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Noise Rejection Method Using Spherical Harmonic Decomposition

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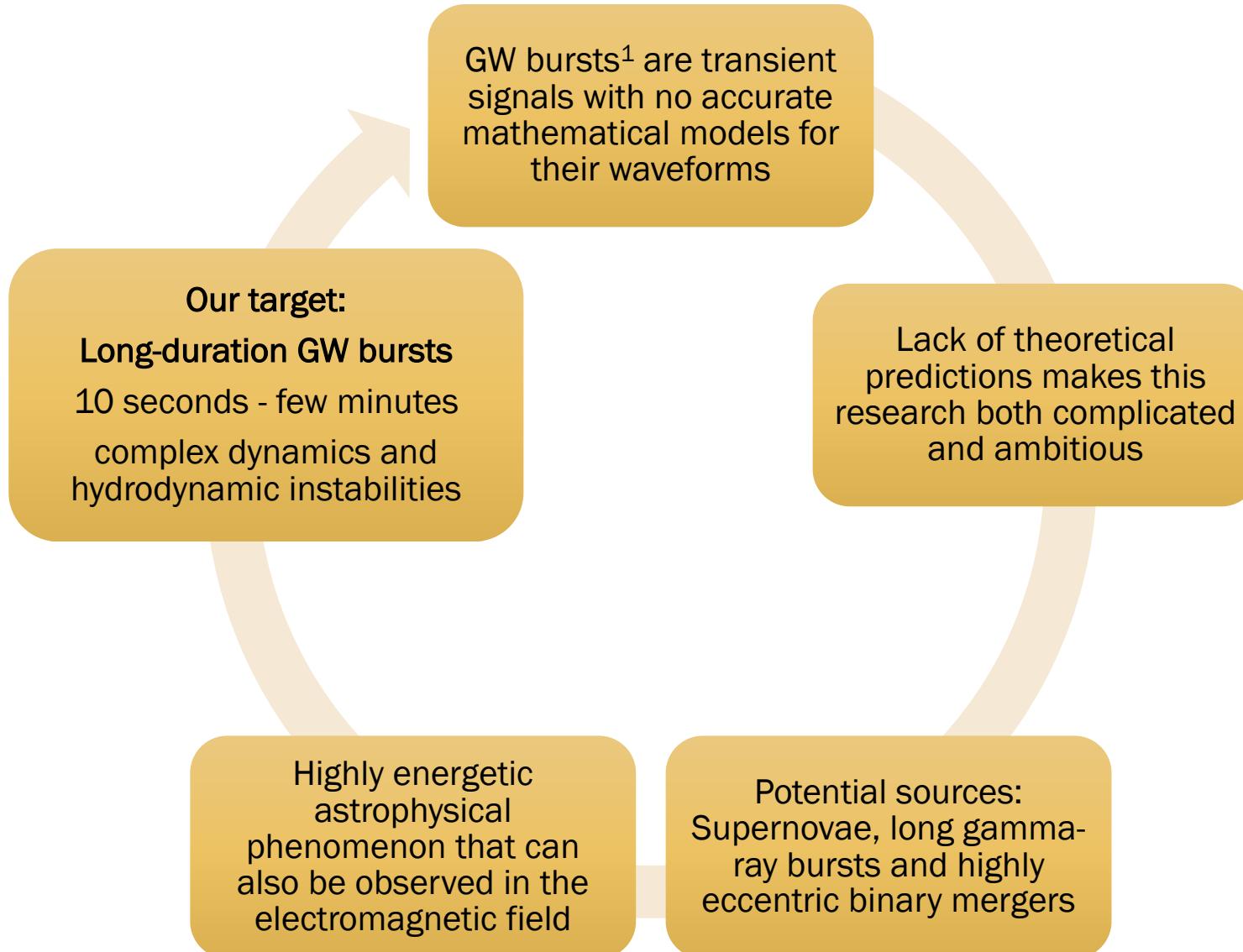
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Noise Rejection Method Using Spherical Harmonic Decomposition

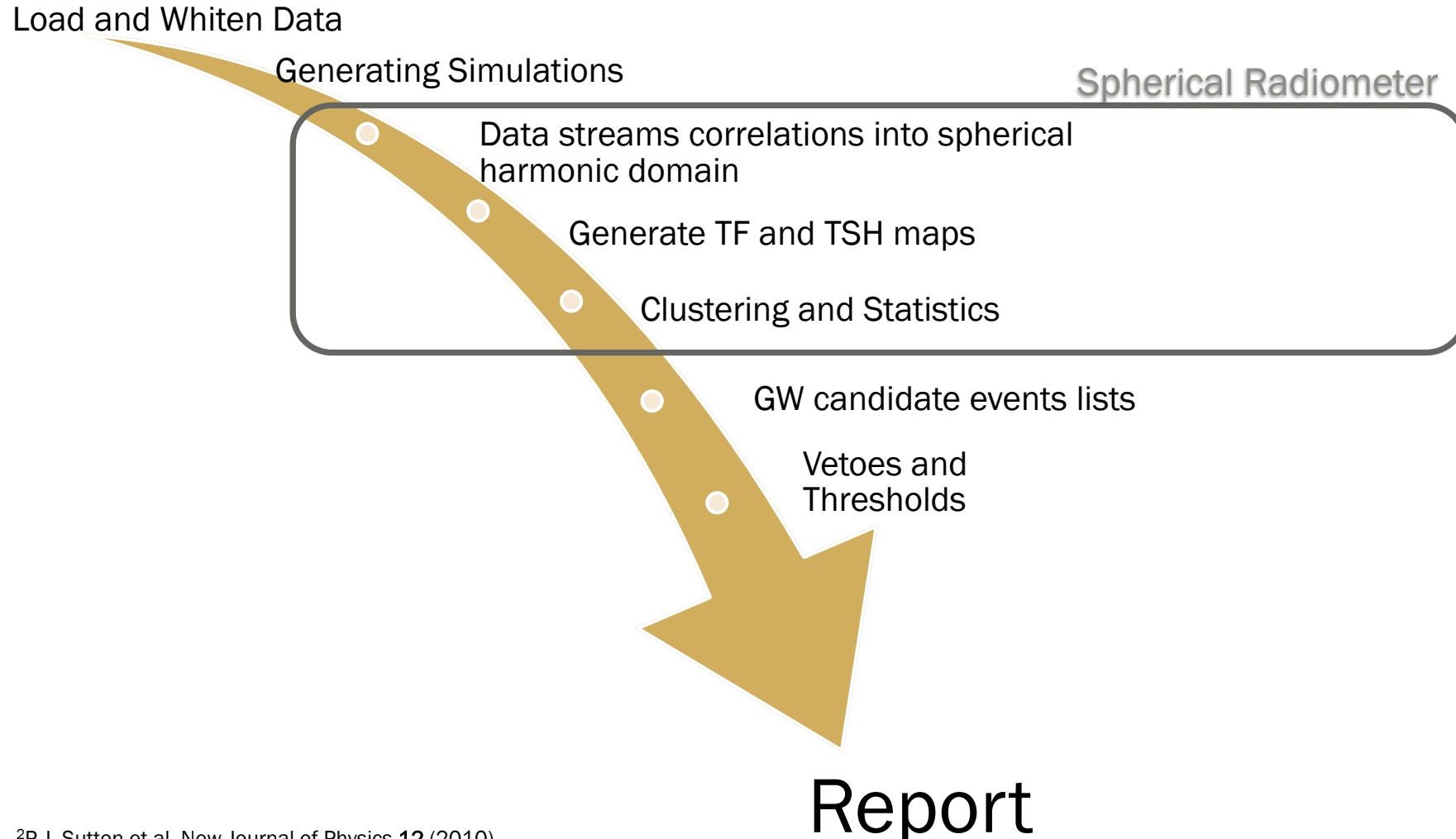
- Gravitational-wave burst-like signals: an introduction
- X-SphRad: software package for active research
- Glitch Rejection: method overview and first tests
- SWOT analysis

Gravitational-wave burst-like signals: an introduction



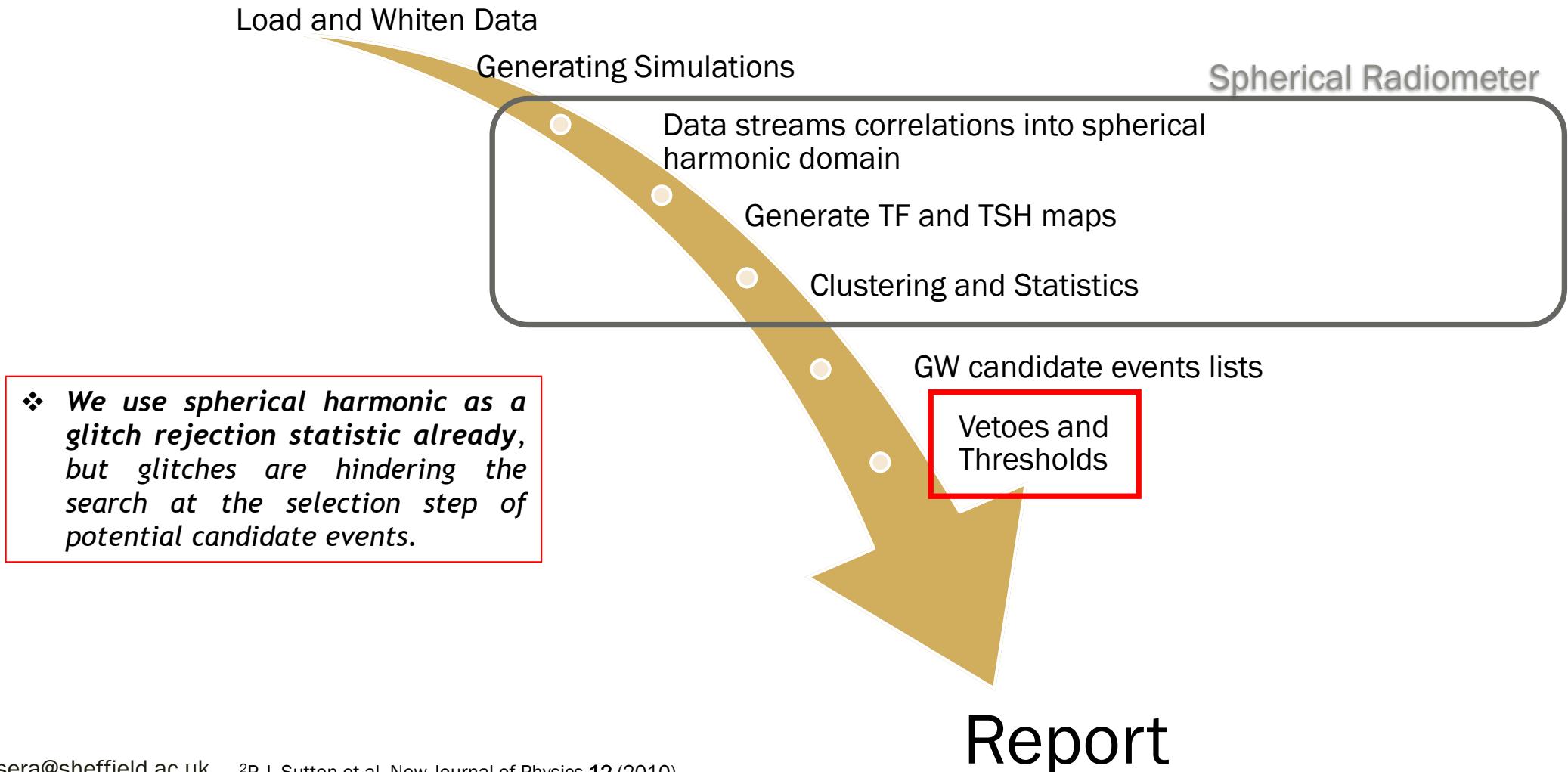
X-SphRad: The X-Pipeline Spherical Radiometer

- ✓ X-SphRad² is a standard tool in gravitational wave analysis for long-duration searches
- ✓ The radiometer pipeline³ computes data streams correlations into a spherical harmonic domain



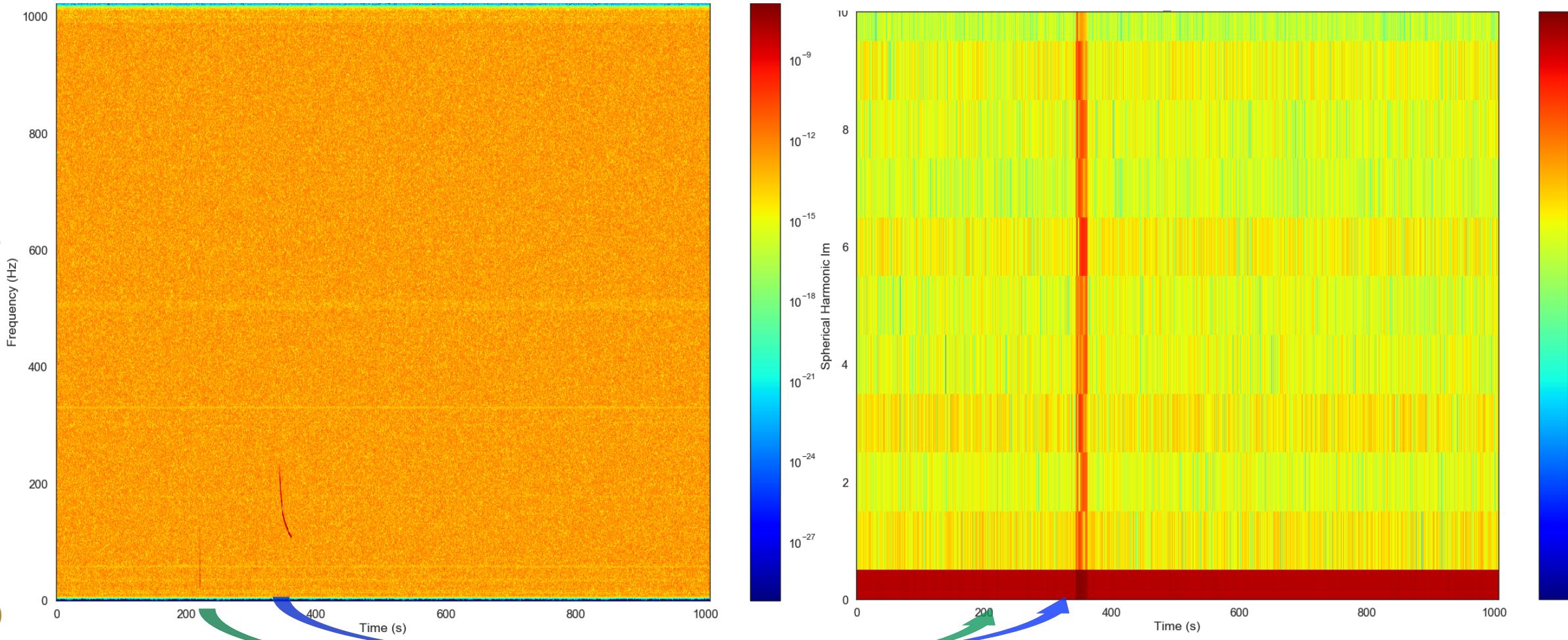
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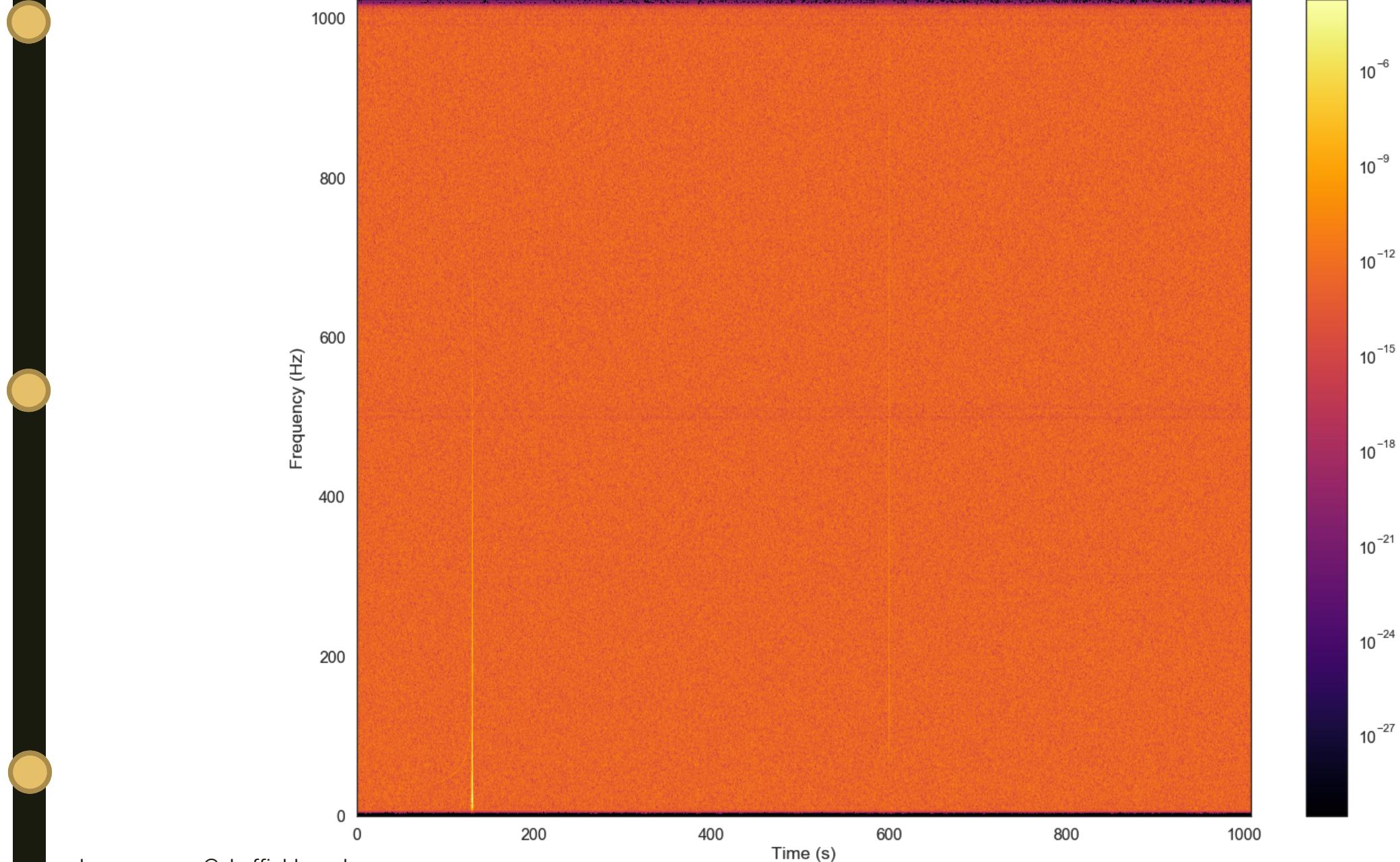


Spherical Harmonic Coefficients: definition and simulation⁴

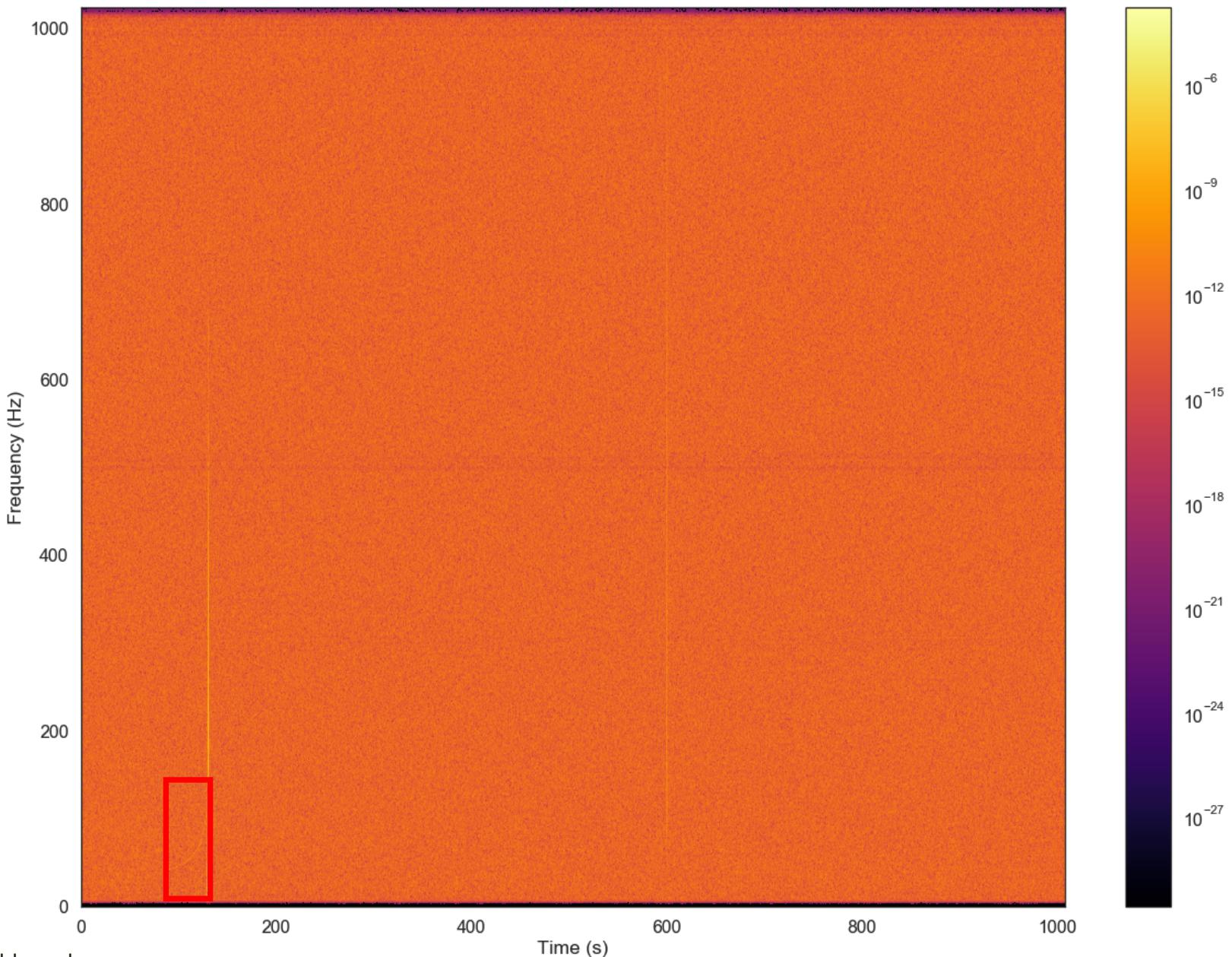
- C_{00} : the zeroth component is a measure of the **energy average** over all sky
- C_{lm} : signal power will be present in most of this coefficients - generally none will stand out more than any other



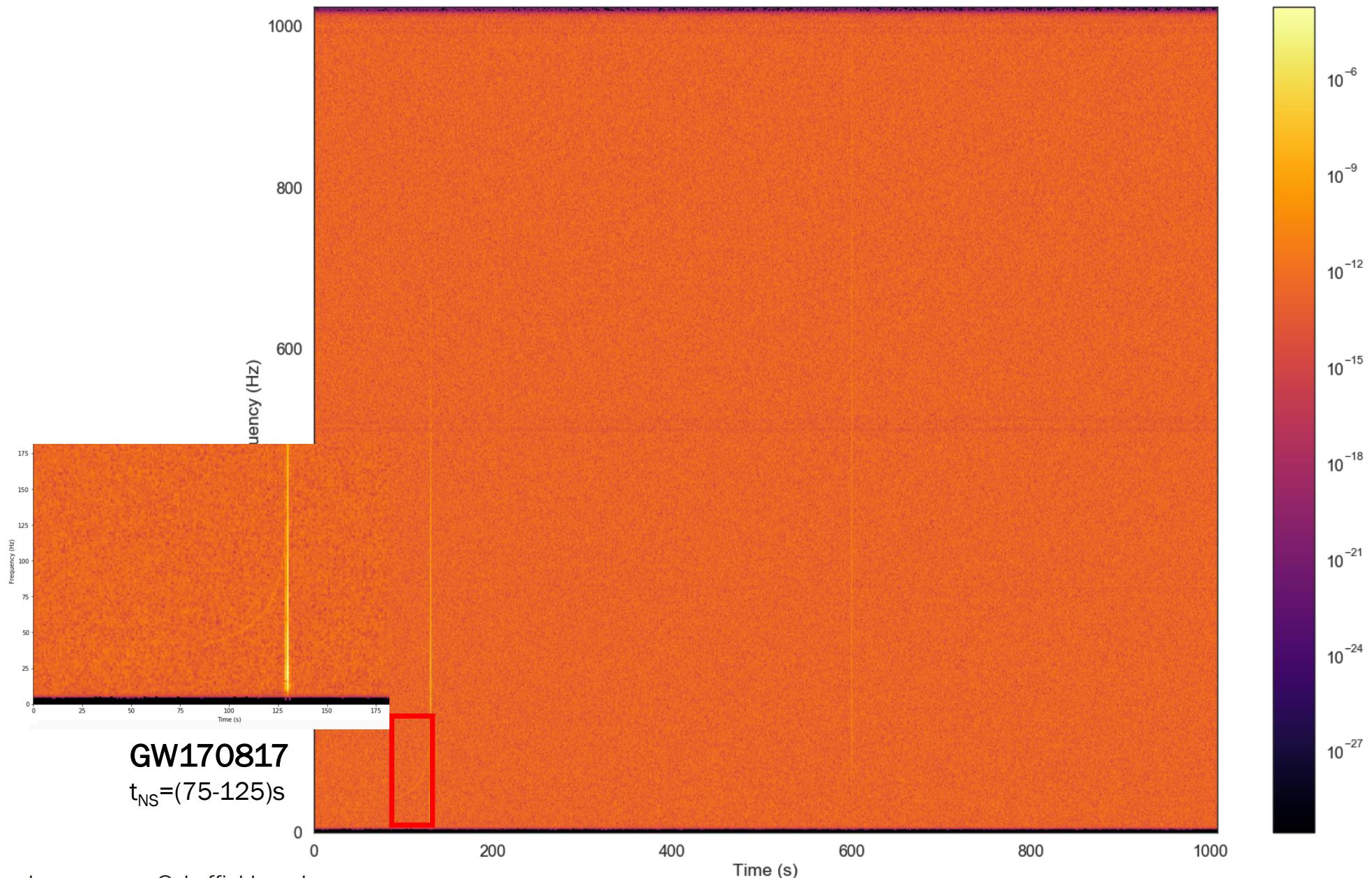
■ Real data: from O2 run data (GPS time 1187008820)



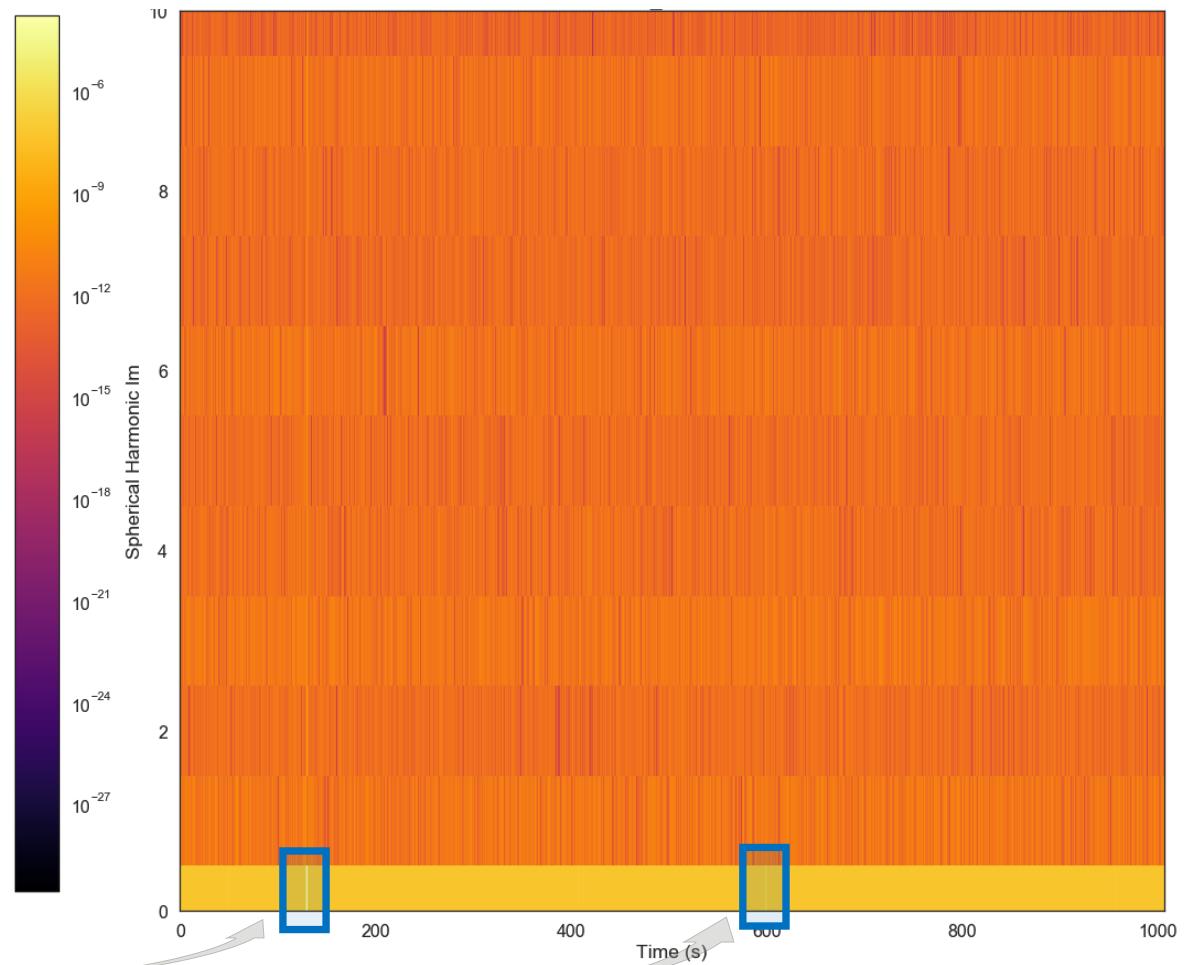
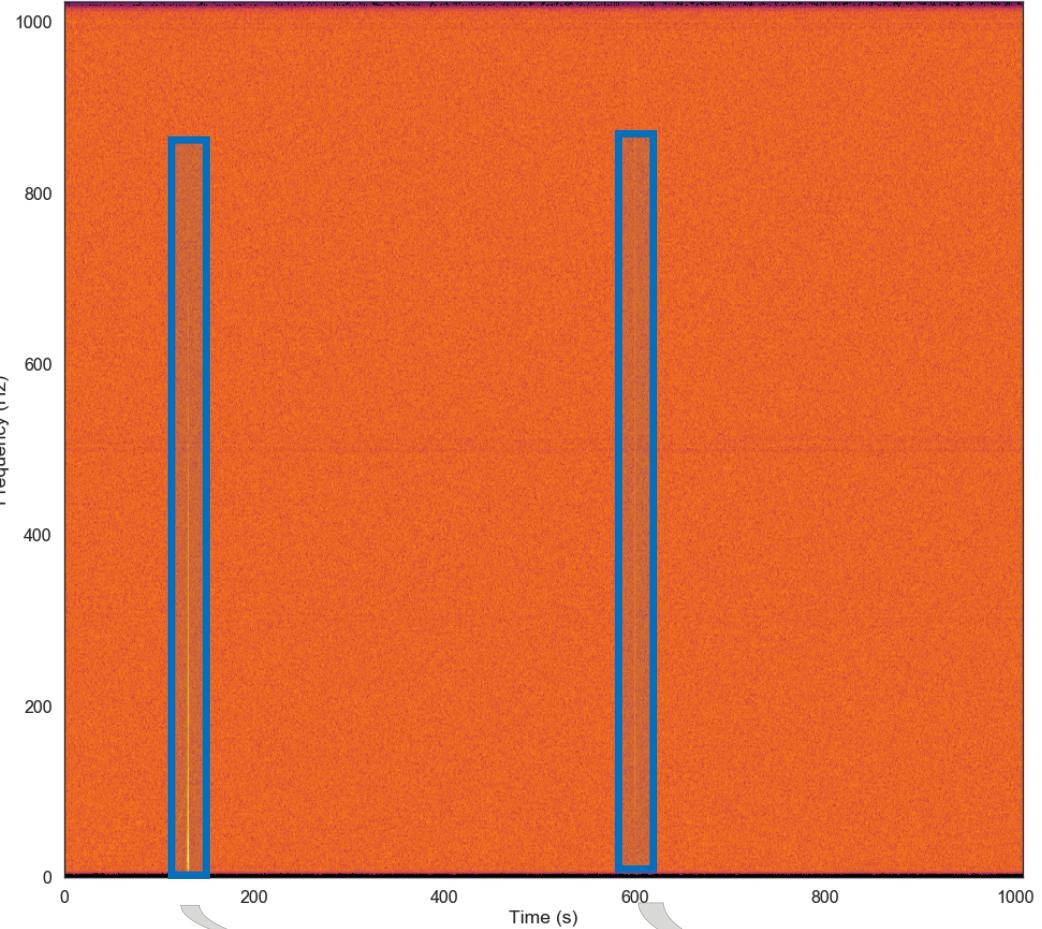
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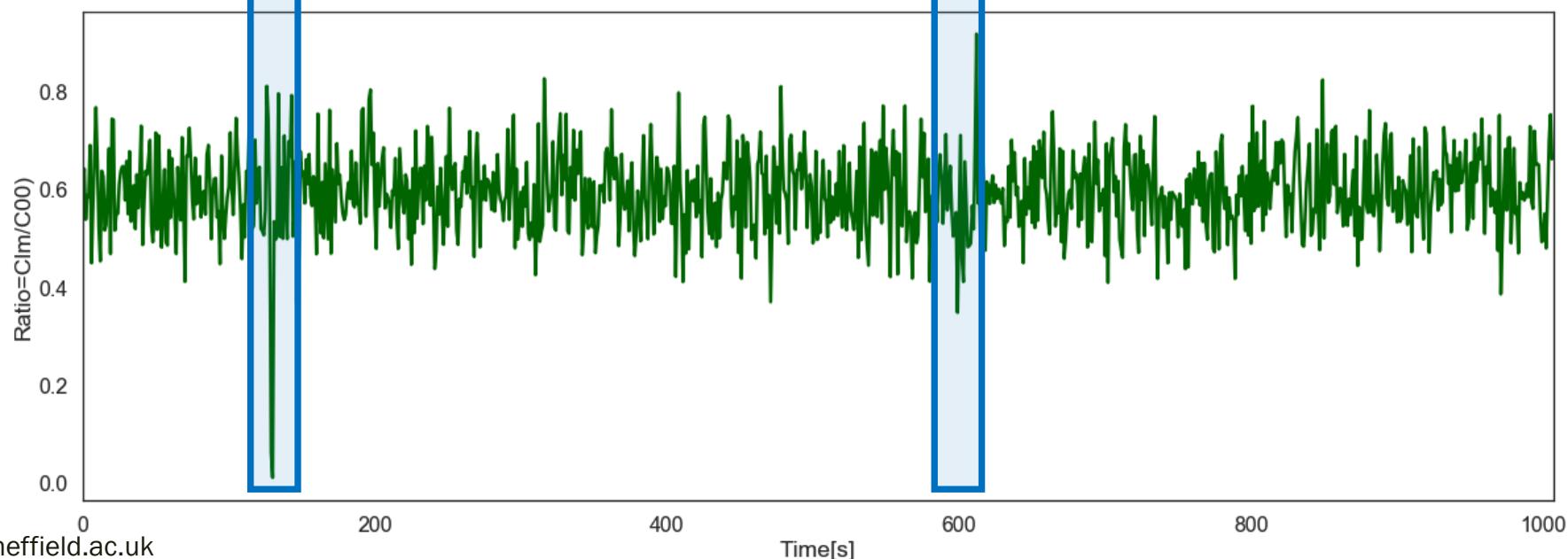
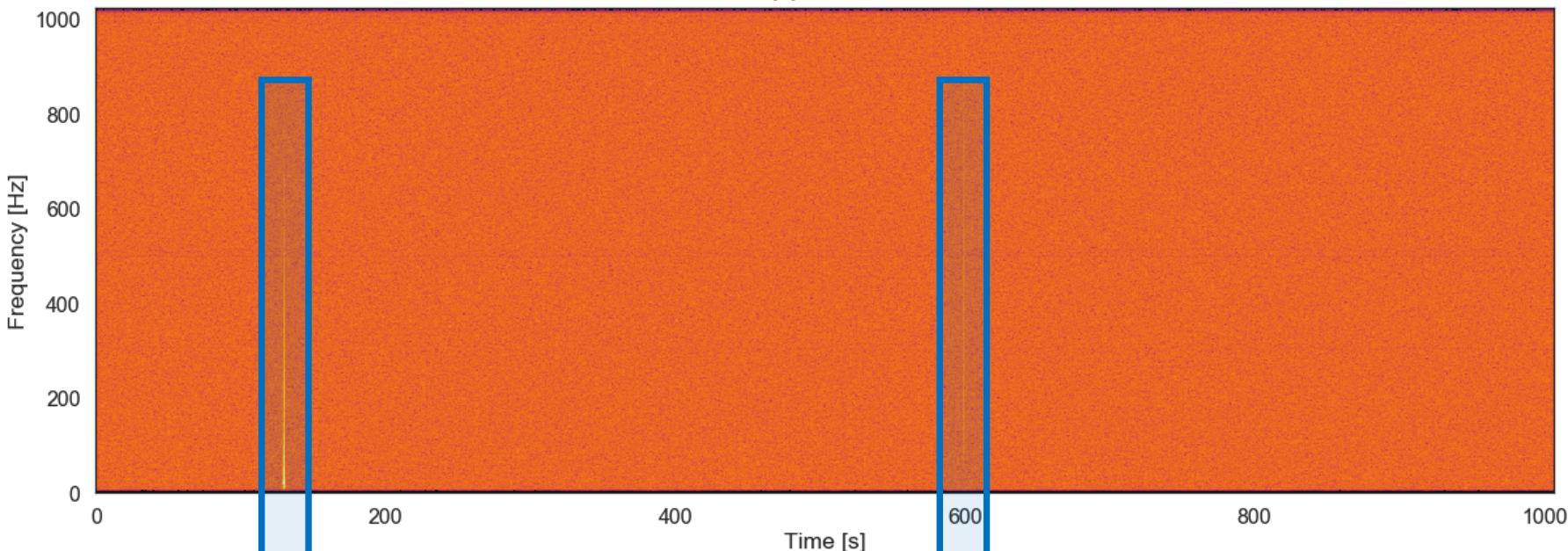
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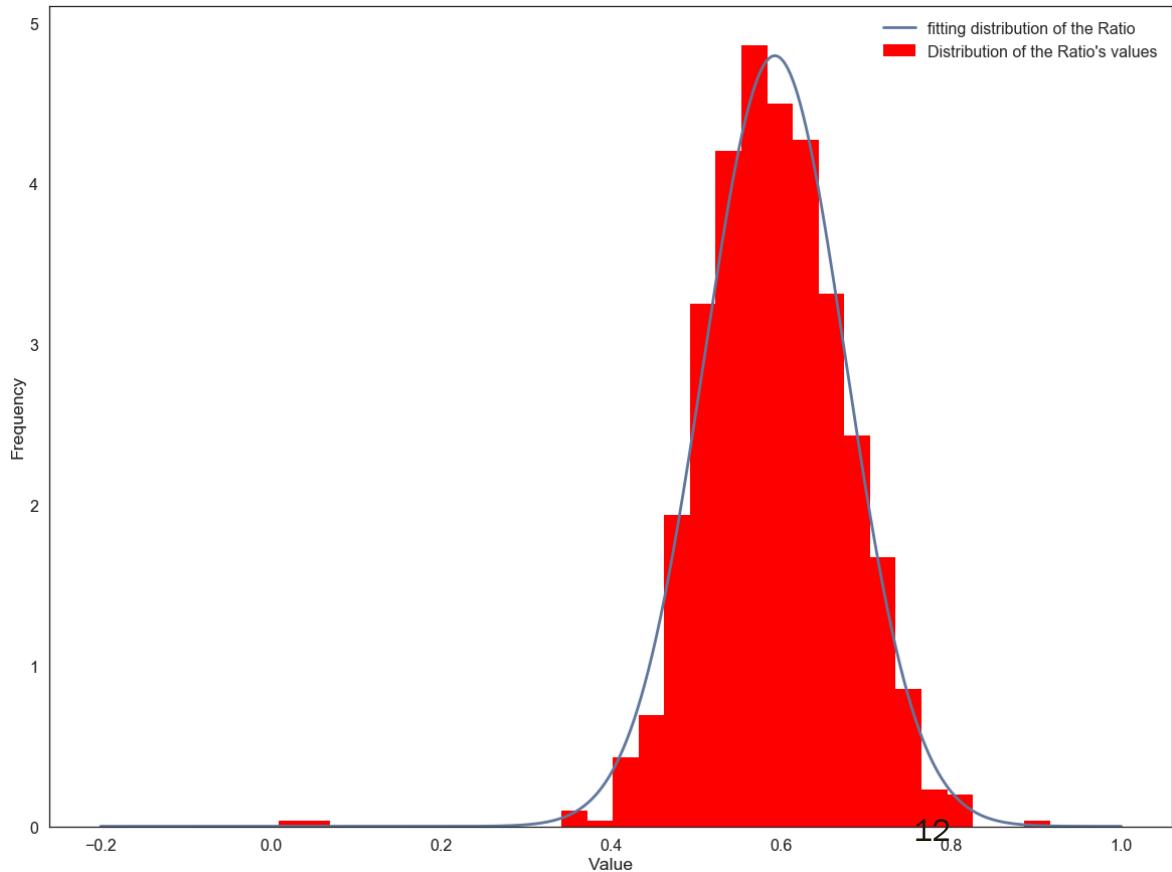


- Method: Identify Glitches using the ratio= $\frac{C_{lm}}{C_{00}}$

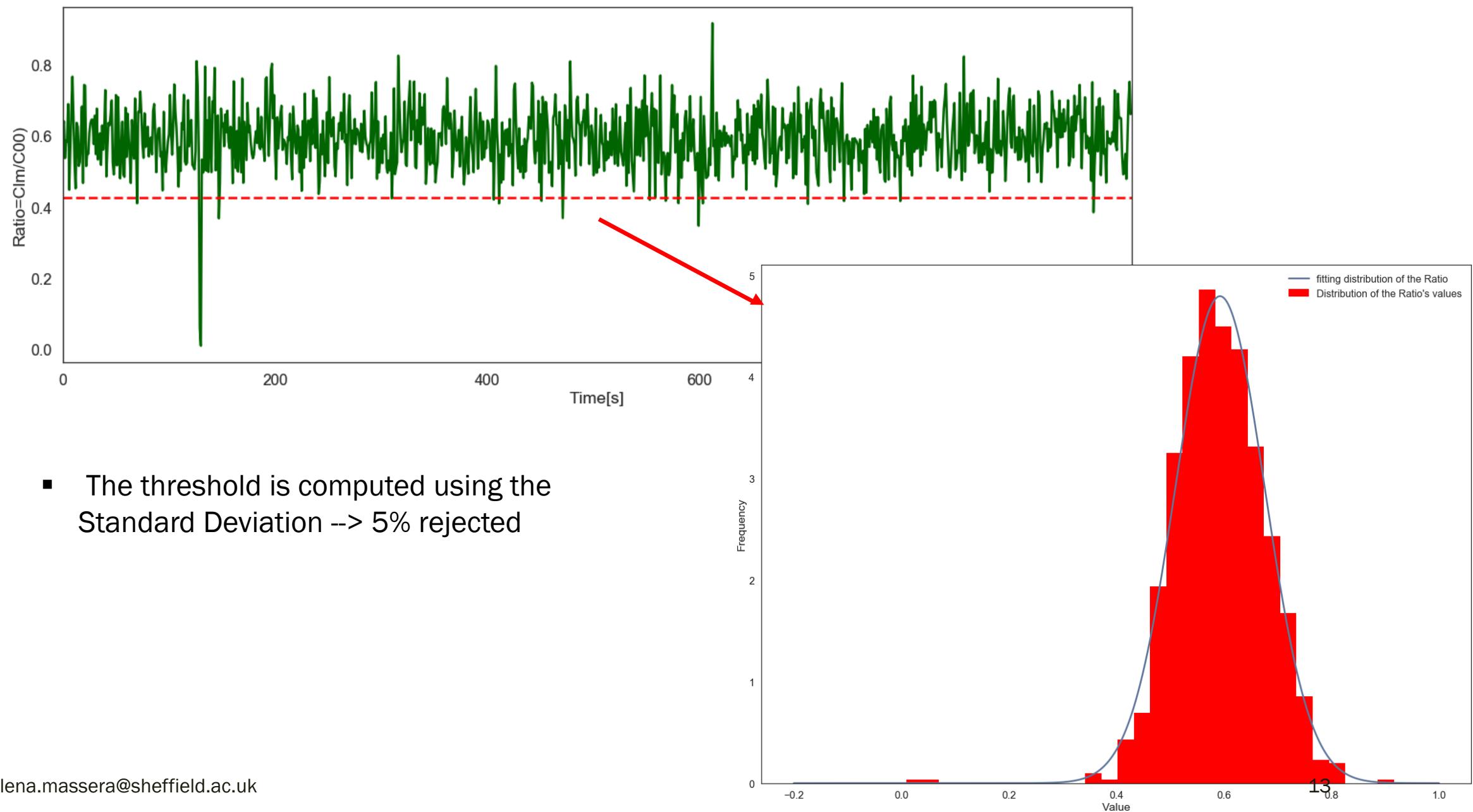


- Setting the Threshold on the Ratio

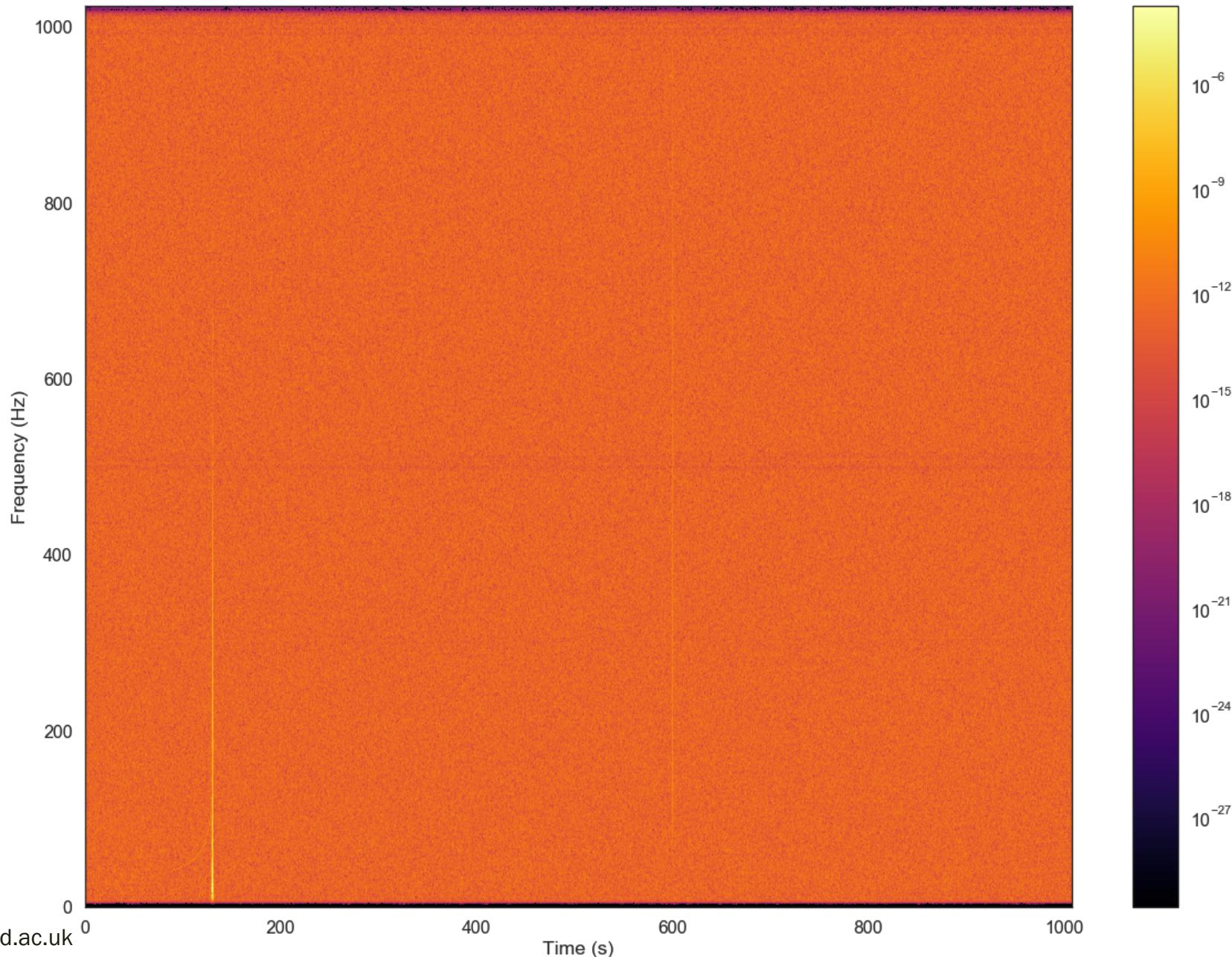
- The threshold is computed using the Standard Deviation --> 5% rejected



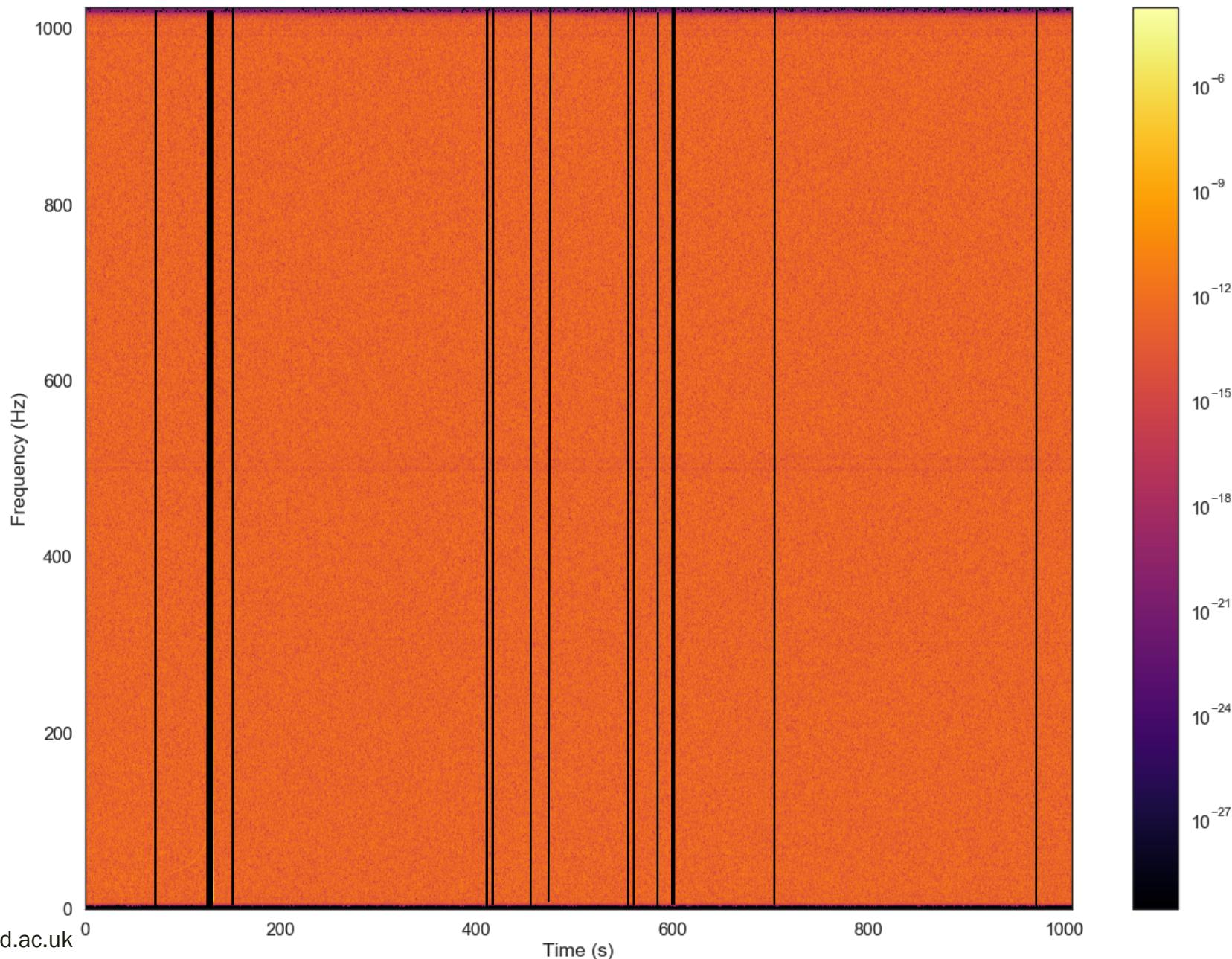
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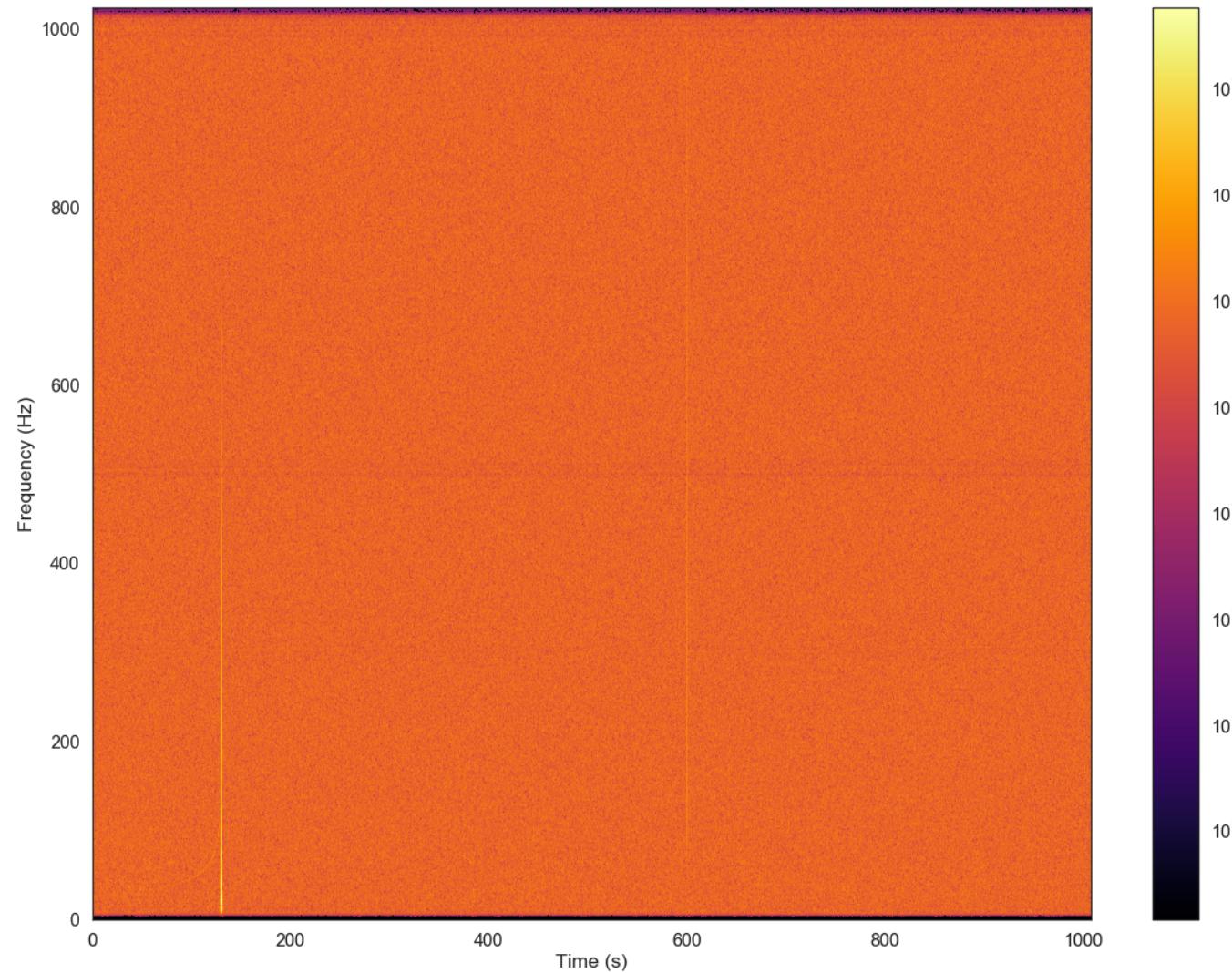
■ Apply Threshold on TF map: 5% rejected



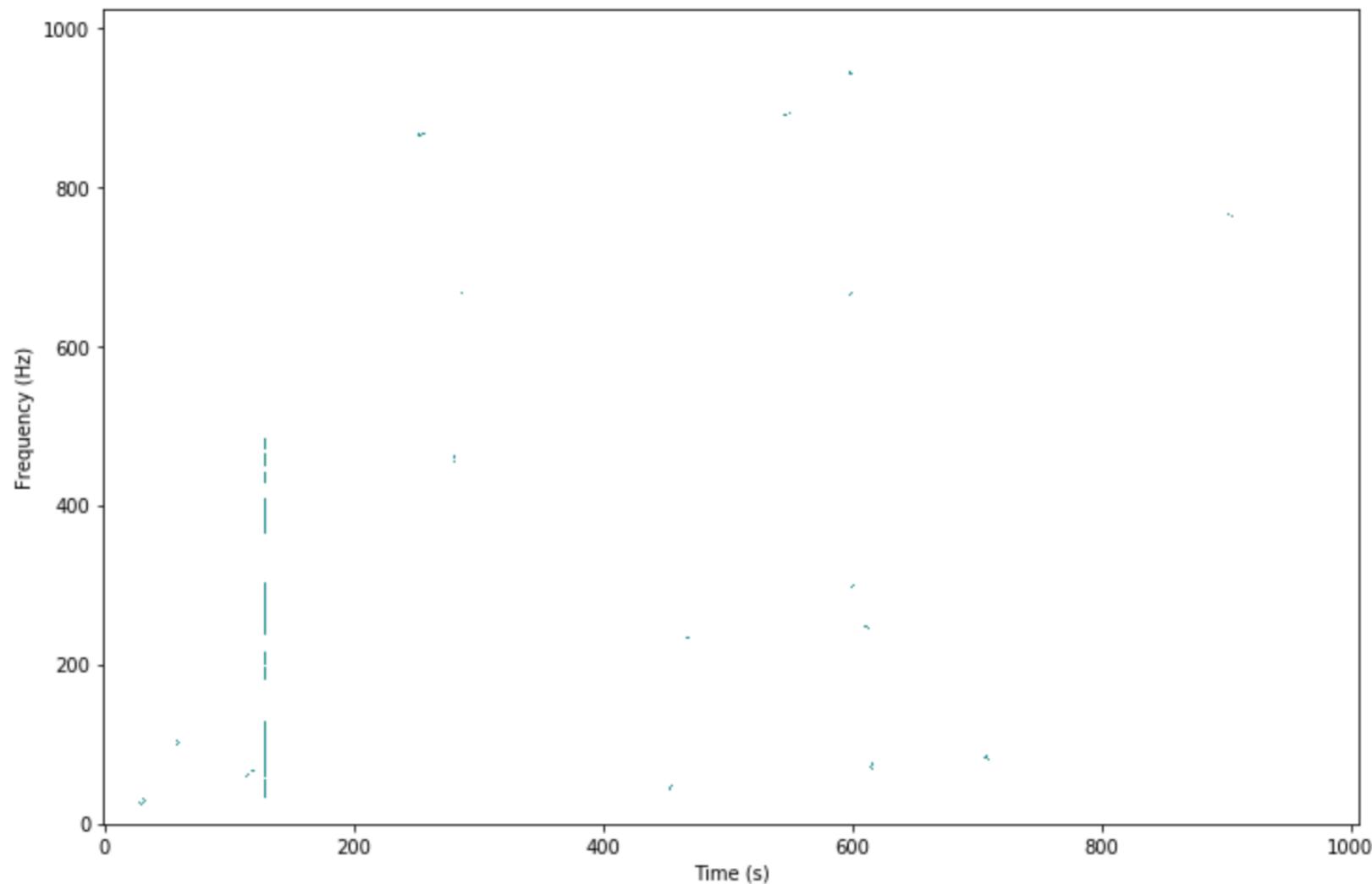
■ Apply Threshold on TF map: 5% rejected



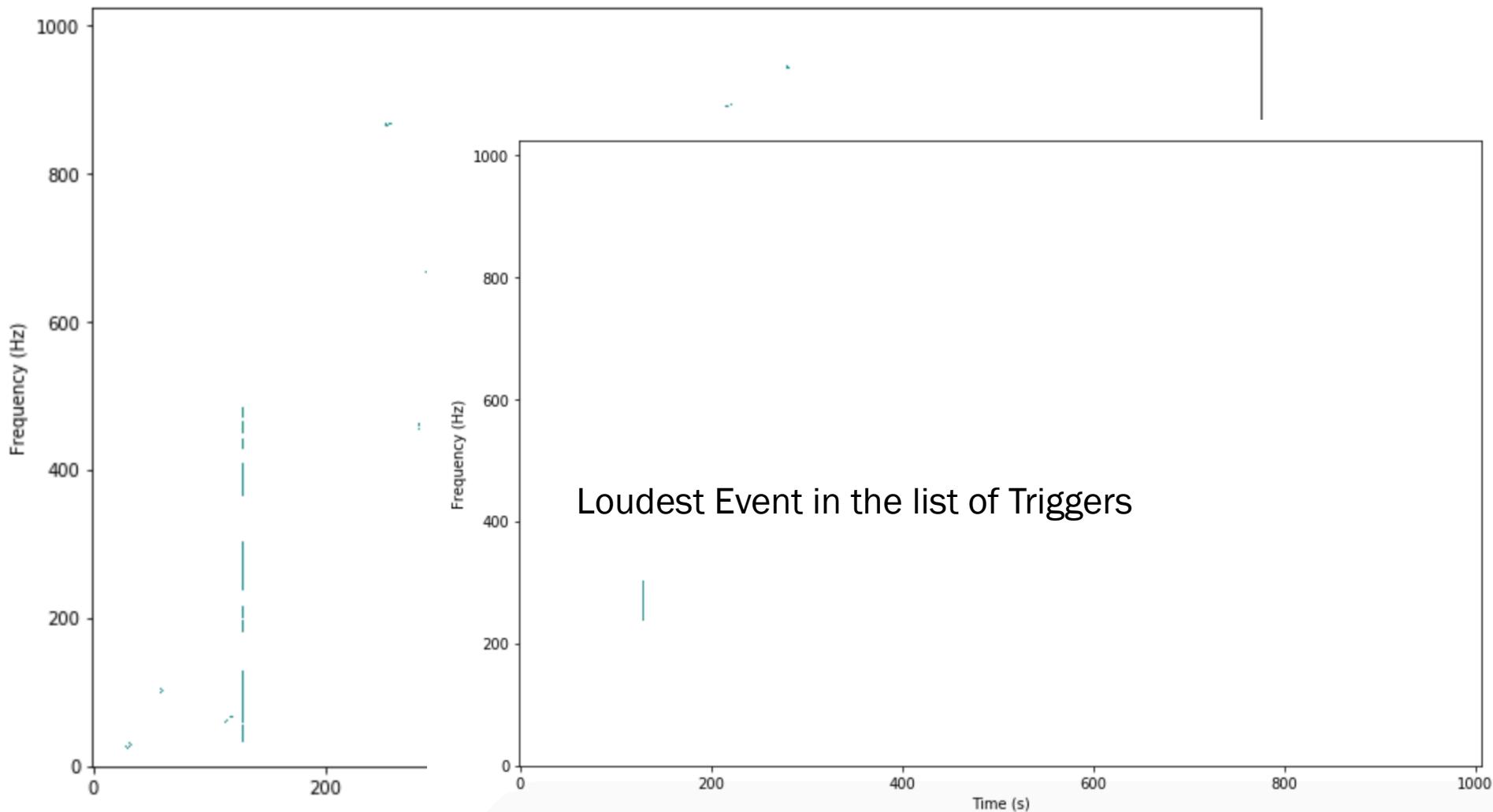
■ No Rejection method: 30 Loudest Triggers



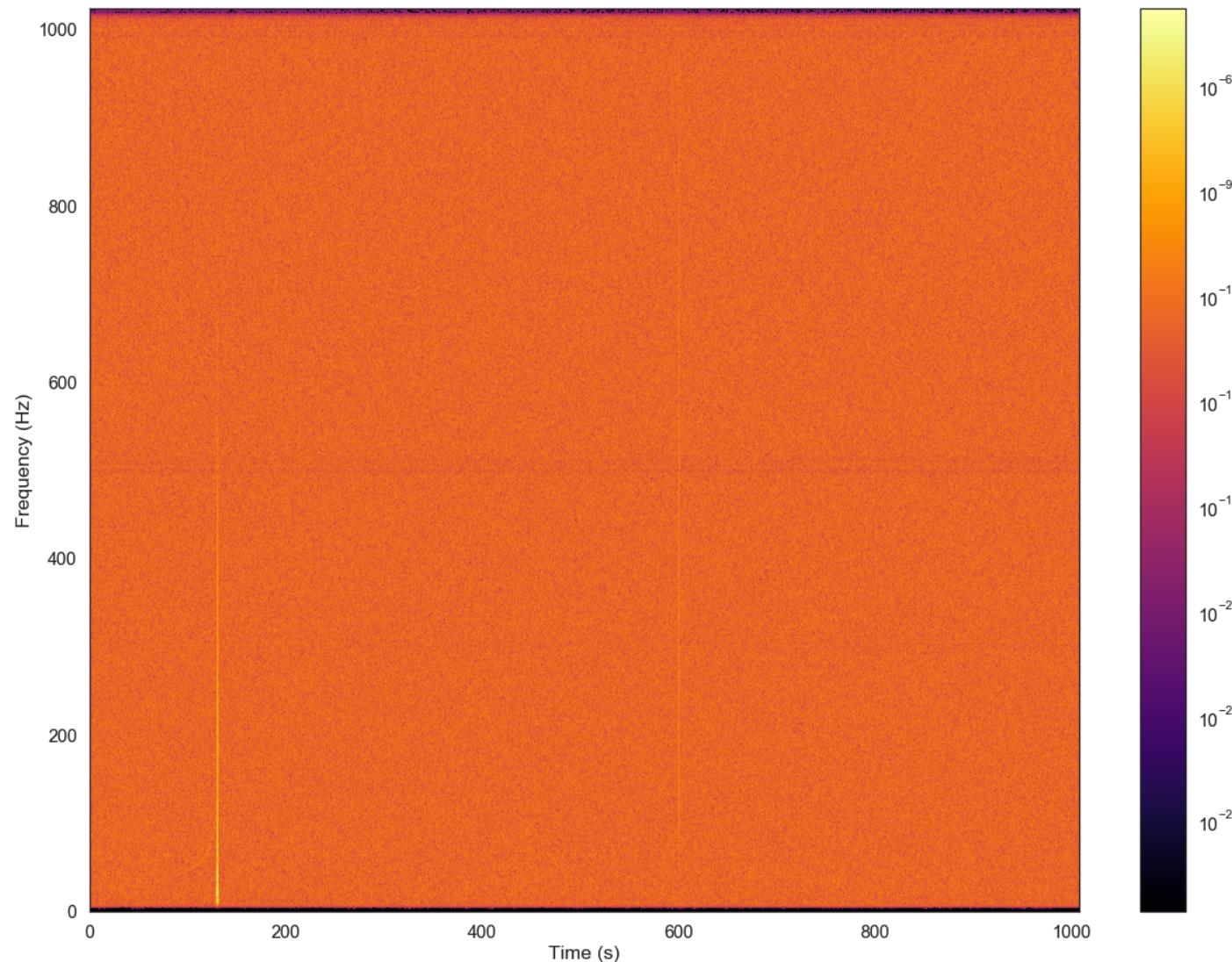
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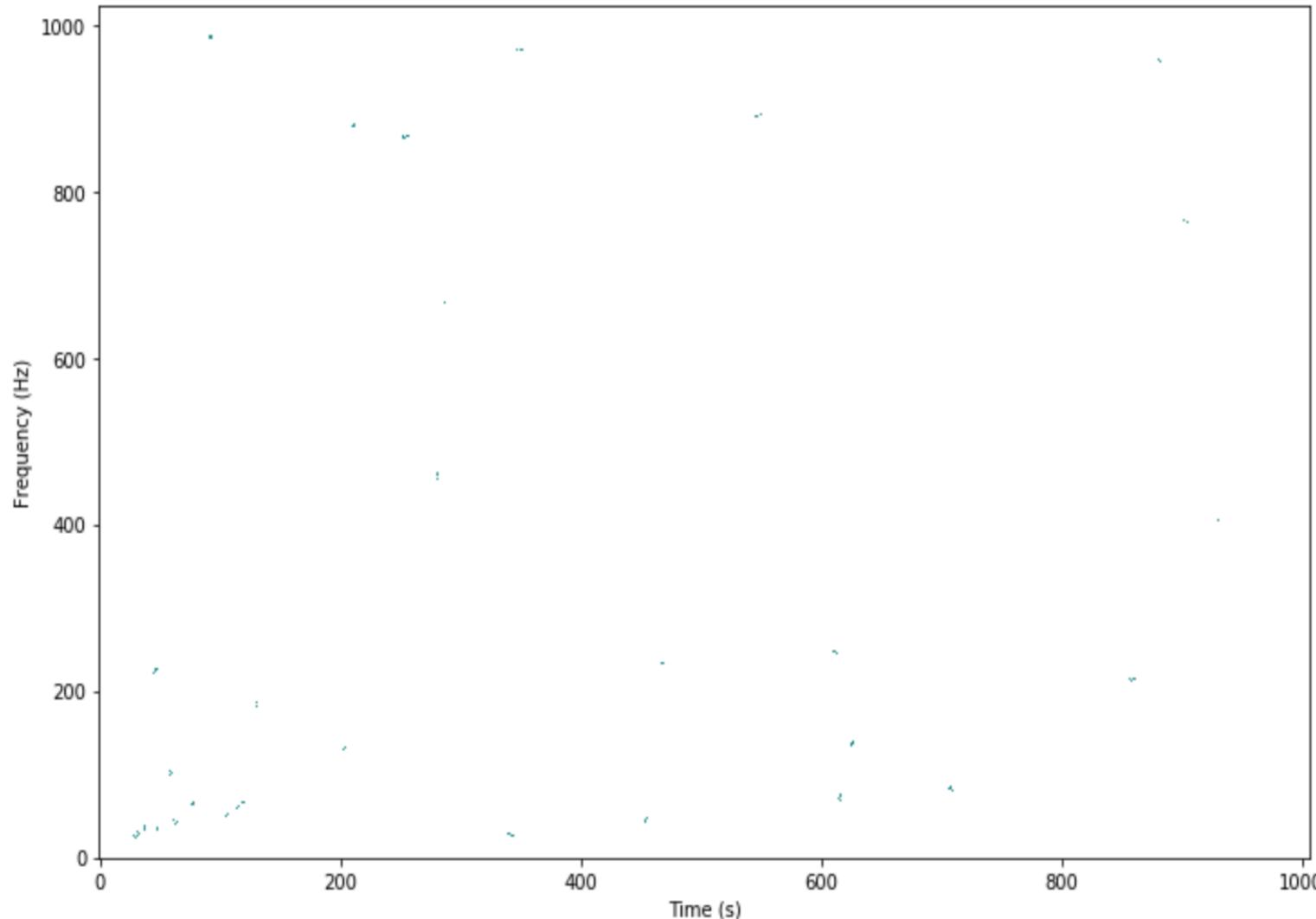
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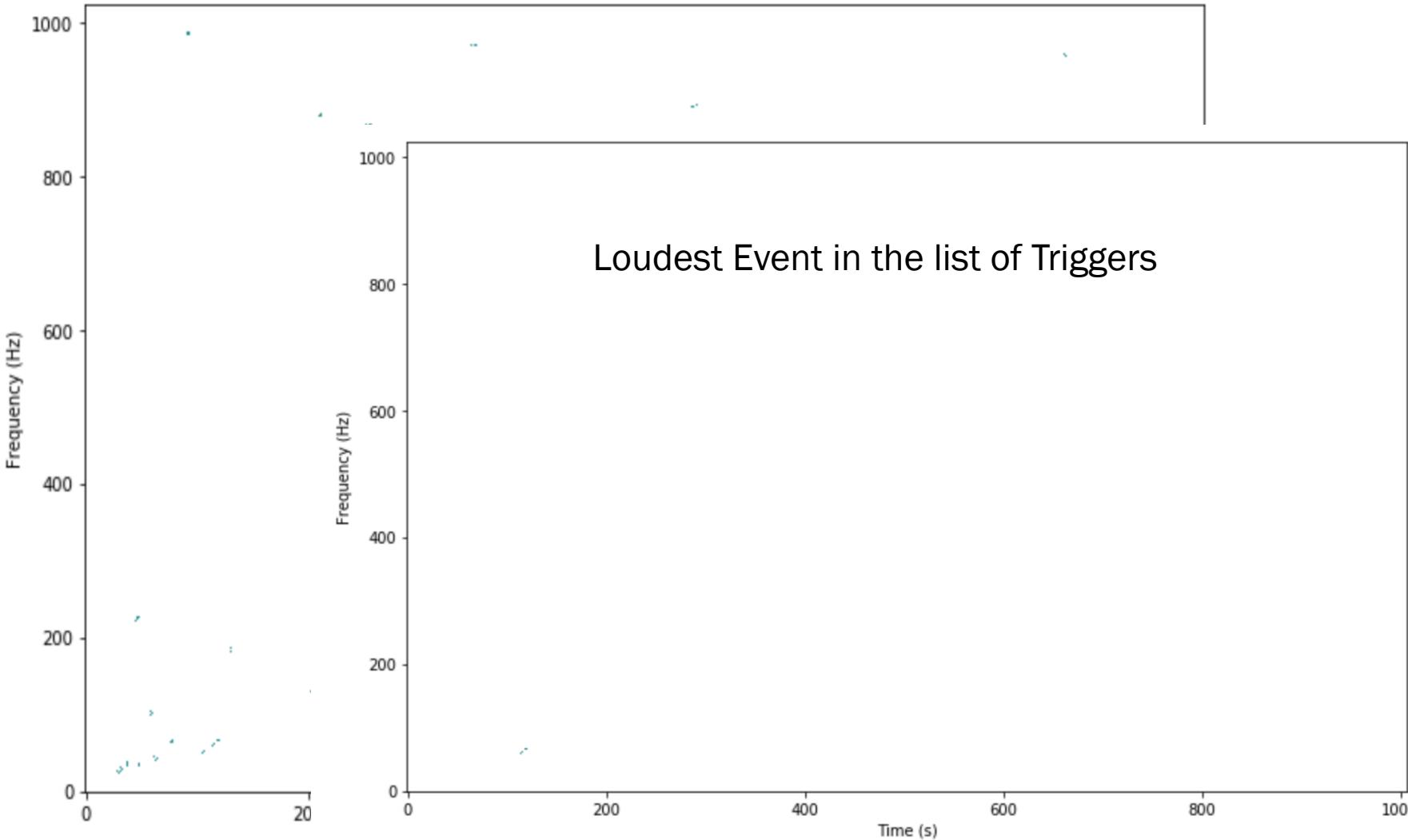
■ Glitch Rejection method: 30 Loudest Triggers



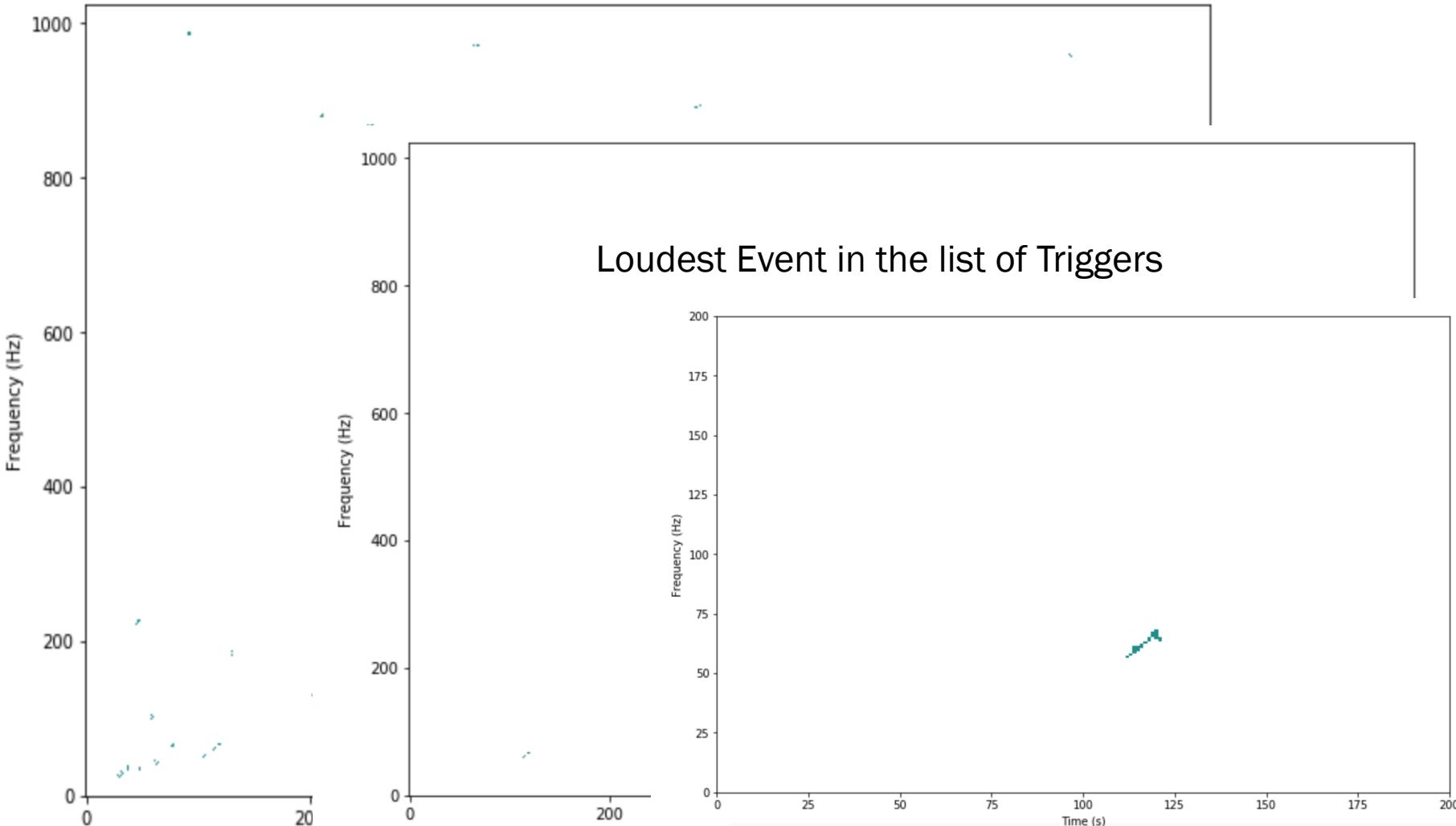
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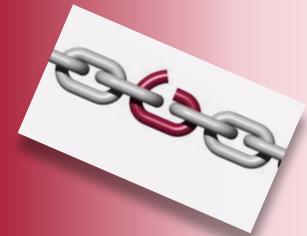
SWOT ANALYSIS

S_{trengths}



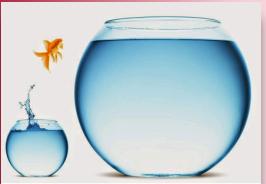
- Pre-processing analysis
- Improving sensitivity
- Improving reliability

W_{eaknesses}



Multiplicity: Dependency on glitches features

O_{pportunities}



Versatility: Application to signal processing where spherical harmonics are applicable

T_{hreats}



Hard-working:
Less appealing

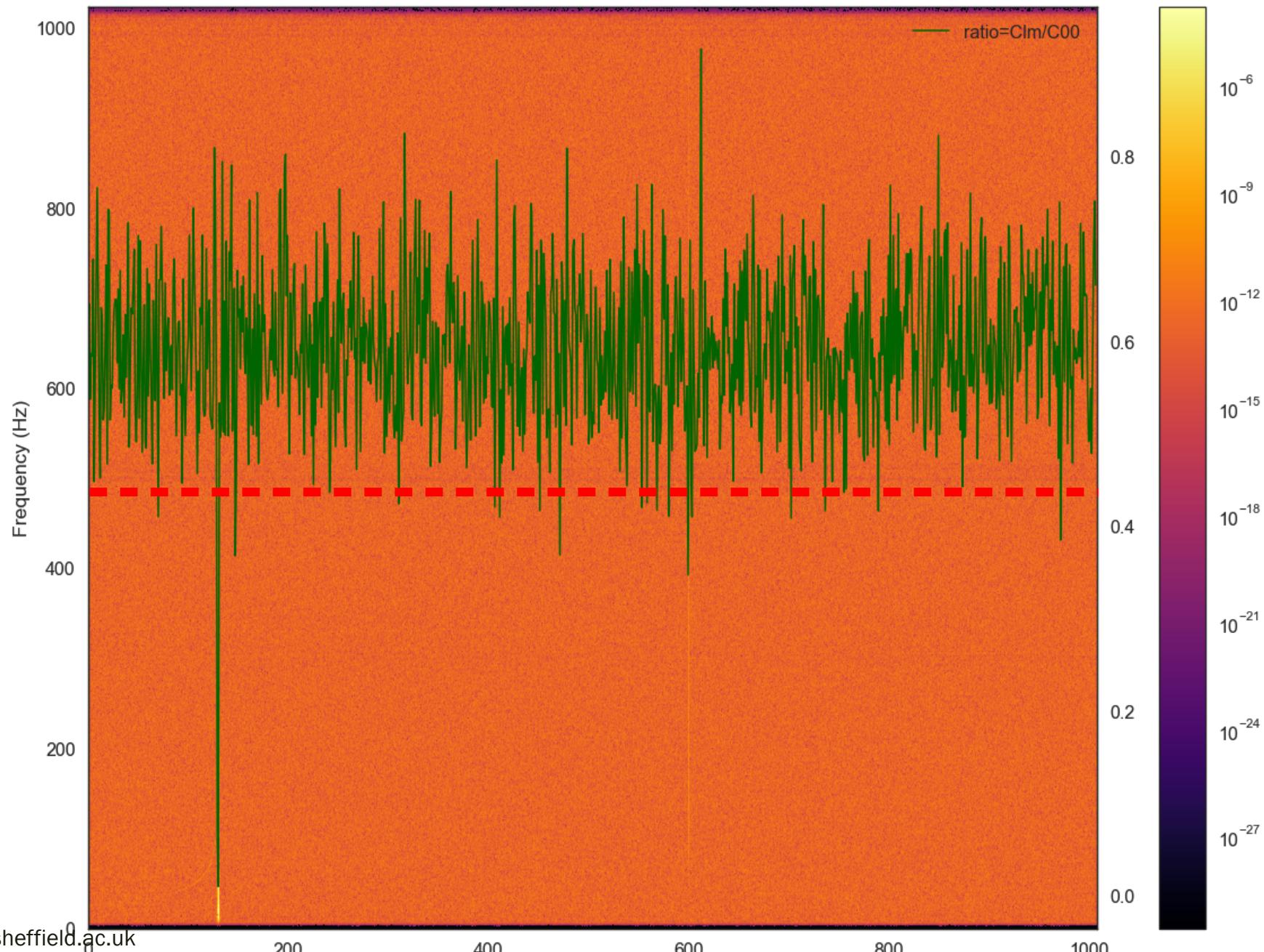
Thank you!!

Questions??

“The value of each pixel P on the time-frequency map is then a sum along the spherical harmonic coefficients c representing the energy in a time-frequency bin”⁴

$$P_{t,f} = \sum_{i,j=0}^d \xi_{ij}^{(lm)} = \sum_{l=0}^{l_{max}} \sum_{m=-l}^{m=l} (c_{lm})^2.$$

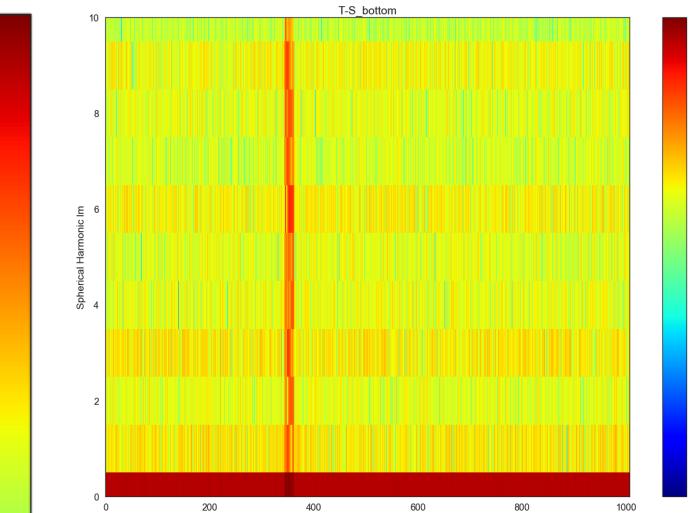
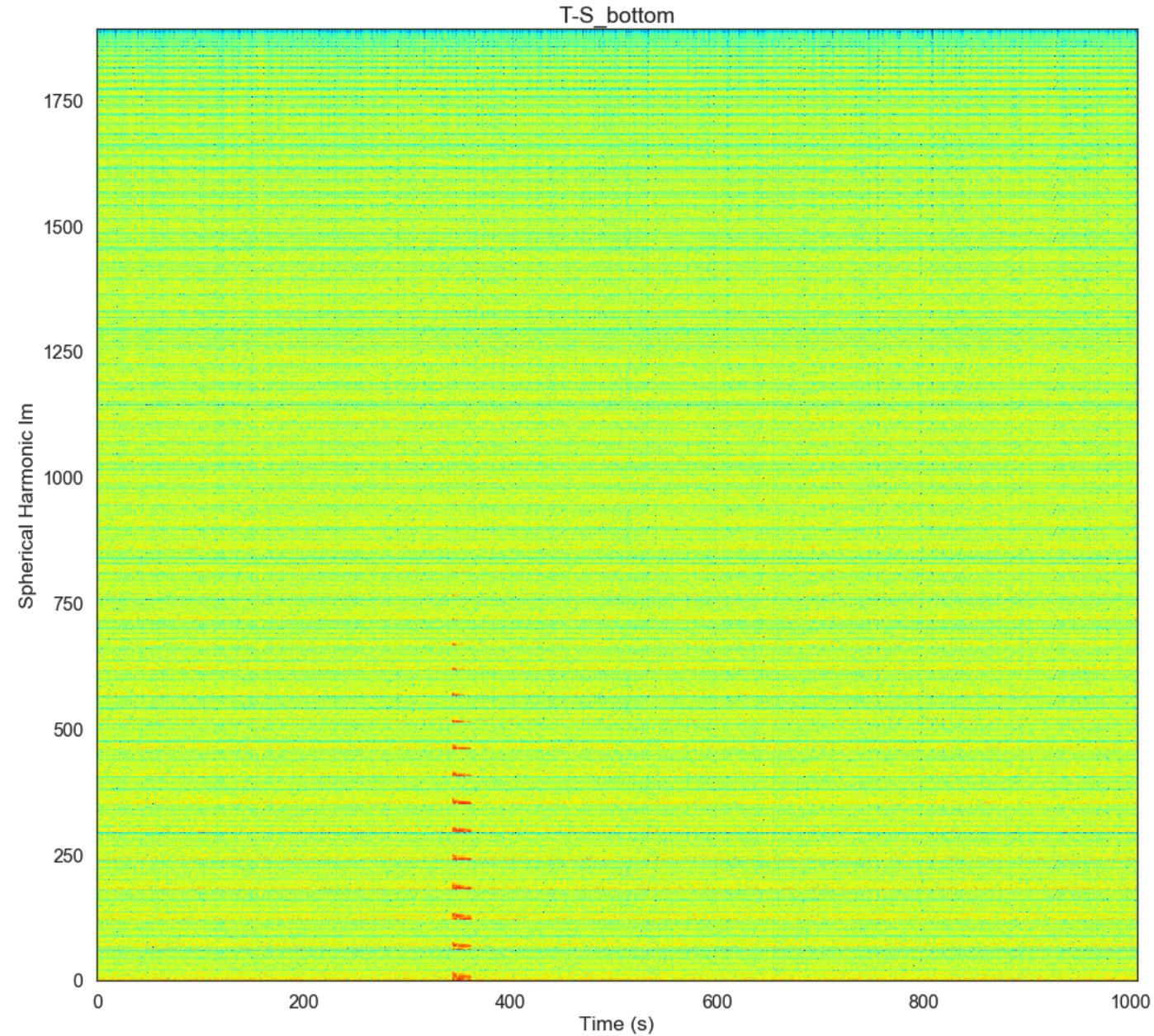
■ Apply Threshold on TF map: 5% rejected

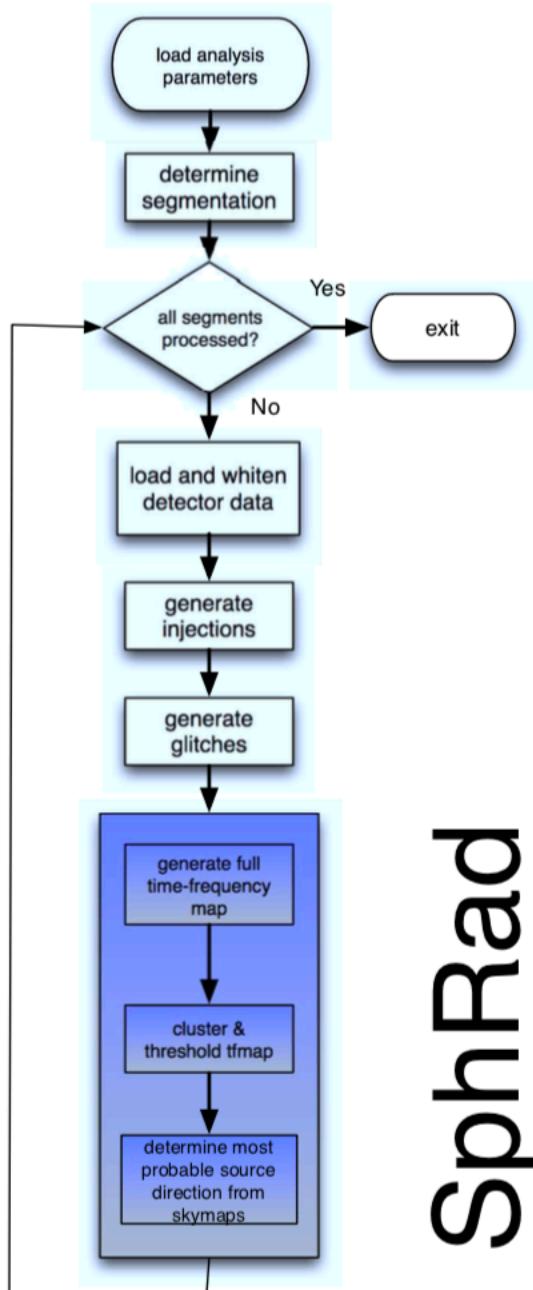


Spherical harmonics are an expansion of a function onto the sphere, expressed as the coefficients in a series of spherical harmonics up to and including order $l = l_{\max}$. The ordering of the coefficients in memory is as follows (expressed as (l,m) pairs, read left to right and top to bottom):

m value of row	coefficients stored as (l, m) pairs
$m=0$	$(0, 0), (1, 0), (2, 0), (3, 0), \dots, (l_{\max}, 0)$
$m=1$	$(1,+1), (2,+1), (3,+1), \dots, (l_{\max},+1)$
$m=2$	$(2,+2), (3,+2), \dots, (l_{\max},+2)$
$m=3$	$(3,+3), \dots, (l_{\max},+3)$
\vdots	\vdots
$m=l_{\max}$	$(l_{\max},+l_{\max})$
$m=-l_{\max}$	$(l_{\max},-l_{\max})$
\vdots	\vdots
$m=-3$	$(3,-3), \dots, (l_{\max},-3)$
$m=-2$	$(2,-2), (3,-2), \dots, (l_{\max},-2)$
$m=-1$	$(1,-1), (2,-1), (3, -1), \dots, (l_{\max},-1)$

TABLE B.1: Table showing the order of spherical harmonic coefficients, expressed as (l, m) pairs, read left to right and top to bottom. [2]





SphRad

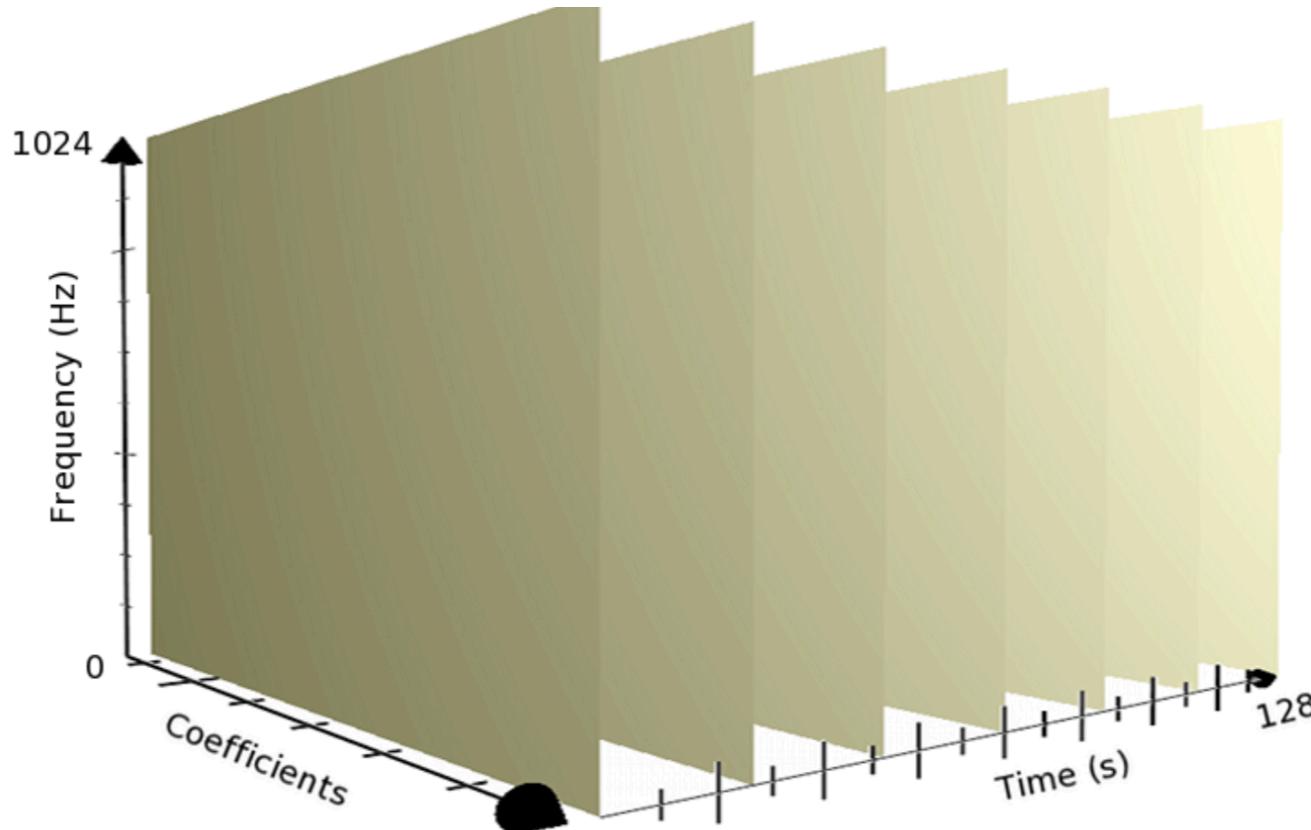


FIGURE 4.3: Illustration of a Time-Frequency-Spherical harmonic coefficients cube. Each plane represents the output of the correlator for a segment of data as in Figure 4.2