ACCELERATED FULLY-COHERENT SEARCH FOR COMPACT BINARY COALESCENCES

Soumya D. Mohanty

Dept. of Physics and Astronomy

The University of Texas Rio Grande Valley

U.S. Dept. of Defense

OBJECTIVES

- GW astronomy has seen spectacular success since 2015
- Data analysis algorithms form a critical component of the technological base behind these successes
- We will walk through a key data analysis challenge for groundbased IFOs to illustrate the critical role of data analysis in GW astronomy
- Techniques developed for solving these challenges have broad applicability

GW170817: DOUBLE NEUTRON STAR INSPIRAL AND MERGER

•2nd Gen detectors: signals •Noise dominated data appear rarely

•Localization needs data from a network of detectors •Multi-messenger astronomy: Low-latency GW detection needed

Data artifacts, such as glitches, must be mitigated for better sensitivity

B. P. Abbott et al. (LIGO Scientific Collaboration and Virgo Collaboration), Phys. Rev. Lett. 119, 161901

Coherent analysis

- Pai, Bose, Dhurandhar, Physical Review D, 64, 042004 (2001)
- Klimenko, Mohanty, Rakhmanov, Mitselmakher, Physical Review D 72, 122002 (2005)
- In theory: more sensitive, simpler

Semi-coherent analysis

- Most current flagship pipelines (GstLAL, PyCBC, MBTA)
- SPIIR uses coherent analysis for candidate events (plus a segmented time-domain matched filter approach)
- In theory: less sensitive, complex

Problem: $\approx 2000x$ more expensive

HIGHLIGHTS

- **Problem solved**: Accelerated Fully-Coherent All-sky (FCAS) search: ≈**50x faster than real-time** (4-detector network; 4096Hz sampling frequency)
	- a. ⇒**Low latency FCAS search now possible on all data** potentially higher detection sensitivity
	- *b. Normandin, Mohanty, PRD, 2020; Normandin, Mohanty, Weerathunga, PRD, 2018; Weerathunga, Mohanty, PRD, 2017*
- **Novel glitch veto**: byproduct of the FCAS search instead of an add-on algorithm

 $s(t) = F_{+}(\vec{n})h_{+}(t) + F_{\times}(\vec{n})h_{\times}(t)$ *Long-wavelength approximation*

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NETWORK ANALYSIS INVERSE PROBLEM

- Inverse problem: infer $\hat{n}, h_{+,\times}(t)$ given the network data
- Bayesian or Fisherian approach: likelihood function
- Detection: significance of the inverted solution

NETWORK LOG-LIKELIHOOD

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REGULARIZATION

 $H(\hat{n}, t_a, \tau)M^{-1}(\hat{n})H^{T}(\hat{n}, t_a, \tau)$ $\cdot M(\hat{n})$ can become ill-conditioned •Especially serious for the LIGOs due to their close alignment

Regularization $H(\hat{n}, t_a, \theta)(M + \lambda P)^{-1}H^T(\hat{n}, t_a, \theta)$ •Penalty matrix (P) : user-defined •Regulator gain (λ) : how to select? • L -curve: Balance Residual (data – estimated signal) norm against Solution norm $\bar{a}P\bar{a}^T$ •Regularization: Bias -Variance trade -off

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ACCELERATING COHERENT NETWORK ANALYSIS

Deterministic searches

- Grid-based:
	- Not scalable
	- Exponential growth in cost with number of parameters
- Gradient-based methods: Trapped by local maxima

Stochastic searches

- Markov Chain Monte Carlo (MCMC): Currently used (LALInference) for parameter estimation
- Surrogates of full MCMC (e.g., BayeStar) by imposing some approximation on the posterior
- 1. Particle Swarm Optimization (Kennedy, Eberhart, IEEE, 1995; 88,885 citations)
	- 10x fewer likelihood evaluations compared to grid-based searches
- 2. Graphics Processing Units (GPUs)

PARTICLE SWARM OPTIMIZATION

- Global optimization algorithm inspired by emergent behavior of bird flocks
- Evolution of flocking behavior driven by optimization challenges

PARTICLE SWARM OPTIMIZATION

Swarm Intelligence methods for statistical regression, Mohanty, CRC press (2019)

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IMPLEMENTATION

Parallelization hierarchy MPI □ OpenMP→CUDA \overline{CPU} GPU

- 8 parallel PSO runs per data segment \rightarrow pick the best run
- $8 \times$ GPU \approx 50x faster than CPU code
- PSO+GPU: ≈500x faster than gridbased search

CRADLE

- NSF + DoD: \$1.25 million
- Total: 96 NVIDIA A100
	- 32 GPUs interlinked with NVLink: AI workloads
- **Dedicated**
	- 64 NVIDIA A100 80GB
	- 8 GPUs per node

2 -DETECTOR NETWORK

- LIGO-Hanford, LIGO-Livingston
- Sky localization with and without gain selection
- Simulated Gaussian stationary noise with design Power Spectral **Densities**

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4 -DETECTOR NETWORK

- LIGO-Hanford, LIGO-Livingston, Virgo, KAGRA
- Sky localization with and without gain selection
- Simulated Gaussian stationary noise with design Power Spectral **Densities**
- Realistic error estimation beyond Fisher Information

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GLITCH MITIGATION

• Ground-based IFOs are affected by frequent interference signals from instrumental and environmental sources.

• Wu et al, ArXiv: 2401.12913v1

GLITCH VETO USING UNPHYSICAL TEMPLATES

- Masses to chirp times map is one-toone but not onto \Rightarrow unphysical sectors in chirp time space
- PSO performs better for hypercubical spaces ⇒ unphysical sectors covered at **no extra cost**
- One can augment the search space using the negative chirp time quadrant
- Glitches match physical & unphysical templates; GW signals do not

GLITCH VETO USING UNPHYSICAL TEMPLATES

- Girgaonkar, Mohanty, Physical Review D 110, 023037 (2024)
- 131 hours of LIGO data (LI, H1, all O-runs)
- 99.9% rejection of glitches with no loss in detections (injected signals $\leq 80 M_{\odot}$ total mass)

SUMMARY

- Data analysis is a critical component of GW astronomy and computational bottlenecks often limit us from reaching higher search sensitivity
- Nature inspired optimization heuristics are powerful techniques for addressing some of the key challenges
- GPU acceleration is extremely significant and should be adopted where possible
- Open challenges abound. Examples:
	- 3rd generation detectors: longer signals with higher rate \rightarrow Glitch mitigation problem becomes harder
	- Space-based detectors: Embarrassment of riches but only if the data analysis problems are solved

THANK YOU! QUESTIONS?

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EFFECT OF GLITCHES ON DETECTION SENSITIVITY

arXiv:1710.02185v3 [gr-qc]

Histograms of single detector PyCBC triggers from the Livingston (L1) detector.