Top-down triangulation (Making sky-maps from time series comparisons)

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Idea and motivation

- Pose triangulation as an optimisation over RA/dec rather than a construction from pairwise time differences
- Every point in the sky is a timing hypothesis; test consistency of all timeseries at a particular point
- Uses all the information
- Avoids dealing with individual (correlated) uncertainties
- In line with triangulation method used at LIGO/VIRGO (without templating)
- Potential to include other information (pointing from individual experiments?) in the overall likelihood function
- Can trivially produce a list of likelihoods for stars on the candidate list



Implementation

- Grid-search over whole sky quick enough with vectorized bin comparisons in Python
- Need a ~likelihood-valued consistency metric
- Poisson statistics in uniform bins is the simplest
 - Take average time series as the most likely (data-based expectation)
 - Performance depends on binning. Promising preliminary results from dynamic *non*-uniform binning (Bayesian Blocks)
 - Can use other metrics, eg. η from Josh Wang's thesis (χ²-like, emphasising rapid changes)



Implementation status

- Work in progress
- Proof of concept using yields from SNEWS white paper, subtracted background of 3840² at IceCUBE, 0 elsewhere







Conversion to probability



Sum of probability maps for 1000 MC trials NOvA/SK/IceCube/KM3NET/JUNO 27M_☉; yields from white paper IceCUBE and KM3NET derated to model background



The work continues...

- More realistic test cases
 - Backgrounds
 - Detection channels
- Rigorous characterisation of resolution
 - Comparison of binning schemes and metrics
 - Comparison to 'bottom-up' method
- Uniting implementations and integrating into snewpdag

