

## BLOCK-NORMAL BASED VETO ANALYSIS

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LSC Meeting, August 17 2005

https://gravity.psu.edu/~s4/vetoes

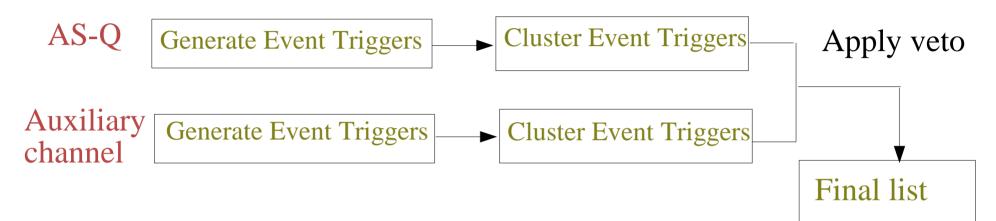


## **Talk Outline**

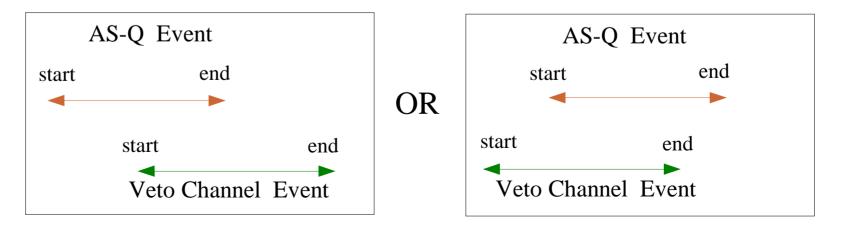
- Introduction to veto implementation with Block-Normal
- Variables used for veto tuning
- Figure of Merit used for optimizing veto effectiveness
- Results of S4 veto tuning
- Effect of veto (POB-I) used for S4 Block-Normal Result
- S4 veto safety studies (Preliminary)



• Use SAME ETG (Block-Normal) on AS-Q as well as auxiliary channel



• To veto an event , look for overlap in duration





# **Veto processing**

- Block-Normal processing on GW channel (AS-Q) is done in discrete frequency bands : 96-192 Hz (A4); 192-320 Hz (B4); 384-512 Hz(C4); 512-640 Hz (D4); 704-832 Hz (E4) ; 832-1024 Hz (F4) . Infrastructure set up to do processing of any veto channel in the above frequency bands
- Given the large # of possible auxiliary channels and frequency bands, a thorough investigation of all veto channels and frequency bands is a formidable task.
- Focus on channels found to be good vetoes during from BN studies on S3 as well as Kleine-Welle studies (*Alessandra*, *Erik etc*) during S4/E12.
- Look for vetoes within the same frequency band as AS-Q



# Veto tuning method

- Post-S4 have been doing veto tuning with the segment list proposed by the burst group in May 2005 which covers entire S4.
- AS-Q threshold used was  $\rho_2 = 3$ ;  $P_E = 10$  (same threshold was used for S4 Block-Normal analysis.)
- For all veto channels  $\rho_2 = 3$ , lower limit on  $P_E = 4$ ; where  $\rho_2$  = Change point threshold.  $P_E =$  Relative Excess Power threshold
- $P_E$  was varied until the effectiveness of a given veto channel is maximized based on an effective Figure of merit.



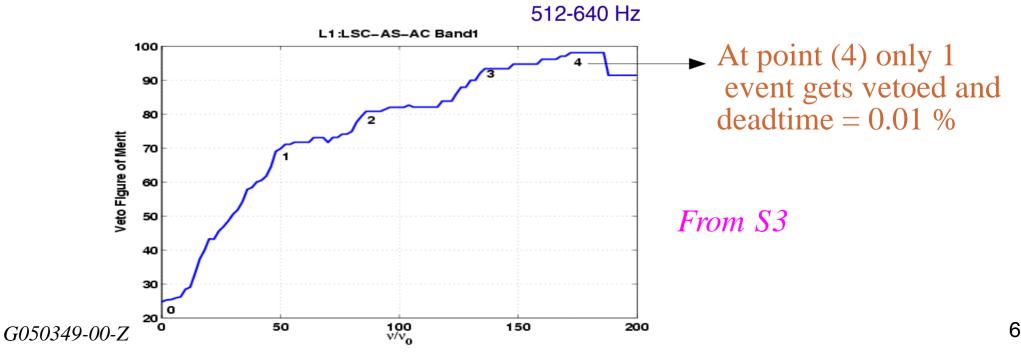
# **Initial Figure of merit**

Figure of Merit (FOM) =

(No of Events Vetoed) / (Veto Deadtime)

(No of Unvetoed Events)/ (Livetime - Veto Deadtime)

- Initial Strategy chosen was to maximise FOM . However,
- We found that FOM does not converge to a maximum value sufficient no of vetoes.





# **New Figure of merit**

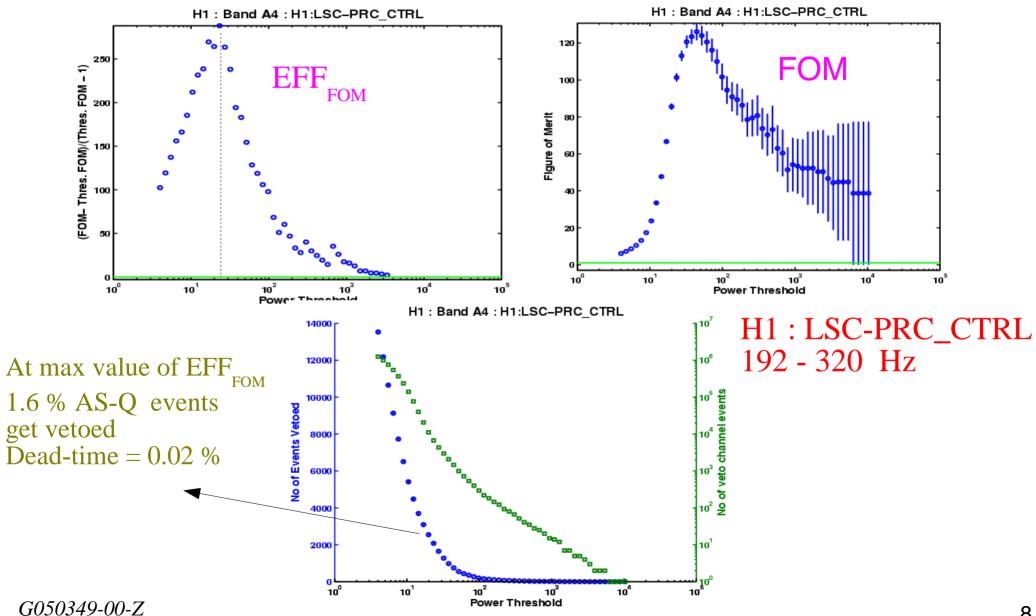
- Instead, calculate threshold value of FOM such that the probability that a random or ineffective veto has this large a value is only 5 %. This is called (Threshold FOM). (*See LIGO-T030181-00-Z*)
- For an ineffective veto, Threshold FOM ~ 1. However if number of vetoed events, are small and/or deadtime small then value of Thresold FOM also increases.
- For a good veto FOM > Threshold FOM. Use the following quantity used to judge veto effectiveness (*proposed by John McNabb* )

EFF<sub>FOM</sub> = FOM -Threshold FOM Threshold FOM - 1

> This indicates at how many sigmas a given veto channel is significant



## **Figure of merit variation**





## **Selection of S4 veto**

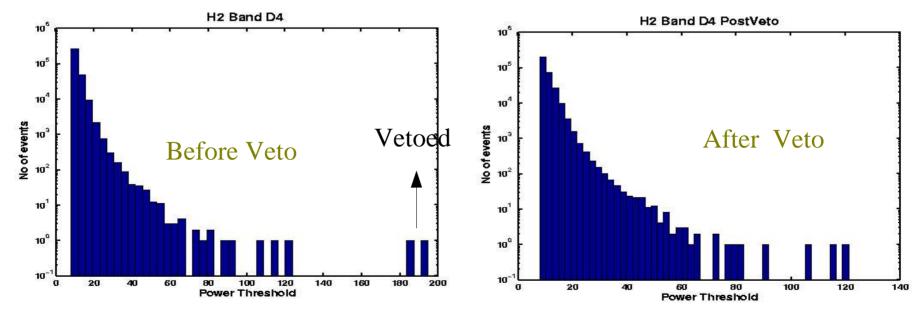
- All results of veto tuning available at https://www.gravity.psu.edu/~s4/vetoes/
- As frequency increases  $\text{EFF}_{\text{FOM}}$  drops, implying that veto effectivness decreases with increasing frequency.
- Some examples of good vetoes which have  $\text{EFF}_{FOM} > 10$ POB-I, PRC-CTRL POB-Q, MICH-CTRL, AS-AC
- Looked at overlap in fraction of events vetoed by different channels. About 50 % of AS-Q events vetoed by PRC-CTRL also vetoed by POB-I
- For S4 BN result, used POB-I as a veto for H1 (96 640 Hz) H2 (96 - 1024 Hz), L1 (96 – 1024 Hz) at values of  $P_E$  at which  $EFF_{FOM}$  is maximized and maximum value of  $EFF_{FOM} > 10$



### H2: Total live-time = 1,397,072 secs

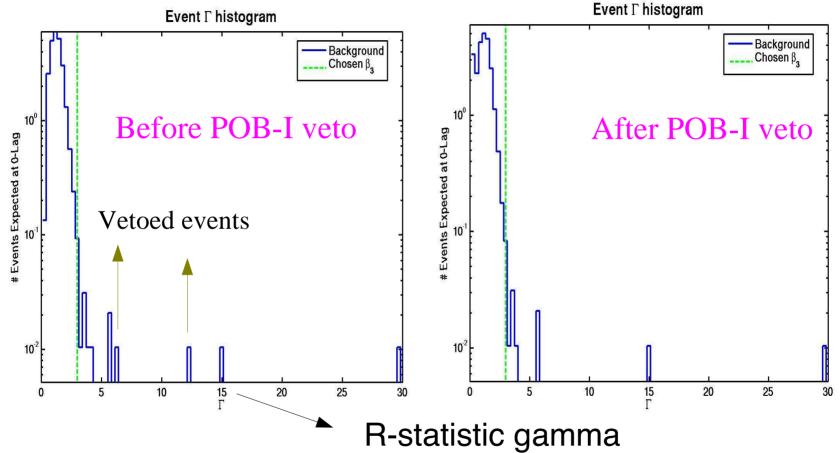
Band	POB-I events	Total AS-Q events	No of events vetoed	Dead-time (secs)
A4	257	126932	54(0.04%)	5.8(0.0004%)
B4	1087875	157465	5054(3.2%)	9926(0.71%)
C4	700146	131837	2015(1.5%)	6167 (0.44%)
D4	725927	132524	1827(1.4%)	6440(0.46%)
E4	696951	140084	1225 (0.87%)	6117 (0.44%)
F4	759243	197721	1213(0.6%)	4437 (0.3%)

#### Comparison of AS-Q amplitude distribution before and after veto



# **Effect of veto on triple coincidence**

### # of non-zero lag events after triple coincidence

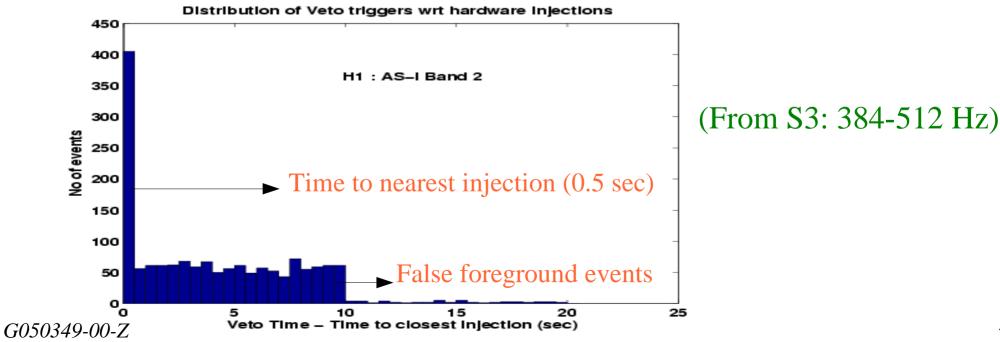


Before vetoes, 6 triggers with Gamma > 5 After vetoes, 4 triggers with Gamma > 5, Dead-time ~ 0.7 %



# S4 veto safety studies

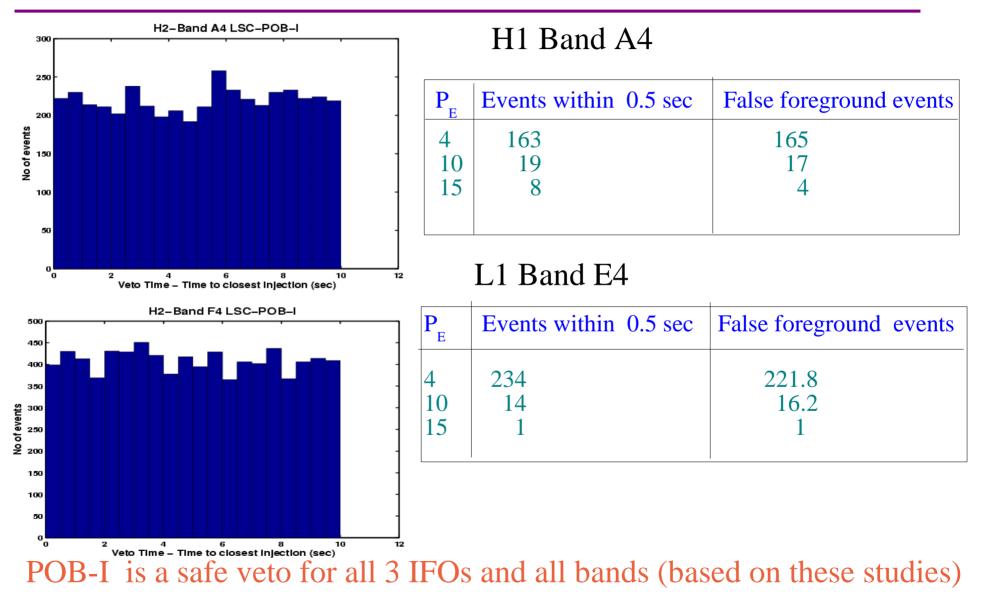
- Veto safety studies during S3 based on hardware injections indicate that AS-I is not a safe veto (all frequency bands). All other channels safe vetoes. (*see G050115-00-Z*)
- Veto channels investigated (so far ) for safety studies : POB-I, AS-I, AS\_AC, PEM-RADIO-LVEA
- Method used was plot veto channel events vs time to nearest injection



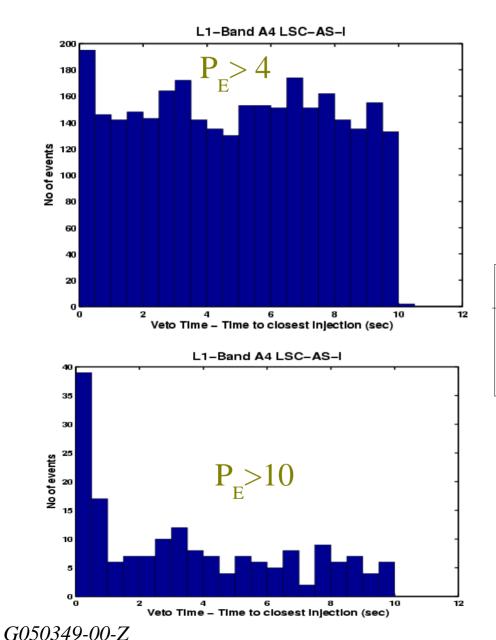
12



# **POB-I Veto Safety Studies**







### L1 Band A4

P <sub>E</sub>	Events within	0.5 sec	False foreground events
4	195		155.6
10	39		7.8
15	34		1.3

### H1 Band A4

P <sub>E</sub>	Events within 0.5 sec	False foreground events
4	259	201.6
10	29	15.7
15	12	2.1

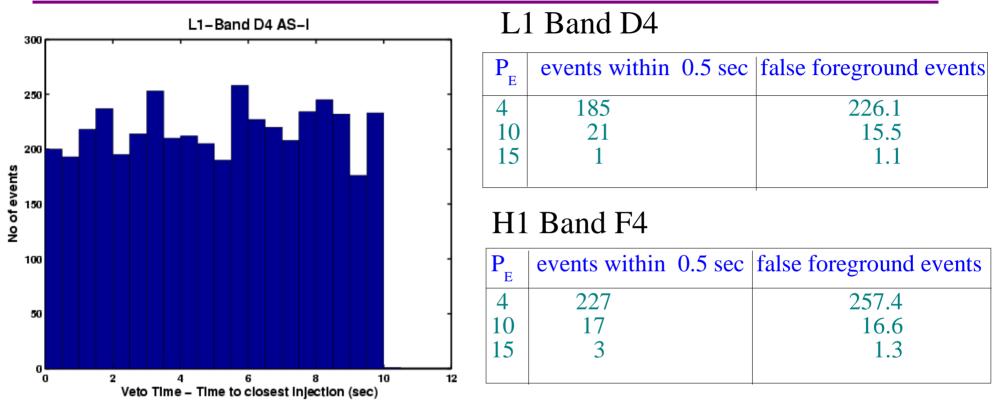
### H2 Band A4

P <sub>E</sub>	Events within 0.5 sec	False foreground events
4	358	287
10	75	46
15	45	26

14



# **AS-I veto safety studies**



- AS-I not a safe veto for low frequency bands (96-320 Hz), but is safe at high frequencies 512-1024 Hz. For Band C4 (384-512 Hz) cannot decide. However very few burst injections at high frequencies
- Preliminary studies indicate that POB-I and AS-AC, PEM-LVEA safe in all frequency bands *G050349-00-Z*



## **Conclusions and future plans**

- A quantitative procedure to identify and tune parameters of veto channels carried out on S4 data.
- LSC-POB-I identified as the best veto channel and was used in the analysis pipeline to veto per-IFO AS-Q triggers before triple coincidence.
- Veto safety studies indicate that AS-I not a safe veto in the low frequency bands (up to 320 Hz).
- Draft of a paper indicating details of veto selection and veto tuning procedure under preparation to be submitted to CQG.
- Run Block-Normal on various auxiliary channels on a daily basis during S5.