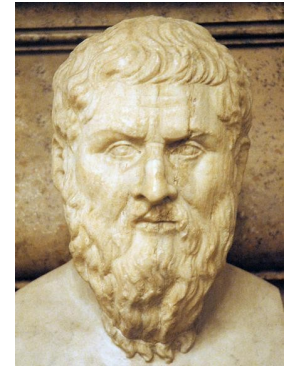


PLATO

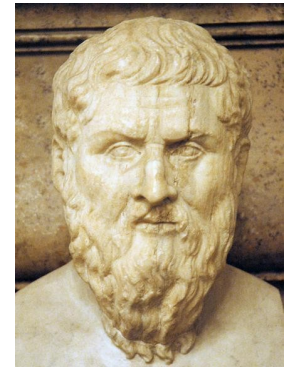
Data Processing Algorithms (DPA)



Réza Samadi (CNRS-LESIA, Observatoire de Paris)
and the members of the DPA - Working Group

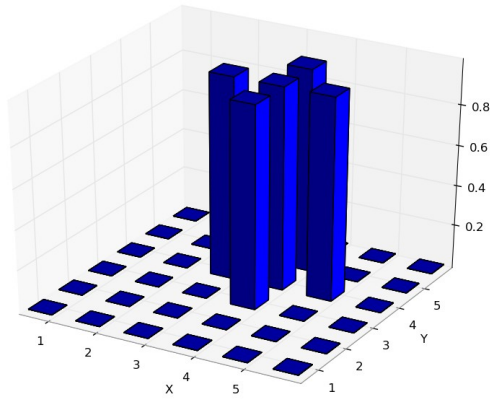
- **The sources of perturbation**
- **Photometry methods**
- Assessment of the expected photometry performance
- **How to correct the differential aberration and the satellite jitter ?**
- **The configuration mode**
- **Organization of the DPA – Working Group**

The sources of perturbation that we must deal with

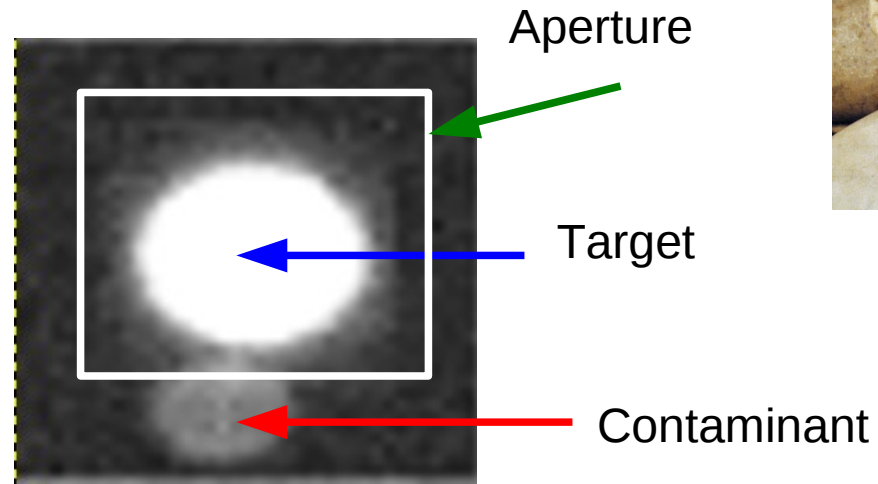


- *Cross-talk (electromagnetic interference) ⇒ on ground*
- Smearing (trailing) ⇒ on board
- Electronic offset ⇒ on board
- Background (sky background, scatter light) ⇒ on board
- **Confusion** (pollution due to the contaminants) ⇒ on board
- **Differential aberration** ⇒ on board & on ground
- Outliers (glitches, proton impacts) ⇒ on board & on ground
- **Satellite Jitter** ⇒ *on ground*

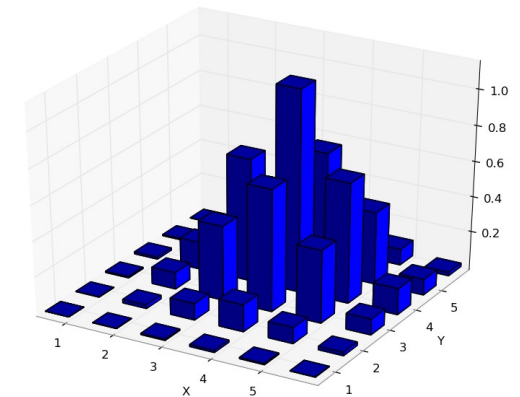
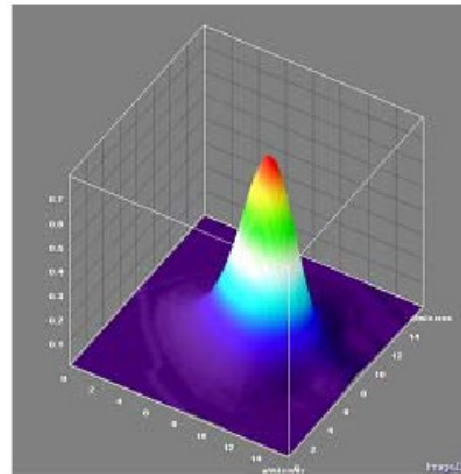
The problem of confusion



Binary mask



- To avoid confusion : use of a **narrow binary** mask or **weighted mask**
- Weighted mask: can be updated in a **continuous** manner
- If too narrow: important flux lost
- GAIA: positions and intensities of the contaminants known a priori
- optimization of the width of the mask



weighted mask
(e.g. Gaussian)

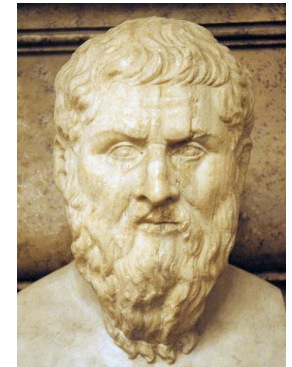
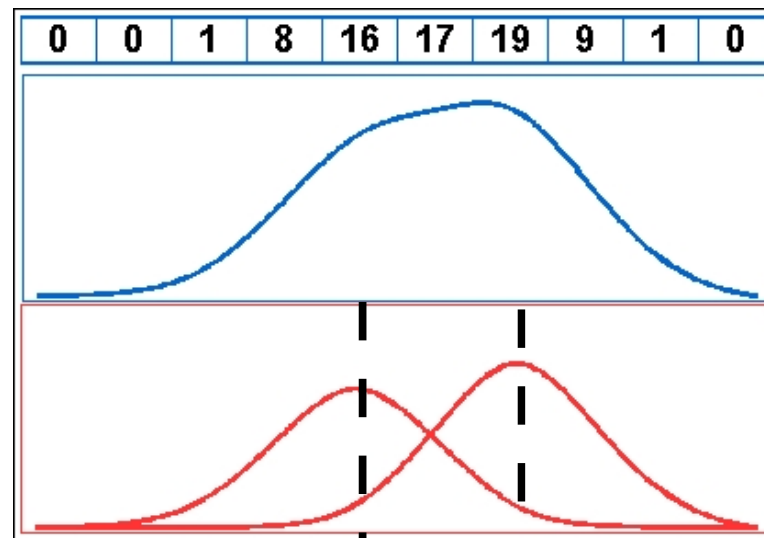
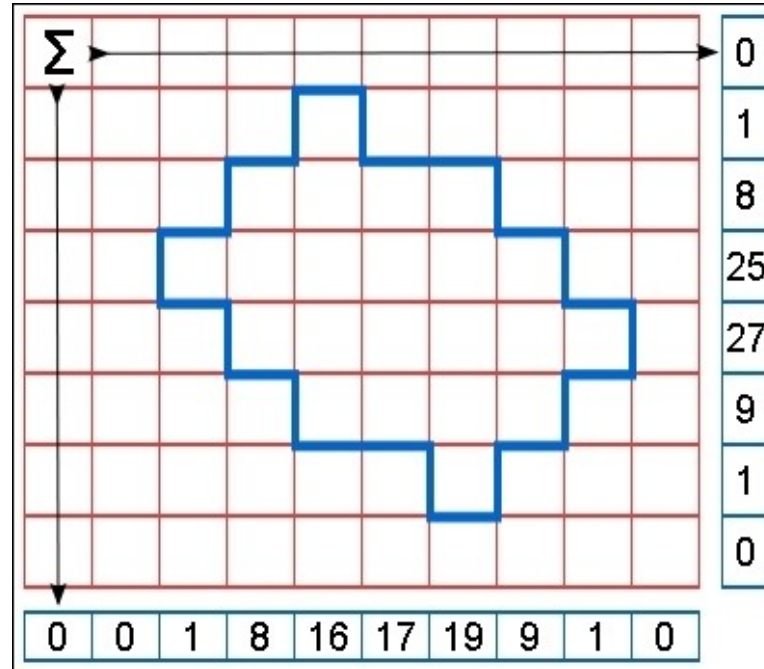
An alternative photometry methods: *Line Spread Function (LSF) fitting*

- Original method proposed by GEPI – Observatoire de Paris
- **LSF-fitting**: flux estimation of individual components

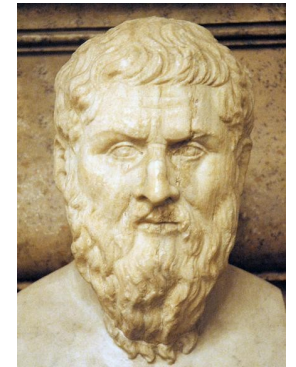
• Advantages:

- **Improved management of confusion**
- **No sensitive to jitter**
- **No need to update the mask**
⇒ **continuous photometry**

➔ But need for a representative PSF



Performances of different photometry methods



Method	Noise level (ppm/1h)	
	PSF 0°	PSF 14°
Binary mask	29.2	32.7
Binary mask + jitter correction	28.6	32.5
Weighted mask	28.2	32.4
Weighted mask + jitter correction	27.9	32.2
LSF - Gauss	28.4	33.6
LSF - PSF	31.8	36.7

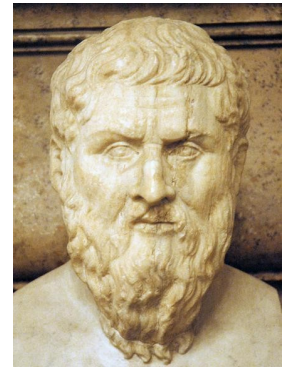
- Time series of simulated images (PLATOSim)
- Target: mag =11
- A single contaminant (mag=13 ; 1 pixel far from the target)
- Gaussian weighted mask

In all cases:

→ **Best performances with the weighted mask**

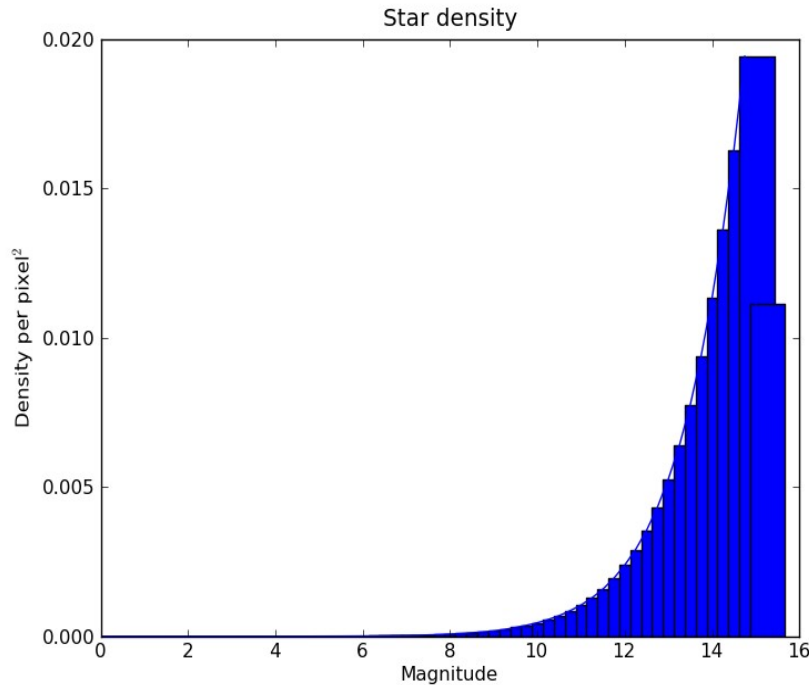
→ Results to be consolidated through independent investigations

A tool to assess the global performances



Included perturbations:

- Photon noise target
- Photon noise contaminants
- Sky background (constant)
- Readout noise
- Quantification noise
- Smearing
- Jitter noise:
 - Target
 - Contaminants
- Jitter correction (residues):
 - Target
 - Contaminants

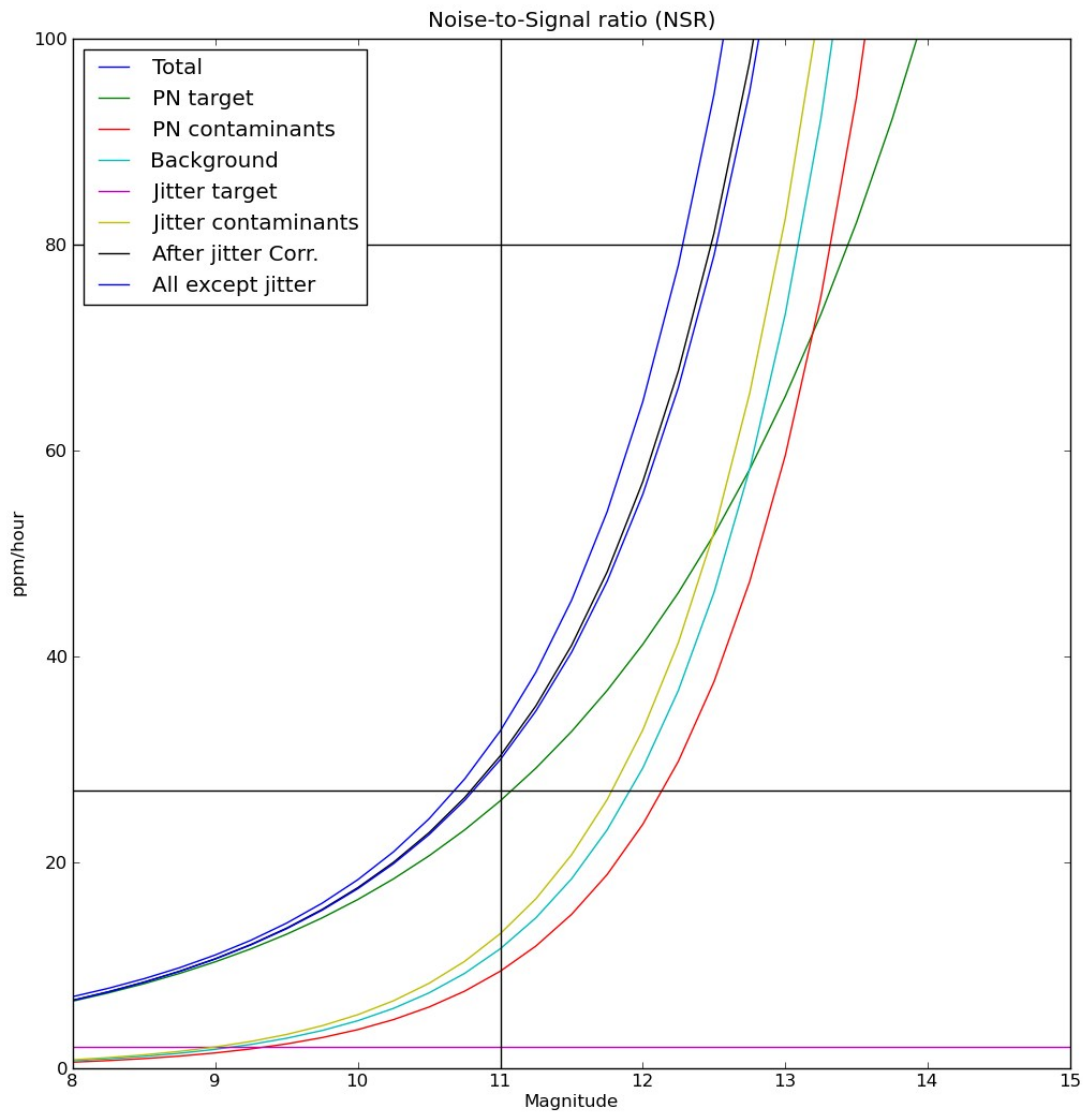
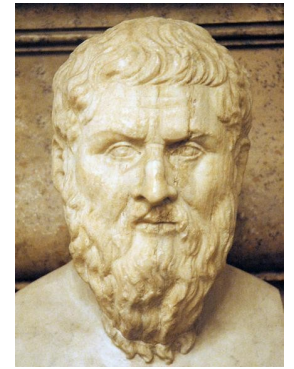


Inputs:

- Star density (star number per pixel²)
- PSF (e.g from the optic model)
- Mask (e.g. binary or weighted)
- PDF of the jitter (e.g. normal distribution)

PRNU: neglected

Global performances : results for the N-Telescopes



Weighted mask (width: 1 pix)

PSF 0° (center)

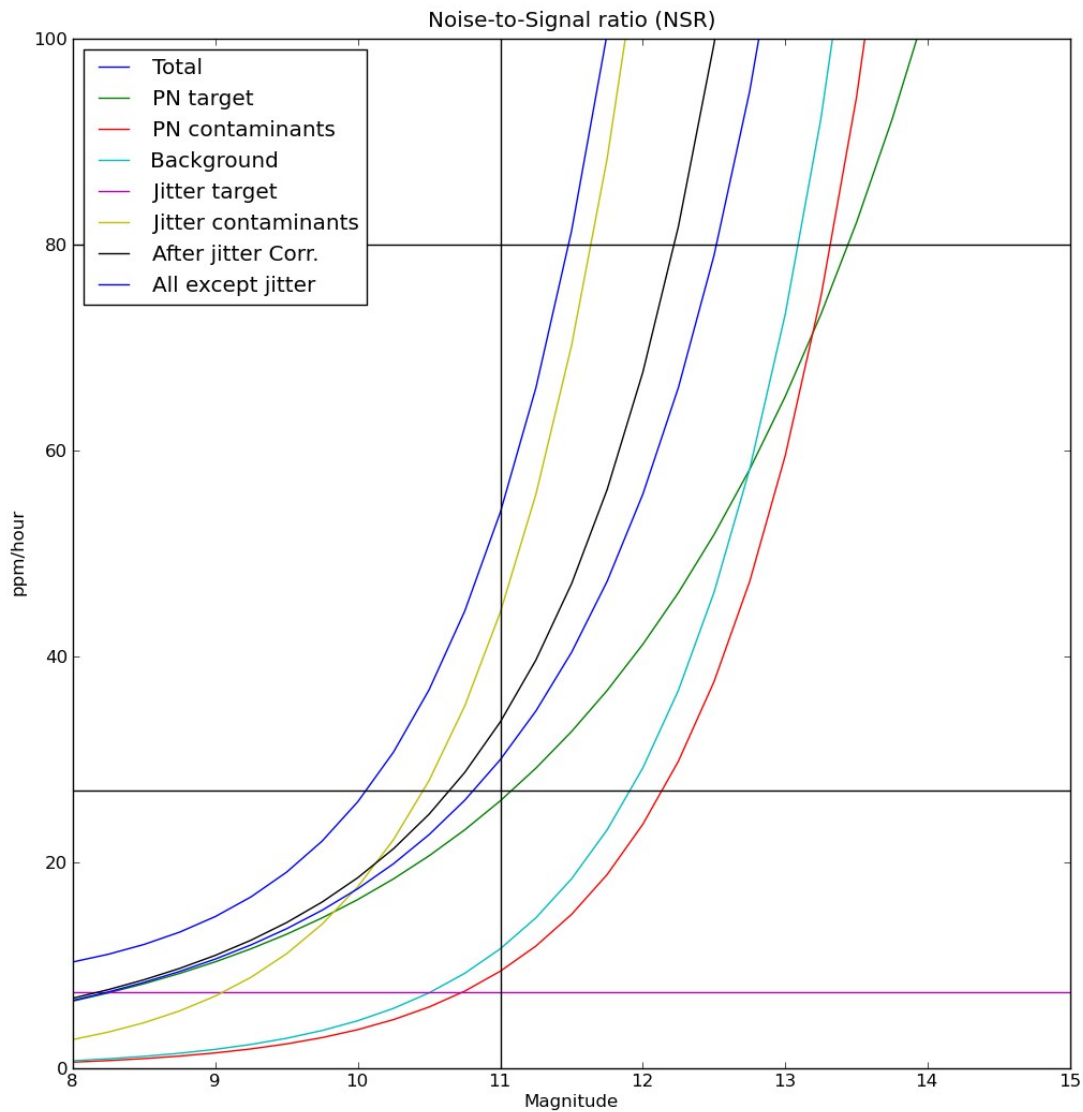
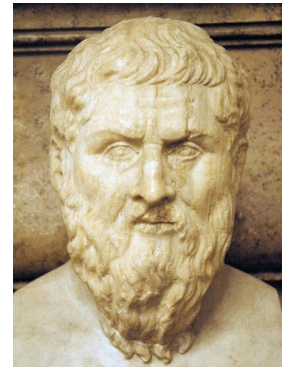
32 telescopes

Jitter:

→ Uncorrelated between telescopes

→ As low as the spec.

Global performances : results for the N-Telescopes



Weighted mask (width: 1 pix)

PSF 0° (center)

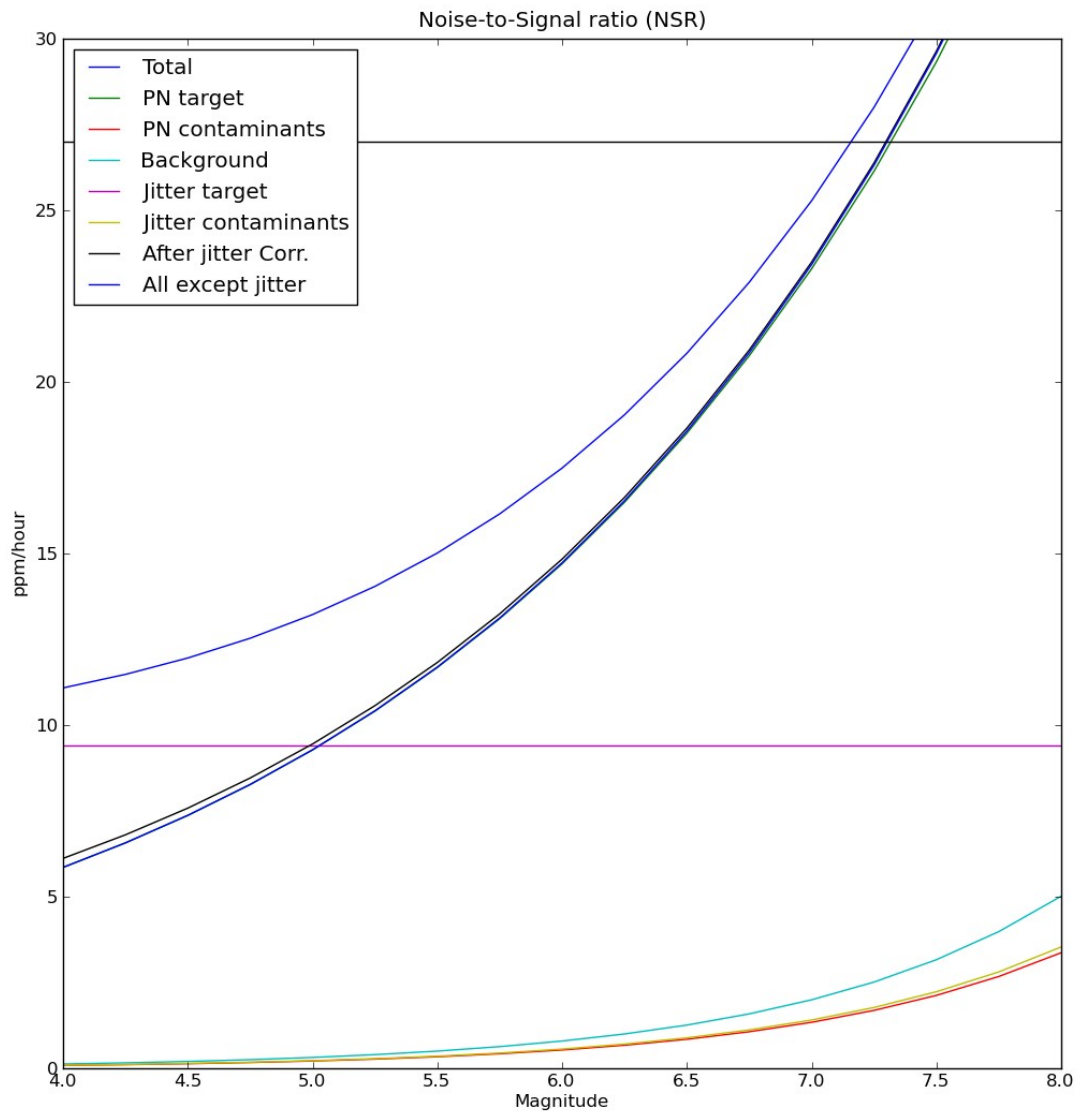
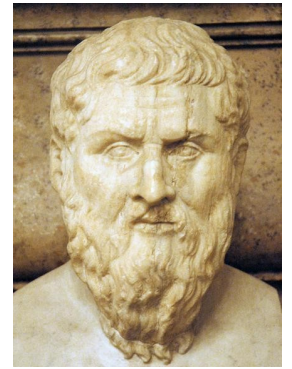
32 telescopes

Jitter:

→ Uncorrelated between telescopes

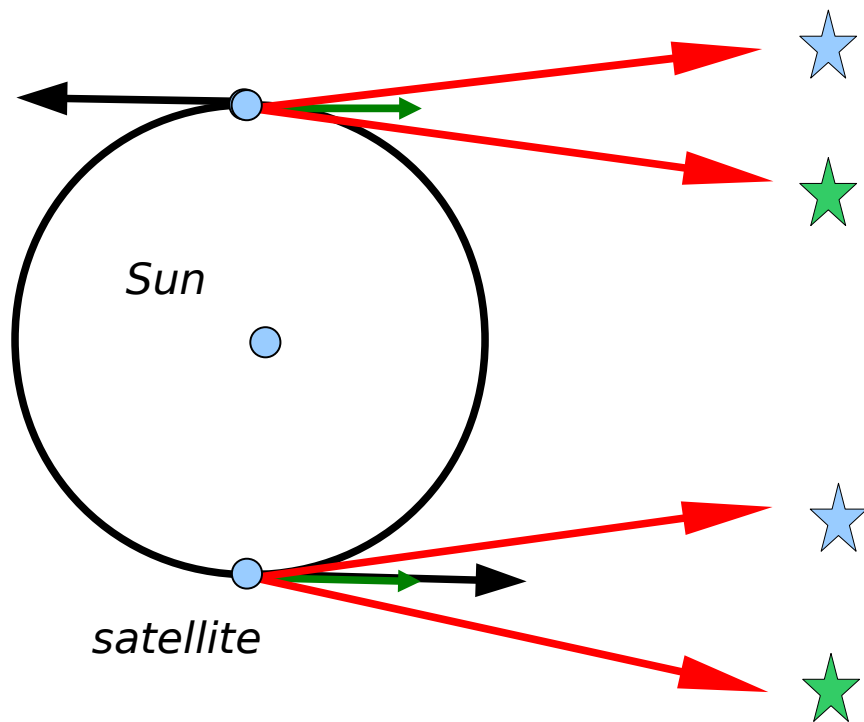
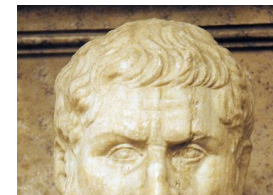
→ 5 times larger than the spec.

Global performances : results for the F-Telescopes



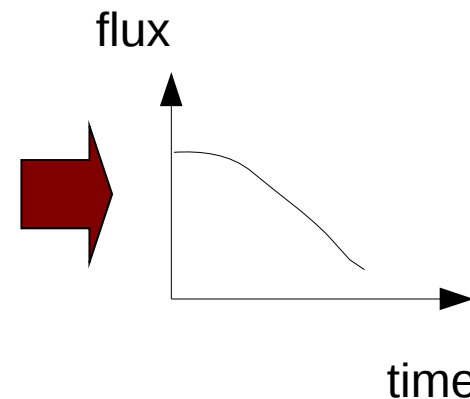
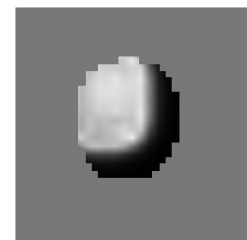
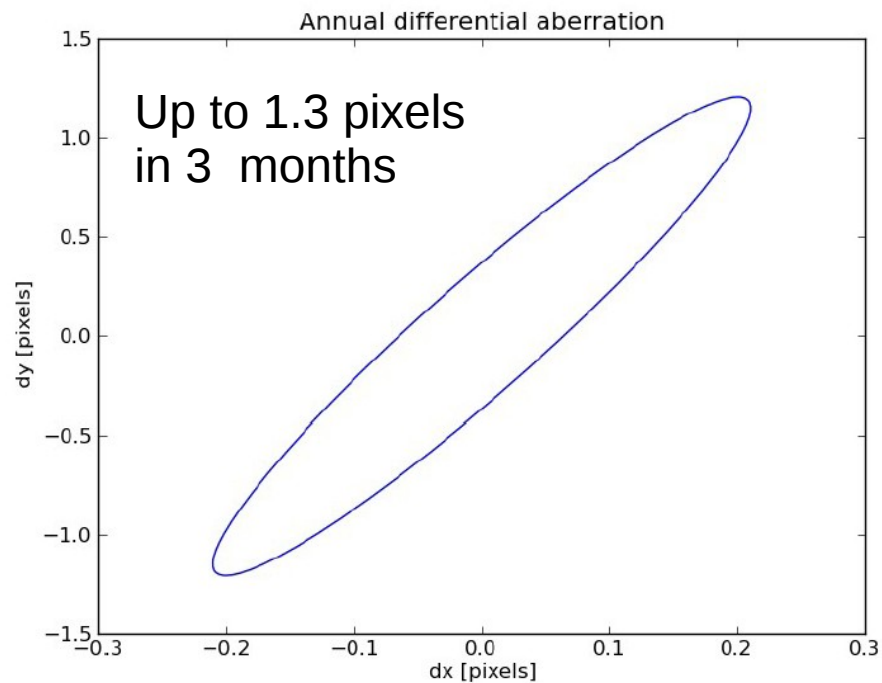
- Weighted mask (width: 1 pix)
- PSF 0° (center)
- 2 telescopes
- Jitter: **5 times larger** than the spec.

Differential aberration

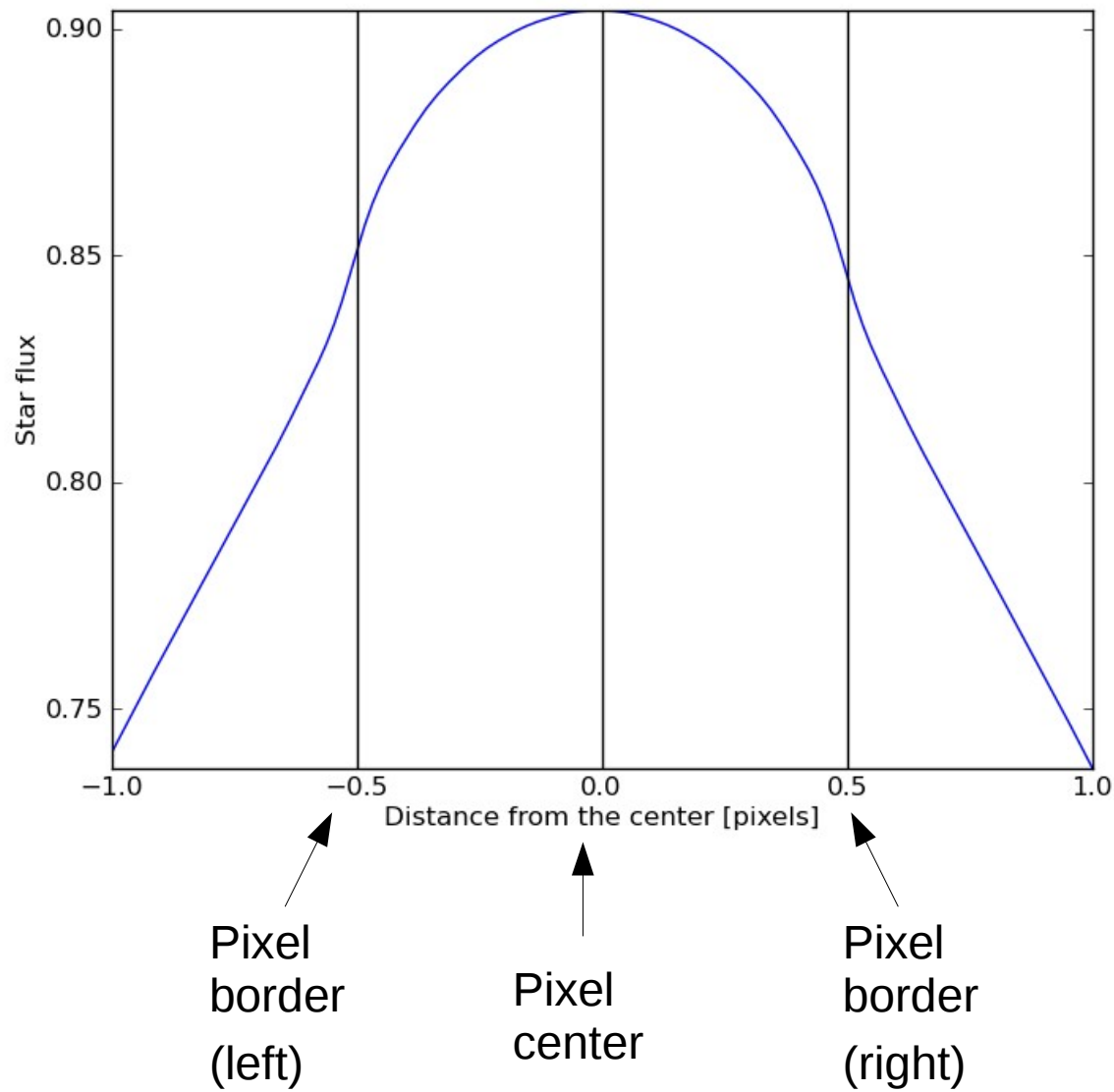
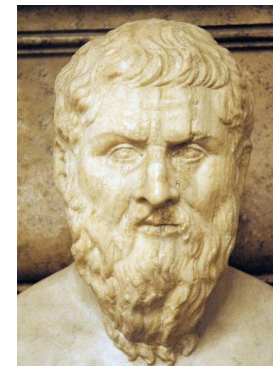


-  Pointing direction
-  Satellite velocity

➤ In addition: **Thermoelastic variations** of the telescope pointing direction

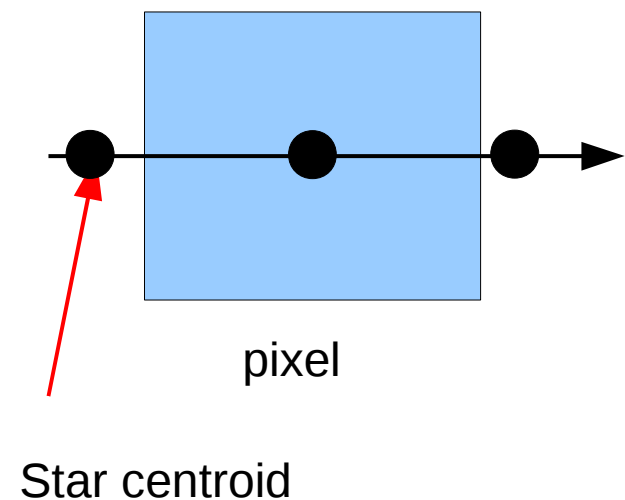


Differential aberration and mask updates

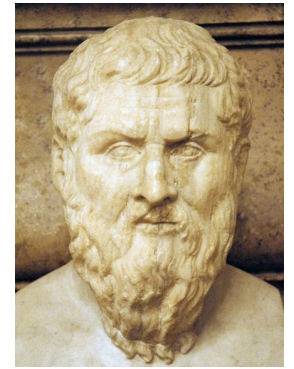


Gaussian weighted mask centered at the middle of a pixel

1 pixel = ~ 70 days



Updates of the masks: how to proceed (on board) ?



$$M(x, y) = F(x - x_0, y - y_0)$$

(X_0, Y_0) : star centroid at a given instant

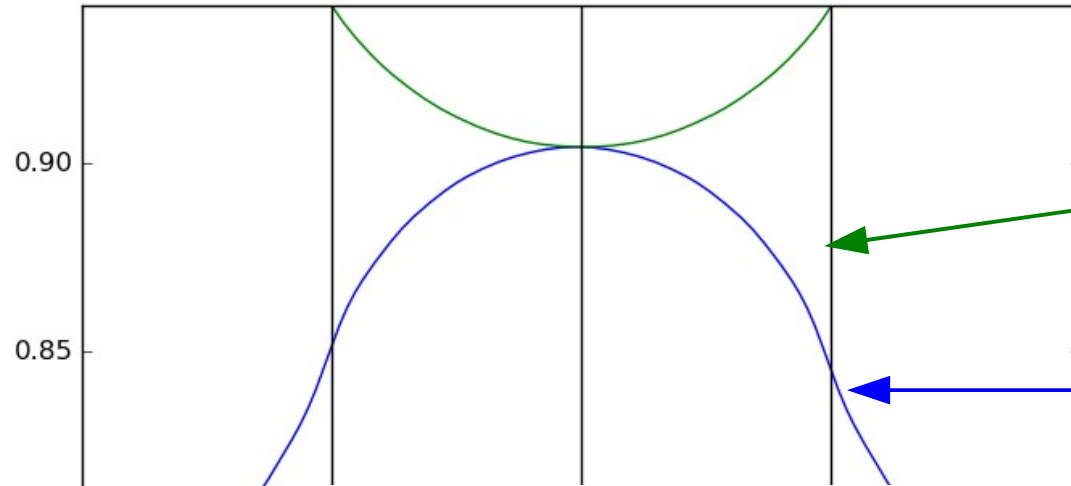
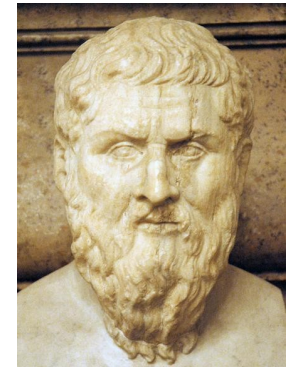
$$x_0 = f(t) \quad y_0 = g(t)$$

→ The mask is computed on the basis of an analytical function (e.g. Gaussian)

The star centroid (x_0, y_0) moves due to:

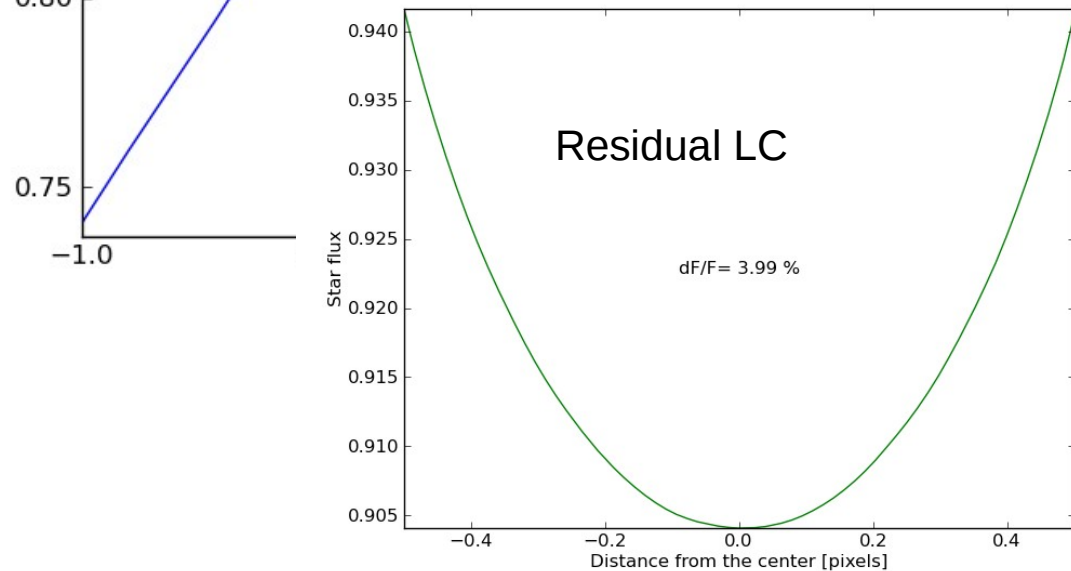
- The **kinematic differential aberration** \Rightarrow *fully predictable*
- The **movements of the satellite** (jitter) \Rightarrow corrected a posteriori on-ground
- The **thermoelastic differential aberration**

Mask updated using a weighted mask computed with a Gaussian function



Gaussian mask updated every 1/128 pixels (resolution of the PSF)

Without mask update



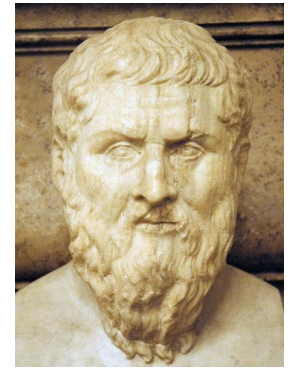
Can be reduced on board using a **PSF model**

➤ Can be corrected as we do the **jitter correction**

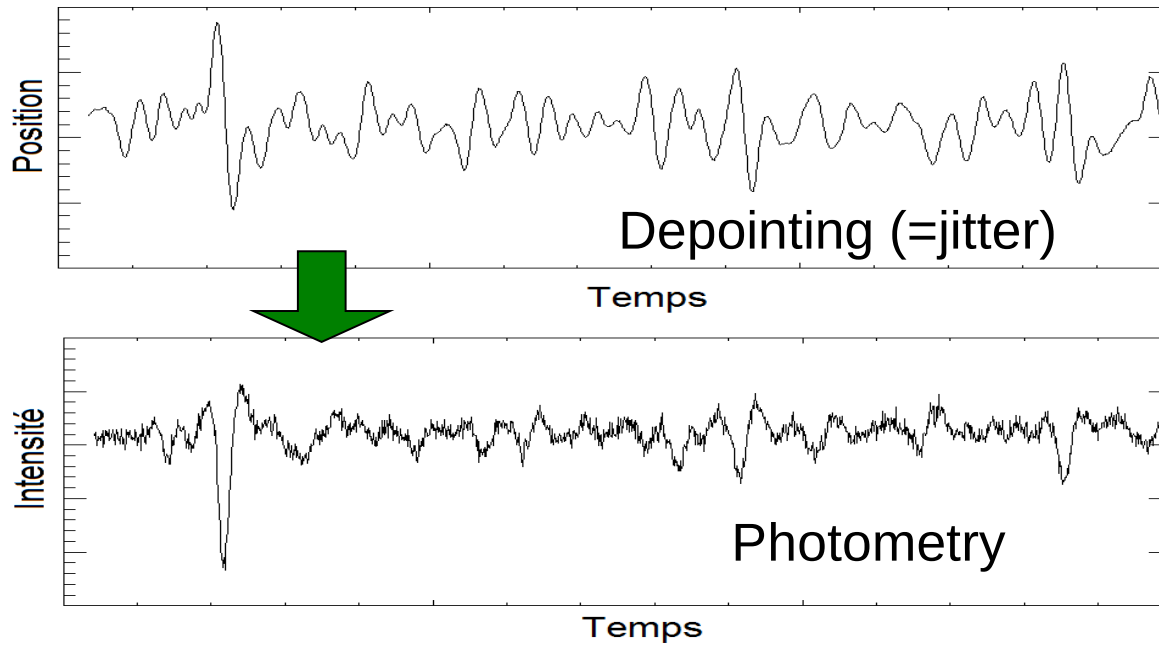
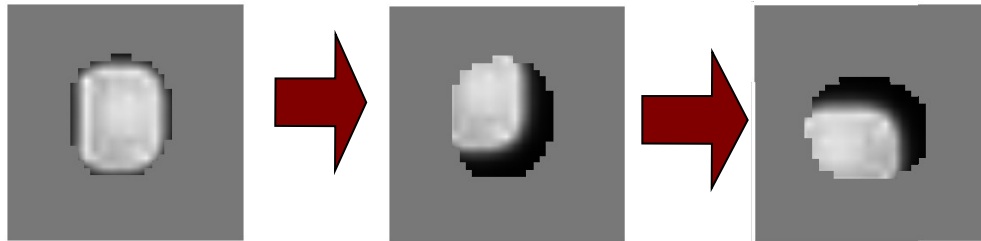
➤ In both case, the quality of the correction will **strongly depends on the quality of the PSF model**

➤ Can also be reduced if we **change adequately the width of the weighted mask**

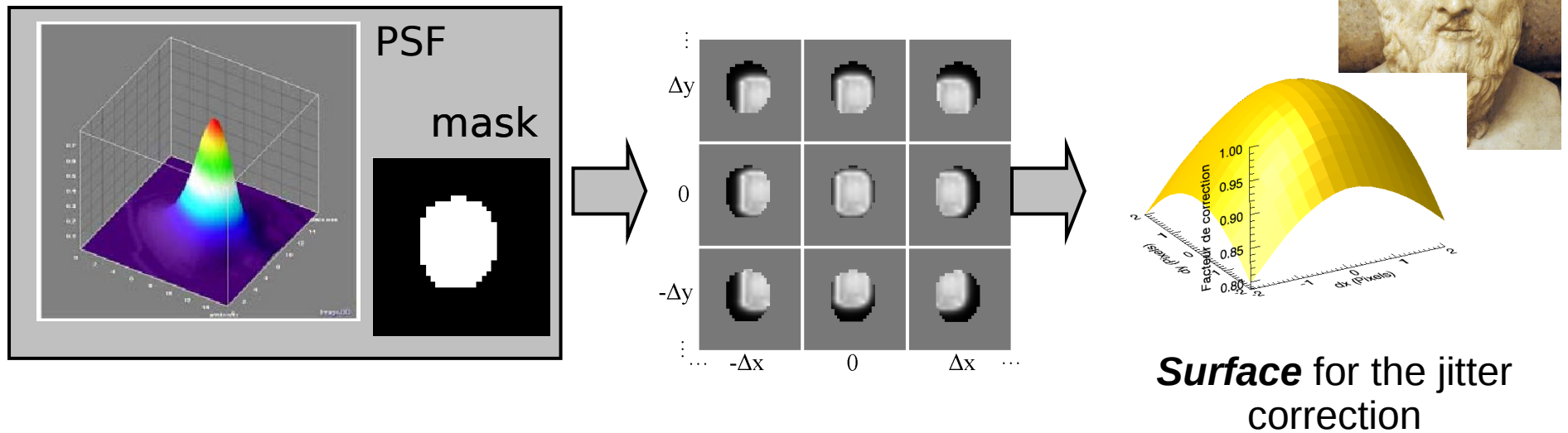
Satellite jitter and its impact on the photometry



The satellite moves ! (=jitter)



Jitter noise : correction (on ground)



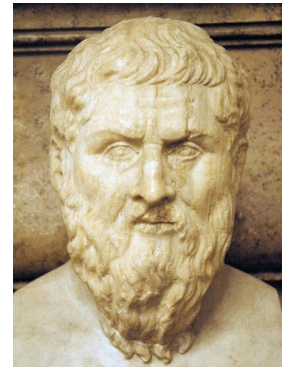
- From the PSF, we can predict the perturbations induced by any displacements :

$$F_{c_i} = K(\Delta x_i, \Delta y_i) \cdot F_{m_i}$$

Fialho et al (2007, PASP)

- This method also corrects the differential aberration
- But we need to derive accurately the star displacements (Δx , Δy) as well as the PSF !
- The surface used for jitter correction must take the presence of contaminants into account.
- GAIA : positions and intensities of the contaminants known a priori

The configuration mode



→ The observation sequence can be started as soon as – for each target - the windows and the masks are attributed and the background estimated

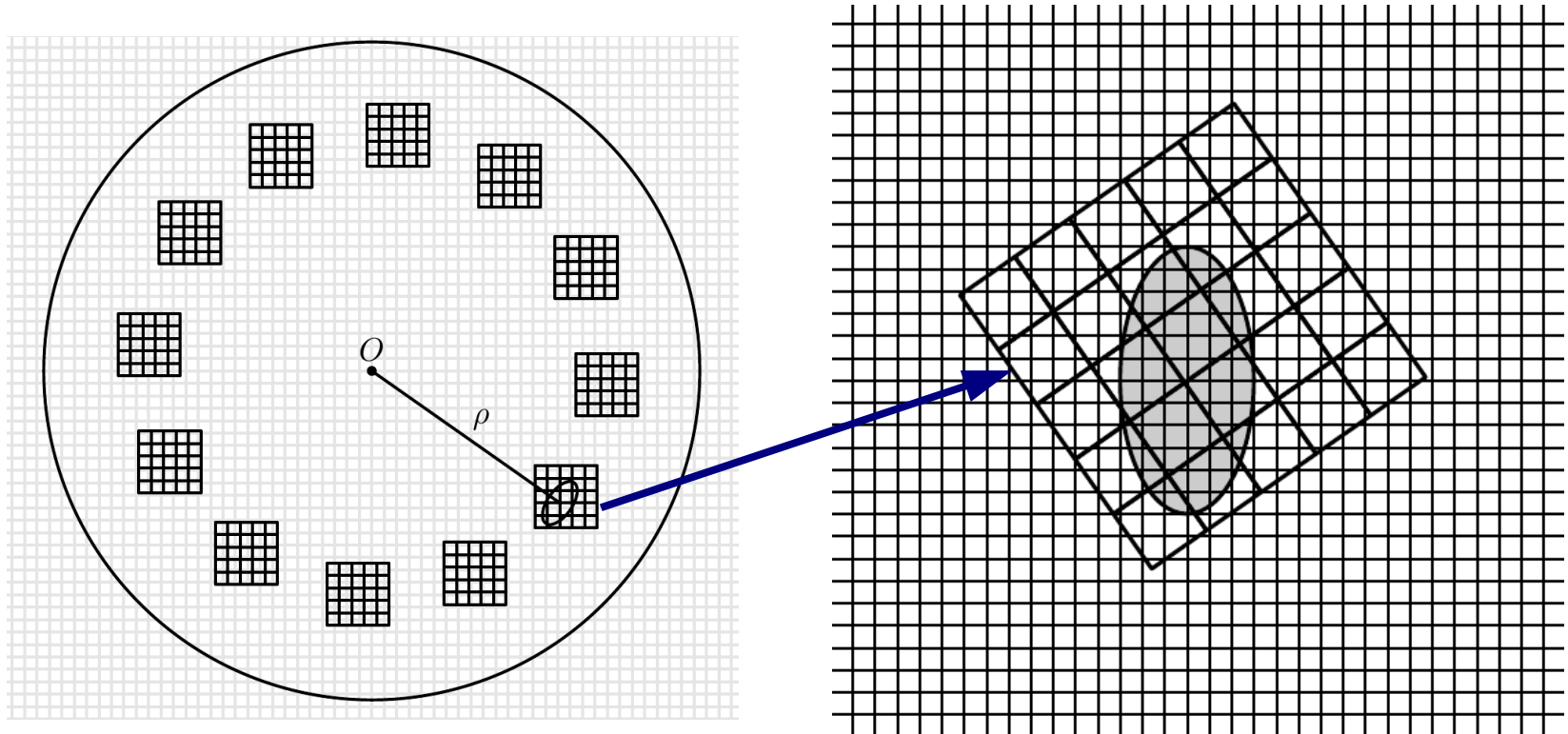
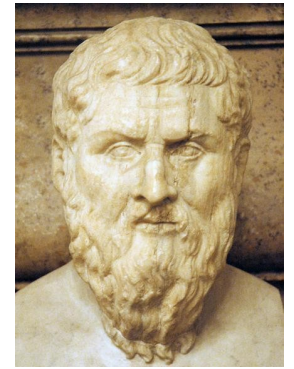
Requirements:

- Recognition of the field of view and identification of the targets
- For each star :
 - Determine initial position of the centroid
 - Derive a representative PSF
 - Derivation of the initial parameters of the LSF
- Calibration of the background model

Reconstitution of the PSF across the field

Voxel concept discretisation

Rotate all "imagenttes" at fixed ρ into the PSF representation grid for discretisation

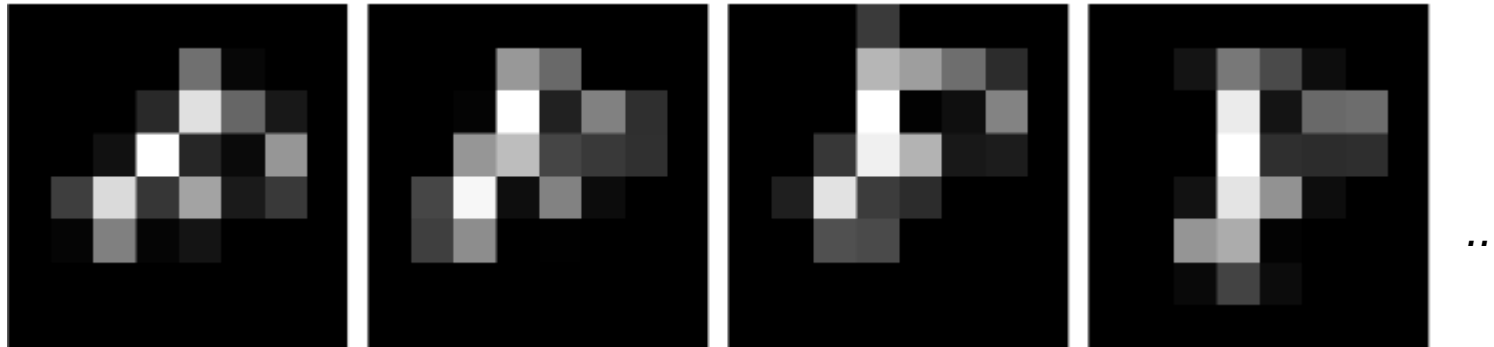
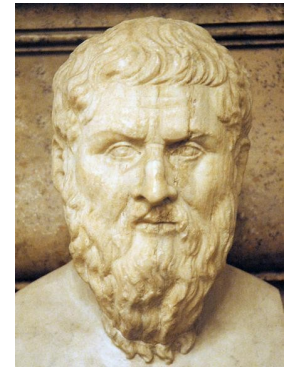


Result: A large sparse linear system $A x = y$ where y is a vector of imagette pixel fluxes, x a vector of PSF representation coefficients

Credit:
J. Green

Reconstitution of the PSF across the field

Toy example – PSF of the letter “F”, 36 x (8 × 8) imagerettes



Star 1

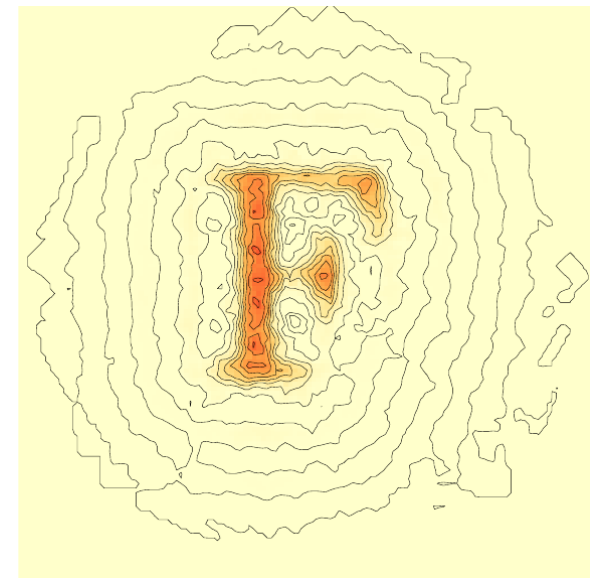
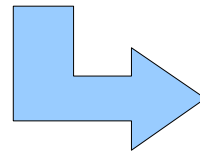
Star 2

Star 3

Star 4

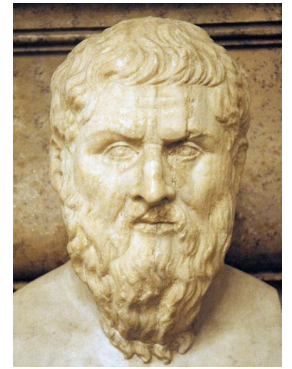
...

Inverted using
Algebraic
Reconstruction
Technique

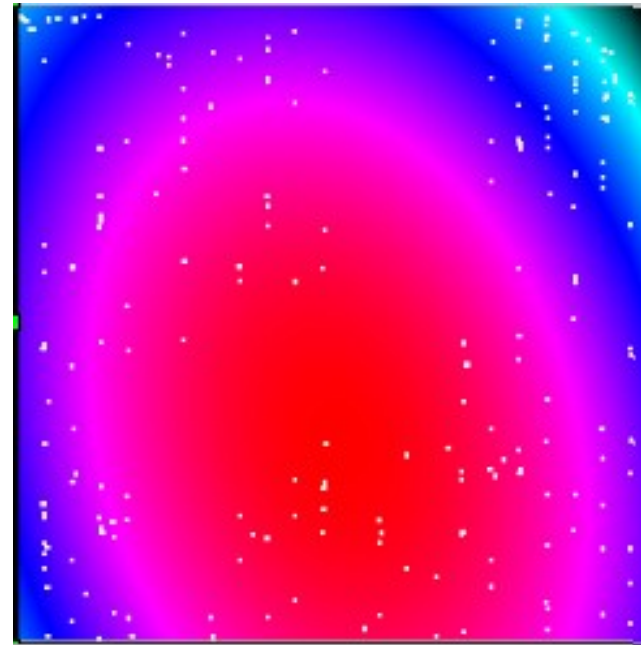


Credit:
J. Green

Modeling the sky background

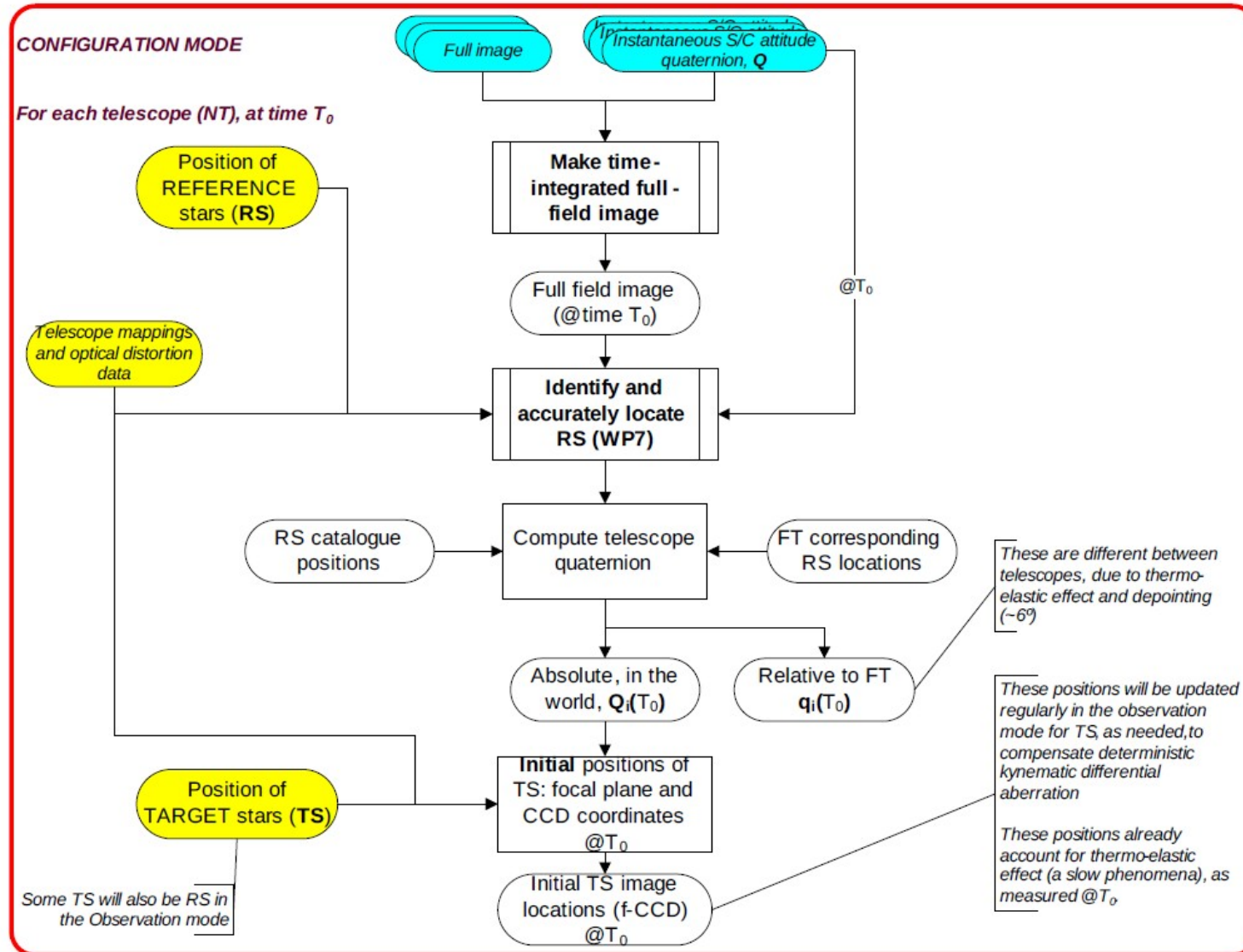
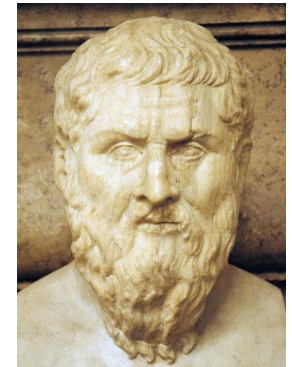


- › We set ~ 400 background windows per telescope (100 per CCD)
- › **During the configuration mode**
 - › we collect a long enough time series of background measurements
 - › We model the background using a 2D polynomial fit
- › The sky background level can then be estimated at any position, then for any target



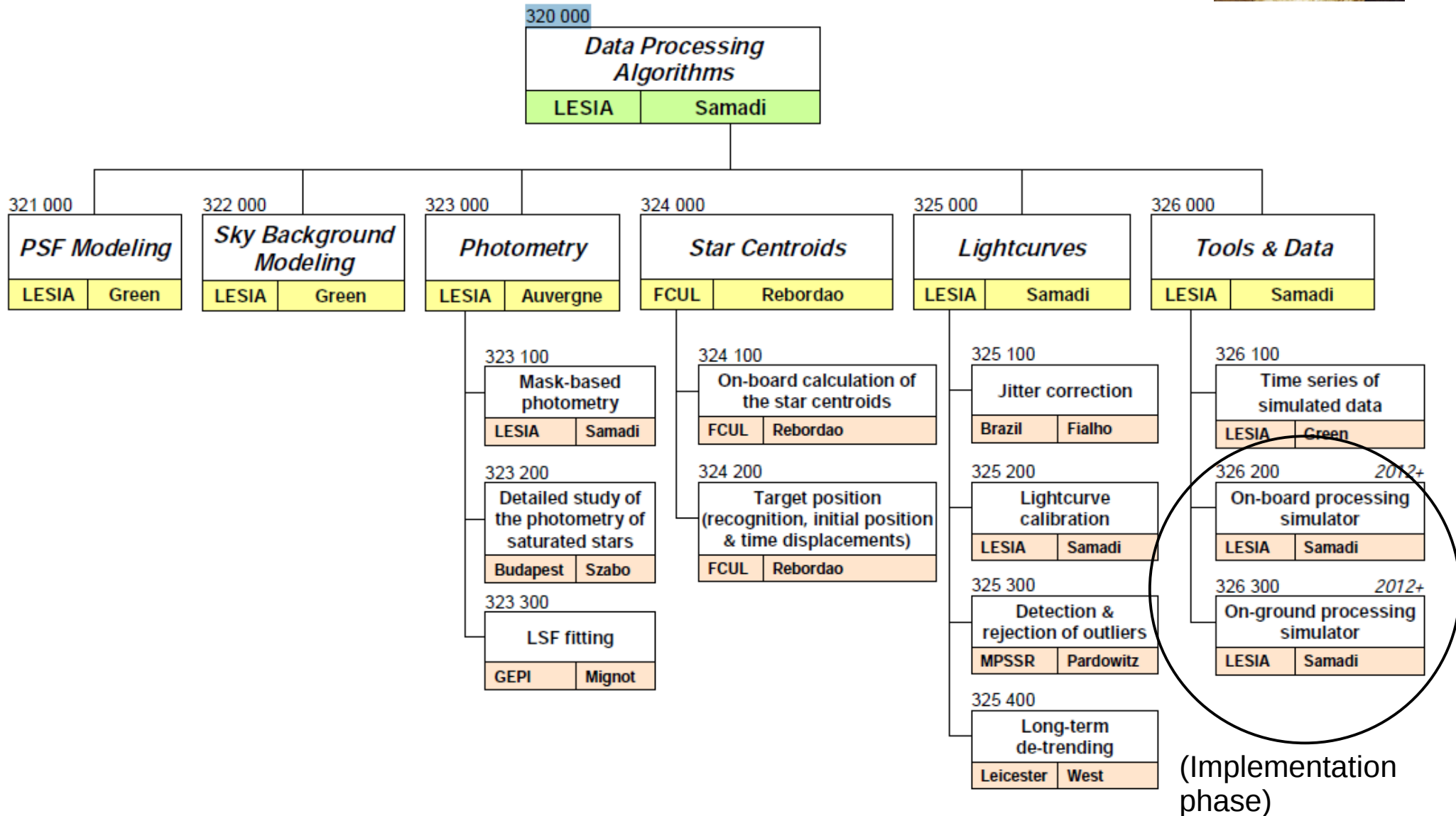
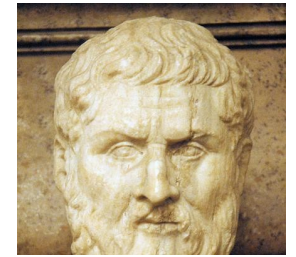
Credit: R. Drummond (Phd Thesis)

Calibration of the telescope line of sight and initial position of the target

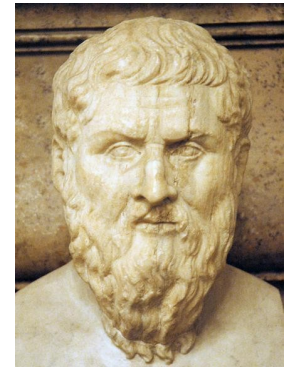


Credit:
J. Rebordao

The DPA – WG (WP 32X XXX)

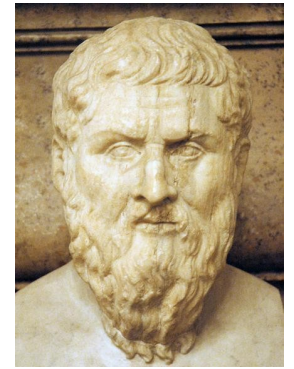


Overall objectives of the DPA – WG during the definition phase



- To **study and define** all the algorithms to be implemented (board+ground)
 - *Priority to the on-board processing*
 - *Development of prototypical codes*
- To **define the share** between the **board** and the **ground**
- To **perform a global assessment** of the expected performance

Organization and planning



- **Phase A:** *until May 2011*
 - Specification and development of the *on-board* processing (priority to the Observation mode) as well as the main components of the on-ground processing (e.g. jitter correction)
 - Preliminary assessment study
- **Phase B1:** *from May to December 2011*
 - Specification and development of the *on-ground* processing
 - Continue the specification and development of the *on-board* processing (Configuration mode)
 - Global assessment study
 - Specification of the on-board processing simulator