



Image credit: SXS



# Gravitational Waves Observations by LIGO and Virgo

Vivien Raymond, Cardiff University



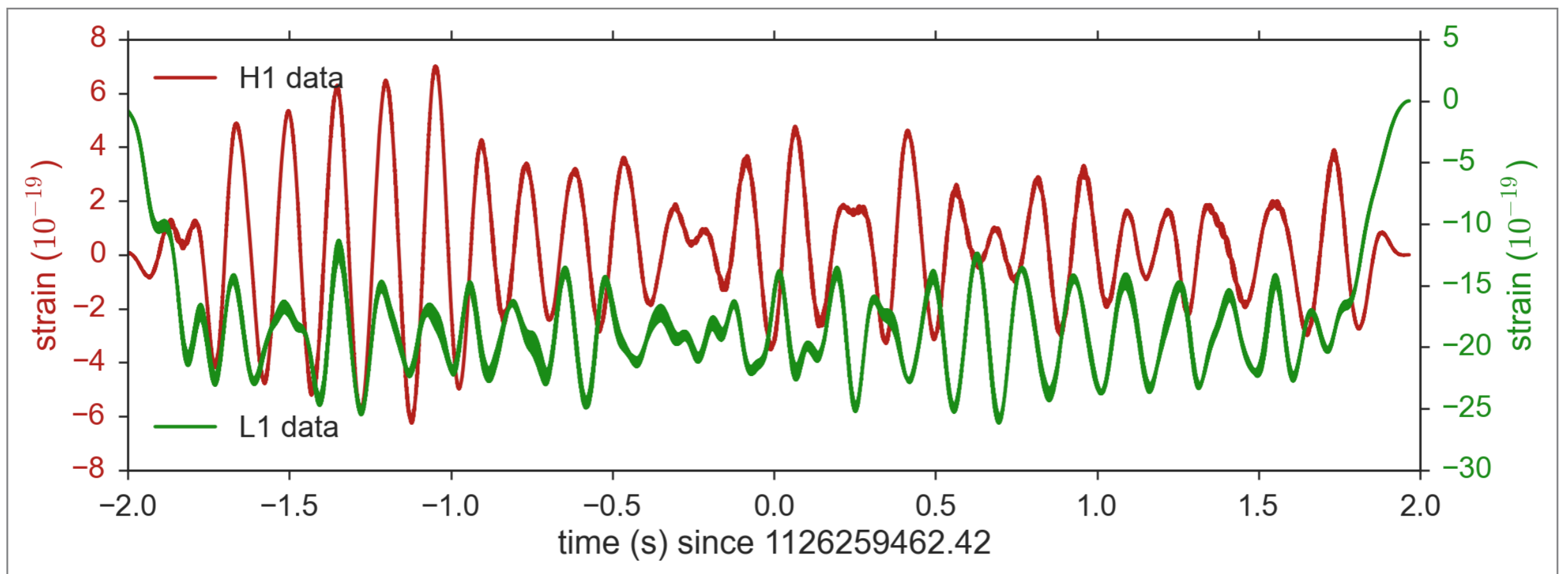
Gravity Exploration  
Institute

Sefydliad Archwilio  
Disgyrchiant



# Starting from **strain data**

- GW150914: September 14, 2015 at 09:50:45 UTC:

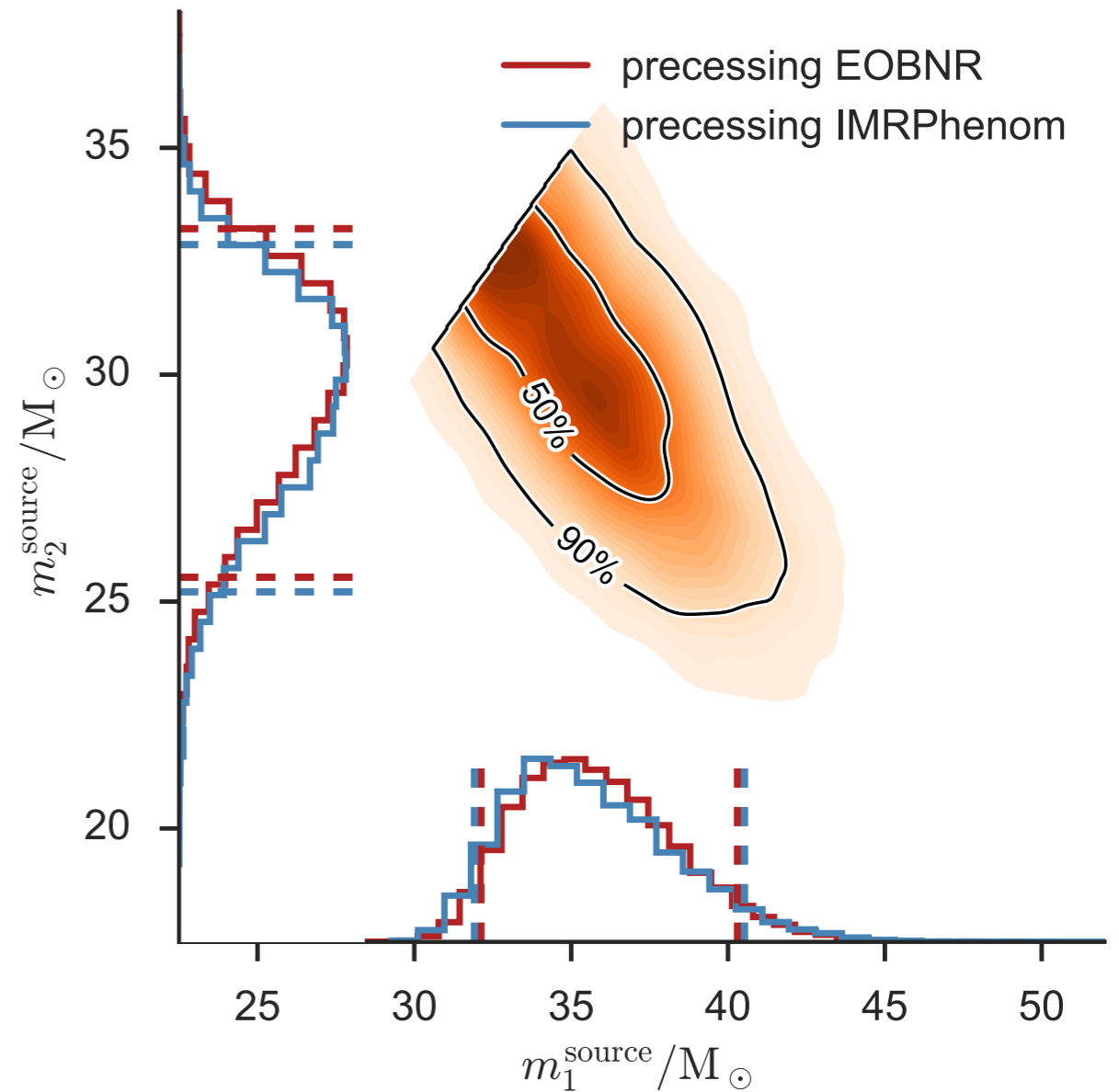


# To Probability Density Function

- GW150914 masses estimates:

$$m_1 = 35.4^{+5.0}_{-3.4} M_{\odot}$$

$$m_2 = 28.9^{+3.3}_{-4.3} M_{\odot}$$



[LIGO-Virgo Collaboration, 2016]

# Parameter Estimation

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- We want the **posterior** probability of parameters  $\vec{\lambda}$ , given the data  $\mathbf{d}$ . With **Bayes'** theorem:

$$p(\vec{\lambda} | \mathbf{d}, M) = \frac{p(\vec{\lambda} | M) p(\mathbf{d} | \vec{\lambda}, M)}{p(\mathbf{d} | M)}$$

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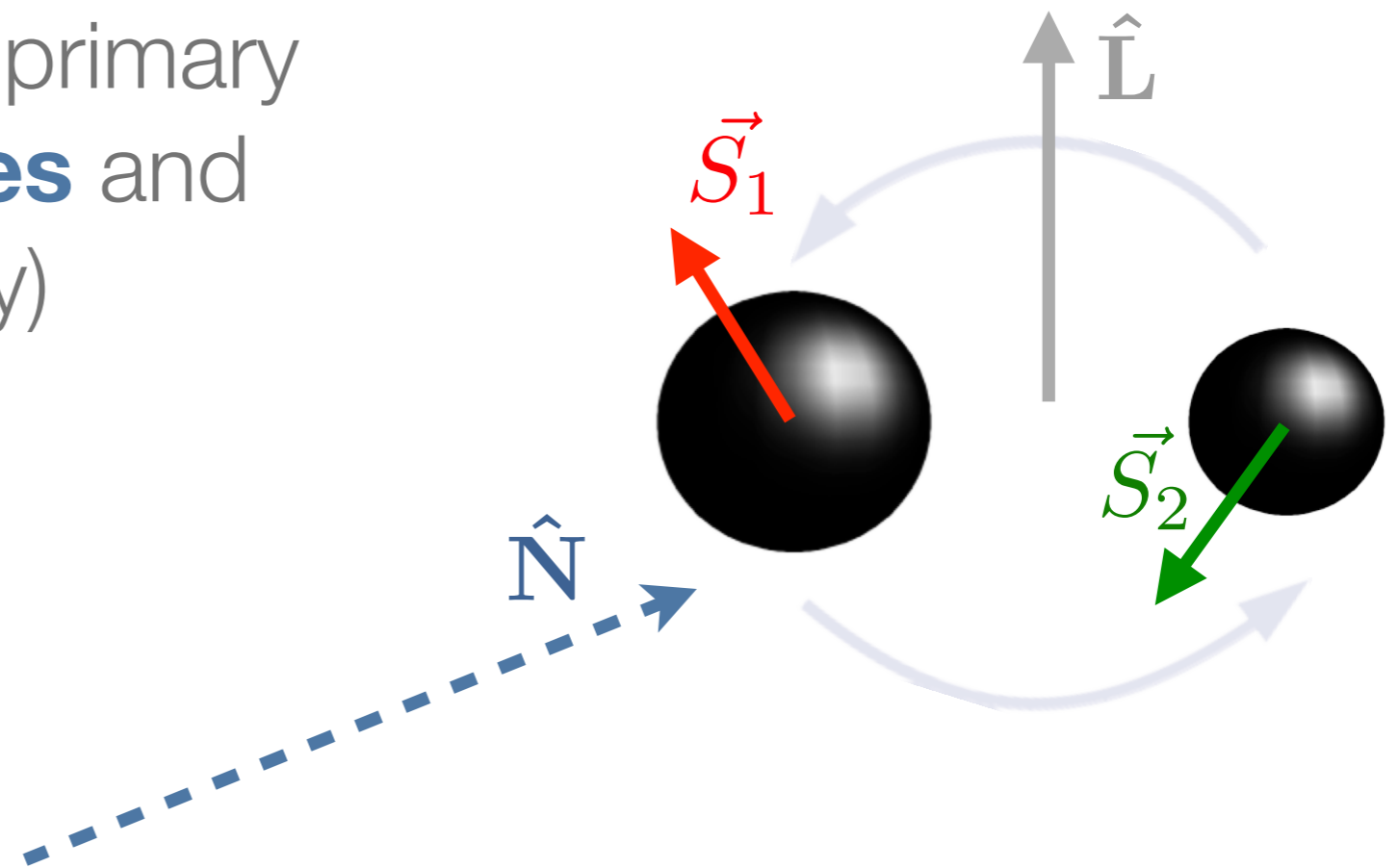
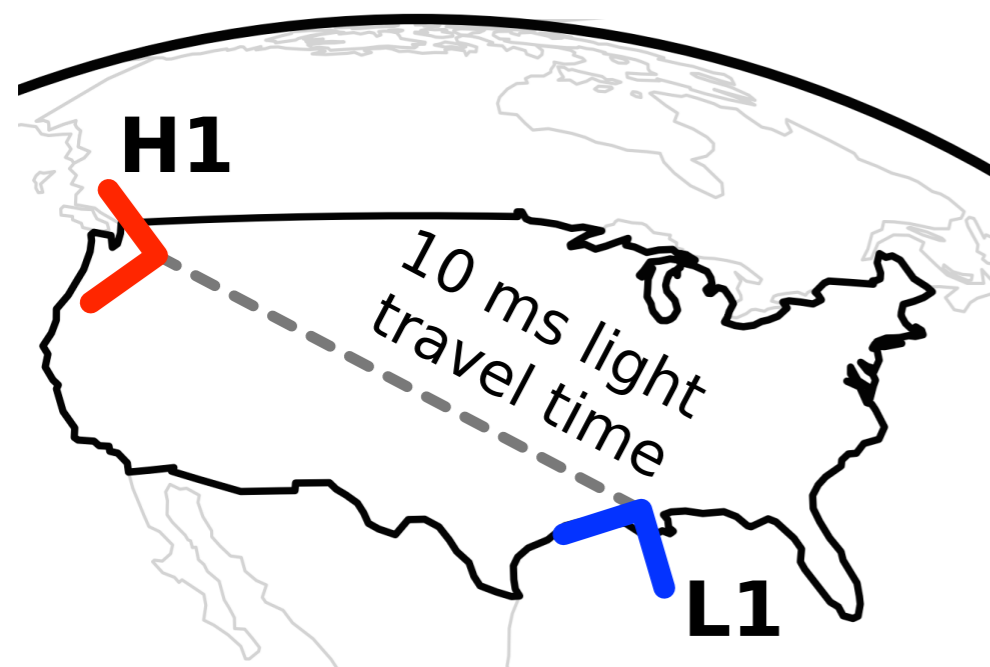
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# Example: Compact Binary Coalescence

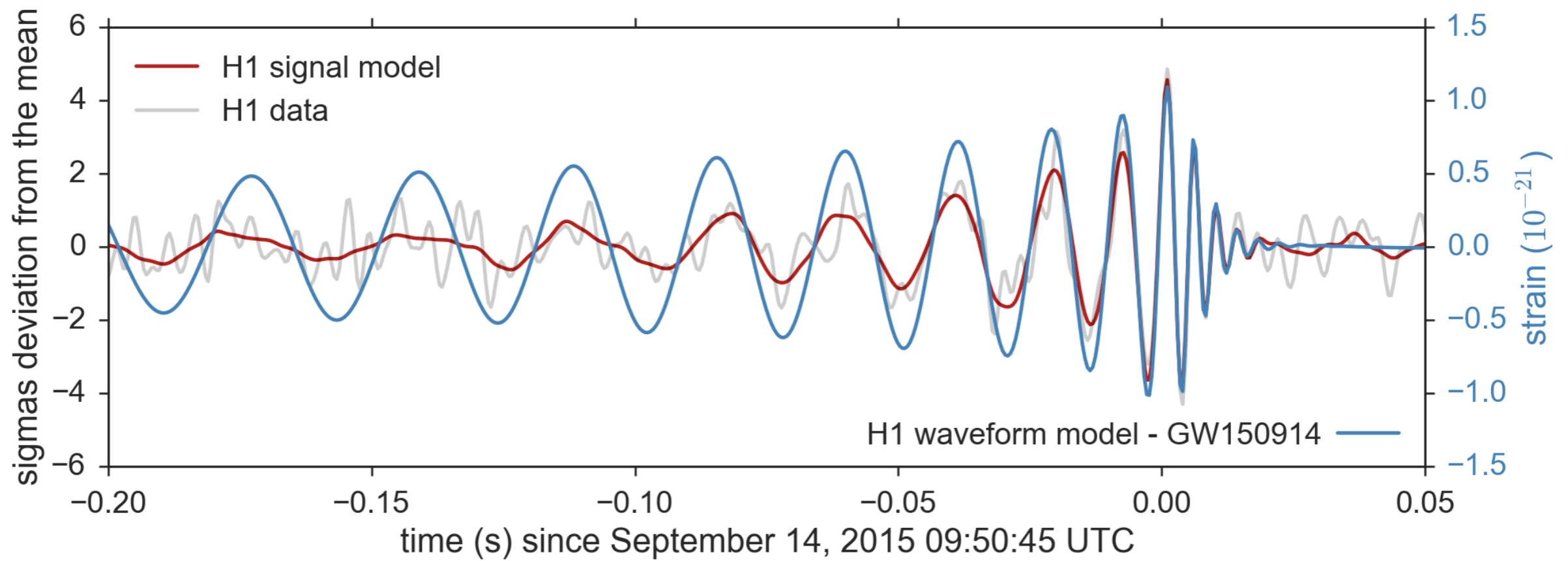
- **Intrinsic** parameters: primary and secondary **masses** and **spins** (and eccentricity)



- **Extrinsic**: time, **sky-position**, distance, **orientation**, reference phase

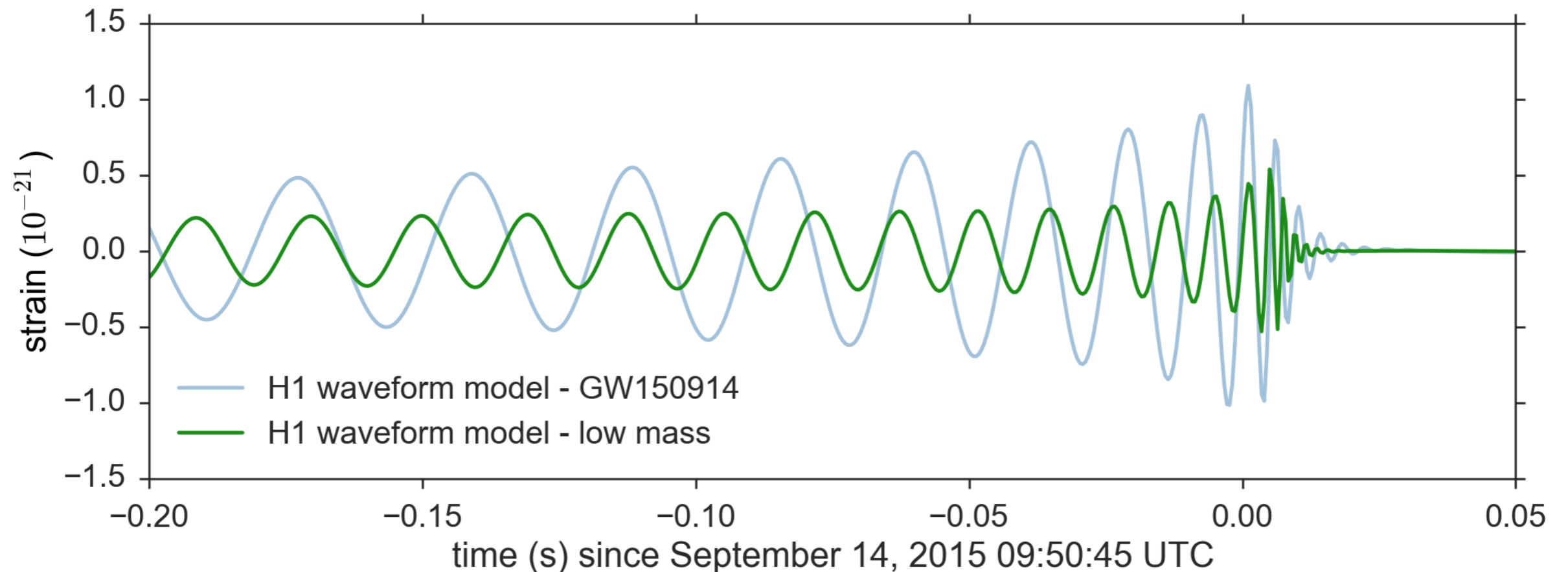


# Gravitational waveform models



# Parametrisation example: masses

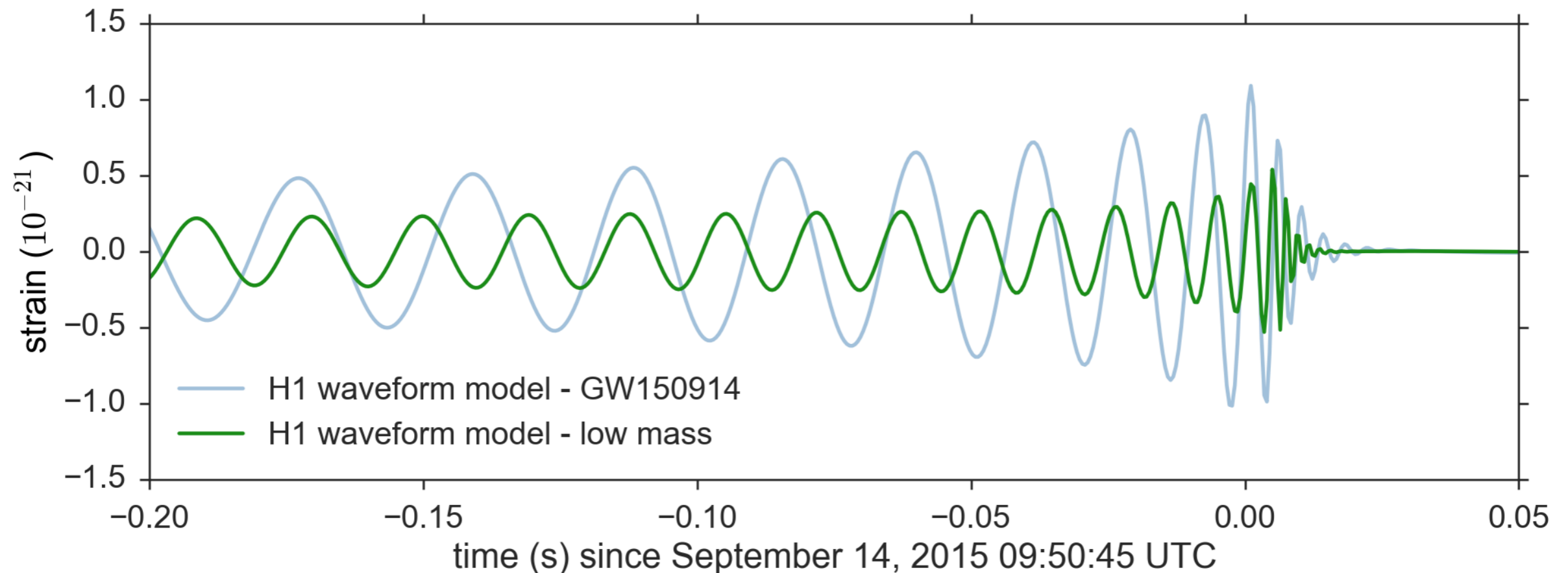
- Chirp mass:  $\mathcal{M} = \frac{(m_1 m_2)^{3/5}}{(m_1 + m_2)^{1/5}} \simeq \frac{c^3}{G} \left[ \frac{5}{96} \pi^{-8/3} f^{-11/3} \dot{f} \right]^{3/5}$
- Mass ratio:  $q = \frac{m_1}{m_2}$





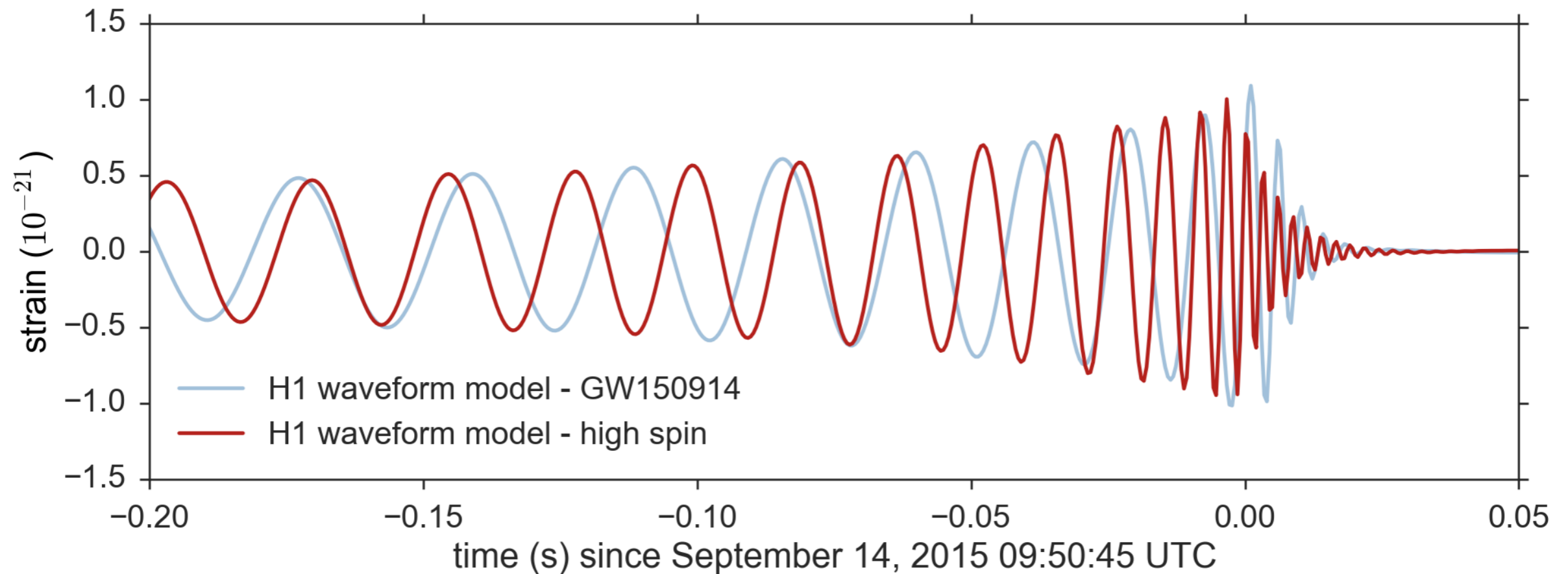
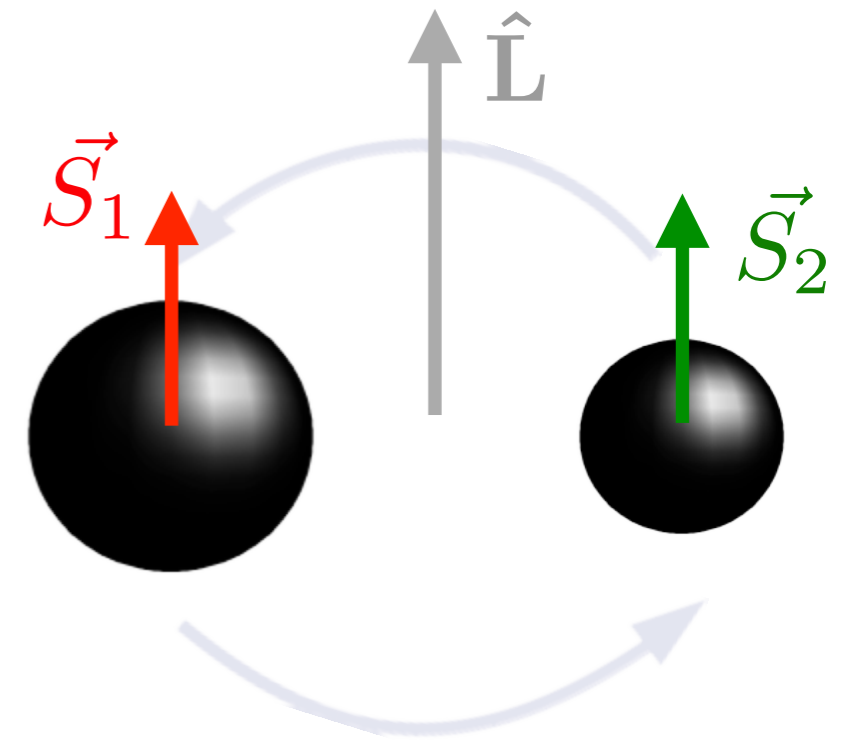
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- Mass ratio:  $q = \frac{m_1}{m_2}$
- Total mass:  $M_{tot} = m_1 + m_2$
- Symmetric mass ratio, chirp times, ... And **prior** !



# Effects of spins

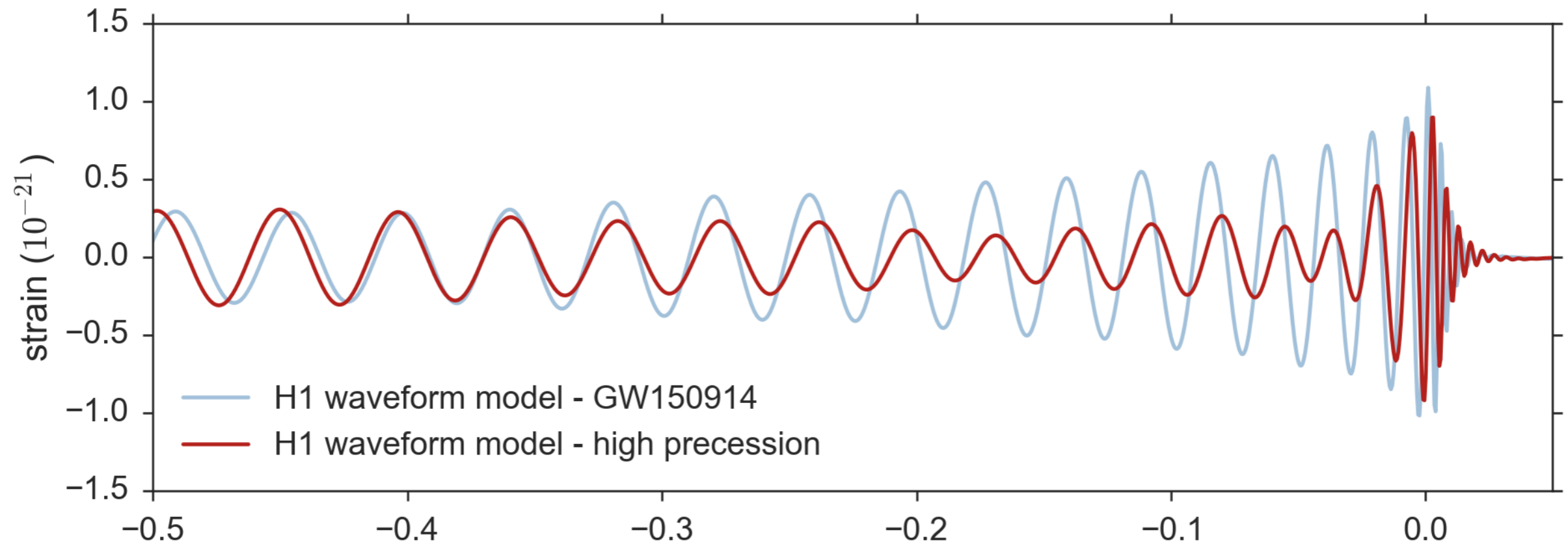
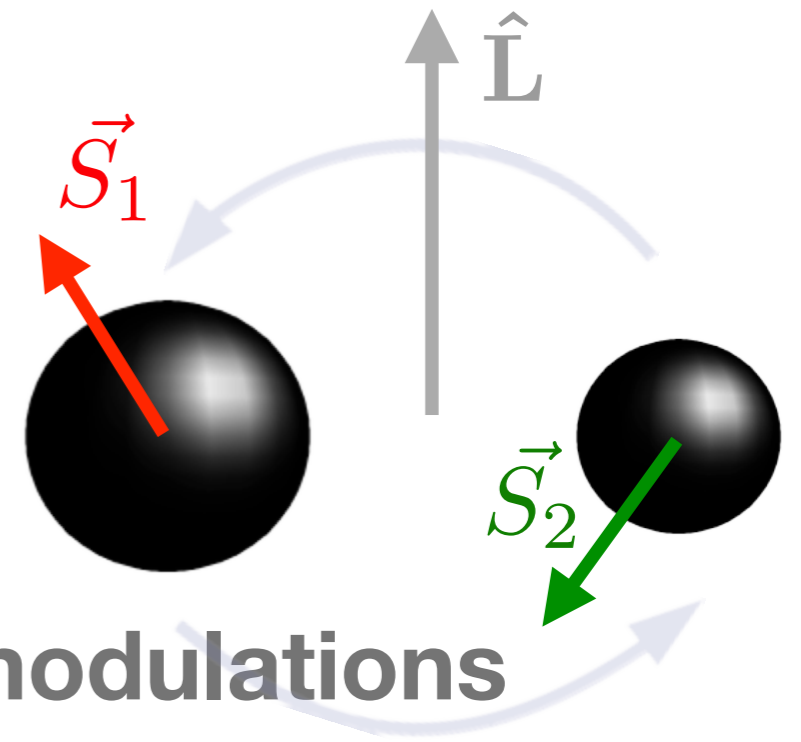
- 2 spin vectors
- **Magnitude: orbital hang-up**





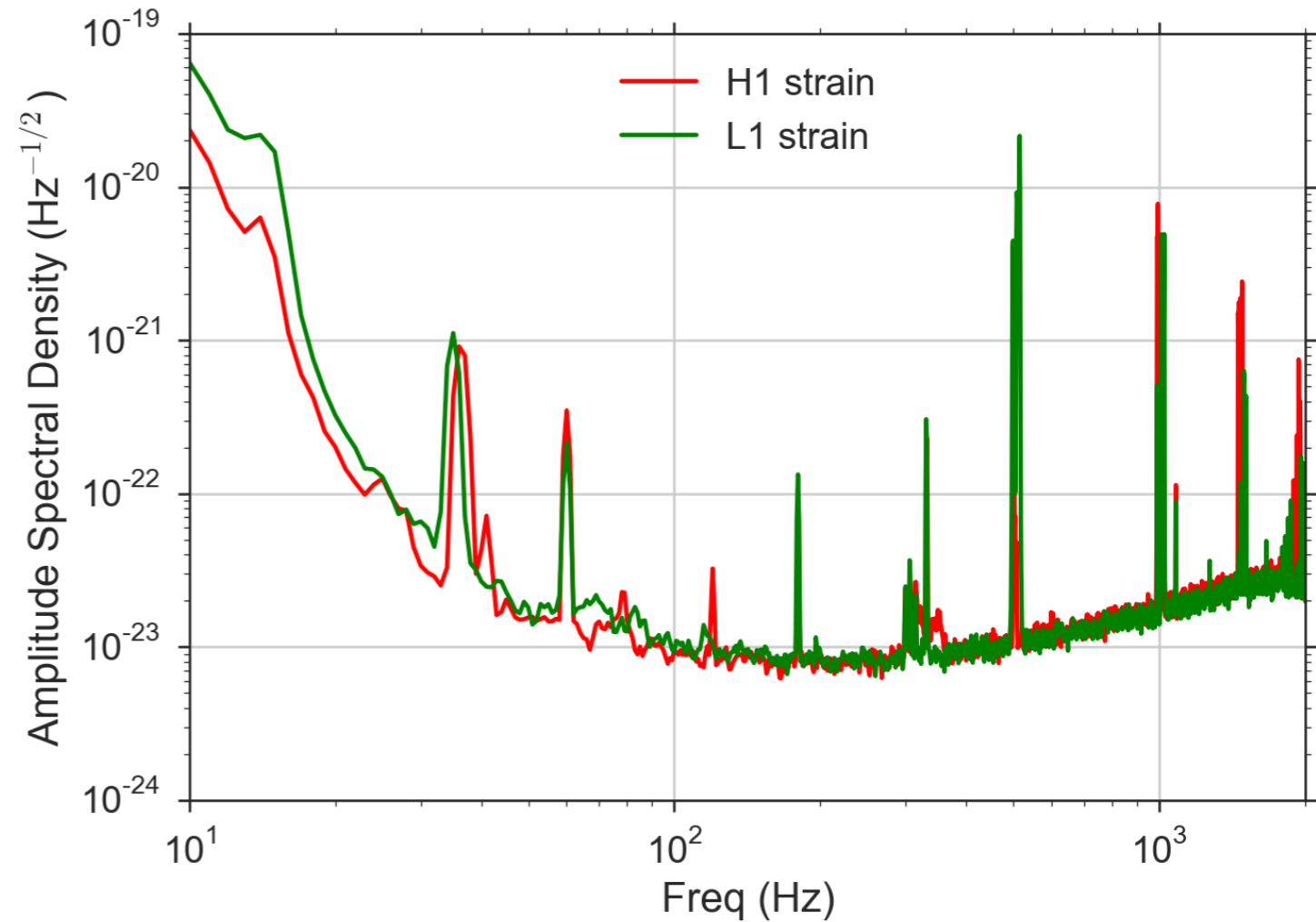
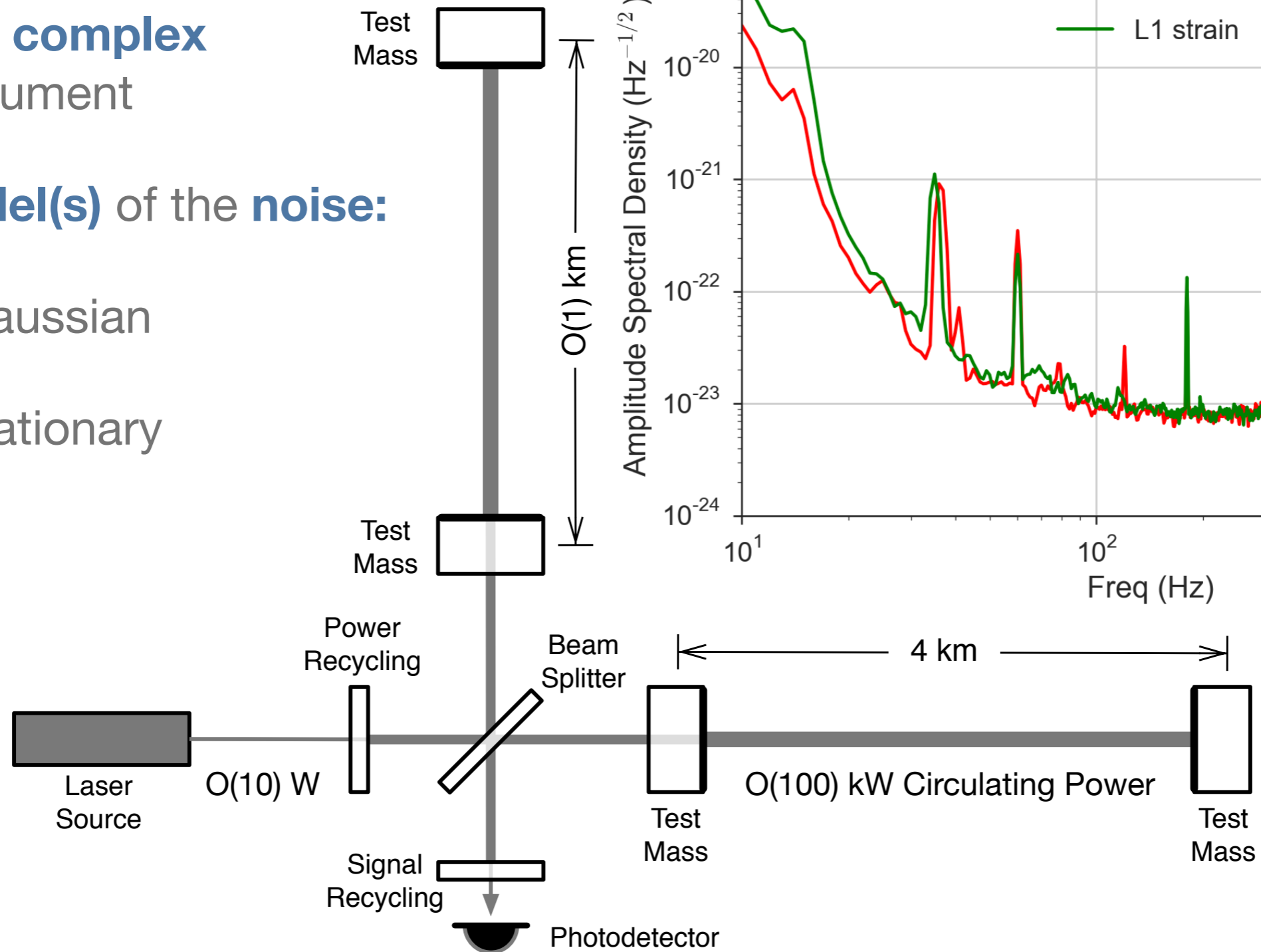
# Effects of spins

- 2 spin vectors
- **Mis-alignment: precession and modulations**
- Harmonic decomposition



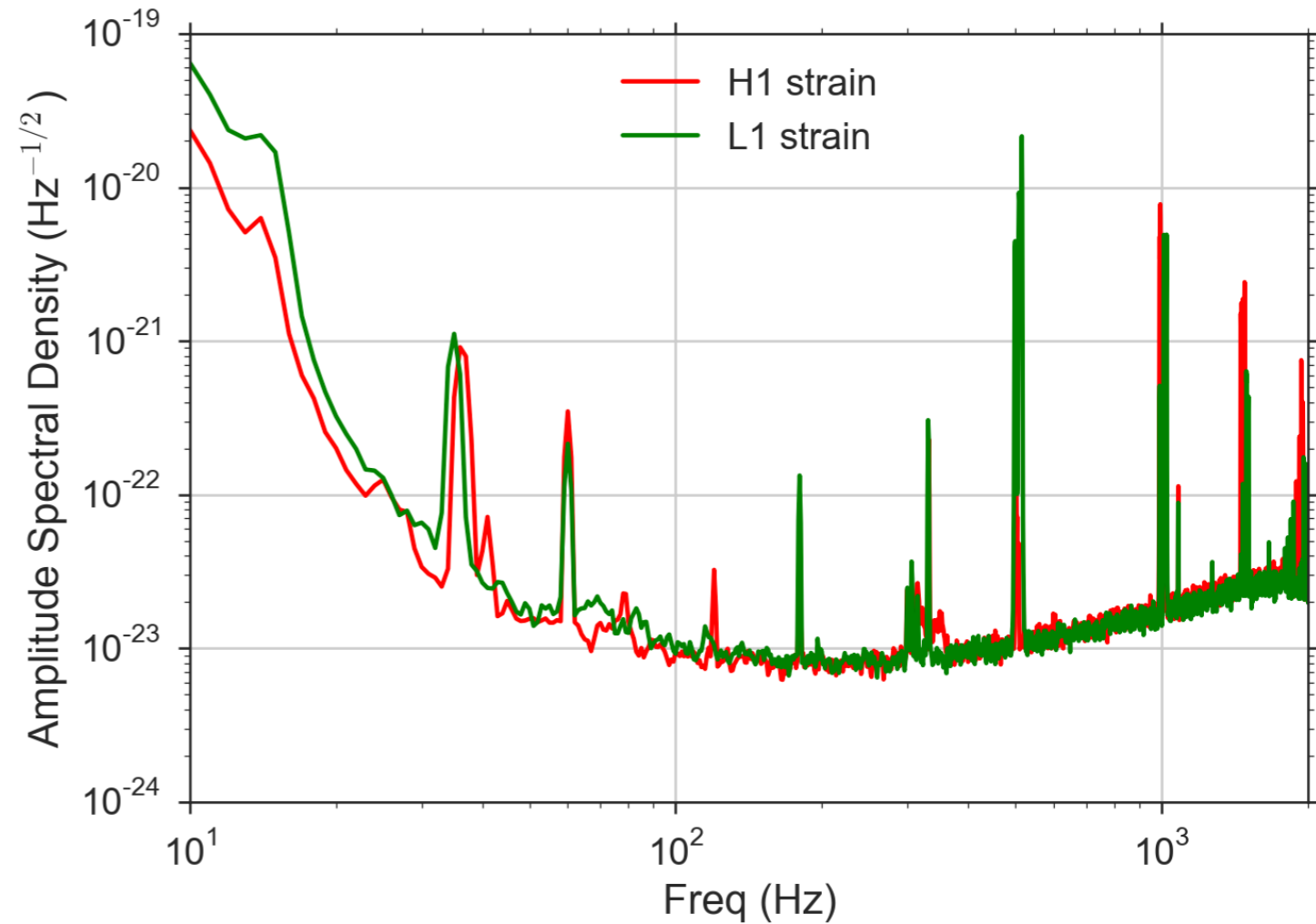
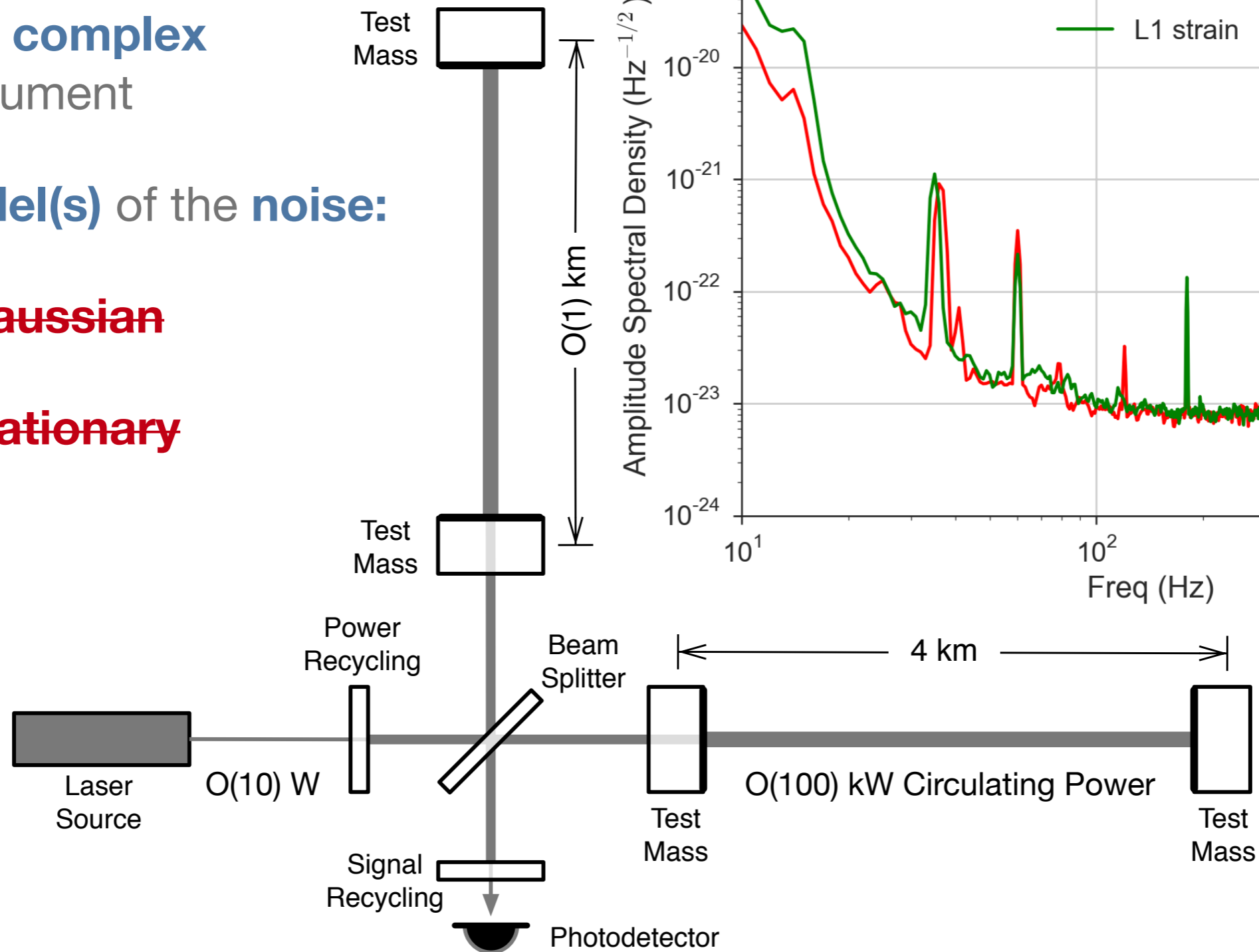
# Observatories

- Very **complex** instrument
- **Model(s)** of the **noise**:
  - Gaussian
  - stationary



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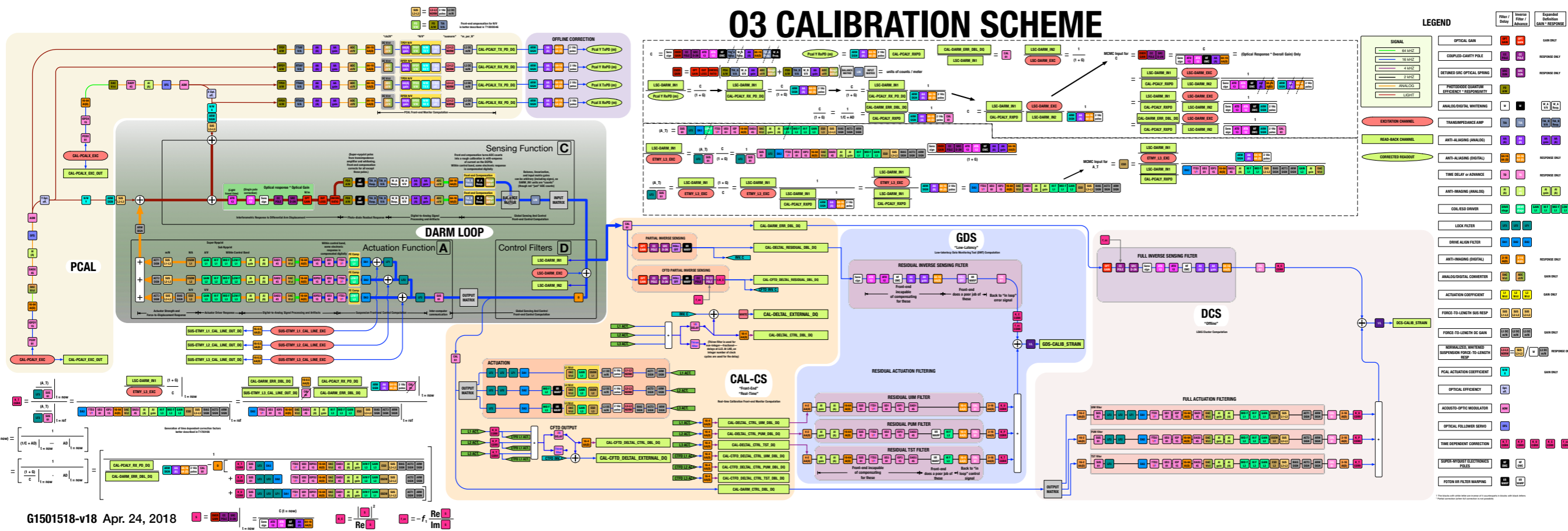




# Calibration

- From **voltage** to **photon count** to **displacement** to **strain**

## 03 CALIBRATION SCHEME



G1501518-v18 Apr. 24, 2018

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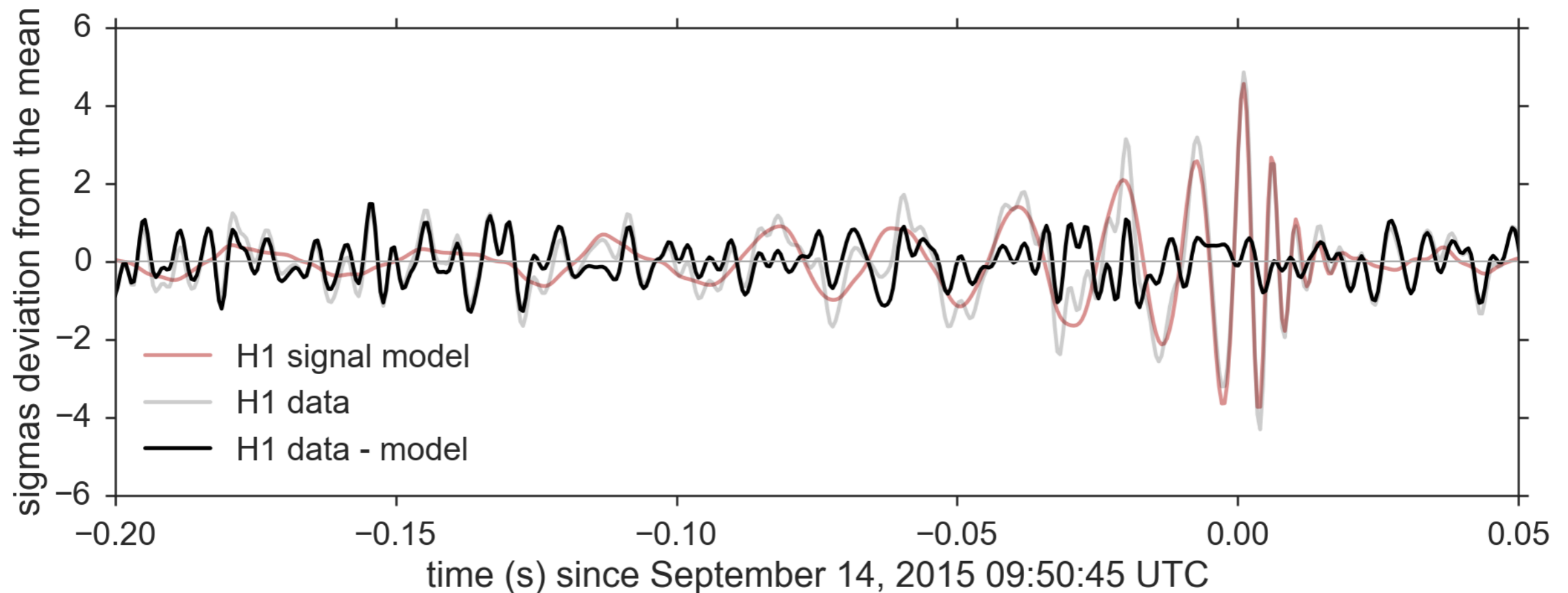
- Fit a **model** to the data (**noise** and **signal** models)
- ~~Build~~ **Learn** a **likelihood** function
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# The Likelihood



- How close is the **remainder** to the **mean**?
  - Assumptions: **gaussianity** and **stationarity**

# Likelihood: noise model

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## Noise correlation matrix

- Gaussian noise  $p(n_1, n_2, \dots, n_{N_f}) \approx e^{-\frac{1}{2} n_i C_{ij}^{-1} n_j}$
- Stationary noise  $C_{ij} = \frac{1}{2} S_n(f_i) \delta_{ij}$

## $n^{\text{th}}$ detector PSD

- **Note:** many things do break those assumptions, e.g. finite-length segments, windowing...



# Likelihood

---

- Probability of obtaining data  $\mathbf{d}$  assuming signal  $h(\vec{\lambda})$  and that the noise is **stationary** and **gaussian**:

$$p(\mathbf{d} | \vec{\lambda}, M) \approx \exp \left( -\frac{1}{2} (\mathbf{d} - R[h(\vec{\lambda})] | \mathbf{d} - R[h(\vec{\lambda})]) \right)$$

- With the discrete bins now continuous:

$$(a | b) = 2 \int_0^{+\infty} df \frac{a^*(f) b(f) + a(f) b^*(f)}{S_n(f)}$$

# Likelihood

---

- In practice, we use:

$$p(\mathbf{d} | \vec{\lambda}, M) \approx \exp \left( -2 \sum_{n=1}^{N_{det}} \int_{f_{low}}^{f_{high}} df \frac{\left| \mathbf{d}_n(f) - R_n \left[ h(f; \vec{\lambda}), f; \vec{\lambda} \right] - g_n(f; \vec{\lambda}) \right|^2}{S_n(f; \vec{\lambda})} \right)$$

# Likelihood

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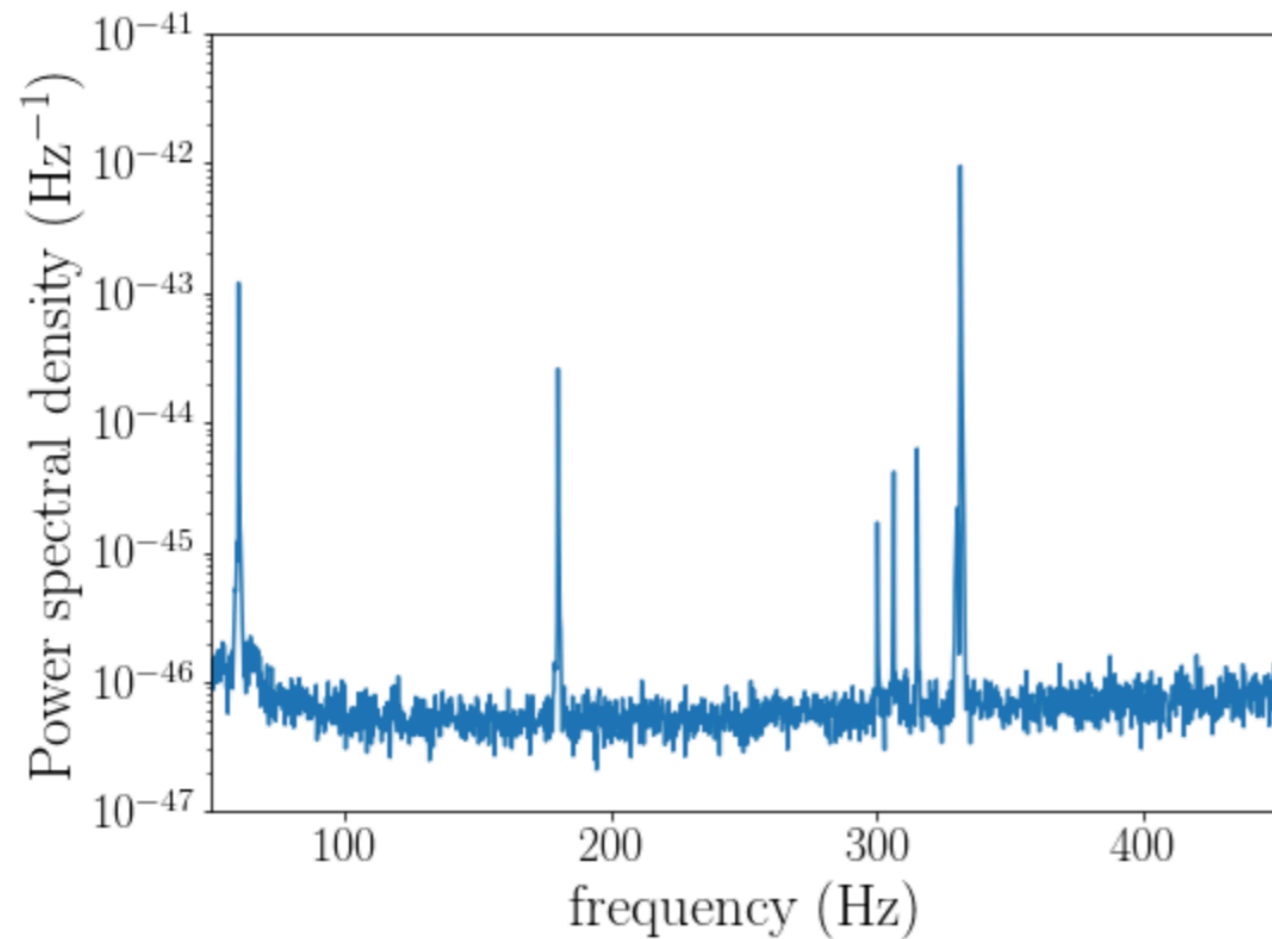
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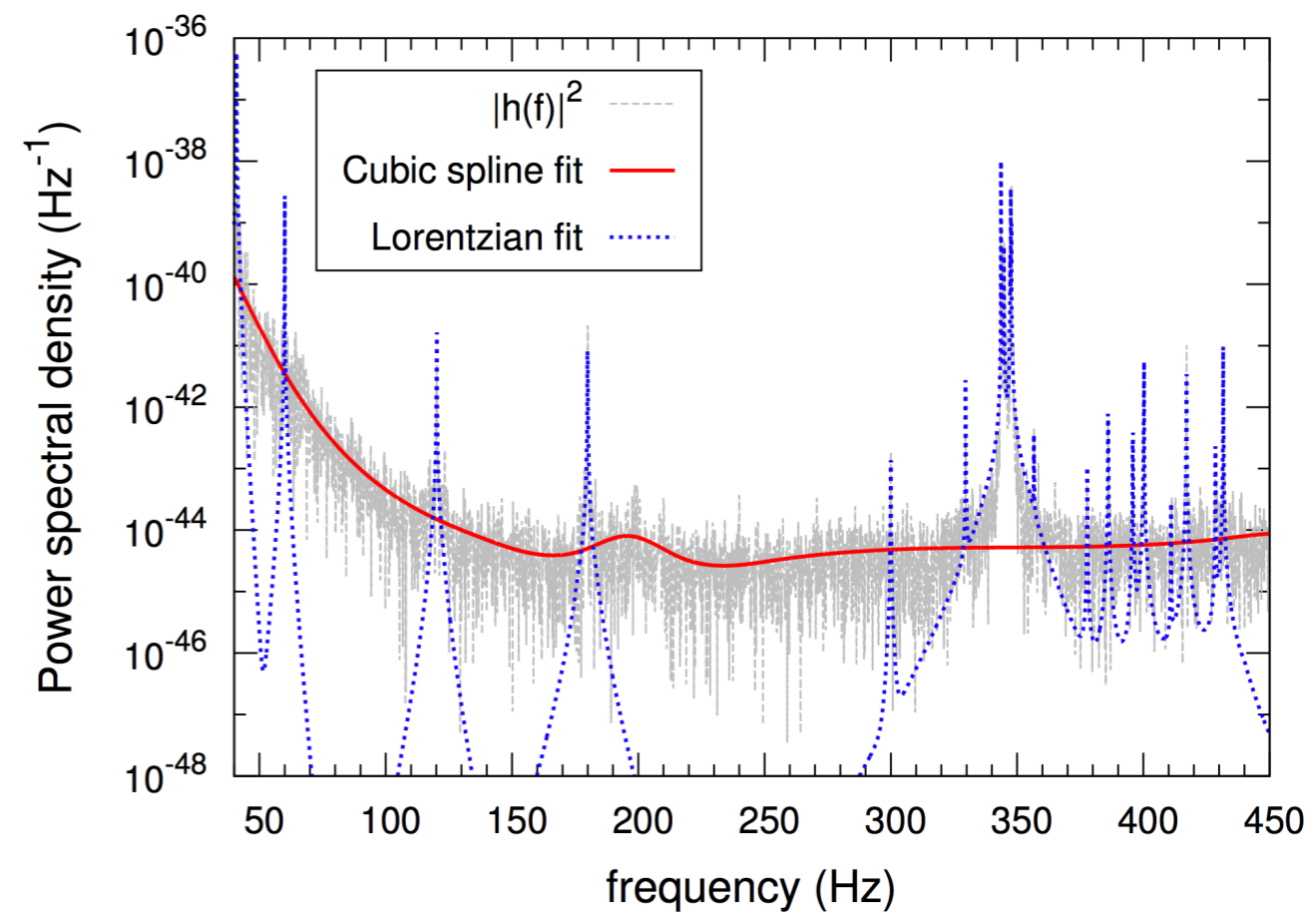


# Noise model: PSD

## Off-source (average)



## On-source



[Littenberg and Cornish, 2014]

# Likelihood

---

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# Noise model: Gaussianity

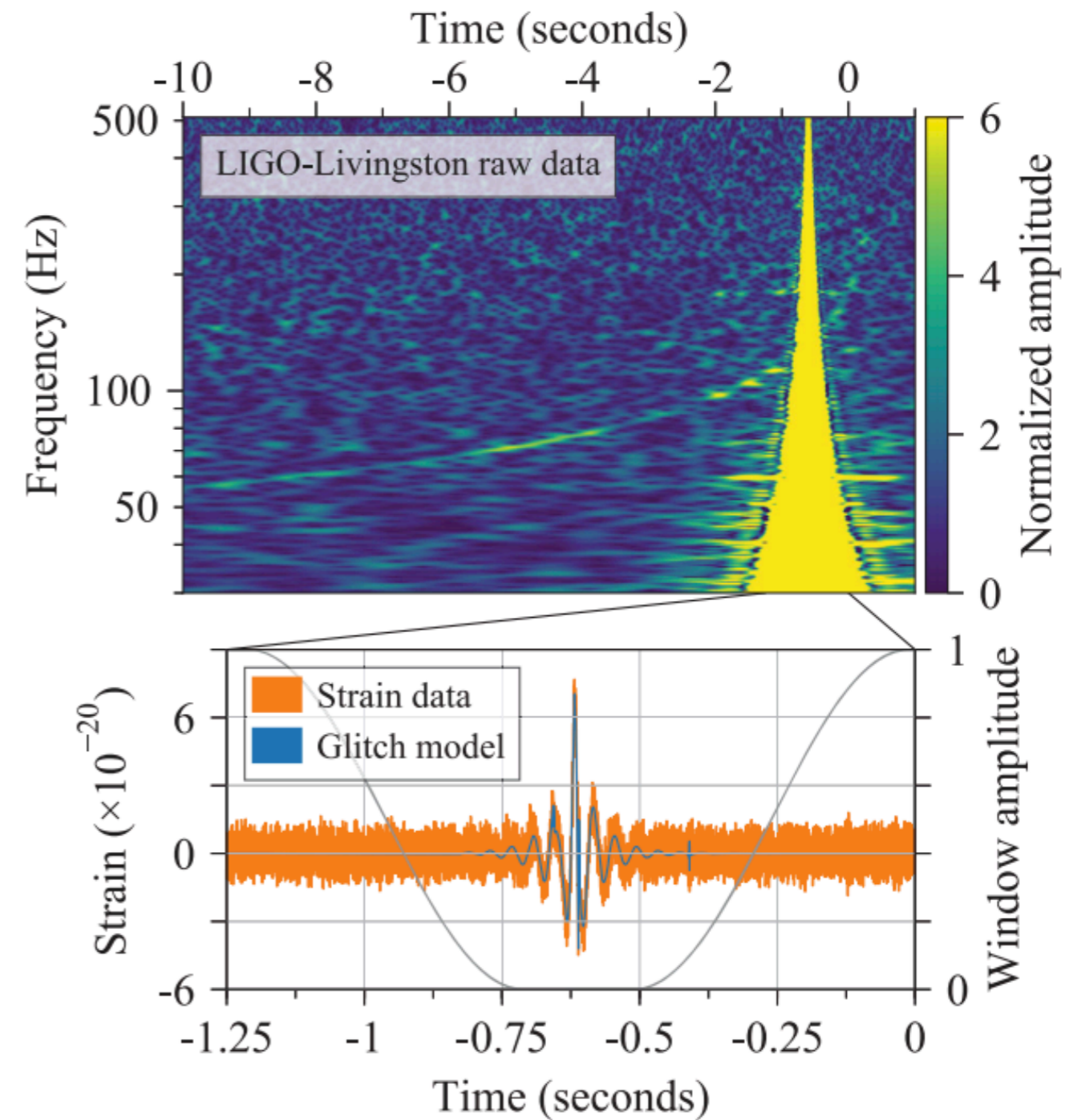
- Include glitch in the likelihood

or

- remove it from the data

or

- learn a glitch model...



[LIGO-Virgo Collaboration, 2017]

# Likelihood

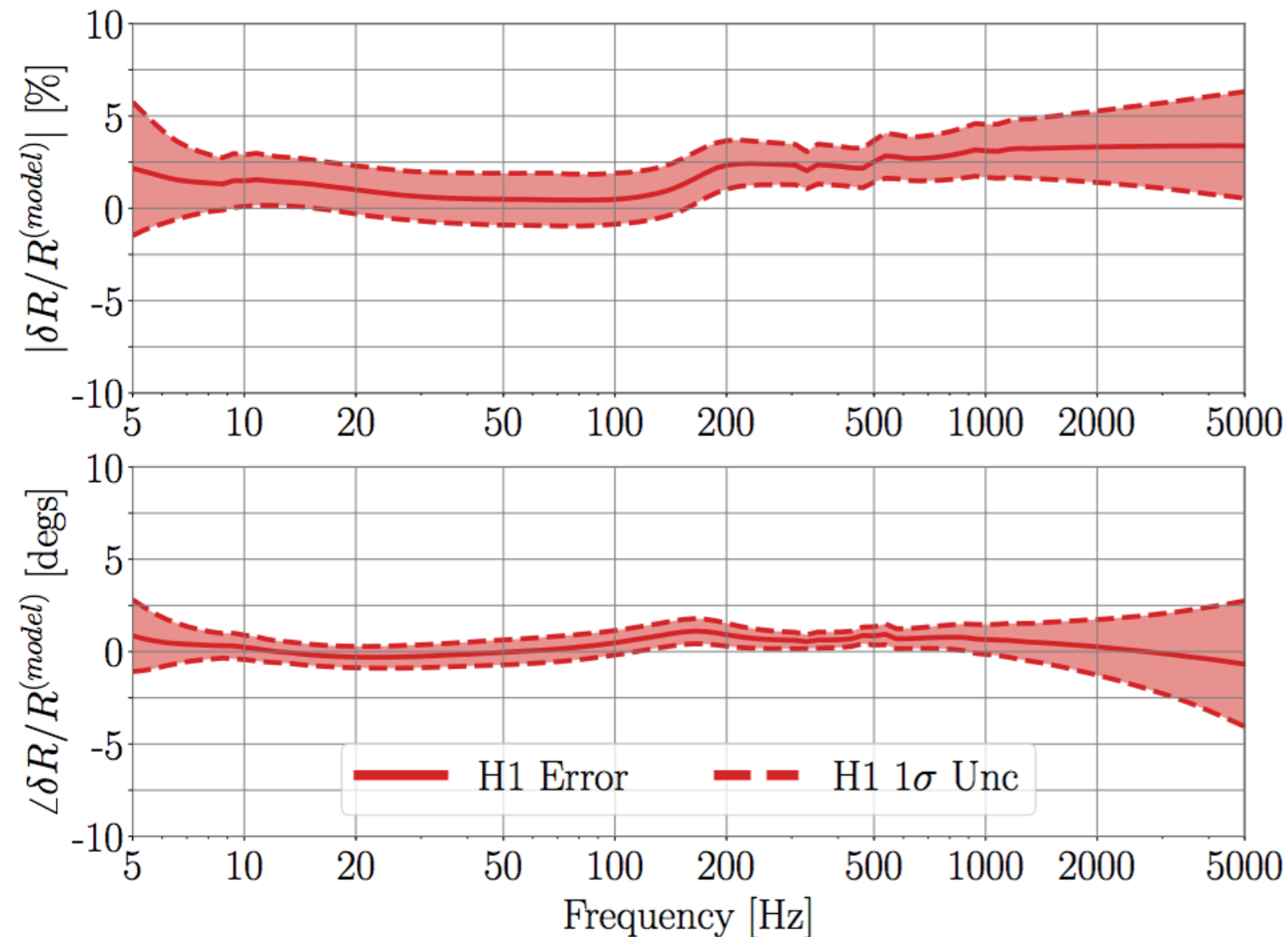
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# Noise model: Calibration

- Interpolate with cubic splines and marginalise over the calibration error.



$$h' \rightarrow h'(1 + \delta A)e^{i\delta\phi}$$

$$\delta A(f) = p_s(f; \{f_i, \delta A_i\})$$

$$\delta\phi(f) = p_s(f; \{f_i, \delta\phi_i\})$$



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# Prior: Compact Binary Coalescence

- Uniform in **volume**
- Uniform in **the sky**
- ... ?

