AG Calibration

Method

- Take all AG camera data from the July runs (after the focus correction)
- Filter out frames not associated with a pfs_visit_id
- Pull the sources from agcc_match (ie, matched to GAIA sources)
- Retrieve GAIA g, rp and bp measurements
- Filter by seeing (using the median FWHM on one side of the image as a proxy)
- Filter out sources near the edge of the detector, saturated sources, faint sources
- Fit a linear fit to g 2.5log10(agFlux) vs (bp-rp) for a set of frames at each pointing
- calculate a histogram of the fitted parameters

Notes

- Many frames only have a few sources with both GAIA matches and g, bp and rp. The gaia_match table has cut of g < 20.
- The May 23 observations don't have the exposure time written to agc_exposure (needed to scale the flux).
- Data before May 23 was generally not in focus
- Of the Jul 23 data sets, there are 14 distinct pointings, in 7 regions (ie, some pointings are only slightly different and may have overlapping sources).
- For a given pfs_visit_id the number of agc frames varies from 7 to > 100.
- Given the last two points, there may be bias in the samples (ie, multiple datasets for a single set of stars). Therefore I included 7 from each pfs_visit_id.

Example colour-colour fits

- CC fits for example fields, one with few sources and one with many sources
- Yellow points indicate sources removed from the fit via outlier rejection
- Flux cut of g < 18.5



Colours

Flux

Fit Notes

- Varying the seeing criteria has little effect on the derived parameters
- The intercept is relatively stable to changes in limiting magnitude (-28.7 at g = 18.5)
- The derived slope varies with the choice of limiting magnitude. A brighter cut results in fewer sources to fit, a fainter cut has more sources, but more scatter, and adds a systematic change to the results.
- Tested the variation with both an outlier rejection fit and a simple least squares produces similar results.
- The derived slope value is relatively stable between limiting magnitudes of 19 and 18.3 (GAIA g) with a value of 0.3. With a limiting magnitude of <=19.2 the value is close to 0.5. We need to think about which is the more accurate. The difference to the calculated GAIA magnitude is 0.2 to 1 magnitude, depending on colour.

Histograms of fit parameters



- Histograms of fit parameters, for two different limiting magnitude cuts.
- Fits from 7 randomly chosen frames from each pfs_visit_id used in the histogram.



Validation

Validation

- Check the validity of the derived spot brightness and size calculations
- Use the same data set as for the AG calibration, but also filtering out spots where the iterative weighted Gaussian fit failed.
- The raw AG magnitude (-2.5log10(agFlux)) is linear to about GAIA g = 19.5 (for 3s exposures), at fainter levels the AG flux is underestimated.
- The spot size performs as expected; the dominant effect in a single frame is the glass/no glass sides (one having a larger spot size), and the variation in spot size between cameras, caused by a tilt in the mounting of the AG cameras. There is no variation with spot brightness. The spot shape also changes with camera number.
- Note that most AG fields do not have enough sources to do a meaningful comparison, the plots shown are for fields with larger numbers of sources.

Fluxes

- AGmag vs GAIA g for representative fields
- Linear until GAIA g ~ 19.5 (at 3s integration)







Plots

AG mag (arbitrary zero point)

Less Focused More Focused 10 10 14 12 8 8 10 sqrt(fx**2+fy**2) sqrt(fx**2+fy**2) 6 6 2 2 2 0 -10-14-12 -10-12 -14 -14 -12 -8 -8 AG mag (arbitrary zero point) AG mag (arbitrary zero point) Spot Shape by Camera): agcid={frameld} Less Focused More Focused 1.3 2.0 1.3 1.2 · 1.8 1.6 -1.2 1.1 1.4 (Â ↓ 1.0 (Å 1.1 \} 1.2 1.0 0.9 1.0 0.9 0.8 0.8 0.8 0.6 0.7 -12 -12 -12 -14 -10-10-14 -8 -14

AG mag (arbitrary zero point)

Spot Size by Camera: agcid=97326





-10

AG mag (arbitrary zero point)

-8

-12 -10

AG mag (arbitrary zero point)

-8

-14

- Variations in spot size and shape.
- Glass/No Glass in separate panels
- Camera number is red
 > purple = 1
 > 6 in
 chromatic order.