

WFC3RED

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HUDF09 Project

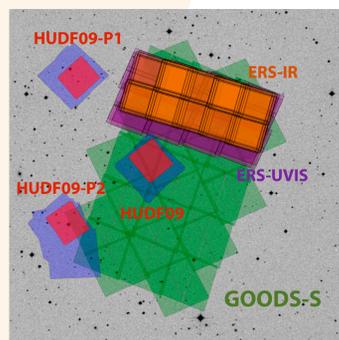
A HST Wide Field Camera 3 Image Processing Pipeline

Abstract

WFC3RED is an automatic image processing pipeline for data taken with the Wide Field Camera 3 (WFC3) instrument on the Hubble Space Telescope (HST). The pipeline currently supports processing of imaging data from both the IR and UVIS channels and is written in Python and C. The automated processing steps include cosmic-ray removal (UVIS), super-sky subtraction, user defined artifact masking, robust alignment and registration for large mosaics, weight map generation, and drizzling onto a final image mosaic. WFC3RED can combine data across different HST observations, visits and proposals without the need for any pre-defined associations. WFC3RED can create image products with a signal-to-noise ratio that matches the most careful step-by-step manual WFC3 reductions.

Introduction

The WFC3 was installed during HST Servicing Mission 4 (SM4) by the Space Shuttle astronauts in May 2009. After several months of on-orbit verification WFC3 began operations in the summer of 2009. Some of the first observations were taken from the Early Release Science (ERS) and the Hubble Ultra Deep Field 2009 (HUDF09) projects. The HUDF09 project was awarded 192 orbits of HST WFC3/IR observations in the GOODS South field consisting of 3 pointings covering previous optical HST ACS observations with about half of the orbits covering the Hubble Ultra Deep Field ACS pointing.



The HUDF09 WFC3/IR image is the deepest image of the universe ever taken in the near-infrared light.

In order to quickly process the large amounts of imaging data provided by the HUDF09 & ERS programs we developed an automatic image reduction pipeline required for processing all HST WFC3 observations in these 5 areas. The HUDF09 project pipeline-processed data will be made publicly available through the Multi-Mission Archive at STScI (MAST) as high level science products.

Pipeline Modules

The WFC3RED pipeline includes eight processing steps to generate final co-added registered mosaics. Due to its modular architecture new processing modules can easily be added for additional calibration or to correct for unwanted effects.

Module	Description
setup	Ingest raw data and builds a SQLite database containing fits header data
medsub	Subtracts a median stacked super-sky image
flatten	Corrects background over-subtraction near bright objects
definemask	Apply user defined masks & persistent image masks (optional)
align	Determines internal and external image alignment
weightmap	Creates accurate rms maps for MultiDrizzle
mdrizzle	Creates final CR cleaned drizzled images using multidrizzle
refineshift	Refines the WCS (if needed)

Running WFC3RED

WFC3RED has a number of runtime options:

- Modules can be run automatically (default) or sequentially one-by-one
- A pipeline run can be stopped, restarted or rerun at any module after the initial setup module is run
- Use an external reference image for alignment
- Single image CR cleaning data before alignment (UVIS only)
- Group and combine observations by visit for CR cleaning then align (UVIS only)
- Input is flt.fits files which can be obtained through the MAST HST archive.

Usage: `wfc3red.py run_name flt_in_dir`

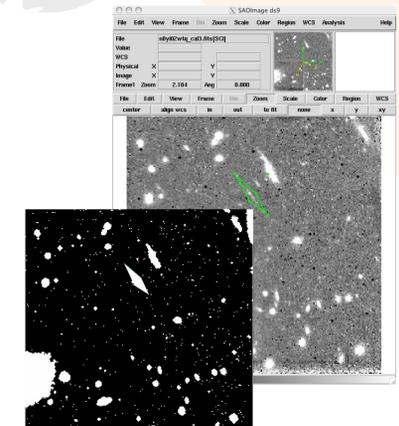
```
Options:
--version          show program's version number and exit
-h, --help        show this help message and exit
--setup           run setup only
--definemask      interrupt to run definemask
--flatten         run flatten only
--medsub         run medsub only
--align          run align only
--weightmap      run weightmap only
--mdrizzle       run mdrizzle only
--refineshift    run refineshift only
-a ALIGNREF, --alignref=ALIGNREF
                 external reference image used for alignment (absolute path)
-n MODULE, --rerun=MODULE
                 rerun wfc3red from MODULE on
-r, --restart     restart wfc3red
-s SKIP, --skip=SKIP
                 Skip running module/s
-t TARGNAME, --targname=TARGNAME
                 run wfc3red only on images with name TARGNAME
-f FILTER, --filter=FILTER
                 run wfc3red only on images with filter name FILTER
--pixel_scale=PIXEL_SCALE
                 pixel scale (in arcsec/pixel) for final drizzled images (default=0.06 for IR 0.0396 for UVIS)
--pixel_frac=PIXEL_FRAC
                 pixel fraction for final drizzled images (default=0.7)
--drz_kernel=KERNEL
                 drizzle kernel for final drizzled images (default=square)
--nomasking      turn off masking
--noskyub       turn off multidrizzle sky subtraction
--nodrzc       turn off multidrizzle cosmic ray rejection
--brightobj     take several actions to better cope with bright objects
-d DRZREF, --drzref=DRZREF
                 external reference image used for final drizzle (absolute path)
--tshift=TSHIFT  external reference shift file used for final drizzle (absolute path)
-c, --crclean    cosmic ray clean UVIS images before running align (helpful for UV data)
-e, --sparse     skip align and cosmic ray clean UVIS images by visit (helpful for UV data)
```

Masking Artifacts

User defined mask can be generated using SAOImage DS9:

- Images are displayed in DS9
- The user marks artifacts with DS9 polygon region tool
- A script is run that saves a DS9 region file for each image which has a marked artifact
- A second script is run that applies the masks region in each region file to the associated image's data quality.

This tool is useful for masking artifacts such as satellite trails.



What's next?

- We currently expect to have a public release of WFC3RED by mid-2011
- Implement a multi-cpu WFC3RED version
- Add the ability to build on previously processed dataset without having reprocess all data

Thanks to:

