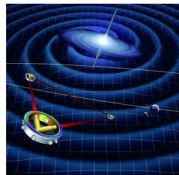


DE LA RECHERCHE À L'INDUSTRIE

cea



Learning-based representation of gravitational wave signals for LISA data analysis



Cinquième Assemblée Générale du GdR Ondes Gravitationnelles | Aurore BLELLY

Introduction

LISA mission

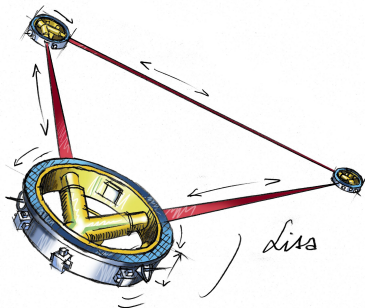
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- 3 satellites 2.5 millions km one from another
- Follows the movement of the Earth on its orbit
- Probes a **frequency range that is still unexplored**
⇒ high potential for **new discoveries**
- Launching: 2034



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¹https://www.esa.int/Science_Exploration/Space_Science/LISA

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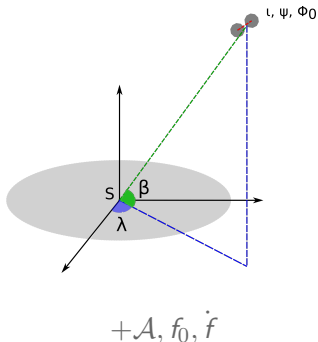
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- 20.000 expected observable systems, **8** parameters/system
- Standard approach: parameter estimation (**MCMC** / Bayesian approach)
- **High computing cost** both for waveform production and parameter estimation.

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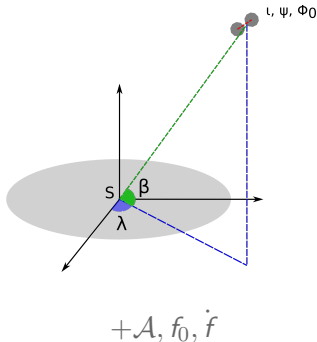
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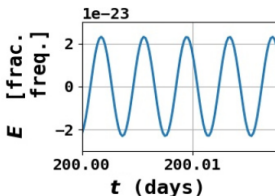
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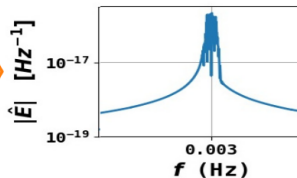
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Fourier Transform



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- 2 main objectives:
 - Detection
 - Signal estimation/extraction

- Develop a method that can be adapted for **any type of sources**
 - GBs, MBHMs, MBHBs, glitches

- Fast **generative** parameter-free model
 - good fast representation of sought signals

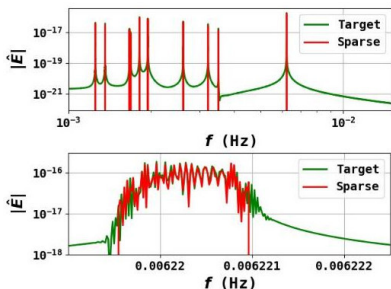
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Signal estimation using a sparsity prior

- Took part in LDC1-3: all sources detected
- Gaps: sources deterioration
- Recovered signal only partially represents the sought source, no possibility to separate sources.

²A. Blelly, J. Bobin, H. Moutarde, *Sparsity Based Recovery of Galactic Binaries Gravitational Waves*

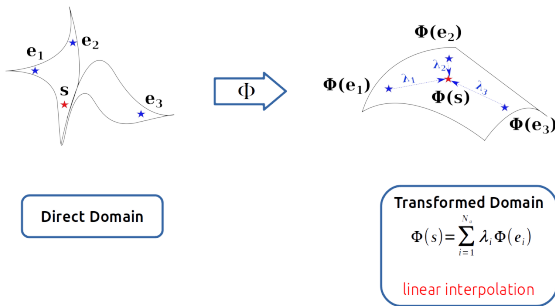
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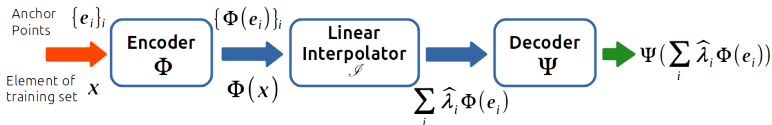
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- Find a space where the signal can be represented **simply**.
- Build a representation upon the availability of samples:
"Anchor Points"
- \sim Non-linear dictionary learning

³J. Bobin, R. Carloni Gertosio, C. Bobin, C. Thiam, *Non-linear interpolation learning for example-based inverse problem regularization*

Input**Output**

- **Linear interpolator:**

$$\{\hat{\lambda}_i\} = \text{Argmin}_{\{\lambda_i\}_i} \|\Phi(x) - \sum_i \lambda_i \Phi(e_i)\|_2^2$$

- If all goes well: $\exists \{\lambda_i\}_i$ s.t. $x \simeq \Psi(\sum_i \hat{\lambda}_i \Phi(e_i))$
- Encoder / Decoder learned as:

$$\Phi, \Psi = \text{Argmin}_{\Phi, \Psi} \sum_{x \in \mathcal{T}} \left\| x - \Psi \left(\sum_i \hat{\lambda}_i \Phi(e_i) \right) \right\|_2^2$$

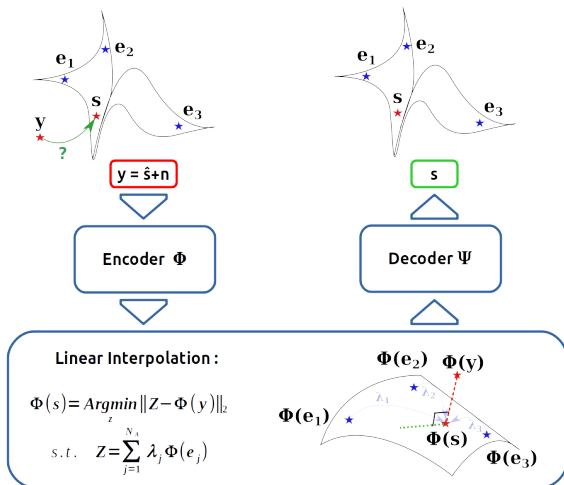
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- 2 dense hidden layers both for Φ and Ψ
 - 1 layer = 128 neurons
 - input size = 128 frequency bins (waveforms in Fourier domain over 1 year observation, cut around main frequency)

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⁴A. Blelly, J. Bobin, H. Moutarde, *Sparse data inpainting for the recovery of Galactic-binary gravitational wave signals from gapped data*

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 - can be reduced down to 1000 samples with no major quality degradation
- Anchor points: between 7 and 50 (ideally: manifold dimension + 1)
- **Fast training:** \sim 20 min on a **laptop**
- **"Plug and Play"** method: can directly be used in algos already developed. (ex: inpainting algorithm ⁴)

⁴A. Blelly, J. Bobin, H. Moutarde, *Sparse data inpainting for the recovery of Galactic-binary gravitational wave signals from gapped data* 

Our quality estimator: Normalized Mean Square Error (NMSE)

$$NMSE = -10 \log_{10} \left[\frac{\|y^{true} - y^{est}\|^2}{\|y^{true}\|^2} \right]$$

- High ($\gg 1$) when y^{est} is close to y^{true}
- Low / negative when estimation is bad.

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We will look at its **distribution** on a given test set (1000 waveforms with different parameters).

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We will compare the quality of signal:

- estimated by IAE
- directly estimated on the span of anchor points in direct domain.

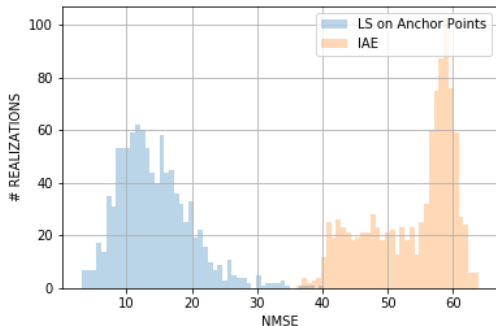
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Reconstruction of **non-noisy** signals

- LS: Least Squares (simple projection on APs)
- **NMSE**: quality of signal estimate

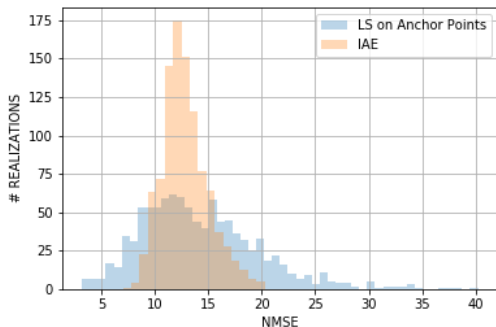
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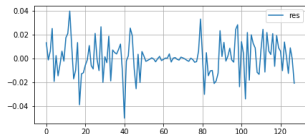
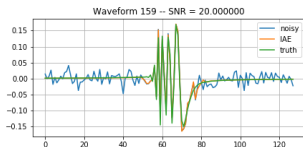


Reconstruction of **noisy** signals

- LS: Least Squares (simple projection on APs)
- **NMSE**: quality of signal estimate

⇒ Noise robustness issue?

Noisy signals:



Proposed solutions:

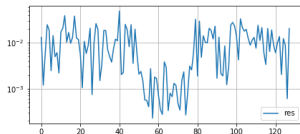
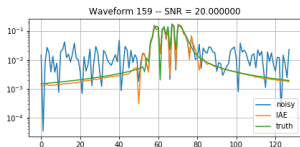
- Decrease the number of anchor points:

$$\dim(\text{Manifold}) = \#\text{Parameters}$$

$$\#\text{APs} = \dim(\text{Manifold}) + 1$$

- Change model / interpolation function

Noisy signals:



Proposed solutions:

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- Change model / interpolation function

Drastically reducing the number of anchor points

Toward a "best" adapted representation

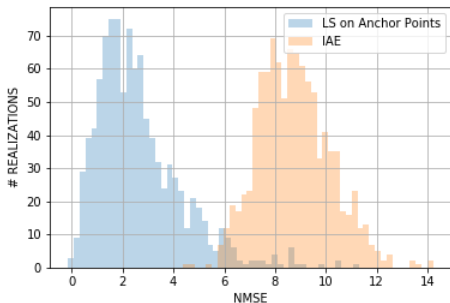
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Quality of reconstructed signal for $SNR = 5$

- For $\#AP = 8$
- Stronger constraint on sought signal

Drastically reducing the number of anchor points

Toward a "best" adapted representation

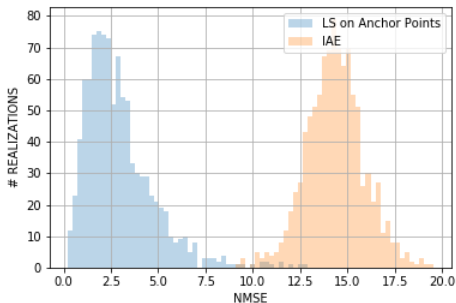
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Quality of reconstructed signal for $SNR = 20$

- For $\#AP = 8$
- Stronger constraint on sought signal

Drastically reducing the number of anchor points

Toward a "best" adapted representation

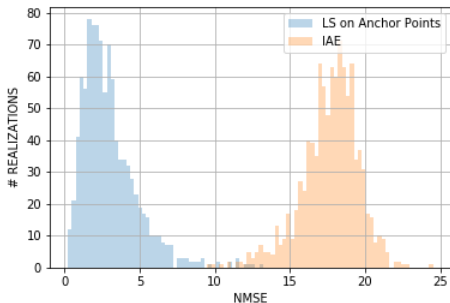
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Quality of reconstructed signal for $SNR = 50$

- For $\#AP = 8$
- Stronger constraint on sought signal

Drastically reducing the number of anchor points

Toward a "best" adapted representation

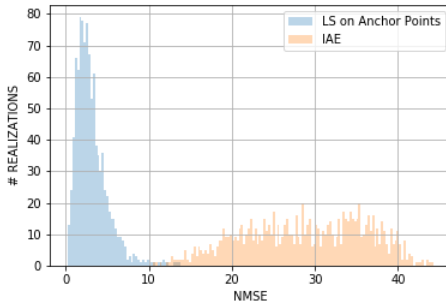
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Quality of reconstructed signal for $SNR = \infty$ (= no noise)

- For $\#AP = 8$
- Stronger constraint on sought signal

Recovered waveforms for 7 APs

Reduced noise over-fitting

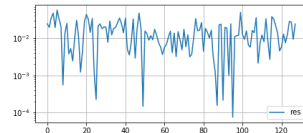
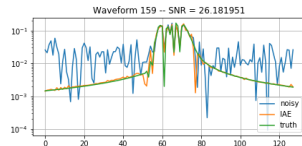
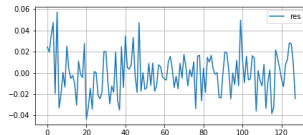
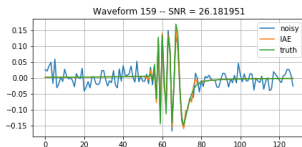
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- Greatly reduced noise over-fitting !
- Really good recovery of waveform tails, even below noise level

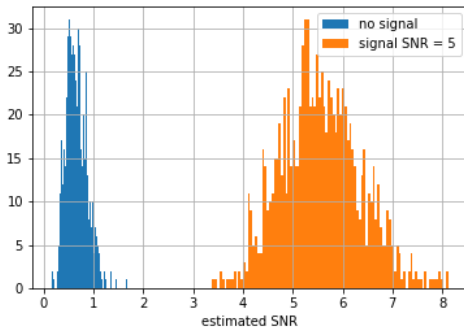
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Estimated signal SNR for noise-only inputs and for $SNR = 5$ inputs.

- **P-value test:** compare estimated SNR with distribution obtained for noise-only inputs.
- seems to work even for weak amplitude inputs signals!

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■ Work in Progress:

- Fast generative model to extract waveforms from measurements

■ Further prospects:

- Current results shown at **fixed frequency**. Preliminary tests on a whole frequency range are encouraging.
- Link representation between different data channels to improve robustness against noise
- Trying to link the learned space to parameter space in order to estimate parameters.

- Choose the best anchor points using \sim **reverse basis-pursuit** algorithm. We start from a wide set of anchor points and we eliminate the ones carrying the **least information**.

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- Choose the best anchor points using \sim **reverse basis-pursuit** algorithm. We start from a wide set of anchor points and we eliminate the ones carrying the **least information**.
- Lots of APs = lots of information redundancy.

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- Choose the best anchor points using \sim **reverse basis-pursuit** algorithm. We start from a wide set of anchor points and we eliminate the ones carrying the **least information**.
- Lots of APs = lots of information redundancy.
- We regularize by adding a sparsity constraint to the interpolator:

$$\{\hat{\lambda}_i\} = \underset{\{\lambda_i\}_i}{\text{Argmin}} \left\| \Phi(x) - \sum_i \lambda_i \Phi(e_i) \right\|_2^2 + \sum_i \underbrace{\gamma_i}_{\text{learned threshold}} |\lambda_i|$$

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- **REMARKABLE OUTCOME:** the most used anchor points are always the same!

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- **REMARKABLE OUTCOME:** the most used anchor points are always the same!
- Compromise between over-fitting and under-fitting the data

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■ SNR: Signal-to-Noise Ratio

$$SNR(X) = \mathbf{E} \left[\frac{|X|^2}{\sigma^2} \right]$$

The greater it is, the more the signal is above noise level / detectable

■ P-Value:

- Test H_0 : *there is no signal* against H_1 : *there is at least one signal*
- Fixing a threshold for decision on **estimated SNR**