

NOTES ON THE ESTIMATION OF THE CONTRIBUTION  
OF THE LIGHT OF NIGHT SKY PER PIXEL

J. C. González

(Original notes by R. Mirzoyan)

Max-Planck-Institut für Physik, Föhringer Ring 6, D-80805 München, Deutschland

E.mail: [gonzalez@mppmu.mpg.de](mailto:gonzalez@mppmu.mpg.de)

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## Light of the Night Sky

The amount of light from the night sky (LONS) has been measured, and is around

$$\langle \text{LONS} \rangle = 2 \cdot 10^{12} \text{ ph/m}^2 \text{ s sr}$$

## Estimation of the LONS per pixel for MAGIC

For this calculation, the following parameters have to be taken into account:

$S_{\text{mirror}} = 230 \text{ m}^2$	Reflectivity = 80%
$\epsilon_{\text{l.guides}} = 90\%$	$\epsilon_{\text{plexiglas}} = 95\%$
$\epsilon_{\text{1st dyn.coll.}} = 90\%$	$\theta_{\text{1pixel}} = 0.1^\circ$
$\theta_{\text{h.pixel}} = 0.05^\circ$	$\text{QE}_{\text{LONS}} \sim 13\%$
$\Delta\Omega = 2\pi(1 - \cos \theta_{\text{h.pixel}}) = 2.39 \cdot 10^{-6} \text{ sr}$	

Then, the mean number of photons arriving at the entrance of the pixel in 1 ns is:

$$\begin{aligned} \mathcal{N}_{\text{in}} &= \langle \text{LONS} \rangle \cdot t \cdot S_{\text{mirror}} \cdot \epsilon_{\text{l.guides}} \cdot \epsilon_{\text{plexiglas}} \cdot \Delta\Omega \\ &= (2 \cdot 10^{12} \text{ ph/m}^2 \text{ s sr}) \cdot (10^{-9} \text{ s/ns}) \cdot (230 \text{ m}^2) \cdot (0.90) \cdot (0.95) \cdot (2.39 \cdot 10^{-6} \text{ sr}) \\ &= 0.94 \text{ ph/ns} \end{aligned}$$

Since our mean QE for the LONS is  $\text{QE}_{\text{LONS}} \sim 13\%$ , this means:

$$\mathcal{N}'_{\text{in}} = \mathcal{N}_{\text{in}} \cdot \text{QE}_{\text{LONS}} \cdot \epsilon_{\text{1st dyn.coll.}} = 0.11 \text{ ph.e./ns}$$

If we use then a gate of  $\Delta T = 5 \text{ ns}$ , we arrive at a mean contribution of LONS per pixel per gate of:

$$\langle \text{LONS} \rangle_{\text{1 pixel}} = \mathcal{N}'_{\text{in}} \cdot \Delta T = 0.55 \text{ ph.e./gate}$$