

Supplementary material - Figures

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Abstract. We present the simulation results of Relativistic Runaway Electron Avalanches produced in air at sea level. The data presented here results from runs of three codes used in the High Energy Atmospheric Physics community :

- Geant4 (two set-ups)
- GRRR
- REAM

The results are extracted from two simulations :

- One evaluating the probability to produce a Relativistic Runaway Electron Avalanche (RREA) from a given seed electron inside a given electric field.
- One generating a RREA from seed electrons and recording produced particles at different time and distances, and extracting important parameters from it.

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Note Concerning Geant4 Simulations

For the RREA probability simulations we set $\alpha_R = 0.001$ (c.f. main text for more information). For the RREA characteristics simulations, we use the maximum step of 1 mm for the results presented here (see main text for more information).

Medium composition

- The air is composed of 78.085% nitrogen, 20.95% oxygen and 0.965% argon, 5
- Absolute number density of $2.688 \cdot 10^{25} \text{ m}^{-3}$, equivalent to 1.293 kg.m^{-3} . We always use an uniform air density.

Coordinate system and domain

- Cartesian coordinates x, y, z.
- Any field is always applied in the z (or -z) direction.
- Domain is a cylinder with radius (perpendicular to z) of 5 km and height (parallel to z) of 10 km, such that the middle of the bottom circle lies at (0,0,-5) and the middle of the top circle at (0,0,5). 10
- Delete particles if they fly out of the domain.

1 RREA Probability Simulation Set-up

Given an electron with a certain primary energy embedded in a background field, what is the probability that a runaway avalanche occurs? 15

Definition runaway avalanche

- We define a runaway avalanche if there are more or equal than 20 electrons of at least 1 MeV.

Definition of runaway avalanche probability

- The ratio of single electrons that produce a runaway avalanche over the total number of trials.
- Delete particles below threshold 20
- Use particle threshold of 1 keV. Positrons may however, depending on their implementation, still go into annihilation.

Domain

- The domain should be sufficiently large, such that no particle reaches the boundary

Initial energy

- The initial energy ranges between 10 keV and 1 MeV. Use a log spaced grid of at least 50 points. 25

Electric fields

- Use electric fields ranges between $2 \cdot 10^5 \text{ V/m}$ and $30 \cdot 10^5 \text{ V/m}$. Use a linear spaced grid of least 50 points.
- We will produce two results. One with the field such that the initial electron is accelerated, one with the field such that the initial electron decelerates. (So +/- parallel to initial momentum) 30

2 RREA Characteristics Simulation Set-up

Initial seed

- Every simulation starts with 200 electrons of 100 keV.
- Particle start always in the center, i.e. $(x,y,z) = (0,0,0)$, which their momentum directed upwards (positive z), parallel with the electric field such that they are accelerated by the field.

5 Energy threshold

- Take an energy threshold of 10 keV, meaning that all particles below 10 keV do not appear on the output.
- If your code is using friction for part of the spectrum, use 10 keV as the point to separate the part of friction and the part of explicit collisions.

Electric fields

- 10
- In this work we consider 12 electric fields: $[6, 8, 10, 12, 14, 16, 18, 20, 22, 24, 26, 28] \times 10^5 V/m$.
 - The field is oriented in the $-z$ direction, such that the electrons are accelerated by the field upwards.

Time limit

- To avoid very large file size, a time limit must be set depending on the electric field.
- $t_{\text{stop}} = [1078, 522, 351, 277, 233, 199, 179, 164, 153, 144, 135, 130]$ nanoseconds; each value corresponding to
15 an electric field (following the same order).

Simulation type 1 - evolution in time

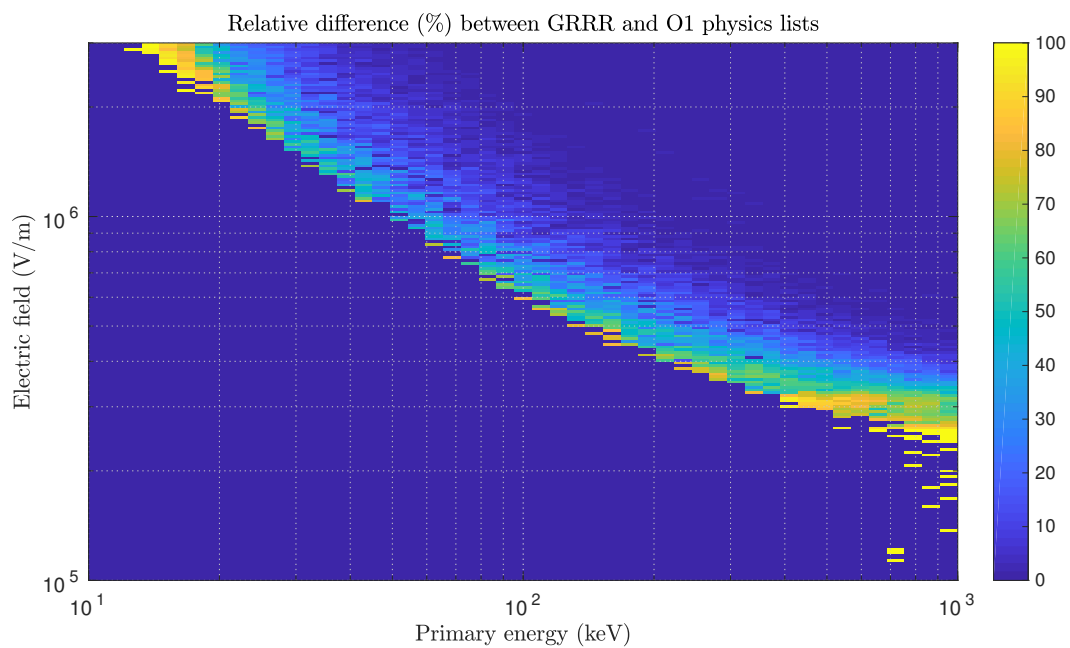
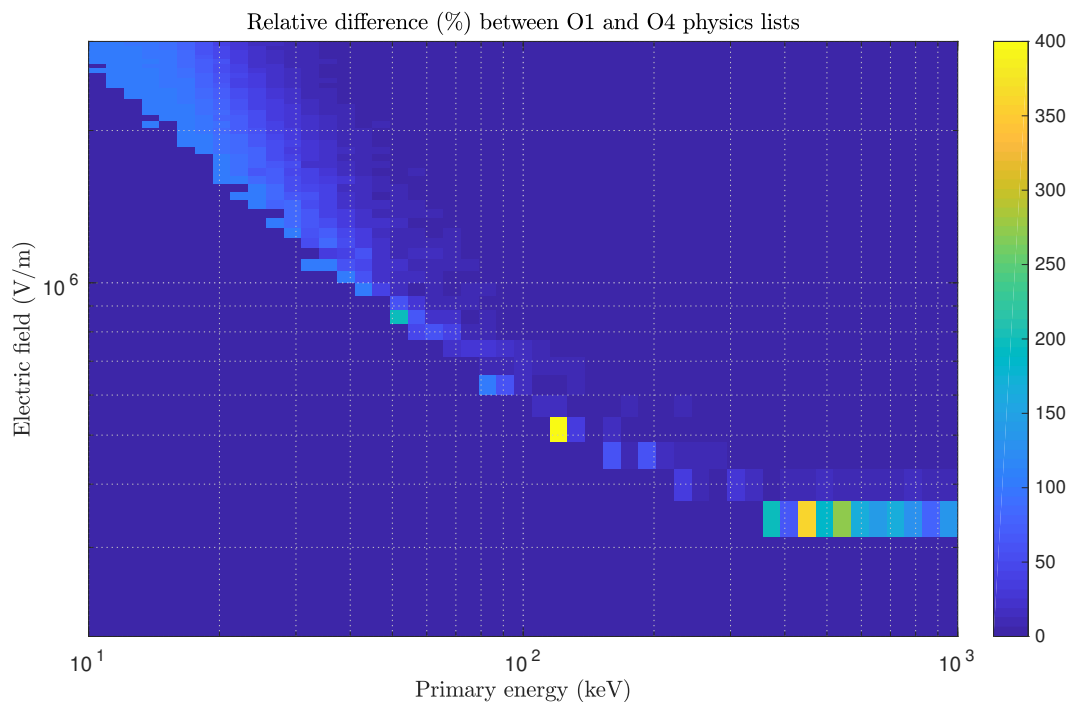
Output all particles at 32 times : $t = [14., 26., 39., 51., 64., 78., 90., 102., 116., 124., 135., 144., 153., 164., 179., 199., 215., 233., 262., 277., 290., 312., 351., 406., 464., 479., 522., 599., 719., 838., 958., 1078.]$ nanoseconds; regardless of position.

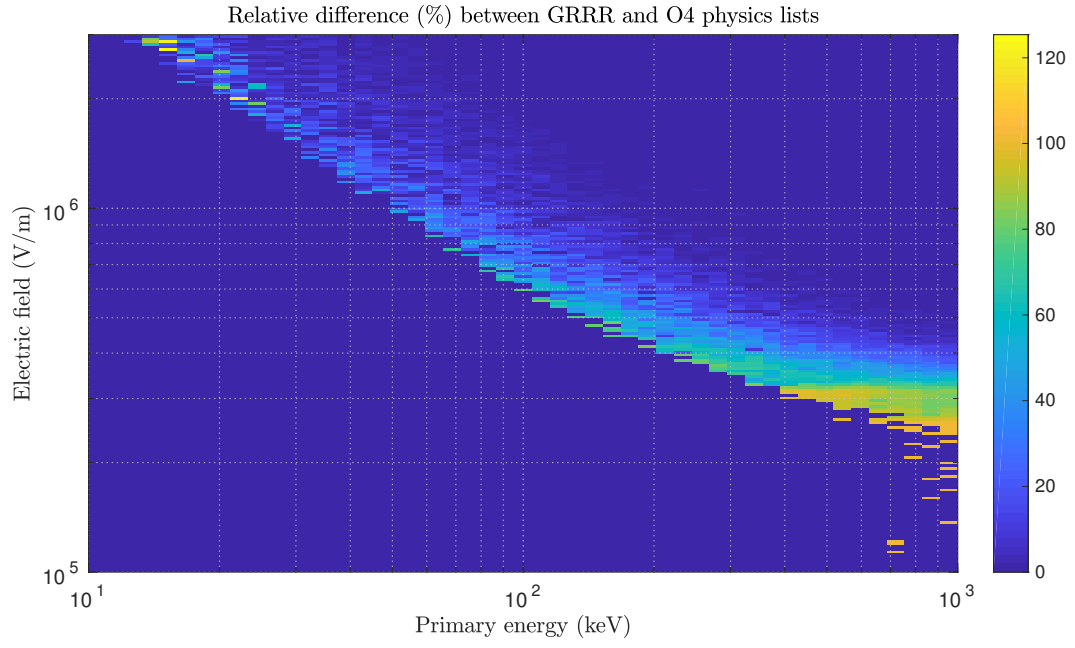
20 Simulation type 2 - evolution in space

Output all particles at 32 distances : $z = [4., 7., 10., 14., 17., 21., 24., 27., 31., 33., 36., 38., 41., 44., 48., 53., 57., 62., 70., 74., 77., 83., 94., 108., 124., 128., 139., 160., 192., 224., 256., 288.]$ meters, regardless of time of arrival.

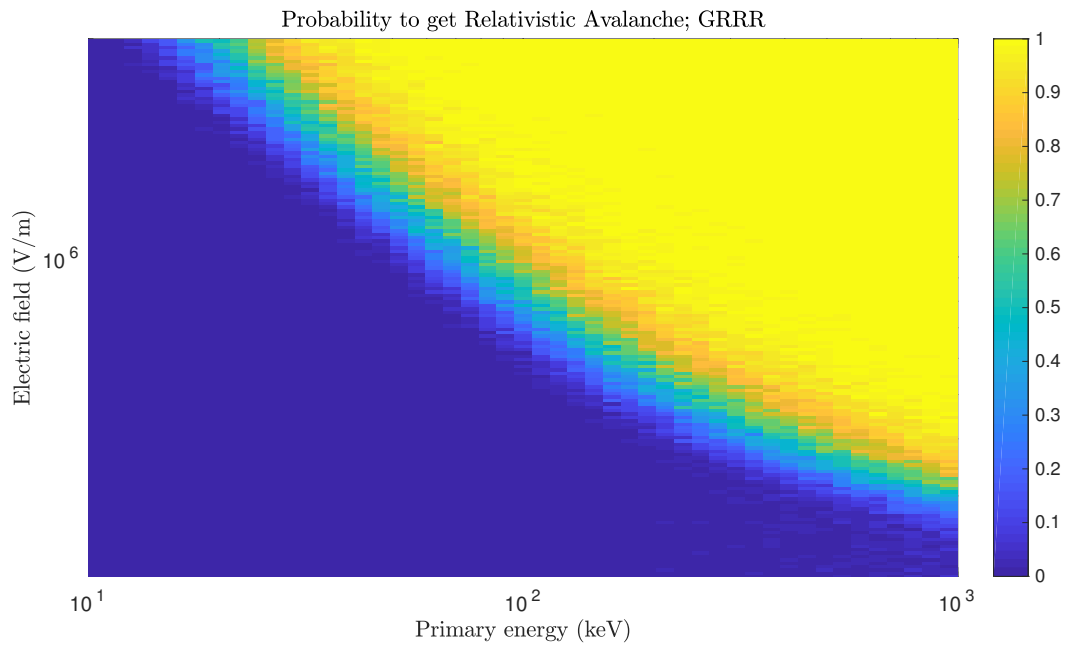
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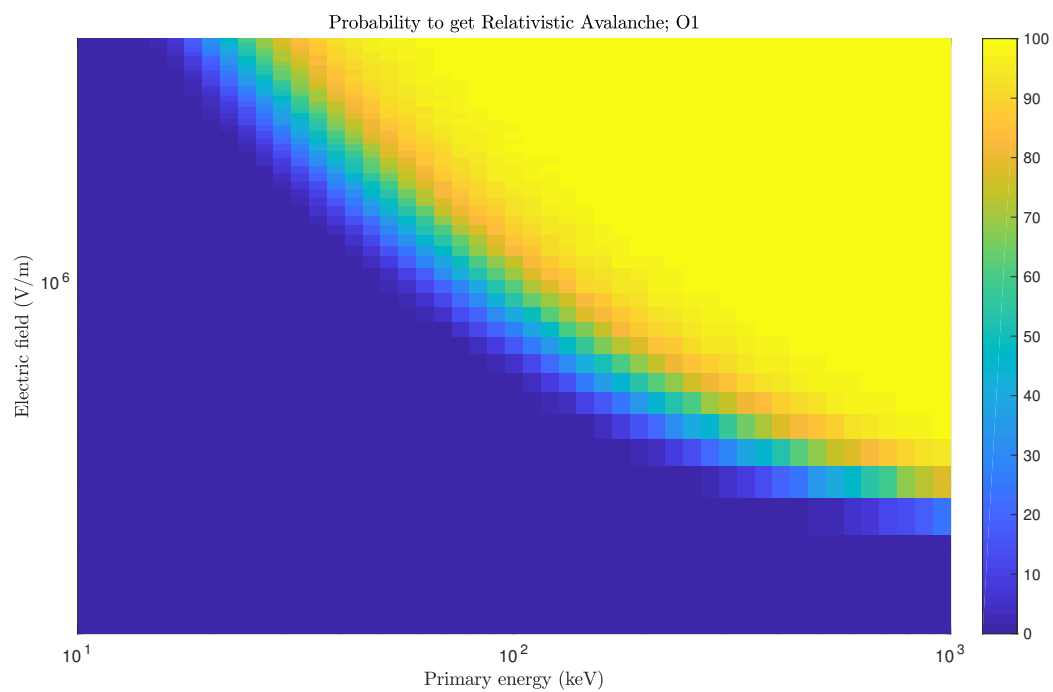
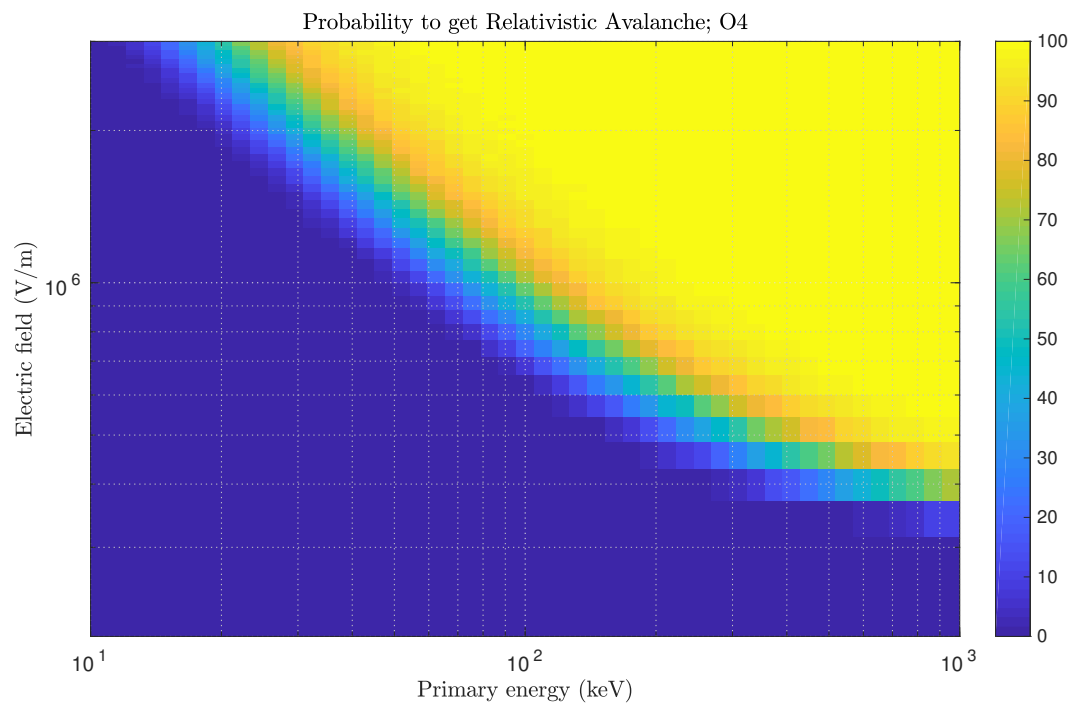
3.1 Code Comparison





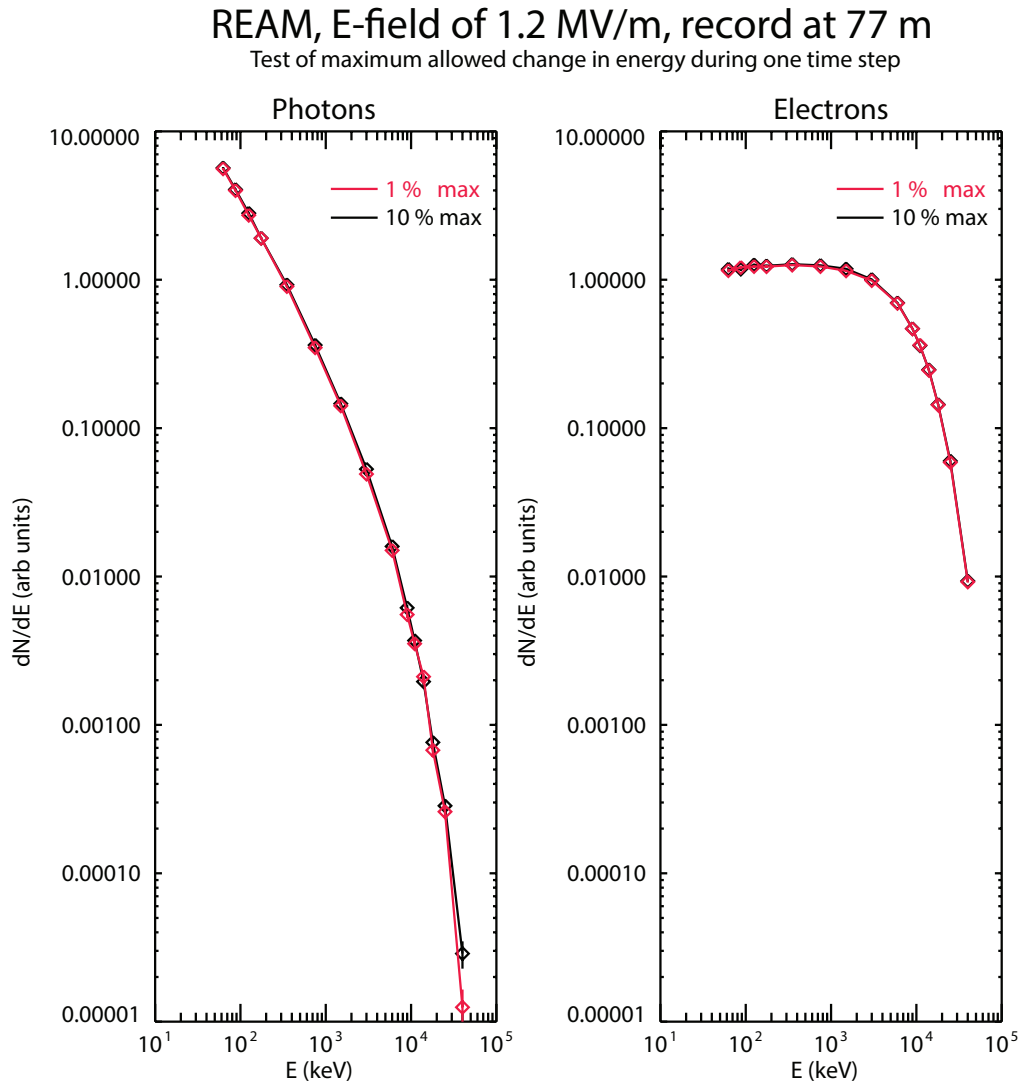
3.2 Code By Code





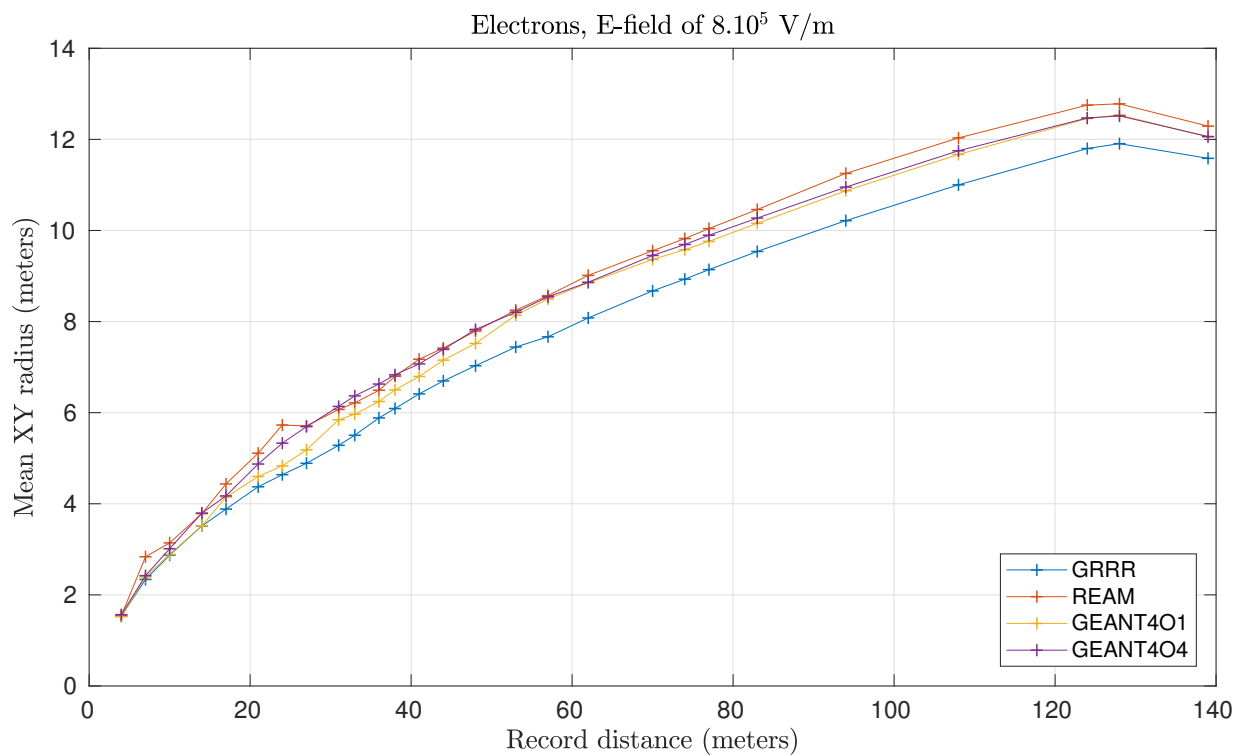
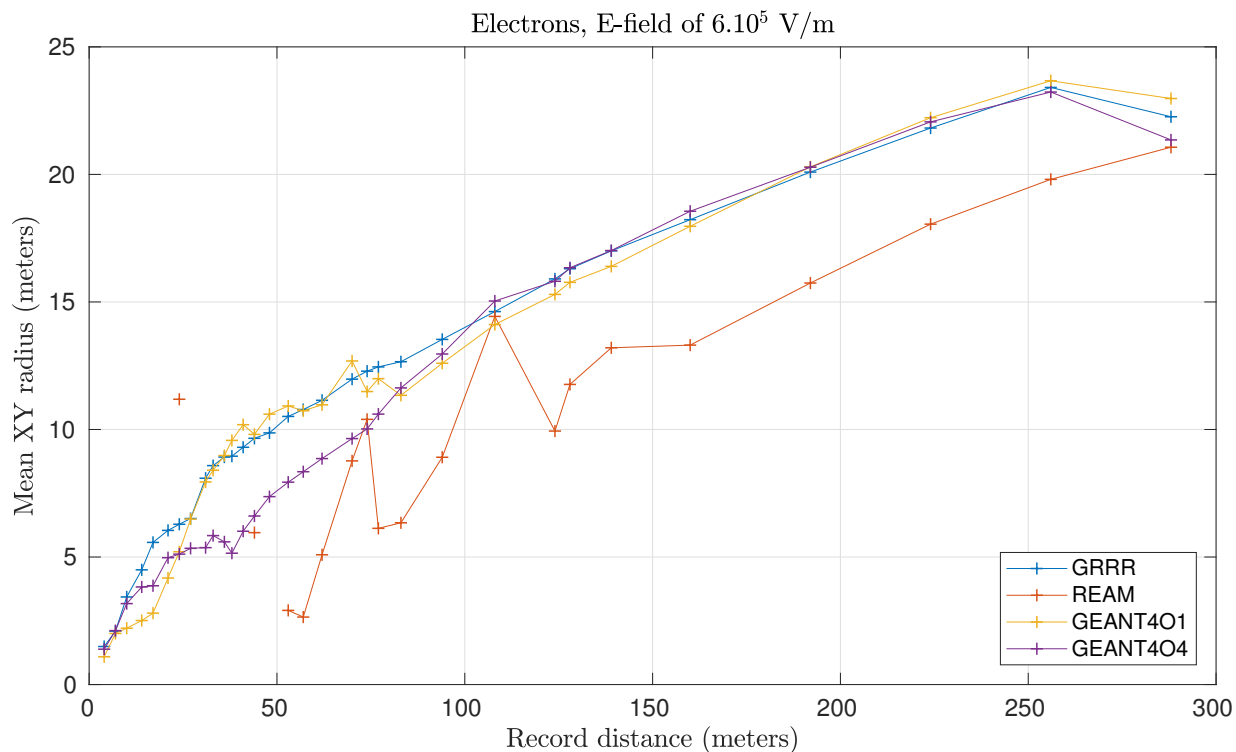
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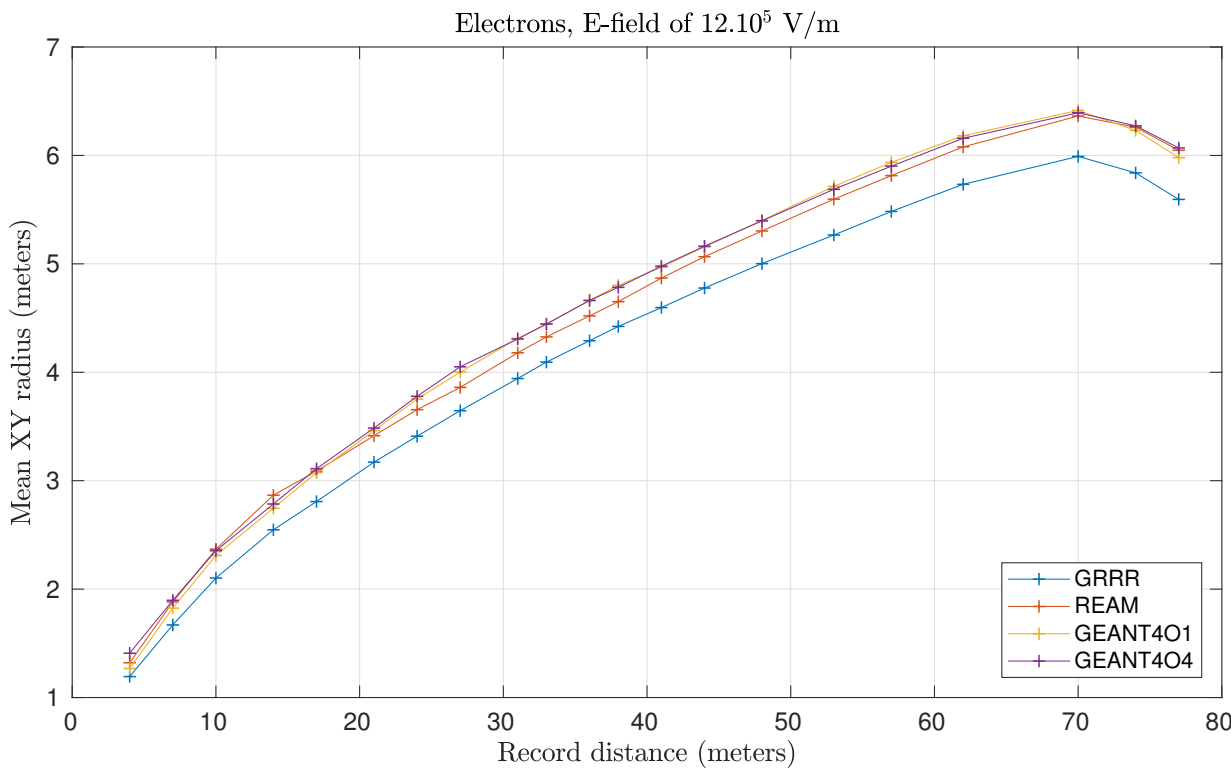
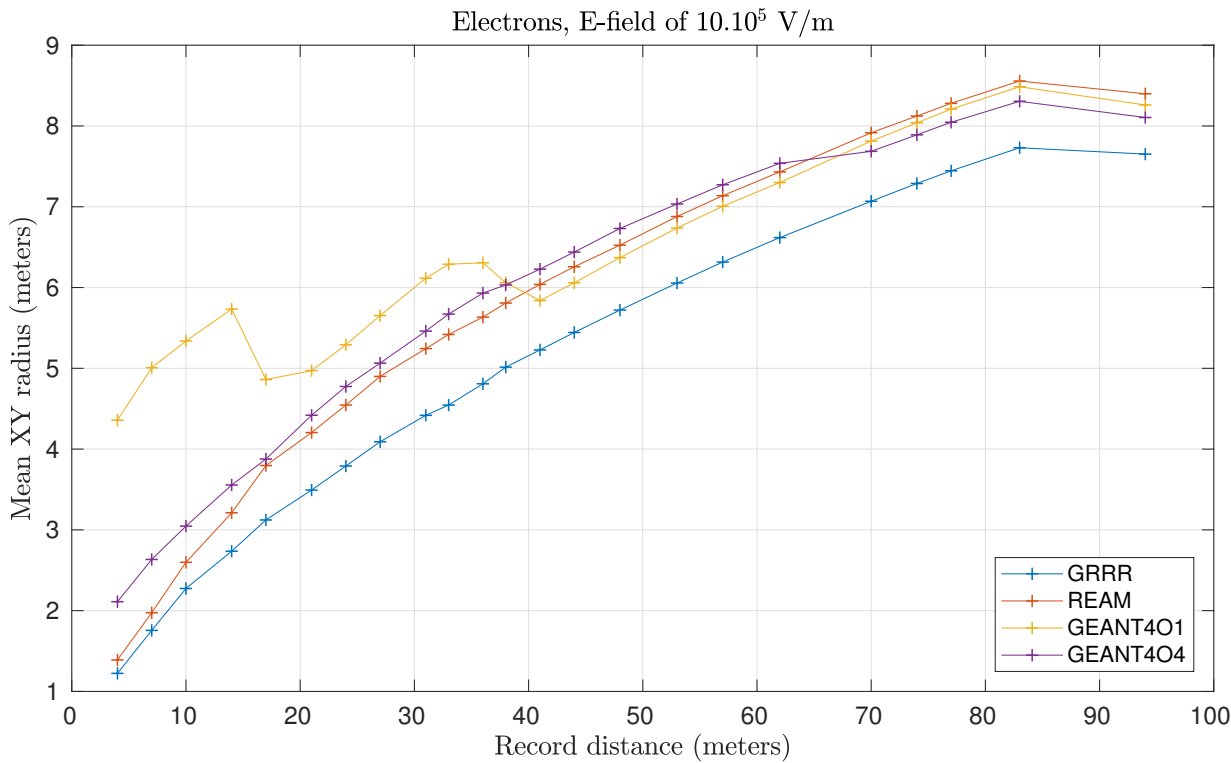
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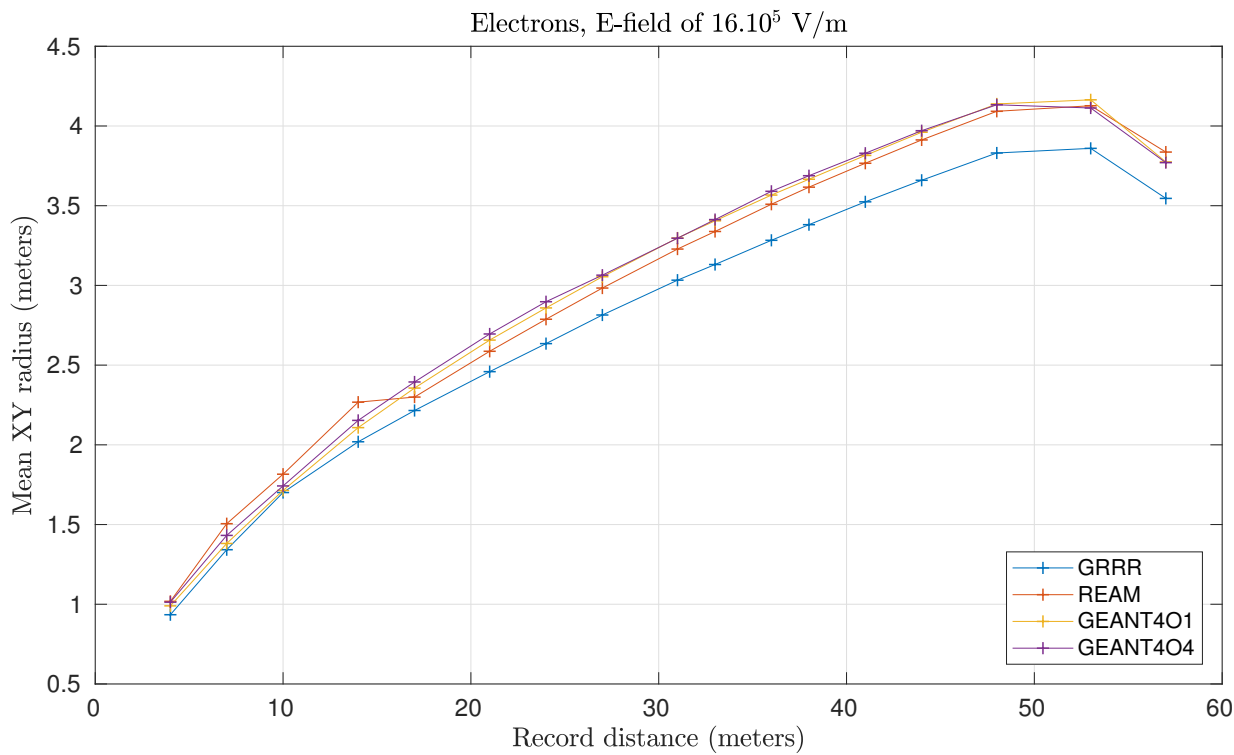
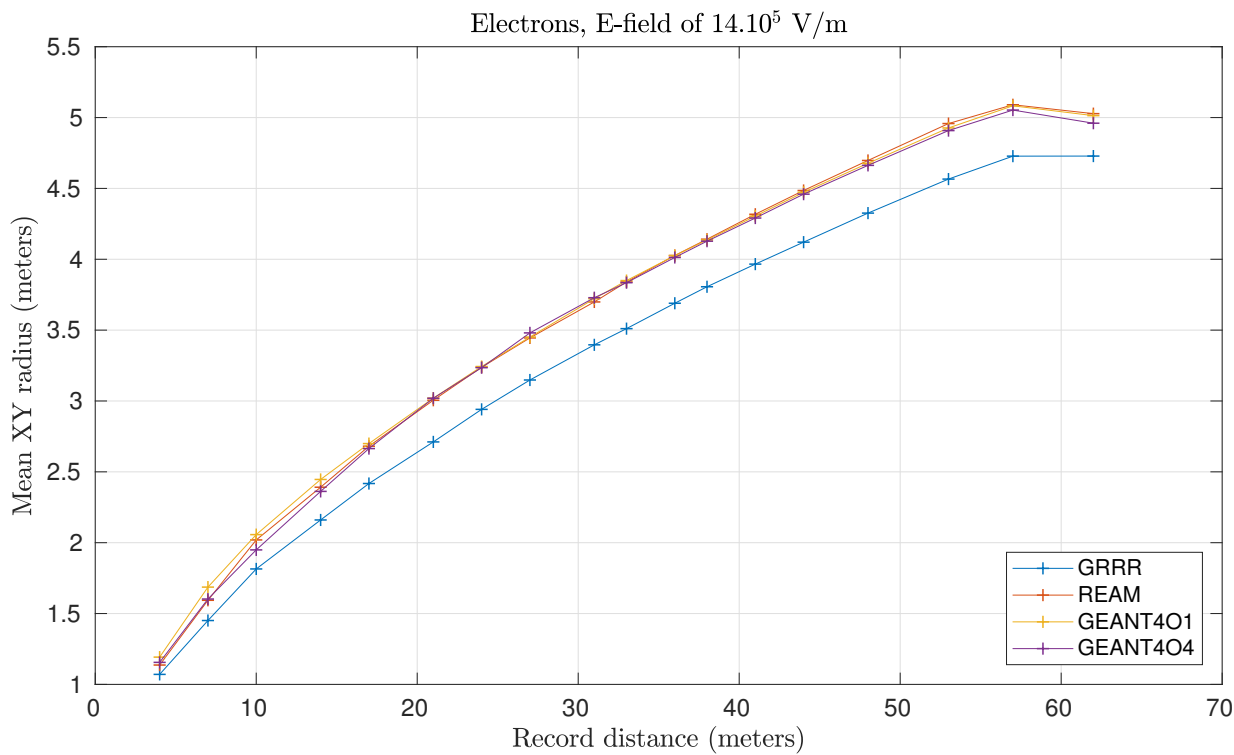


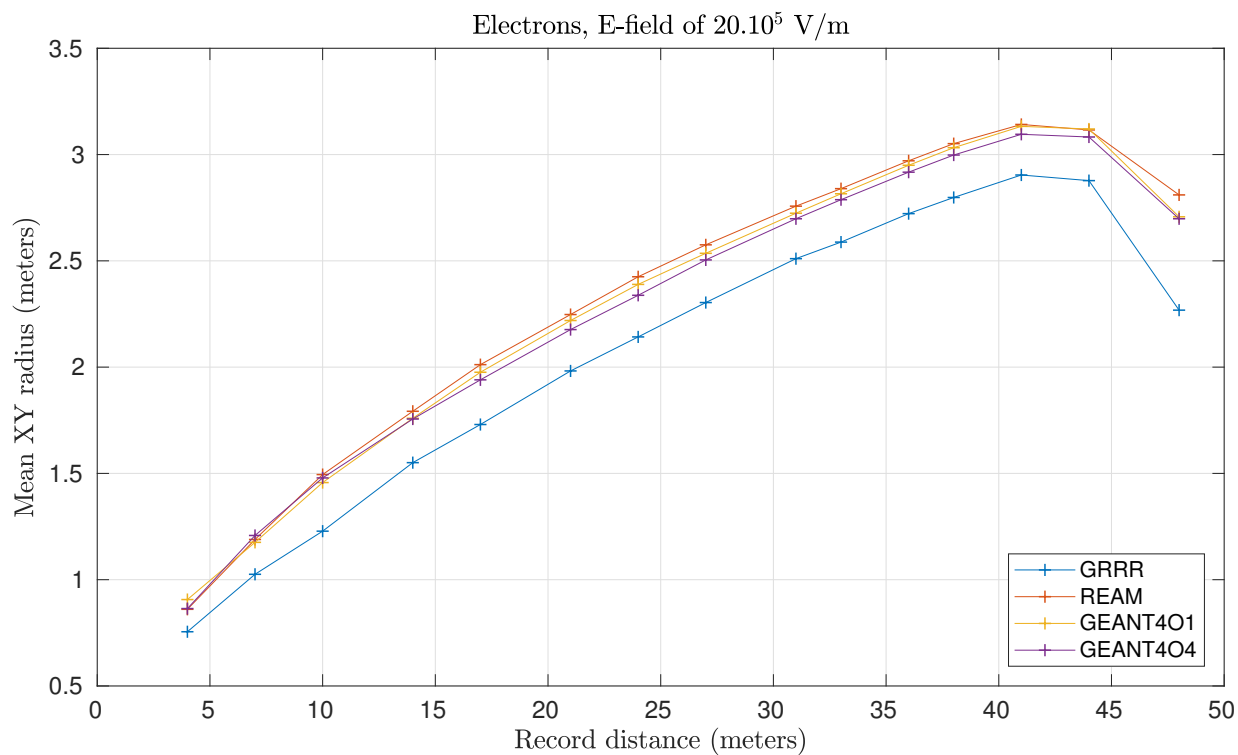
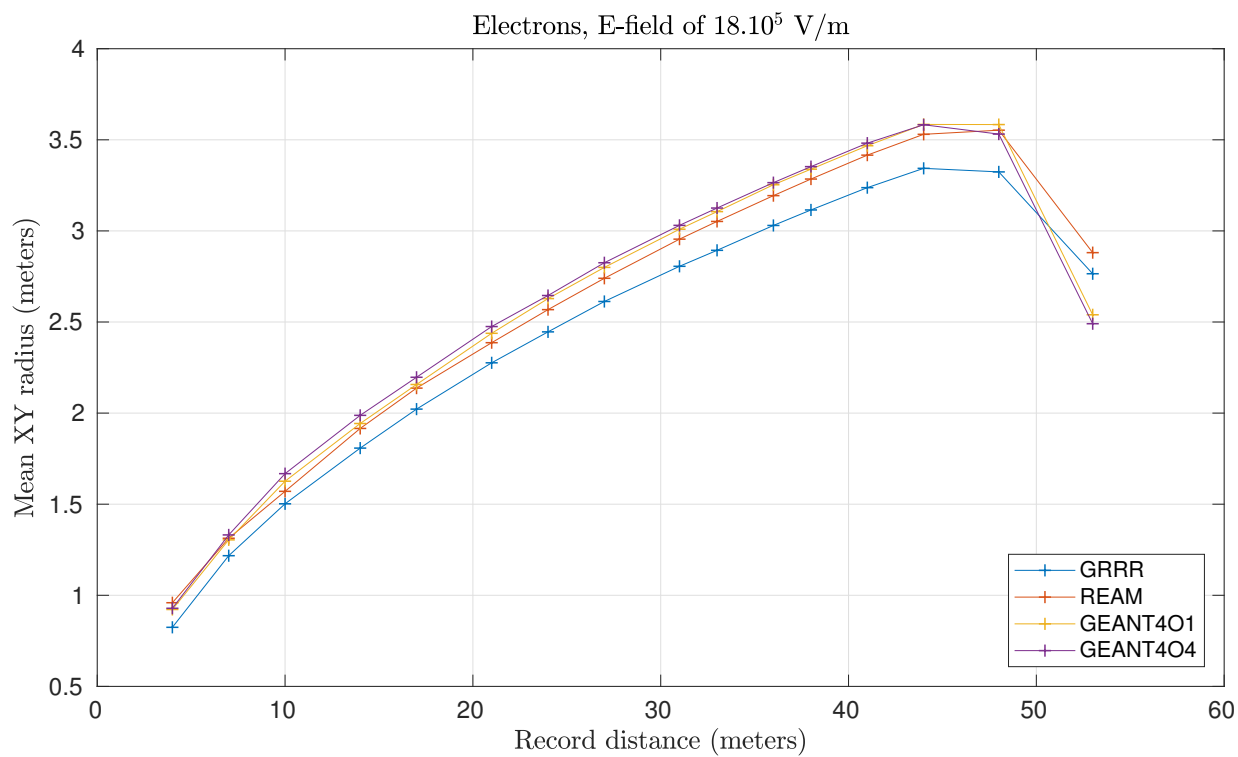
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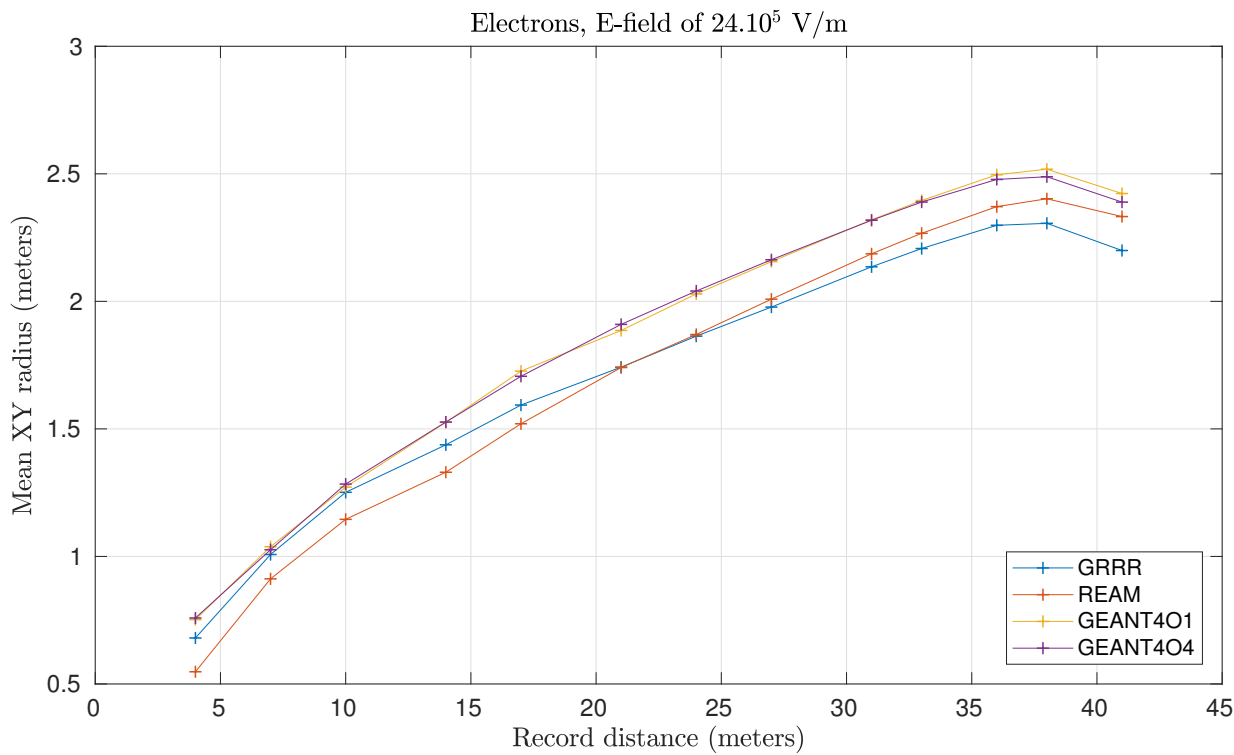
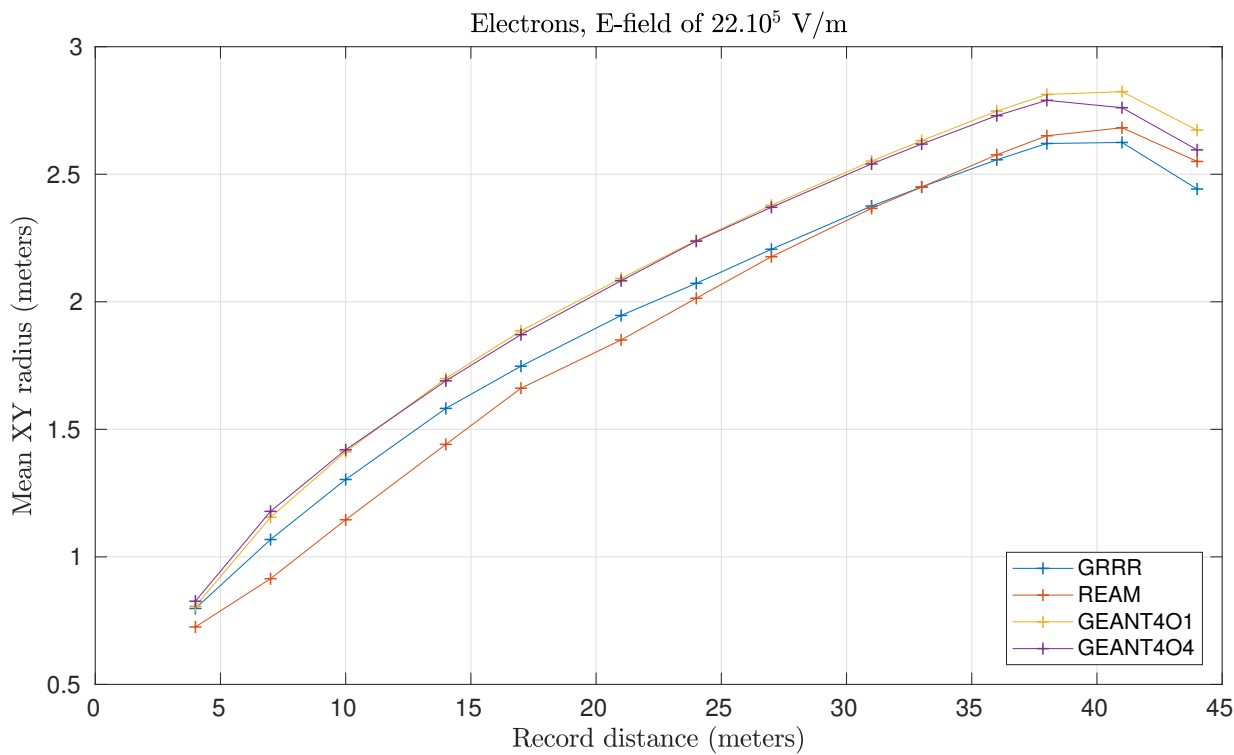
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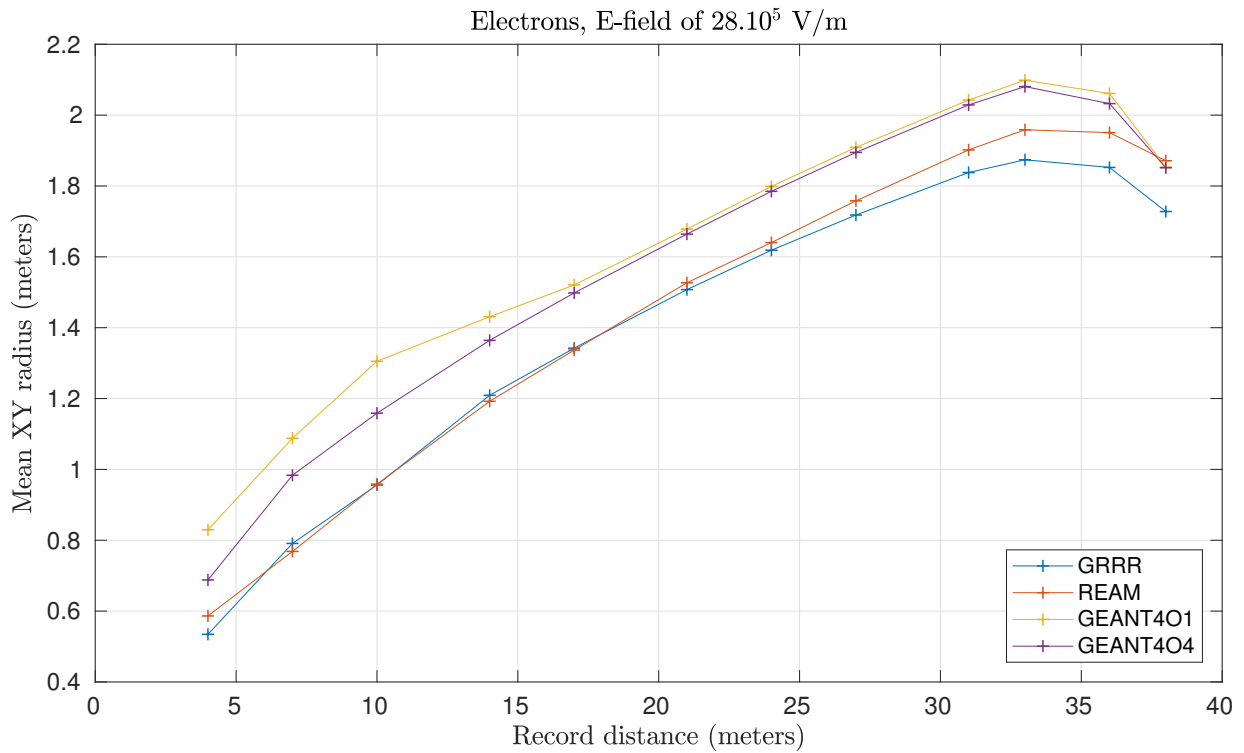
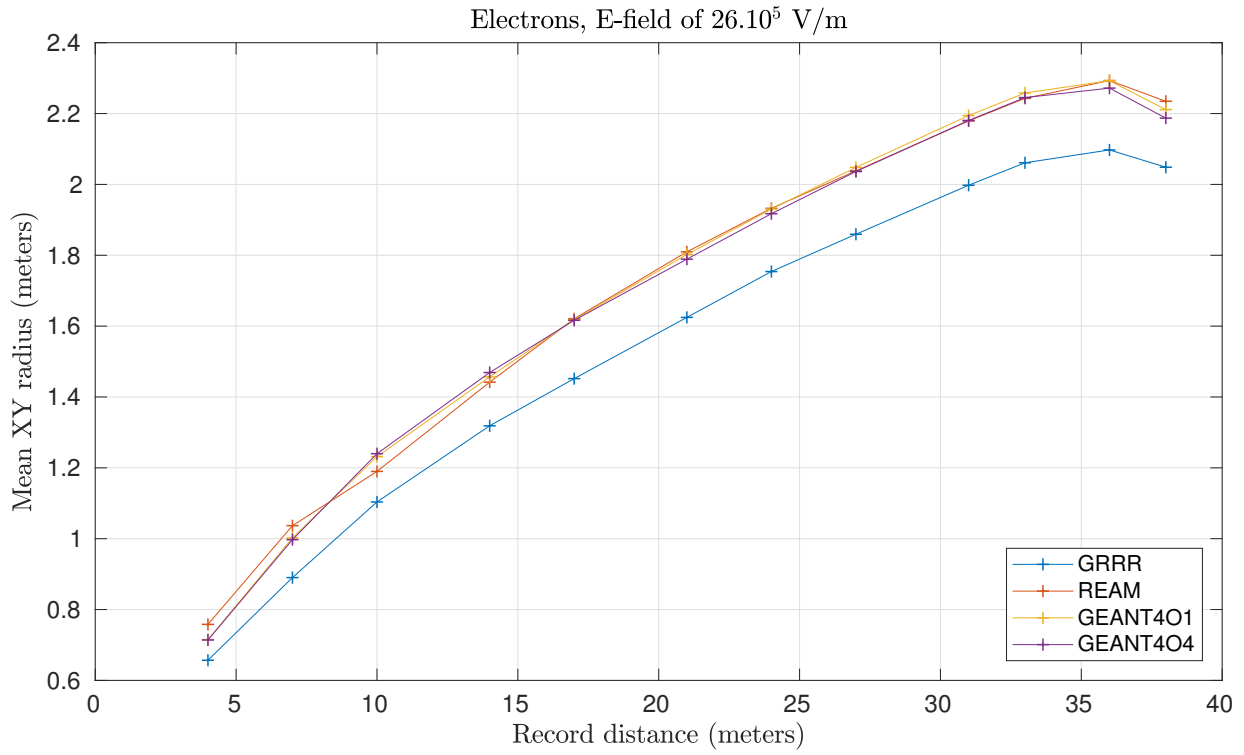




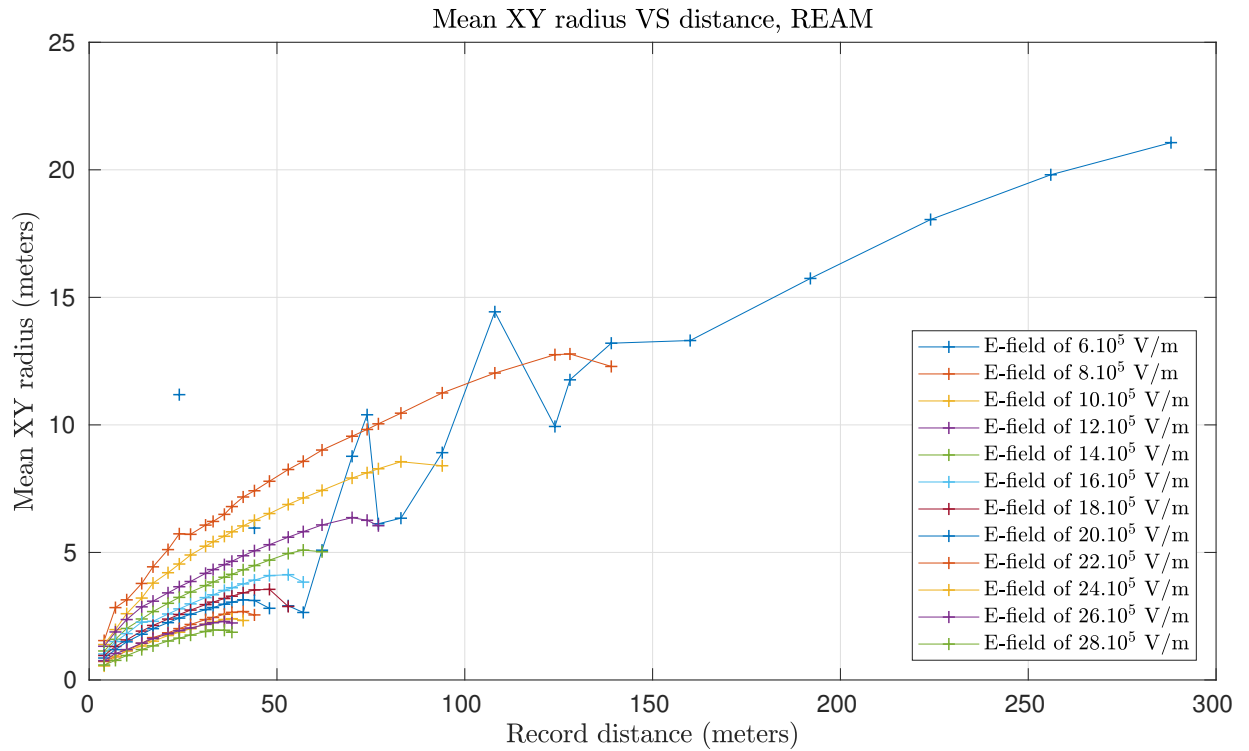
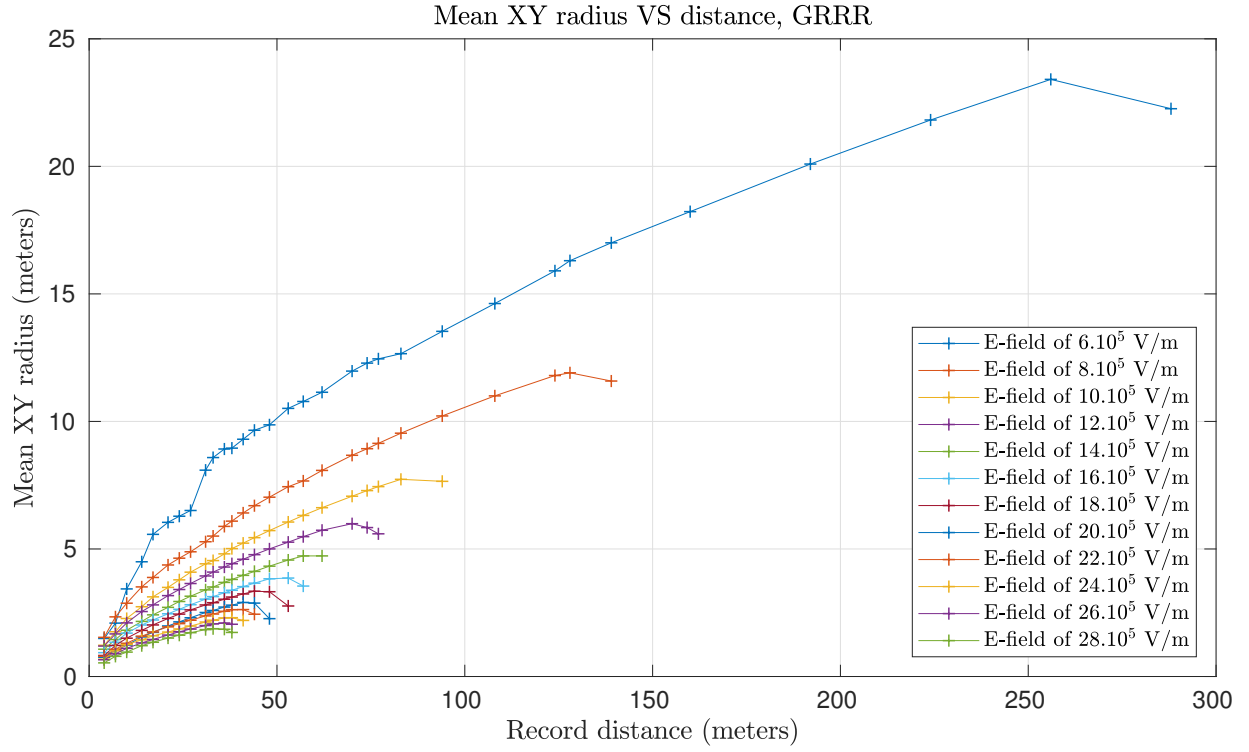


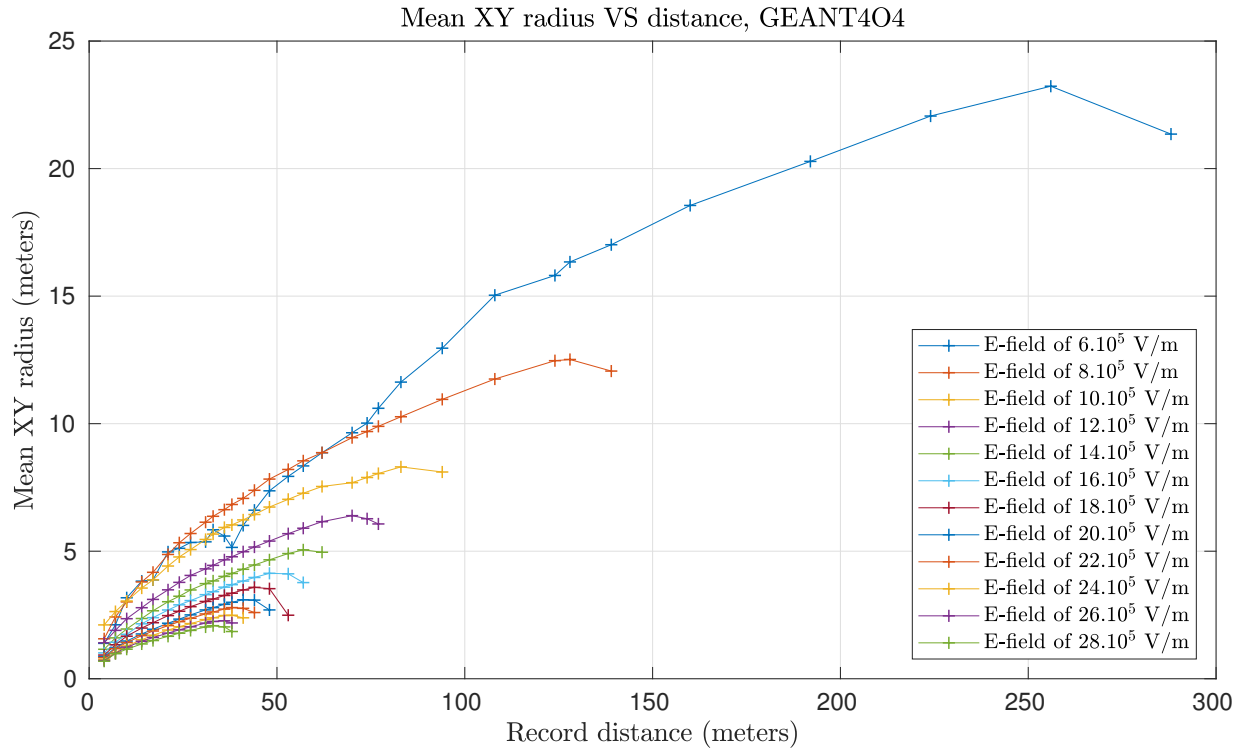
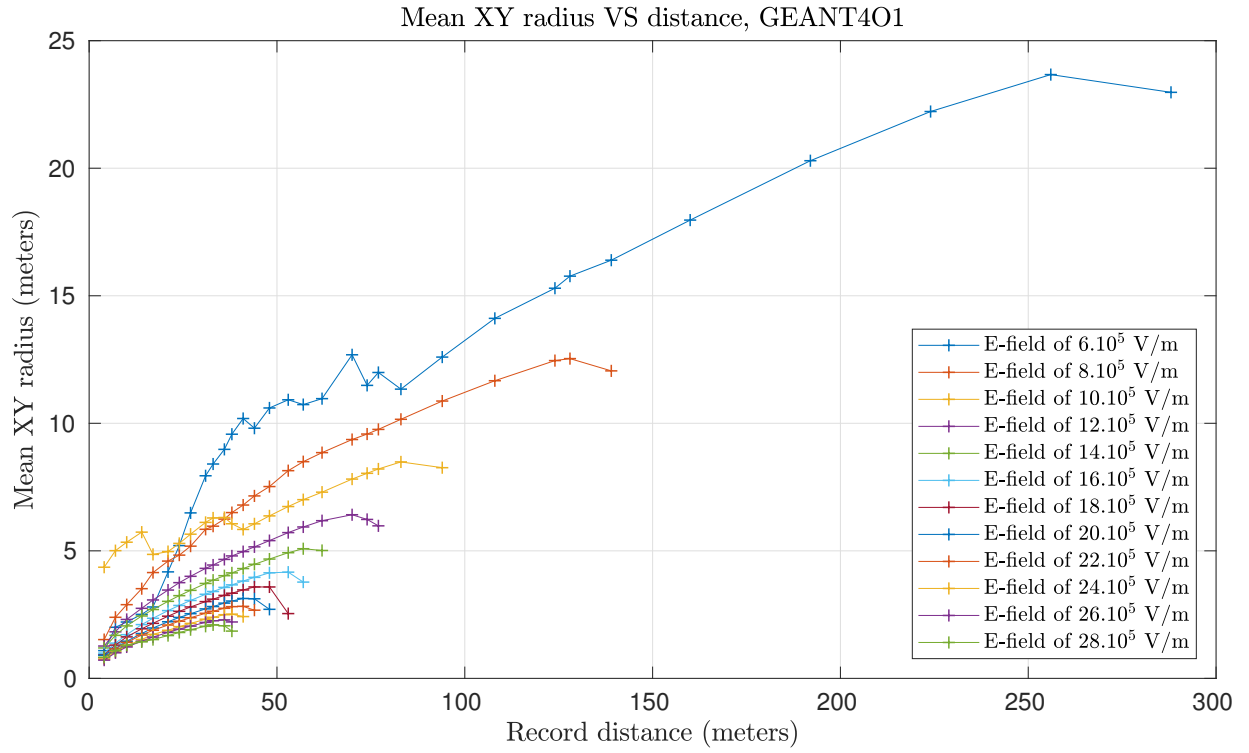






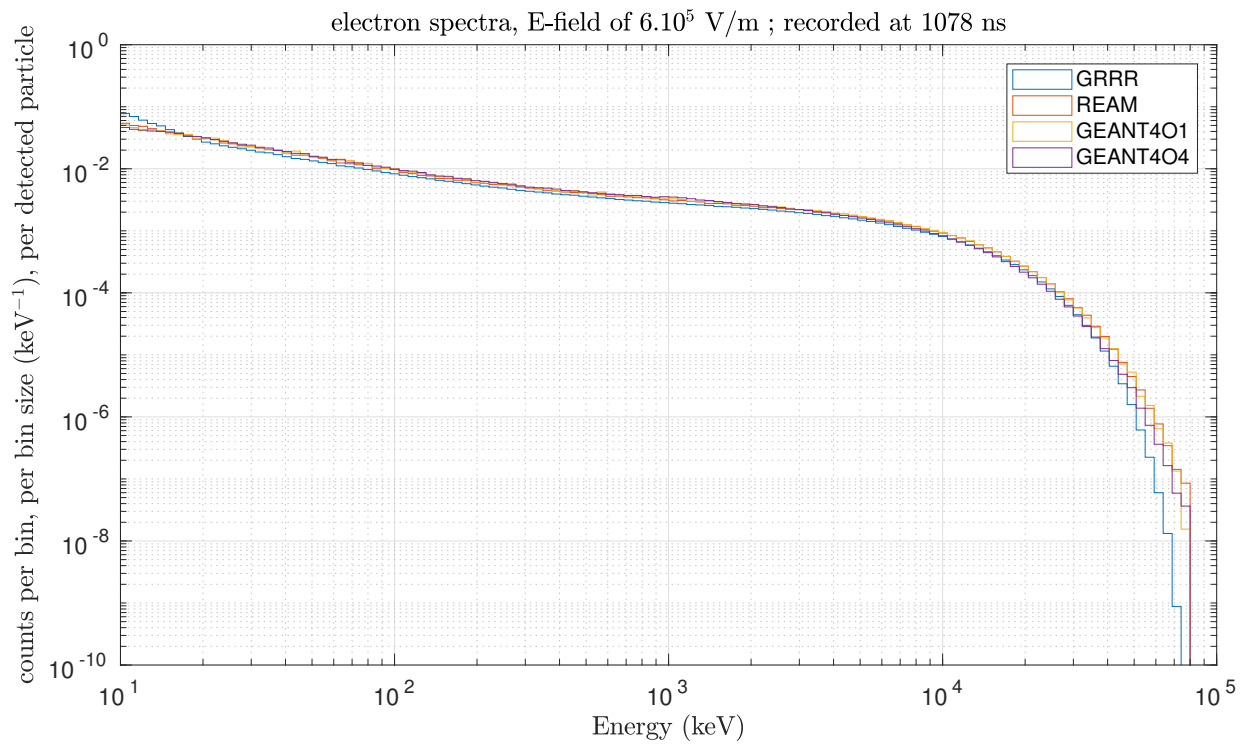
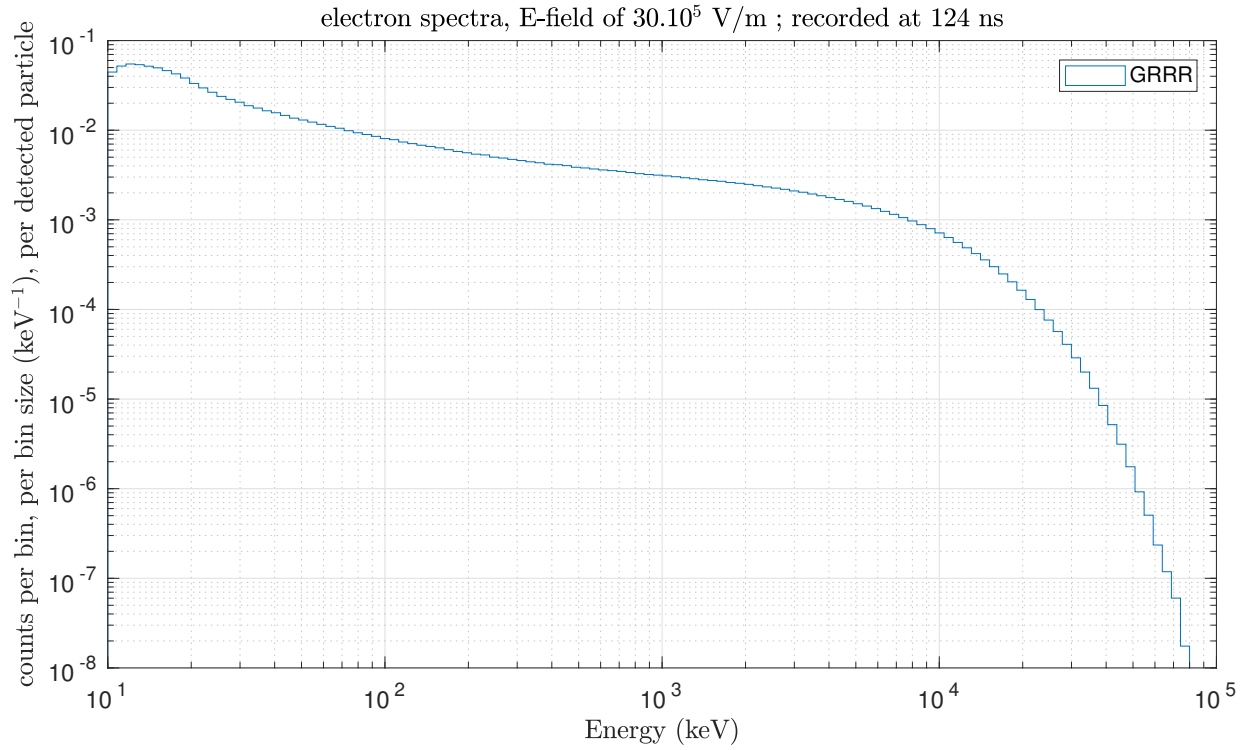
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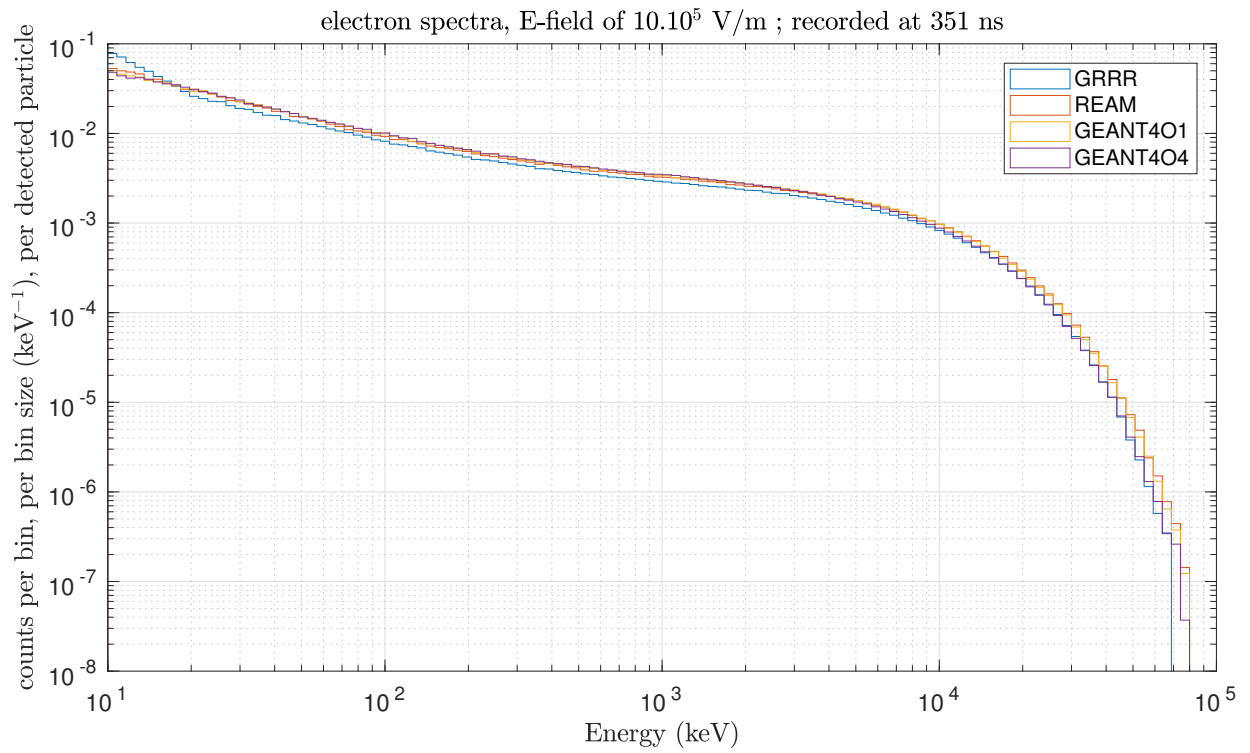
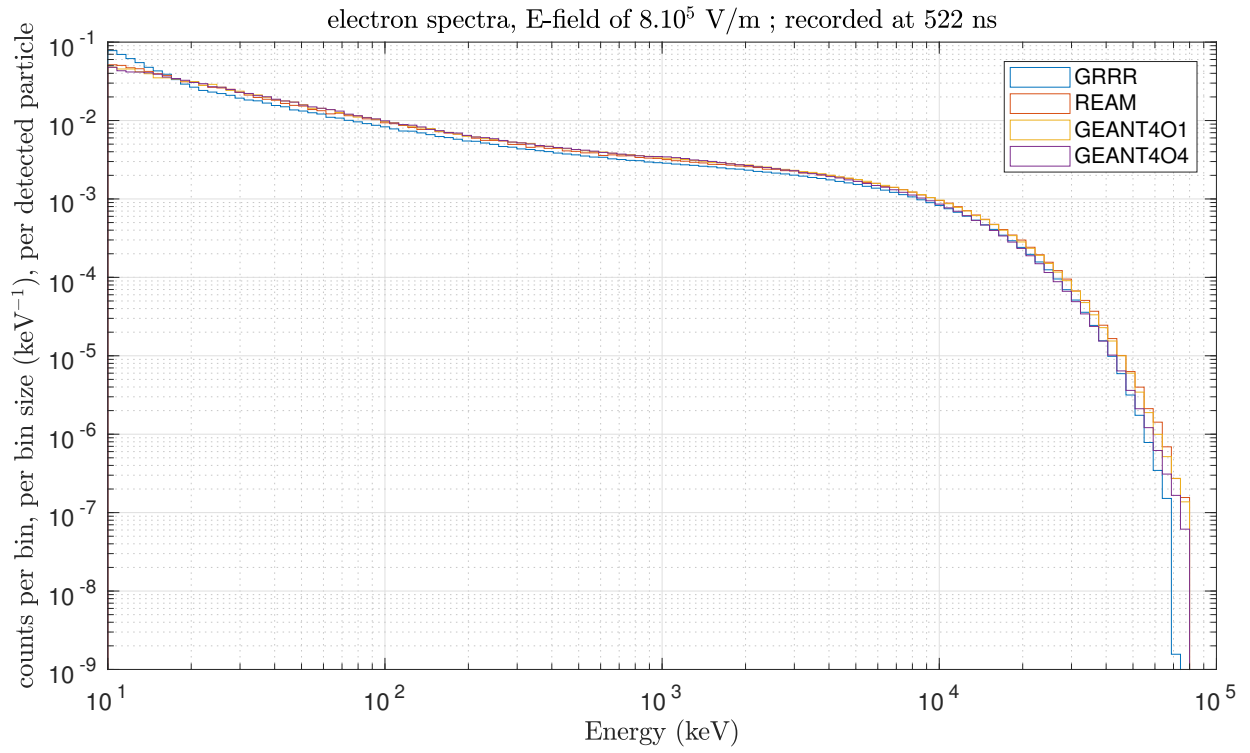


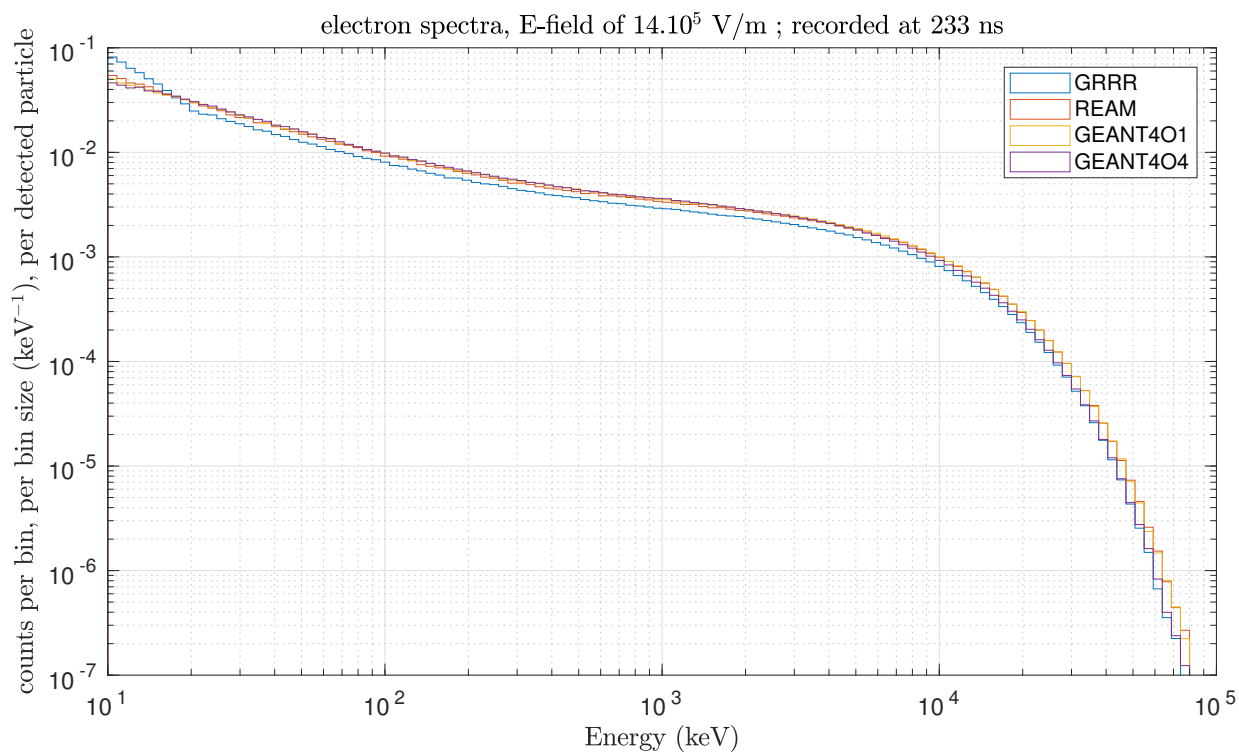
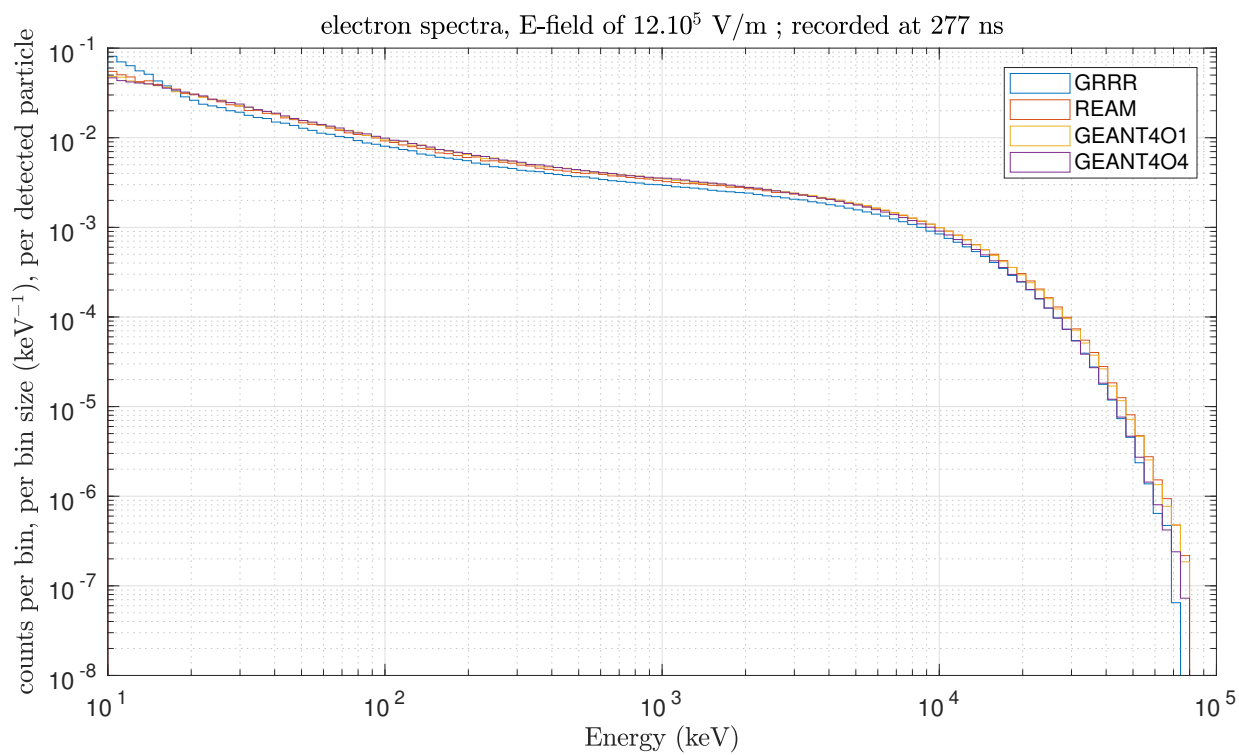


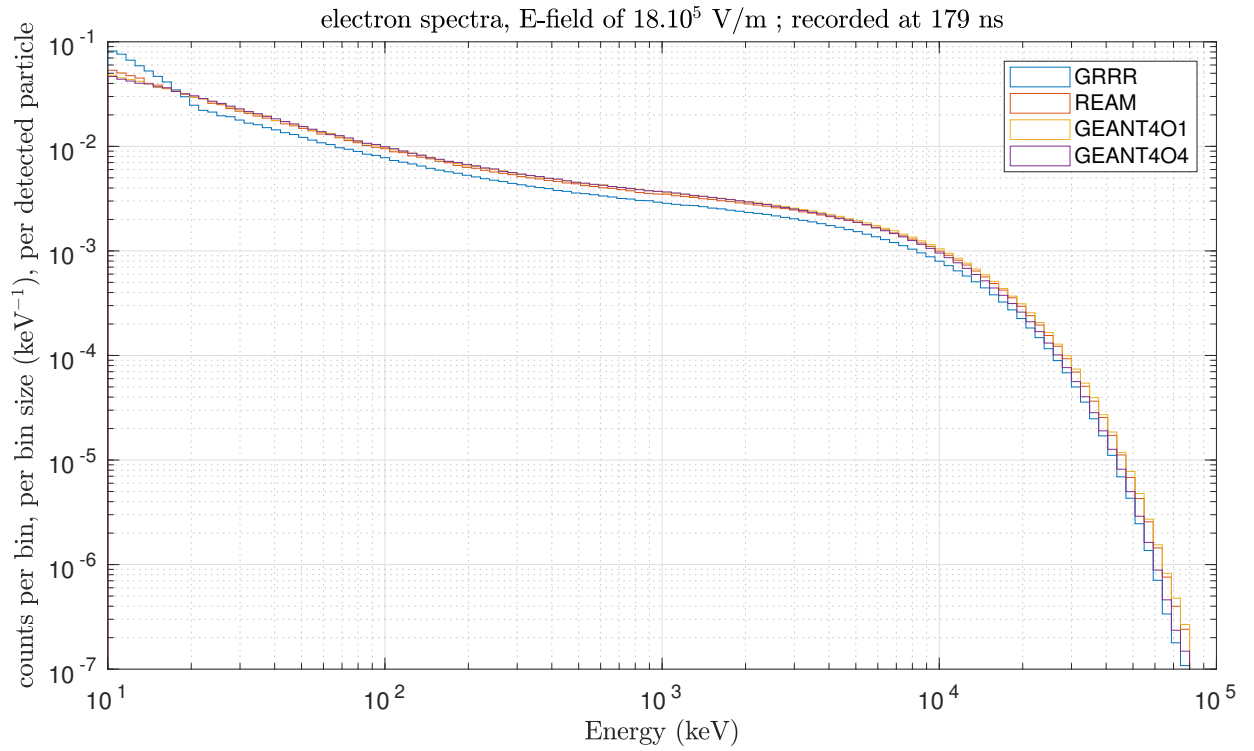
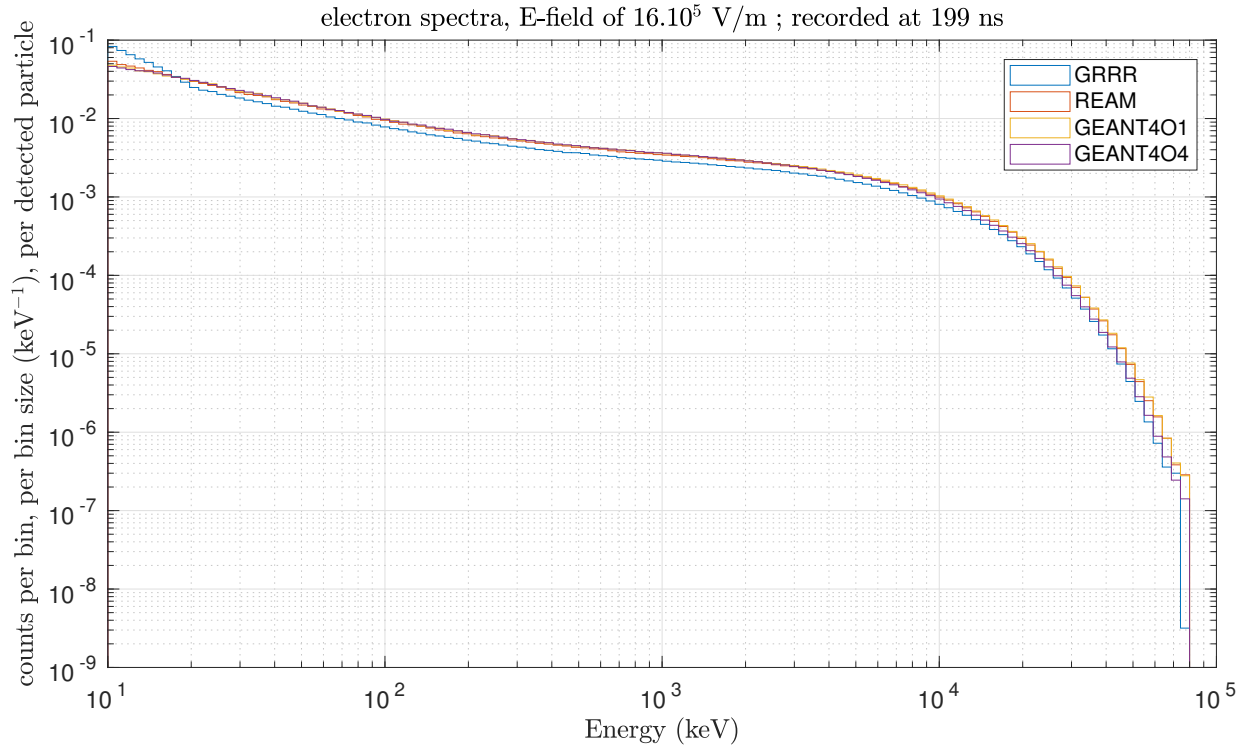
6 Spectra Comparison

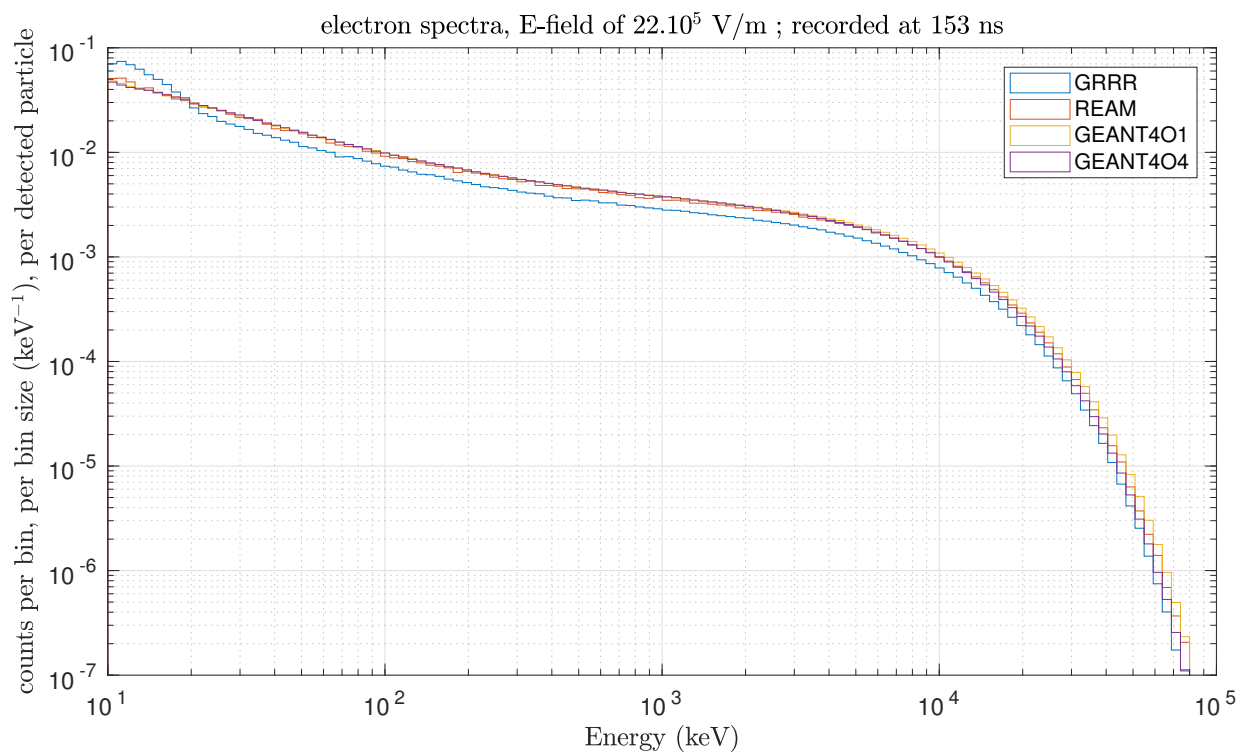
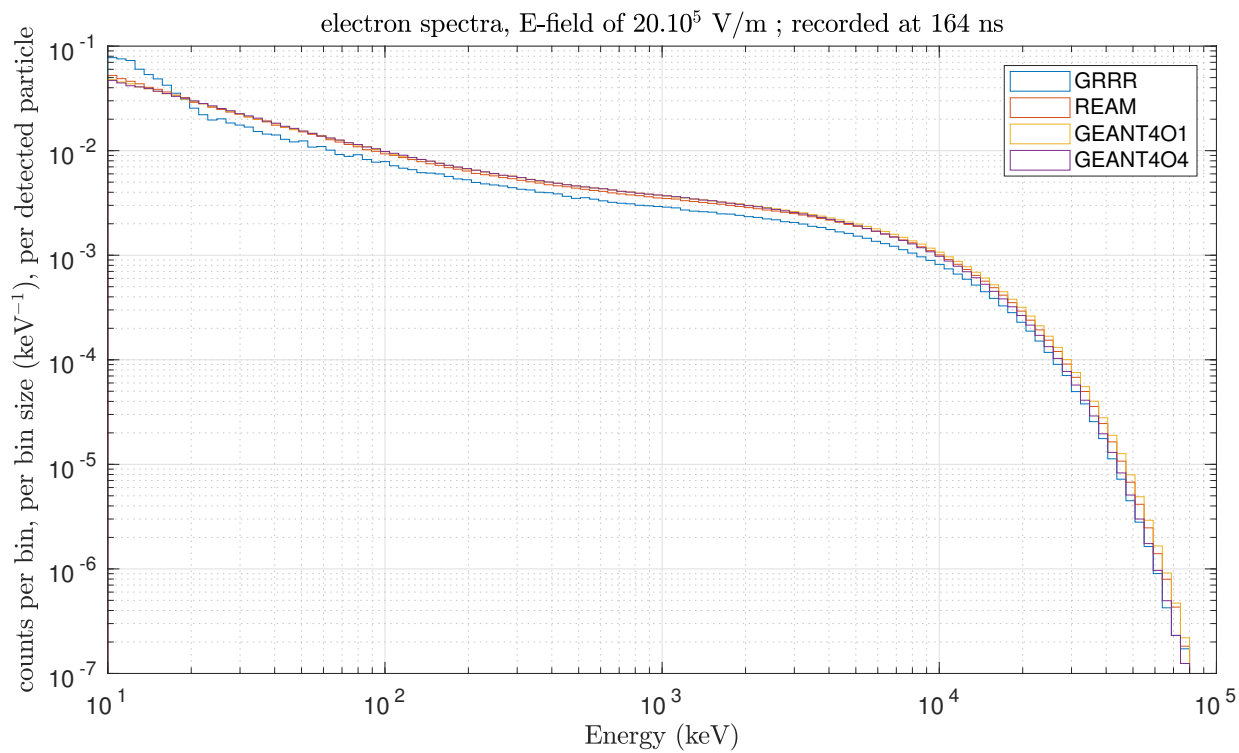
6.1 Time Record

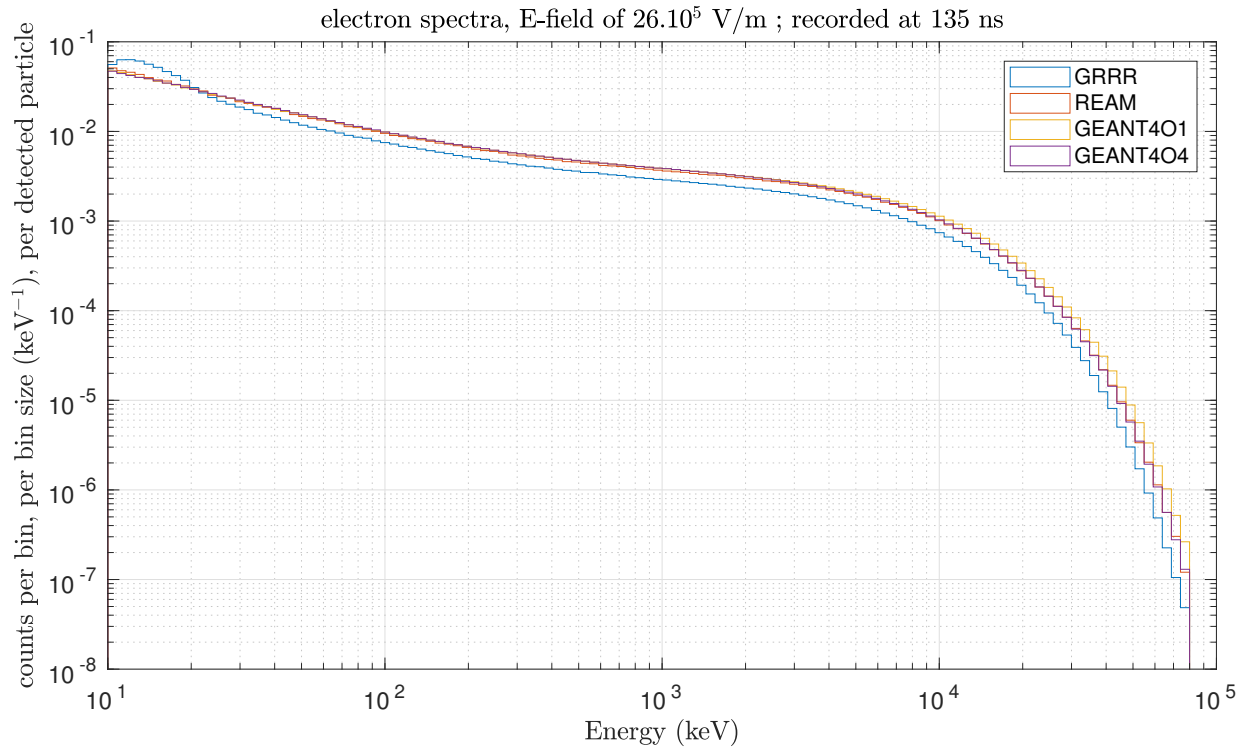
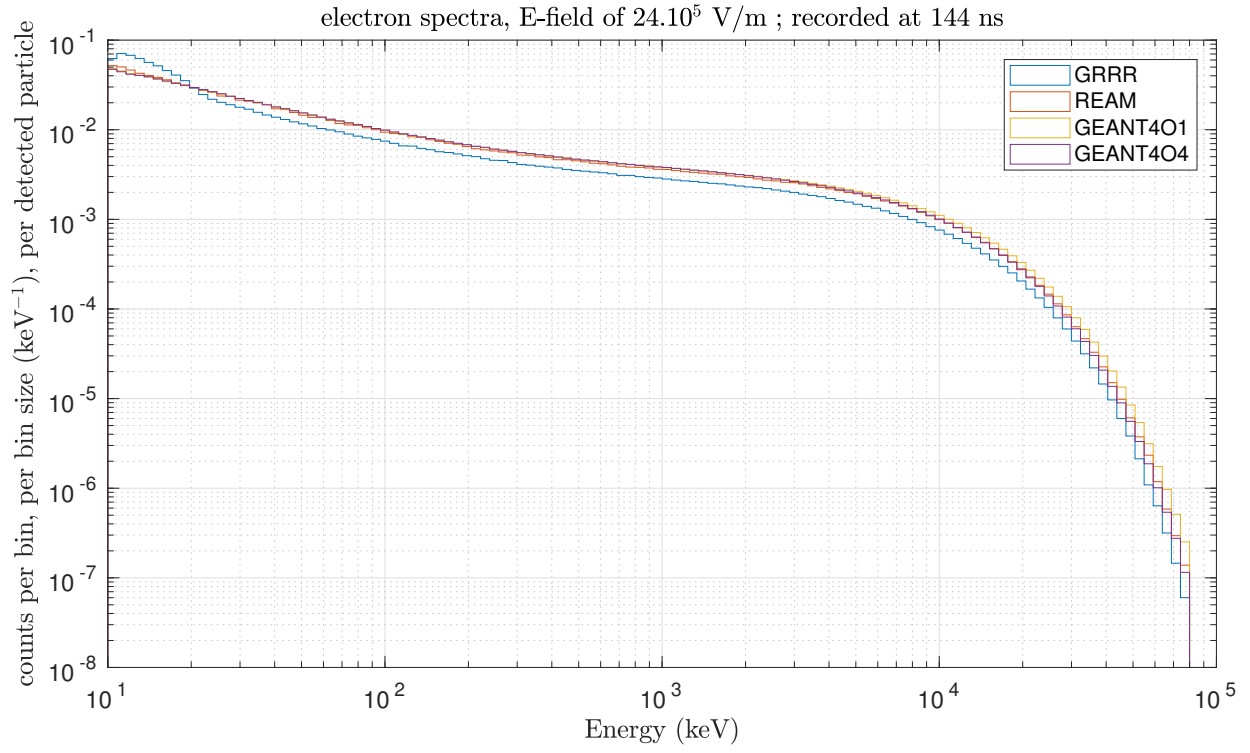


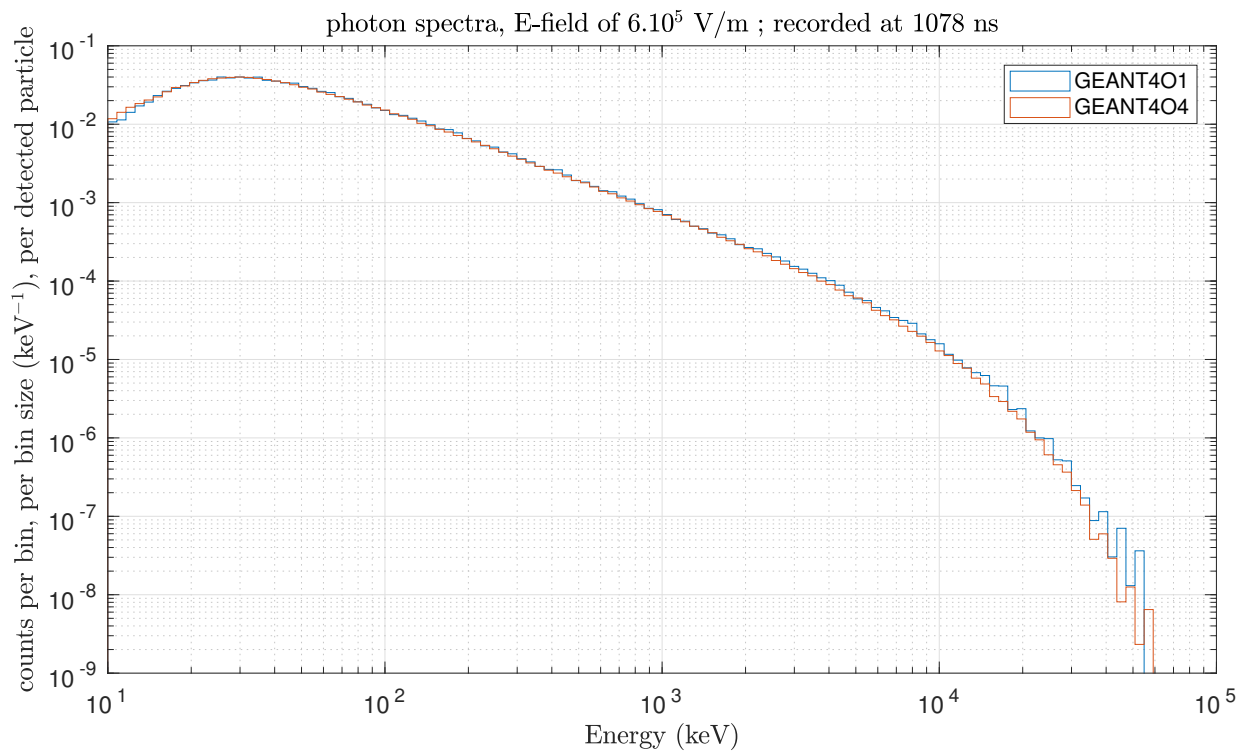
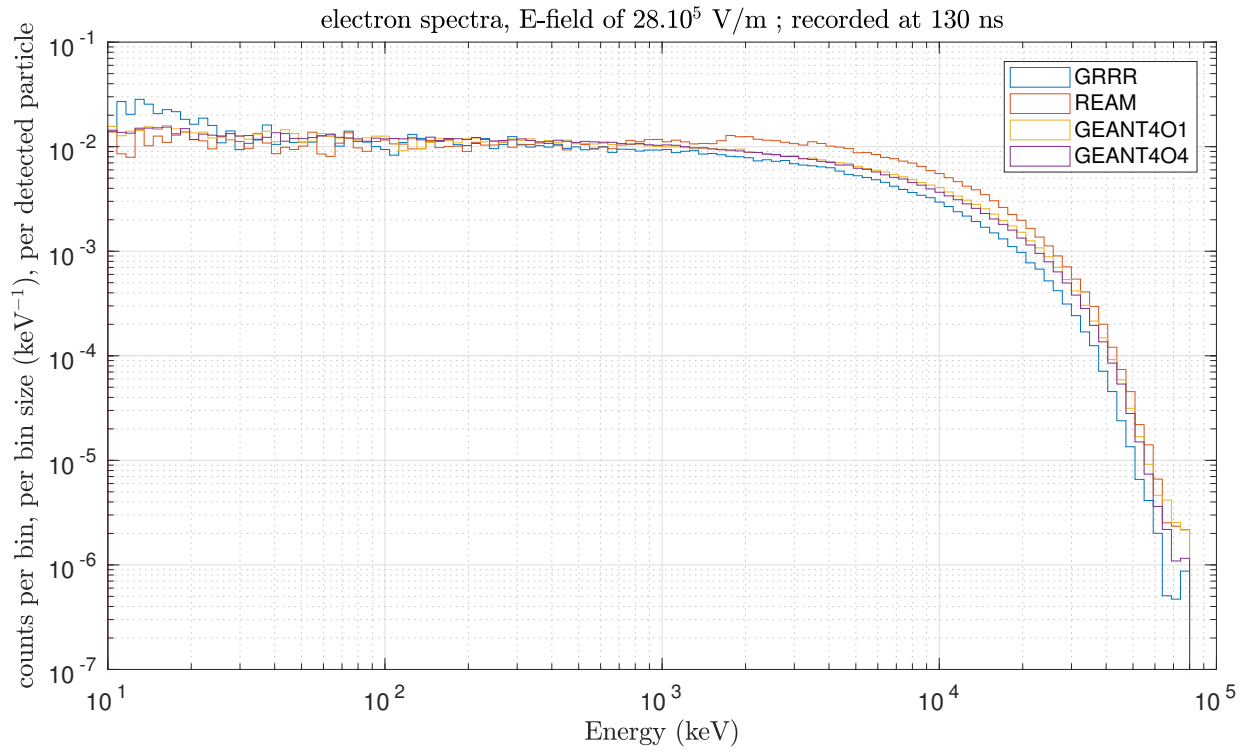


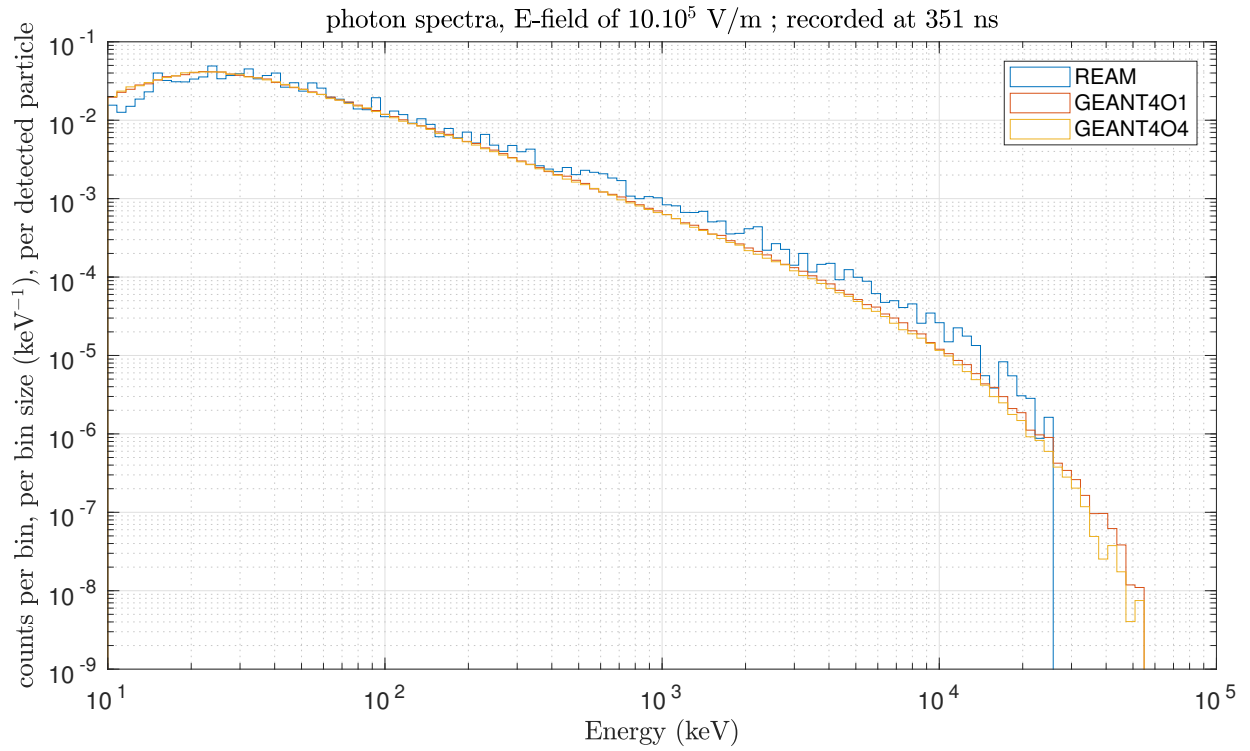
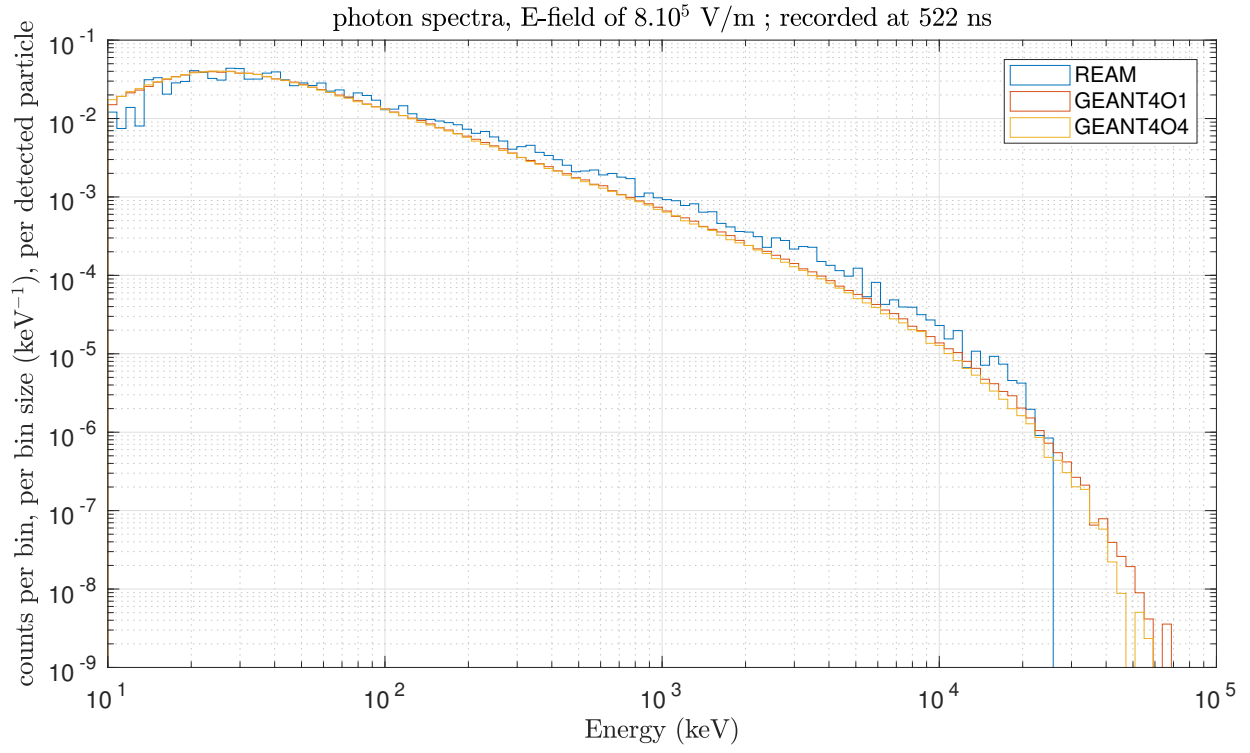


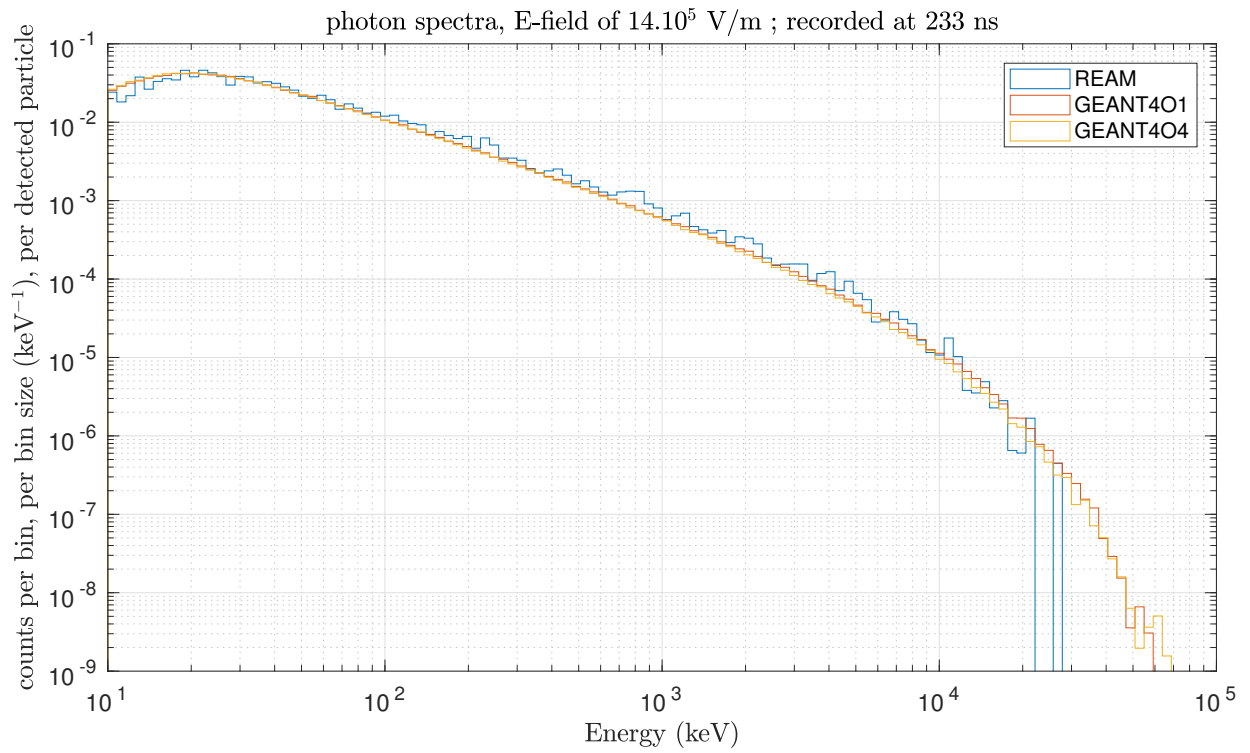
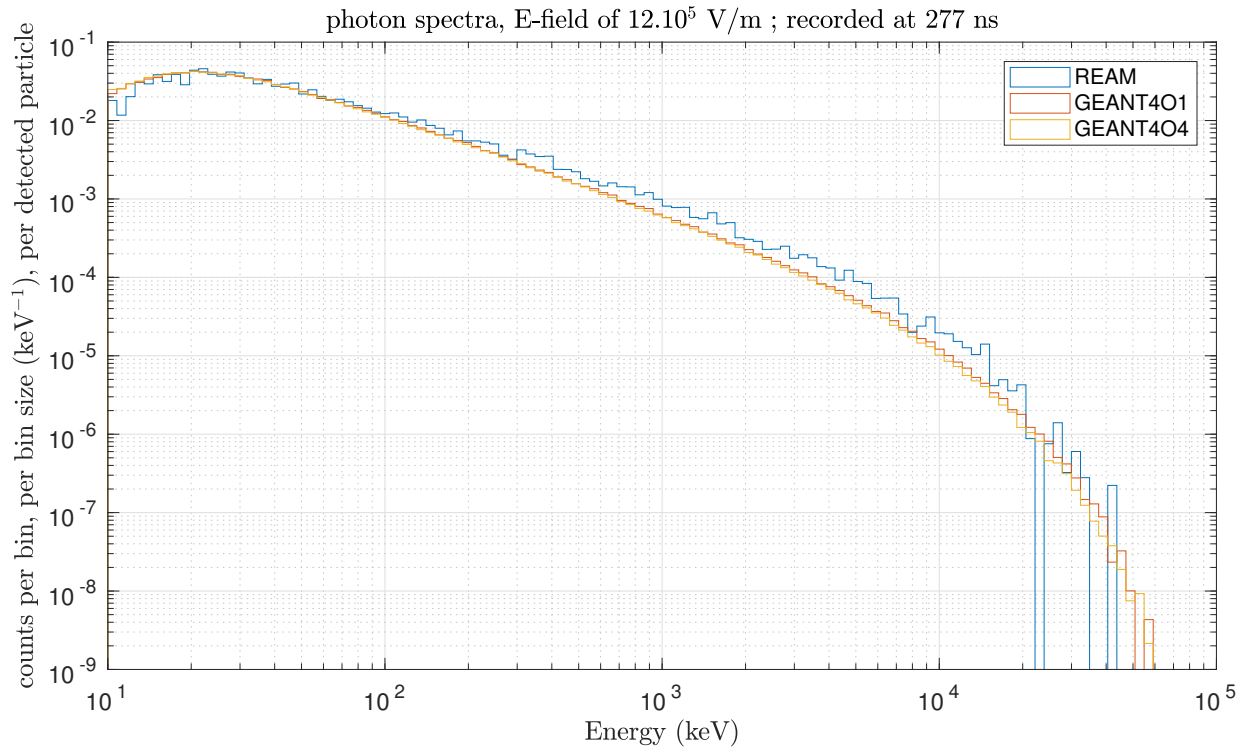


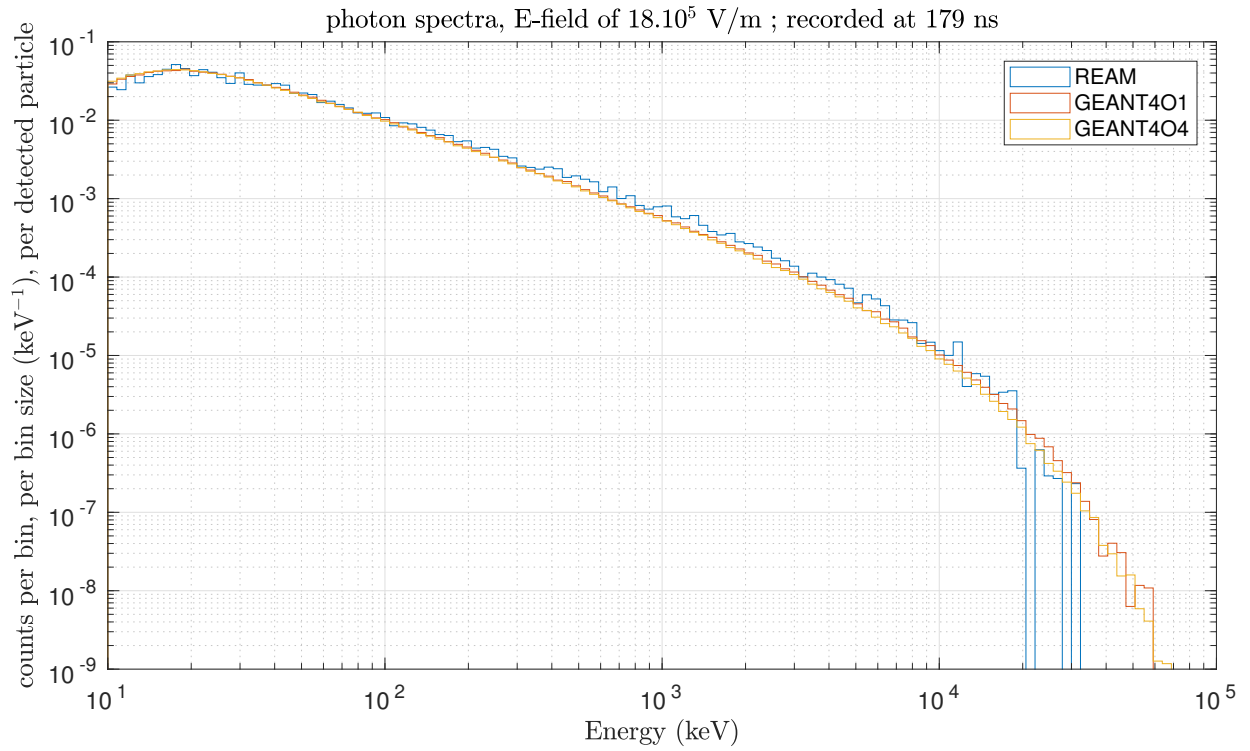
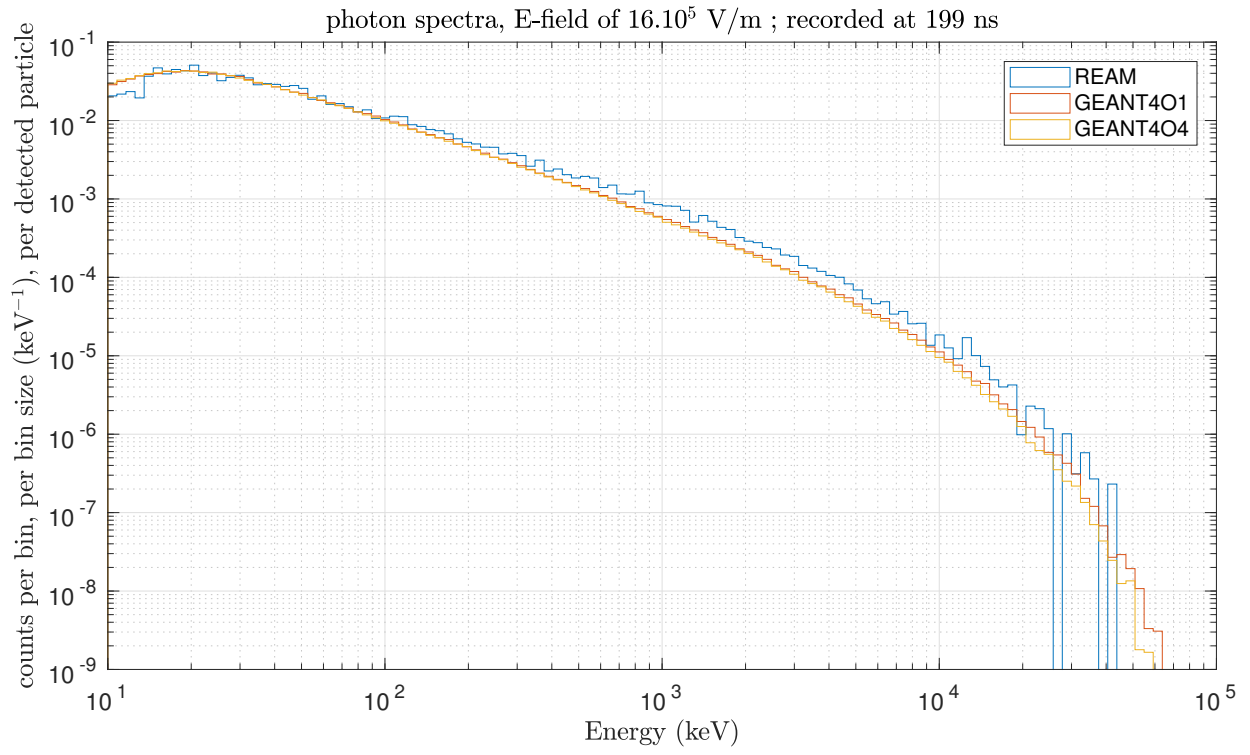


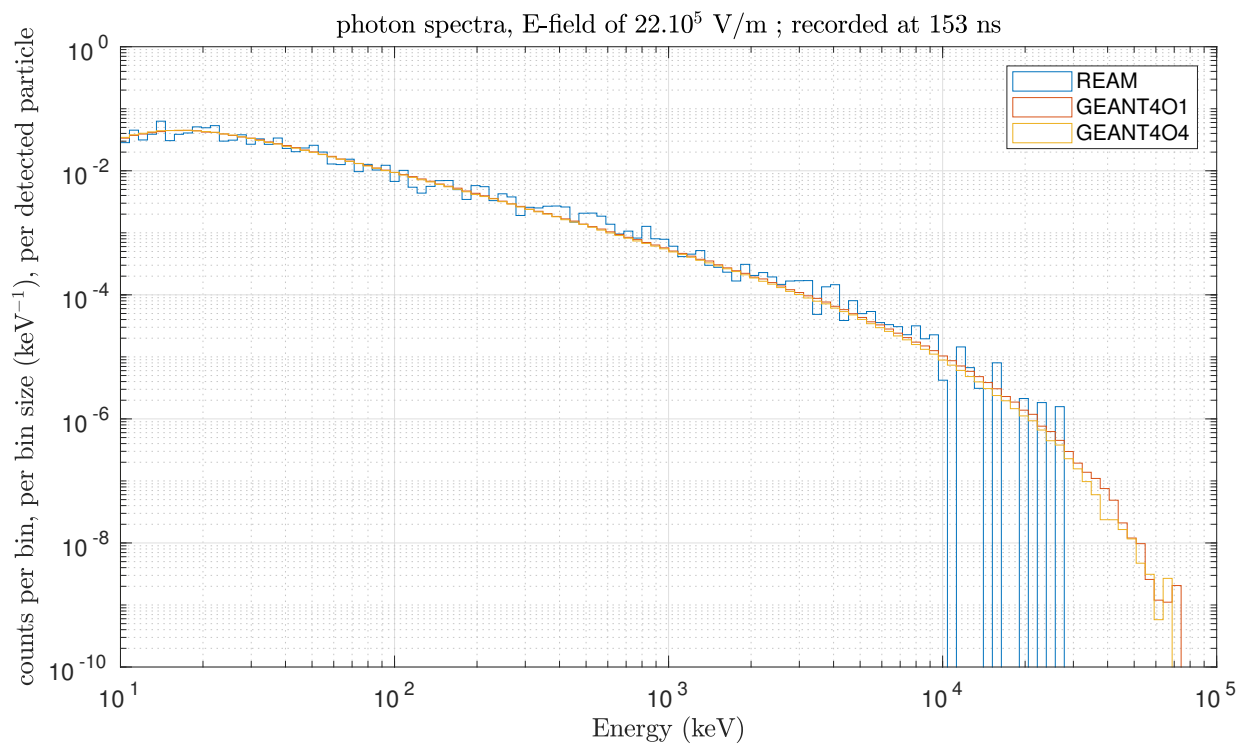
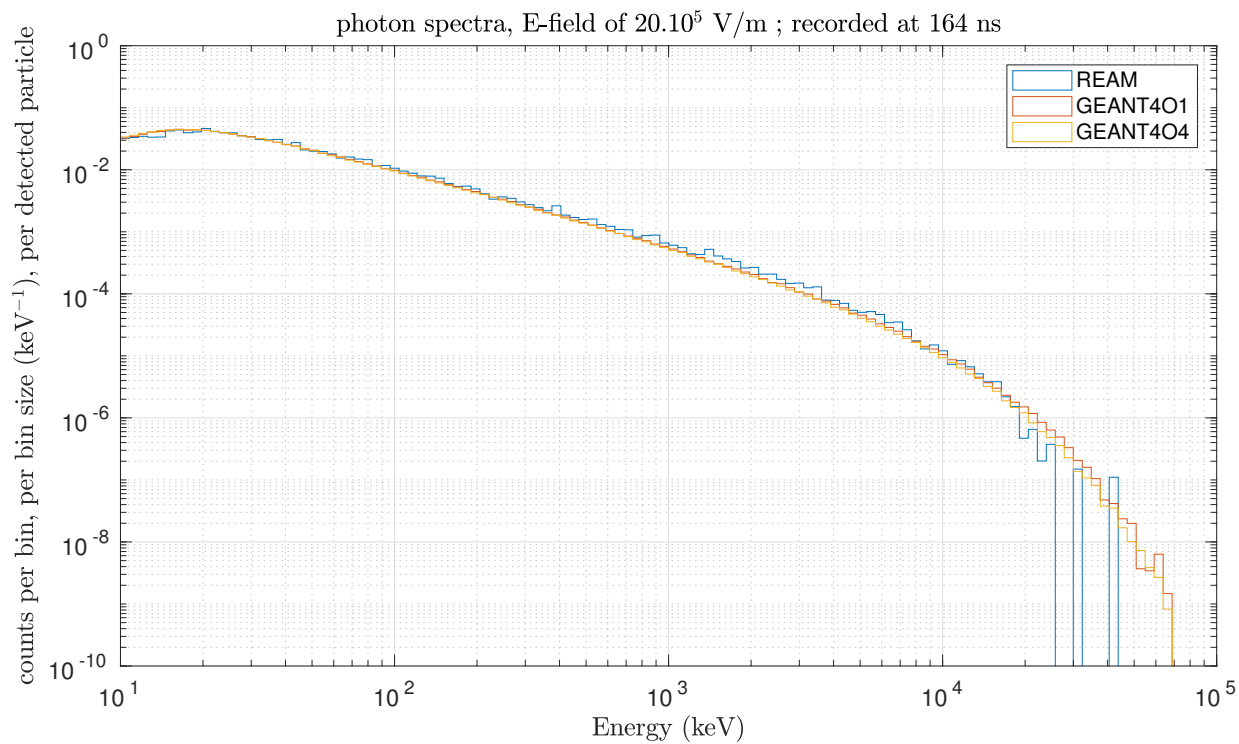


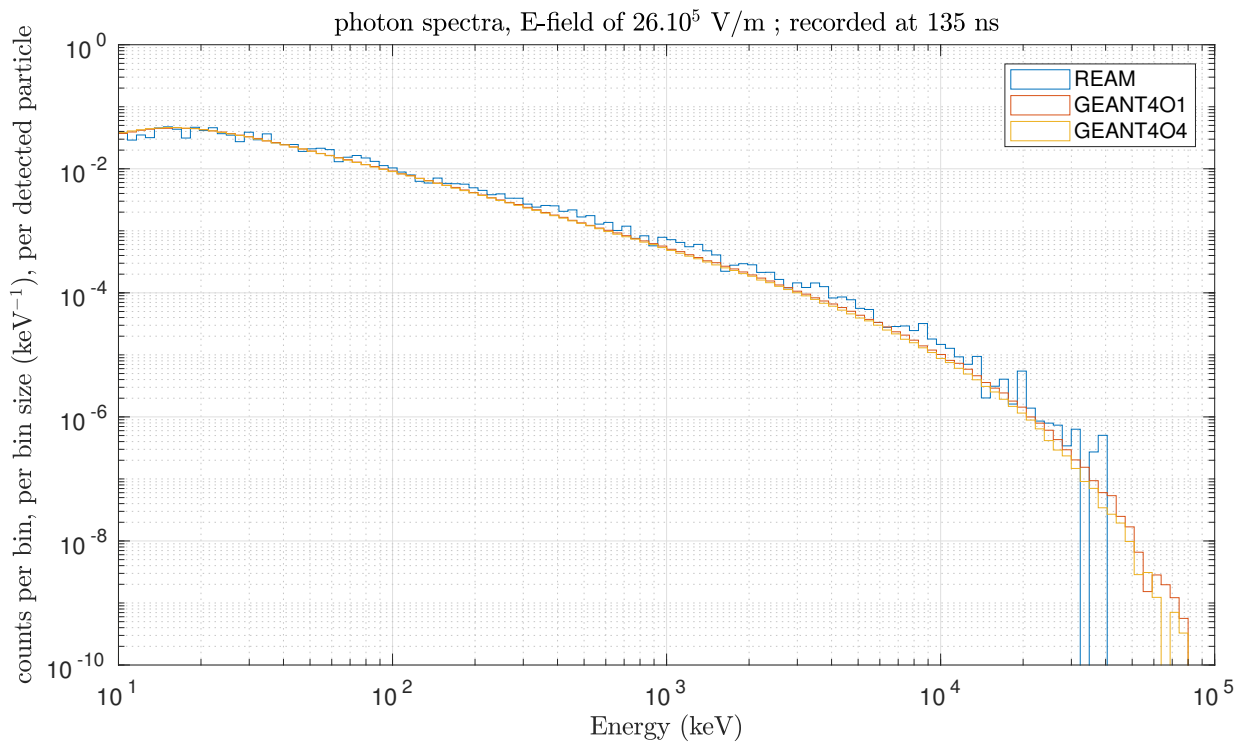
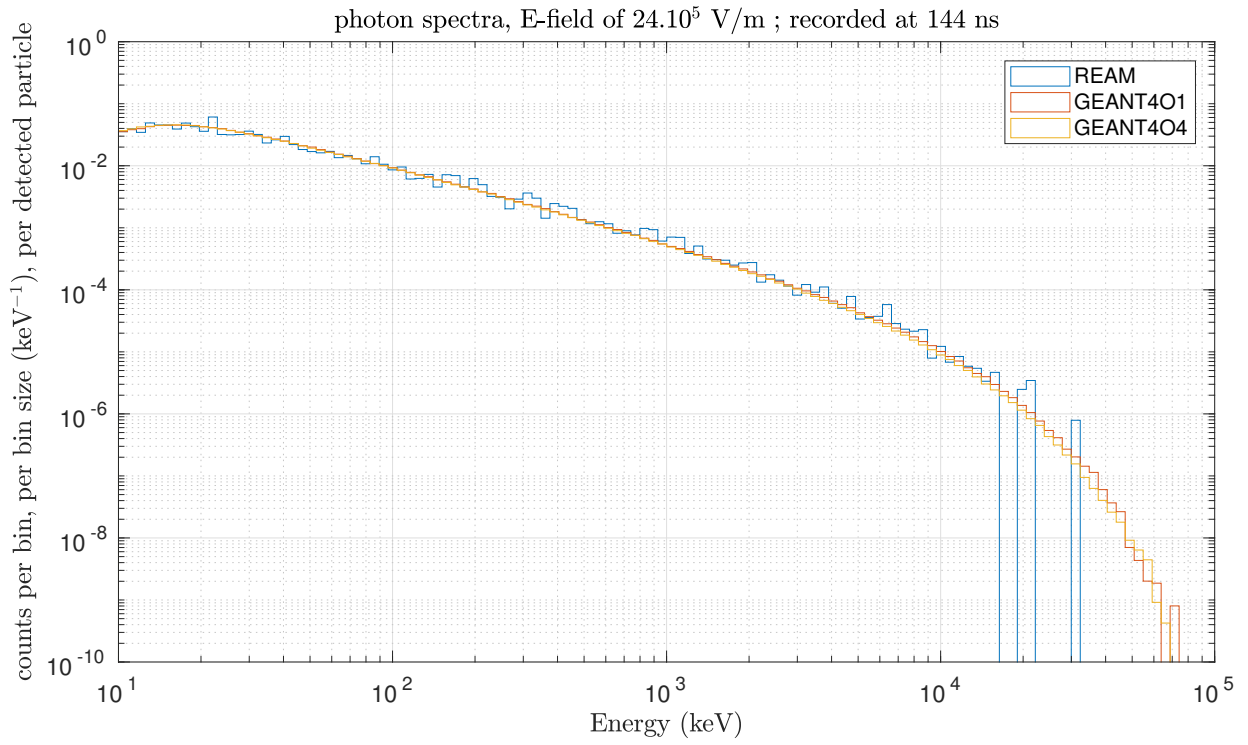


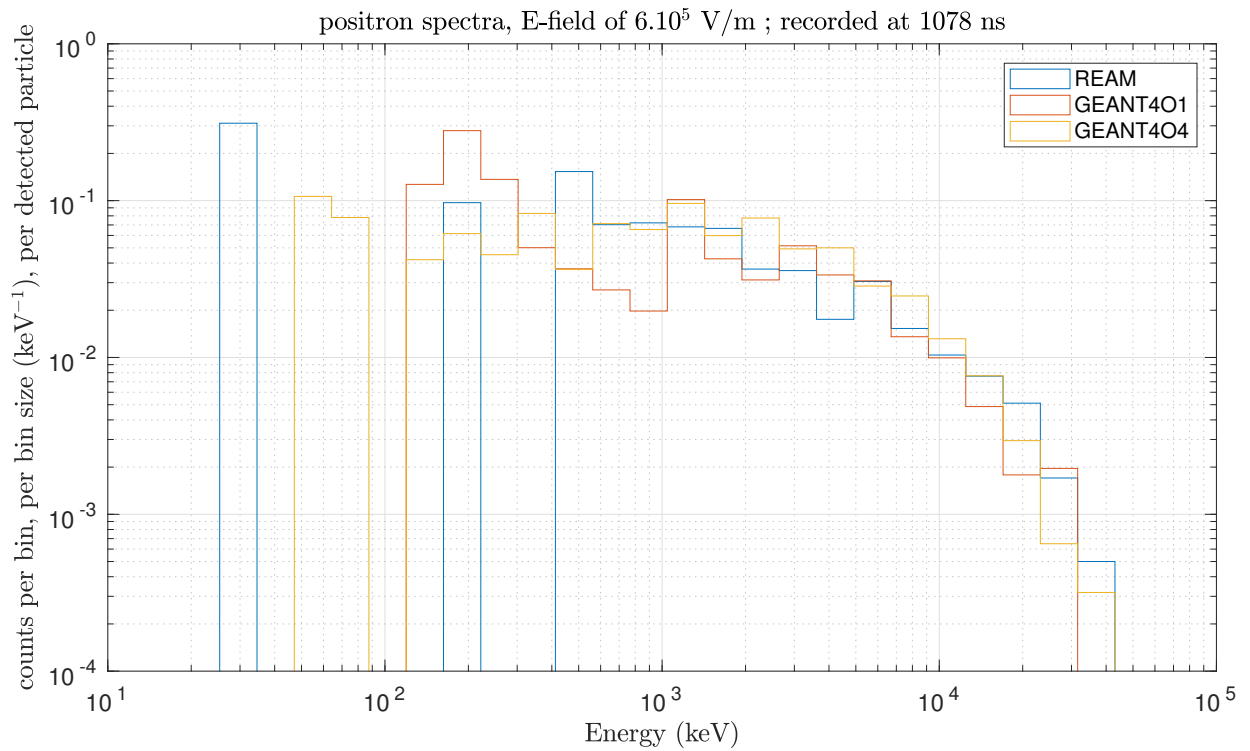
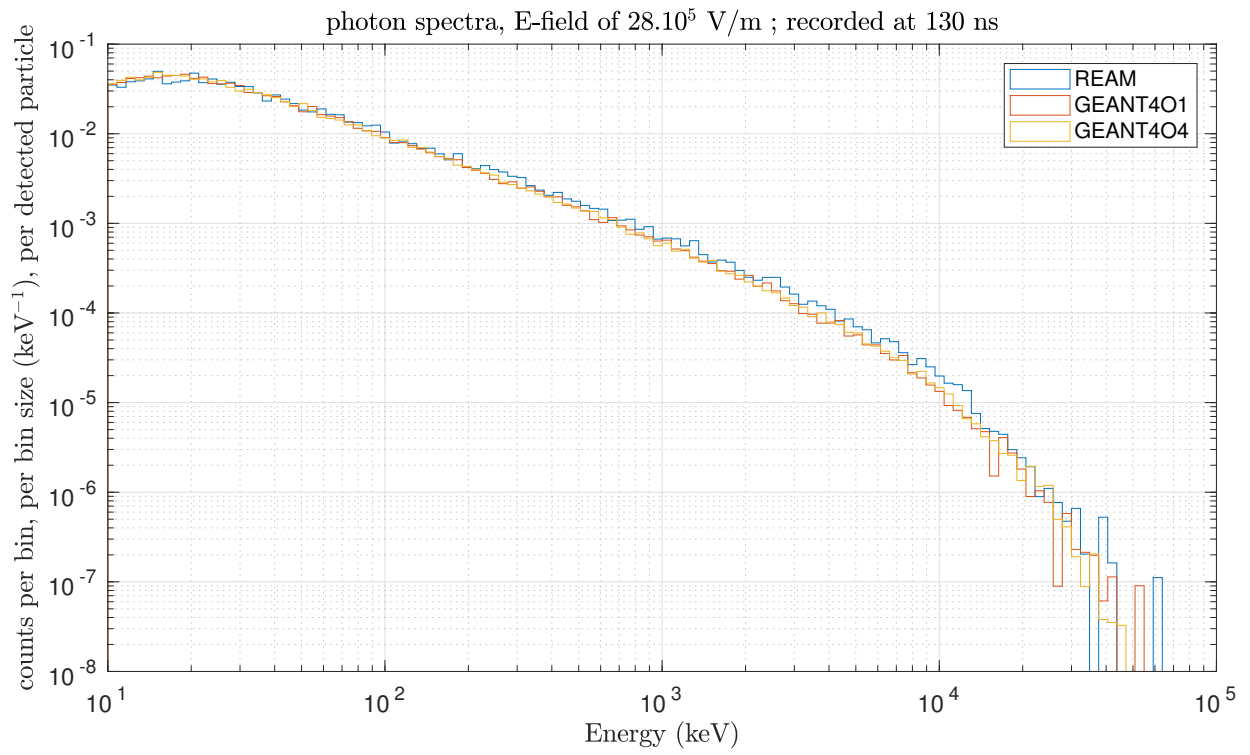


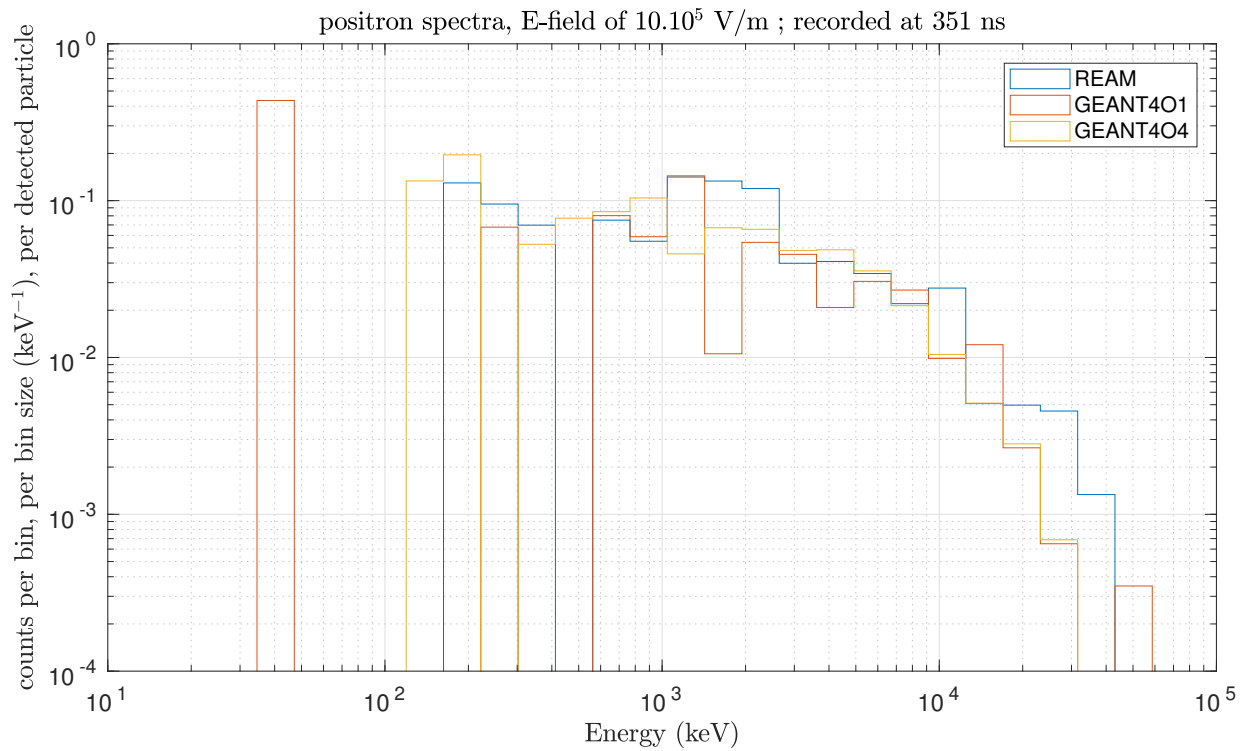
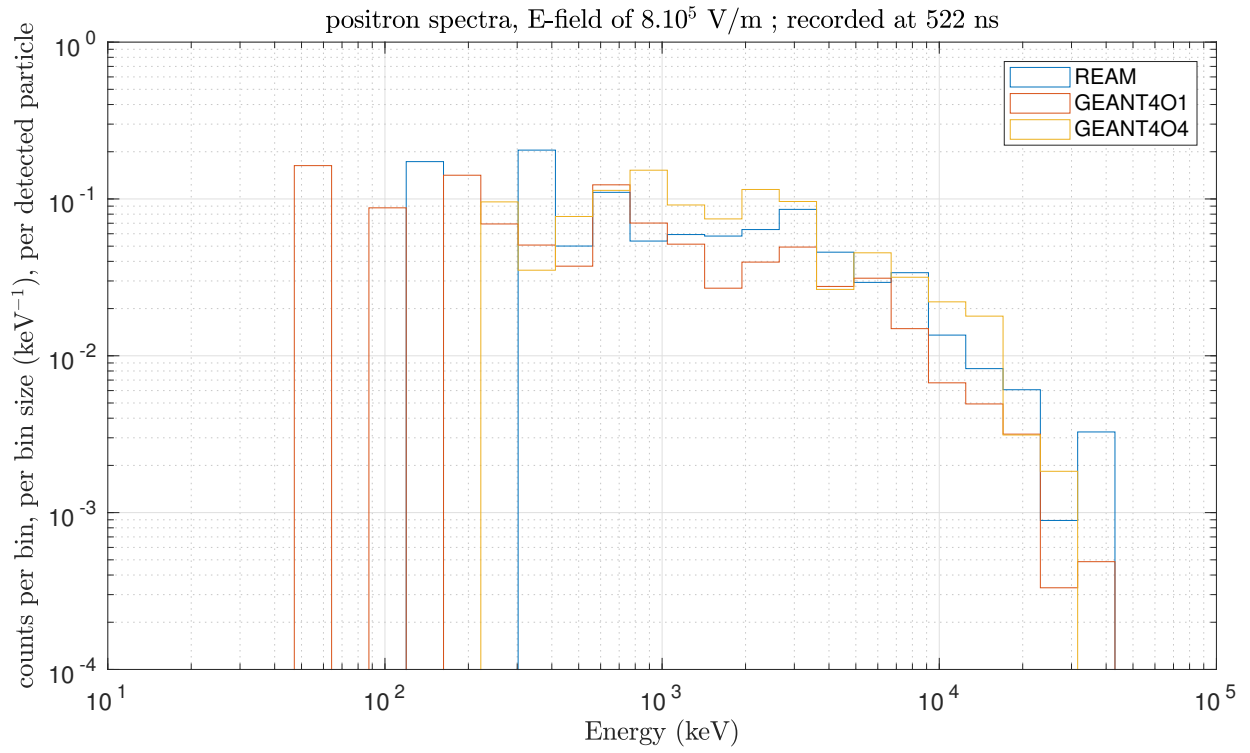


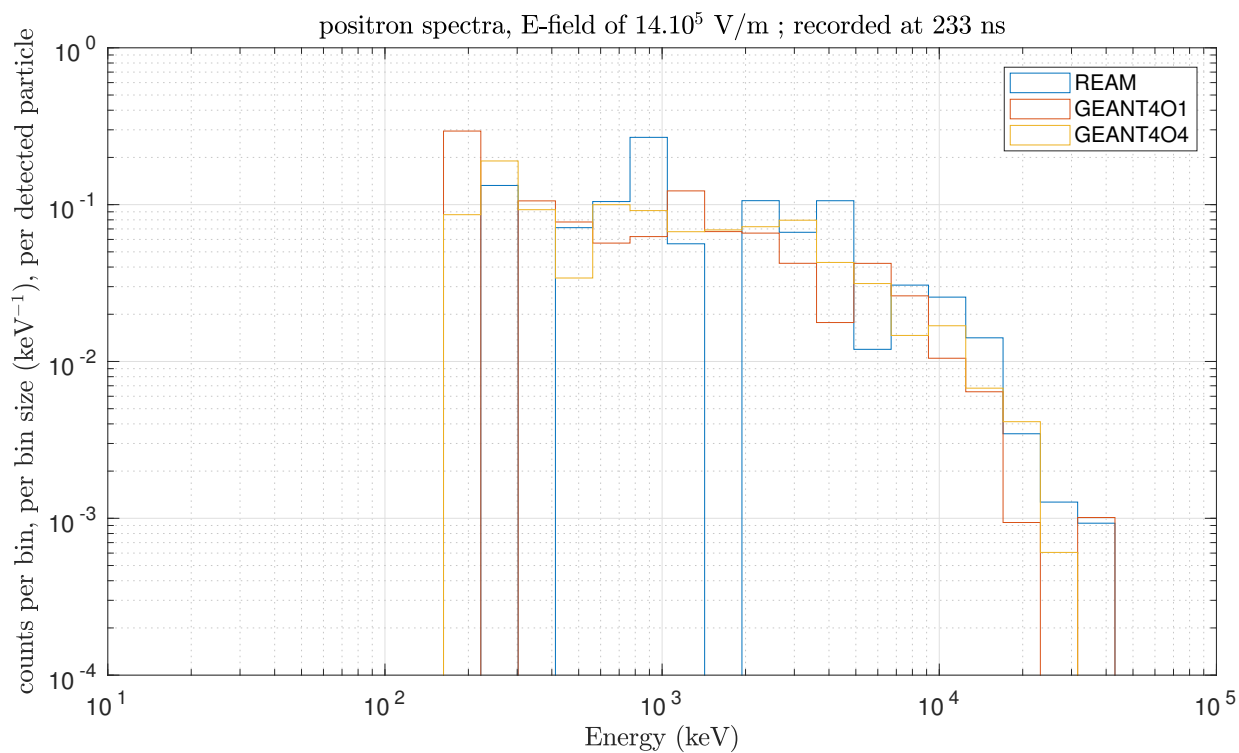
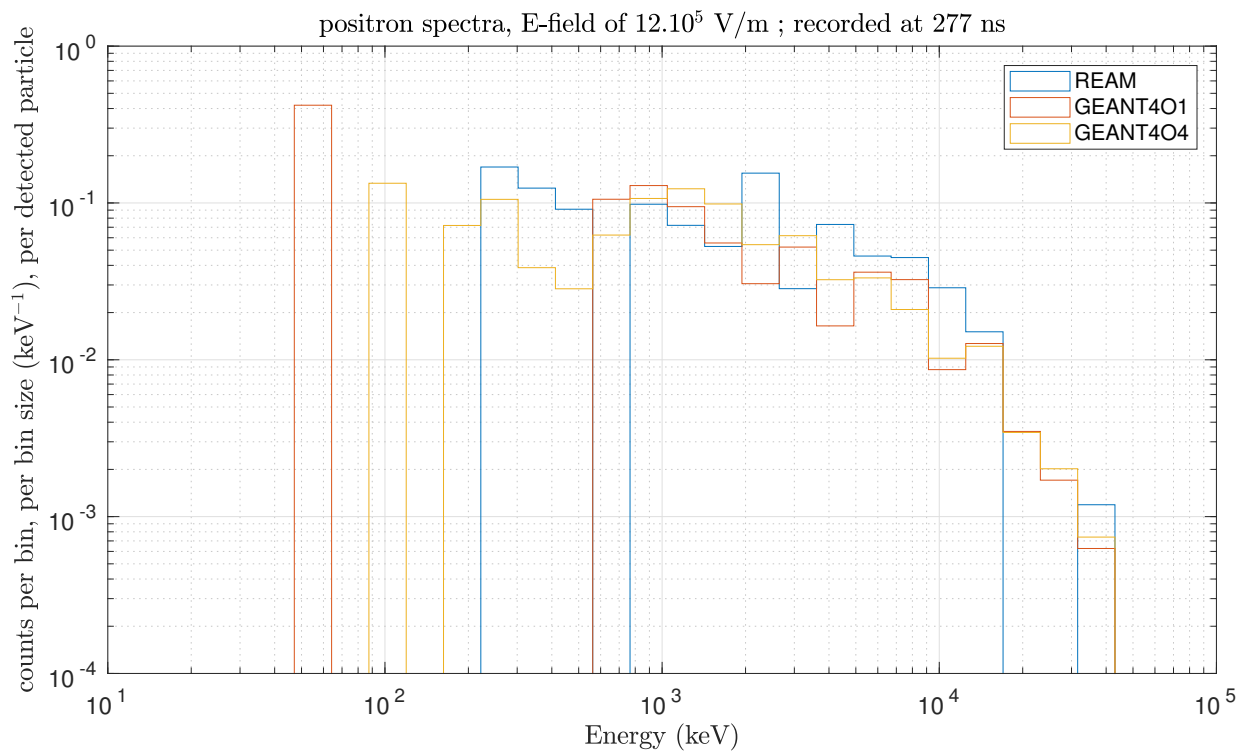


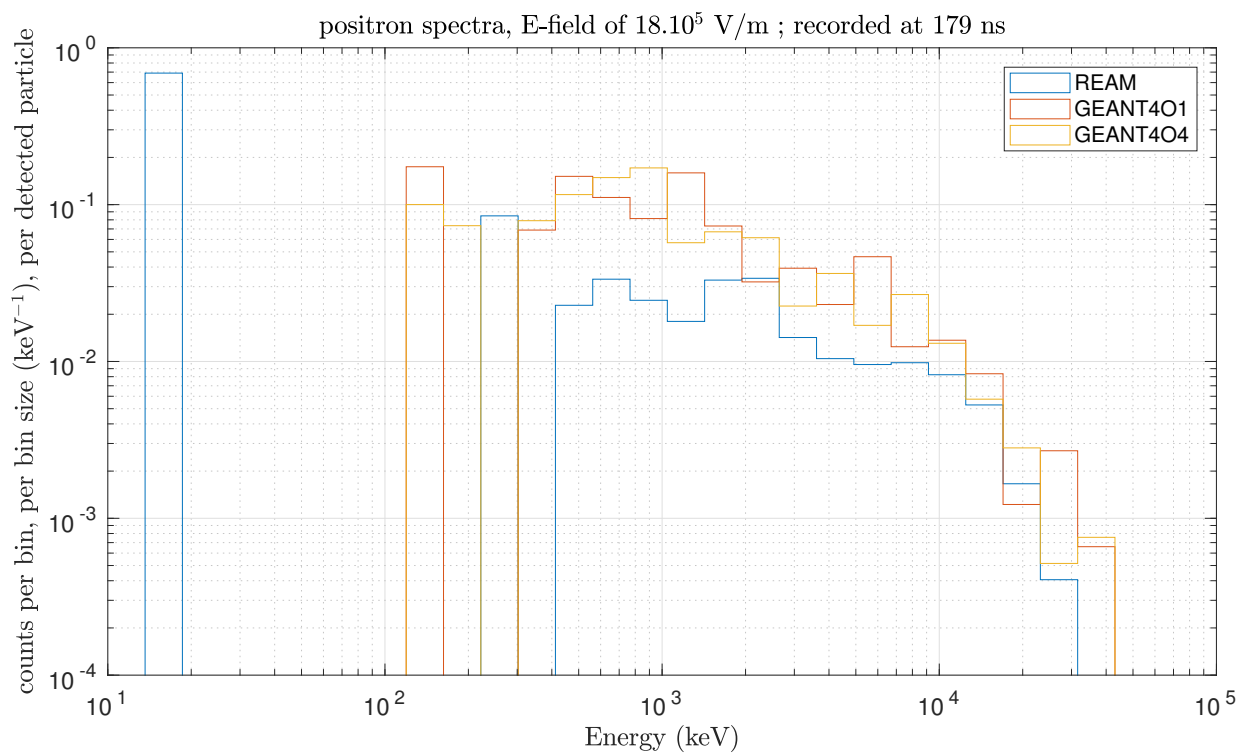
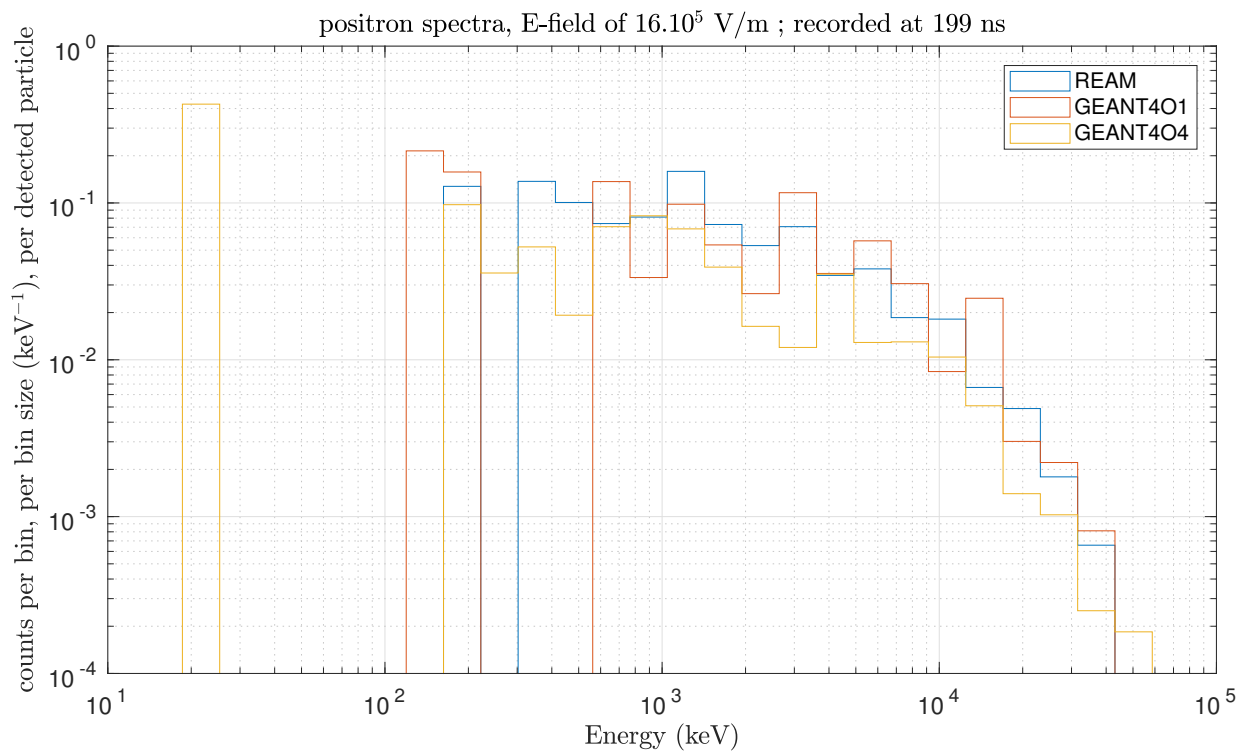


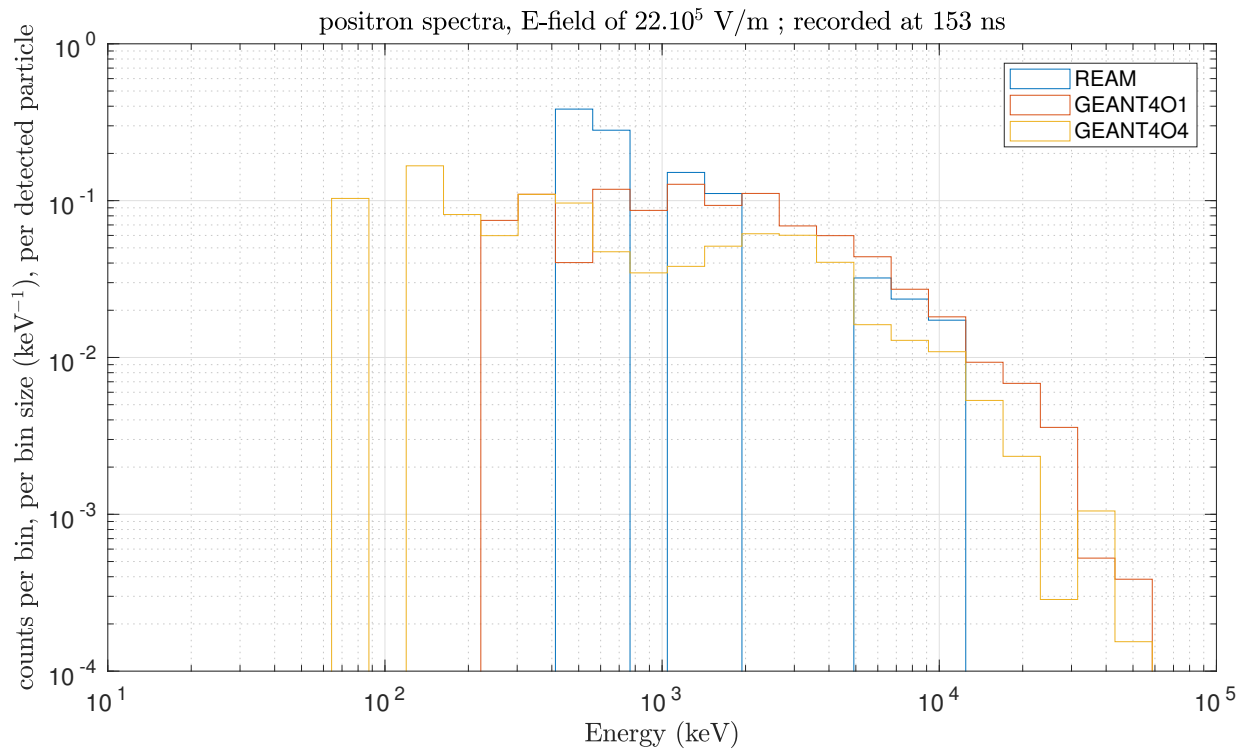
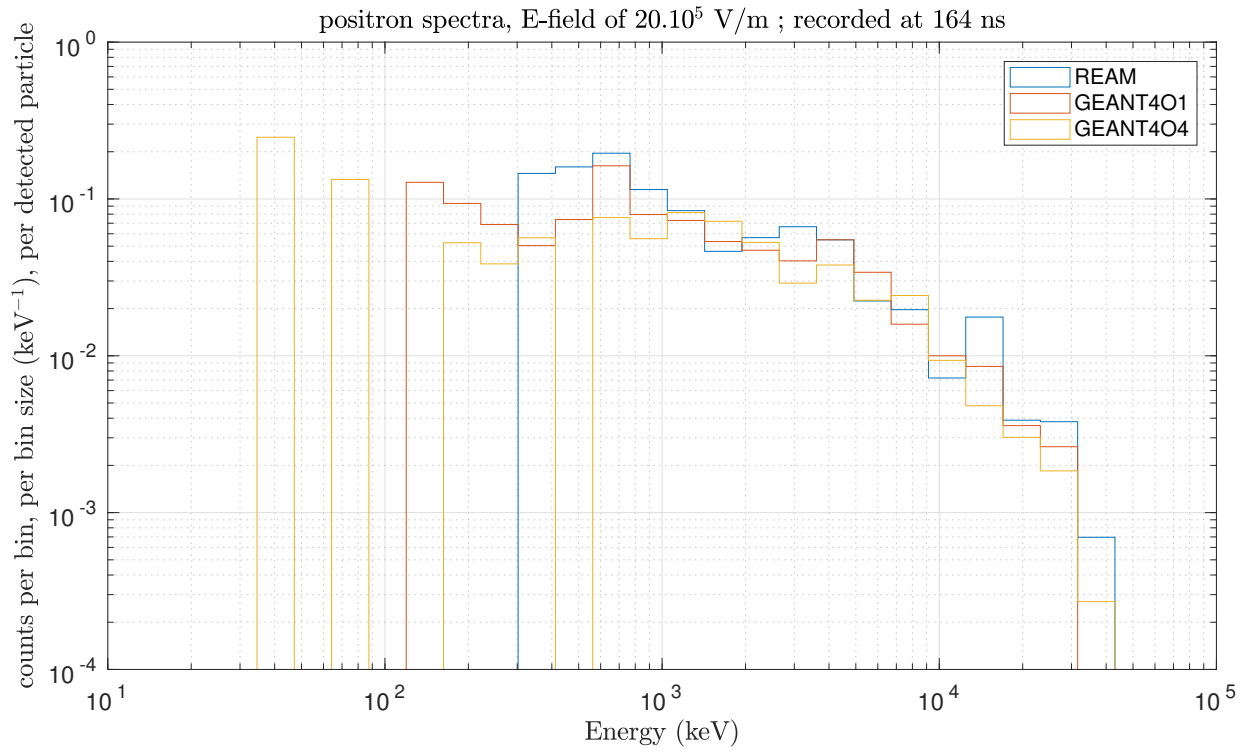


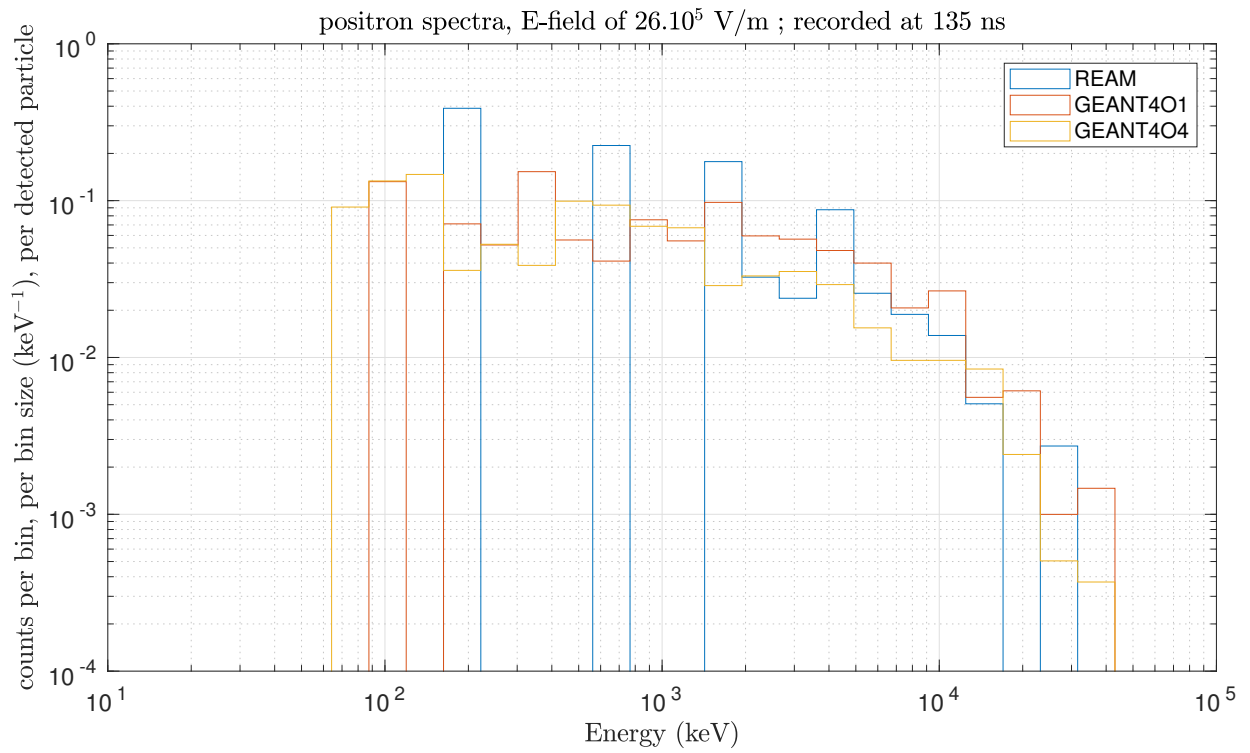
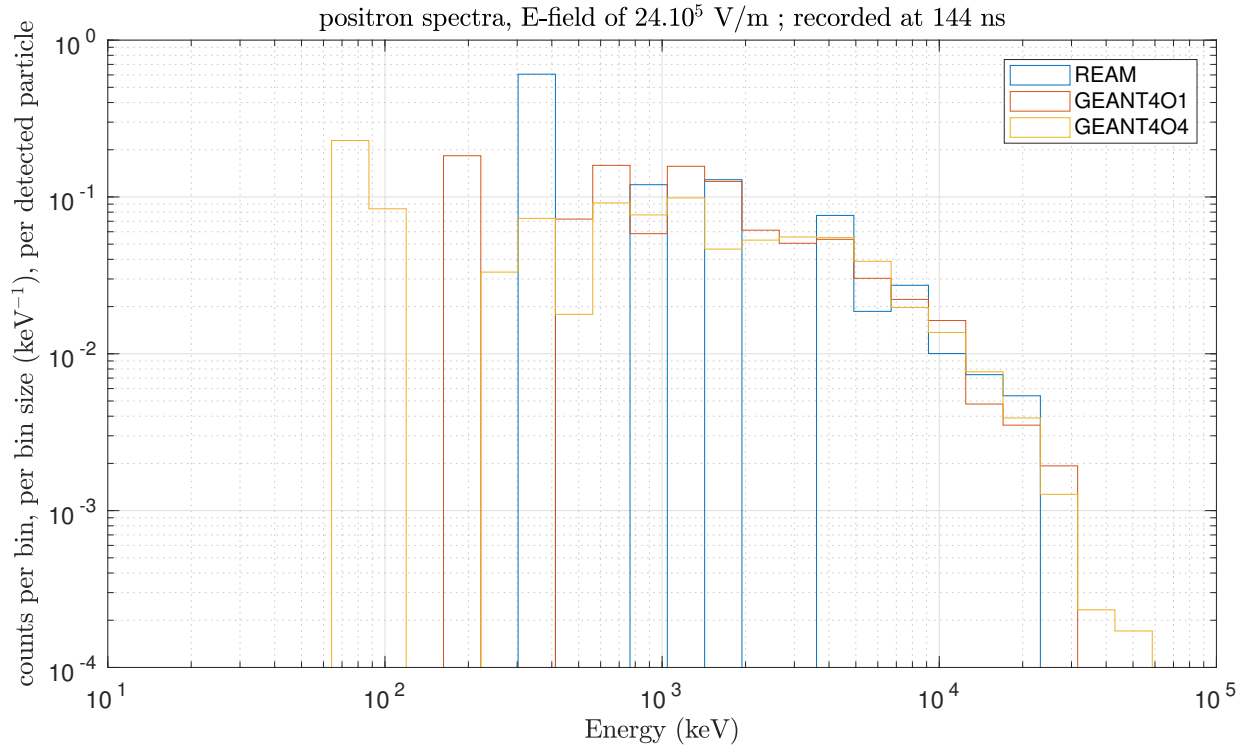


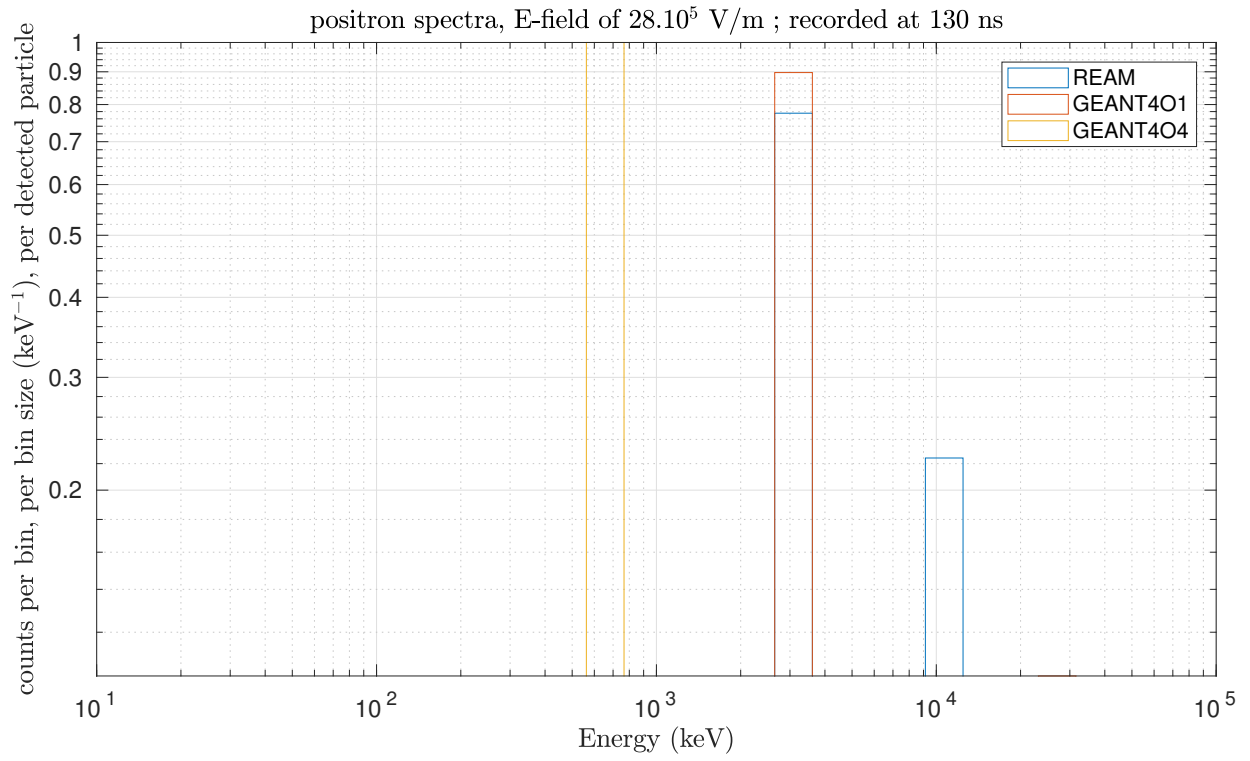




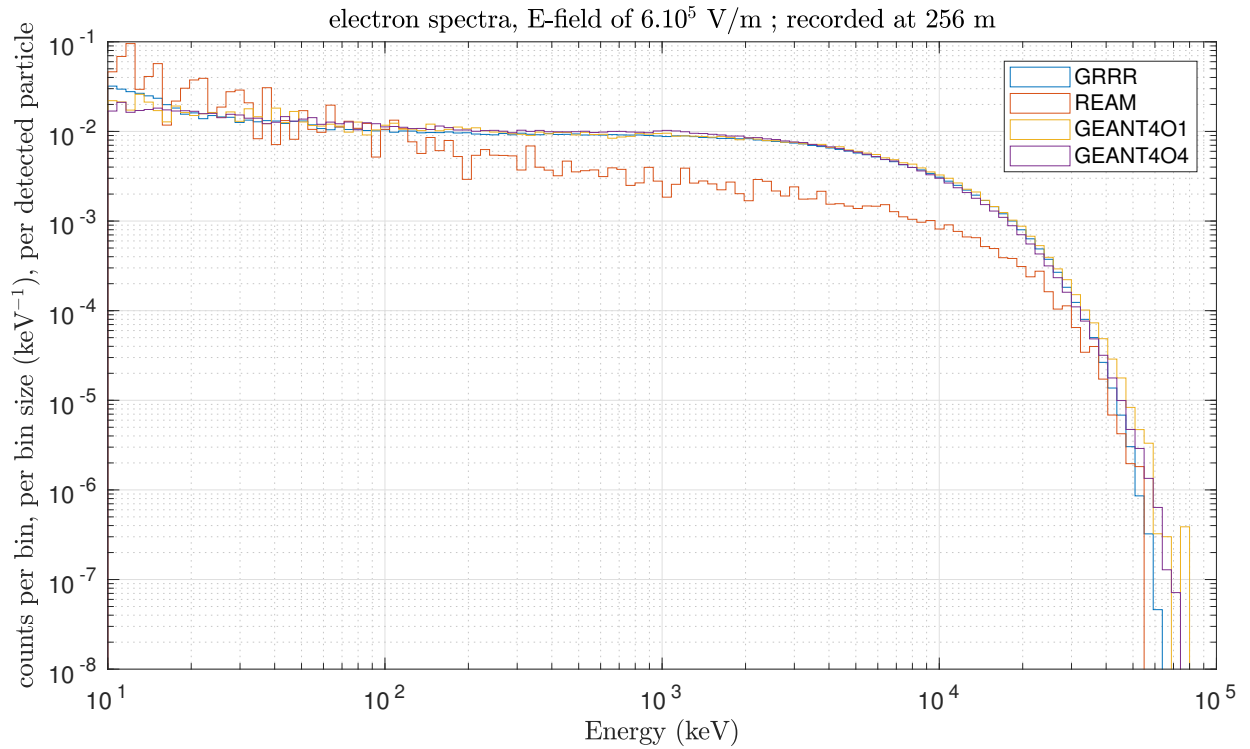


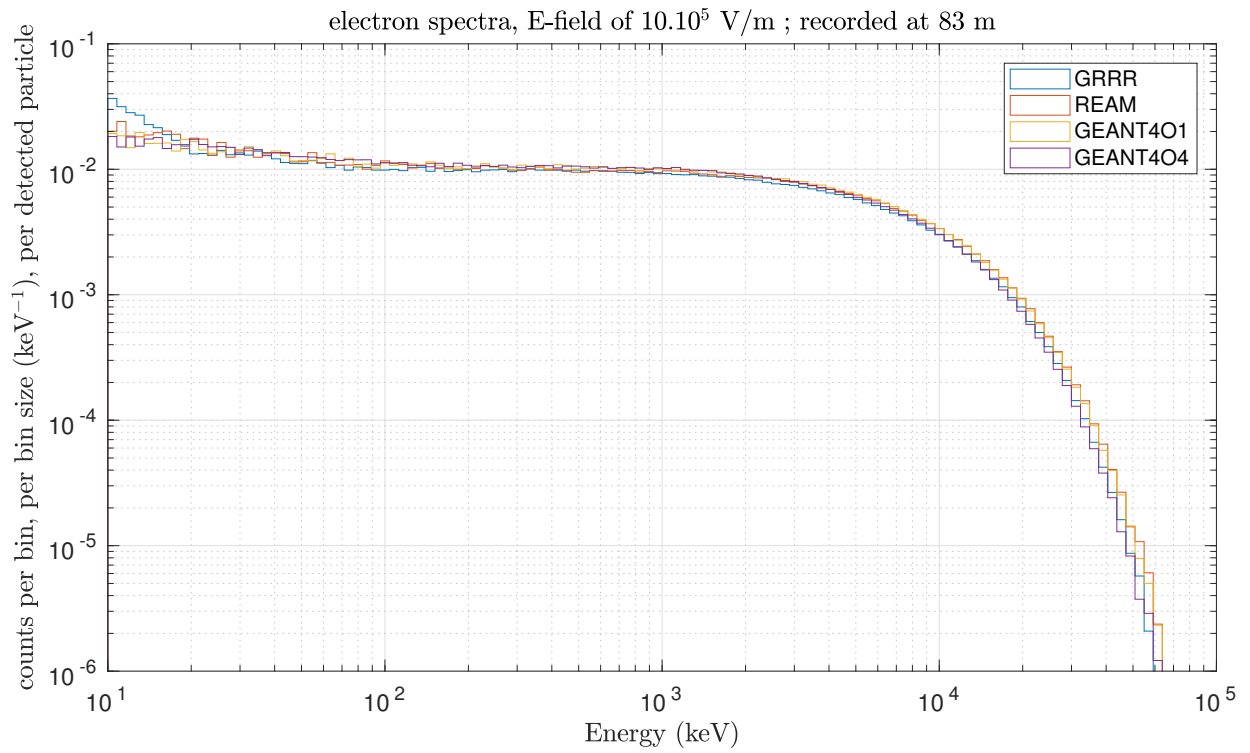
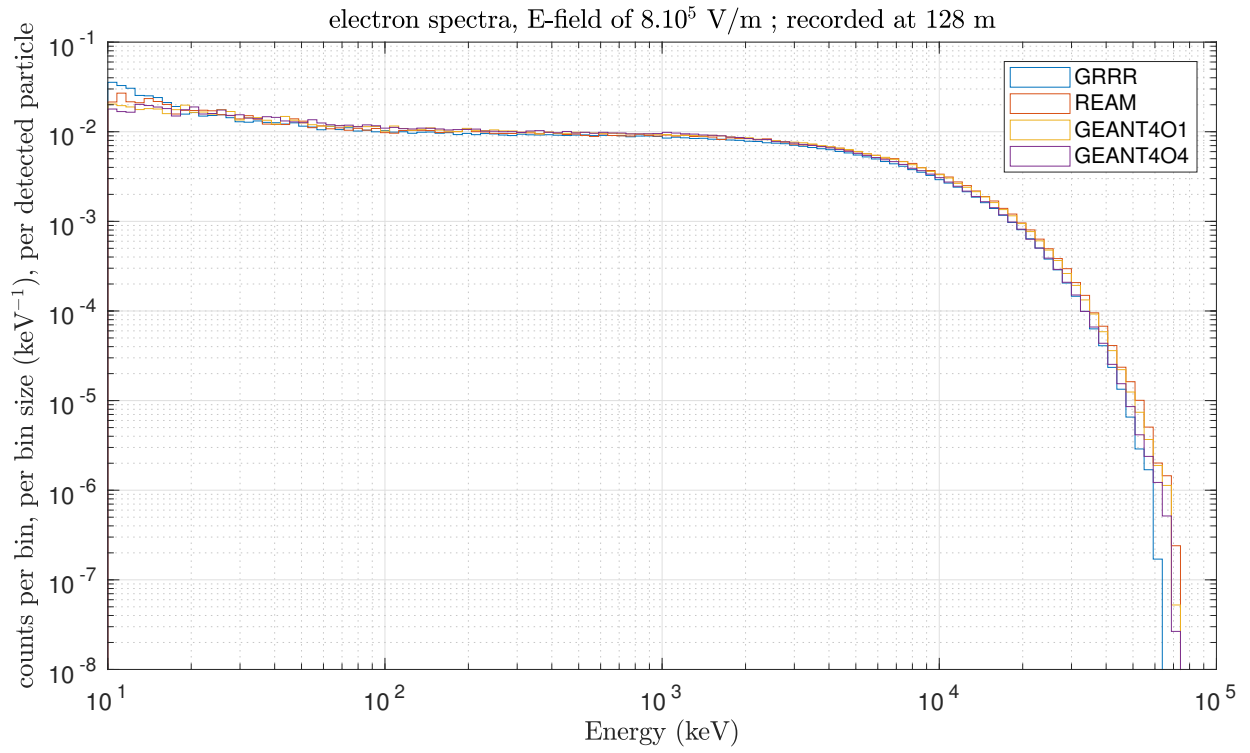


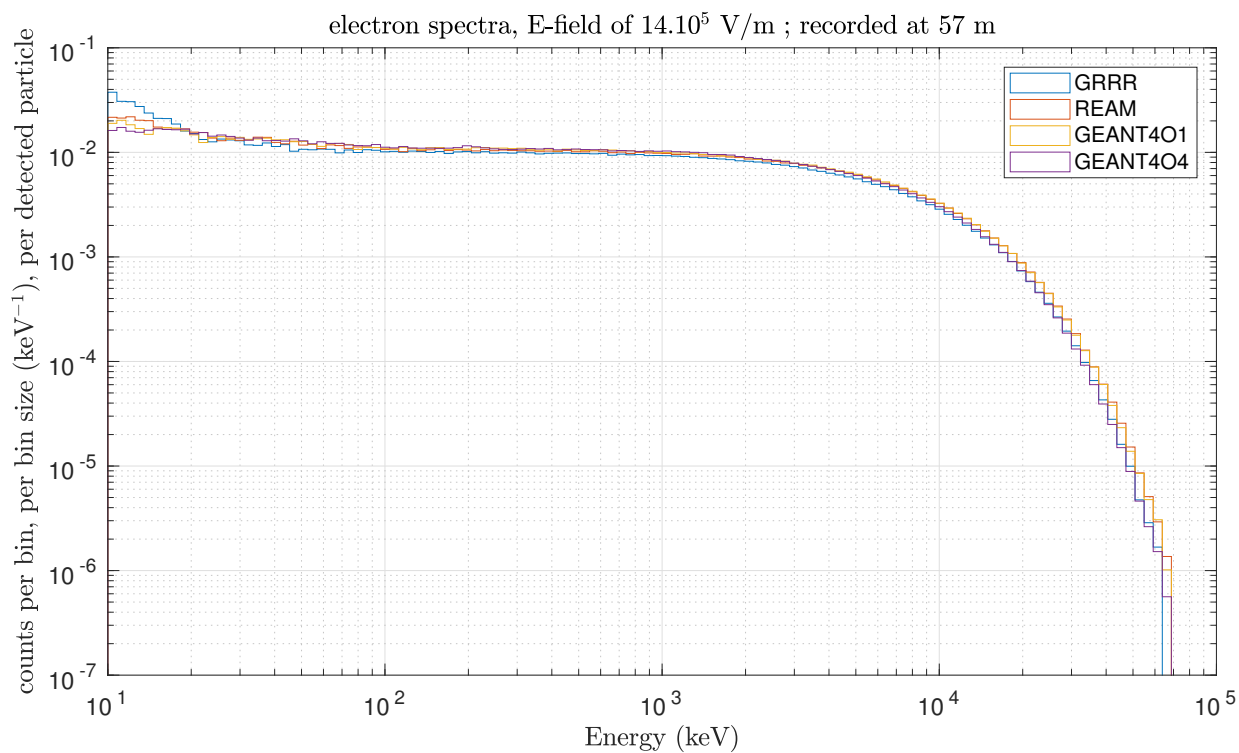
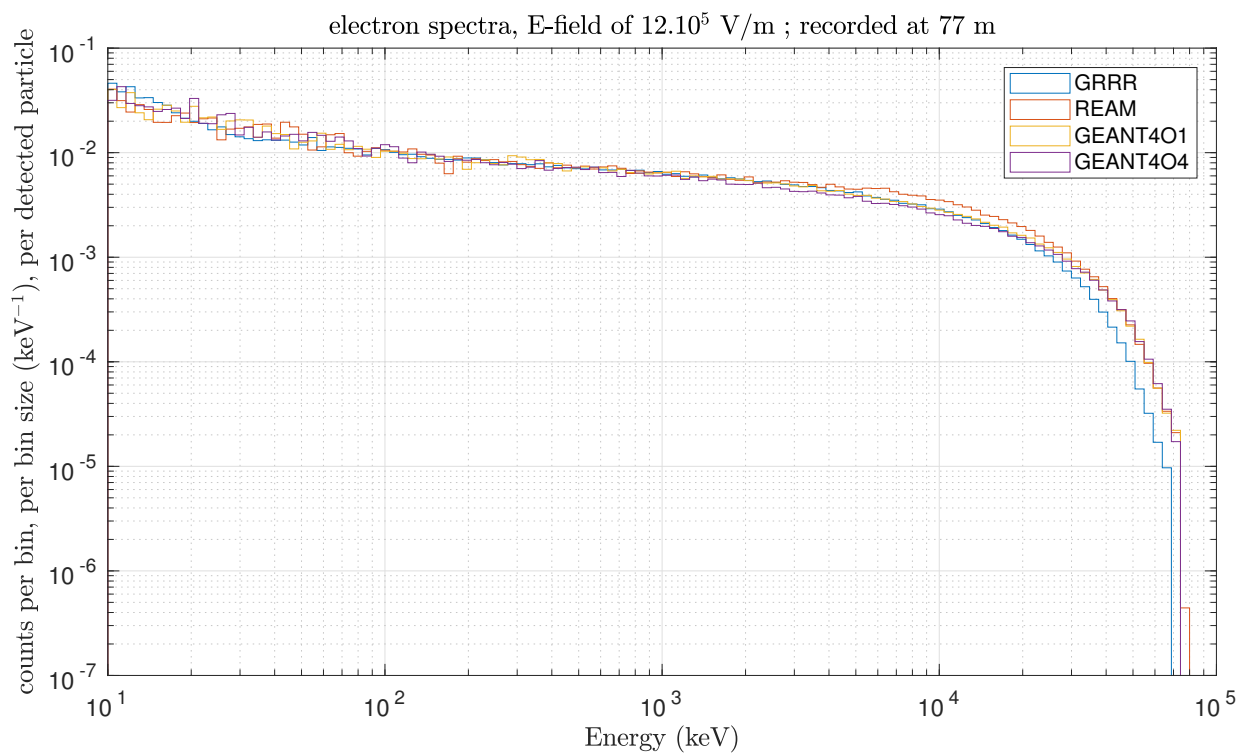


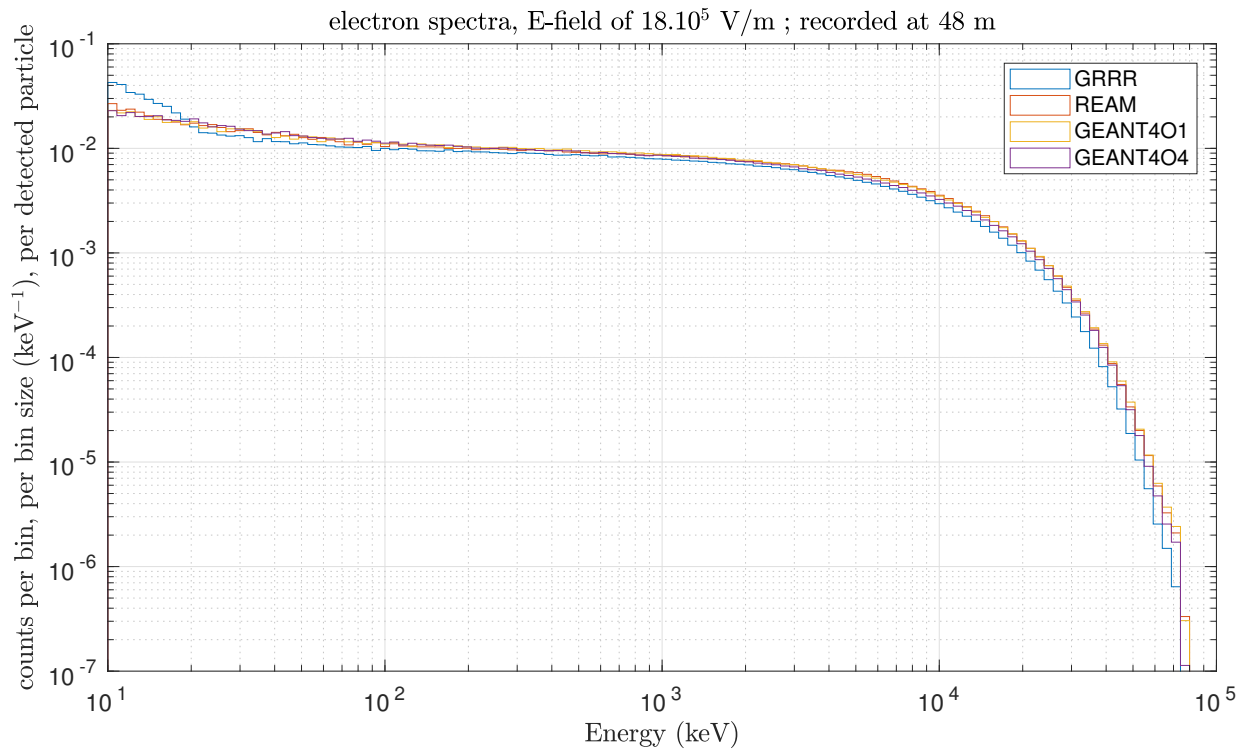
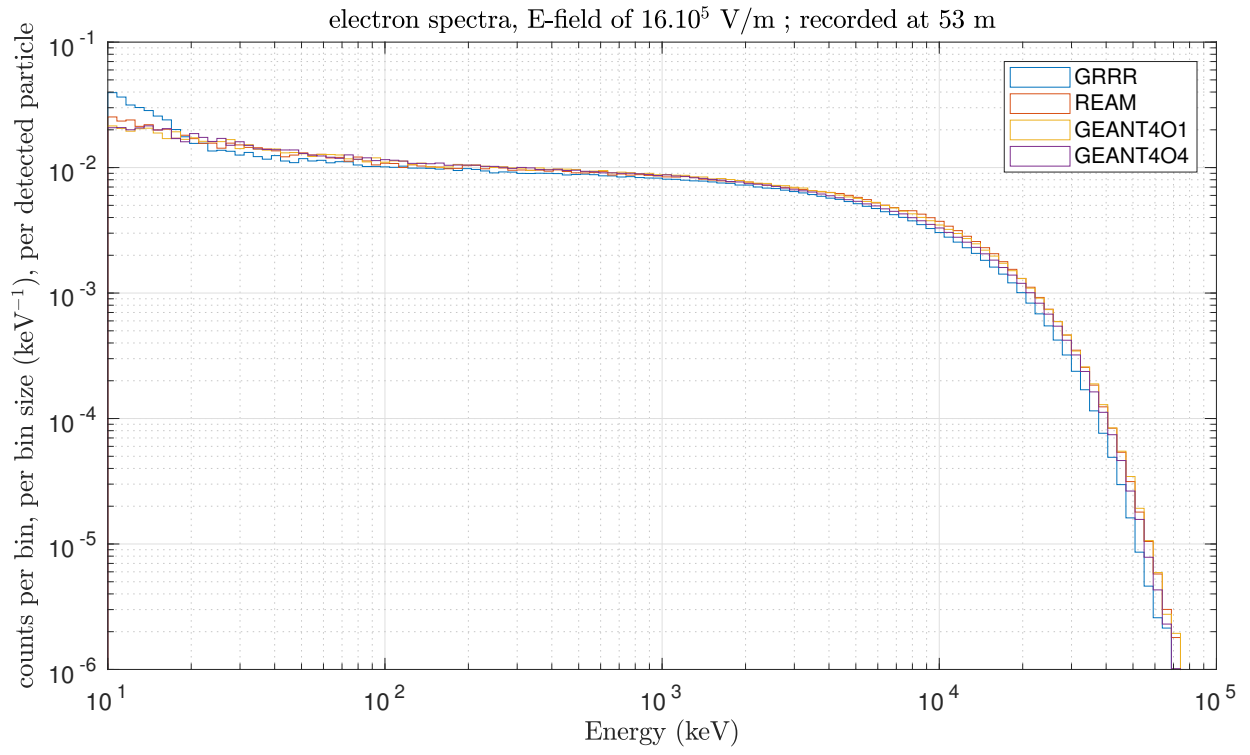


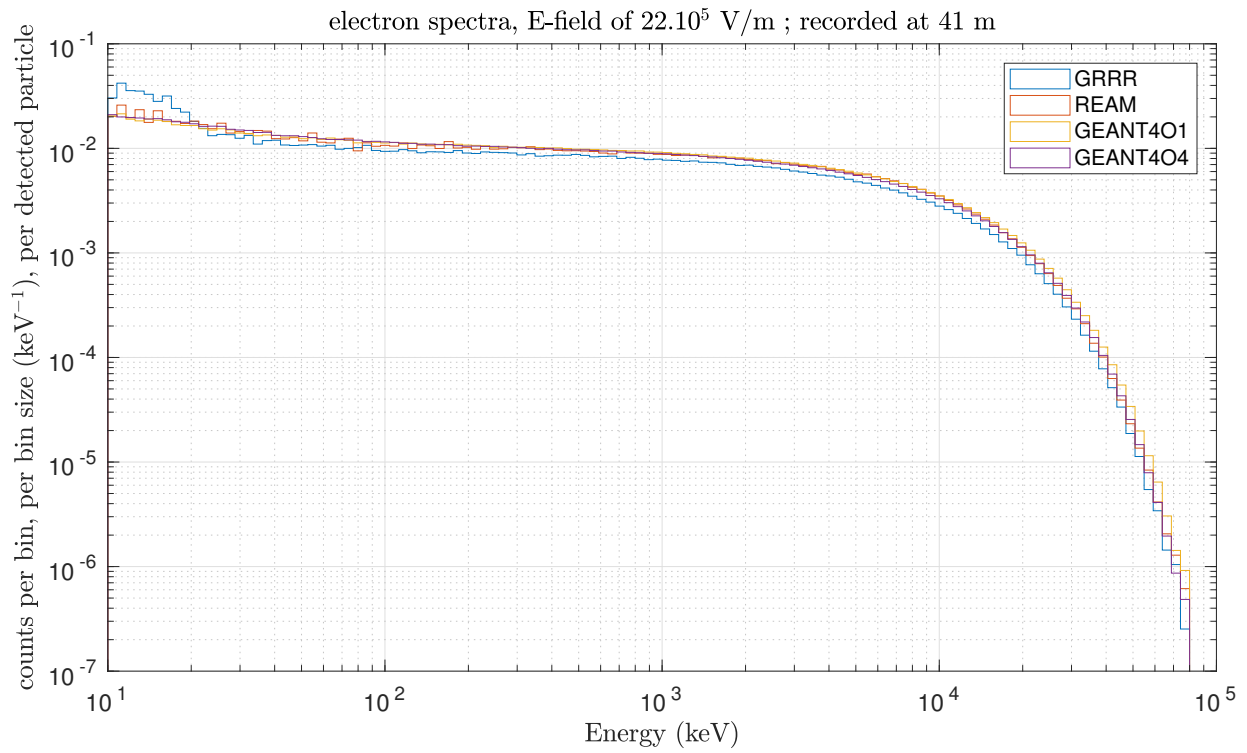
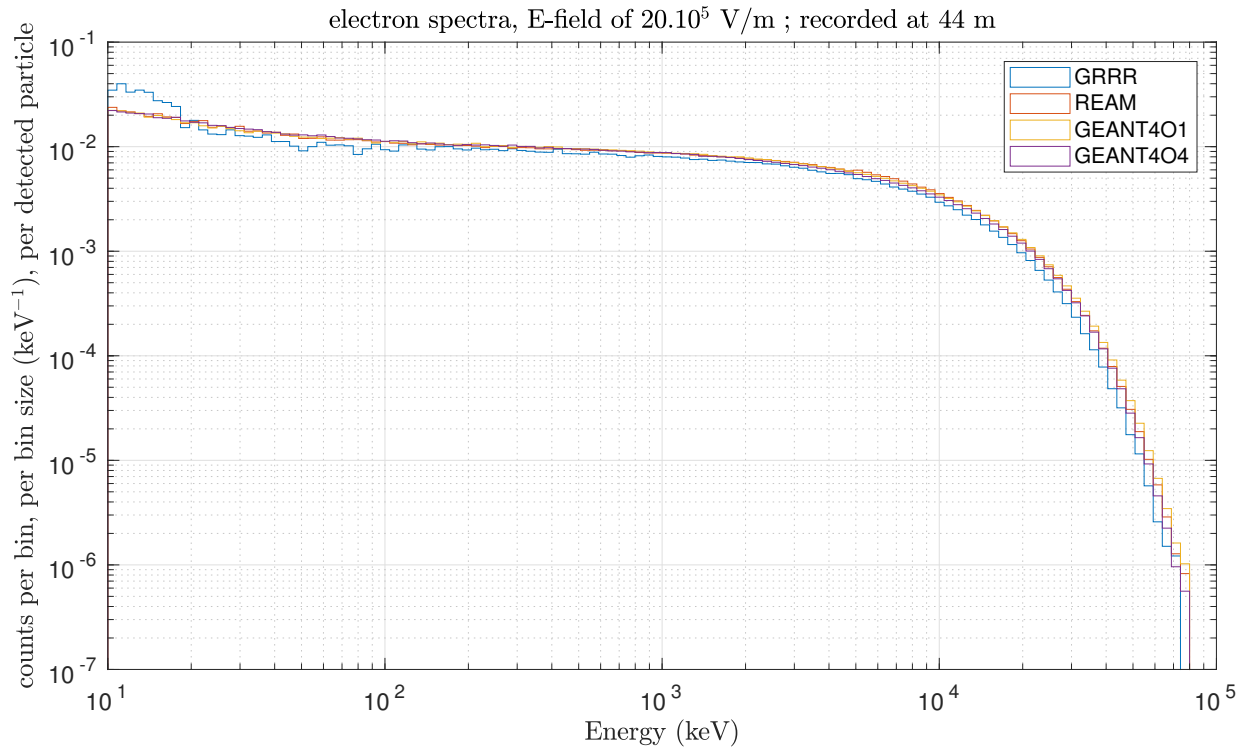
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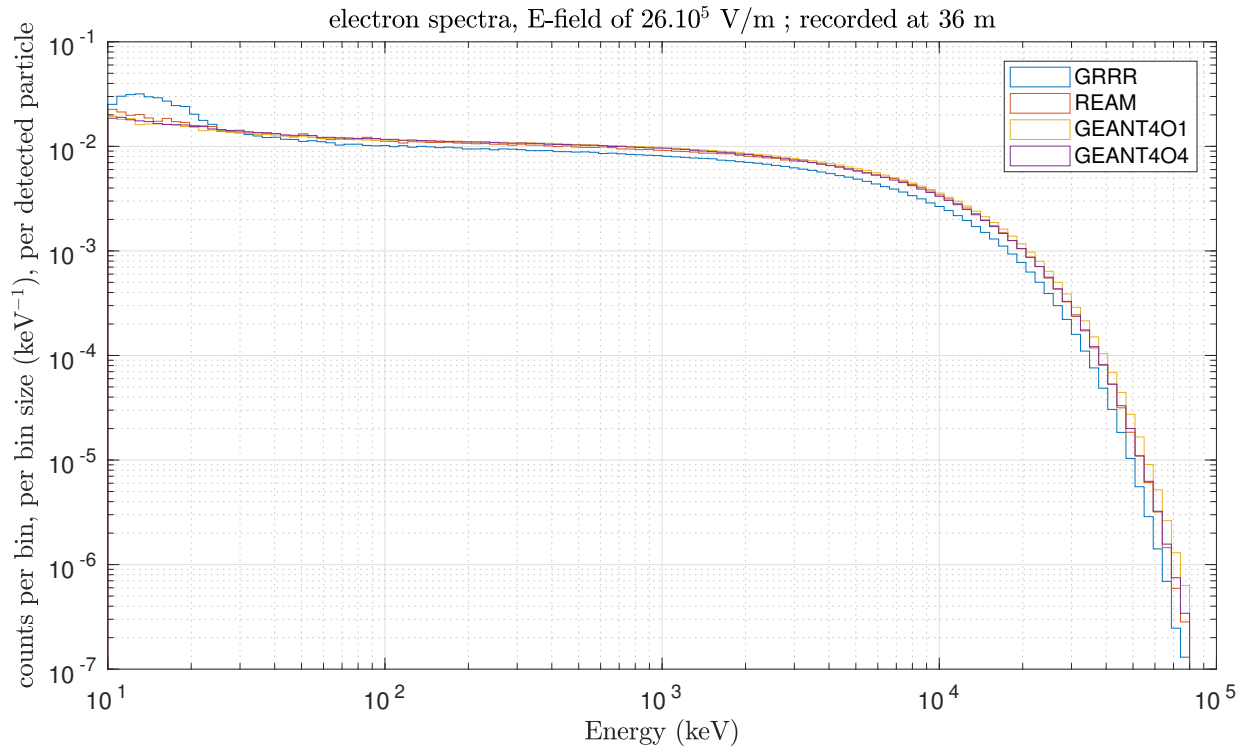
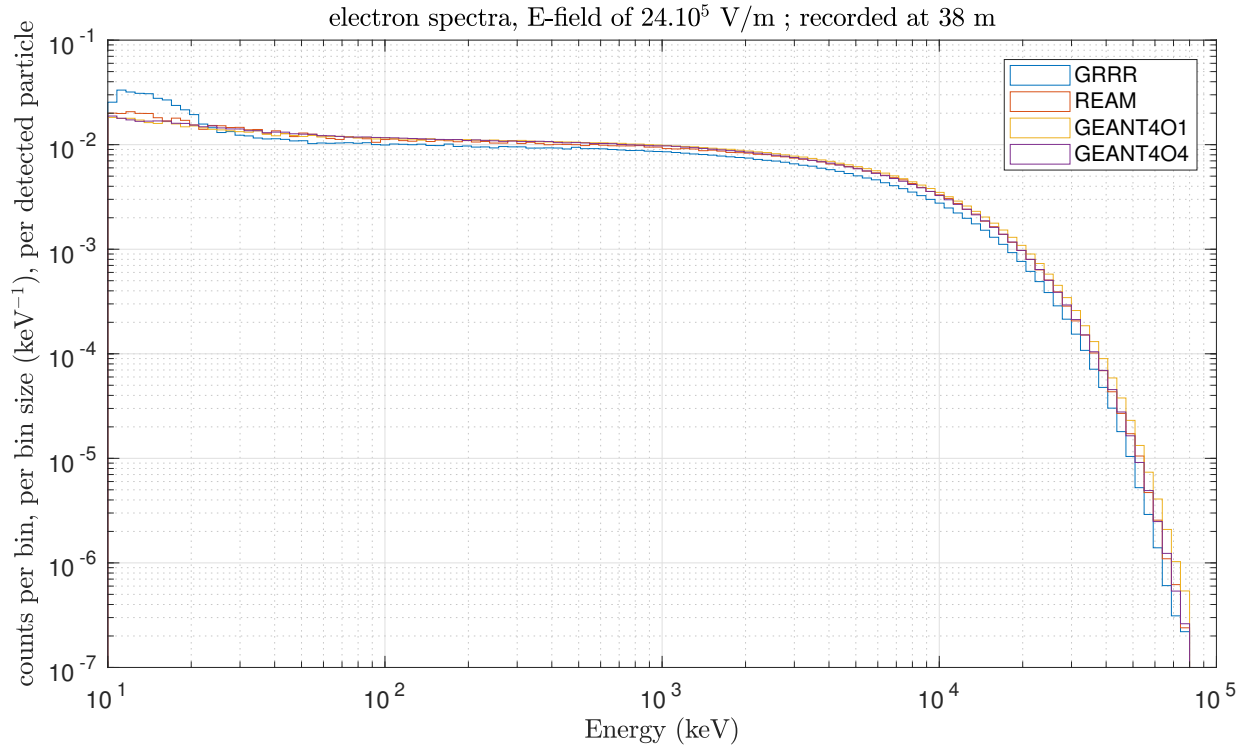


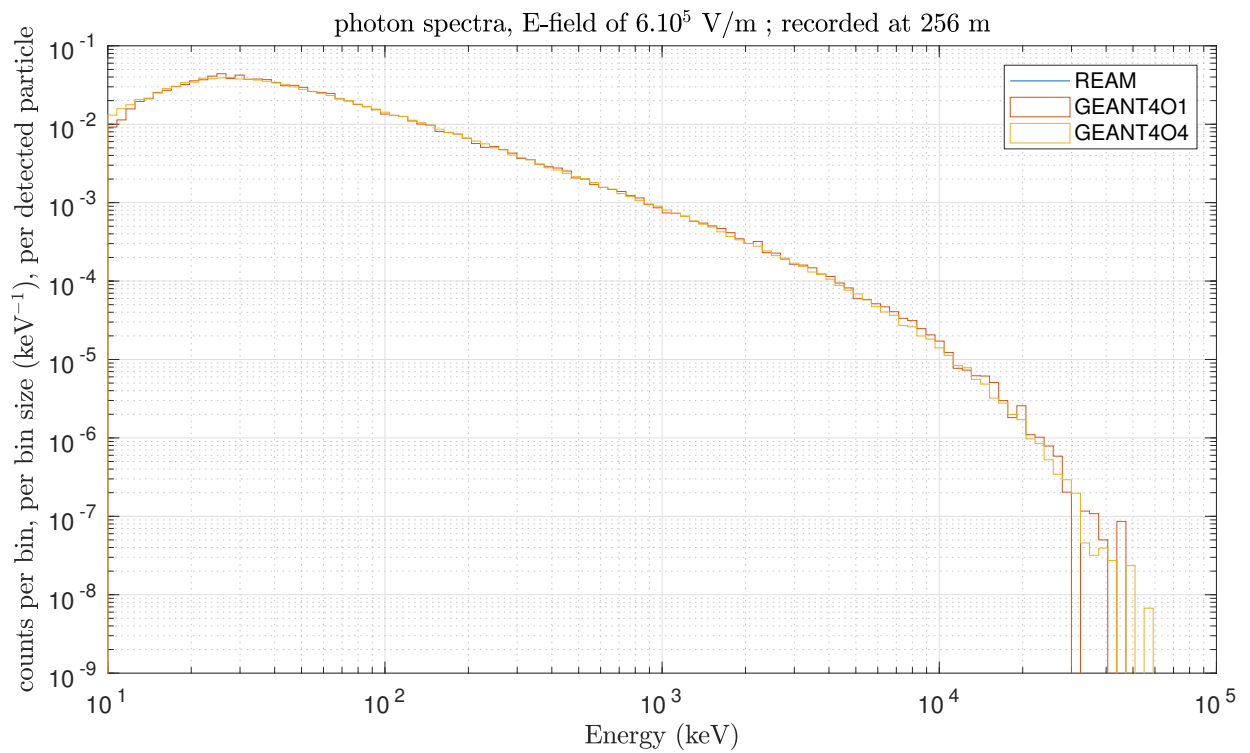
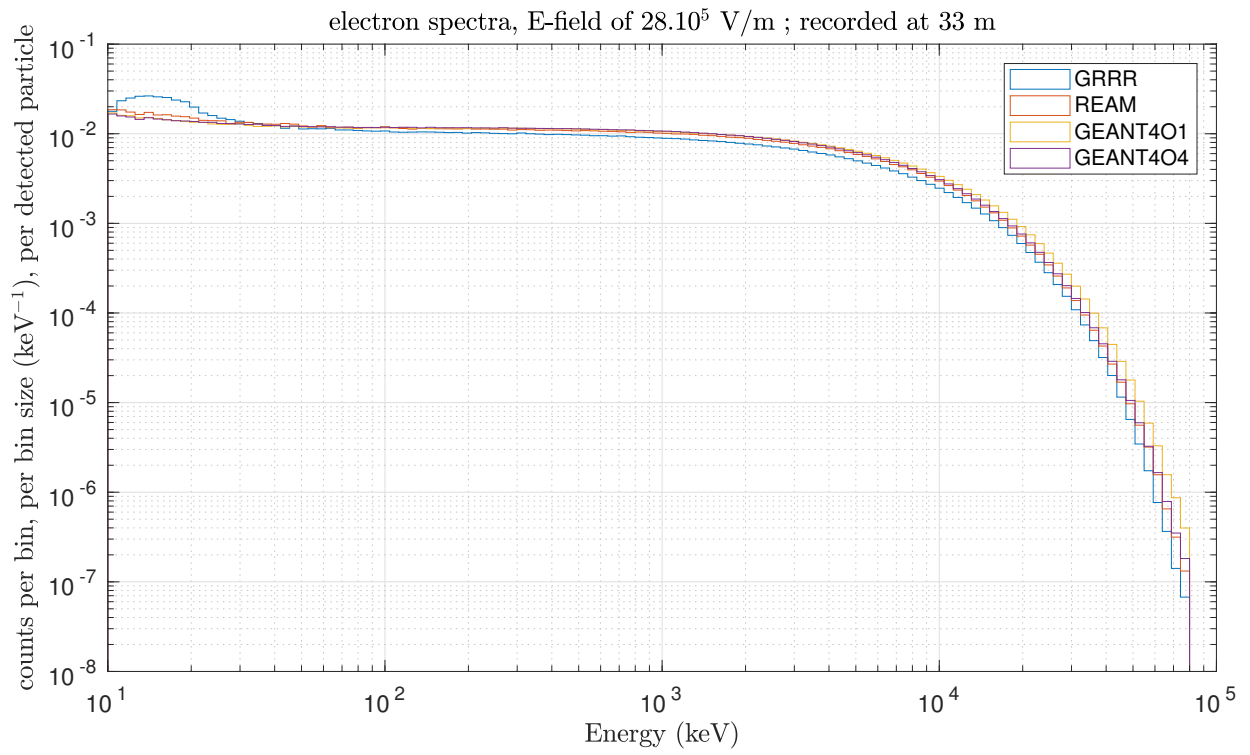


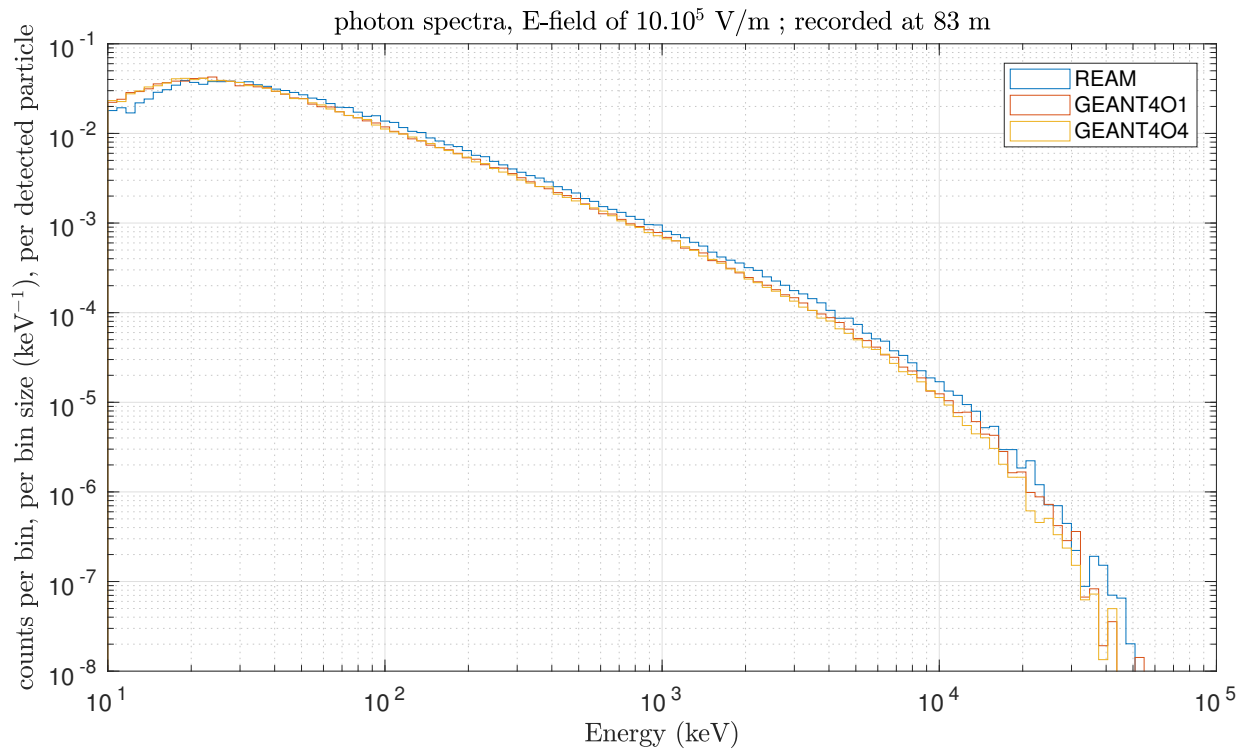
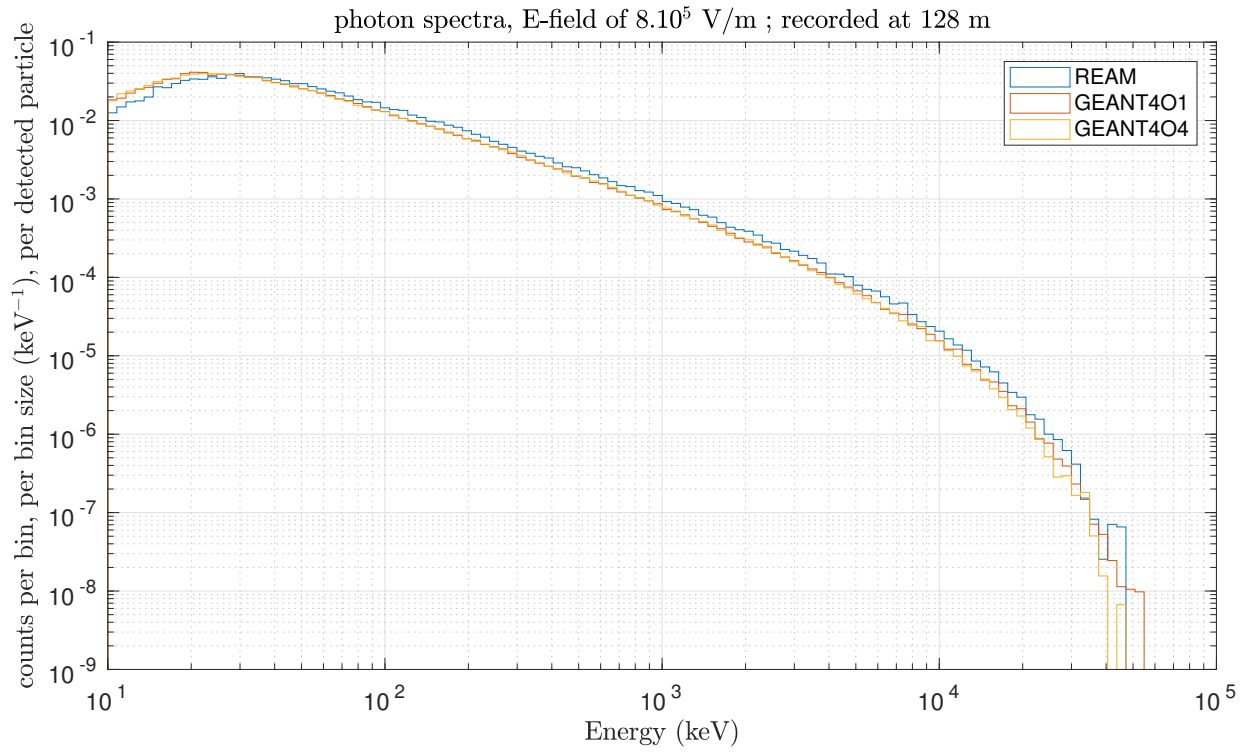


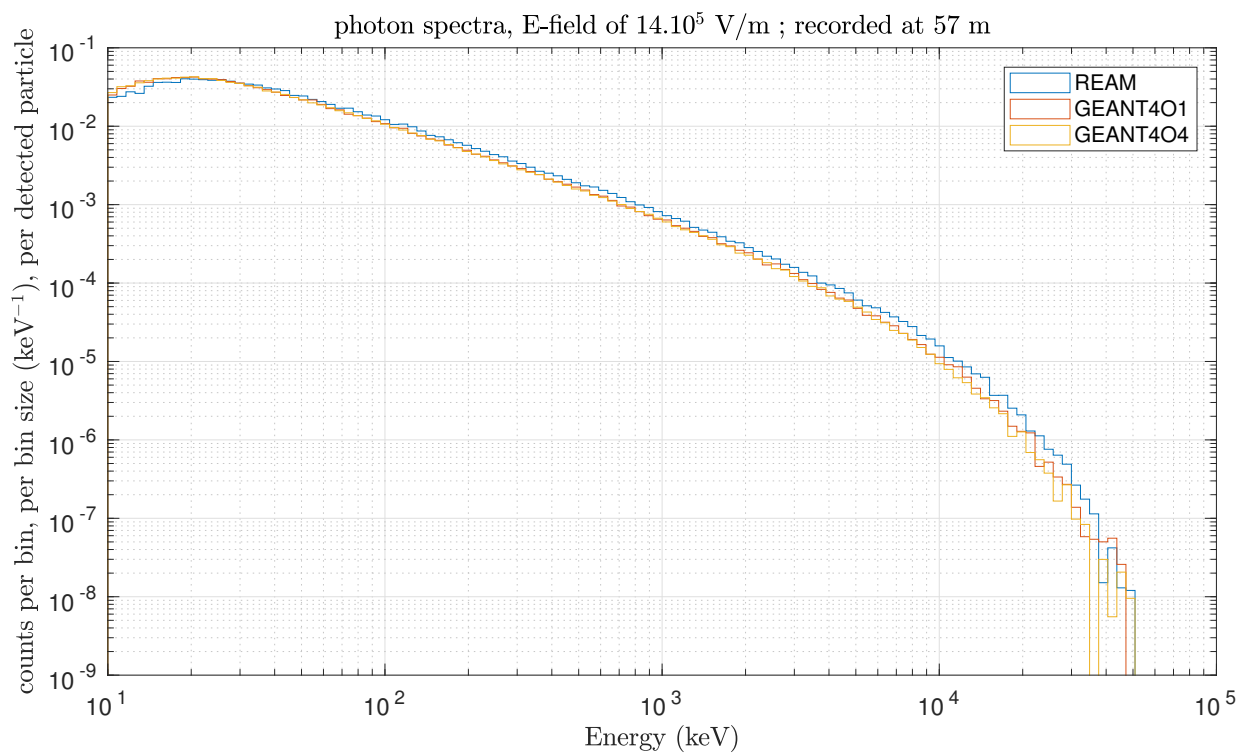
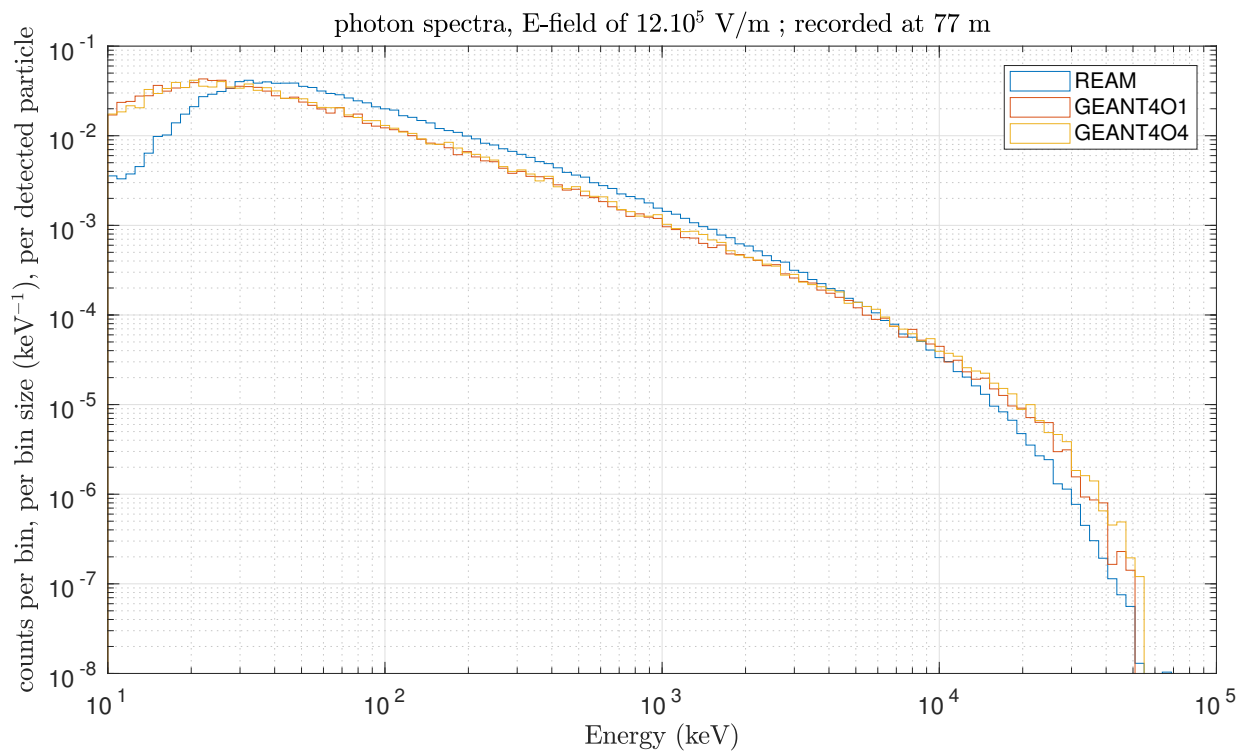


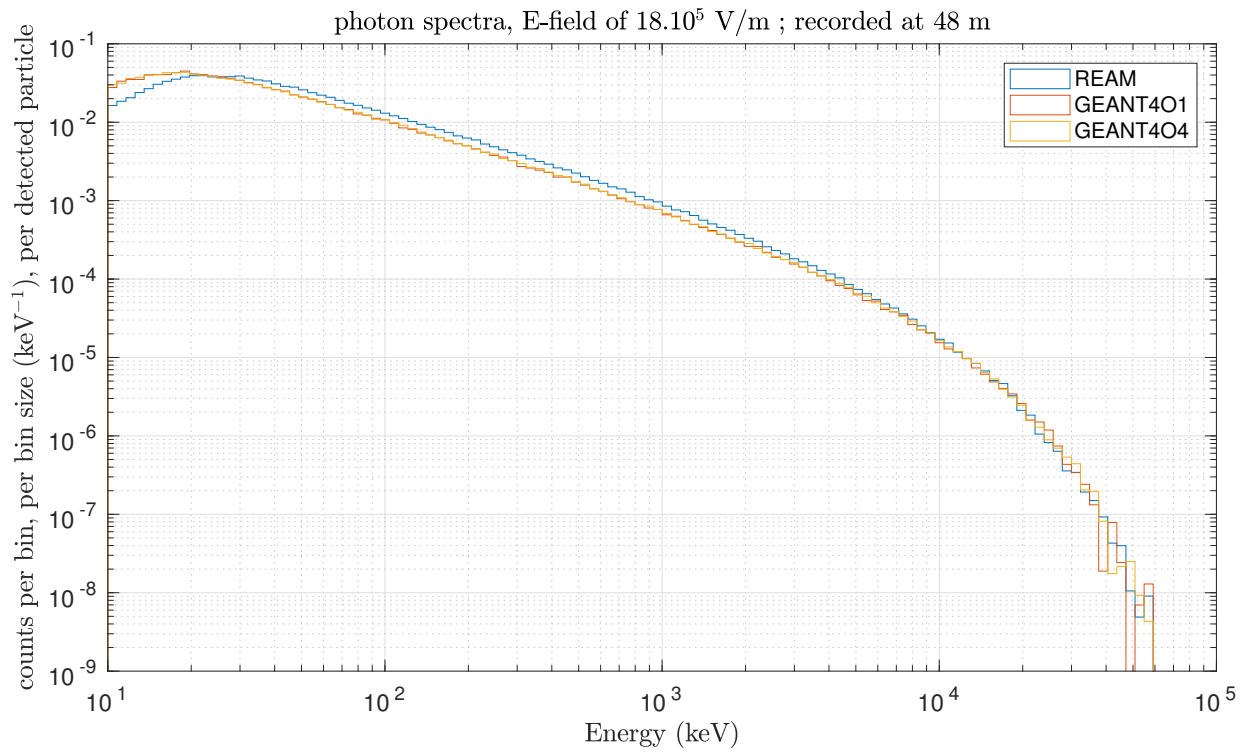
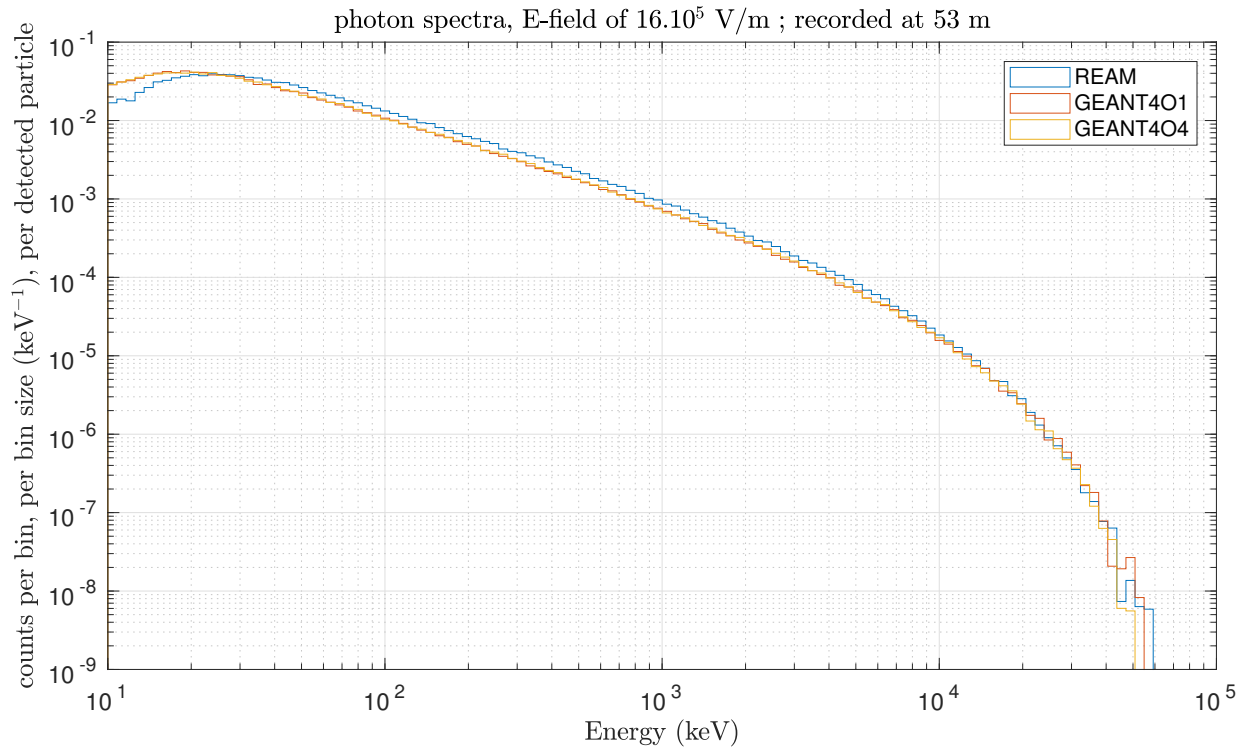


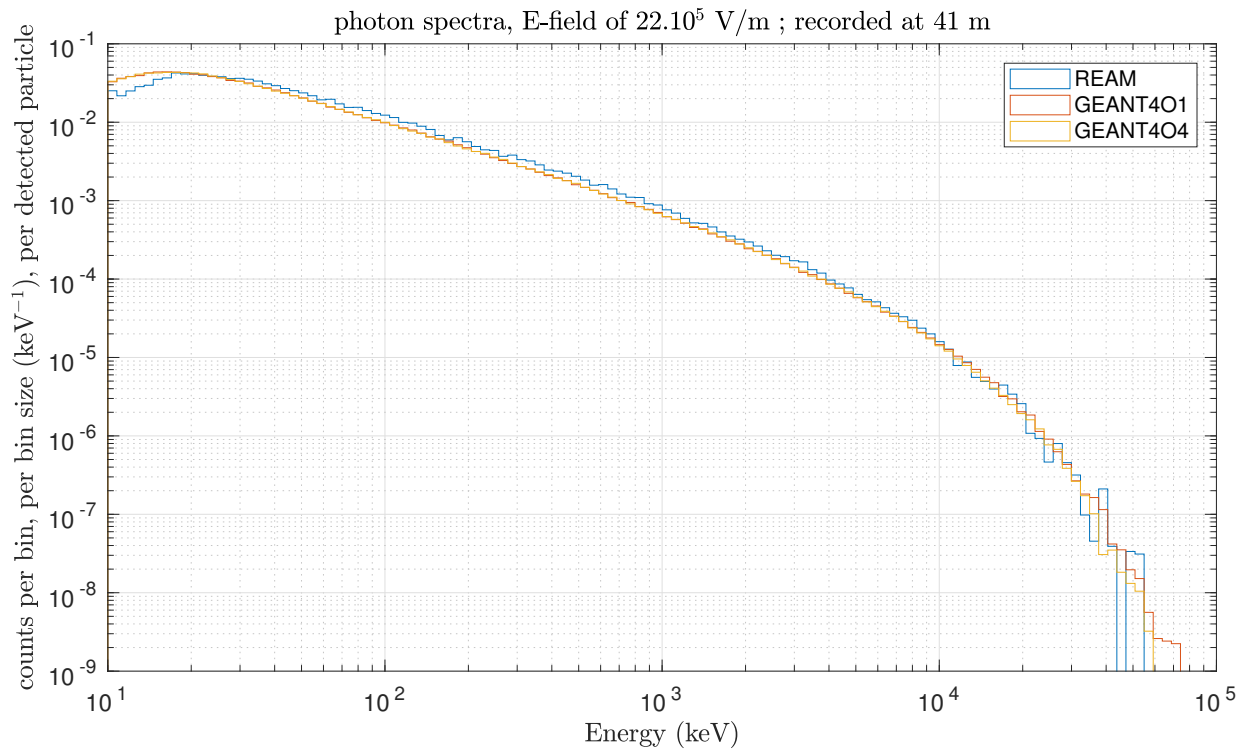
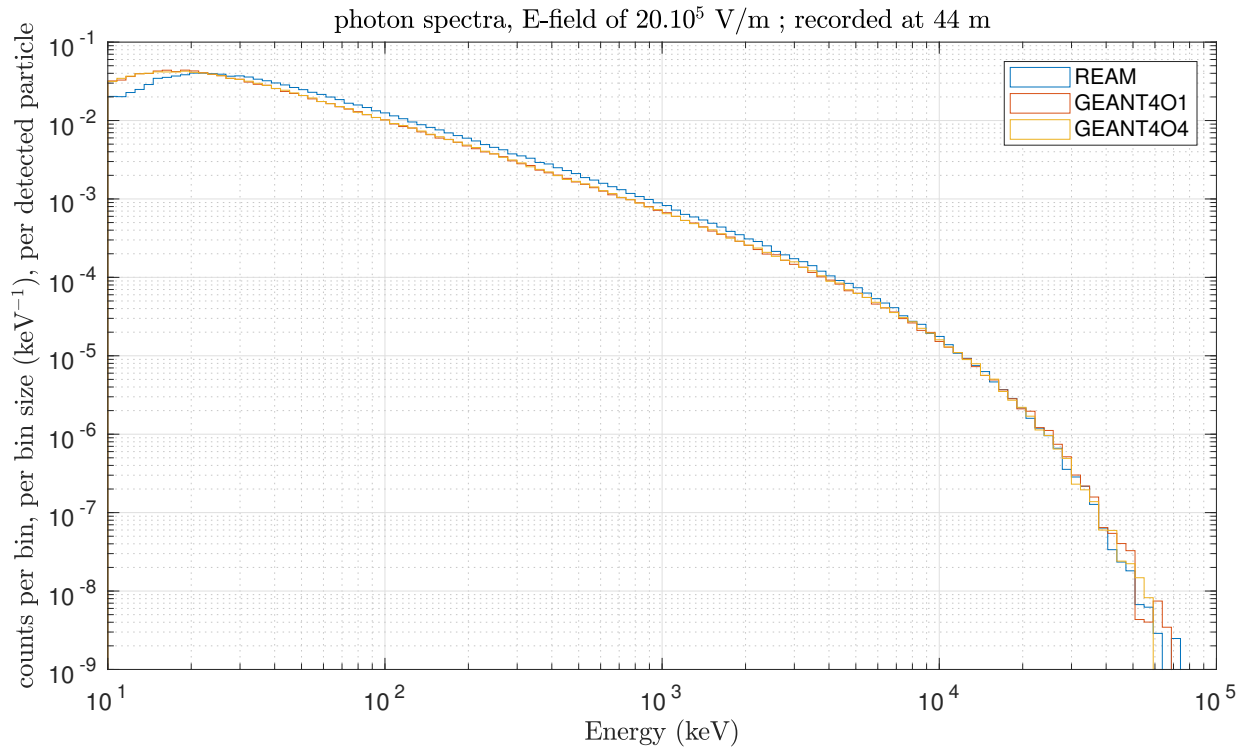


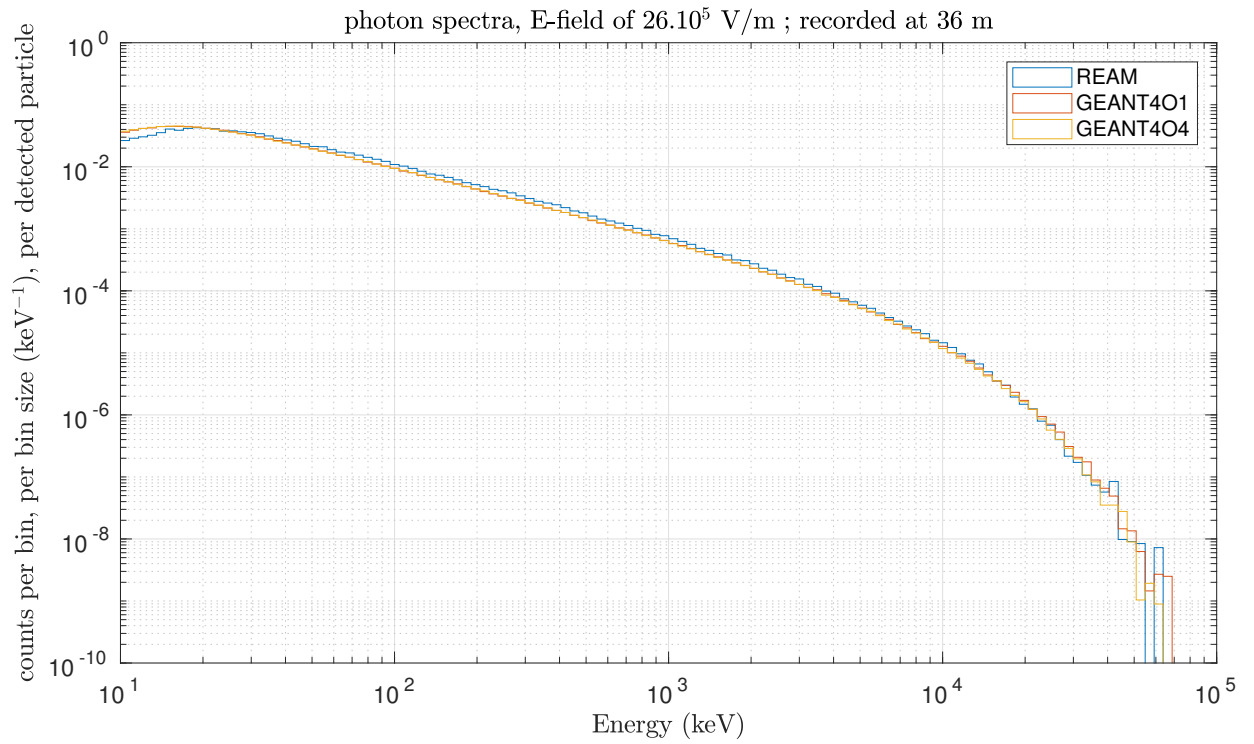
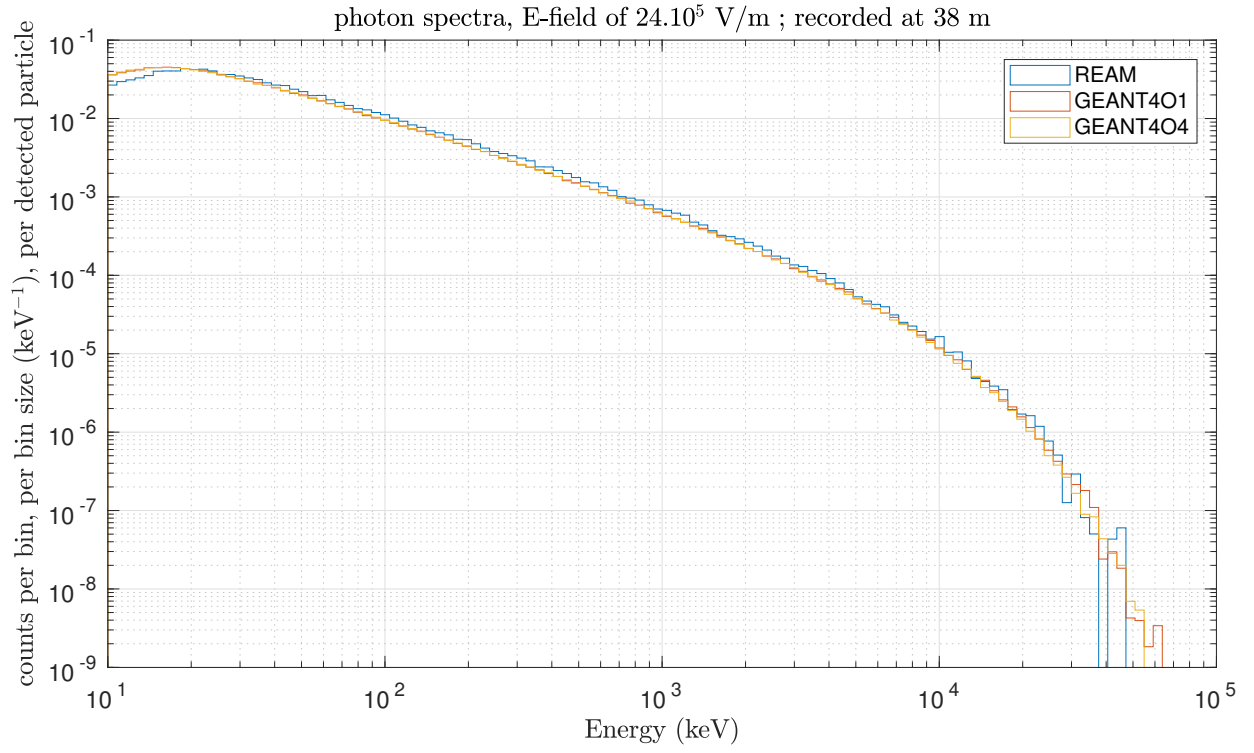


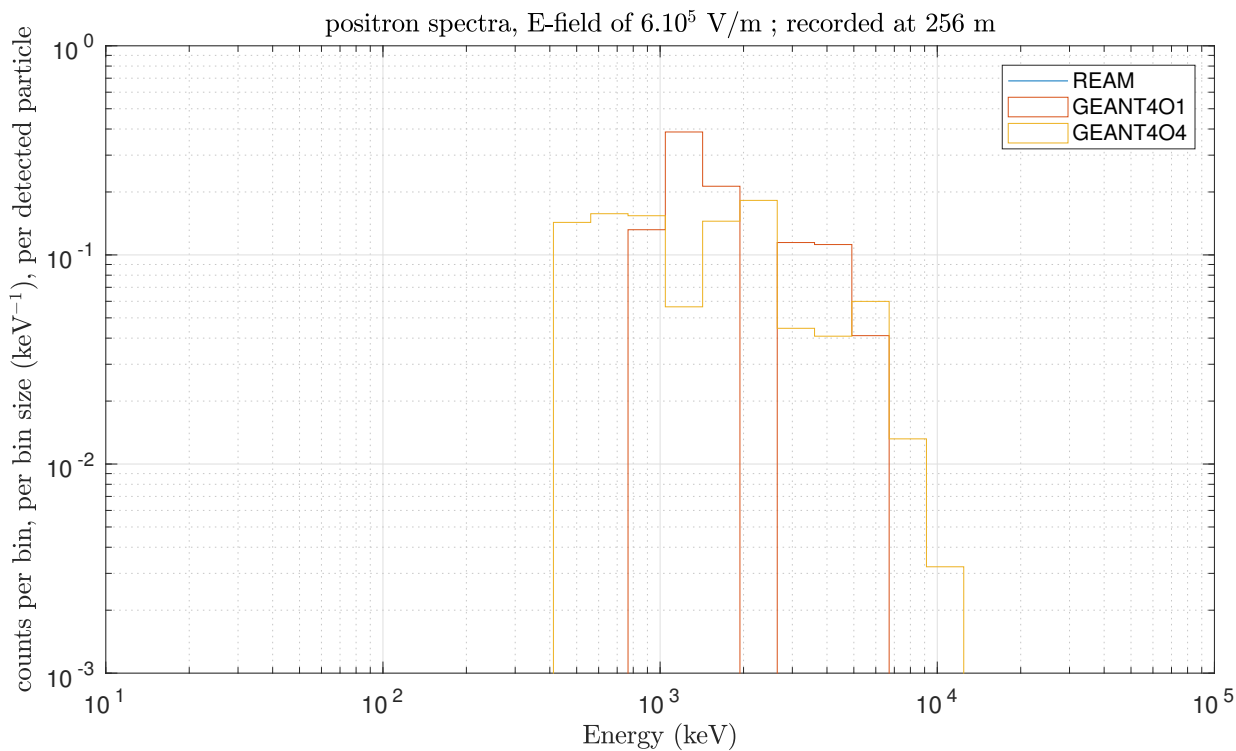
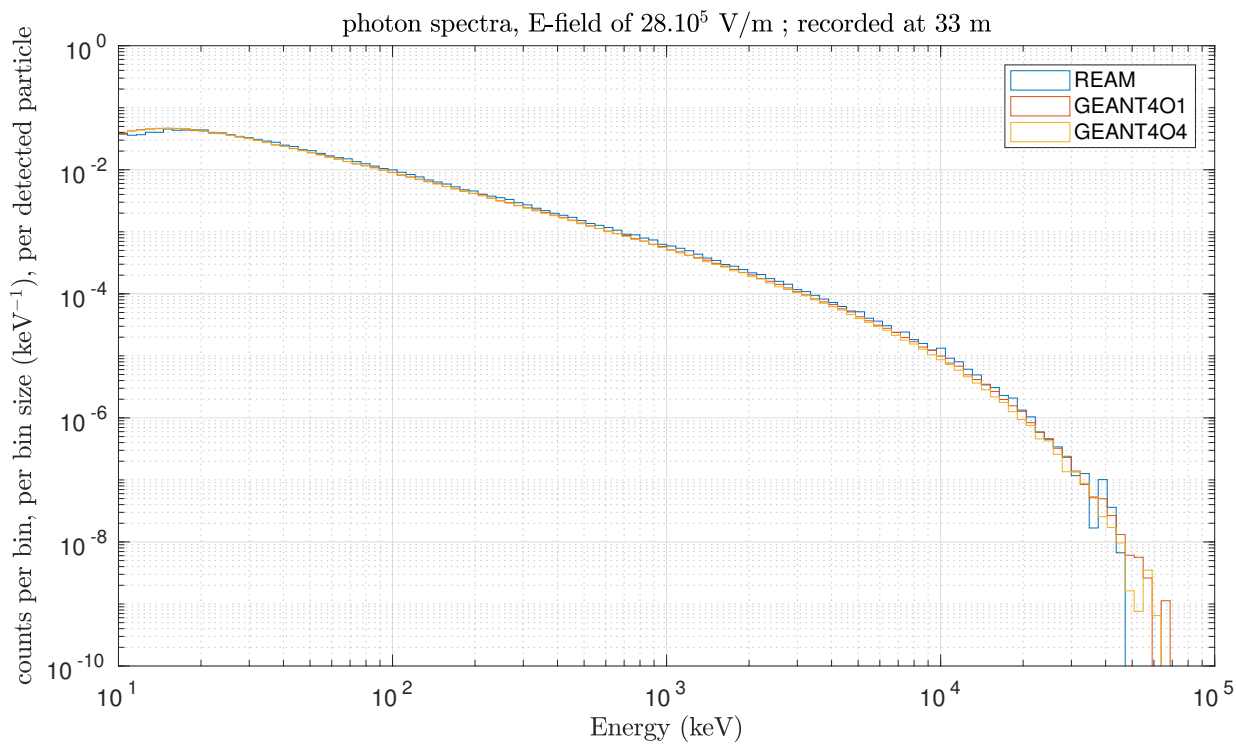


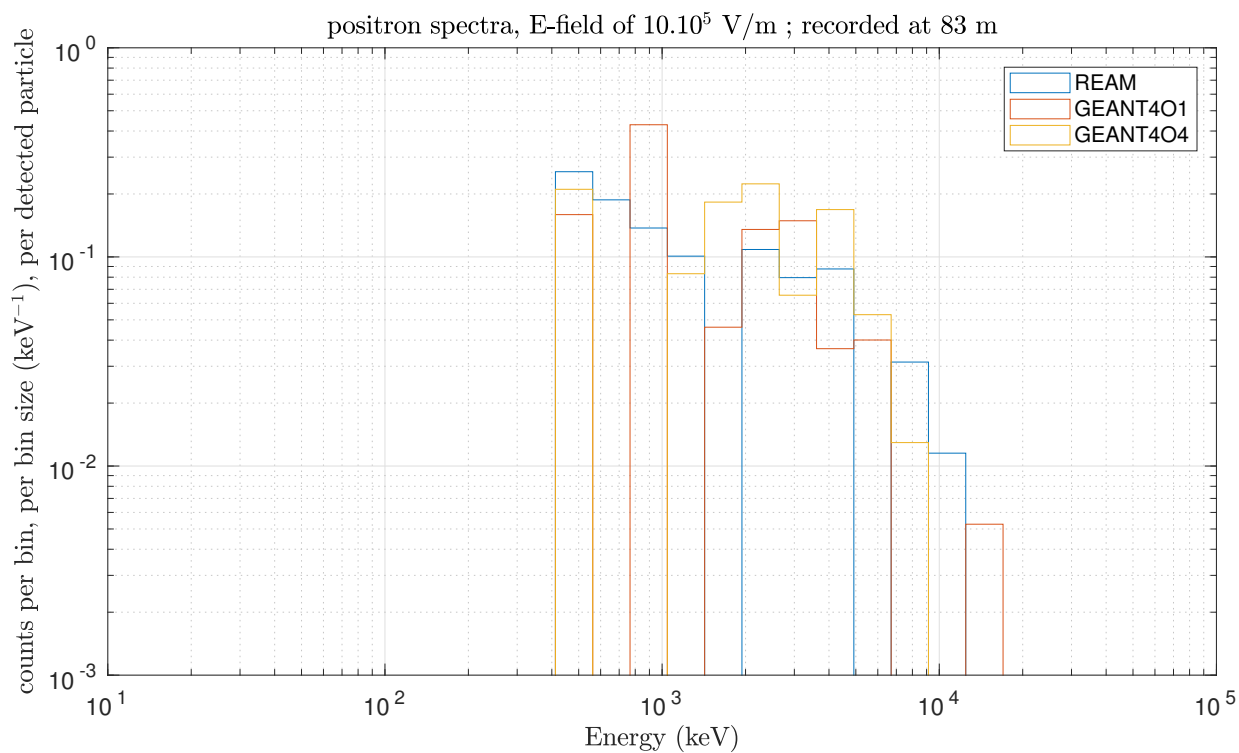
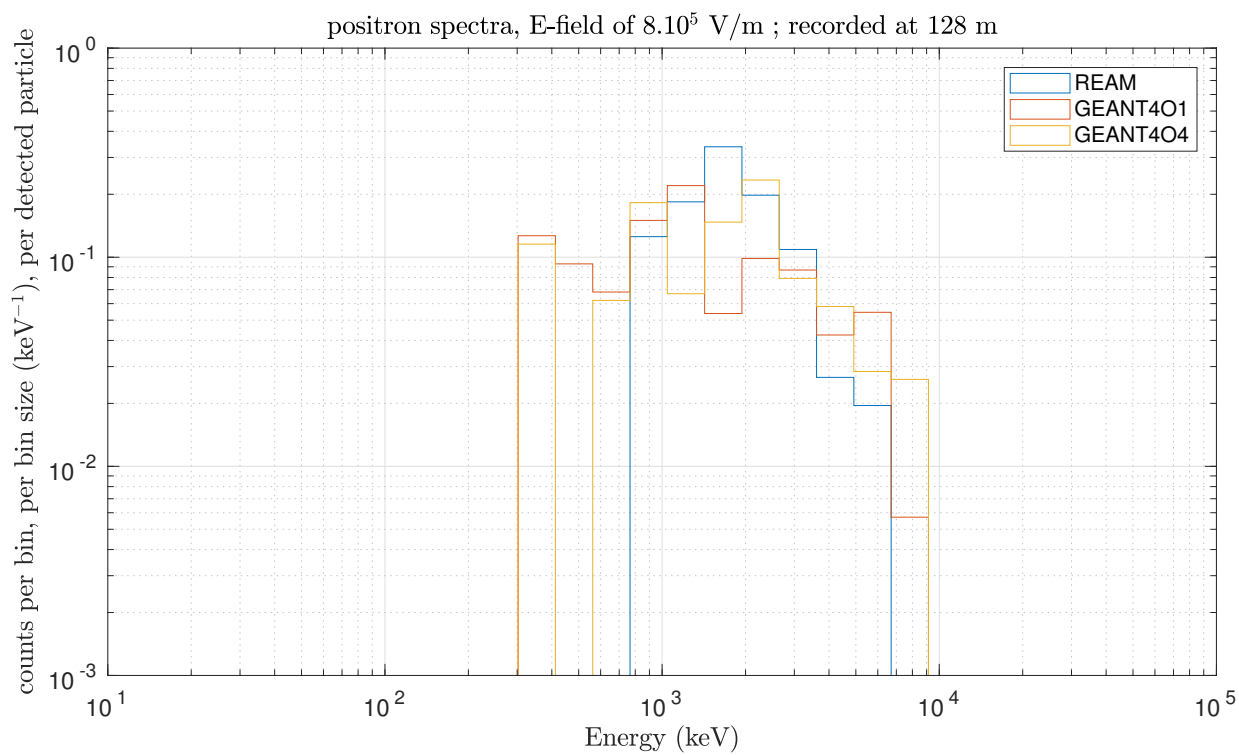


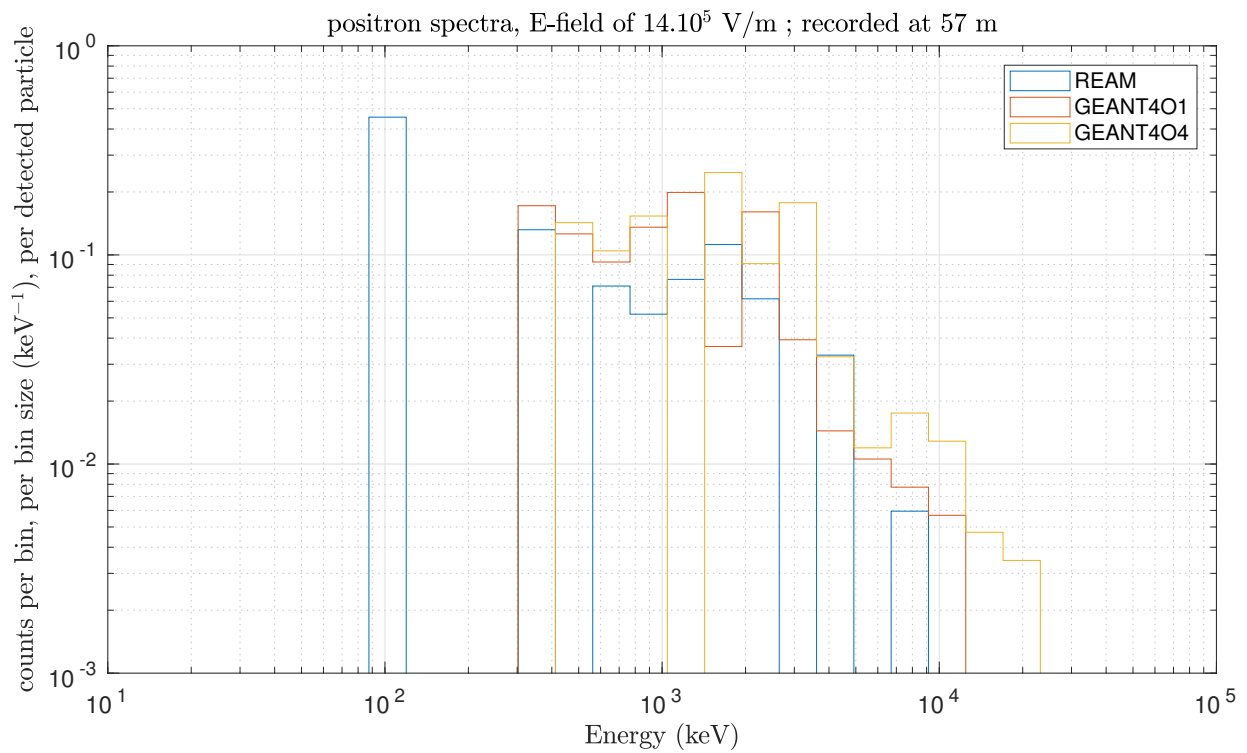
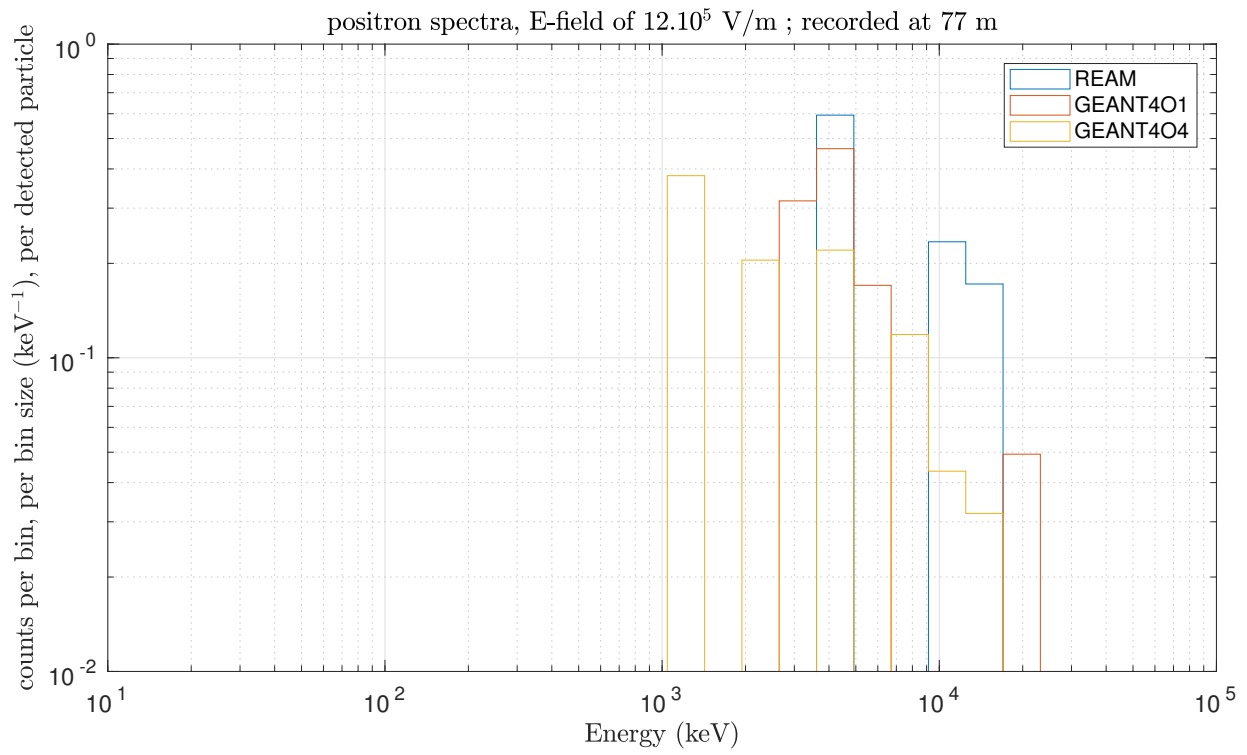


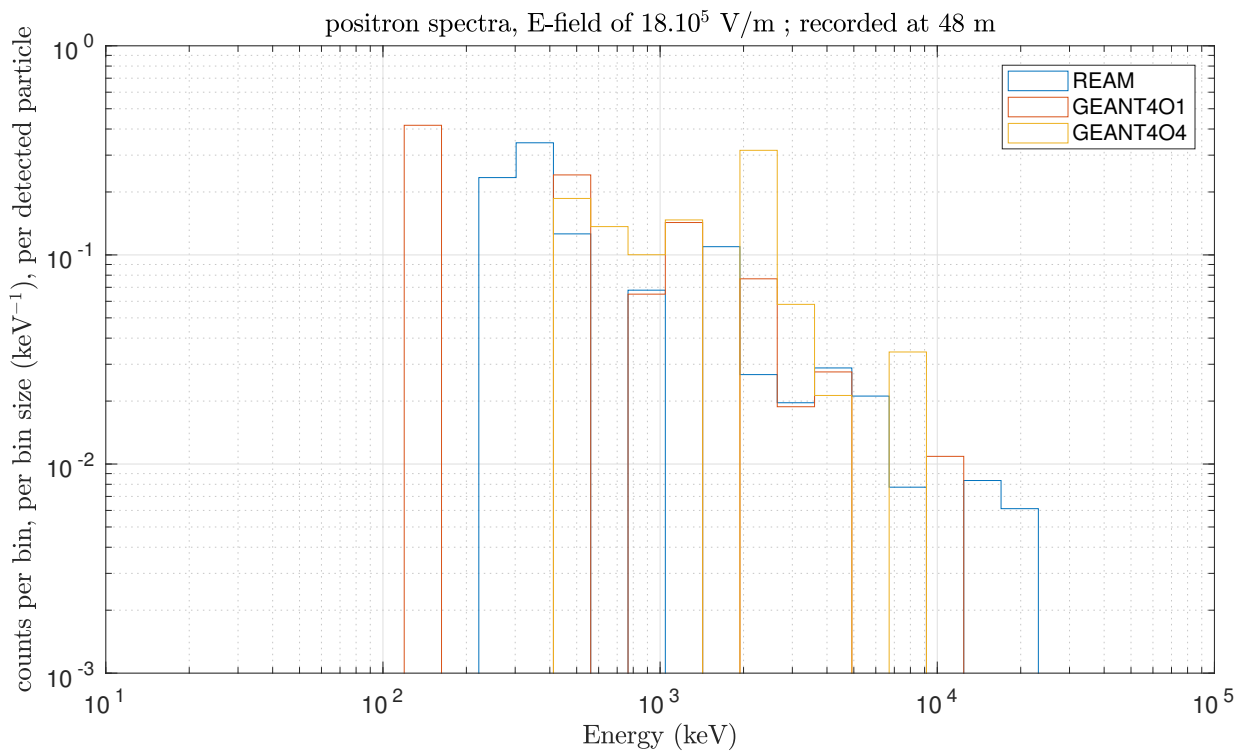
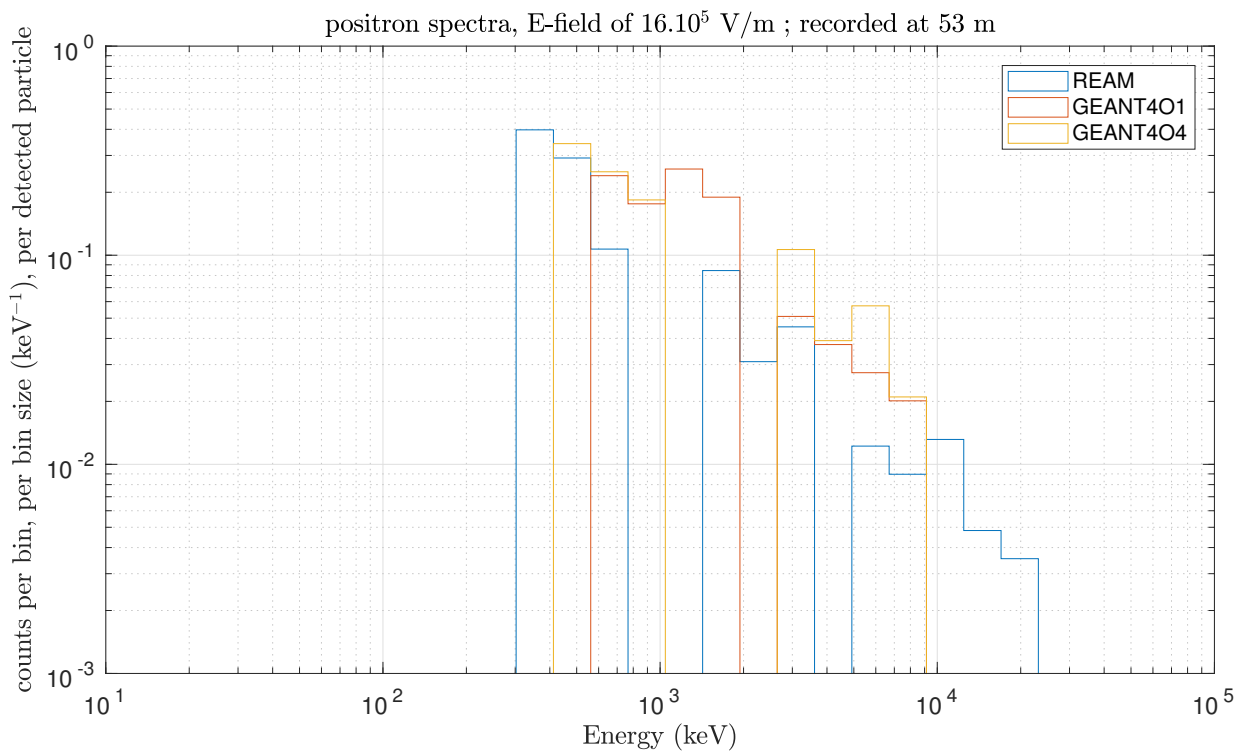


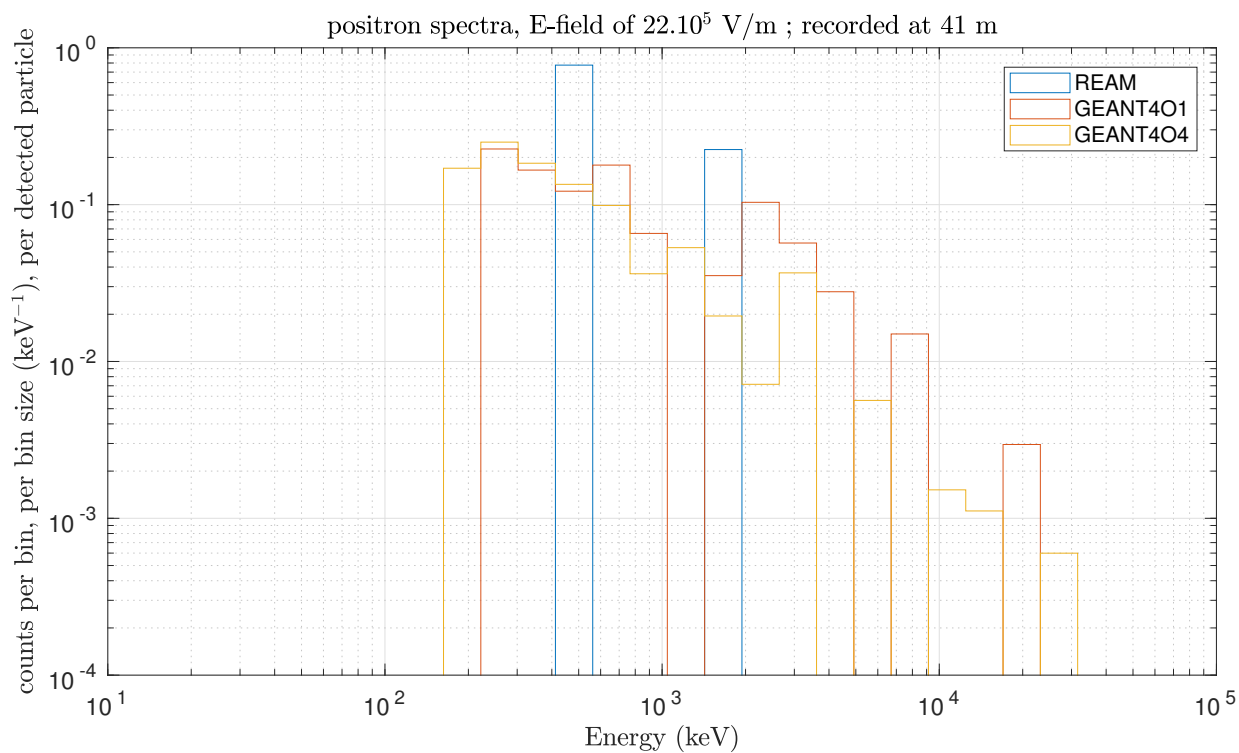
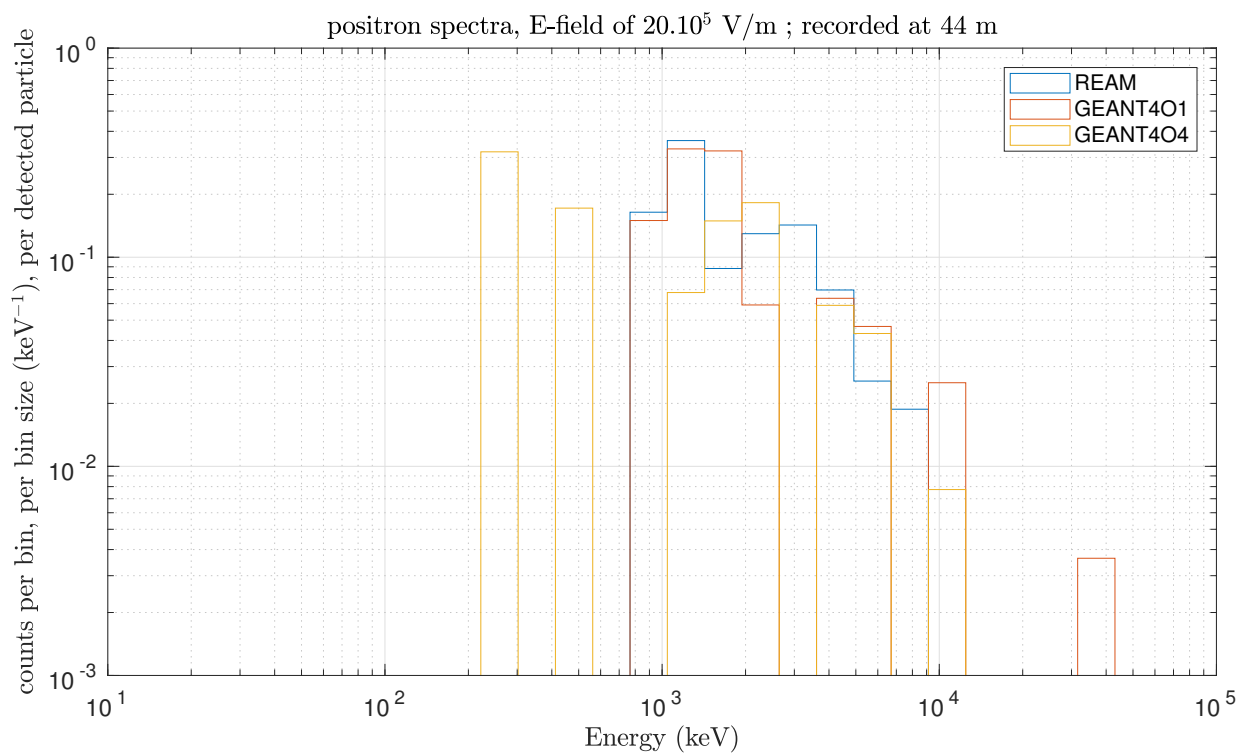


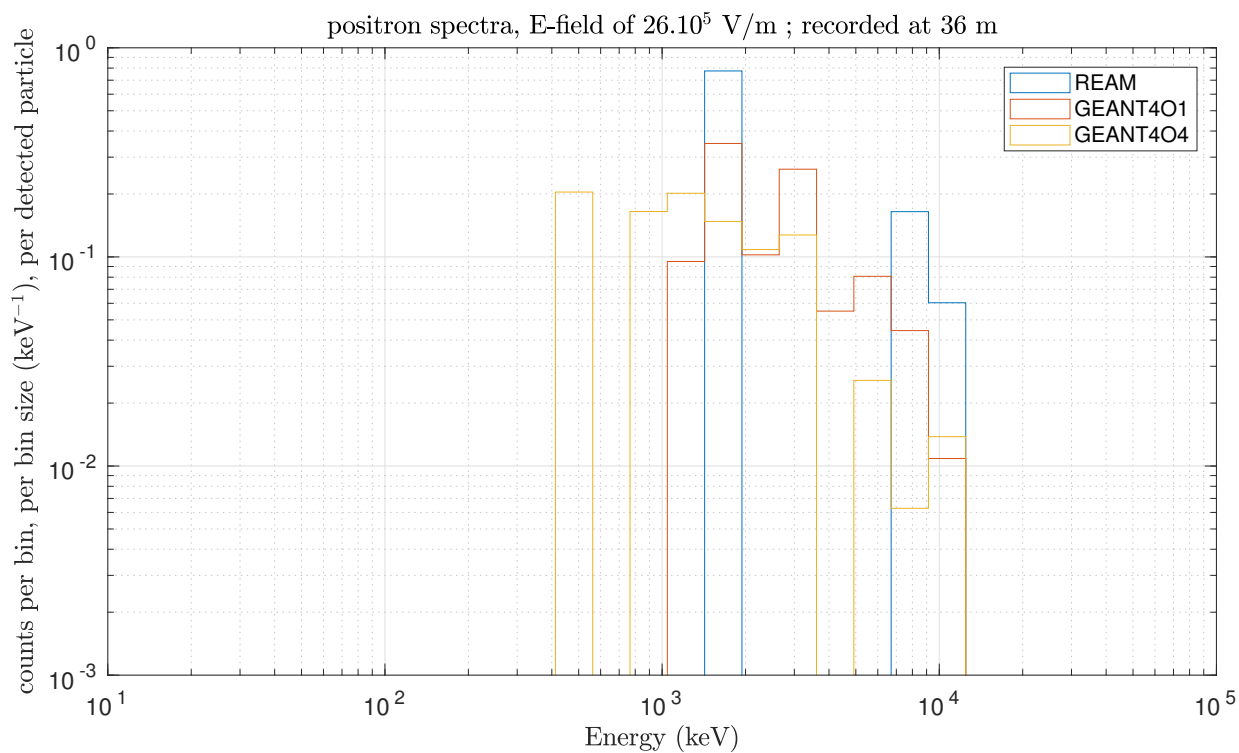
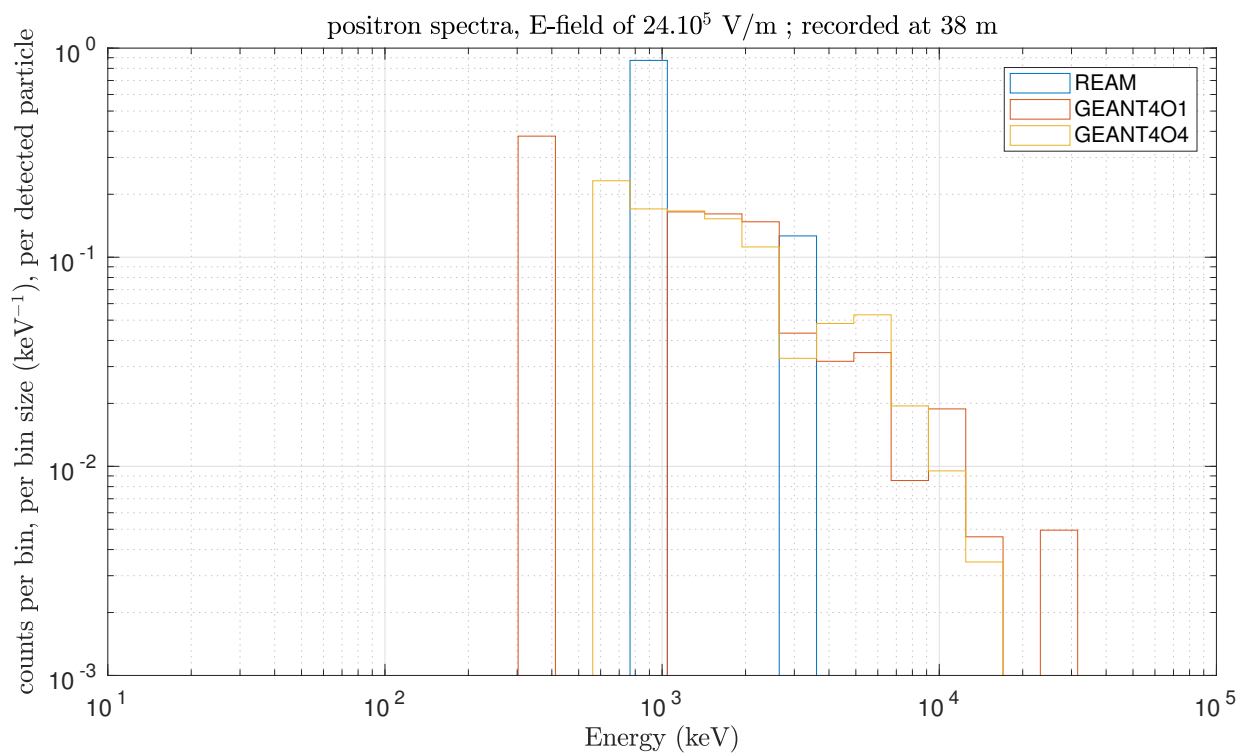


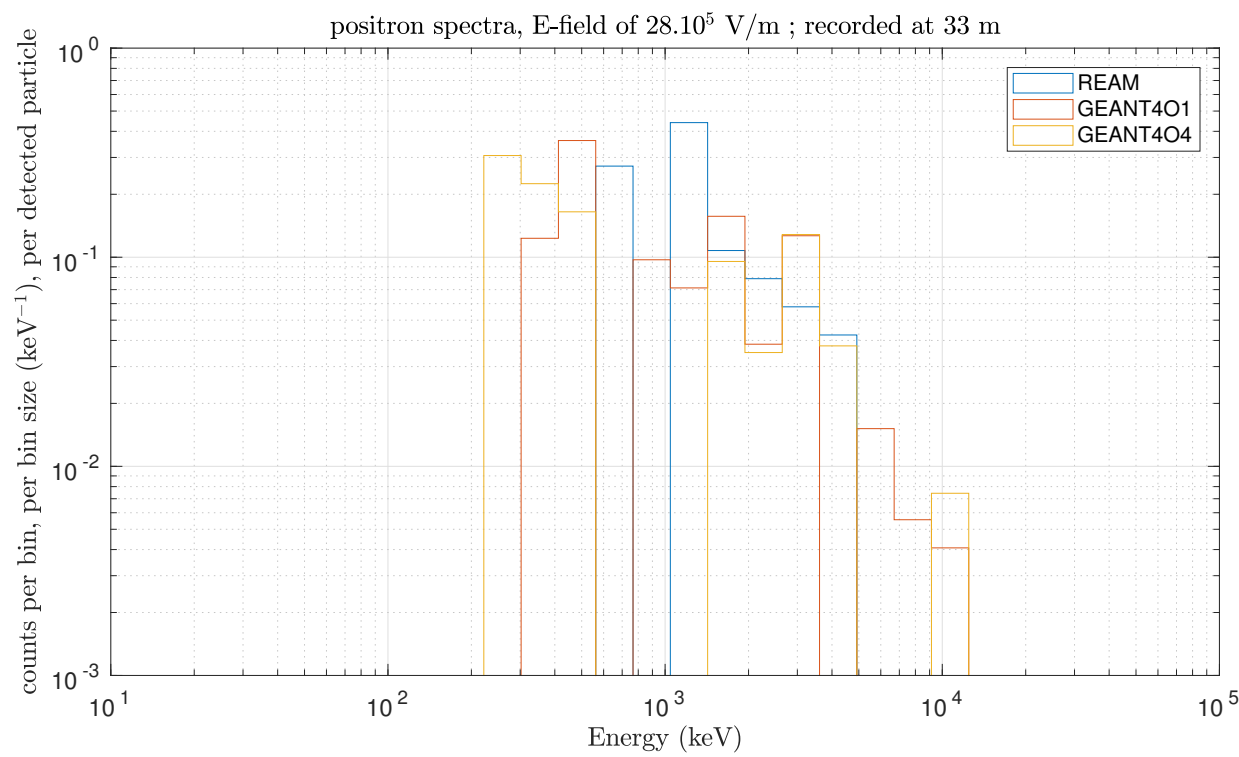






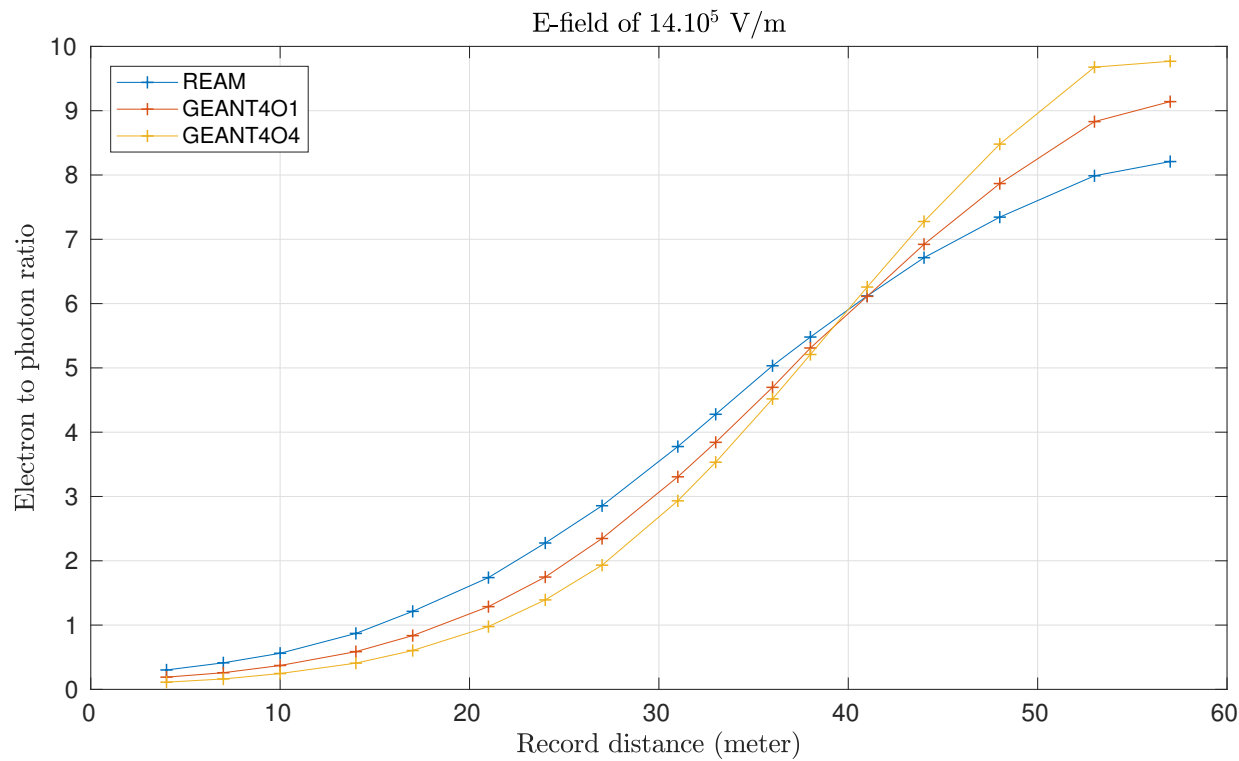
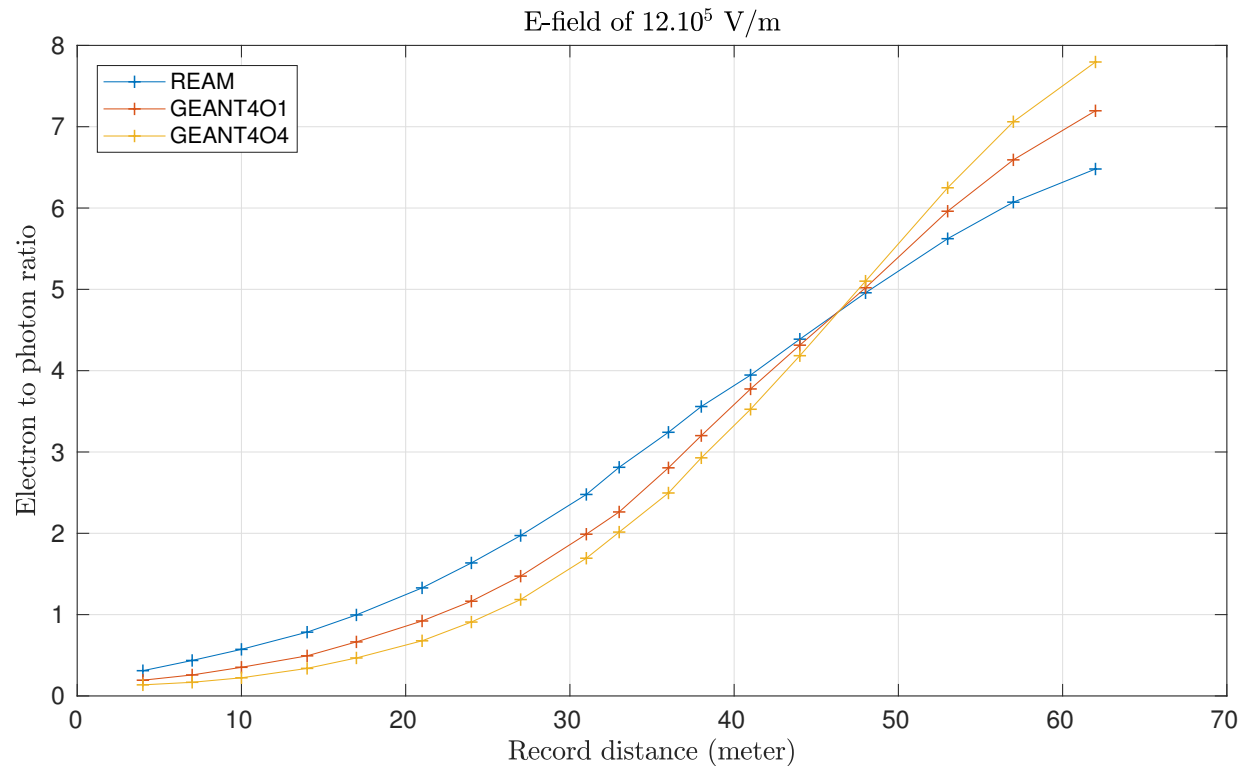


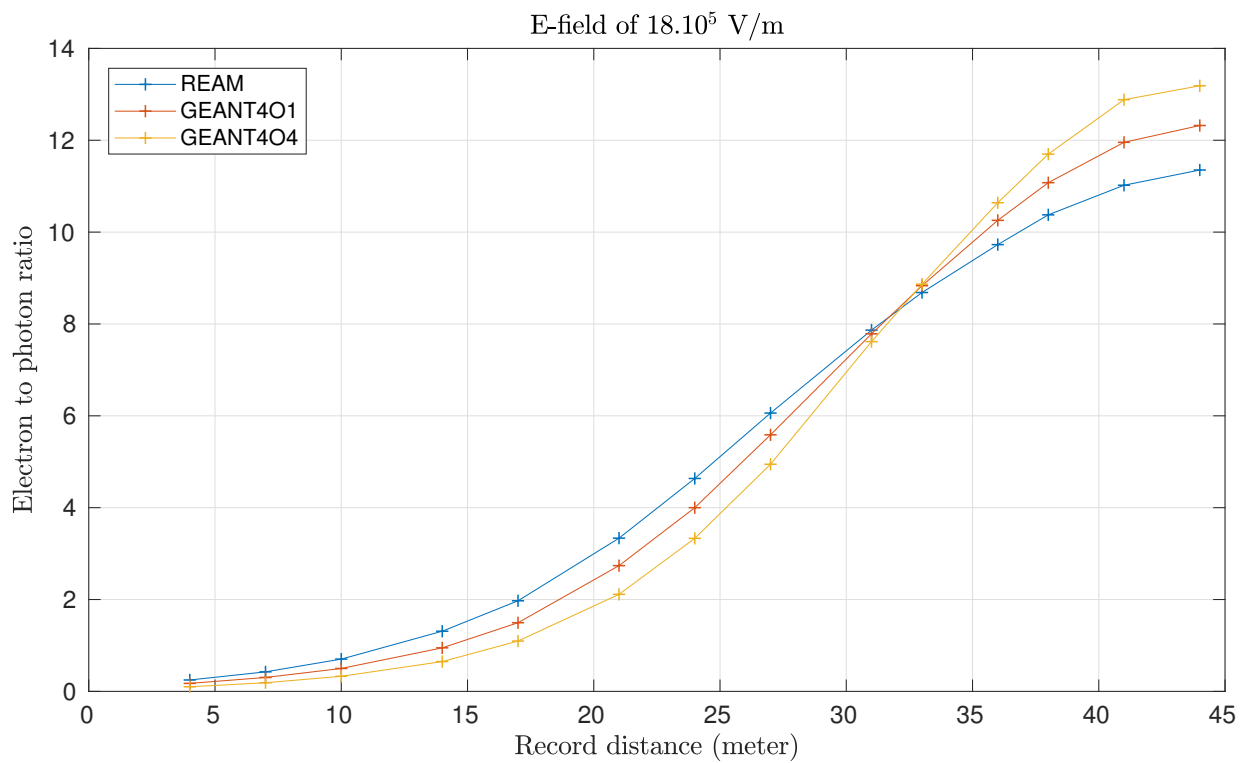
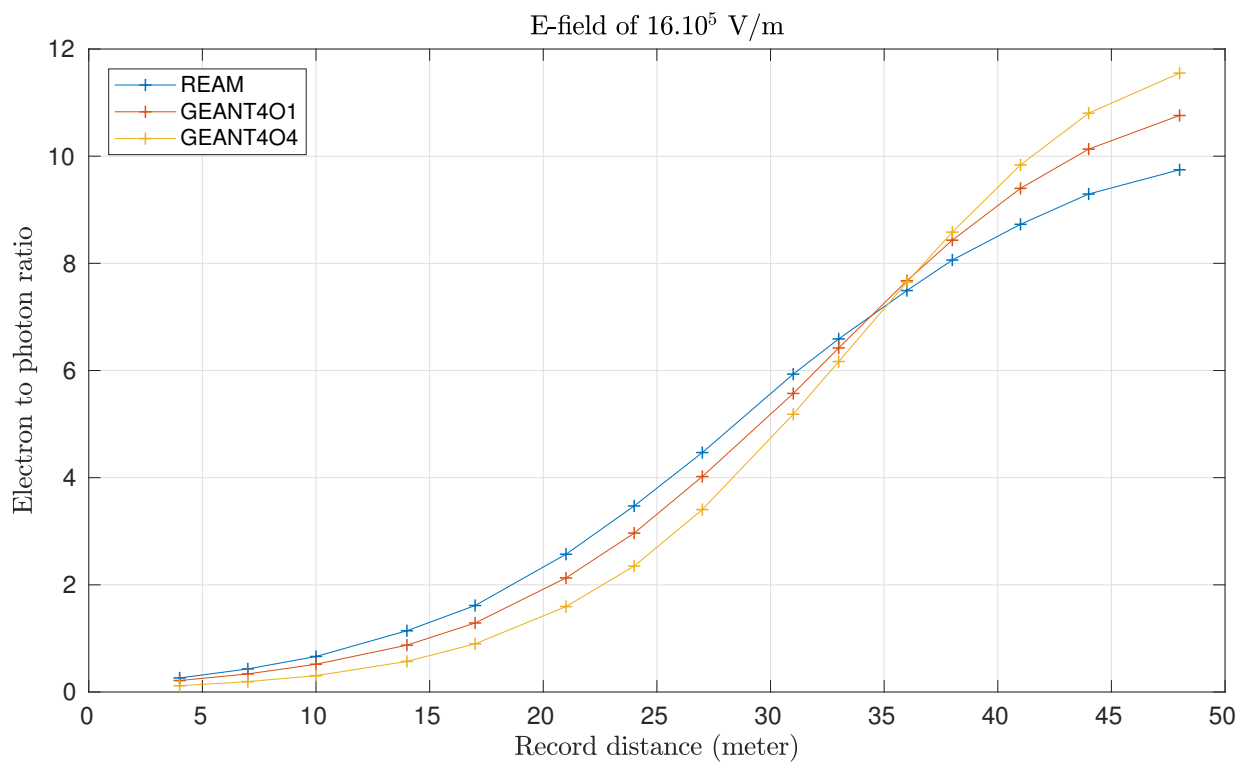


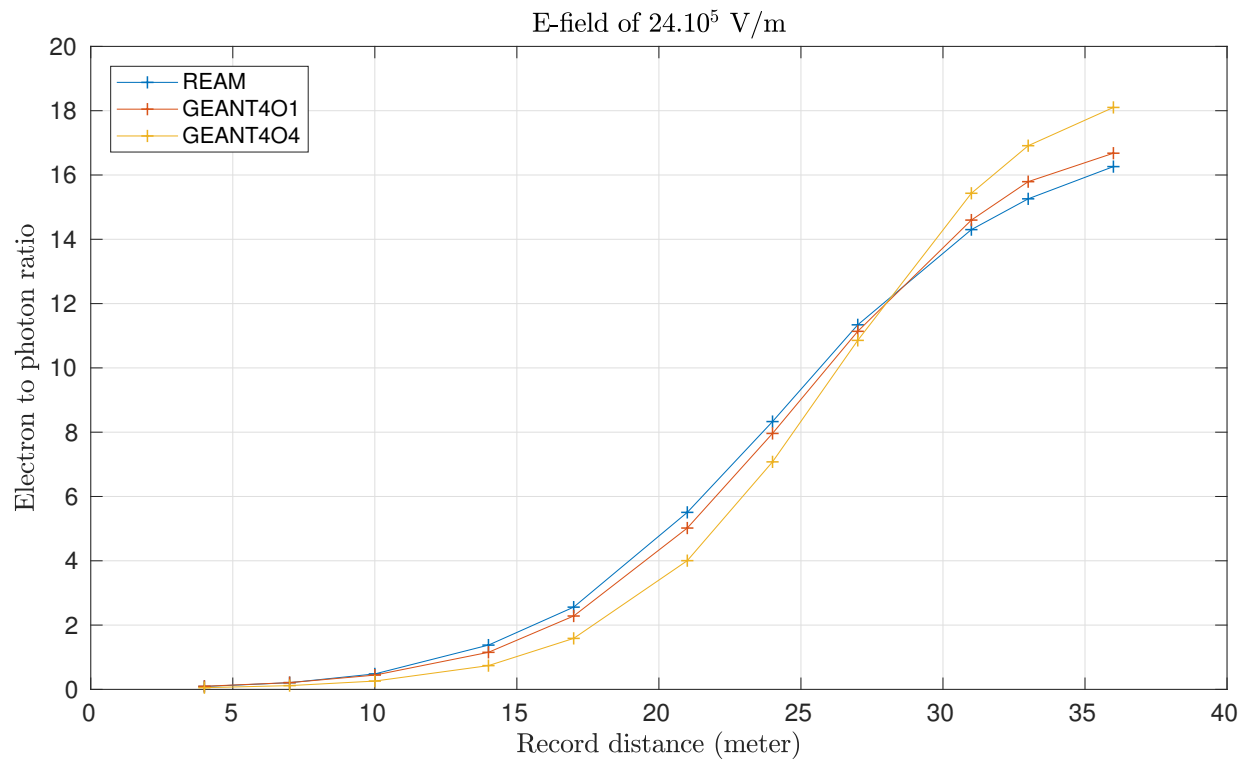
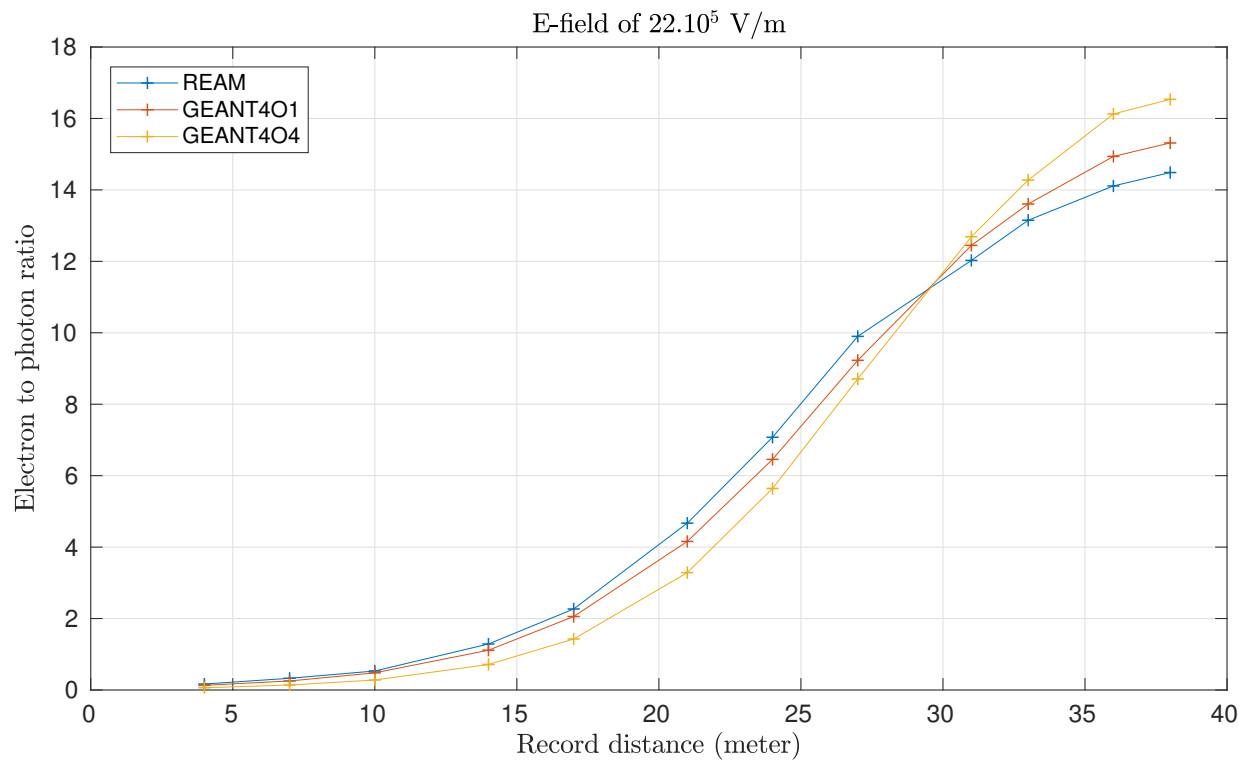


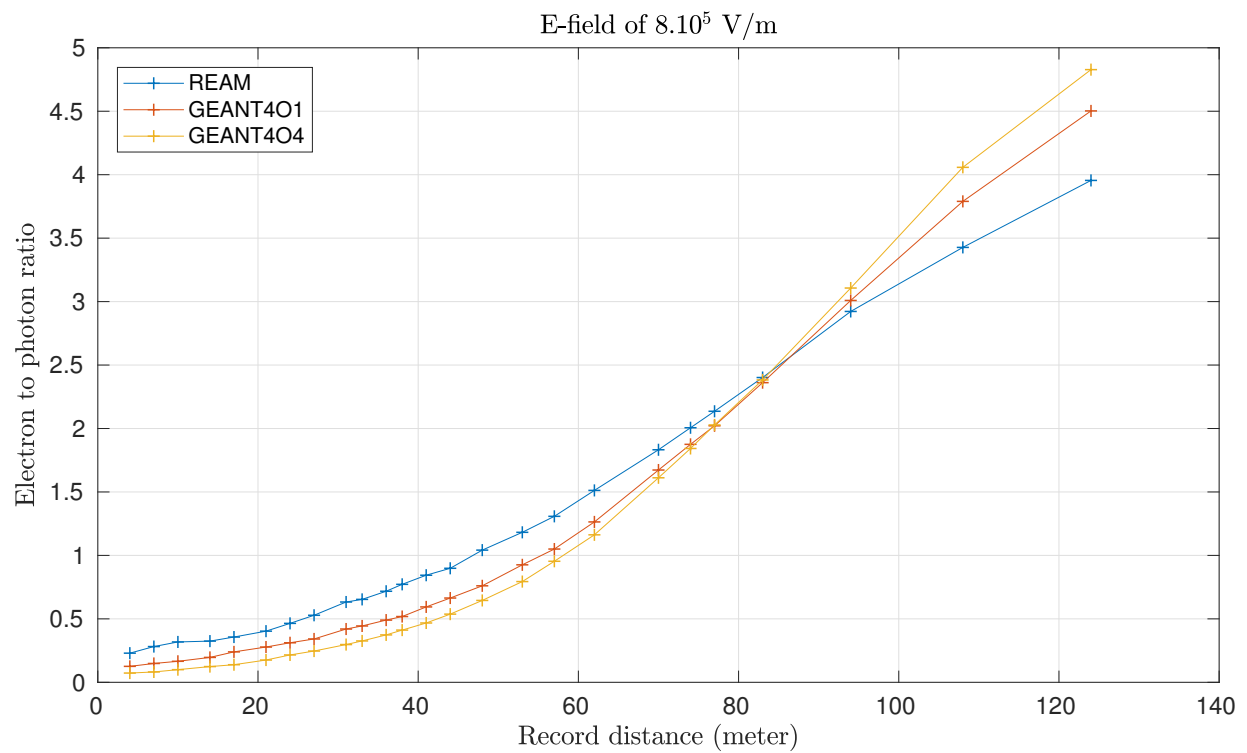
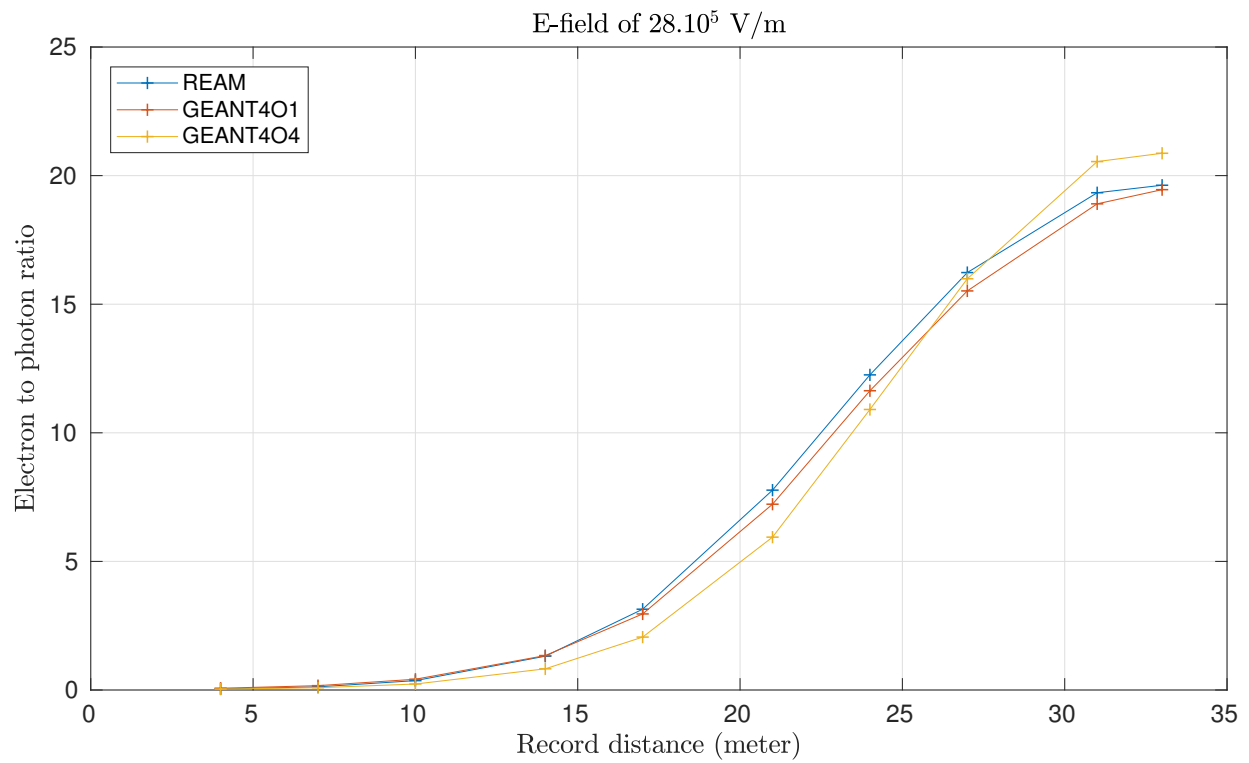
7 Electron To Photon Ratio

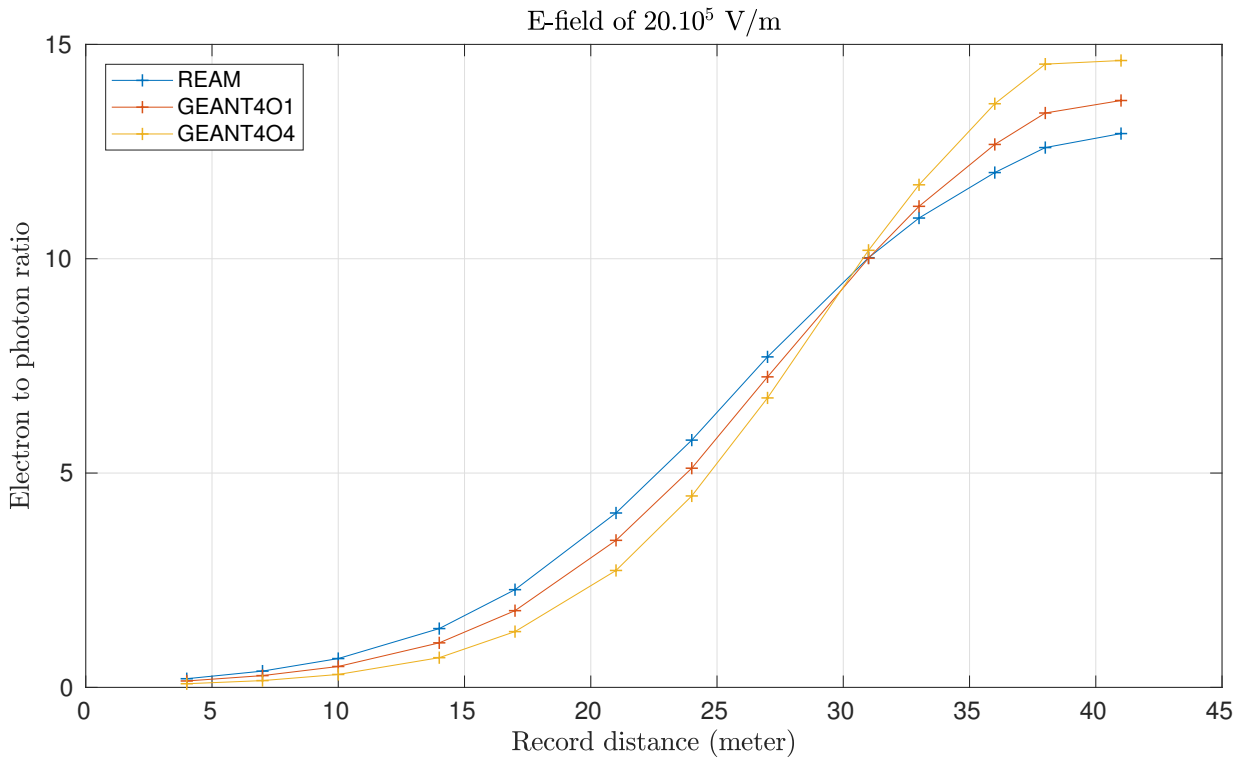
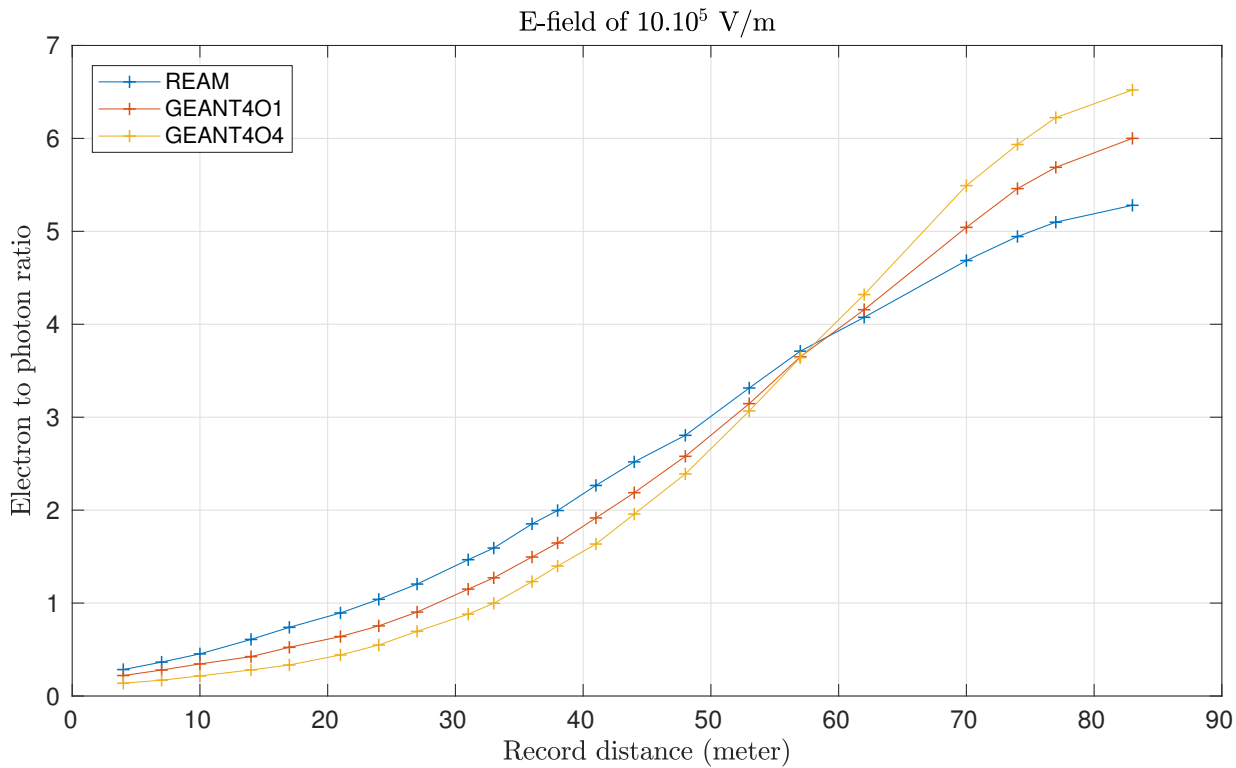
7.1 Code Comparison

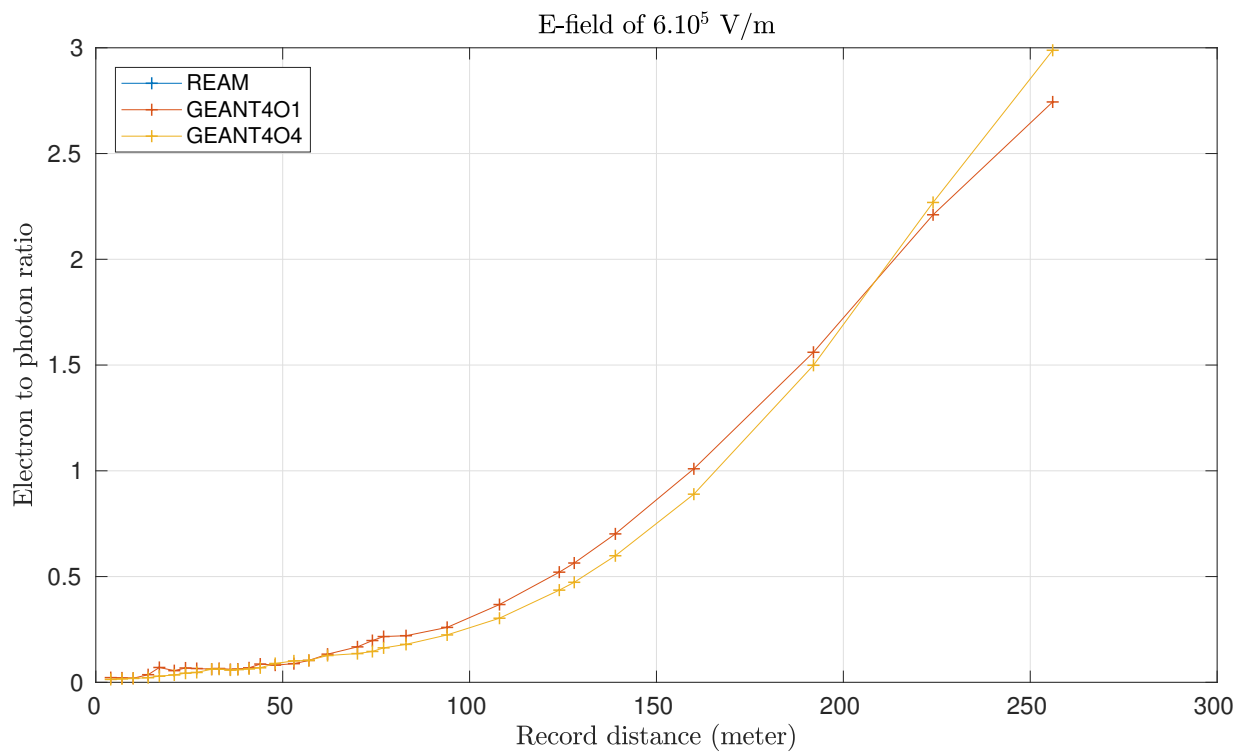
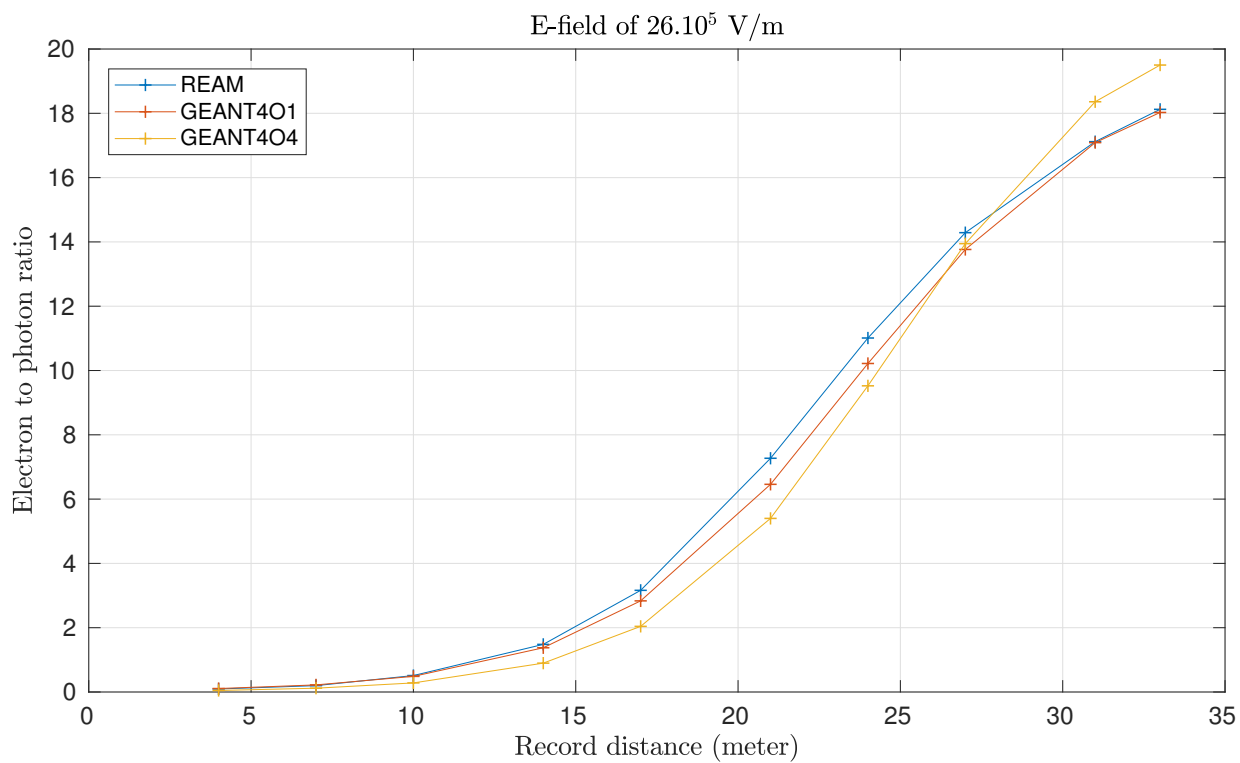




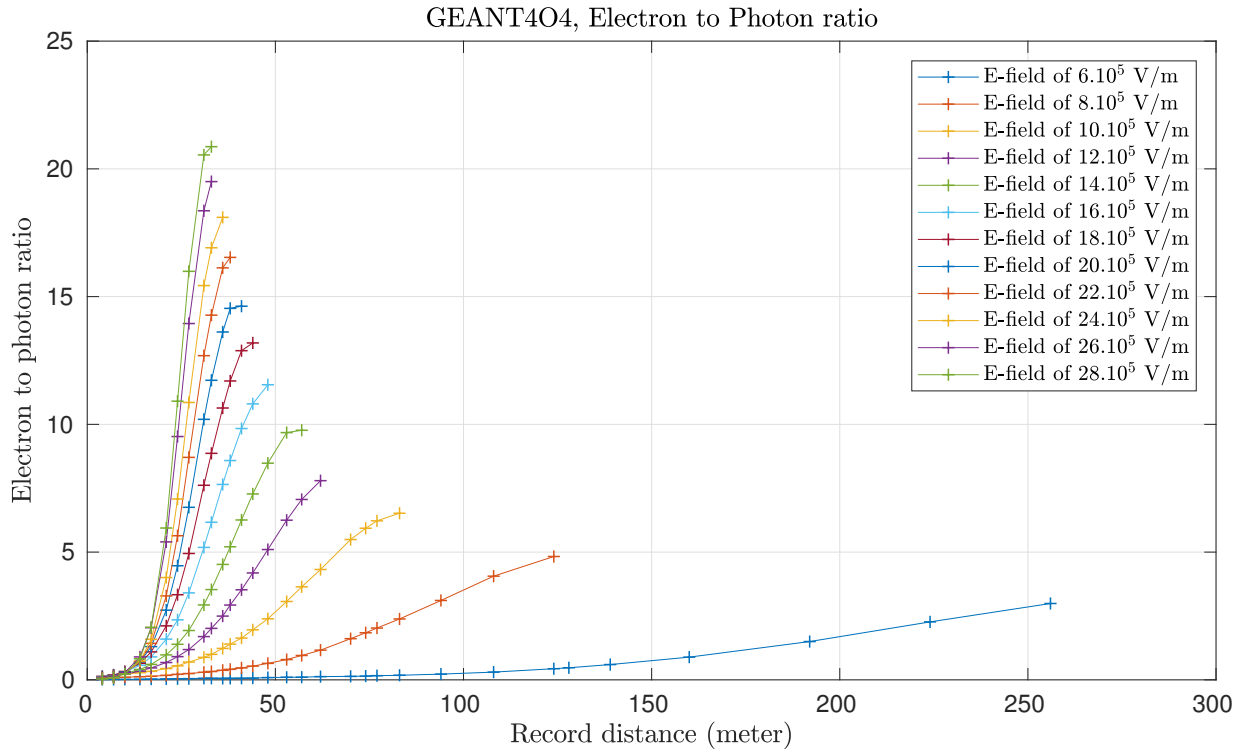
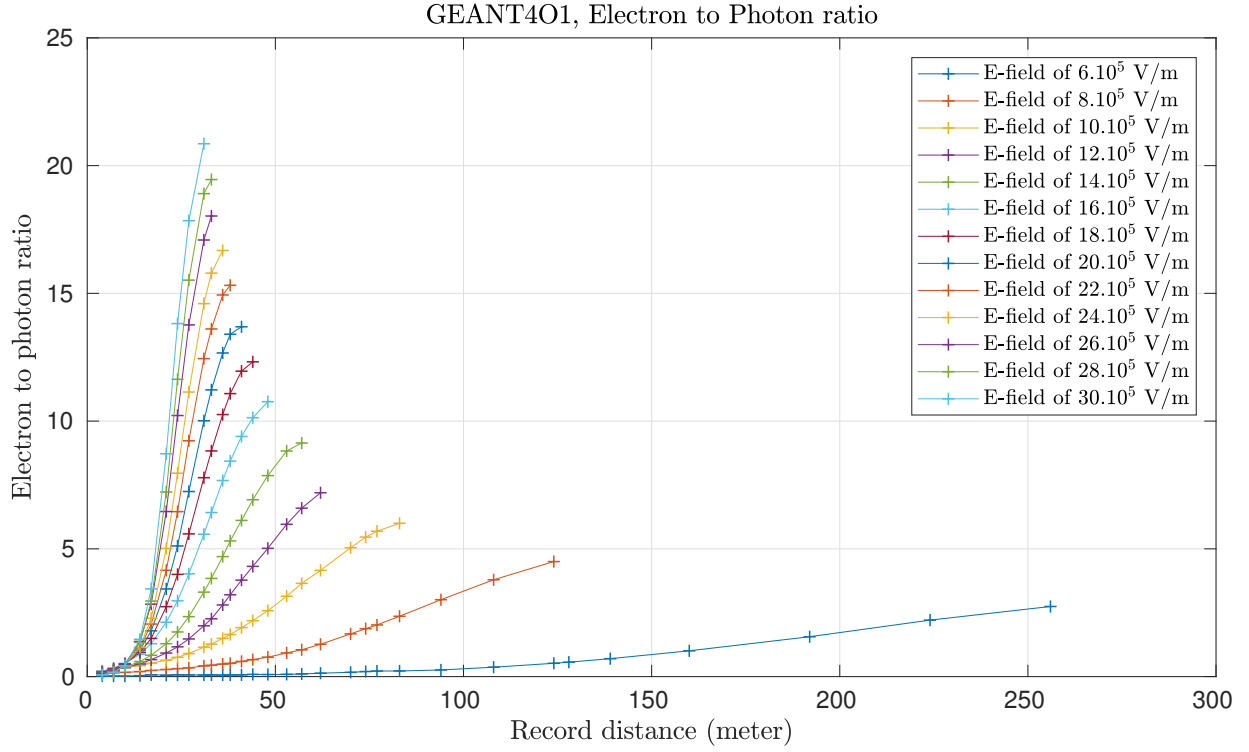


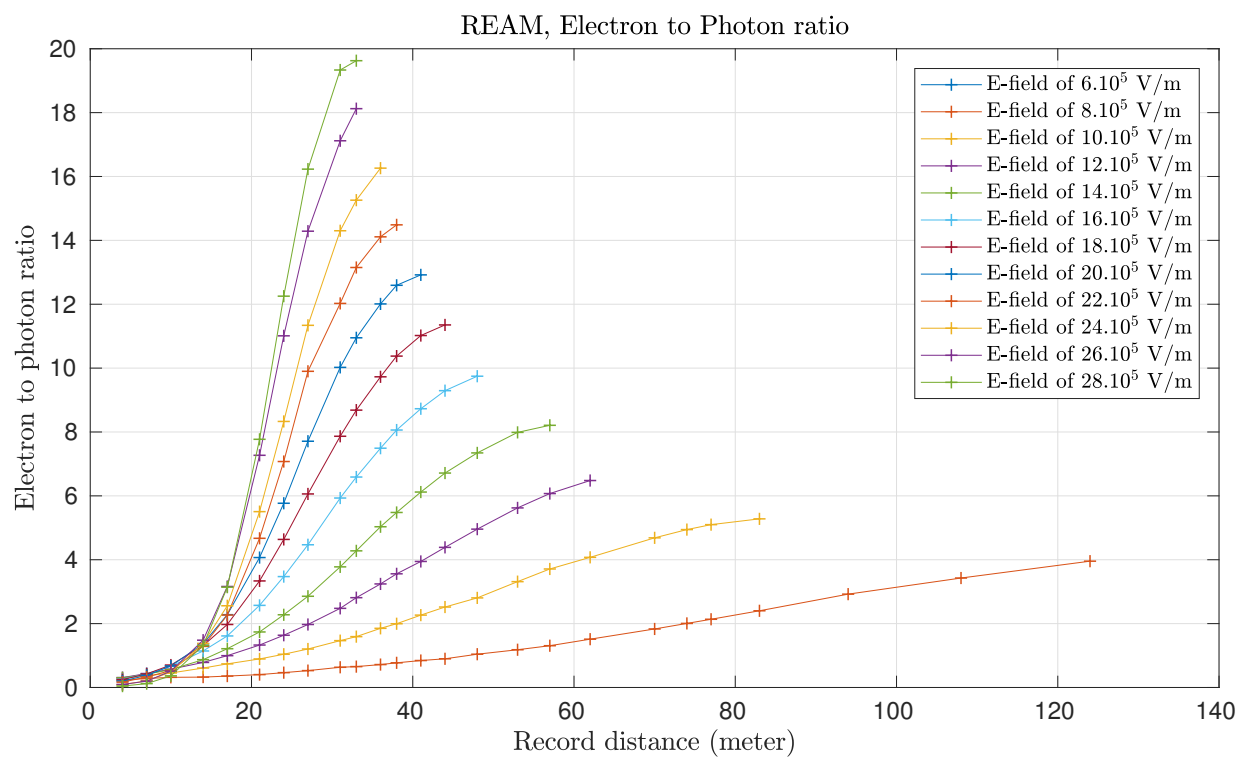






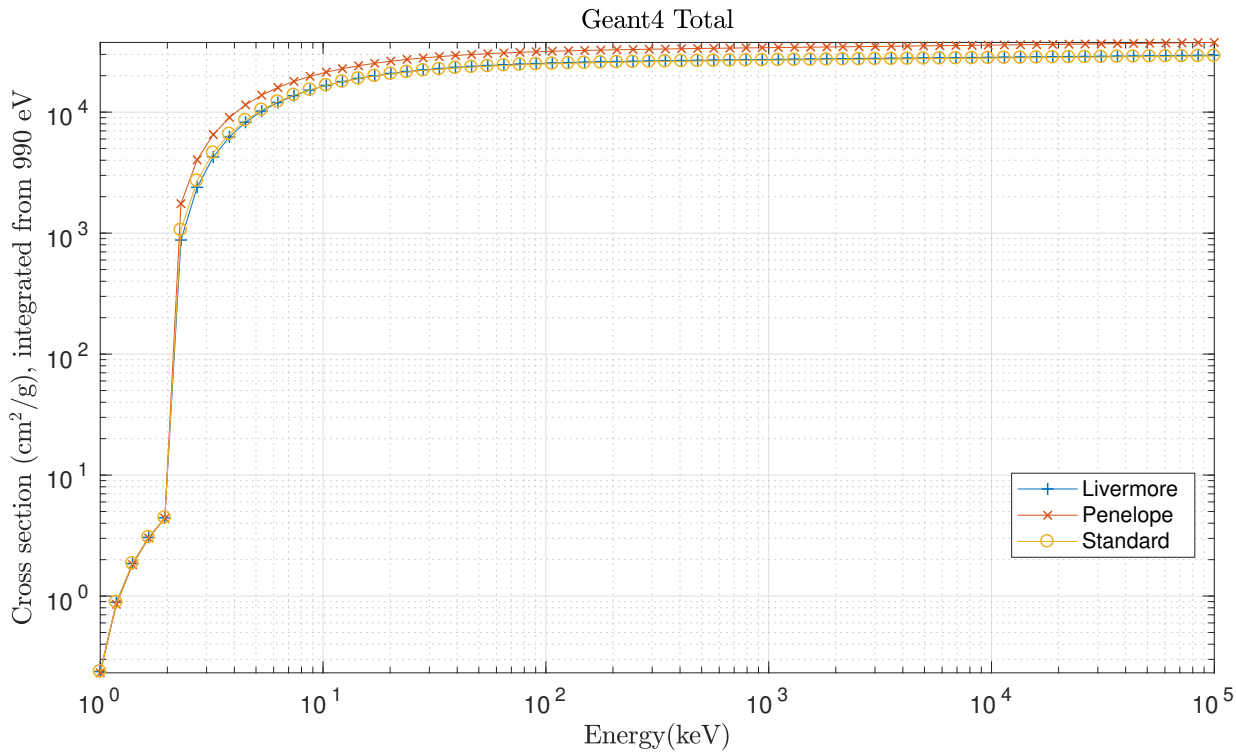
7.2 Code By Code



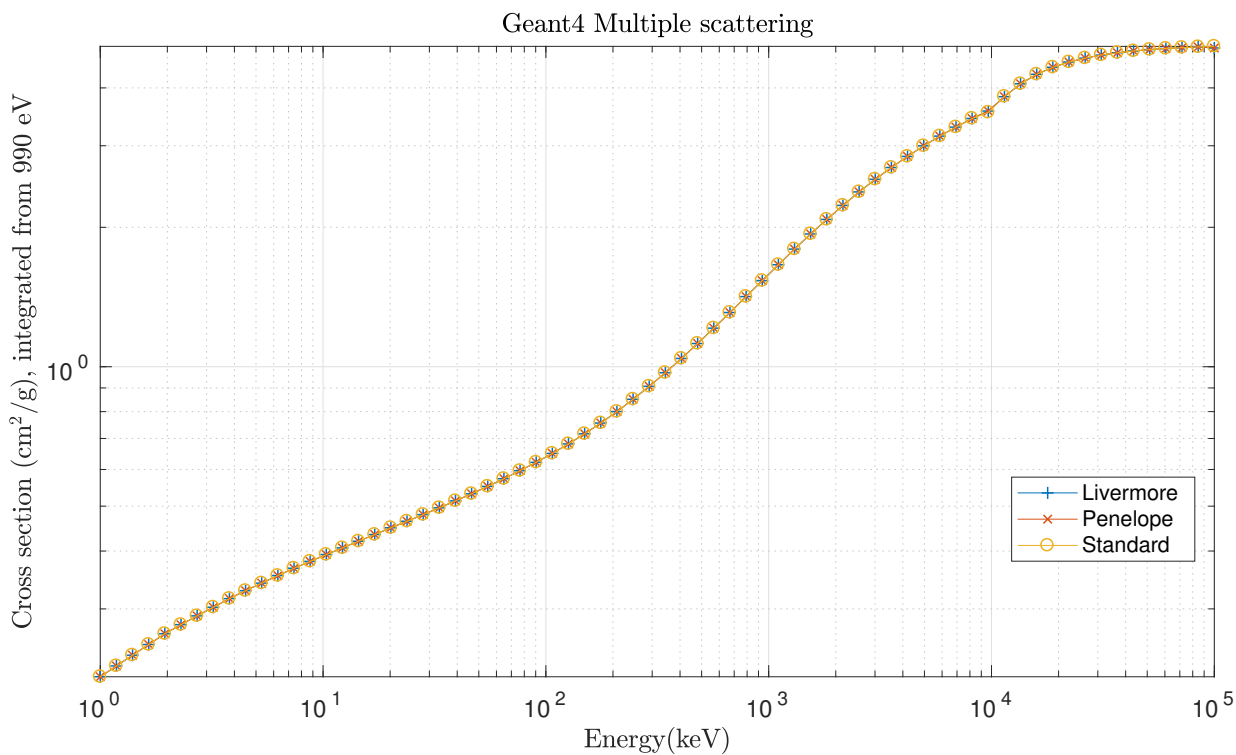


8 Geant4 Cross Sections Example Plots

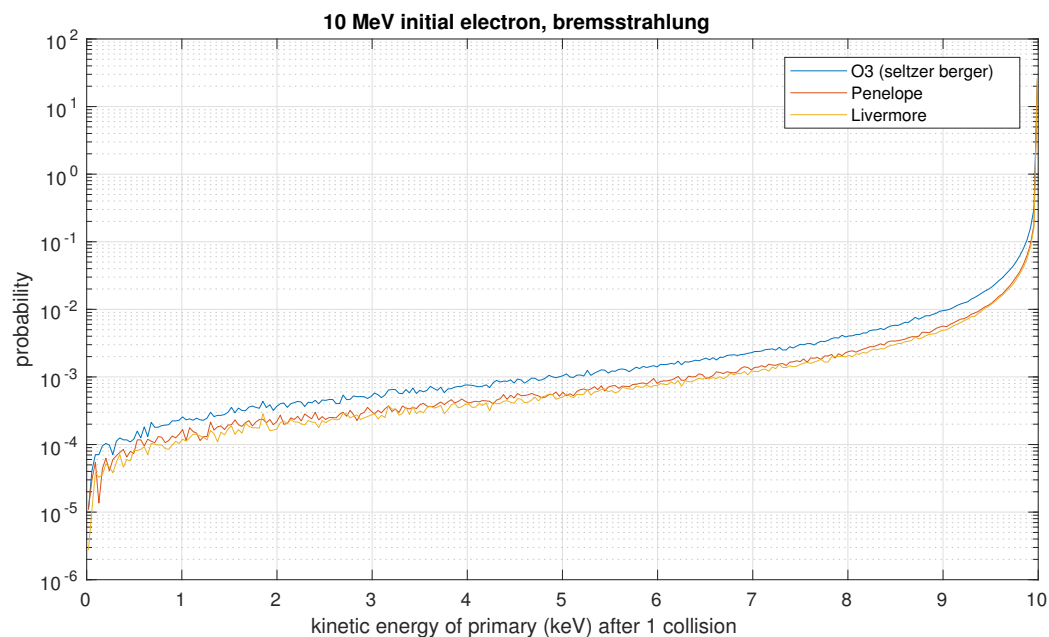
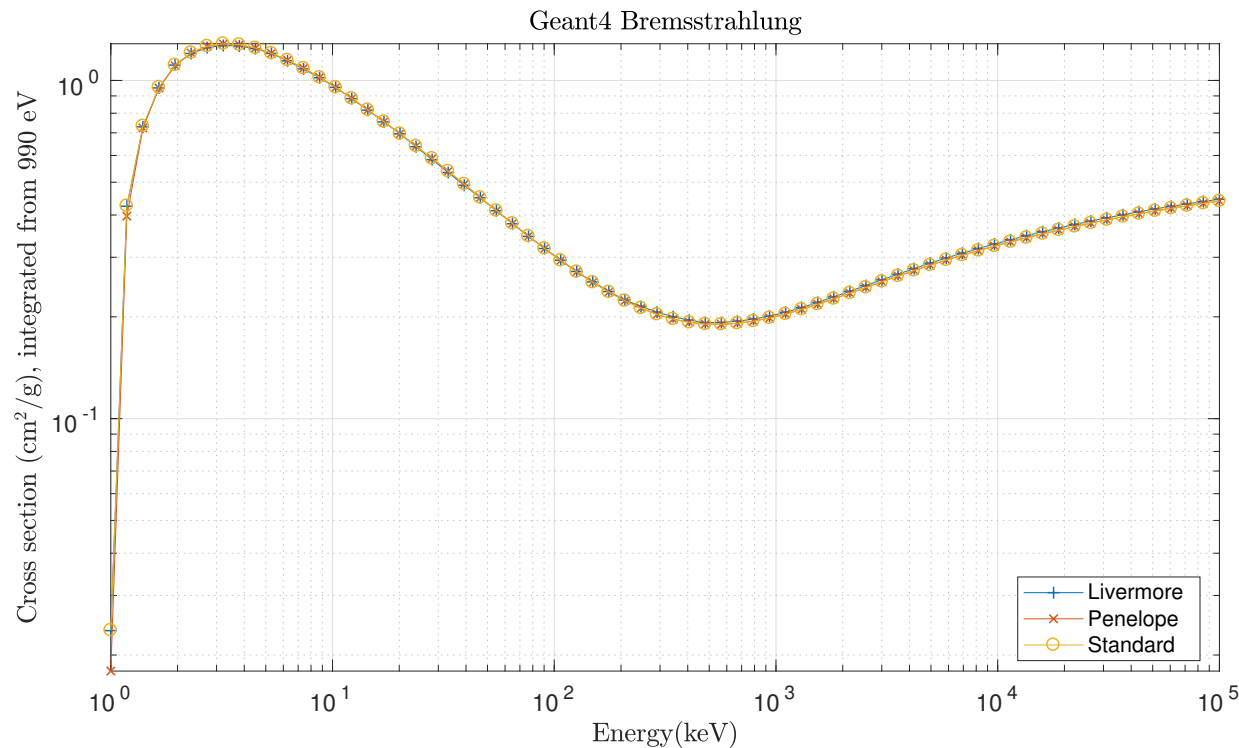
8.1 Total

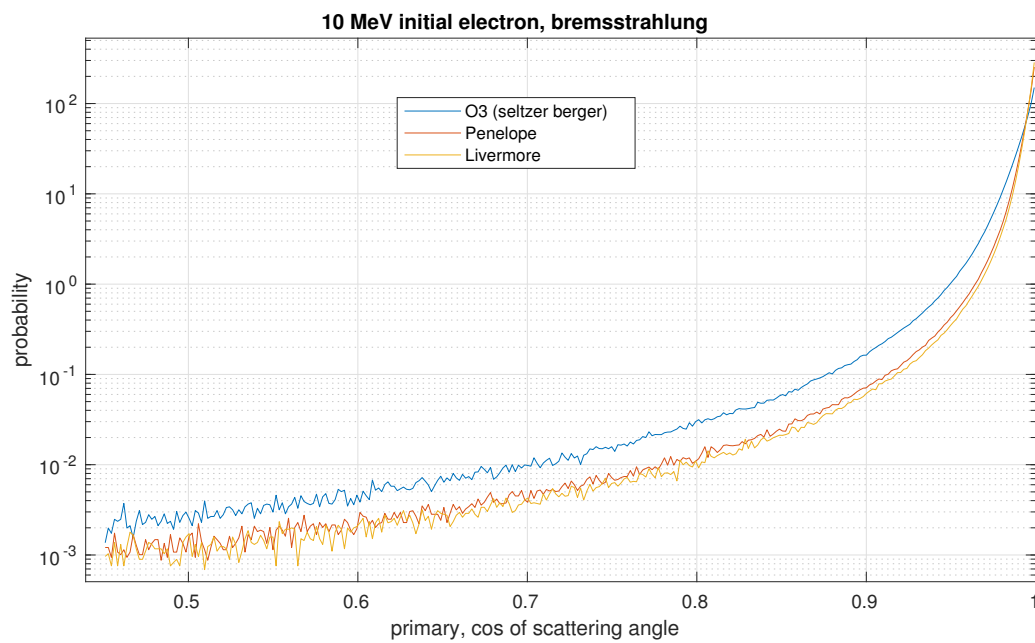
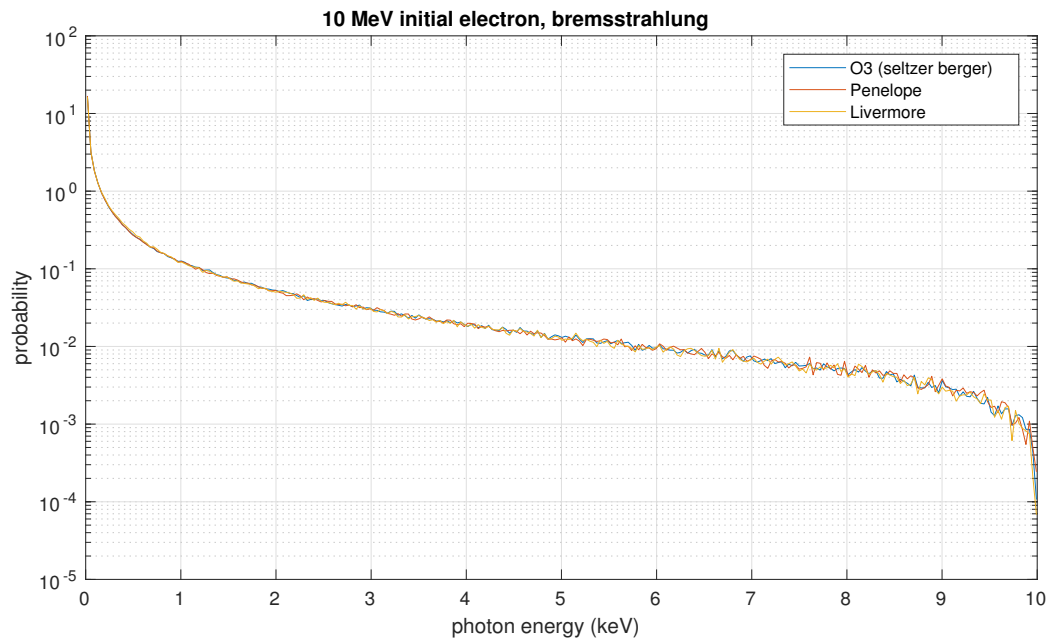


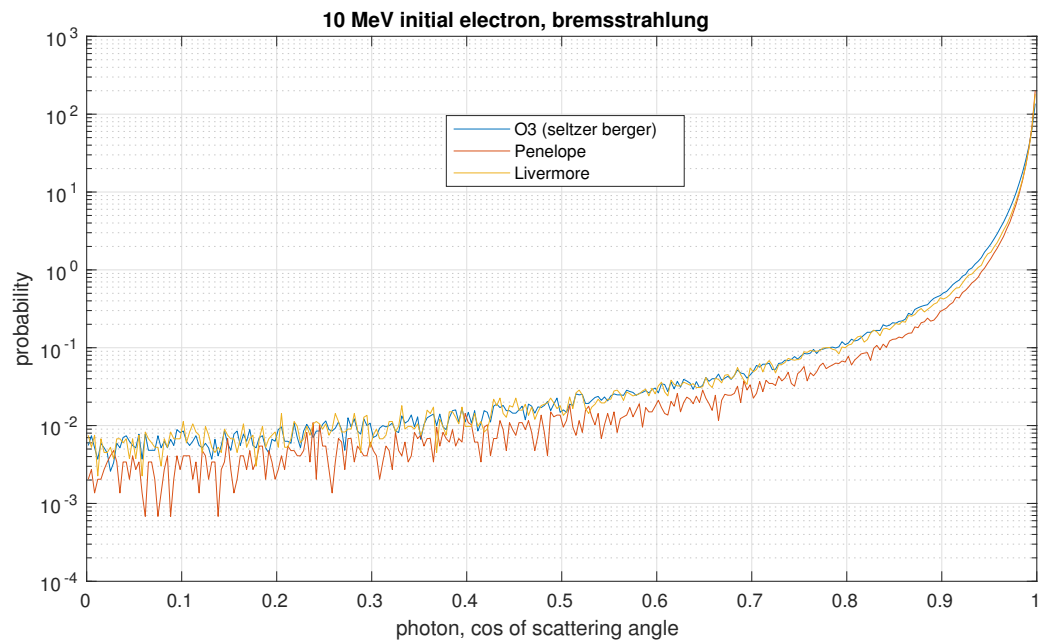
8.2 Multiple Scattering



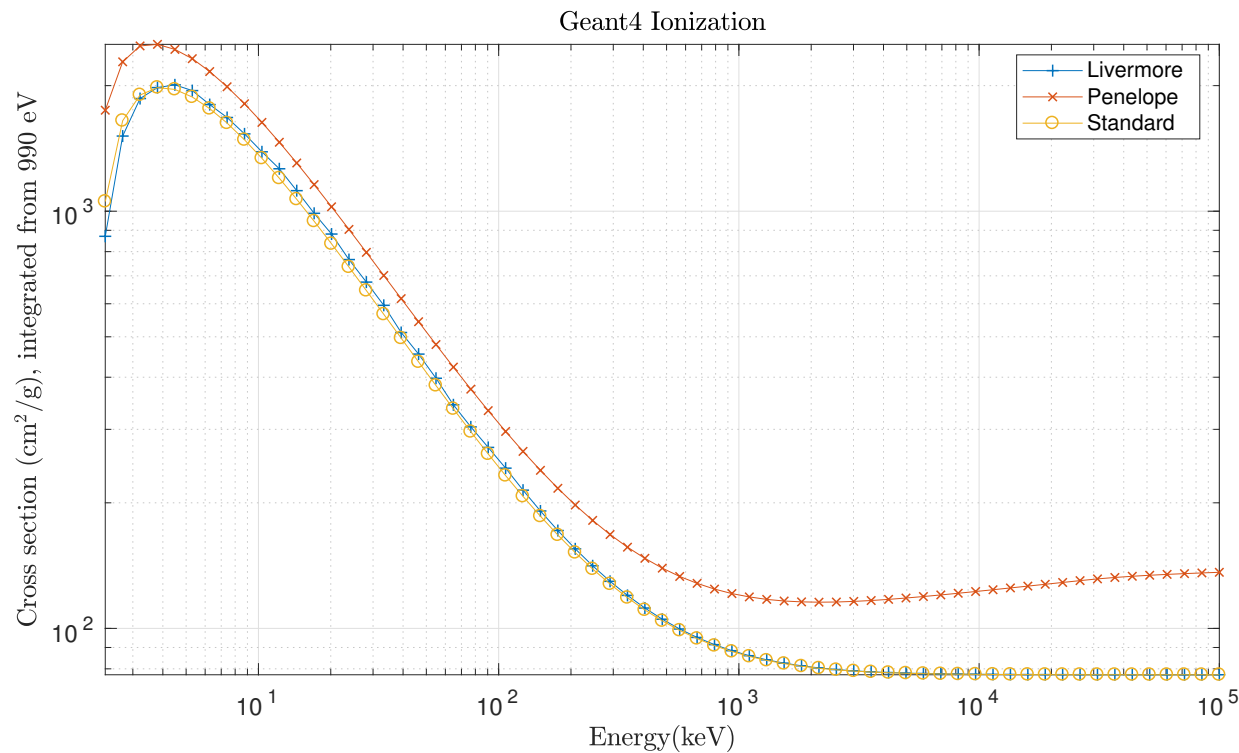
8.3 Bremsstrahlung

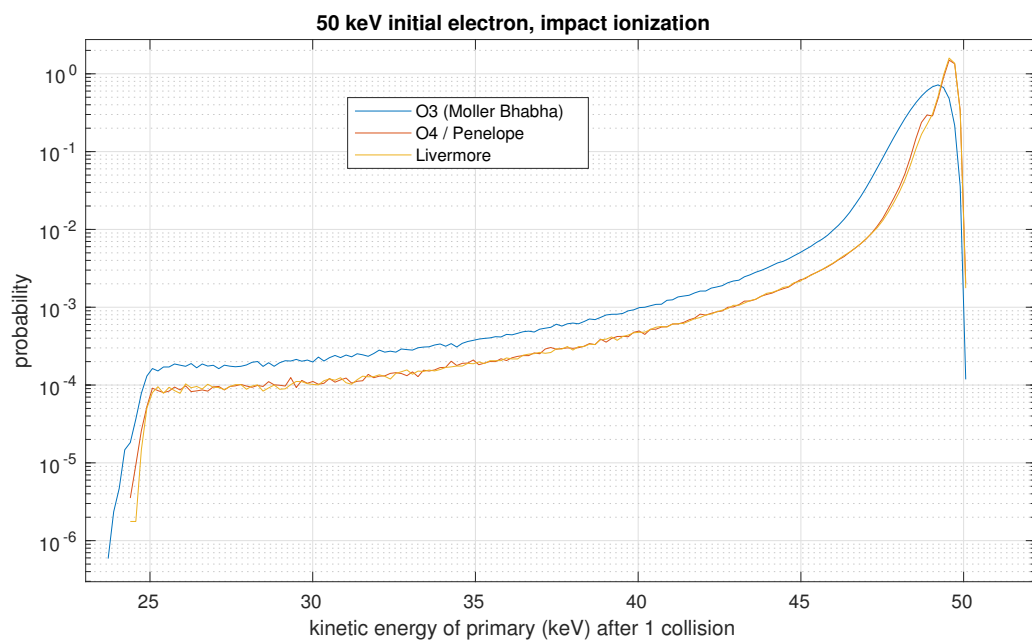
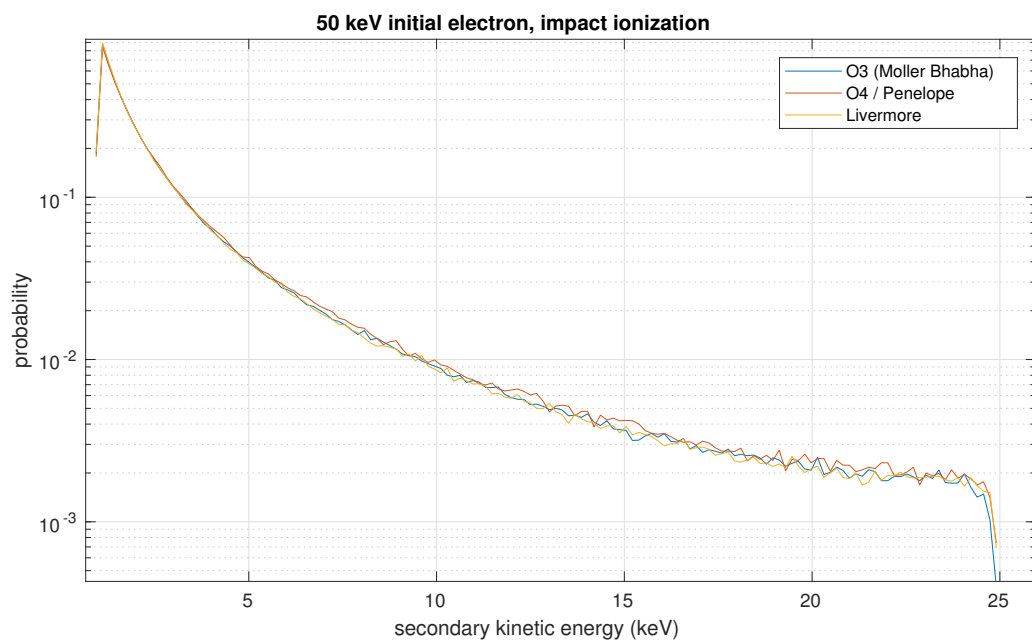


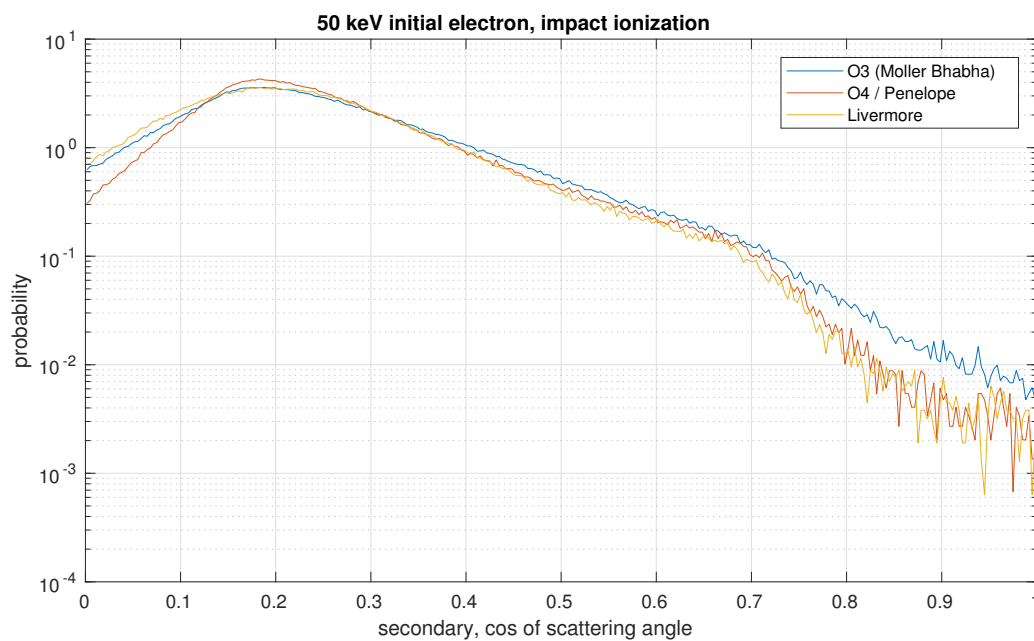
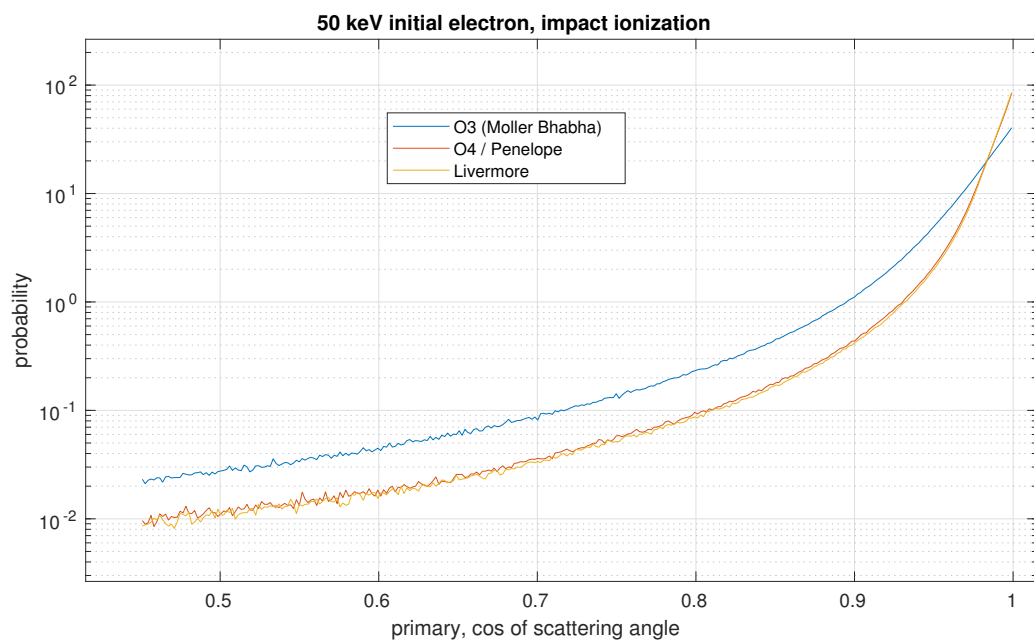




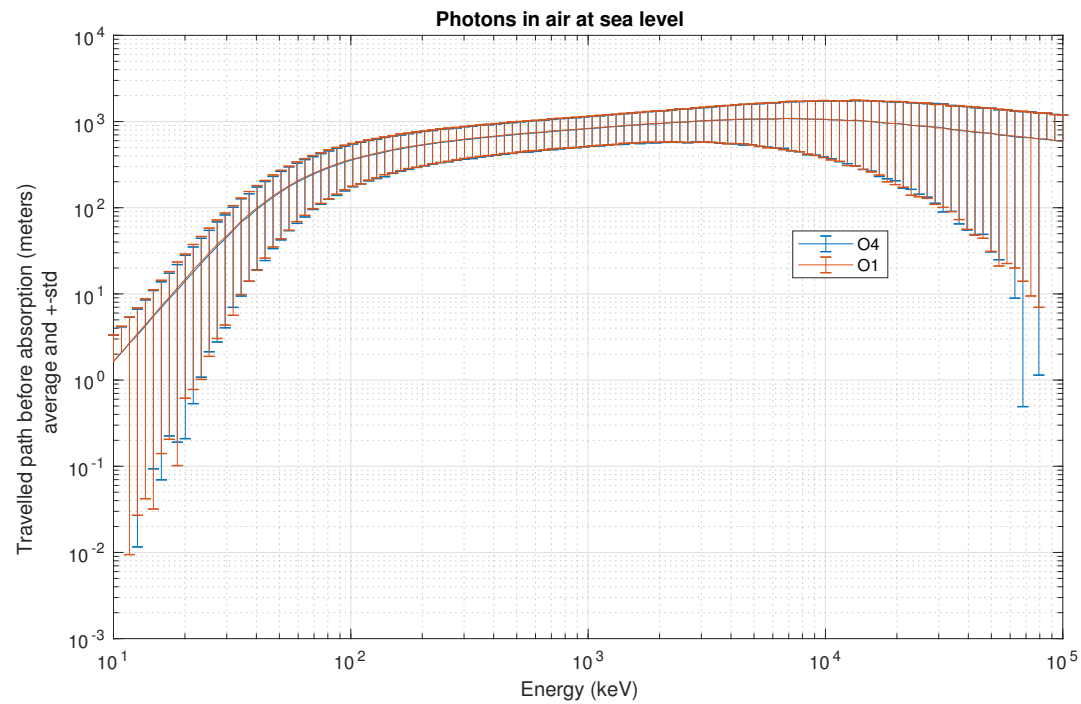
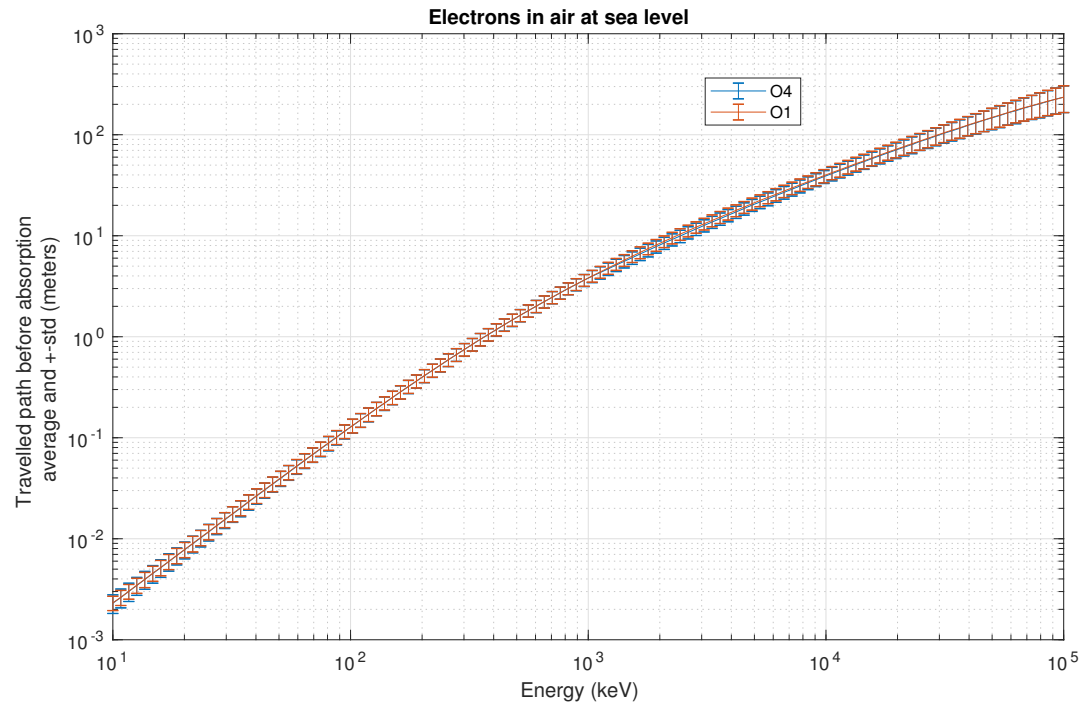
8.4 Impact Ionization





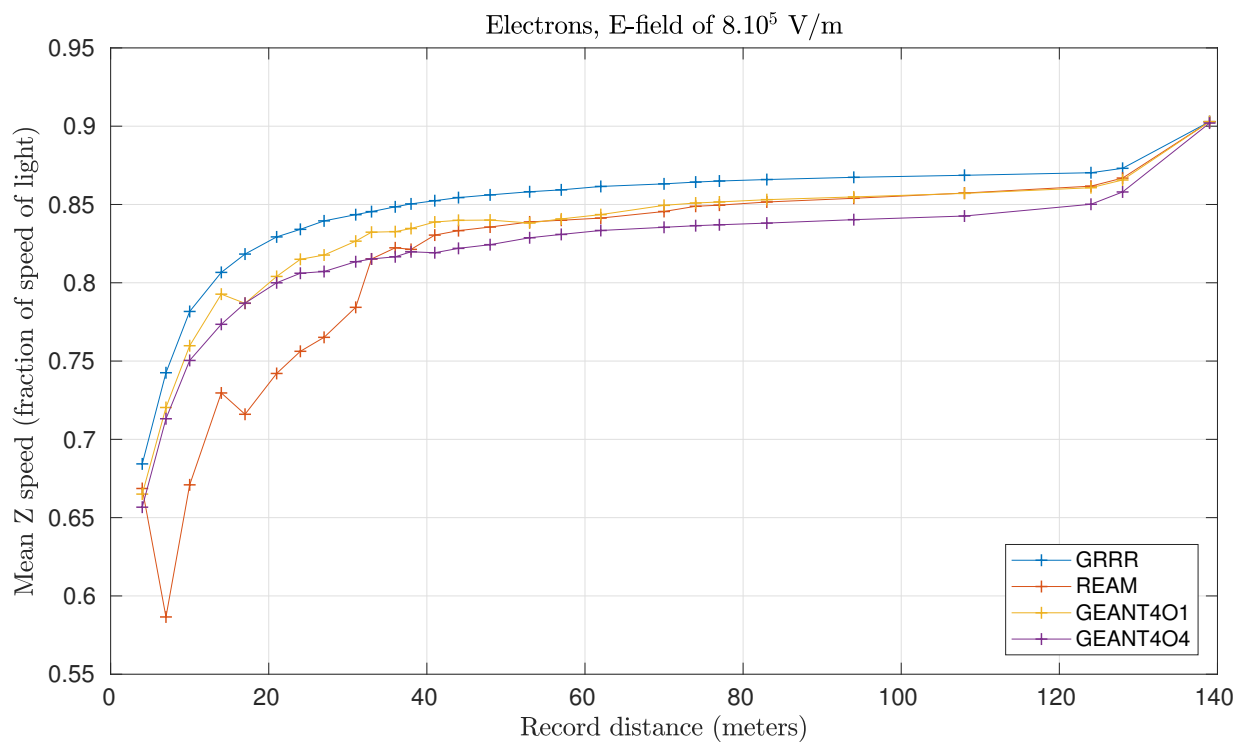
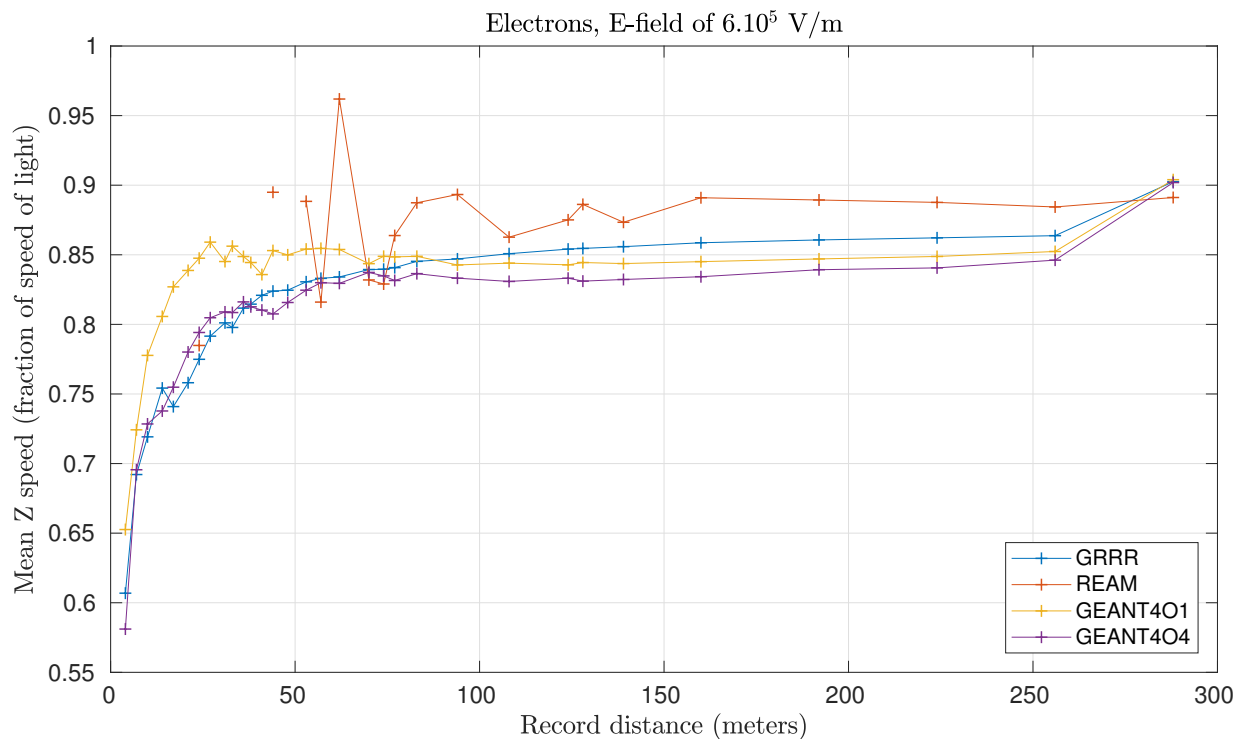


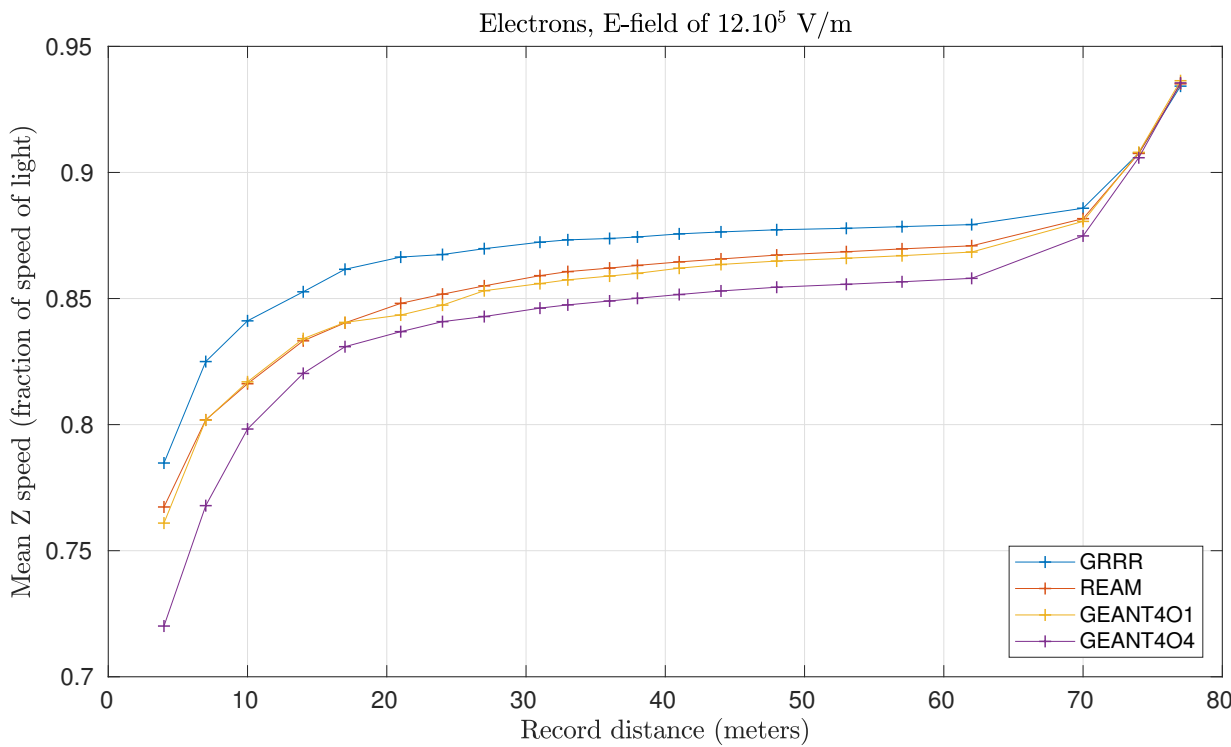
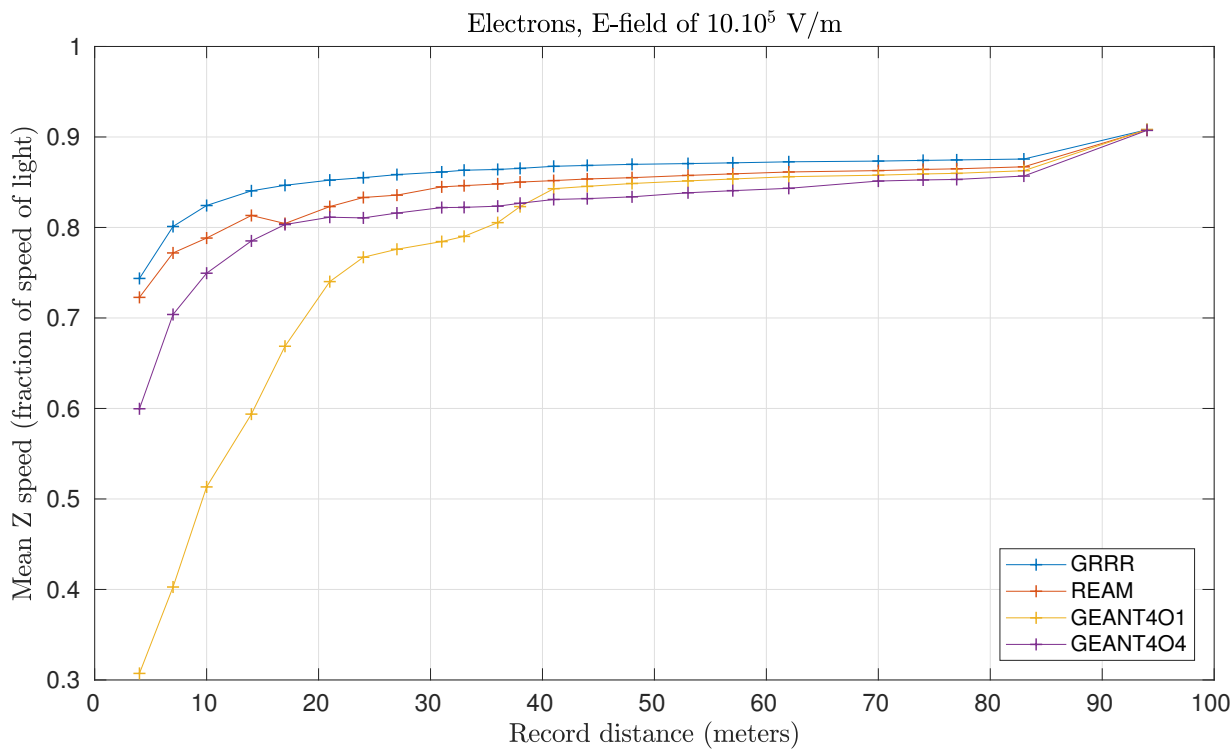
8.5 Travel Path Length

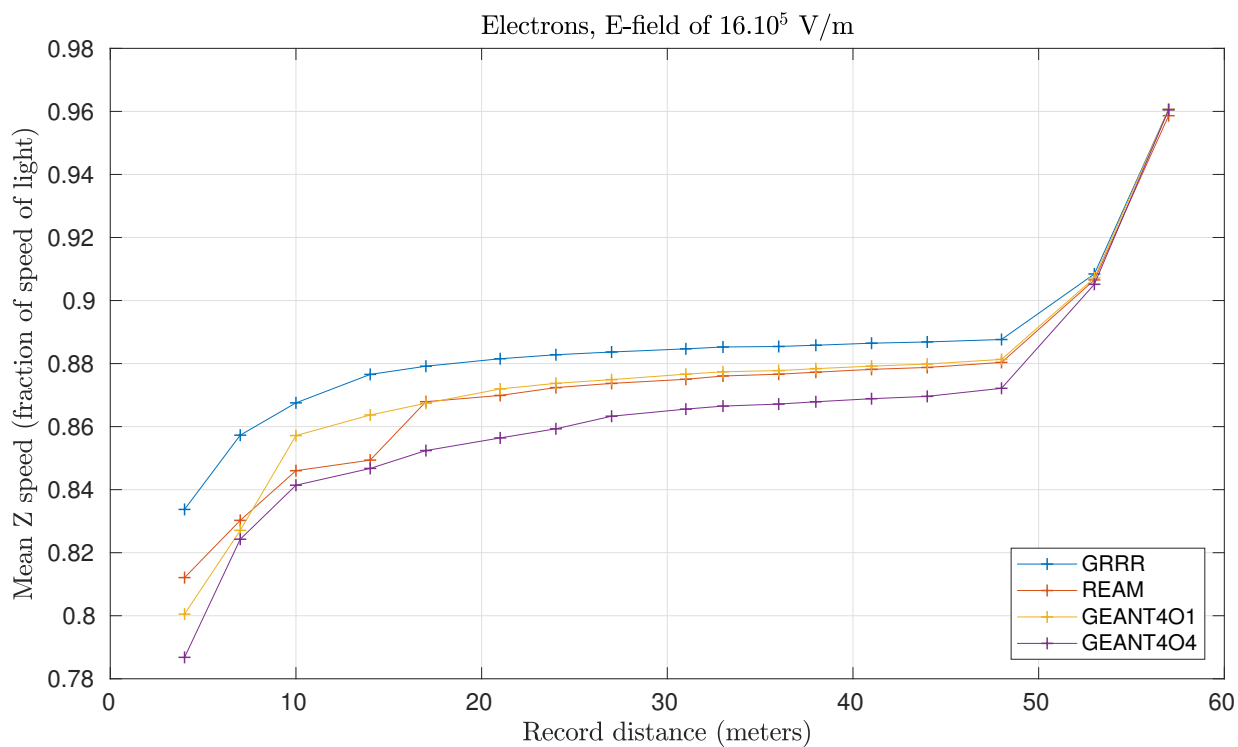
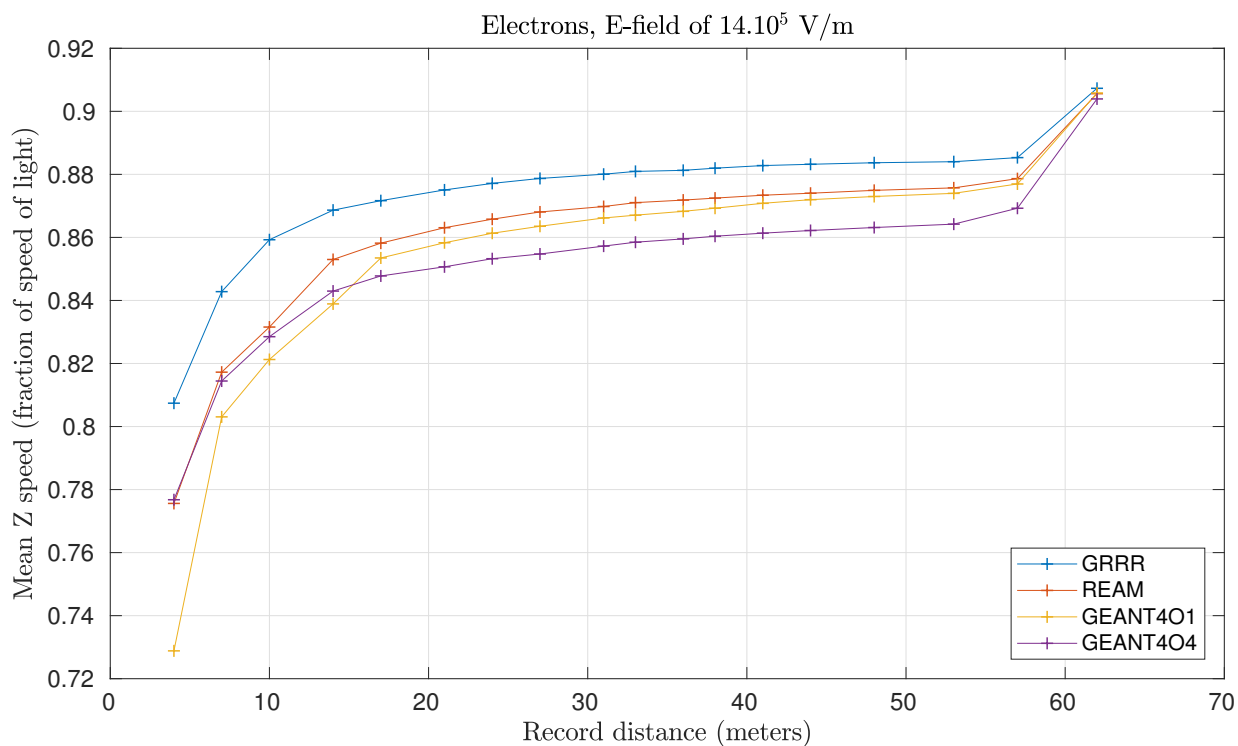


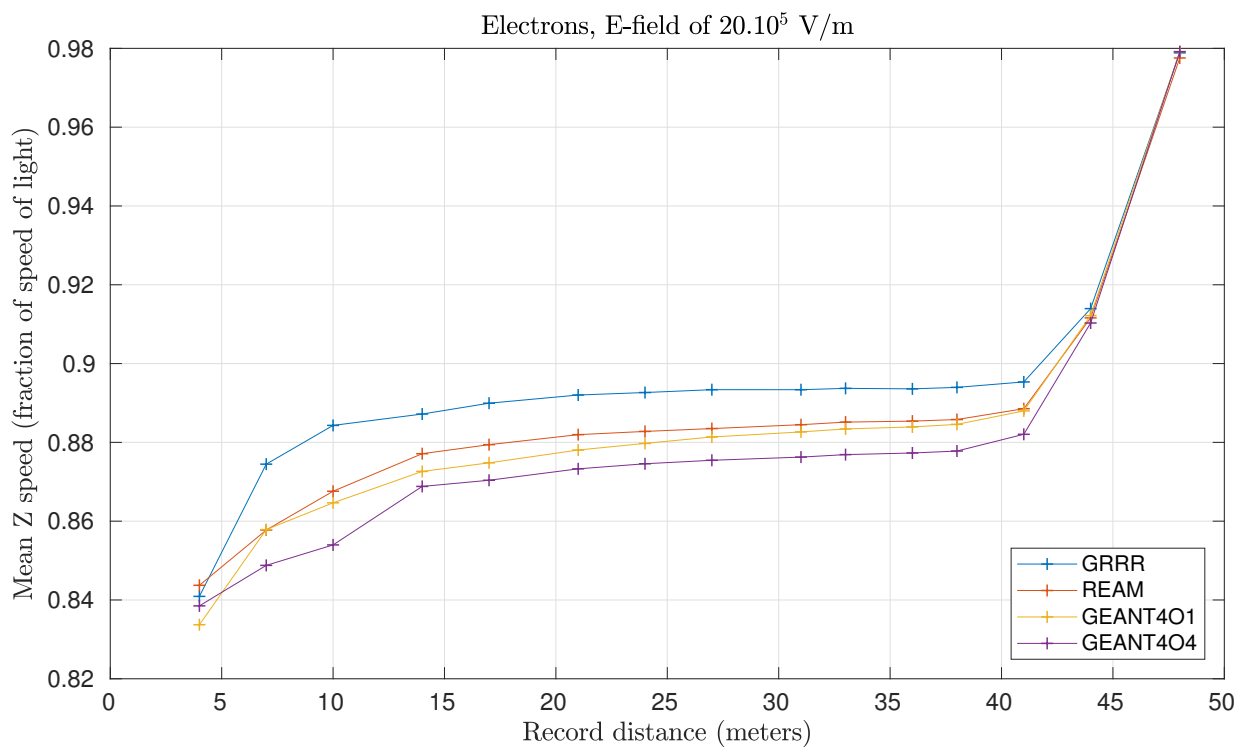
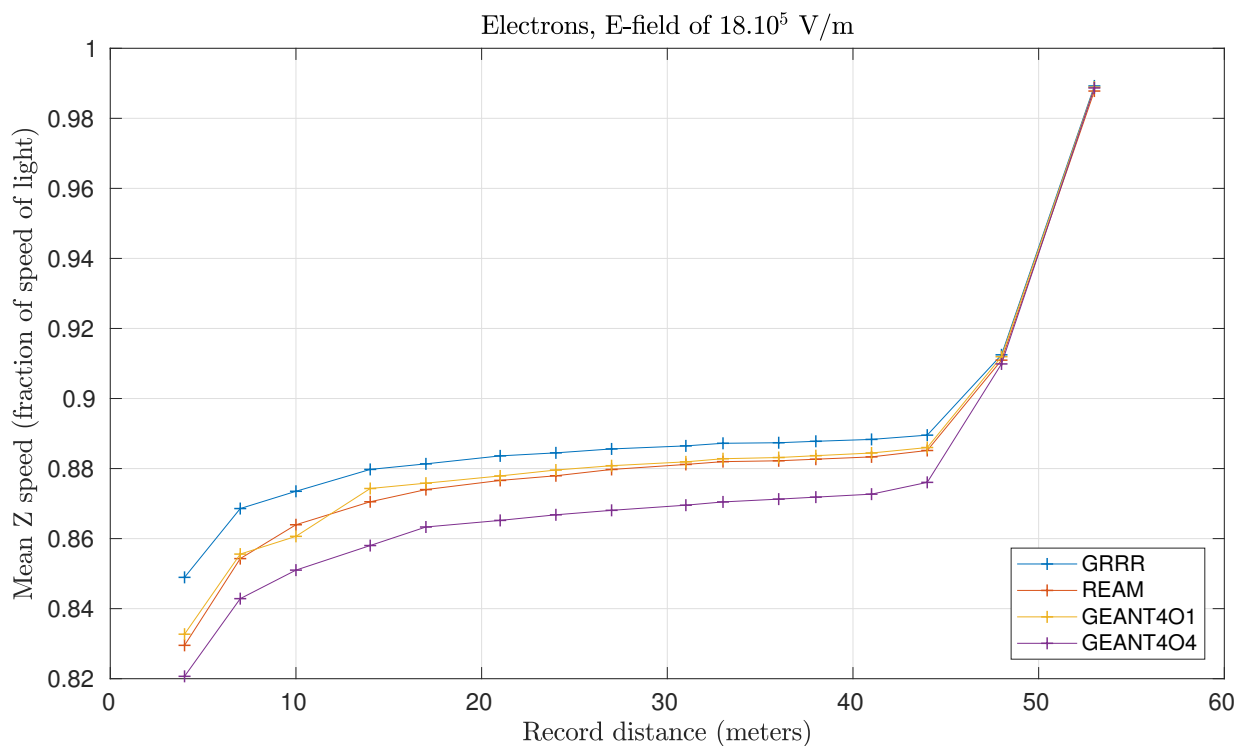
9 Mean Speed

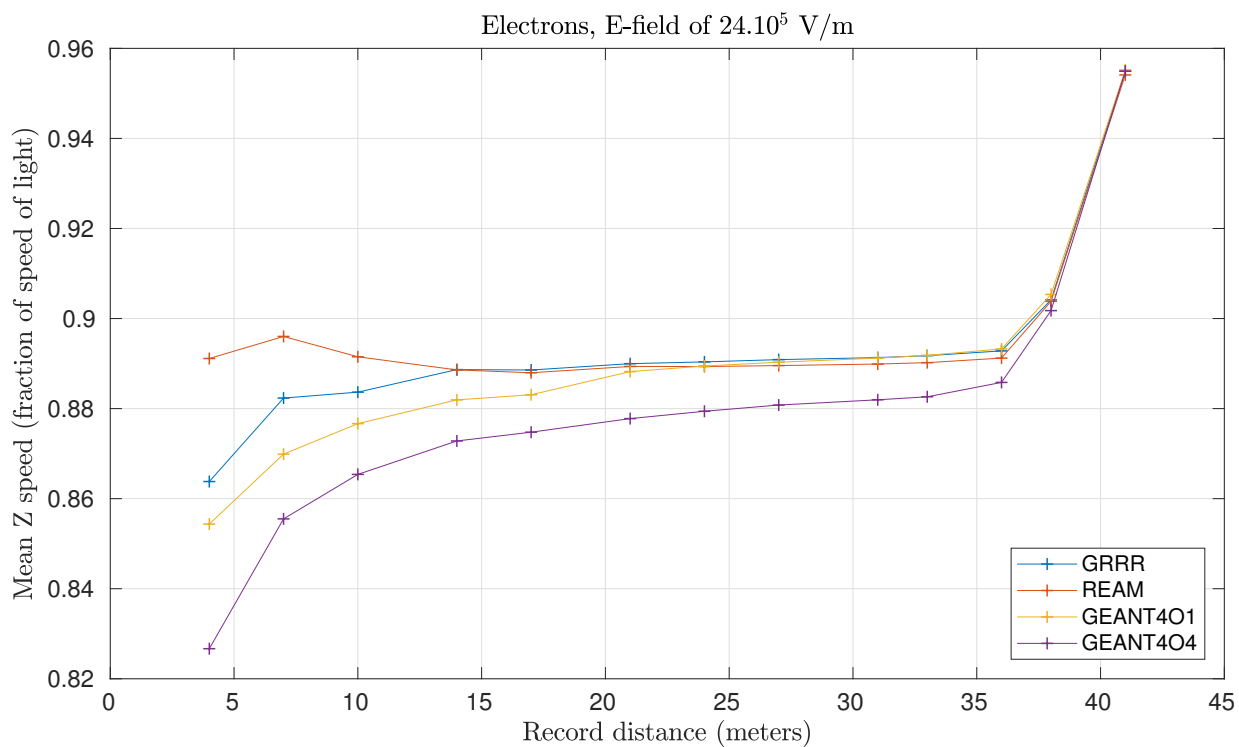
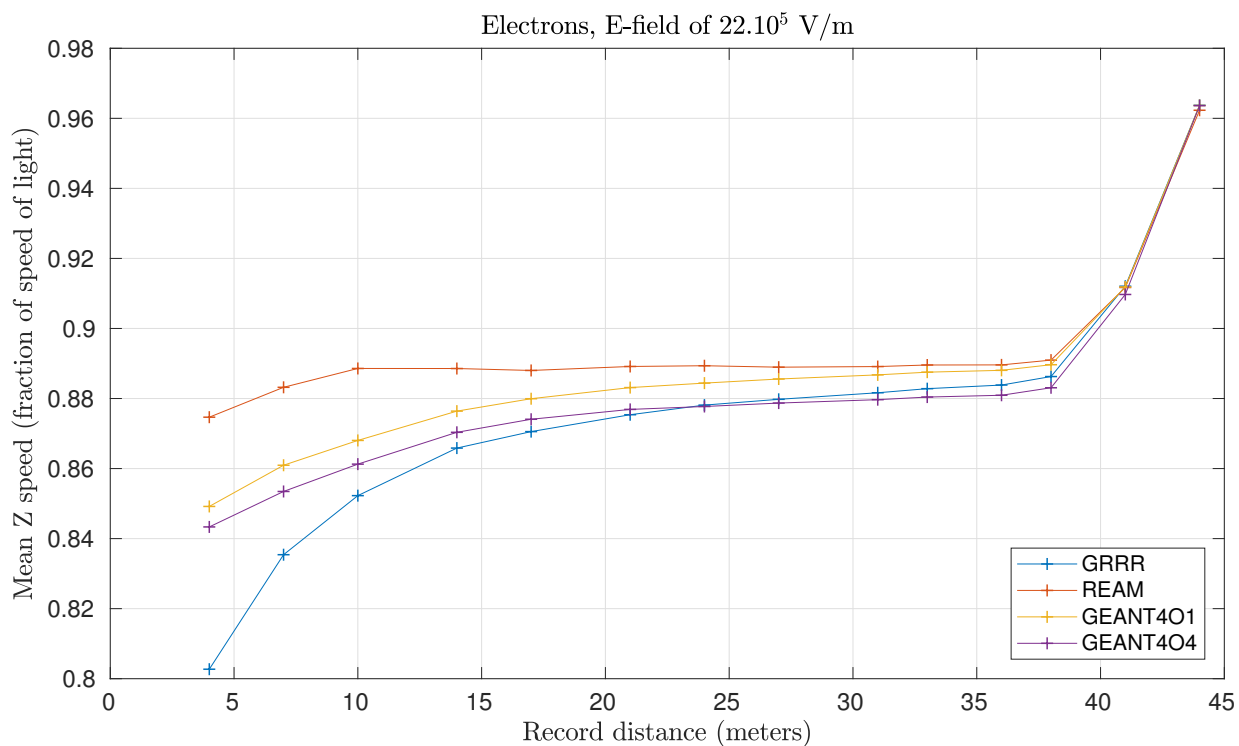
9.1 Code Comparison

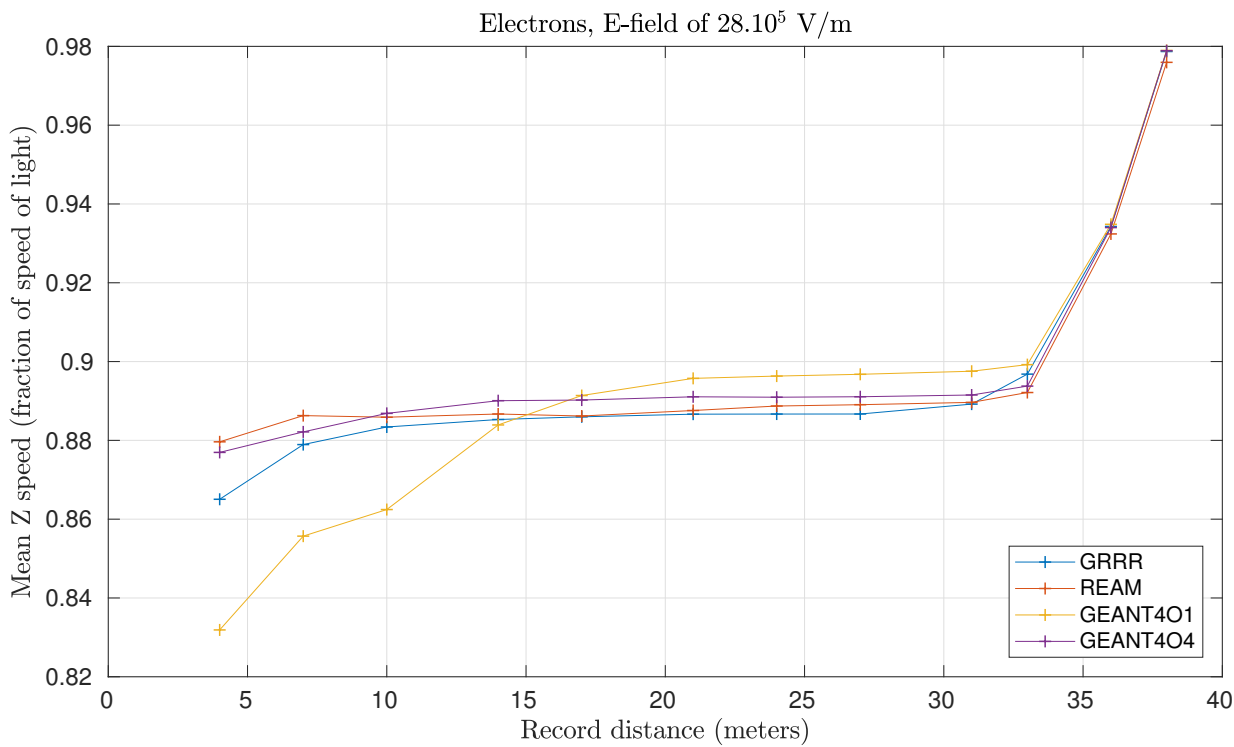
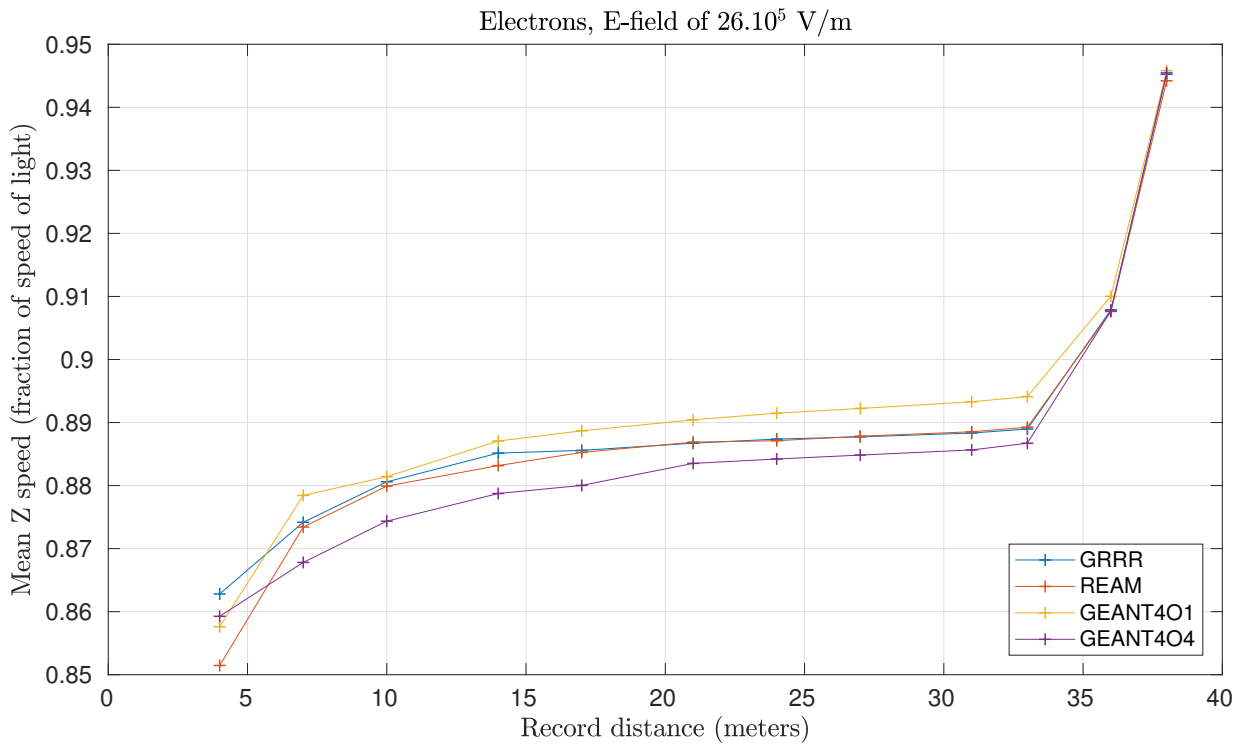




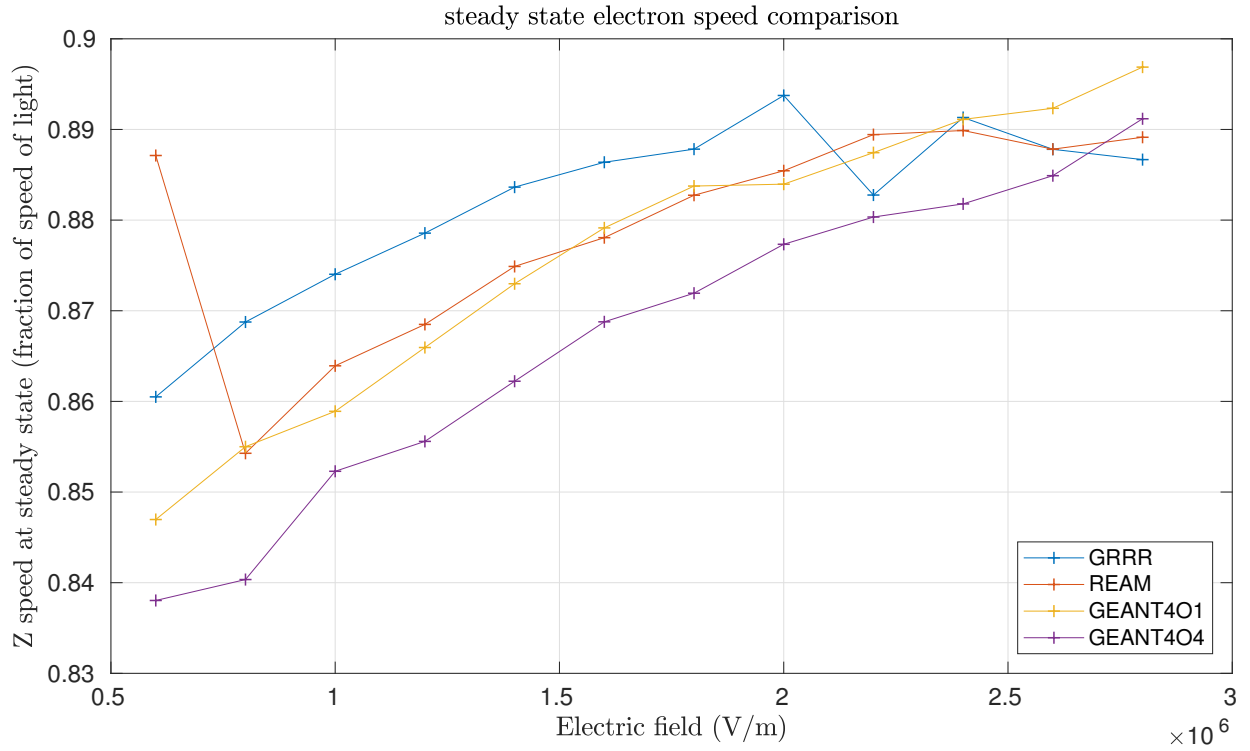




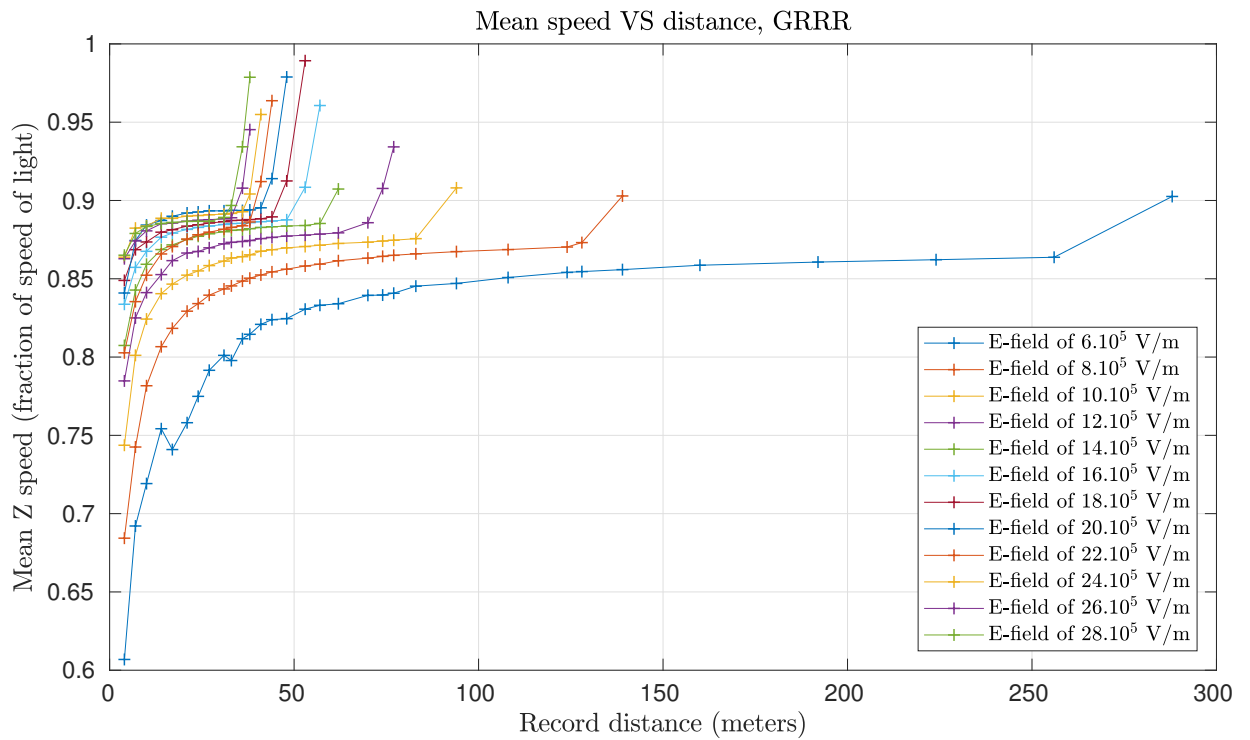


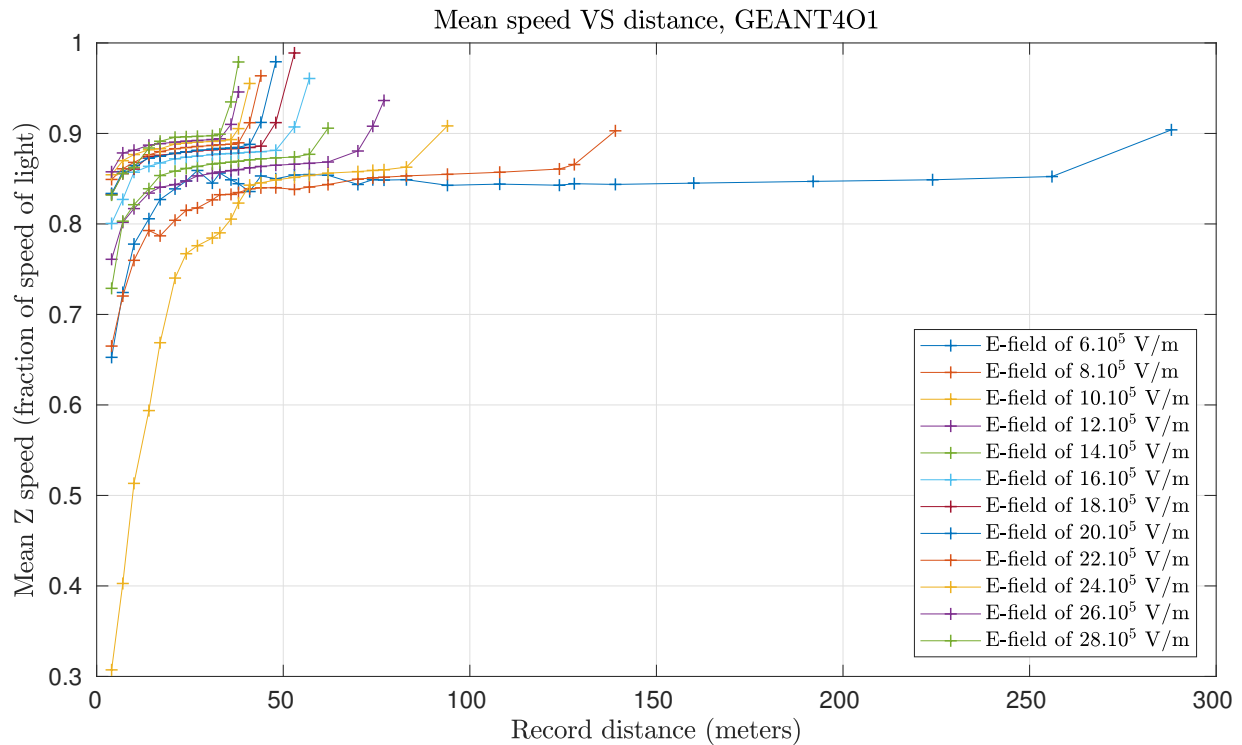
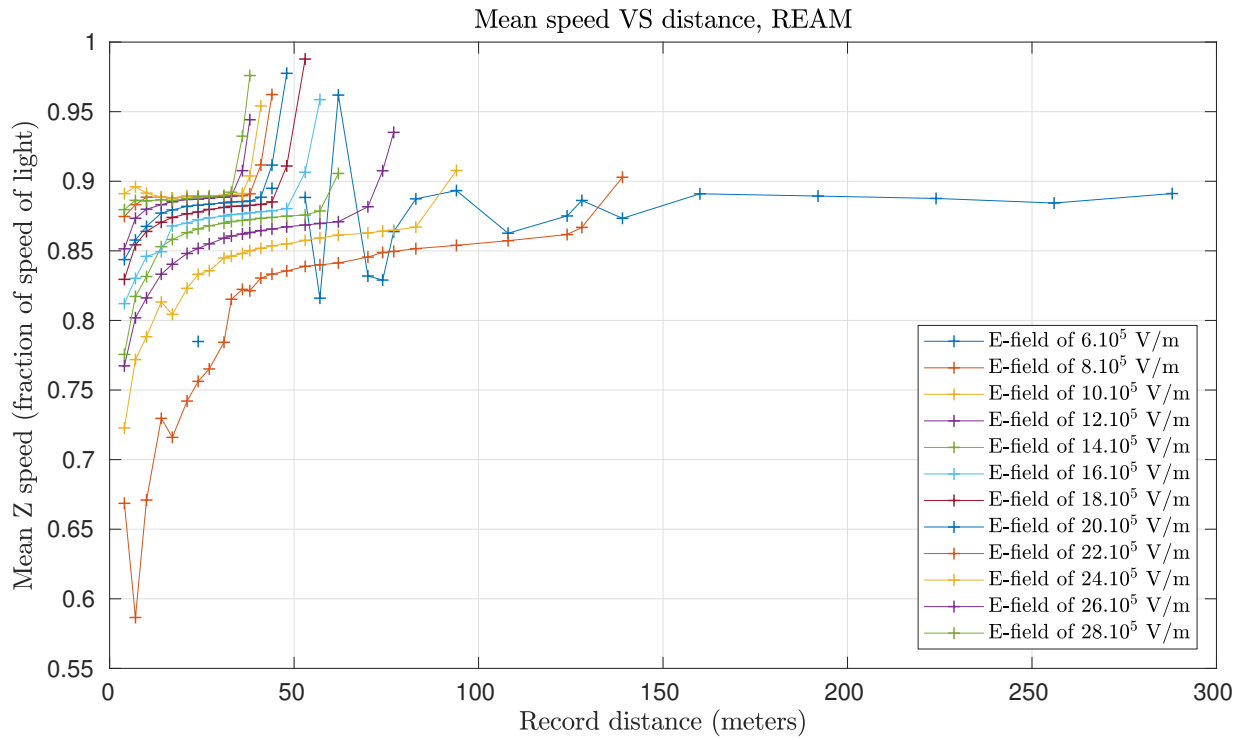


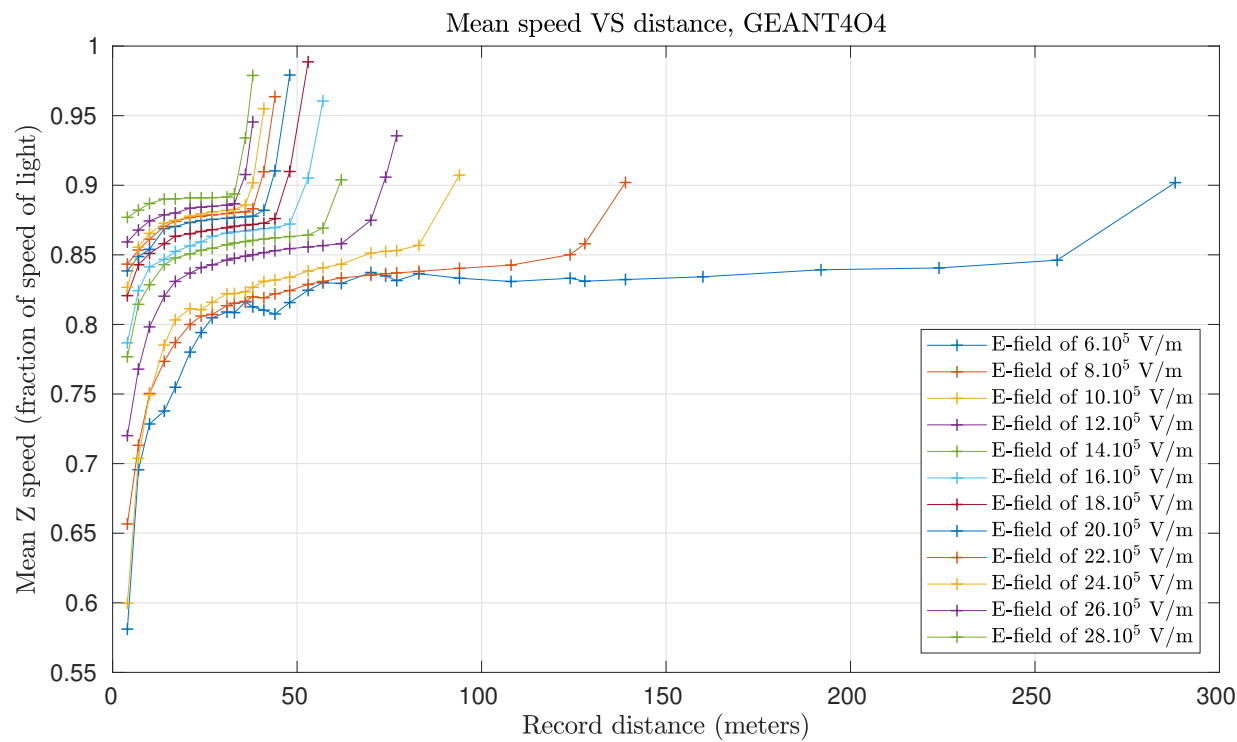
9.2 Steady State Speed Code Comparison



9.3 Code By Code

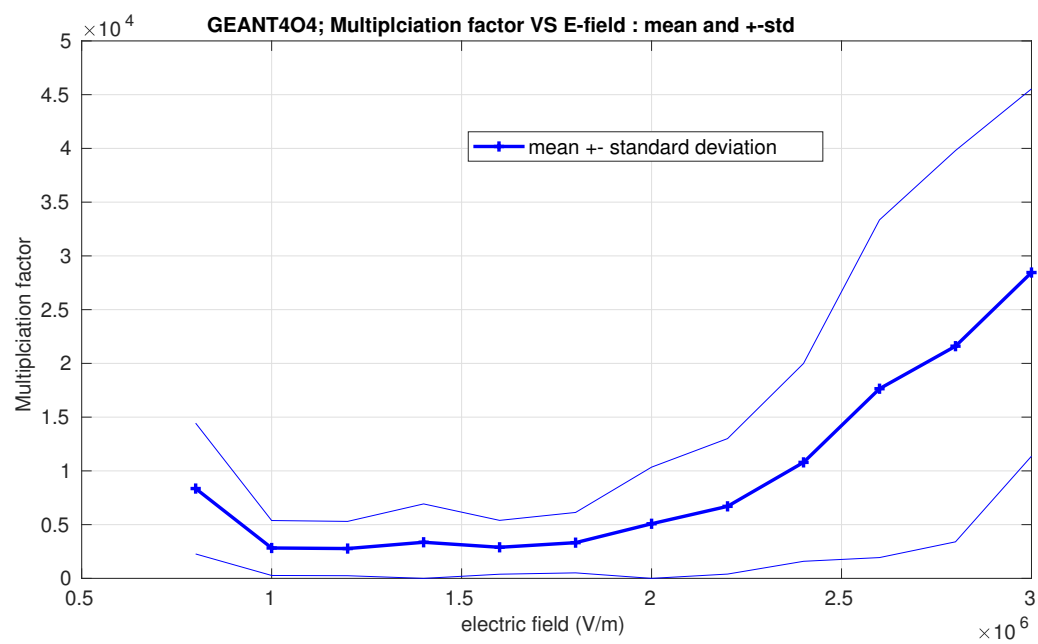




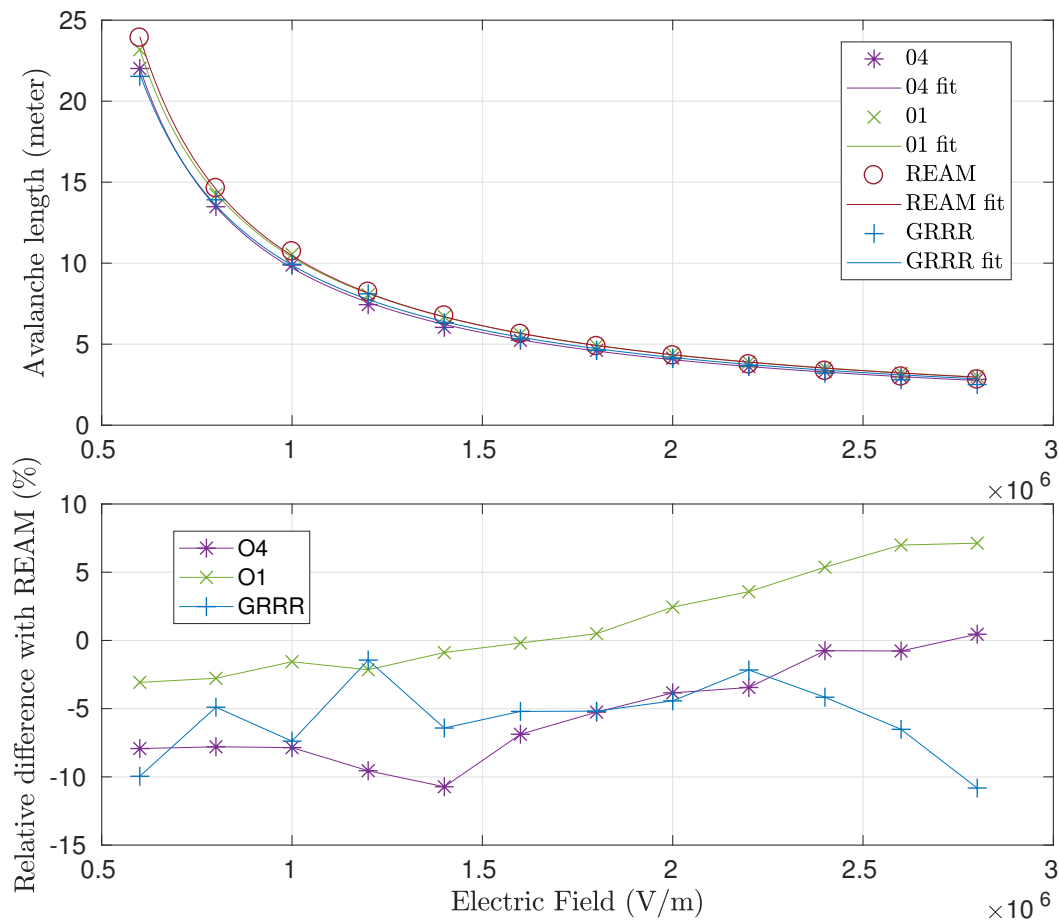


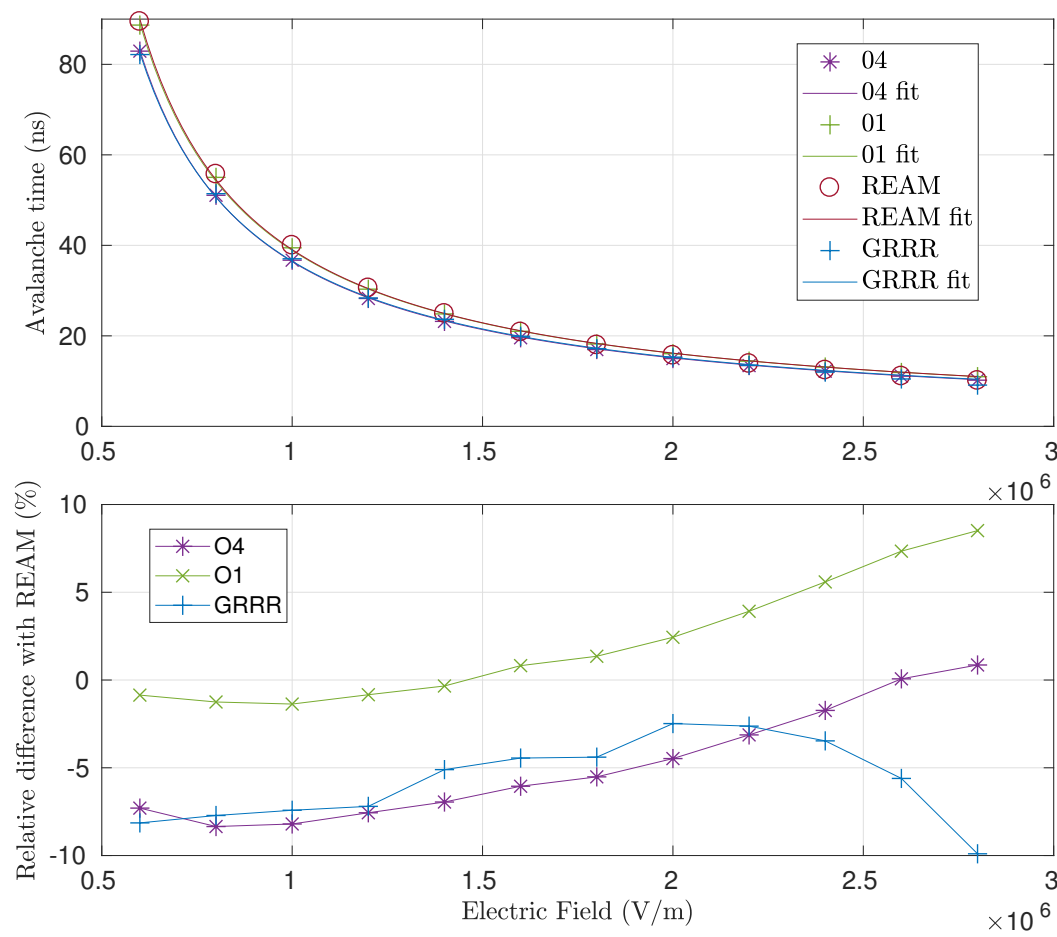
10 Multiplication Factors

10.1 Shower To Shower Fluctuations

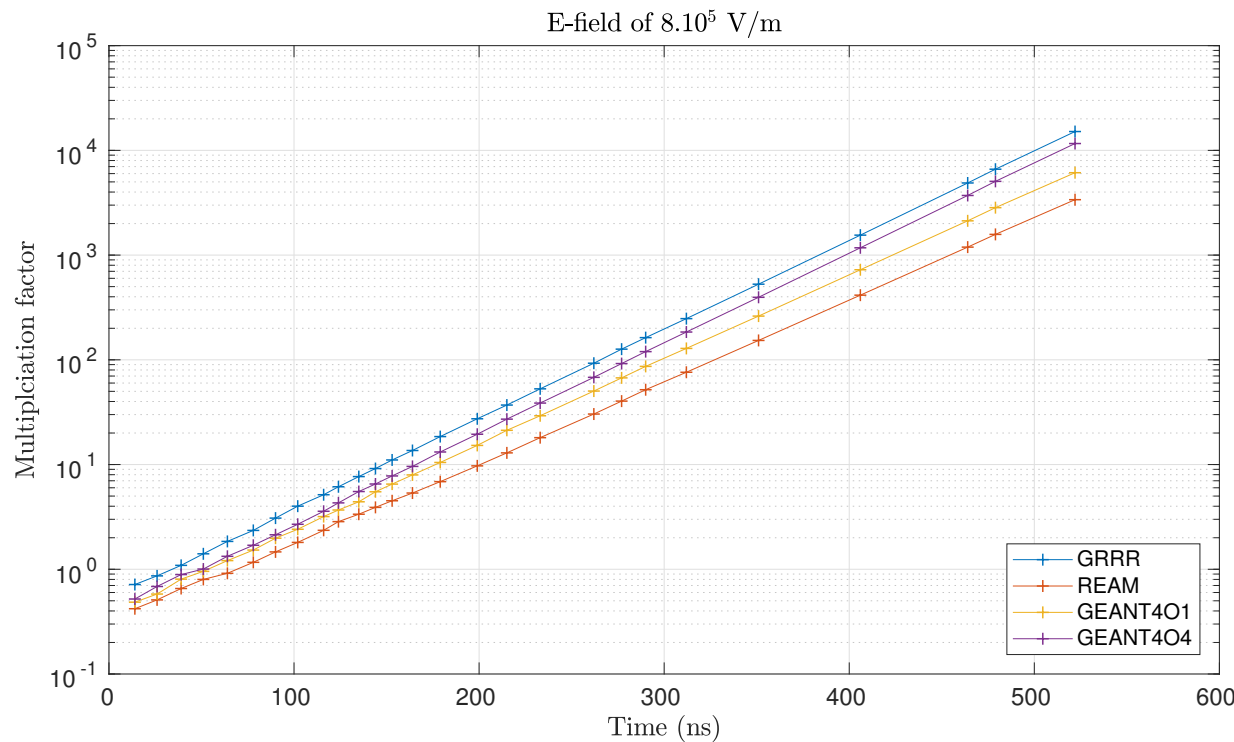
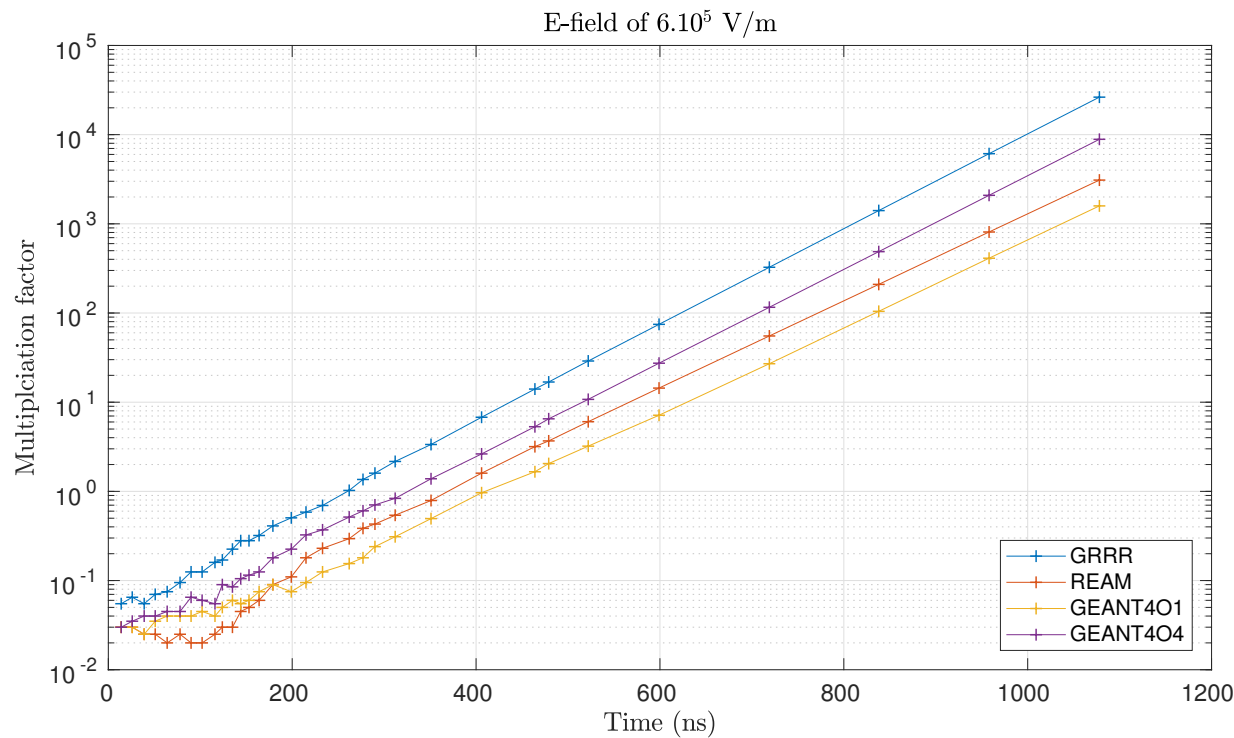


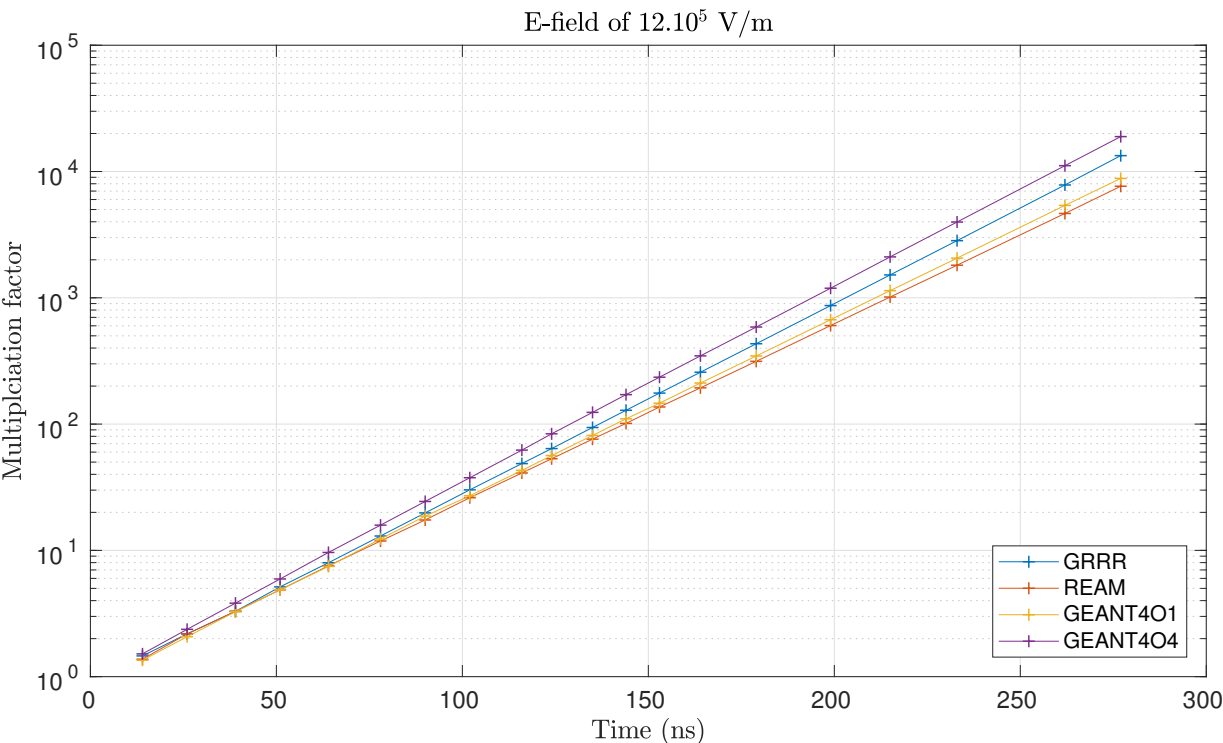
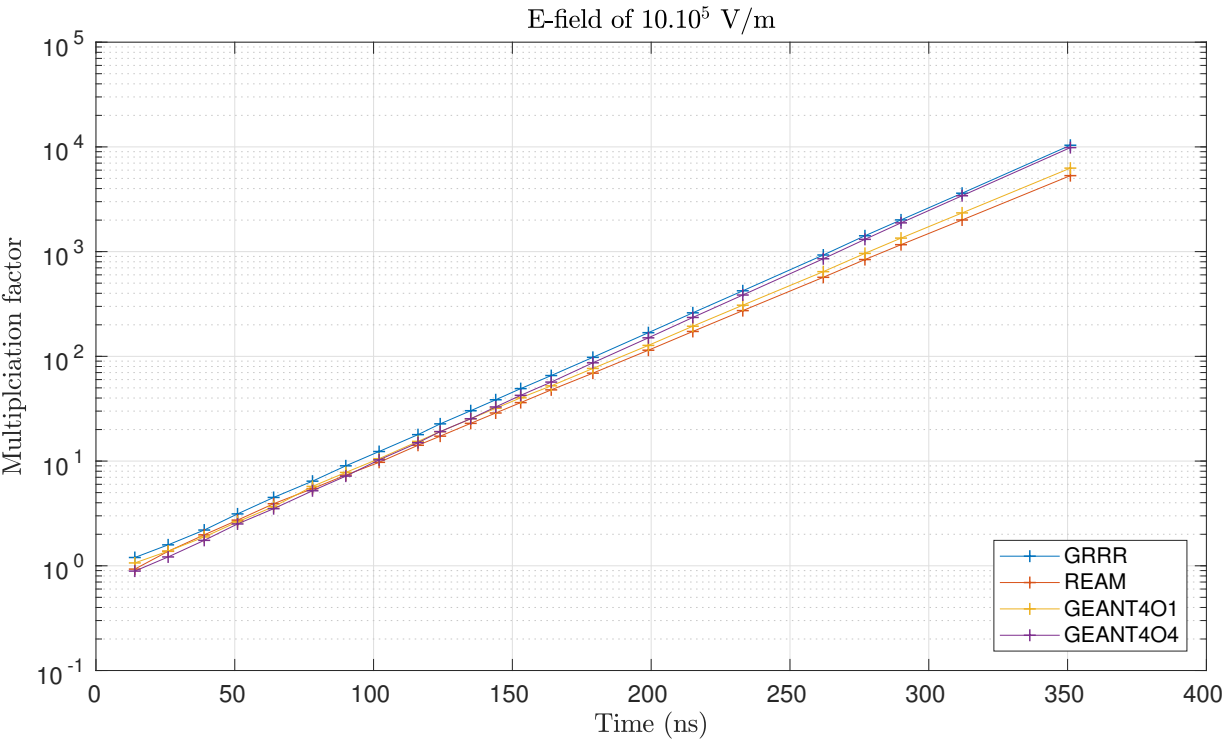
10.2 Avalanche Time And Length Code Comparison

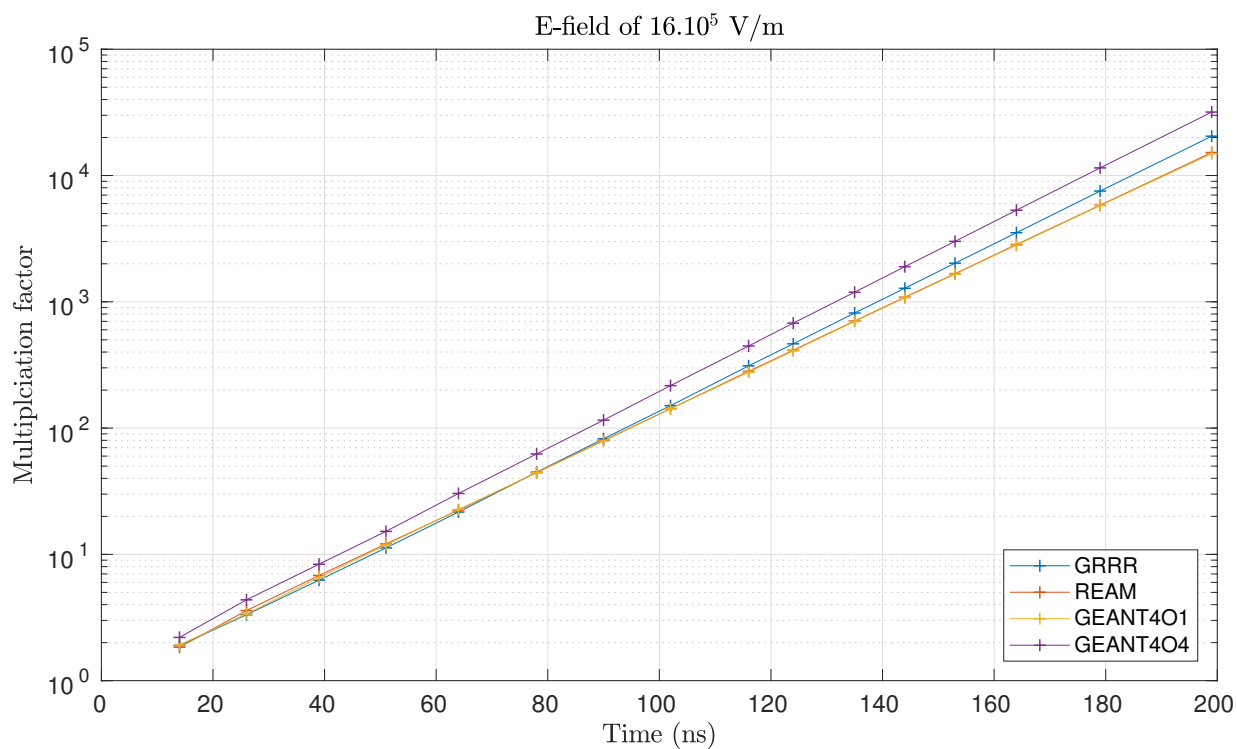
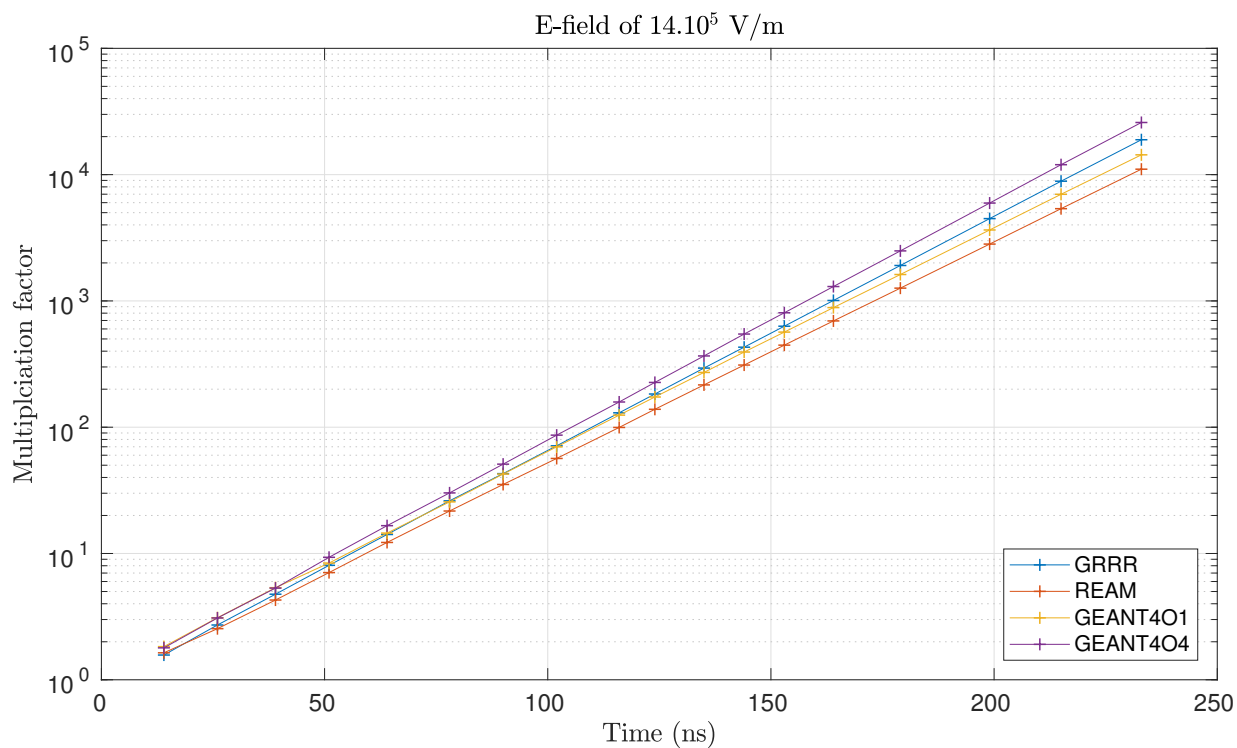


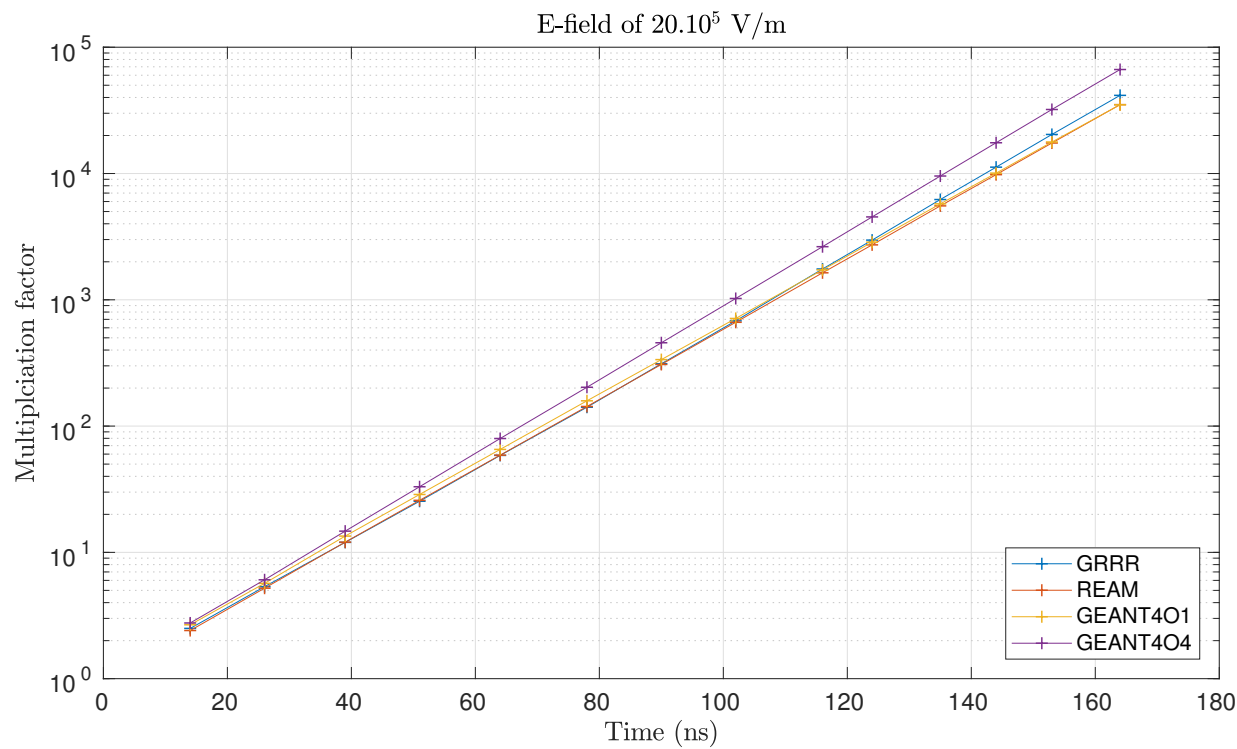
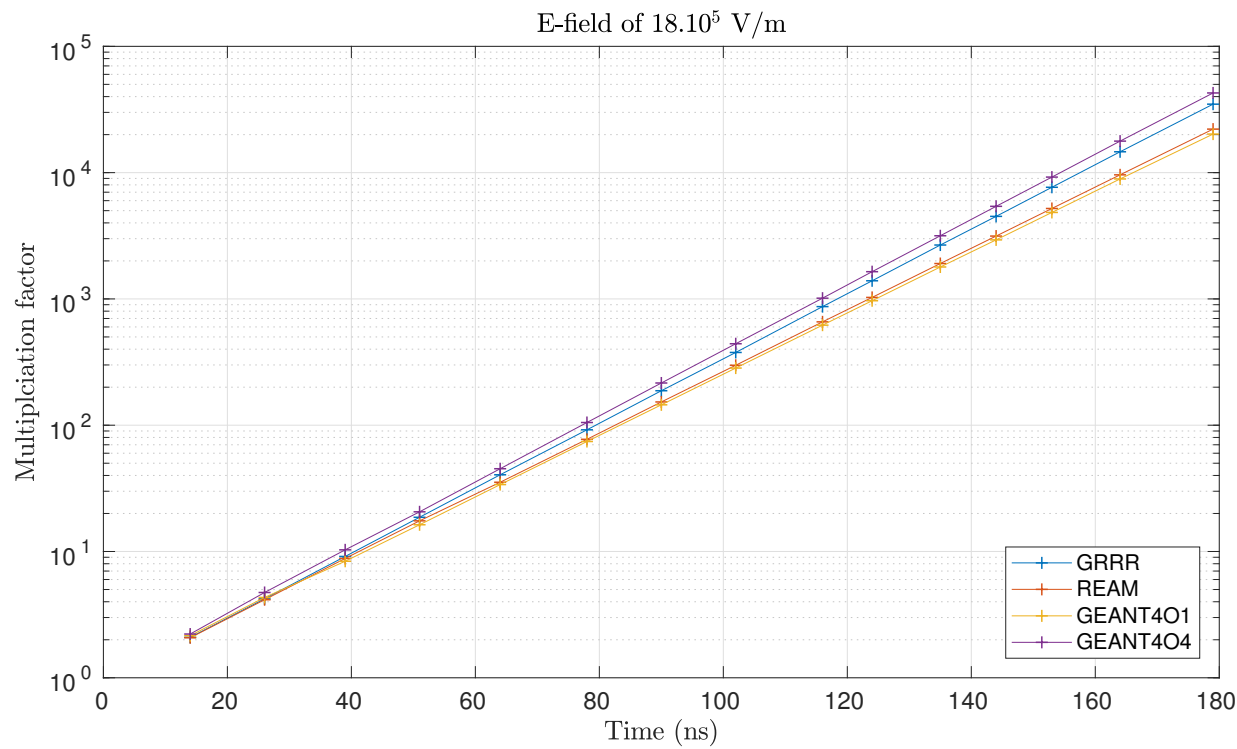


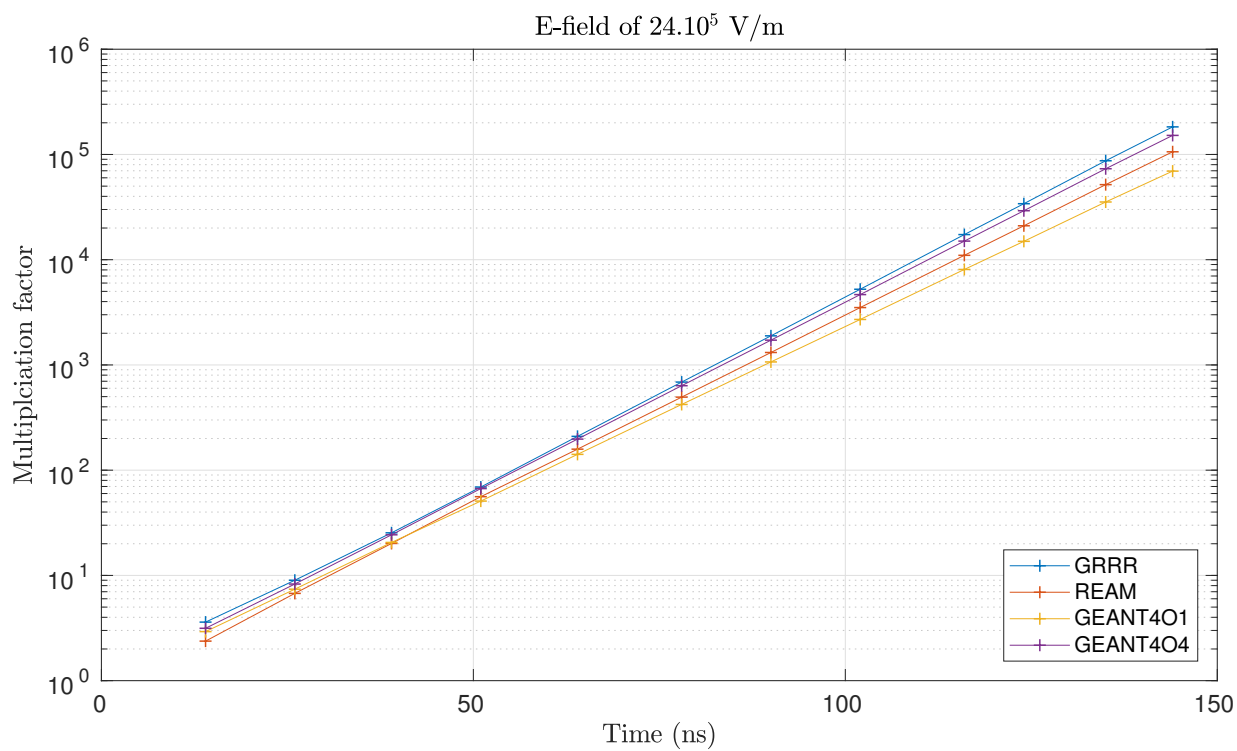
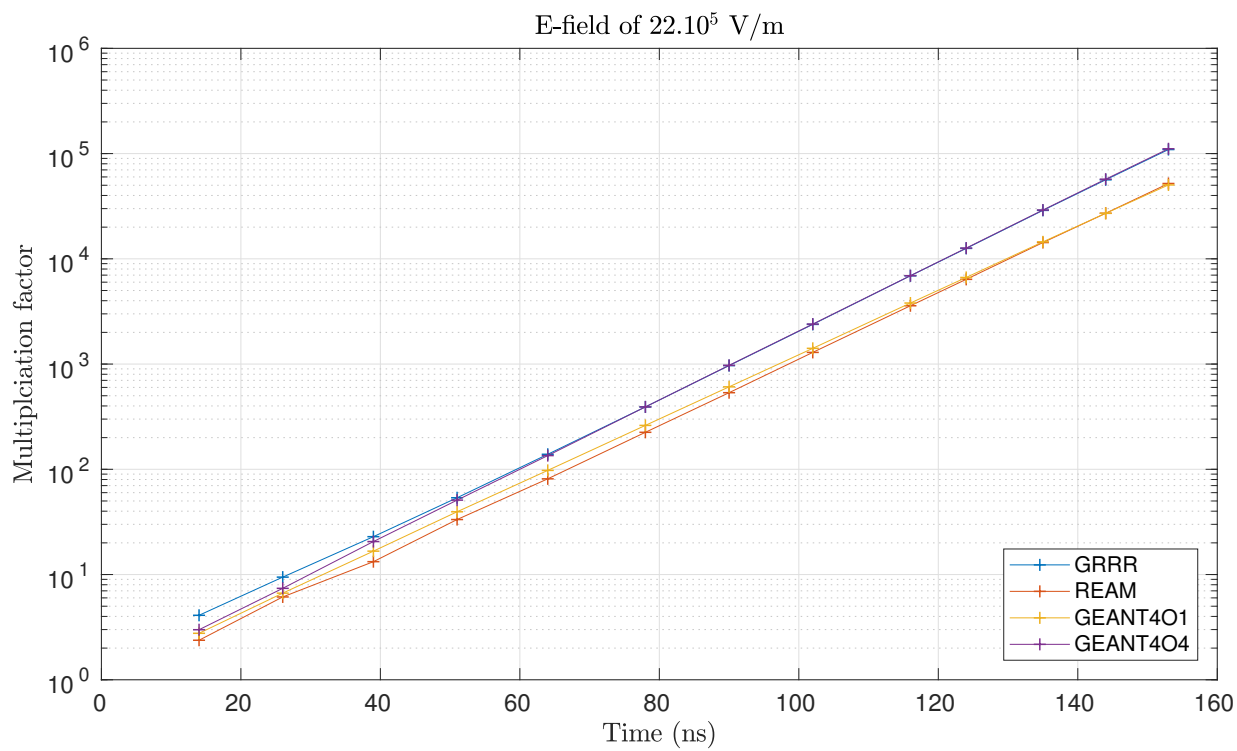
10.3 Time Record Code Comparison

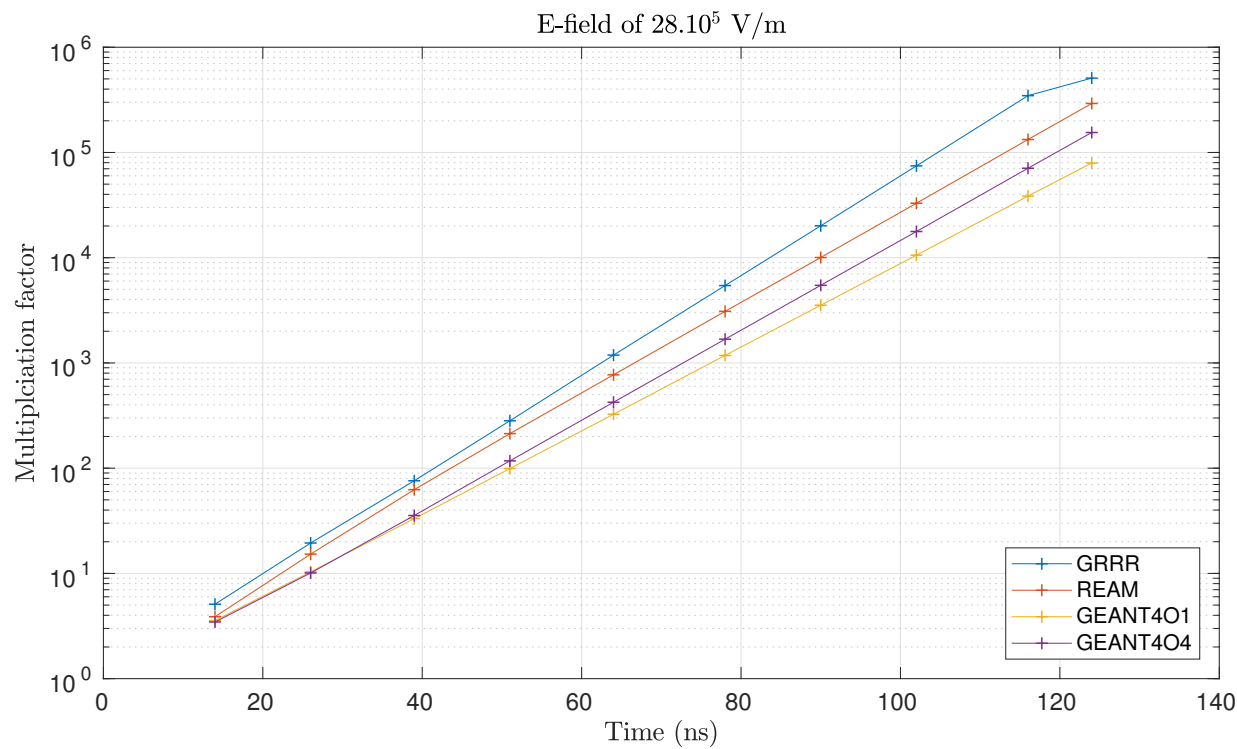
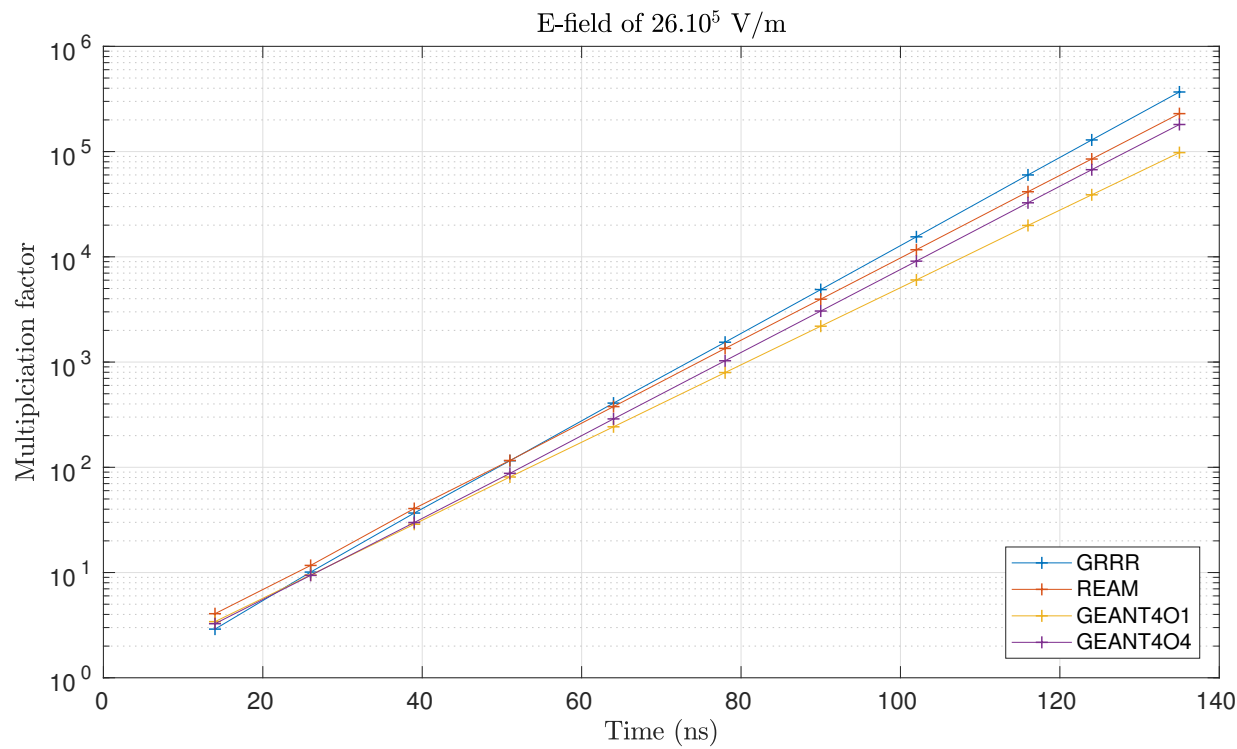


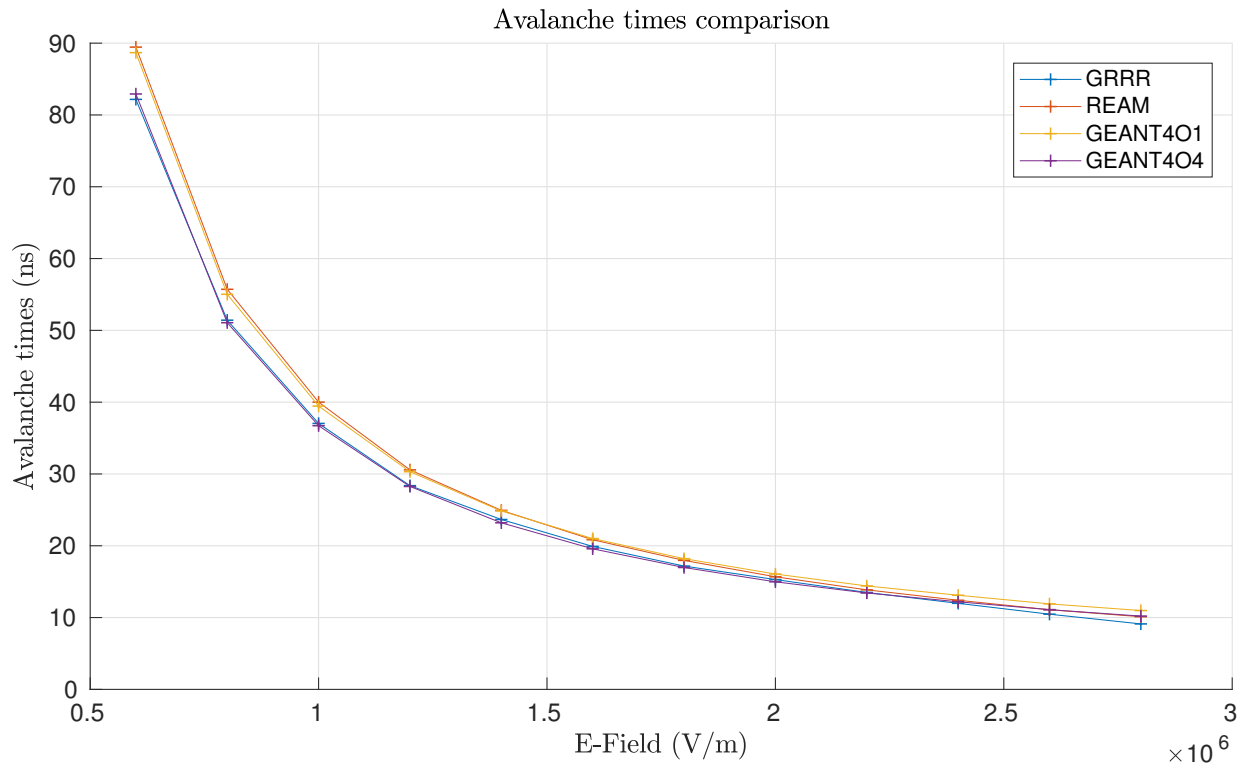




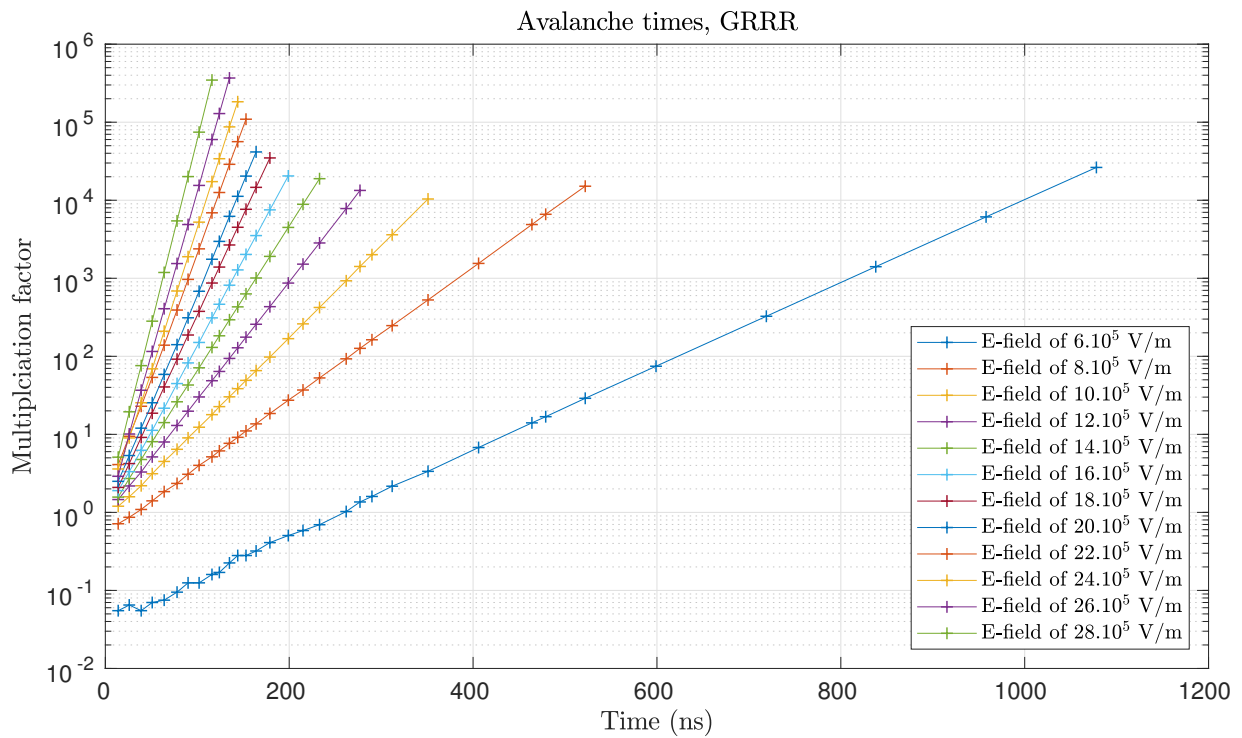


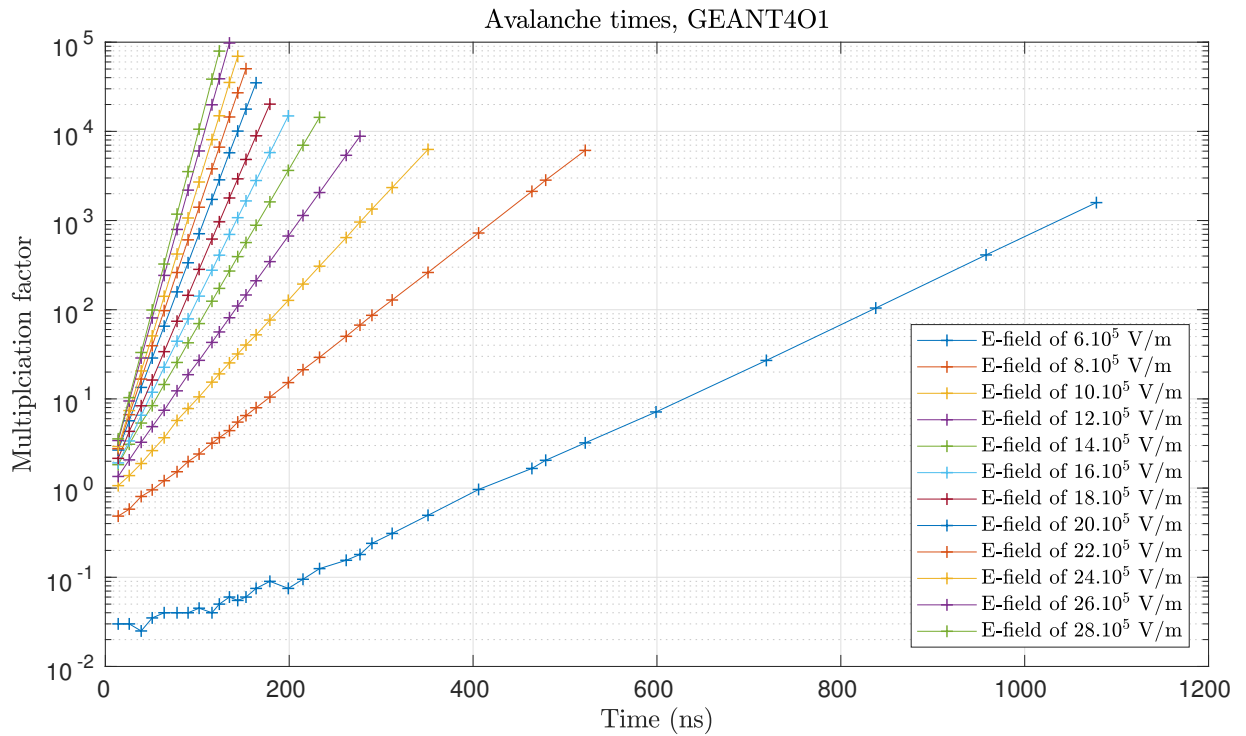
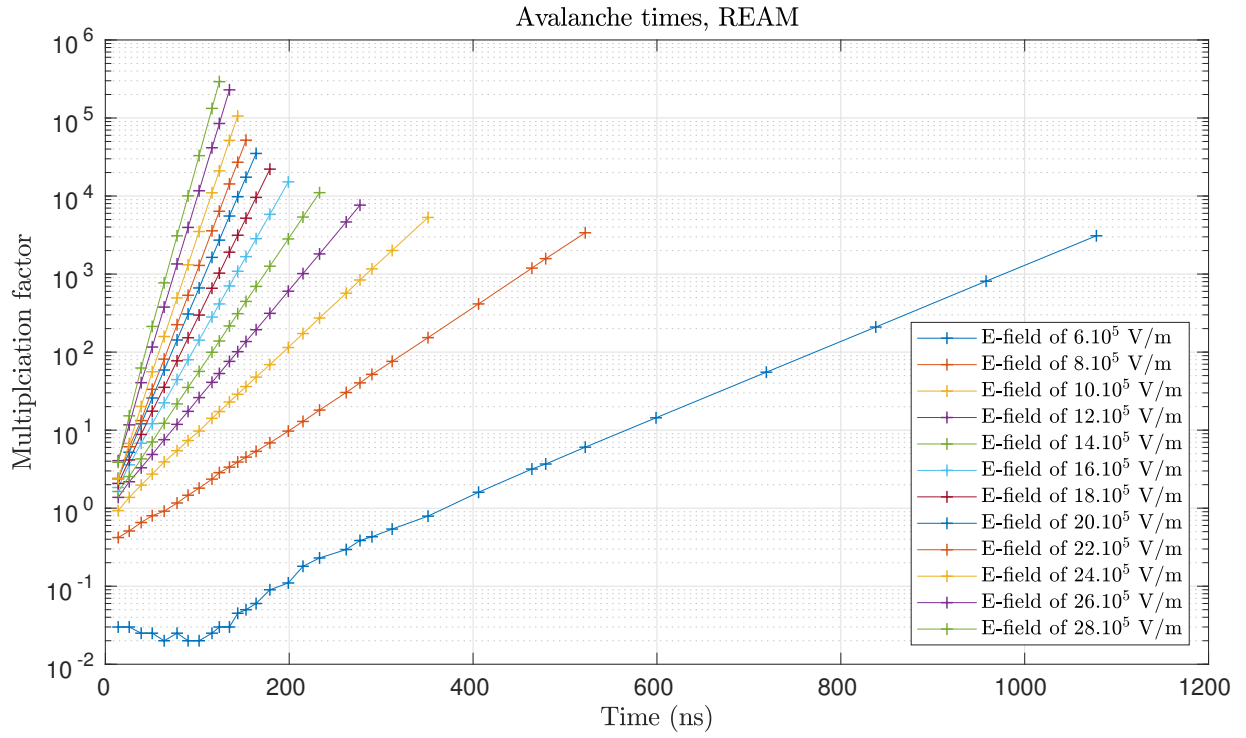


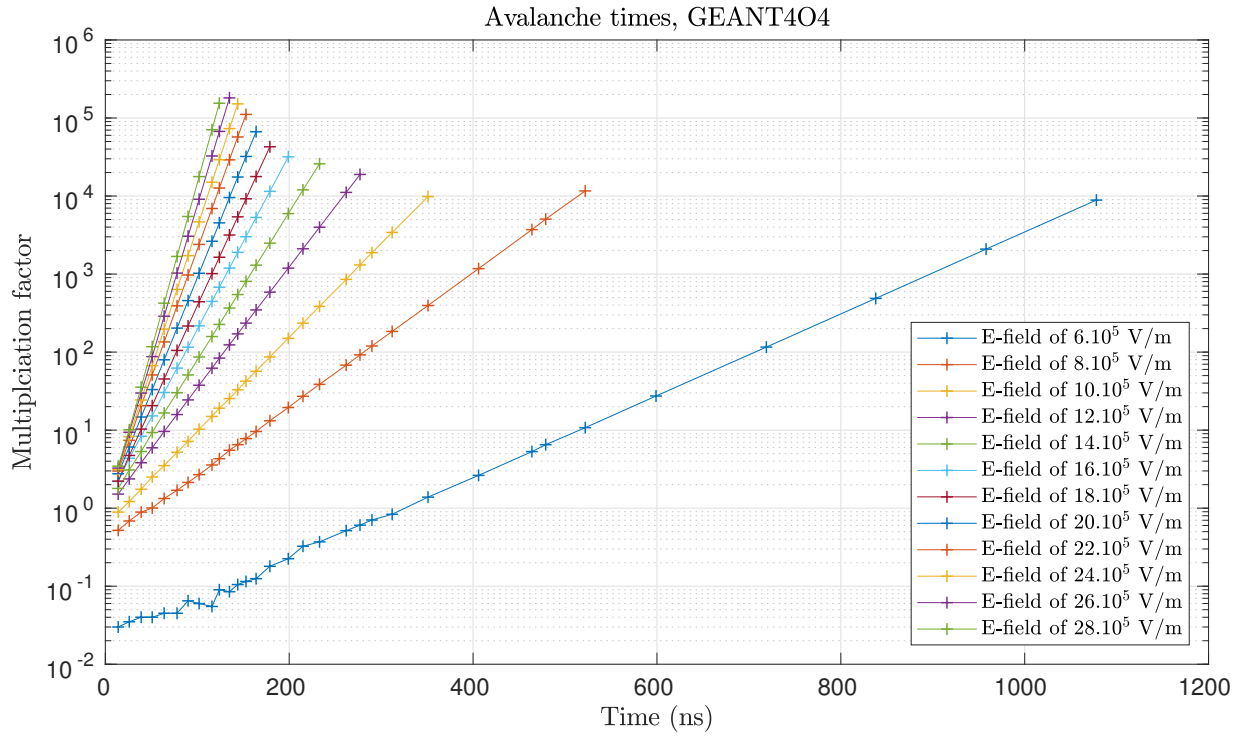




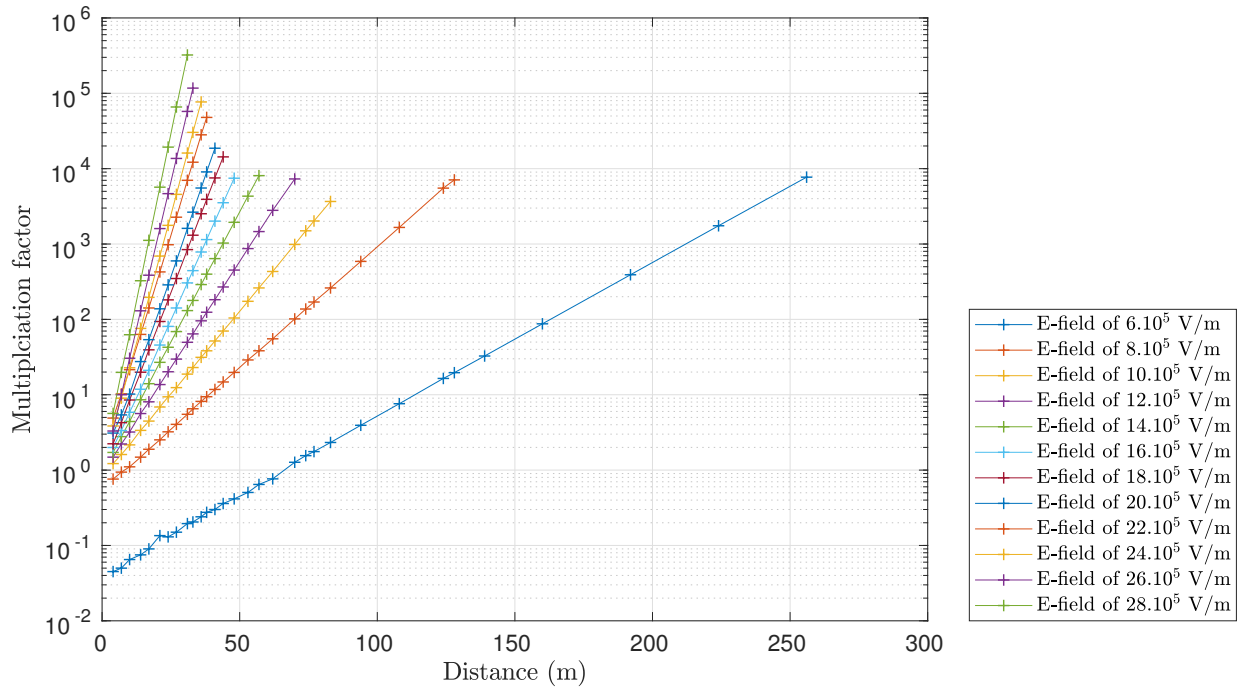
10.4 Time Record Code By Code

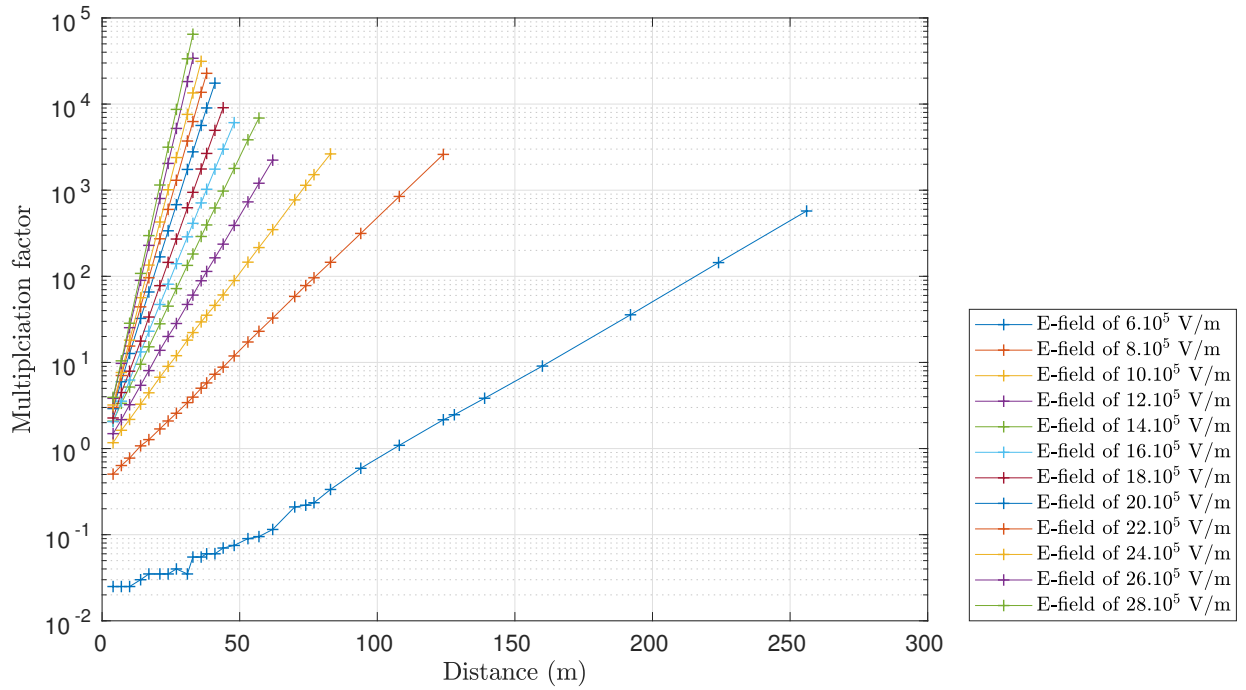
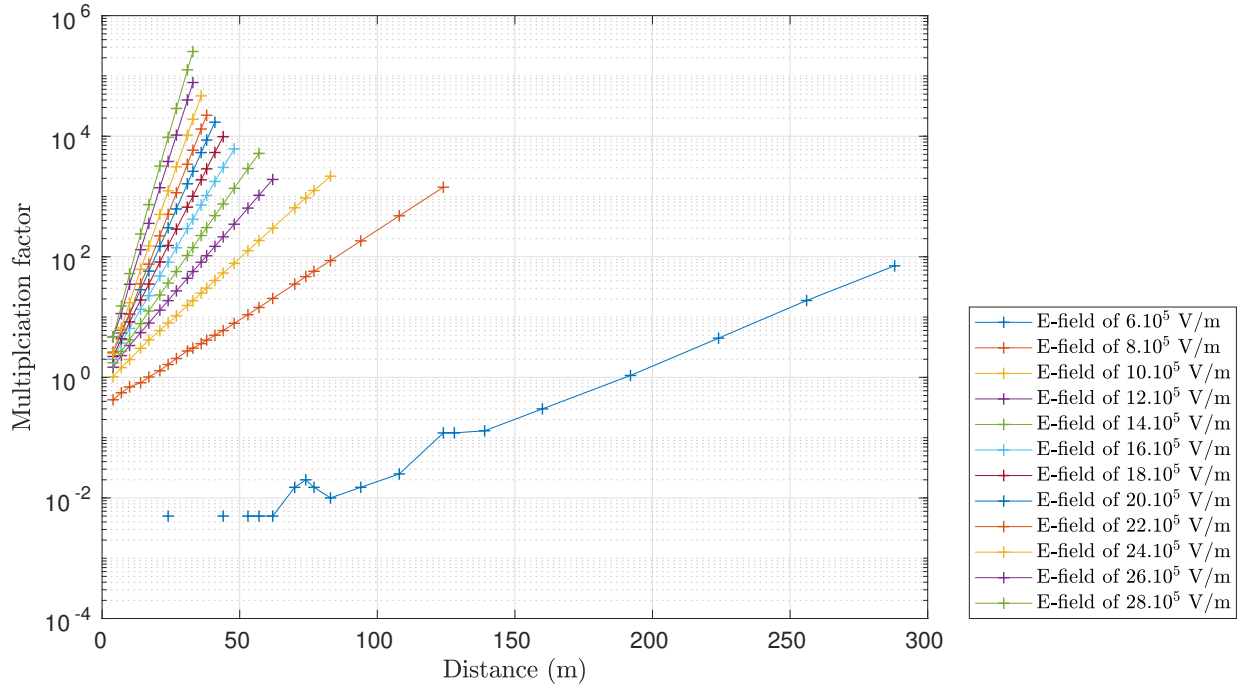


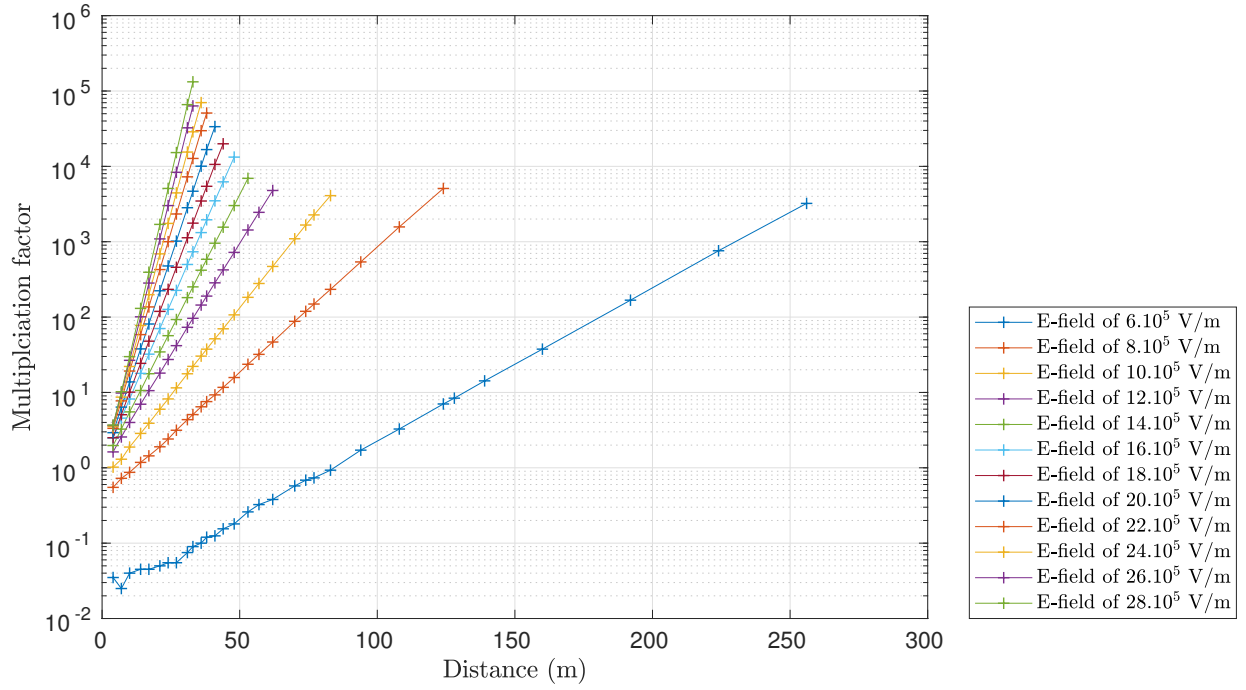




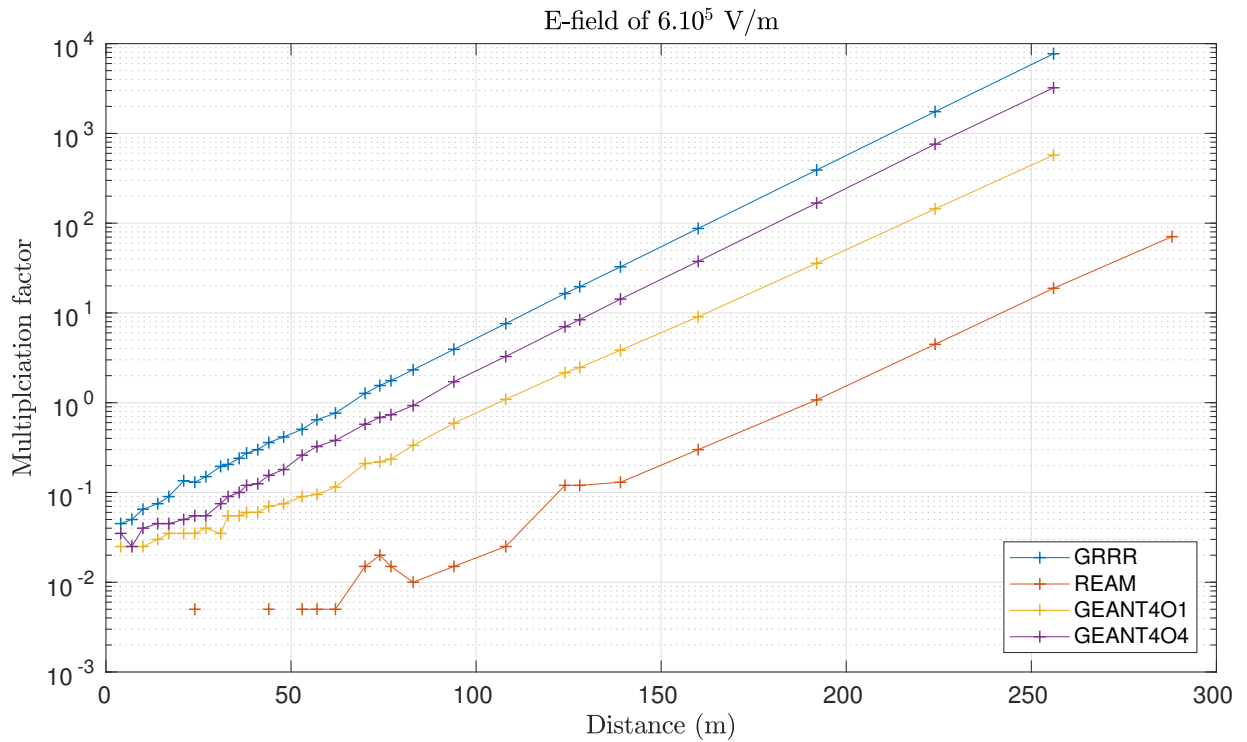
10.5 Distance Record Code By Code

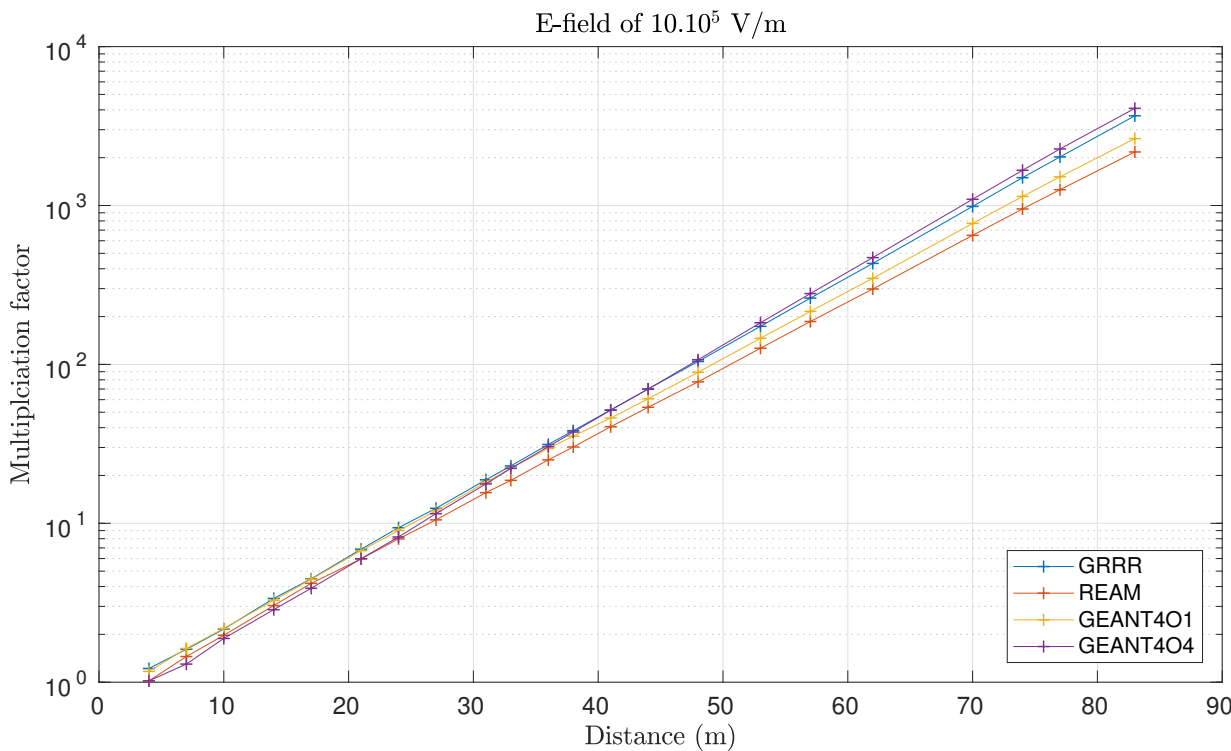
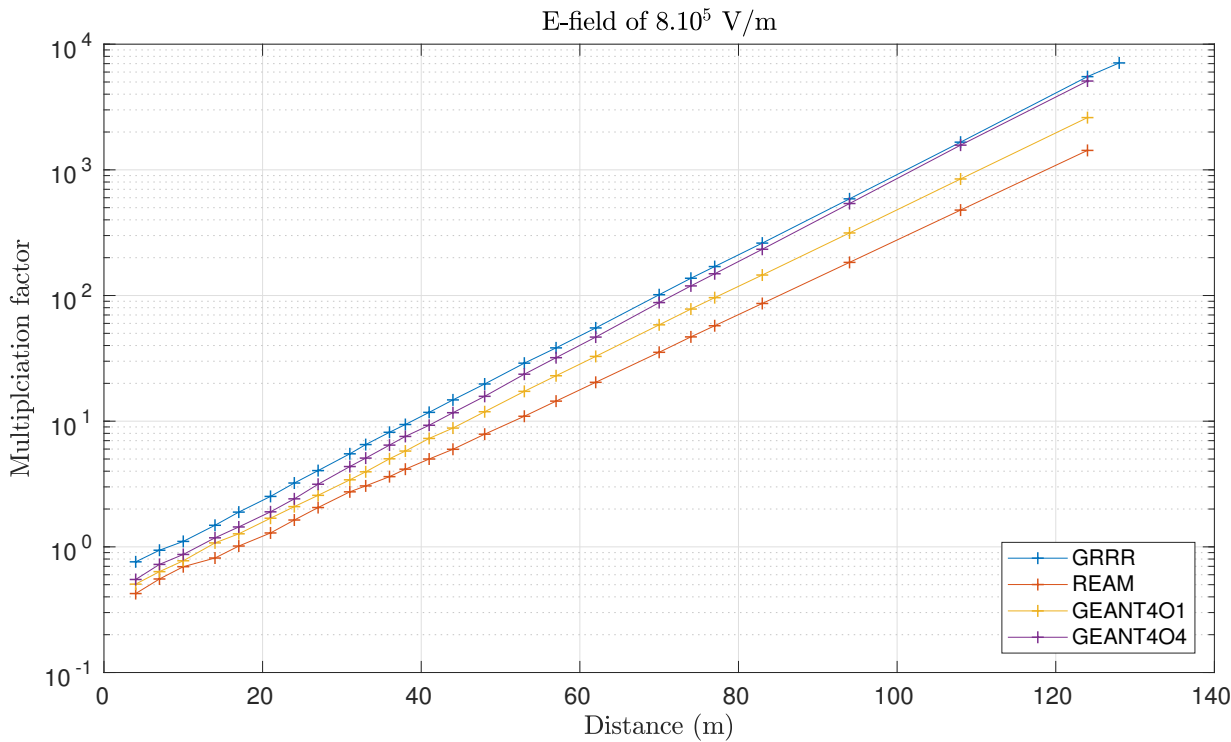


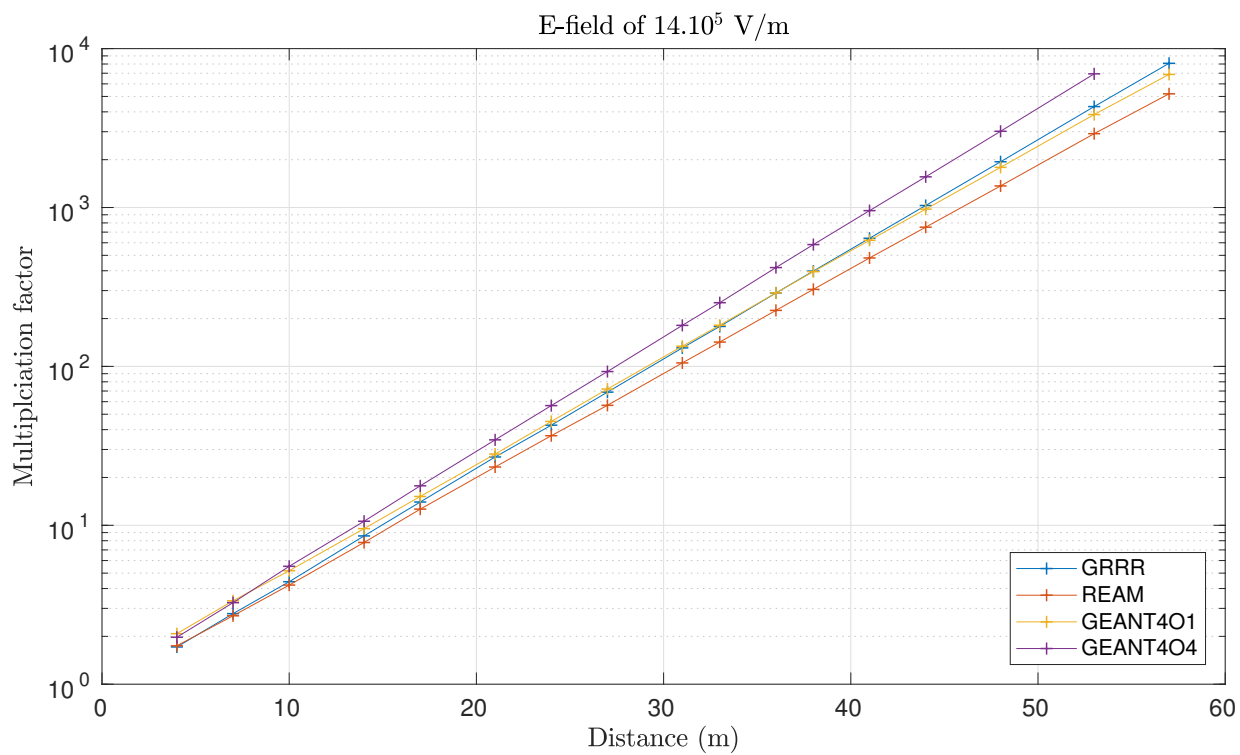
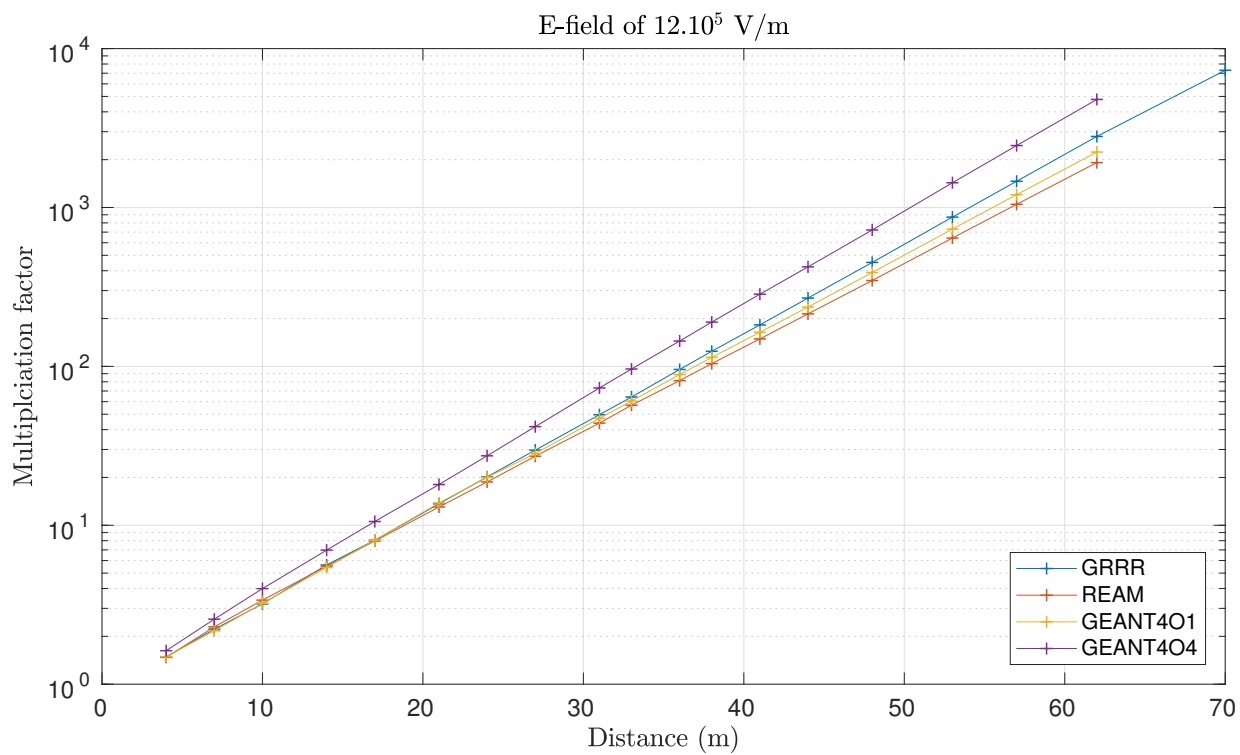


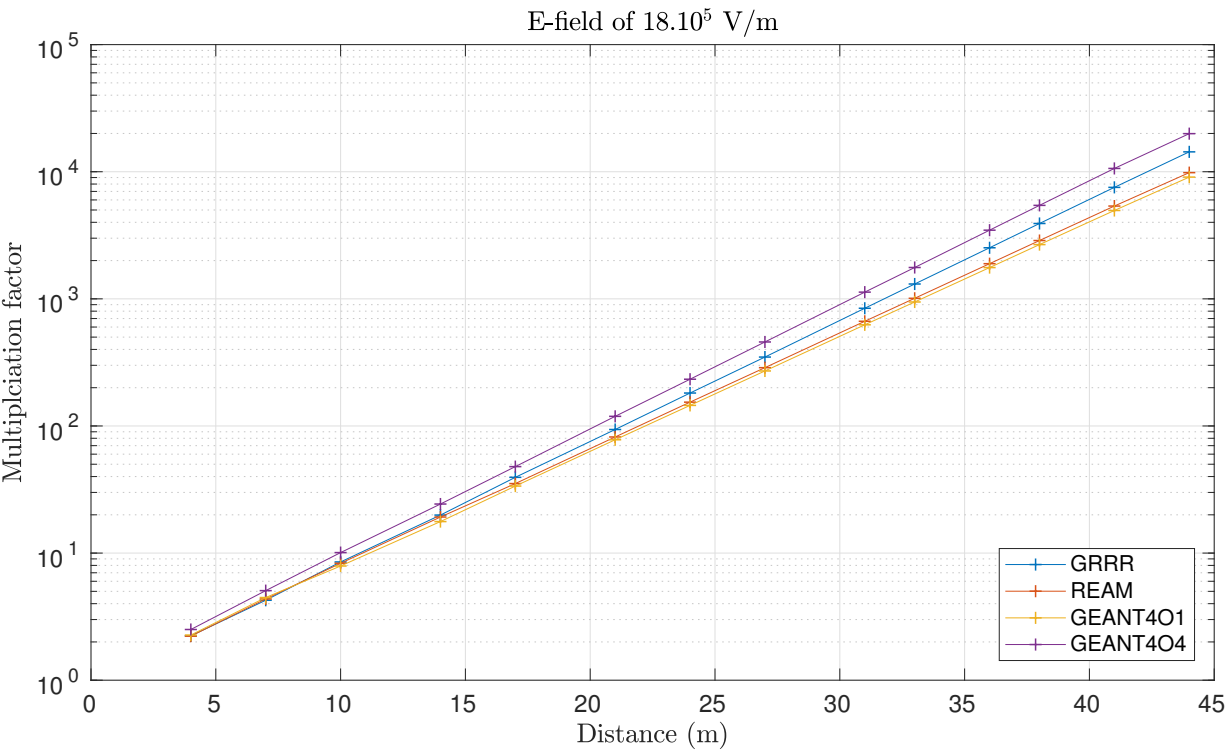
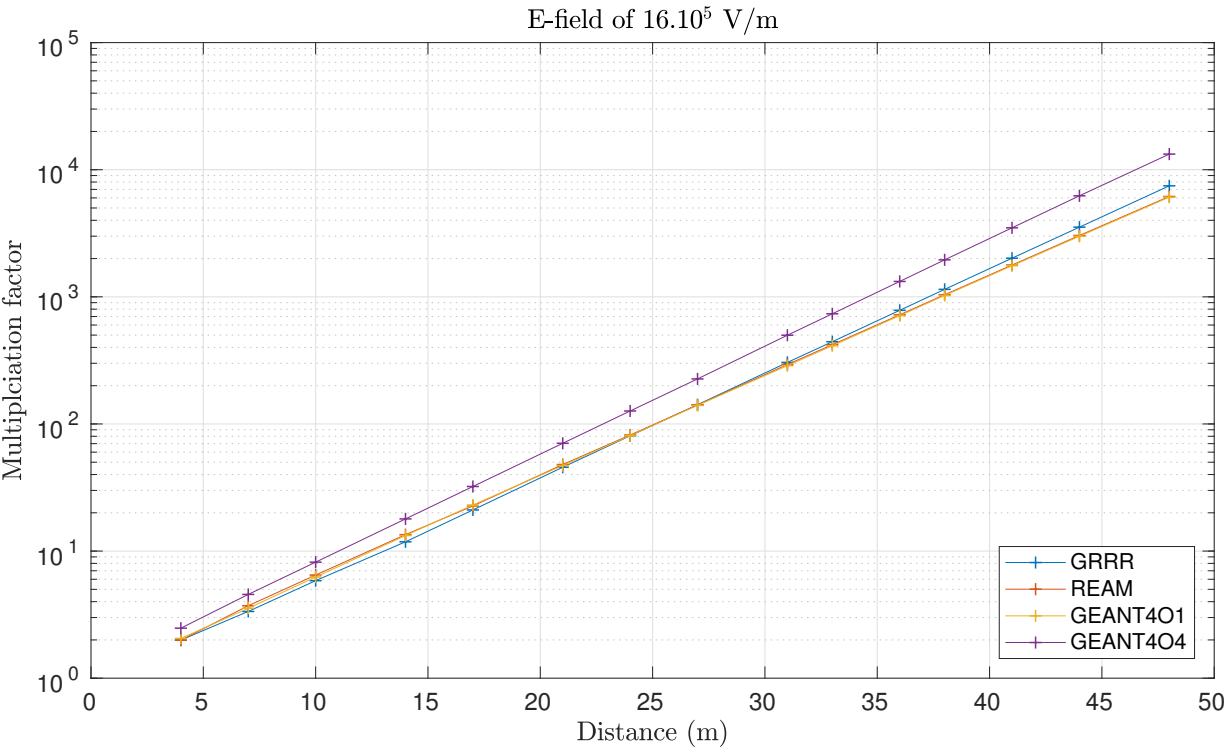


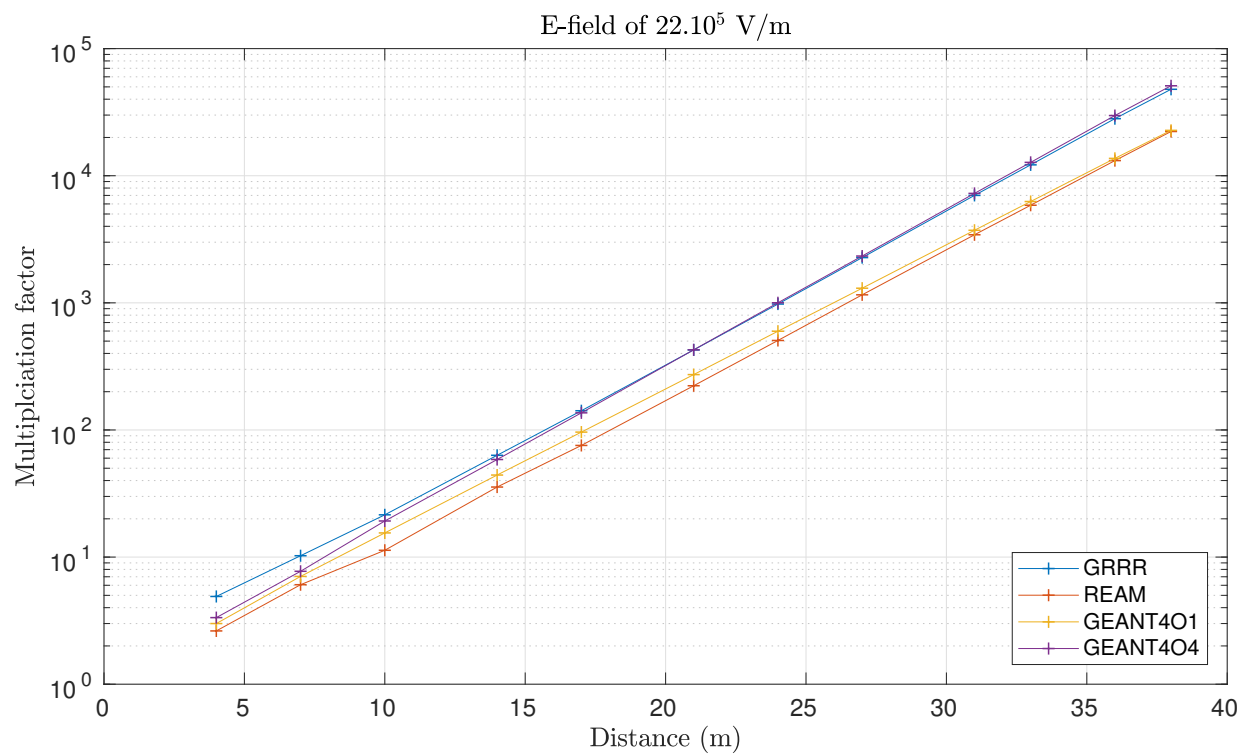
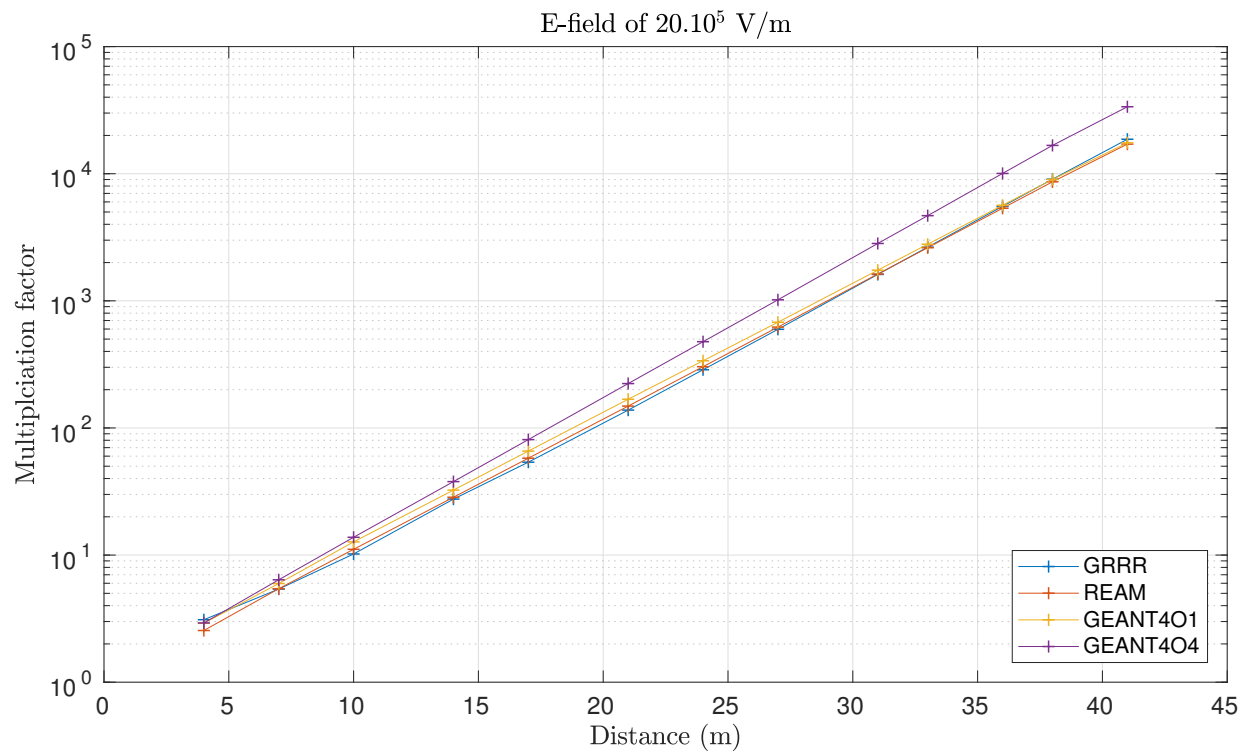
10.6 Distance Record Code Comparison

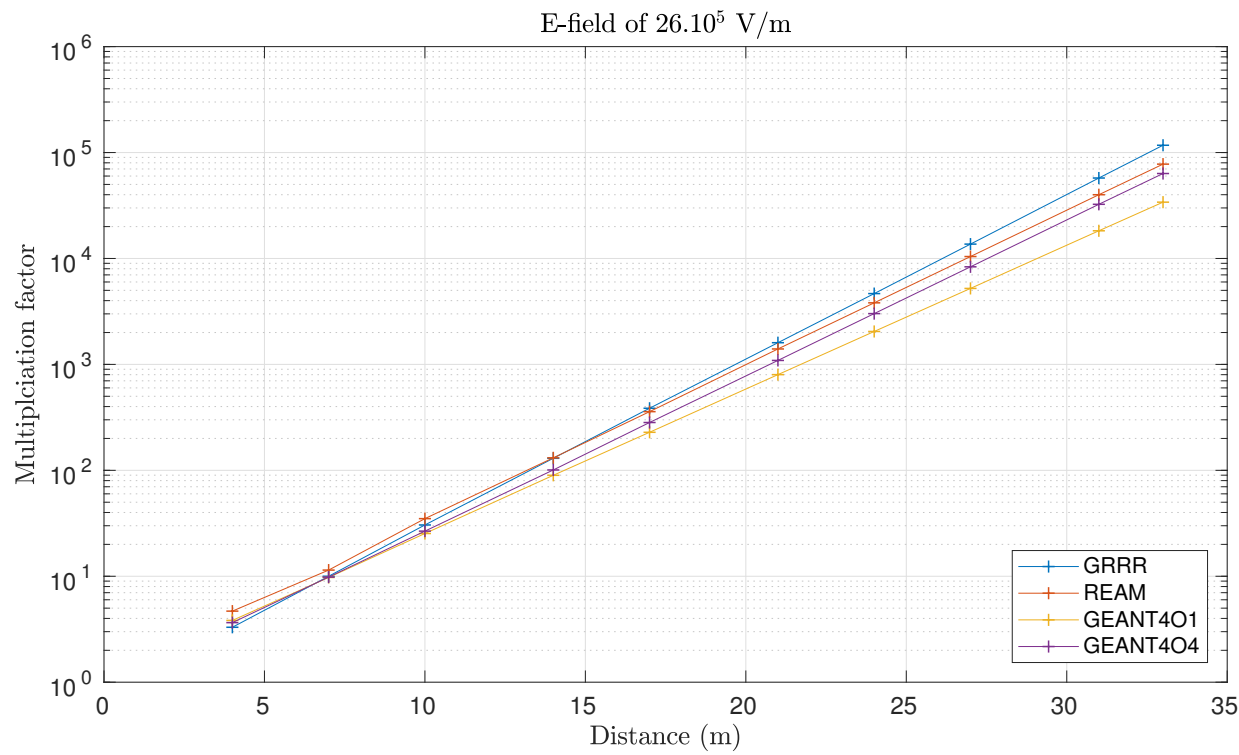
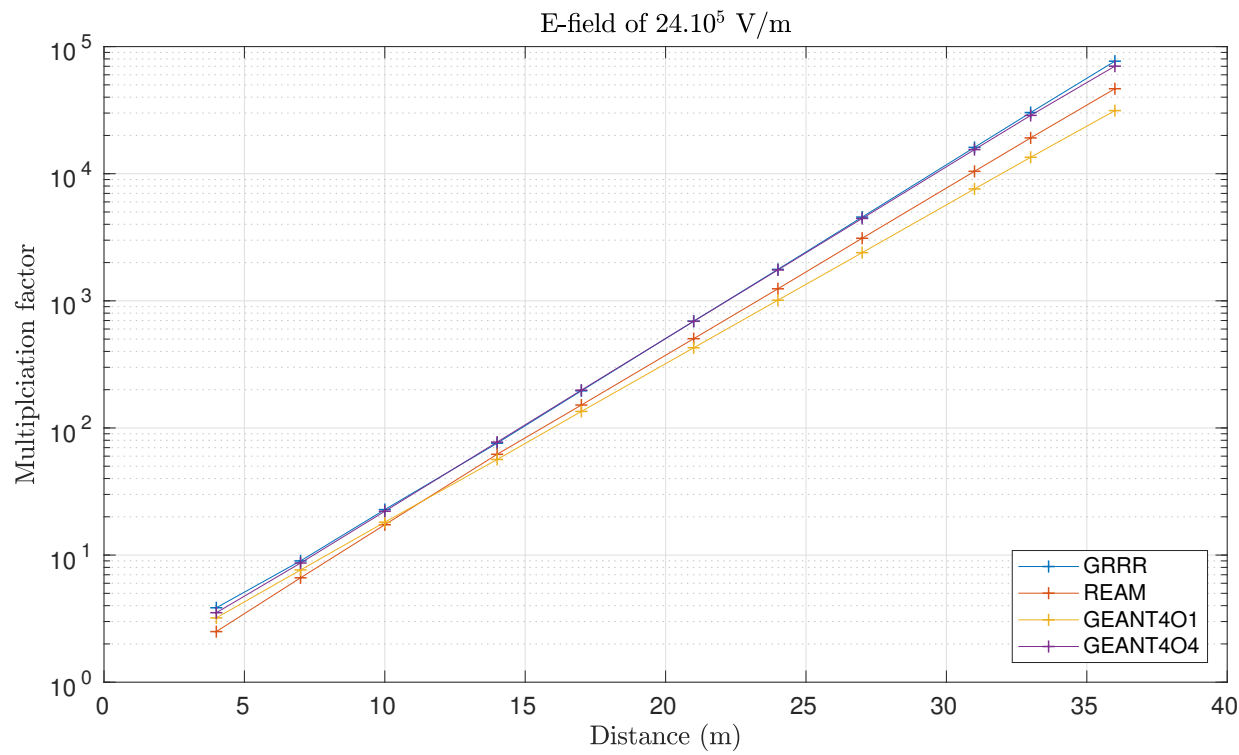


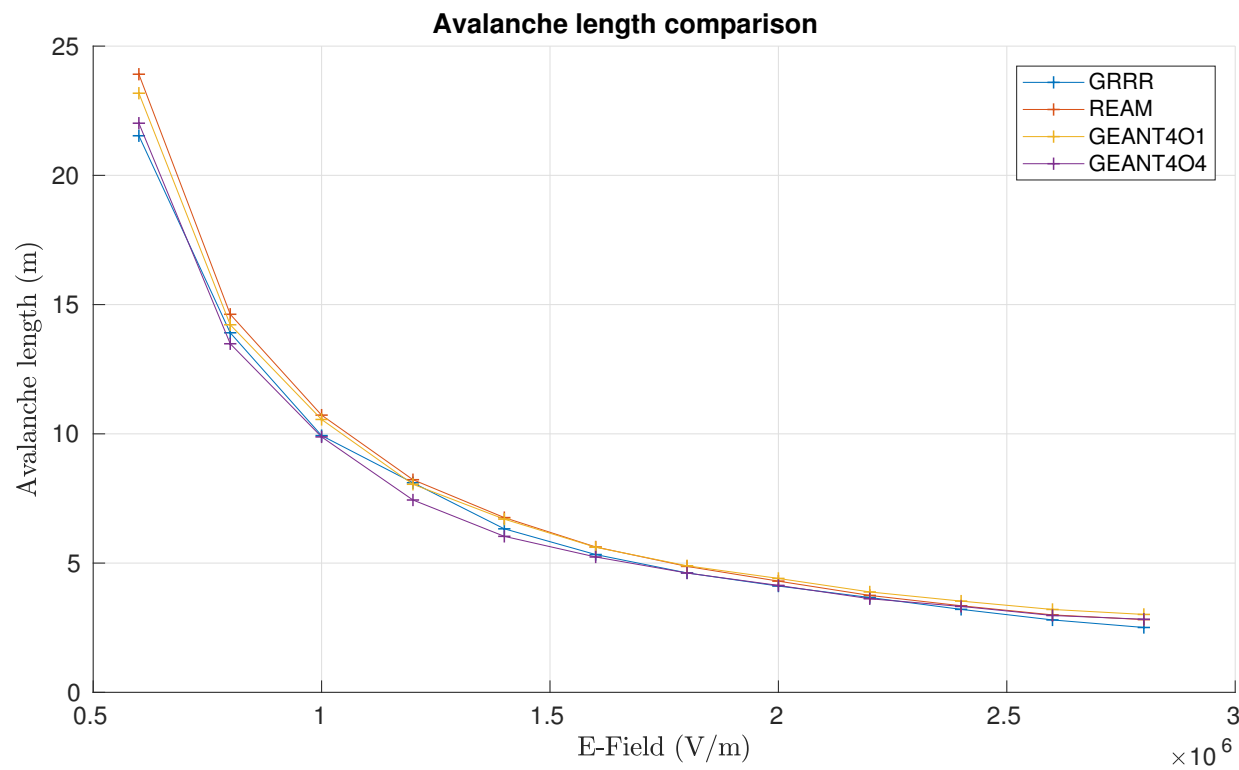
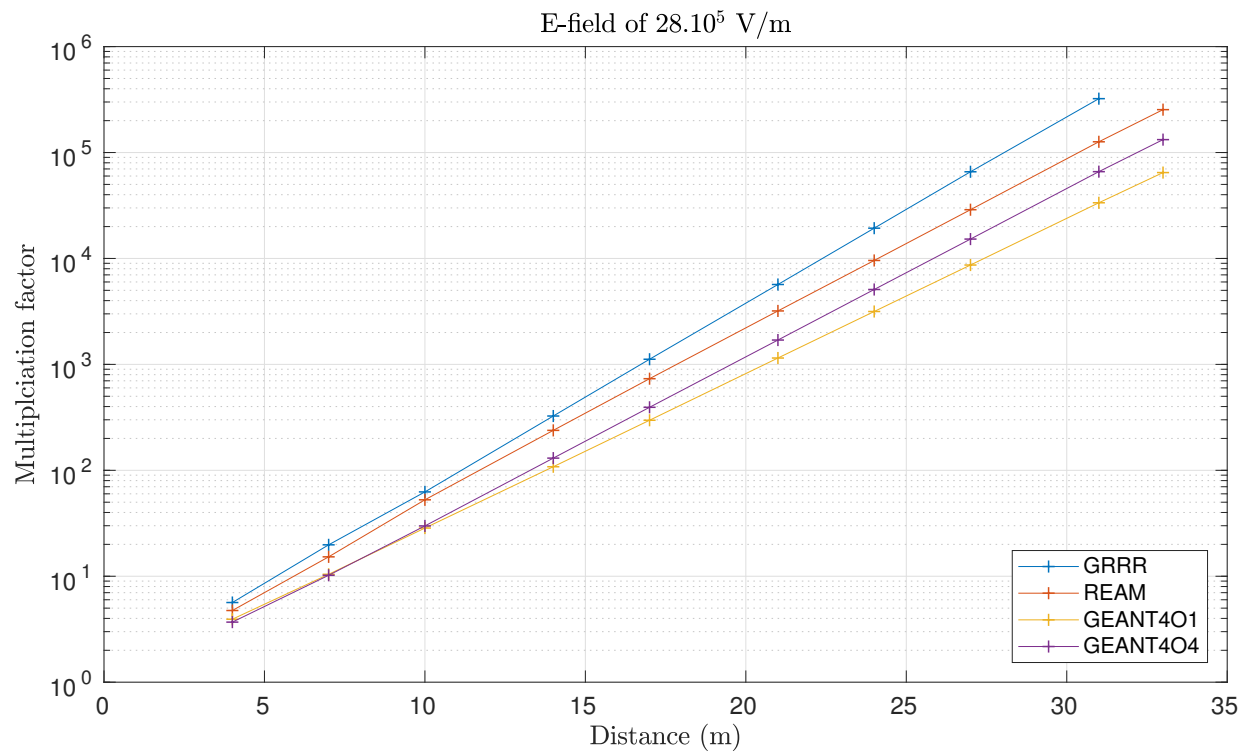






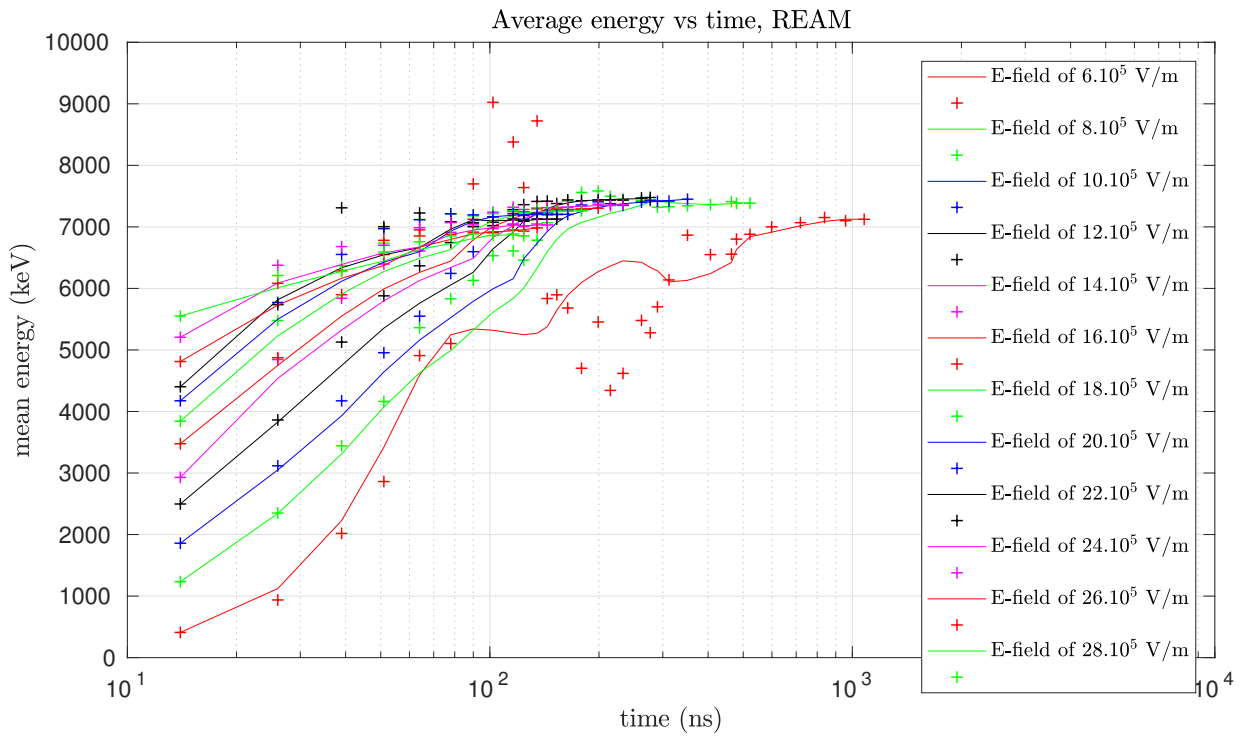
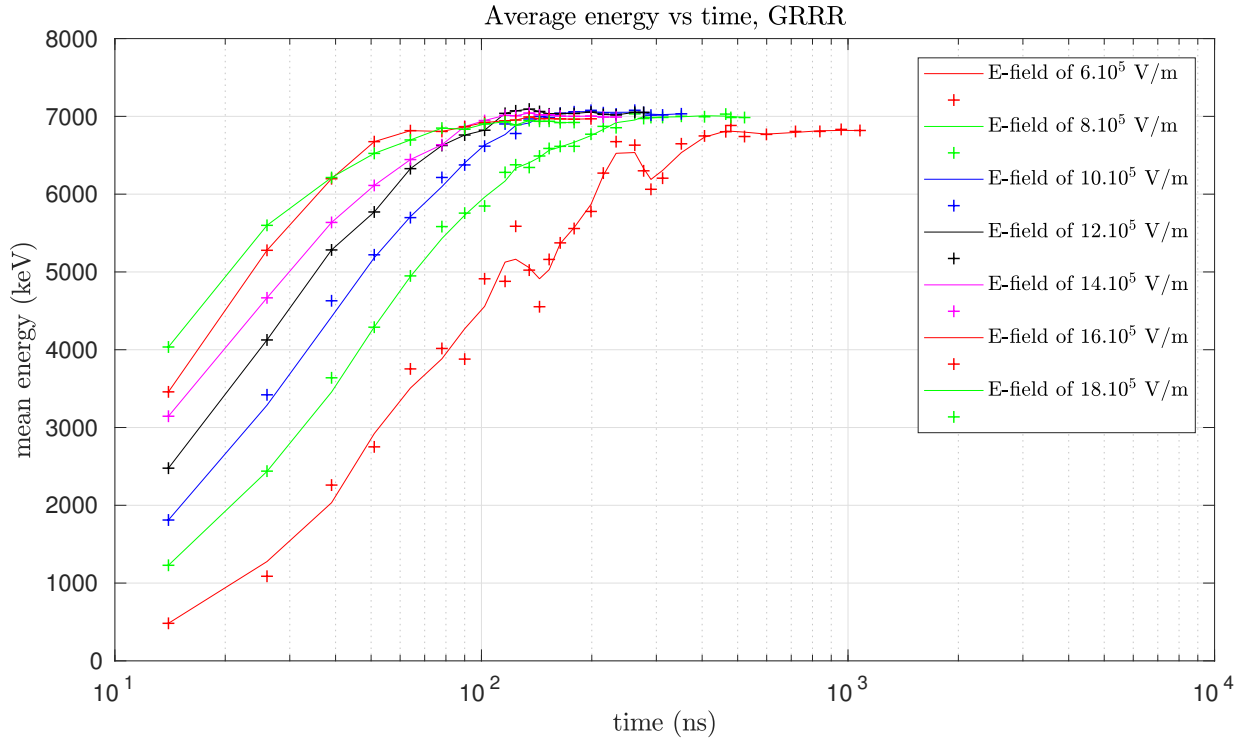


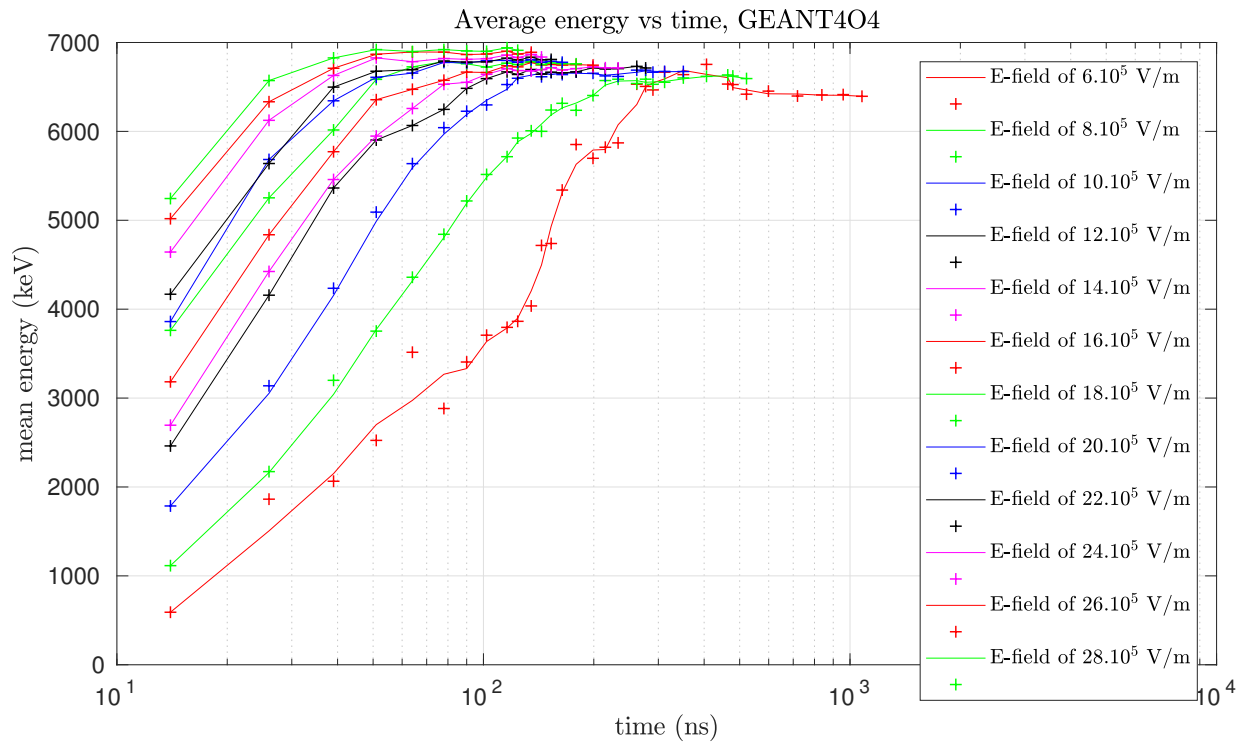
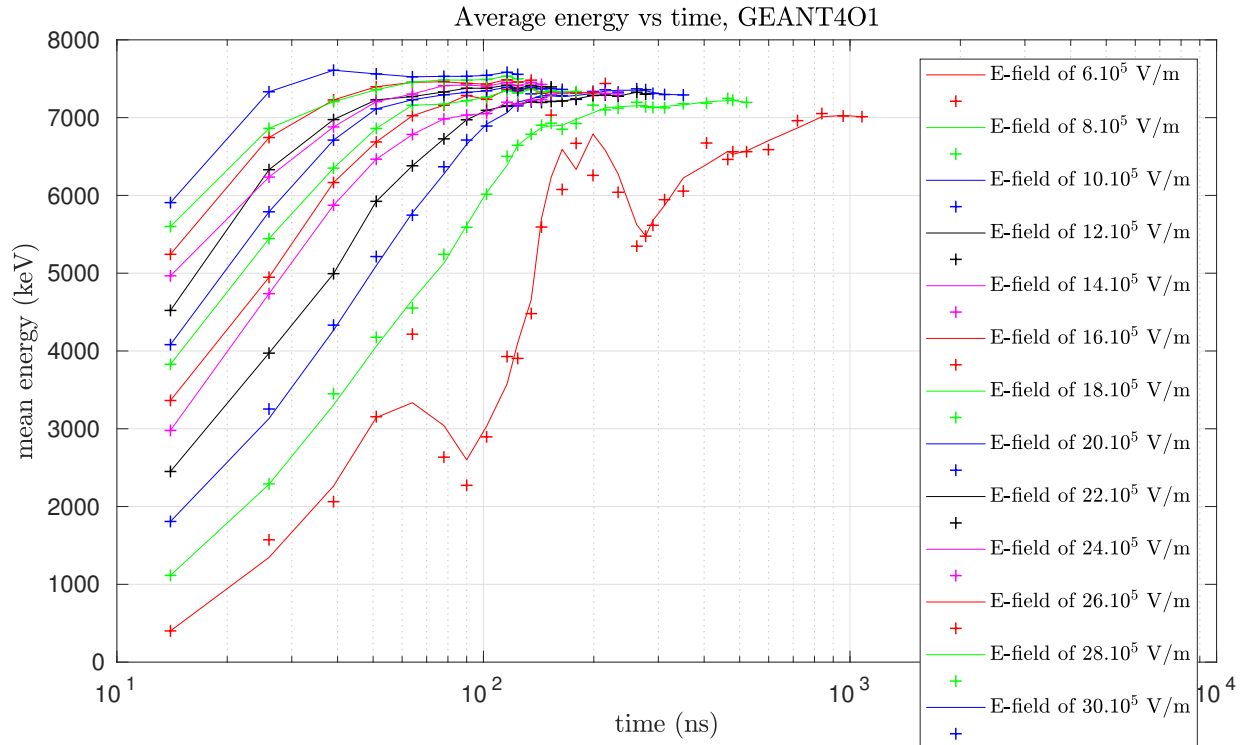




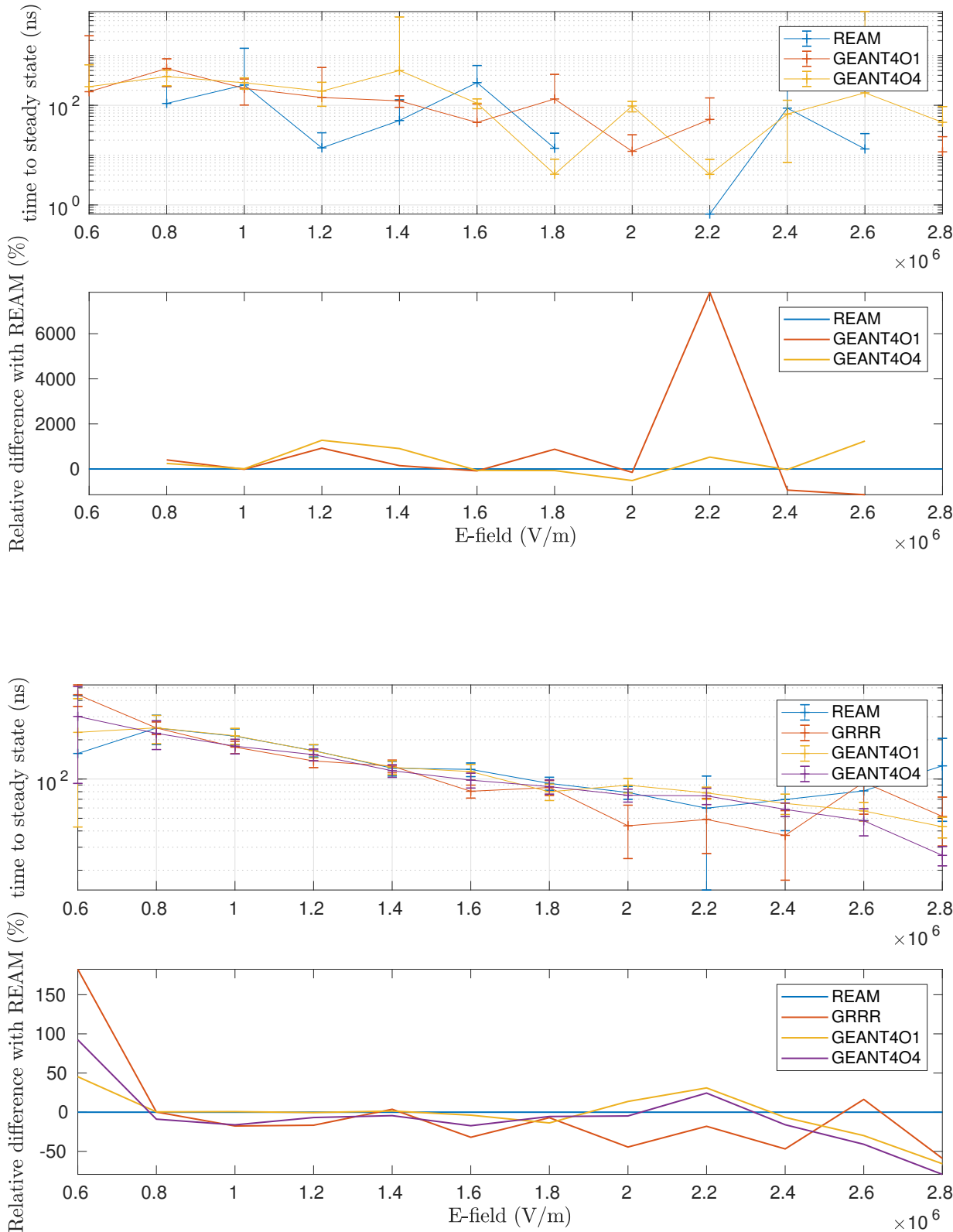
11 Time To Steady State

11.1 Average Electron Energy Evolution

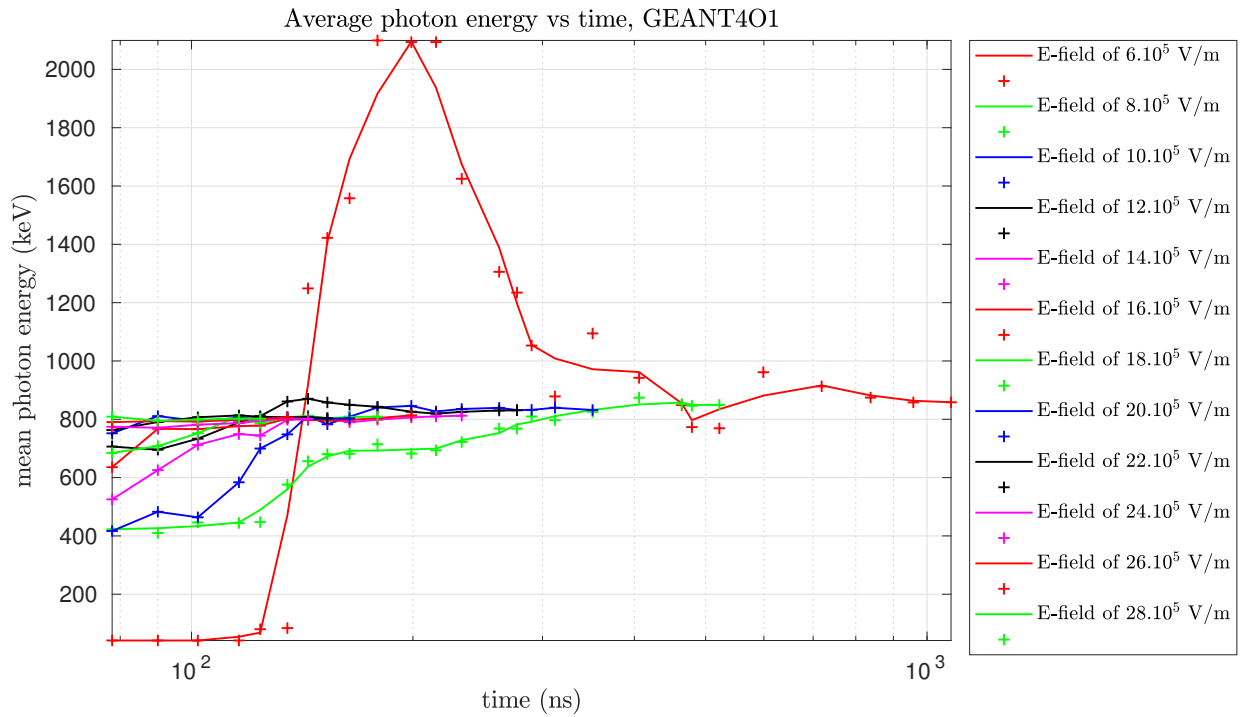
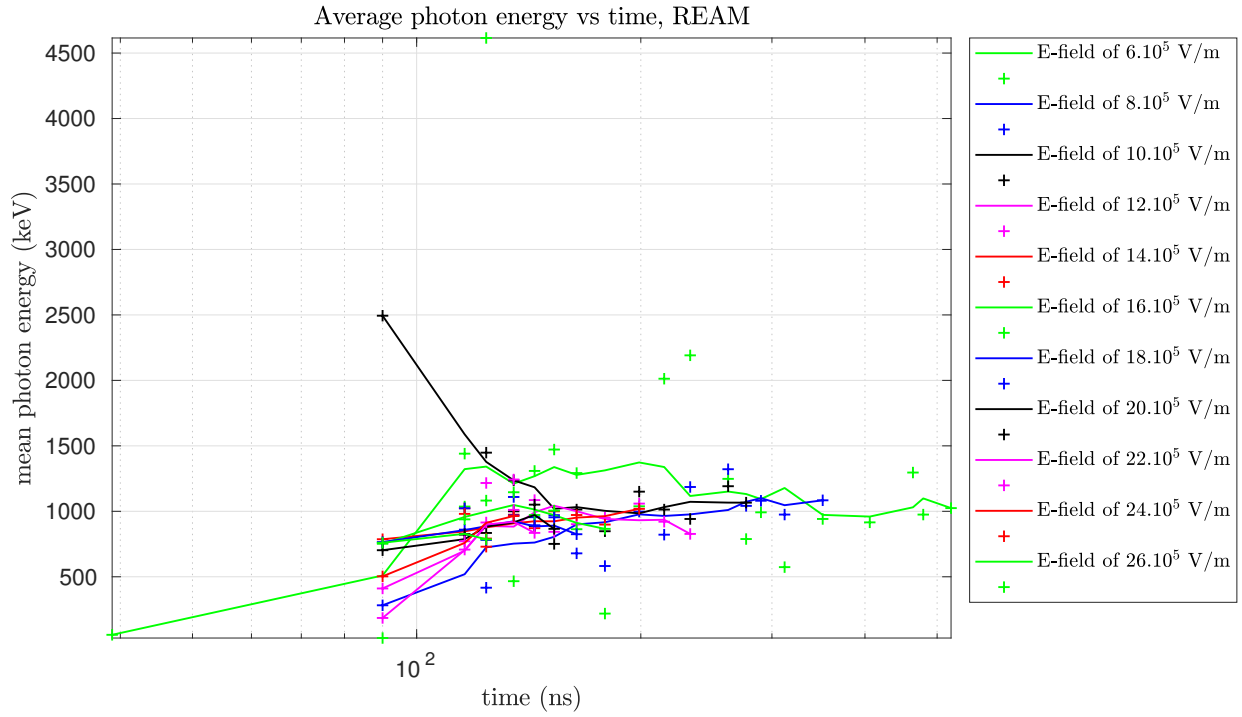


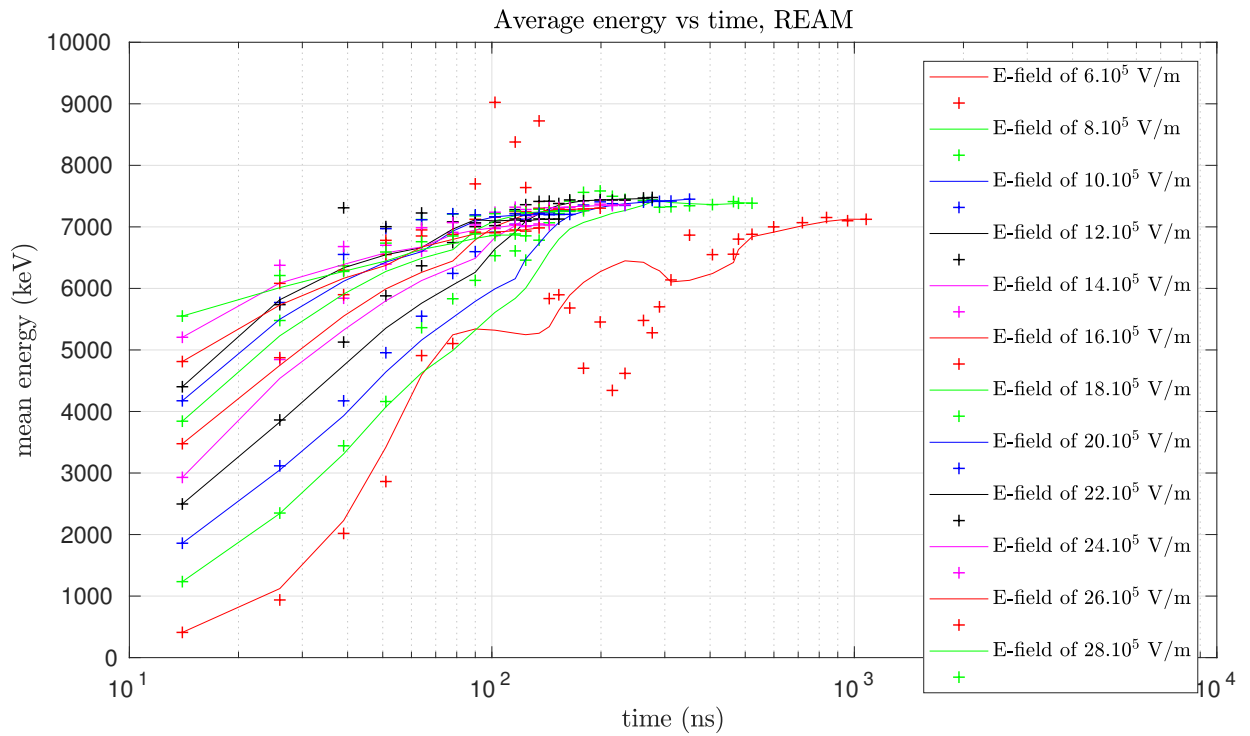
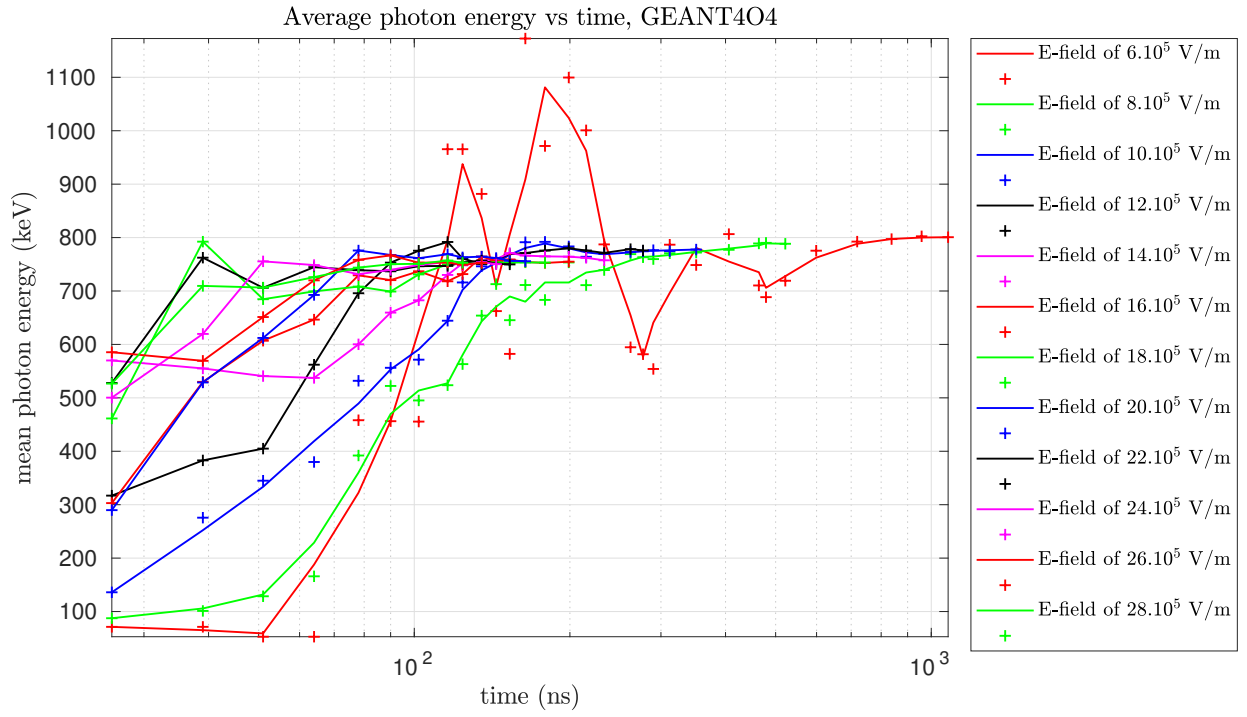


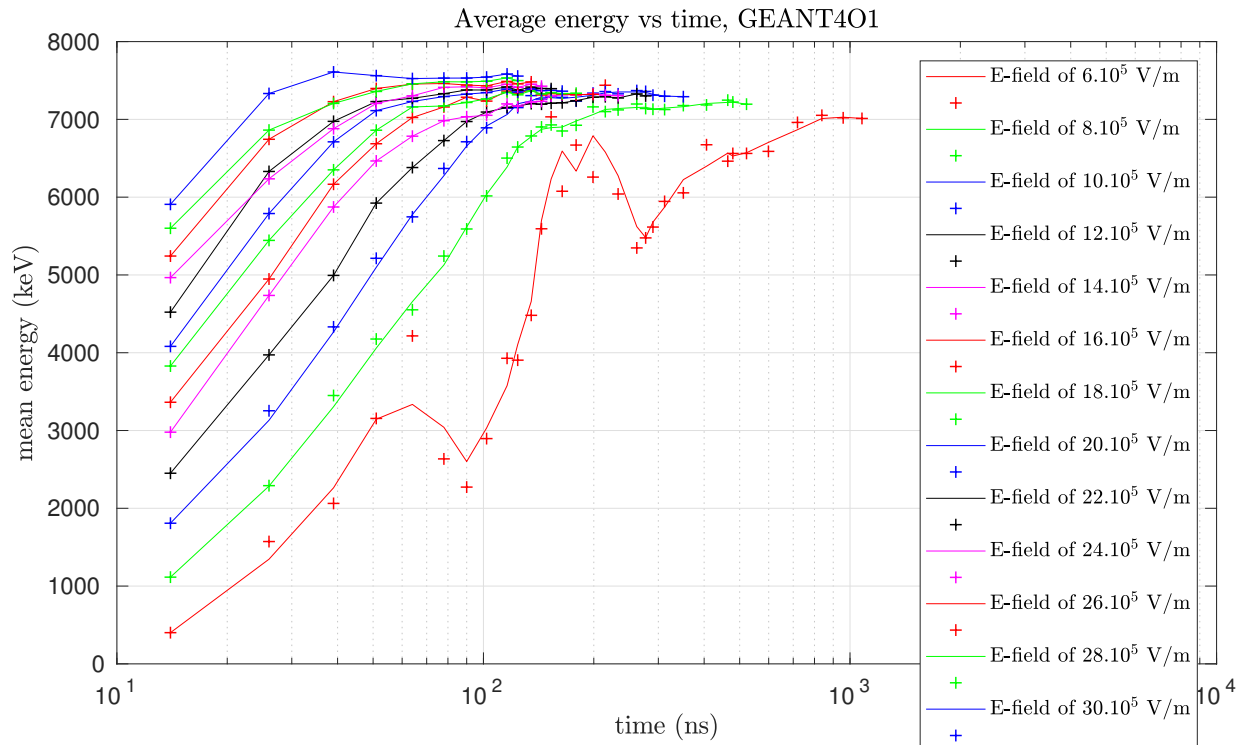
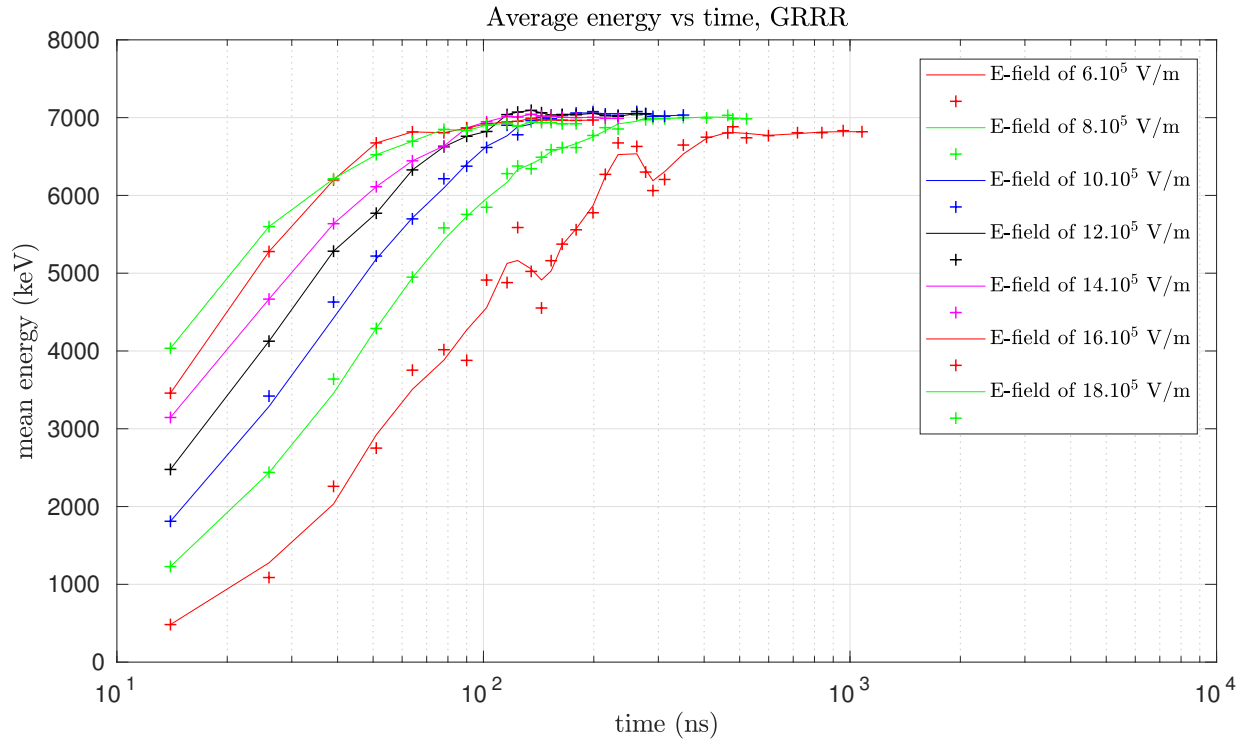
11.2 Comparison

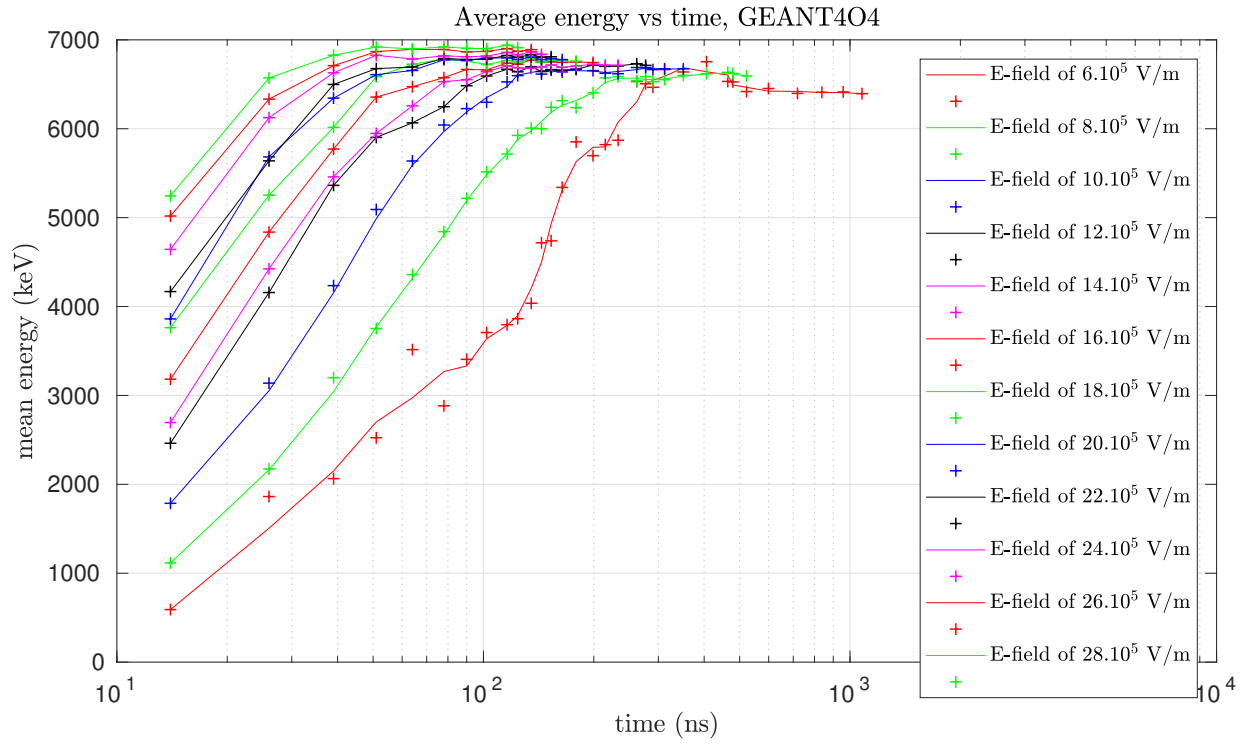


11.3 Average Photon Energy Evolution









11.4 Spectrum Evolution To Steady State

