

By accounting for selection effects, we find the true pulsar population.

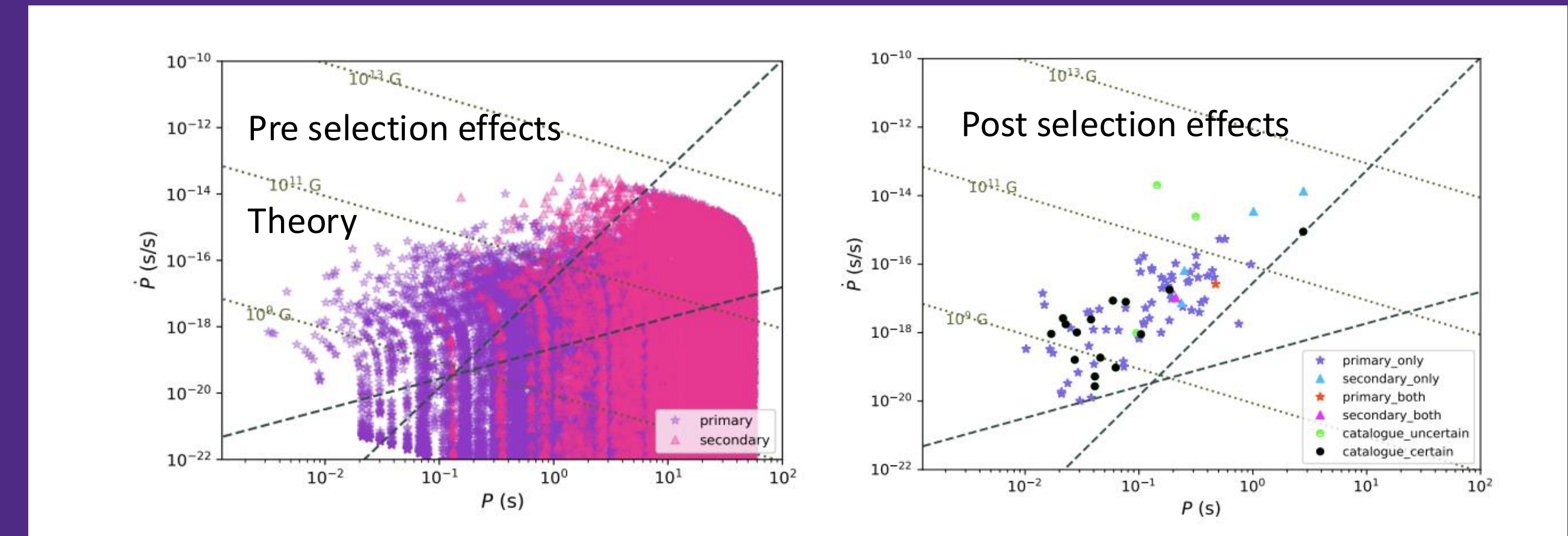
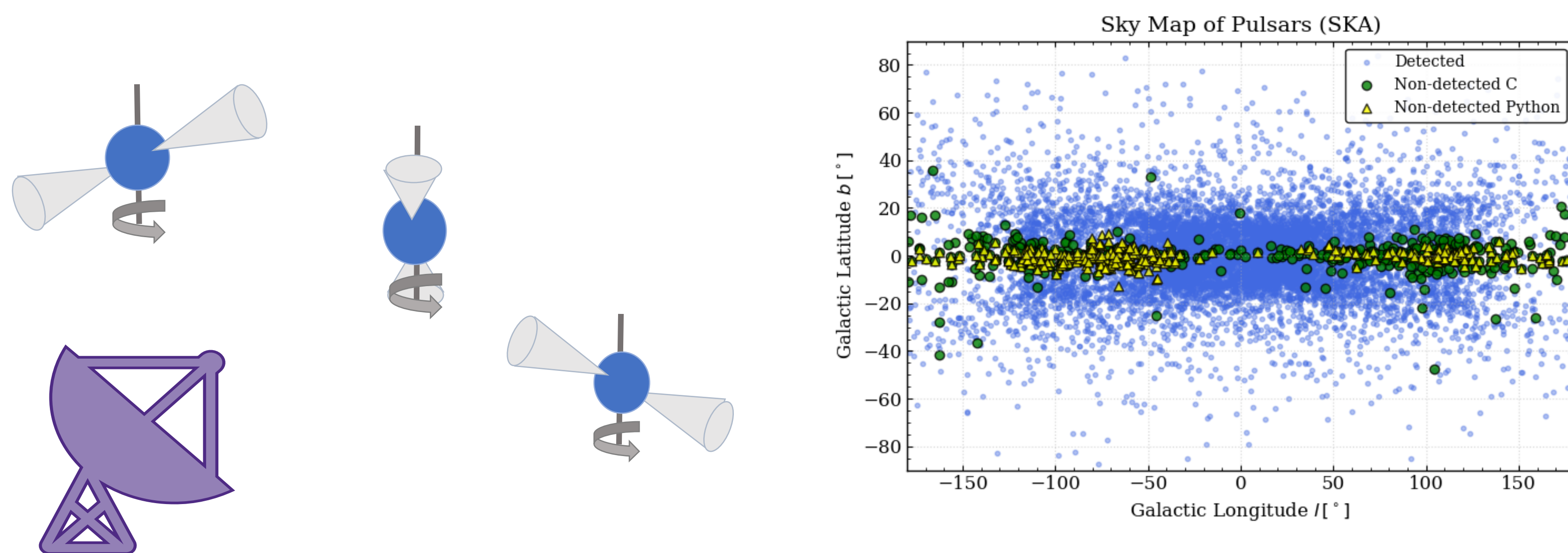


Image credit: [1]

Pulsar Detection

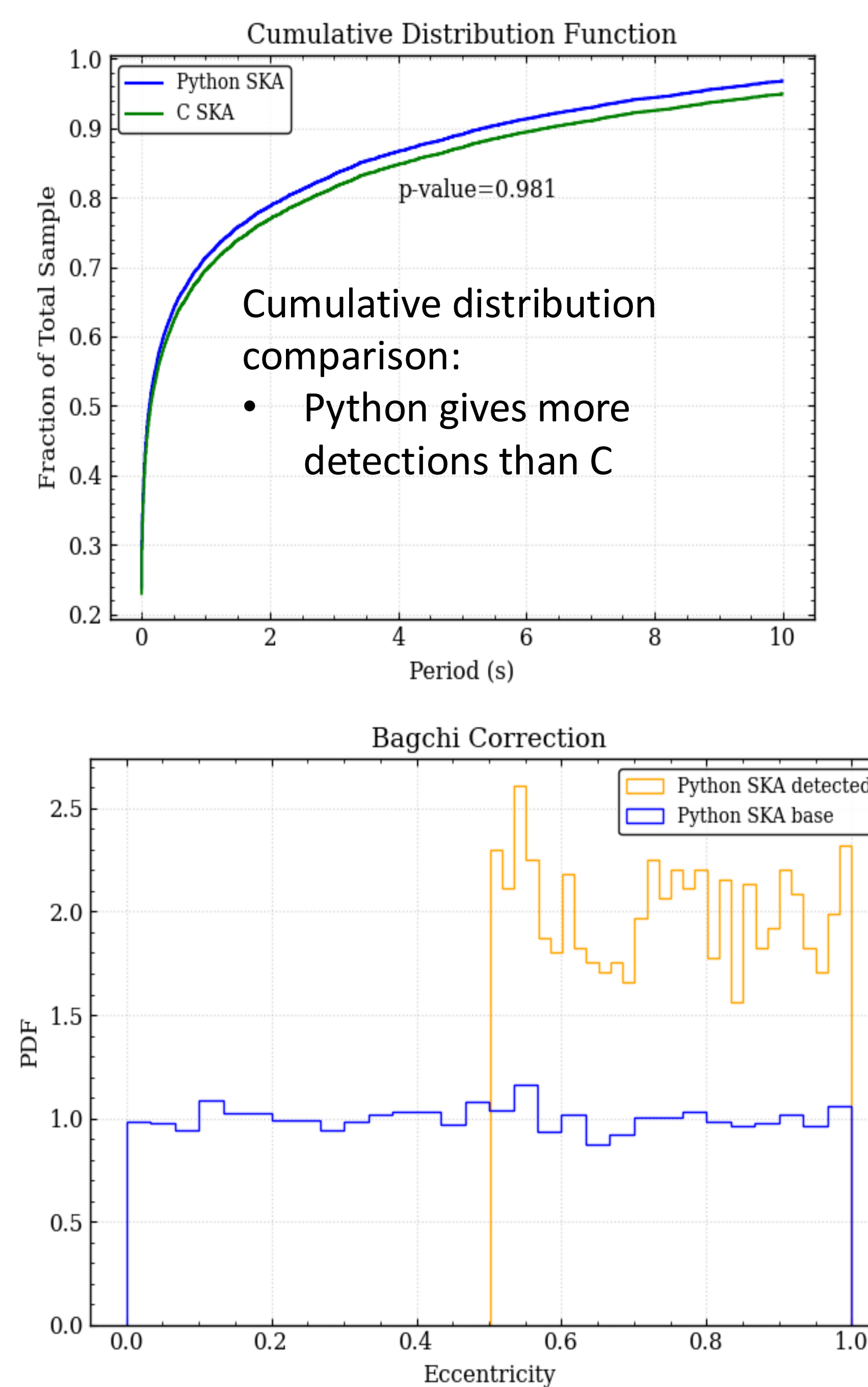
- Pulsars in single or binary systems are difficult to detect
- Improve ability to detect pulsars with selection effects:**
 - Intervening matter at sky location, twinkling of interstellar radio source, changes in pulse profile depending on the radio frequency, beaming fraction [1]
- Pulsars are extremely useful for astronomy and astrophysics:
 - Modeling interstellar medium matter distribution, measuring gravitational waves, testing general relativity



Calculating Selection Effects

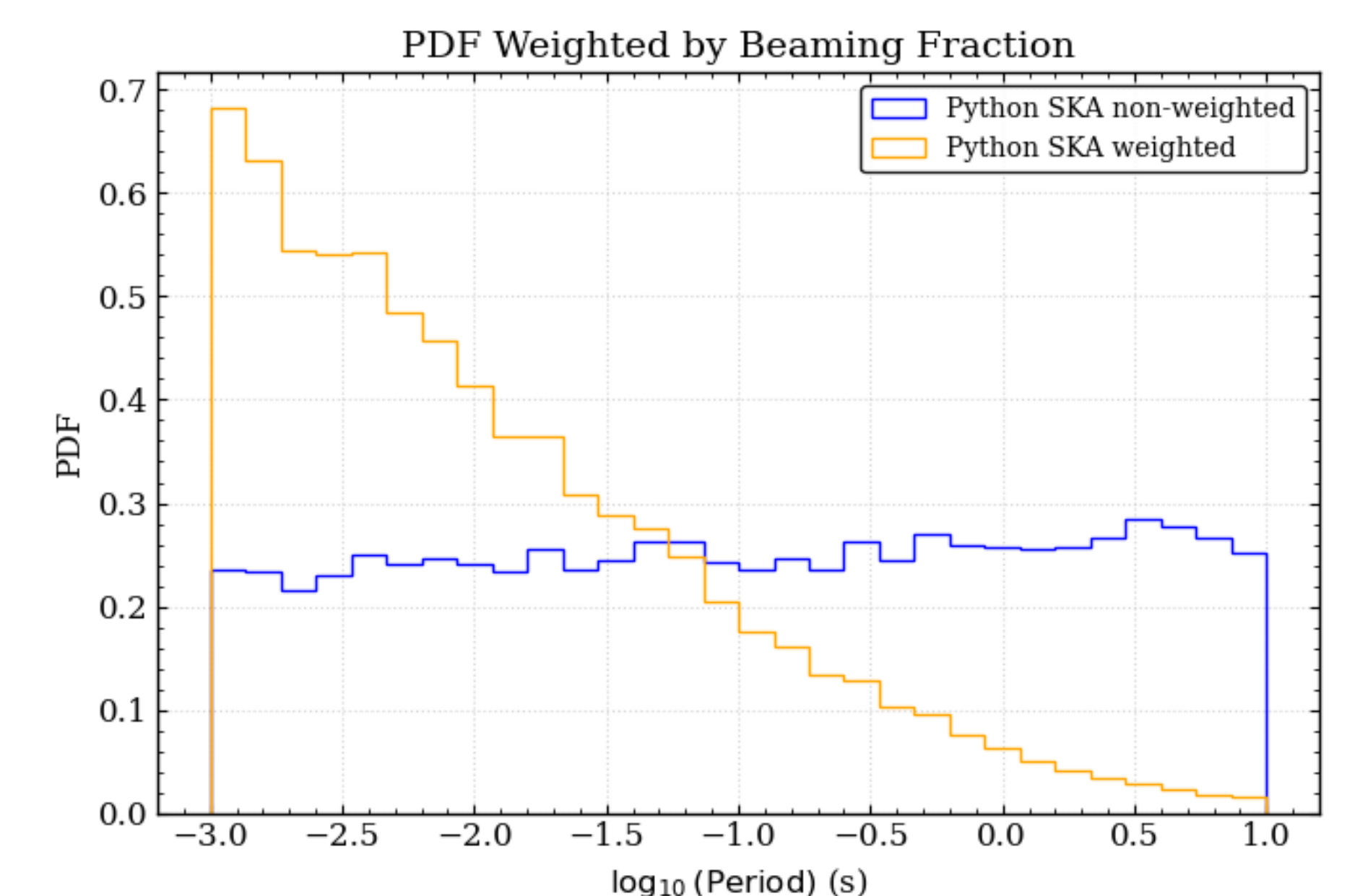
- Create a new Python pipeline and calculate selection effects on binary pulsars (code is based on the psrEvolve code [2])
- Determine if a pulsar could be detected by SKA survey
- If minimum observable luminosity of the survey < luminosity of the pulsar, it could be detected [1]**
- Using an emulated population of pulsars (applicable for full binary evolution simulaitons)
- Tested the Python pipeline by comparing results to those from psrEvolve code
 - K-S test, CDF, weighted PDF, visual comparison of sky map and p-pdot plots

Results



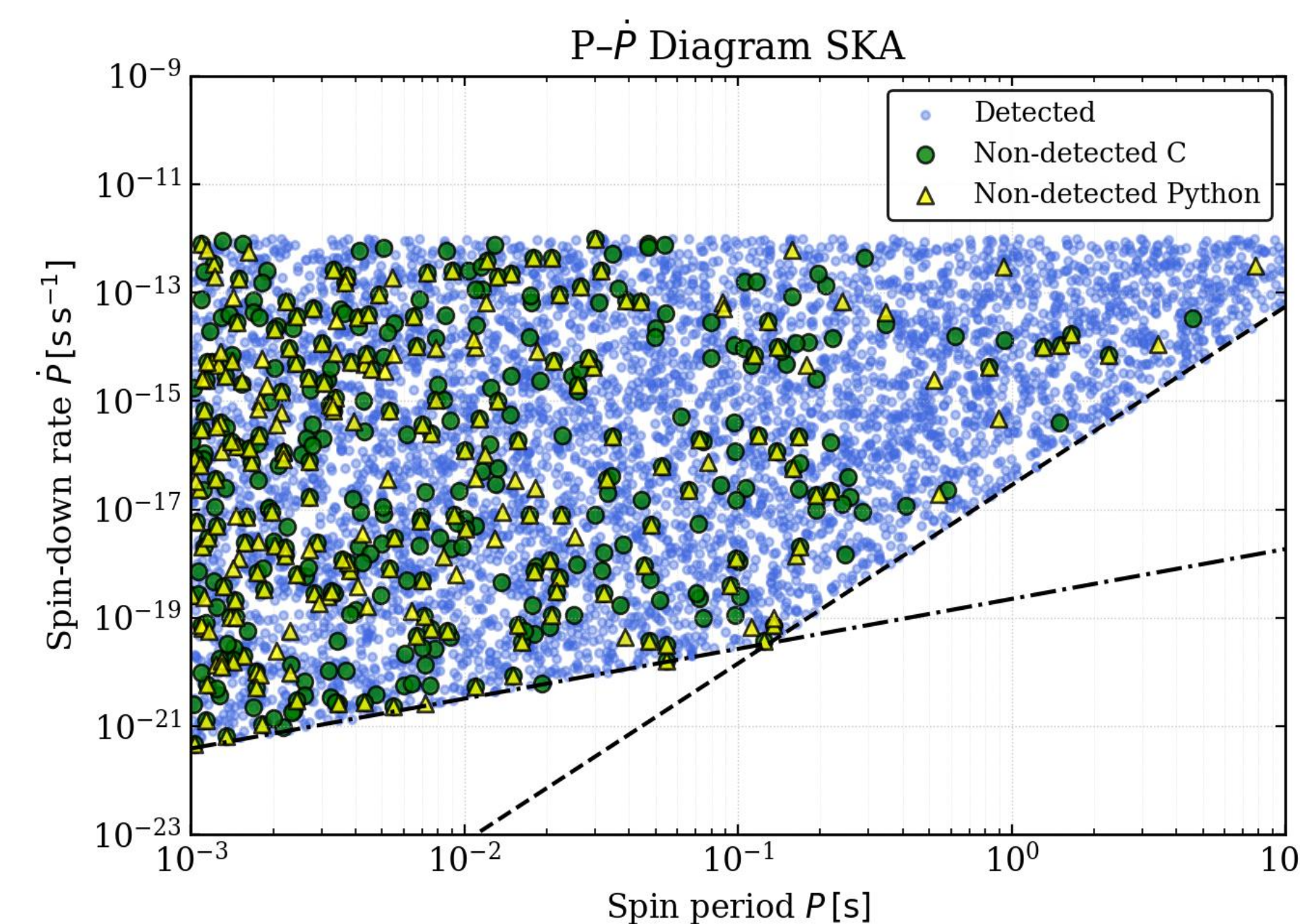
Posterior distribution weighted by beaming fraction:

- Including weights, more pulsars detected at lower spin periods**



Bagchi correction:

- Binary eccentricity varies, all else held constant



P-Pdot plot (spin vs spin down rate):

- Using hard cutoffs for death lines
- Python and C show similar distributions of detections**

$$\dot{\Omega} = -\frac{8\pi B^2 R^6 \sin^2 \alpha \Omega^3}{3\mu_0 c^3 I},$$

$$P = \frac{2\pi}{\Omega} \quad \dot{P} = -\frac{\dot{\Omega} P}{\Omega}$$

Discussion and Future Work

- New pipeline gives very similar results to psrEvolve
- Python returns more detections, fixes a bug in the psrEvolve code**
- Possibly incorporate binary eccentricity [3], and test with "real" data from simulations

ACKNOWLEDGEMENTS

This material is based upon work supported by the National Science Foundation (NSF) under Grant Numbers AST-2149425 and AST-2446392. Any opinions, findings, and conclusions or recommendations expressed in this material are those of the author(s) and do not necessarily reflect the views of the NSF. This research was supported in part through the computational resources and staff contributions provided for the Quest high performance computing facility at Northwestern University which is jointly supported by the Office of the Provost, the Office for Research, and Northwestern University Information Technology. Thank you to Dr. Debatri Chattopadhyay and Dr. Vicky Kalogera for their mentorship and support.

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