

Bioluminescence modeling for deep sea experiments

P-ONE virtual collaboration meeting, December Li Ruohan, Golo Wimmer, **SMB**

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https://jeb.biologists.org/content/jexbio/201/9/1447.full.pdf



Current Status I

- Multiple studies exist
 - J. Rohr et al. (1998) (Dolphins)
 - M. I. Latz et al. (2004) (Nozzle)
 - ...
 - For specific cases
- For neutrino telescopes
 - I.G. Priede et al. (2008) (KM3Net, ANTARES)
 - J. Craig et al. (2009)



Correlation between stress/acceleration and emission!

Strong assumptions

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...

0.09

0.06

0.04

0.03

0.02

0.01



Current Status II

The neutrino telescope studies exclusively assumed collision responses

Impacts
$$s^{-1} = \pi \left(\frac{\phi_{sphere}}{2} + \frac{\phi_{animal}}{2}\right)^2 \times v \times \rho$$

• For $\rho \in [0.01, 0.05]m^{-3}$ the expected number of flashes is approx. 1 per hour





What we've done I: A new simulation Framework



- **Population Modeling**
- Light Propagation
- **Detector Response**

Python package Monte Carlo simulation Modular https://github.com/MeighenBergerS/fourth_day



Imperial College





What we've done III



Intermission - How to run a simulation

Module imports

from fourth_day import Fourth_Day, config # Some example settings config['scenario']['population size'] = 100 config['scenario']['duration'] = 6000 config['scenario']['organism movement'] = True config['scenario']['injection']['rate'] = 1 config['scenario']['injection']['y range'] = [0., 10.] # Organisms config['organisms']['emission fraction'] = 0.1 config['organisms']['alpha'] = 2. config['organisms']['photon yield'] = 1e10 config["organisms"]["filter"] = 'depth' config["organisms"]["depth filter"] = 100000 # Note the absurd depth. This is used to exclusively simulate custom organisms # Water config['water']['model']['time step'] = 0.1 # Detector config["geometry"]["detector properties"]["Custom"] = { **Options for** "x_pos": 2., "y_pos": 5., the desired "det num": 12, #12 pmts numbered by position "x_offsets": np.array([0.1,0.,-0.1,0., 0.12,-0.12,-0.12,0.12, 0.2,-0.04,-0.2,0.04] scenario) / 2., #test radius 0.3 meter, real radius 0.15 meter "y offsets": np.array([0.,0.1,0.,-0.1, 0.12,0.12,-0.12,-0.12, 0.04,0.2,-0.04,-0.2]) / 2., "angle offset": 90., # In which direction the detector points "opening angle": 25., # 25., # from dark box rotation test result: +-25 degrees "wavelength acceptance": [#position number, center wavelength, quantum efficiency [395., 405., 0.26], #0,400 [505., 515.,0.16], #1,510 [420., 430.,0.28], #2,425 [465., 475., 0.23], #3,470 [300., 600.,1.], #4, no filter [487., 497.,0.1], #5,492 [540., 560.,0.1], #6,550 [515., 535.,0.13], #7,525 [475., 485.,0.2], #8,480 [445., 455.,0.2], #9,450 [455., 465., 0.23], #10, 460 [325., 375.,0.3], #11,350], } # Creating a fourth day object fd = Fourth Day()# Launching solver fd.sim()

Two types of output



1) Population

statistics



New Results I

Confirm more light downstream; 1000x higher rate than pure collisions





New Results II





New Results III



- Example how the emission PDF of a single
 species (left) appears in the detector (right)
- These types of simulations can be used to categorize the organisms flowing past the detector



New Results IV





- Simulated spectrum vs chaotic background spectrum
- No significant difference between chaotic and simulated spectra

- The average number of flashes per hour
- Usually this is modeled using a linear fit
- Not possible in our case, require a Poly 2nd order



Plans for the Future

- Submit a paper
 - Preprint on arxiv in the next few days
- Write documentation
 - Code is easy to use for most cases
- Estimate 3D effects
 - 2D should be enough for most cases
- Cross-check some solver stuff
 - Strouhal number is still a little high

Bioluminescence modeling for deep sea experiments

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Abstract

We develop a modeling framework for bioluminescence light found in the deep sea near neutrino telescopes. Responding to the turbulence caused by the submerged detectors, the organisms emit light. For this reason, exact modeling of the flow is required. The current is governed by the in-compressible Navier-Stokes equation which needs to be solved for Reynold's numbers between 300 and 30000. We solve the equation by discretisizing the space using the finite element method. Further, we include the Streamline Upwind Petrov Galerkin Method in the velocity equation to avoid instabilities. On top of the flow model, we simulate a population of random microscopic organisms. Their movement and emission are stochastic processes which we model using Monte Carlo methods. We observe unique time-series for the photon counts depending on the flow velocity and detector specifications. This opens up the possibility of categorizing organisms using neutrino detectors. We show that the average light-yield and pulse shapes require exact flow modeling, while the emission timing is chaotic. From this we construct a fast modeling scheme, requiring only a subset of computationally expensive flow and population modeling.

Thank you for your attention! Questions?