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GAMERA toolkit, more than a Kaiju

Thursday 21 March 2019 12:00 (30 minutes)

GAMERA is a toolbox developed at MPIK for the modelling of gamma-ray emission from fundamental processes in relativistic astrophysics. Beside the emission in steady states, it allows the possibility to compute the time evolution of particle distributions in different astrophysical environments and the consequent photon spectrum detectable from an observer.
Written in C++ and wrapped in Python, it makes use of user friendliness and efficiency in the calculation. Here I will introduce the code and its basic functionalities and the development work that is in progress to enhance its capabilities. The package is available here: https://github.com/JoachimHahn/GAMERA

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