

ZACHARY CHEN-WISHART 27/11/2019

LIGHT SUM SQUARED

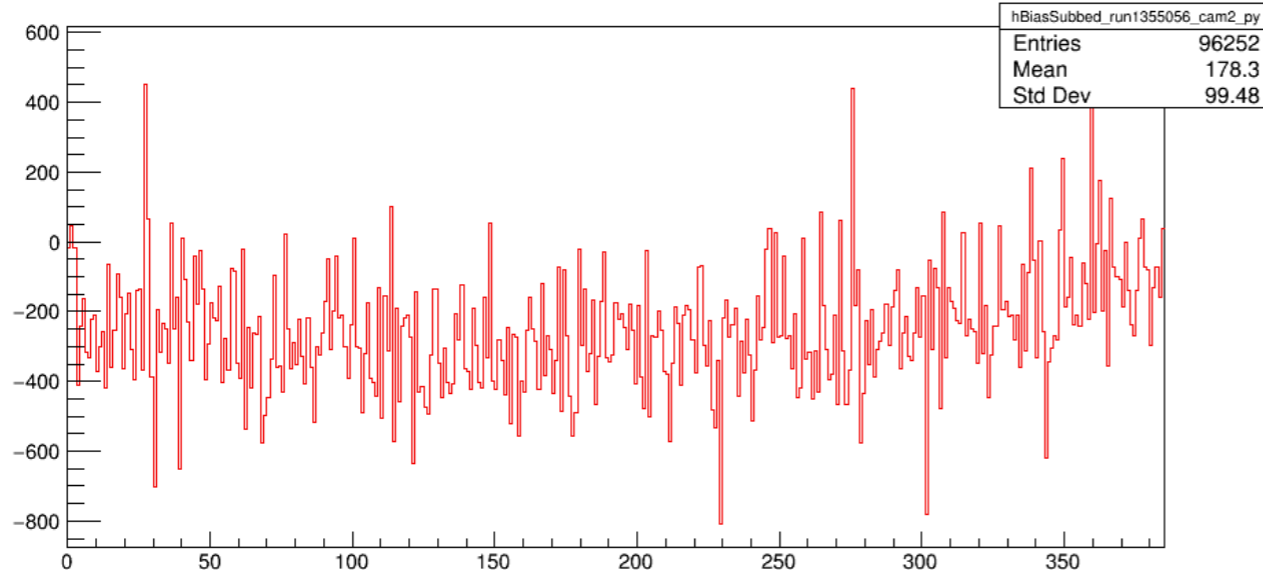
JUMP COLUMN INVESTIGATION

- ▶ Wanted to look into jump columns run by run and event by event:
- ▶ How?
 - ▶ Run by run: I did a quick by eye study outputting the projection subtractions for a range of runs
 - ▶ Event by event: We get event N and $N+1$ and take there y projections and subtract ($N_y - N+1_y$) and take a look at the resultant histogram
- ▶ Classifications:
 - ▶ Jump column: Column with ADU over 5000 or under -5000
 - ▶ Transient: Largest Column in ($N_y - N+1_y$) is smallest column in ($N+1_y - N+2_y$)
 - ▶ Hot pixels (Transient) : A transient hot pixel can cause transient false positives (These are checked for (500ADU threshold))

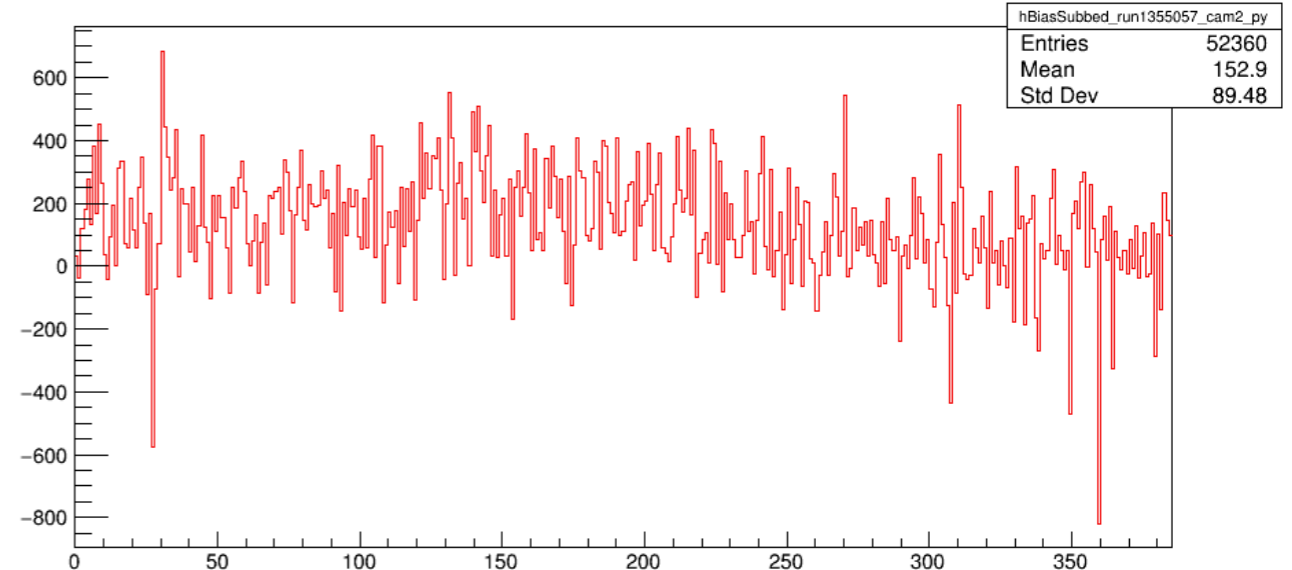
JUMP COLUMN INVESTIGATION CONSECUTIVE RUNS

- ▶ Just as a quick by eye study for consecutive runs I estimate between 2 and 8 column jumps per 100 events

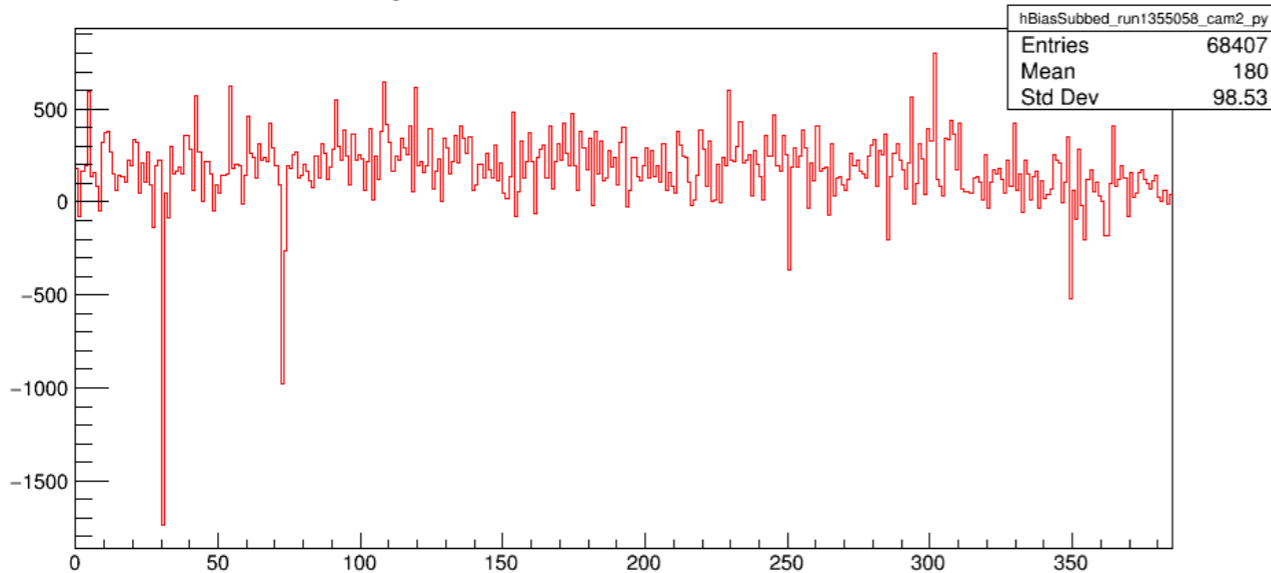
ProjectionY_R1355056_sub_R1355057



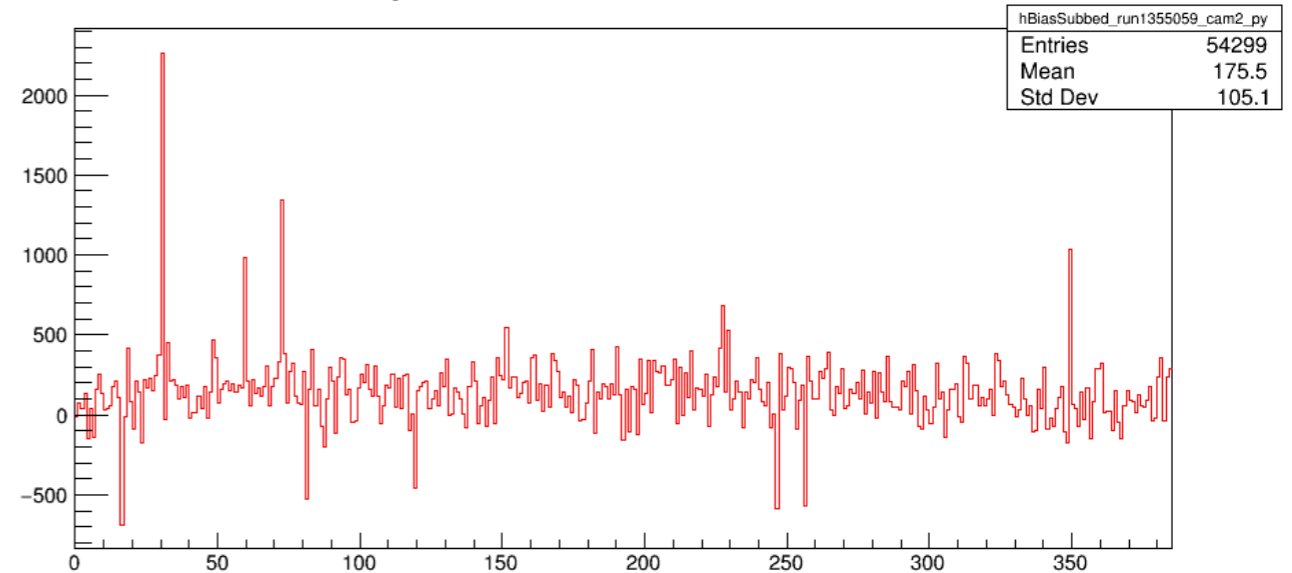
ProjectionY_R1355057_sub_R1355058



ProjectionY_R1355058_sub_R1355059

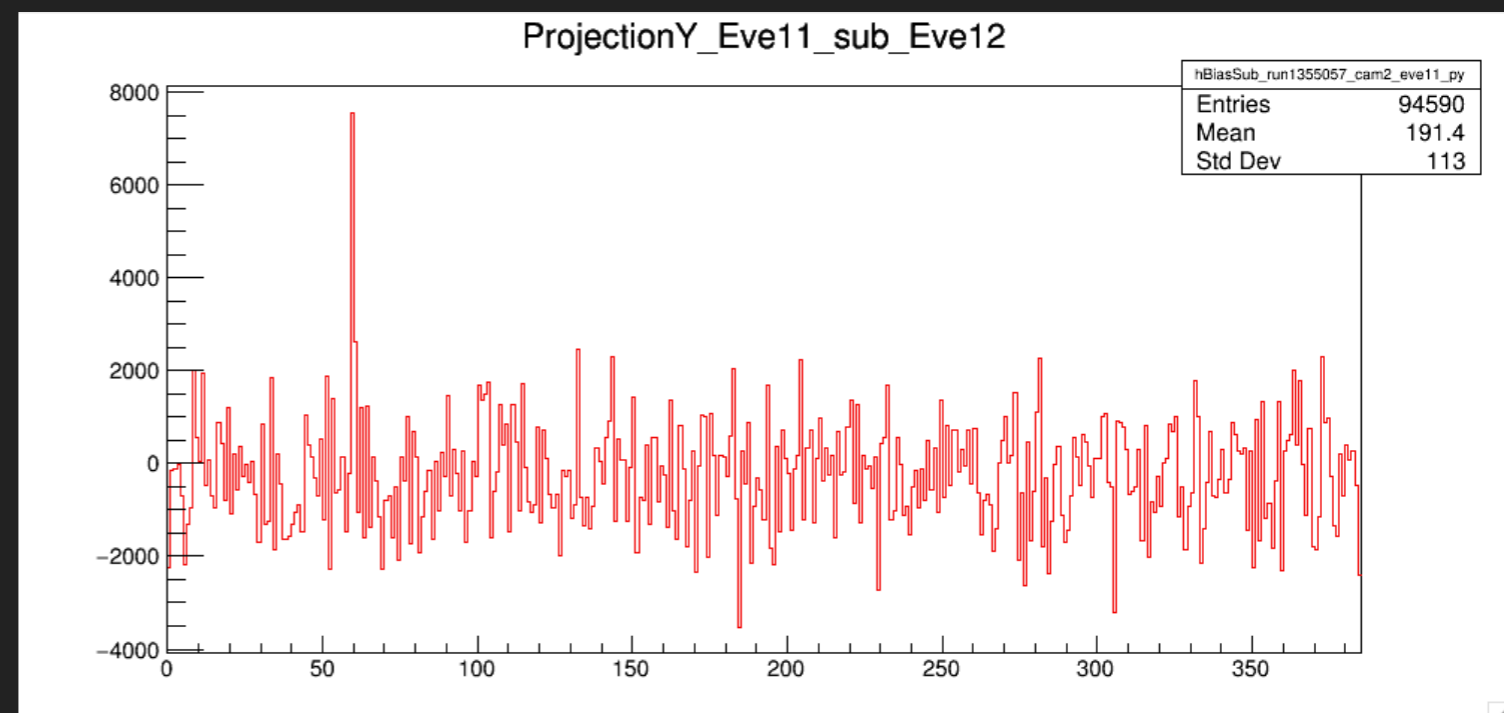
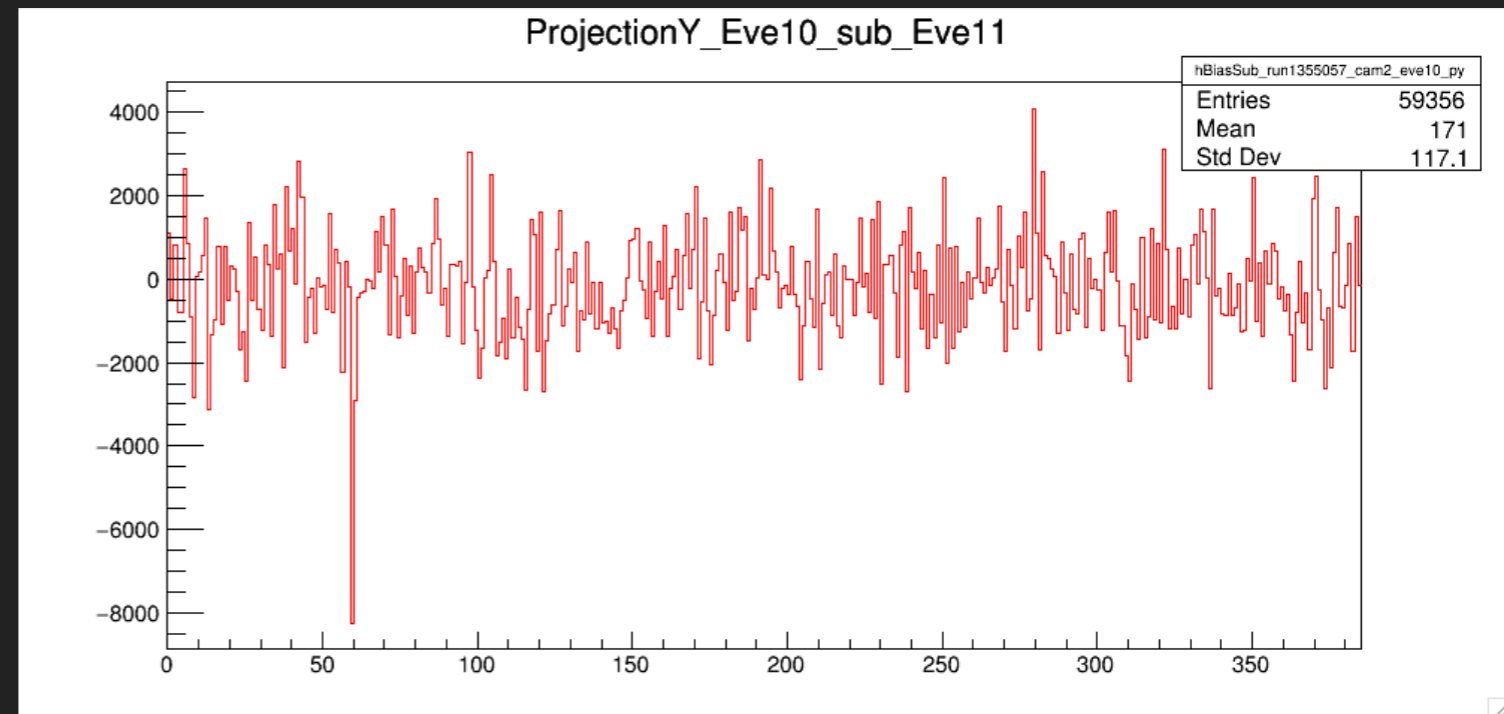


ProjectionY_R1355059_sub_R1355060



TRANSIENT & HOT PIXEL

- ▶ Here we can see a transient column jump
- ▶ iff this column does not contain a pixel > 500 ADU it will be classified as a transient
- ▶ NOTE: $500 \text{ ADU} / 385 \text{ Pixels} = 1.3 \text{ ADU per pixel}$
- ▶ If said lowest column was not highest in next plot this would be a jump and not a transient or hot pixel



JUMP COLUMN INVESTIGATION – OUTPUT

| run number | jump columns | transient jumps | hot pixels |
|------------|--------------|-----------------|------------|
| 1355055 | 1 | 10 | 9 |
| 1355056 | 1 | 12 | 7 |
| 1355057 | 0 | 10 | 12 |
| 1355058 | 0 | 9 | 10 |
| 1355059 | 0 | 14 | 6 |
| 1355060 | 0 | 19 | 10 |
| 1355061 | 0 | 11 | 18 |
| 1355062 | 1 | 9 | 11 |
| 1355063 | 2 | 15 | 9 |
| 1355064 | 1 | 10 | 11 |
| 1355065 | 0 | 4 | 14 |
| 1355066 | 1 | 10 | 9 |
| 1355067 | 0 | 10 | 11 |
| 1355068 | 1 | 6 | 8 |
| 1355069 | 0 | 8 | 12 |
| 1355070 | 1 | 6 | 14 |
| 1355071 | 2 | 7 | 11 |
| 1355072 | 0 | 11 | 12 |
| 1355073 | 0 | 8 | 15 |
| 1355074 | 0 | 8 | 8 |
| 1355075 | 0 | 14 | 12 |
| 1355076 | 0 | 10 | 11 |
| 1355077 | 0 | 11 | 13 |

·
·
·

| run number | jump columns | transient jumps | hot pixels |
|-------------------|--------------|-----------------|------------|
| 1355055 – 1355077 | 0.483516% | 10.1978% | 11.1209% |
| 1254029 – 1354037 | 0.561167% | 10.101% | 12.2334% |
| 1340023 – 1340047 | 0.686869% | 9.73737% | 11.4343% |

▶ Here we have the results for some set of similar runs for per superbis frame

▶ Things to note:

▶ Jump columns (& transient jumps) is likely an large under estimation looking at y subtraction of consecutive runs as we often can't see small column jumps per event

CONCLUSIONS

- ▶ I could spend much more time on this project to get exact number on these artefacts, however we know they exist and we are able to account for them
- ▶ By adding in a per y column average subtraction (omitting source box pixels) we can both correct for transient and non-transient jump columns
- ▶ The option for fitting or averaging columns with a ADU cut will be chosen here to remove effect from hot pixels