

From the Telescope to the Collaboratory

Processing GBT Data

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Introduction

Your job in the Pulsar Search Collaboratory will be to analyze **prepfold** plots and determine if they show evidence for a new pulsar. *Searching for and Identifying Pulsars* is a guide to teach you how to do just that. However, it is also important to understand how the **prepfold** plots are created, and how one makes them from data collected by the telescope, and that is the purpose of this guide. With this information in hand you will be better able to understand the information on a **prepfold** plot. Quite a bit goes on “under the hood” that you might not otherwise be aware of, and each step is crucial when searching for new pulsars.

Throughout this guide I will reintroduce ideas covered in *Searching for and Identifying Pulsars*, so it would be good to read that first. However, for clarity I will reiterate and expand on the necessary concepts from that guide. The idea is not to memorize every detail of the data analysis, but rather to gain a broad sense of what is done. Having this global picture will make you a better astronomer.

There are eight main steps that go into finding a new pulsar:

1. Make observations using the GBT and record the **raw data**
2. Convert these raw data into a more useful format that tells us the power collected by the telescope
3. Search for RFI in the data and make sure that it is ignored during further analysis
4. **De-disperse** the data and convert it into a **time series**
5. Fourier transform the time series
6. Look for and remove RFI yet again

7. Search the **Fourier spectrum** for candidate pulsars
8. Fold these candidates and create the **prepfold** plots that you will look at

Let’s go through each step one at a time to understand what is going on.

Step 1: Making the Observations

Recall that radio waves are a form of light, just like the visible light that you see with your eyes, and although we aren’t used to thinking of radio waves in this way, they can be reflected and focused just like visible light. Most modern visible light telescopes (more often called **optical telescopes**) do this by using mirrors. The GBT uses a sort of “radio mirror”—the white surface of the GBT dish reflects and focuses radio waves. The dish has the shape of a parabola (think $y = x^2$) because any thing traveling parallel to the axis of the parabola (the y -axis on a graph) is brought to the focus when it is reflected. In an optical telescope, the light would be detected using a CCD (the same device used in a digital camera). Radio waves are detected using a different technique. The waves are focused to a **receiver** where they actually create a small electrical signal. The raw voltage from this oscillating signal is processed to amplify it and convert it to a more convenient frequency using electronic circuits.

Computers don’t work with voltages, which are an analog signal. Instead, computers work with digital signals. So the raw voltage from the telescope is **digitized**. This process records the power collected as a discrete value. This means that we could record the power as, say, a 1 or a 2, but not a 1.5. You can think of digitization as turning a gently sloping hill into a set of steps. On the hill, you can stand anywhere you want, and so be at any elevation. On the steps, though, you cannot float in between two steps, so there are only certain elevations you can stand on.

If we use 8-bit digitization, then we can record $2^8 = 256$ values (analogous to having 256 steps). 16-bit digitization gives us $2^{16} = 65,536$ values to work with (like having 65,536 steps). 1-bit digitization gives us $2^1 = 2$ values to work with. This is like saying that you are either standing on the top of the hill, or at the bottom. There are no in-betweens.

This digitized signal is what is actually stored as raw telescope data. For the pulsar observations that we are concerned with, the raw data are created using a special pulsar instrument called the Spigot. The Spigot creates a lot of data—a one minute observation will create a file almost 1.5 gigabytes in size! A one hour observation will completely fill up the hard drive of many people’s home computer. The next step is to convert the raw data into a more

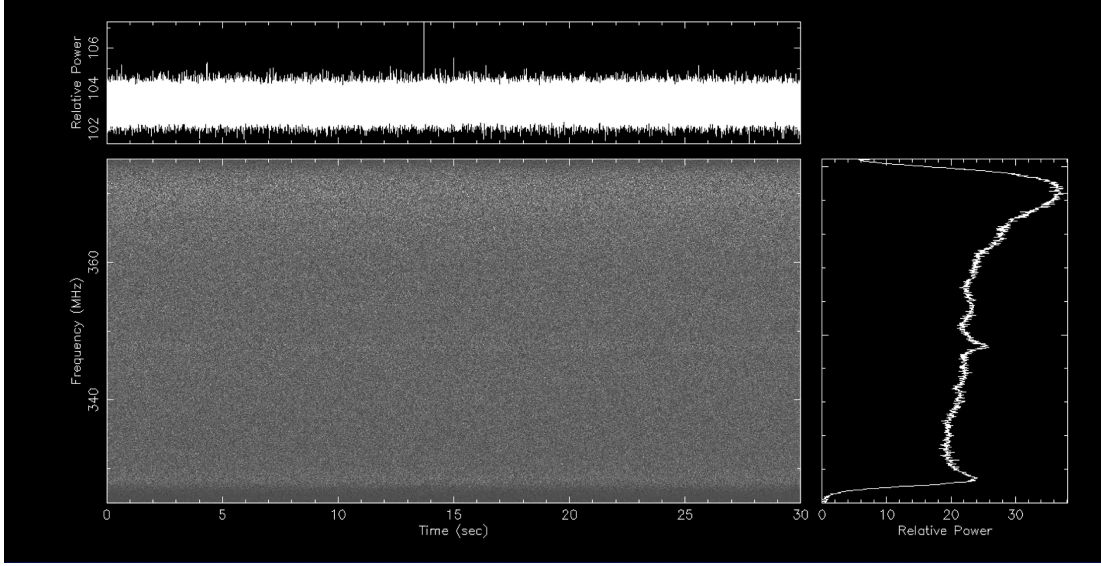


Fig. 1.— A graphical representation of a filterbank file. The gray-scale image in the center is the filterbank file itself, with dark gray representing low power and white representing high power. The time since the start of the observation is on the x -axis and the observing frequency is on the y -axis. Each gray-scale point represents the power collected during 0.00008192 seconds of observing time and over a frequency channel that is 0.05 MHz wide. The top panel is the time series and shows the power collected as a function of time. The right panel is known as the bandpass and it represents the power collected as a function of frequency. The time series and the bandpass are made by *summing* the gray-scale plot along either the y - or x -axes, respectively. In other words, the time series is made by adding the power over all frequencies and the bandpass is made by adding up the power over all times. Look carefully at the gray-scale plot—do you see any noticeable features running horizontally? Can you match these up with features in the bandpass? Based on the appearance of the time series, do you expect to see any features running vertically in the gray-scale? Why or why not?

useful format.

Step 2: Filterbanking the Raw Data

Pulsar astronomers are interested in how much power was collected by the telescope. But we want to know *when* the power was collected, and at which *frequencies*. The raw data contain this information, but in a format which is not as useful. So the data is converted into another format through a process called **filterbanking**. Data collected with the GBT and the Spigot are filterbanked using computer programs. The resulting data are called

filterbank files, or often just fil files. The data that go into creating the `prepfold` plots that you look at contain the power collected by the GBT in time intervals of 0.00008192 seconds, and in observing frequency channels of 0.02 MHz. Figure 1 is a graphical representation of a filterbank file. Looking at it closely should help you to better understand the form of our data.

Once the data have been filterbanked, we can proceed to the next step, which is finding and removing RFI from our analysis.

Step 3: Finding RFI

Radio frequency interference, or RFI, can be a big problem for radio astronomers. Just like optical astronomers can’t observe where there is too much light pollution, radio astronomers need to go somewhere where the radio sky is “dark”. Because Green Bank is in the National Radio Quiet Zone, there is usually very little RFI. But it is impossible to get rid of all sources of RFI, so before we search our data for pulsars, we try identify as much of it as possible. In *Searching for and Identifying Pulsars* we talked about how to recognize RFI in `prepfold` plots, but it would be far too time consuming to look for all sources of RFI this way. Instead, computer programs try to identify RFI automatically by looking at the statistics of the data.

The first step is to compute the average¹ power of the data. We do this by de-dispersing at a dispersion measure of zero and then adding up all of the individual frequency channels. We will discuss de-dispersion in the next section, but for now all you need to know is that this ensures that any signals we see in the data are coming from the Earth, and not space. The result of the de-dispersion is a measure of power as a function of time. Once the average is computed, we look for any time intervals that had a power level that was significantly higher than the average. If this is the case, we remove those time intervals from further analysis. This is known as clipping, because we essentially cut off any extremely high power levels.

In the previous step, we looked at the average value of the data over the course of the whole observation and added up the power from all frequencies. In the next step we compute the average for only small intervals of the data in both time and frequency. This step is best illustrated with an example. Suppose that we calculate the average power of all frequency channels for the first two seconds of our observation. We then compare this average to the actual power in each individual frequency channel during that first two seconds. If the power

¹For those familiar with statistics, we calculate the median instead of the mean, because the median will not be skewed as much by RFI.

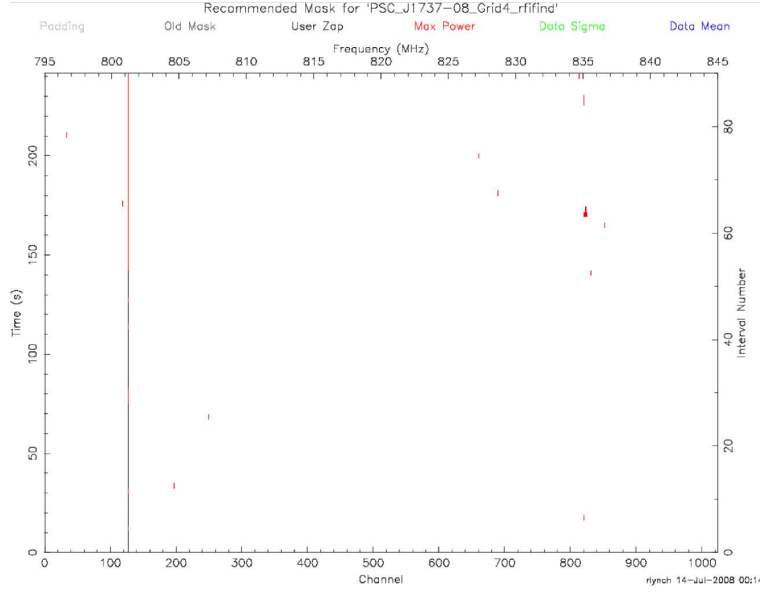


Fig. 2.— A graphical representation of an RFI mask. The observing frequency is on the x -axis and the time since the start of the observation is on the y -axis. We typically split the observation up into chunks about 2 seconds long, and these intervals are each given a number, which can be seen on the right side. Any part of the data in black, red, green, or blue has been masked out. The colors represent the specific problem with the data that caused it to be masked. Black means that the user specified that the data be masked, or that a particular interval or frequency channel was too contaminated. Red means that the total power in the part of the data was too high, green means the data showed an abnormal standard deviation, and blue means the average of that data was abnormally high.

in a channel is much higher than the average, this channel is removed from analysis.

Next, we find the average of a single frequency channel during the whole course of our observation. This might be the channel corresponding to a frequency of 350 MHz. We then look at each two second interval of the observation at that frequency. If the power in any interval is significantly higher than the average, we remove it from analysis.

A similar technique is also used, but instead of calculating the average power and using that as a criteria for identifying RFI, we instead use the standard deviation of the data. But the overall technique is very similar.

There is one last step to do. If a single time interval or frequency channel is very contaminated with RFI, we will completely remove it from analysis, even if our program didn't find RFI in every frequency channel or every time interval. Typically, we remove anything more than 70% contaminated. The reasoning is that these intervals and channels probably are useless,

even if some of the RFI was just a little too weak to be identified.

When all is said and done, we are left with an RFI “mask”. This mask is used by other programs to identify which time intervals and which frequency channels to ignore from analysis. Figure 2 is a graphical representation of one such mask.

The next step is to de-disperse the data.

Step 4: De-dispersion

In order to find new pulsars, we must look for periodic signals in our data. A key to finding the periodic signals is that they appear to be brief. If a pulsar beamed radio waves in our direction during 100% of its rotation, it wouldn’t really like a pulse. Instead, it would look like a constant stream of power, like a light bulb that is left on. Because pulsar signals are so weak, this wouldn’t seem very interesting—it would just appear as a slight increase in the background level of radio waves. Luckily, pulsar pulses are only visible for a small fraction of their rotation (typically a few percent). But there are effects that can cause the duration of the pulses to appear longer. If these effects are severe, the narrow pulse can be spread out too much to be detected. The principal culprit behind this broadening of the pulse is called dispersion, and its effect is called dispersion smearing.

Dispersive smearing is caused by electrons in space. While space is very nearly empty, it isn’t completely empty. One of the things that we find in space are electrons which aren’t bound to any atom. These so-called free electrons can cause radio waves to slow down. How much the radio waves slow down depends on their frequency, with lower frequencies being slowed down more than higher frequencies. Since we observe pulsars over a range of frequencies, typically 10s–100s of MHz, we are simultaneously collecting signal from the pulsar at both lower and higher frequencies. Dispersion causes the low frequency pulsar signal to arrive at Earth *after* the high frequency pulsar signal. If we were to naively add up the power at all frequencies, the pulse would be spread out, possibly by too much to be detectable.

Luckily, we know how to remove the effects of dispersion *if we know the **dispersion measure***, or DM. The dispersion measure is a way of describing how many electrons lie between the pulsar and Earth. The more electrons there are, the higher the DM and hence the worse the dispersion smearing. Consequently, a DM of zero tells us that the signal traveled through no electrons on its way to Earth. But that is impossible for a real pulsar, which lies many light years away and *must* encounter some electrons. The only explanation is that the signal itself originated from the Earth; that is, the signal is actually RFI. This is useful because any signals we see a DM of zero must be RFI (see the above explanation of RFI removal).

The process of removing the effects of dispersion smearing is called de-dispersion.

But now we run into a conundrum. We have absolutely no way of knowing what a pulsar’s dispersion measure will be without detecting the pulsar first, but we can’t detect the pulsar unless we de-disperse at the appropriate DM! Our only option is to de-disperse at as many reasonable values of the dispersion measure as we can. That is, we simply guess and see if any pulsars show up.

The actual process of de-dispersion involves applying a time shift to the signal at some given frequency. The amount of time shift is easy to calculate:

$$\Delta t = 4.15 \times 10^6 \text{ ms} \times \left(\frac{1}{f_{\text{ref}}^2} - \frac{1}{f_{\text{chan}}^2} \right) \times \text{DM} \quad (1)$$

where f_{ref} is some reference frequency (such as the highest frequency we observe), f_{chan} is the frequency of the channel we are de-dispersing, and DM is the dispersion measure. Frequencies are measured in MHz and DM has units of parsecs per centimeter cubed (pc cm^{-3}). A parsec is a unit of distance equal to about 3 light years. Let’s take a look at an example to illustrate how to use this equation. Suppose we observe a pulsar at a high frequency of 375 MHz and a low frequency of 325 MHz. Also, let’s assume we know the dispersion measure is 20 pc cm^{-3} . In order to make sure that any pulses arrive at the same time, we have to shift the signal in the lowest channel by

$$\begin{aligned} \Delta t &= 4.15 \times 10^6 \text{ ms} \times \left(\frac{1}{375^2} - \frac{1}{325^2} \right) \times 20 \\ &= -195 \text{ ms} \end{aligned}$$

If we don’t remove it, this much dispersion smearing would make it impossible to detect the millisecond pulsars (MSPs) that we are most interested in, with periods of a few to tens of milliseconds.

Once we have de-dispersed our data at our trial DM, we then add up the power in all the frequency channels. We are left with the power collected by the telescope as a function of time. This is known as the time series.

One last thing—even using this technique, it is impossible to completely remove the effects of dispersion smearing. This is because there will still be smearing *within a frequency channel*. There are methods to completely remove the effects of dispersion, but they are more complex and don’t concern us right now. Luckily, because the bandwidth of an individual channel is fairly small, the amount of dispersion smearing is much smaller than in the above example. But for very high dispersion measures, this can still cause a problem when trying to detect very fast pulsars.

Now that we have created the time series, our next step is to Fourier transform the data.

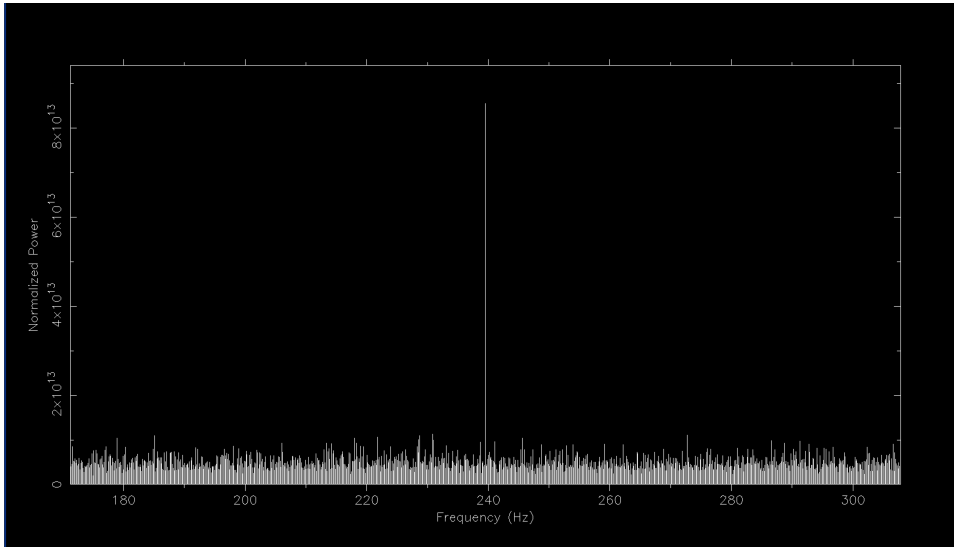


Fig. 3.— This is the FFT of data taken with the GBT as part of the Pulsar Search Collaboratory. The x -axis is Fourier frequency and the y -axis is power. The spike you see is an actual pulsar. From this plot, can you estimate the period of this pulsar?

Step 5: The Fast Fourier Transform

As described in *Searching for and Identifying Pulsars*, an individual pulse is almost always too weak to detect in the time series. We need a way of finding very weak periodic signals in our data. There is a mathematical operation from calculus that is perfect for this task. It is known as the Fourier transform, and its application is called Fourier analysis. Fourier analysis is a broad and sometimes complex field, so we won’t go into any details here. What you should know is that the Fourier transform changes the time series so that it represents power collected at some **Fourier frequency**. This Fourier frequency is different than the frequency of the radio waves that we observe. The Fourier frequency describes the rate at which something repeats in our data set. If the periodic signal from a pulsar exists in our data, then there will be a significant amount of power at a Fourier frequency of $1/P$, where P is the spin period of the pulsar.

Computing the Fourier transform of a set of data is a well known problem in computing, because the Fourier transform is very important to many fields of study. The most common method used is called the “Fast Fourier Transform”, or the FFT. For this reason, we often say that we are “FFTING” our time series, or creating an FFT from it. Once we have created an FFT from our time series, we usually look for RFI once again.

Figure 3 is a graphical representation of the **Fourier Spectrum**. The spike you see in the

figure is in fact a real MSP discovered in data that you will be looking at! This stuff actually works!

Step 6: Identifying RFI...Again

Although we have programs that can identify most sources of RFI, some will inevitably slip through. For this reason, we usually create an FFT of a time series that has a dispersion measure of zero. Recall that anything with a DM of zero must be man-made RFI. We can then examine this FFT and look for strong signals. One very common signal that we see is at a Fourier frequency of 60 Hz. This corresponds to some source of radio waves that repeats itself 60 times a second. Those of you familiar with electronics will know that this is exactly the frequency of the alternating current that supplies power to our homes and businesses. The RFI at 60 Hz is therefore produced by the power lines that carry electricity. When we see this type of signal in our FFT, we can explicitly ignore it during further analysis. In this way we eliminate more potential sources of RFI.

Now that we have removed RFI to the best of our ability, we are ready to search our data for pulsars.

Step 7: Searching the Fourier Spectrum

Searching for pulsars is, in principle, a simple task. Once we de-disperse our data at some trial DM and take the FFT, we simply need to search the Fourier spectrum for signals with lots of power. If we find such a signal, we record information about it in a list of candidate pulsars. Of course, since we don't know the DM of the pulsars ahead of time, we must try very many different dispersion measures. Furthermore, our FFTs are often very large, containing millions of individual Fourier frequencies that need to be checked. Still, modern computers are efficient at searching for pulsars. All that is needed is time.

There is one other effect that needs to be taken into account, though. Our description of Fourier analysis so far has made an unspoken assumption that the period of the pulsar we are trying to detect is *constant throughout the observation*. Imagine, though, that something causes the pulsar to change period. At the beginning of the observation it might have a period of 2.17436 ms, and at the end it may have a period of 2.17440 ms. During this time, the period changes slowly between these two values. When we take the FFT of the time series, the power will be spread out between the two Fourier frequency of $1/(2.17436 \text{ ms}) = 459.90 \text{ Hz}$ and $1/(2.17440 \text{ ms}) = 459.89 \text{ Hz}$. A pretty small change, to be sure, but enough to make it

difficult to detect such a pulsar. The reason is that a perfectly period signal, with a constant period, will usually have its power spread over a few thousandths of a Hz, and often much less (the smallest component of Fourier frequency we can resolve is $1/T$, where T is the total observation time). A shift of even 0.01 Hz is enough to spread the power out so much that it is difficult to detect a pulsar unless it is very bright. It would be like taking a very steep pile of dirt and spreading it out over a much larger area. Soon, you can't even tell that there was a pile there to begin with.

So what exactly would cause a pulsar's period to change? Well the rotation rate of all pulsars is slowing down because the pulsar is simply losing energy. However, this is usually too small an effect to be important for detecting pulsars. There is another, more important effect that arises any time the pulsar is accelerating with respect to the telescope used to observe it. This acceleration causes a Doppler shift, the same thing that causes an ambulance siren to have a higher pitch when traveling towards you and a lower pitch when traveling away. Suppose a pulsar is accelerating away from our telescope. It sends out a pulse, which must travel through space. However, when the next pulse is sent out, the pulsar is further away. The pulse must travel a little bit further to reach the Earth, and the extra time it takes make it *seem* like the period is longer than it actually is. If the pulsar is accelerating, then the time between the arrival of successive pulses seems to get longer and longer, and the period seems to slow down. The opposite happens if the pulsar is accelerating towards the Earth—the period seems to speed up.

Because the Earth rotates around its axis and revolves around the Sun, there will always be some acceleration between the telescope and the pulsar. We can remove this effect easily because we can measure the motion of the Earth precisely. However, if the pulsar is orbiting another star, then it too will accelerate. Other effects can cause acceleration as well. And it just so happens that the pulsars that are most interesting, MSPs, are also the pulsars most likely to have companion stars, and hence to be accelerating. So it is very important that we find ways of detecting these accelerating pulsars. Of course, we don't know what the acceleration will be ahead of time. Just as we had to guess the DM when de-dispersing the data, we also have to guess how much acceleration the pulsar is undergoing. Once we make a guess, we can use detailed Fourier analysis to remove the effects of acceleration. But this is another parameter we must search over, and another reason that finding pulsars requires lots of computer power.

When all is said and done, though, we will have several candidates at several dispersion measures and several amounts of acceleration. The next step is to examine the candidates and decide which ones are real pulsars.

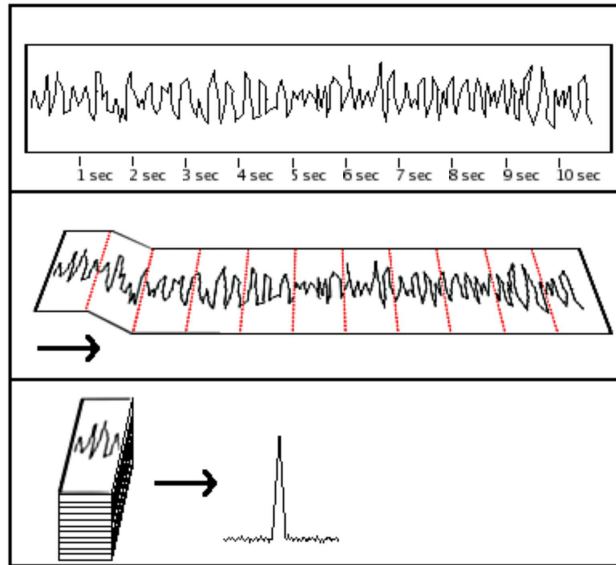


Fig. 4.— Here we illustrate the technique of folding. In the top panel, we place ticks every 1 second in our data. In the middle panel, we fold over at these tick marks. In the bottom panel, we add up the signal in each layer of our fold. In this way, we can find a weak pulsar whose would otherwise be lost in the noise. However, we must know the period ahead of time. In this example, we used a period of 1 second.

Step 8: The Human Touch

Everything we have discussed so far can be automated. A computer needs to only be told what dispersion measures and accelerations to try, and it will take care of the rest. Ultimately, though, a human must decide if a candidate pulsar is worthy of further study and confirmation. Once a group of candidates has been amassed, they are **folded**. Folding is discussed in detail in *Searching for and Identifying Pulsars*, so we will only go through a refresher here. A command called `prepfold` is used for the folding process. You can think of folding as taking our filterbank file and dividing it into pieces that are each as long as the period of the candidate pulsar. We do this for each frequency channel. These small pieces are then folded on top of each other and added together. If a periodic signal is there, it will get stronger as we add more pieces of the observation together until finally a well defined **pulse profile** emerges. Figure 4 illustrates this technique. `prepfold` generates the plots that you will look at and can also fine tune the period, acceleration, and dispersion measure of the candidate pulsar.

This is where you come in. You are the astronomer that must decide if a candidate is in fact a real pulsar.

Conclusion

I hope this guide has shed some light on how astronomers look for pulsars. The process is complex, and I have done my best to simplify some of the the most difficult concepts. At this point in your career, it is not important that you understand every aspect of finding pulsars. Professional astronomers spend many years learning everything that they need to implement all the steps that we have discussed. The Pulsar Search Collaboratory is designed to expose you to some of these ideas. Hopefully your experiences will be the start of a life long journey that takes you deeper into astronomy, and science in general.

Have fun!