

# GRBSim: Gamma-Ray Burst Physical model

GRB Code Review

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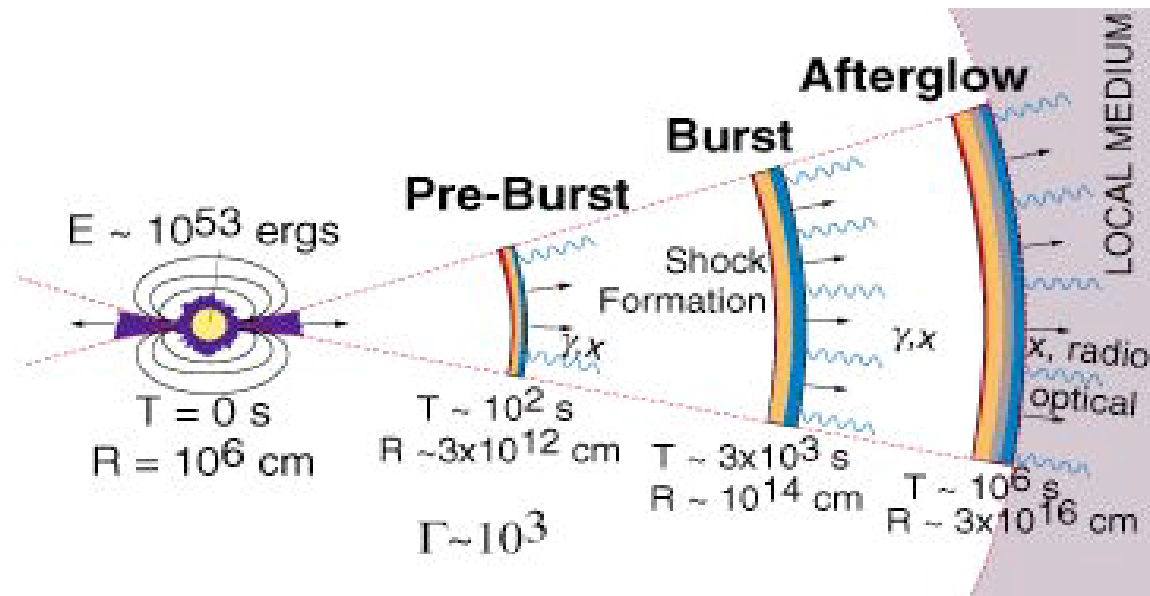
# Overview

- This presentation wants to introduce the classes developed for the GRB physical model (located in src/GRB/ directory)
- Presentation of (block scheme) how the model is initialized and how the model compute the flux and returns an event to the Glast simulator.
- *For any detail about the classes design see the “doxygen” documentation !!*

# The Fireball Model

The GRB physical model starts from an astrophysical plausible model of GRB: *the fireball model*.

- The central engine emits shells with different Lorentz Factor.
- The shells collide -> formation of shocks wave inside the shell's material
- The shock accelerate the electrons that emits by synchrotron (presence of MF).
- The high energy emission is provide by the Compton Scattering.



# GRBengine

- It builds a sequence of N shocks.

*Different hypothesis can be done:*

- Starting from the physical parameters of the shocked material (GRBShell) such as its geometry, dimensions, and energy available...
- The initial condition can also be observables quantities (rise and decay time and peak energy of each shock). The physical parameters are then calculated to satisfy the observed quantities.

Input: the parameters file (GRBParam.txt)

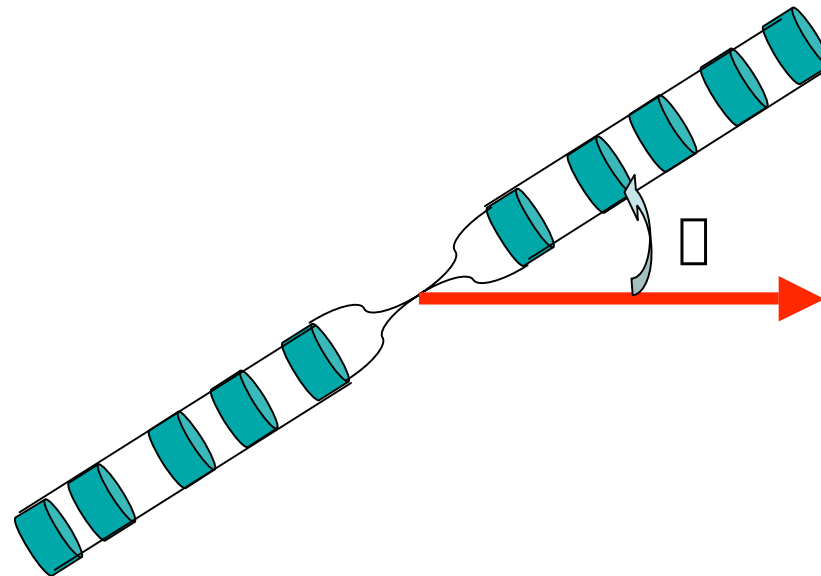
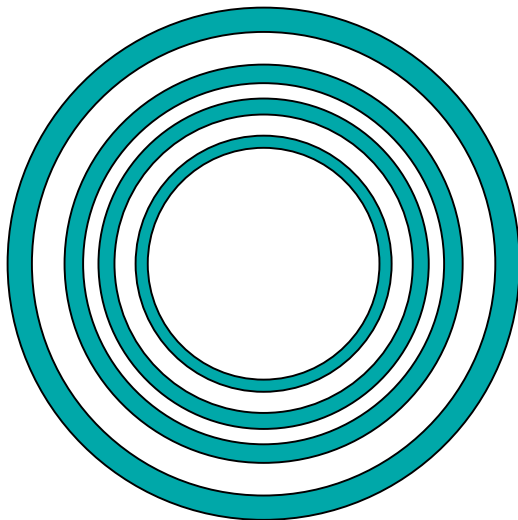
Output: a `std::vector<GRBShock>`

# GRBShock

- The shock mechanism is responsible to the acceleration of the charged particles.
- Depends on the geometry of the shocked region, and on the dynamics of mechanism of acceleration.
- We are interested both on the particle energy distribution, and on the temporal behavior of the acceleration process.
- Our knowledge of the shocks physics is still poor, assumption of how particles are accelerated are needed (pulse shape related to this !!)

# GRBShell

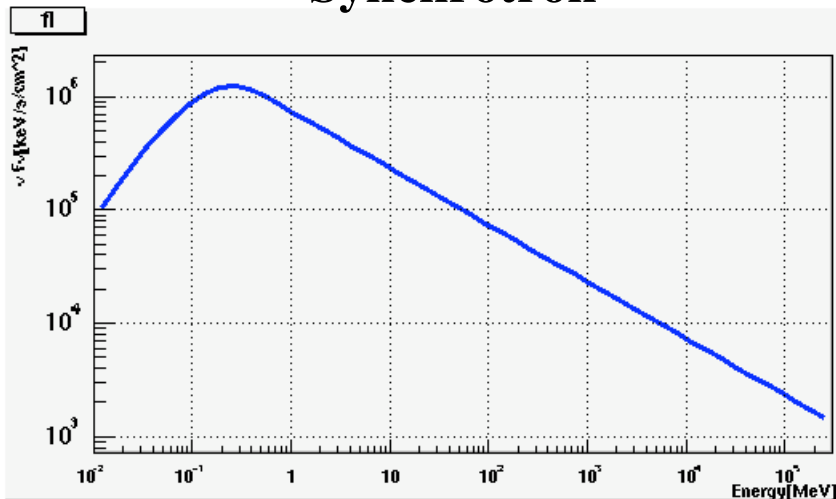
- It is the “geometrical” object. Represents both the object emitted into the ISM, and both the geometry of the shocked material.
- Different geometry (spherical and beamed) can be considered...



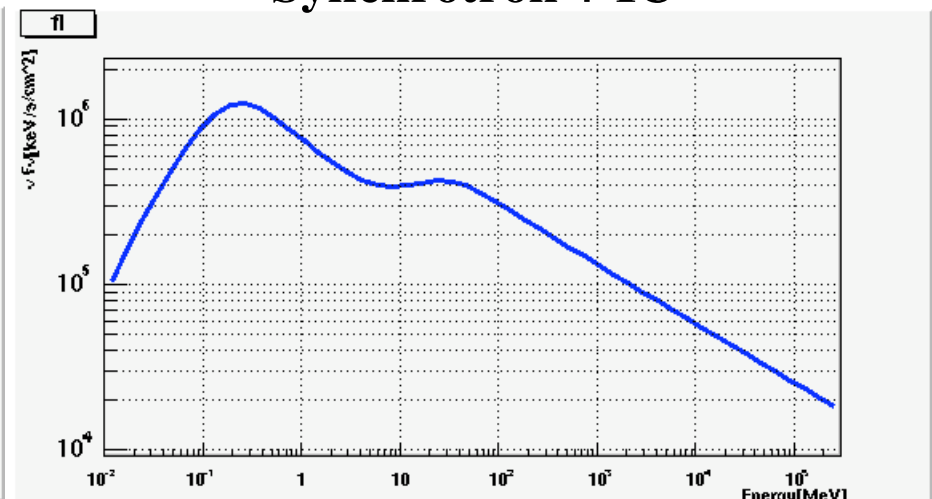
# Emission Processes:

- To compute an emission process usually we need to know the region of the space where it occurs, the distribution of electron accelerated, the environmental conditions (presence of magnetic fields...) -> Generic interface class: RadiationProcess
- GRBSynchrotron (the synchrotron spectrum) inherits from RadiationProcess
  - *Electron distribution + Magnetic field*
- GRBICompton (Inverse Compton) inherits from RadiationProcess.
  - *Synchrotron spectrum (seed photons) + Electron distribution*

**Synchrotron**

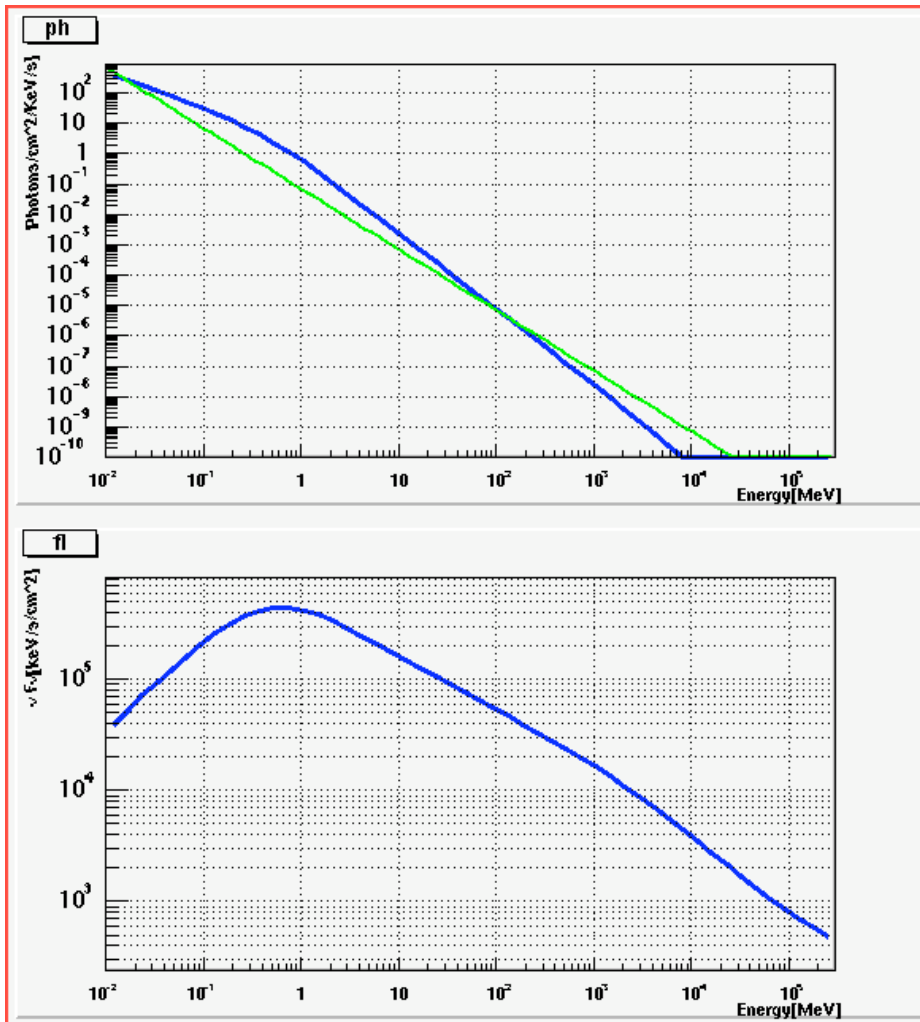


**Synchrotron + IC**

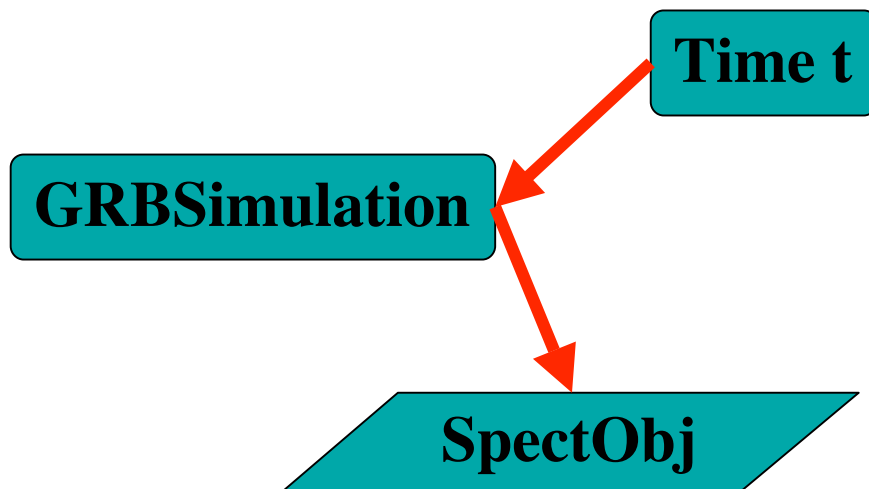


# The SpectObj

## Spectrum Object



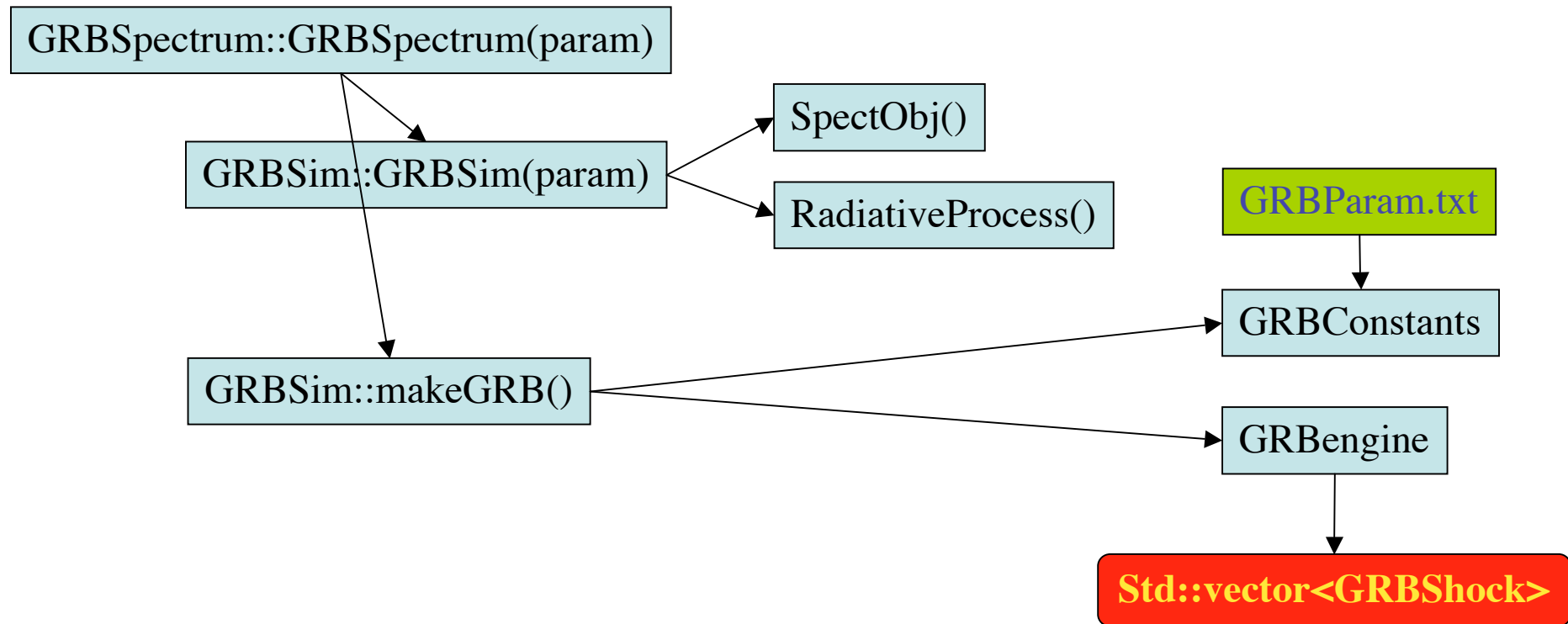
The Spectrum Object is an **interface** that carries all the information and **methods** that permit the manipulation of a "spectrum" "Algebra" of fluxes (+ - \* /), units conversions, Draw photon from spectrum...



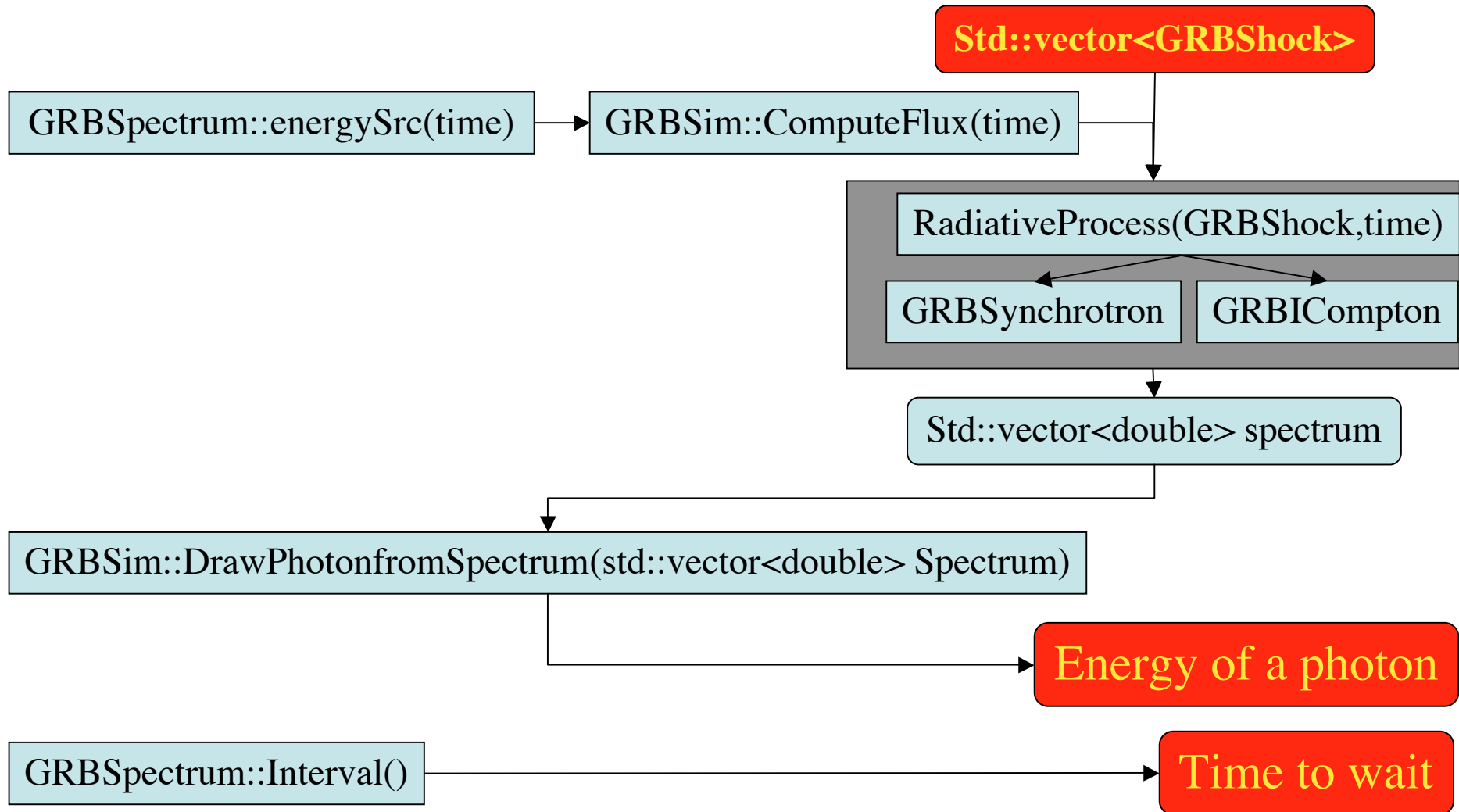
Every Radiation Process has to return a SpectObj class



# Initialization



# Compute an event



# GRB ROOT Test Program

Test\_GRBROOT

GRBSim::GRBSim(param)

GRBSim::makeGRB()

*Loop over the TIME*

GRBSim::ComputeFlux(time)

Std::vector<double> spectrum

Visualization using ROOT

