

# SVOM ToO-Multi\_Messenger Programming Principles and Simulation Overview

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• Prototype for tiles sequencing

• Examples of scenarios and results

• Conclusion and Further Prospects





# **ToO-Multi Messengers scope**

- Definition for the system :
  - > Like all Target of Opportunity, unplanned observation requests decided from ground
  - Supplement ToO-Exceptional subset
  - > To be performed within short delays / as soon as possible
  - > Need a tiling of a sky area (e g, error box linked to GW detection), with for each tile :
    - ✓ Pointing direction
    - ✓ Effective observing duration
    - ✓ Priority

# **ToO-MM** main requirements for tiles programming

# Current requirements from MRR + SRD documents :

- > 1 ToO-MM / month ( $\rightarrow$  goal : 1 ToO-MM / week)
- Observation start (1rst tile) < 12h from ToO-MM alert acceptance</p>
- ToO-MM : from 4 up to 25 tiles with effective observation duration ~ 10mn / tile
- Max 14 orbits (~1 day)
- > Max 3 tiles / orbit ( $\rightarrow$  goal : 5 tiles / orbit)
- > Tiles  $\subset$  (5°x5°) in each orbit
- Implicit : Tiles observed out of Earth occultation and South-Atlantic Anomaly (SAA) crossings, Sun and Moon constraints for MXT & VT applicable
- MXT photons and VT attitude charts sent to ground via VHF network (for each tile)

# **ToO-MM main requirements for tiles programming**

# Additional requirements for tiles programming process :

- > Tiles have priority levels assigned by scientific users (tiling definition process)
- Slews (i.e. attitude maneuvers) > 5° performed during Earth occultations or SAA crossings (not mandatory, as much as possible)
- Tiles possible sequencing criteria :
  - Priority levels (Nominal)
  - Minimization of whole sequence duration (Alternative TBC)
  - Minimization of sum of slews amplitudes or amplitude of largest slew (Alternative TBC)



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### Main Constraint : Available observing duration per orbit

For specific target directions, accessibility periods can vary a lot from one orbit to the next one due to Earth occultations and South-Atlantic Anomaly (SAA) crossings combining together :



Min = 27 mn - Max = 79 mn











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- ✤ A first version of a prototype is implemented to program all the tiles of a ToO-MM request considering :
  - ✓ The definition of the tiles (number, pointing directions, observing duration, priorities)
  - ✓ The S-band pass selected for TC upload ( $\rightarrow$  earliest start date)
  - ✓ The available observing duration on following orbits (Earth occultations, SAA crossings)
  - ✓ The instruments constraints (MXT, VT) wrt Sun & Moon
  - ✓ The slew speed (4 deg / mn) with random draw for the current pointing preceding ToO-MM start date
  - The system constraints with some possible relaxation to assess results and impacts :
    - Total number of tiles (can be more than 25),
    - Sequence duration (can be longer than 14 orbits),
    - Number of tiles / orbit (can be more than 3 tiles / orbit),
    - Slews > 5° during occultation or not, tiles of one given orbit in  $(5^{\circ}x5^{\circ})$  or not
    - Criteria for sequencing (tiles priority is the nominal, alternatives for sequence duration or slews minimization)
- Consideration of all S-band passes over a time span (part of year when Sun constraint is ok)
  - $\rightarrow$  Statistics on tiling sequences (sequence duration, tiles distribution, slews, ...)









#### SVOM Tiles Programming – Principles and Simulation Overview









• Prototype for tiles sequencing

- Examples of scenarios and results
  - Tiles definition process
  - Tiles programming

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### **Representative scenarios of ToO-MM requests delivered by LAL (N. Leroy / JG Ducoin) :**

- ✓ 2 scenarios :
  - GW170814 : 42 tiles / 10 mn obs per tile
  - GW170817 : 36 tiles / 10 mn obs per tile
- ~ 3500 useful passes over 1 year (when Sun constraint ok)

# Scheduling by probability

Prioritizing tiles by probability inside each tile - Improve search with 3 tiles per orbit

BBH Exemple : 170814

Probability performed for 42 tiles : 48,96 %



# Scheduling by probability

Prioritizing tiles by probability inside each tile

BNS Exemple : 170817

Probability performed for 42 tiles : 90,27 %



<u>Hypothesis</u> Researched events happened in a galaxy

- > Catalog selection  $\rightarrow$  First example with GLADE
  - constructed from four existing galaxies catalogs : GWGC, 2MPZ, 2MASS XSC and HyperLEDA.
  - GLADE contains 3,262,883 objects. (http://aquarius.elte.hu/glade/)
- > Selection of galaxies inside the 3D volume RA, Dec, distance (using 3 sigma error for the latest)
- > Priorisation of tiles using the number of galaxies inside each of them

# BBH CASE : GW 170814

#### event 170814

galaxies performed : 79/1218 orbit : 1/14 number of tiles : 1 Limitation of 14 orbits and 3 tiles per orbit

	Galaxies performed	Orbit (max 14)	Number of tile (max 42)
50 %	1197/1218	14	42
90 %	4493/9914	14	42



# BNS CASE : GW 170817

#### event 170817



Limitation of 14 orbits and 3 tiles per orbit

	Galaxies performed	Orbit (max 14)	Number of tile (max 42)
50 %	70/70	4	11
90 %	185/185	13	36

# Ongoing :

- Study different catalogs : completness issue, distance computation, ...
- Include type of galaxy ?
- More tests are performed with :

~200 simulated 02 skymaps triple coincidence

Distance between 5 and 270 Mpc

Error region spanning from 1.2 and 3000 deg2









# **ToO-Multi-Messenger Prototype**

GW170817 : 36 tiles, 10 mn / tile,



Slews > 5° not constrained

Histogram and cumulative distribution of whole sequence duration for all S-band passes over 1 year (sequencing with tiles priorities)

### **T**<sub>0</sub> = Start S-band slot

Min = 18 h Max = 25 h / 79 h (Moon) Aver. = 22 h





GW170817 : 36 tiles, 10 mn / tile,







GW170817 : 36 tiles, 10 mn / tile,







GW170817 : 36 tiles, 10 mn / tile, 10 min / tile, 1



Nb tiles / orbit

Orbits begin/end at subsolar point



GW170817 : 36 tiles, 10 mn / tile, tiles / orb not limited

Slews > 5° not constrained



Histogram and cumulative distribution of whole sequence duration for all S-band passes over 1 year (sequencing with tiles priorities)

### T<sub>0</sub> = Start S-band slot

Min = 12 h Max = 21 h / 75 h (Moon) Aver. = 15 h

Min = 18 h Max = 25 h / 79 h (Moon) Aver. = 22 h

Limited 3 tiles / orb





GW170817 : 36 tiles, 10 mn / tile, tiles / orb not limited





# **ToO-Multi-Messenger Prototype**

GW170817 : 36 tiles, 10 mn / tile, tiles / orb not limited





GW170817 : 36 tiles, 10 mn / tile, tiles / orb not limited

Slews > 5° not constrained



Histogram and cumulative distribution of numbers of tiles per orbit over all sequences for all S-band passes over 1 year (sequencing with tiles priorities)

Up to 5 tiles / orbit useful if feasible

Orbits begin/end at subsolar point





GW170814 : 42 tiles, 10 mn / tile,



Slews > 5° not constrained

Histogram and cumulative distribution of whole sequence duration for all S-band passes over 1 year (sequencing with tiles priorities)

**T**<sub>0</sub> = Start S-band slot



GW170814 : 42 tiles, 10 mn / tile,





### GW170814 : 42 tiles, 10 mn / tile, tiles / orb not limited



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## **Conclusions and further prospects**

- The prototype implemented currently allows for statistically assessing the duration of whole sequences of tiling relating to ToO-MM scenarios with possible variations for constraints
- Refine consideration of constraints (slew constraints / occultation periods if needed)
- ♦ Implement model for ground delays from MM alert up to S-band TC upload
  → Total response time for ToO-MM requests
- Simulations to be performed with additional scenarios of ToO-MM requests delivered by LAL :
  - ✓ ~200 new scenarios simulated from skymaps







# **Thank You**

3rd SVOM Scientific Workshop – May 13<sup>th</sup>-18<sup>th</sup> 2018 – Les Houches

