LCGTを用いた重力波ラジオメトリ

- 波源探索の実現性-

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I. What's GW Radiometry

II. Spreading of point source

III. Summary and Future

Possible sources

- Astrophysical gravitational wave background
- Stochastic gravitational wave background

Stationary signal

e.g.)

unresolved GW from pulsars of extra galaxies or other cluster of galaxies

We can extract the correlation between two of more detector outputs with appropriate time lag for particular direction.

We will be able to find GW hotspots or an anisotropy of GW background.



Radiometry Filter

 $Q = \lambda \frac{\gamma^*(f, \Omega) H(f)}{P_1(f) P_2(f)}$

- λ : normalization factor H(f) : GW PSD
- P_i : detector noise PSD



$$x_{1,2}(t) \text{ for } [t_k - \Delta t/2, t_k + \Delta t/2]$$

$$\Rightarrow \tilde{x}_{1,2}(t_k; f)$$

$$fine \ delay \ \Delta t = \widehat{\Omega} \cdot \Delta x$$

$$detector 1 \quad \widehat{\Omega} \cdot \Delta x$$

$$detector 1 \quad \widehat{\Omega} \cdot \Delta x$$

$$detector 2$$

$$detector 2$$

$$\Delta x \ will \ change \ by \ earth \ rotation.$$

$$\Delta S_k(\widehat{\Omega}) = \int_{-\infty}^{\infty} df \ \tilde{x}_1^*(t_k; f) \ \tilde{x}_2(t_k; f) \ \widetilde{Q}(t_k, f, \widehat{\Omega})$$

$$drawn \ by \ Nobuyuki \ Kanda$$

Antenna correlation mapping



$<\Gamma^2>^{1/2}$'s behavior



Mapping radiometry result



Mapping radiometry result



Simulation flow





Detector's sensitivities which use to make noise in time series.

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LCGT-LIGO(Livingston)



LCGT-LIGO(Livingston)



Signal injection



ΔS mapping for t=0



ΔS mapping for t=0

dS_flat_t0.txt



- Stripe patterns of $\Delta S(\hat{\Omega})$ is changed by GW's frequency and source direction.
- The output is the superposition of $\,\Delta S(\hat{oldsymbol{\Omega}})\,$.
- We will observe for long span in practice, so it is effective that we consider the average for 1 day.

Point source's behavior

background_aitoff.txt



example

one day average



Point source's behavior



Variation in declination angle



Variation in frequency



Variation in frequency



Solid angle vs diffraction limit



28 K K K K



Spreading of point source

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The number of pixels in the sky



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Summary

- We develop the radiometry analysis.
- We discuss how signal which is point injection spreads for frequency and declination.
- If signal's frequency is 100Hz, the number of pixels is ~2000.

Future

- Study for more realistic sources.
- And study for non-point (area spread/distributed) sources.

~ Fin ~















-10

-5

0

5

10

15



0

-10

-5

5

10

15

-10

-5

0



fine_pix_mu_d15.txt

0.0

0.0

0.0

.0.

0.0

0.0

0.0

0.0

0.0

-0.

-0.1

0.0

0.0

-0.1

15

10

5

15

15





