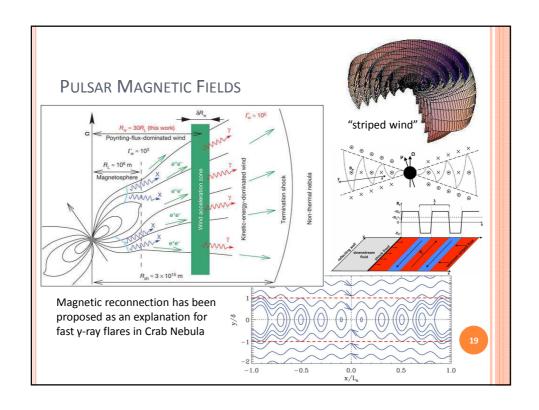
• produces a somewhat steeper spectrum, spectral index ~2.4

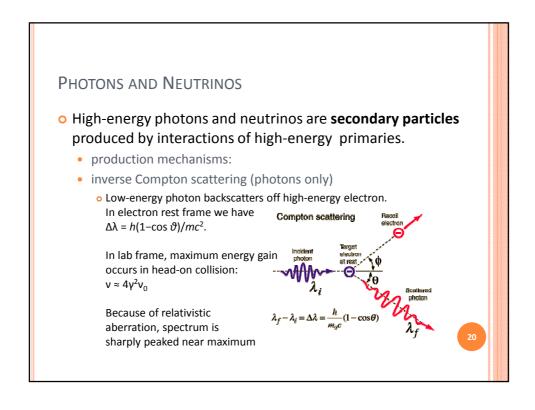
1

# TYCHO'S SUPERNOVA (SN 1572) Shock front seen in high-energy electrons "Stripes" may signal presence of high-energy protons Chandra



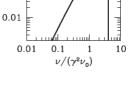






### PHOTONS AND NEUTRINOS

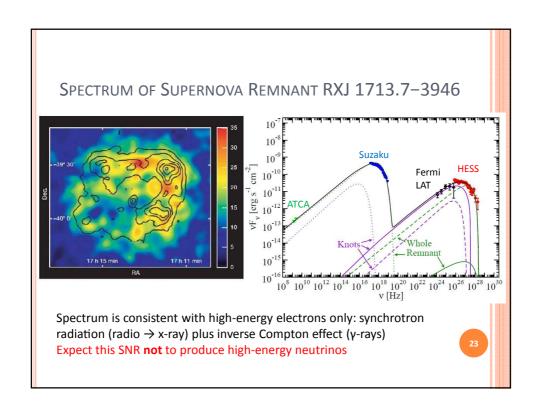
- inverse Compton scattering (continued)
  - Plot shows calculated spectrum for monoenergetic photons and electrons.
  - Plenty of potential sources of low-energy photons to be upscattered:
    - synchrotron radiation produced by the same population of fast electrons (synchrotron-self-Compton, SSC)
    - cosmic microwave background
    - optical photons from source
  - For real objects, need to integrate over power-law spectrum of electrons and spectrum of photon source

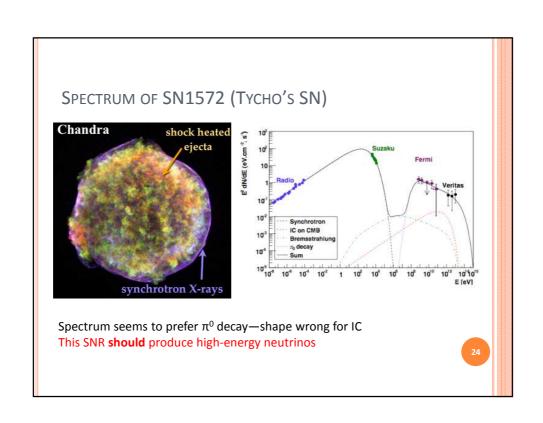


0.1

# PHOTONS AND NEUTRINOS

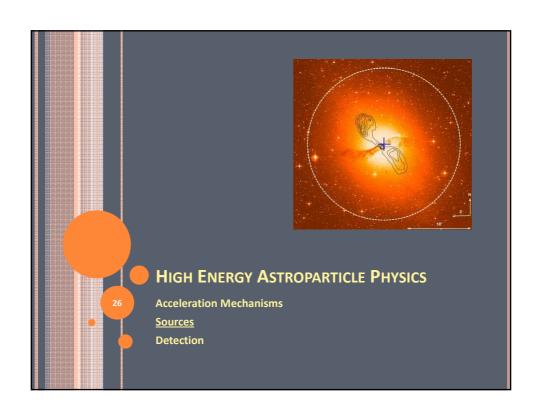
- High-energy photons and neutrinos are secondary particles produced by interactions of high-energy primaries.
  - production mechanisms:
  - pion decay (photons and neutrinos)
    - pions produced by high-energy proton colliding with either matter or photons (pion photoproduction)
    - $_{\text{o}}$  neutral pions decay to  $\gamma\gamma$  ,charged to  $\mu\nu_{\mu}$ 
      - mechanism produces both high-energy γ-rays and neutrinos
- Both mechanisms need population of relativistic charged particles
  - electrons for IC, protons for pion decay
- Unclear which dominates for observed TeV γ-ray sources





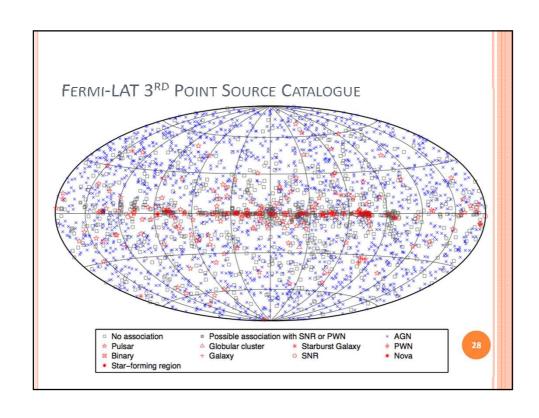
# **ACCELERATION: SUMMARY**

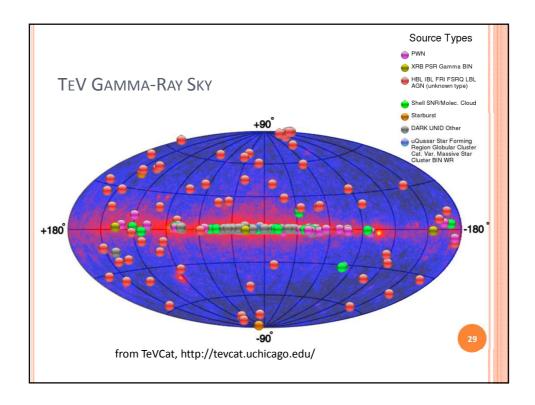
- Observations made in high-energy astroparticle physics require that charged particles be accelerated to very high energies  $(\sim 10^{20} \, \text{eV})$
- o Likely candidate is diffusive shock acceleration
  - requirement of shocks associated with magnetic fields found in many astrophysical objects, especially supernova remnants and AGN
  - synchrotron radiation from these objects direct evidence for population of fast electrons
  - much less evidence for presence of relativistic hadrons, but there must be some somewhere since we observe them in cosmic rays!
- o TeV γ-rays can be produced by fast electrons using inverse Compton scattering, or by fast protons from  $\pi^0$  decay
  - latter will also make TeV neutrinos, not yet observed



### **GAMMA-RAY ASTRONOMY**

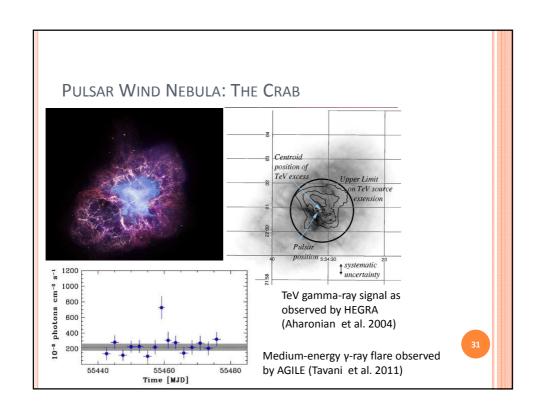
- Well-established branch of high-energy astrophysics
  - most work done at modest energies (few 10s of MeV)
    - o some, e.g. EGRET, out to few 10s of GeV
  - this is not usually regarded as astroparticle physics
    - though EGRET catalogue sometimes used as list of candidates for, e.g., neutrino point source searches
- Atmosphere is not transparent to gamma rays
  - low and medium energy γ-ray astronomy is space-based
    - o CGRO, SWIFT, GLAST, INTEGRAL, etc.
  - space platforms not suitable for TeV γ-ray astronomy
    - o too small
  - therefore very high energy γ-ray astronomy is a groundbased activity
    - o detect shower produced as γ-ray enters atmosphere

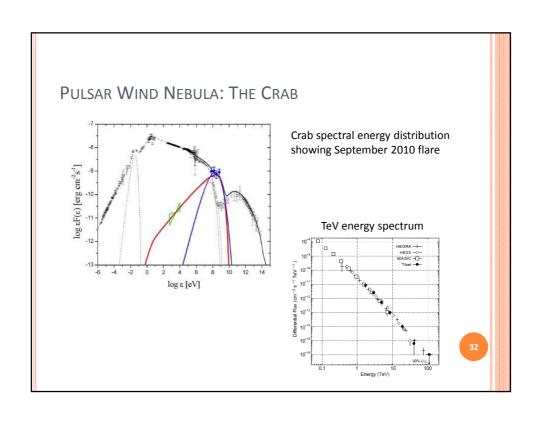


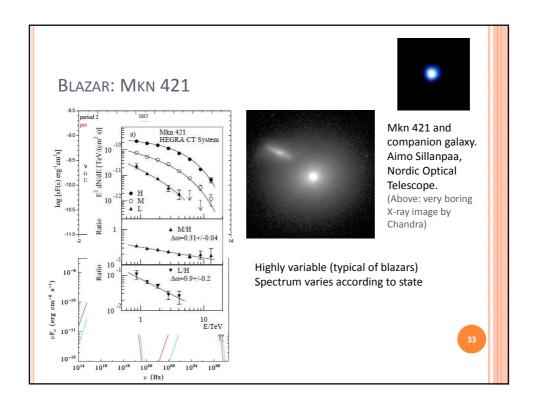


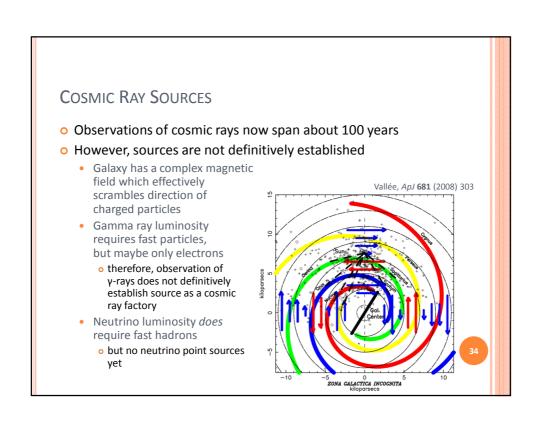
# **GAMMA-RAY SOURCES**

- o From maps, clearly mixed Galactic and extragalactic
  - extragalactic sources of TeV γs are mostly blazars (a class of AGN where we are looking down the jet)
  - identified Galactic sources are SN-related (supernova remnants and pulsar wind nebulae), plus a few binary compact objects
  - dark/unidentified objects associated with Galactic plane, therefore presumably Galactic
- SNRs and AGN are suitable environments for particle acceleration
  - shocks, magnetic fields, synchrotron emission

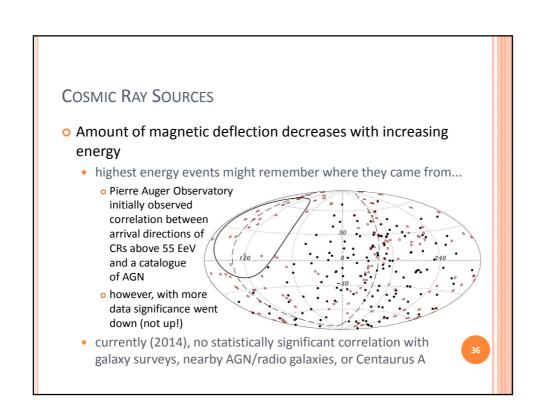








### **COSMIC RAY SOURCES** o General dimensional analysis suggests $E_{\text{max}}$ [GeV] $\approx 0.03 \, \eta \, Z \, R[\text{km}] \, B[\text{G}]$ (Hillas condition) • basically requires particles to remain confined in accelerating region • quite difficult to satisfy for highest-energy CRs o plot shows 15 neutron stars protons white dwarfs 12 sunspots Torres & magnetic stars Anchordoqui, active galactic nuclei $\widehat{\mathbf{G}}$ astro-ph/0402371 interstellar space supernova remnants radio galaxy lobes 0 disc and halo of Galaxy galaxy clusters intergalactic medium gamma-ray bursts blazars shock-wave velocities 11 -14log(R / pc)



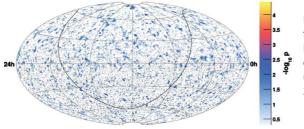
# **COSMIC RAY SOURCES: SUMMARY**

- CRs up to about 10<sup>15</sup> eV or so assumed to come from SNRs
  - but they don't provide good directional information, so this remains to be confirmed
    - o neutrino observations, or definitive proof that some SNR  $\gamma\text{-rays}$  originate from  $\pi^0$  decay
- Ultra-high energy CRs may come from local AGN
  - however, arrival directions do not show significant correlation
    - this is not unexpected if UHEC CRs are heavy nuclei, as higher charge implies more deflection by magnetic fields
    - o composition of UHE CRs is currently unclear, as experiments disagree
  - note that intergalactic space is not completely transparent to UHECRs—see later—so distant AGN (beyond ~100 Mpc) are assumed not to contribute

31

# **NEUTRINO SOURCES**

- Known sources of low-energy (0.1–100 MeV) neutrinos:
  - Sun
  - SN 1987A
- Known point sources of high-energy neutrinos:
  - None (some events, but no significant clusters)
    - o to be fair, this is as expected for current exposure times



IceCube search for point sources. No significant excess found. (Halzen & Klein 2010)

# **SOURCES: SUMMARY**

- TeV gamma rays are observed from a variety of sources, primarily SNRs within the Galaxy and blazars outside
  - clear evidence of charged particles accelerated to very high energies, but whether electrons or hadrons is unclear
- Cosmic ray sources are difficult to pinpoint because CRs are strongly deflected by the Galactic magnetic field
  - SNRs suspected to be source of CRs at <10<sup>15</sup> eV
  - local AGN may be responsible for highest energy CRs
- Observations of high energy neutrinos would solve the mystery, but no clear point sources yet
  - situation should improve after a few more years of IceCube running