

The Dawn of Multi-Messenger Astronomy

G. Greco, E. Chassande-Mottin, M. Branchesi and
many others

ASTERICS DADI ESFRI Forum & Training Event 2,
Trieste

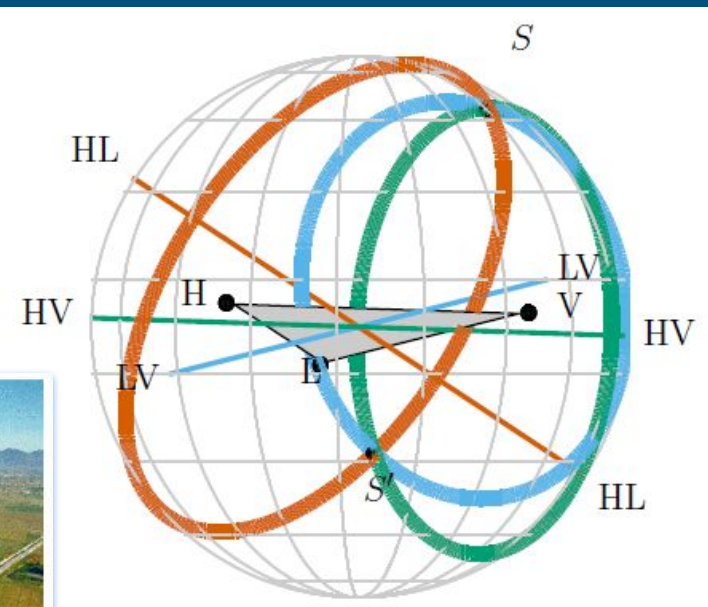
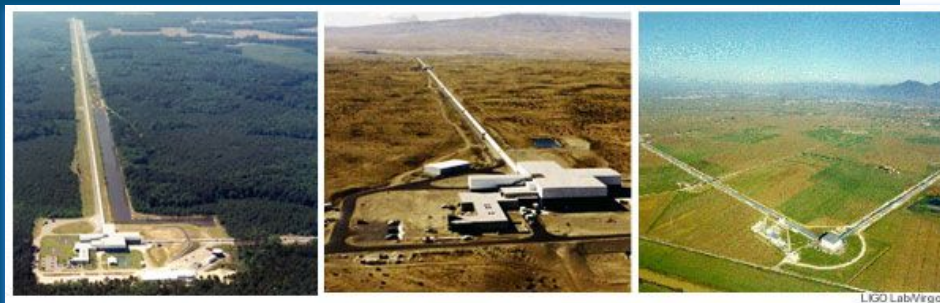
GW170814: A Three-Detector Observation of Gravitational Waves from a Binary Black Hole Coalescence

B. P. Abbott *et al.* (LIGO Scientific Collaboration and Virgo Collaboration)
Phys. Rev. Lett. **119**, 141101 – Published 6 October 2017

PhysICS See Focus story: [Three-Way Detection of Gravitational Waves](#)



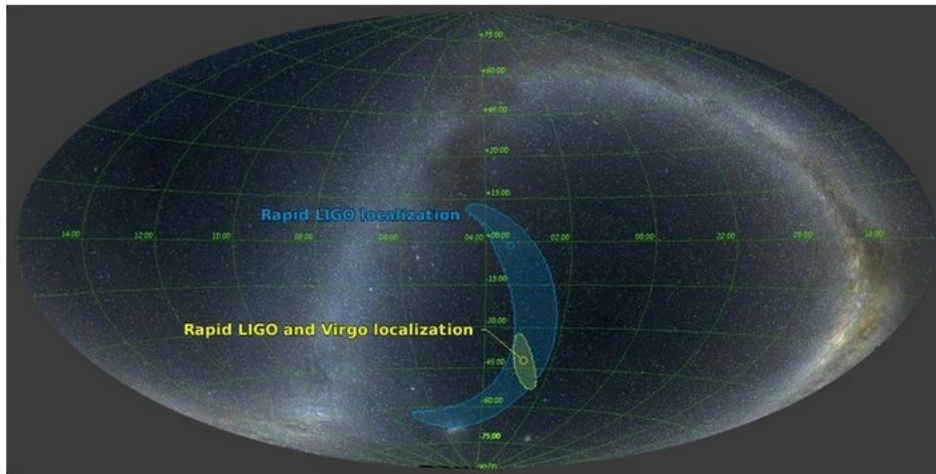
- Source localization using only timing for a two-site network yields an annulus on the sky (signal amplitude, spin, and precession effects resolve this to only parts of the annulus).
- For three detectors, the time delays restrict the source to two sky regions which are mirror images with respect to the plane passing through the three sites.



SCIENCE

New Gravitational Wave Detection From Colliding Black Holes

By DENNIS OVERBYE SEPT. 27, 2017



The LIGO and Virgo detectors in the United States and Europe identified gravitational waves emitted by the black holes 1.8 billion light years away. The location of the black holes in the night skies is shown above.

RELATED COVERAGE



Third Gravitational Wave Detection, From Black-Hole Merger 3 Billion Light Years Away JUNE 1, 2017

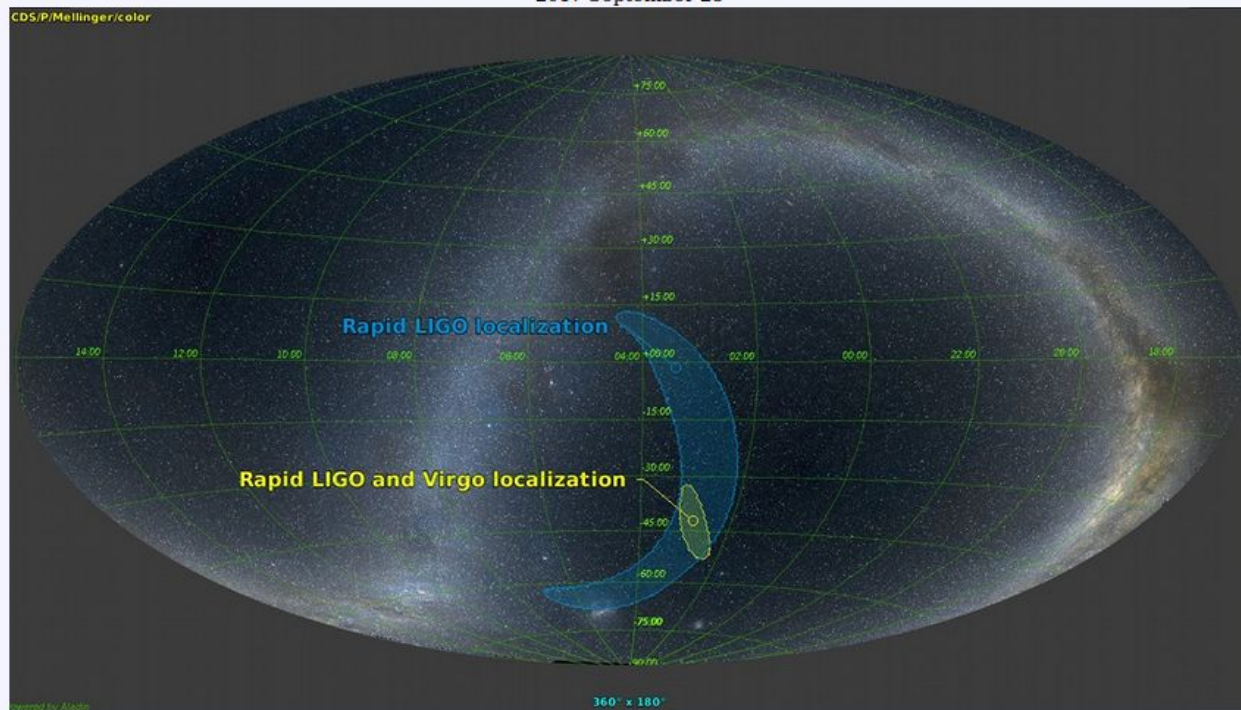
4
ARTICLES REMAINING
THIS MONTH



Astronomy Picture of the Day

[Discover the cosmos!](#) Each day a different image or photograph of our fascinating universe is featured, along with a brief explanation written by a professional astronomer.

2017 September 28



LIGO-Virgo GW170814 Skymap

Illustration Credit: [LIGO-Virgo](#) Collaboration - Optical Sky Data: A. Mellinger

Welcome to the era of multimessenger astronomy with a network of advanced interferometers!

<http://www.virgo-gw.eu/skymap.html>

GW170814 Interactive Skymap



Using the skymap

Click on the various options below to display information relating to each detection.

Detection	Sky localisation	Label	Pop-up info
GW170814 - L1/H1 only	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
GW170814 - L1/H1/V1	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
GW170814 - refined skymap	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
GW150914	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
GW151226	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
GW170104	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Backgrounds

If you want to see the extension of these sky regions through the constellations you can select an artistic background image ☐ **Constellations**.

You can also select various background images at different wavelengths, combining the electromagnetic data with the gravitational-wave information: ☒ **Mellinger** (default) ☐ WISE ☐ 2MASS ☐ DSS color ☐ XMM ☐ Fermi



For more information, please contact the Education and Public Outreach (EPO): outreachteam_at_ego-gw.it

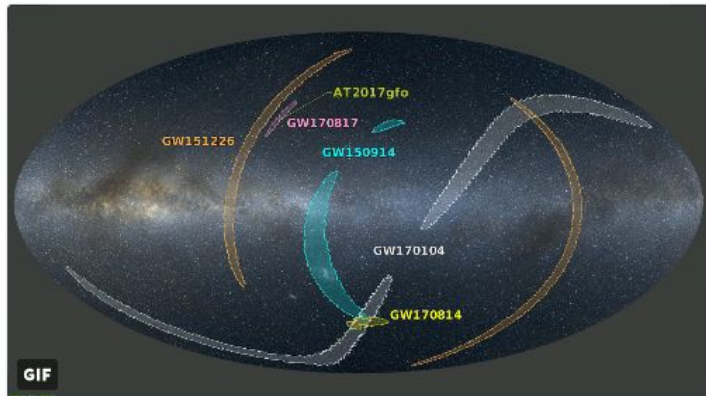


LIGO
@LIGO

Siguiendo

Watch how GW astronomy improves sky location of sources. @LIGO & @ego_virgo together point very well! #GW170814 #GW170817

Traducir del inglés



12:30 - 16 oct. 2017



Tweets

3.649

Siguiendo

165

Seguidores

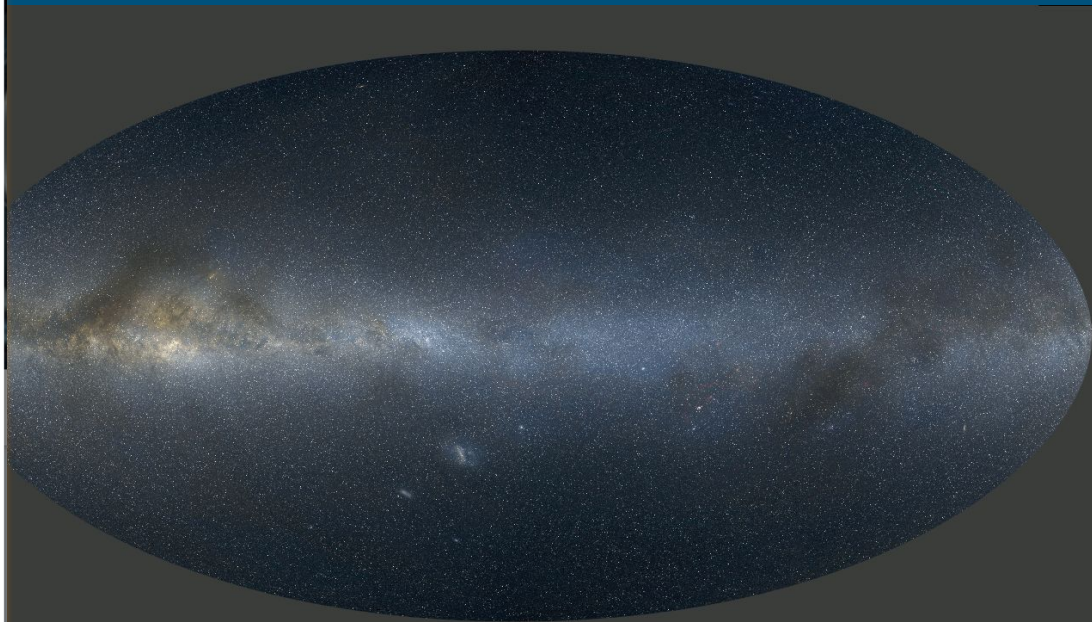
74 K

Me gusta

1.095

Listas

1

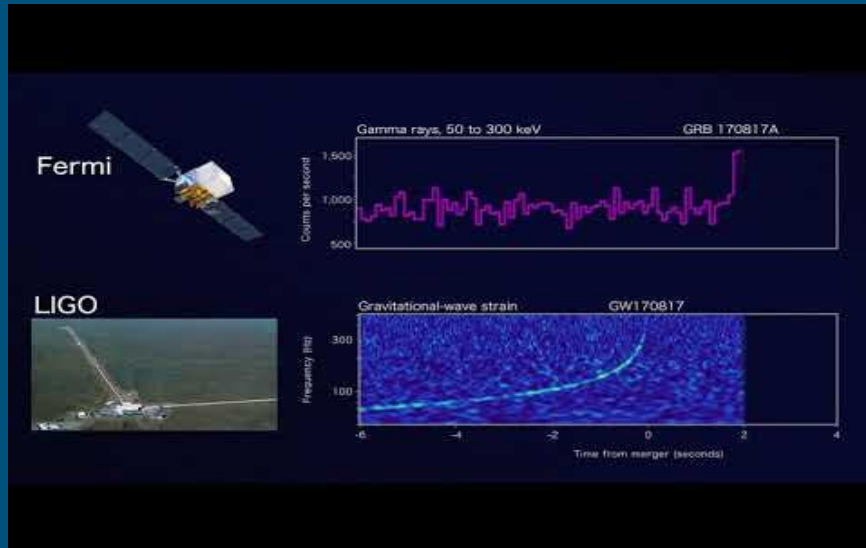


Powered by Aladin

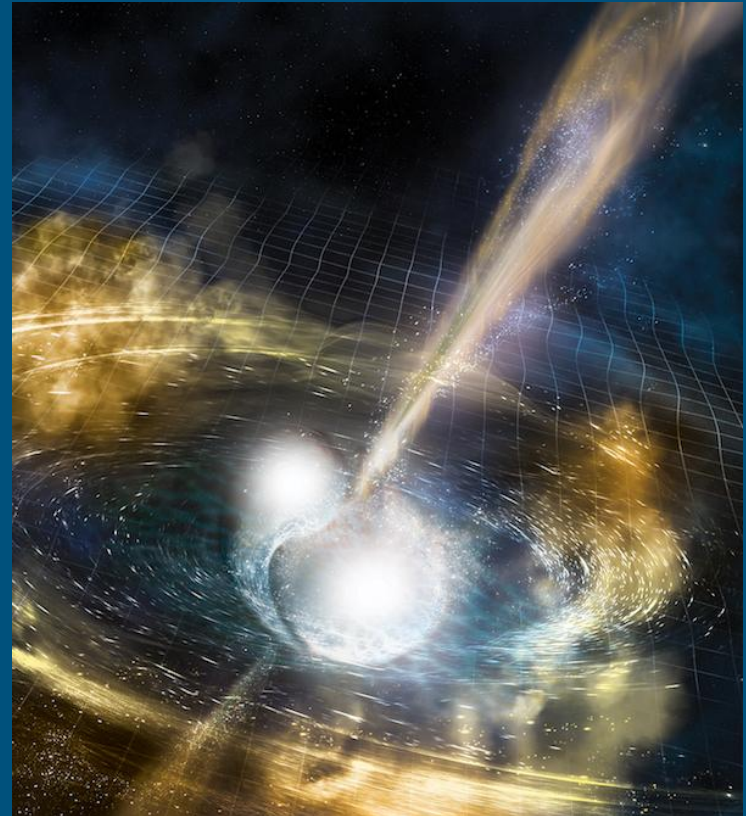
powered by Aladin

GW170817 - The first observation of gravitational-waves from a binary neutron star inspiral

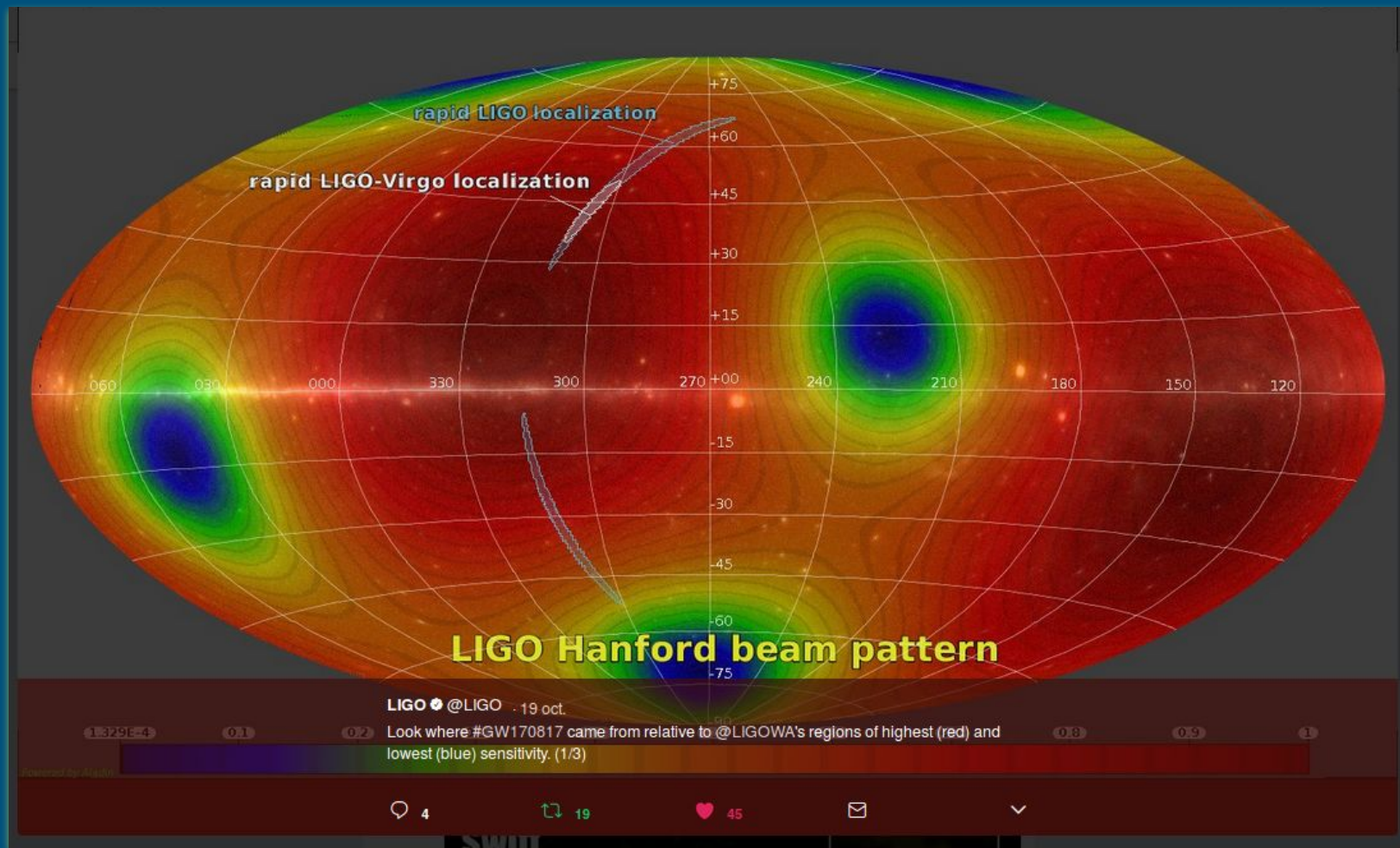
GW170817 marks a new era of multi-messenger astronomy, where the same event is observed by both gravitational waves and electromagnetic waves.



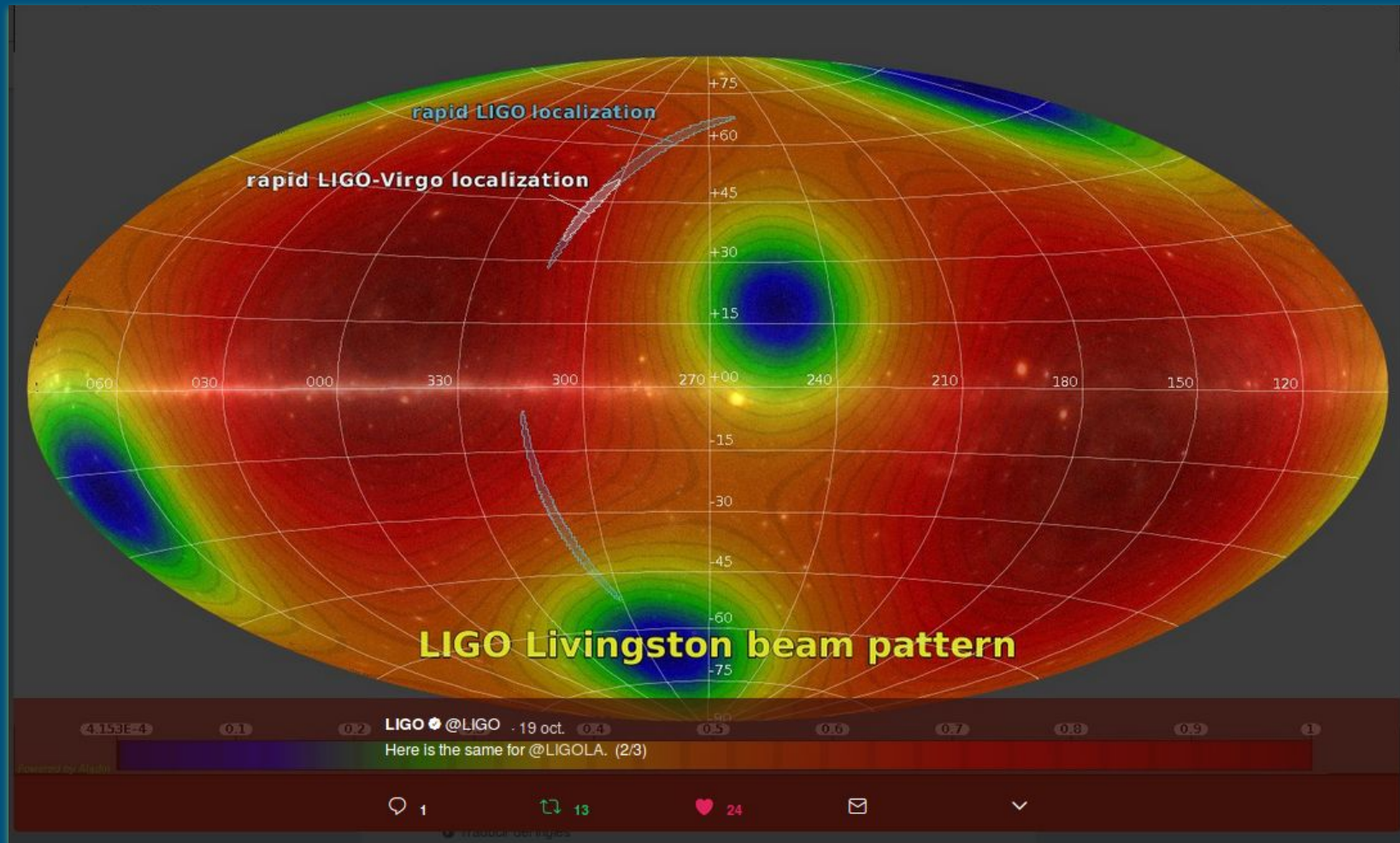
Credit: NASA GSFC & Caltech/MIT/LIGO Lab

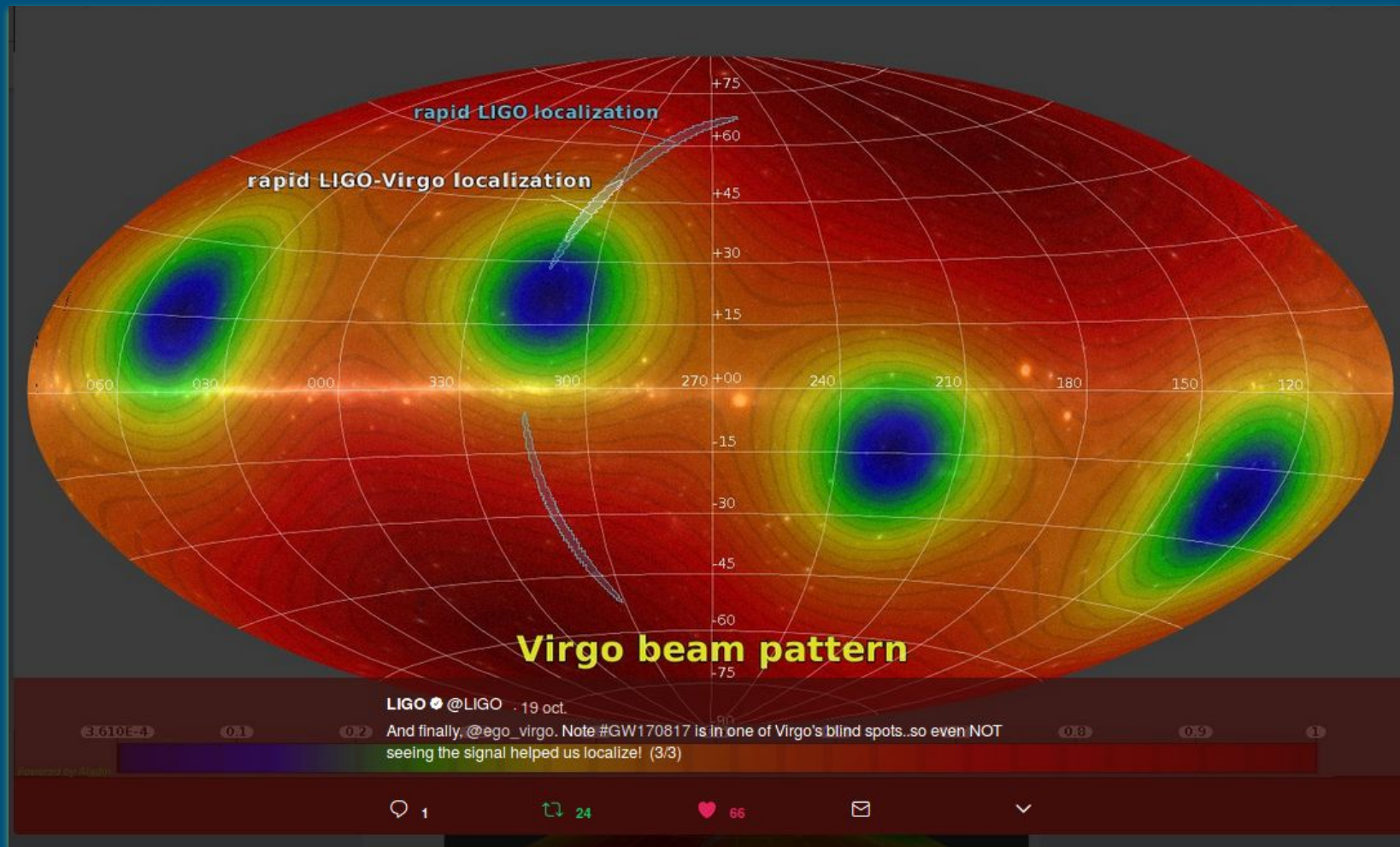


Credit: NSF/LIGO/Sonoma State University/A. Simonne

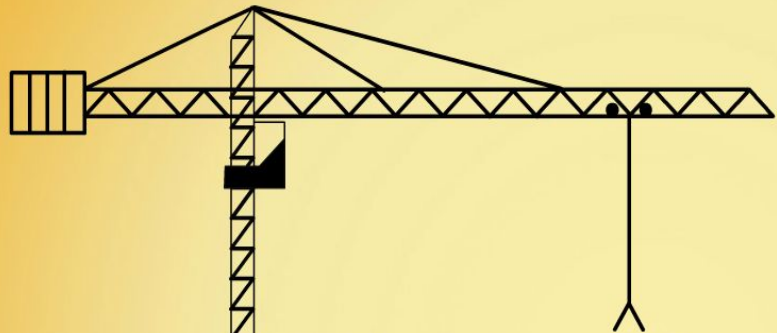


The sensitivity increases from blue to red



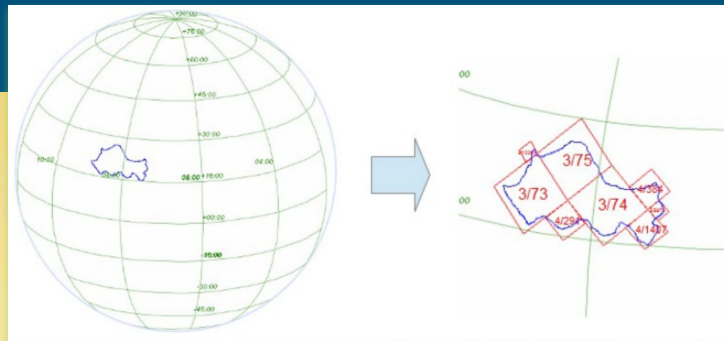
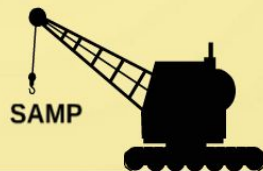


GWsky: basic algorithms

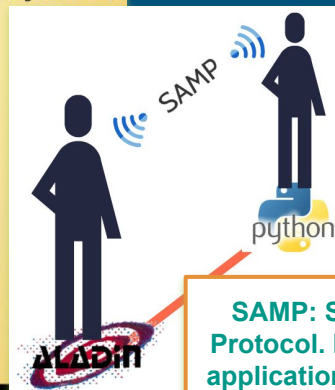


GWsky based on the external modules **astropy**, **astroquery**, **numpy**, **matplotlib**, **healpy**, **scipy**, and various Virtual Observatory (VO) tools such as **Aladin Sky Atlas**, **MOC**, **SAMP** and Instrument **Footprint Editor**.

The GUI has been completely written using the Tkinter module that is the standard Python interface to the Tk GUI.



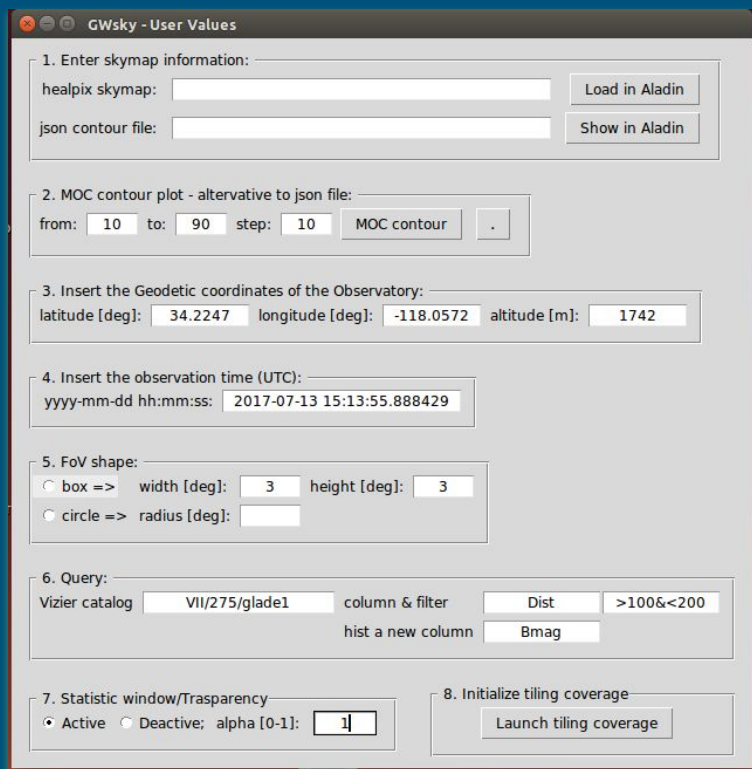
To map irregular and complex sky regions into hierarchically grouped predefined cells.
Based on the HEALPix tessellation algorithm
Gorski et. al 2005, ApJ 622, 759.



MOC, SAMP
and HiPS are
approved by
IVOA standards.

SAMP: Simple Application Messaging Protocol. It is a protocol for astronomical applications to collaborate (DS9, TopCat).

GWsky: basic architecture



GWsky - User Values

1. Enter skymap information:

healpix skymap: Load in Aladin

json contour file: Show in Aladin

2. MOC contour plot - alternative to json file:

from: 10 to: 90 step: 10 MOC contour

3. Insert the Geodetic coordinates of the Observatory:

latitude [deg]: 34.2247 longitude [deg]: -118.0572 altitude [m]: 1742

4. Insert the observation time (UTC):

yyyy-mm-dd hh:mm:ss: 2017-07-13 15:13:55.888429

5. FoV shape:

☐ box => width [deg]: 3 height [deg]: 3

☐ circle => radius [deg]:

6. Query:

Vizier catalog VII/275/glade1 column & filter Dist >100<200

hist a new column Bmag

7. Statistic window/Transparency

☒ Active ☐ Deactive; alpha [0-1]: 1

8. Initialize tiling coverage



UserValues generates the initialization files getting inputs from an user.

Coverage opens a small window placed on top of the Aladin Sky Atlas.

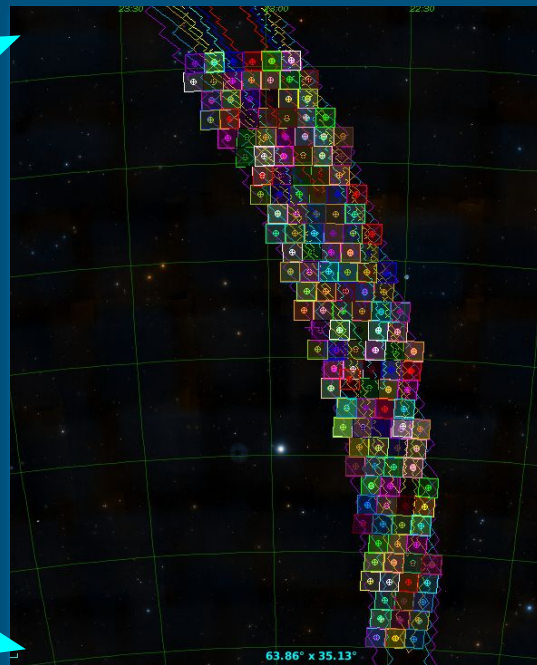
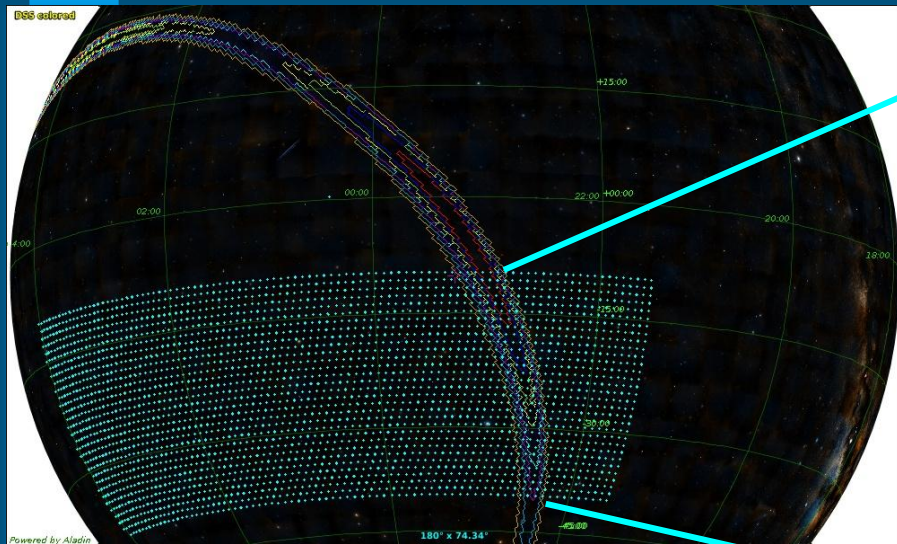
The Aladin plans are collected in specific **Folders**.

GWsky@work

- Contour plot generation
- Skymap Tiling
- Source localization
- Observability
- Reference image

GWsky: *intersection with VST surveys*

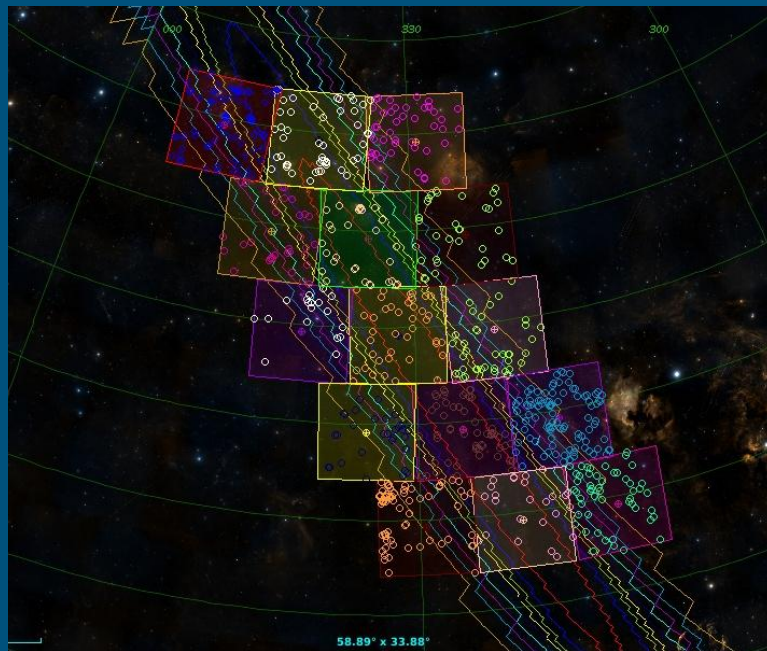
Filtering reference images for image subtraction



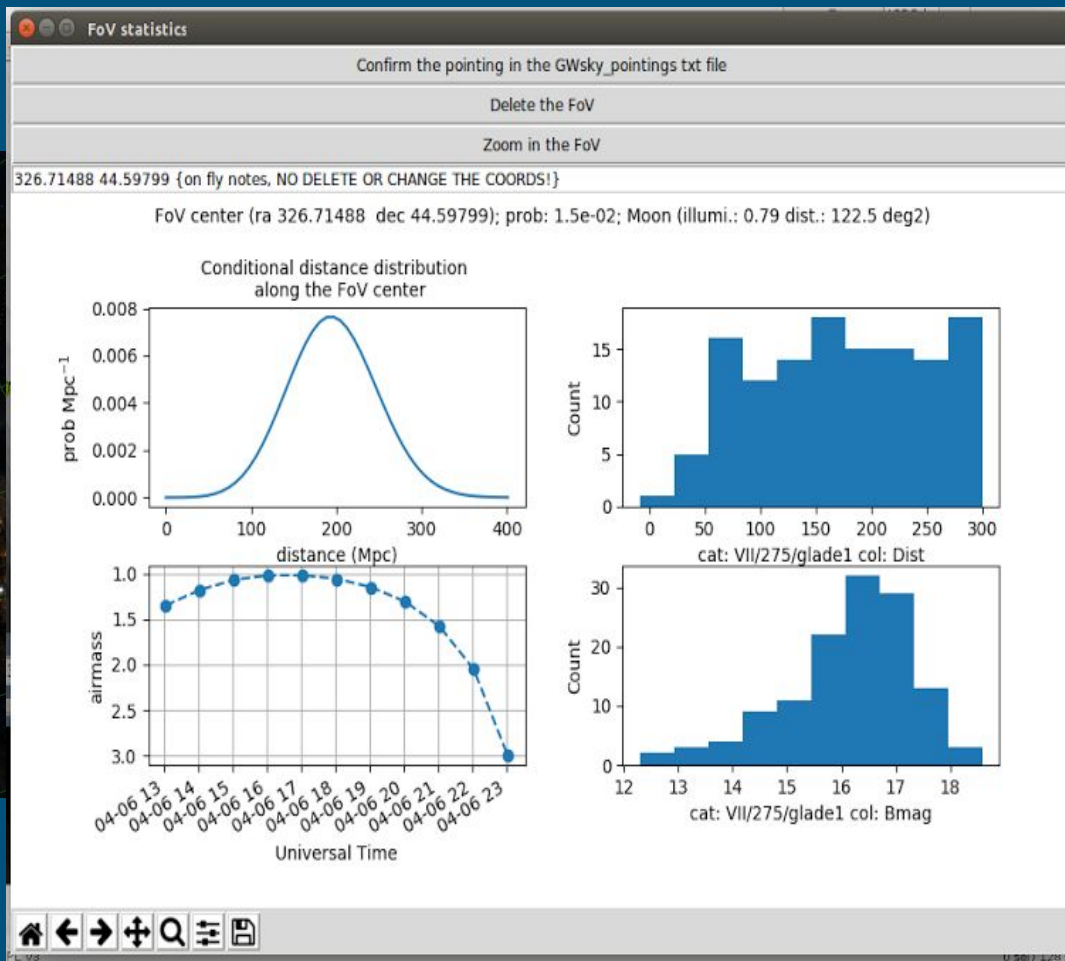
MOC intersection

It shows the footprints of the archival VST data over the MOC contours of a probability skymap.

GWsky: *tiling*



Each Field of View is accompanied by descriptive statistics to manage the sequence of pointings.



Tiling@work

GWsky - User Values

5. FoV shape:

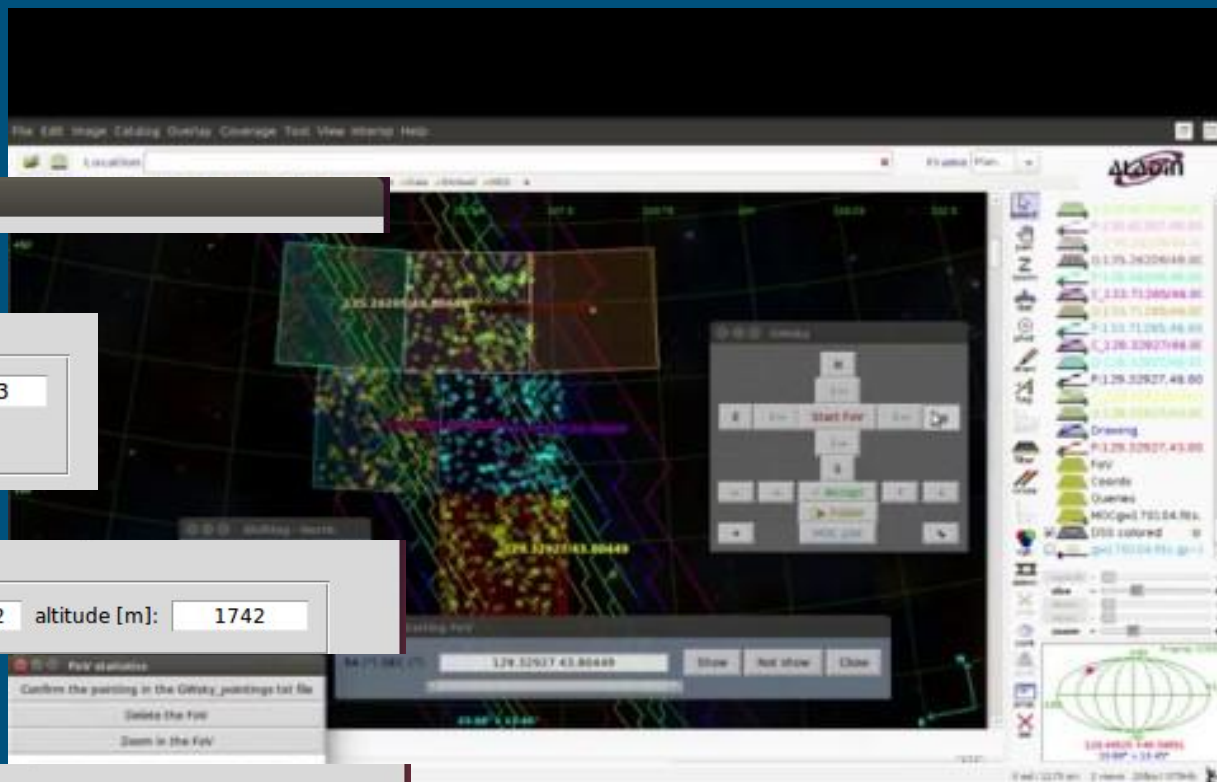
☐ box => width [deg]: 3 height [deg]: 3
☐ circle => radius [deg]:

3. Insert the Geodetic coordinates of the Observatory:

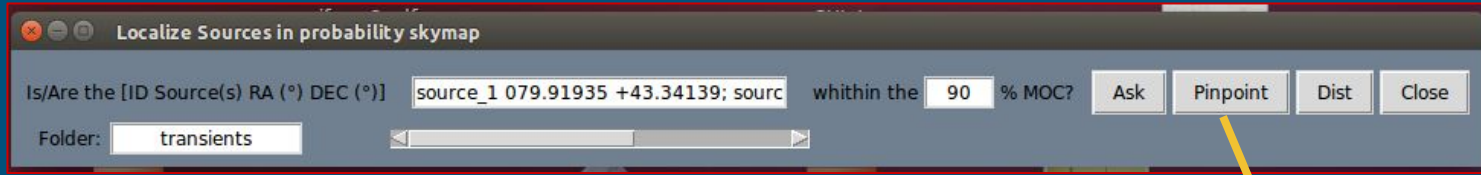
latitude [deg]: 34.2247 longitude [deg]: -118.0572 altitude [m]: 1742

6. Query:

Vizier catalog VII/275/glade1 column & filter Dist >100&<200
hist a new column Bmag

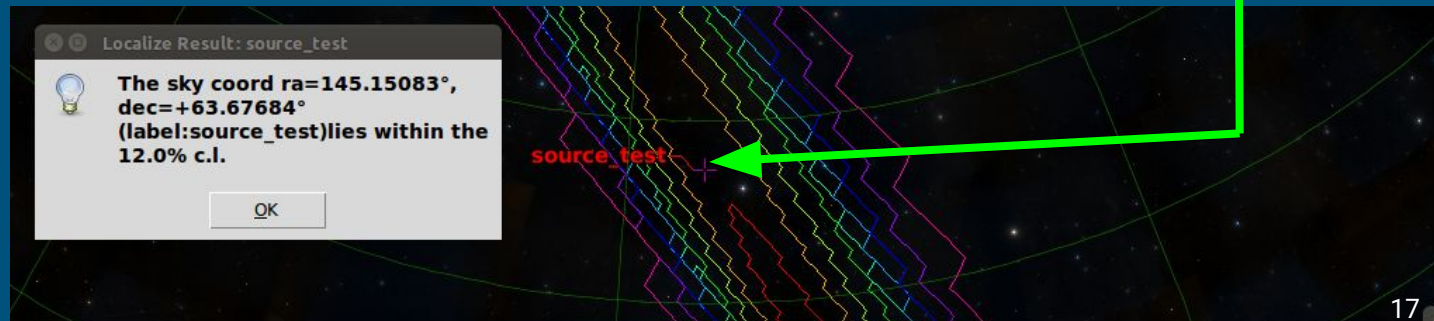
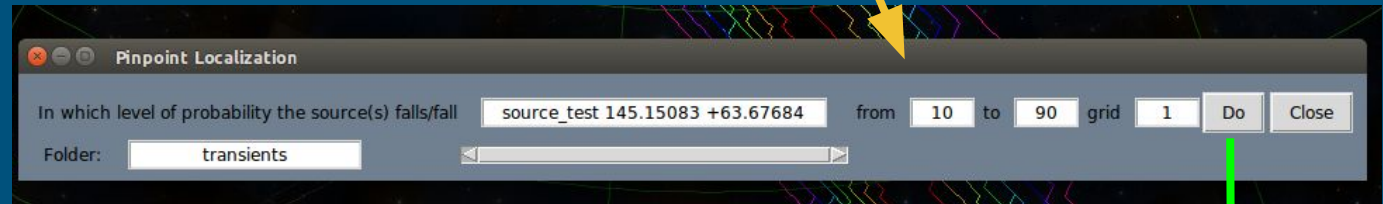


Determining in which level of probability the source falls



LocalizeSource is designed to determine in which level of probability a source is localized.

The localization accuracy is improved with increasing the resolution (grid label).

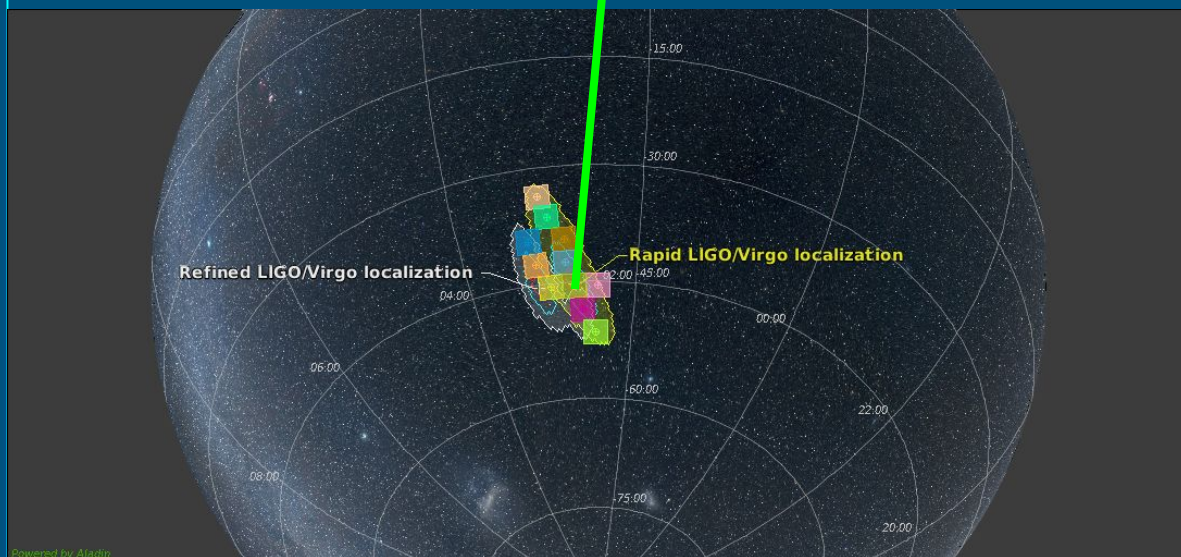


Future developments (I)

A function to convert a XML FoV in a MOC

- **fast computation of the integrated probability even in overlapping observations**

From FoV footprints to MOC



The pointing sequence is taken from [GCN 21498](#) and [GRAWITA](#) paper in preparation

Future developments (II)

sampjs application

GWsky on line

- **A dedicated web page to communicate with a local Aladin/TOPCAT application incorporating the main features of GWsky.**

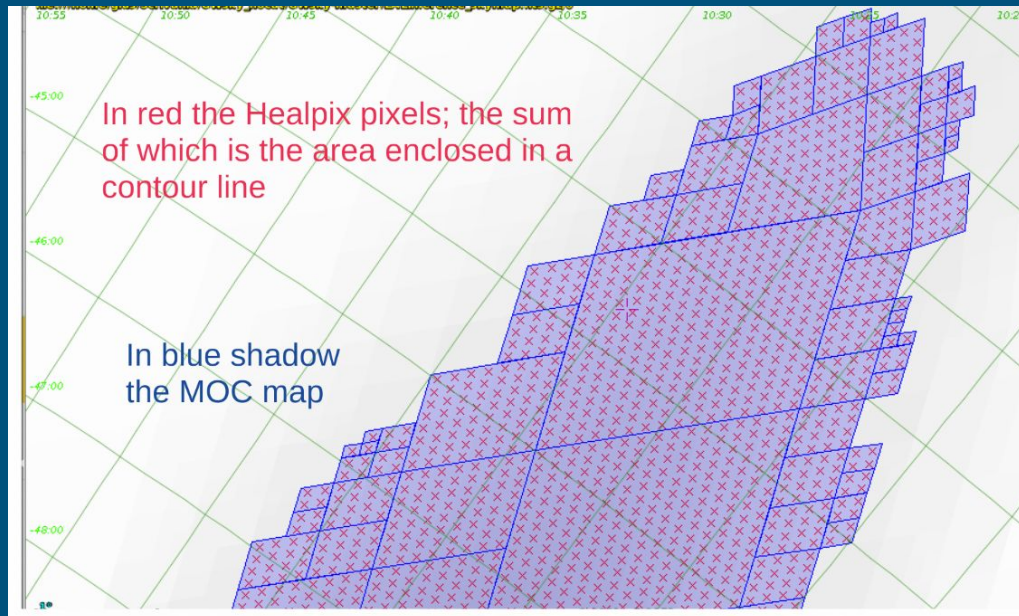


- ❖ *sampjs is a small JavaScript library for using the SAMP Web Profile from within web pages - <http://astrojs.github.io/sampjs/>*

Main developers: S. Zorba, L. Rei and G. Greco

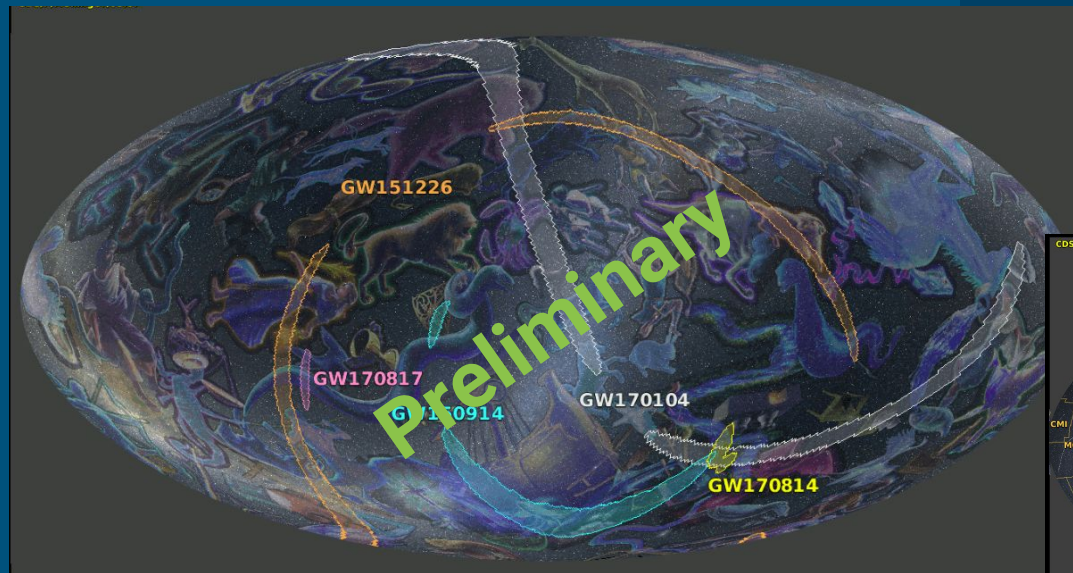
ISSUE

- I. The actual resolution of a sky localization map is too large (NSIDE=2048) for running the MOC in a normal pc!
 - A. You need to sort the values in order to scan the higher elements. If your memory cannot contain all your values, the sort can not be done easily and the time of computation explodes.

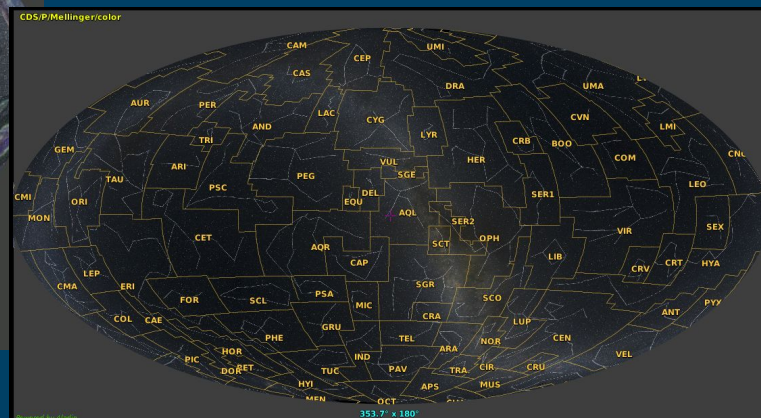


Need to develop a new algorithm!

An interactive game: which constellations a GW skymap crosses?



- Users should choose from a set of constellations which are crossed by a selected skymap.
- Using Aladin Lite and EXELEARNING application.
- Extraction of the boundary constellation as MOC/polygon plane to show interactively the answer.



Thanks