







A high-speed, wide-angle radio camera for LOFAR

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Outline

• The LOFAR telescope

The LOTAAS survey

DRAGNET



Involved WG

DRAGNET (ASTRON/A'dam)

Jason Hessels (PI)
Vlad Kondratiev
Cees Bassa
Alexander van Amesfoort

Daniele Michilli Sotiris Sanidas

ARTEMIS (Oxford)

Aris Karastergiou Wes Armour Chris Williams Jayanth Chennanmangalam

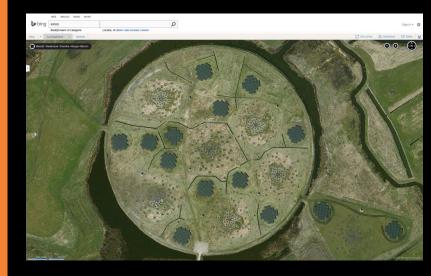
LOFAR PWG

Jason Hessels (co-lead)
Ben Stappers (co-lead)
Joeri van Leeuwen
Aris Karastergiou
Vlad Kondratiev
Thijs Coenen
Sally Cooper
Daniele Michilli
Aris Noutsos
Kimon Zagkouris

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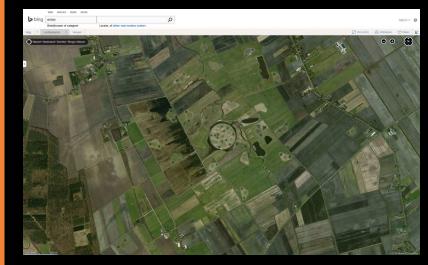


The LOFAR telescope





The LOFAR telescope





The International LOFAR telescope



- 24 Dutch core stations
- 16 Dutch remote stations
- 8 International stations (+3 in Poland, end 2015)

LOFAR serves as an important pathfinder for SKA-Low



LOFAR Antennas



LBA (300E) Frequency coverage: $10 - 90 \,\mathrm{MHz}$ $(30 - 80) \,\mathrm{MHz}$



HBA tile-16 elements (3.5k E) Frequency coverage: $120-240\,\mathrm{MHz}$

Large coverage (many sq. deg.) - Ideal for surveys



STELLA/COBALT



CPU-based correlator/beamformer BlueGene/P

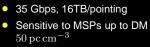


CPU/GPU-based correlator/beamformer NVIDIA TESLA K10



LOFAR Tied-Array All-sky Survey

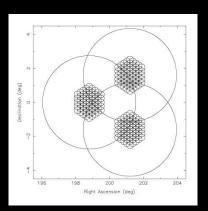
- Survey for pulsars, RRATs and bursts
- 12 HBA substations from superterp
- 3 sub-array pointings (SAP) incoherent beams (30 sq. deg.)
- 183 tied-array beams 61 per SAP (9 sq. deg.)
- 12 tied-array beams "free" (targeting known sources)
- 32 MHz BW, 119 151 MHz
- 1hr integration, $493 \mu s$ sampling
- $50 \, \rm pc \, cm^{-3}$

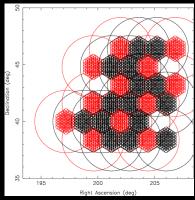






222 beams per survey pointing! A unique stepping stone for SKA-Low surveys

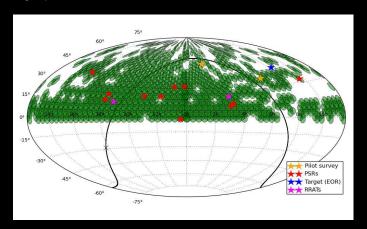




Coherent beams x4 more sensitive than incoherent beams \rightarrow deeper search



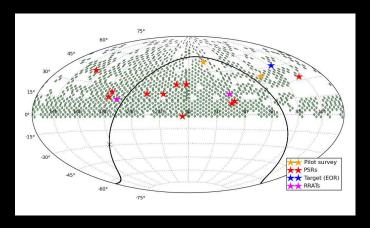
Coverage up to 15th June 2015



- 1st pass: 435/651 pointings completed
- 1st pass will cover the whole northern hemisphere with incoherent beams



Coverage up to 15th June 2015



- 3 passes needed to cover the northern hemisphere with coherent beams.
- 1953 pointings in total



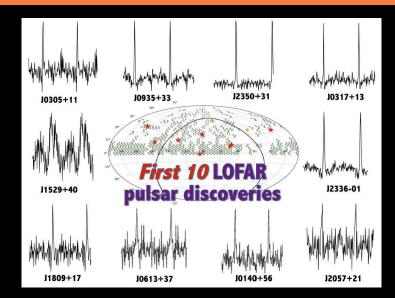
The LOTAAS survey - Processing

- 1st year observations processed at Manchester
- Since Dec 2013 Cartesius (Dutch National supercomputer)
 500 nodes (24 cores, 64GB RAM)
- 10 million CPU hours granted
- ~3 hours processing/beam on a 24-core node
- ~40 million candidates expected
- ~20000 candidates per pointing
- Machine learning classifier implemented (Lyon et al. 2015)
 ~500 candidates per pointing





The LOTAAS survey - Results



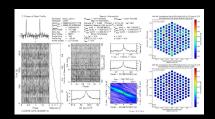


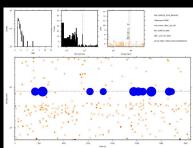
The LOTAAS survey - Results

- Discoveries webpage: www.astron.nl/lotaas
- 10 new pulsars from periodicity searches (Sally Cooper)
- 2 new RRATs from single pulse searches (Daniele Michilli)
- 2 new pulsars from pilot survey (Thijs Coenen)
- 1 new pulsar from targeted search (Vlad Kondratiev)
- 2 new pulsars last week (Cooper, S.S.)
- Only ~330 pointings processed (Cartesius failure)

More to come!!!

- 1 Improved single pulse search algorithm (D. Michilli)
- 2 Optimization of LOTAAS pipeline for Cartesius (S.S.)

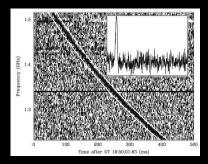






Fast Radio Bursts

The Lorimer burst



Lorimer et al. 2007 Keane et al. 2012 Thornton et al. 2013 Spitler et al. 2014

- Extragalactic origin extremely high DM
- Bright (Lorimer burst 30Jsky!)
- Millisecond duration
- Uknown source
- ~ 11 detected so far
- Rate estimates poor, but even 10000 per day per sky have been suggested!
- All at 1.4 GHz

What happens at low frequencies?

ightarrow A real-time, all sky monitor is needed



DRAGNET



ERC starting grant to Jason Hessels (2.1M Euro)

Scientific Objectives:

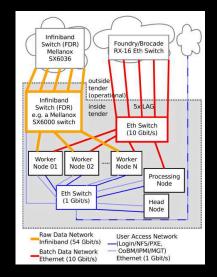
- Design, build and commission a dedicated GPU cluster
- Real time searching for FRBs and RRATs
- Accelerate LOTAAS survey processing
- Observing/Timing of all pulsars visible to LOFAR
- Commensal observing with any LOFAR observation



DRAGNET - backend

DRAGNET requirements

- Acquiring through European tender
- Fixed budget (~400k Euro)
- Direct infiniband connection to COBALT
- NVIDIA GPUs
- 8GB RAM minimum/GPU
- Minimum 50Gbps total disk throughput
- Minimum 240TB storage





DRAGNET - backend

DRAGNET backend:

23 nodes

- 2x Intel Xeon E5-2630v3 (16 cores 2.4GHz)
- 4 Titan X consumer cards (12GB, 3072 cores, ~ 7TFLOPS)
- 128GB DDR4 RAM
- 16TB disk space

1 batch processing node

Overall GPU performance:

~ 600TFLOPS
Total storage:400TB





DRAGNET - pipelines

Adapt existing GPU accelerated software to our demands:

- Incoherent dedispersion/transient searching through ARTEMIS and ASTRO-ACCELERATE (real-time)
- Use dedispersed time series for use with PRESTO accelsearch
- Timing of known pulsars through PSRDADA and DSPSR

Add new features to COBALT beamformer:

- Reduce datarates/increase time resolution through 32bit to 8 bit conversion
- Better RFI rejection through station flagging before beamforming
- Coherent dedispersion at coarse DM steps to allow searching to higher DMs



Conclusions

LOTAAS:

- ► LOTAAS will be the deepest low-frequency pulsar survey ever done
- ▶ 17 pulsars found so far, expected to find about 200
- ► LOTAAS is a valuable stepping stone towards SKA pulsar surveys

DRAGNET:

- Accelerate/improve LOTAAS searching through a GPU version of the pipeline.
- Piggyback LOFAR observations for real-time transient search
- Timing and monitoring a large amount of pulsars simultaneously (in theory, 92 pulsars simultaneously in the northern sky)

Long term:

▶ Get the raw LOFAR data from the stations and do custom beamforming