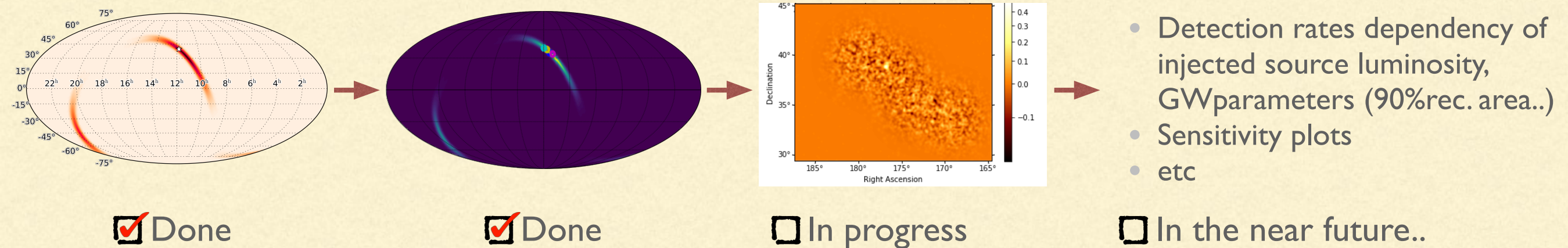

Finding gamma transients in simulated GW follow-ups with Gammapy

Monica Seglar-Arroyo on behalf of IRFU/CEA Paris-Saclay team

Goal

In a nutshell: Observe extended regions, following the GW reconstruction area and look for a transient signal

Simulation chain



Pointing pattern covers source location?

Bank of GW simulated signals + NSNS locations, distances, inclinations, detectors involved..

Observation algorithms considering visibility constraints, zenith angle optimisation, galaxy distribution defines pointing strategy

Is source detected?

Input

- Phenomenological GRB model
- Source position
- Pointings
- Duration
- IRFs

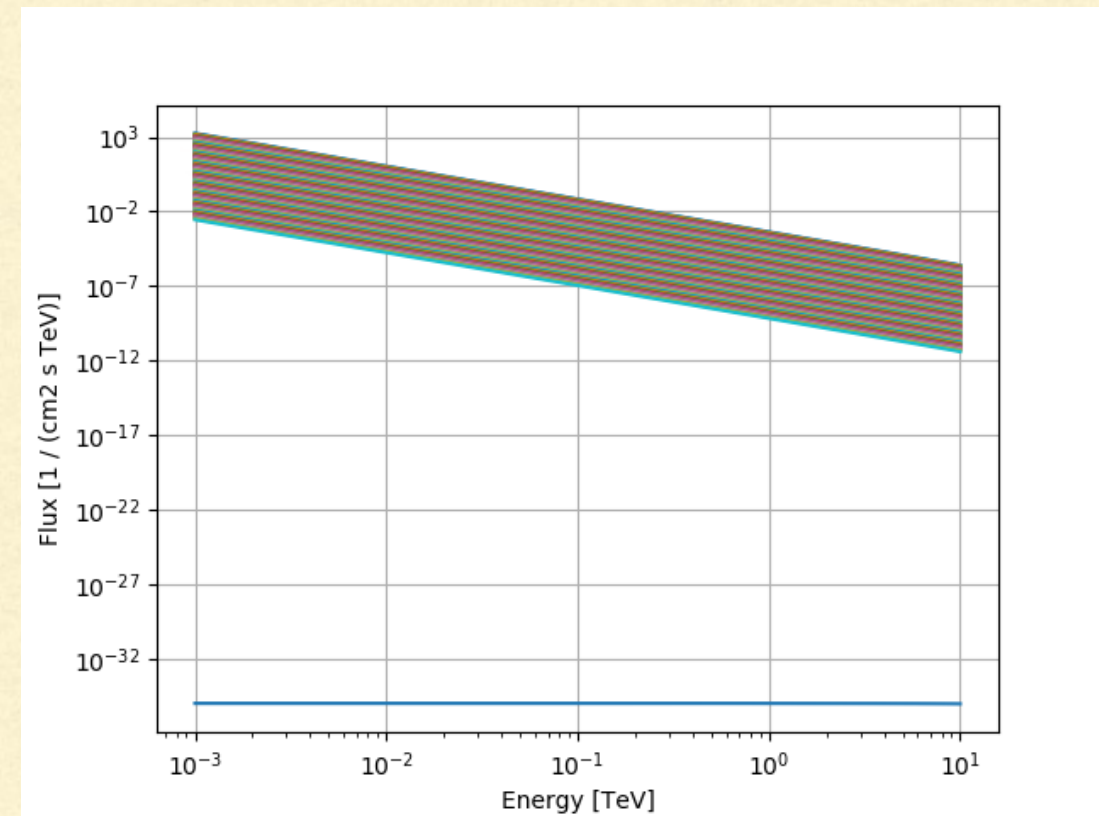
Output

- Source detection and dependency of input+source parameters

Injection of a gravitational wave counterpart aka low redshift GRB

Injected source spectrum:

- Evolution with time [0, 10000s]
- Based of an interpolation to lower z of one of the brightest GRBs observed: GRB090510
 - E_{iso} 10^{52} ergs
 - Shows extended emission(~ 200 s) up to GeV energies (~ 30 GeV)
 - Opening angle 10deg, on-axis GRB



For the simulation:

- The spectrum is EBL deabsorbed.
- IRFs are chosen for a given simulation which depend on zenith angle and telescope config. Example: North_NSBx05_z20_N_LST_30m

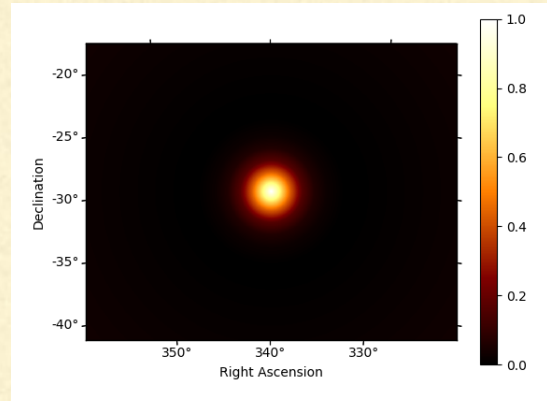
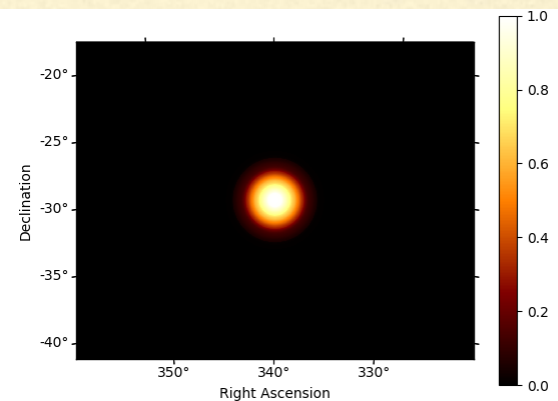
First steps on simulation

- Map simulation: single, simple cube simulation (extracted from Notebooks)

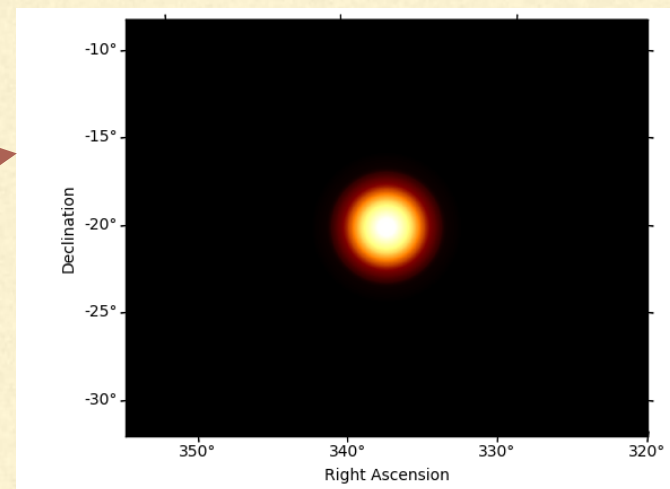
- Pointing
- Livetime
- IRFs
- Cube geometry
- Sky Model

MapEvaluator

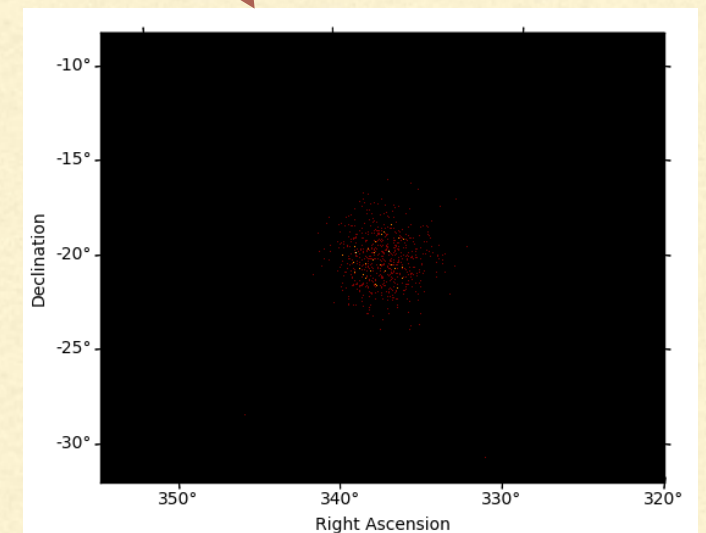
- PSF Kernel
- Background
- Energy Dispersion
- Exposure



Predicted counts



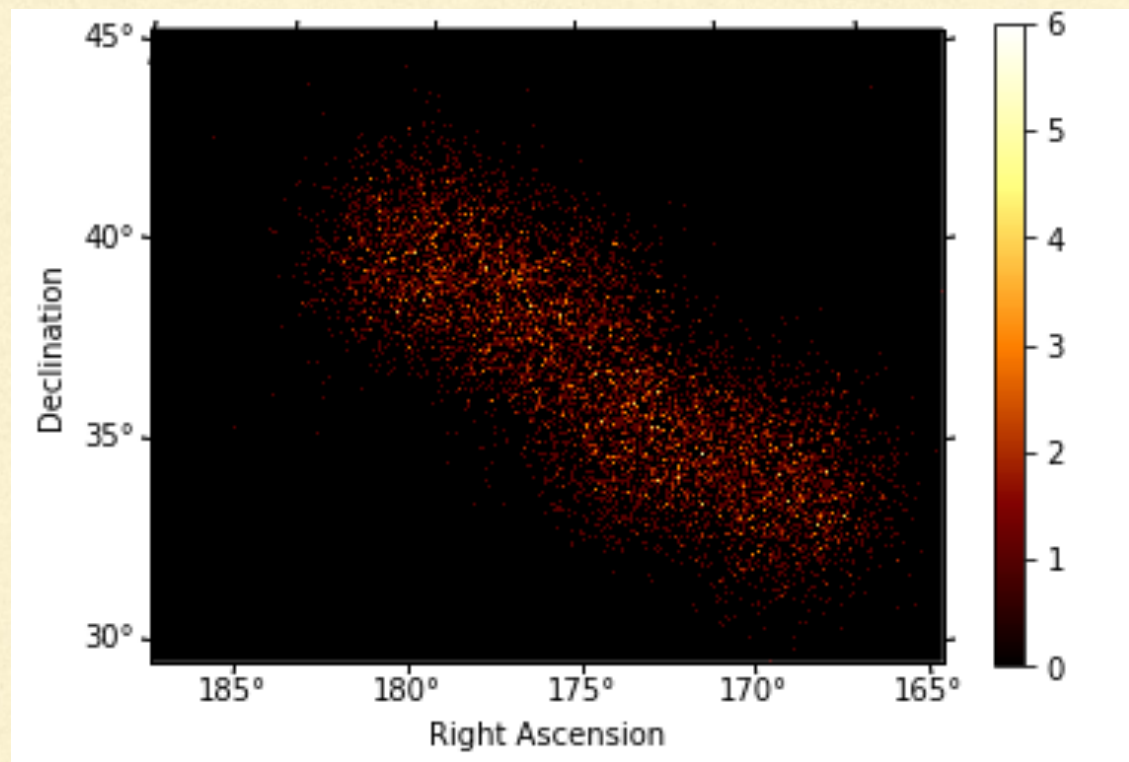
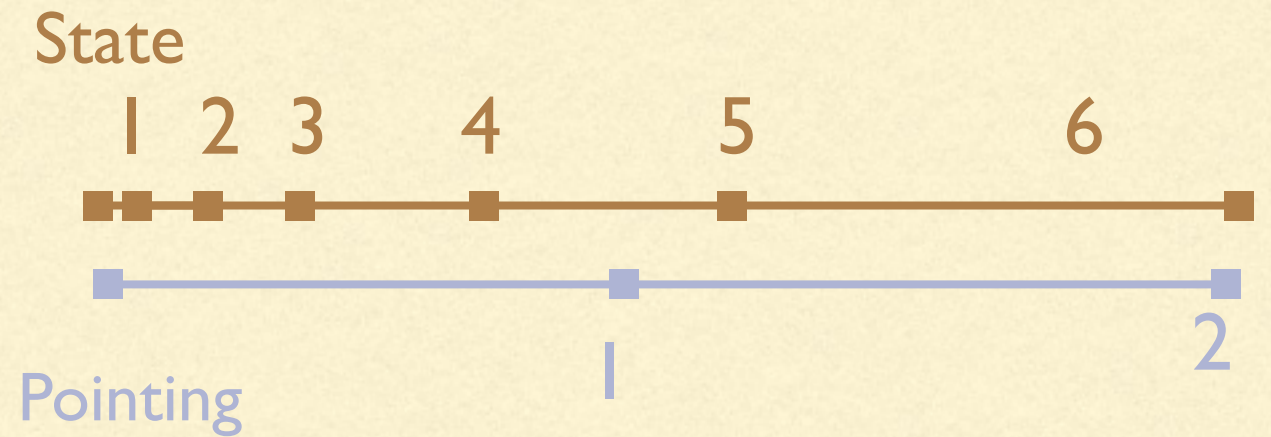
Randomise
predicted
counts



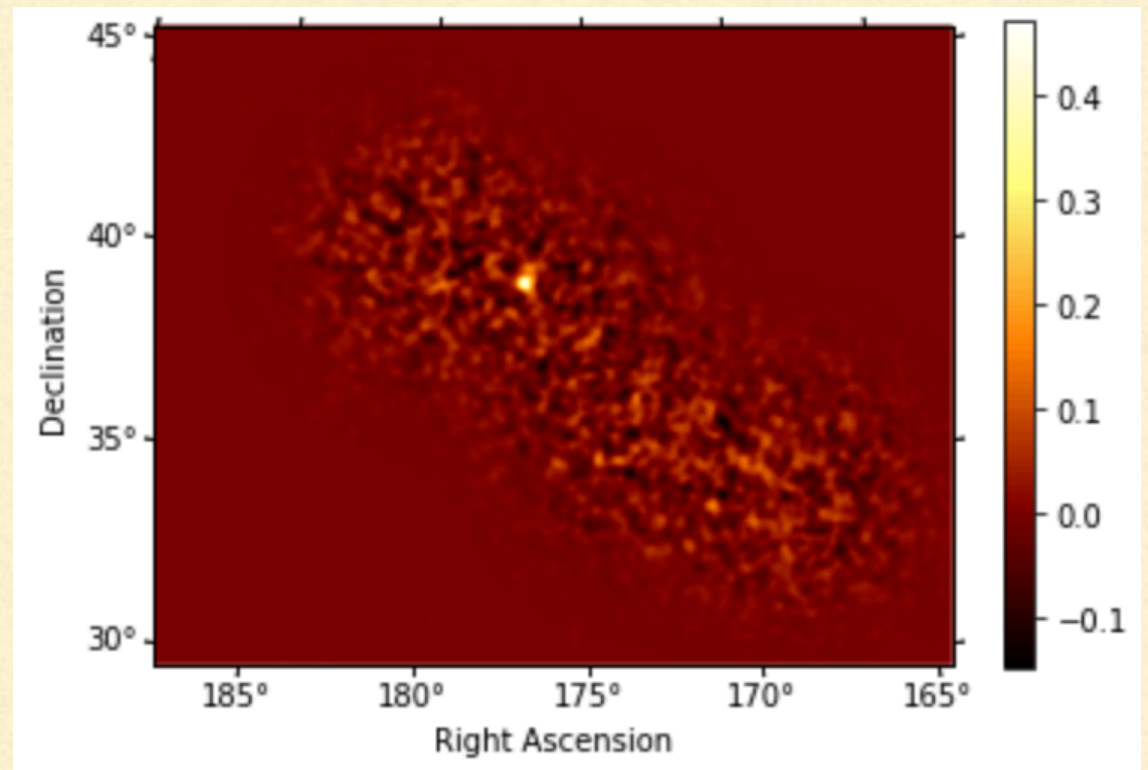
Counts

Extended observation simulation

- Combination of several observations, with several states of the source per observation



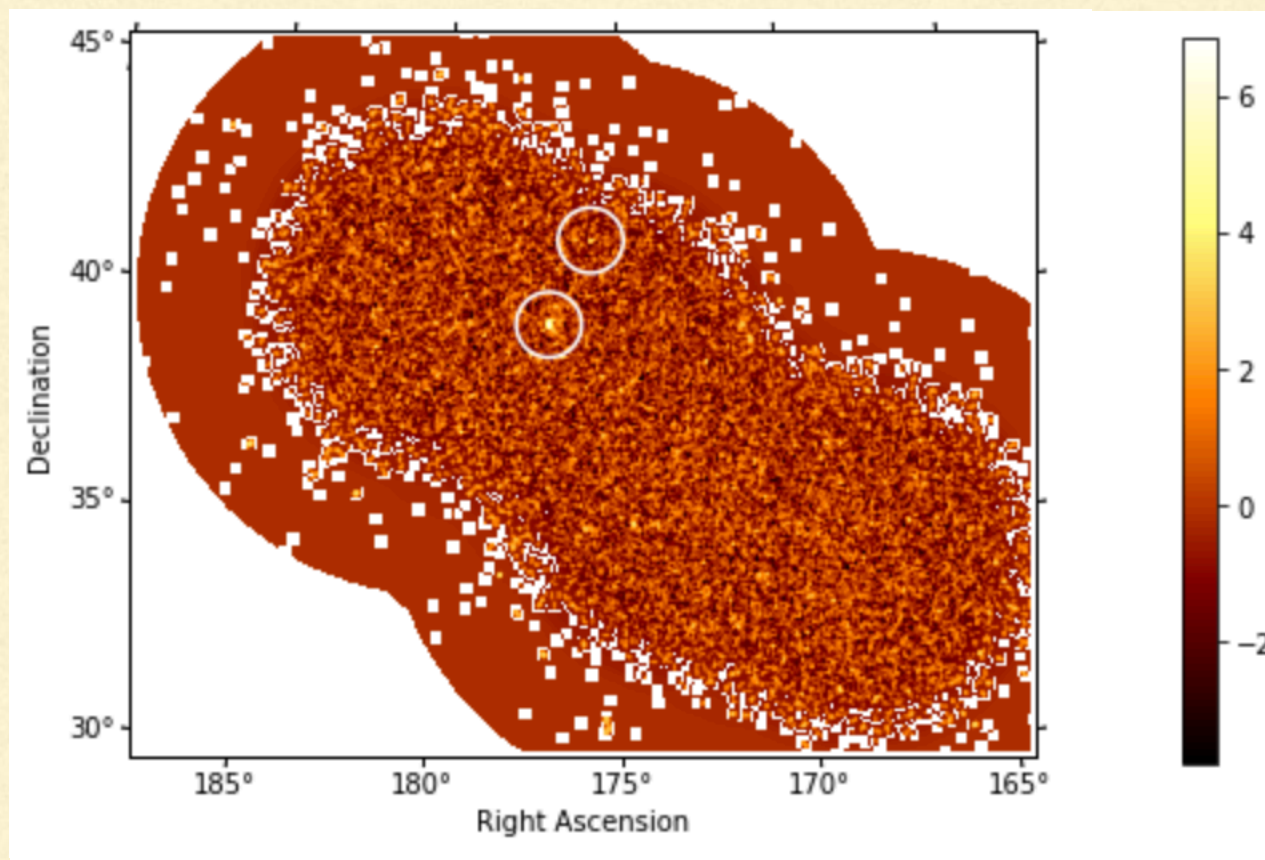
Counts



Excess map

Finding the source

1. Merge all observations together
2. Tried:
 - Li&Ma computation with Tophat2DKernel
 - TSMaEstimation using a Gaussian2DKernel
3. Look for peaks in significance



value	x	y	ra	dec
			deg	deg
float64	int64	int64	float64	float64
6.8406	463	475	176.94583	39.50629
4.0593	509	568	175.74726	41.36974

Sqrt TS

Next step: TIME

- This is the approach I found by looking into Jupiter Notebook tutorials + some docu.
- **Time-related** improvements:
 - Looking for a better way to simulate an evolving source
 - I do a simulation of every source state and add them up, not sure if in the most efficient way.
 - Looking for nice clustering technique that includes time evolution
 - Clustering algorithms in (x,y,t)
 - Wavelets
 - ?
 - I am working with **maps** and I don't have a list of simulated photons with times, etc. => Possible solution would be to use MapEventSampler explained by Fabio Pintore including a temporal evolution in sky_model as input option ?

Thanks!