

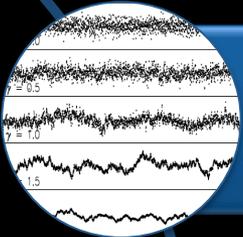
Identifying and Accounting for Time-Correlated Noise

Kevin Stevenson

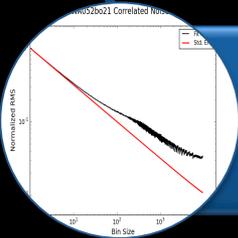
IRAC Data Challenge

2014 AAS - Boston

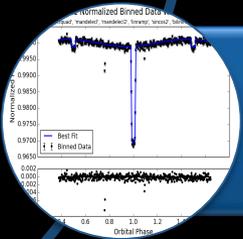
Overview of Discussion



How to identify time-correlated noise

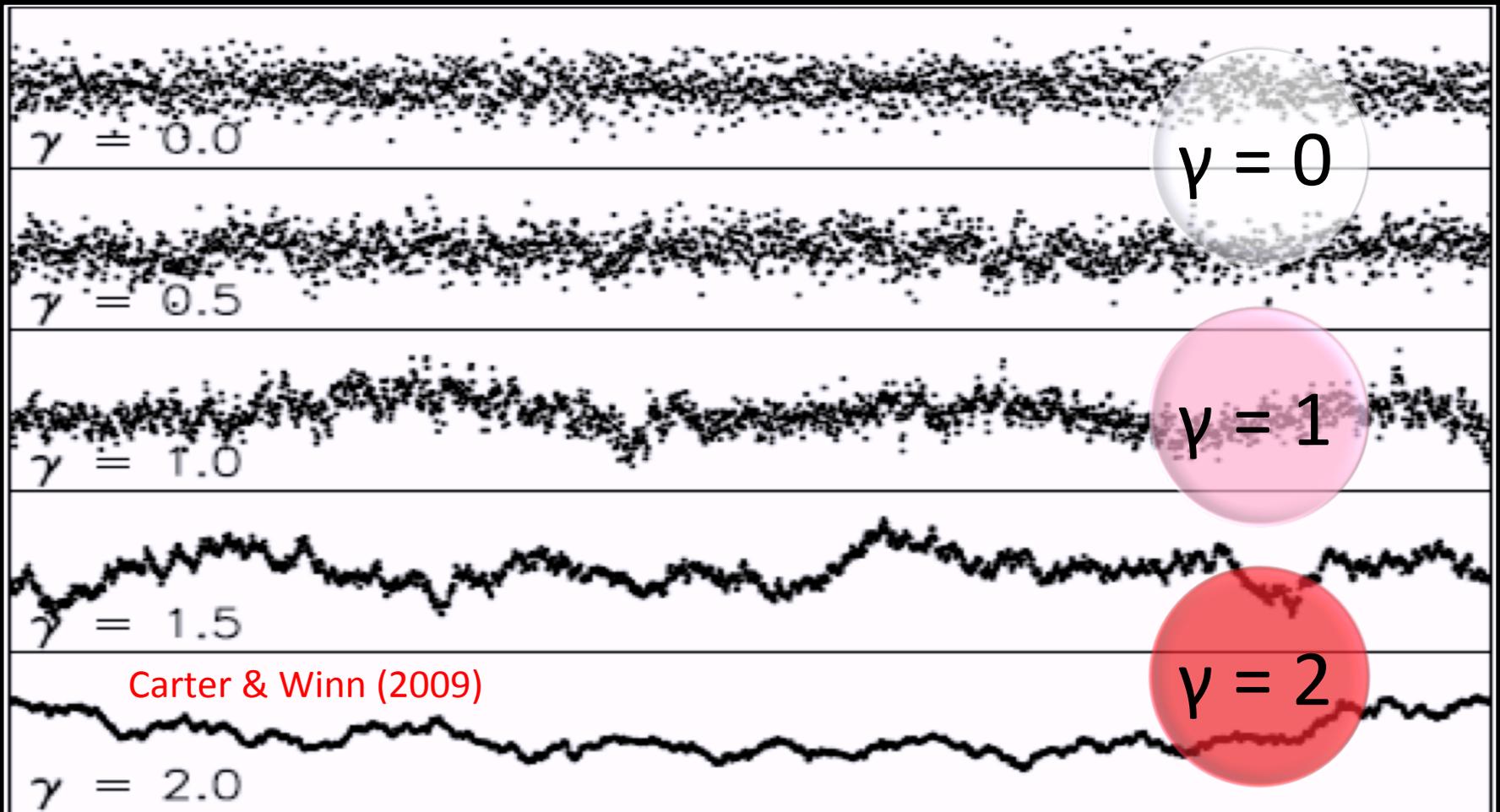


How to account for time-correlated noise in parameter uncertainty estimates



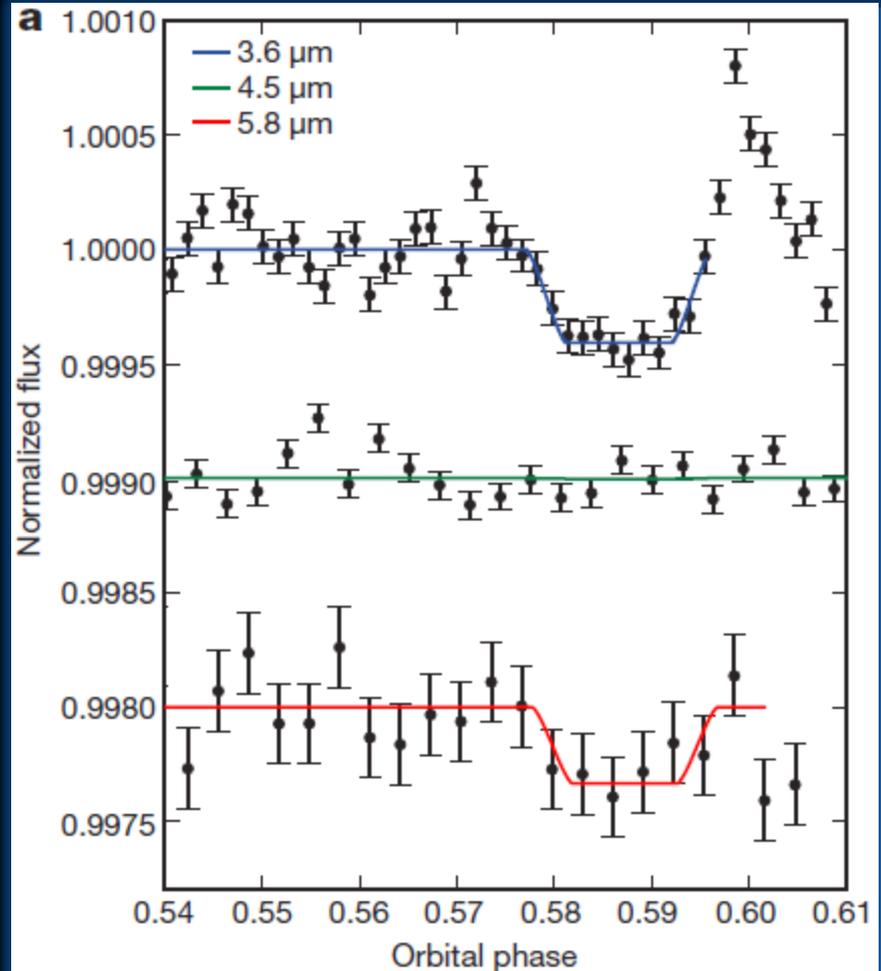
Compare results using simulated data

Examples of $1/f^\gamma$ Noise



Example Spitzer Light Curves

- Light curves with time-correlated noise show excess “bumps” or “wiggles”
- Possibly due to
 - Atmospheric extinction
 - Instrument artifacts
 - Astrophysical effects
- How to quantitatively identify and account for time-correlated noise?



Identifying Time-Correlated Noise

Compute χ^2/ν

- Look for $\chi^2/\nu > 1$
- Requires reliable uncertainties

Covariance matrix

- Look for power in off-diagonal elements

Autocorrelation / FFT

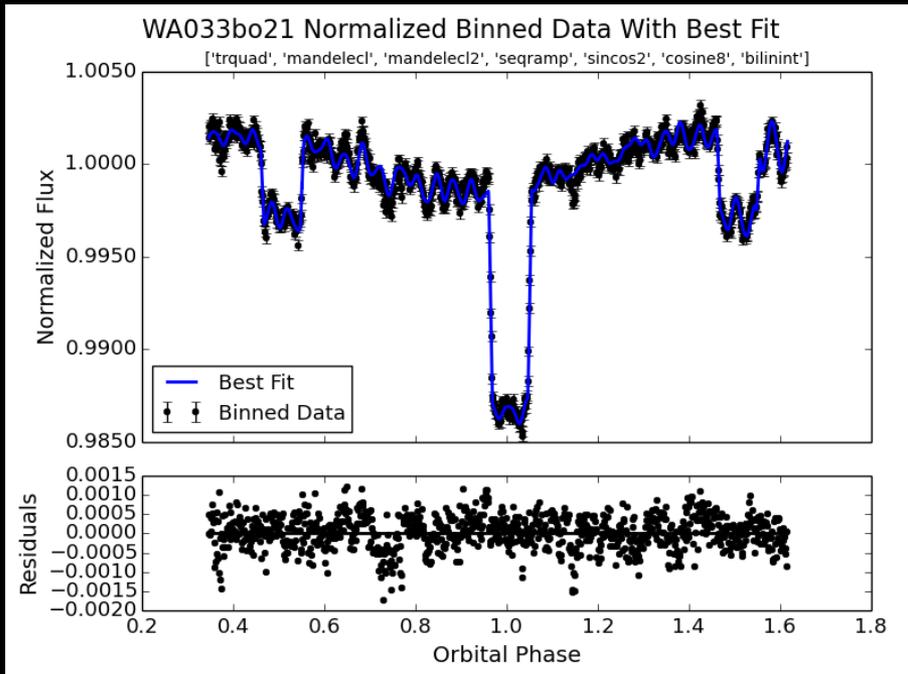
- Uncorrelated noise has equal power density at all f
- Look for peaks in the power density

rms vs bin size

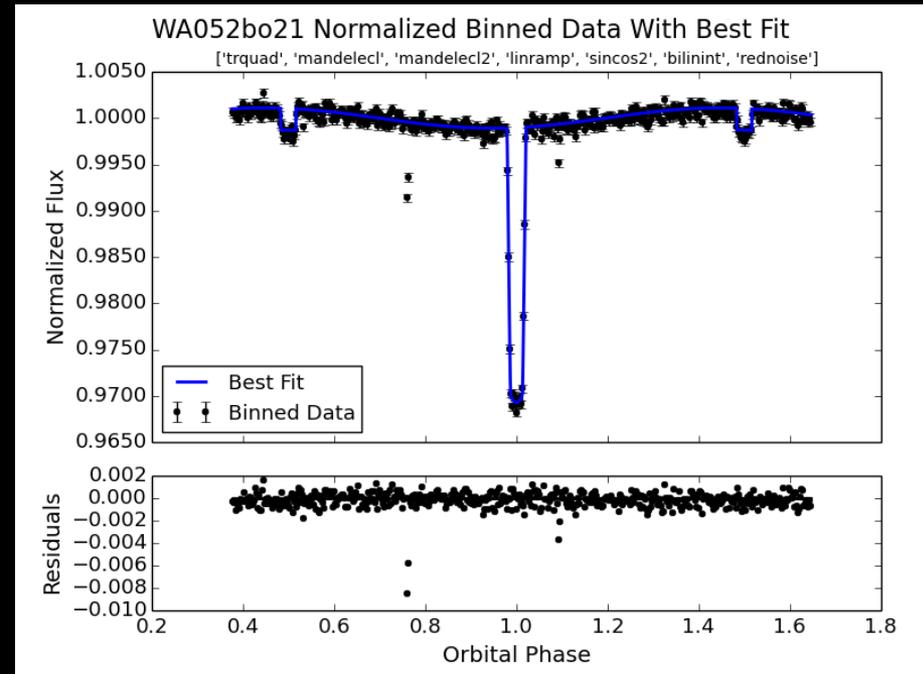
- Uncorrelated noise follows σ/\sqrt{n} with increasing n
- Look for deviation from σ/\sqrt{n} when binning

Sample Light Curves

WASP-33

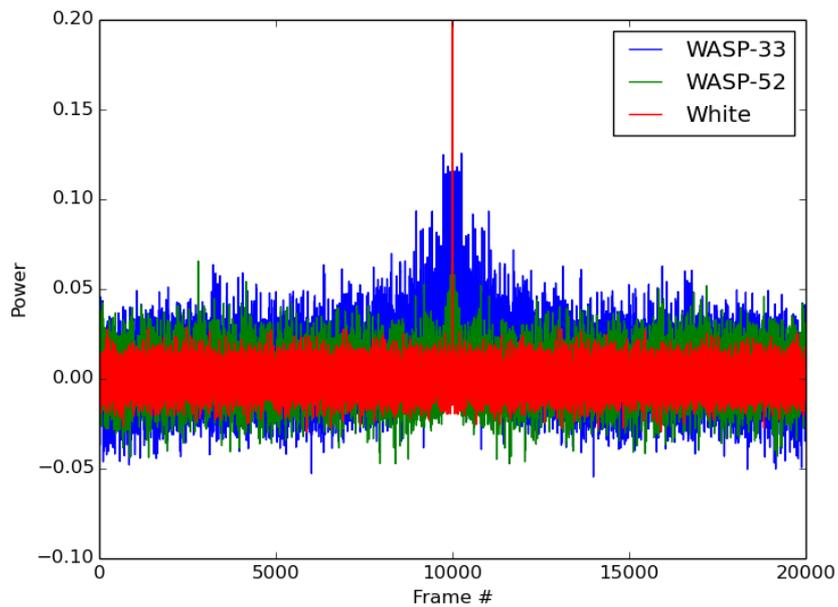


WASP-52

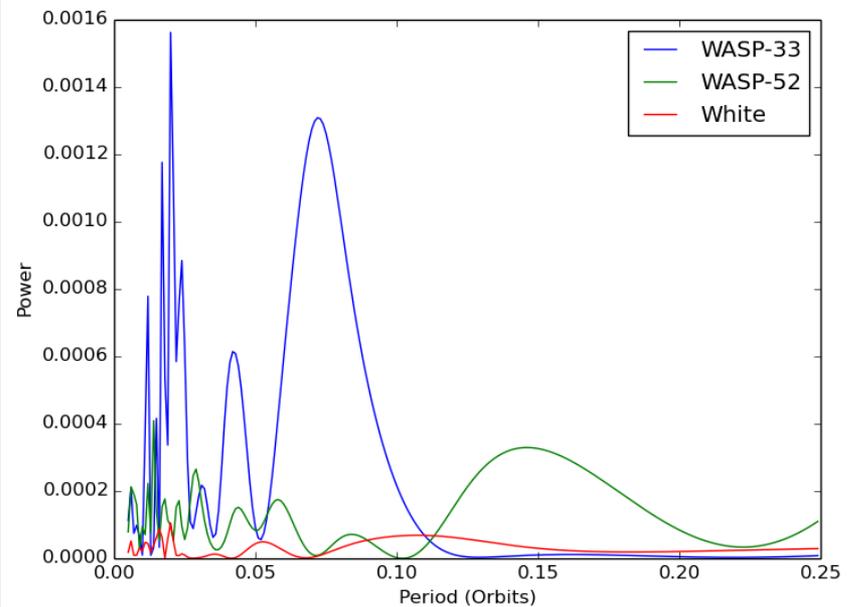


Autocorrelation / FFT

Autocorrelation

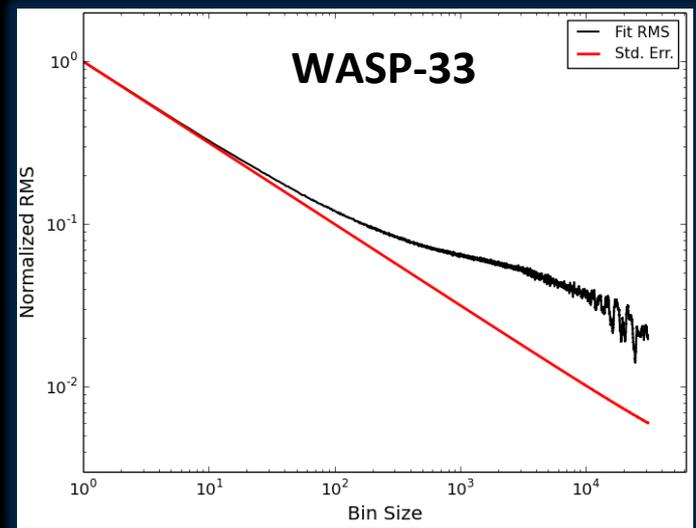
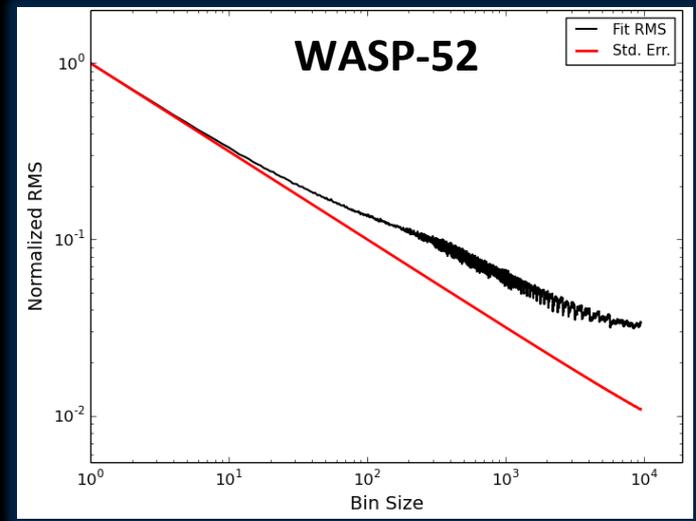
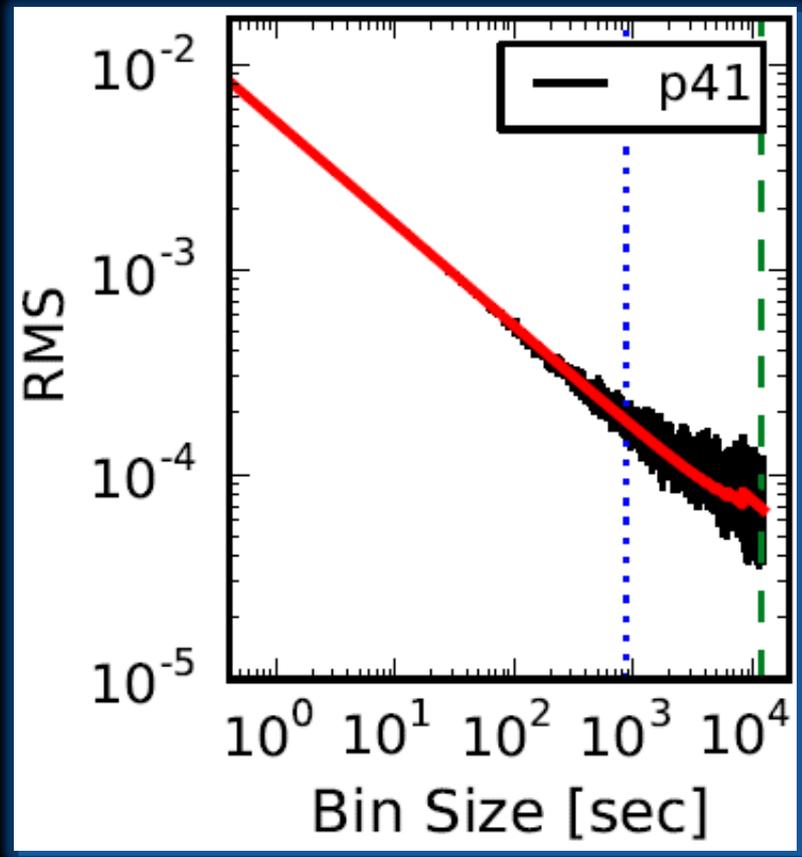


Lomb-Scargle (FFT)



RMS vs Bin Size

White Noise



Accounting for Time-Correlated Noise

(DE)MCMC

- Assumes Gaussian-distributed uncorrelated noise
- Underestimates parameter uncertainties when data are correlated

Time-Averaging

- Pont et al. (2006), Winn et al. (2007,2008)
- Multiply (DE)MCMC uncertainties by β parameter

Residual Permutation

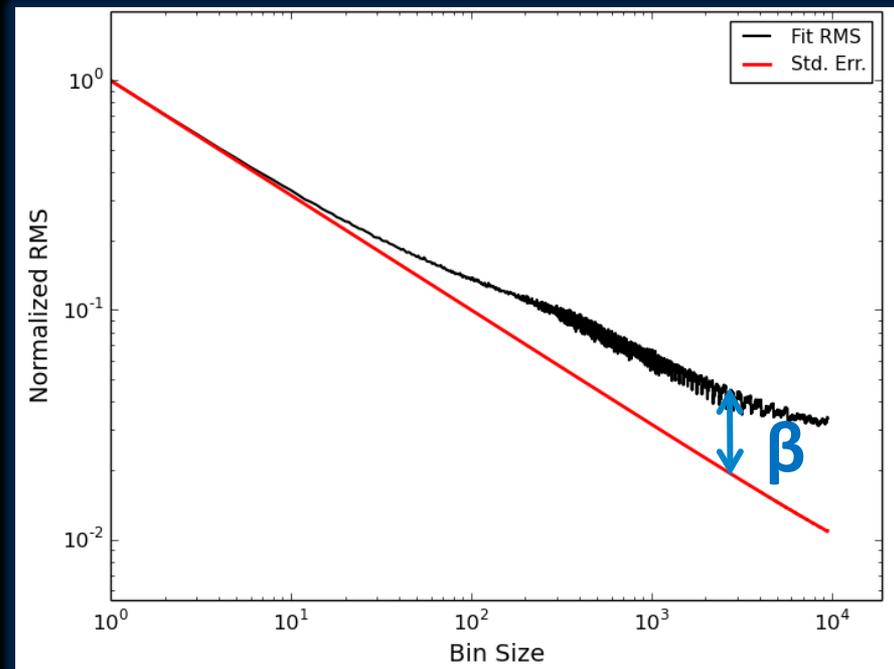
- Find best fit, permute residuals in time, add residuals to best-fit model, repeat
- Can generate up to n artificial datasets while preserving time-correlated noise

Wavelet Technique

- Carter & Winn (2009)
- Computes likelihood in a wavelet basis with a nearly diagonal covariance matrix

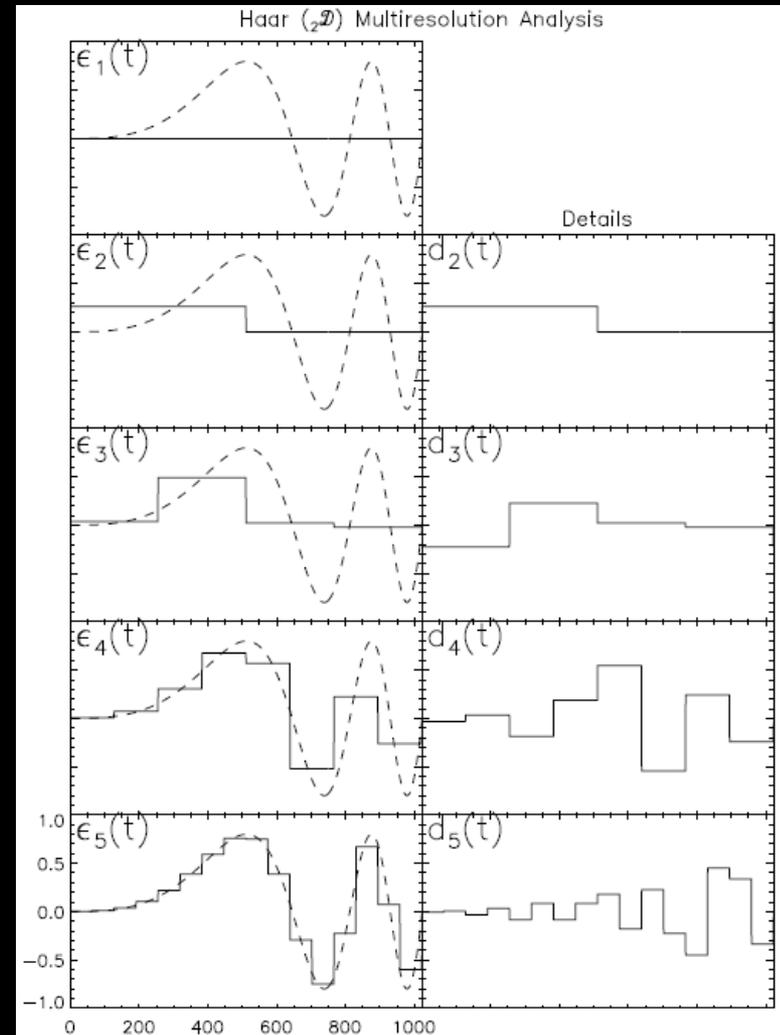
Time-Averaging Technique

- Compute β
 - Ratio between measured and predicted rms values
- β can be bin size dependent
 - What length scale do you choose?



Wavelet Technique

- Transform light curve residuals into wavelet domain
- With a suitable wavelet basis, covariance matrix is nearly diagonal
- Assumes noise sources have power spectral density that varies as $1/f^\gamma$
- Increasing $\gamma \rightarrow$ longer-range correlations



Wavelet Technique

- Want to maximize likelihood in wavelet domain
- 3 noise parameters: σ_r , σ_w , γ
- Drawbacks
 - Errors in noise and transit parameters are correlated
 - Some wavelets work better than others
 - Unstable MCMC at low γ values

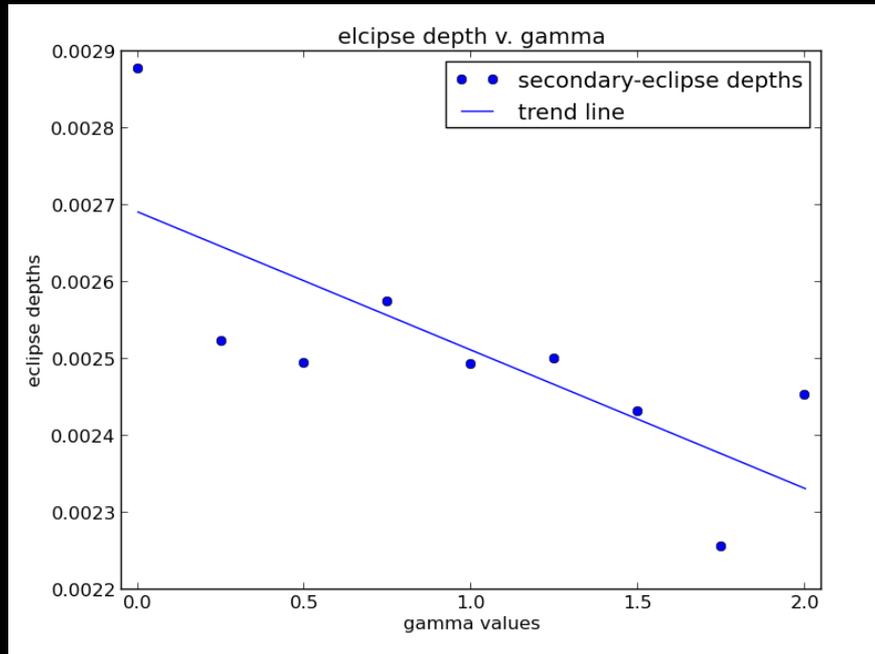
$$\mathcal{L} = \left\{ \prod_{m=2}^M \prod_{n=1}^{n_0 2^{m-1}} \frac{1}{\sqrt{2\pi\sigma_w^2}} \exp \left[-\frac{(r_n^m)^2}{2\sigma_w^2} \right] \right\} \\ \times \left\{ \prod_{n=1}^{n_0} \frac{1}{\sqrt{2\pi\sigma_s^2}} \exp \left[-\frac{(\bar{r}_n^1)^2}{2\sigma_s^2} \right] \right\}$$

$$\sigma_w^2 = \sigma_r^2 2^{-\gamma m} + \sigma_w^2$$

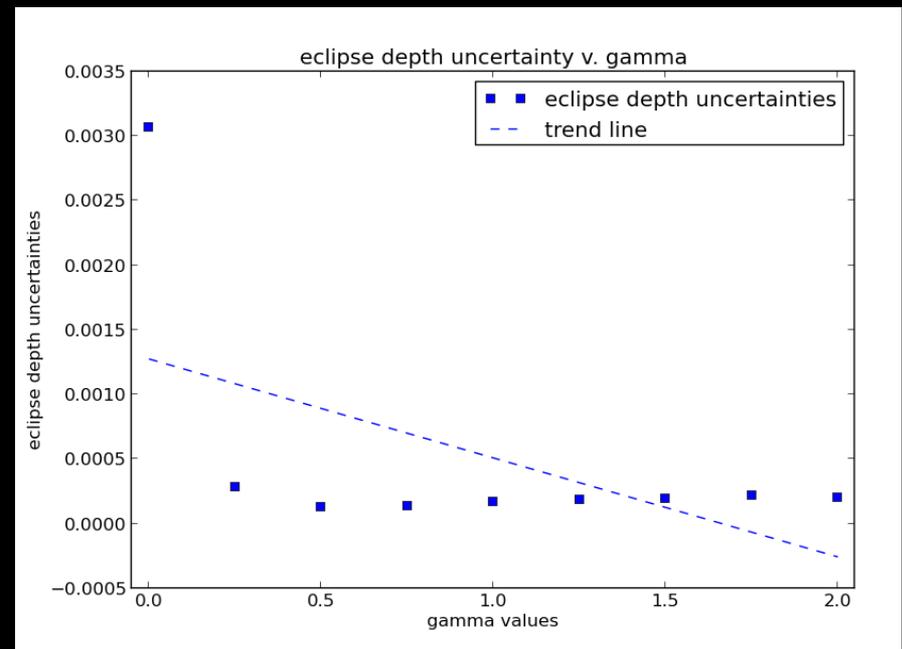
$$\sigma_s^2 = \sigma_r^2 2^{-\gamma} g(\gamma) + \sigma_w^2$$

Wavelet Technique

Eclipse Depth vs γ

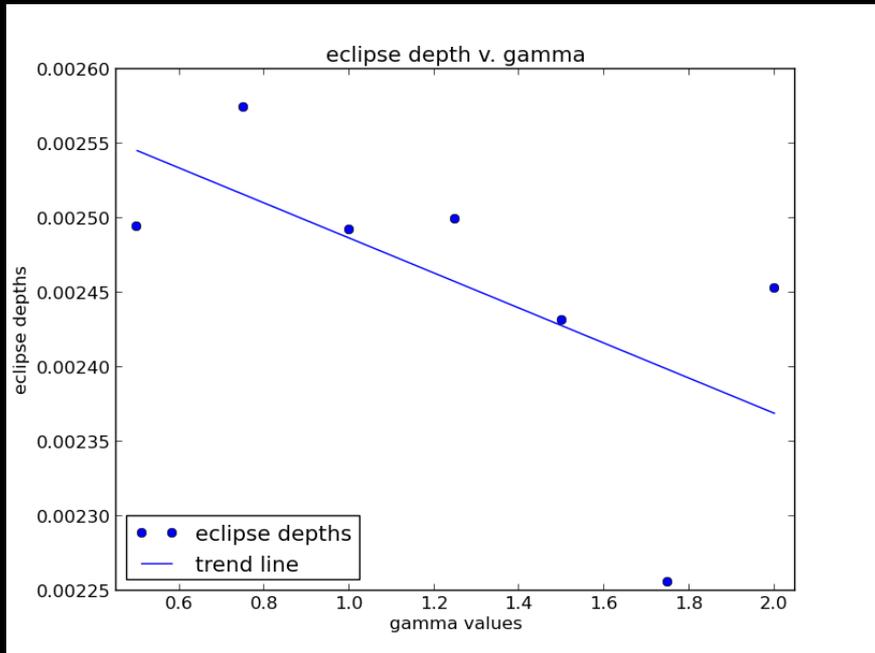


Eclipse Depth Err vs γ

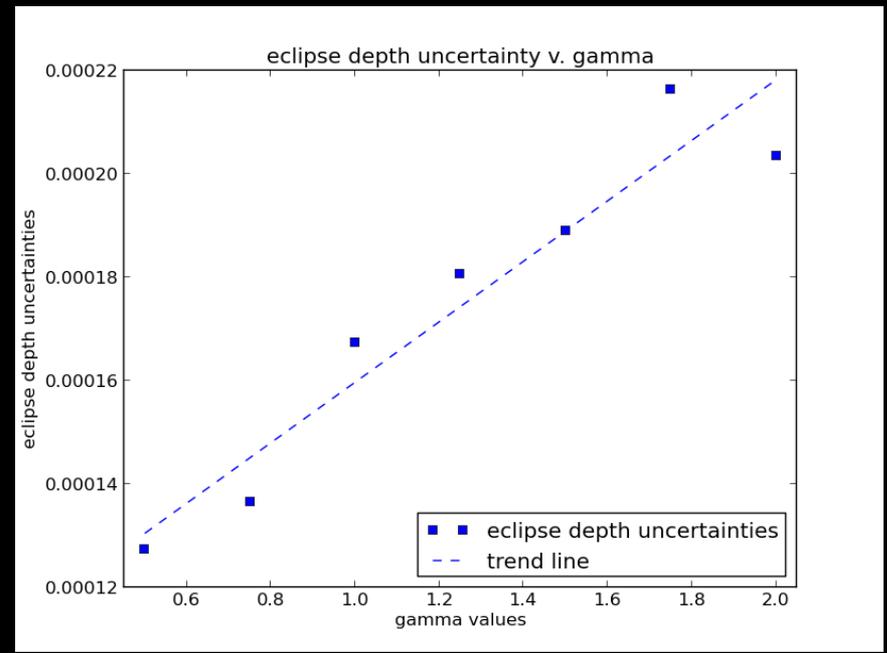


Wavelet Technique

Eclipse Depth vs γ



Eclipse Depth Err vs γ



Simulated Data (WASP-52)

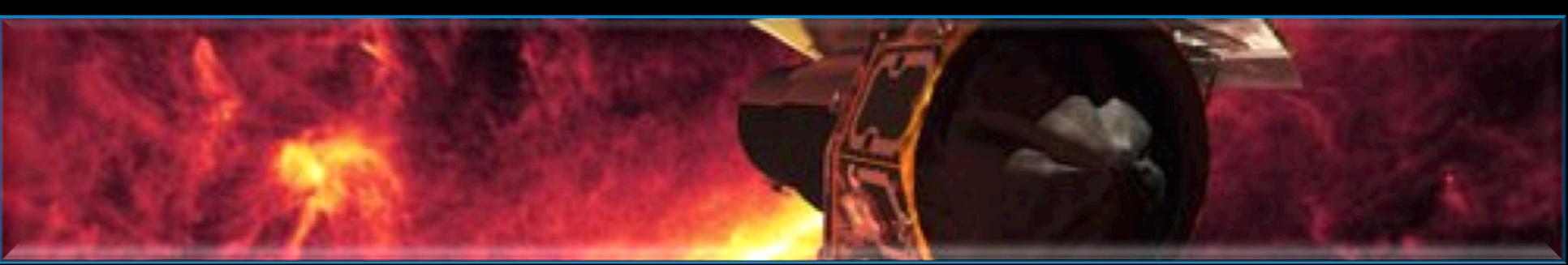
- Applied each method to simulated WASP-52 dataset
- Compared eclipse depths and uncertainties
- Tests show that some uncertainties may be overestimated

Method	Ecl. Depth (%)	Ecl. Depth Err (%)
(DE)MCMC	0.248	0.013
Time-Avg	0.248	0.036
Res. Perm.	0.297	0.007
Wavelet ($\gamma=1.4$)	0.250	0.021

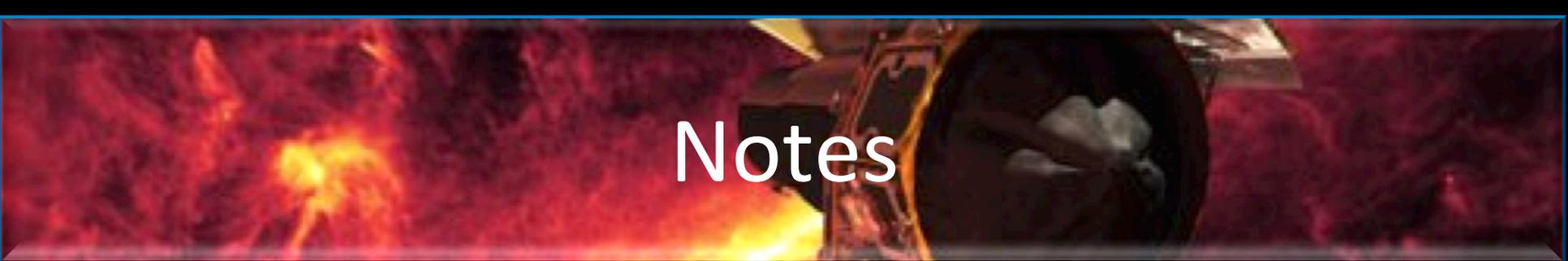


Conclusions

- Identifying time-correlated noise
 - Lomb-Scargle
 - rms vs bin size
- Accounting for time-correlated noise
 - Need further testing to determine which method produces the most reliable uncertainties
 - Apply multiple techniques, compare uncertainties



Bonus Slides



Notes

- Show BLISS map projections?
- Due to residual systematics or unmodeled astrophysical signal(s)

$$\beta = \sqrt{1 + \left(\frac{\sigma_r}{\sigma_w} \right)^2}$$