Detecting near-Earth objects using real-time synthetic tracking surveys

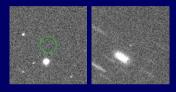
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Synthetic Tracking



- Synthetic Tracking: improve SNR by stacking across all possible motion vectors
- Trades off smaller telescopes for longer integration times and computational power
- ► Now possible thanks to "accelerator" hardware (GPUs)

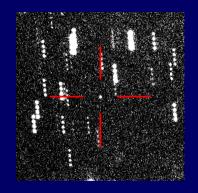


Figure: **2023 DZ2**, 27th of February 2023. Detection as reported by STU, with reporting stage re-ran for press release, using a mean of 4 input images.

Who we are?

Former ParaSOL project (UEFISCDI funding) under EURONEAR

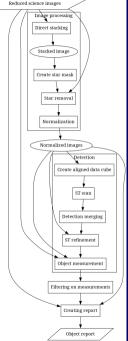


- Research network in NEA discovery
- ► Umbrella, a EURONEAR MOPS
 - Collaboration between professional and amateur astronomers
 - First version 10 years ago!
 - Stănescu and Văduvescu 2021

- ► ParaSOL: UEFISCDI-funded project to complete the suite
- ► STU (Synthetic Tracking on Umbrella), IPP (Image Pre-processing Pipeline), Webrella
- ► ParaSOL ended 2024
- ► Umbrella still continues

Synthetic Tracking with STU

- ► Hypothesis rejection design (very cheap initial scan, increasingly powerful filters following)
 - Level inputs & remove fixed sources
 - Fast shift-and-(add & median)
 - Combine & refine motion vectors
 - Measure detections
- ► Efficient GPU implementations
- ► Portable: .NET Framework (Linux, Windows and other OSes) + OpenCL
 - supported by many platforms



Runtime in practice

- ► **Real-time** synthetic tracking: faster than data acquisition even on large cameras and modest PCs
- ▶ Up to $2.8\,\mathrm{Tpx\,s^{-1}}$ co-addition rate on an AMD Radeon RX 6800 XT:
 - KASI: $4 \times 85 \,\mathrm{Mpx}$, $0.4'' \,\mathrm{px}^{-1}$, $12 \times \sim 2 \,\mathrm{min}$ cadence
 - Acquisition time: 21 min
 - Search cone: $10'' \, \text{min}^{-1}$, total trajectories: 3×10^{13}
 - Runtime at full granularity: 8 min per CCD, with 2 min for actual ST scan
 - WFC on INT: 4×9 Mpx, 0.33'' px⁻¹, 12×6 min cadence
 - Acquisition time: 4 fields in 70 min
 - Search cone: $10'' \text{ min}^{-1}$, total 1.4×10^{13} trajectories.
 - Runtime at full granularity: 2 min per CCD, with 1.8 min for actual ST scan

Going even faster

- ► We define granularity in pixels how many we skip on the farthest image
- ► KASI Near Earth Objects scan: 10" min⁻¹ search cone, 2 px granularity: 30 s scan
- ► INT Main Belt Asteroids & slow NEOs: 2" min⁻¹ search cone, 2 px granularity: 1.6 s scan, 10 s full STU
- ► Practically instant for slow objects

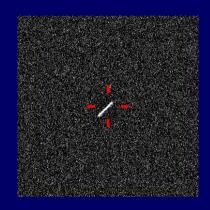
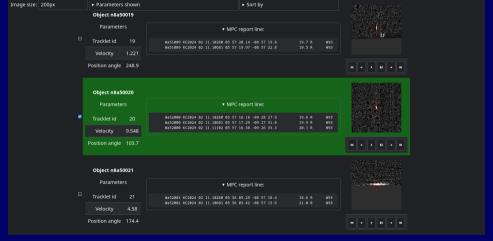


Figure: **Satellite trail** at 2000 arcseconds per minute with a trail of 35 pixels.

Modern validation methods



Webrella interface with 2024 CW2 highlighted.

Output quality

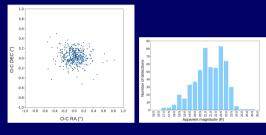


Figure: Position accuracy and magnitudes, EURONEAR 2.5m **INT** synthetic tracking archive. 142 objects detected out of 169.

► Stanescu et al 2025, A&A accepted

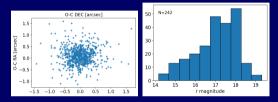


Figure: Position accuracy and magnitudes, 1.5m **TCS MuSCAT** *dichroic r-filter* dataset. All 242 objects detected.

► Vaduvescu et al 2025, New Astronomy

Results and conclusions

- ightharpoonup O-C \sim 0.5 px (no subpixel models)
- ► Telescopes tested: TCS, INT, T025, SARA, KASI, T80S; > 10⁵ images in total
- Operates successfully on datasets with uneven cadences
- Tested in survey conditions, primarily on INT and KASI

- Real-time synthetic tracking for the masses (cheap and fast)
- Proven survey capability for NEA detection
- ► Flexible to different survey regimes (space debris)
- ► False positives from image defects
- ► Low-SNR objects prone to noise hijacking

Next steps

Current activities

- Large refactor of the core umbrella library
- ► Further IPP development for very low-latency operation
- Improved usability: python bindings, local GUI interfaces
- ► Integrating 3rd-party tools
- ► Avoid detection hijacking

Planned activities

- Improved astrometric and photometric accuracy
- Characterizing the performance of newer STU versions
- ▶ General availability
- ► Improving job scheduling in Webrella
- Improving inter-pipeline communication