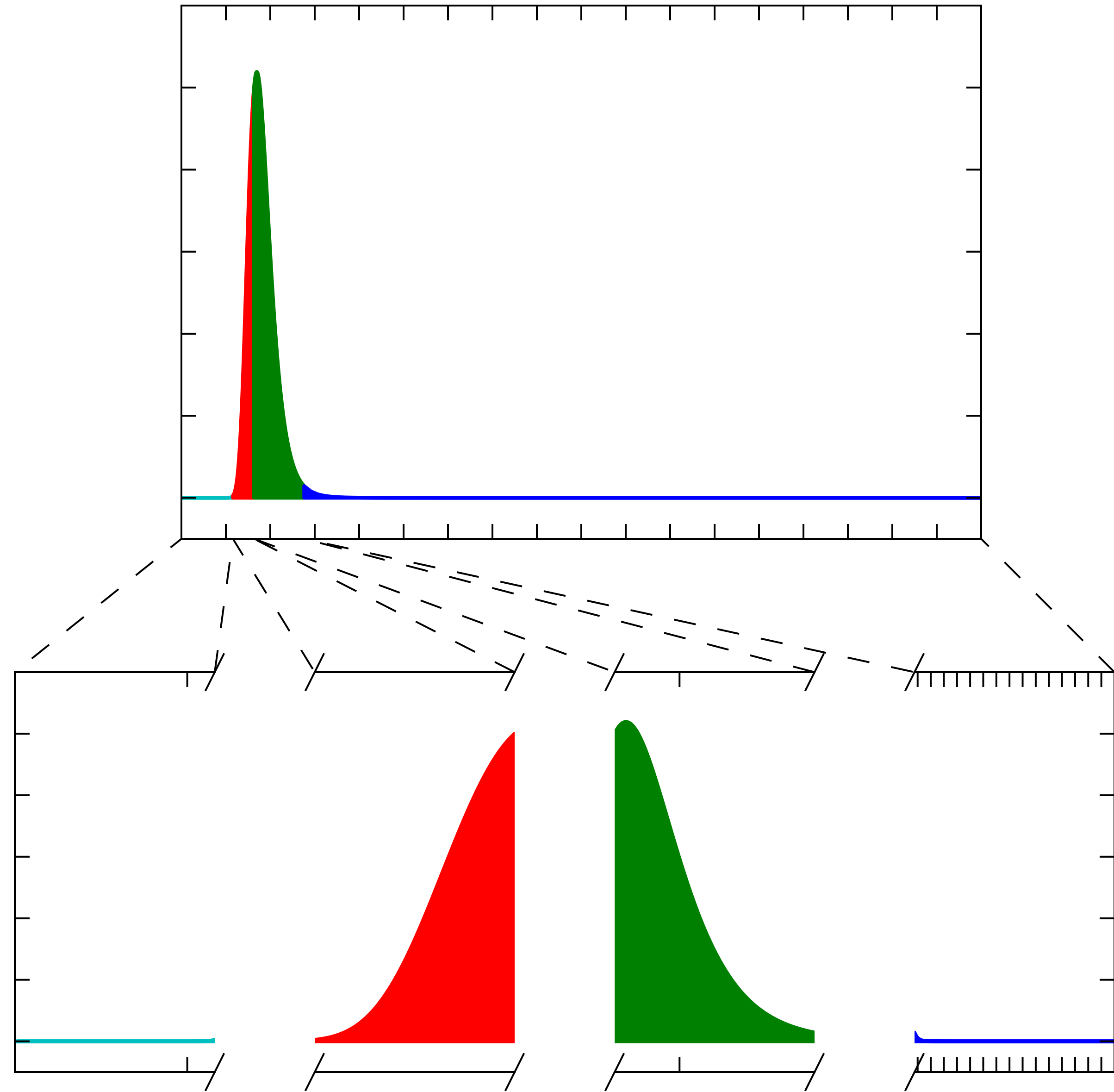
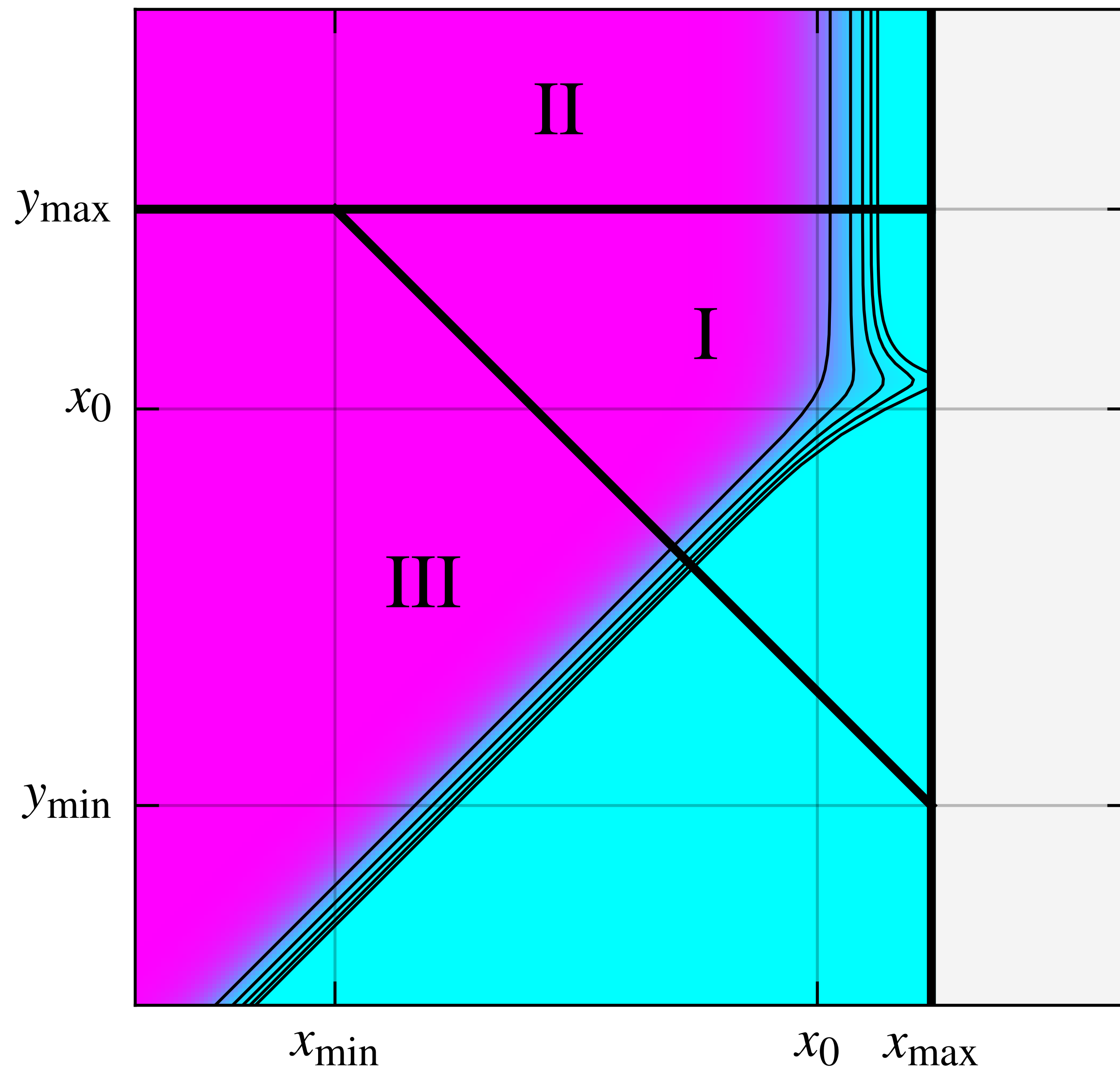
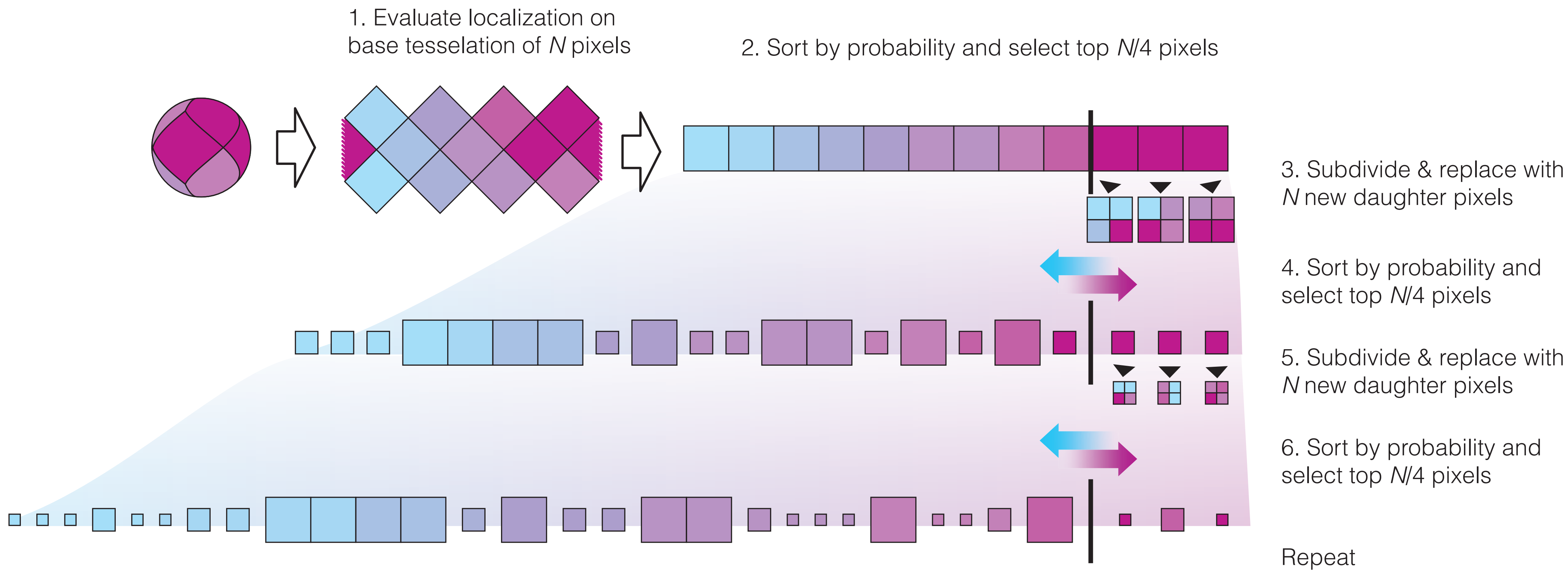


(BLACKBOARD)

PRELIMINARIES







1. Evaluate localization on base tessellation of N pixels

2. Sort by probability and select top $N/4$ pixels

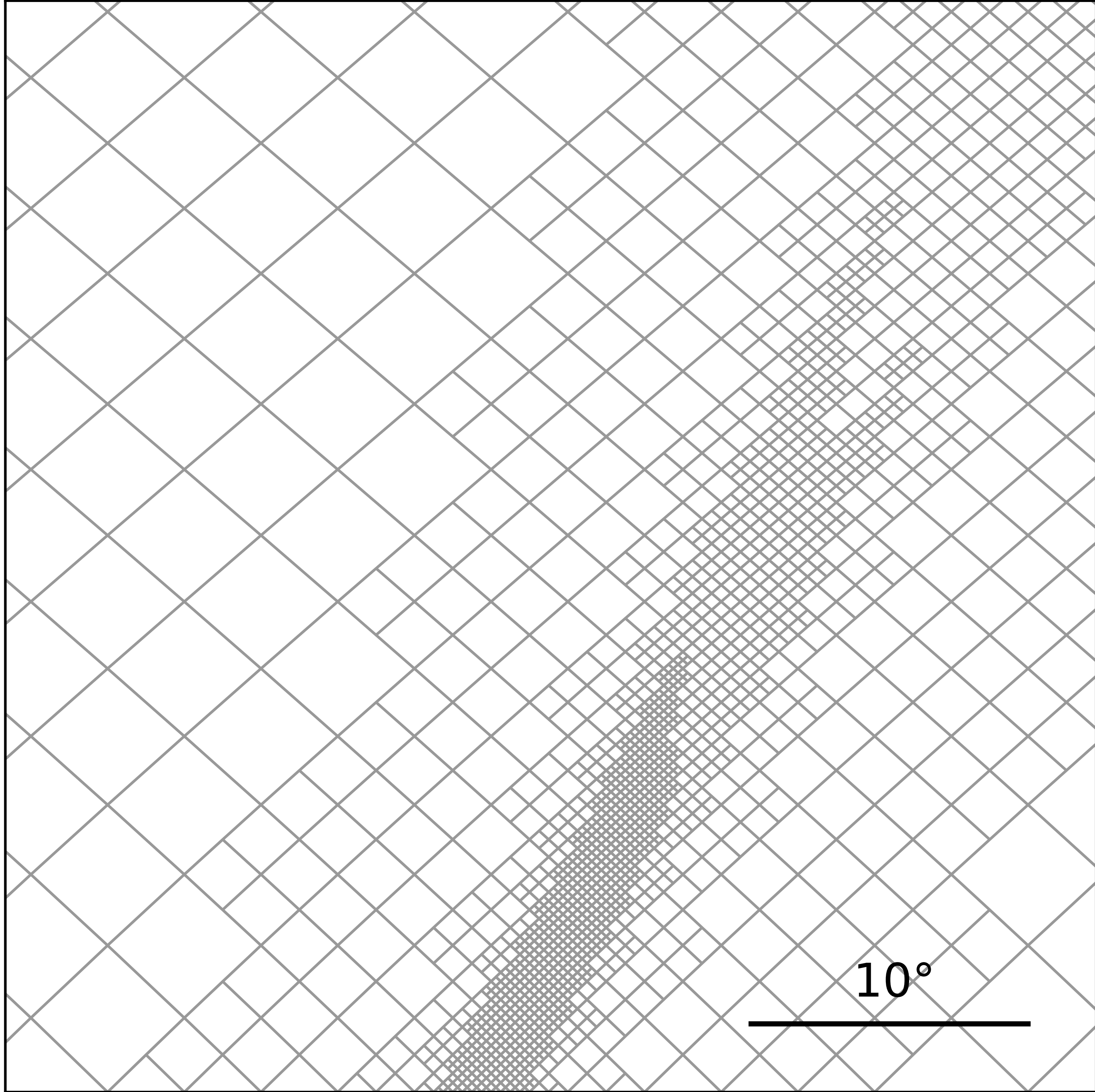
3. Subdivide & replace with N new daughter pixels

4. Sort by probability and select top $N/4$ pixels

5. Subdivide & replace with N new daughter pixels

6. Sort by probability and select top $N/4$ pixels

Repeat



HOW TO INSTALL BAYESTAR

RECOMMENDED: LIGO DATA GRID CLUSTERS

- BAYESTAR is part of LALSuite. The latest stable release of LALSuite is installed on all LIGO Data Grid (LDG) clusters. This version is used for the production, on-line analysis.
- To use, simply log in to any LDG cluster head node. Examples:

```
ldas-pcdev1.ligo.caltech.edu  
pcdev1.phys.uwm.edu  
atlas1.atlas.aei.uni-hannover.de  
...
```

- Caveats:
 - The LALSuite installation on the IUCAA cluster is not working today.
 - A common pitfall is that if you have set the `PATH`, `PYTHONPATH`, `LD_LIBRARY_PATH`, etc. in your `.profile` script, these may override the system LALSuite installation.

RECOMMENDED FOR MACS: MACPORTS

- The latest stable release of LALSuite is in MacPorts.
- If you have a Mac, but you don't have MacPorts already, then you should get it! It will save you a lot of time in setting up all of the dependencies that you need for LALSuite software development on your own machine.
- Get MacPorts from <https://macports.org/>.
- Install LALInference, which includes BAYESTAR, using the following command:

```
sudo port install lalapps pylal py27-lalinference
```

- Go get a cup of tea/coffee while it builds.

OTHER OPTIONS FOR DEBIAN AND SCIENTIFIC LINUX

- If you have a Debian or Scientific Linux computer, then you can add the LSCSoft repositories to your package manager and install the same builds that are used on the LDG clusters.
- See <https://wiki.ligo.org/DASWG/SoftwareDownloads> for instructions.

ADVANCED: INSTALL LALSUITE FROM SOURCE

- For advanced users. This is the best option **only** if you plan to contribute to LALSuite software development.
- Download source releases from:
<http://software.ligo.org/lscsoft/source/>
- Or check out bleeding-edge code from git:
`git clone git://versions.ligo.org/lalsuite.git`
- Highly recommended shortcut: use JHbuild for build and environment automation. See <http://lpsinger.github.io/modulesets/>

ONLINE ANALYSIS

HOW TO RUN BAYESTAR

Run BAYESTAR on GraceDB events

NOTE: for this to work, you must first authenticate your LIGO.ORG account by running `ligo-proxy-init`.

IMPORTANT! Use the `--dry-run` option to save sky maps to disk instead of uploading the to GraceDB.

Run on this GraceDB ID. This is GW151226.

`bayestar_localize_lvalert`

```
bayestar_localize_lvalert \
```

```
--dry-run \
```

```
G211117
```

output: bayestar.fits.gz

A SMALL SIMULATION STUDY

HOW TO RUN BAYESTAR

Create a pseudorandom sample of injections

Write a table of CBC injections to `inj.xml`.

Mass distribution: in this example, pinned to 1.4 and 1.4 solar masses.

Coalescence time distribution: adjust time step, start, and stop time control the number of injections.

Distance distribution: uniform in Euclidean volume.
WARNING: distances are in kpc!

Sky position and inclination distribution.

Waveform options: typically use `TaylorF2threePointFivePN` for BNS.

lalapps_inspinj

```
lalapps_inspinj -o inj.xml \  
  
--m-distr fixMasses \  
--fixed-mass1 1.4 --fixed-mass2 1.4 \  
  
--t-distr uniform --time-step 7200 \  
--gps-start-time 1000000000 \  
--gps-end-time 1000086400 \  
  
--d-distr volume \  
--min-distance 1 --max-distance 600e3 \  
  
--l-distr random --i-distr uniform \  
  
--f-lower 30 --disable-spin \  
--waveform TaylorF2threePointFivePN
```

output: inj.xml

Synthesize noise PSDs from models in LALSimulation

Write discretely sampled PSDs to `psd.xml`.

Specify noise models for desired detectors.

Optional: apply scale factor to selected PSDs to increase or decrease their sensitivity. The horizon distance goes as one over scale squared.

`bayestar_sample_model_psd`

```
bayestar_sample_model_psd -o psd.xml \
```

```
--H1=aLIGOZeroDetHighPower \  
--L1=aLIGOZeroDetHighPower \  
--I1=aLIGOZeroDetHighPower \  
--V1=AdvVirgo \  
--K1=KAGRA \  

```

```
--I1-scale=0.75
```

output: psd.xml

Simulated detection pipeline: transform injections into coincidences

Write output to `coinc.xml`.

Use the injections and noise PSDs that we generated.

Specify which detectors are in science mode.

Optionally, adjust the detection threshold: single-detector SNR, network SNR, and minimum number of detectors above threshold to form a coincidence.

Optionally, save triggers that were below the single-detector threshold.

`bayestar_realize_coincs`

```
bayestar_realize_coincs -o coinc.xml \
```

```
inj.xml --reference-psd psd.xml \
```

```
--detector H1 L1 V1 I1 K1 \
```

```
--snr-threshold 4.0 \
```

```
--net-snr-threshold 12.0 \
```

```
--min-triggers 2 \
```

```
--keep-subthreshold
```

output: `coinc.xml`

Match injections and coincidences, save as SQLite database

Concatenate `coinc.xml` and `inj.xml` into one XML file.

Injection finding: match coincidences to injections.

Convert XML to SQLite database. **WARNING: do not forget the `--preserve-ids` and `--replace` options!**

Or do all three steps at once by piping the commands together.

ligolw_add, ligolw_inspinjfind, ligolw_sqlite

```
ligolw_add coinc.xml inj.xml -o coinc_inj.xml
```

```
ligolw_inspinjfind \  
< coinc_inj.xml > coinc_inj_found.xml
```

```
ligolw_sqlite --preserve-ids --replace --database  
coinc_inj_found.sqlite coinc_inj_found.xml
```

```
ligolw_add coinc.xml inj.xml \  
| ligolw_inspinjfind \  
| ligolw_sqlite --preserve-ids --replace --database \  
coinc_inj_found.sqlite /dev/stdin
```

output:

coinc_inj_found.sqlite

Run BAYESTAR sky localization on a batch of coincidences

IMPORTANT: HIGHLY RECOMMENDED IF USING A SHARED WORKSTATION. Explicitly set the number of OpenMP threads instead of using all available cores.

Run BAYESTAR on all coincident events in `coinc.xml`.

NEW on master! Submit jobs to Condor instead of running BAYESTAR locally.

Output FITS files are saved with names that correspond to the numeric part of the `coinc_event_id` column in the `coinc.xml` file.

bayestar_localize_coincs

```
export OMP_NUM_THREADS=4
```

```
bayestar_localize_coincs coinc.xml \
```

```
--condor-submit
```

output:

0.toa_phoa_snr.fits,

1.toa_phoa_snr.fits, ...

Analyze a batch of injections and sky maps

Save output as an ASCII table in the file `bayestar.out`.

Read events from the SQLite database that we created;
read all sky maps in this directory.

Optional: calculate the 50% and 90% credible areas.

Optional: calculate the probability contained within the
smallest credible regions of 10 and 100 deg².

Optional: count the number of disjoint patches on the
sky. WARNING: this option makes the script very slow!

Optional, but highly recommended: analyze sky maps
using multiple threads. In this example, we use 8
worker processes.

`bayestar_aggregate_found_injections`

```
bayestar_aggregate_found_injections -o bayestar.out \
```

```
coinc_inj_found.sqlite *.fits.gz \
```

```
--contour 50 90 \
```

```
--area 10 100 \
```

```
--modes \
```

```
-j 8
```

output: bayestar.out

Full example

Makefile

```
all: bayestar.out

inj.xml:
    lalapps_inspinj -o inj.xml \
    --m-distr fixMasses --fixed-mass1 1.4 --fixed-mass2 1.4 \
    --t-distr uniform --time-step 7200 \
    --gps-start-time 1000000000 --gps-end-time 1000086400 \
    --d-distr volume --min-distance 1 --max-distance 600e3 \
    --l-distr random --i-distr uniform \
    --f-lower 30 --waveform TaylorF2threePointFivePN --disable-spin

psd.xml:
    bayestar_sample_model_psd -o psd.xml \
    --H1=aLIGOZeroDetHighPower \
    --L1=aLIGOZeroDetHighPower \
    --I1=aLIGOZeroDetHighPower \
    --V1=AdvVirgo \
    --K1=KAGRA

coinc.xml: psd.xml inj.xml
    bayestar_realize_coincs --reference-psd psd.xml inj.xml -o coinc.xml \
    --detector H1 L1 V1 I1 K1 --keep-subthreshold

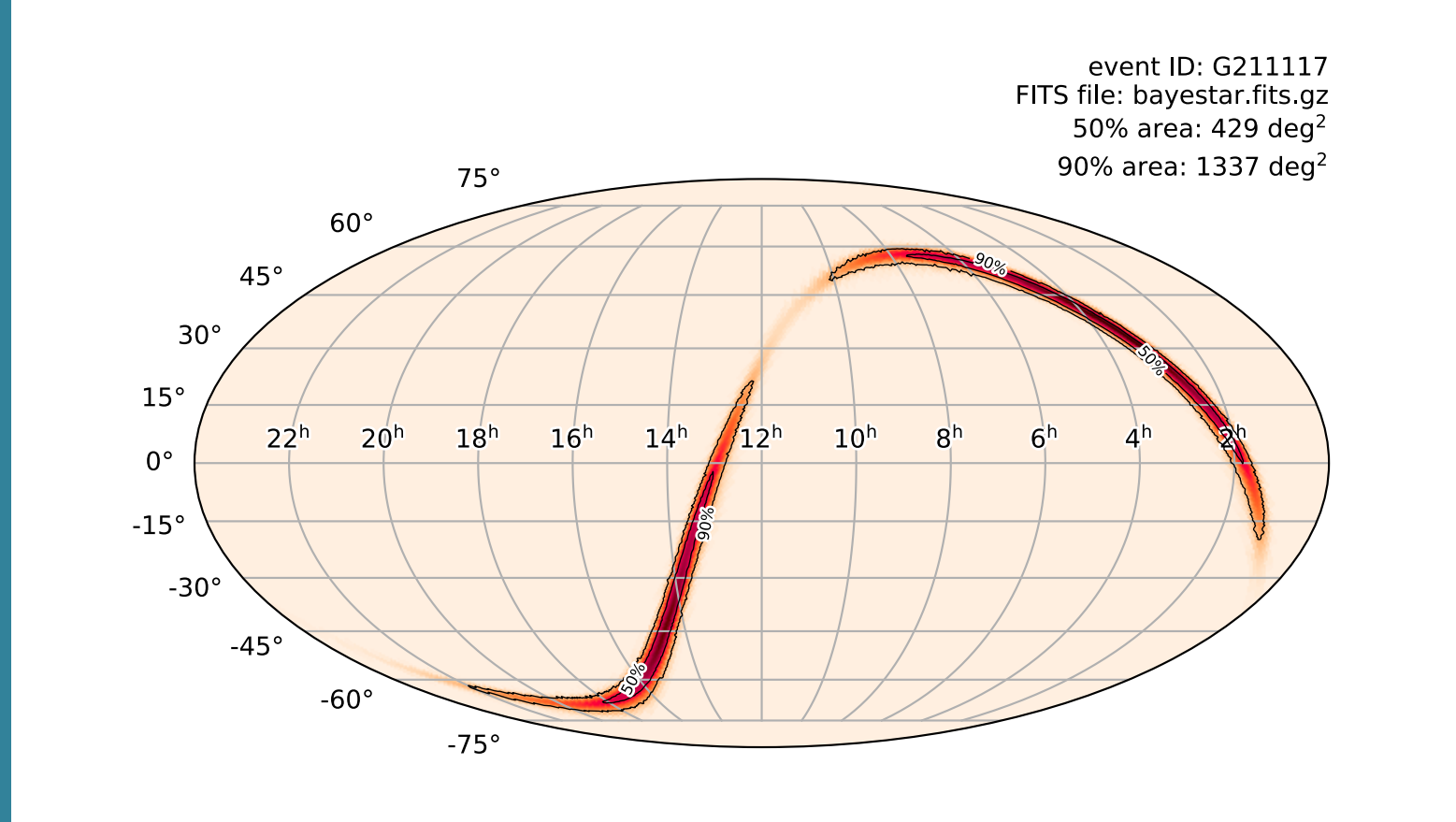
coinc_inj_found.sqlite: coinc.xml inj.xml
    ligolw_add coinc.xml inj.xml | \
    ligolw_inspinjfind | \
    ligolw_sqlite --preserve-ids --replace \
    --database coinc_inj_found.sqlite /dev/stdin

0.toa_phoa_snr.fits.gz: coinc.xml psd.xml
    bayestar_localize_coincs coinc.xml

bayestar.out: coinc_inj_found.sqlite 0.toa_phoa_snr.fits
    bayestar_aggregate_found_injections \
    coinc_inj_found.sqlite \*.fits.gz -o bayestar.out \
    --contour 50 90

clean:
    rm -f inj.xml psd.xml coinc.xml coinc_inj_found.sqlite *.fits bayestar.out
```

SOME OTHER USEFUL TOOLS



Plot a sky map

Plot the sky map `bayestar.fits.gz`.

Optionally save the image to `bayestar.pdf`. If omitted, then display the image in a window (requires desktop environment, X11, or equivalent).

Optionally label the plot with the FITS filename and the contour areas.

Optionally plot the 50% and 90% contours.

`bayestar_plot_allsky`

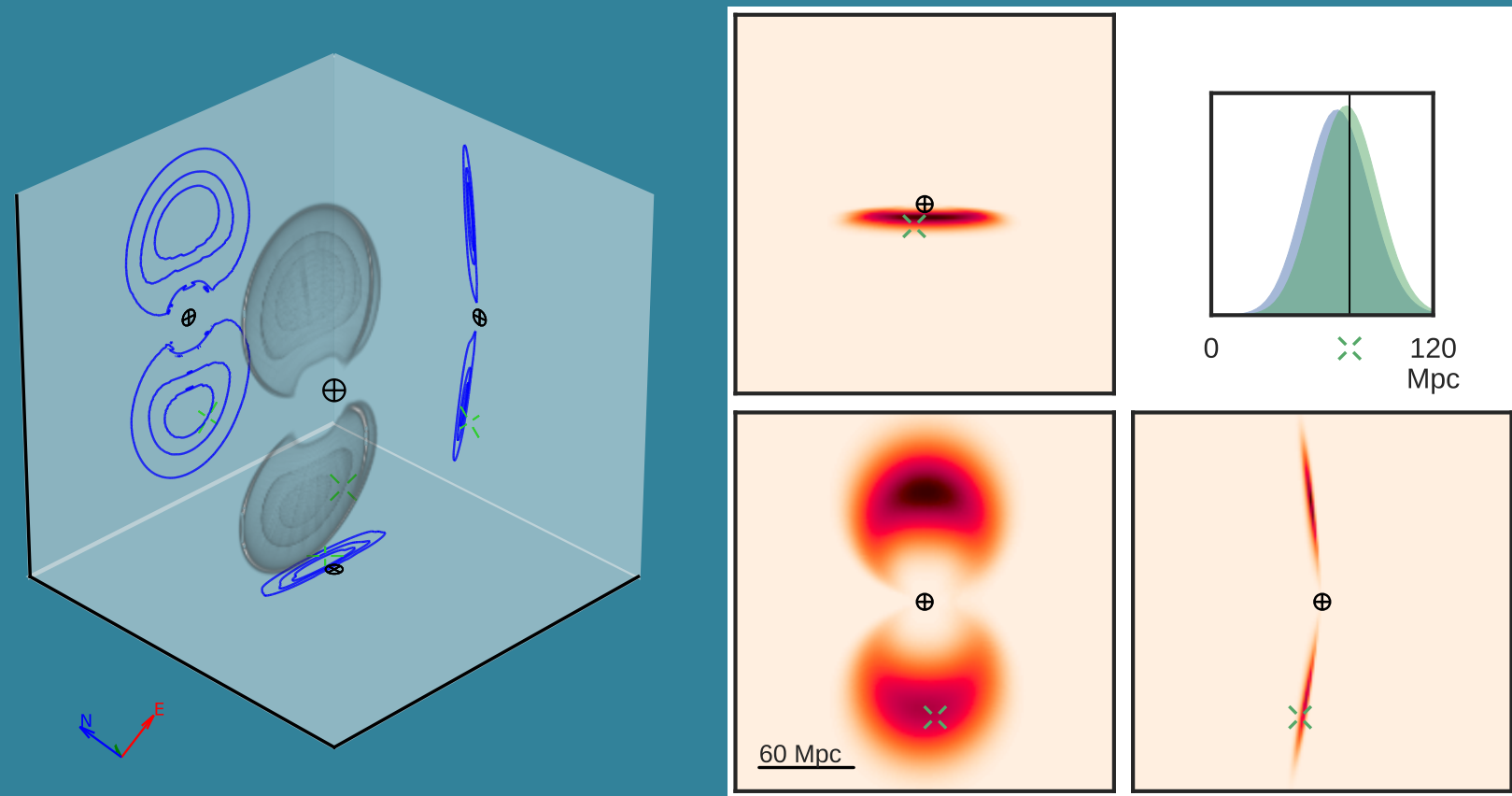
```
bayestar_plot_allsky bayestar.fits.gz \
```

```
-o bayestar.pdf \
```

```
--annotate \
```

```
--contour 50 90
```

output: bayestar.pdf



Plot a sky map in 3D using volume rendering

IMPORTANT: HIGHLY RECOMMENDED IF USING A SHARED WORKSTATION. Explicitly set the number of OpenMP threads instead of using all available cores.

Plot the sky map `bayestar.fits.gz`.

Optionally save the image to `bayestar3d.pdf`. If omitted, then display the image in a window (requires desktop environment, X11, or equivalent).

bayestar_plot_volume

```
export OMP_NUM_THREADS=4
```

```
bayestar_plot_volume bayestar.fits.gz \
```

```
-o bayestar3d.pdf
```

output: bayestar3d.pdf

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- <http://ligo.org/scientists/first2years/>
- <http://asd.gsfc.nasa.gov/Leo.Singer/going-the-distance/>