

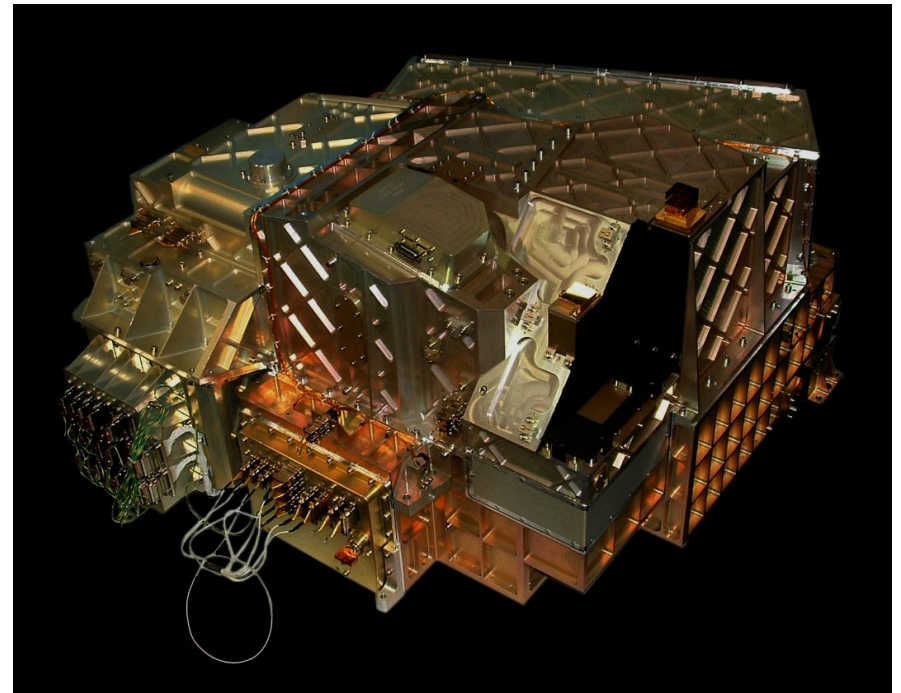


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# PACS Spectrometer data processing concept and pipeline implementation

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Herschel Dataprocessing Workshop  
ESAC, 26 June 2013



# PACS signal to spectrum summary

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- Determine pixel position on the sky at any time
- Determine wavelength seen in any pixel at any time from grating position
- Filter (bad pixels, mechanism moves, cosmic rays,...)
- Subtract telescope background
- Convert signal to Jy
  - wavelength dependent
- Wavelength grid nyquist sampling the spectral resolution
- Noise filter + rebin all data to the wavelength grid
- Interpret spectrum seen in every spaxel
  - correct for flux outside pixel for point source
  - spectral map for extended sources

# Observing modes

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Combination of 3 choices :

- Background measurement
  - **chopped** or **unchopped** with off position
- Spectral coverage & sampling
  - Centered on line (**faint line, bright line**) or broader **range**
  - Range only: Spectral sampling step: **deep** or **nyquist**
- Pointing
  - single **staring** pointing or **raster**

Each observing mode has its own pipeline and interactive pipeline script (ipipe) in hipe

# Pixel position in the sky

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- `specAddInstantPointing`
  - From the spacecraft pointing product, determine the reference pixel position in the sky for every frame.
- `convertChopper2Angle`
- `specAssignRaDec`
  - Calculate from reference pixel position + chopper angle + detector offsets the Ra, Dec for every pixel

# Wavelength calculation

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- waveCalc
  - From Grating positions + filter wheel position + detector offsets: calculate wavelength seen in every pixel in every frame
- specCorrectHerschelVelocity
  - LSR correction, using the Herschel orbit product + pointing

# Filtering and slicing

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- specFlagSaturationFrames
  - Flag Saturated integration ramps
- specFlagBadPixelsFrames
  - Flag bad pixels
- flagChopMoveFrames
  - Flag chopper movements
- flagGratMoveFrames
  - Flag grating movements
- Slice per range / line
- specFlagGlitchFramesQTest
  - Flag cosmic ray glitches

# Background determination

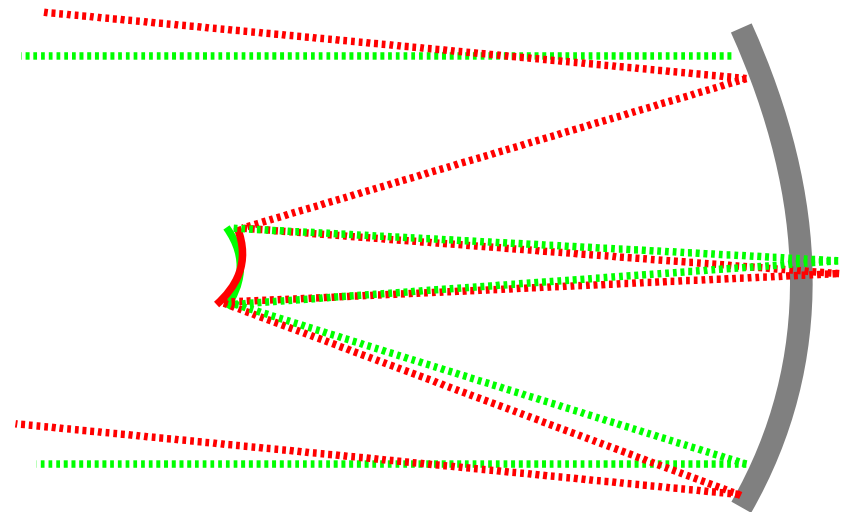
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- The warm telescope emits  $\sim 200$  Jy background per spectrometer pixel
- We need to measure this to subtract it from the source
- **Chopped**
  - switching beam on / off during spectral scan
  - On/off beam switching at 2 pointings (nod A/B)
- **Unchopped:**
  - repetition of the same scan at an off position

# Chopping/Nodding

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- Primary mirror 'used' at two chopping mirror positions is different
- Hence telescope background is different ( $\sim$ tens of Jy)
- Average on-off in two telescope nod positions cancels difference in background at two chop positions





# Chop/Nod combination

$$N_{Aon} = (E_O + E_S + E_{T+})$$

$$N_{Aoff} = (E_S + E_{T-})$$

$$N_{Bon} = (E_O + E_S + E_{T-})$$

$$N_{Boff} = (E_S + E_{T+})$$

$$(N_{Aon} - N_{Aoff}) + (N_{Bon} - N_{Boff})$$

$$= (E_O + E_S + E_{T+} - E_S - E_{T-}) + (E_O + E_S + E_{T-} - E_S - E_{T+})$$

$$= (E_O + E_{T+} - E_{T-}) + (E_O + E_{T-} - E_{T+}) = 2E_O$$



$E_O$ : Flux density object

$E_S$ : Flux density sky

$E_{T+}$ : Flux density telescope

mirror part seen at chopper +

$E_{T-}$ : Flux density telescope mi

part seen at chopper -

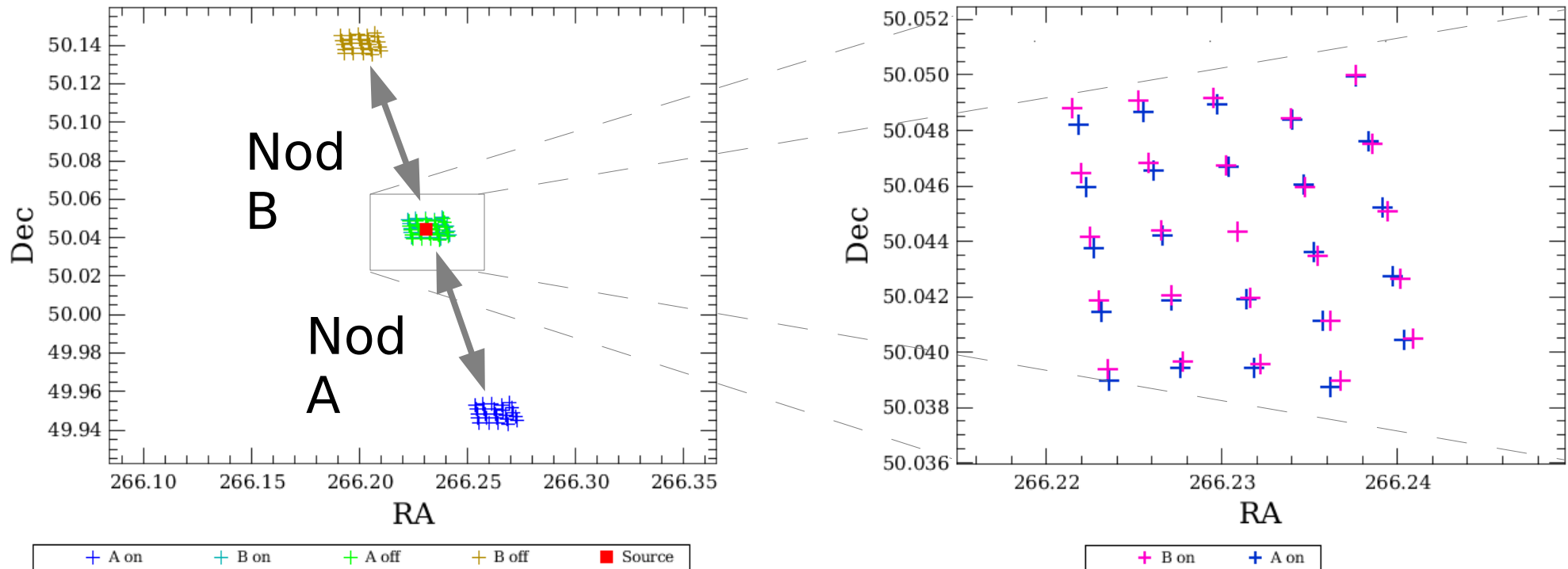
# Background subtraction chopped observations

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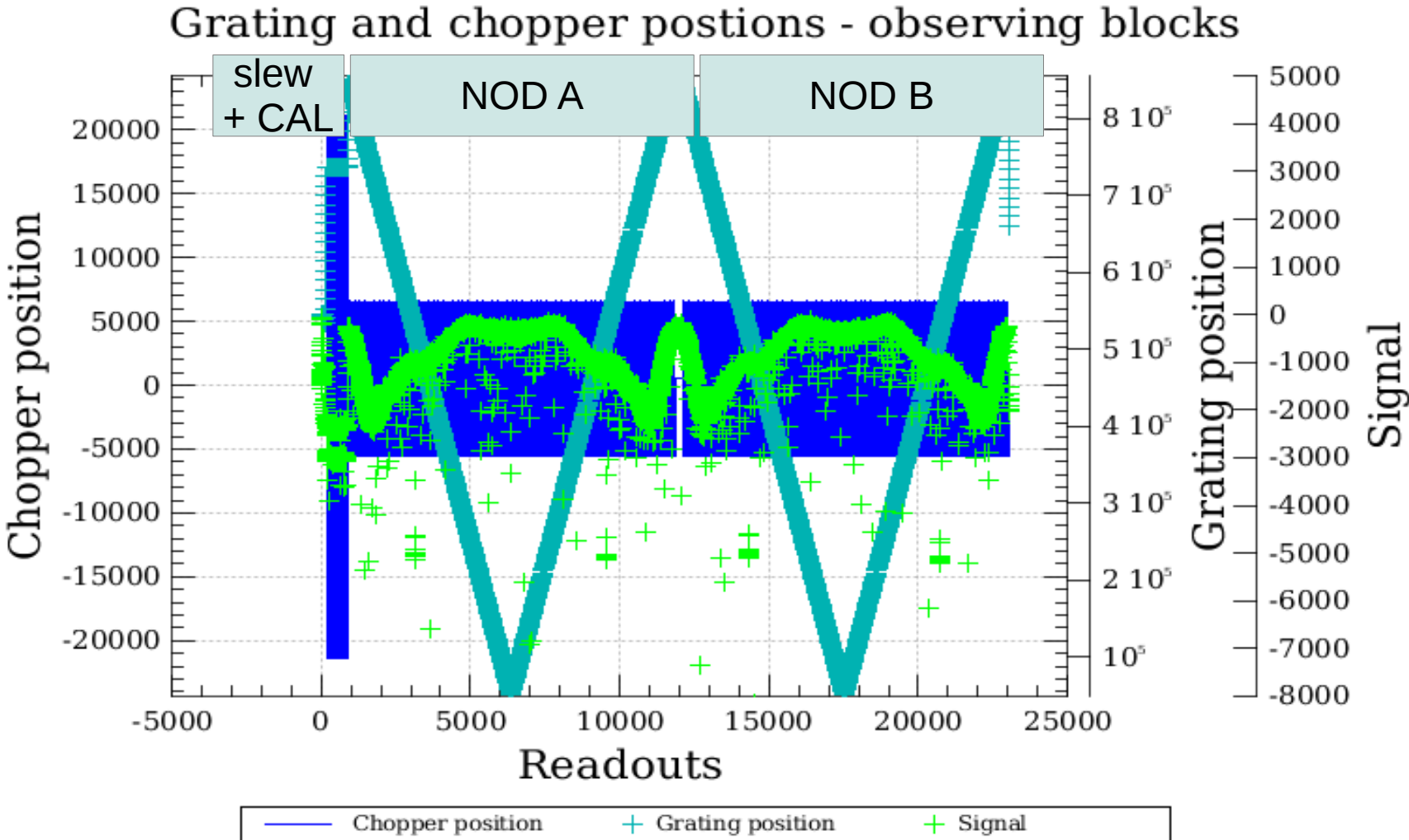
- SpecDiffChop
  - $( N_{Aon} - N_{Aoff} )$  and  $( N_{Bon} - N_{Boff} )$
- AddNodCubes
  - at the end, when we have the spectra of the two nod positions rebinned to the same wavelength grid
  - $[ ( N_{Aon} - N_{Aoff} ) + ( N_{Bon} - N_{Boff} ) ] / 2$

# Chopping at two nod positions

- Especially at large (6') chopping angle, the positions seen by the spaxels is not identical



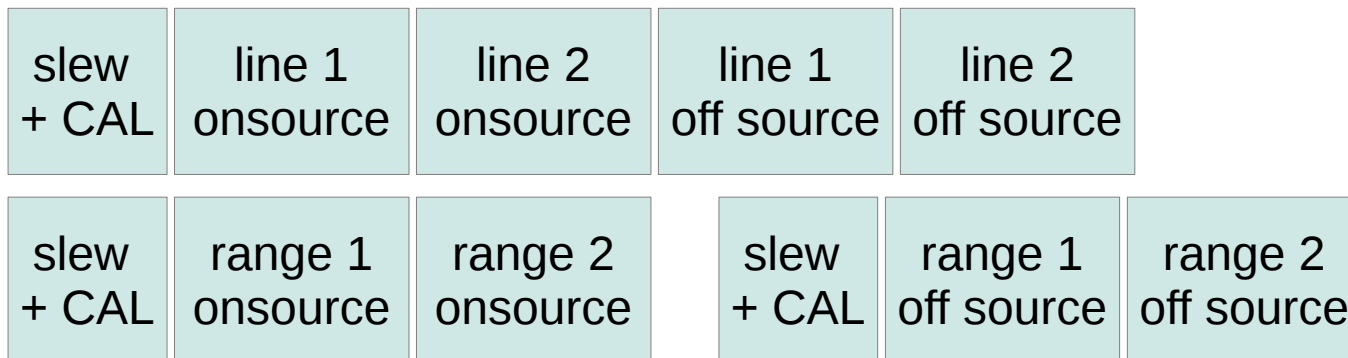
# Chopped line scan observation



# Unchopped

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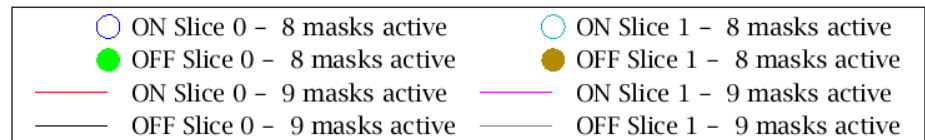
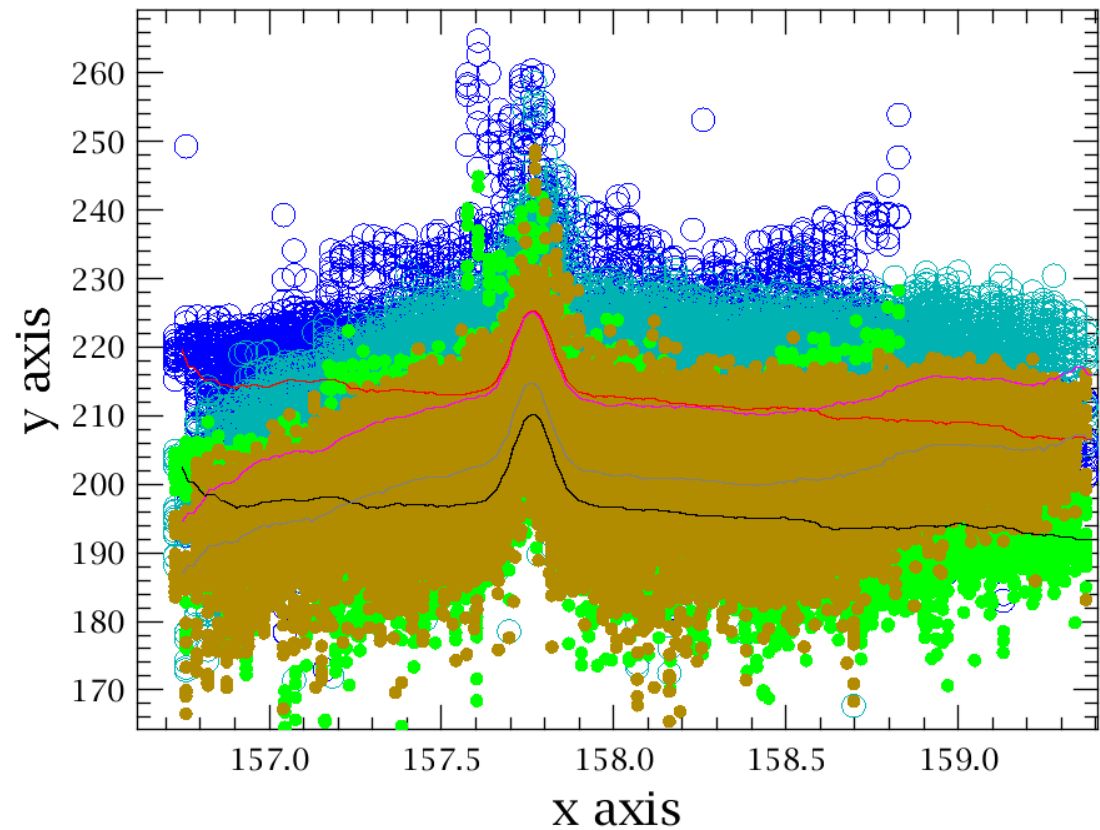
- Background measured with a repetition of the same scan at blank sky position
  - Line scan: part of the AOR
  - Range scan: separate AOR
- Full power (continuum) less accurate ( $\sim 20$  Jy) than chopped measurements
- Reduce spectrum on, reduce spectrum off, then subtract





# Sky background contamination

- Beware of possible contamination background spectrum
- Dedicated ipipe script: split on/off



# Flux conversion (calblock + RSRF)

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- specDiffCs
  - Differential signal between the 2 calibration sources
  - From calibration files: signal - flux density scaling
- rsrfCal
  - Divide by the wavelength dependent relative spectral response function (calibration files)
- respCal
  - Apply signal-flux density scaling

# Flux conversion – telescope normalisation

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- `specDiffChop(normalize=True)`
  - Calculates  $\text{norm}/(1-\text{norm}/2)$
  - See also Calibration Document
- `specAddNodCubes`
  - Average normalised cubes in nod A and B
- `specRespCalToTelescope`
  - Multiplies with telescope spectrum (calfile)



# Spectral coverage

- **Faint line**

Centered on line, every pixel samples line + continuum

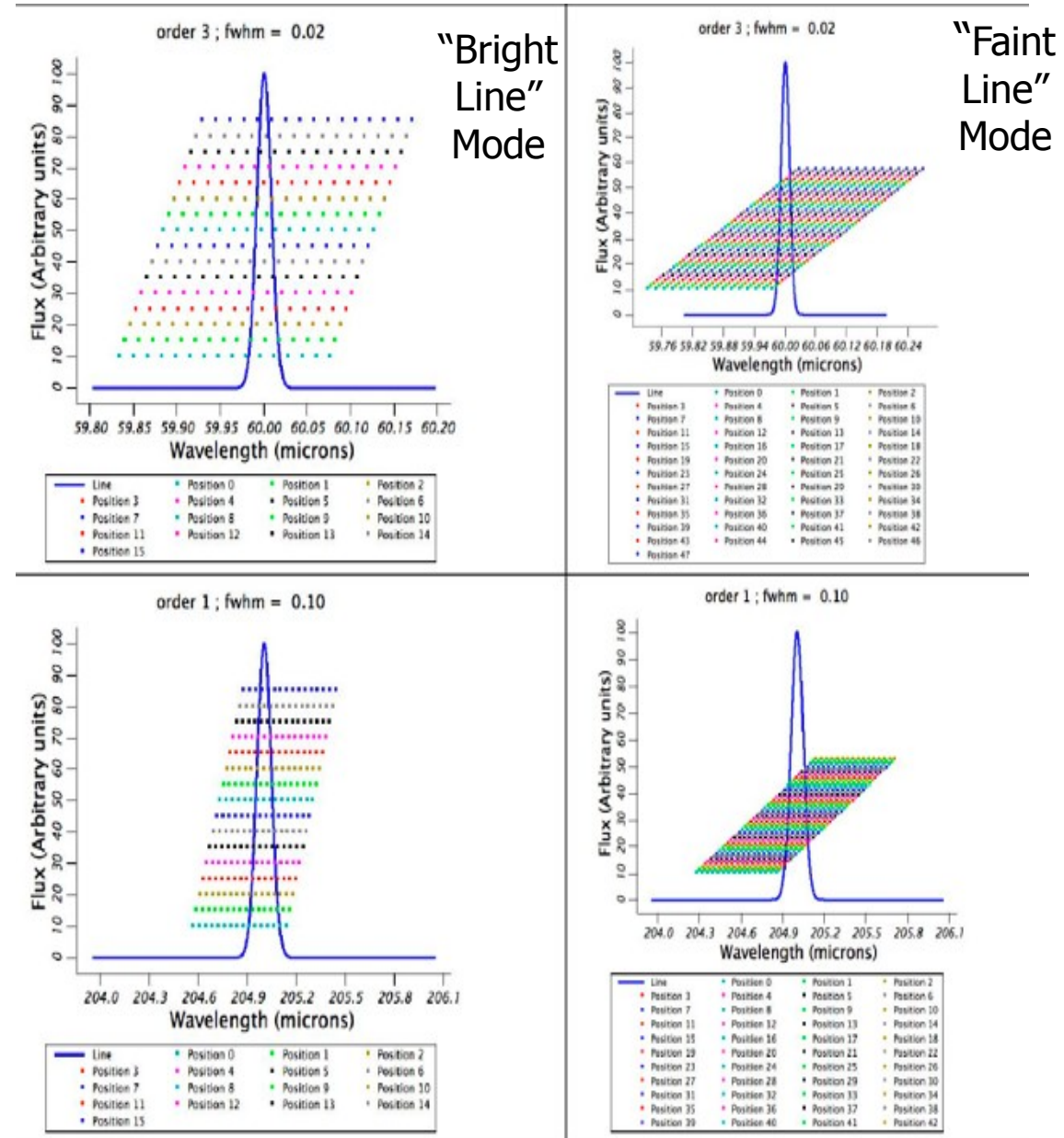
- **Bright line**

Centered on line, a single pixel samples only part of the line or continuum

- **Range**

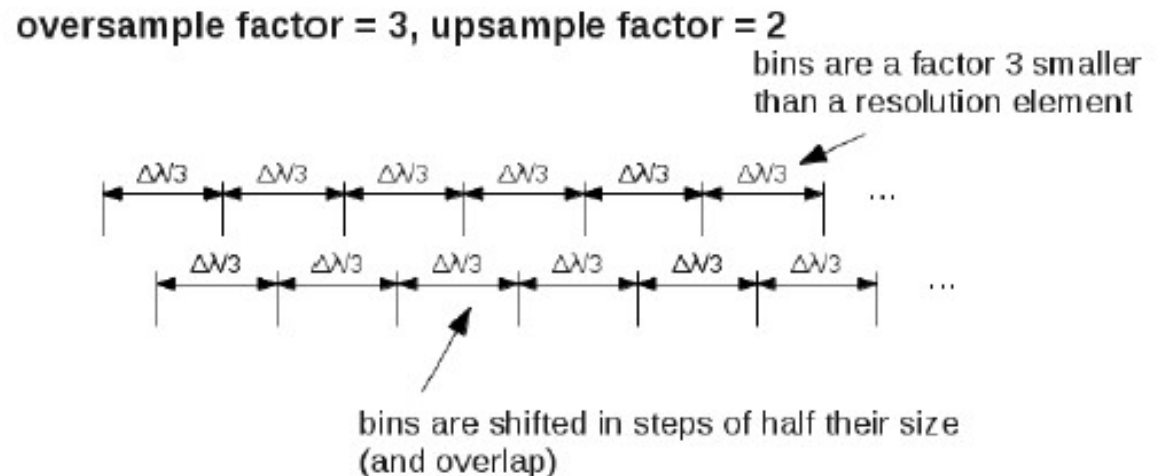
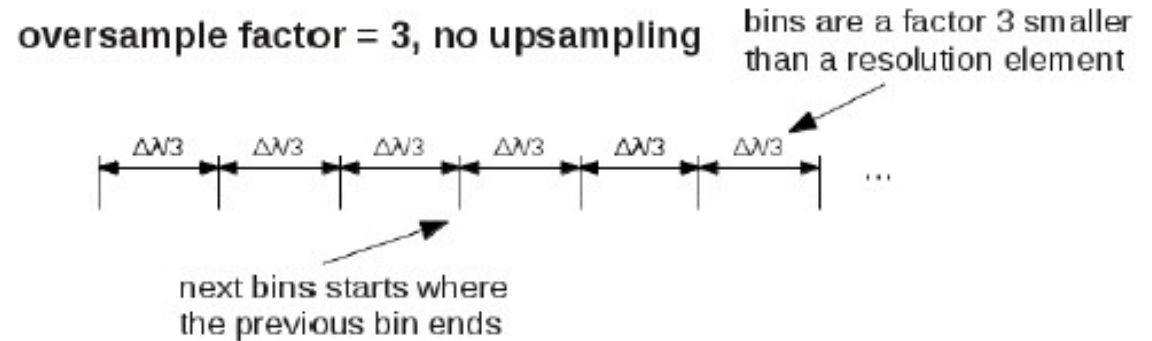
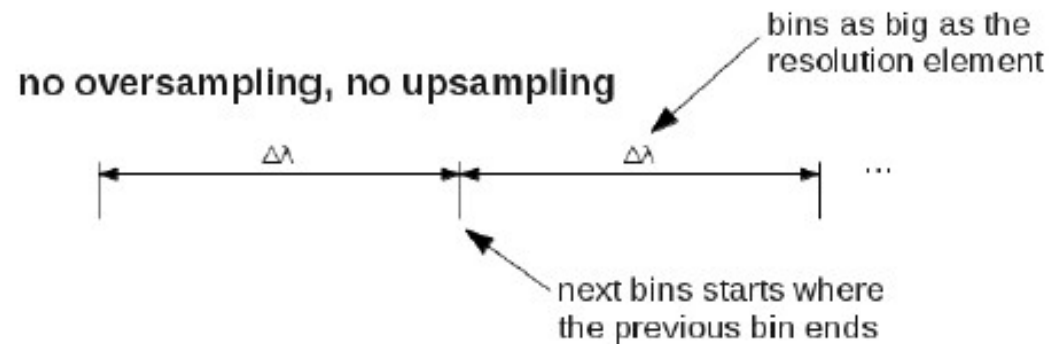
Several lines, features or full SED

The coverage is lower at the range edges, hence noise is higher !



# Spectral rebinning & noise filter per bin

- Construct wavelength grid
  - At least nyquist sampling the spectral PACS resolution
  - Upsample
  - Oversample = 2
- Sigma clipping : mask points  $\sigma * \text{stddev}$  away from mean in each bin
- Average all (unmasked) samples in the bin



# Wavelength grid, sigmaclip and rebin

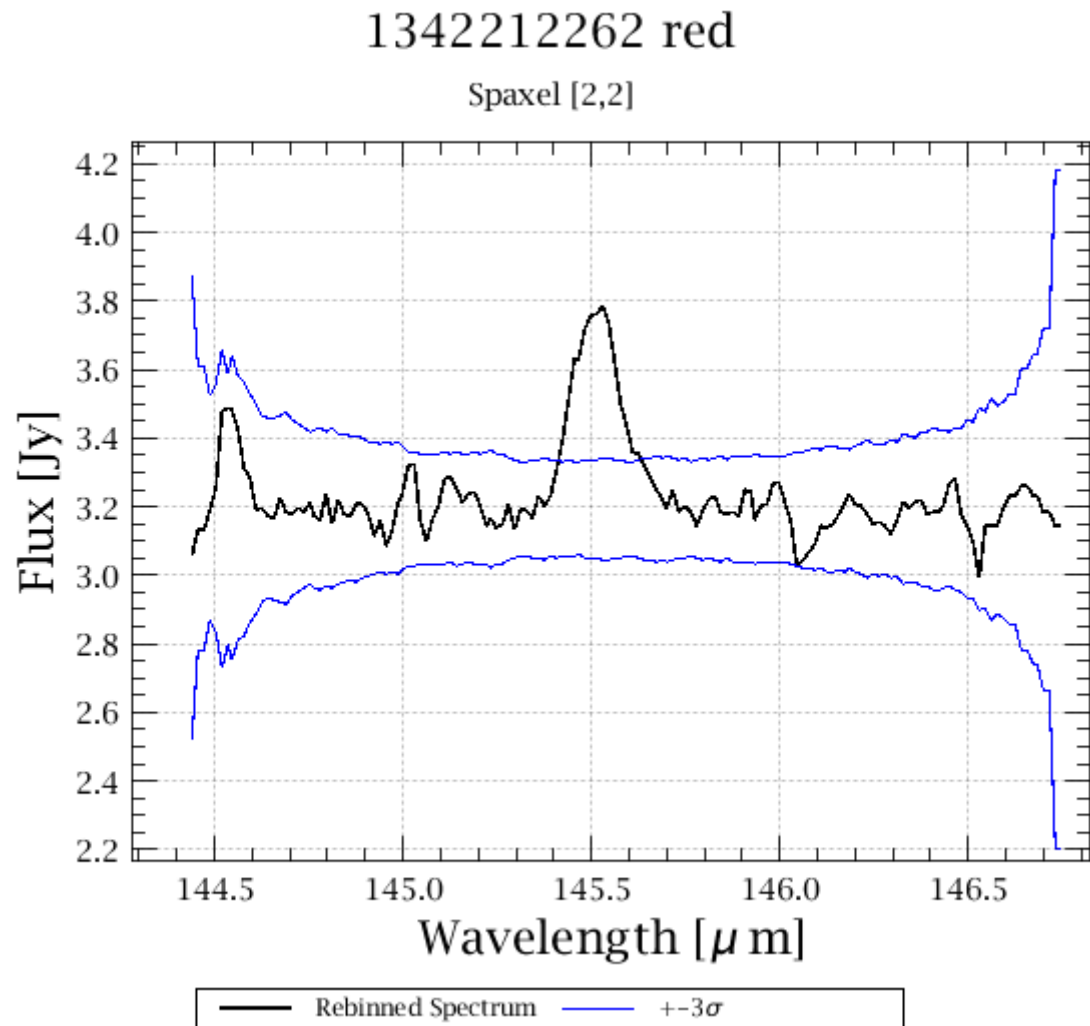
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- wavelengthGrid
- specFlagOutliers
- specWaveRebin

# Assessing the S/N in your spectrum

## plotCubesStddev

- Line detection
- Straight continuum fit
- Plot continuum +/- stddev

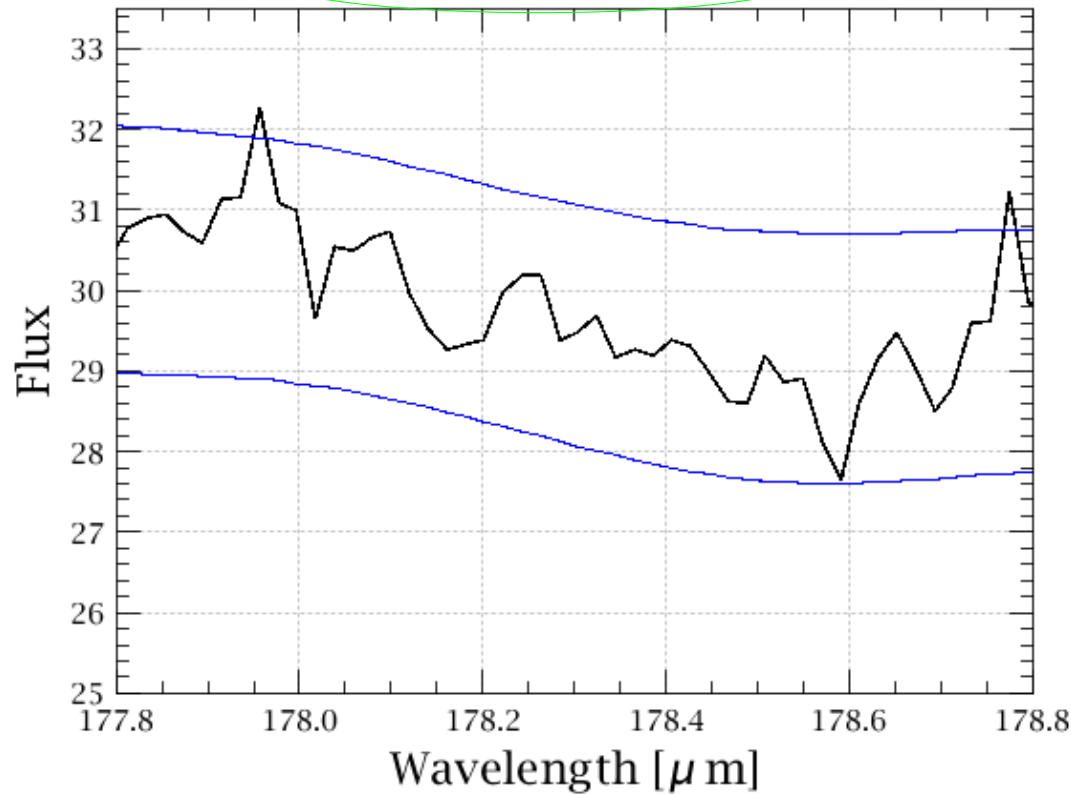


# Beware of undersampling

In Nyquist range scans, don't use aggressive oversample. plotCubesStddev marks the bins with low / no exposure

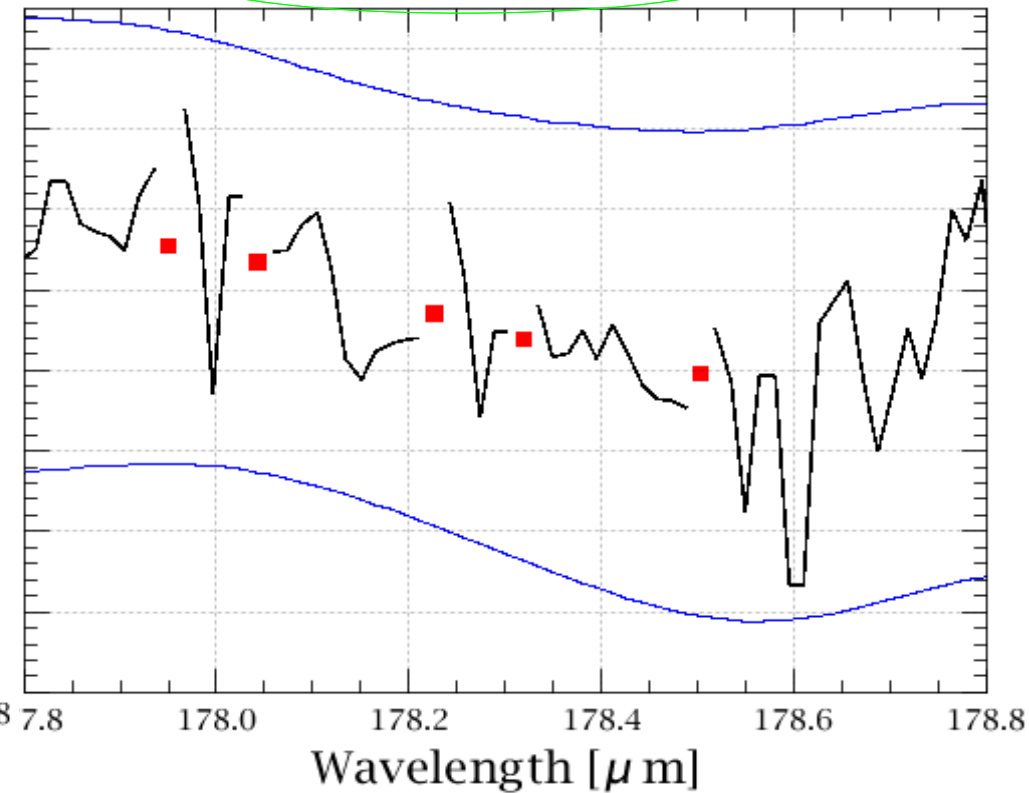
1342223712\_Ceres\_OD0782\_CAL\_red

oversampling 2, upsampling 4



1342223712\_Ceres\_OD0782\_CAL\_red

oversampling 4, upsampling 2



— Rebinned Spectrum    —  $\pm 3\sigma$   
■ Very Low Exposure Bins

— Rebinned Spectrum    —  $\pm 3\sigma$   
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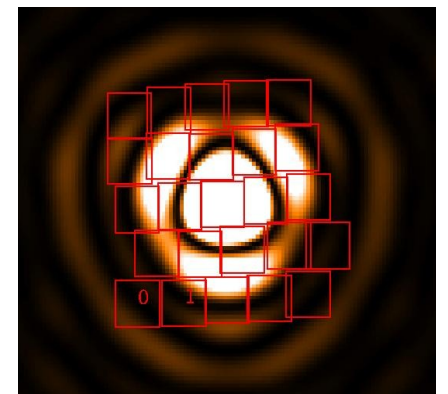
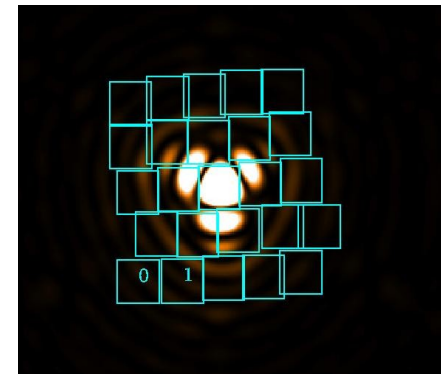
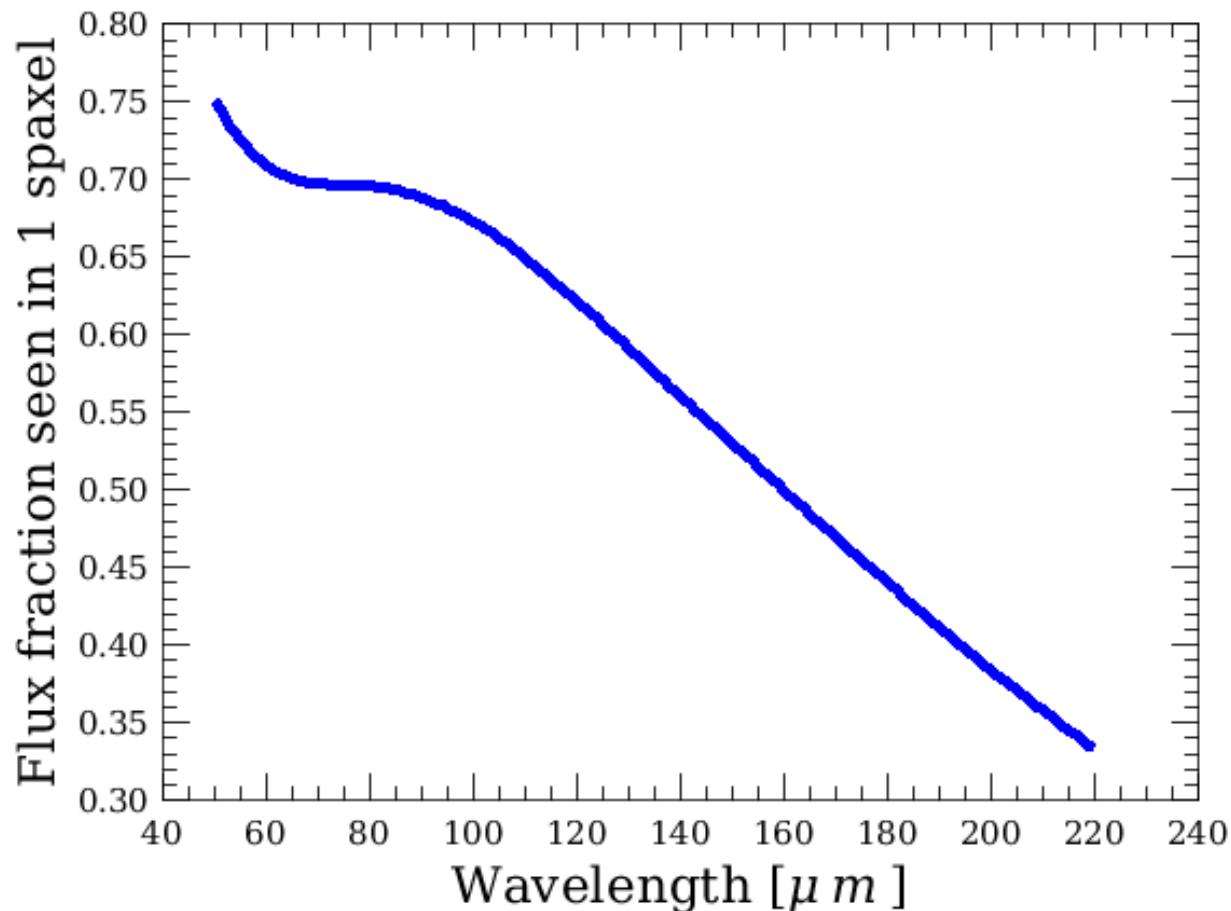
# Using the 5x5 spectra – extended sources

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- Raster observations: project the cube
  - See mapping presentation / demo
- Pointed observations extended source
  - Interpretation knowing beam size (PACS CAL web)

# Point sources

- `extractCentralSpectrum`
  - Choice to use central spaxel or central 3x3 spaxels
  - Apply point source correction for part of the beam outside
  - 3x3 more robust against pointing errors



# Summary



- See ipipe scripts + demos
- See Pacs Data Reduction Guide

The screenshot displays the HIPE software interface. The main window shows a script editor for `ChopNodLineScan.py`. A menu is open, showing options for `SPG scripts` and `lineScan`. The script content includes comments and code for observation handling.

```
146 #
147 useHsa = 0
148 obs = getObservation(obsid, verbose=True, useHsa=useHsa, poolLocation=None, poolName=None)
149 if useHsa: saveObservation(obs, poolLocation=None, poolName=None)
150
151 # -----
152 # SETUP 0
153 # verbose: 0 - silent, execute the pipeline only
154 #           1 - will trigger diagnostic output on the screen, plots, and displays
155 verbose = 1
156
157 # -----
158 # SETUP 0.5
159 # updateObservationContext
160 # At the end of each level, do you want to update the ObservationContext?
161 # choice:
162 #           0 - do not update the observation context
```

The interface also shows a `Navigator` panel on the left, a `Tasks` panel on the right, and a `Console` panel at the bottom. The console shows the prompt `HIPE>`.