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# BLOCK-NORMAL BASED VETO ANALYSIS

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for

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# Outline of Talk

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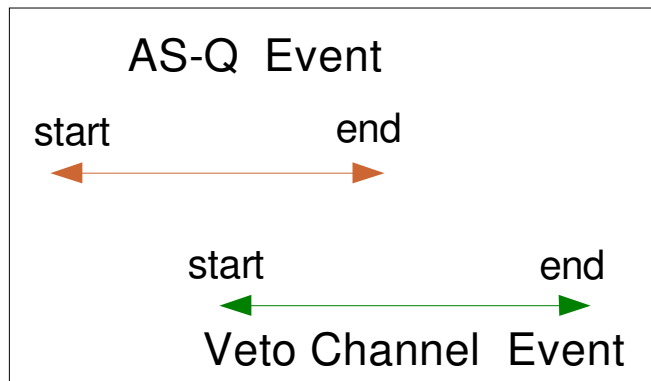


- Introduction to veto analysis with Block-Normal
- Figure of merit used for identifying a good veto
- Original strategy used for optimizing veto effectiveness
- Problems associated with it
- Current methodology adopted for tuning veto parameters
- Veto safety studies (*from S3*)

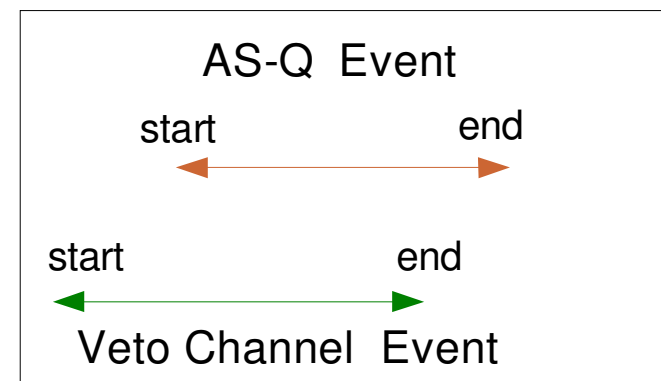


# Introduction

- Use SAME ETG (Block-Normal) to look for candidate events in various auxiliary channels as you use to identify events in AS-Q. Different ETGs see different things (*see A. Stuver's talk*). Correspondingly same ETG should be used while searching for events in auxiliary channel as in AS-Q.
- An event is considered “vetoed” if there is overlap in duration between the AS-Q events and the auxiliary channel events within same frequency band



OR



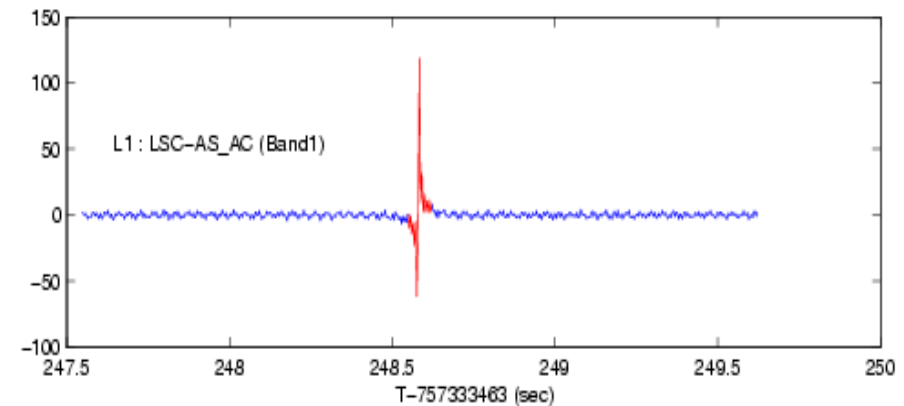
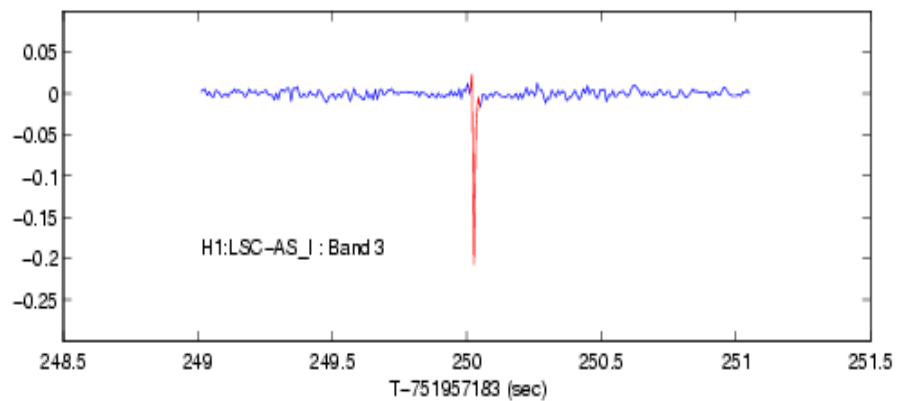
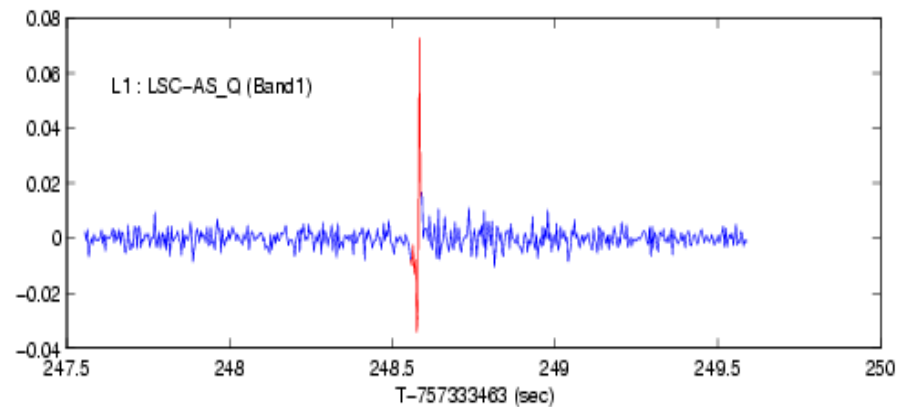
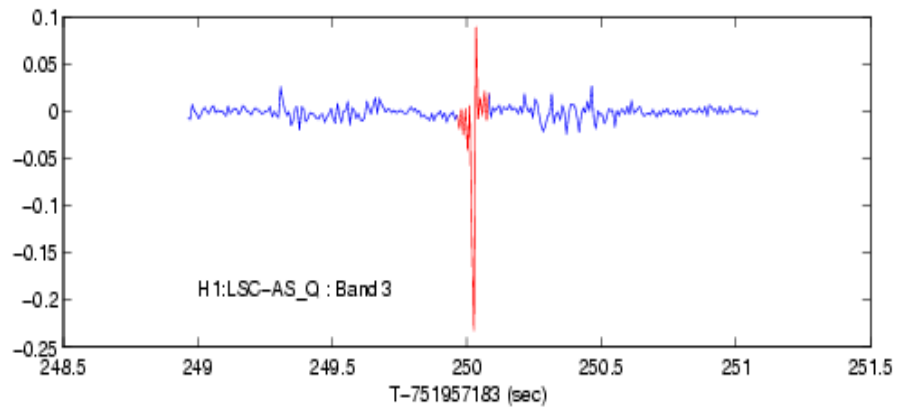


# Some S3 Veto Examples



H1:LSC-AS\_I (128-192 Hz)

L1:LSC-AS\_AC (512-640 Hz)

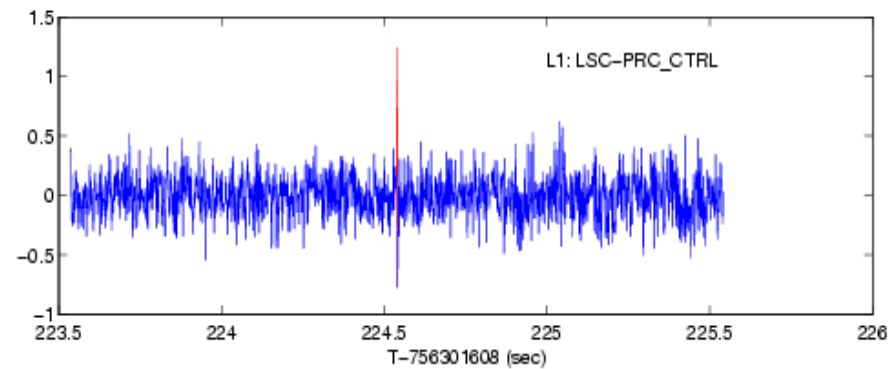
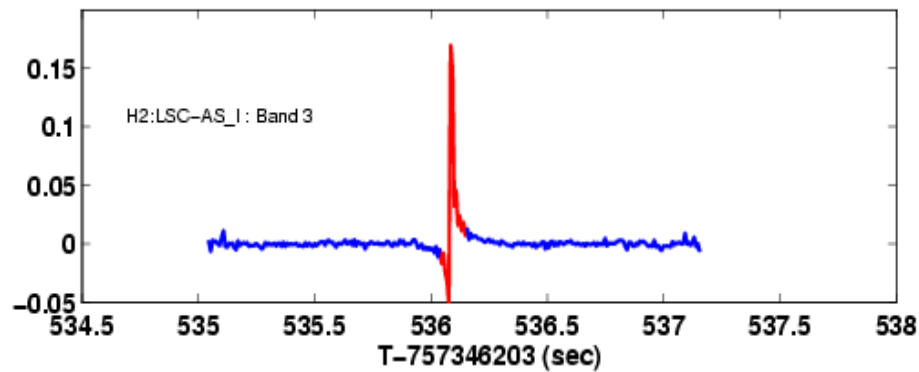
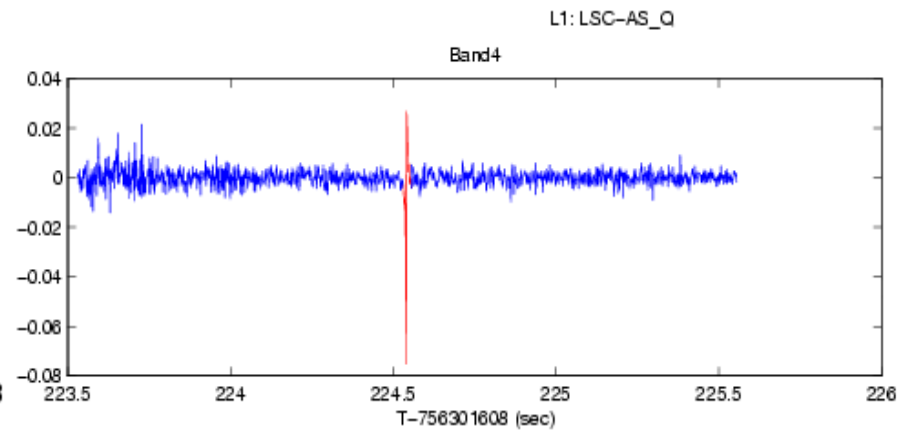
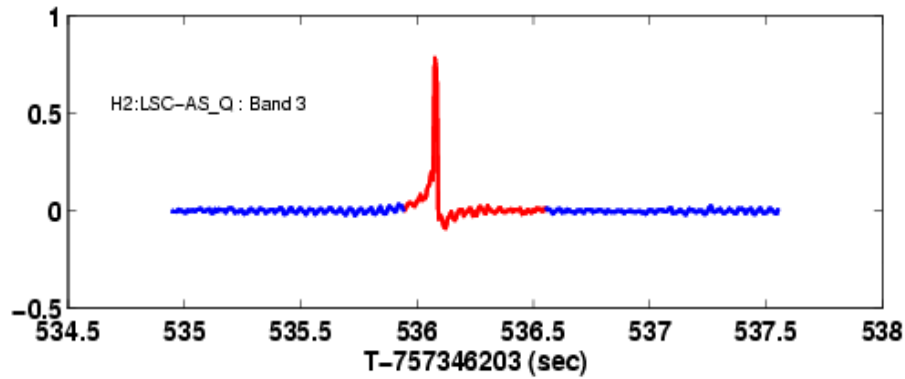




# More S3 Vetoes

H2 LSC-AS\_I (128-192 Hz)

L1: PRC\_CTRL(704-1024 Hz)





# Veto Figure of Merit

To identify a good veto, use FOM defined in LIGO-T030181-00-Z

$$\text{FOM} = \frac{\text{(No of Events Vetoed)} / \text{(Veto Deadtime)}}{\text{(No of Unvetoed Events)} / \text{(Livetime - Veto Deadtime)}}$$

- If veto events independent of AS-Q events, then the rate of AS-Q events in the times selected by the vetoes will be equal to the rate of AS-Q events in the times not selected by the veto: i.e., the ratio will be unity.
- For an effective veto the above ratio would be greater than unity
- Some examples of good vetoes from S3 playground studies are :  
AS-I (H1, H2, L1) , AS-AC(L1), POB-I (H2, L1), RADIO-LVEA (L1)  
PRC-CTRL (H2, L1)

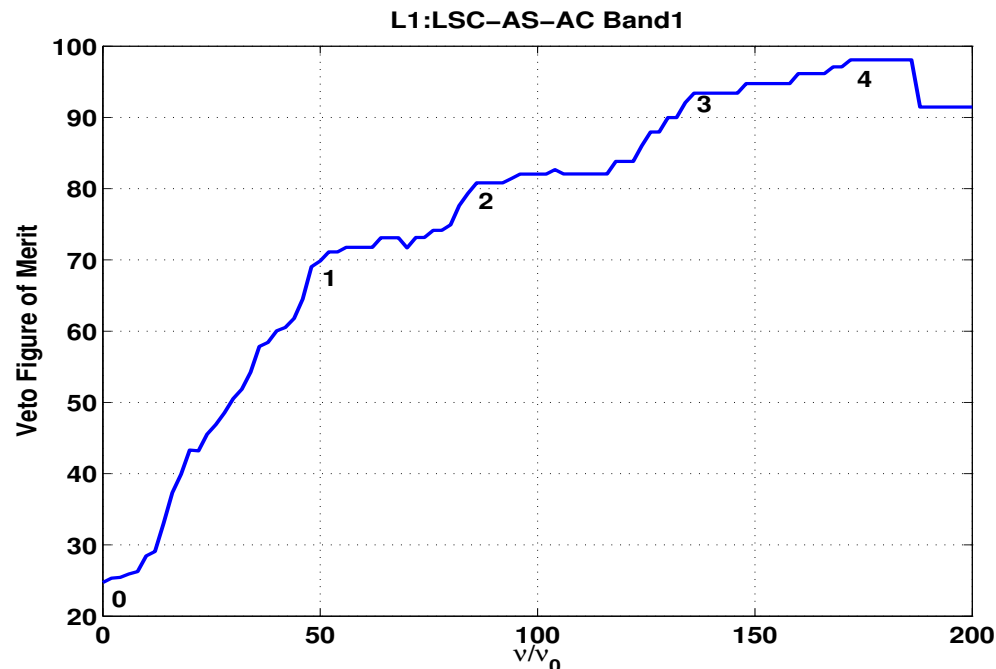


# Optimizing Veto Effectiveness

Original strategy chosen was to tune Block-Normal parameters so as to maximize FOM. However,

- FOM can be high because the veto is effective at picking many AS-Q events or because the deadtime is very low. At highest FOM deadtime and number of vetoed AS-Q events is very low.
- FOM does not converge to a maximum value for some channels.

At point (4), only ~0.1 % of AS-Q events get vetoed  
Deadtime = 0.001 %





# Veto Strategy for S4



Instead of maximising Figure of Merit,

- Tune the parameters that control the generation of vetos until the probability that the FOM would, for an ineffective veto, exceed this value by chance is only 5 % .

*(See LIGO-T030181-00-Z for details )*

- Such a veto tuning pipeline is currently being run to obtain best veto channels and parameters and this is being used in the Block-Normal analysis pipeline





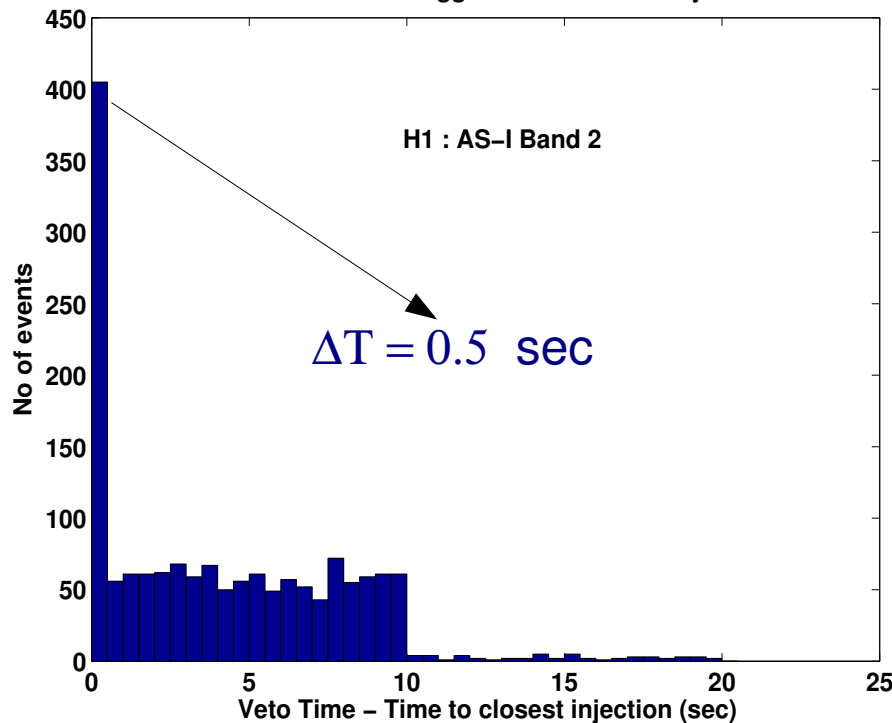
# S3 Veto Safety Studies



Used 2 methods to judge which channels are coupled to AS-Q

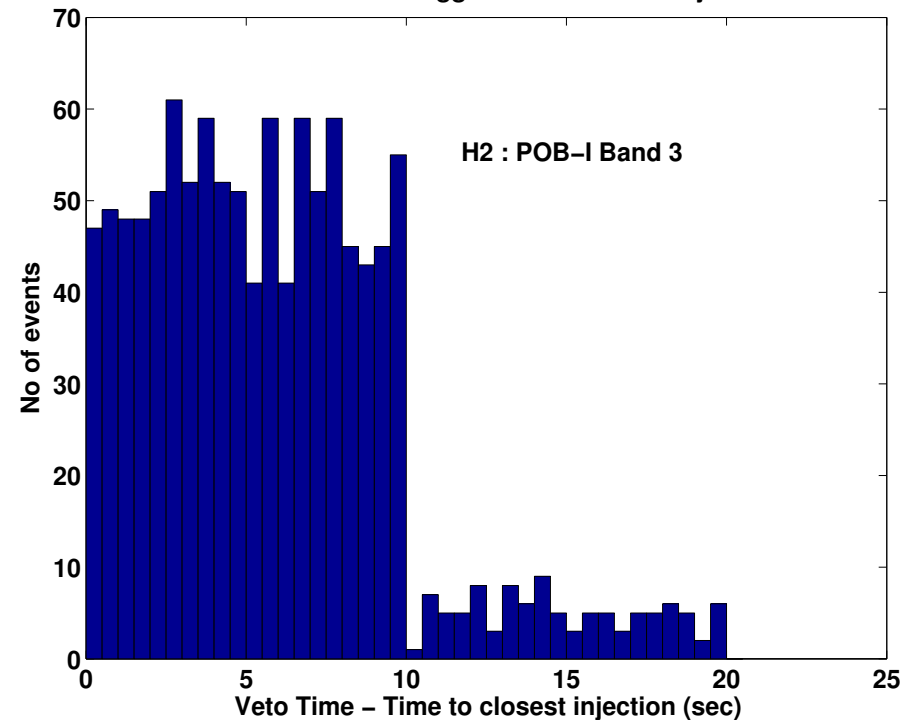
- Compare observed events around the time of hardware injections ( $\Delta T = 0.5$  sec) with false foreground events

Distribution of Veto triggers wrt hardware injections



Unsafe veto channel

Distribution of Veto triggers wrt hardware injections



Safe veto channel



# S3 Veto Safety Studies



- Use same FOM used to identify good veto channels to assess which auxiliary channels are coupled to AS-Q . Look for overlap between AS-Q events and veto channel events around the hardware injection times ( $\Delta T = 0.5$  sec).

## SUMMARY :

- AS-I (for H1 and H2) is not a safe veto channel .
- For H2, POB-I and PRC-CTRL safe veto channels .
- For L1, number of hardware injections too few to make firm conclusions .



# CONCLUSIONS



- ◆ We have developed a Figure of Merit for identifying and characterizing the effectiveness of a veto.
- ◆ We can use this strategy to optimize effectiveness of a veto.
- ◆ We are using this strategy and tuning to determine a good selection of veto channels and to optimize their performance on the S4 data.
- ◆ Veto safety studies based on analysis of S3 hardware injections, indicate that AS-I (for H1 and H2) NOT a safe veto channel.