



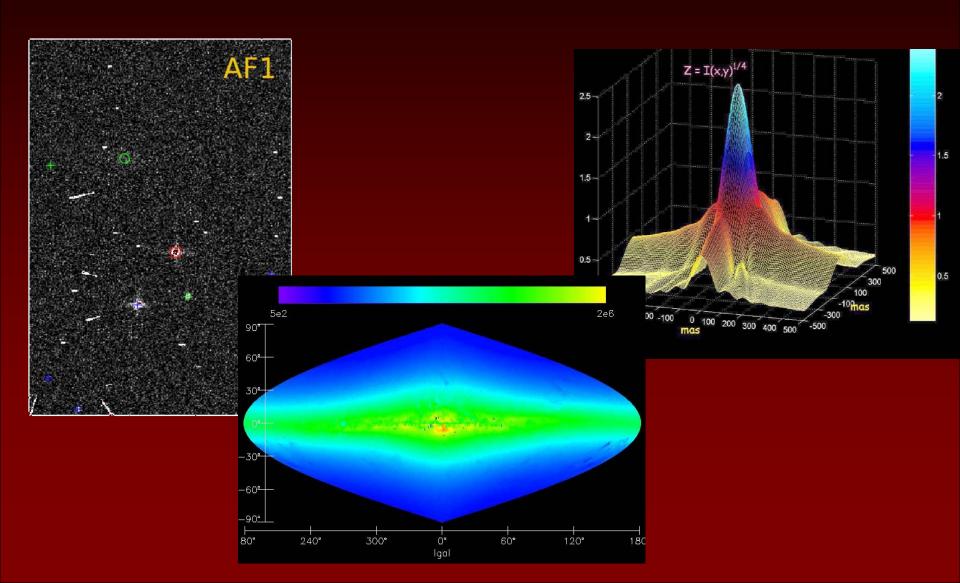


# **GOG:** the Gaia Object Simulator



X. Luri, ICCUB/IEEC

# The Gaia simulator









## The CU2

The CU2 task is to cover the simulation needs for the work of other CUs, ensuring that reliable data simulations are available for the development and testing of the various stages of the data processing development.







# **Key point:**

we are presently serving the simulation needs of a data reduction consortium. We are not doing simulations for instrument design (although we did in the past) and we are just now starting to provide simulations to prepare the science exploitation (simulated Gaia catalogue to be released in 2012).

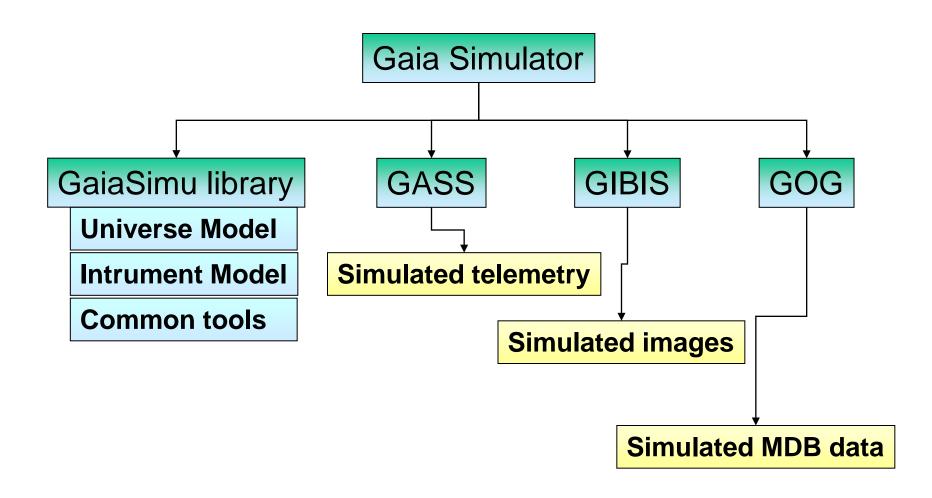
This has set our priorities and design choices up to now.







# **CU2** product tree









# The GaiaSimu library

GaiaSimu library: this library is the basis for the development of the Gaia simulator. It contains the common models used by the data generators to produce simulations of the Gaia observations. It is composed of three parts:

- 1. The instrument model: models of the Gaia instruments and elements of the spacecraft
- 2. The universe model: model of the objects in the sky that Gaia will observe, with all its physical characteristics
- 3. Common tools: a toolbox for use throughout the simulator





• Diffuse extragalactic light



## **The Universe Model**

See A. Robin presentation

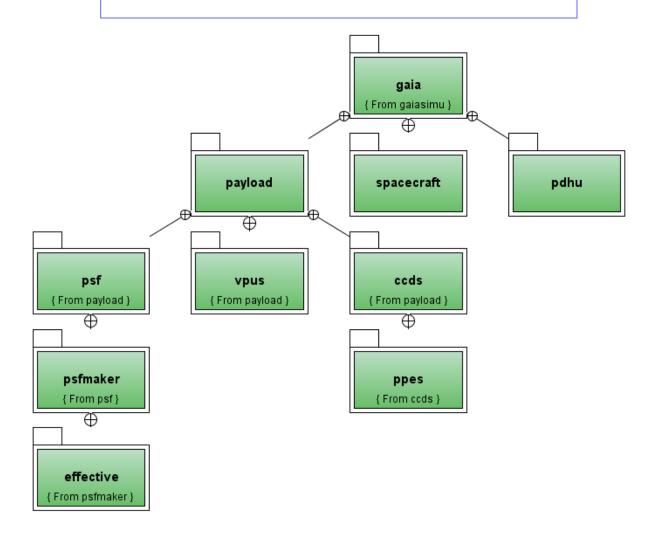
#### **Extragalactic objects Solar System Our Galaxy** Field stars Galaxies with resolved Sun, Earth, Moon • "Normal" structure • Multiple systems (not for observation) (LMC/SMC) Field stars Variable stars Stellar clusters Planets and satellites • Surface brightness Stellar clusters • Supernovae • Open clusters Minor bodies Globular clusters Galaxies with OB associations Asteroids unresolved structure Stellar streams Comets • Kuiper belt • Surface brightness Extended objects Supernovae • Planetary nebula Other • HII regions QSO components • Reflection nebula • Zodiacal light Other components • Solar wind Other components • Etc. • Galactic diffuse light

• Extrasolar planets





## **The Instrument Model**









### The Data Generators

The simulator comprises three *data generators*, software components that use the GaiaSimu library to produce specific types of data for the DPAC. The three data generators are:

- The GAia System Simulator (GASS)
- The Gaia Instrument and Basic Image Simulator (GIBIS)
- The Gaia Object Generator (GOG)







### **GASS**

This data generator provides <u>simulations of the telemetry</u> <u>stream of the mission</u> based on some simplications of the instrument and Universe models allowing <u>a large amount of data to be simulated</u> over a signicant period of time.

### GASS provides realistic data for:

- Predictions to be used for mission design.
- Filling of test databases
- Testing of core reduction algorithms
- Evaluation of mission performances, in particular for peculiar objects (binary stars, NEO's, extrasolar planets,...)



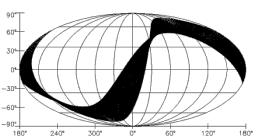


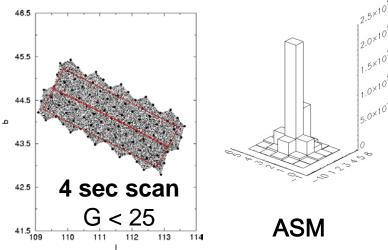


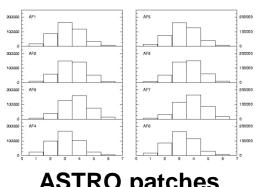


# GASS is run in large computer clusters and specially at the Mare Nostrum supercomputer.









**ASTRO** patches







### **GIBIS**

This data generator provides simulations of the data at the <u>pixel level</u>. The resulting <u>simulations are as realistic as</u> <u>possible</u> and restricted, due to computing time limitations, to a region of a sky over a short period of time (~1 hour).

## GIBIS provides realistic CCD images for:

- Instrument design
- PDHE design
- Detection & selection algorithm development
- Scientific mission design (e.g. RVS)
- Detailed analysis of reduction algorithms

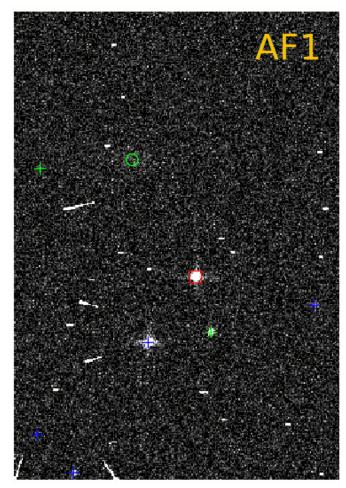






# GIBIS is available as a web service and is also run in batch mode in computer clusters.











### GOG

This data generator provides simulations of number counts and lists of observable objects from the Universe model and, for a given source or a collection of sources, **simulations of intermediate and end-of-mission Gaia data**.

GOG aims to simulating the contents of the MDB at any stage of the data processing.

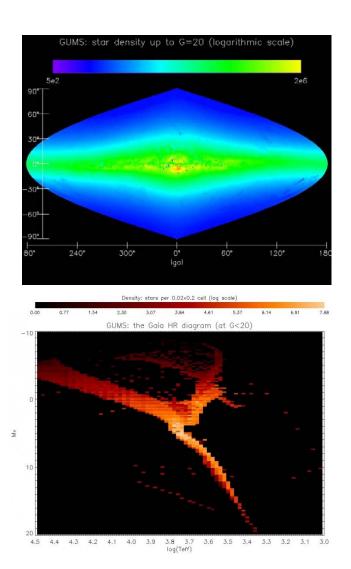






# GOG is available as a web service and is also run in batch mode in desktops computers or clusters.











# Towards a Gaia mock-up catalogue







# First step: GUMS

The Gaia Universe Model Snapshot (GUMS) is a full G<20 simulation of the contents of the universe model at T=0 used for validation and testing.

Several versions of GUMS have been generated at various stages of the development. We are currently at GUMS-10.







### GUMS-10 Overview

### The model has generated ~1,000,000,000 galactic objects:

~49% single stars

~51% stellar systems formed by multiple stars and stars with planets

Grand total of 1,600,000,000 individual stars

Visibility based on the integrated magnitude G < 20 Ignoring the real spatial resolution of Gaia

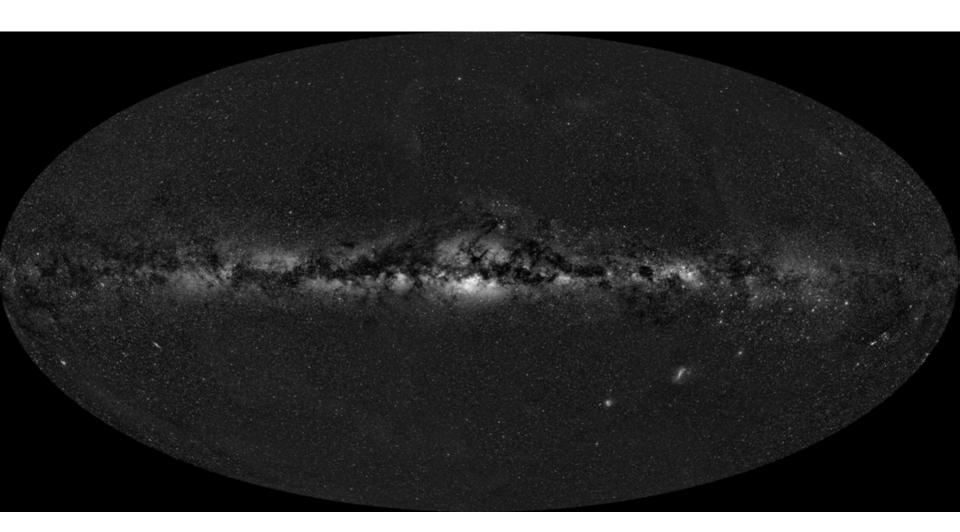






# Real sky

https://www.cfa.harvard.edu/~rkirshner/MilkyWay.jpg



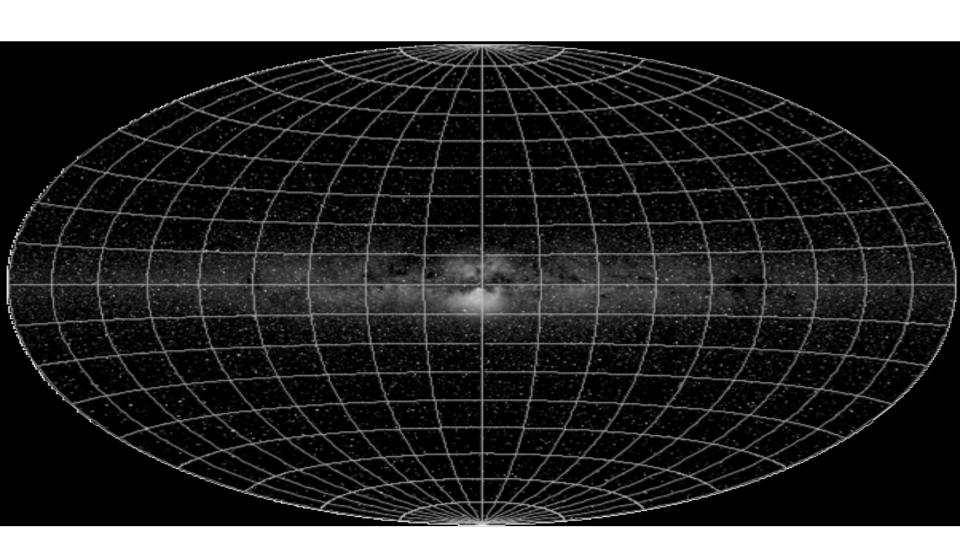






# Simulated sky

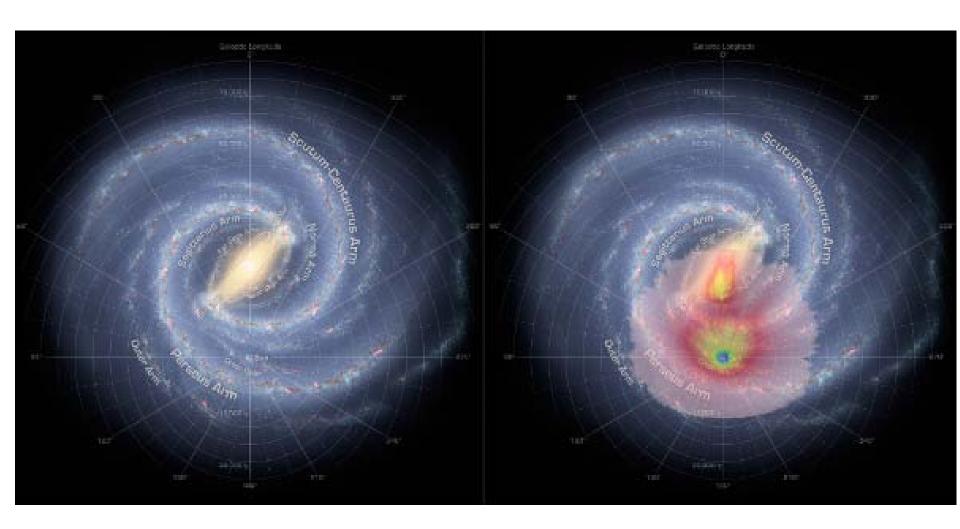
The sky in G magnitude











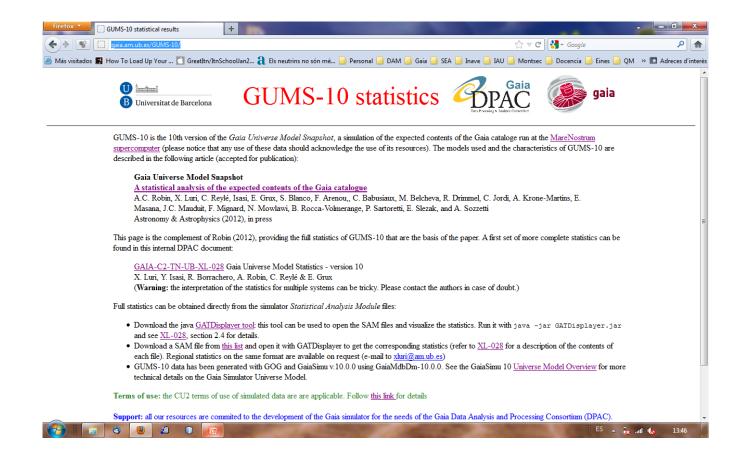






### Details can be found at:

### http://gaia.am.ub.es/GUMS-10/









### Published A&A paper









### 700 page report with statistics



#### Gaia Universe Model Statistics - version 10

prepared by: X. Luri, Y. Isasi, R. Borrachero, A. Robin, C. Réylé

& E. Gru approved by: X. Luri

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#### Abstract

This document compiles the automated statistics generated by GOG for the cycle 10 version of the GaiaSimu Universe Model.

Important note: the interpretation of the statistics for multiple systems can be tricky. Please contact the authors in case of doubt.

For a more human-readable overview of the Universe Model contents please check Robin et al. (2012) http://arxiv.org/abs/1202.0132

Full statistics of the Universe Model v.10, a subset of which forms this document, are available from the authors all sky and regionalised. Please contact xturt@am.uhes for more details and see[http://gaia.am.uh.e.g/GUMS-107]

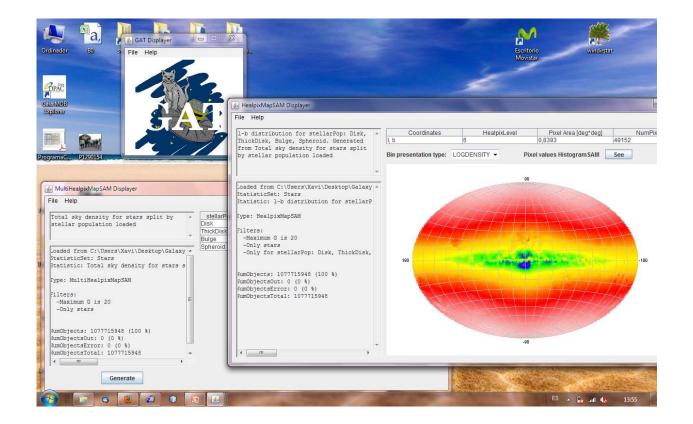






### Packaged statistics: GAT files

- 254 files with pre-computed statistics
- Tool for tailored visualization (including export in ASCII): GATDisplayer









### GUMS-10 also available for download from ESAC

- Link details in Gaia portal
- Contact W. O'Mullane for access permission
- In form of gbin files (requires some work in Java to use), some 350GB

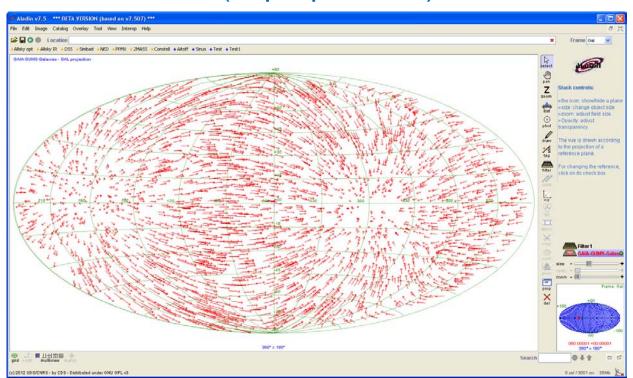






# GUMS-10 just been uploaded to a database at CDS (Strasbourg) and can be made available on request

- Region queries (QueryCat)
- Aladdin visualization (in preparation)









# Second step: GOG MDB simulations

All the products (intermediate and final) of the Gaia data reduction will be stored in the Main Data Base (MDB). The actual Gaia catalogue will be obtained by extraction of selected data from this database.

GOG is designed to simulate the contents of the MDB, and therefore relevant mock-up data can be extracted from its outputs.







### Status:

GOG MDB simulations are still work in progress (not all the outputs are simulated and the validation of the products is still not complete).

However, the main Gaia products (astrometry and photometry) are already available in GOG simulations.

A dataset containing simulated GOG MDB mock-up data for objects up to G=17 has been produced for this workshop and will be used in tomorrow's session to illustrate how data mining can be done in a very large dataset,







# Coming in the near future

We expect to produce a full G<20 mock-up catalogue in the coming months

Plans to make it available during 2012-2013, maybe in a similar way than the GUMS-10 data (TBD):

- Pre-packaged statistics
- Gbin files
- Maybe access through CDS or a similar query system







# Already available

GOG accepts user provided sources for its simulations. Gaialike observations can be generated with your own list of sources.

- GOG can be installed in your own computer
- GOG can be run through GOG-web at CNES

http://gaia-gog.cnes.fr

 We would be happy to discuss how to cooperate to do large scale processing of your models' data







### Caveats:

- Input has to be provided in gbin format
- Requires some learning about the DPAC systems









# Thank you