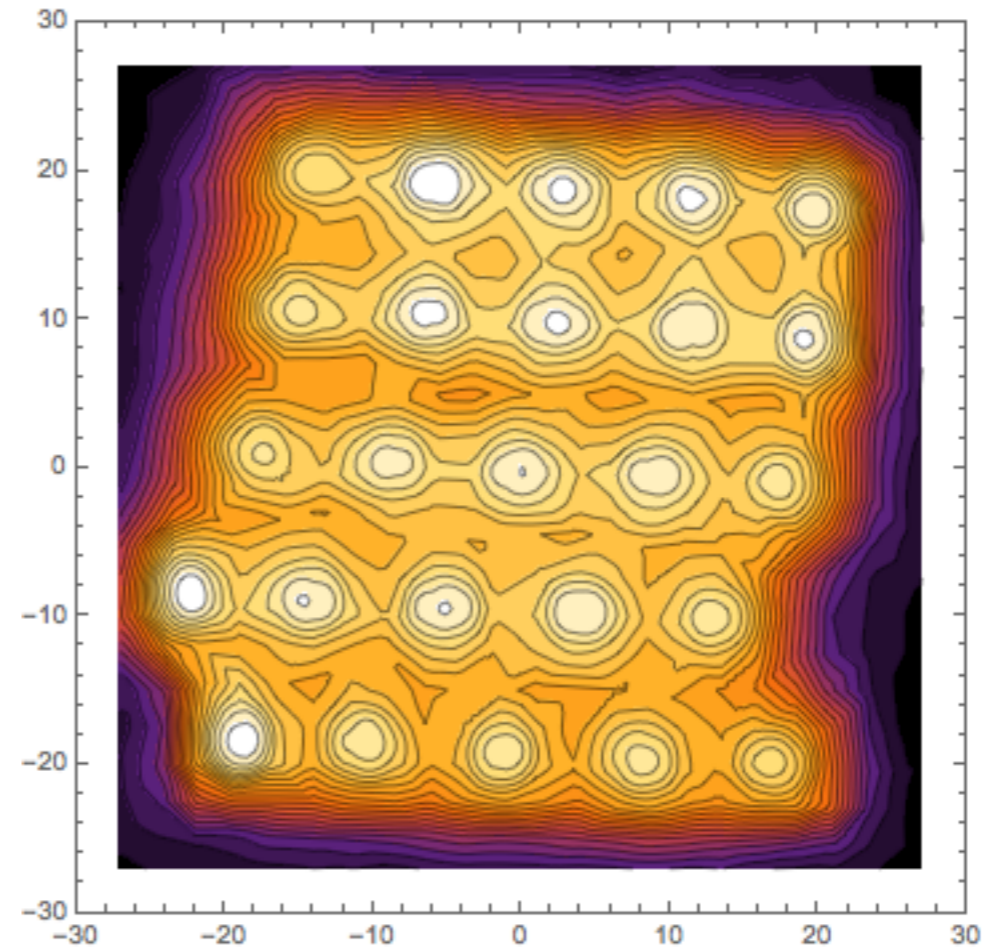
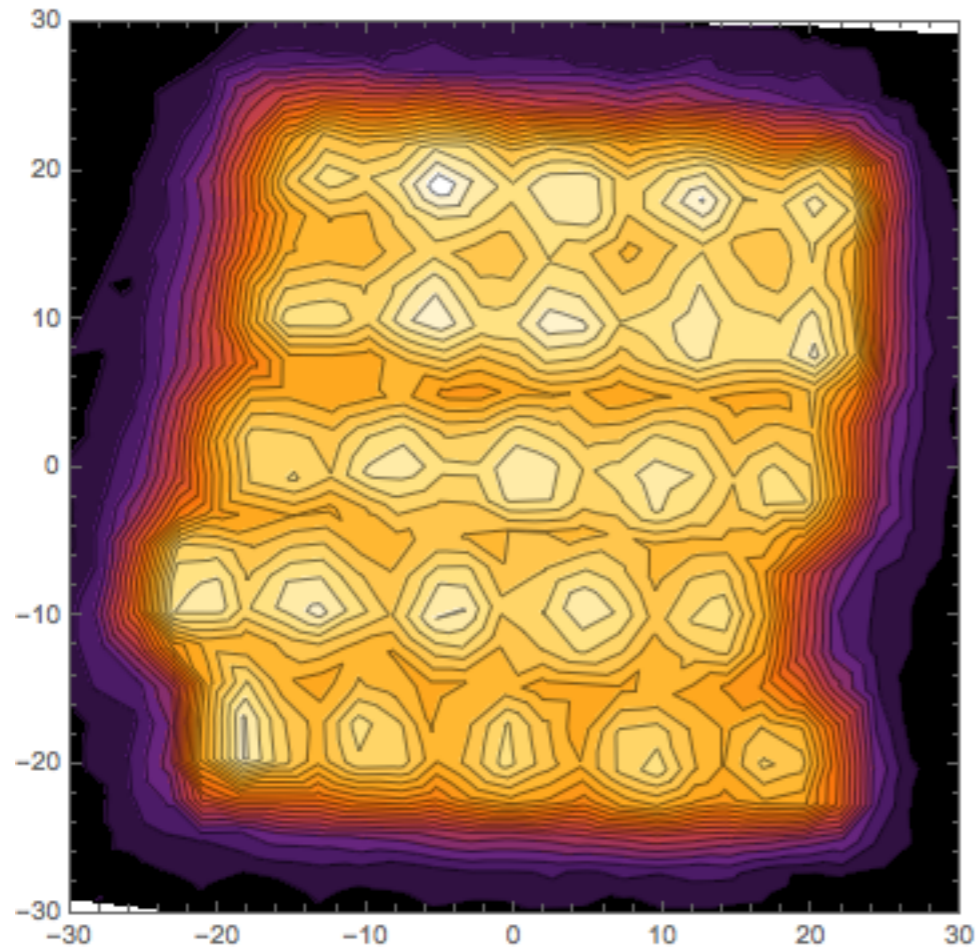


PACS_S Flux Calibration Concept

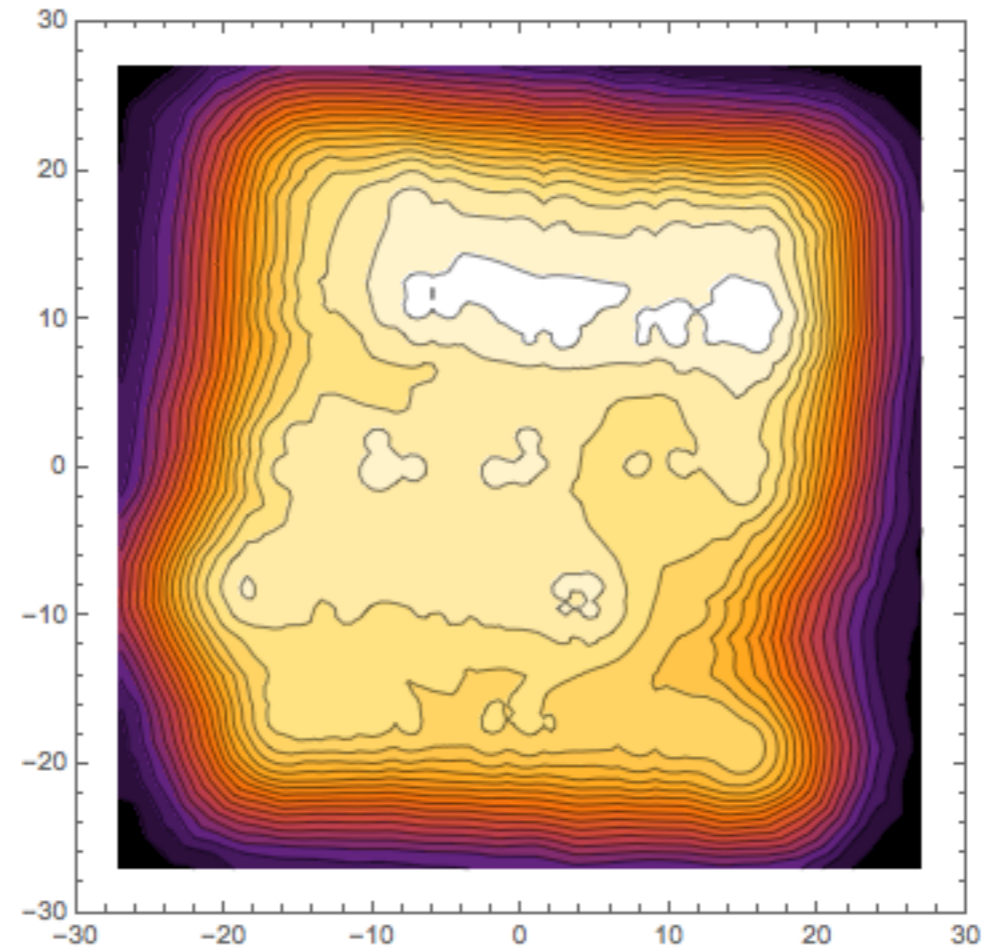
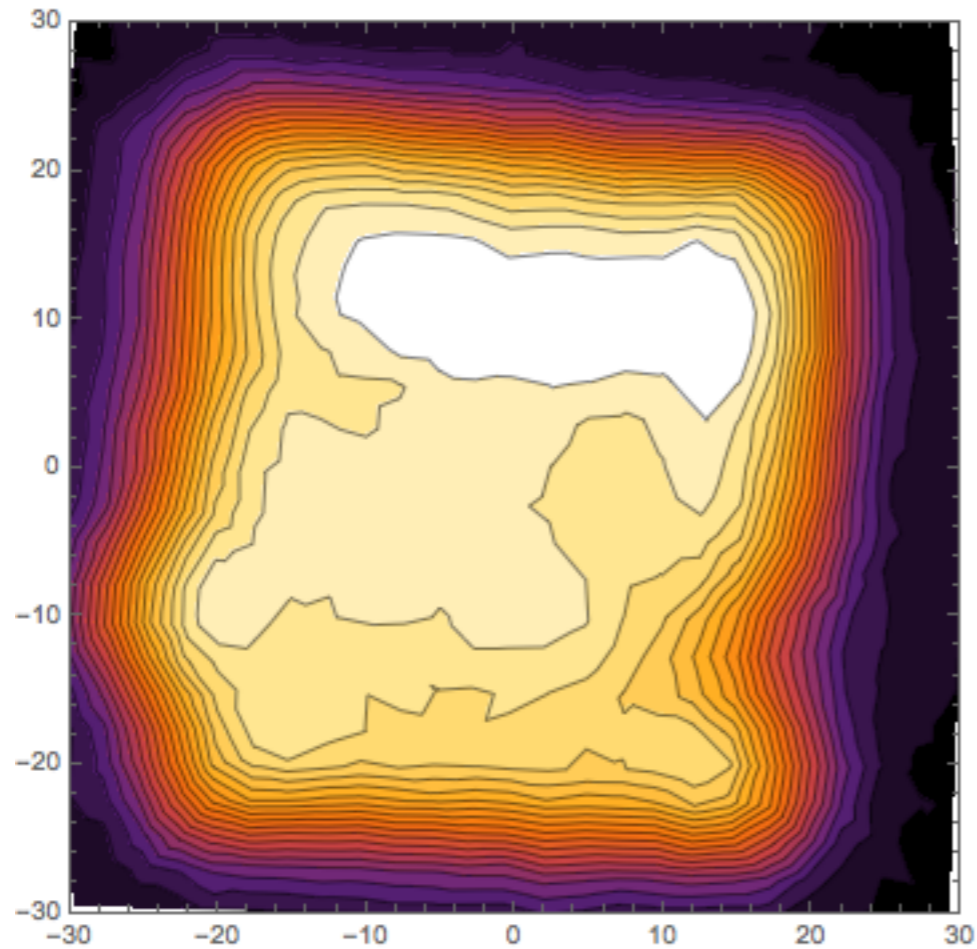
- Original concept: point source on central spaxel, sum of signals from all spaxels must add up to total flux of source
- At some point, replaced by (adopted) "point source correction" and 1x1 / 3x3 flux definition/correction. Should still be not too far from original idea
- But: Original concept implicitly assumes "flat" response, i.e., sum of spaxel signals independent of exact point source position on IFU. This is not fulfilled, particularly at short wavelengths! Affects non-central (point) sources and drizzle, but also (very) extended sources

"Flatness" of PACS IFU/Detector Response



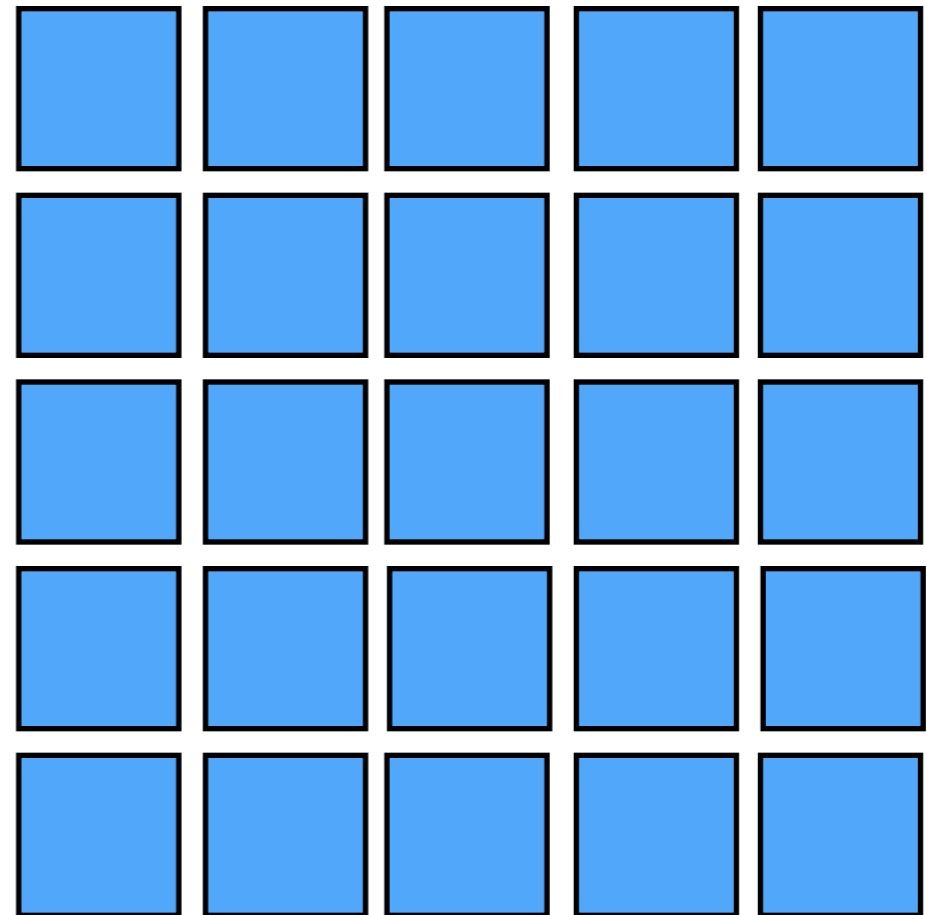
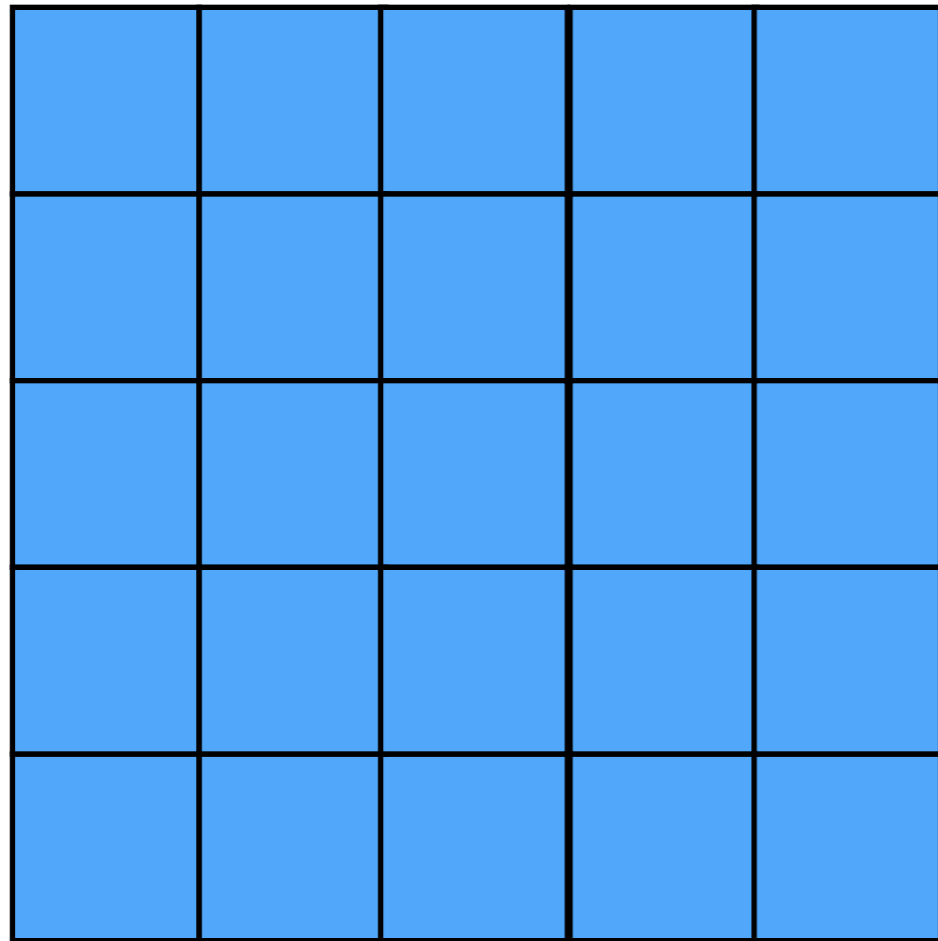
- Sum of all spaxels @ $62\mu\text{m}$
- Left: Neptune "coarse" raster, right: "synthetic" beams

"Flatness" of PACS IFU/Detector Response



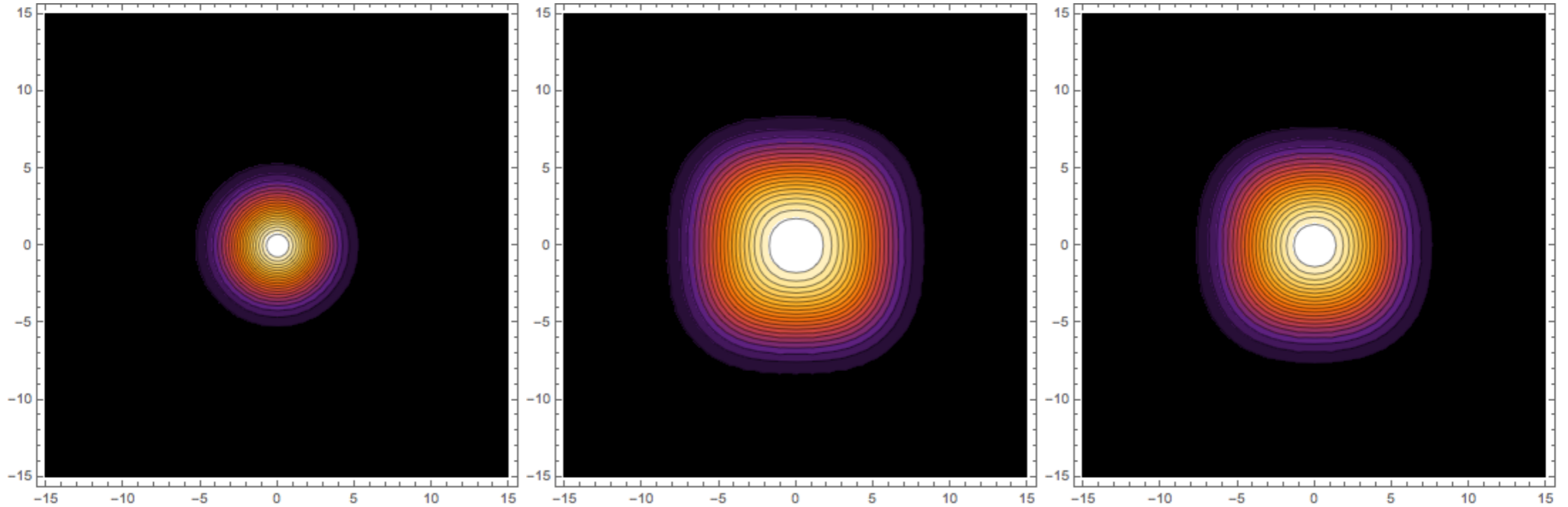
- Sum of all spaxels @ 145 μ m
- Left: Neptune "coarse" raster, right: "synthetic" beams

"Toy Model" of IFU/Detector Spatial Response



- Start with 9.4 arcsec (active) size & spacing
- Compare with 8 arcsec size, 9.4 arcsec spacing
- Telescope/optics PSF approximated by Gaussian, then convolved with "box" of size 9.4 or 8 arcsec, respectively

Beams @ 62μm

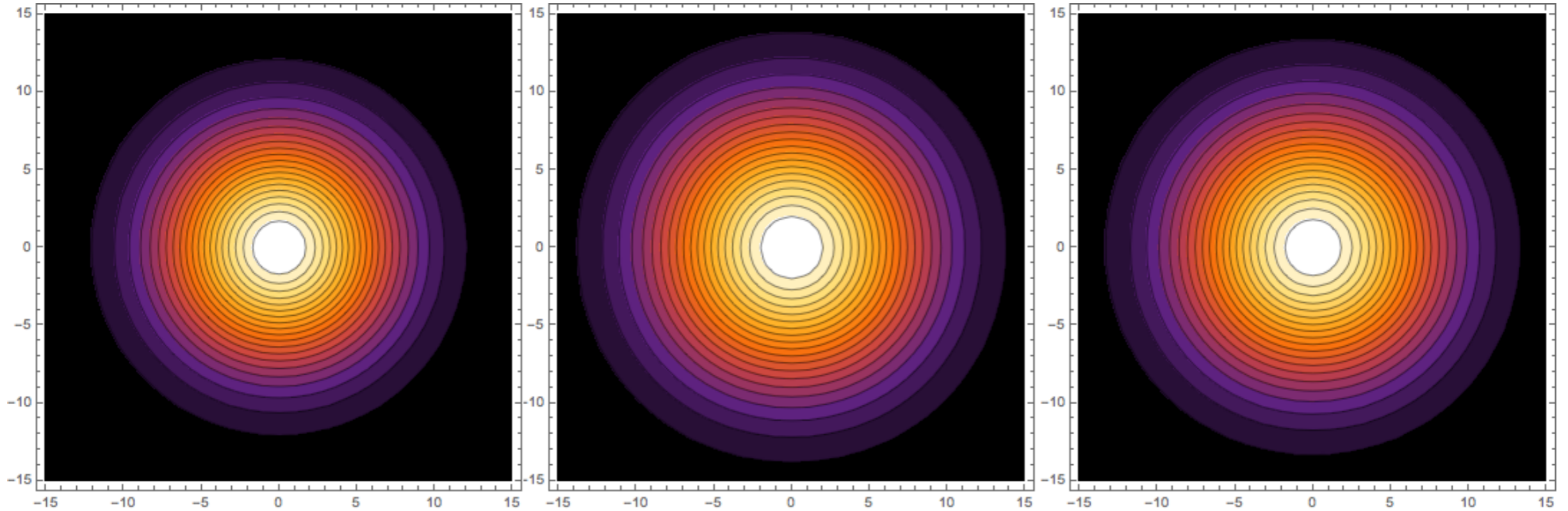


$$e^{-\frac{x^2+y^2}{w^2}}$$

$$\text{convolve}\left[e^{-\frac{x^2+y^2}{w^2}}, \text{UnitBox}\left[\frac{x}{9.4}, \frac{y}{9.4}\right], \{x, y\}, \{xx, yy\}\right]$$

$$\text{convolve}\left[e^{-\frac{x^2+y^2}{w^2}}, \text{UnitBox}\left[\frac{x}{8}, \frac{y}{8}\right], \{x, y\}, \{xx, yy\}\right]$$

Beams @ 145μm

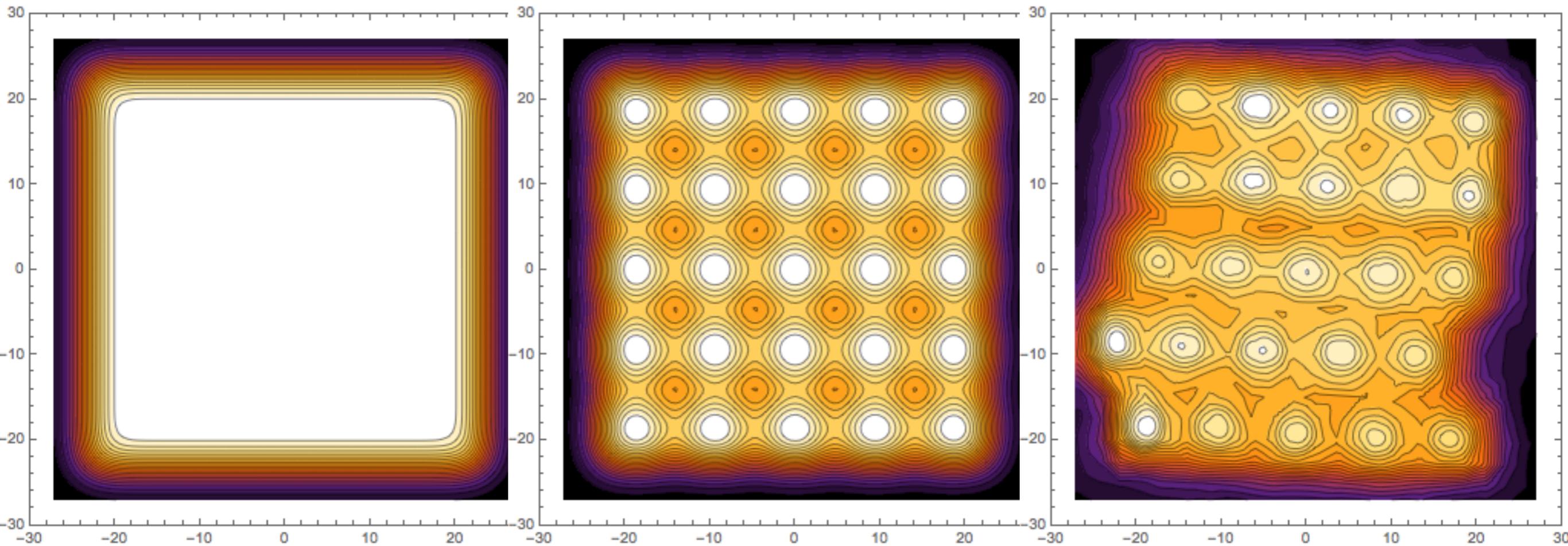


$$e^{-(x^2+y^2)/(2.3*w)^2}$$

$$\text{Convolve}\left[e^{-(x^2+y^2)/(2.3*w)^2}, \text{UnitBox}[x/9.4, y/9.4], \{x, y\}, \{xx, yy\}\right]$$

$$\text{Convolve}\left[e^{-(x^2+y^2)/(2.3*w)^2}, \text{UnitBox}[x/8, y/8], \{x, y\}, \{xx, yy\}\right]$$

Sum of 25 Spaxels @ 62 μ m



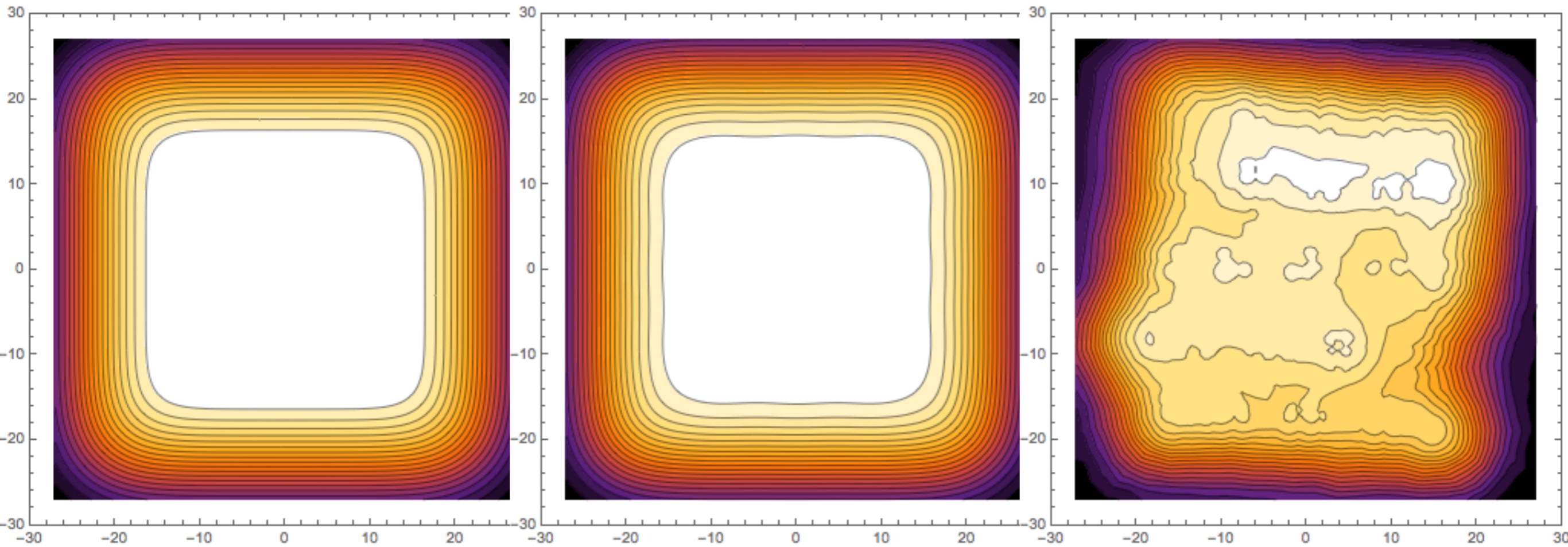
9.4 arcsec active area

8 arcsec active area

beam table

- Reduction of active area leads to comparable loss as observed in reality

Sum of 25 Spaxels @ 145 μ m



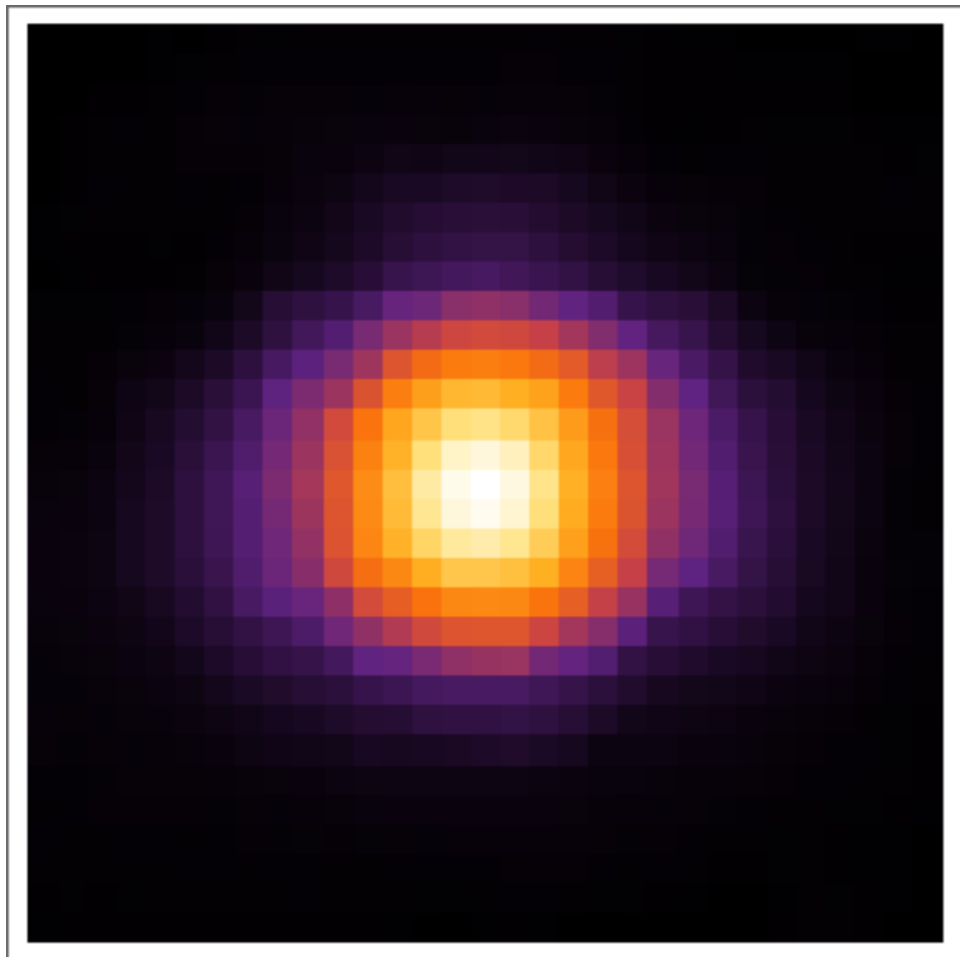
9.4 arcsec active area

8 arcsec active area

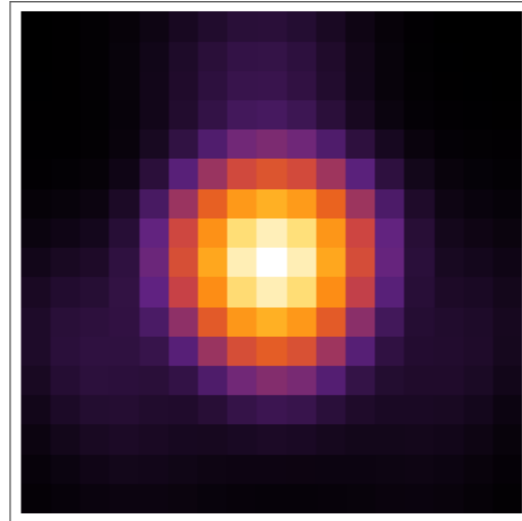
beam table

- (Some additional inhomogeneity in reality)

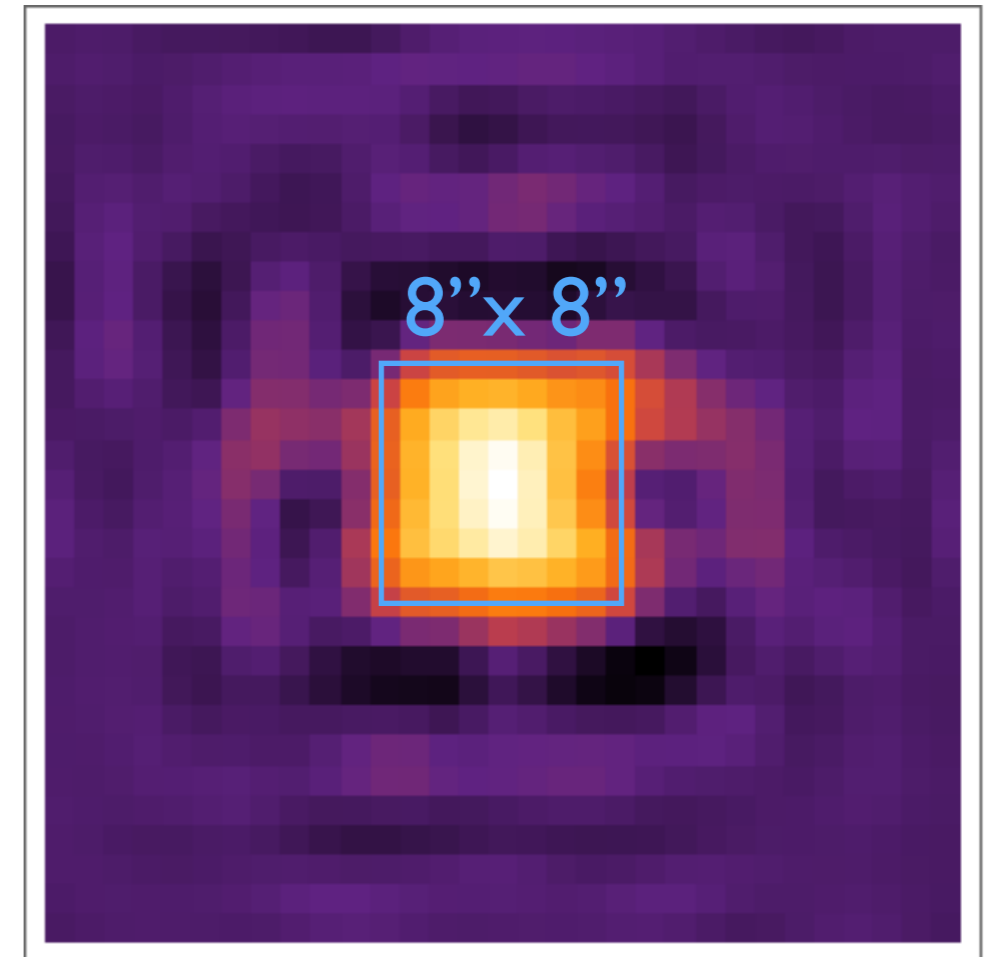
Deconvolve Spaxel 13 Beam with Photometer PSF



Central spaxel beam

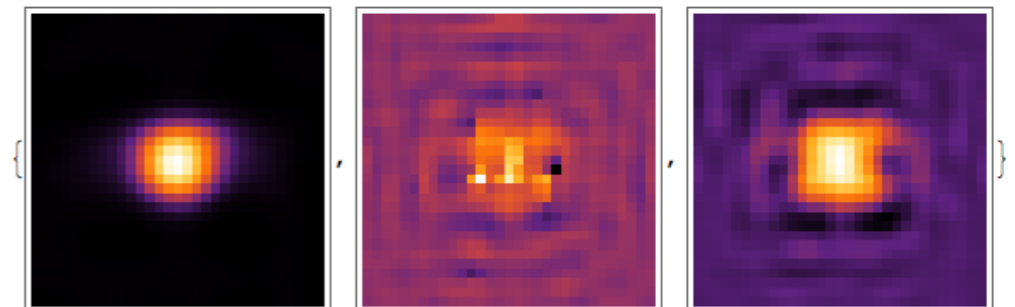


Blue
photometer PSF



Deconvolved central spaxel

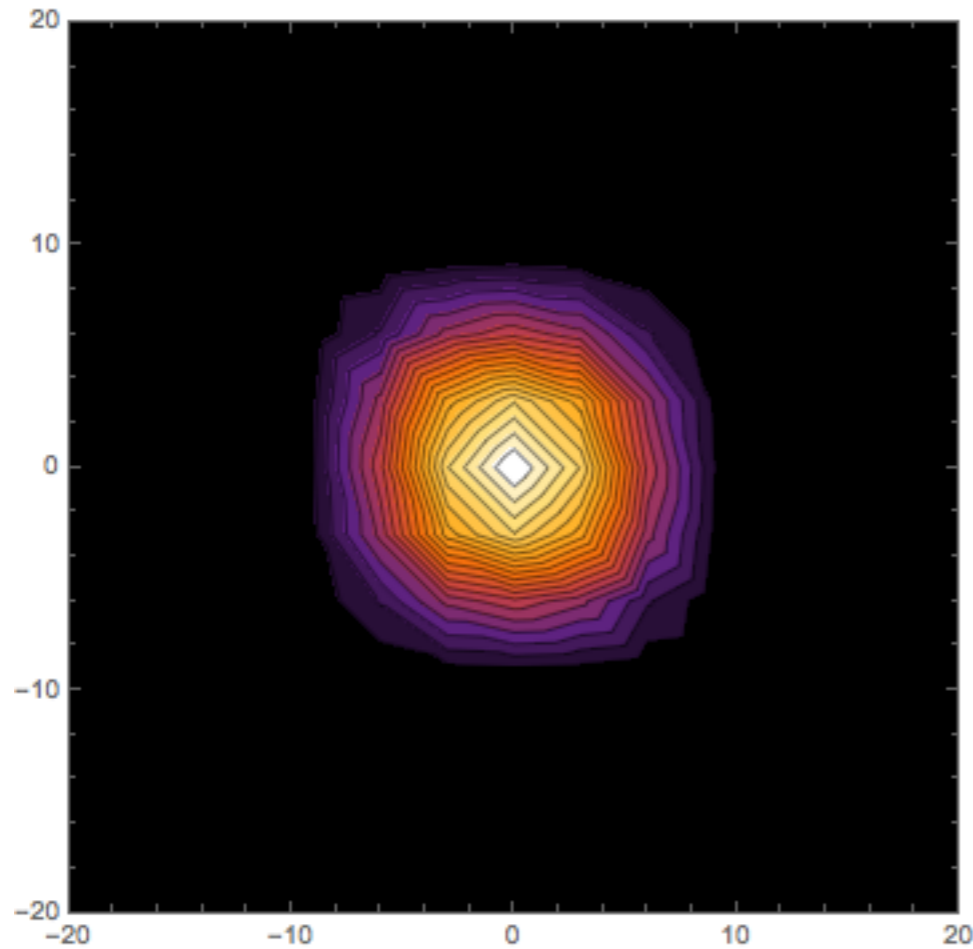
- Result of deconvolution depends on method/assumptions, but gives indication of reduced active area



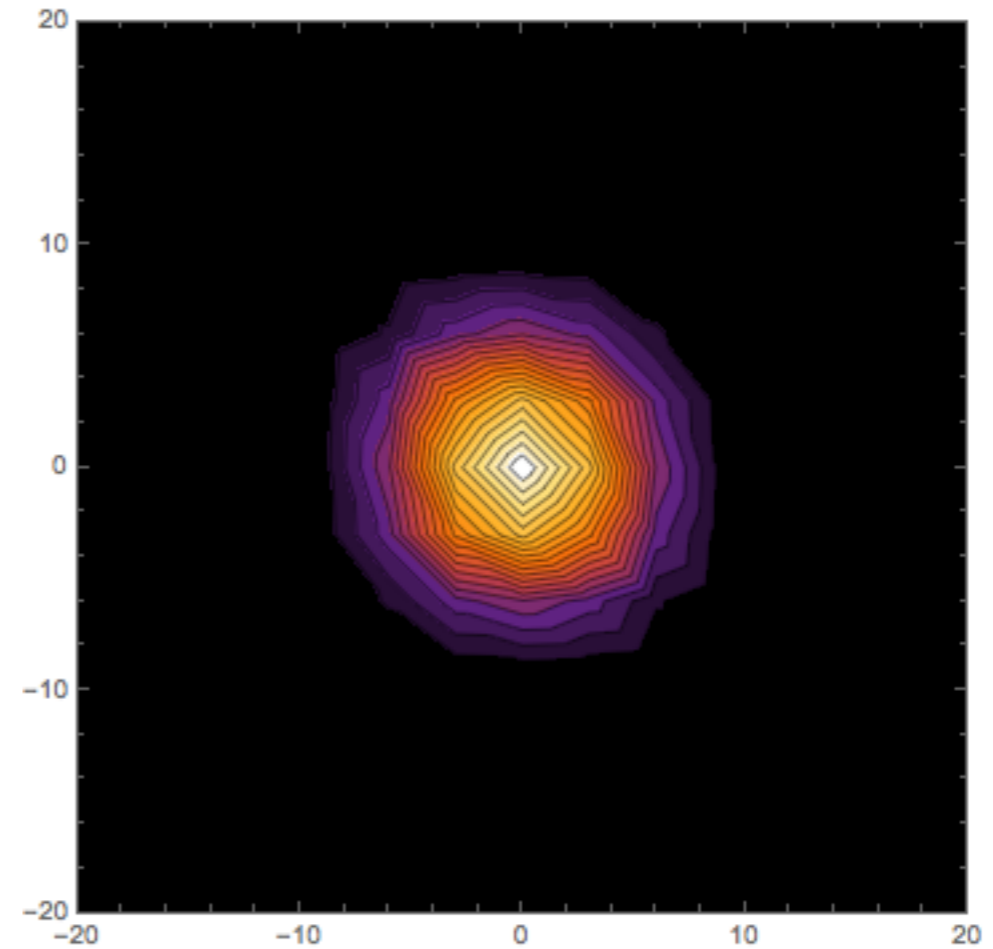
Drizzle Experiment with "Toy Model" Beams

- Following the original flux calibration concept, the beams are normalized such that the sum of the signal from all 25 spaxels is 1 when the simulated point source falls on center of central spaxel, for both cases of active spaxel area
- The observations are simulated as a regular raster with 2.5 arcsec steps (y and z) and then drizzled on a 3 arcsec grid
- The drizzle normalization is set up to produce "flux per projected pixel" - aperture photometry by adding up values of projected pixels
- Then compare collected flux for both active areas

Drizzle @ 62 μ m: Point Source



9.4 arcsec active area

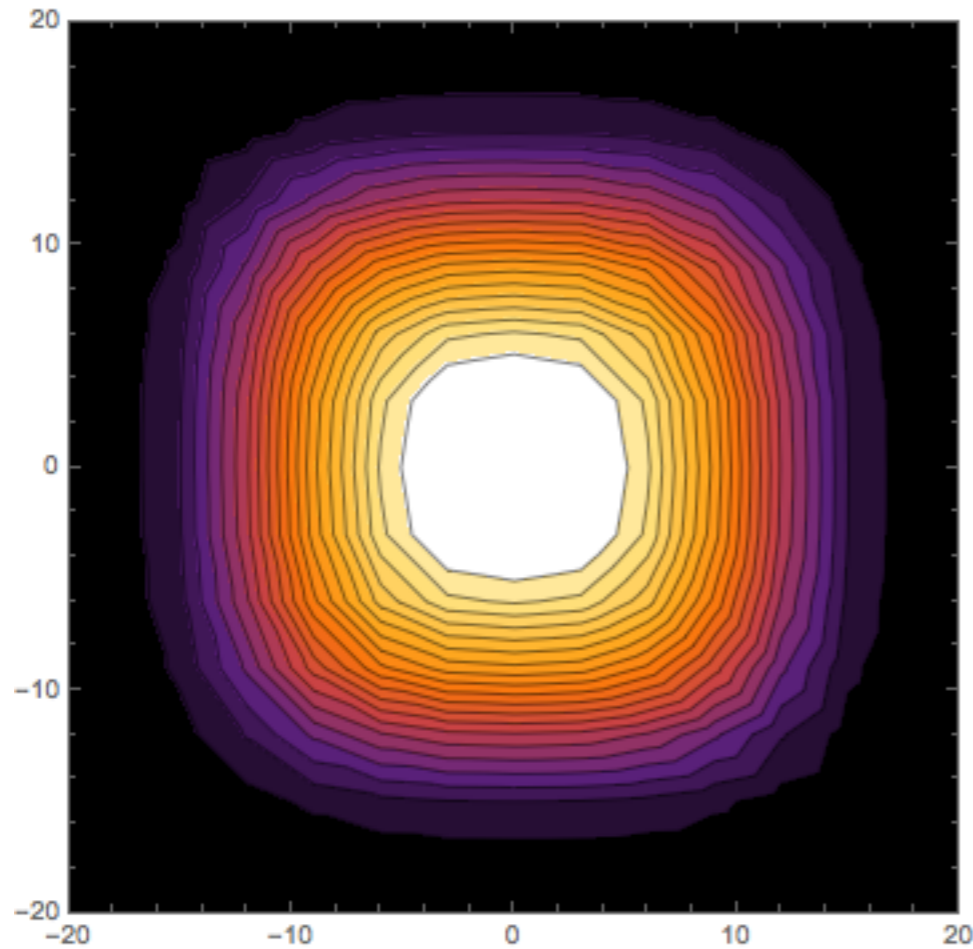


8 arcsec active area

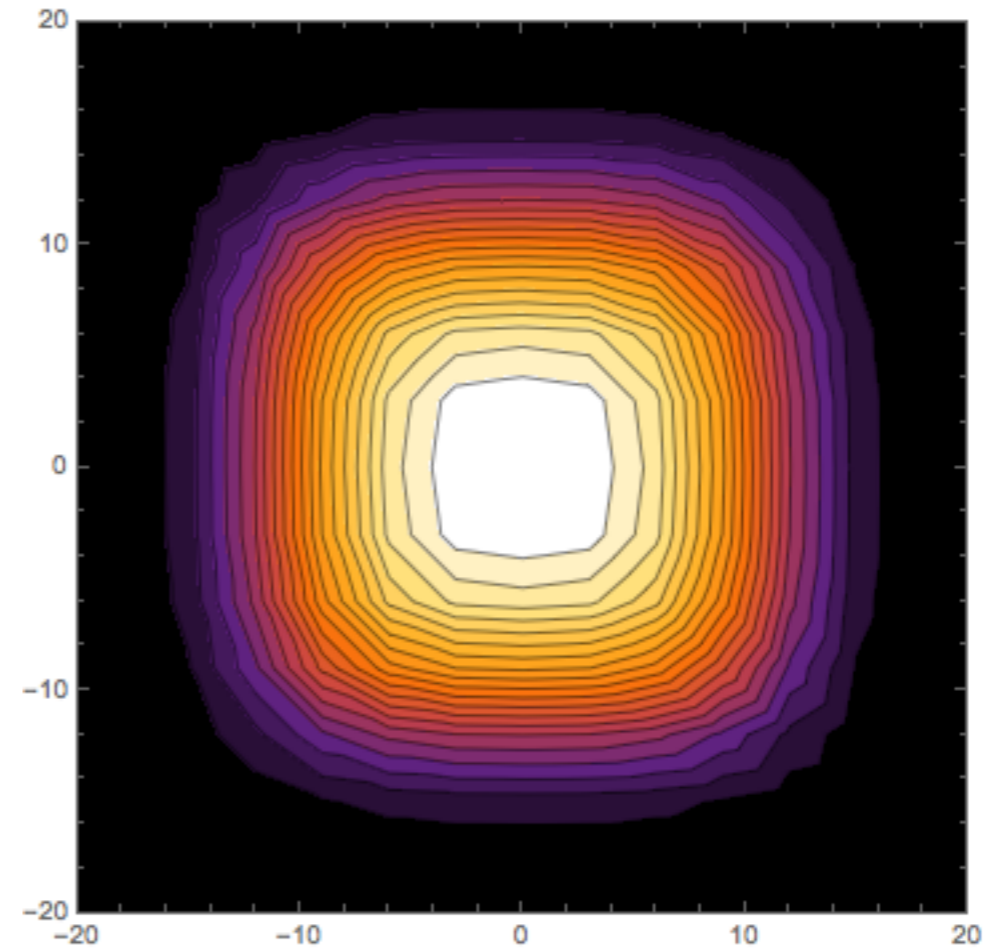
```
{Total[drizzle[[All, 3]]], Total[drizzle2[[All, 3]]], Total[drizzle2[[All, 3]]] / Total[drizzle[[All, 3]]]}  
{1.0058267, 0.80344291, 0.7987886}
```

- While the sum of the flux from all spaxels, when the source is in the center, is 1 in both cases, the drizzle recovers only 80% for the smaller active area

Drizzle @ 62 μ m: Extended Source (20arcsec Square)



9.4 arcsec active area

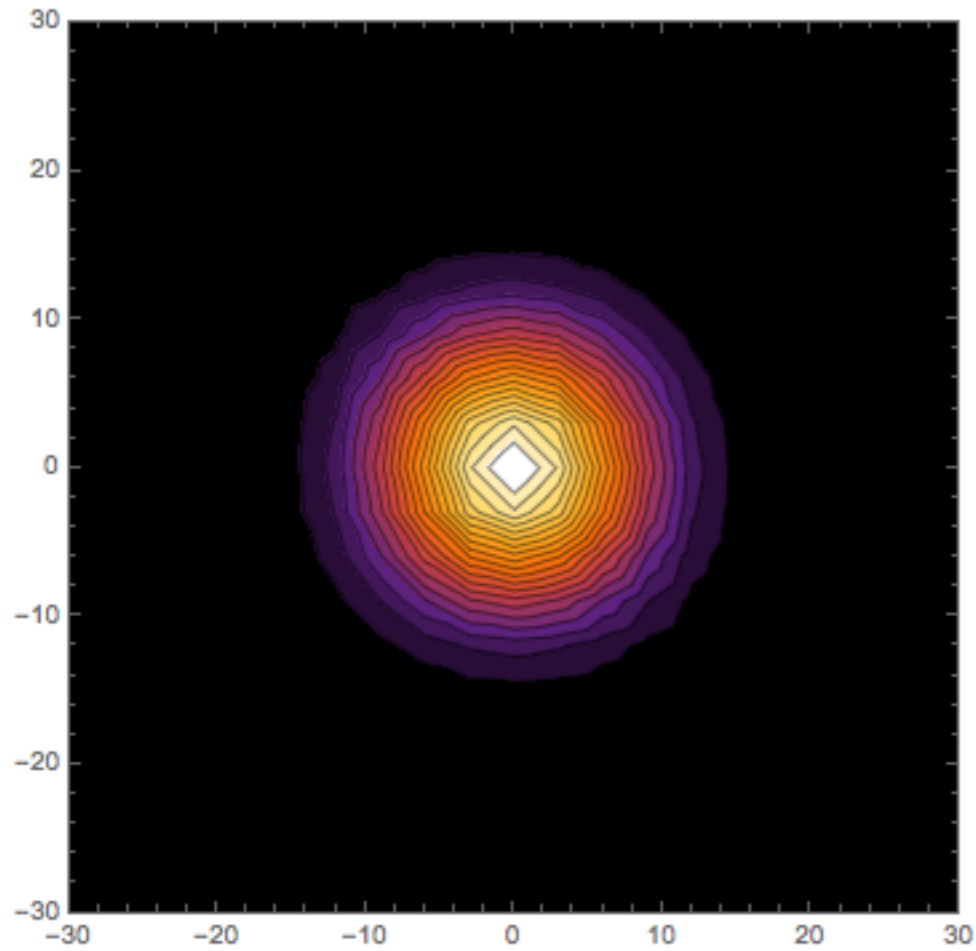


8 arcsec active area

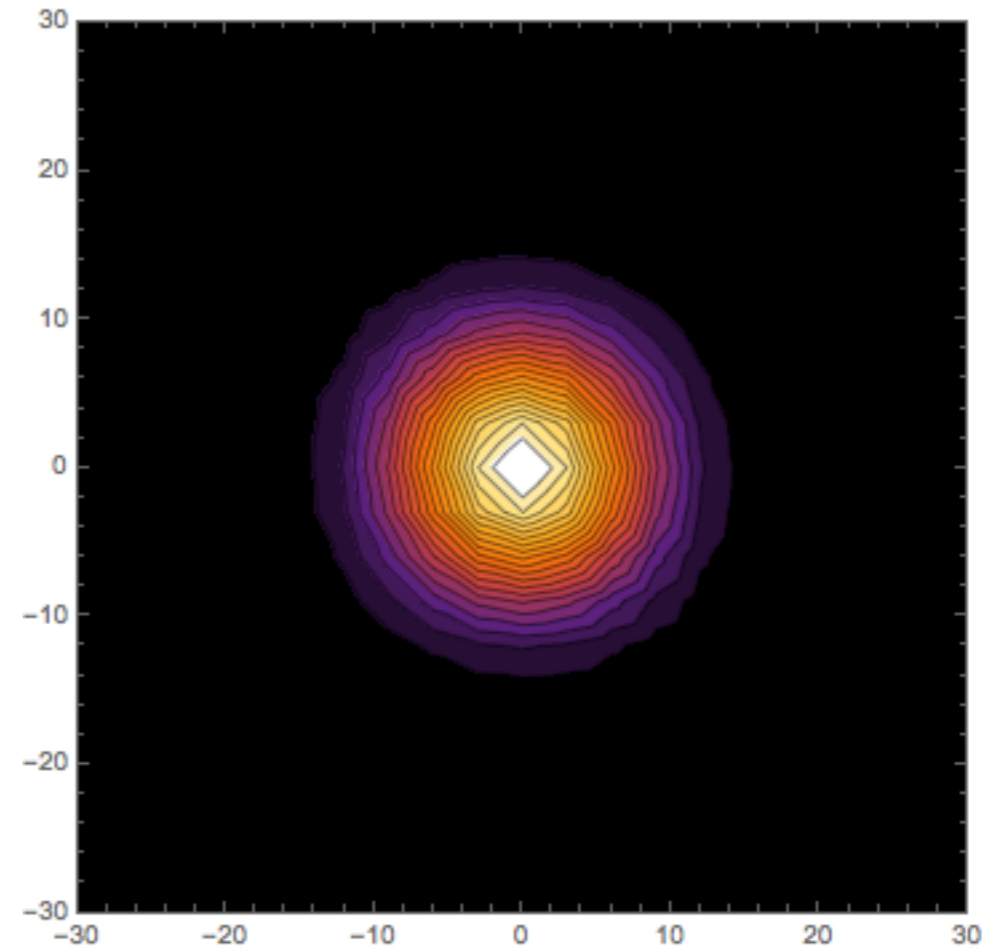
```
{Total[drizzle[[All, 3]]], Total[drizzle2[[All, 3]]], Total[drizzle2[[All, 3]]] / Total[drizzle[[All, 3]]]}  
{1.0074262, 0.80627102, 0.80032762}
```

- With the smaller spaxel, the drizzle recovers 80% of the source flux
- Similarly, the central spaxel measures 80% of the surface brightness ($S[y,z]=1/9.4^2, \int S[y,z] \text{Beam}[y,z] dy dz$ over area \gg beam width)

Drizzle @ 145 μ m: Point source



9.4 arcsec active area

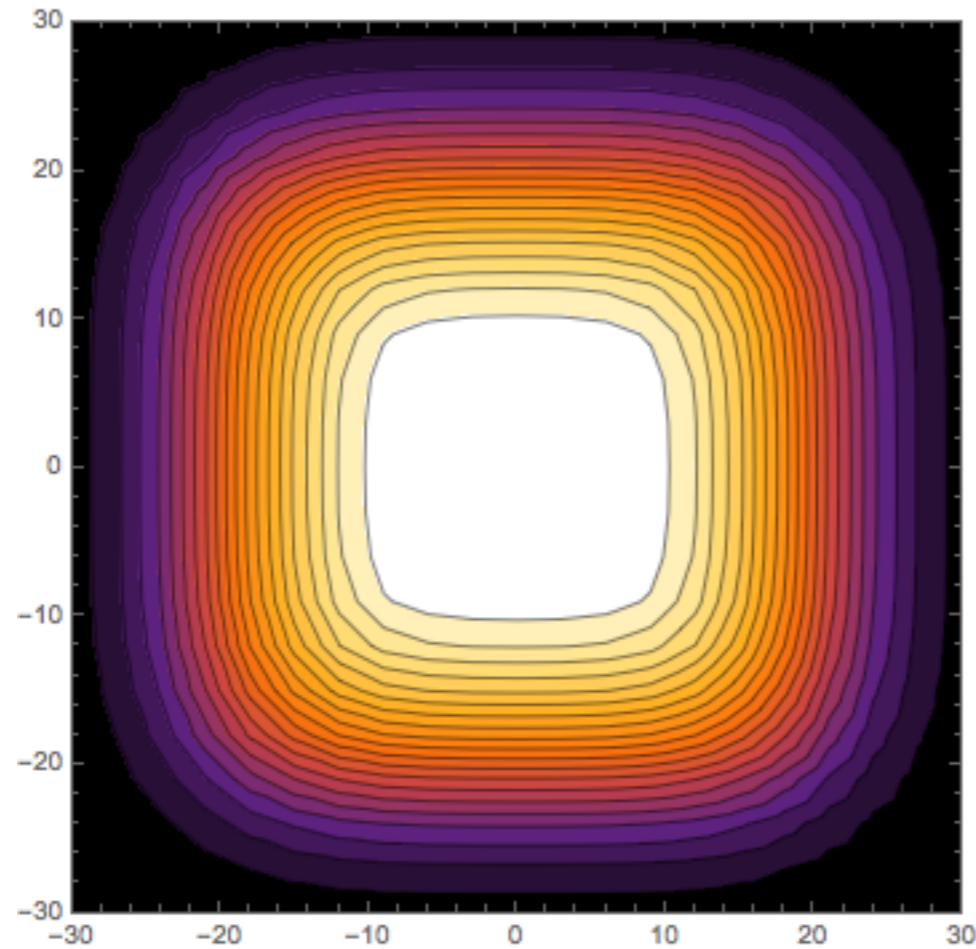


8 arcsec active area

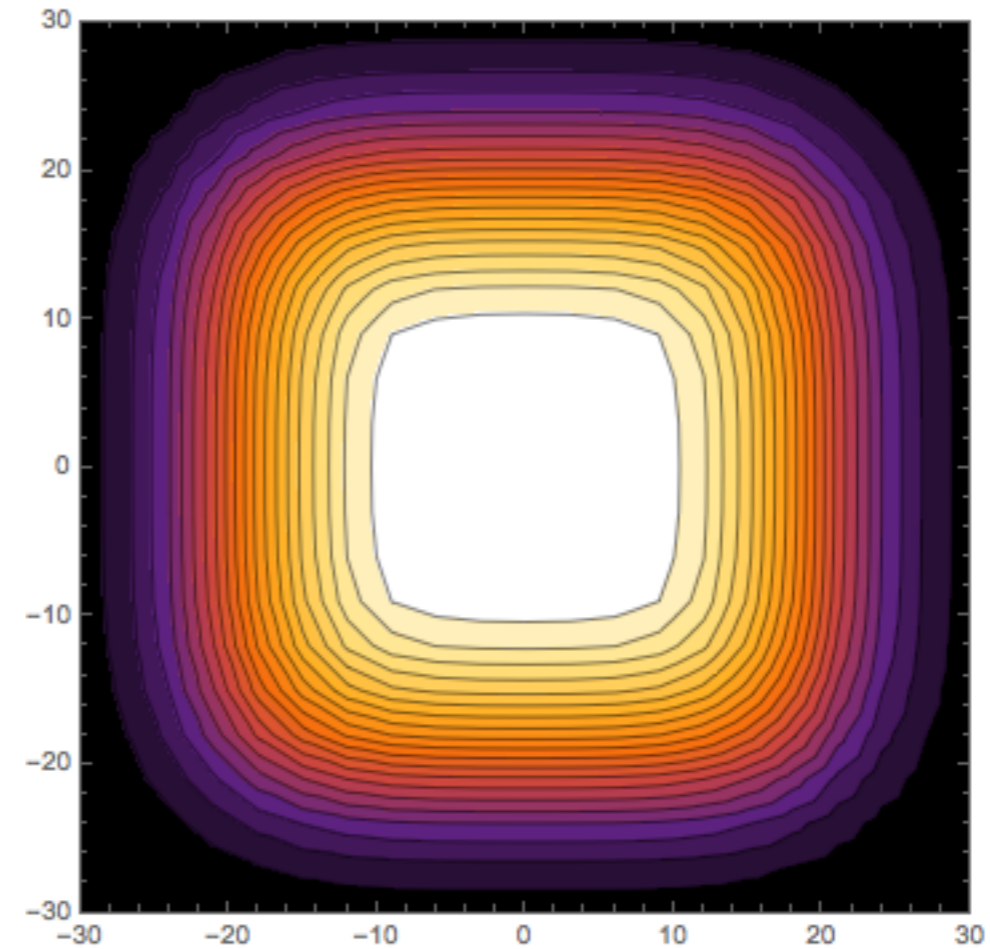
```
{Total[drizzle3[[All, 3]]], Total[drizzle4[[All, 3]]], Total[drizzle4[[All, 3]]] / Total[drizzle3[[All, 3]]]}  
{1.0086299, 1.0053408, 0.99673904}
```

- Here, both cases recover the full flux, thanks to the larger telescope PSF

Drizzle @ 145 μ m: Extended Source (38arcsec Square)



9.4 arcsec active area



8 arcsec active area

```
{Total[drizzle3[[All, 3]]], Total[drizzle4[[All, 3]]], Total[drizzle4[[All, 3]]] / Total[drizzle3[[All, 3]]]}  
{1.0008051, 0.99829375, 0.99749066}
```

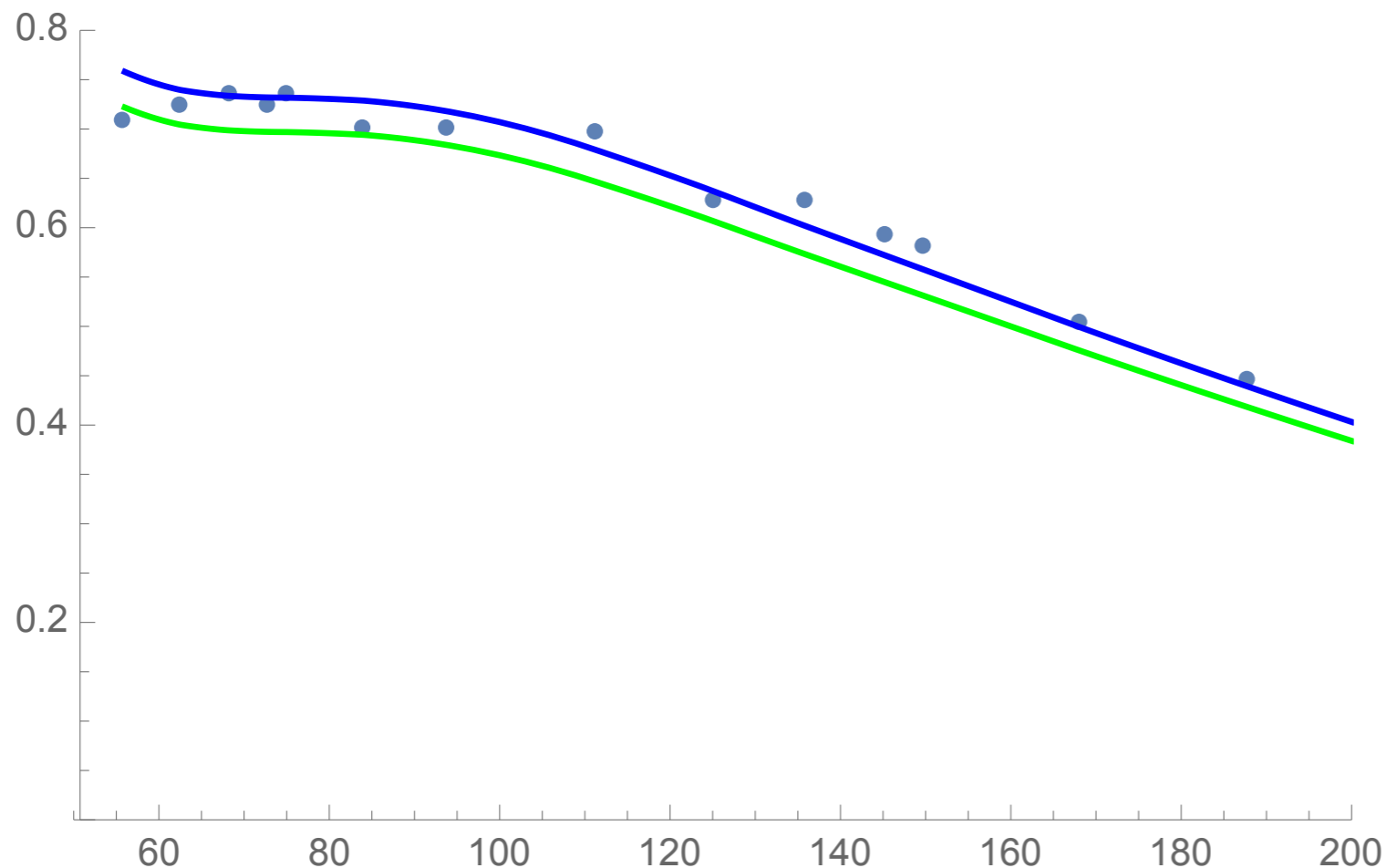
- The drizzle recovers the source flux
- Also, the central spaxel measures $>99\%$ of the surface brightness ($S[y,z]=1/9.4^2$, $\int S[y,z] \text{Beam}[y,z] dy dz$ over area \gg beam width)

Way Forward

- The little experiment roughly reproduces Elena's findings
- To become more realistic, the experiment has to be repeated with the actual beams, which have to be normalized such, that the sum of all spaxels is 1 when a point source of flux 1 is observed at the peak position of the central spaxel.
(This assumes that our present flux calibration is still consistent with the original concept!)
- Specific raster map observations + drizzle can then be simulated and analyzed for flux recovery
- Since source structure and raster positions enter into the flux recovery, no simple/universal correction factor!

Check: "Canonical" PS Correction vs. Central/5x5

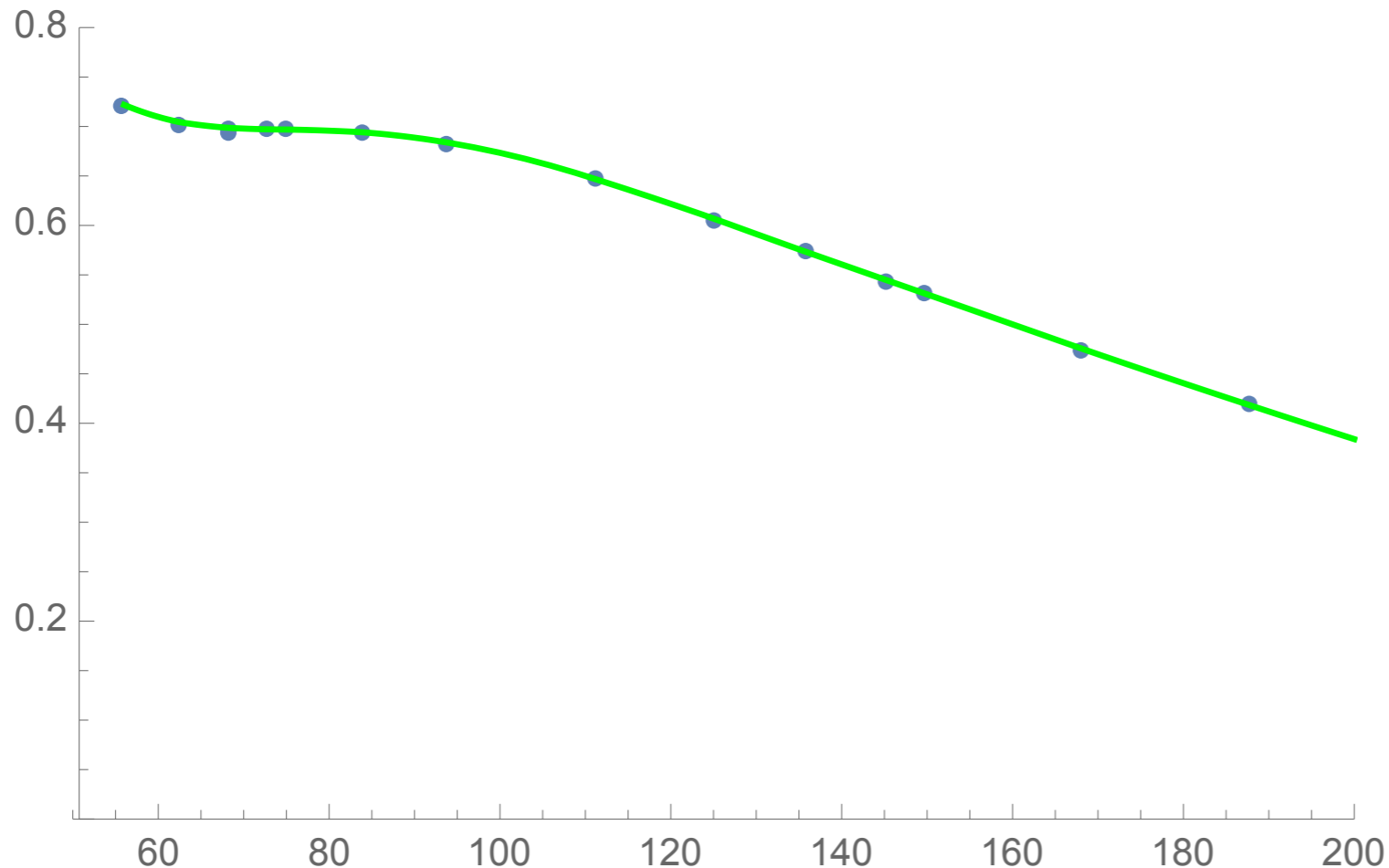
```
Show[ListPlot[pointsourcecorralt, PlotRange -> {{50, 200}, {0, 0.8}}],  
Plot[pointsourcecorr[x] * 1.05, {x, 56, 200}, PlotStyle -> Blue],  
Plot[pointsourcecorr[x], {x, 56, 200}, PlotStyle -> Green]]
```



- ~5% Difference, little wavelength dependance
- "Toy Model" beams show similar effect: smaller active area increases ratio central/5x5

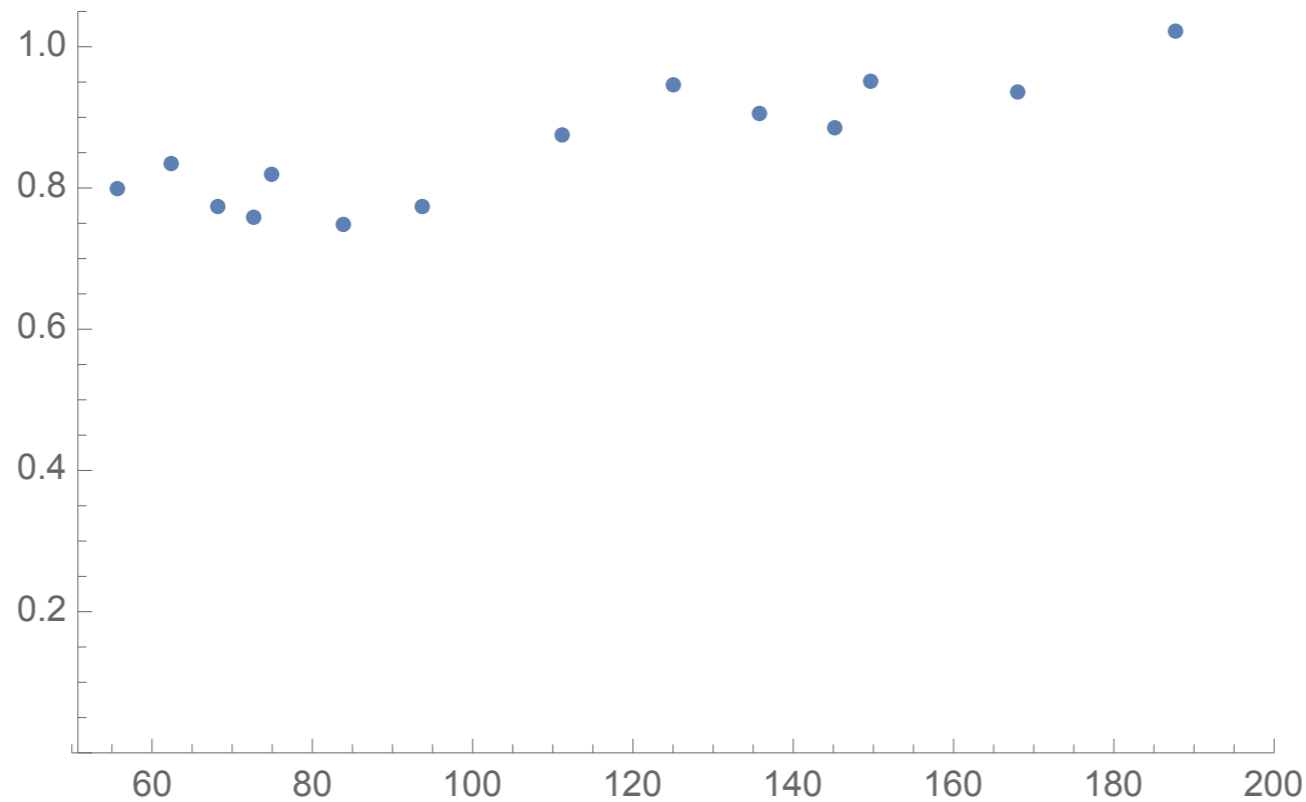
Update: Beams Renormalized to “Canonical” PS Correction

```
Show[ListPlot[pointsourcecorralt, PlotRange -> {{50, 200}, {0, 0.8}}],  
Plot[pointsourcecorr[x], {x, 56, 200}, PlotStyle -> Green]]
```



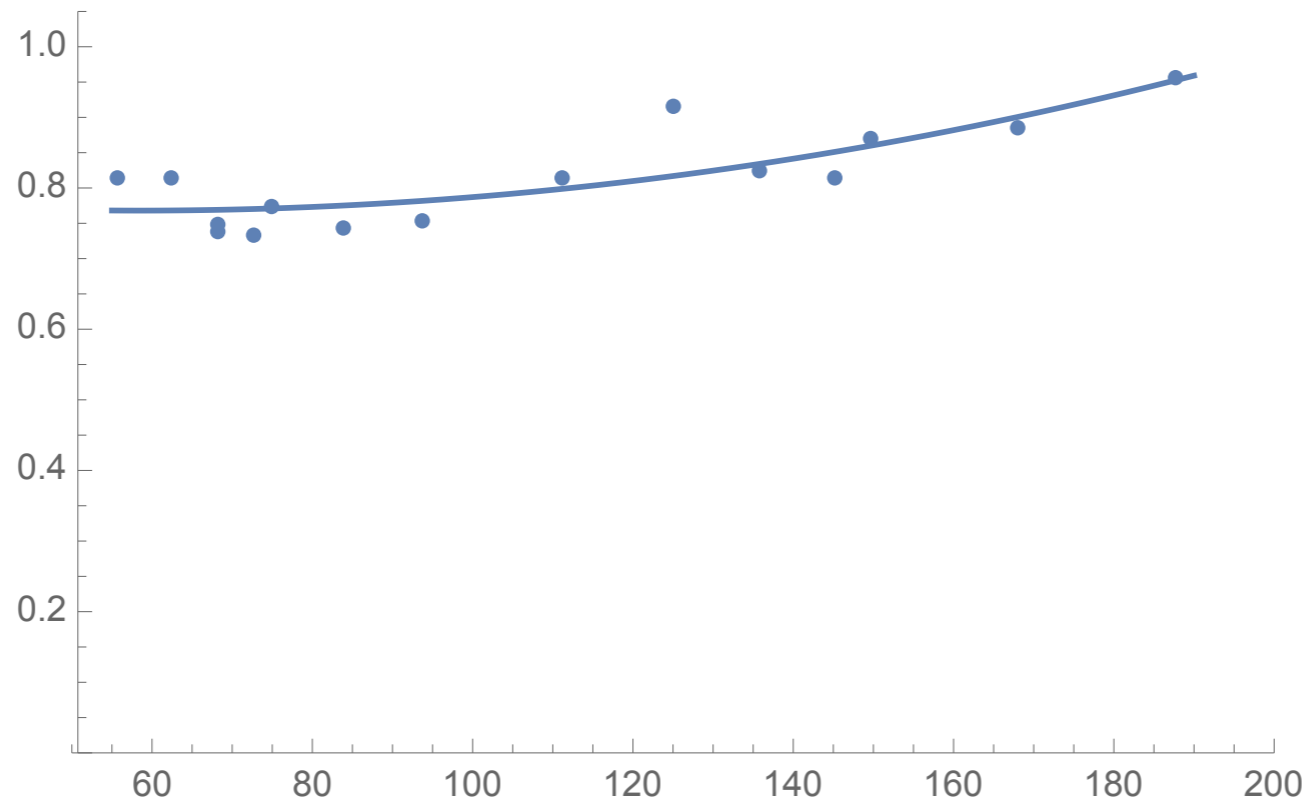
- Peak of central spaxel beam (dots) adjusted to PSC (line)
- All other beams adjusted by same factor

Extended Source Surface Brightness Correction



- As reduced active area favours point source over (flat) extended source, point-source based calibration is not correct for such sources - see also results from "Toy Model"
- $S[y,z]=1/9.4^2$, $\int S[y,z] \text{Beam}_{13}[y,z] dy dz$ over area \gg beam width
 - nominal spaxels should collect/detect 1Jy from this surface brightness
- Beams are normalized by $\sum 25 \text{beams}[0,0]$, as for drizzle

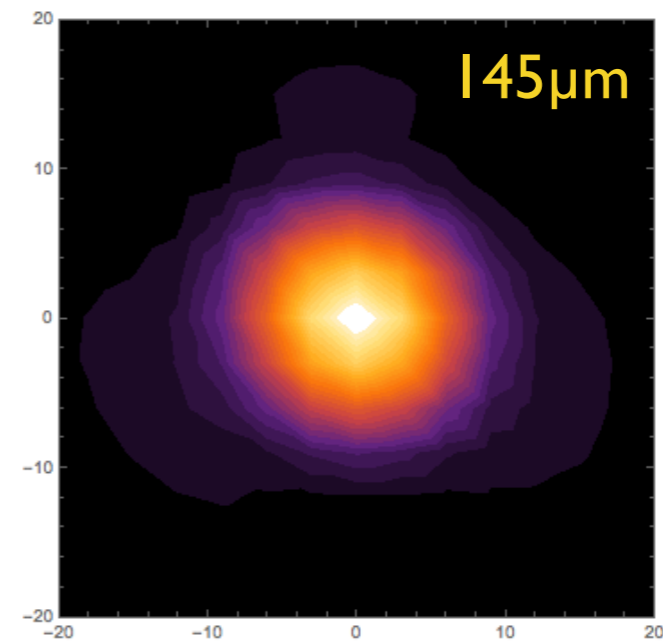
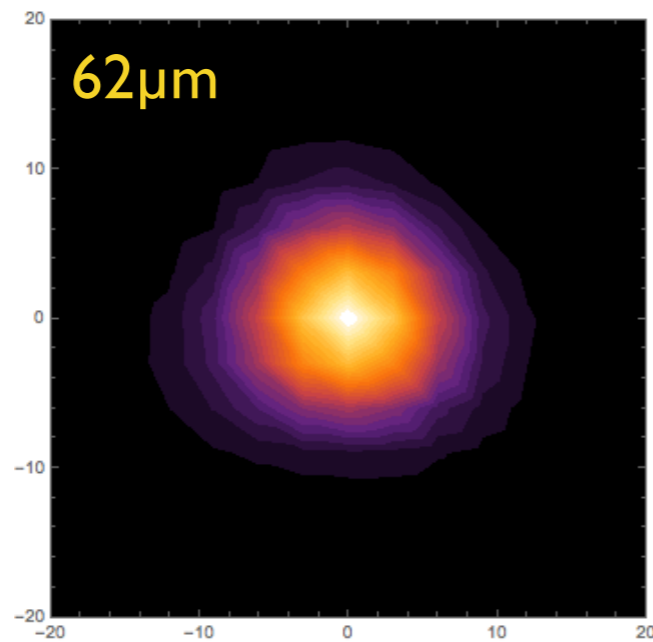
Updated Extended Source Surface Brightness Correction



- Same as previous, but with renormalized beams, such that central spaxel beam peak matches “canonical” PSC (which is 1x1 to total)
Line: 2nd order fit $0.80566001 - 0.0012896054 \lambda + 0.000011037955 \lambda^2$
- $S[y,z] = 1/9.4^2 \int S[y,z] \text{Beam}_{13}[y,z] dy dz$ over area \gg beam width
 - nominal spaxels should collect/detect 1Jy from this surface brightness

Drizzle Experiment with Actual ("Synthetic") Beams

- Create raster observation: 13x13 pointings, $\Delta y = \Delta z = 2.5''$, 3'' grid (as before), but with point source coupling defined by actual beams, normalized by $\sum(25 \text{ beams}[y=0, z=0])$



Total [drizzle] 0.86462894
0.89193382

0.95300724
1.0536027

$\frac{\text{Central beam [0,0]}}{\sum(25 \text{ beams [0,0]})}$ 0.7239

0.5914

(Appendix: Drizzle Code)

```
 $\Delta x = 3; \Delta y = 3;$ 
```

```
arearatio =  $\Delta x * \Delta y / 9.4^2$  ← 9.255 @62 $\mu\text{m}$  / 8.94 @145 $\mu\text{m}$ , but we decided to stick to 9.4
```

```
0.10185604
```

```
minx = Min[data[[All, 1]]]; minx =  $\Delta x * \text{Floor}[(\text{minx} - 2 \Delta x) / \Delta x]$ 
```

```
maxx = Max[data[[All, 1]]]; maxx = maxx + 2  $\Delta x$ 
```

```
-42
```

```
43.71099
```

```
miny = Min[data[[All, 2]]]; miny =  $\Delta y * \text{Floor}[(\text{miny} - 2 \Delta y) / \Delta y]$ 
```

```
maxy = Max[data[[All, 2]]]; maxy = maxy + 2  $\Delta y$ 
```

```
-42
```

```
40.980668
```

```
mm = Ceiling[(maxx - minx) /  $\Delta x$ ] + 1
```

```
nn = Ceiling[(maxy - miny) /  $\Delta y$ ] + 1
```

```
30
```

```
29
```

```
psfa = Table[0, {m, mm}, {n, nn}, {p, 4}]; Dimensions[psfa]
```

```
{30, 29, 4}
```

```
For[i = 1, i ≤ mm, i++, For[k = 1, k ≤ nn, k++, psfa[[i, k, 1]] = minx + (i - 1)  $\Delta x$ ; psfa[[i, k, 2]] = miny + (k - 1)  $\Delta y$ ]]
```

```
For[ind = 1, ind ≤ lines, ind++,
```

```
  xp = data[[ind, 1]]; yp = data[[ind, 2]]; sig = data[[ind, 3]];
```

```
  left = Floor[(xp - minx) /  $\Delta x$ ] + 1; right = left + 1; down = Floor[(yp - miny) /  $\Delta y$ ] + 1; up = down + 1;
```

```
  xr = minx + left *  $\Delta x$ ; xl = xr -  $\Delta x$ ; yu = miny + down *  $\Delta y$ ; yd = yu -  $\Delta y$ ;
```

```
  psfa[[left, up, 3]] += sig * (xr - xp) * (yp - yd);
```

```
  psfa[[right, up, 3]] += sig * (xp - xl) * (yp - yd);
```

```
  psfa[[left, down, 3]] += sig * (xr - xp) * (yu - yp);
```

```
  psfa[[right, down, 3]] += sig * (xp - xl) * (yu - yp);
```

```
  psfa[[left, up, 4]] += (xr - xp) * (yp - yd);
```

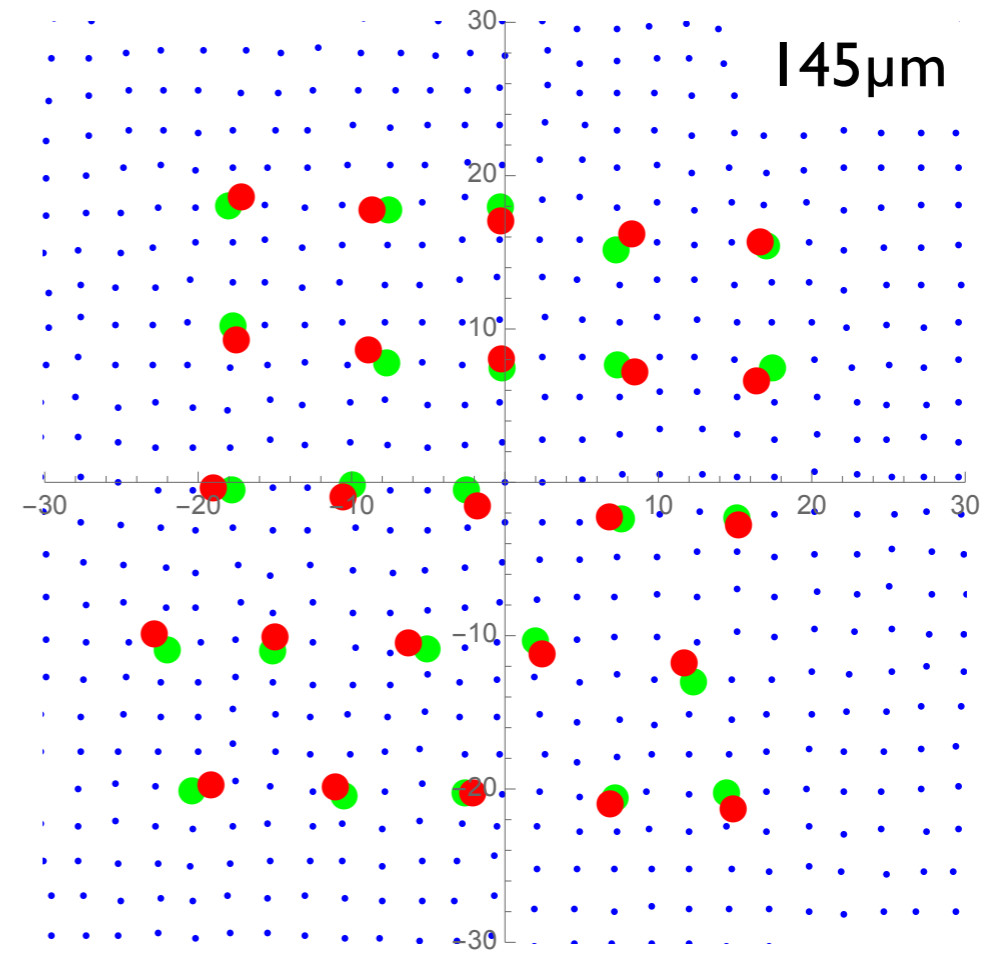
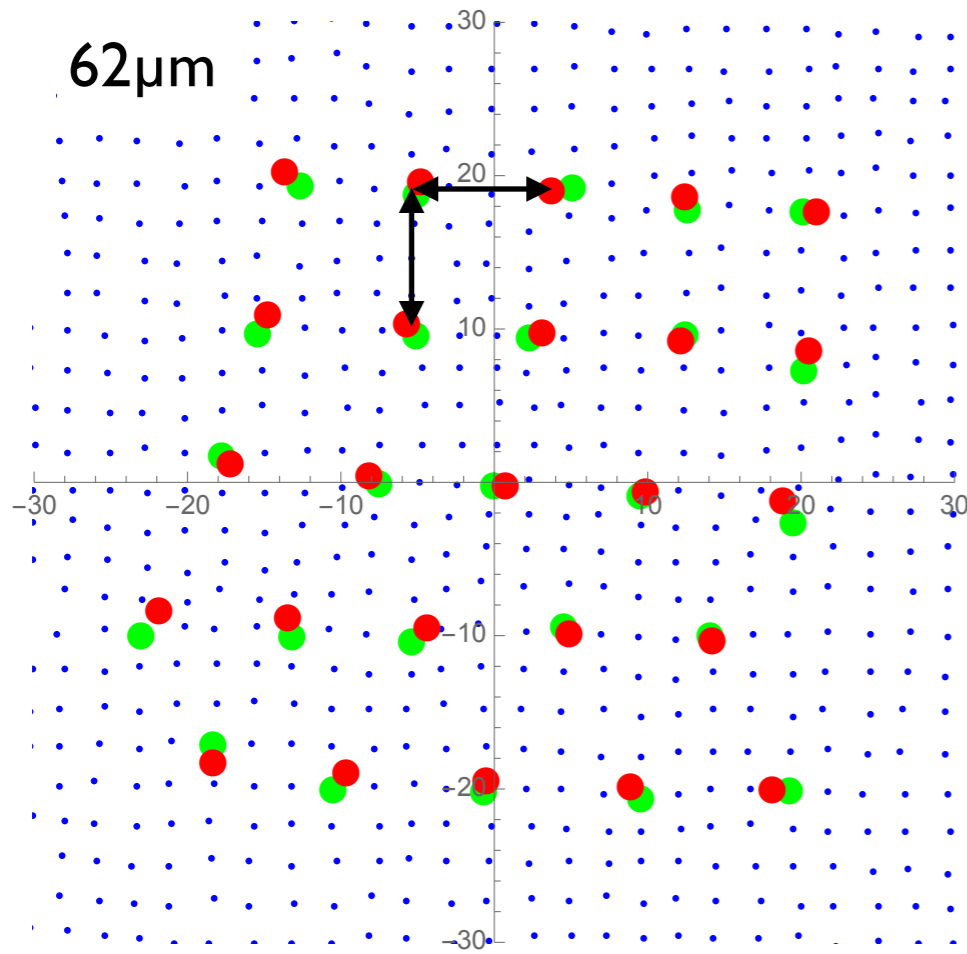
```
  psfa[[right, up, 4]] += (xp - xl) * (yp - yd);
```

```
  psfa[[left, down, 4]] += (xr - xp) * (yu - yp);
```

```
  psfa[[right, down, 4]] += (xp - xl) * (yu - yp)]
```

```
For[i = 1, i ≤ mm, i++, For[k = 1, k ≤ nn, k++, psfa[[i, k, 3]] = If[psfa[[i, k, 4]] > 0, arearatio * psfa[[i, k, 3]] / psfa[[i, k, 4]], 0]]]
```

Spaxel Area/Size



dy62={9.2499229, 9.4208102, 9.1056975, 8.6901102,
9.349345, 9.2685438, 9.0736414, 8.4164956,
9.0201117, 9.1524262, 8.8300055, 9.0998935,
8.3856346, 9.0575605, 8.7996251, 9.0446952,
8.6391126, 8.6749727, 8.548594, 8.8281851}

dy145={8.1133194, 8.9119137, 8.9168976, 8.1580631,
9.2156355, 8.624318, 8.7478855, 7.9219209,
8.4631066, 8.6498899, 8.739031, 8.4596571,
8.016429, 8.708396, 8.6439164, 8.6667989,
8.4076867, 8.5651656, 8.3748771, 8.4927014}

dz62={9.743448, 9.936582, 9.9915084, 10.065054,
10.046297, 9.1765313, 9.2731417, 9.1886285,
9.2514622, 9.5505081, 9.7523916, 9.8755798,
10.044179, 9.9038444, 9.7439418, 9.0626664,
9.4562224, 9.2378611, 9.2122242, 9.3212746}

dz145={9.5485981, 9.7671648, 9.7532537, 9.7462263,
9.775588, 8.9465795, 8.9312104, 8.9696967,
9.1271324, 9.5359798, 9.4049758, 9.4154418,
9.5411065, 9.6170673, 9.6458597, 9.0793132,
9.0004107, 9.0091555, 9.0838499, 9.3030159}

More Typical Drizzle Experiment

- Raster observation:
5x5 pointings, $\Delta y=14.5''$, $\Delta z=16''$, 3'' drizzle grid (blue)
3x3 pointings, $\Delta y=22''$, $\Delta z=24''$, 4'' drizzle grid (red)

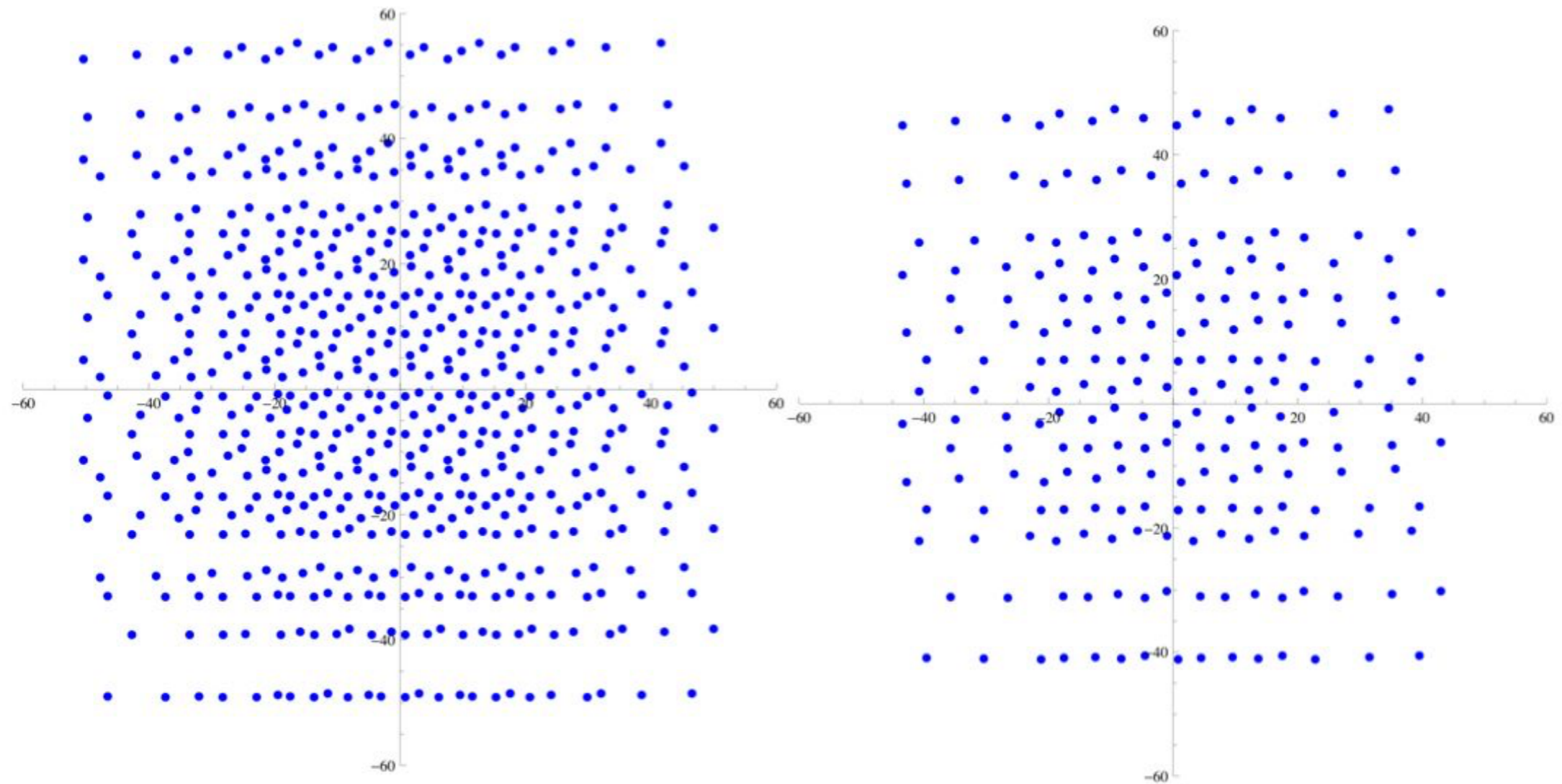
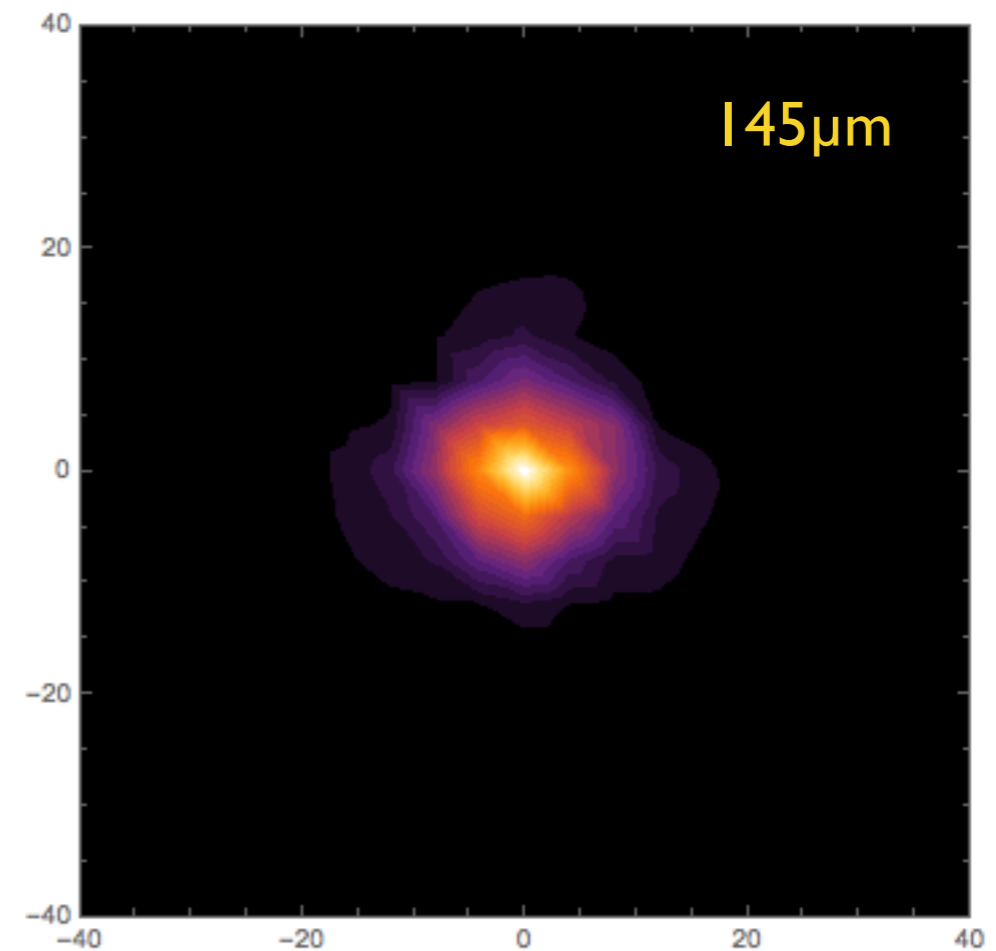
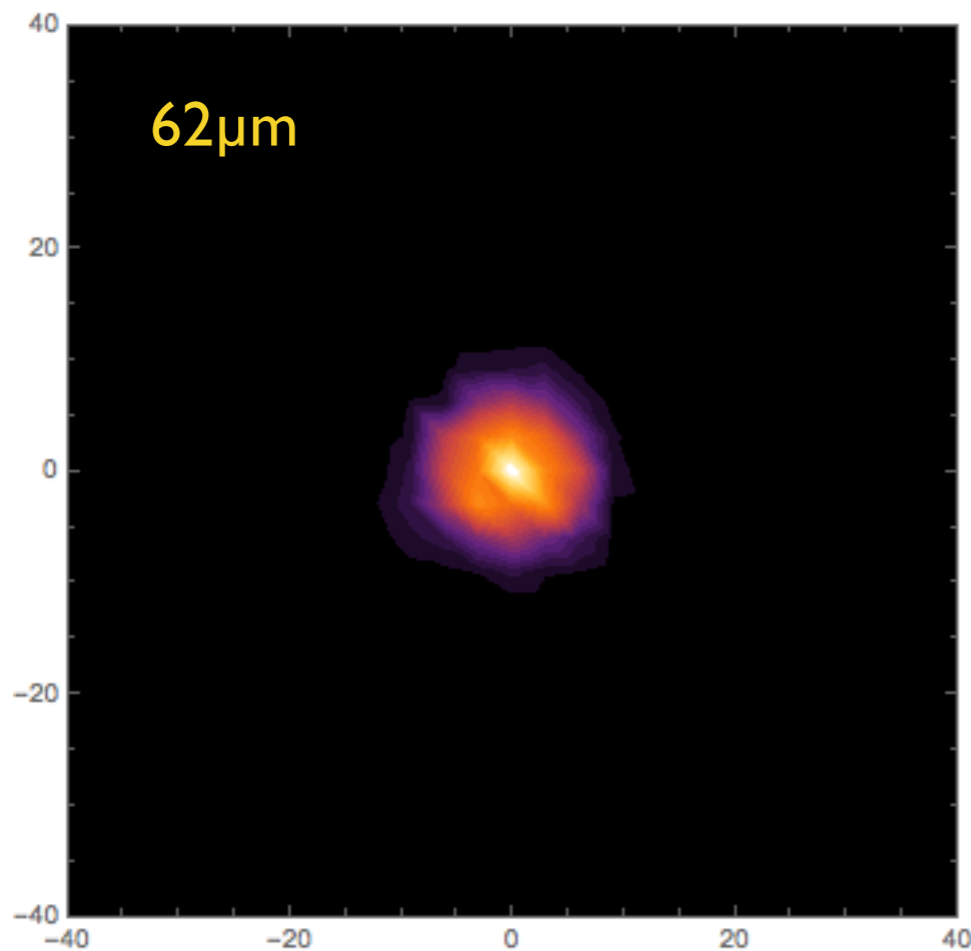


Figure 6.2. Spatial sampling by all PACS spaxels when using a 5x5 raster with step size 14.5"/16" for the blue (left) and a 3x3 raster with step size 22"/24" for the red (right)

(PACS Observer's Manual)

More Typical Drizzle Experiment

- Raster observation: as recommended by PACS OM, renormalized beams (as before), 9.4" spaxel size

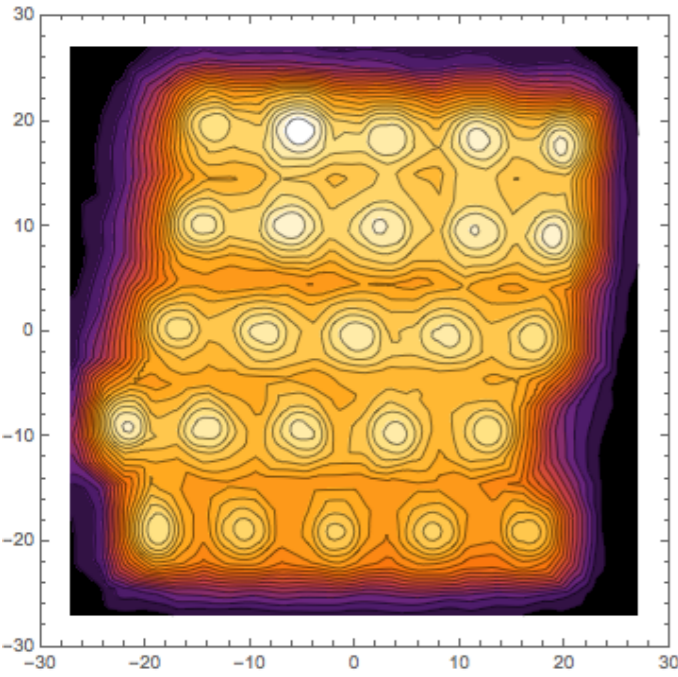


Total [drizzle]

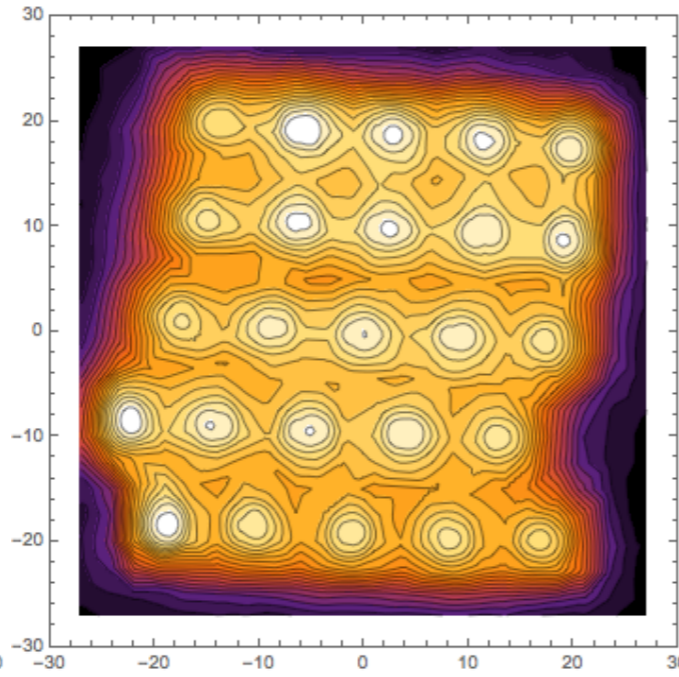
0.75546747

0.85487137

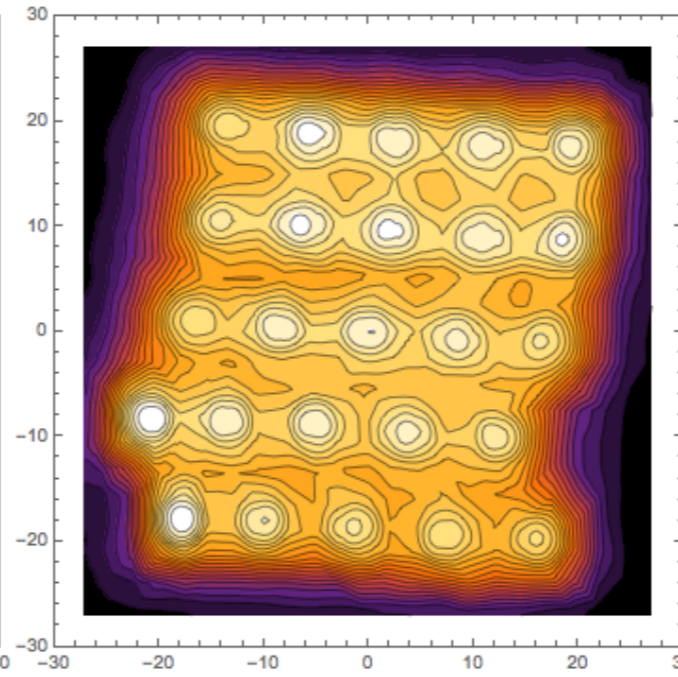
"Flatness" of PACS IFU/Blue Detector Response



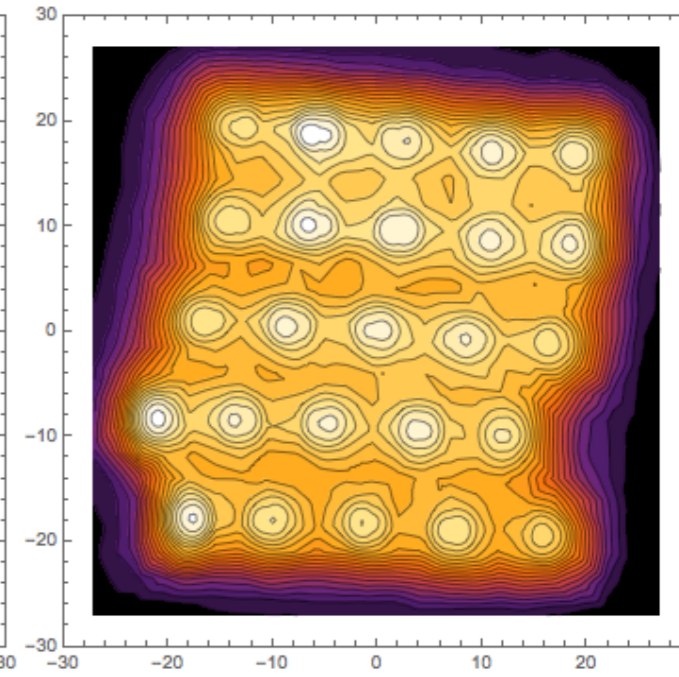
55



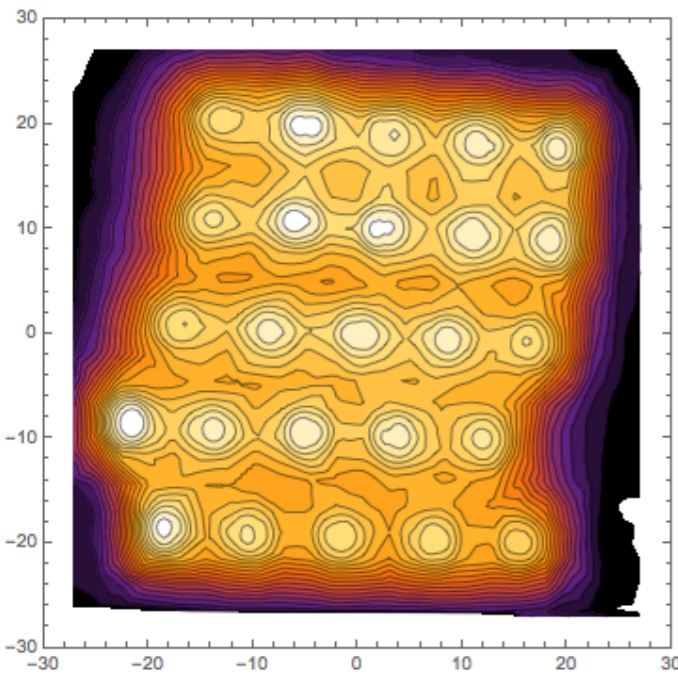
62



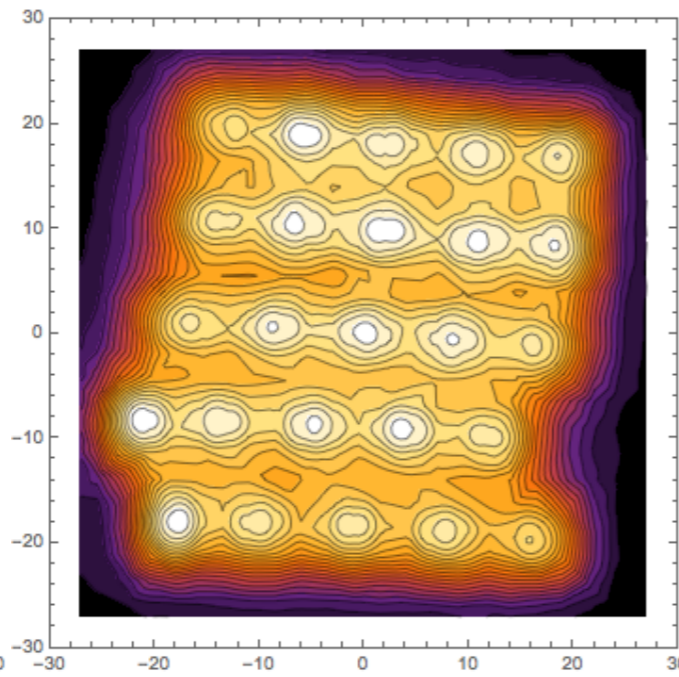
68



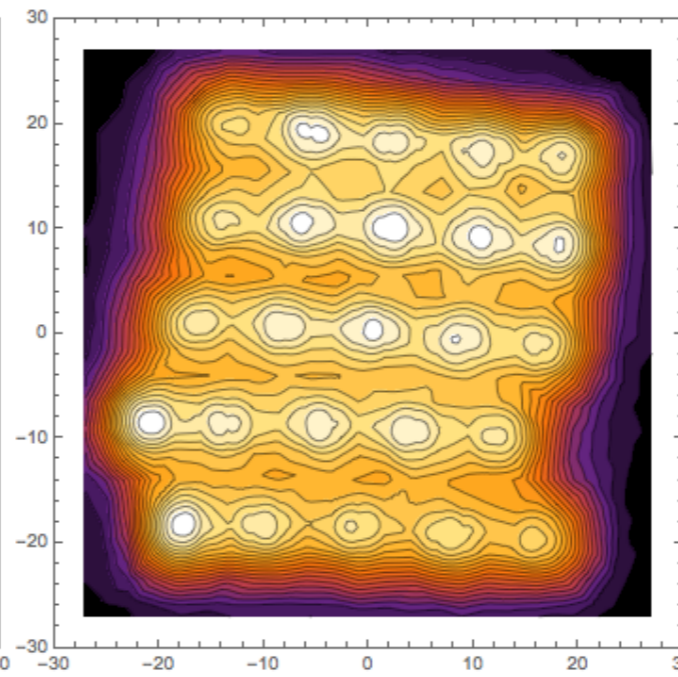
73



75

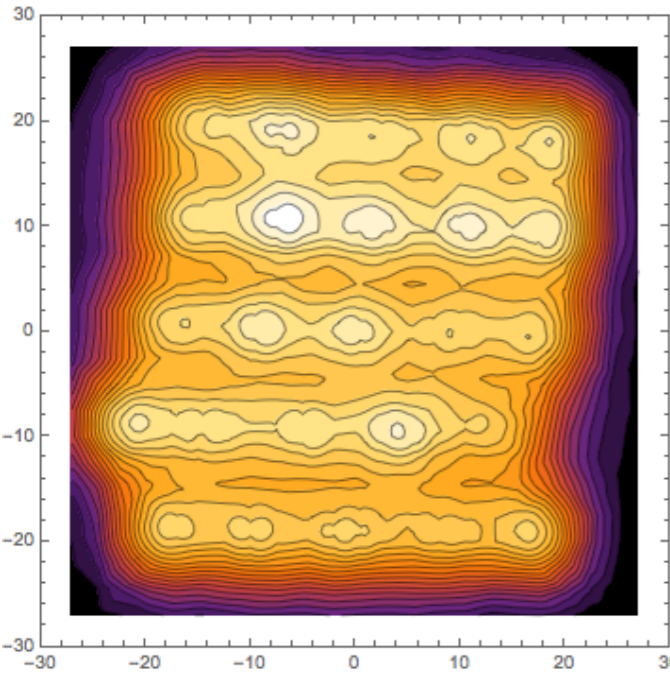


84

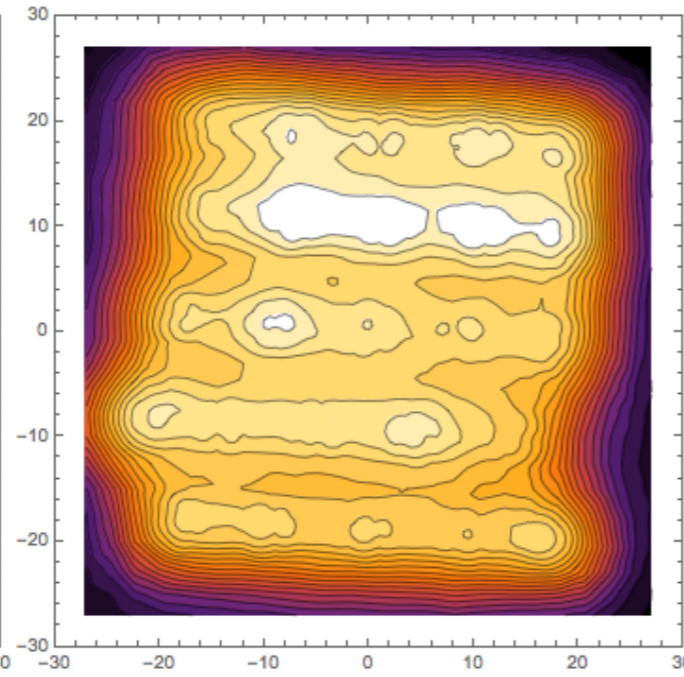


94

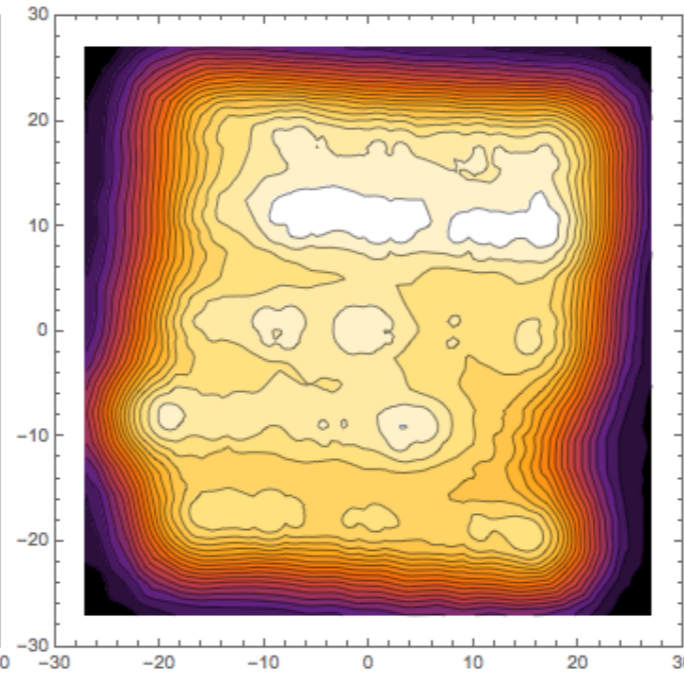
"Flatness" of PACS IFU/Red Detector Response



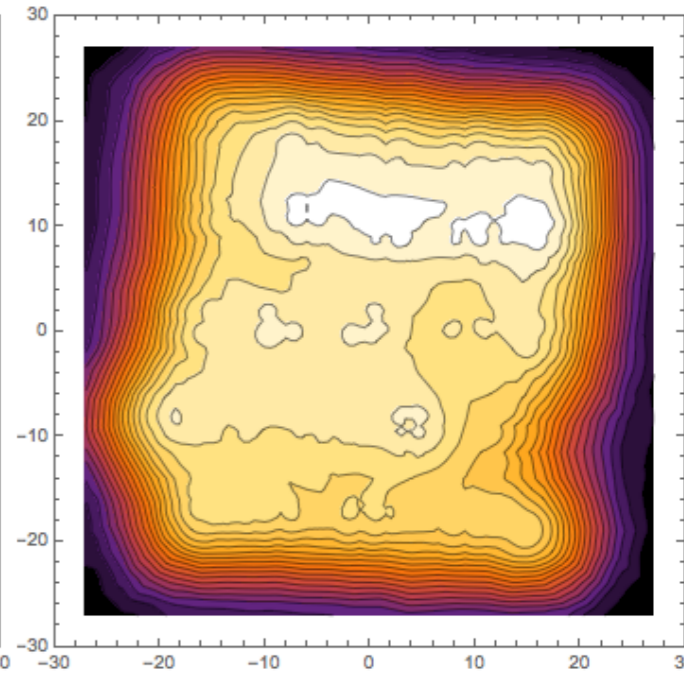
110



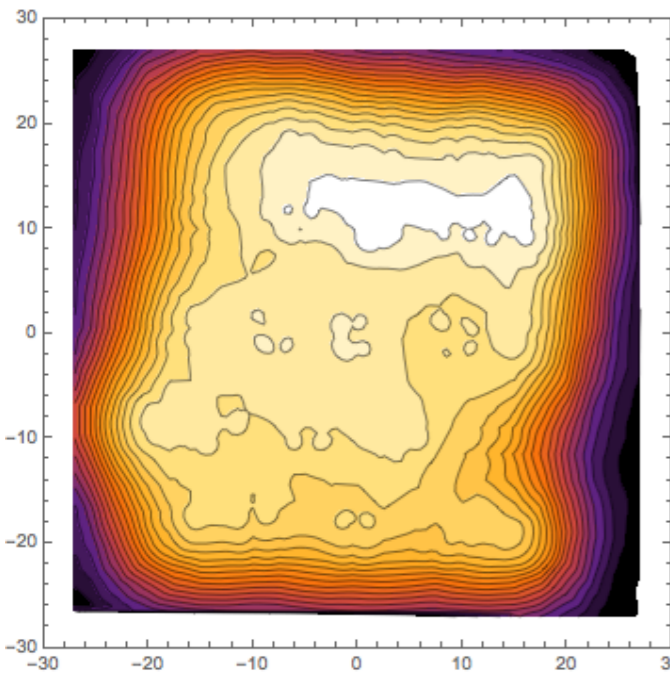
125



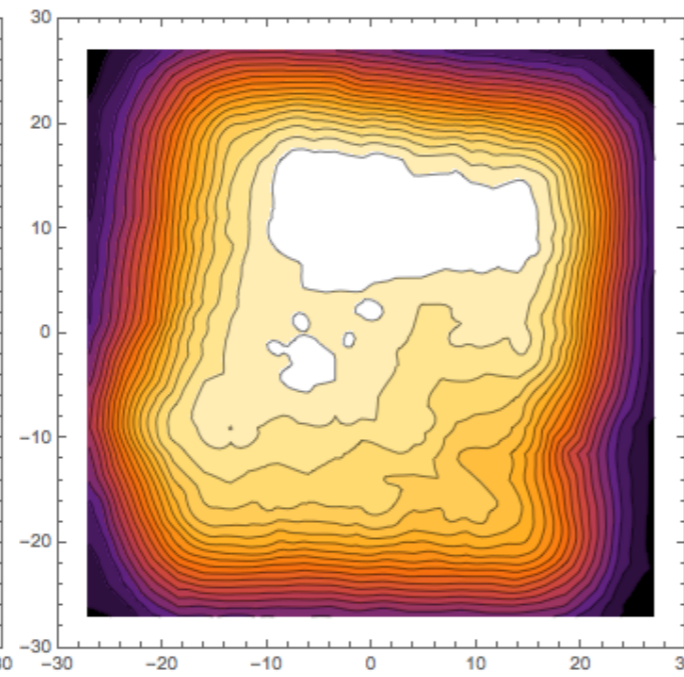
136



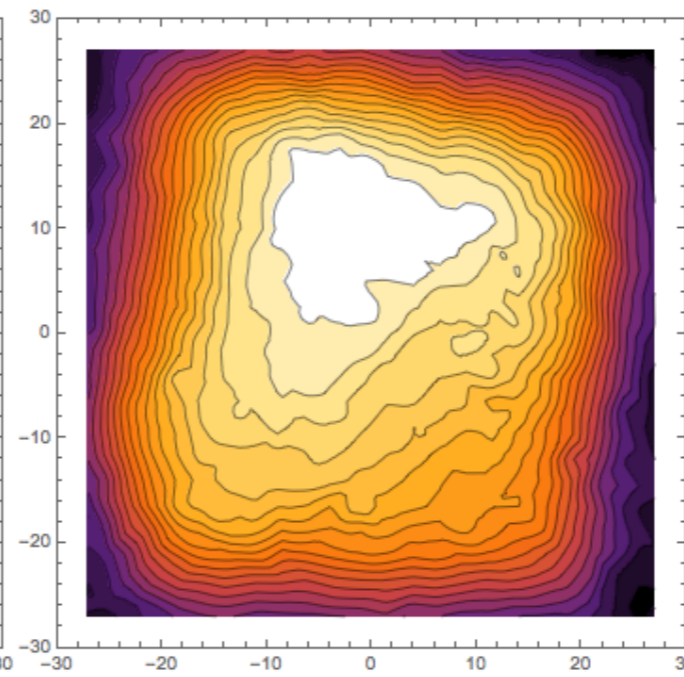
145



150



168



187

Increasing gradient
of point source/
extended source
response (???)