

# Physics-based ray tracing of X-ray telescopes

Neo Reinmann

and the SIXTE Team

Bamberg, 28 July 2025



# X-ray astronomy

And how to observe it

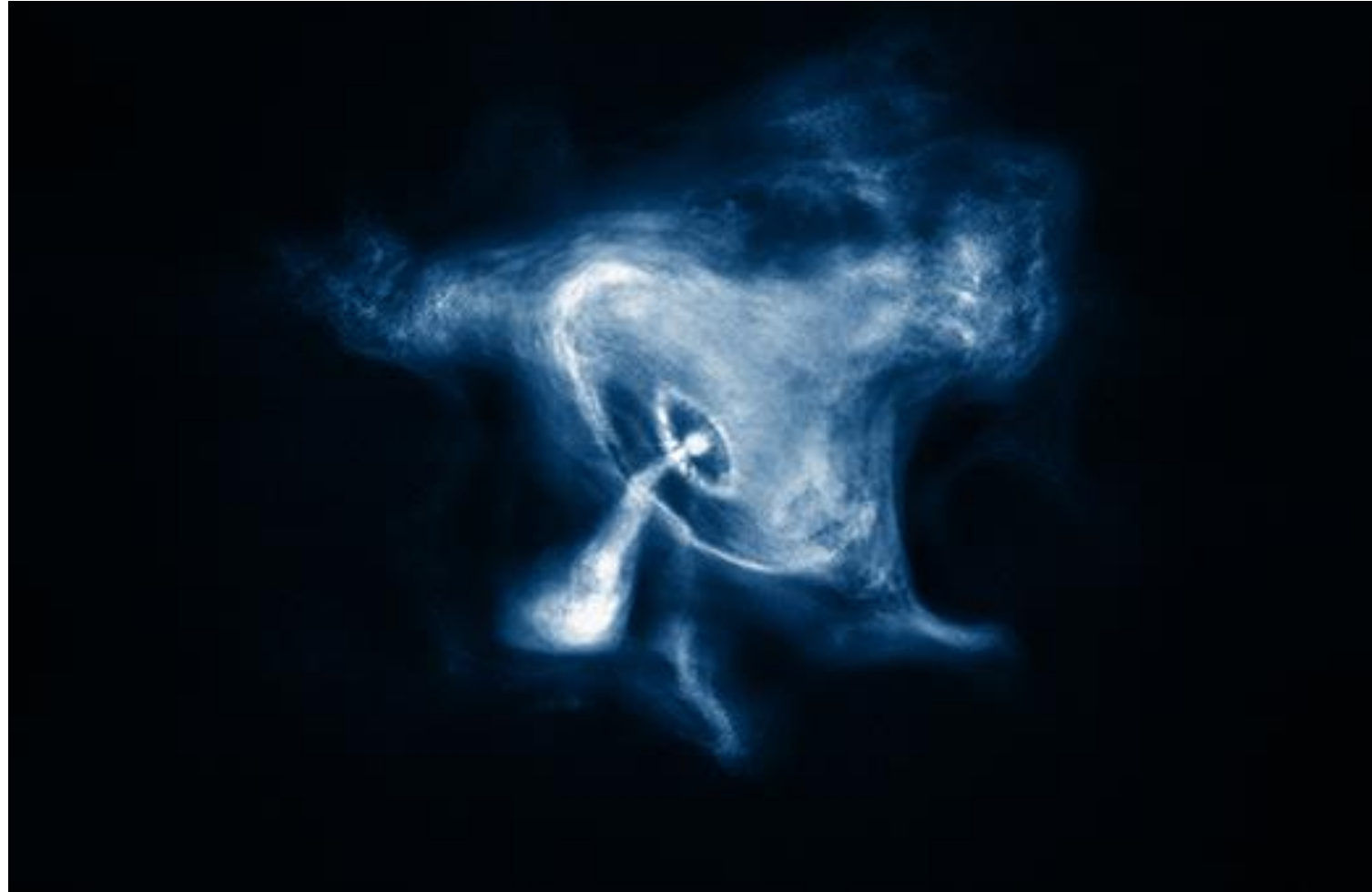


# Crab Nebula in the visual light



(NASA/STScI)

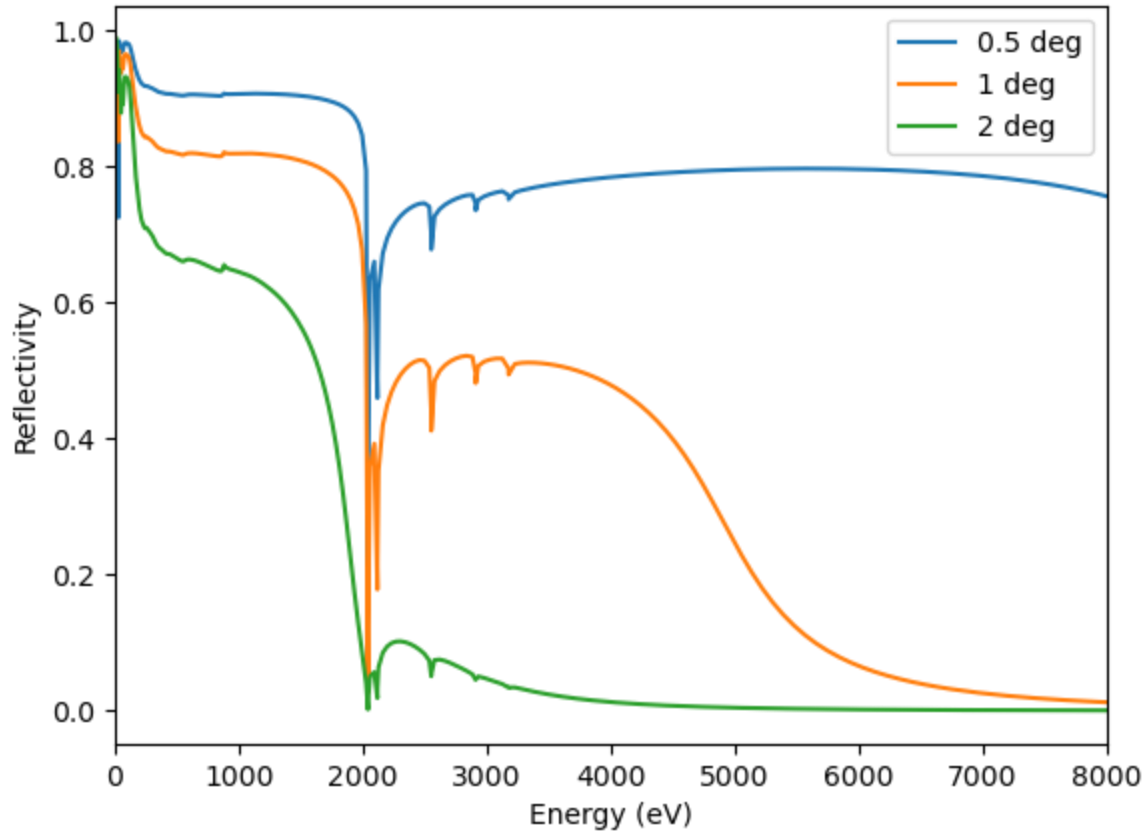
# Crab nebula in the X-rays



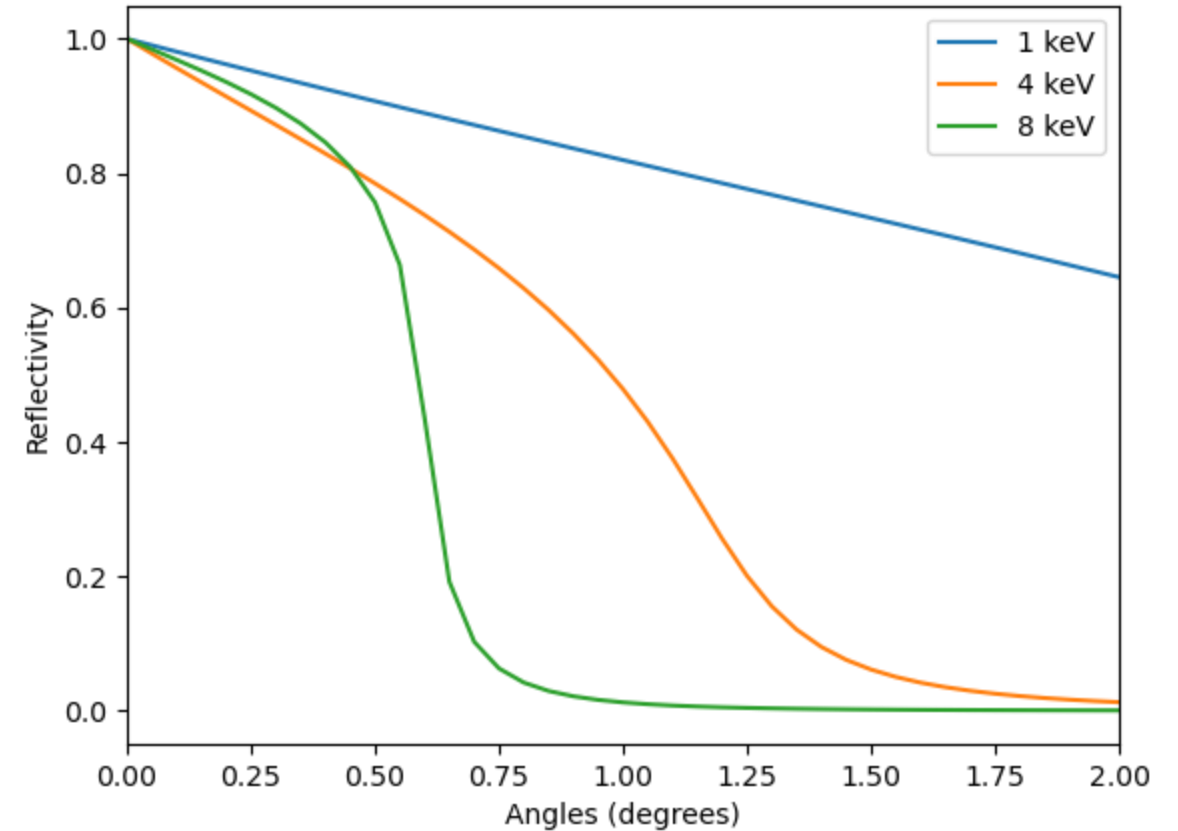
(NASA/CXC/SAO)

# Reflectivity of X-rays

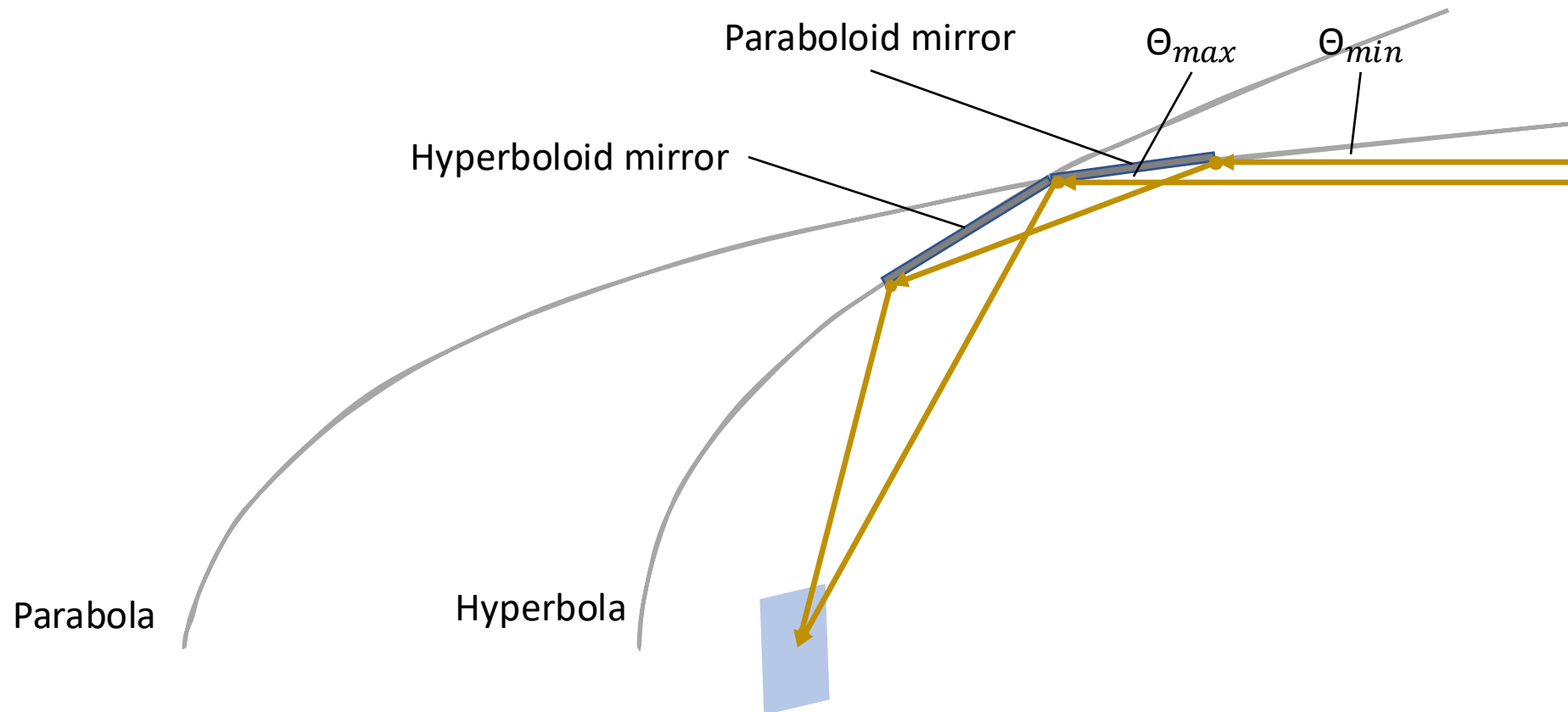
Reflectivity of 30 nm iridium as a function of energy



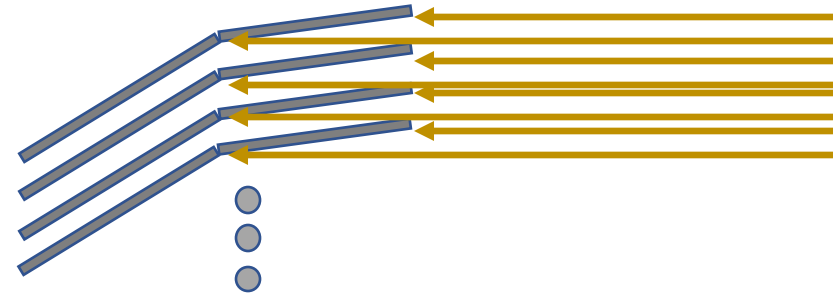
Reflectivity of 30 nm iridium as a function of angle



# Wolter Type 1 Telescope

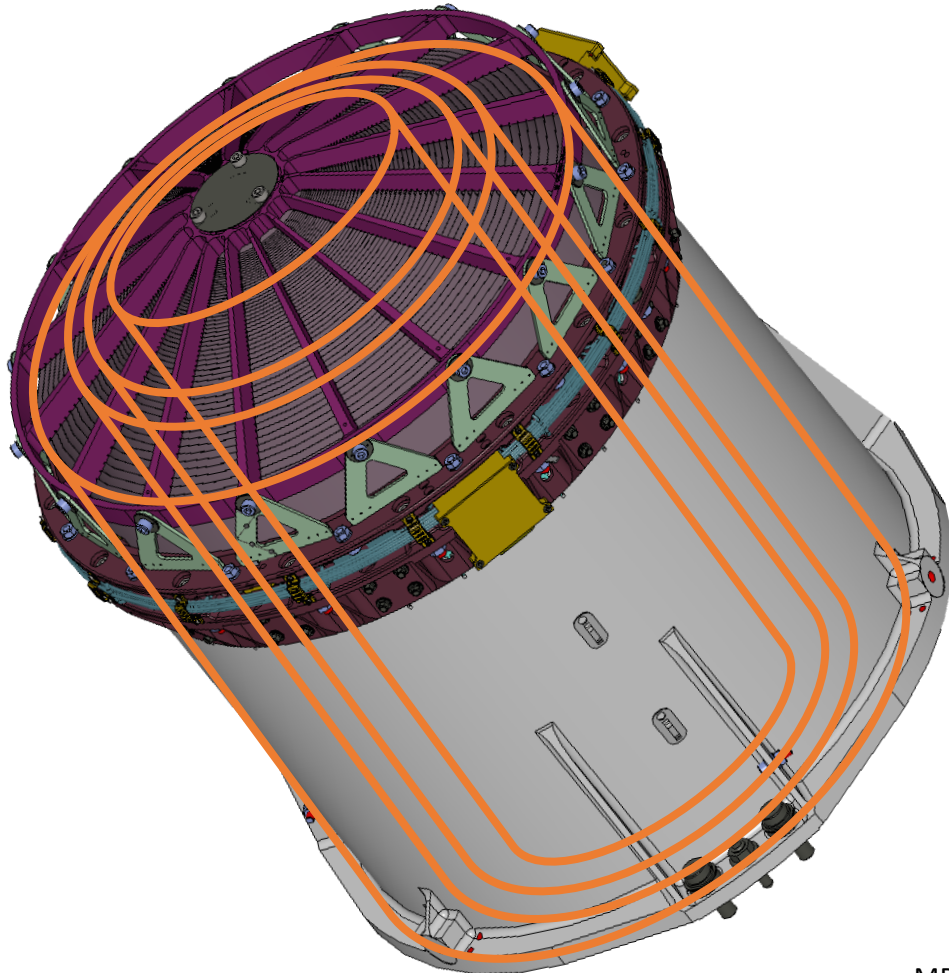


# Wolter Type 1 Telescope

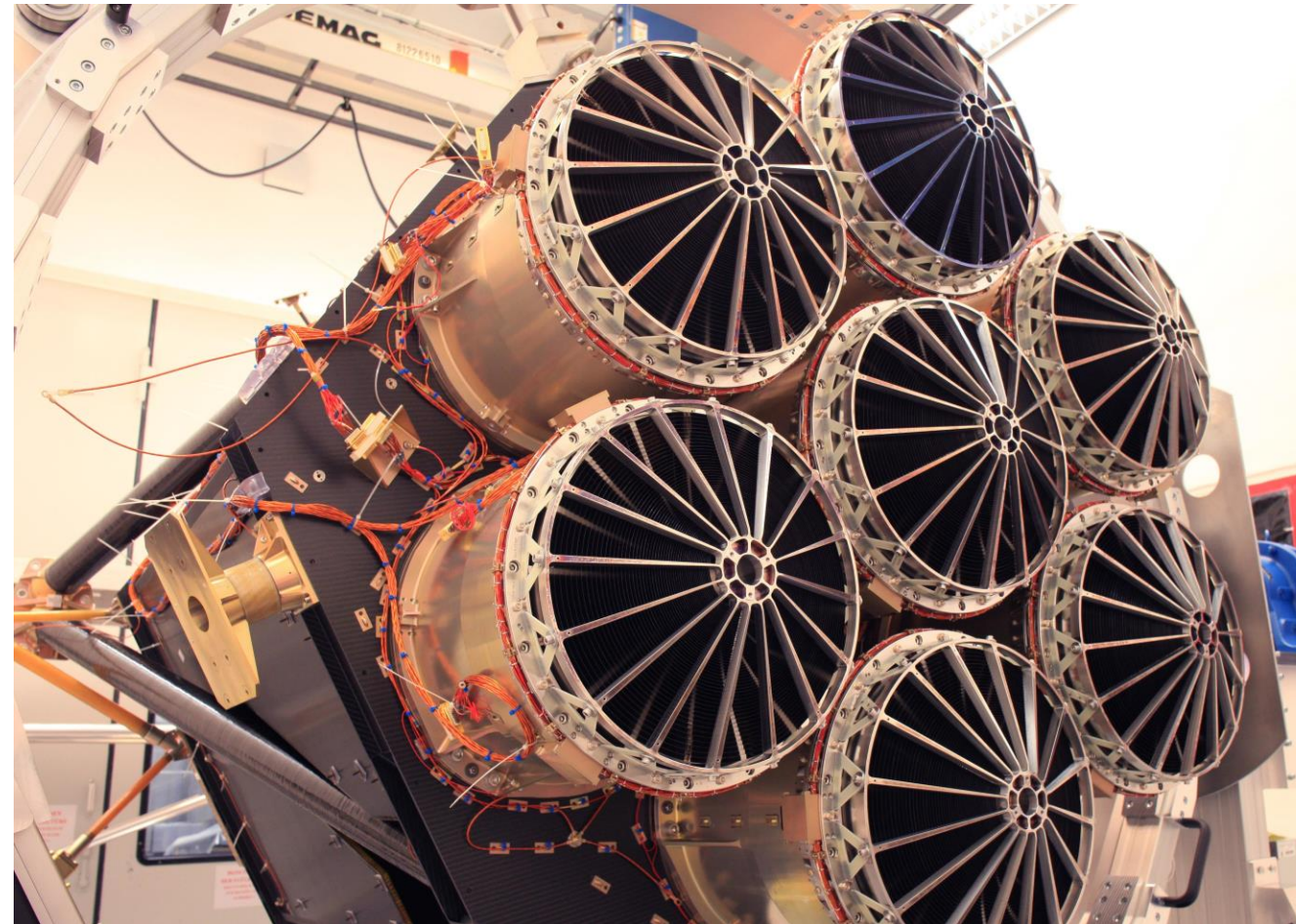




# eRosita as one Wolter 1 implementation



MPE



MPE

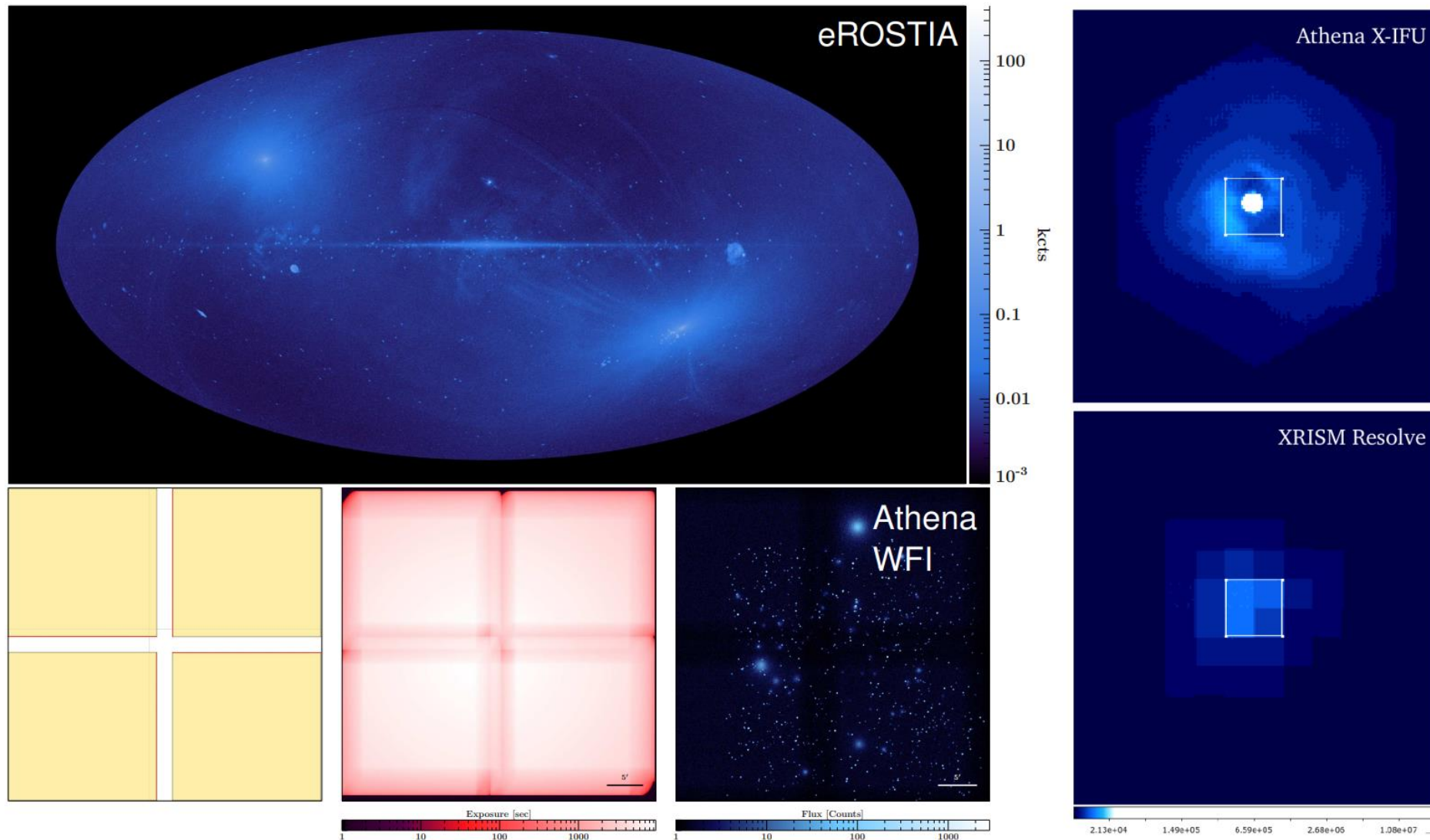


# Simulation of X-ray telescopes

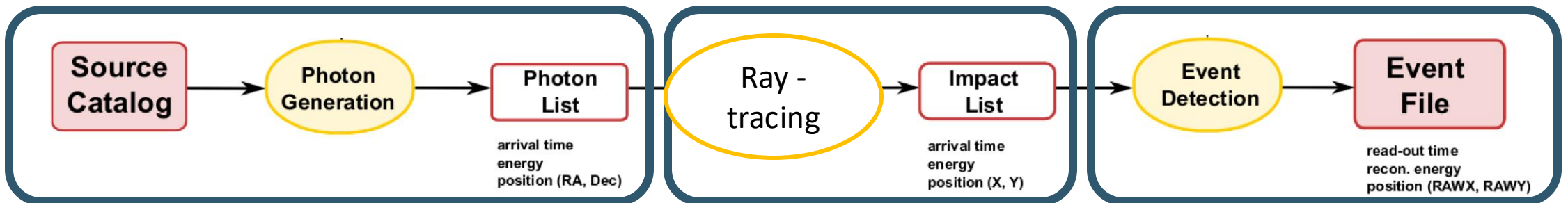
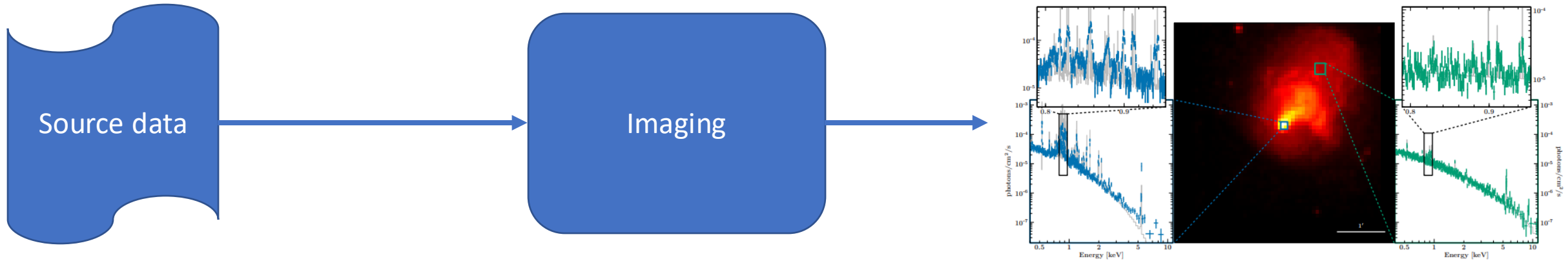
Or in short: SIXTE



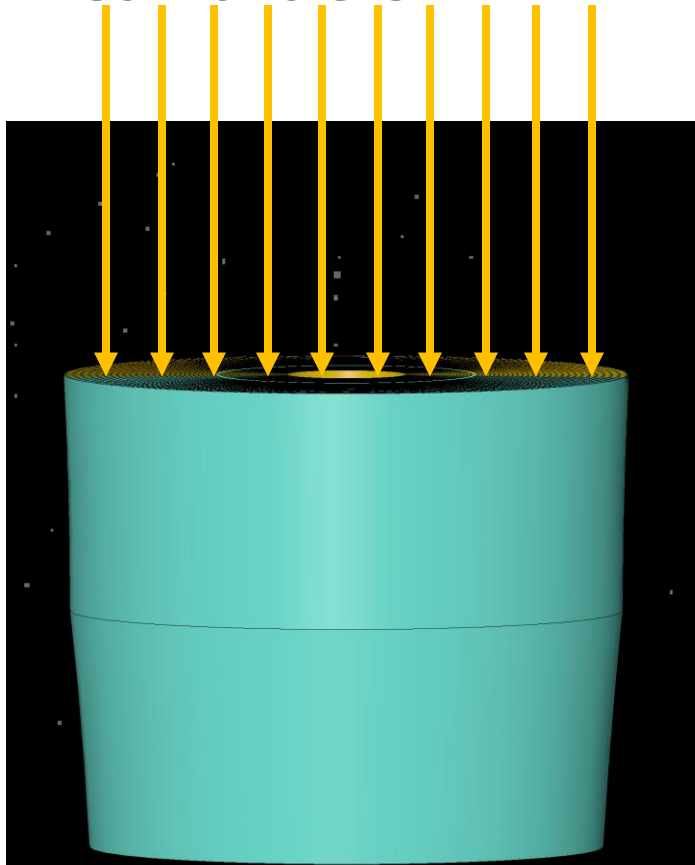
# Modular end-to-end simulation software for X-ray detectors



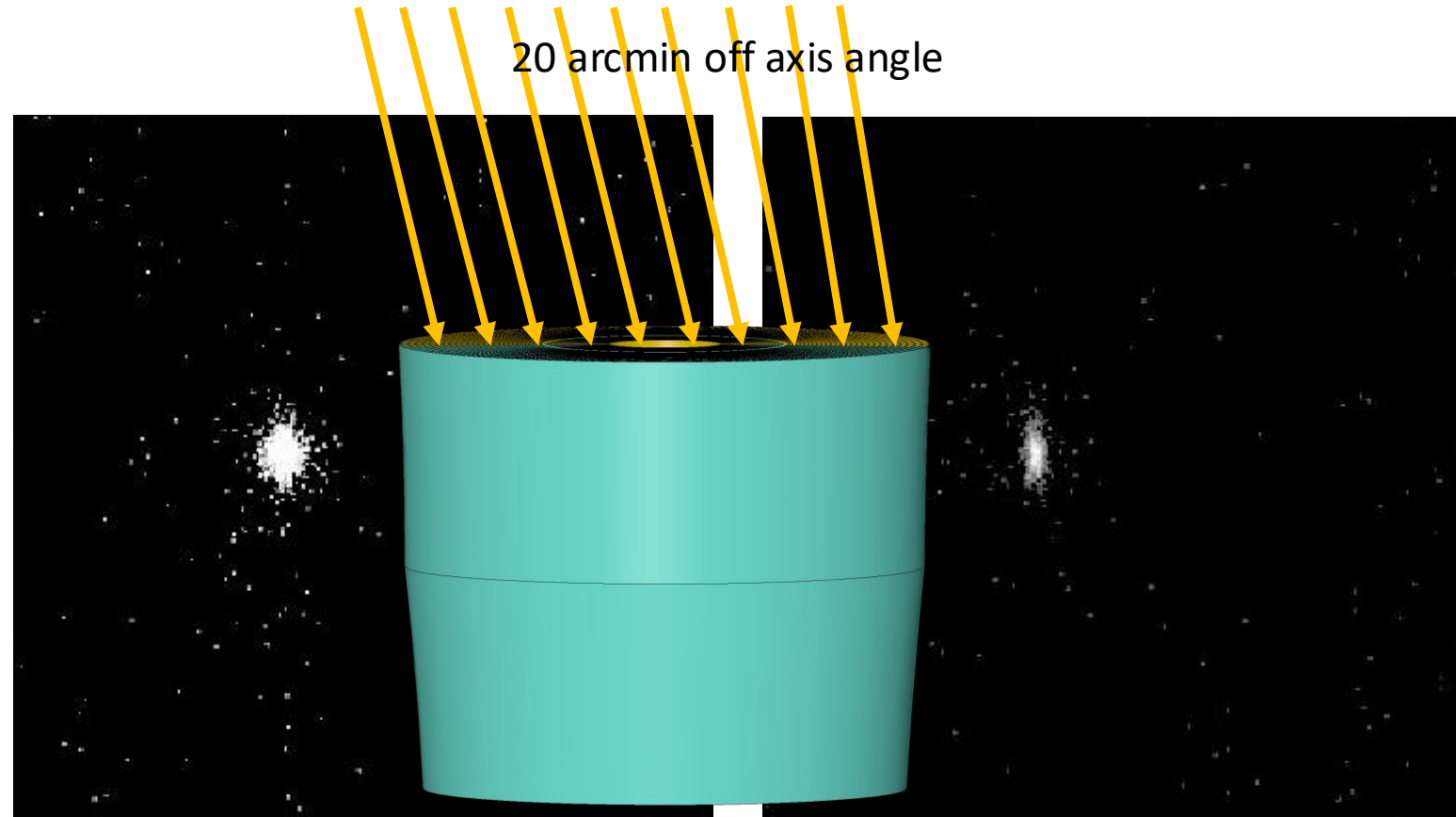
# SIXTE Architecture



# Measured PSFs (point spread functions) from telescope calibration



On-Axis



0.3 keV

Off-Axis

3.0 keV

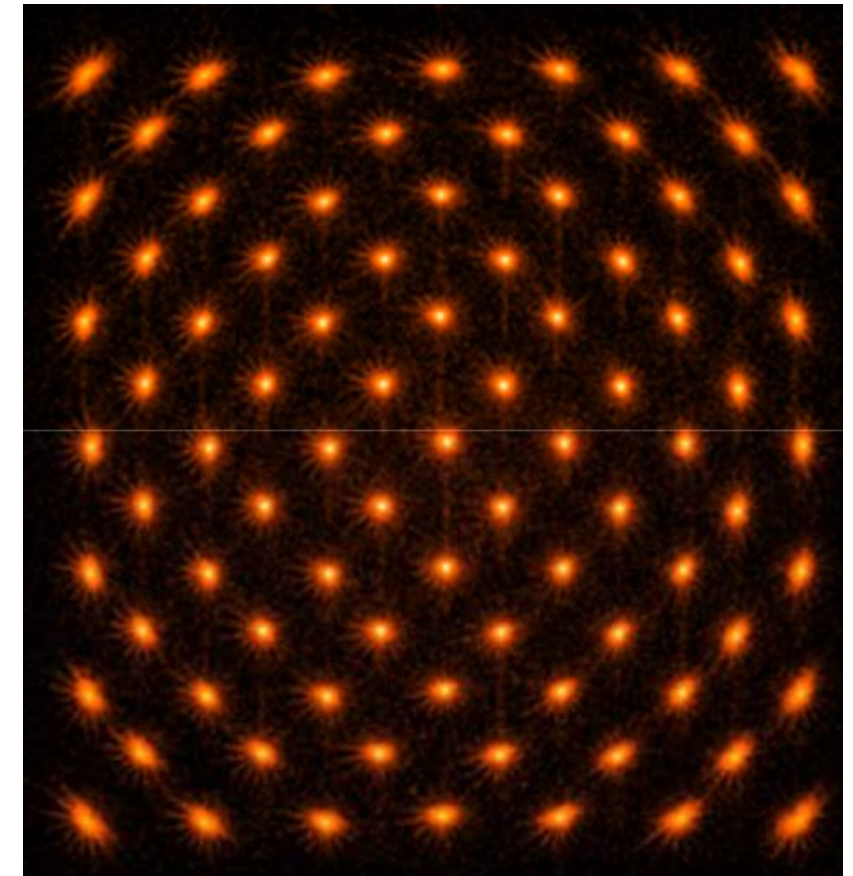
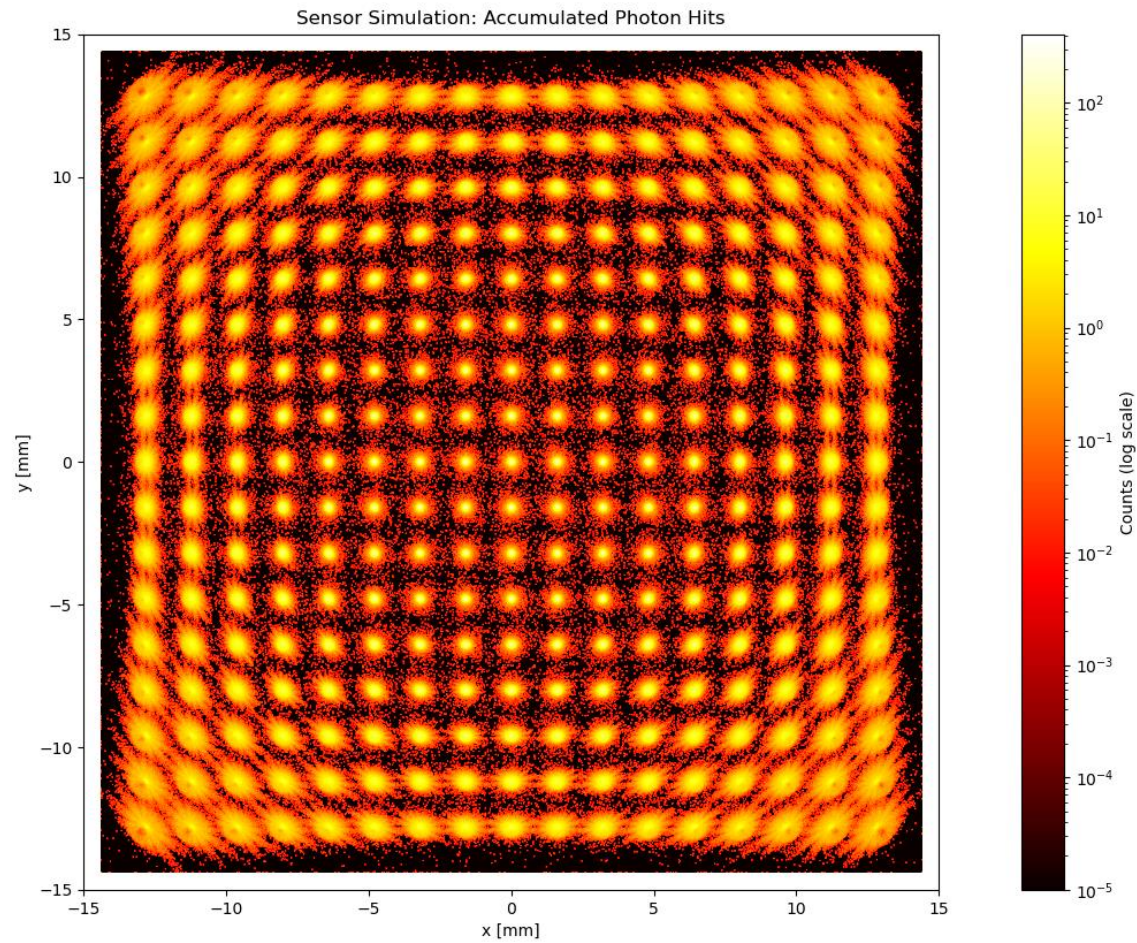
# Results

So far...





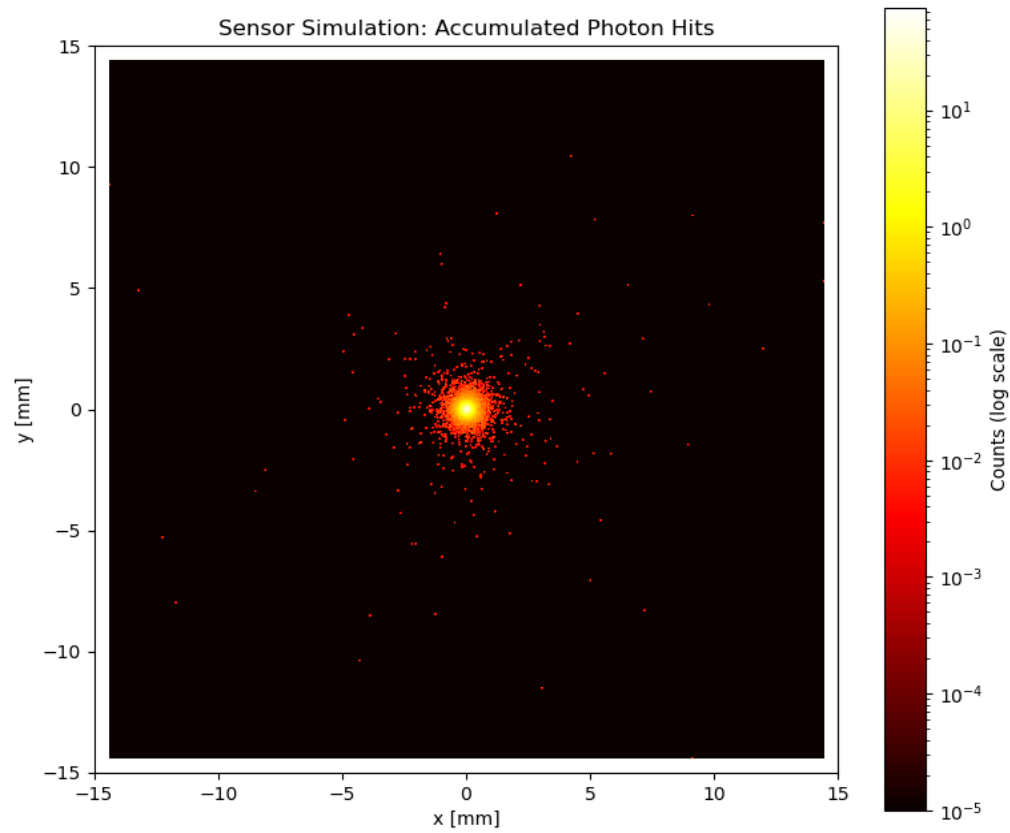
# PSF - Evaluation



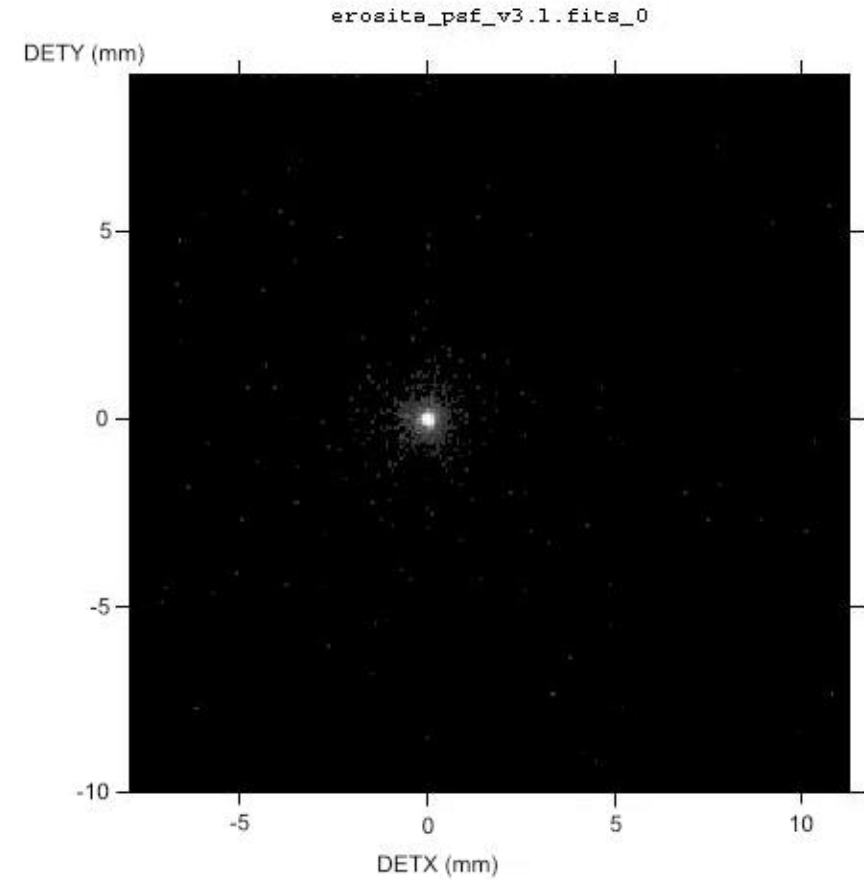
(IACHEC Dennerl)



# Radial distribution histogram

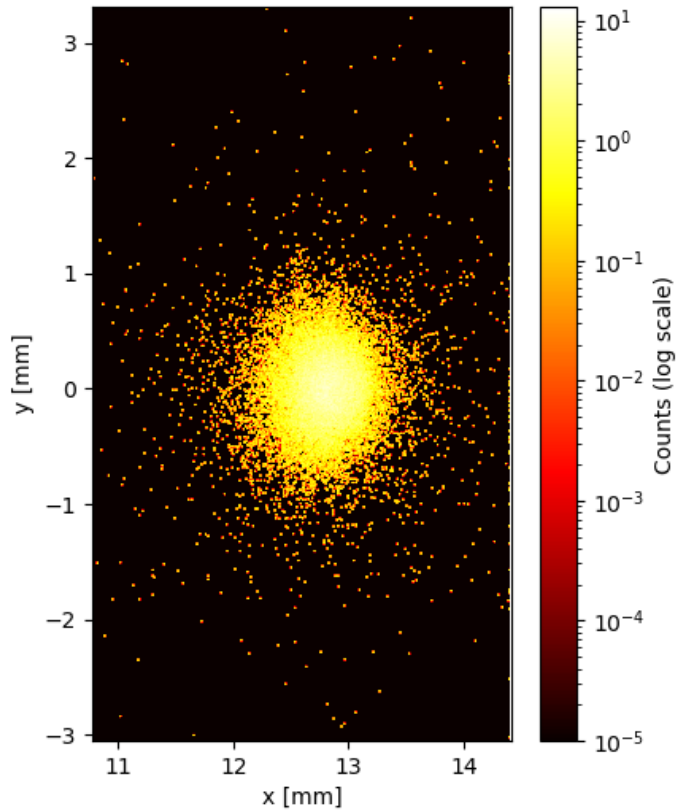


Simulated GGX distribution with  $\alpha = 0.0012$



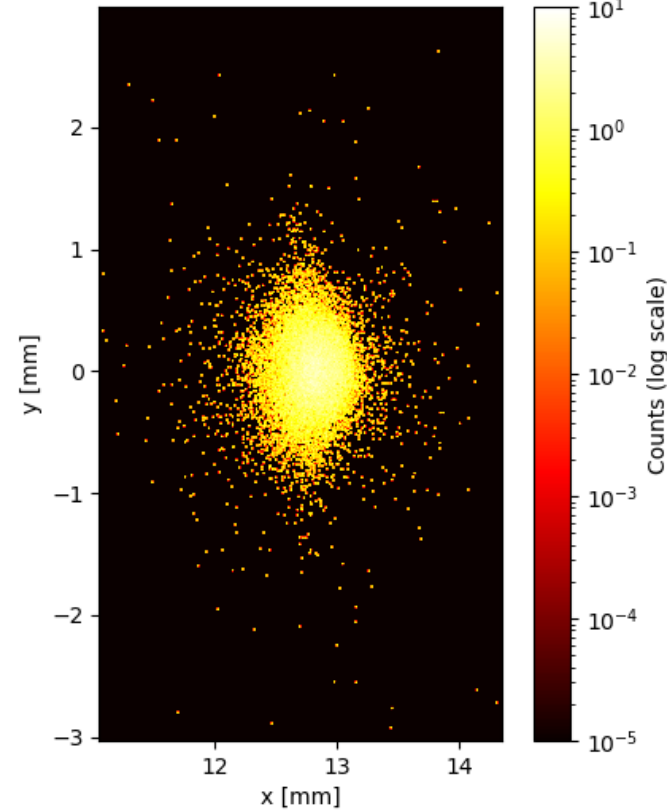
# Energy-dependent reflections

Sensor Simulation: Accumulated Photon Hits



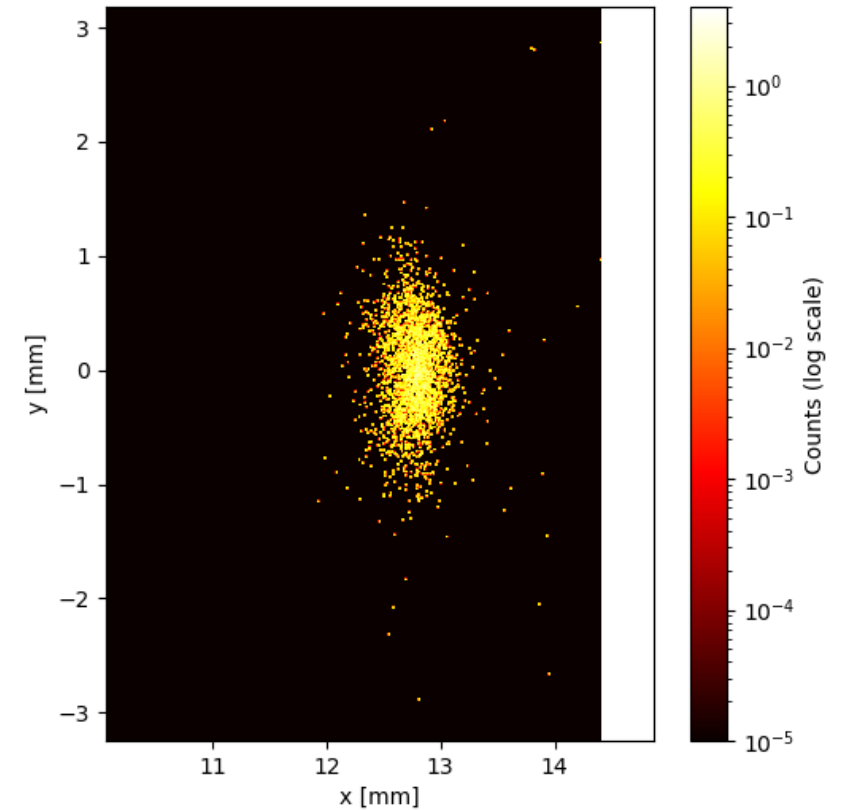
Energy independent

Sensor Simulation: Accumulated Photon Hits



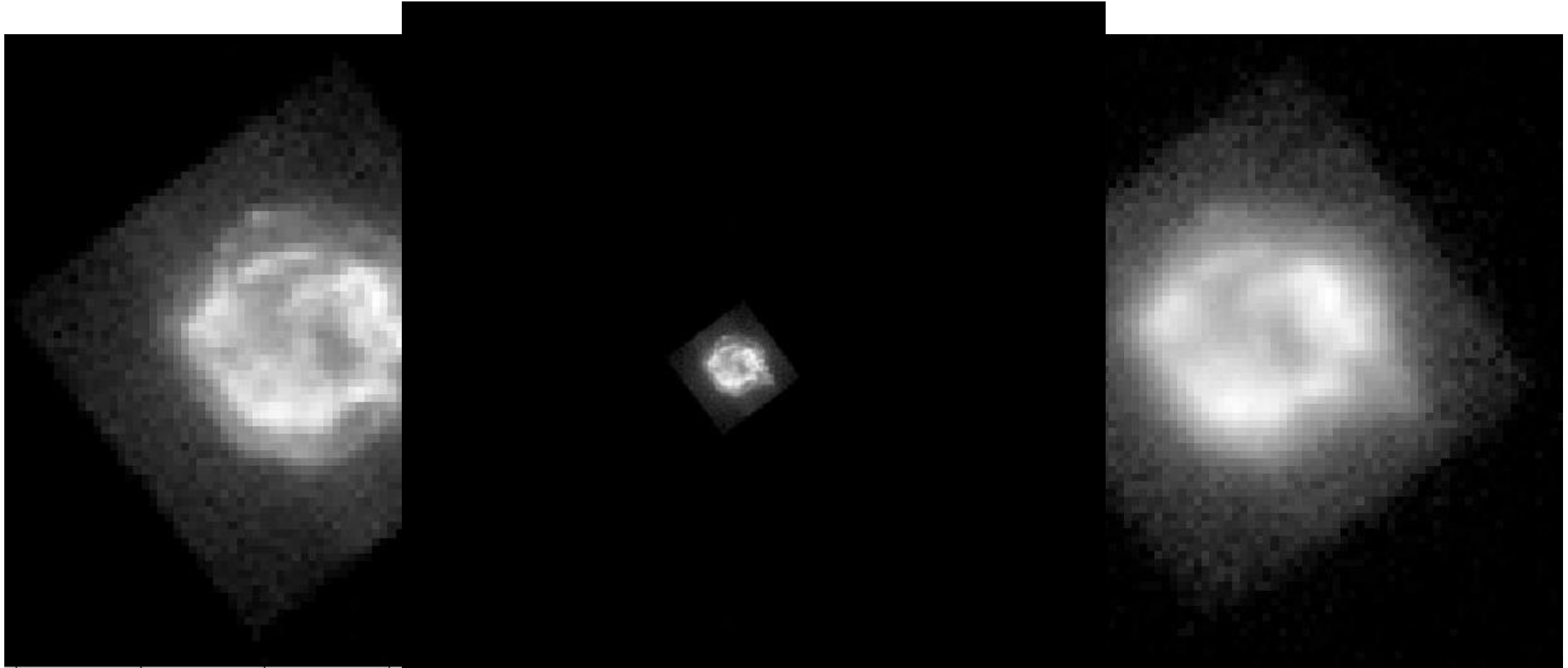
0.3 keV

Sensor Simulation: Accumulated Photon Hits



3.0 keV

# Cassiopeia A (Cas A)



Perfect reflection model

Microfacet reflection model

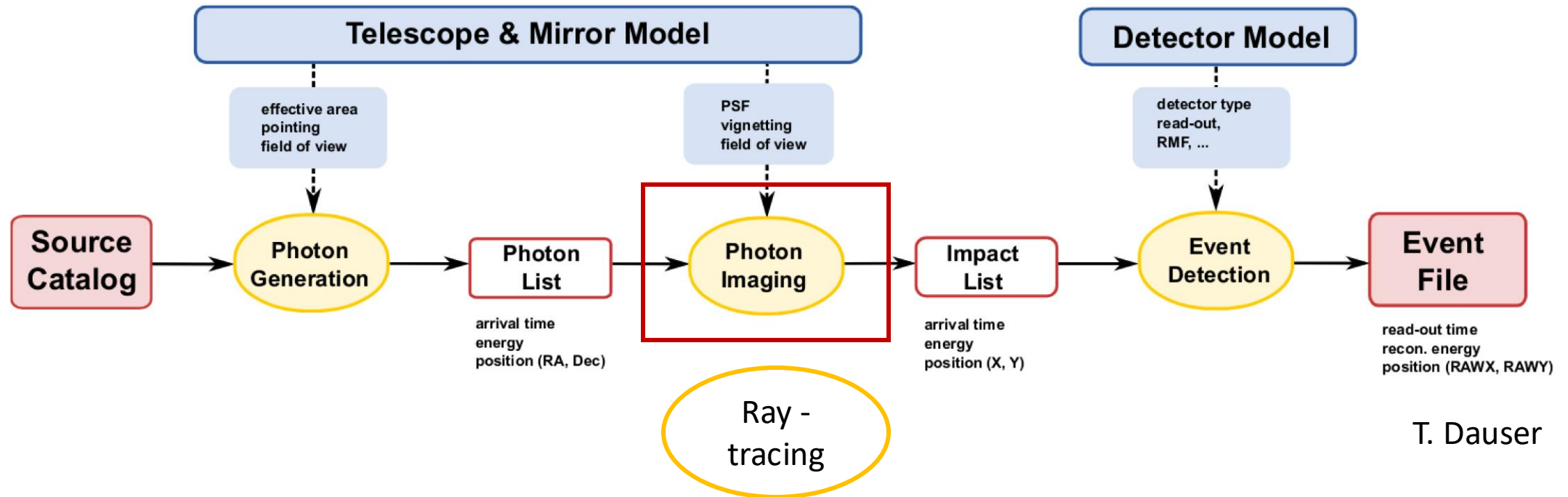
Thank you!

# Physics-based ray tracing of X-ray telescopes

Neo Reinmann

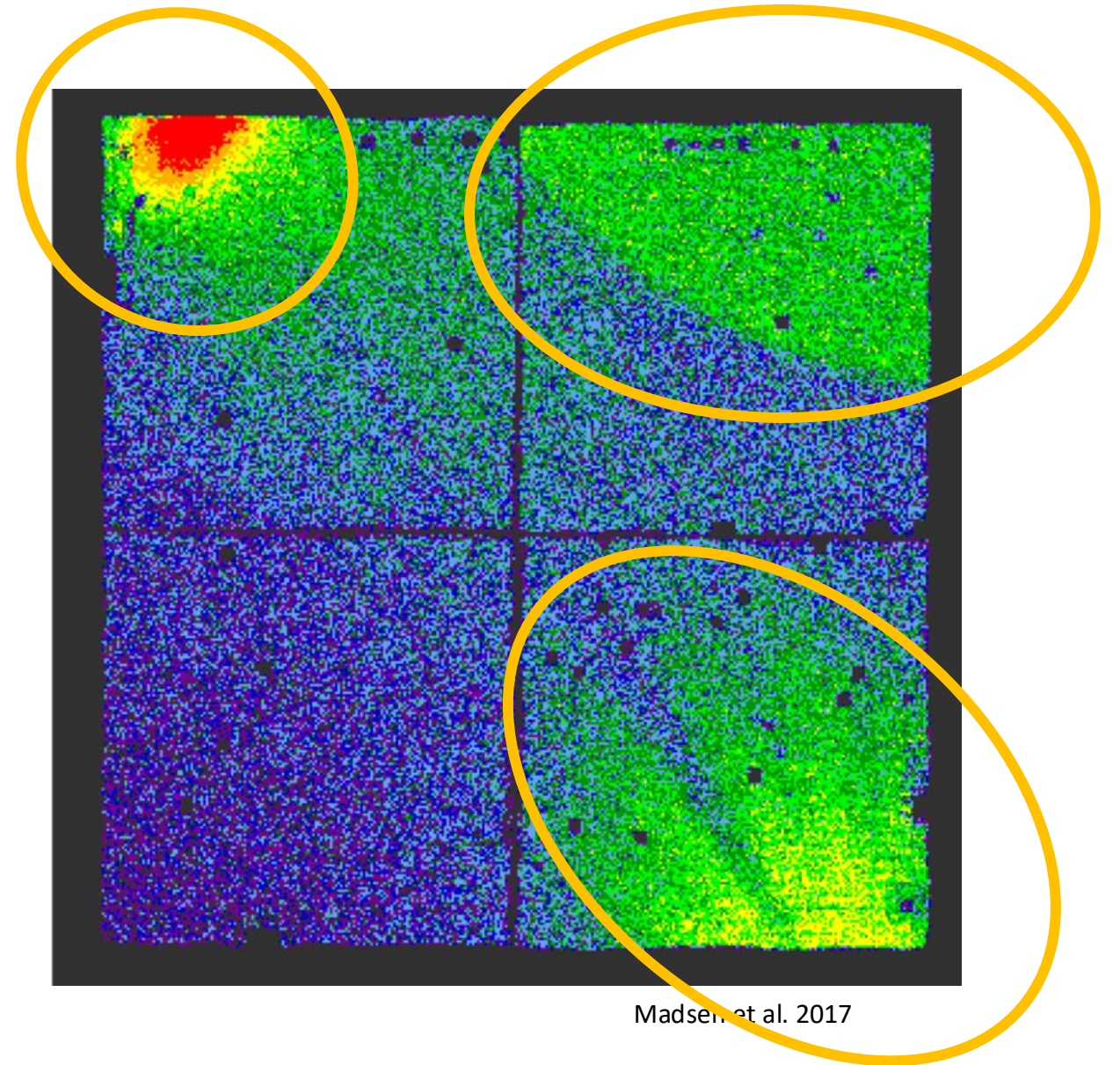
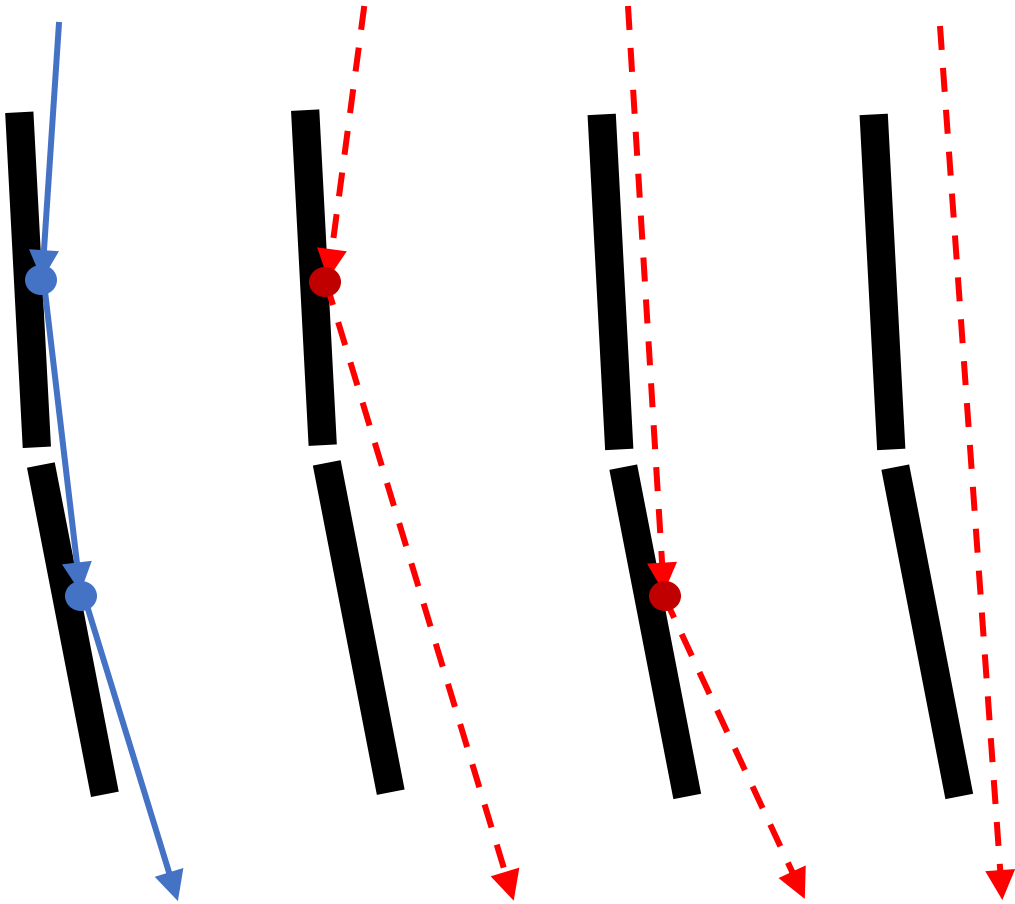


# SIXTE Architecture - revised



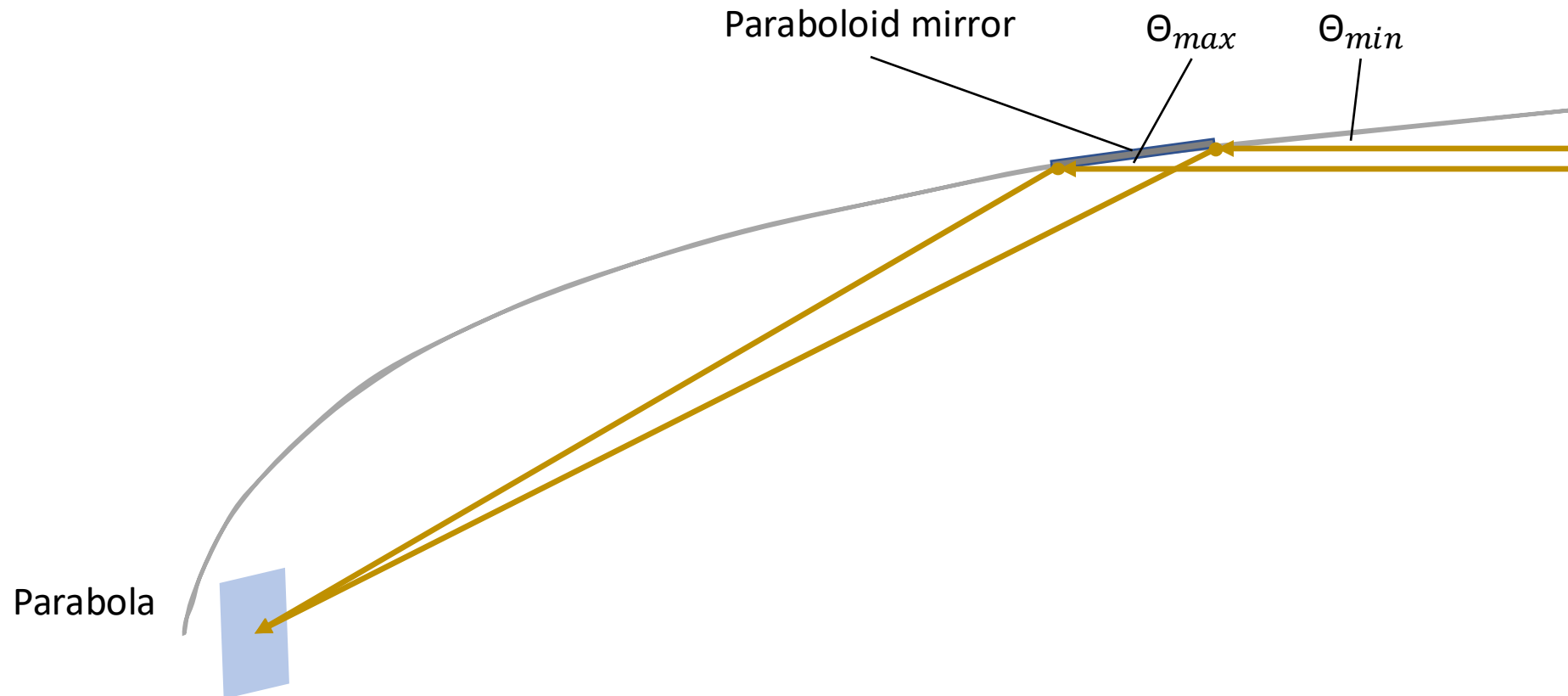
T. Dauser

# Ghost rays and stray light

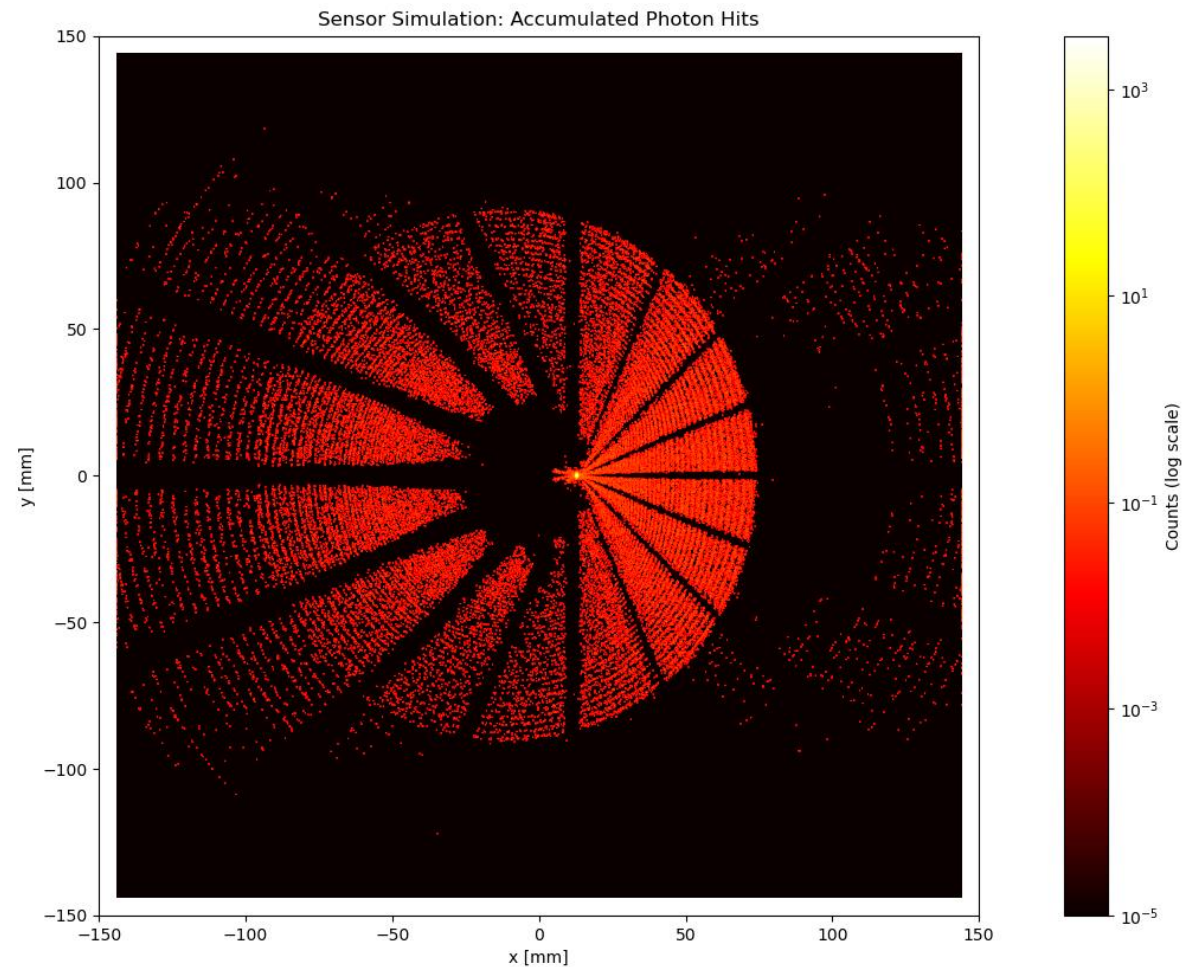
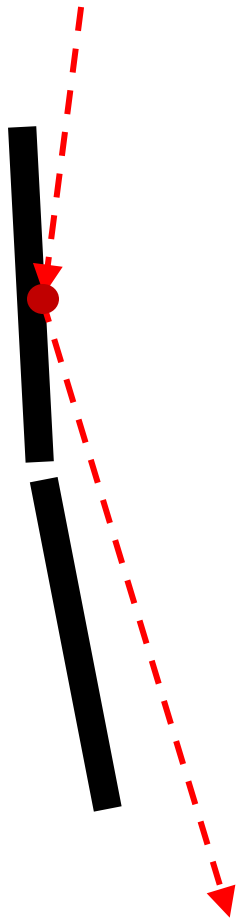




# Wolter Type 1 Telescope

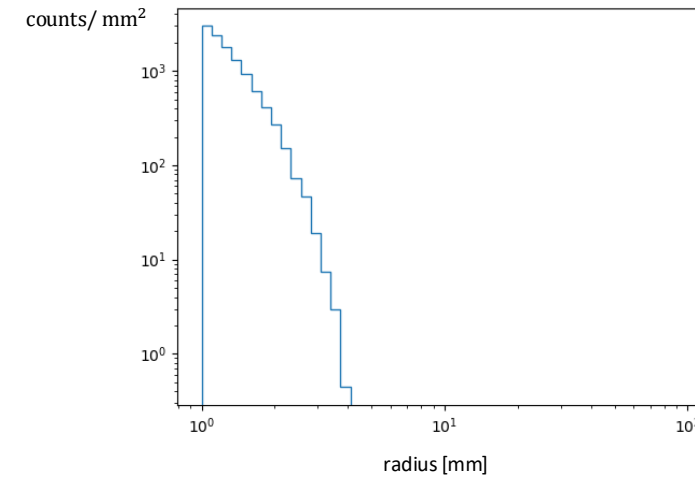
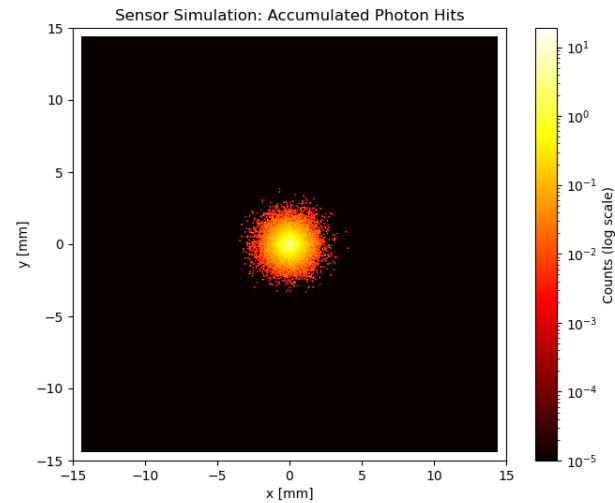


# Single Reflection Patterns



# Other surface simulation models

Gauss  
 $a = 0.004$



Beckmann  
 $\alpha = 0.008$

