

IceCube++/ DekaCube/
DecaCube

Part I - Introduction

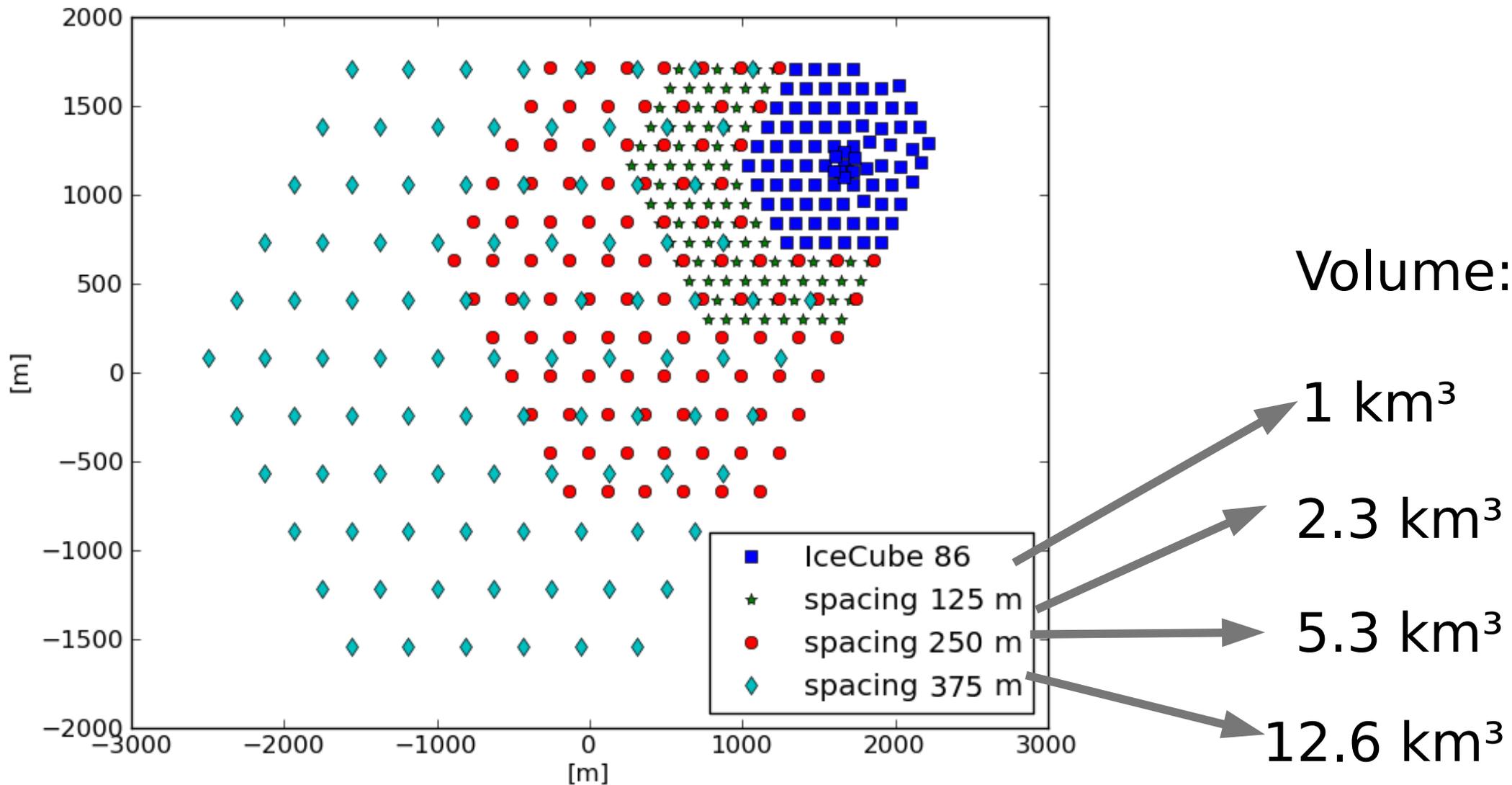


David Altmann / Christopher Wiebusch
(david.altmann@desy.de)
MANTS Meeting Munich
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What will IceCube++ be?

- HE extension to IceCube
- About 100 additional strings
- Increased spacing between strings provides large volume

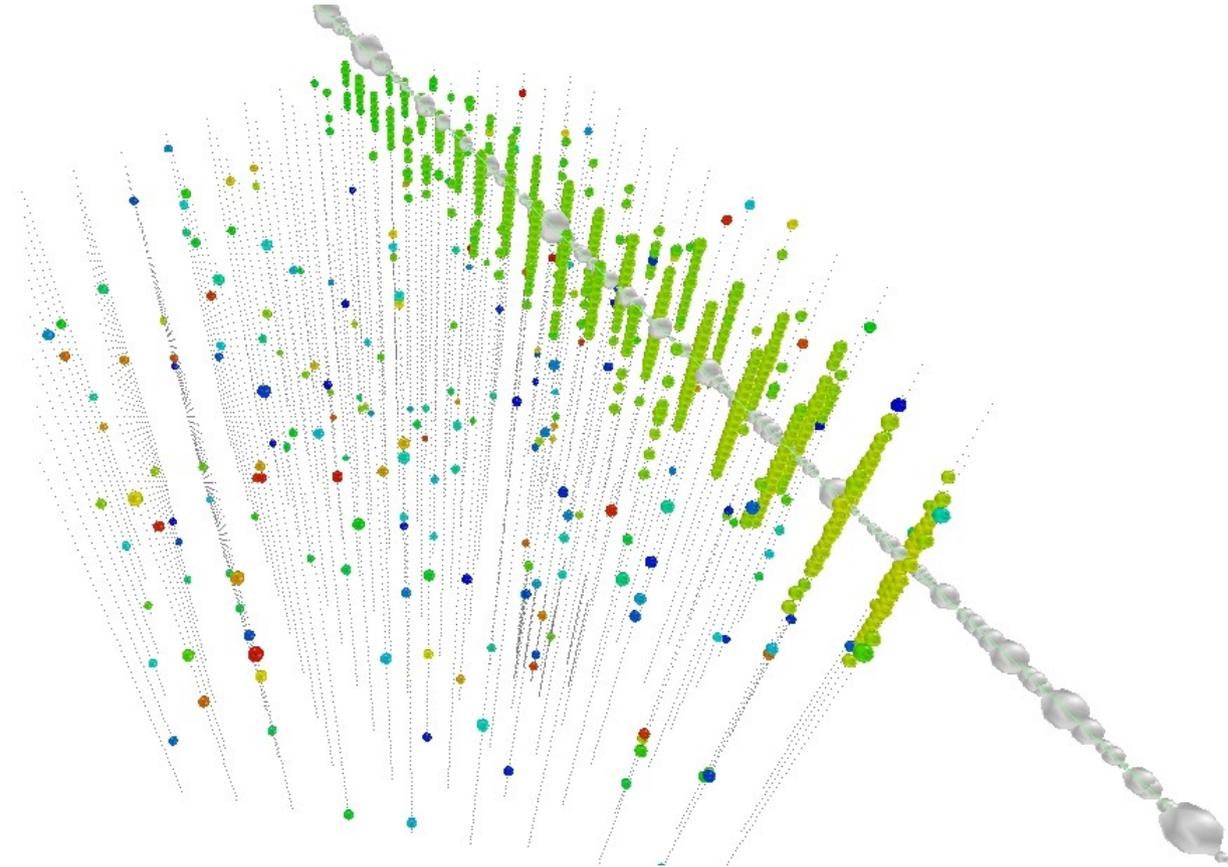
How does it look like? (Answer: awesome ;))



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david.altmann@desy.de

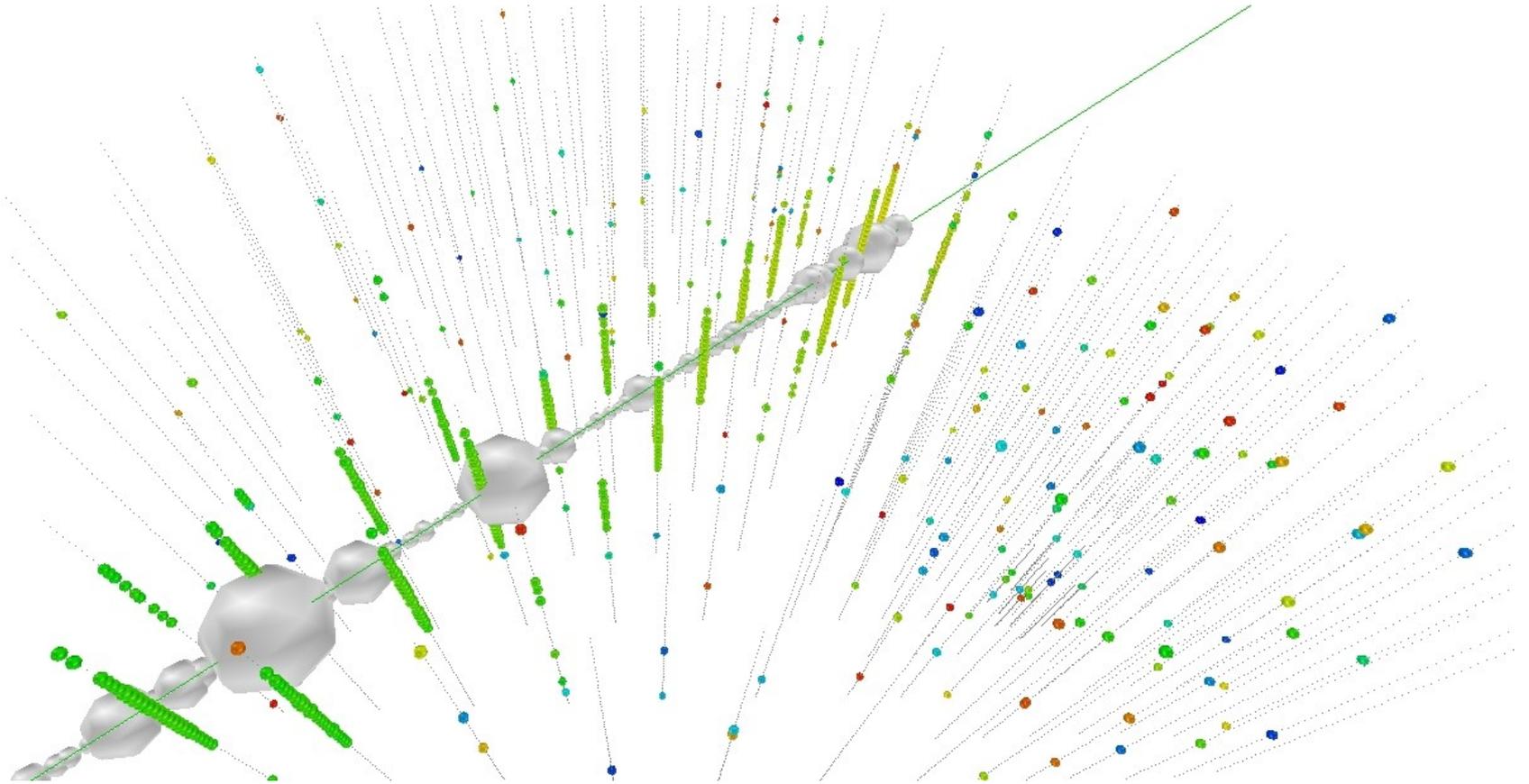
PeV muon track in IC++ (125m)



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David Altmann
david.altmann@desy.de

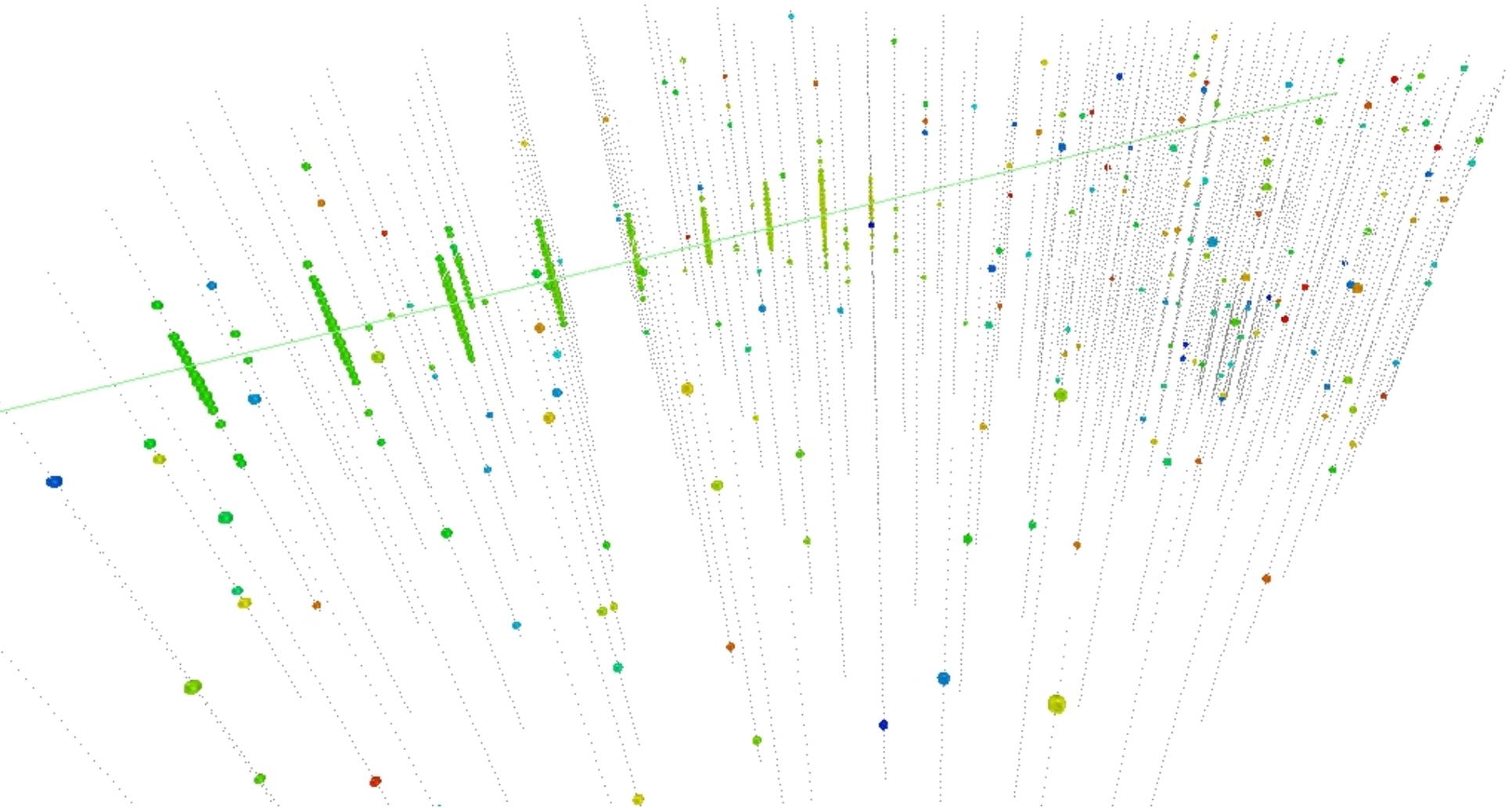
PeV muon track in IC++ (250m)



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David Altmann
david.altmann@desy.de

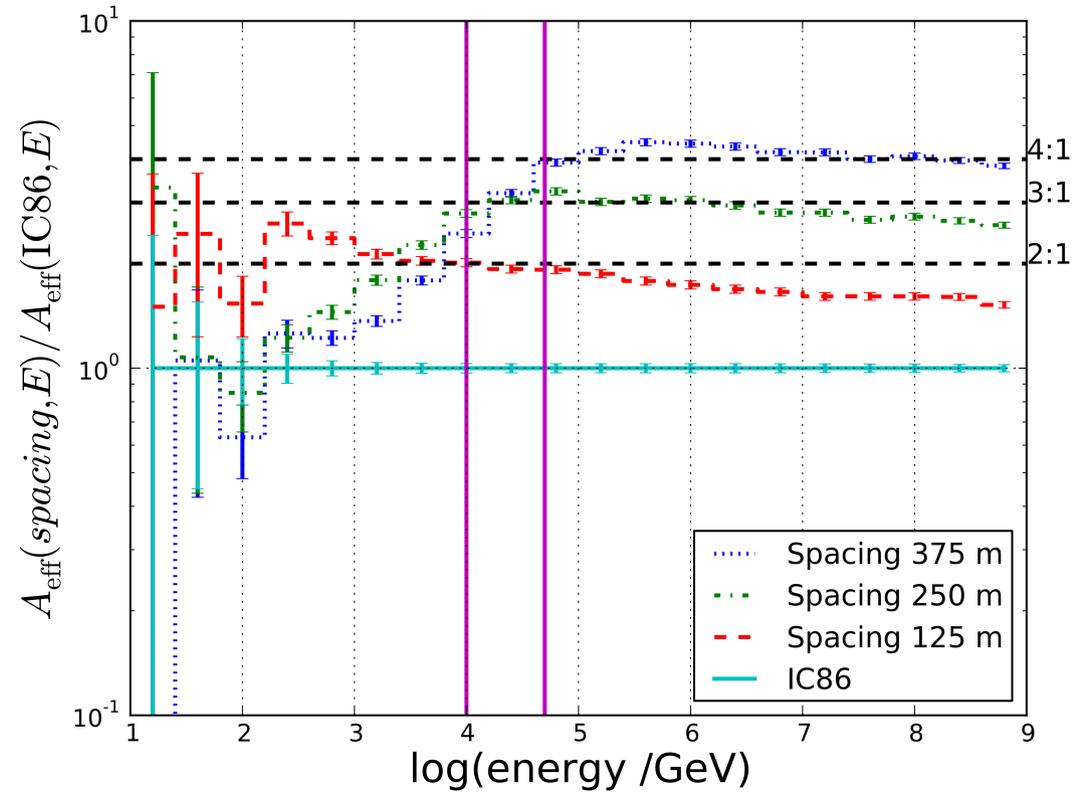
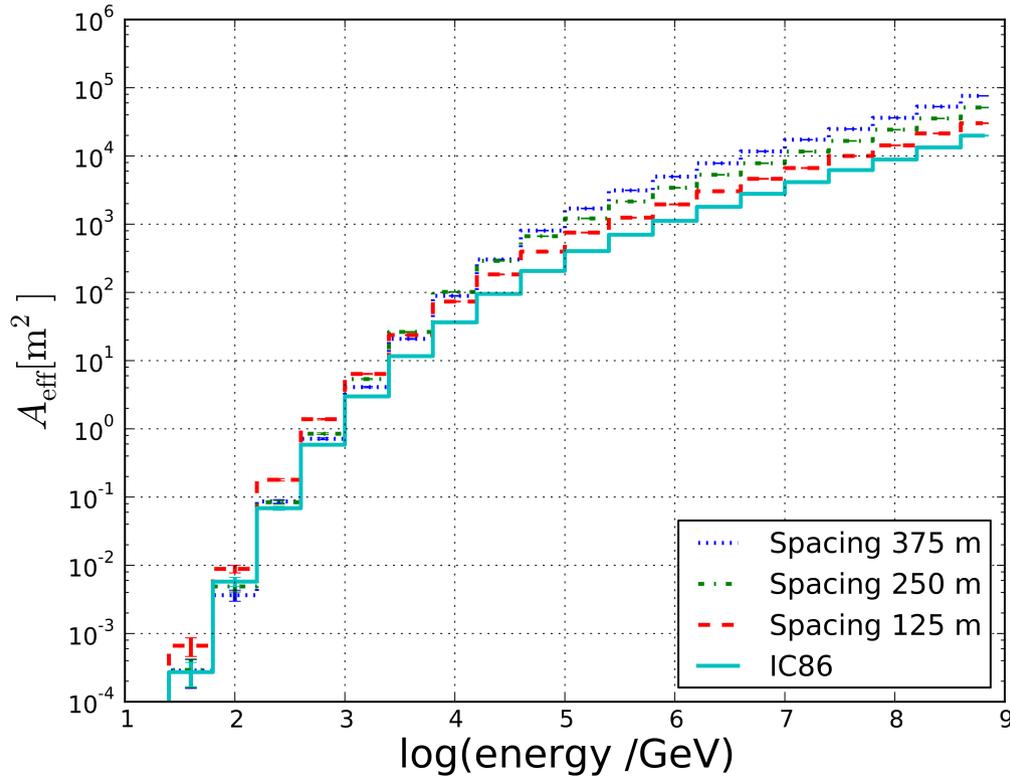
PeV muon track in IC++ (375m)



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david.altmann@desy.de

Effective Area for NuMu



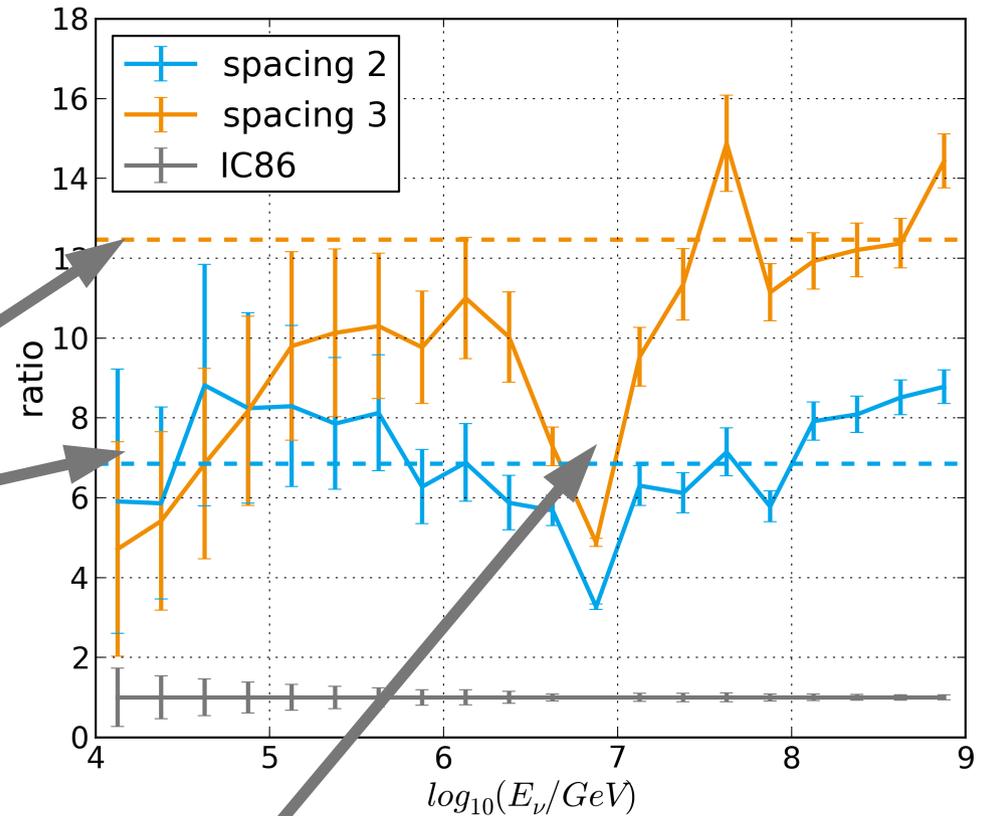
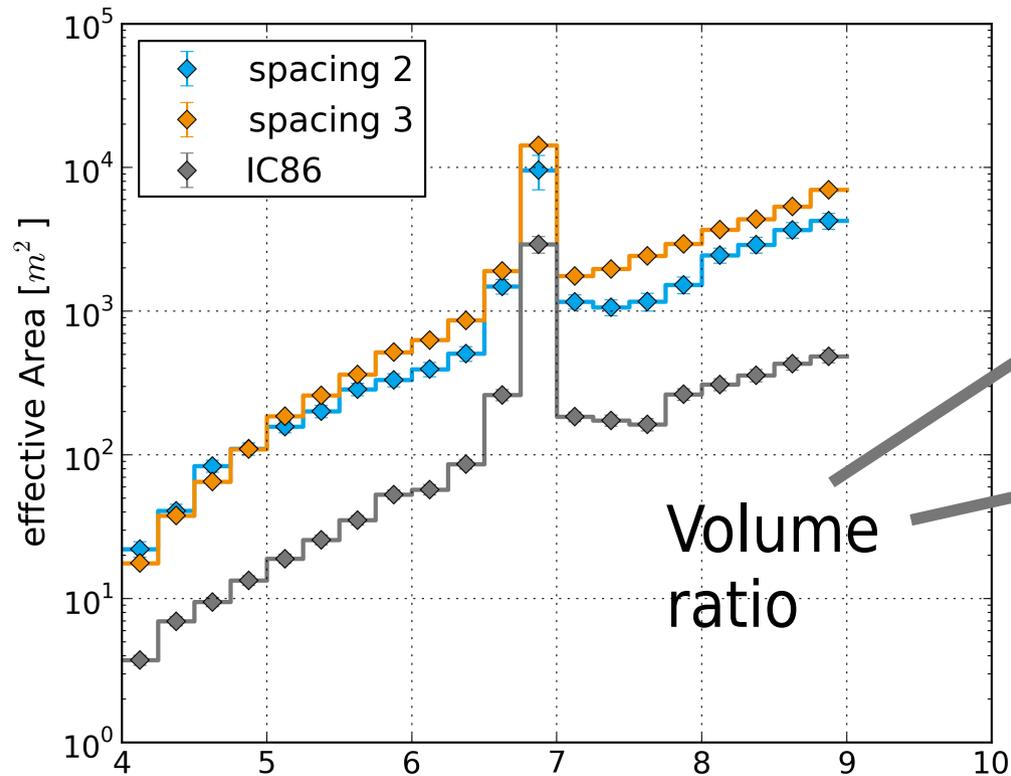
- Does not scale with volume

Then came HESE

- We want cascades
- We want containment

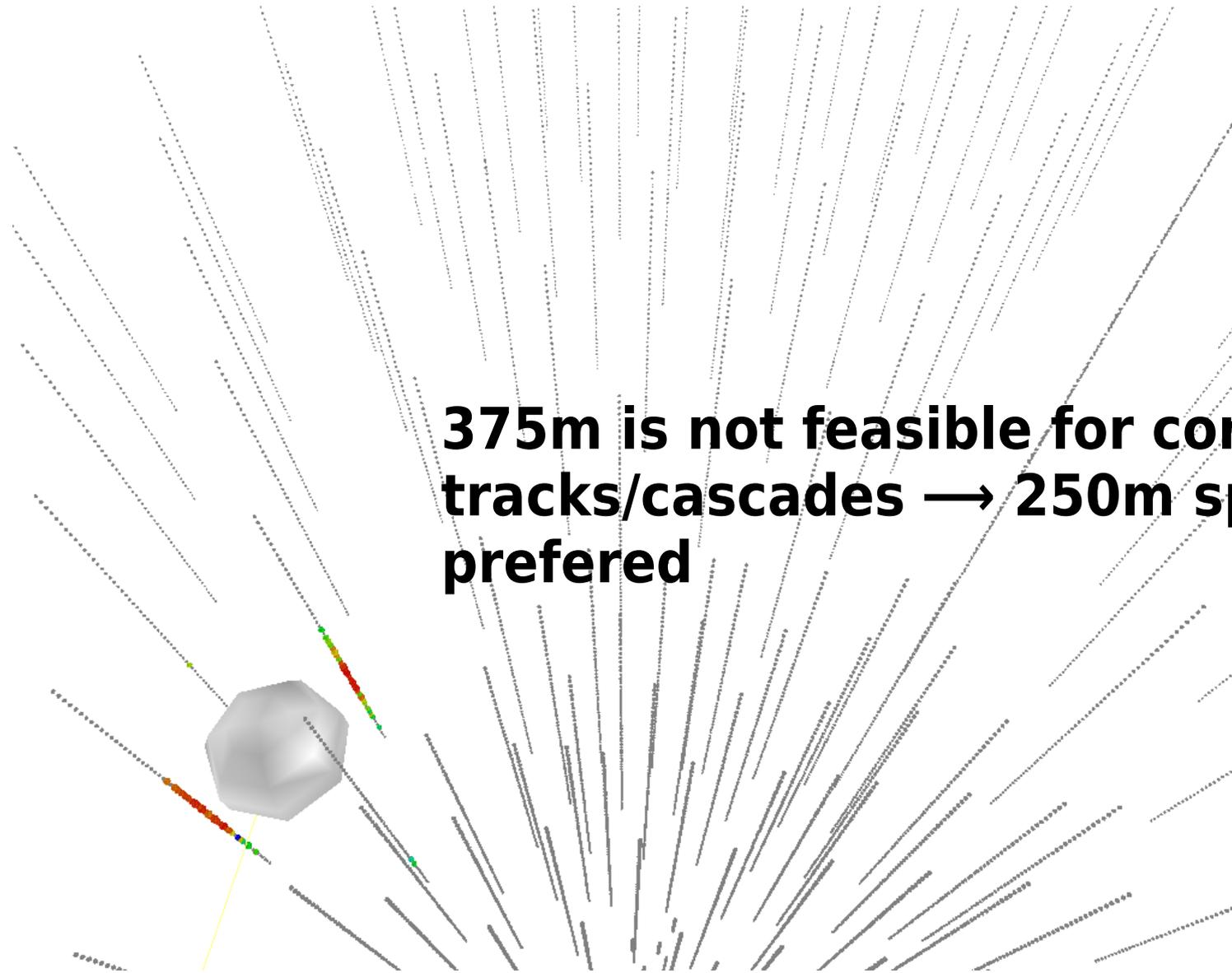
- How does IC++ performs for cascades?

Effective Area for NuE cascades



- Events have to be contained
- Nchannel ≥ 15
- Nstring ≥ 3

That would be an Ernie/Bert event ...



Now to Christopher's talk

- Geometry optimization for contained events
- Veto options