What does this mean?

Doctoral Thesis

Development and simulated observations of the Jovian Neutrals Analyzer

Angèle Pontoni

Main supervisor:
Dr. Manabu Shimoyama

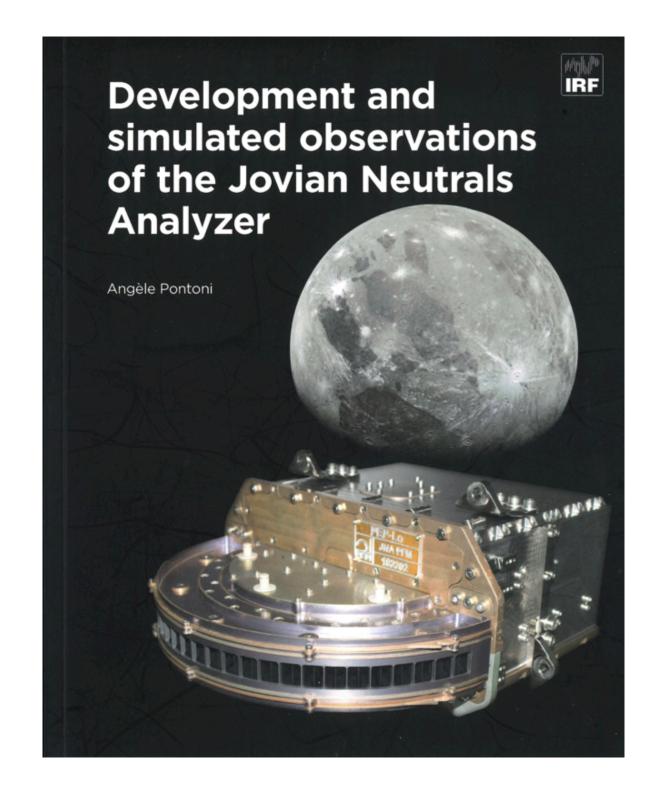
Assistant supervisors: Dr. Mats Homlström Dr. Ove Andersson Opponent: Dr. Andrew Yau

Examination committee:
Prof. Asta Pellinen
Wannberg
Dr. Nickolay Ivchenko
Dr. Mathias Milz

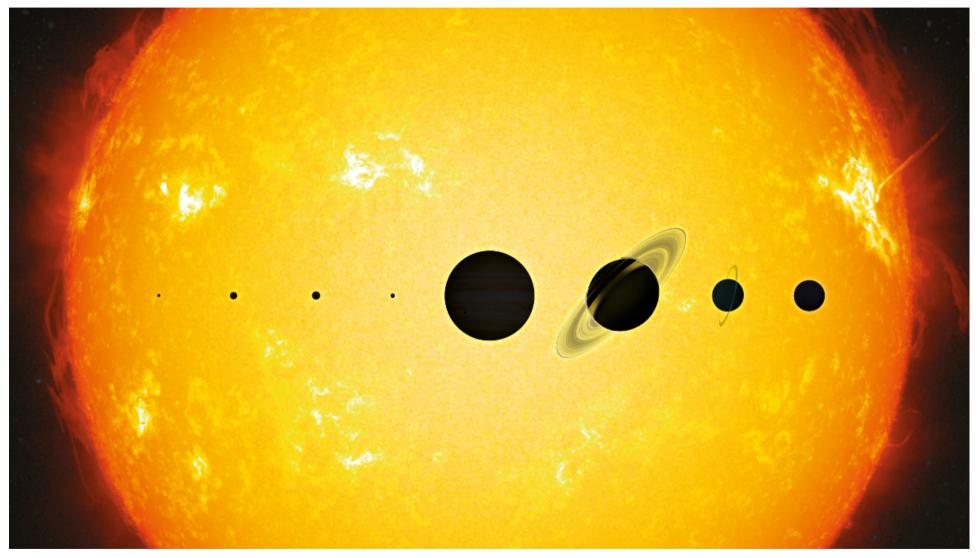




Hint: 1 cover page



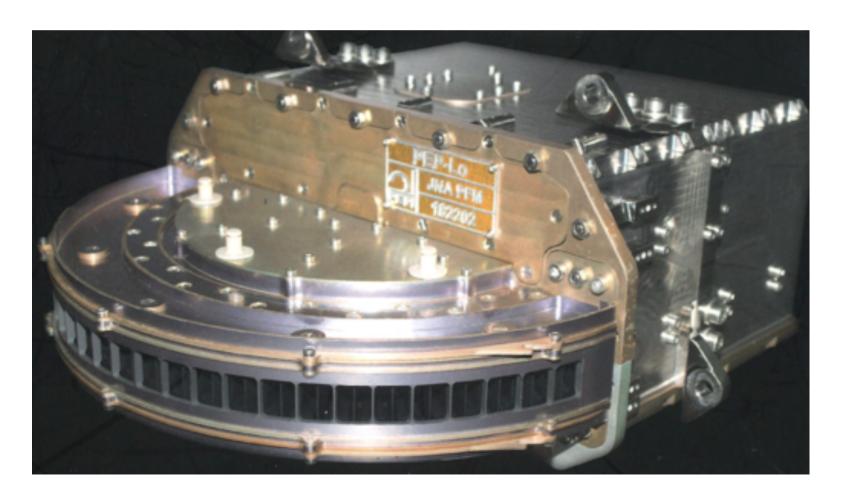
Hint 2: newsletter from SNSA, March 2022



Correct size matters

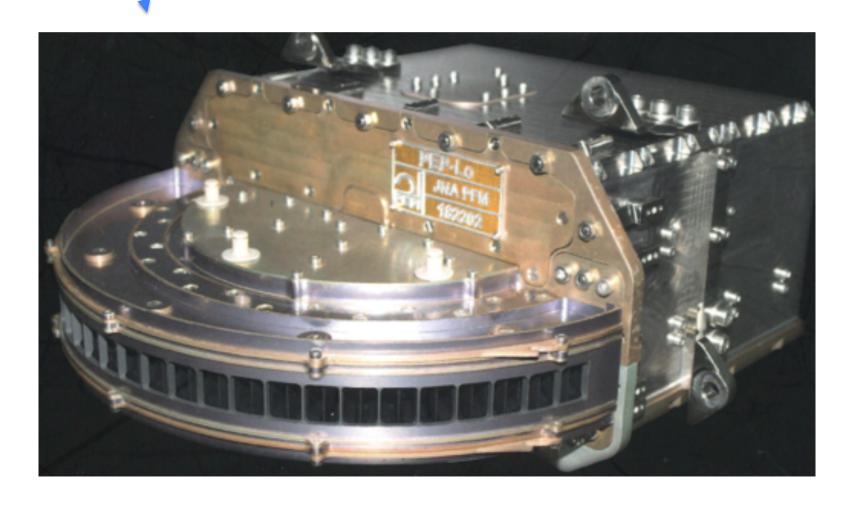








approach



drumstick hit!

Drums and cymbals

drumstick **Drums and cymbals** hit! Shimoyama Stas

Japanese heavy metal drummer Yoshiki's ☐ drum riser at Madison Square Garden

Drums and cymbals on JUICE

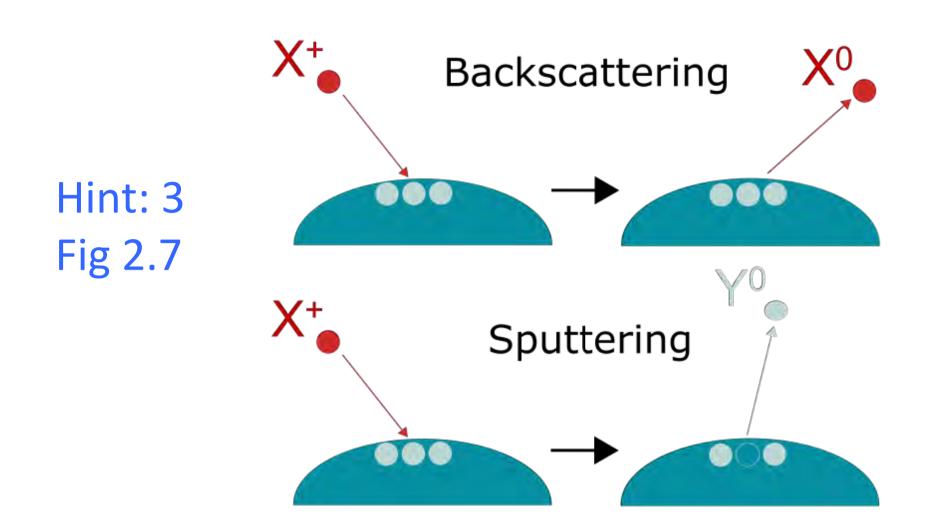
with Japanese player

Doctoral Thesis

Development and simulated observations of the Jovian Neutrals Analyzer

Angèle Pontoni

Thesis must be something about music



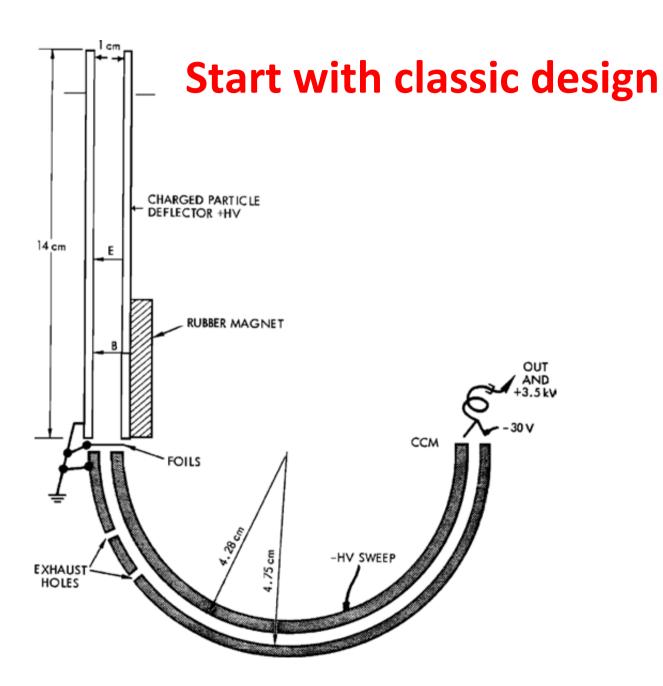
when drumstick hit (surface impact), a neutral sound comes out

Doctoral Thesis

Development and simulated observations of the Jovian-Neutrals Analyzer Percussion

Angèle Pontoni

Hint: 4 Fig 3.1



Mozart K551 "Jupiter"

Doctoral Thesis

Development and simulated observations of the Jovian Neutrals

Analyzer Percussion

Angèle Pontoni

Spec of JNA percussion instrument



JNA designed specifications										
Energy range	Energy resolution dE/E	Mass range	Masses resolved	Field-of- View	Angular resolution	Time resolution				
10 eV - 3.3 keV	~100%	1 – 32 amu	1, Heavy	15° x 150°	7° x 25° (11 pixels)	Adjustable, minimum 0.5 seconds				

Target Spec of JNA



energy ~ frequency ~ mass

JNA designed specifications									
Energy range	Energy dE/E	Mass range	Masses resolved	Field-of- View	Angular resolution	Time resolution			
10 Hz - 3.3 kHz	~100%	1 – 32 = 6 octave	1, Heavy sound	15° x 150°	7° x 25° (11 pixels)	Adjustable, minimum 0.5 seconds			

Target Spec of JNA



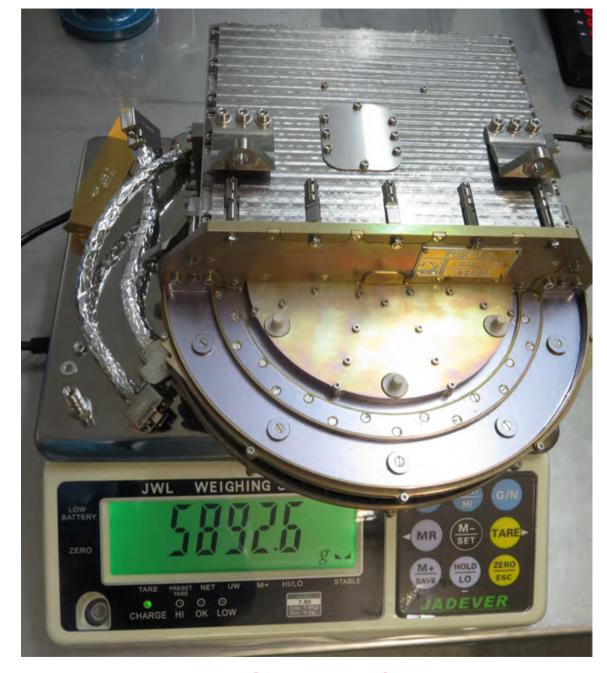
20 Hz - 3.3 kHz

(piano: 28 Hz – 4.2 kHz)

improve toward heavy sound 10-100 Hz (human ear limit: 15 Hz

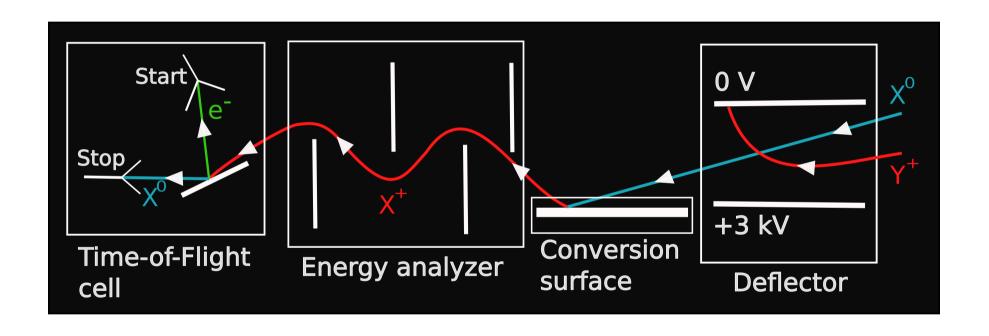
Challenge 1:

Light weight instrument



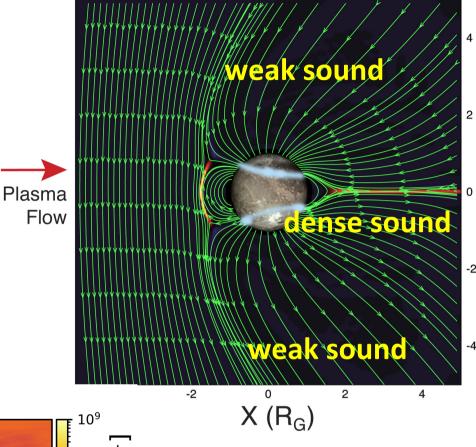
= difficult to make low (heavy) pitch

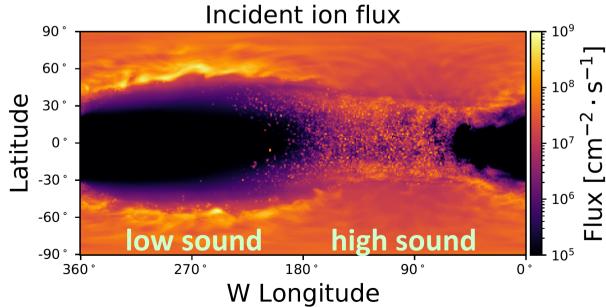
Solution 1 = fancy design of sound trajectoy



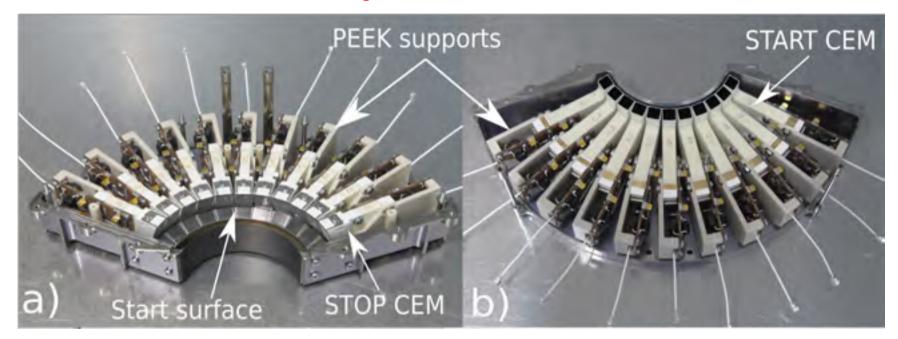
Challenge 2:

same sound quality over 180°

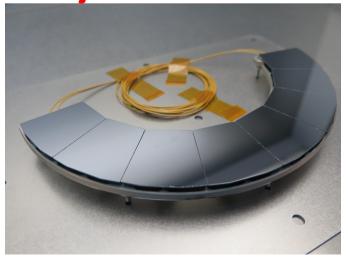




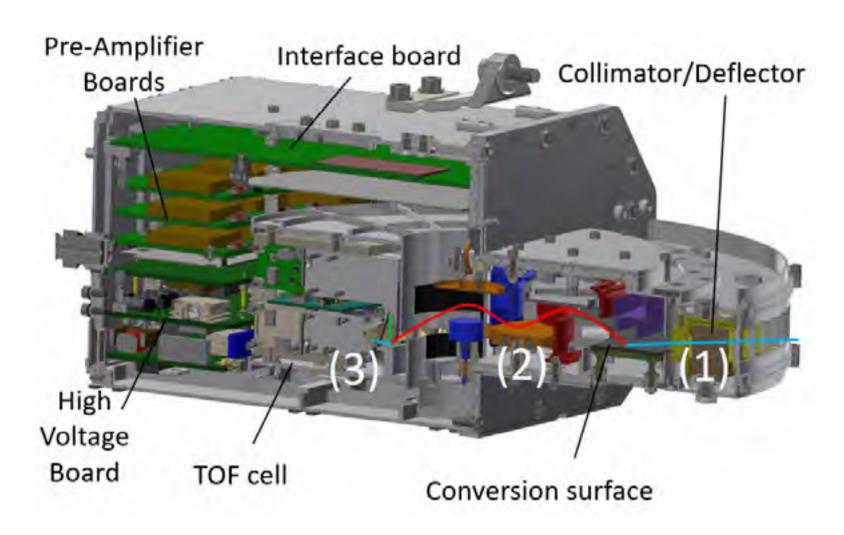
Solution 2 = piano-like small sectors



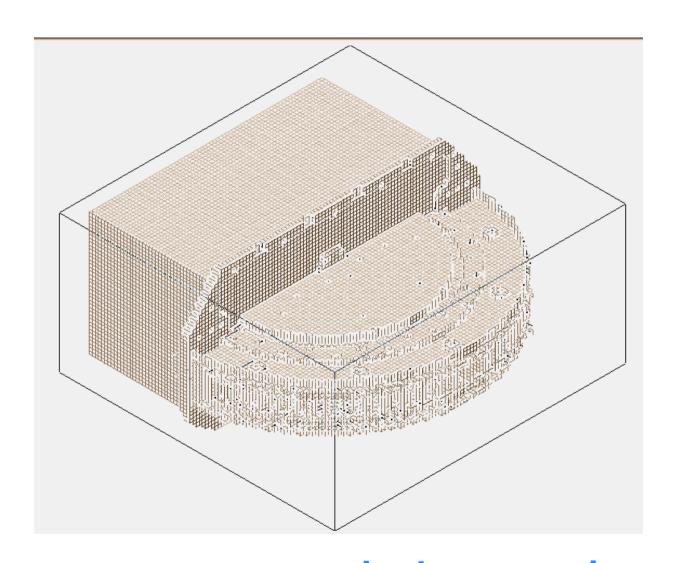
+ very smooth surface



Final design = complicated = need fine simulation

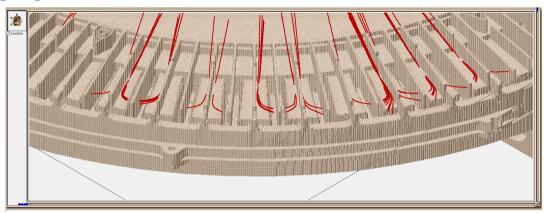


SIMION simulation

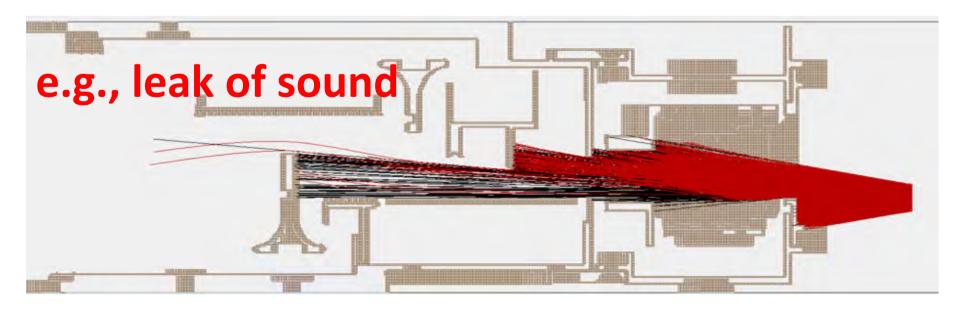


S (-seat) IMI (意味) -ON (音)

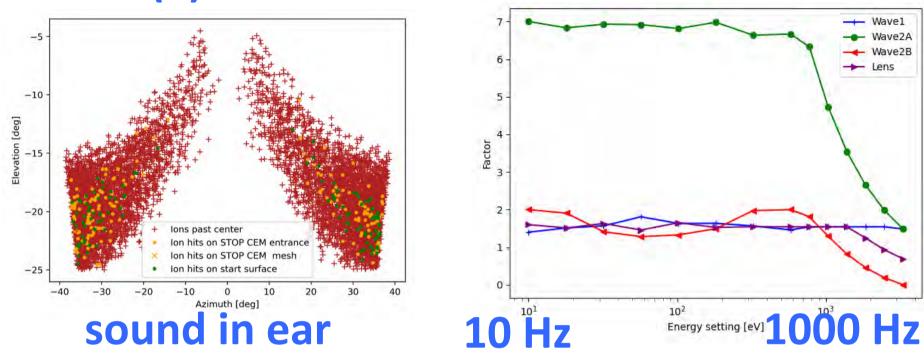
(1) instrument simulation



(2) Auditorium simulation



(1) instrument simulation

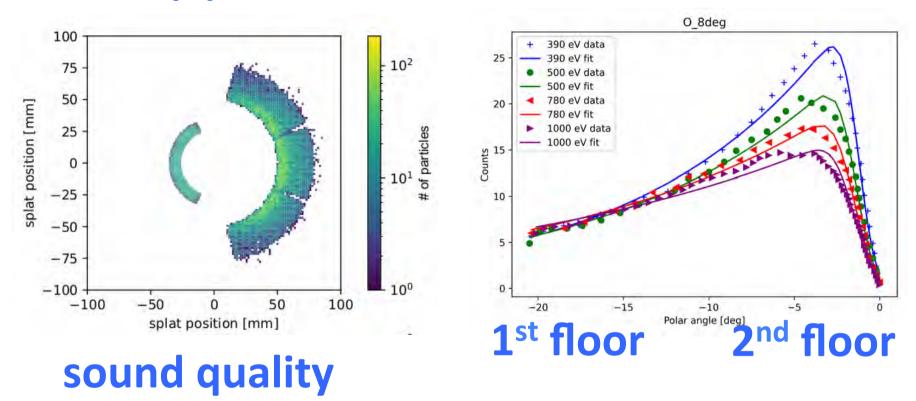


after many trial and error, new keyboard





(2) Auditorium simulation



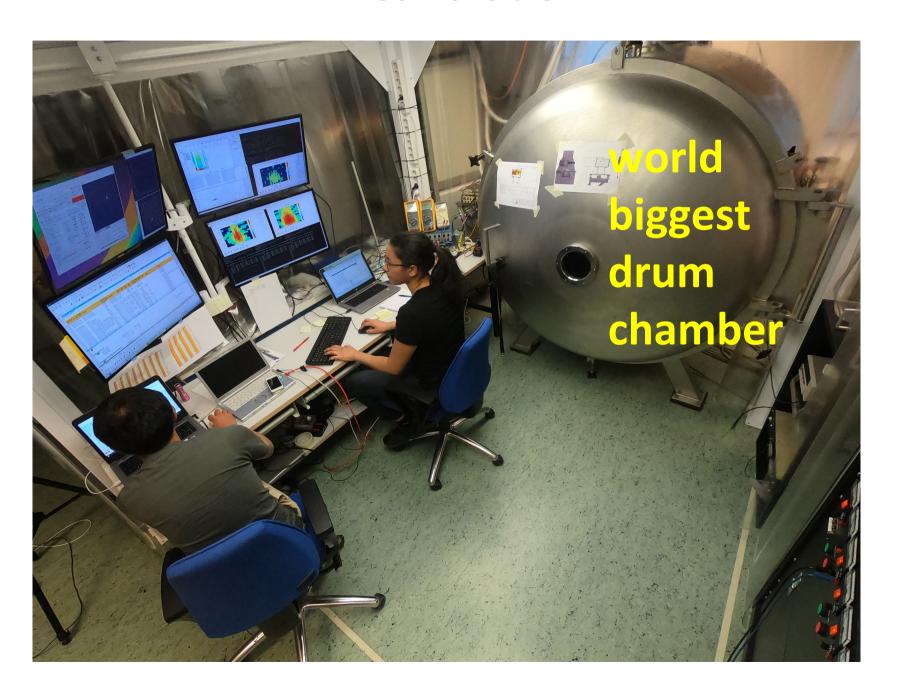
after many trial and error, finally improved





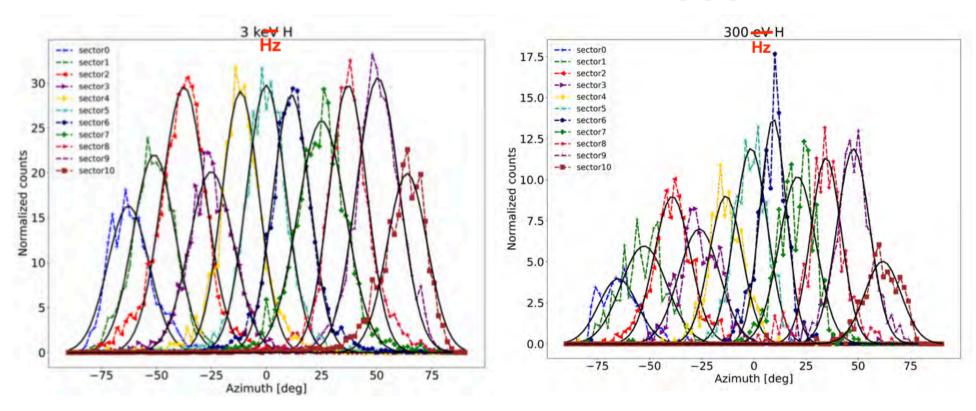
~ Kiruna city hall development

Calibration



3 kHz

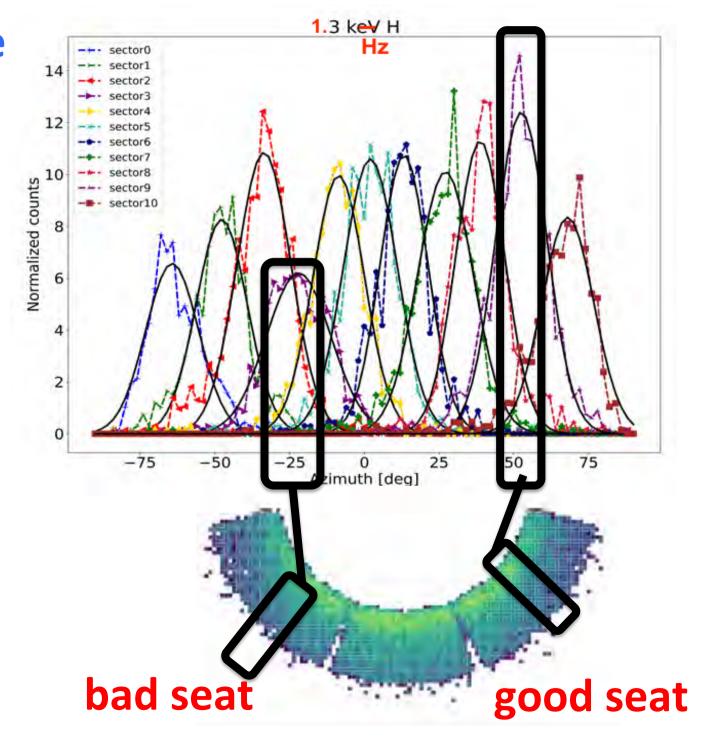
300 Hz



3 octave difference

~ similar result = excellent!

just example

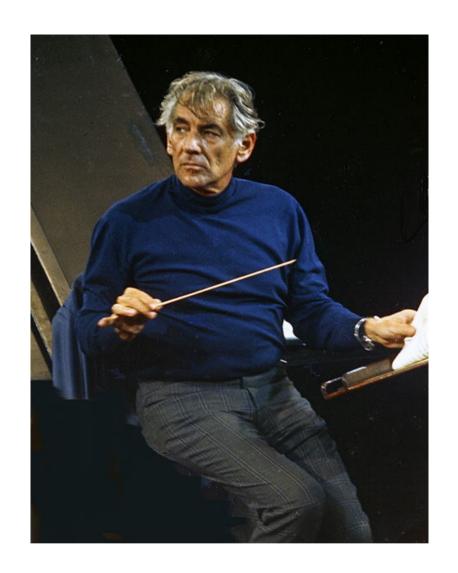


"If you think measuring ions is hard, try (measuring) the neutrals...they may be more interesting anyway..."



Dr. William (Bill) Bernstein 1924-1999

"Technique is communication"



Lenard Bernstein 1918-1990