

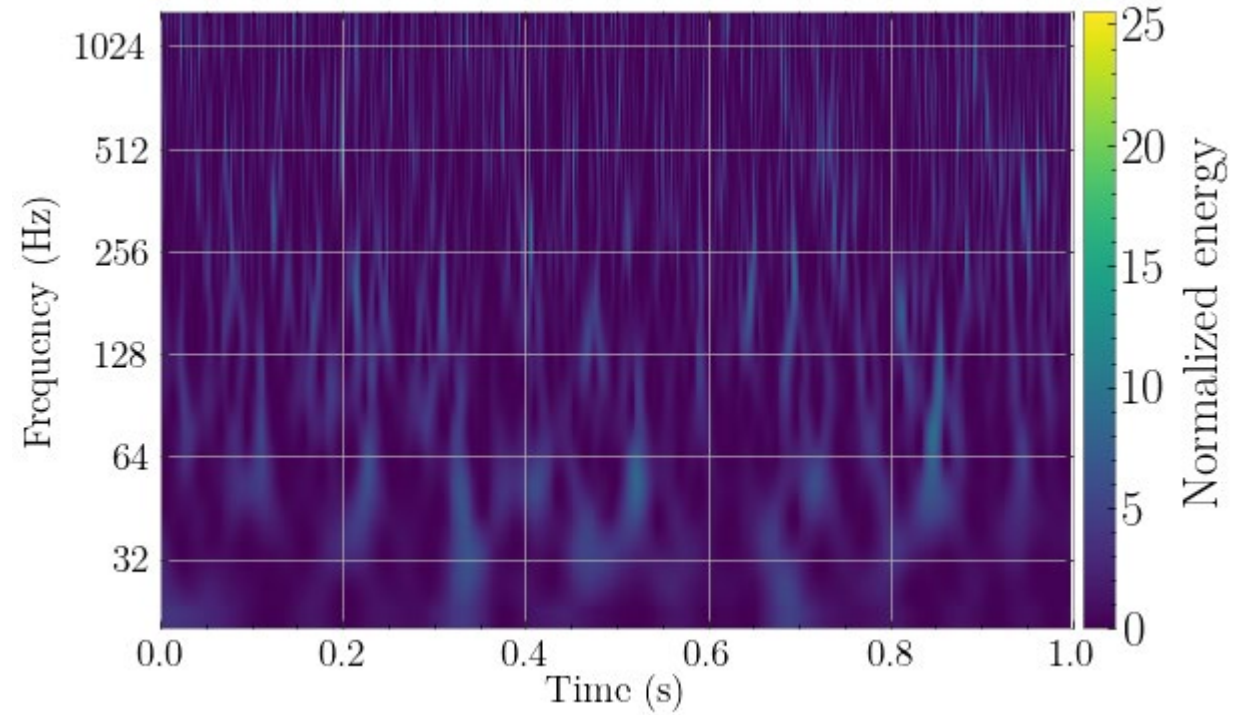
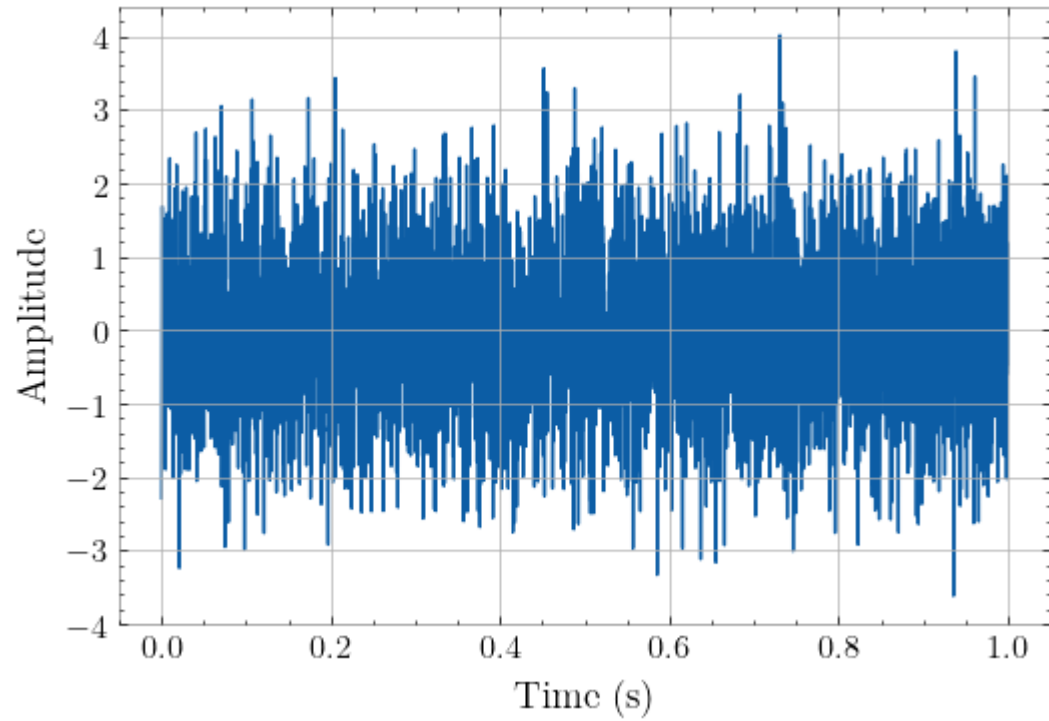
DeepExtractor

Time-domain reconstruction of signals and glitches in gravitational wave data with deep learning

Tom Dooney, Harsh Narola, Stefano Bromuri, R. Lyana Curier, Chris Van Den Broeck, Daniel Stanley Tan

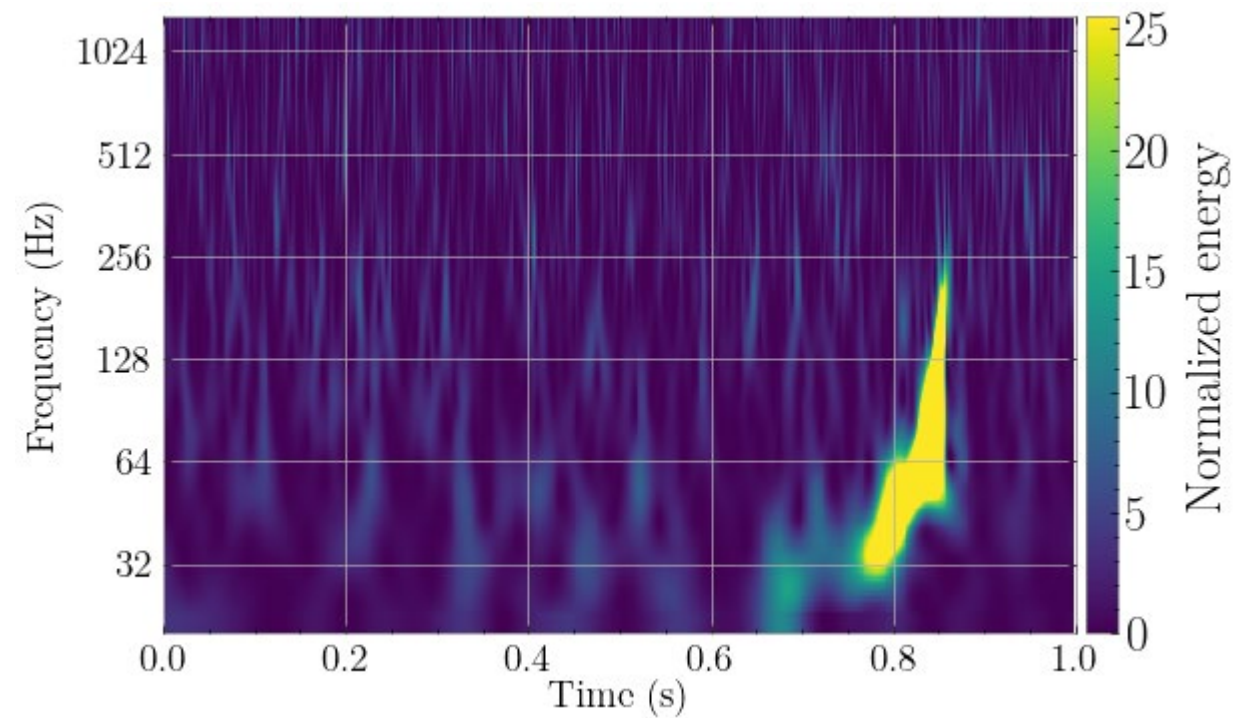
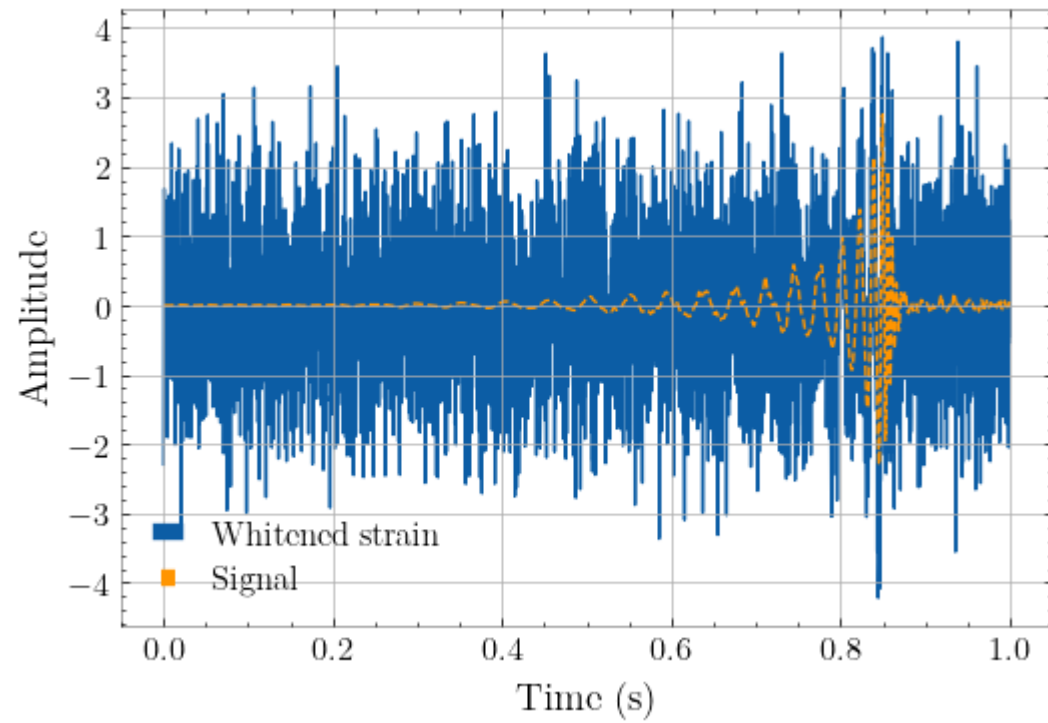
EuCAIFCon • 19 June 2025

GW data



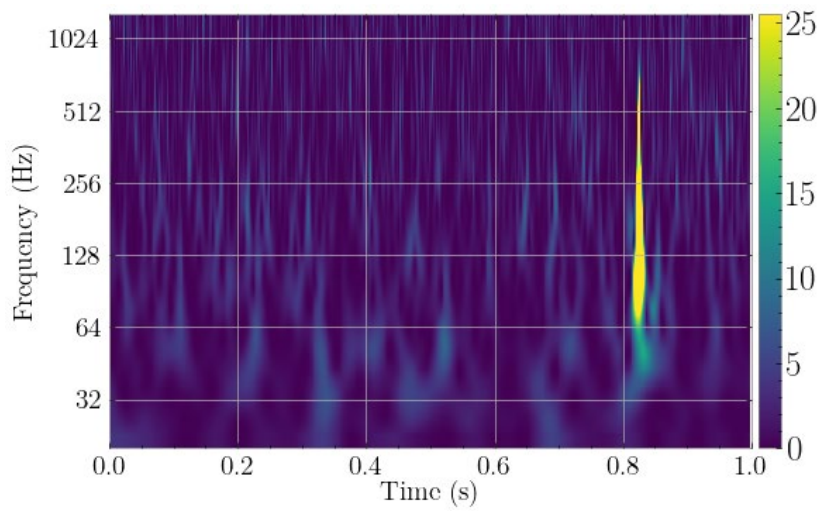
GW detector data
(Noise only)

GW data

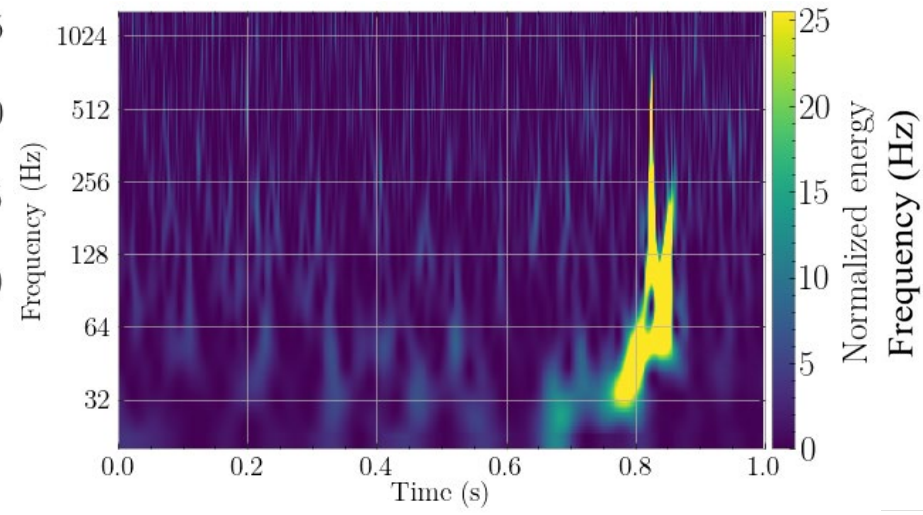


GW detector data
(Noise+Signal)

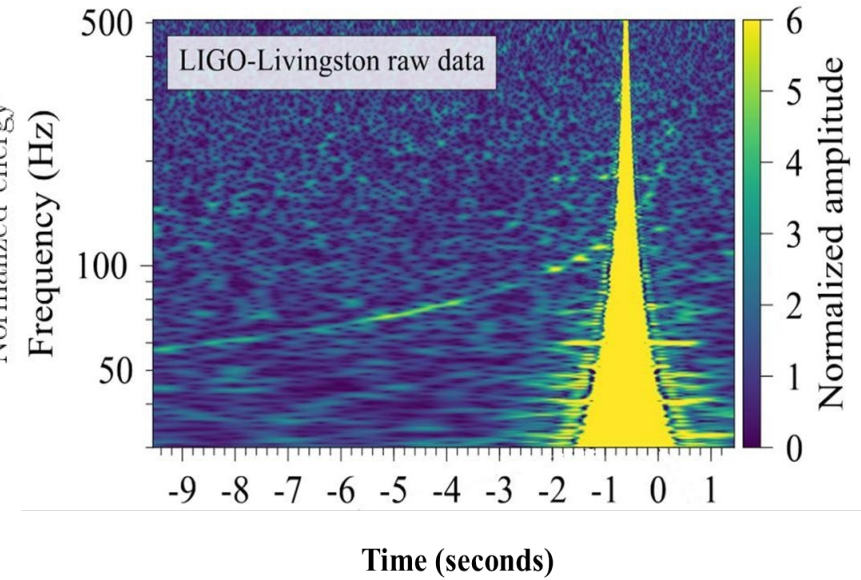
GW data



Noise + Glitch

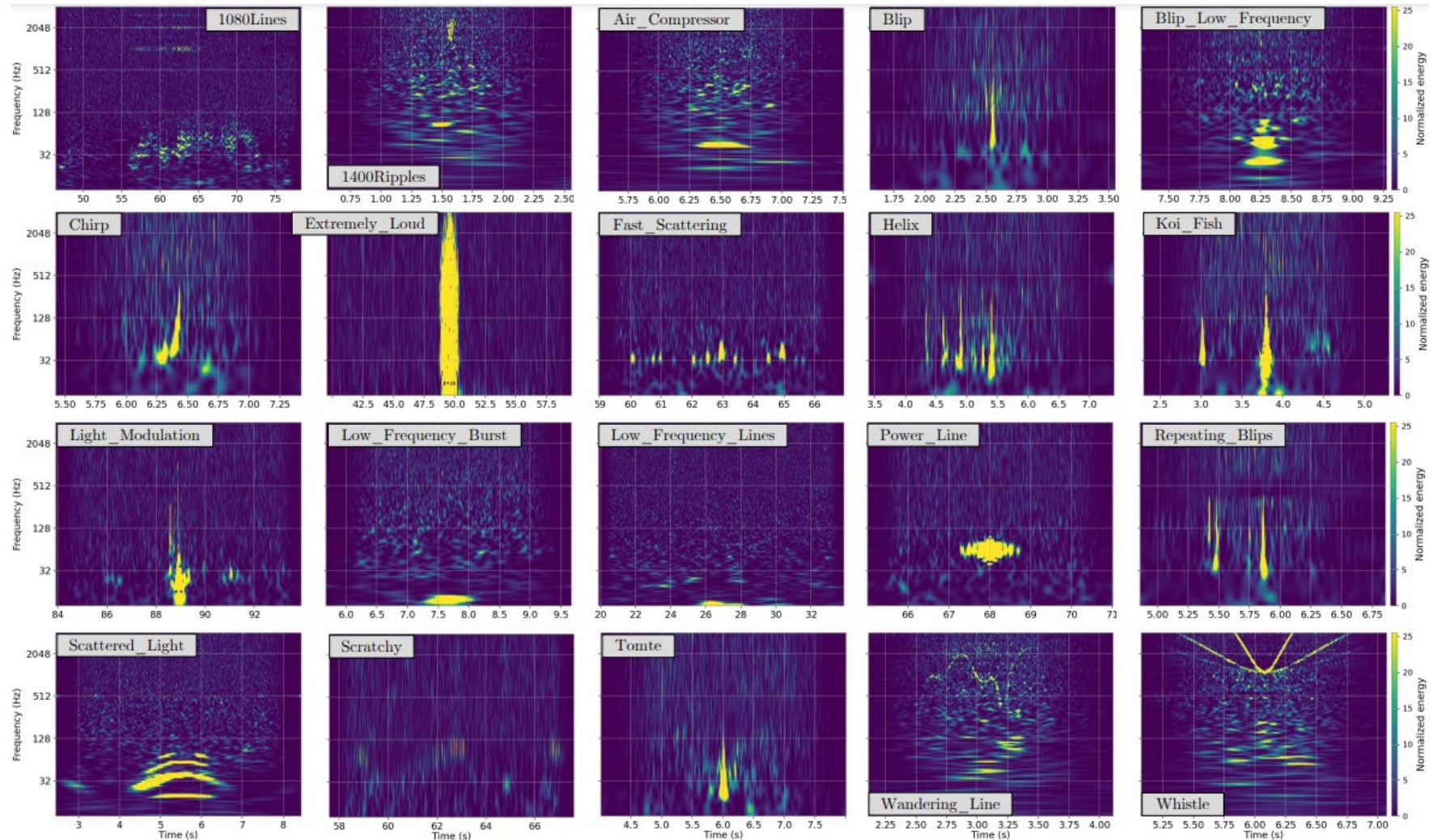


Noise + Signal+ Glitch



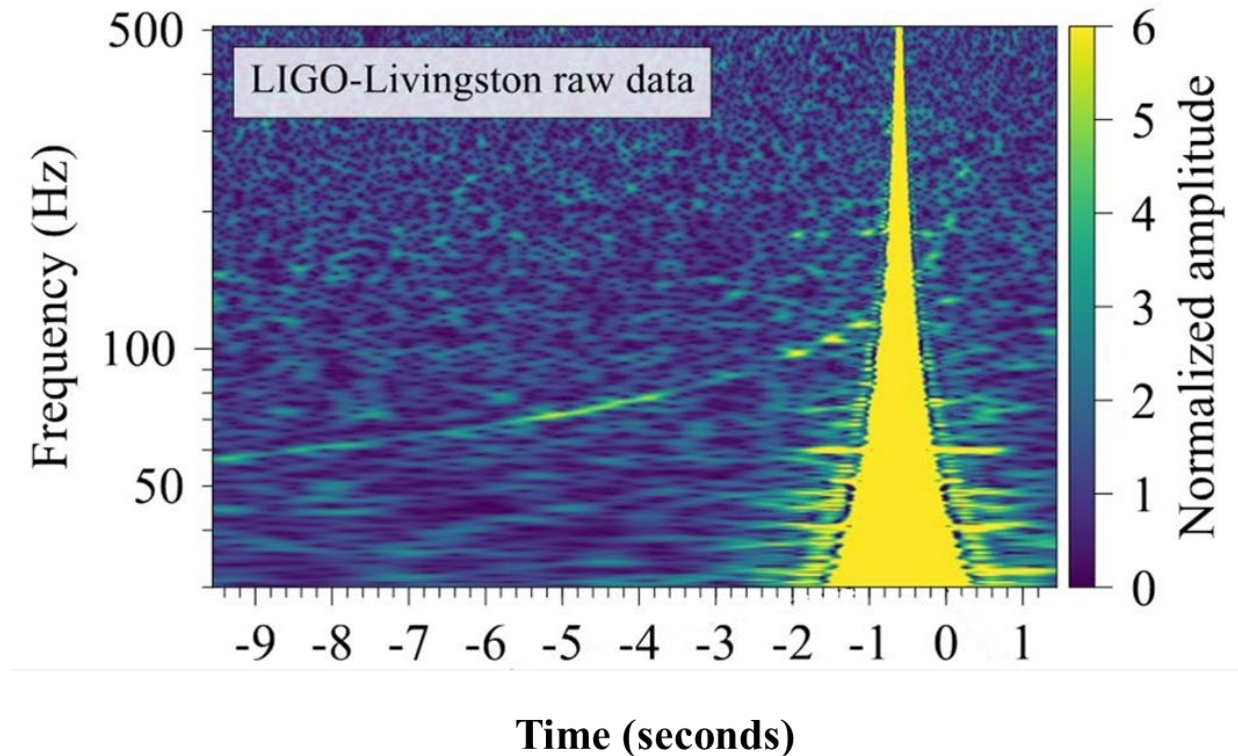
GW170817

LIGO Glitches (Gravity Spy)



Motivation

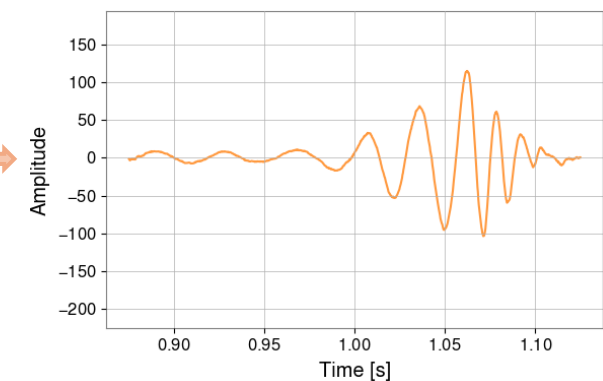
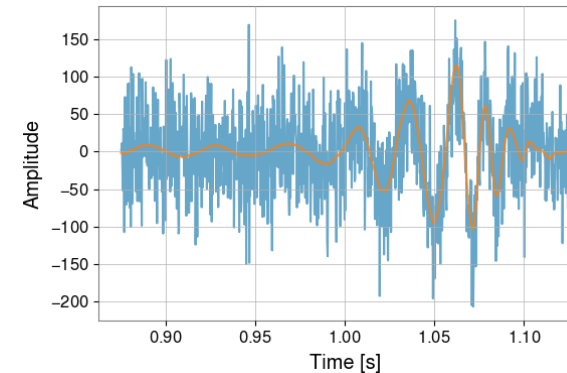
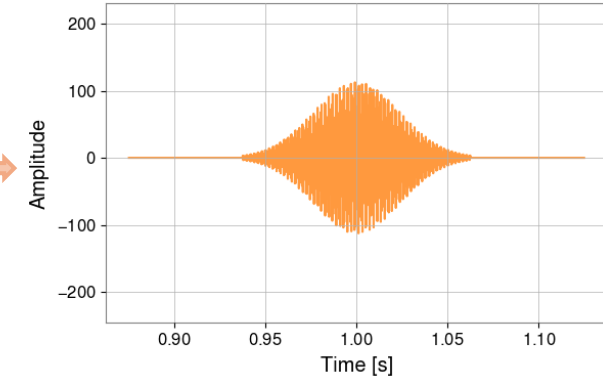
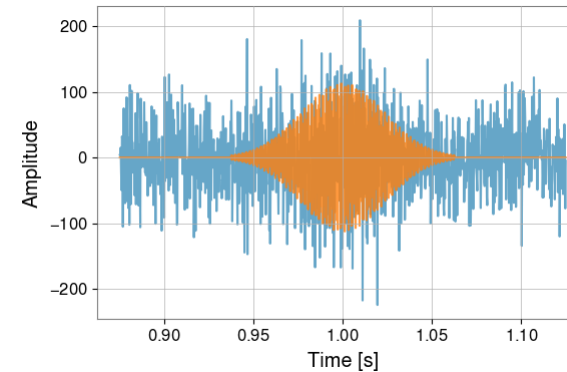
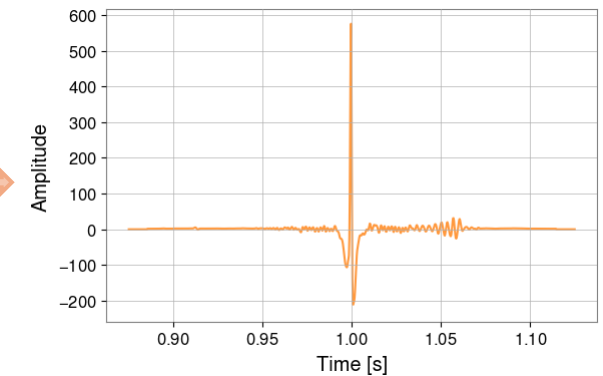
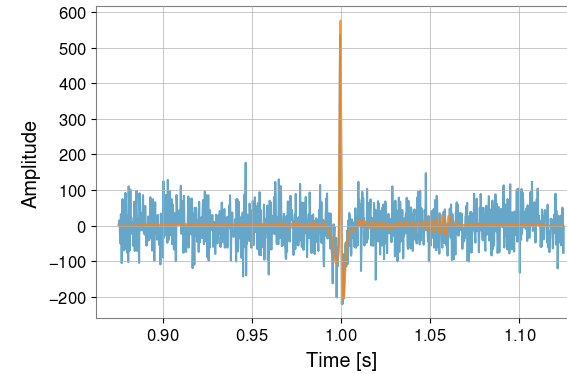
- Glitches hinder GW data analysis
 - Increase false positives
 - Bias PE
 - Exacerbated in ET due to increased detections
- BayesWave can mitigate them
 - Effective but costly
 - $O(1)$ CPU hour to model one glitch
- We aim to build a fast glitch reconstruction framework
 - MDCs
 - Glitch mitigation



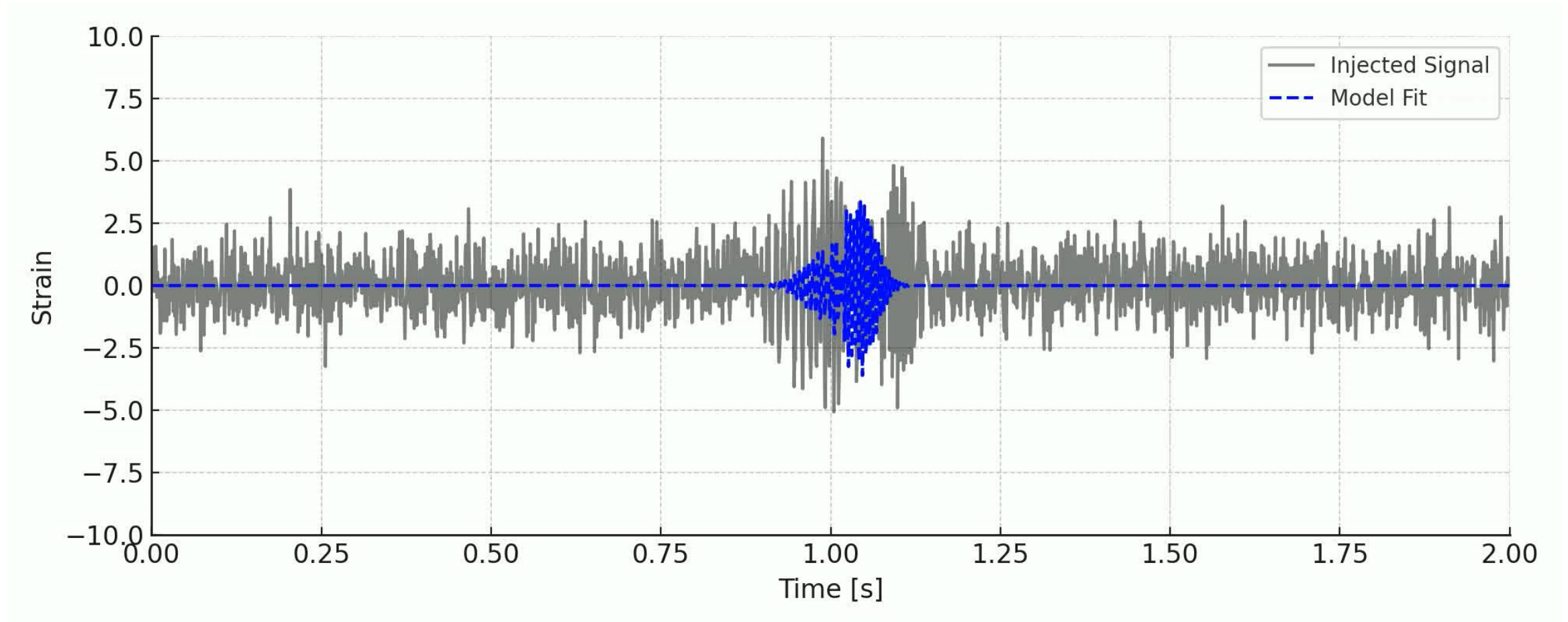
*Glitch overlapping with GW170817
(Image: ligo.caltech.edu).*

Goal

- Fast and accurate approach for time-domain reconstruction
- Reconstruct any power excess above Gaussian background
- Agnostic of source and morphology
- Compete with BayesWave accuracy and reduce inference time
- Deep learning is a good candidate



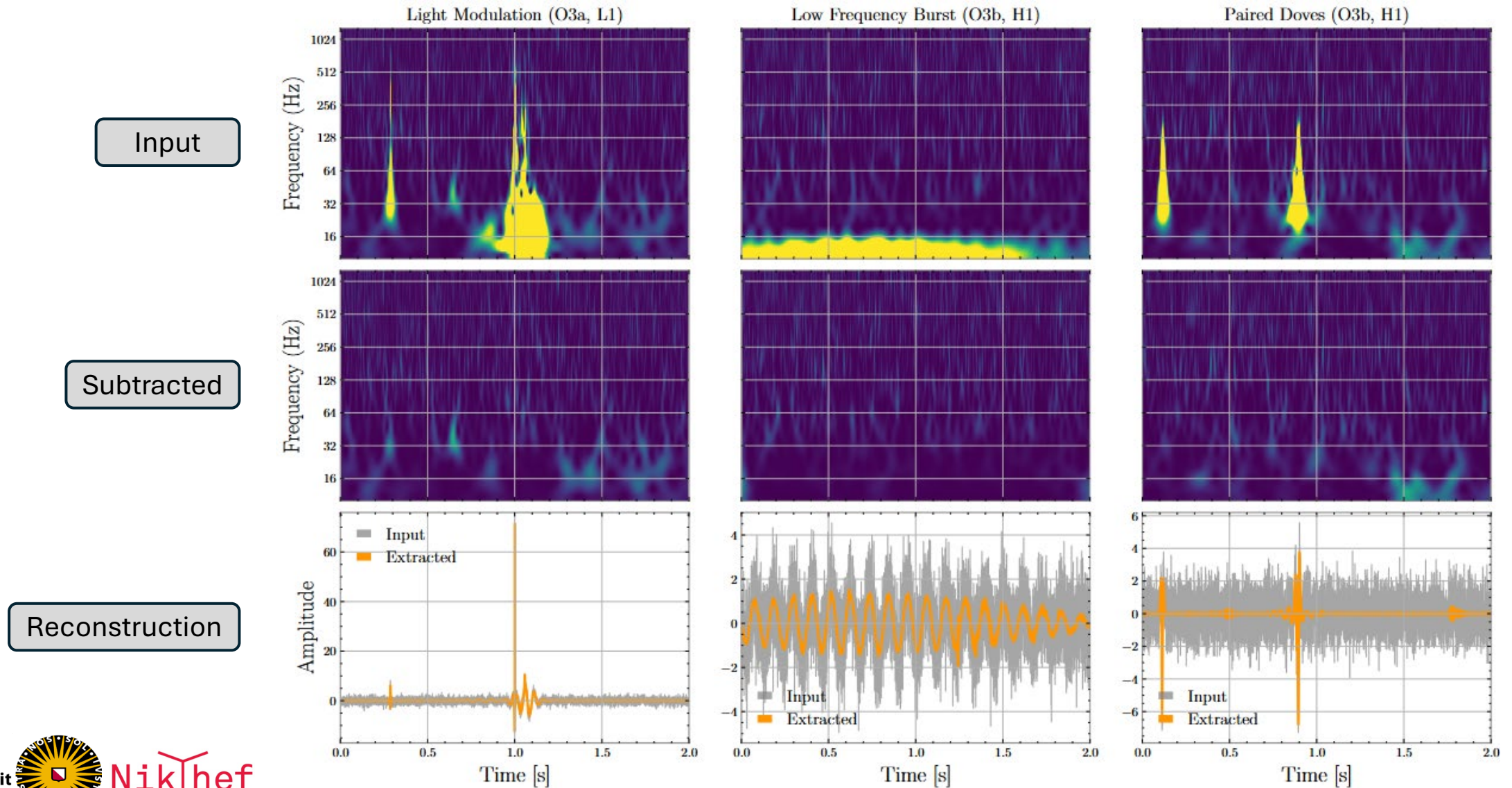
Toy example of BayesWave



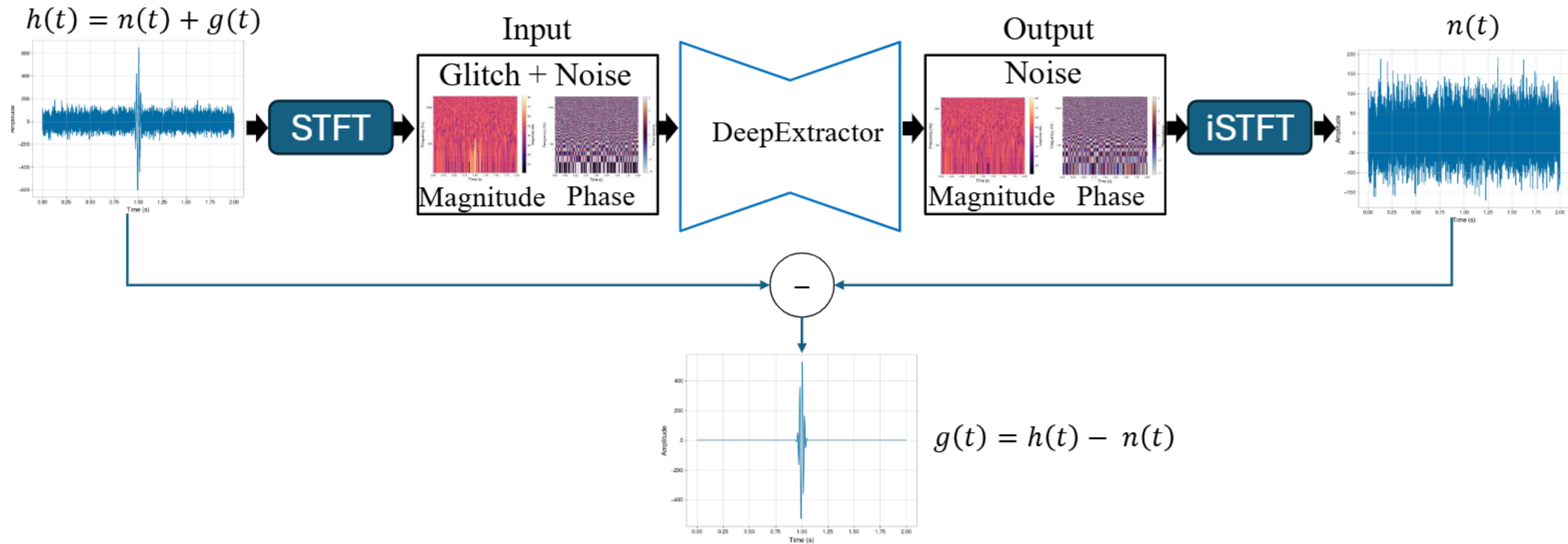
BayesWave uses **RJMCMC** to:

1. find the **number** of these **wavelets**
2. their **parameters**

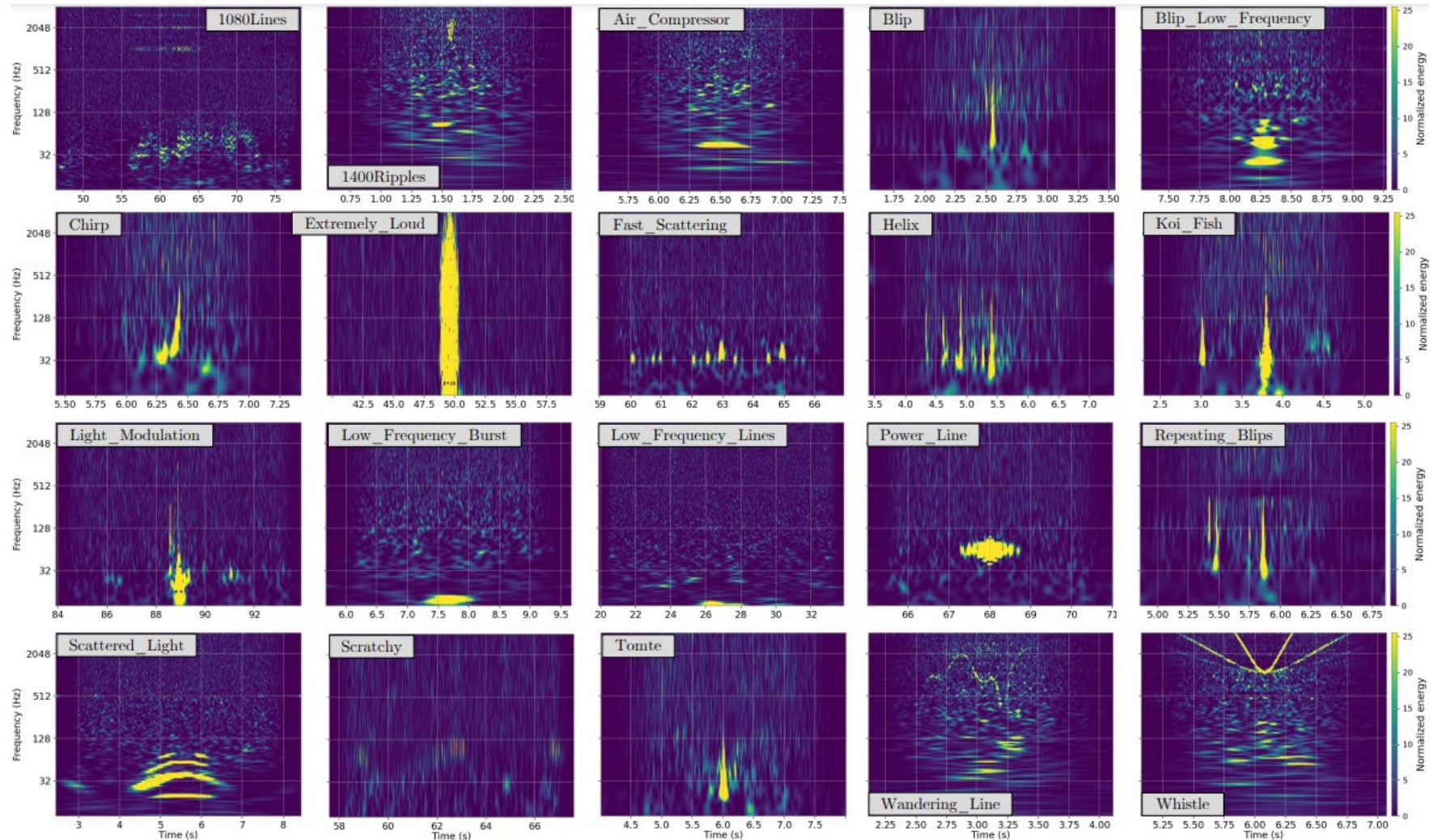
Gravity Spy Reconstructions via DeepExtractor



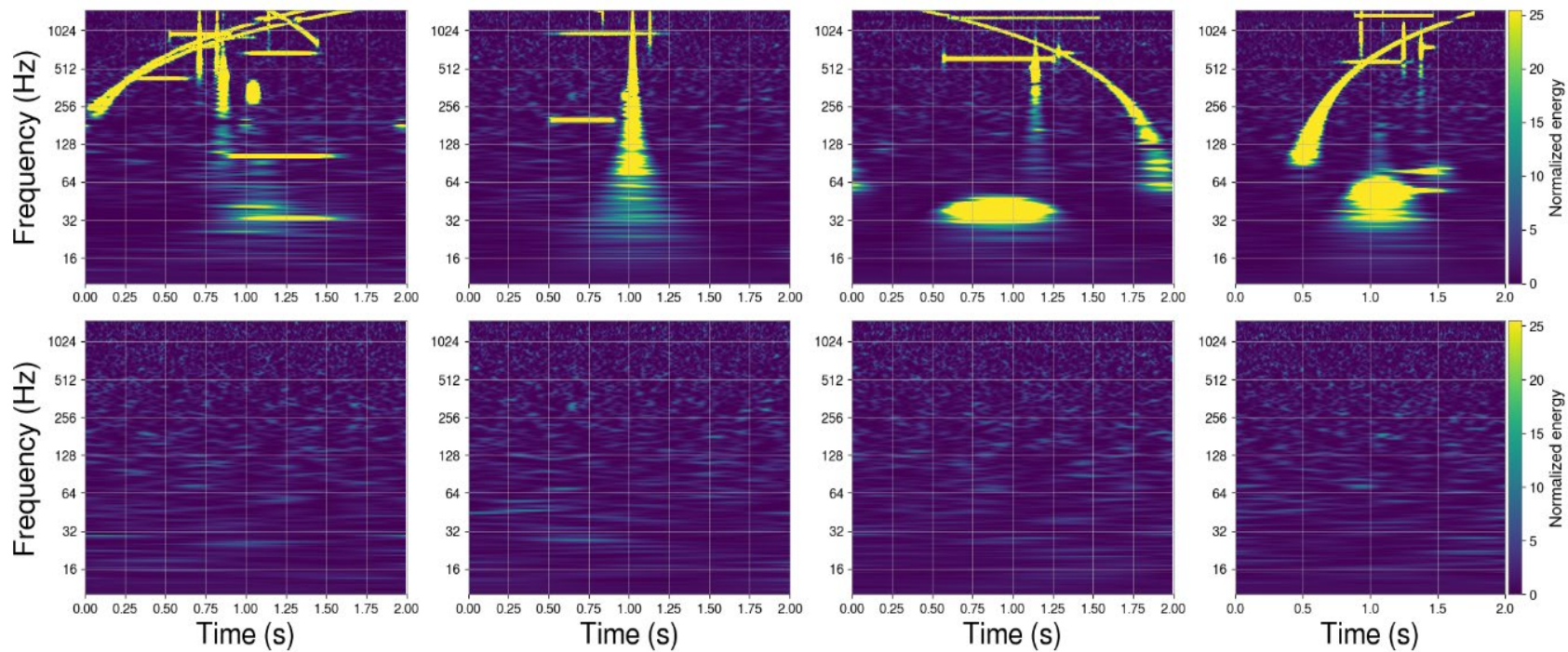
Framework Overview



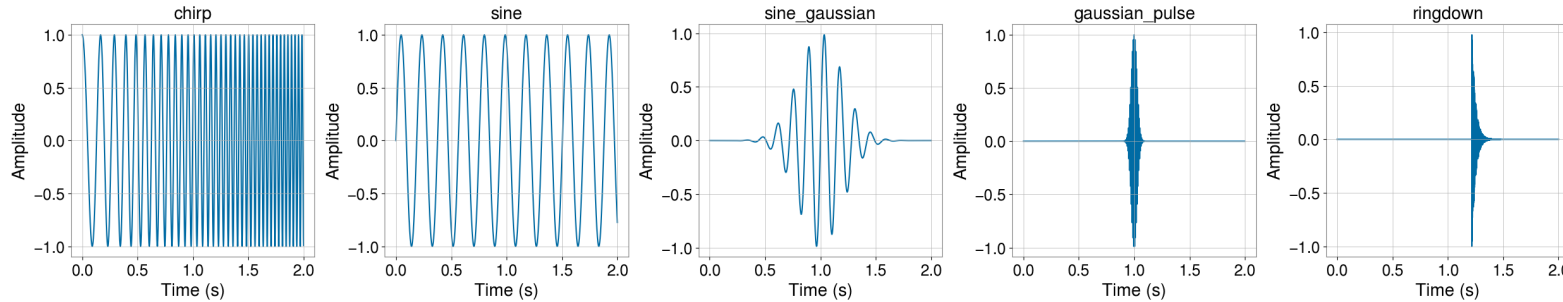
Model Gravity Spy glitches...



... using proxy glitches



Synthetic Training Data Generation

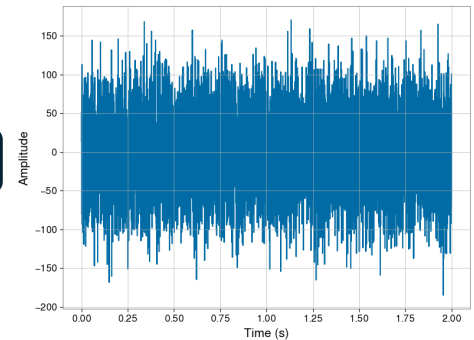


1. Start with 250,000 samples of simulated Gaussian background
 1. $S_r=4096$ Hz, 2s duration
2. Generate between 1 and 30 signals randomly, with random parameters
 1. $f_{min}=1$, $f_{max} = \text{Nyquist}$.
 2. Scale each signal to random SNR in $[0, 250]$.
3. Inject set of signals into background, random time lag

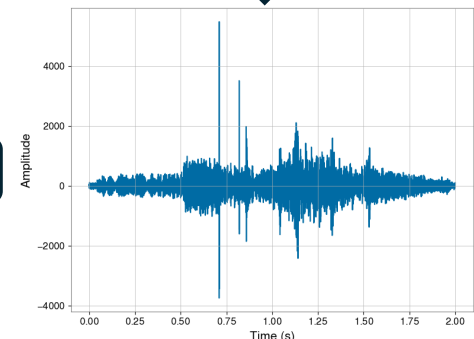
Assumptions:

1. Additive interactions
2. Approximate signal and glitch space by interpolating between these signals

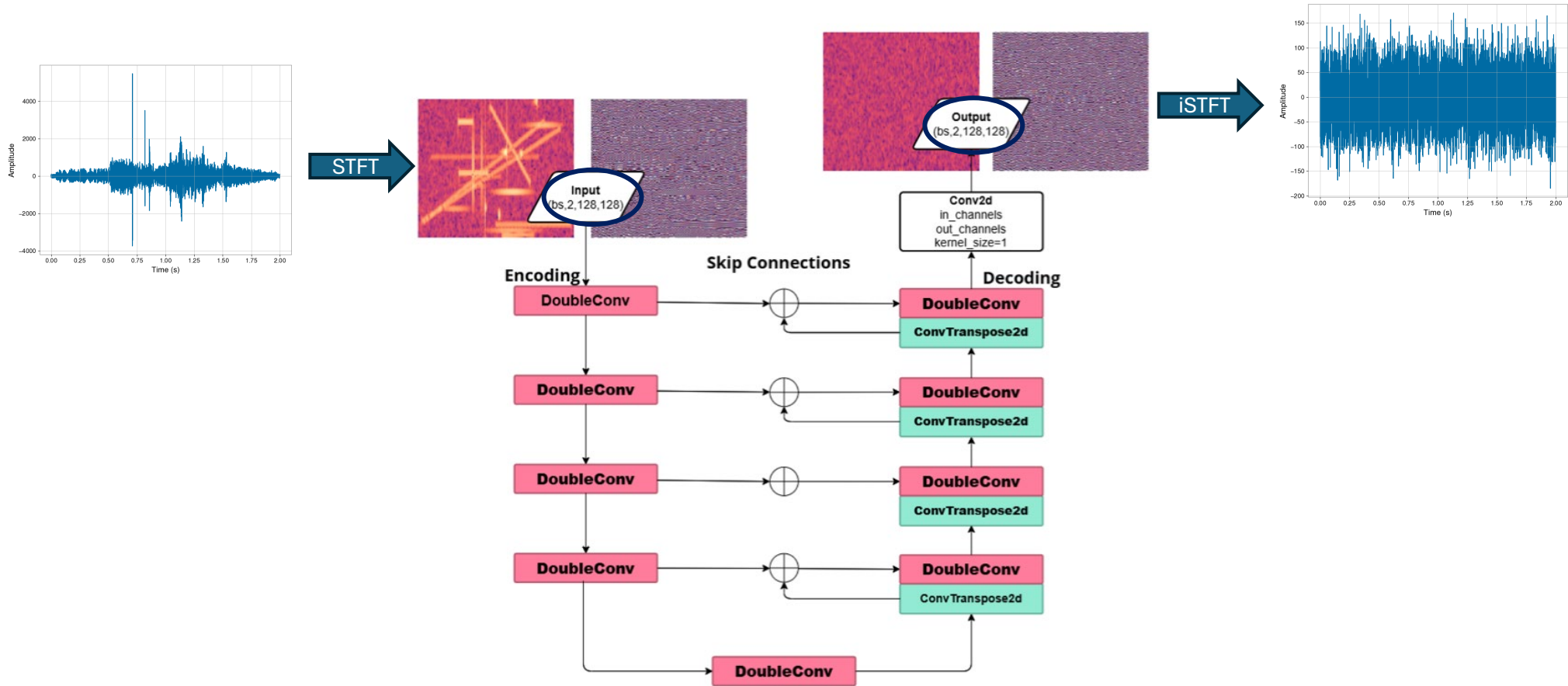
Target



Input



U-Net Architecture



Experiments

1. Simulated Experiments:

- Reconstruction accuracy (time-domain mismatch) with simulated glitch injections into simulated white noise
- Comparison of various deep learning architectures
- Unseen glitch/signal classes from glitch generators:
 - *gengli* (Lopez et al. [arXiv:2203.06494](https://arxiv.org/abs/2203.06494)) and *cDVGAN* (Dooney et al. [arXiv:2401.16356](https://arxiv.org/abs/2401.16356))

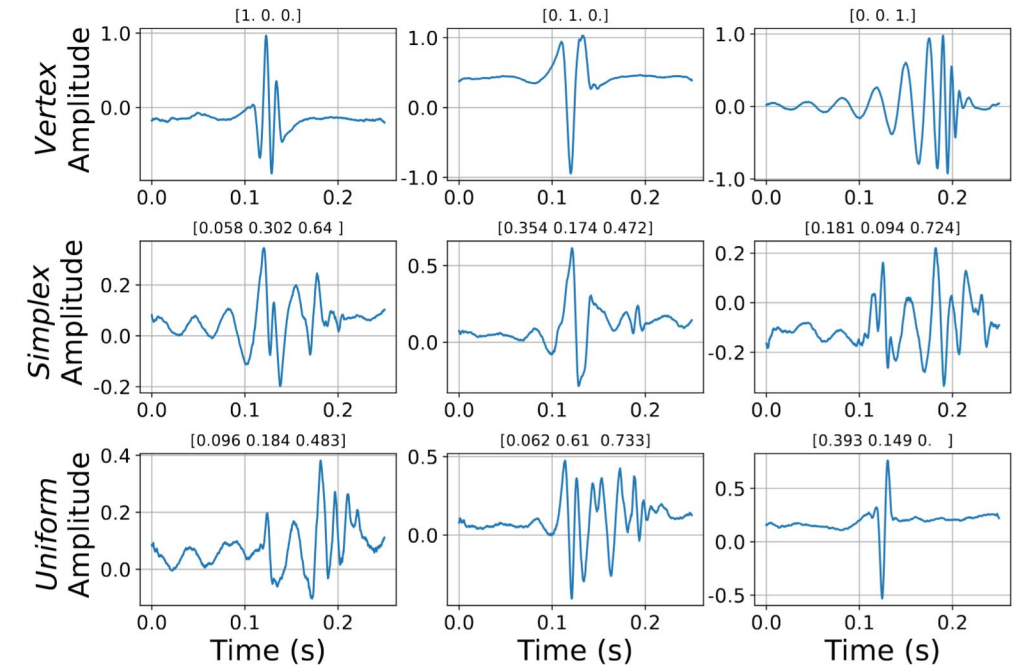
2. BayesWave Comparison:

- Apply BayesWave and DeepExtractor to the same data
- time-domain mismatch

3. Gravity Spy glitches:

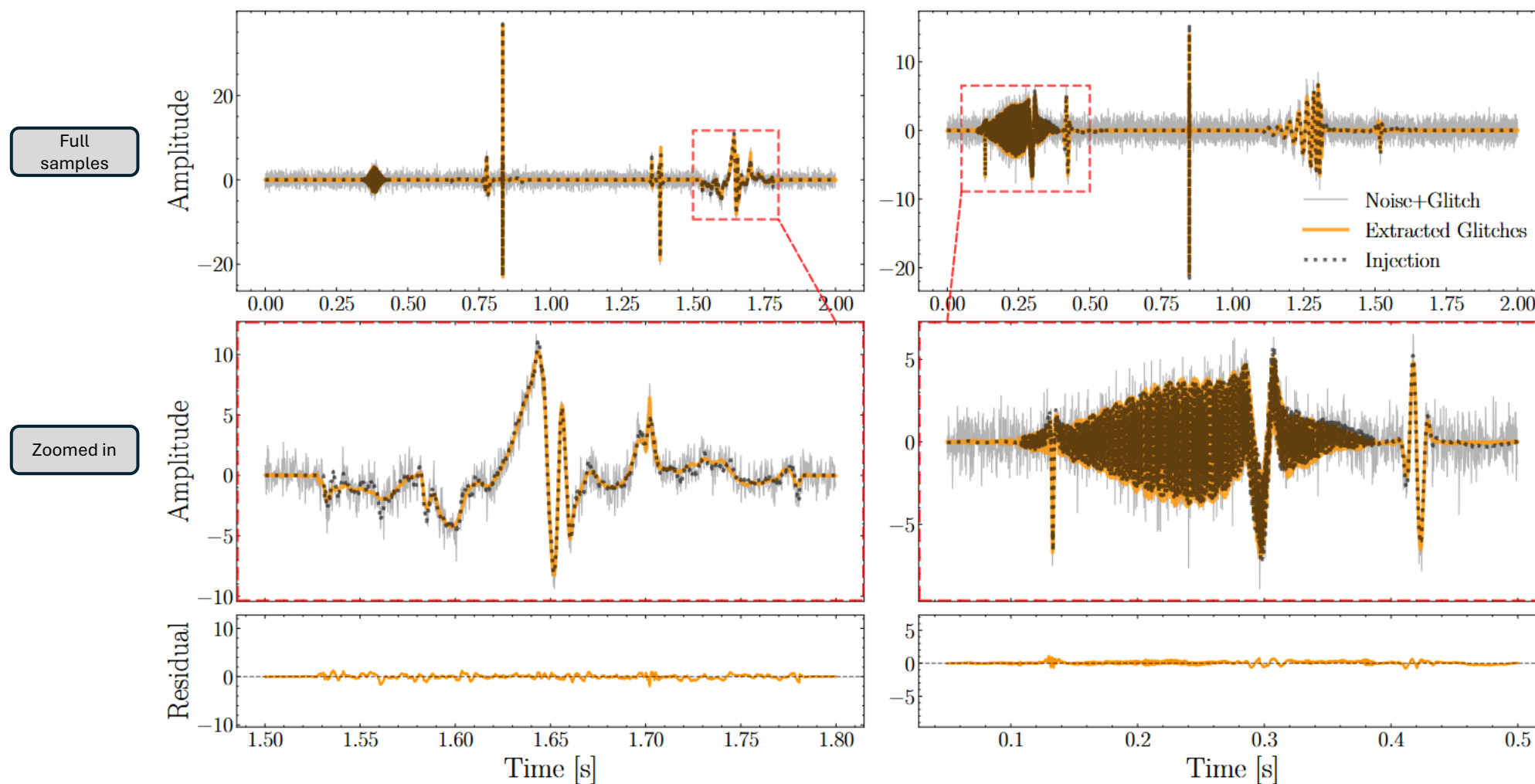
- Analysis of real data from the Gravity Spy dataset.
- Gravity Spy classification of reconstructions

4. Reconstruct real GWs from LIGO O3



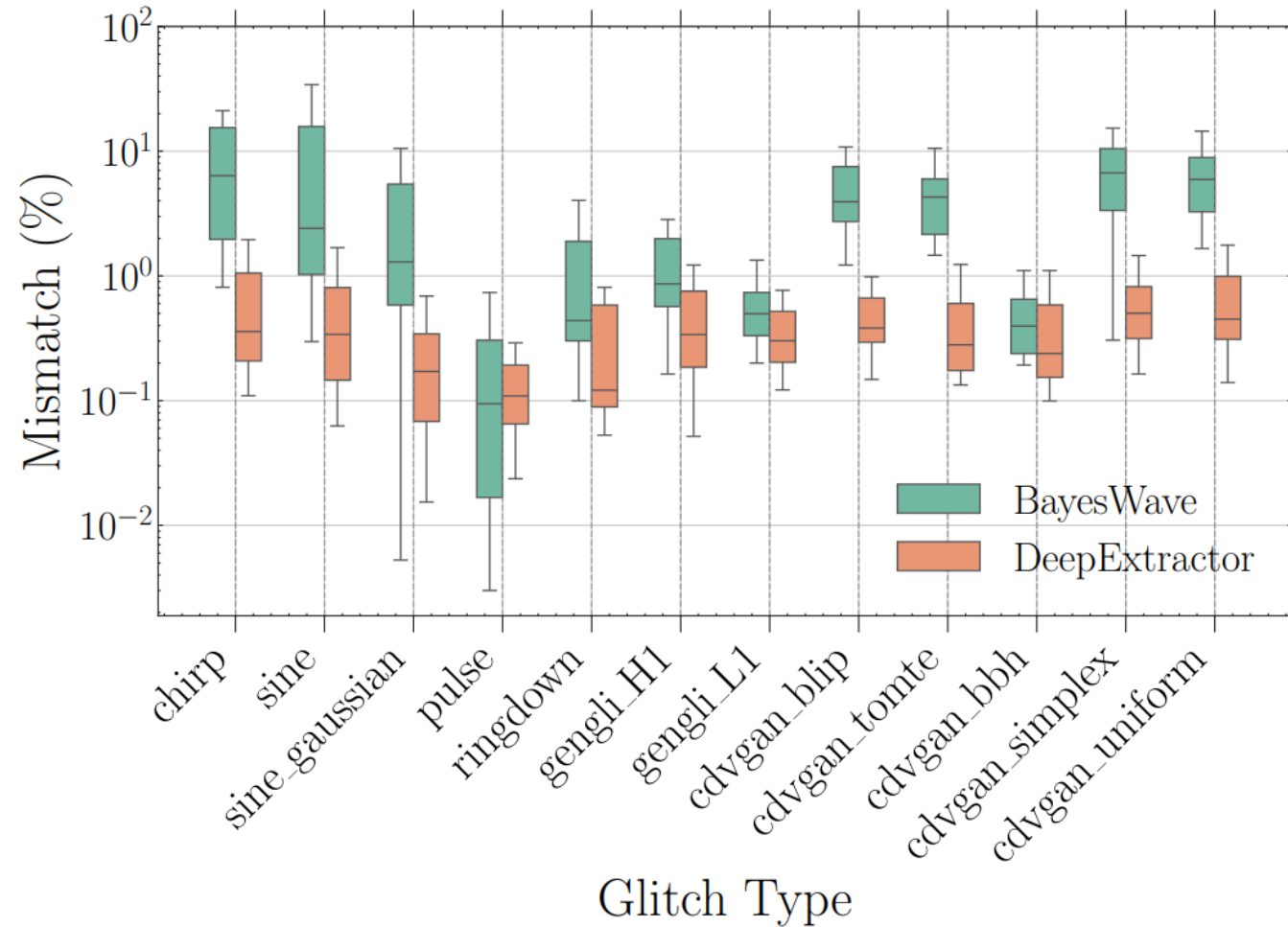
Unseen test classes. In-class (vertex) and hybrid samples (simplex, uniform) from cDVGAN.

Unseen test classes



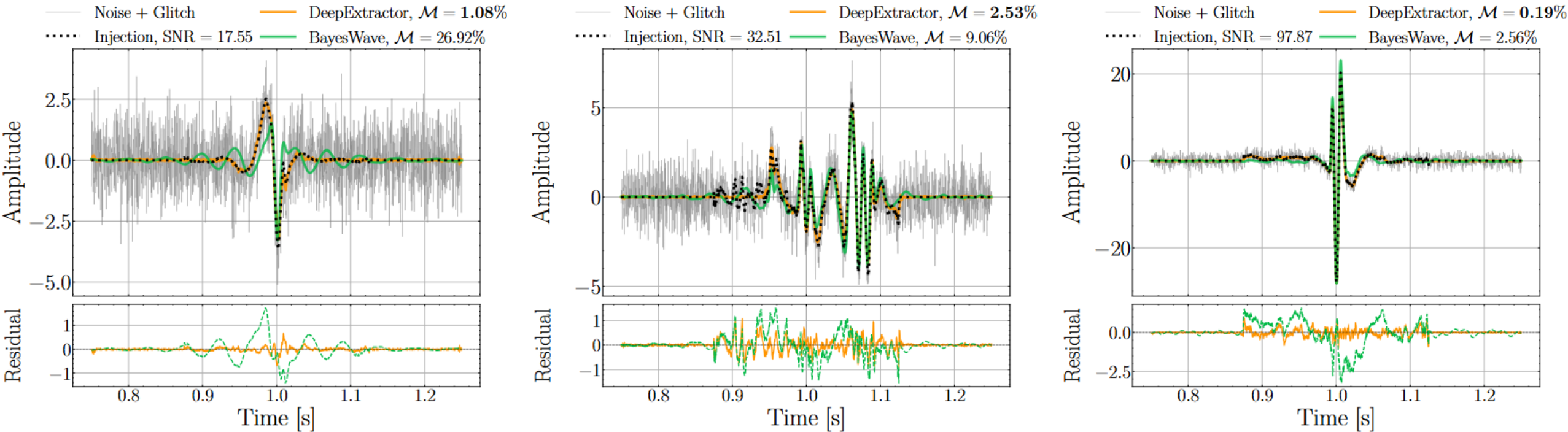
BayesWave Comparison

Results - BayesWave Comparison



Mismatch between injected and reconstructed samples with 30 samples per class (360 total).

Results - BayesWave Comparison Examples

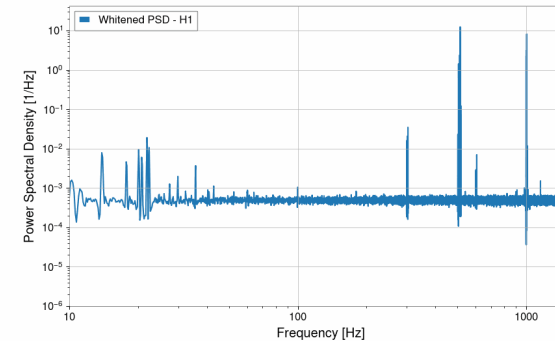
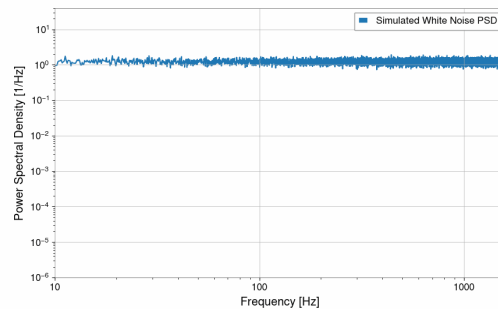


Example reconstructions from DeepExtractor and BayesWave

GravitySpy Analysis (real LIGO data)

Transfer learning with real backgrounds

- We accumulate real LIGO backgrounds (H1, L1, O3a, O3b)
 - At least 2s outside of Omicron/signal triggers
 - 45,000 samples of 2s
- Analytical glitch injections (as before)
- Transfer learn our pretrained (simulated) model
 - Further training phase with real backgrounds
 - Additional knowledge about real background



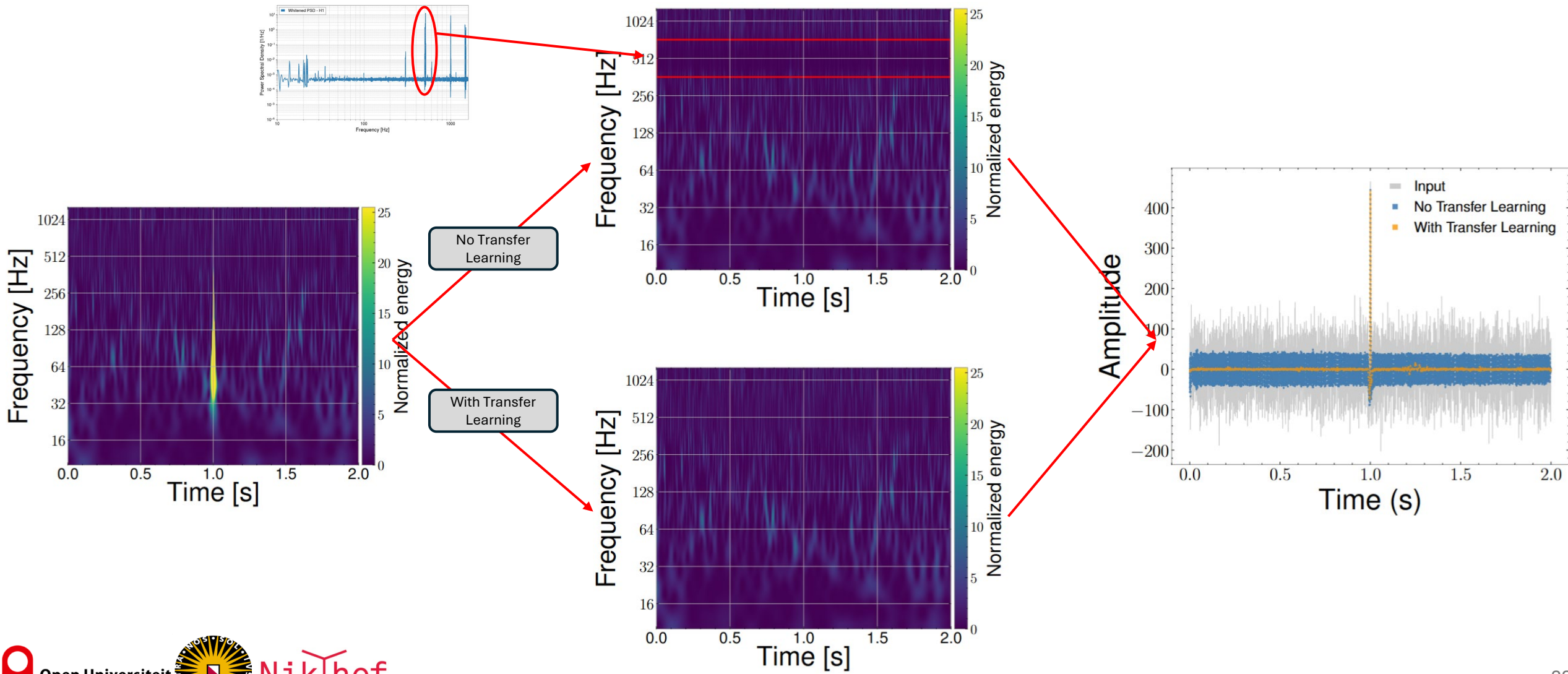
Pre-Trained
DeepExtractor

Additional
Knowledge (PSD)

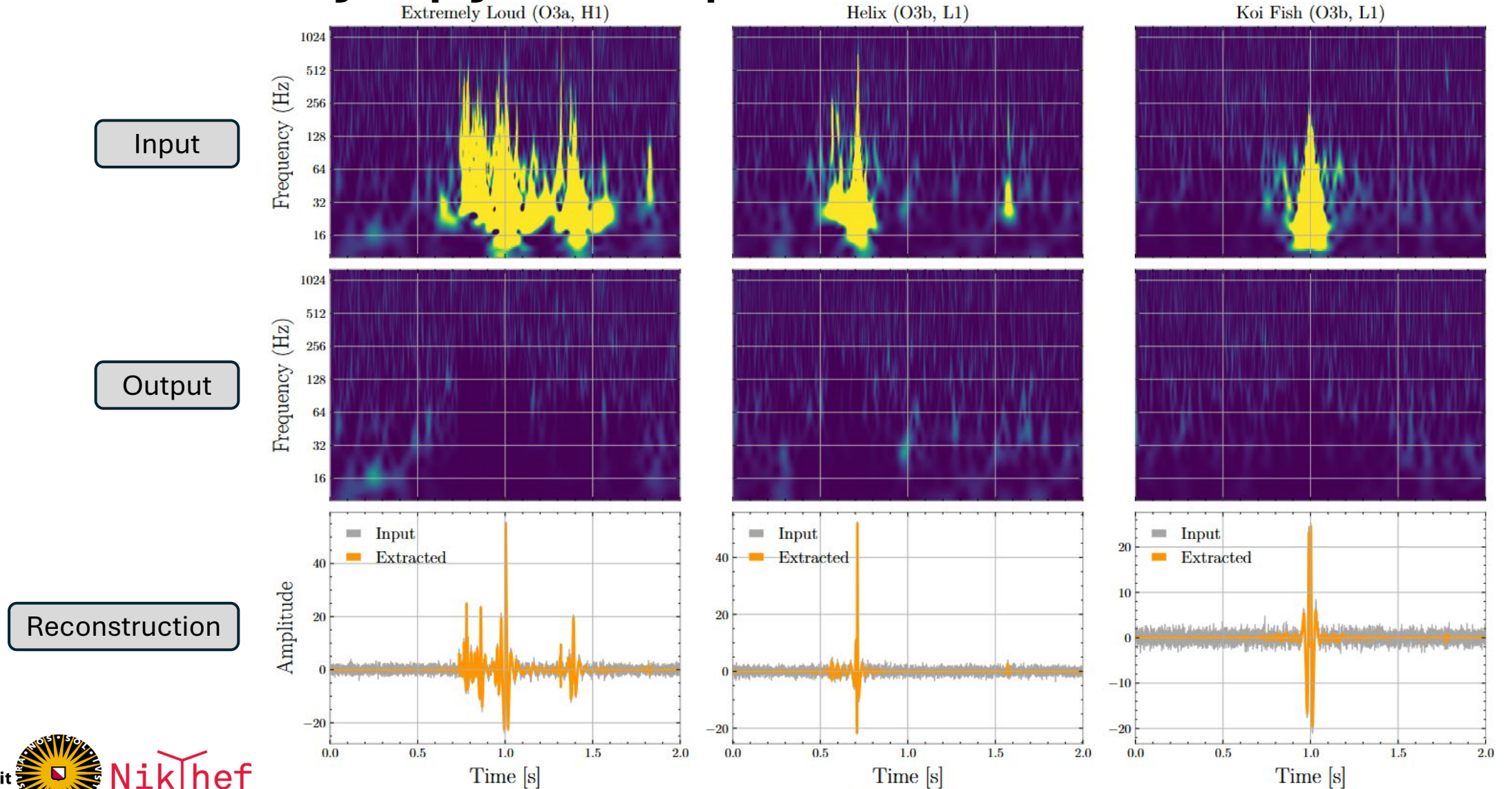
Transfer learning

Fine-tuned
DeepExtractor

Improvements from Transfer Learning



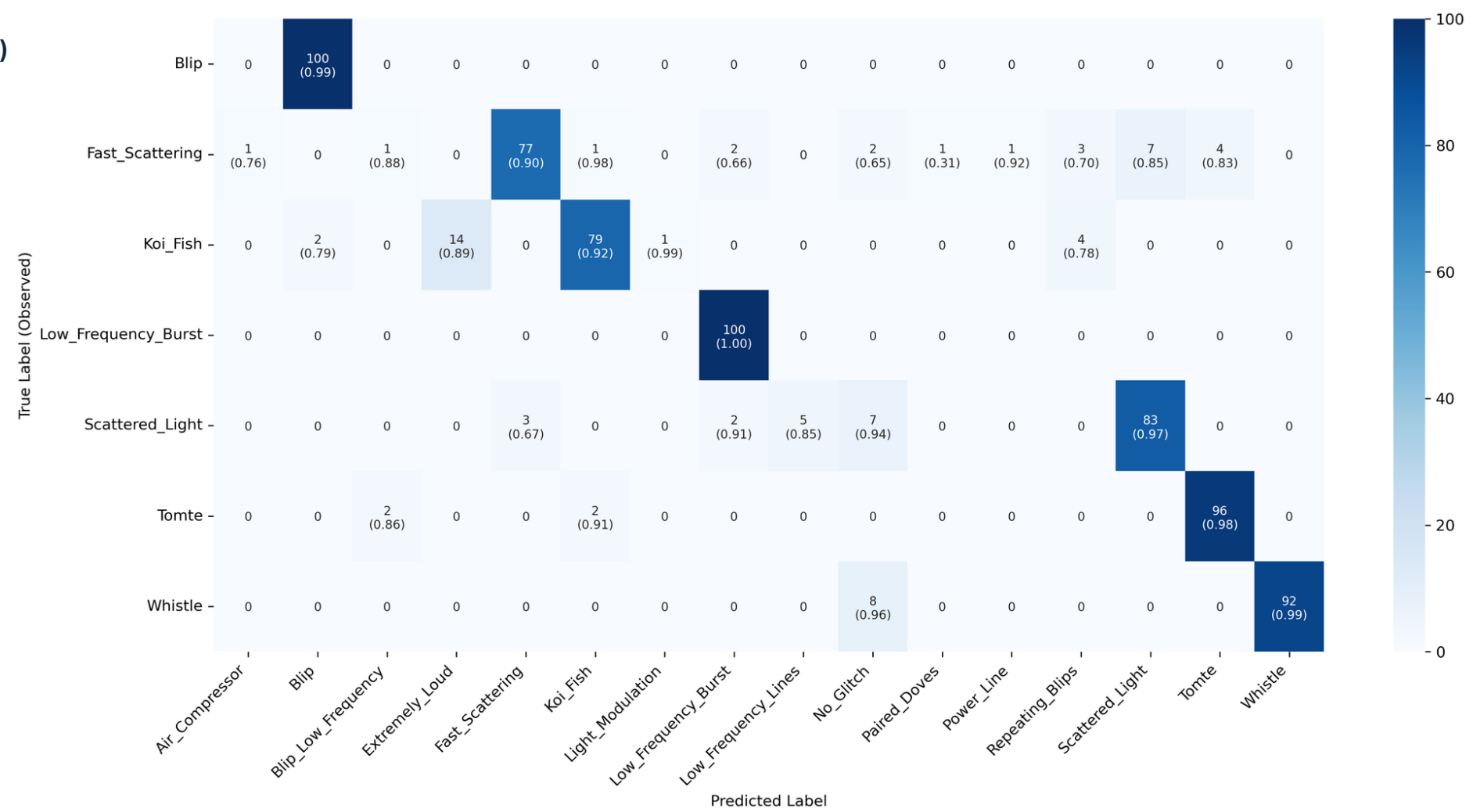
More Gravity Spy Examples



Validating reconstructions with Gravity Spy

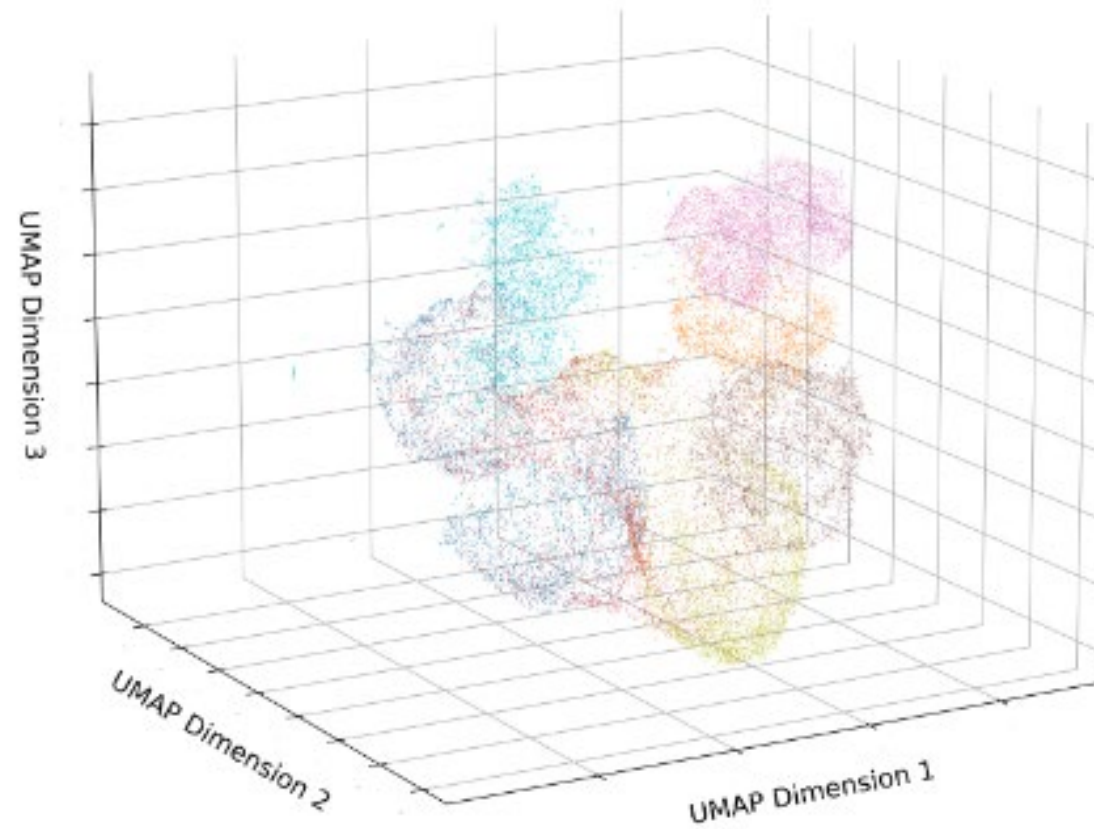
100 samples/class (700 total)

90% of reconstructions are classified with correct label!



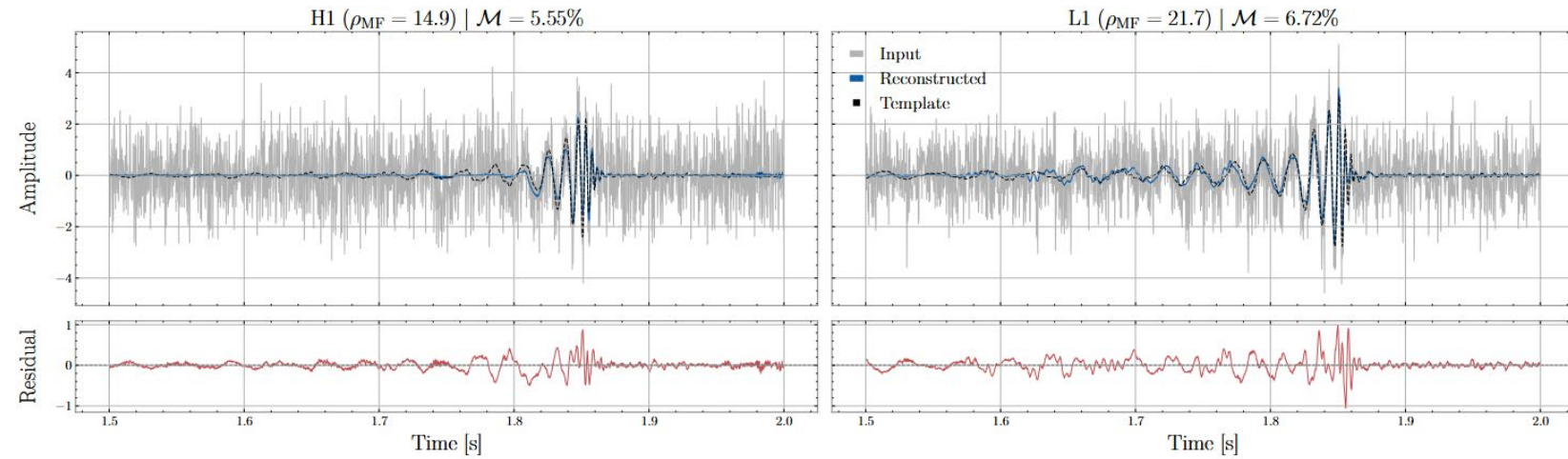
Validating reconstructions with U-Map

- Glitch Types
- Blip
 - Fast_Scattering
 - Koi_Fish
 - Low_Frequency_Burst
 - Scattered_Light
 - Tomte
 - Whistle

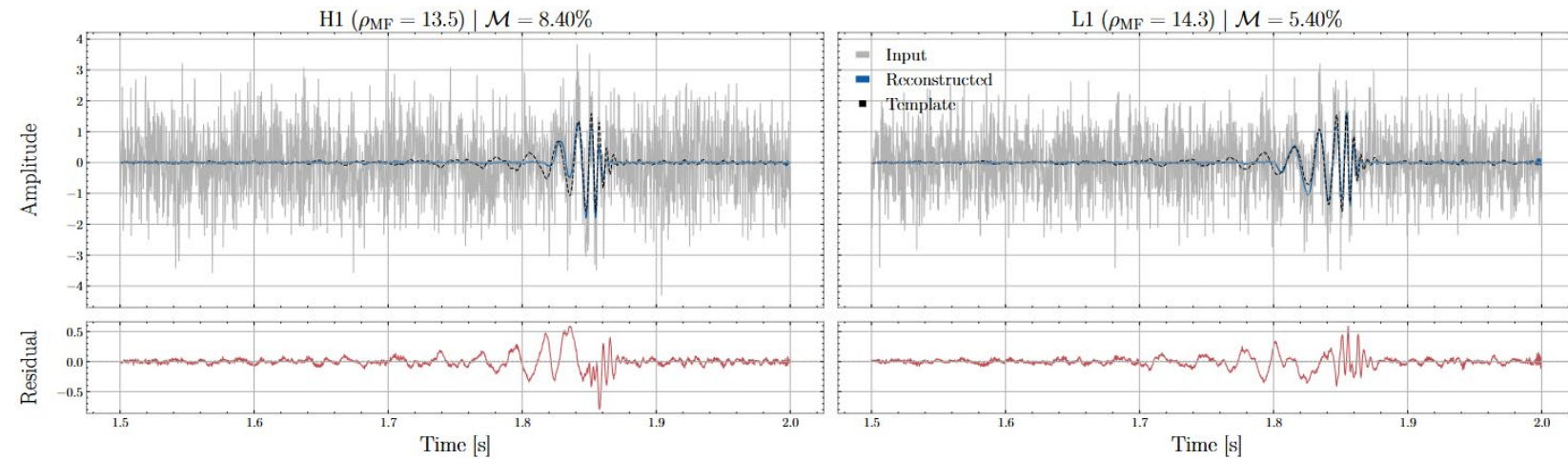


LIGO O3 signal reconstruction

Signal reconstruction...

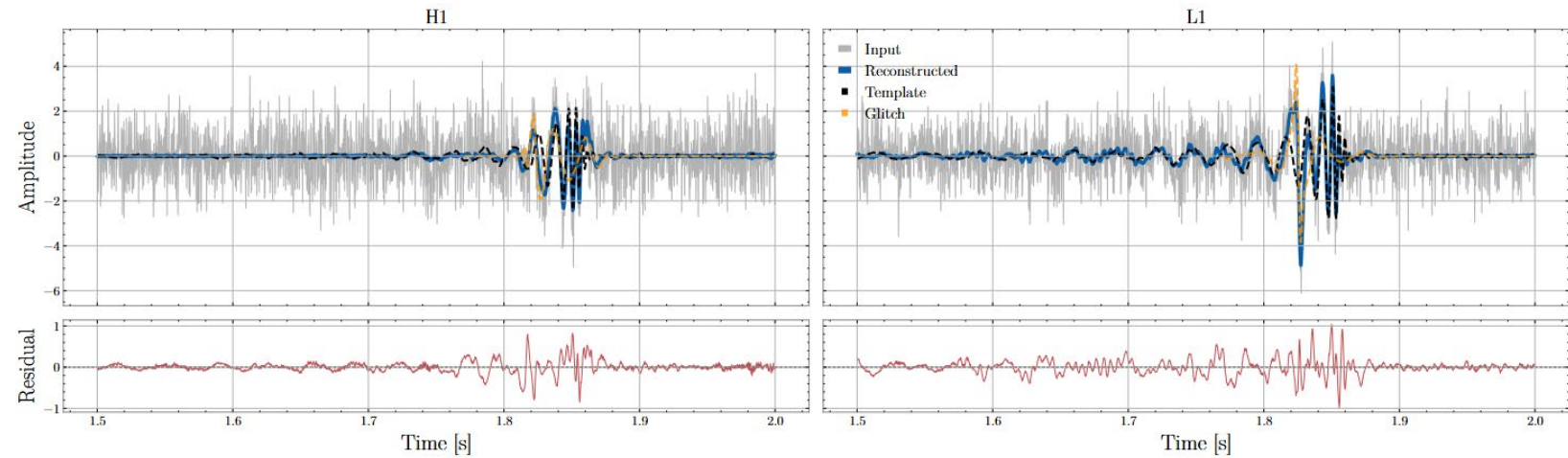


(b) *GW200129_065458*

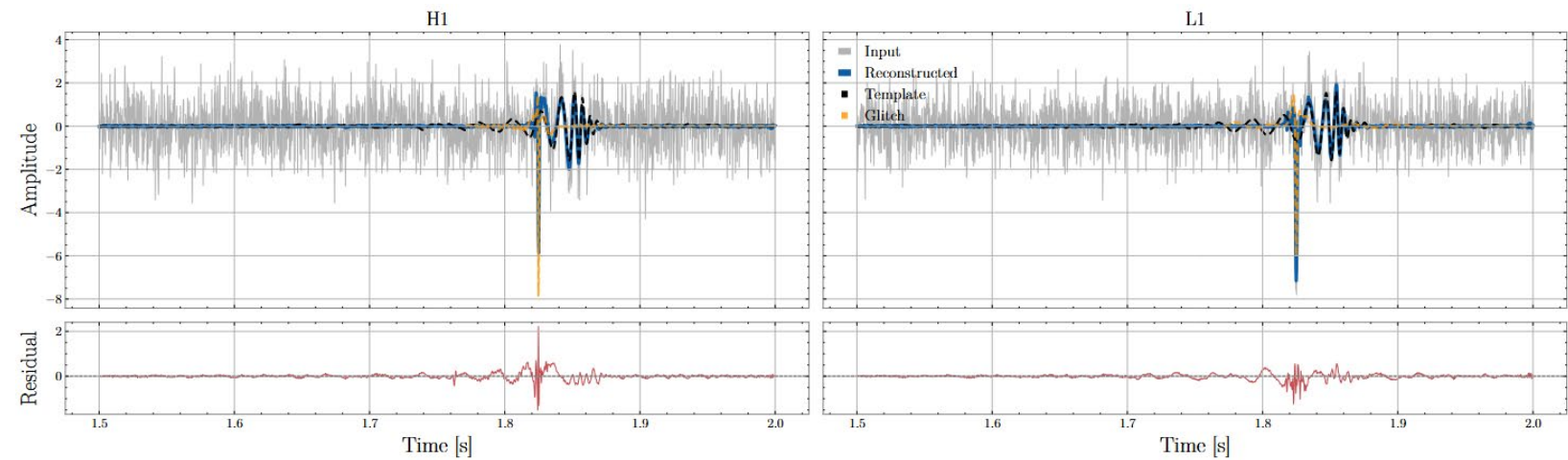


(c) *GW200224_222234*

... and with injected glitches

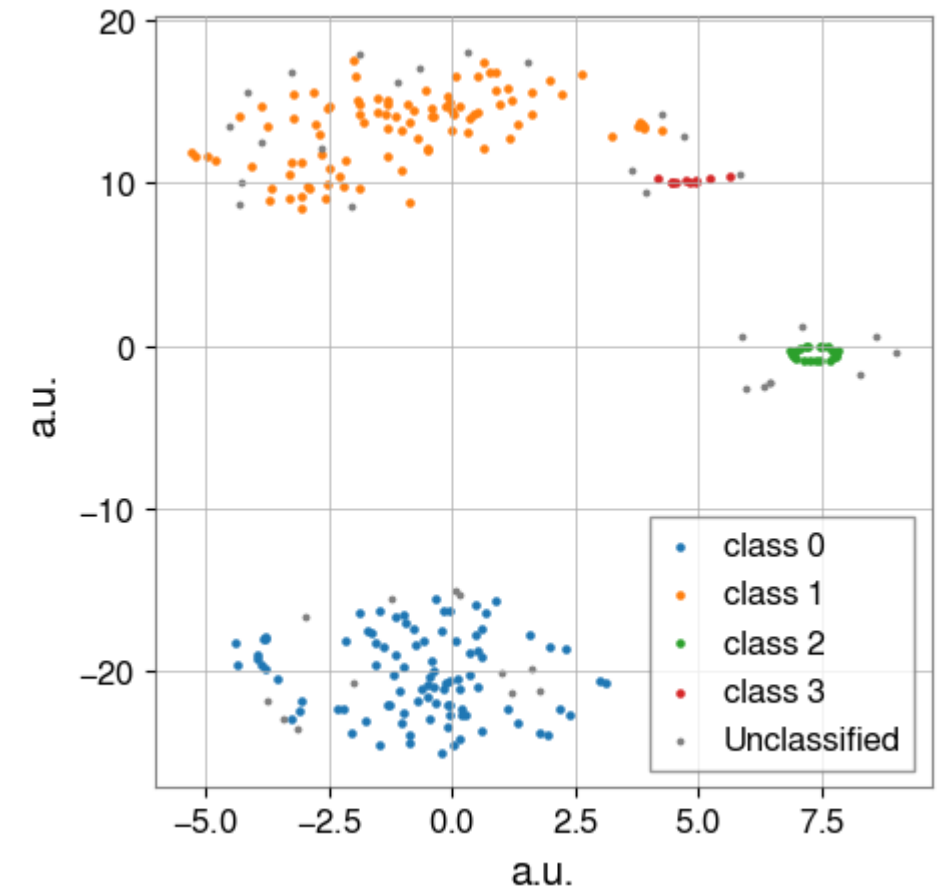
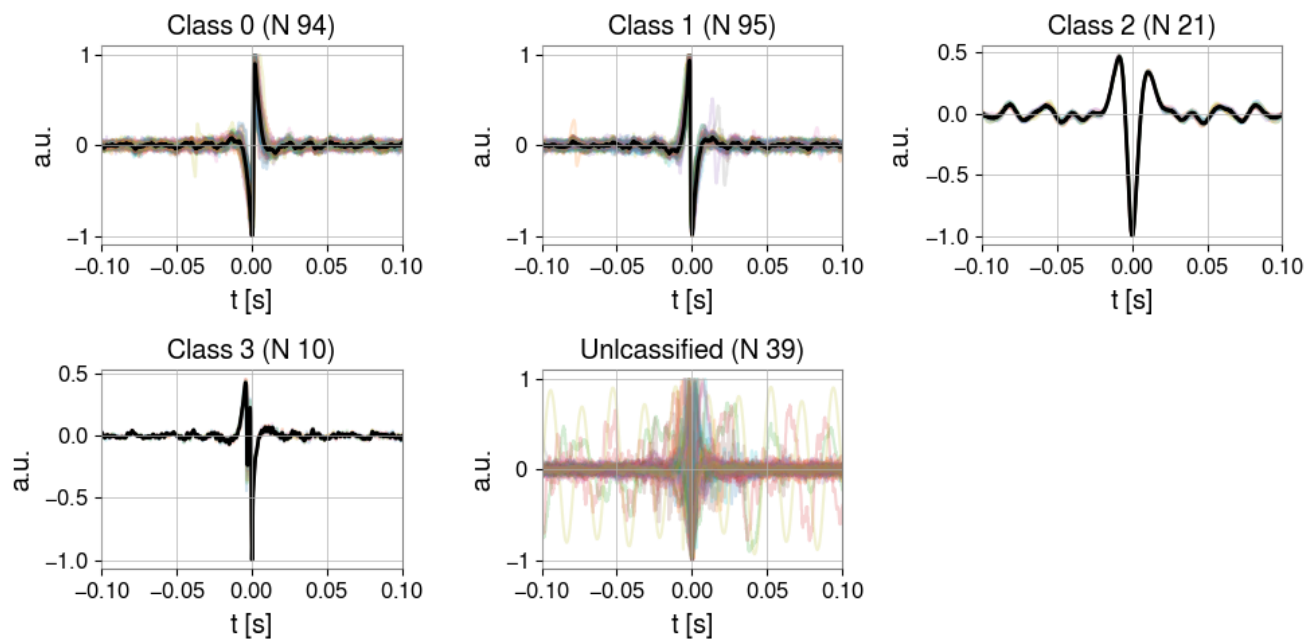


(b) *GW200129-065458*



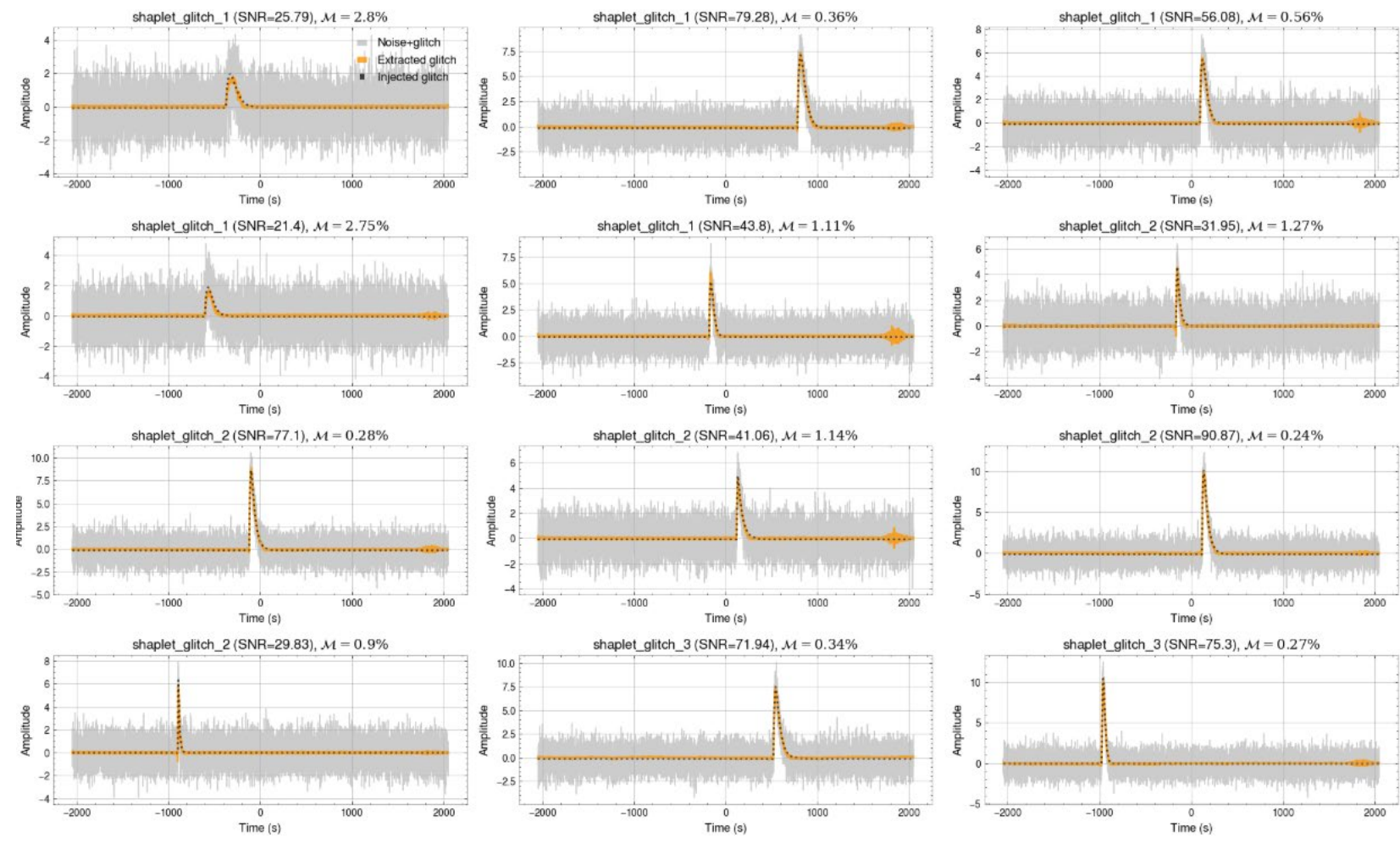
(c) *GW200224-222234*

Virgo Applications

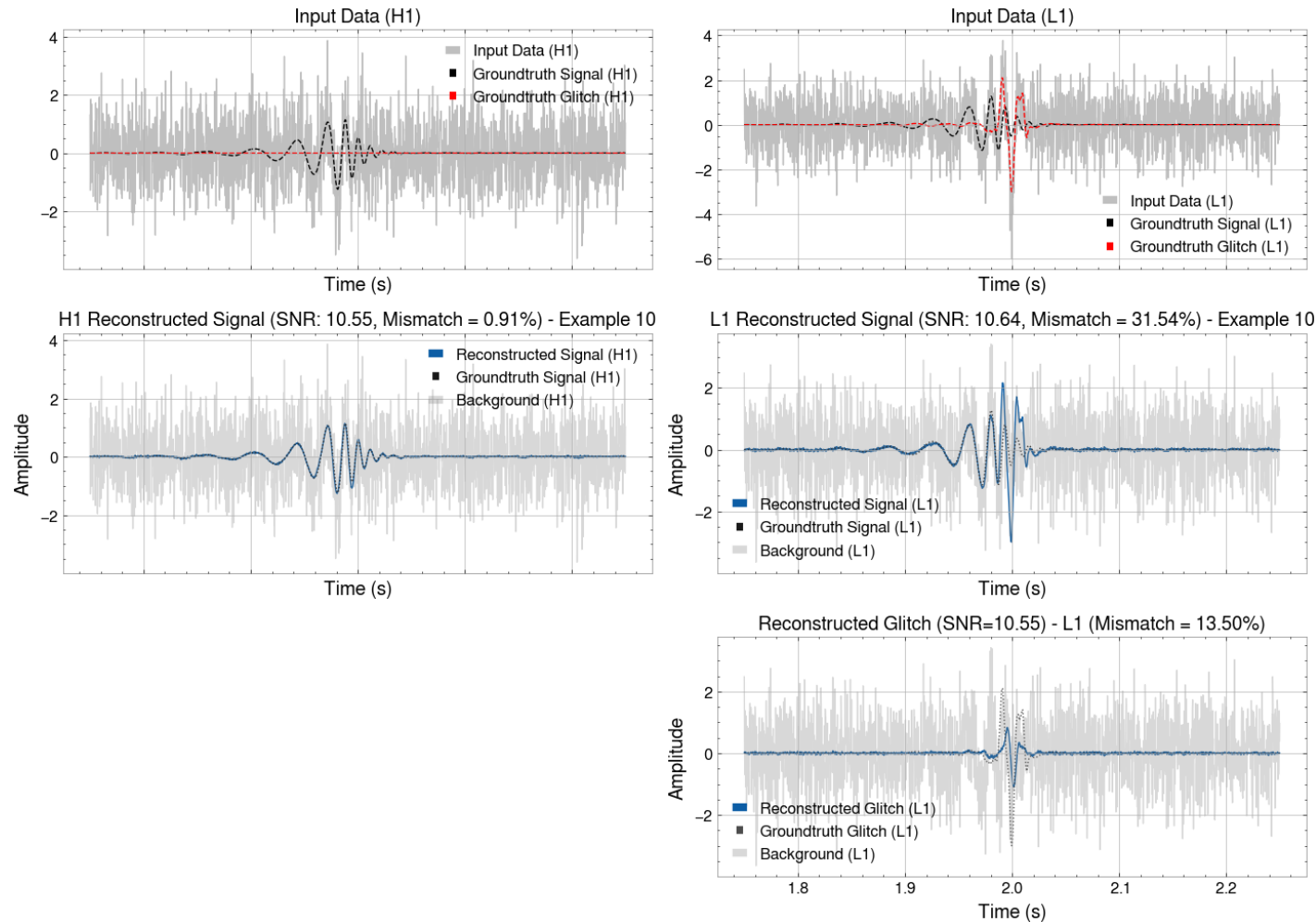


Credit: Luca Negri, <https://logbook.virgo-gw.eu/virgo/?r=66895>

LISA Applications



What about signal+glitch separation?



Summary

- DeepExtractor: **agnostic** time-domain **reconstruction** of signals and glitches
 - Foundation model for GW denoising/reconstruction?
 - Applicable to other domains?
- **Interpolation** to unseen classes
 - Trained with diverse **combinations** of **proxy glitch** classes
 - **Transfer learning** on **real noise** required
- Surpass BayesWave glitch recovery performance
 - **x10,000 speedup**
 - Learned **deterministic** mapping **vs RJMCMC**
 - Online applications
- Limitations: **loud** and **quiet** signals and glitches

Future Work

- Package coming soon...
 - Time-domain O3 glitch catalogue (LIGO-Virgo)
- Overlapping signals and glitches
 - 2G era:
 - Multi-detector network
 - Signal Models – IMRPhenomXPHM
 - 3G era:
 - Einstein Telescope Null Stream
- Testing PE with DeepExtractor glitch mitigation
- Uncertainty estimation

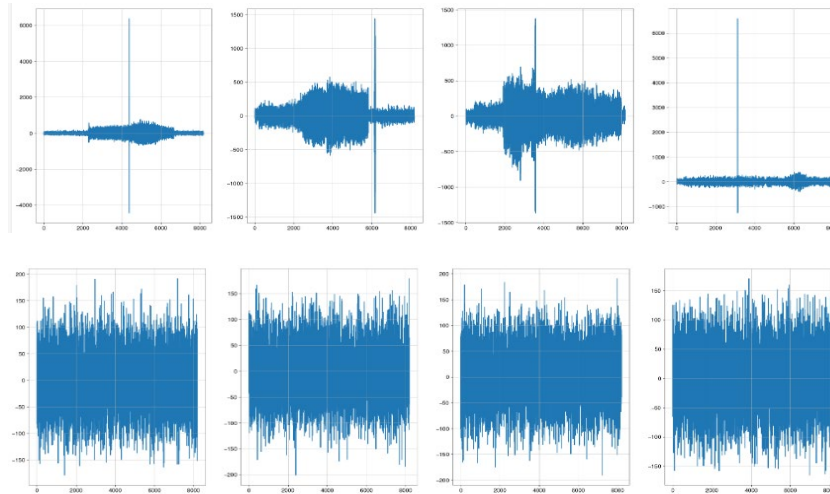
Paper & Code & Questions



Appendix

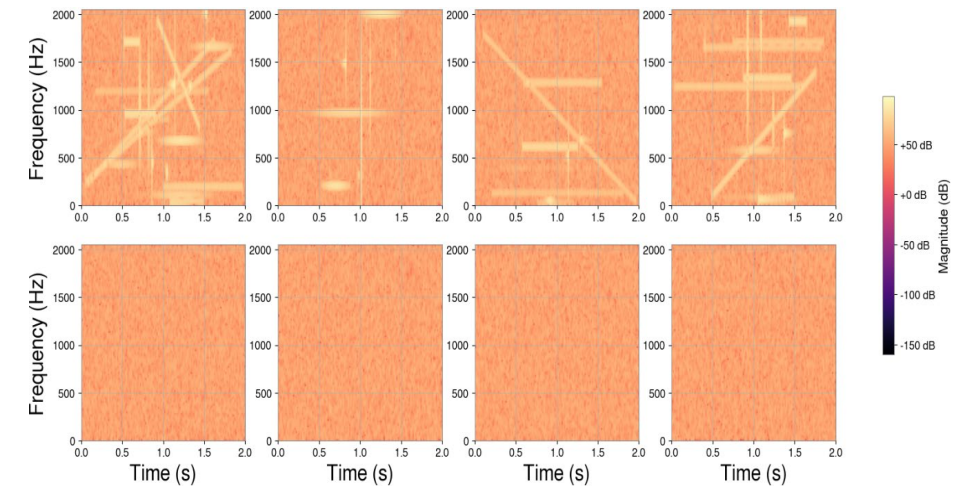
Training Examples: 1D vs 2D

We learn to map
this....



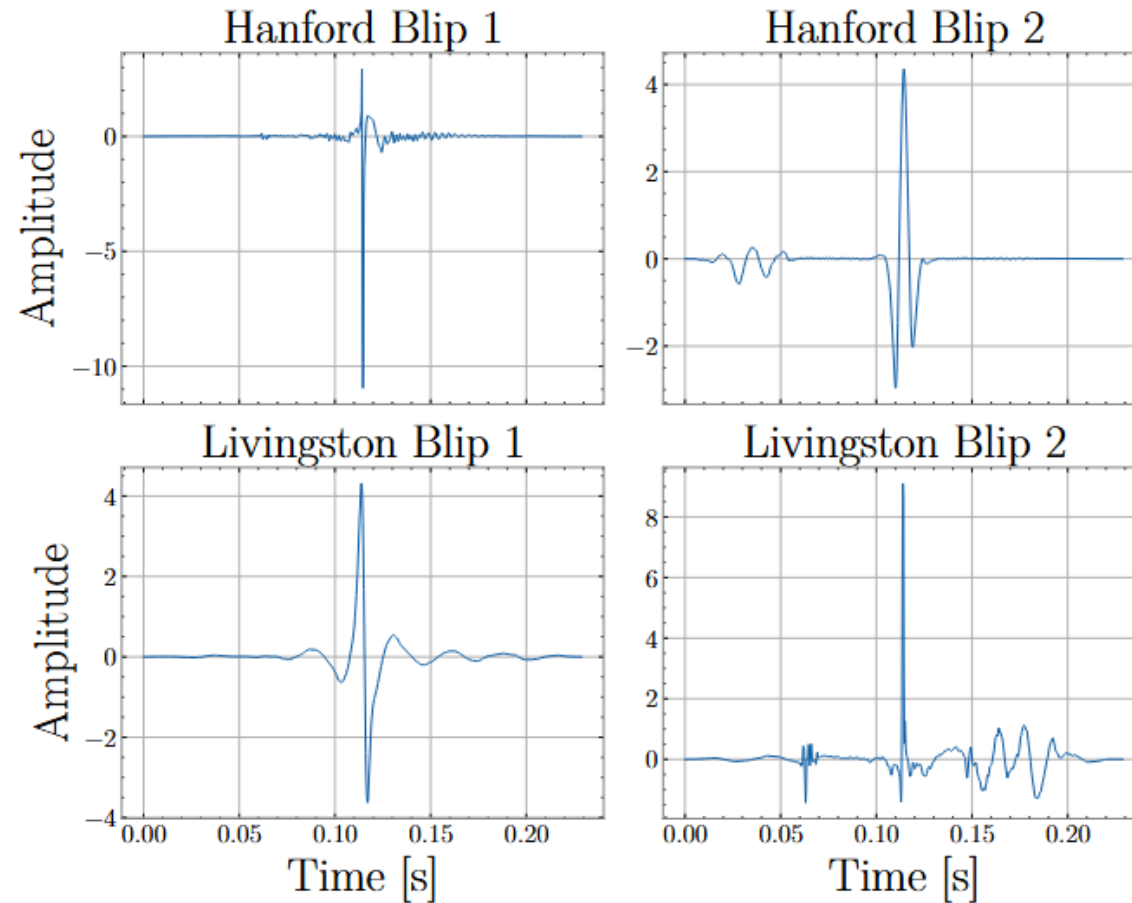
Time-domain (1D)

...to this!



*Spectrogram-domain (2D)
via short-time-Fourier-transform
(STFT)*

Gengli examples



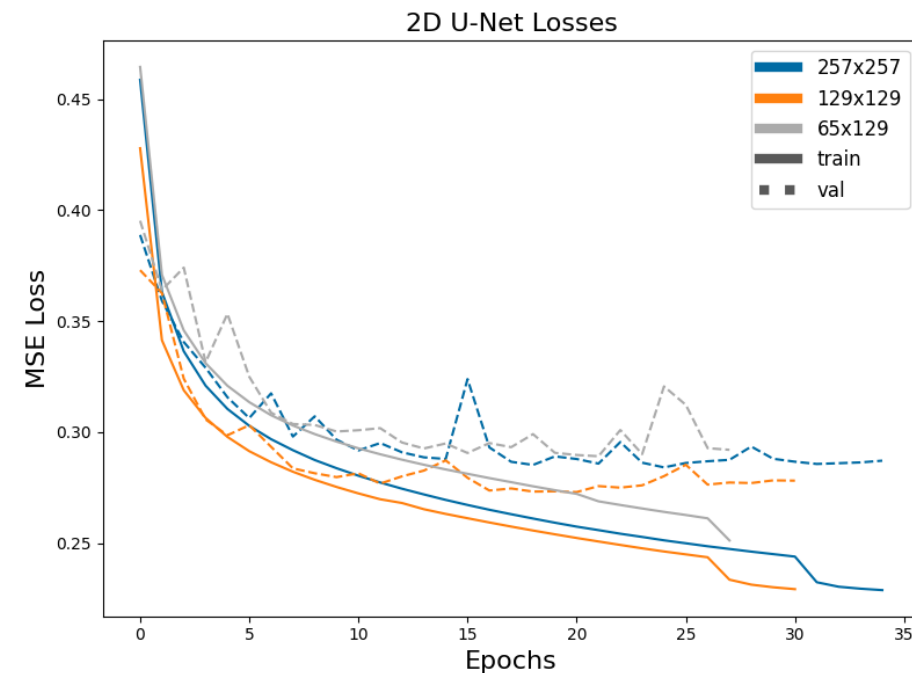
Model and training details

Number of trainable parameters

1. 1D U-Net: 11M
 - (5min/epoch)
2. 2D U-Net (**DeepExtractor**): 31M
 - (6min/epoch)
3. 1D DnCNN: 125k
 - (6min/epoch)
4. 1D Autoencoder: 9M
 - (7min/epoch)

Training scheme

1. **Initial learning rate:** 10^{-4}
2. **ReduceLROnPlateau:** 4 epochs of no improvement
3. **Early stopping:** 10 epochs of no improvement



Simulated Experiments

(Deep-learning comparison)

Results – Simulated experiments

Spectrogram resolution eg. 257x257



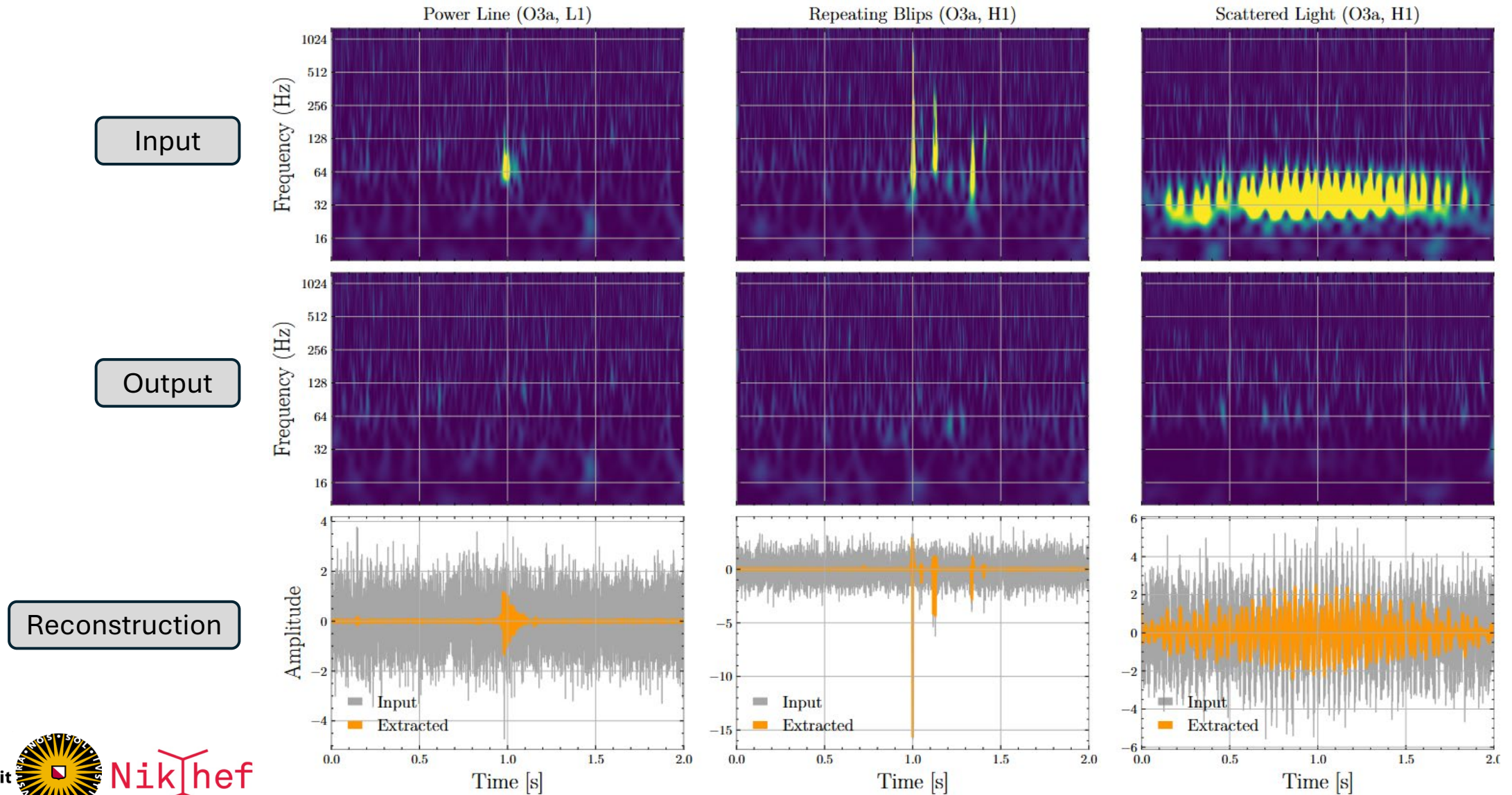
Glitch Type	UNET1D	DnCNN1D	Autoencoder1D	Autoencoder2D	DeepEx. (65x129)	DeepEx. (129 ²)	DeepEx. (257 ²)
chirp	2.0 ^{+2.1} _{-0.8}	26.1 ^{+20.8} _{-13.9}	2.3 ^{+2.4} _{-0.9}	41.2 ^{+20.1} _{-9.3}	1.9 ^{+1.7} _{-0.6}	1.1 ^{+0.9} _{-0.4}	0.8 ^{+0.7} _{-0.3}
sine	1.7 ^{+2.8} _{-0.6}	23.5 ^{+27.6} _{-11.5}	1.9 ^{+3.7} _{-0.7}	41.1 ^{+20.2} _{-9.7}	1.7 ^{+1.8} _{-0.6}	0.8 ^{+1.0} _{-0.2}	0.5 ^{+0.7} _{-0.1}
sine_gaussian	1.4 ^{+1.8} _{-0.6}	8.9 ^{+13.5} _{-3.3}	1.6 ^{+2.0} _{-0.7}	40.2 ^{+16.3} _{-11.3}	1.7 ^{+1.8} _{-0.8}	0.6 ^{+0.7} _{-0.2}	0.4 ^{+0.6} _{-0.1}
gaussian_pulse	0.4 ^{+0.4} _{-0.2}	3.8 ^{+3.8} _{-1.7}	0.6 ^{+0.7} _{-0.3}	37.7 ^{+13.9} _{-11.5}	1.8 ^{+2.1} _{-0.8}	0.6 ^{+0.7} _{-0.2}	0.4 ^{+0.4} _{-0.2}
ringdown	0.6 ^{+0.8} _{-0.2}	5.2 ^{+4.3} _{-2.1}	0.9 ^{+1.0} _{-0.4}	39.3 ^{+15.0} _{-9.5}	2.2 ^{+2.4} _{-1.0}	0.9 ^{+0.8} _{-0.4}	0.7 ^{+0.6} _{-0.3}
gengli_H1	1.0 ^{+1.0} _{-0.3}	3.8 ^{+3.3} _{-1.4}	1.2 ^{+1.1} _{-0.4}	36.6 ^{+13.0} _{-9.0}	2.7 ^{+2.0} _{-1.1}	1.2 ^{+0.8} _{-0.4}	0.9 ^{+0.7} _{-0.3}
gengli_L1	1.2 ^{+0.7} _{-0.4}	4.0 ^{+2.8} _{-1.1}	1.3 ^{+0.9} _{-0.4}	36.1 ^{+10.9} _{-7.6}	2.8 ^{+2.1} _{-1.1}	1.2 ^{+0.9} _{-0.3}	1.1 ^{+0.7} _{-0.4}
cdvgan_blip	1.2 ^{+1.0} _{-0.4}	4.5 ^{+3.9} _{-1.7}	1.4 ^{+1.1} _{-0.5}	36.2 ^{+15.6} _{-9.1}	2.9 ^{+2.6} _{-1.0}	1.2 ^{+0.9} _{-0.4}	0.9 ^{+0.8} _{-0.2}
cdvgan_tomte	1.0 ^{+0.7} _{-0.3}	4.5 ^{+3.4} _{-1.7}	1.2 ^{+0.8} _{-0.4}	38.0 ^{+12.4} _{-10.7}	2.6 ^{+2.5} _{-1.0}	1.0 ^{+0.7} _{-0.3}	0.9 ^{+0.6} _{-0.3}
cdvgan_bbh	1.0 ^{+1.1} _{-0.3}	4.6 ^{+5.2} _{-1.5}	1.1 ^{+1.2} _{-0.3}	34.6 ^{+17.7} _{-6.7}	2.7 ^{+2.4} _{-0.9}	1.2 ^{+1.0} _{-0.5}	0.8 ^{+0.9} _{-0.2}
cdvgan_simplex	1.8 ^{+1.4} _{-0.6}	5.2 ^{+5.4} _{-1.6}	2.0 ^{+1.6} _{-0.7}	36.9 ^{+16.1} _{-7.6}	3.5 ^{+3.5} _{-1.1}	1.8 ^{+1.4} _{-0.5}	1.6 ^{+1.2} _{-0.5}
cdvgan_uniform	1.6 ^{+1.1} _{-0.5}	5.3 ^{+3.9} _{-1.9}	1.7 ^{+1.3} _{-0.5}	38.1 ^{+13.3} _{-10.0}	3.1 ^{+3.3} _{-1.1}	1.6 ^{+1.0} _{-0.5}	1.4 ^{+0.9} _{-0.5}
Total	1.2 ^{+1.1} _{-0.4}	5.9 ^{+6.9} _{-2.4}	1.4 ^{+1.3} _{-0.5}	37.9 ^{+15.2} _{-9.2}	2.5 ^{+2.3} _{-0.9}	1.1 ^{+0.9} _{-0.4}	0.9 ^{+0.7} _{-0.3}

Median mismatch (%) between injected and extracted glitches over 512 samples from each class. Bounds represent 1σ confidence interval.

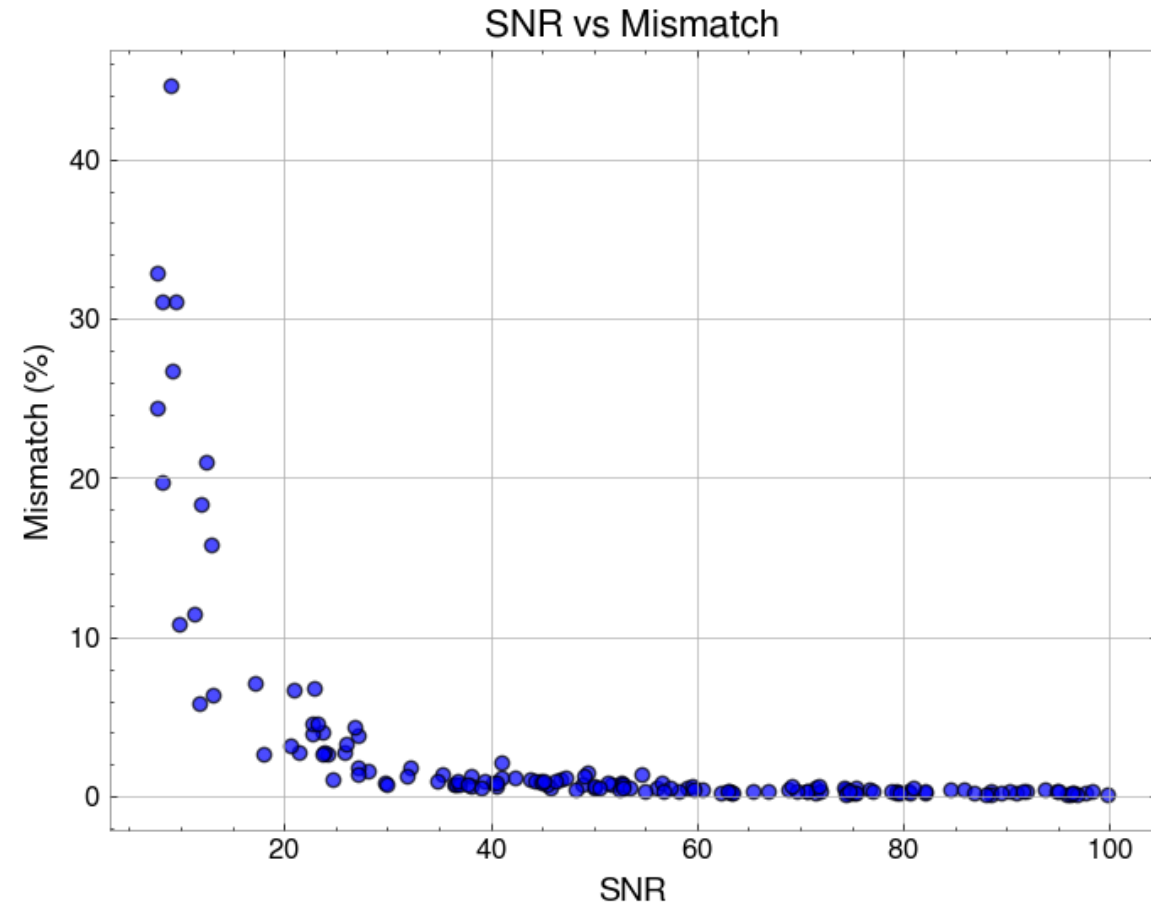
Main Findings

- 1. 2D model on high resolution STFT is best
- 2. Reconstruct a sample ≈ 0.1s (CPU)

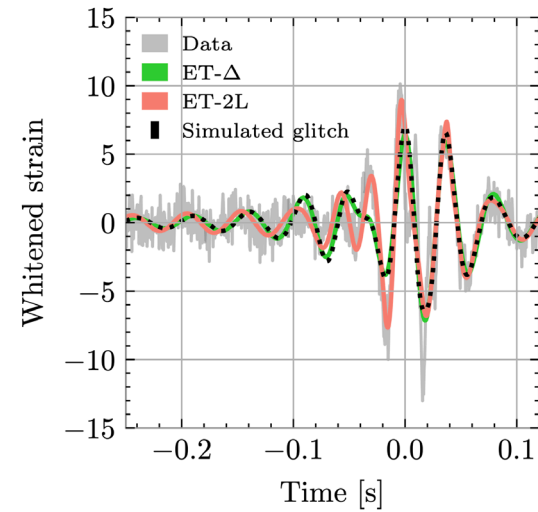
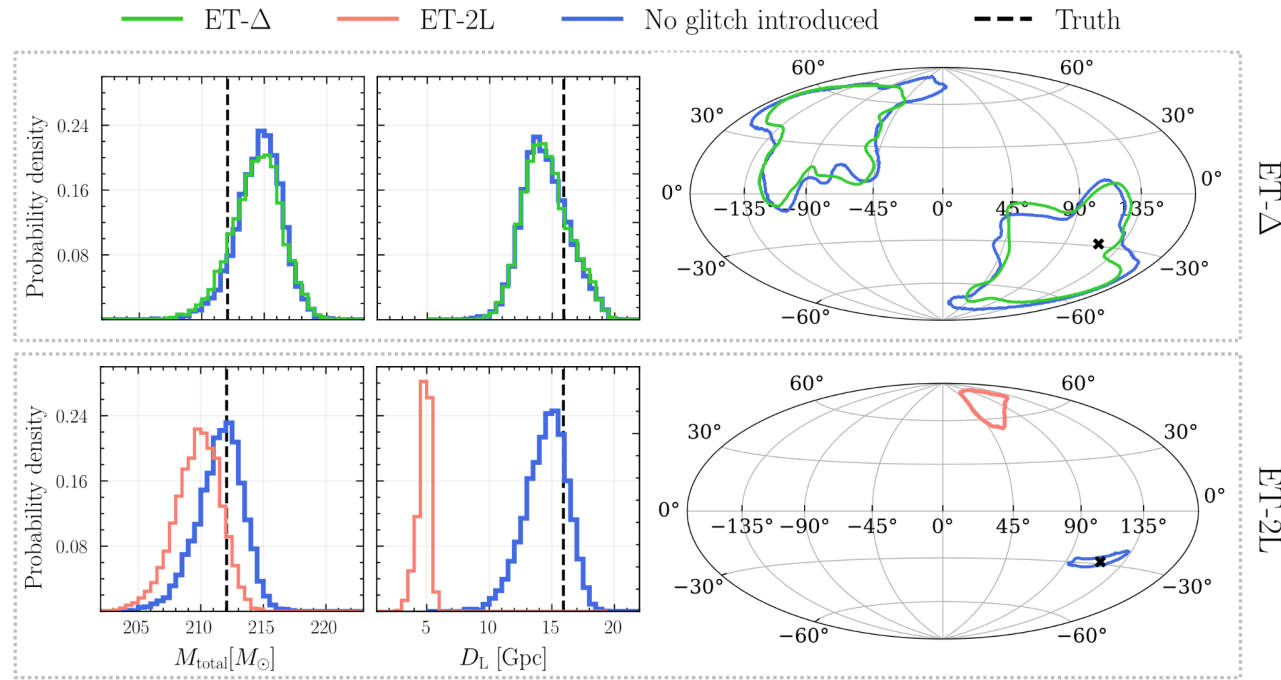
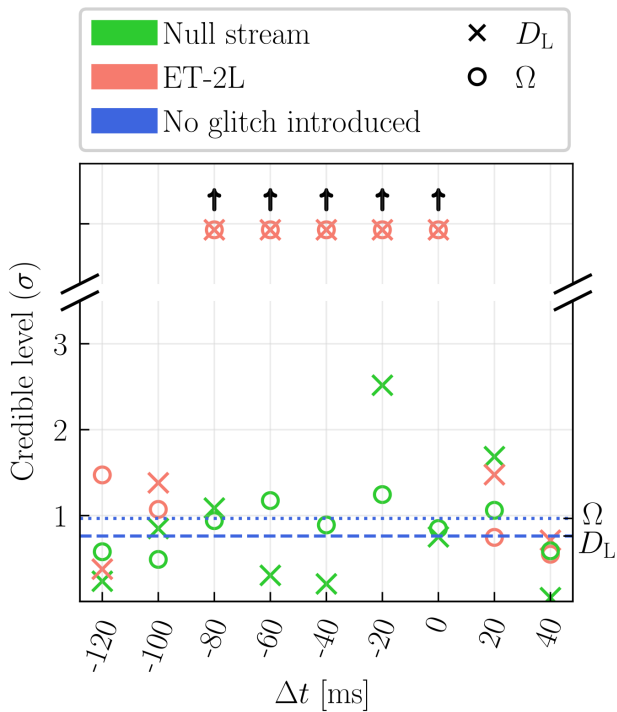
Gravity Spy Examples 3



SNR vs Mismatch



ET Δ vs 2L



Narola et. al: <https://arxiv.org/pdf/2411.15506>

Applicable to other domains?

- Relevant for denoising problems where:
 - Background can be measured accurately
 - Target is unmodelled (proxy signals)
- Astrophysics
 - CATO background estimation?
- Particle Physics
 - Pile-up removal?