

Sonification of Gravitational Wave GW200129_065458

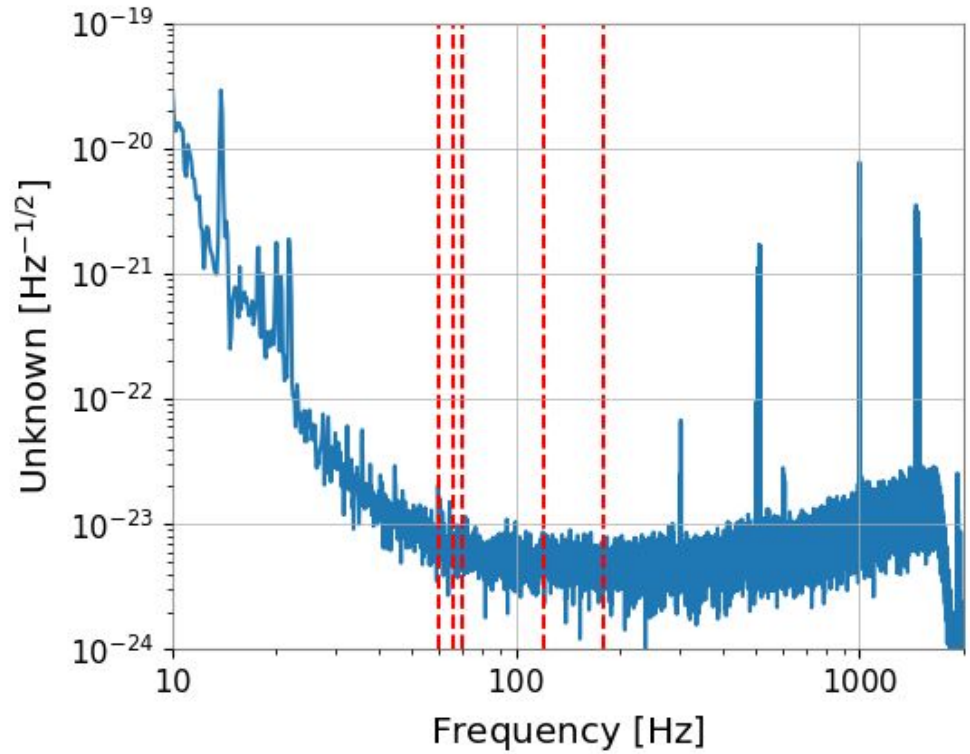
Deeti Patel

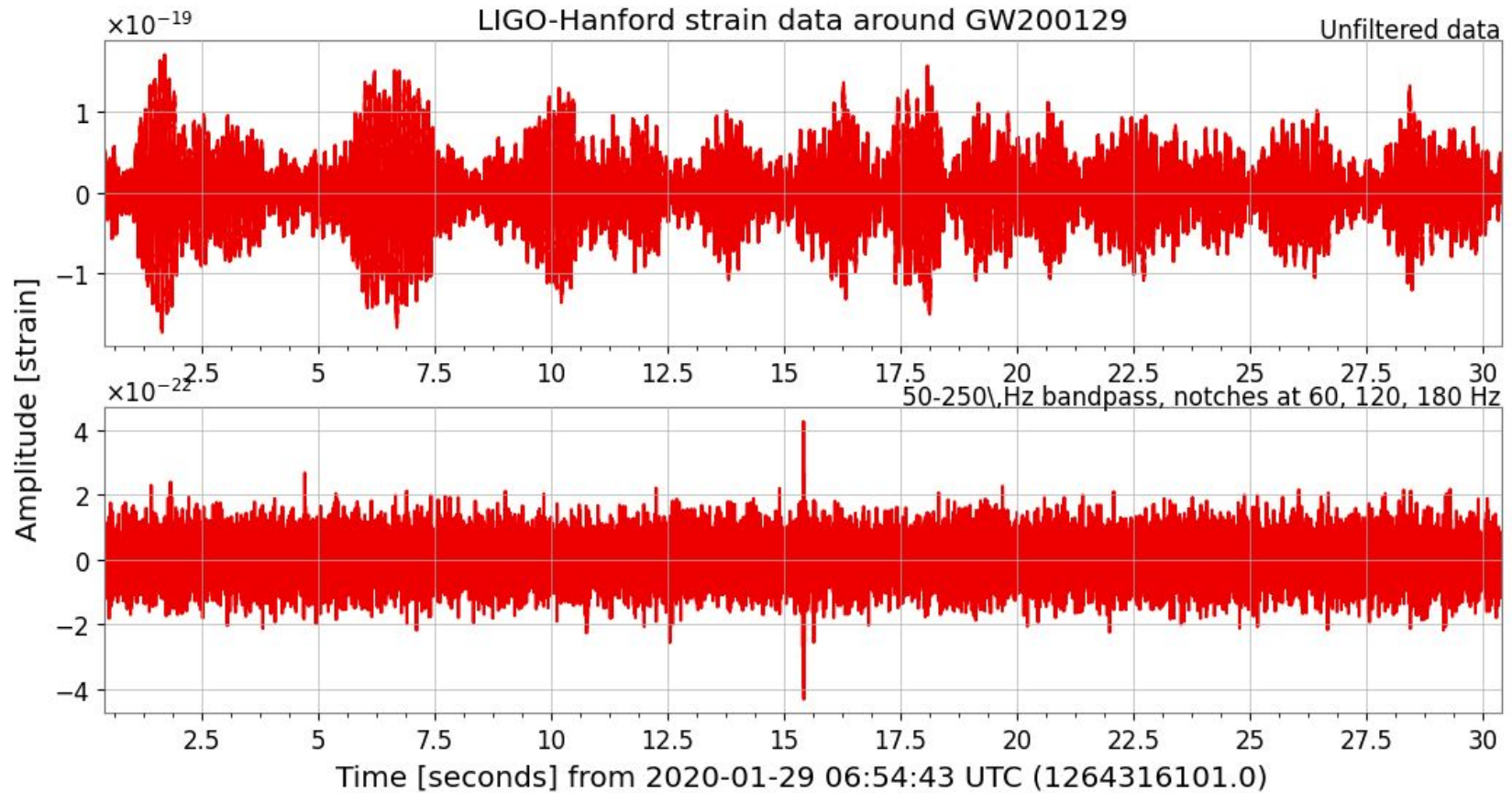
A dark blue diagonal gradient bar that starts from the bottom left corner and extends towards the top right corner, covering the lower half of the slide.

Motivation:

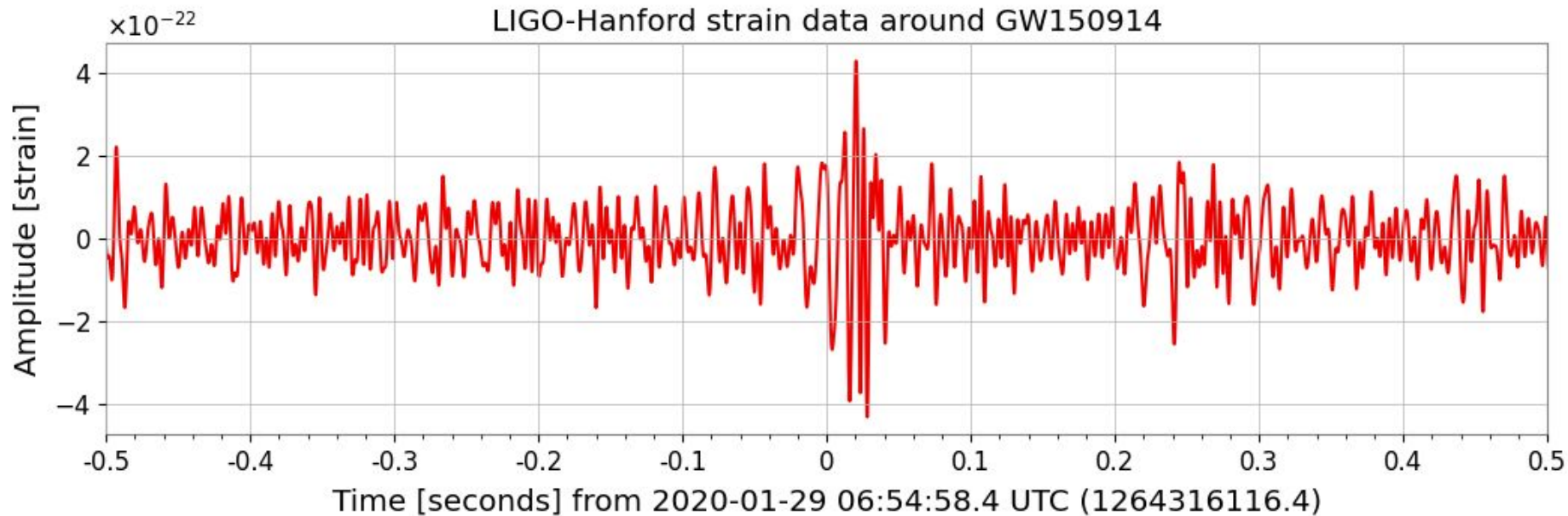
Create the sound of two black holes merging using gravitational waves.

- GPS: 1264316116.4
- Filtered at 60, 65.8, 69.8, 120, and 180 (spikes within 50-250 Hz)





Unfiltered data on bottom with a clear spike that shows it is the “chirp”



Further zoom into the peak, between x-axis $t_0 - .5$ and $t_0 + .5$

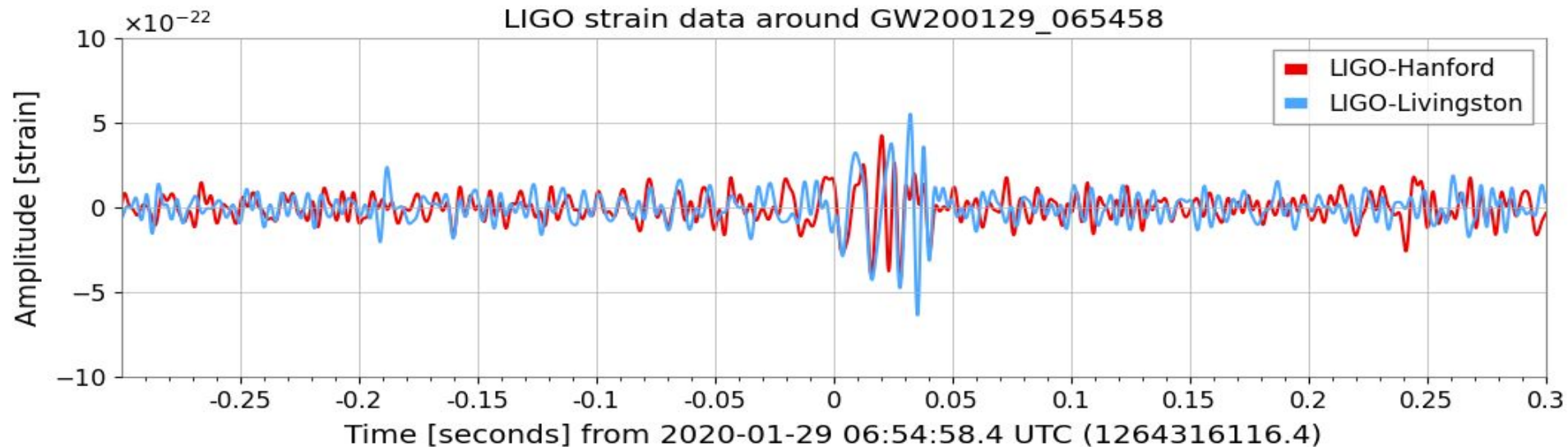
Livingston data

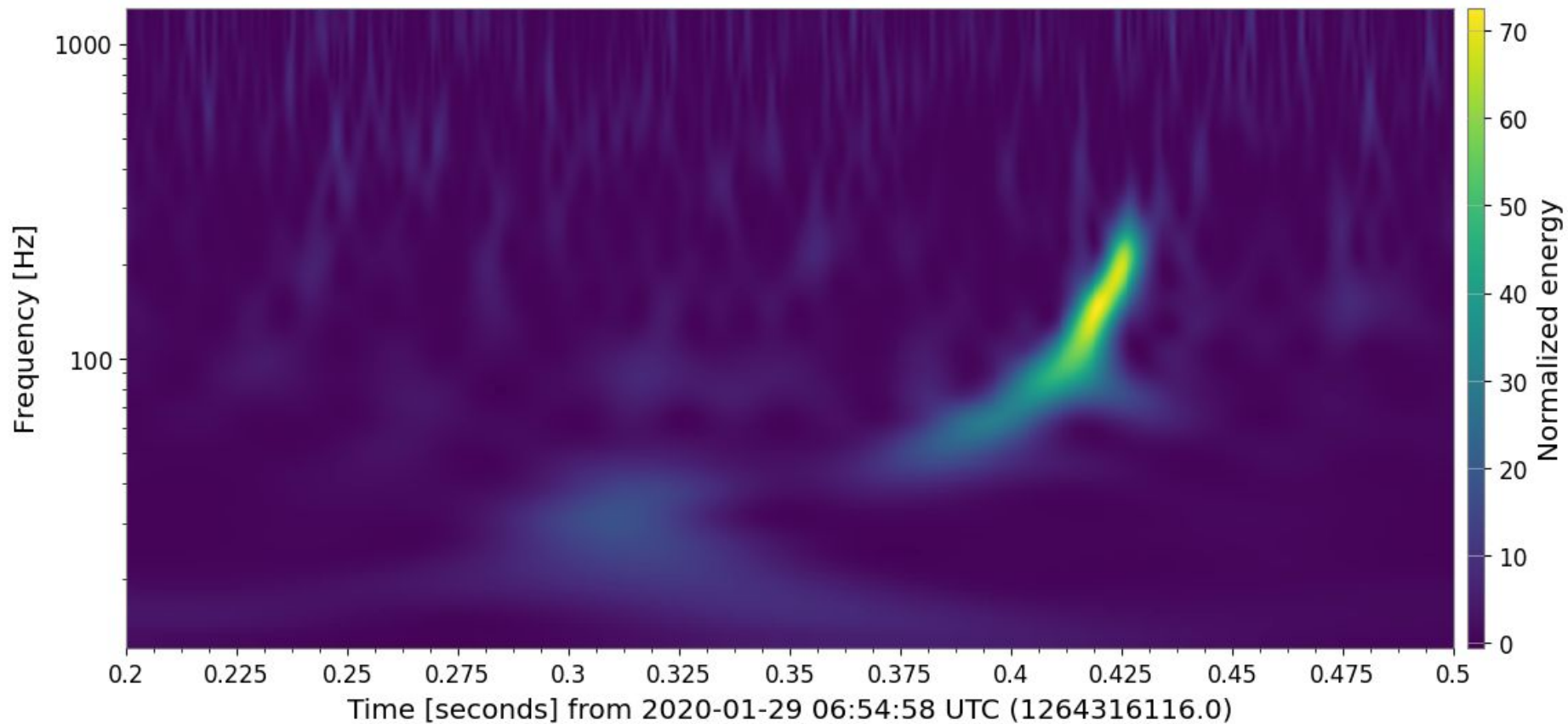
(factor in the time delay between
locations for wave to travel)

```
[8] ldata = TimeSeries.fetch_open_data('L1', t0 - 16, t0 + 16)
    lfilt = ldata.filter(zpk, filtfilter=True)

[9] lfilt.shift('6.9ms')
    lfilt *= -1
```

Livingston and Hanford LIGO data during event





Visualization of the “chirp”, Frequency vs Time

Code to download the wave into a sound file labeled "example.wav"

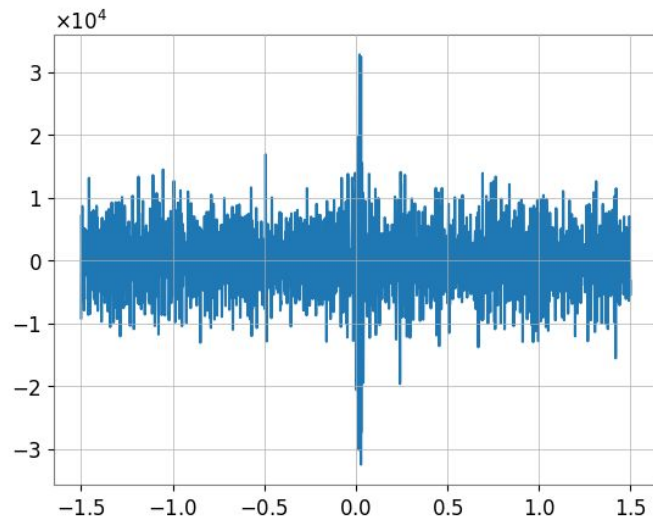
```
from scipy.io.wavfile import write
import numpy as np

amplitude = np.iinfo(np.int16).max

ind = np.where((x_val < (t0+1.5)) & (x_val > (t0-1.5)))
y = y_val[ind]
# y = y*3
y = y / np.max(y)
plt.plot(x_val[ind] - t0, (np.array(y) * amplitude).astype(np.int16))

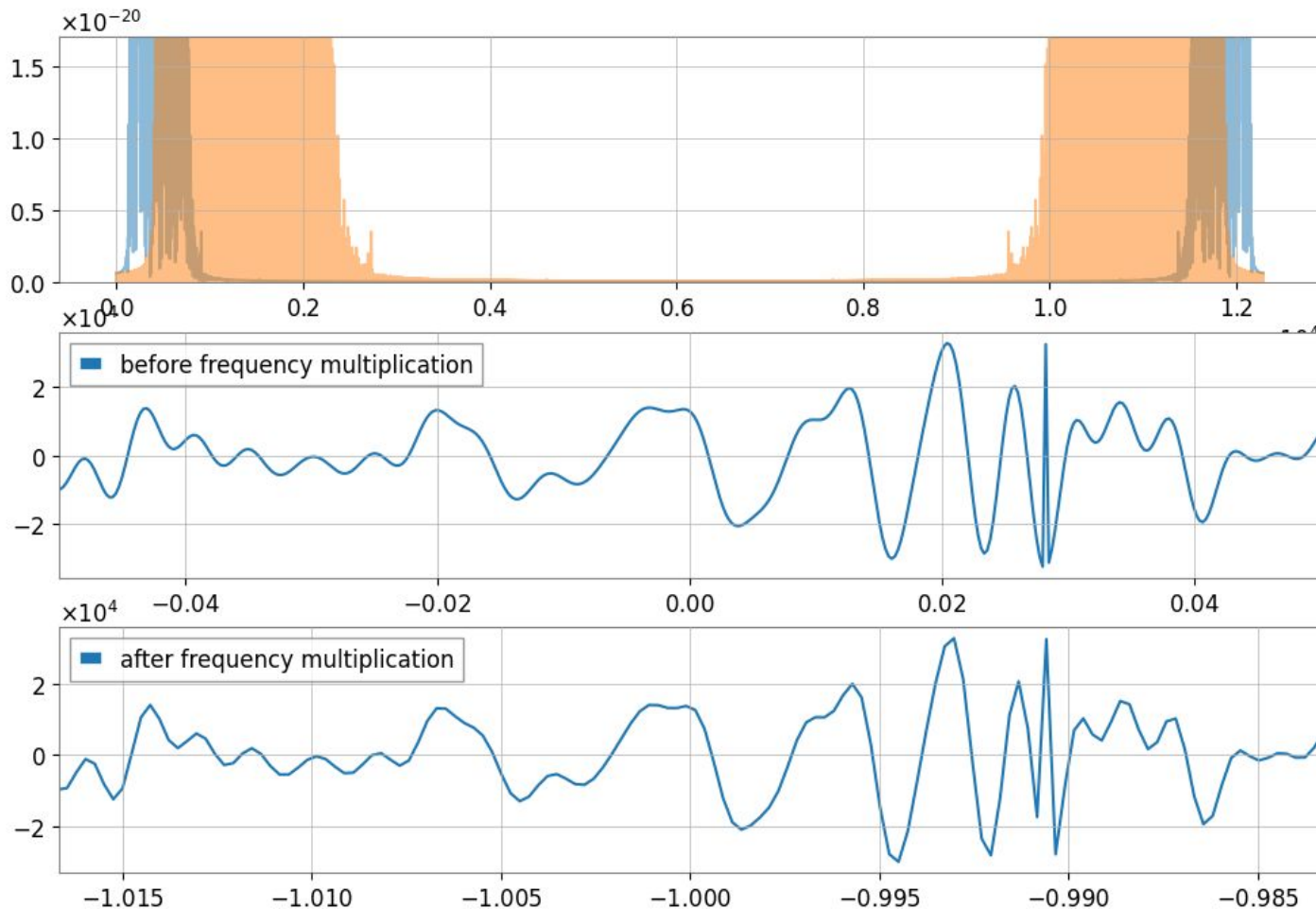
from google.colab import files
files.download("example.wav")
```

Visual representation of sound wave



Beautify the sound

- Make clip 1.5 sec
- Increase the frequency of sample wave by 3
- Make signal more distinct from the noise
- Makes sound wave of merger more audible



Code for slowed down version of the of the
merging



```
!pip install pydub  
from pydub import AudioSegment
```



```
Collecting pydub  
  Downloading pydub-0.25.1-py2.py3-none-any.whl (32 kB)  
Installing collected packages: pydub  
Successfully installed pydub-0.25.1
```

```
[ ] sound = AudioSegment.from_file("example.wav")  
    print(sound.frame_rate)  
    # sound.frame_rate = 1024  
    print(sound.frame_rate)  
    sound = sound.set_frame_rate(4096 * 4)  
    sound.frame_rate = 4096 * 2  
    sound.export("example_slow.wav")  
    files.download("example_slow.wav")
```