



Inpainting for glitch mitigation in BILBY

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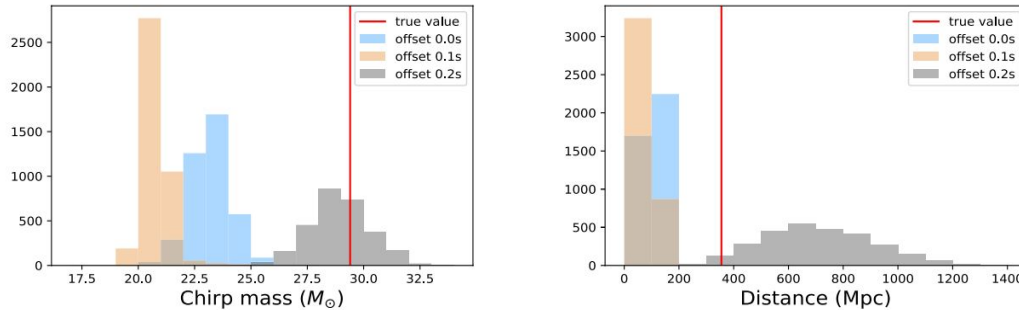
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Motivation

- Glitches create a bias in parameter estimation



Posterior distributions obtained for chirp mass and distance for a BBH signal at different glitch time offsets.

- Existing methods are complex and require a large amount of time

Background

- Inpainting filter F is designed to satisfy

$$u^{(\alpha)T} C^{-1} F d = 0$$

→ overwhitened, inpainted data is zero inside the hole

- Samples inside hole will not contribute to noise-weighted inner products

$$\mathcal{L}(d_{inp}|\theta) \propto \exp \left[-\frac{1}{2}(d_{inp}|d_{inp}) + (d_{inp}|h_{inp}) - \frac{1}{2}(h_{inp}|h_{inp}) \right]$$



Methods to obtain inpainted data

1. Calculate F and apply it to data and waveforms

$$F = 1 - A M^{-1} A^T C^{-1}$$

Example:

$$\begin{bmatrix} 1 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \end{bmatrix} - \begin{bmatrix} 0 & 0 \\ 1 & 0 \\ 0 & 1 \\ 0 & 0 \\ 0 & 0 \end{bmatrix} \begin{bmatrix} a & b \\ f & a \end{bmatrix}^{-1} \begin{bmatrix} 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 \end{bmatrix} \begin{bmatrix} a & b & c & d & e \\ f & a & b & c & d \\ g & f & a & b & c \\ h & g & f & a & b \\ i & h & g & f & a \end{bmatrix}$$



Methods to obtain inpainted data

1. Calculate F and apply it to data and waveforms

$$\begin{bmatrix} 1 & 0 & 0 & 0 & 0 \\ \star & \star & \star & \star & \star \\ \star & \star & \star & \star & \star \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \end{bmatrix}$$



Methods to obtain inpainted data

2. Solve a Toeplitz system

- a. Inpainting removes the projection of the data into overwhitened data space, inside the hole:

$$F d = d - d_{proj}$$

- b. Solve the Toeplitz system for d_{proj} in the hole

$$C^{-1} d_{proj} = C^{-1} d$$



Comparing the methods

F method

Pros:

- Can inpaint more than one segment without increasing cost

Cons:

- Slower $O(N_d^2)$
- Can take up a large amount of memory

Toeplitz method

Pros:

- Faster $O(N_h^2)$
- Low memory usage

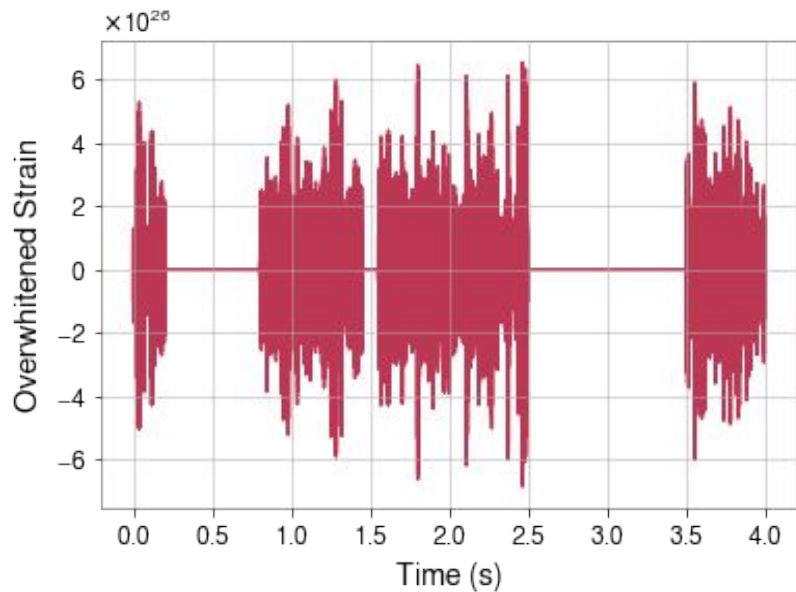
Cons:

- Loses efficiency when used for more than one segment

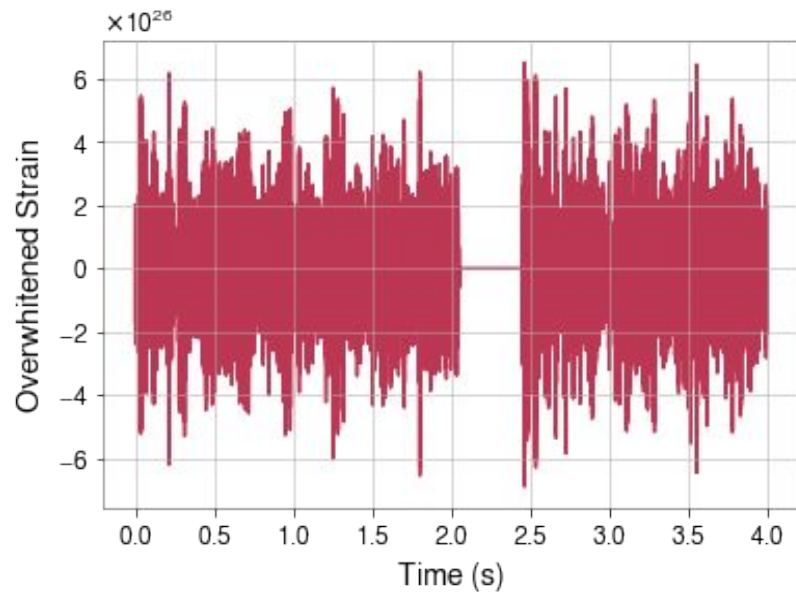


Testing correct function performance

F method



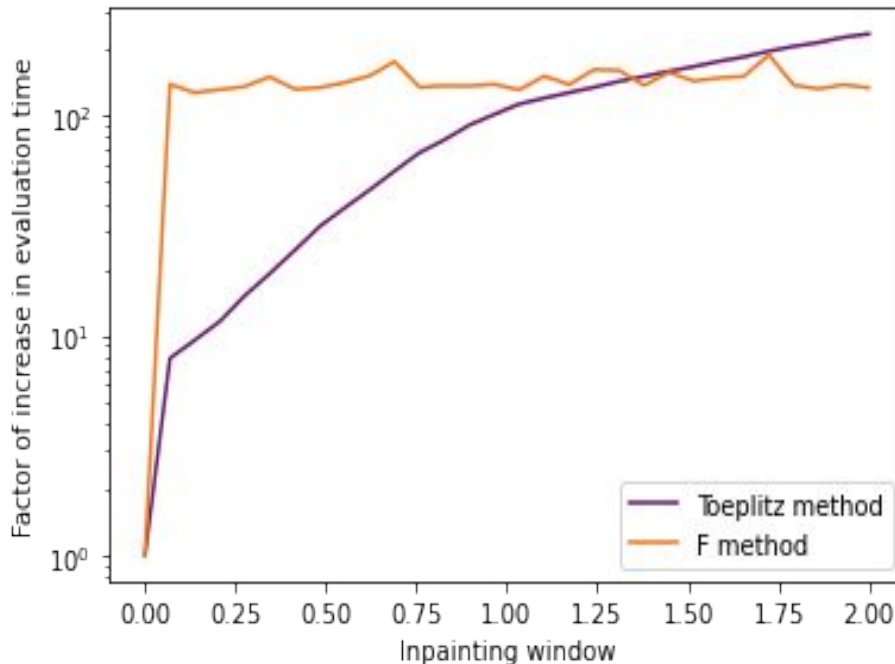
Toeplitz method





Efficiency

- Using 4s of data, 4096 Hz
- Single-likelihood evaluation times increased significantly
- F Method: $O(N_d^2)$
- Toeplitz Method: $O(N_h^2)$





Inpainted injection PE runs

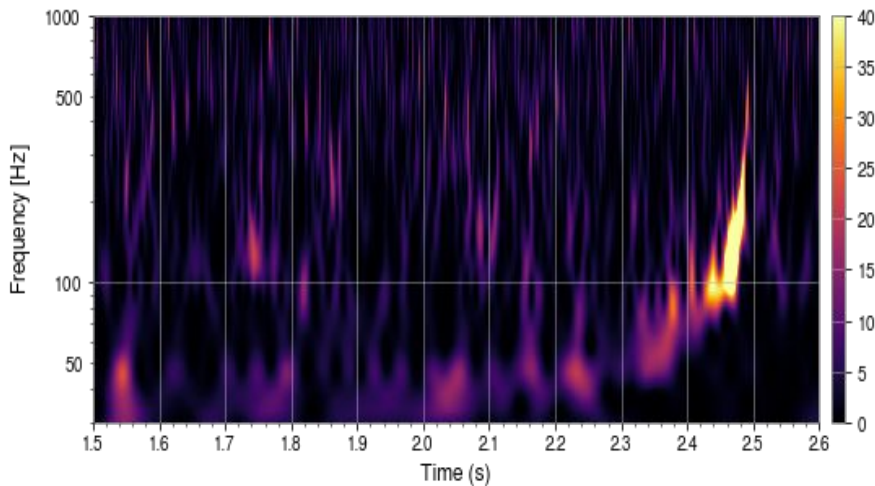
- Full analyses
 - Standard (no inpainting)
 - Inpainted 0.1 s before, 0.05 s window
 - Inpainted 0.25 s before, 0.2 s window
- Short analyses (chirp mass, mass ratio, phase, geocentric time)
 - Changing inpaint center in relation to merger time
 - Changing inpaint window



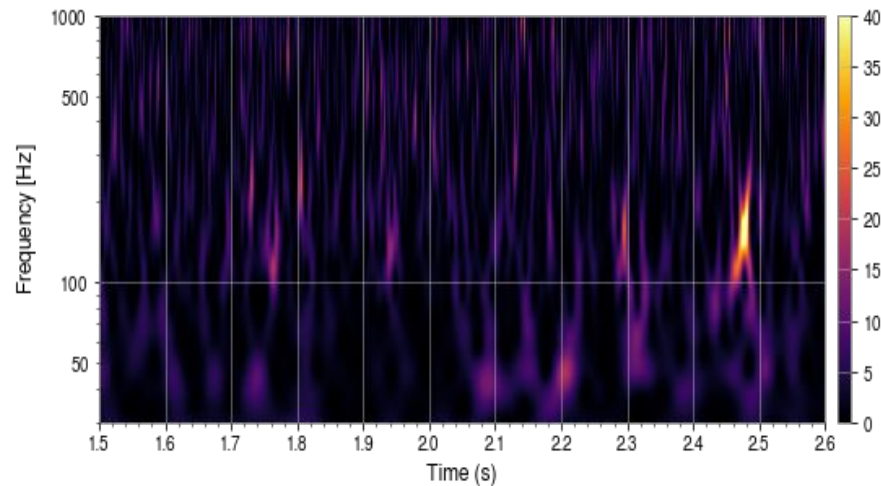
PE for injection with inpainting

- Injected BBH into Gaussian noise scaled to the PSD of LIGO detectors

H1



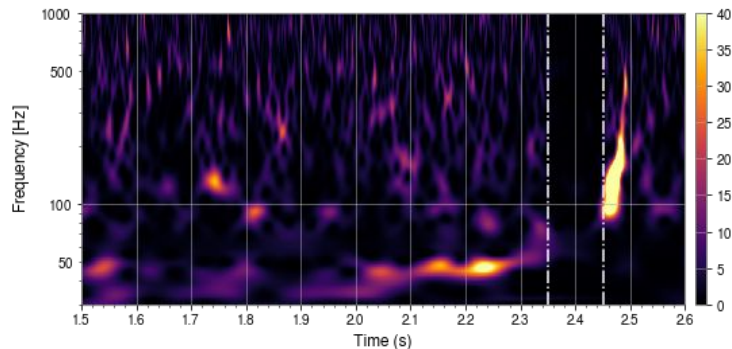
L1



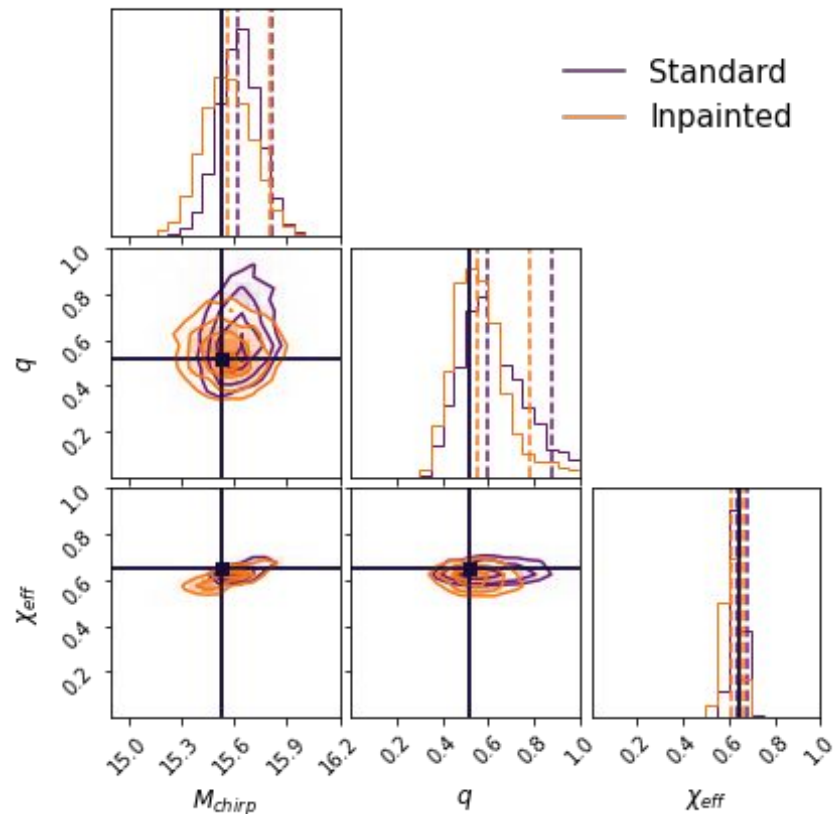
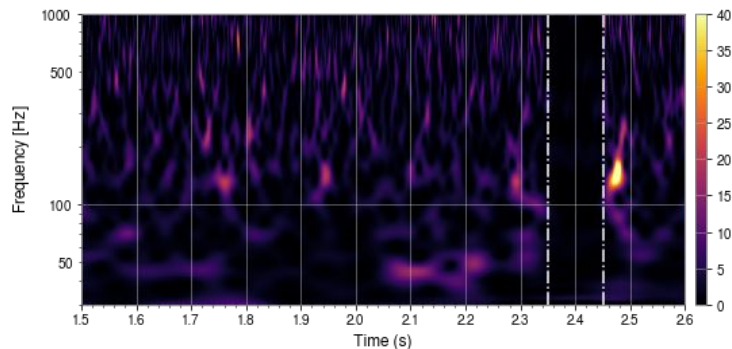
PE results with inpainted data

Inpainted 0.1s before t_c with a 0.05s window

H1



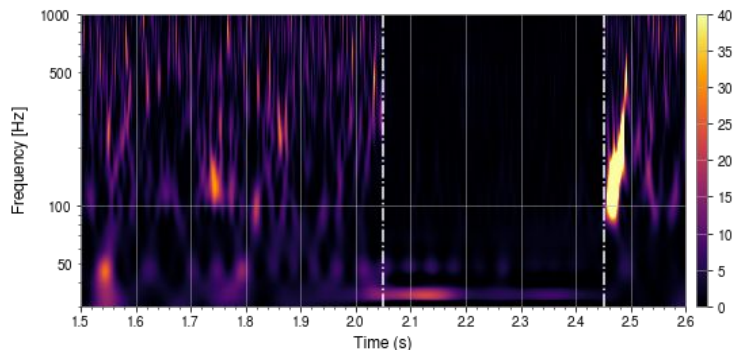
L1



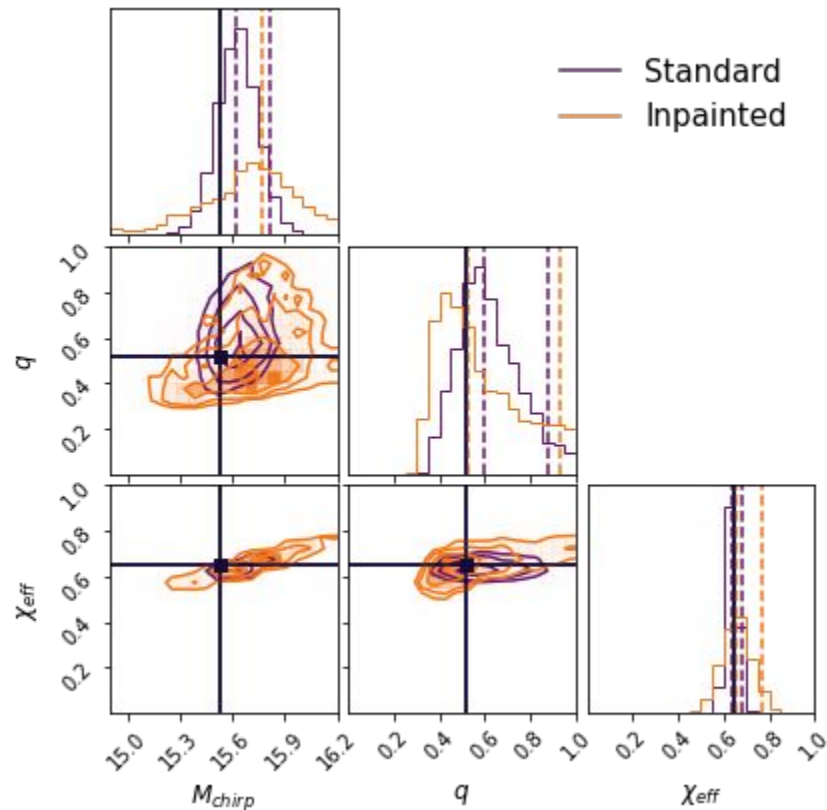
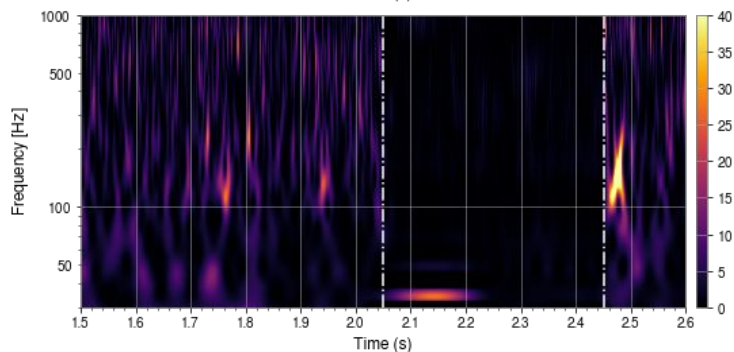
PE results with inpainted data

Inpainted 0.25s before t_c with a 0.2s window

H1

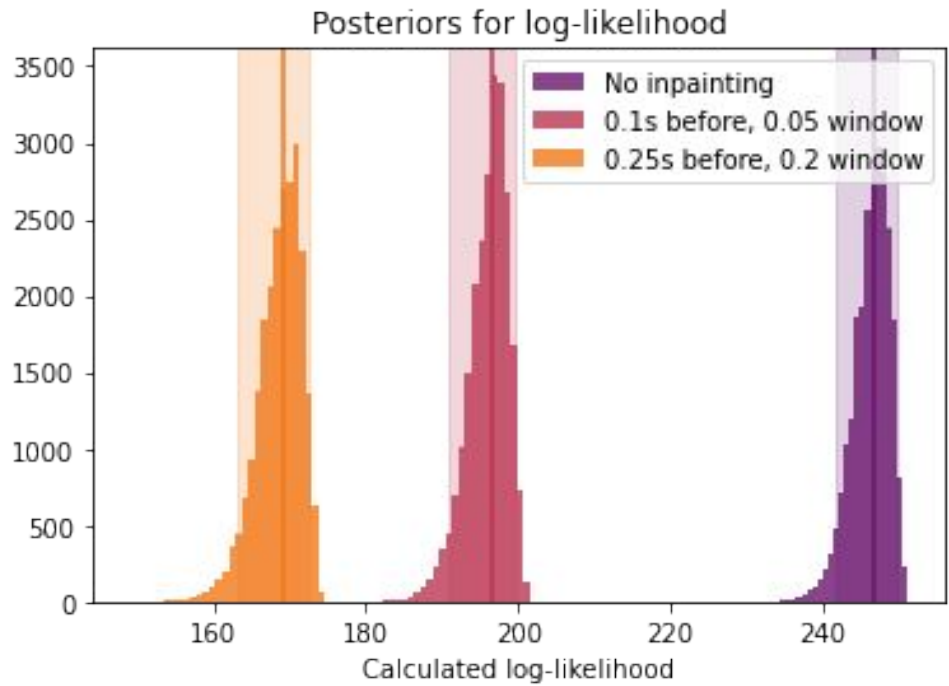


L1





PE results with inpainted data



$\sigma = 2.935$

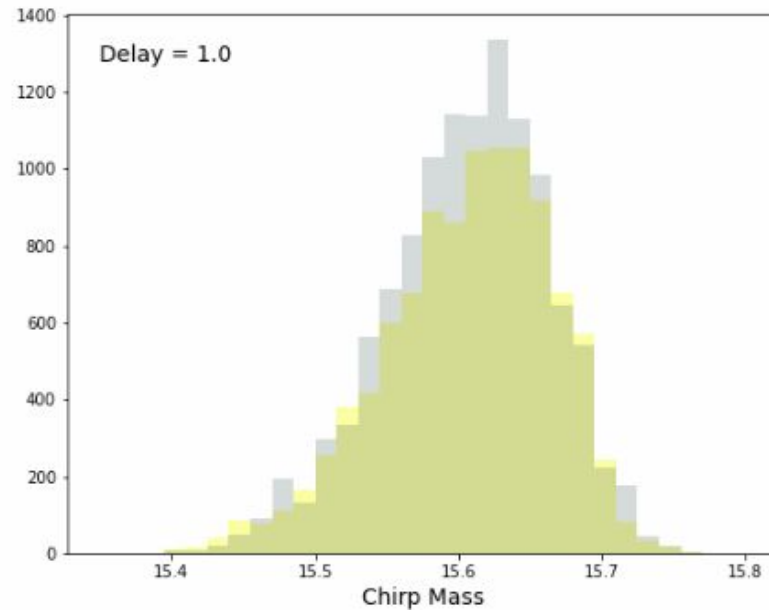
$\sigma = 2.651$

$\sigma = 2.451$



Changing center time in relation to t_c

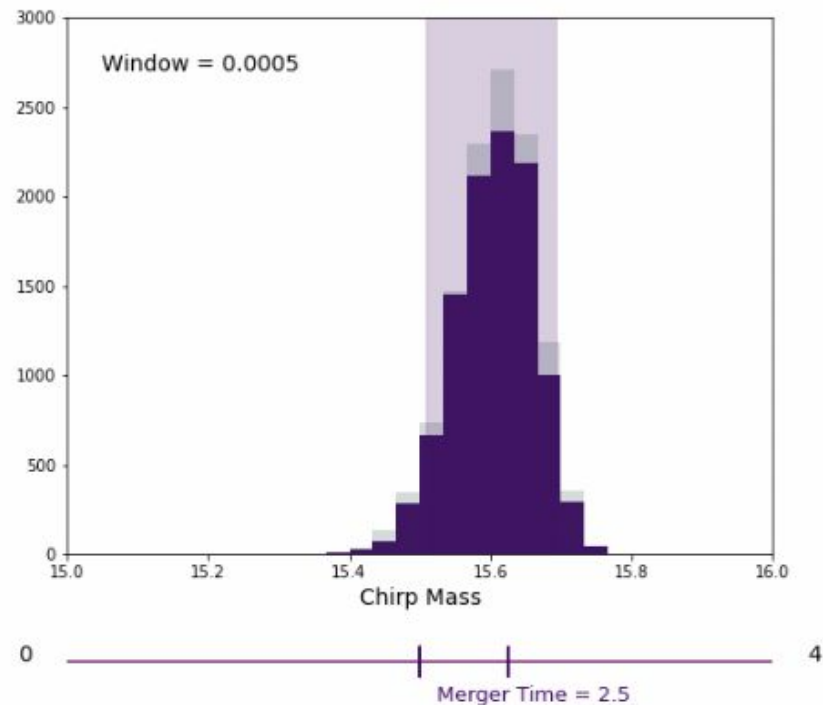
- Inpainting very close to signal removes important information
- Plots shown were produced with many fixed parameters





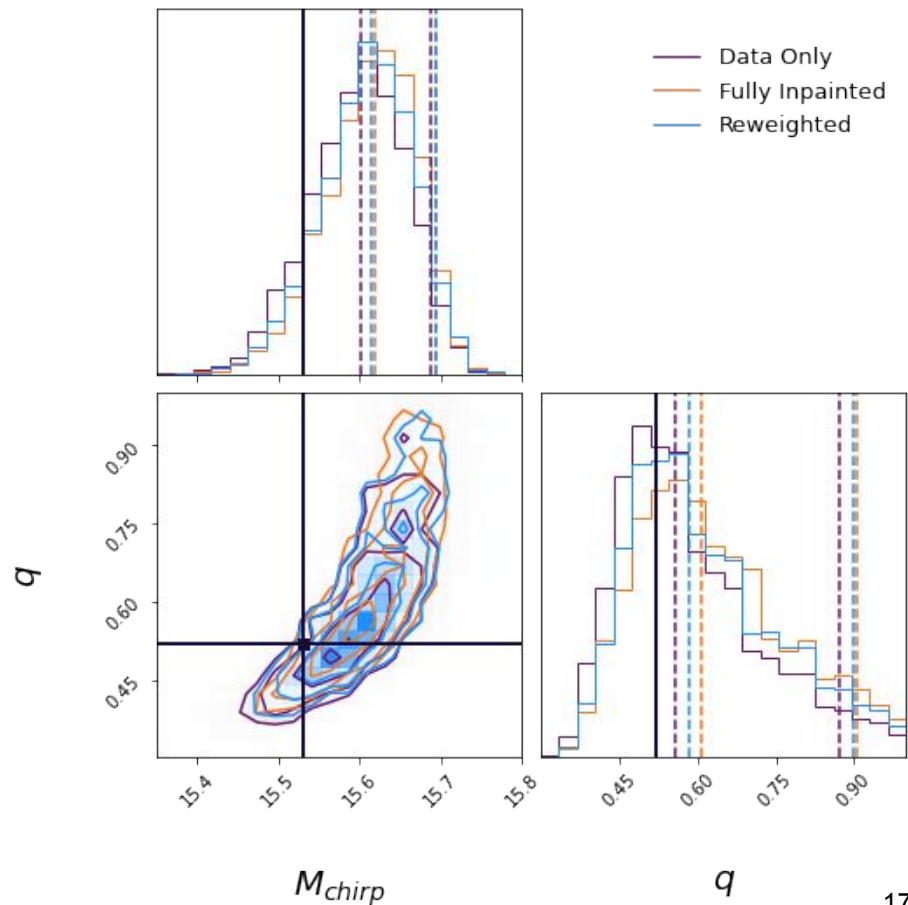
Changing window length

- Removing information via inpainting increases uncertainty
- Inpainting entire signal should return prior



Reweighting

- Run a standard analysis (only data inpainted) and reweight results with an inpainted analysis
- Take roughly the same amount of time as standard analysis
- Cannot be done if too much of the signal is inpainted



Next Steps

- Getting ready to add to Bilby
- Prepare code for review and use in O4
- Testing a large number of injections
- Testing on data with injected glitches
- Planning paper



Questions?

Thank you for your attention!

Additional Figures

Recovered
parameters
(inpainted 0.1 s
before with 0.05s
window)

	Injected	Standard	Inpainted
\mathcal{M}/M_{\odot}	15.53	$15.63^{+0.12}_{-0.11}$	$15.56^{+0.15}_{-0.14}$
q	0.52	$0.60^{+0.16}_{-0.12}$	$0.55^{+0.11}_{-0.09}$
a_1	0.65	$0.81^{+0.11}_{-0.15}$	$0.90^{+0.06}_{-0.11}$
a_2	0.65	$0.55^{+0.24}_{-0.24}$	$0.34^{+0.26}_{-0.23}$
ϕ_{12}	0.0	$3.25^{+2.69}_{-2.89}$	$3.07^{+2.88}_{-2.78}$
ϕ_{JL}	0.0	$3.74^{+0.45}_{-0.47}$	$3.16^{+2.15}_{-2.11}$
d_L	100	$104.41^{+15.47}_{-13.49}$	$104.49^{+17.54}_{-14.42}$
δ	1.00	$-0.93^{+0.08}_{-0.07}$	$-0.93^{+1.01}_{-0.08}$
α	2.00	$4.98^{+0.18}_{-0.25}$	$4.89^{+0.29}_{-0.46}$
θ_{JN}	1.65	$1.45^{+0.07}_{-0.07}$	$1.48^{+0.09}_{-0.10}$
ψ	1.50	$1.66^{+0.12}_{-1.49}$	$0.28^{+2.10}_{-0.18}$
ϕ	2.00	$2.87^{+2.48}_{-2.04}$	$3.10^{+2.22}_{-2.15}$
t_{geo}	2.5	$2.48^{+0.00}_{-0.00}$	$2.48^{+0.02}_{-0.00}$
θ_1	0.0	$0.26^{+0.13}_{-0.11}$	$0.24^{+0.14}_{-0.10}$
θ_2	0.0	$0.67^{+0.37}_{-0.31}$	$1.07^{+0.65}_{-0.57}$