# Determining the Observational Effects of Detector Crosstalk through Simulation

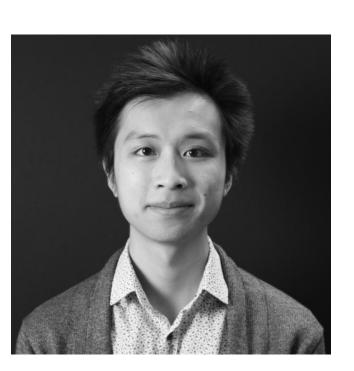
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### What is crosstalk?

- Crosstalk is a process by which signals destined for a certain detector are received/recorded by another
- The effects are very dependent on the focal plane layout
- There are two types of crosstalk:
  - 1. Optical crosstalk
    - Arises from detectors with overlapping sidelobes.
  - 2. Electrical crosstalk
    - Depends on the infrastructure of the readout electronics

#### LiteBIRD-like simulations with TOAST

## Input map -

CMB, Foregrounds, etc.

Satellite parameters

- Scan strategy
- Detector properties
- PMU/HWP
- Crosstalk matrix

Regular TOAST pipeline (simplified)

➤ Simulate Satellite → Signal TODs

Generate/Add Noise TODs

Mapmaking **←** 

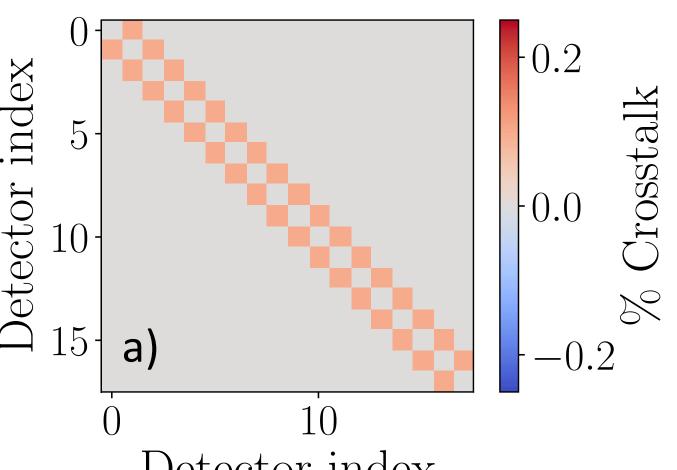
The crosstalk matrix  $d_i(t) = \sum_j W_{ij} \left[ s_j(t) + n_j(t) \right]$ 

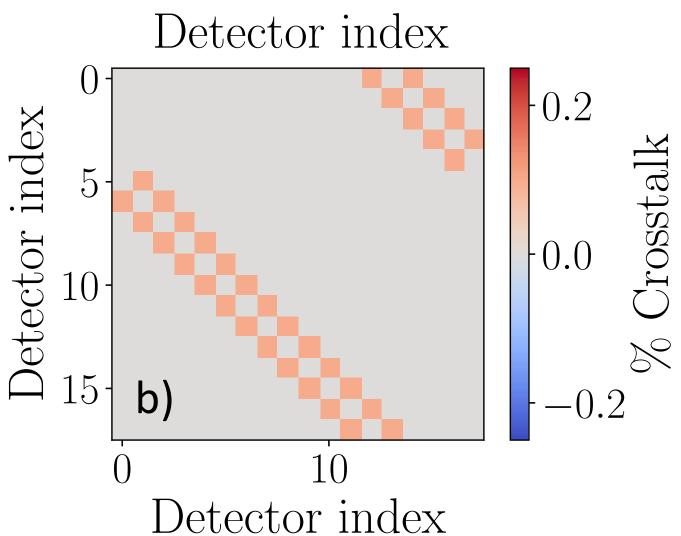
- Crosstalk effectively mixes detector timestreams together
- Electrical crosstalk mixes readout signals for detectors with adjacent frequency biases (generally negative xtalk)
  - Detectors crosstalk with their nearest neighbours
- There is some freedom for reconfiguring the structure of readout electronics → Different crosstalk configurations

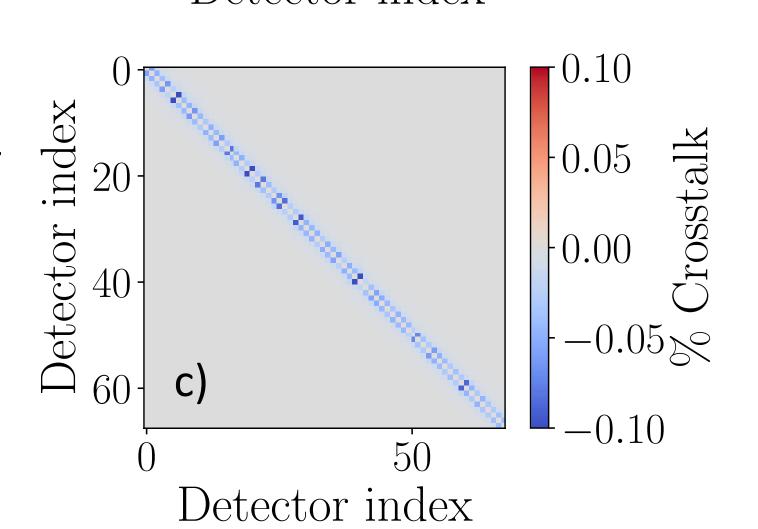
Right: Examples of crosstalk matrices for:

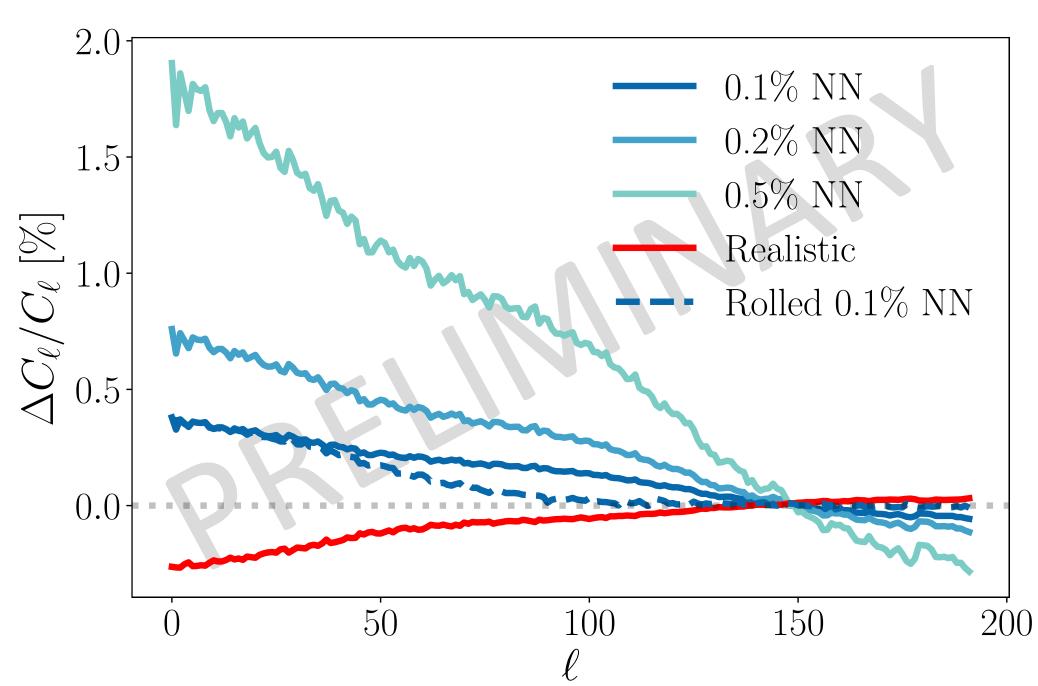
- a) A simple nearest neighbours config.
- b) A restructured version of the previous, and
- c) A realistic config.

Mix detector TODs with crosstalk matrix









Above: The fractional change in power spectra of output T maps for various realizations of crosstalk.

## Observational effects of crosstalk

- Changing the crosstalk config. affects the shape of effects in observed Cls in T
- Increasing crosstalk amplitude with the same config. preserves shape of effects
- Pipeline in place for simulations of longterm observations
- Effects on polarization ready to be investigated
- Predicted constraints on *r* to inform the production/configuration of readout electronics for future experiments





