

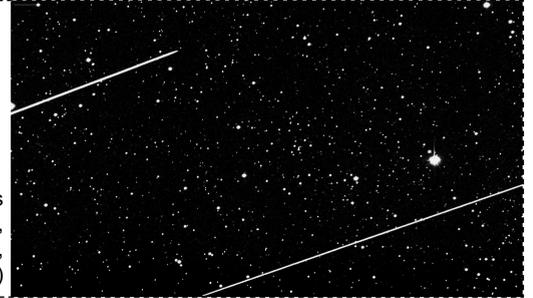
Jinghan Alina Hu, Harvey Mudd College

Meredith Rawls & Peter Yoachim, U Washington & Rubin Obs



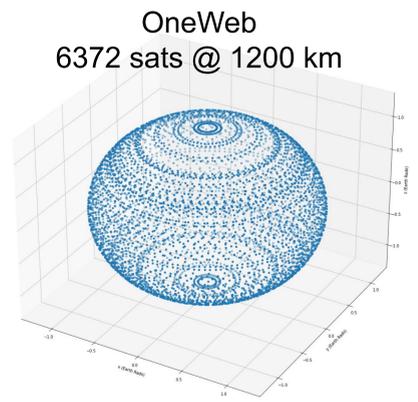
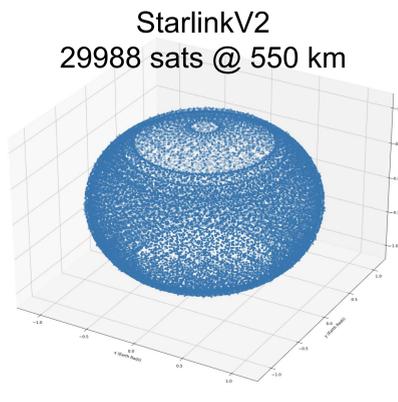
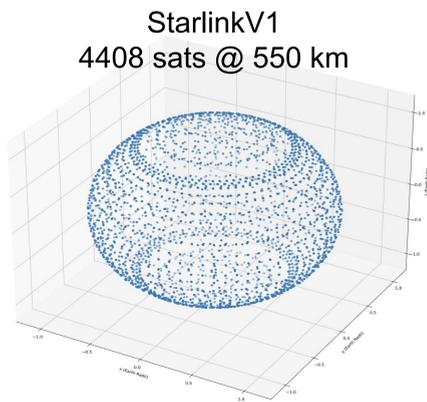
- An increasing number of commercial low-Earth-orbit satellites will leave bright streaks in many Rubin LSST pointings
- Can we avoid some streaks in pointings while ensuring enough survey depth and exposure time?

Two Starlink satellites
(Jeremy Tregloan-Reed, Calar Alto Observatory, September 2020)



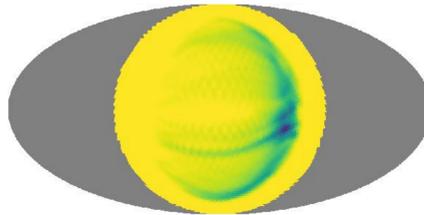
Three Simulated Satellite Constellations

- Based on FCC filings for operators with existing satellites in orbit

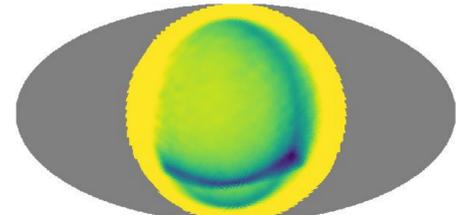


Adding Dodging to the Rubin Scheduler

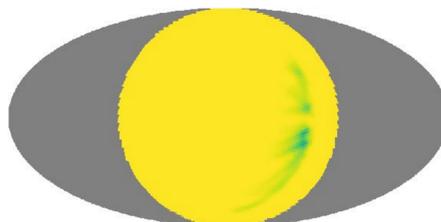
- Predicted satellite maps over 90 min (gray areas are below the horizon)
- Scheduler already considers slew time, image depth, and footprint uniformity — **we add a new weight to “reward” satellite avoidance**
- OneWeb has fewer satellites than Starlink, but they are illuminated longer due to higher orbital altitudes



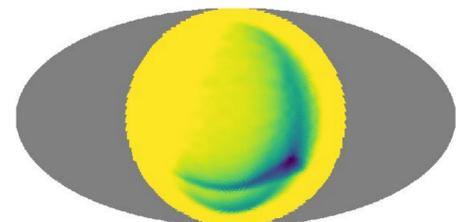
StarlinkV2, Sun altitude -17.1 degrees



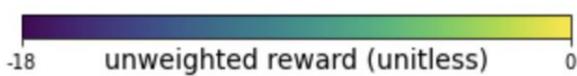
OneWeb, Sun altitude -17.1 degrees



StarlinkV2, Sun altitude -26 degrees

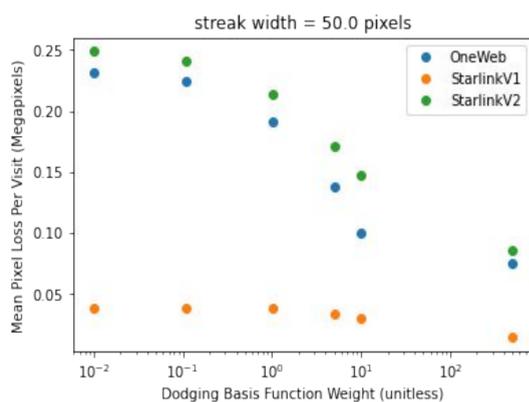


OneWeb, Sun altitude -26 degrees

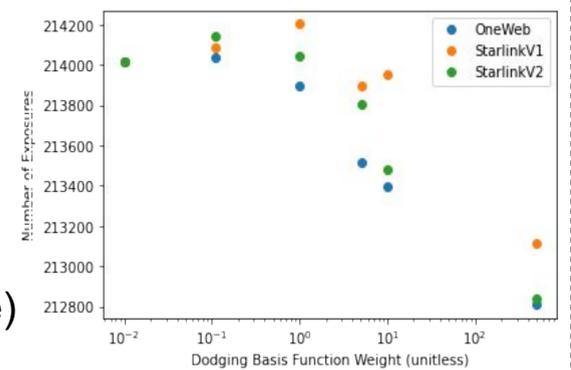


We modify the scheduler to avoid areas of the sky with more satellite streaks in the next 90 minutes

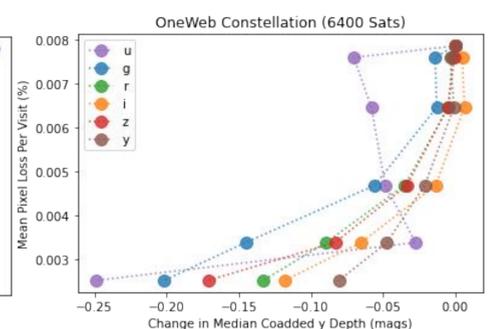
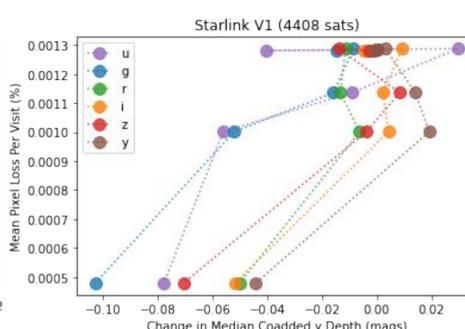
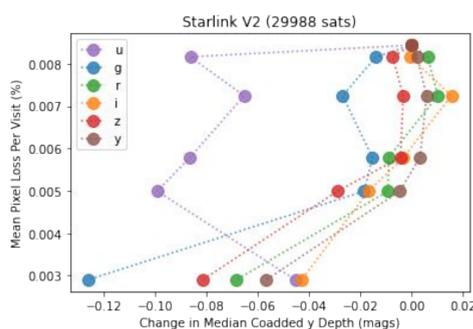
Higher dodging weight and a smaller satellite population reduces pixel loss



Higher dodging weight and a larger satellite population yields fewer exposures (due to increased slew time)



Trade-off between pixel loss and coadded depth (depth loss due to fewer exposures & less desirable conditions)



We **can** dodge satellites effectively with the Rubin Scheduler, but the penalty in survey depth makes it **overwhelmingly not worth it**

Caveat: this needs to be revisited if satellite streaks are bright enough to saturate detectors