

# Searching for gravitational waves in real LIGO noise using neural networks

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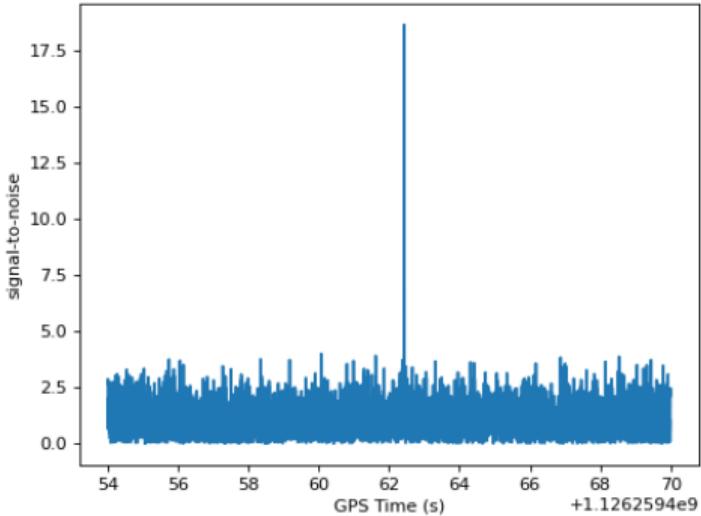
in collaboration with Bernd Brügmann, Frank Ohme, Marlin B. Schäfer and Alexander H. Nitz

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NEB-21 & Κέρκυρα/Corfù

# Gravitational wave searches

- ▶ binary black holes
- ▶ standard: matched filtering
  - ▶ dense template bank
  - ▶ slide templates over signal
  - ▶ non-optimal
  - ▶ computationally demanding
- ▶ complicated noise characteristic, glitches



source: PyCBC

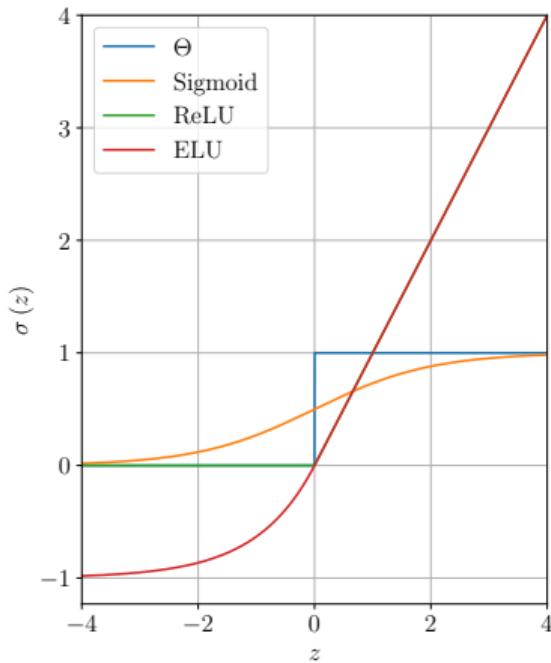
# Neural Networks

artificial neurons

$$f(\mathbf{x}) = \sigma \left( \sum_j w_j x_j + b \right)$$

activation function

$$\text{ELU}(z) = \begin{cases} \exp(z) - 1 & \text{if } z < 0 \\ z & \text{if } z \geq 0 \end{cases}$$



# Neural Networks

organized in layers:

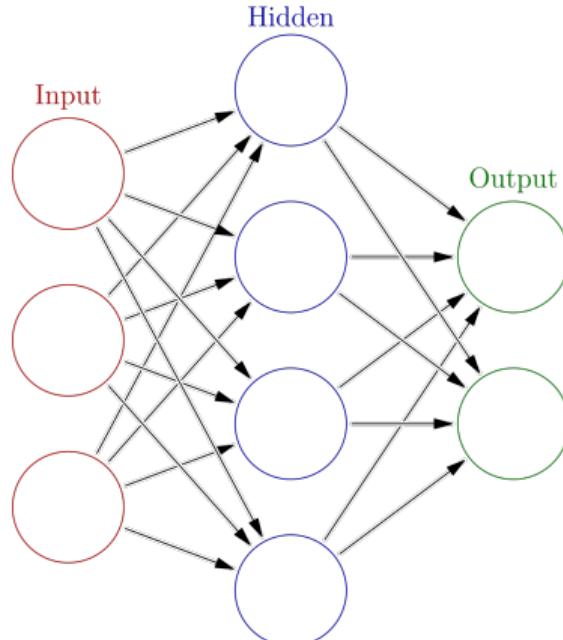
- ▶ matrix multiplication
- ▶ element-wise non-linear functions

training:

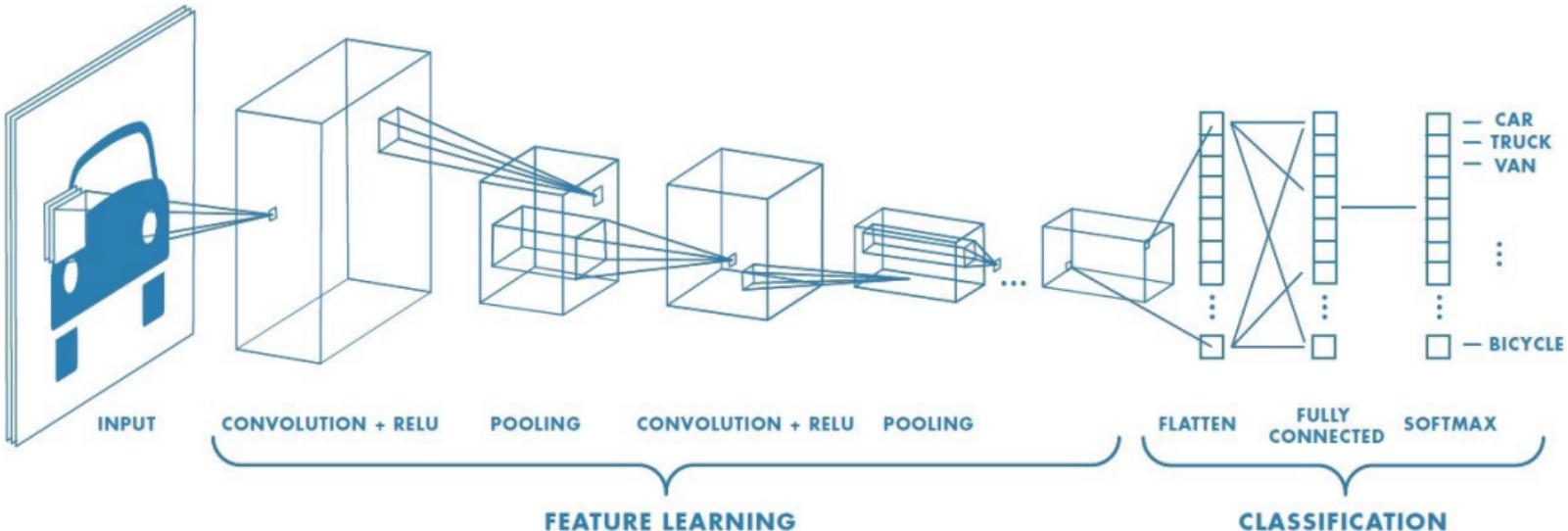
- ▶ dataset
- ▶ loss function (BCE)

$$\text{BCE}(\bar{\mathbf{Y}}, \mathbf{Y}) = -\frac{1}{m} \sum_{i=1}^m \sum_{j=1}^2 \log(\bar{Y}_{ij}) Y_{ij}$$

- ▶ GD-based optimizer



# Convolutional Neural Networks



source: MathWorks

# MLGWSC-1

- ▶ mock data challenge [SZN<sup>+</sup>23, SZ21]
- ▶ BBH signals in long segments from 2 detectors
- ▶ 4 test datasets, progressive complexity
- ▶ 4 ML + 2 traditional contributions

## Test data

- ▶ 1-month strain in H1 and L1
- ▶ IMRPhenomXPHM injections

DS	injections			noise	
	spins	modes	masses	noise	PSD
1	zero	$l = 2, m = \pm 2$	$10 - 50 M_{\odot}$	Gaussian	fixed
2	aligned	$l = 2, m = \pm 2$	$7 - 50 M_{\odot}$	Gaussian	O3a
3	generic	all implemented <sup>1</sup>	$7 - 50 M_{\odot}$	Gaussian	O3a
4	generic	all implemented	$7 - 50 M_{\odot}$	real O3a noise	

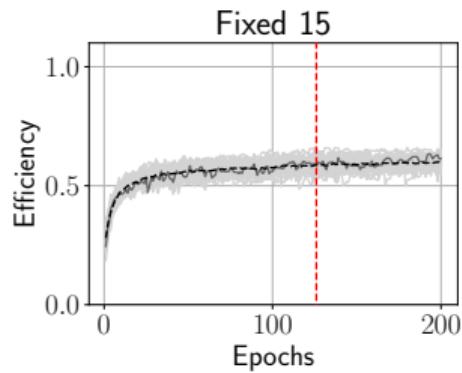
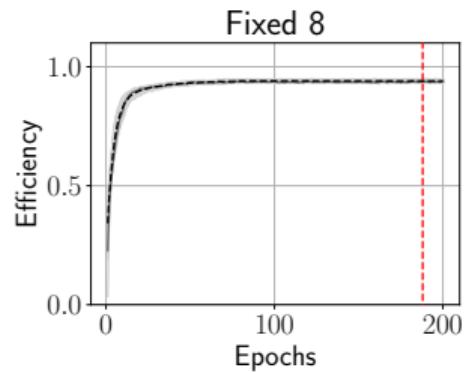
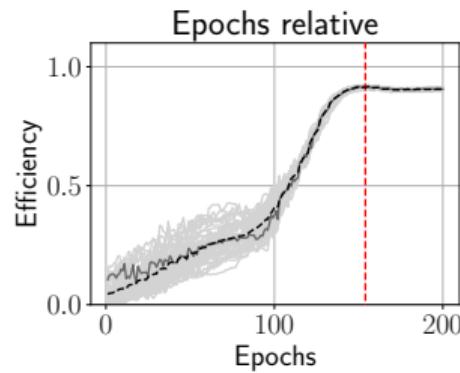
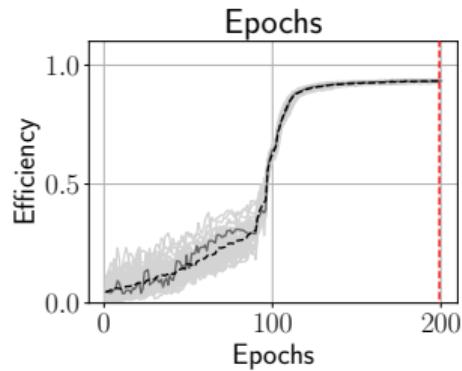
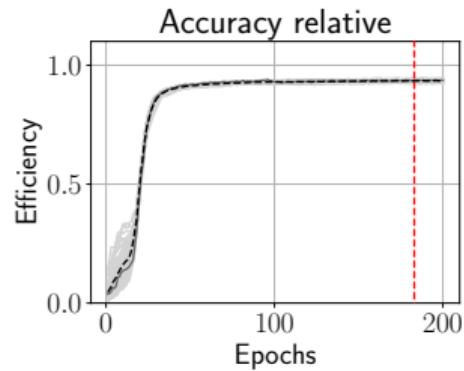
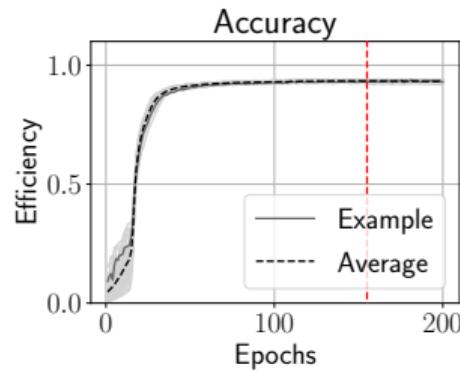
<sup>1</sup>(2, 2), (2, -2), (2, 1), (2, -1), (3, 3), (3, -3), (3, 2), (3, -2), (4, 4), (4, -4)

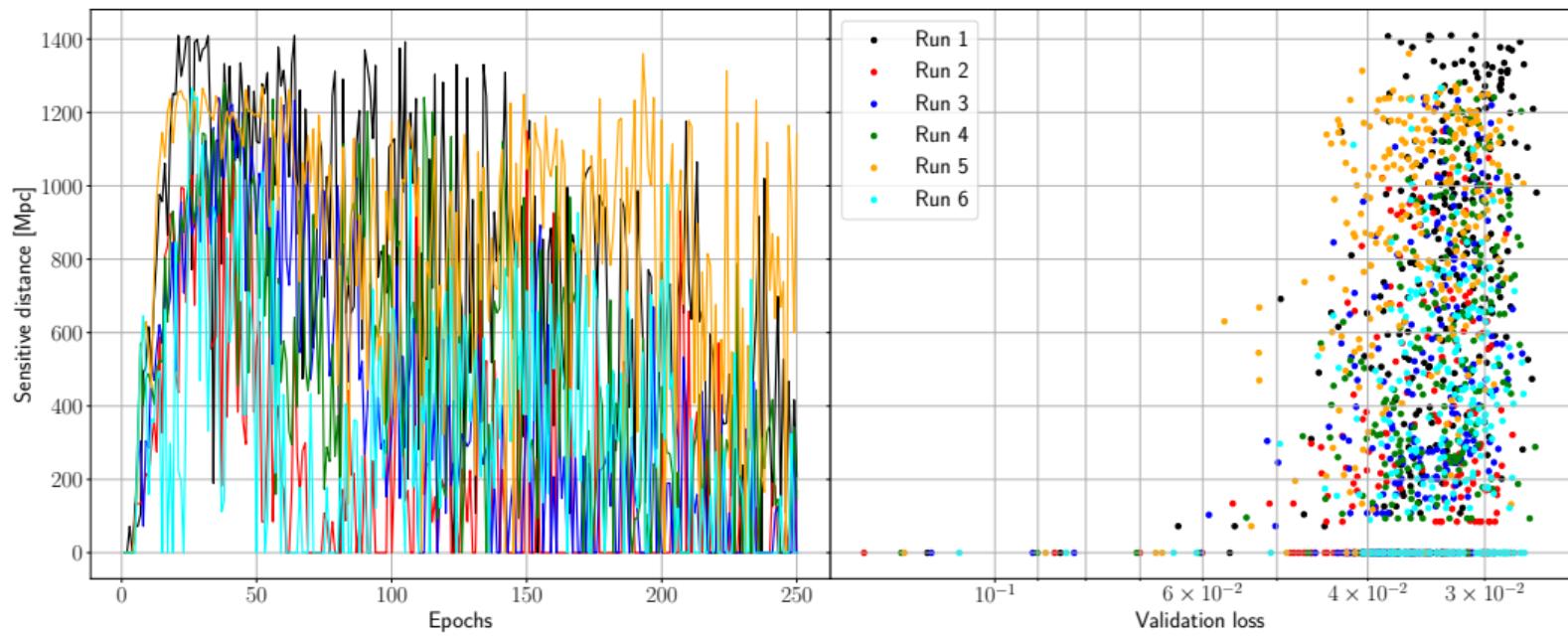
# TPI FSU Jena submission

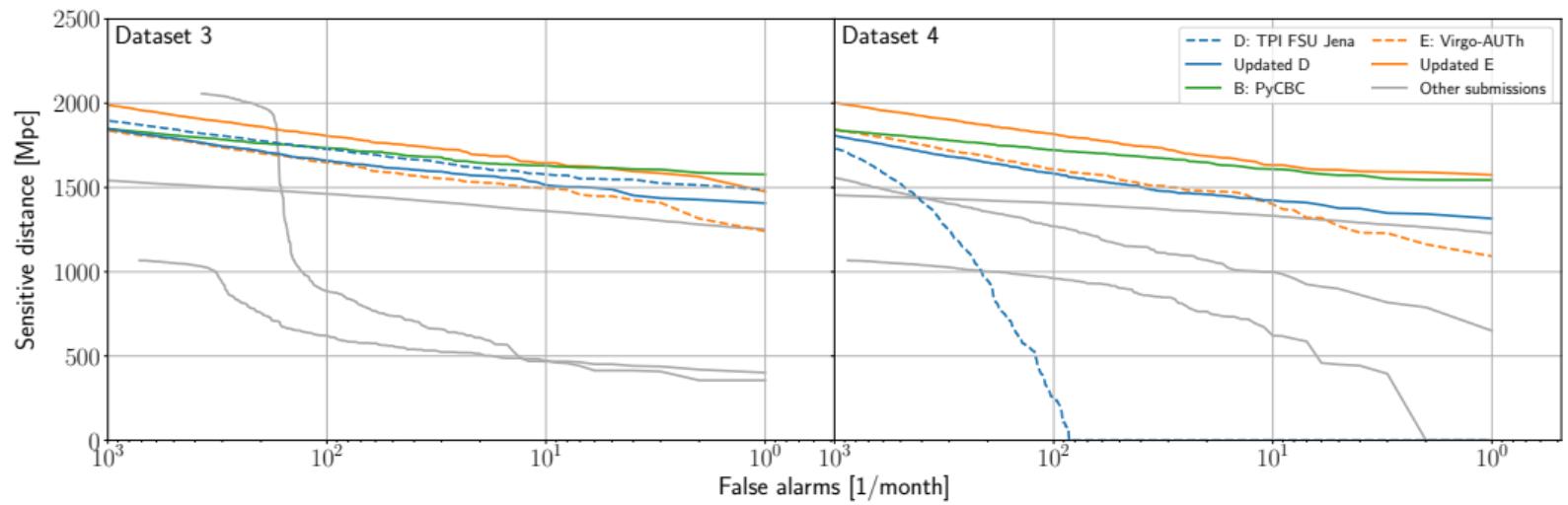
- ▶ [ZBO24, SZN<sup>+</sup>22, Zel23]
- ▶ 1 second segments at 2048 Hz
- ▶ real noise from O3a
- ▶ waveforms of DS 3 and 4

layer type	output shape
Input	$2 \times 2048$
4× (Convolution + ELU)	$16 \times 1954$
MaxPool	$16 \times 488$
4× (Convolution + ELU)	$32 \times 442$
MaxPool	$32 \times 147$
4× (Convolution + ELU)	$64 \times 117$
MaxPool	$64 \times 58$
Flatten	3712
Dense + Dropout + ELU	128
Dense + Dropout + ELU	128
Dense + (Softmax)	2

# Curriculum learning?



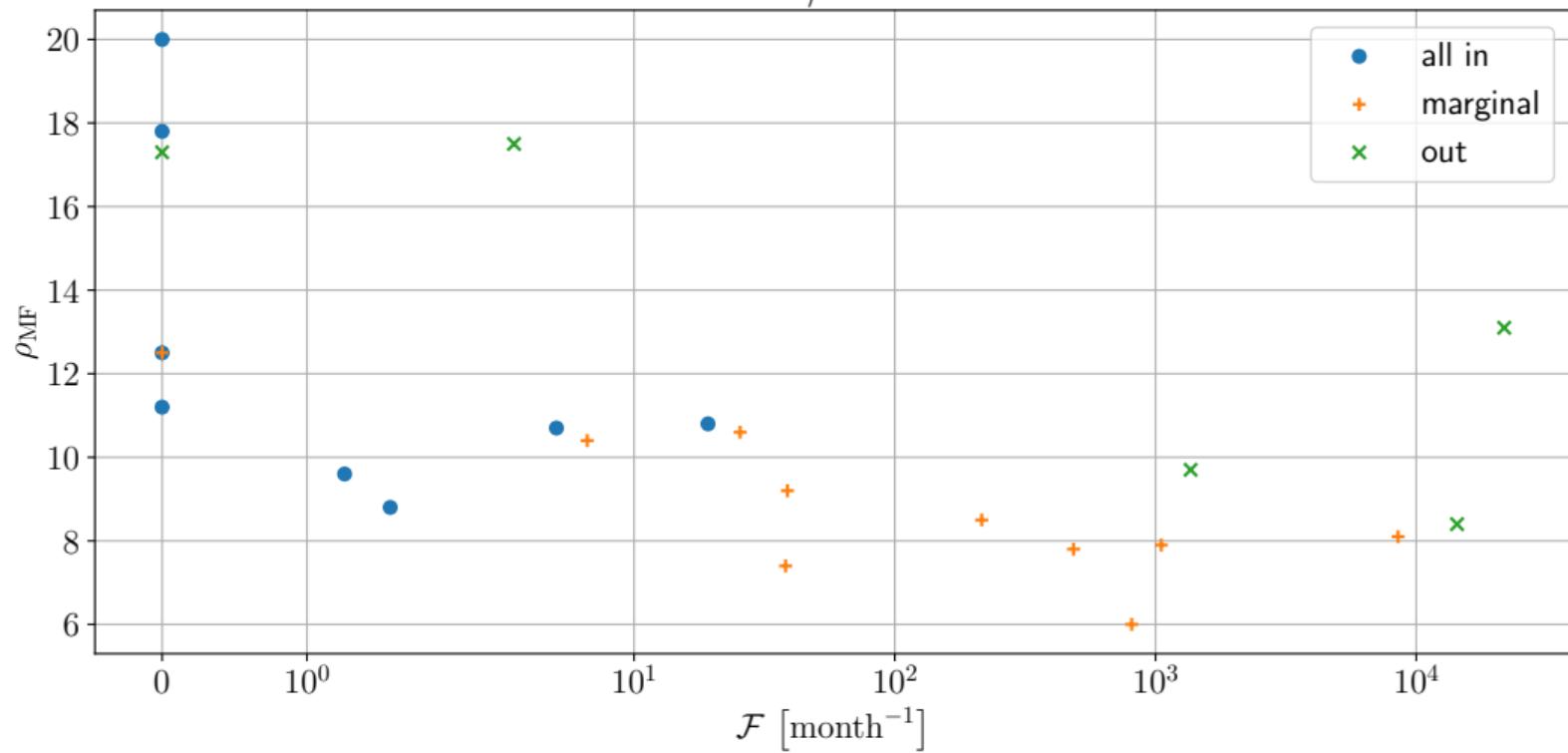




## Application to O3b data

- ▶ 1 November 2019 - 27 March 2020:  $\sim 147$  days
- ▶ high data quality in both L1 and H1:  $\sim 95$  days
- ▶ cropped GWTC-3 [A<sup>+</sup>21]: 31 confident events
- ▶ 90% intervals:  $m_i \in [10M_{\odot}, 50M_{\odot}]$ ?
  - ▶ all in: found 8/9
  - ▶ marginal: found 10/11
  - ▶ out: found 5/11

R1/0021



# Conclusions

- ▶ ML-based searches competitive on Gaussian noise

Difference against ResNets

- ▶ training stability for glitches
- ▶ curriculum learning

Outlook for Earth-based searches

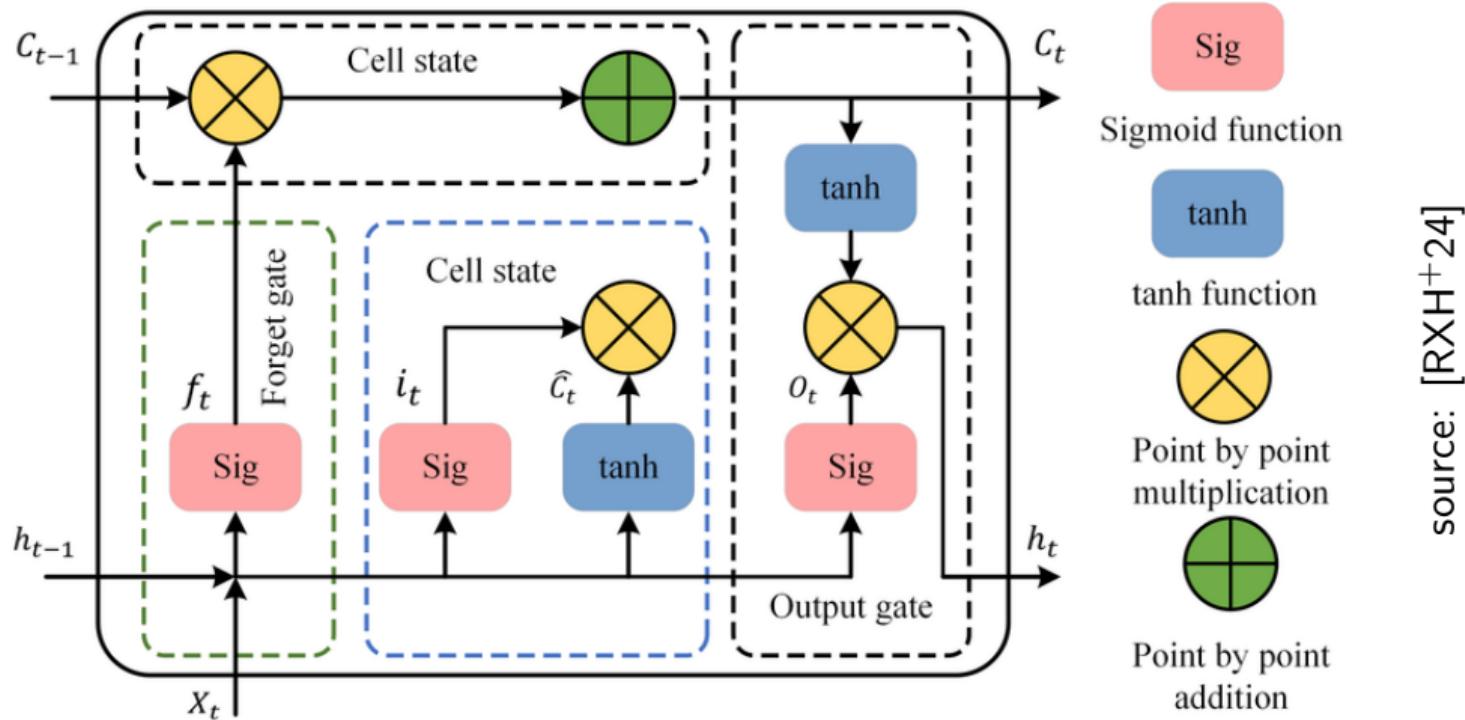
- ▶ systematics of biases [NM25]
- ▶ longer signals (BNS...)

## Extension to LISA data

Problems:

- ▶ longer signals
  - ▶ computational complexity
  - ▶ motion of detector → larger effective parameter space
- ▶ overlap
  - ▶ need for a global fit

# Recurrent architecture: LSTM



source: [RXH<sup>+</sup>24]

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## References II



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ml-gw-search github repository release v1.1, 2023.