

3-Dimensional WIMP Effective Velocity Distribution

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Based on [arXiv:2103.06485](#), [2103.06883](#)

Questions

Arguments

3-D Monte Carlo elastic WIMP–nucleus scattering simulation

Numerical results

Radial component (magnitude)

Angular component (direction)

Angular distribution of the 3-D average kinetic energy

Forward-backward asymmetry

Summary

Three simple questions

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- Q1: Does the subgroup of WIMPs scattering off target nuclei have the same 3-D velocity distribution as the main group of the entire halo WIMPs (impinging on a (directional) direct Dark Matter detector but not necessarily scattering off target nuclei)?

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A1: Yes?

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A1: Yes?

- ❑ Q2: Does the WIMPs scattering off Ar or Xe nuclei have the same 3-D velocity distribution as the WIMPs scattering off Si or Ge nuclei?

A2: Yes?

Three simple questions

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A1: Yes?

- ❑ Q2: Does the WIMPs scattering off Ar or Xe nuclei have the same 3-D velocity distribution as the WIMPs scattering off Si or Ge nuclei?

A2: Yes?

- ❑ Q3: Once one can reconstruct the (3-D) velocity distribution of WIMPs by using (directional) direct detection data, is the reconstructed (3-D) velocity distribution indeed that of the entire halo WIMPs?

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- ❑ Q3: Once one can reconstruct the (3-D) velocity distribution of WIMPs by using (directional) direct detection data, is the reconstructed (3-D) velocity distribution indeed that of the entire halo WIMPs?

A3: Yes?

Three simple questions

- ❑ Q1: Does the subgroup of WIMPs scattering off target nuclei have the same 3-D velocity distribution as the main group of the entire halo WIMPs (impinging on a (directional) direct Dark Matter detector but not necessarily scattering off target nuclei)?

A1: No...

- ❑ Q2: Does the WIMPs scattering off Ar or Xe nuclei have the same 3-D velocity distribution as the WIMPs scattering off Si or Ge nuclei?

A2: No...

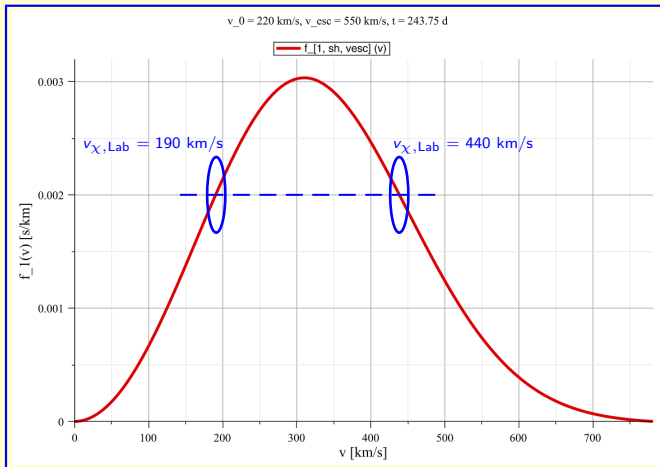
- ❑ Q3: Once one can reconstruct the (3-D) velocity distribution of WIMPs by using (directional) direct detection data, is the reconstructed (3-D) velocity distribution indeed that of the entire halo WIMPs?

A3: Not directly?? \implies Yes??

Arguments

Arguments

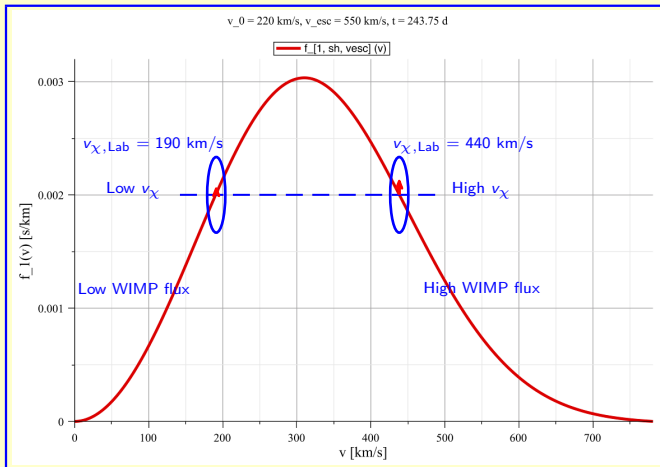
▣ Shifted Maxwellian velocity distribution



[CLS, arXiv:2103.06883 (2021)]

Arguments

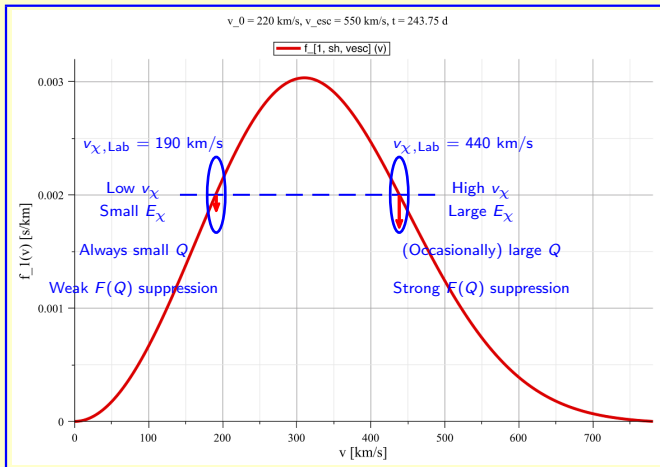
- Proportionality of the WIMP flux to the incident velocity



[CLS, arXiv:2103.06883 (2021)]

Arguments

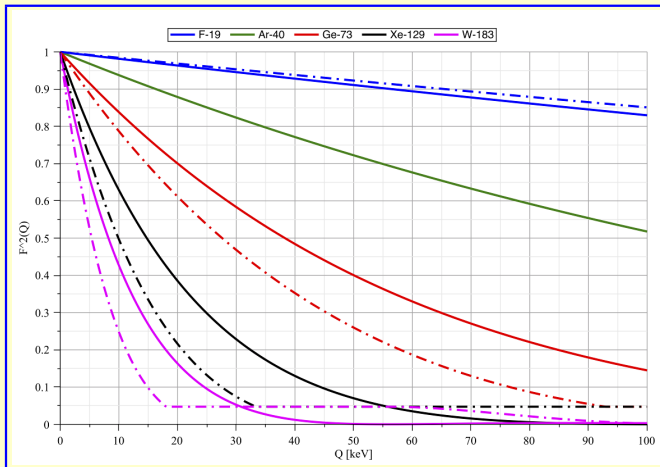
- Cross section (nuclear form factor) suppression



[CLS, arXiv:2103.06883 (2021)]

Arguments

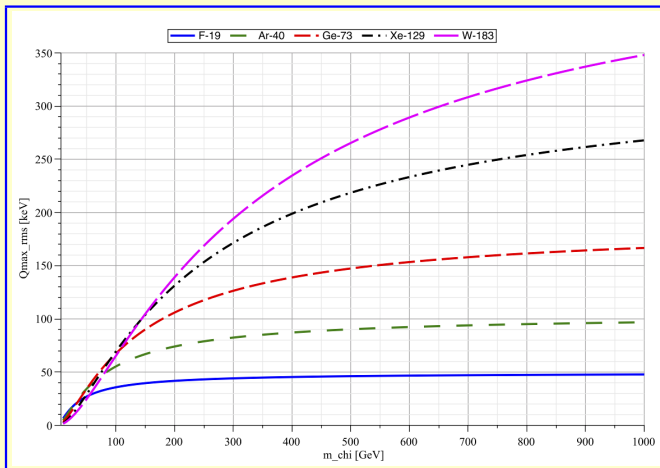
- Recoil-energy dependence of the nuclear form factor



[CLS, arXiv:2103.06883 (2021)]

Arguments

- WIMP-mass dependence of the maximal transferable recoil energy $Q_{\max, \text{rms}}$

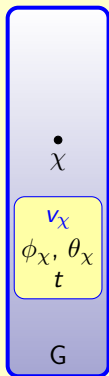


[CLS, arXiv:2103.06883 (2021)]

3-D Monte Carlo “scattering-by-scattering” elastic WIMP–nucleus scattering simulation

3-D Monte Carlo elastic WIMP–nucleus scattering simulation

□ Simulation workflow



3-D Monte Carlo elastic WIMP–nucleus scattering simulation

□ 3-D velocity distribution of Galactic WIMPs

➤ Simple Maxwellian velocity distribution

$$f_{\chi,G,r}(v_{\chi,G}) = \left[\left(\frac{\sqrt{\pi}}{4} \right) \operatorname{erf} \left(\frac{v_{\text{esc}}}{v_0} \right) - \left(\frac{v_{\text{esc}}}{2v_0} \right) e^{-v_{\text{esc}}^2/v_0^2} \right]^{-1} \left(\frac{v_{\chi,G}^2}{v_0^3} \right) e^{-v_{\chi,G}^2/v_0^2} \quad \text{for } v_{\chi,G} \leq v_{\text{esc}}$$

3-D Monte Carlo elastic WIMP–nucleus scattering simulation

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➤ Angular distribution

$$f_{\chi,G,\phi}(\phi_{\chi,G}) = 1 \quad \phi_{\chi,G} \in (-\pi, \pi]$$

$$f_{\chi,G,\theta}(\theta_{\chi,G}) = 1 \quad \theta_{\chi,G} \in [-\pi/2, \pi/2]$$

3-D Monte Carlo elastic WIMP–nucleus scattering simulation

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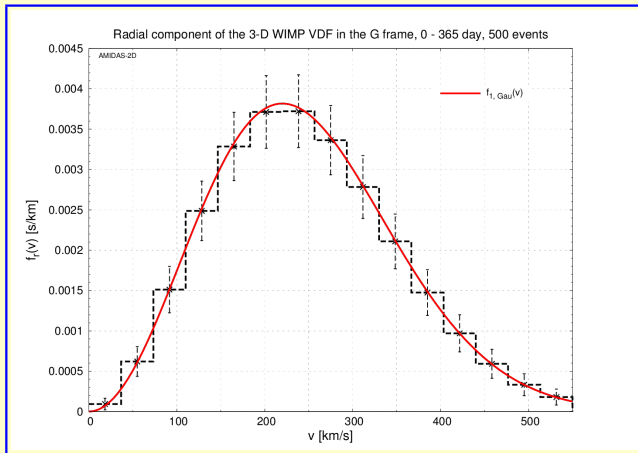
$$f_{\chi,G,\theta}(\theta_{\chi,G}) = 1 \quad \theta_{\chi,G} \in [-\pi/2, \pi/2]$$

➤ Time dependence

$$f_t(t) = 1 \quad t \in [t_{\text{start}}, t_{\text{end}}]$$

3-D Monte Carlo elastic WIMP–nucleus scattering simulation

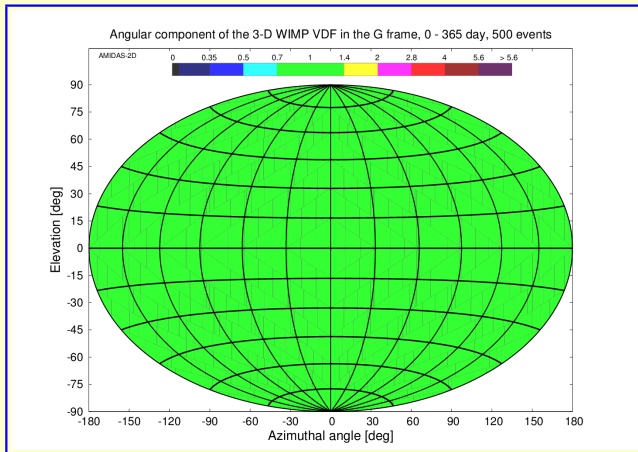
- Radial component (magnitude) of the 3-D WIMP velocity distribution (Galactic frame, 0 - 365 day, 500 events)



[CLS, arXiv:2103.06485 (2021)]

3-D Monte Carlo elastic WIMP–nucleus scattering simulation

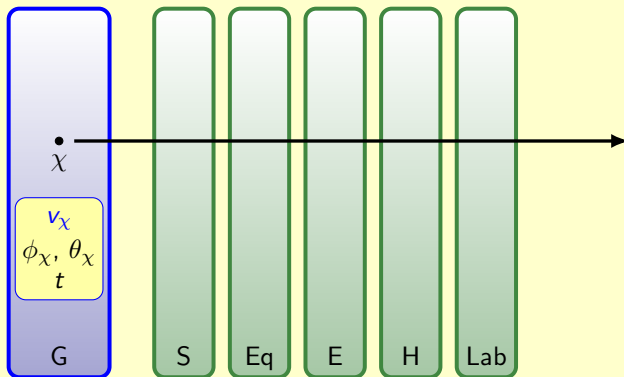
- Angular component (direction) of the 3-D WIMP velocity distribution
(Galactic frame, 0 - 365 day, 500 events)



[CLS, arXiv:2103.06485 (2021)]

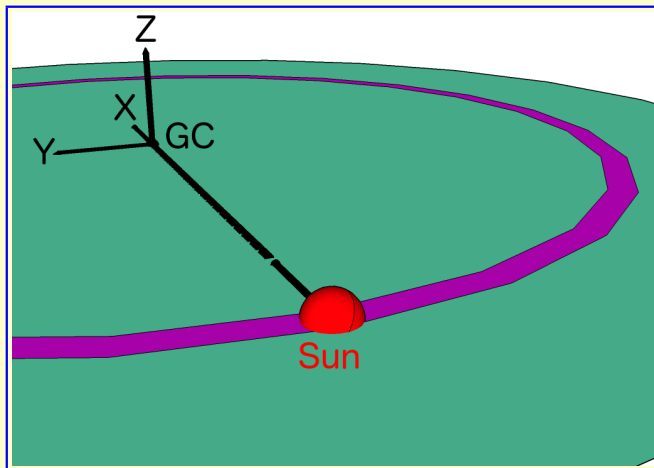
3-D Monte Carlo elastic WIMP–nucleus scattering simulation

□ Simulation workflow



3-D Monte Carlo elastic WIMP–nucleus scattering simulation

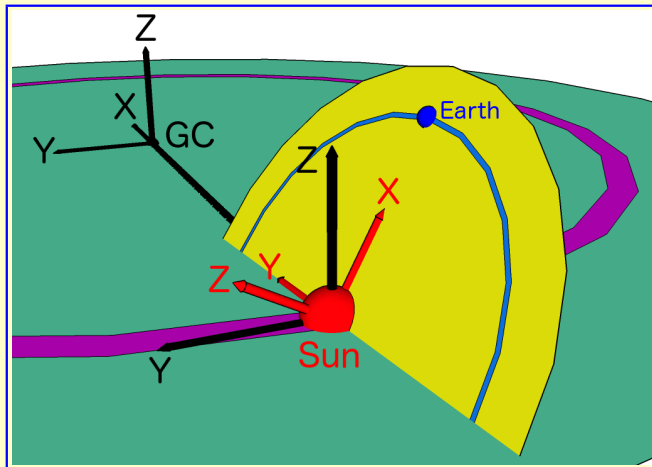
- Galactic (G) coordinate system



[CLS, arXiv:1905.11279 (2019)]

3-D Monte Carlo elastic WIMP–nucleus scattering simulation

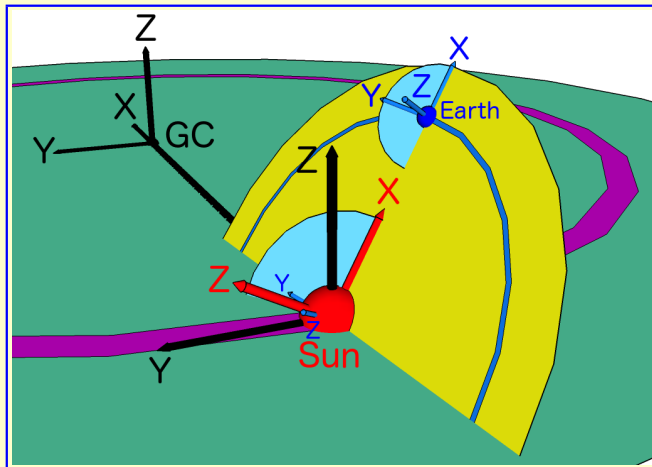
- Ecliptic (S) coordinate system



[CLS, arXiv:1905.11279 (2019)]

3-D Monte Carlo elastic WIMP–nucleus scattering simulation

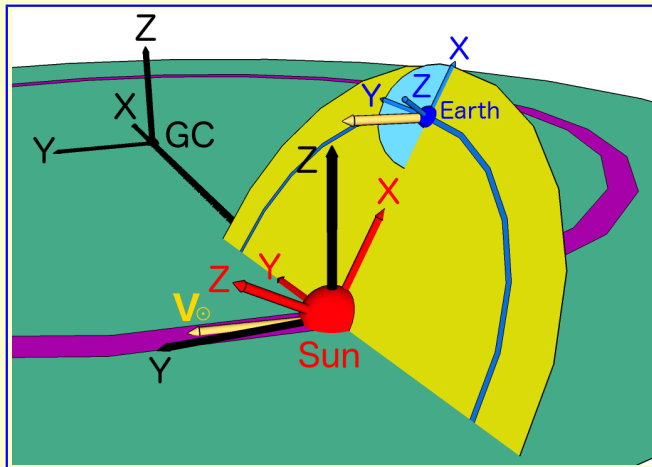
- Equatorial (Eq) coordinate system



[CLS, arXiv:1905.11279 (2019)]

3-D Monte Carlo elastic WIMP–nucleus scattering simulation

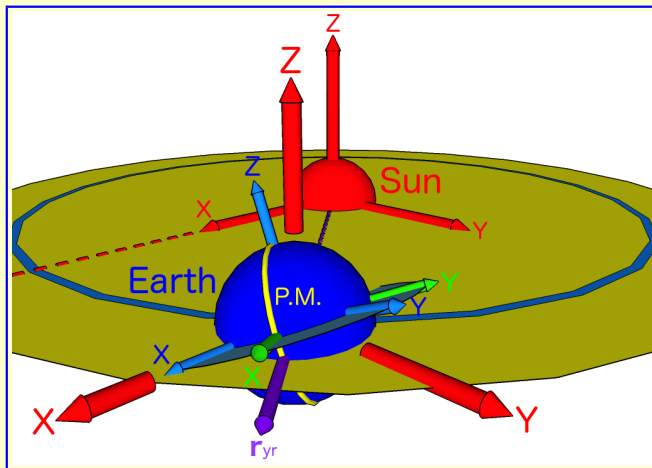
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[CLS, arXiv:1905.11279 (2019)]

3-D Monte Carlo elastic WIMP–nucleus scattering simulation

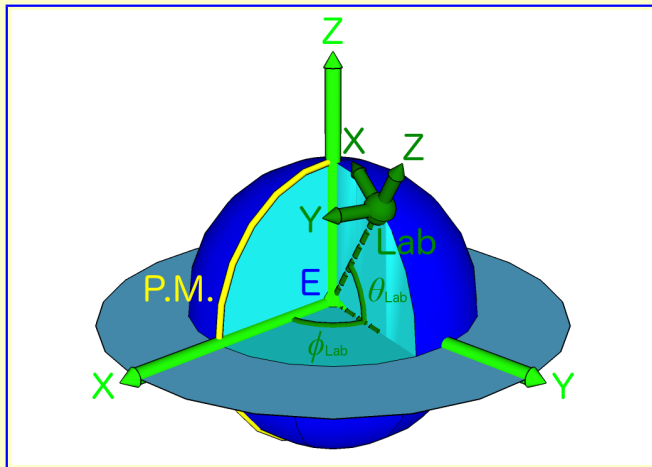
- Earth (E) coordinate system



[CLS, arXiv:1905.11279 (2019)]

3-D Monte Carlo elastic WIMP–nucleus scattering simulation

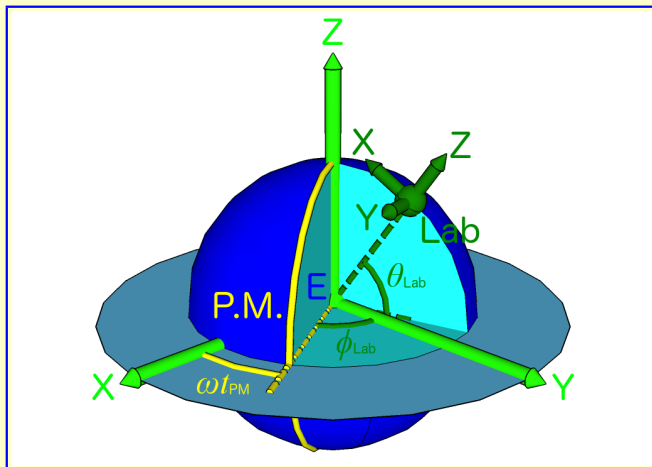
- Horizontal (H) coordinate system



[CLS, arXiv:1905.11279 (2019)]

3-D Monte Carlo elastic WIMP–nucleus scattering simulation

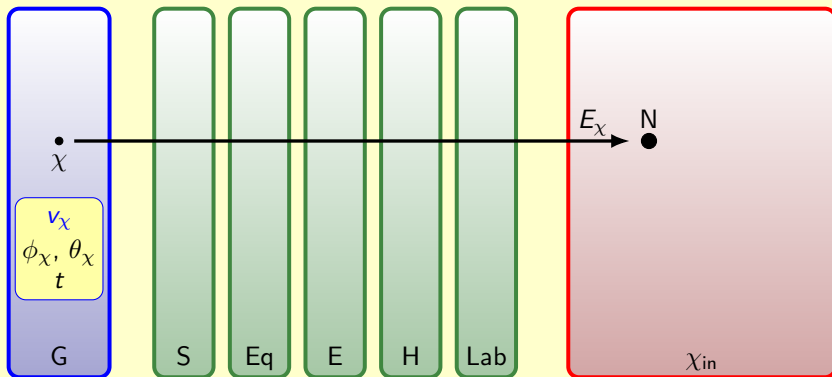
- Laboratory (Lab) coordinate system



[CLS, arXiv:1905.11279 (2019)]

3-D Monte Carlo elastic WIMP–nucleus scattering simulation

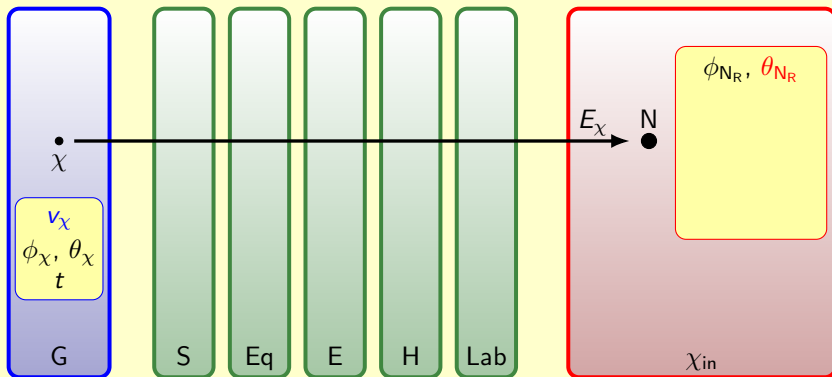
□ Simulation workflow



[CLS, arXiv:2103.06485 (2021)]

3-D Monte Carlo elastic WIMP–nucleus scattering simulation

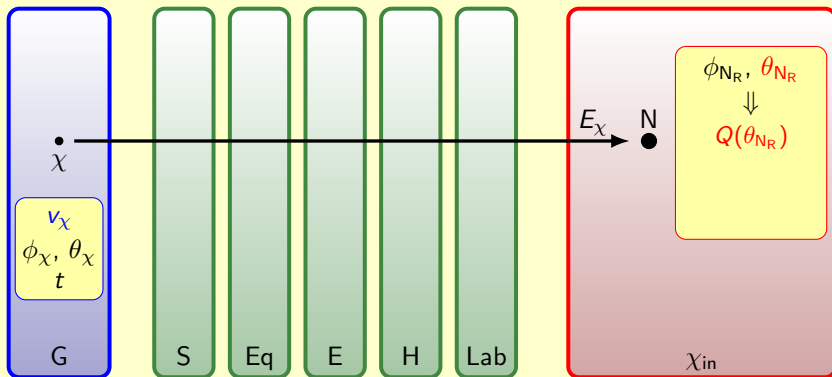
□ Simulation workflow



[CLS, arXiv:2103.06485 (2021)]

3-D Monte Carlo elastic WIMP–nucleus scattering simulation

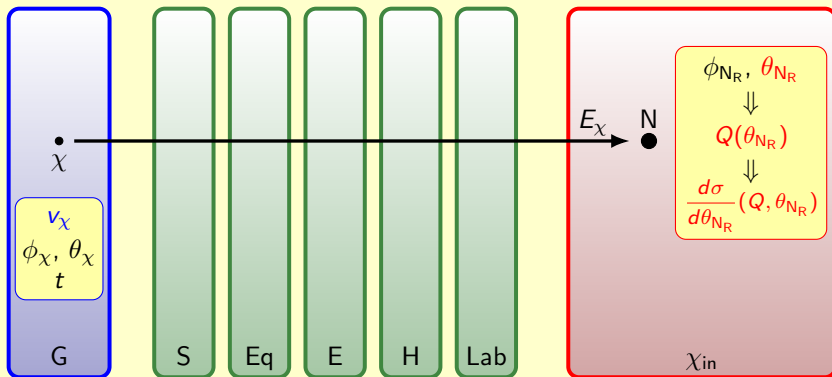
□ Simulation workflow



[CLS, arXiv:2103.06485 (2021)]

3-D Monte Carlo elastic WIMP–nucleus scattering simulation

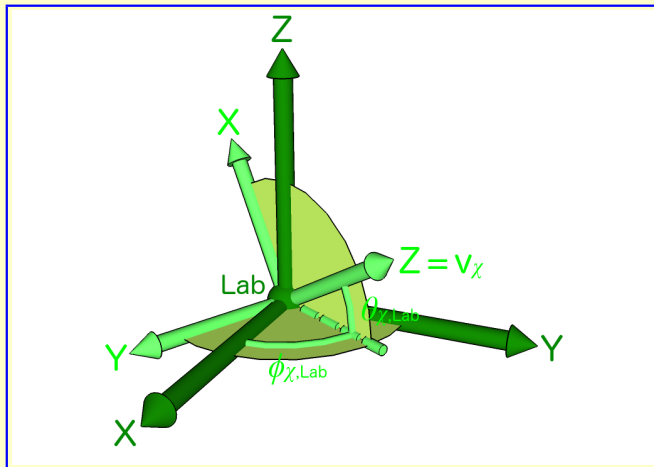
□ Simulation workflow



[CLS, arXiv:2103.06485 (2021)]

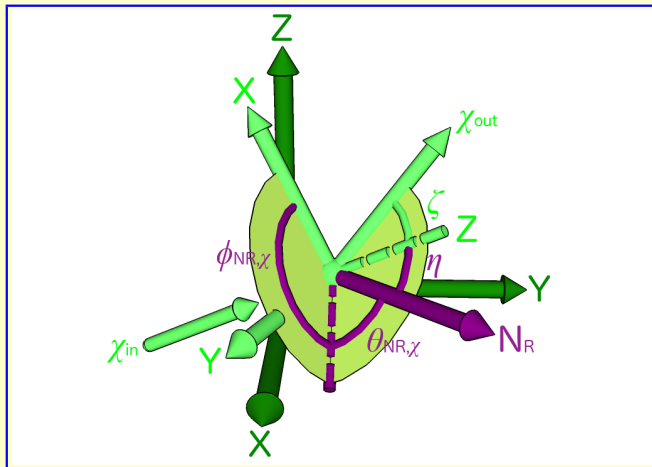
3-D Monte Carlo elastic WIMP–nucleus scattering simulation

- Incoming-WIMP (χ_{in}) coordinate system



3-D Monte Carlo elastic WIMP–nucleus scattering simulation

- Orientation of the scattering plane and the (equivalent) recoil angle



[CLS, arXiv:2103.06485 (2021)]

3-D Monte Carlo elastic WIMP–nucleus scattering simulation

□ Scattering simulation

➤ Azimuthal distribution

$$f_{N_R, \chi_{in}, \phi}(\phi_{N_R, \chi_{in}}) = 1 \qquad \phi_{N_R, \chi_{in}} \in (-\pi, \pi]$$

3-D Monte Carlo elastic WIMP–nucleus scattering simulation

□ Scattering simulation

➤ Azimuthal distribution

$$f_{N_R, \chi_{in}, \phi}(\phi_{N_R, \chi_{in}}) = 1 \quad \phi_{N_R, \chi_{in}} \in (-\pi, \pi]$$

➤ Recoil energy of the scattered target nucleus

$$Q(\theta_{N_R, \chi_{in}}) = \left[\frac{4m_\chi m_N}{(m_\chi + m_N)^2} E_\chi \right] \sin^2(\theta_{N_R, \chi_{in}}) \quad E_\chi = \frac{1}{2} m_\chi v_{\chi, \text{Lab}}^2 \quad \theta_{N_R, \chi_{in}} \in [0, \pi/2]$$

3-D Monte Carlo elastic WIMP–nucleus scattering simulation

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➤ Cross section (nuclear form factor) suppression on the equivalent recoil angle

$$d\sigma = \frac{1}{v_{\chi, \text{Lab}}^2} \left(\frac{\sigma_0}{4m_{r,N}^2} \right) F^2(q) dq^2 = \frac{1}{v_{\chi, \text{Lab}}^2} \left(\frac{m_N}{2m_{r,N}^2} \right) \sigma_0 F^2(Q) dQ \quad q = \sqrt{2m_N Q}$$

$$\frac{d\sigma}{d\theta_{N_R, \chi_{in}}} = \left[\sigma_0^{\text{SI}} F_{\text{SI}}^2(Q(\theta_{N_R, \chi_{in}})) + \sigma_0^{\text{SD}} F_{\text{SD}}^2(Q(\theta_{N_R, \chi_{in}})) \right] \sin(2\theta_{N_R, \chi_{in}})$$

3-D Monte Carlo elastic WIMP–nucleus scattering simulation

□ Scattering simulation

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$$f_{N_R, \chi_{in}, \phi}(\phi_{N_R, \chi_{in}}) = 1 \quad \phi_{N_R, \chi_{in}} \in (-\pi, \pi]$$

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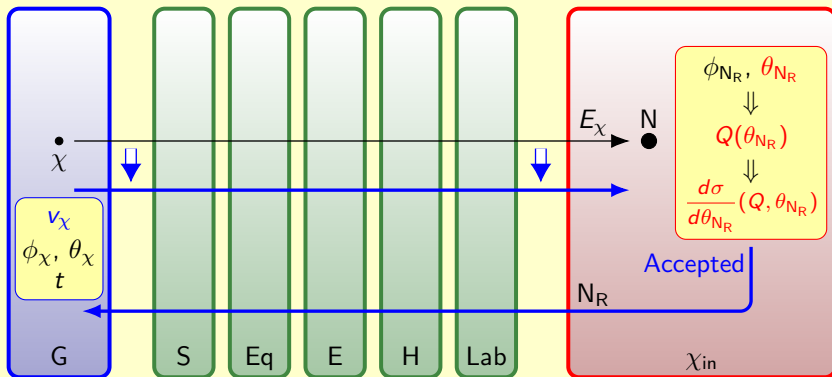
➤ Generating probability distribution of the equivalent recoil angle

$$f_{N_R, \chi_{in}, \theta}(\theta_{N_R, \chi_{in}}) = \left(\frac{v_{\chi, \text{Lab}}}{v_{\chi, \text{cutoff}}} \right) \left[\sigma_0^{\text{SI}} F_{\text{SI}}^2(Q(\theta_{N_R, \chi_{in}})) + \sigma_0^{\text{SD}} F_{\text{SD}}^2(Q(\theta_{N_R, \chi_{in}})) \right] \sin(2\theta_{N_R, \chi_{in}})$$

[CLS, arXiv:2103.06485 (2021)]

3-D Monte Carlo elastic WIMP–nucleus scattering simulation

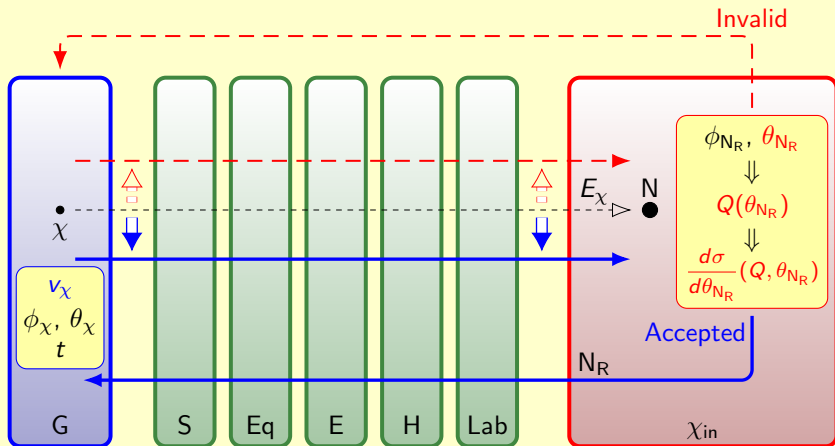
□ Simulation workflow



[CLS, arXiv:2103.06485 (2021)]

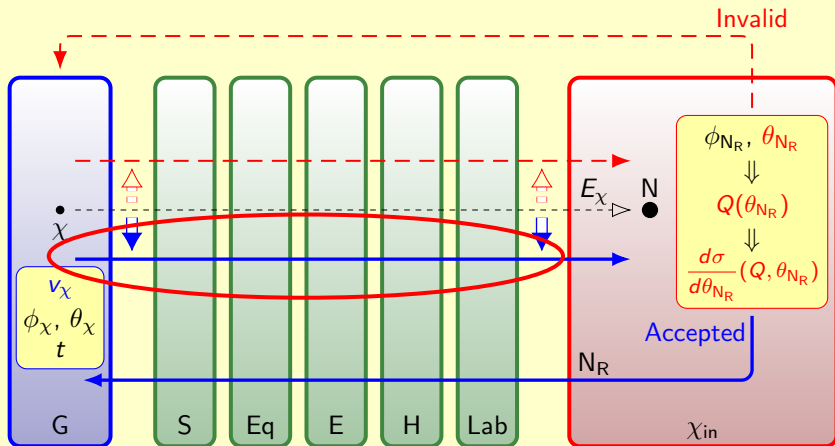
3-D Monte Carlo elastic WIMP–nucleus scattering simulation

□ Simulation workflow



3-D Monte Carlo elastic WIMP–nucleus scattering simulation

□ Simulation workflow



[CLS, arXiv:2103.06485 (2021)]

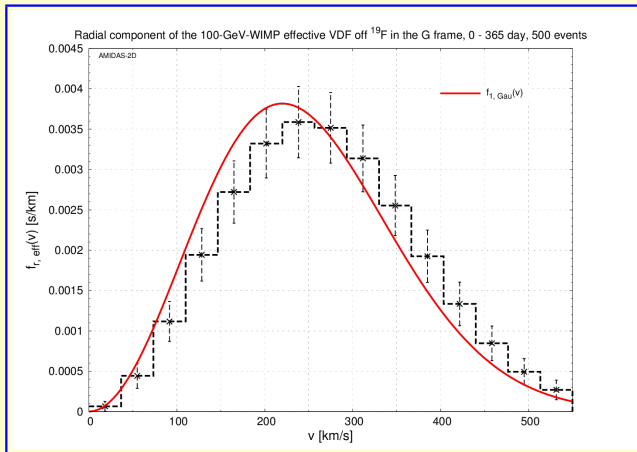
Numerical results

Radial component (magnitude) in the Galactic coordinate system

3-D WIMP effective velocity distribution in the Galactic frame

□ Radial component

(100 GeV, off ^{19}F , Galactic frame, 0 - 365 day, 500 events)

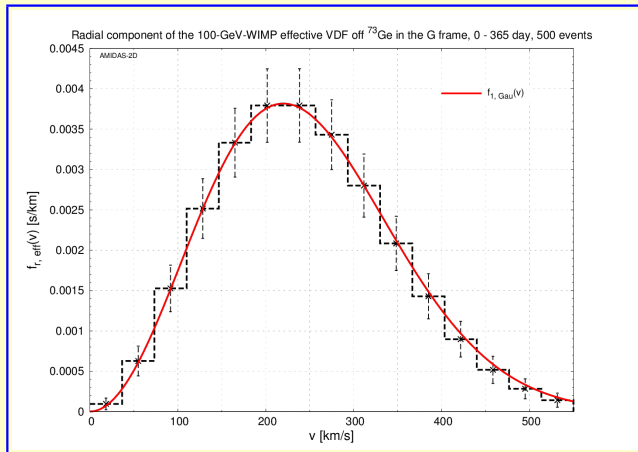


[CLS, arXiv:2103.06883 (2021)]

3-D WIMP effective velocity distribution in the Galactic frame

□ Radial component

(100 GeV, off ^{73}Ge , Galactic frame, 0 - 365 day, 500 events)

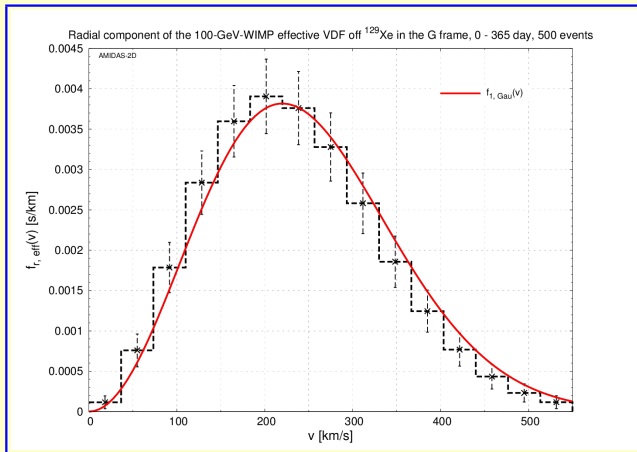


[CLS, arXiv:2103.06883 (2021)]

3-D WIMP effective velocity distribution in the Galactic frame

□ Radial component

(100 GeV, off ^{129}Xe , Galactic frame, 0 - 365 day, 500 events)

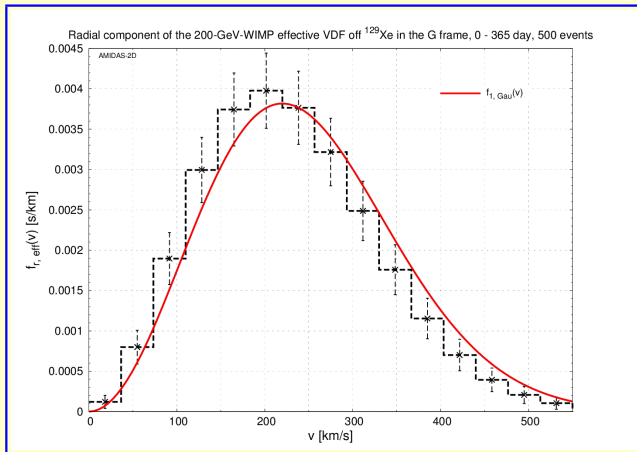


[CLS, arXiv:2103.06883 (2021)]

3-D WIMP effective velocity distribution in the Galactic frame

□ Radial component

(200 GeV, off ^{129}Xe , Galactic frame, 0 - 365 day, 500 events)

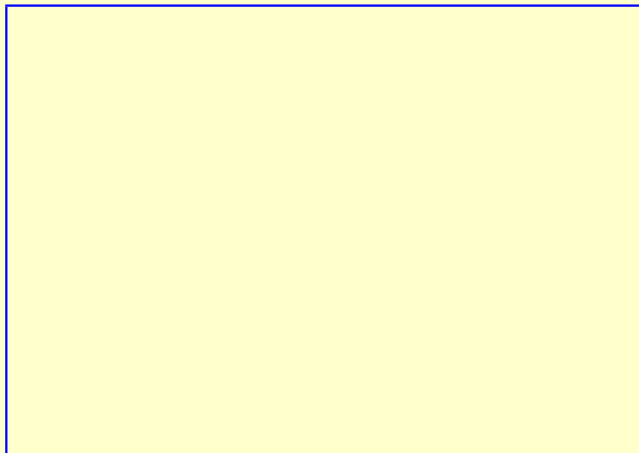


[CLS, arXiv:2103.06883 (2021)]

3-D WIMP effective velocity distribution in the Galactic frame

- Annual modulation of the radial component

(100 GeV, off ^{73}Ge , Galactic frame, day, 500 events)



[CLS, arXiv:2103.06883 (2021)]

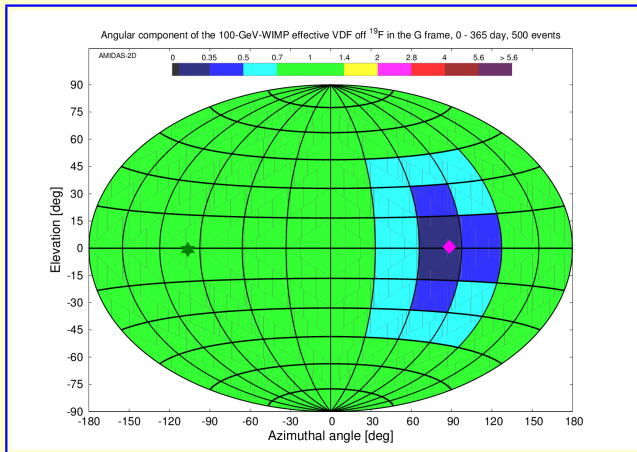
Angular component (direction) in the Galactic coordinate system

- Numerical results
- Angular component (direction) in the Galactic coordinate system

3-D WIMP effective velocity distribution in the Galactic frame

□ Angular component

(100 GeV, off ^{19}F , Galactic frame, 0 - 365 day, 500 events)

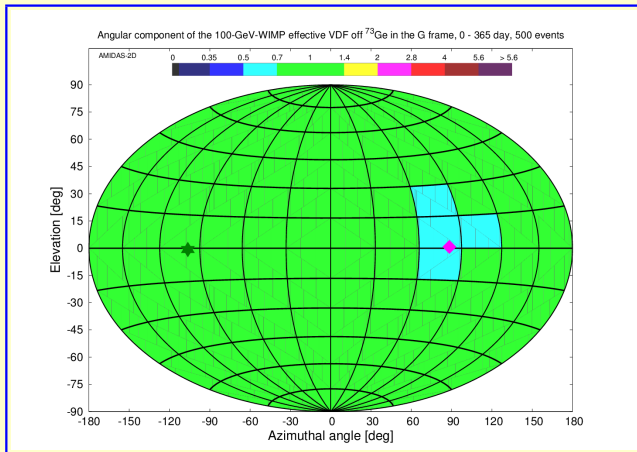


[CLS, arXiv:2103.06883 (2021)]

3-D WIMP effective velocity distribution in the Galactic frame

□ Angular component

(100 GeV, off ^{73}Ge , Galactic frame, 0 - 365 day, 500 events)



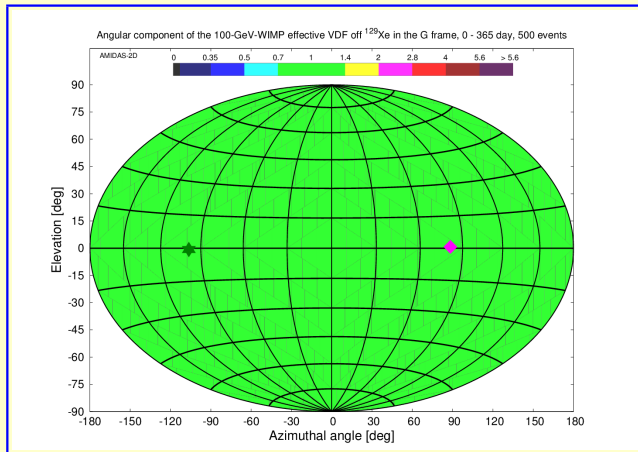
[CLS, arXiv:2103.06883 (2021)]

- Numerical results
- Angular component (direction) in the Galactic coordinate system

3-D WIMP effective velocity distribution in the Galactic frame

□ Angular component

(100 GeV, off ^{129}Xe , Galactic frame, 0 - 365 day, 500 events)

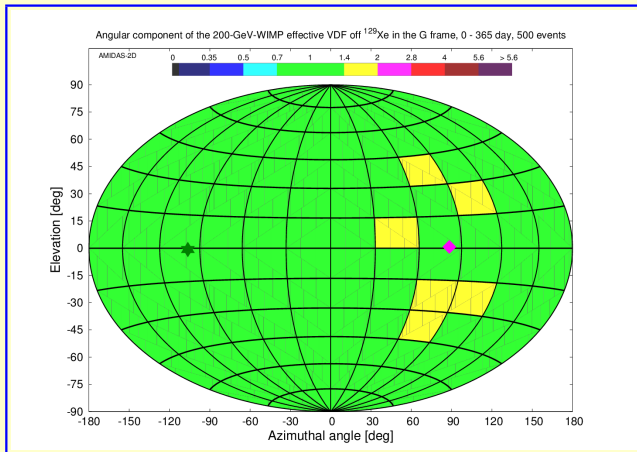


[CLS, arXiv:2103.06883 (2021)]

3-D WIMP effective velocity distribution in the Galactic frame

□ Angular component

(200 GeV, off ^{129}Xe , Galactic frame, 0 - 365 day, 500 events)

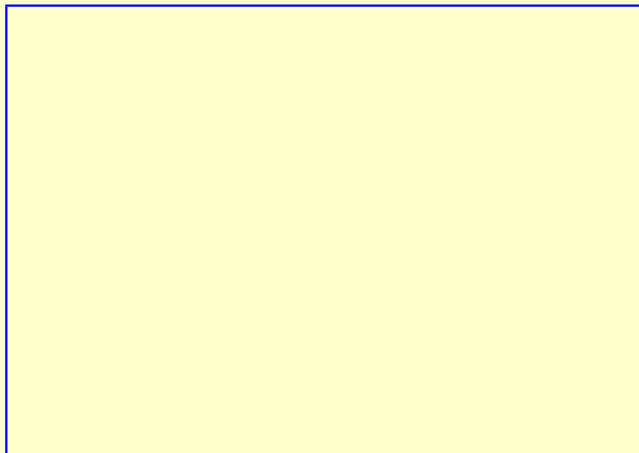


[CLS, arXiv:2103.06883 (2021)]

3-D WIMP effective velocity distribution in the Galactic frame

- Annual modulation of the angular component

(100 GeV, off ^{73}Ge , Galactic frame, day, 500 events)

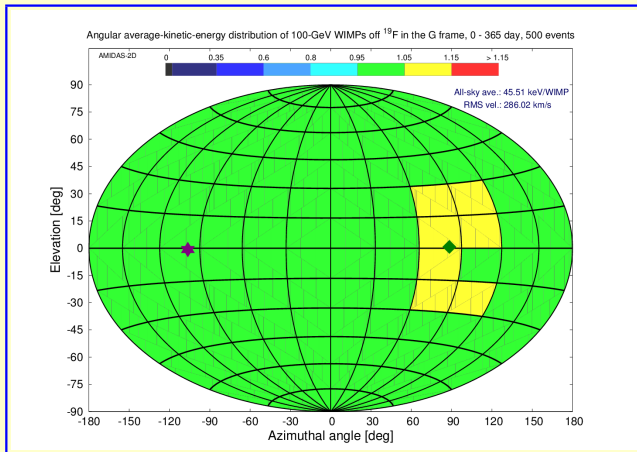


[CLS, arXiv:2103.06883 (2021)]

Angular distribution of the 3-D average kinetic energy in the Galactic coordinate system

3-D WIMP effective velocity distribution in the Galactic frame

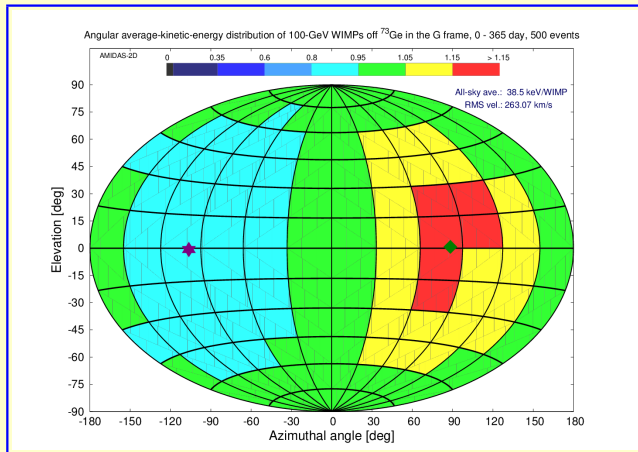
- Angular distribution of the 3-D average kinetic energy
(100 GeV, off ^{19}F , Galactic frame, 0 - 365 day, 500 events)



[CLS, arXiv:2103.06883 (2021)]

3-D WIMP effective velocity distribution in the Galactic frame

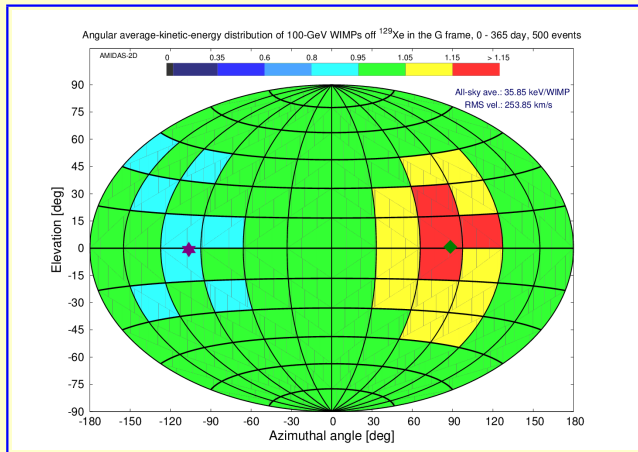
- Angular distribution of the 3-D average kinetic energy
(100 GeV, off ^{73}Ge , Galactic frame, 0 - 365 day, 500 events)



[CLS, arXiv:2103.06883 (2021)]

3-D WIMP effective velocity distribution in the Galactic frame

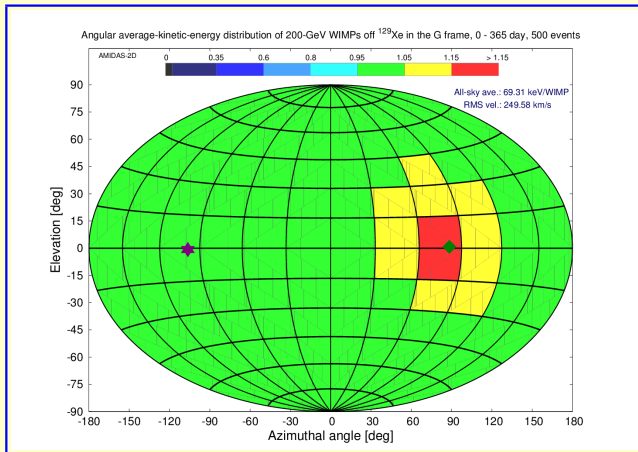
- Angular distribution of the 3-D average kinetic energy
(100 GeV, off ^{129}Xe , Galactic frame, 0 - 365 day, 500 events)



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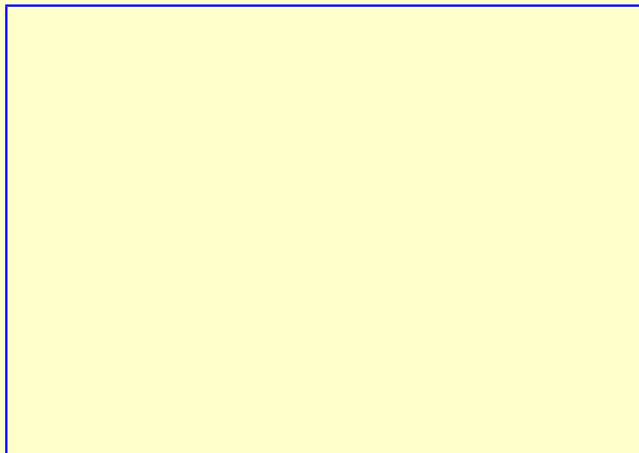
- Angular distribution of the 3-D average kinetic energy
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- Annual modulation of the angular average-kinetic-energy distribution
(100 GeV, off ^{73}Ge , Galactic frame, day, 500 events)



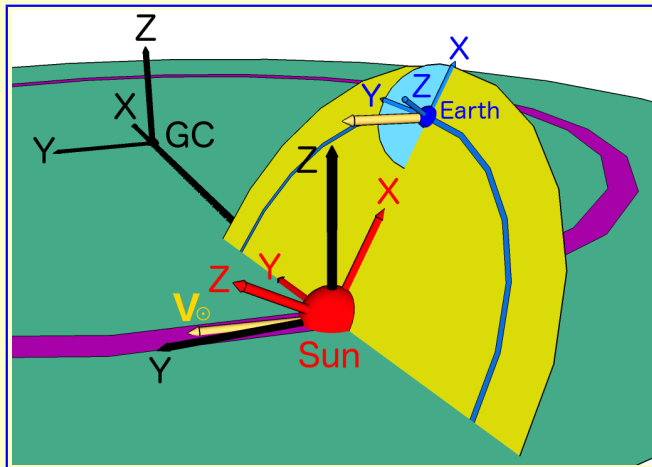
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- └ Forward-backward asymmetry

Forward-backward asymmetry of the 3-D WIMP Galactic effective velocity distribution

Forward-backward asymmetry of the 3-D WIMP G. eff. vel. dist.

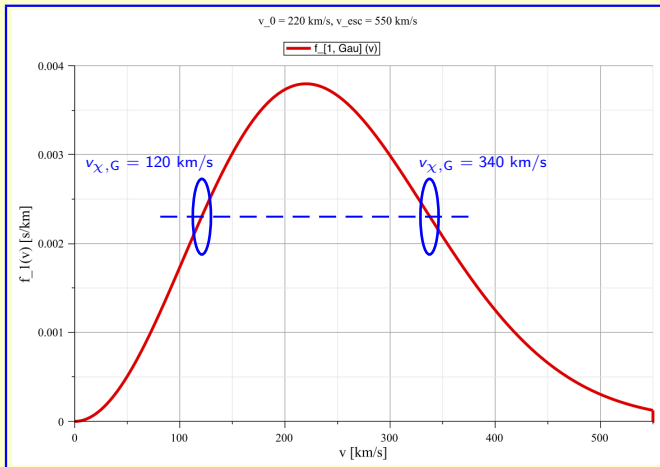
- Solar movement in the Dark Matter halo



[CLS, arXiv:1905.11279 (2019)]

Forward-backward asymmetry of the 3-D WIMP G. eff. vel. dist.

□ Simple Maxwellian velocity distribution

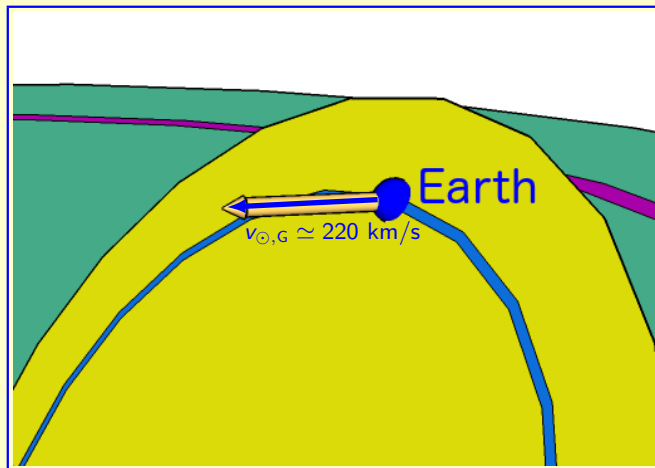


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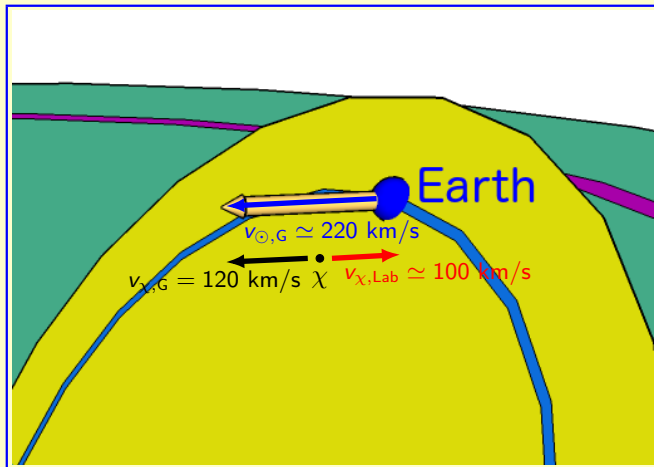


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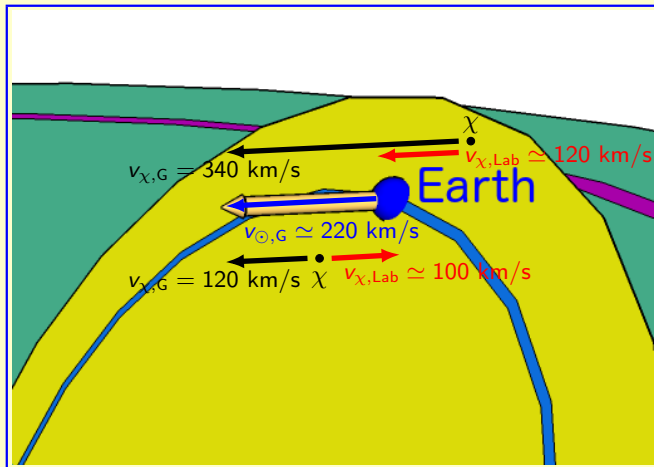
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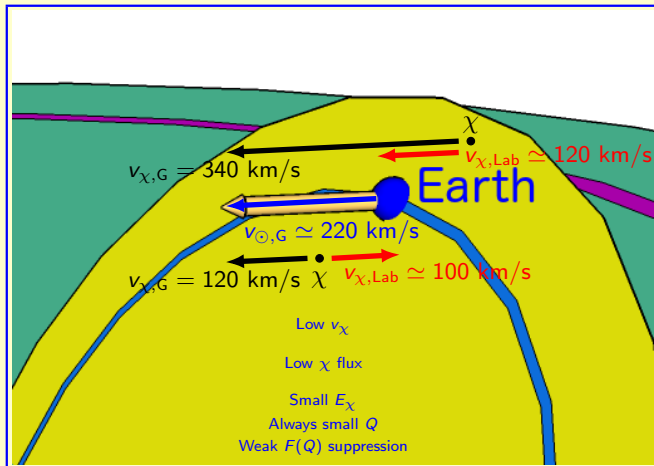
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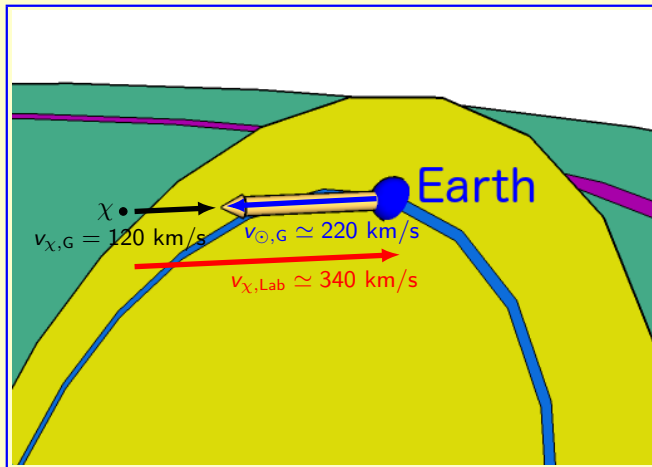
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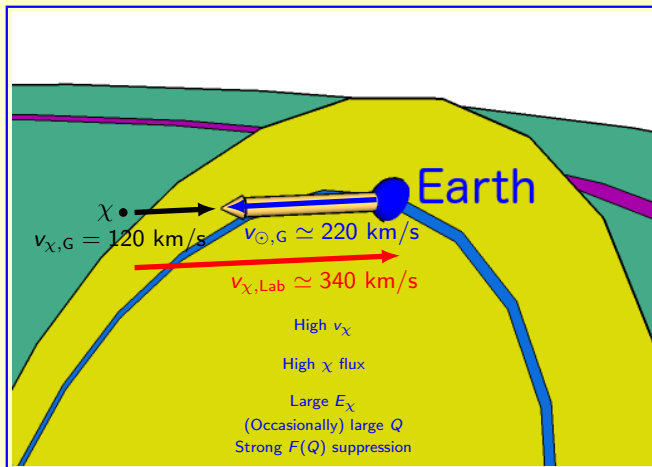
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