

# *Infrared Image Restoration*

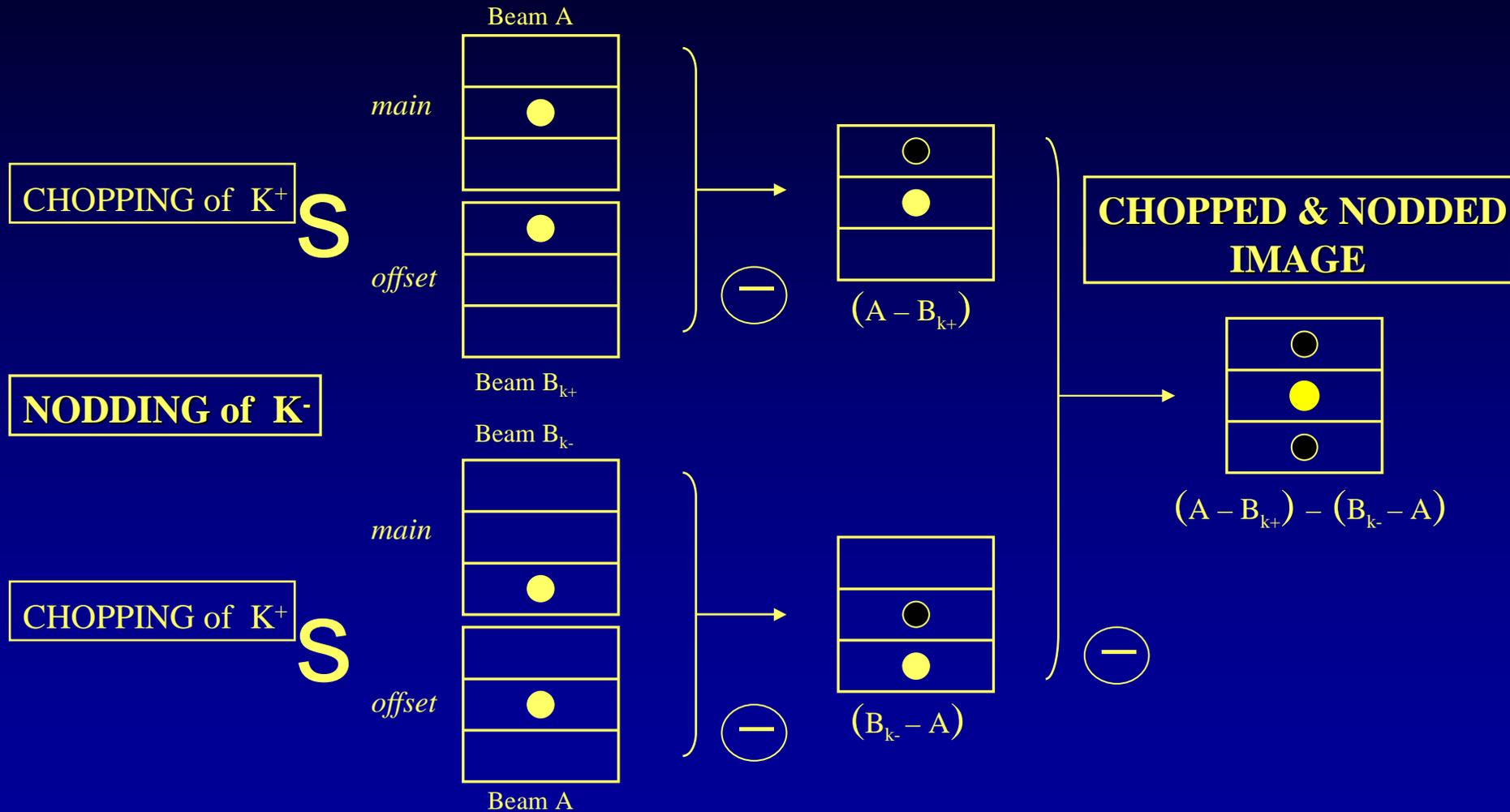
*Anna Custo*

# Outline

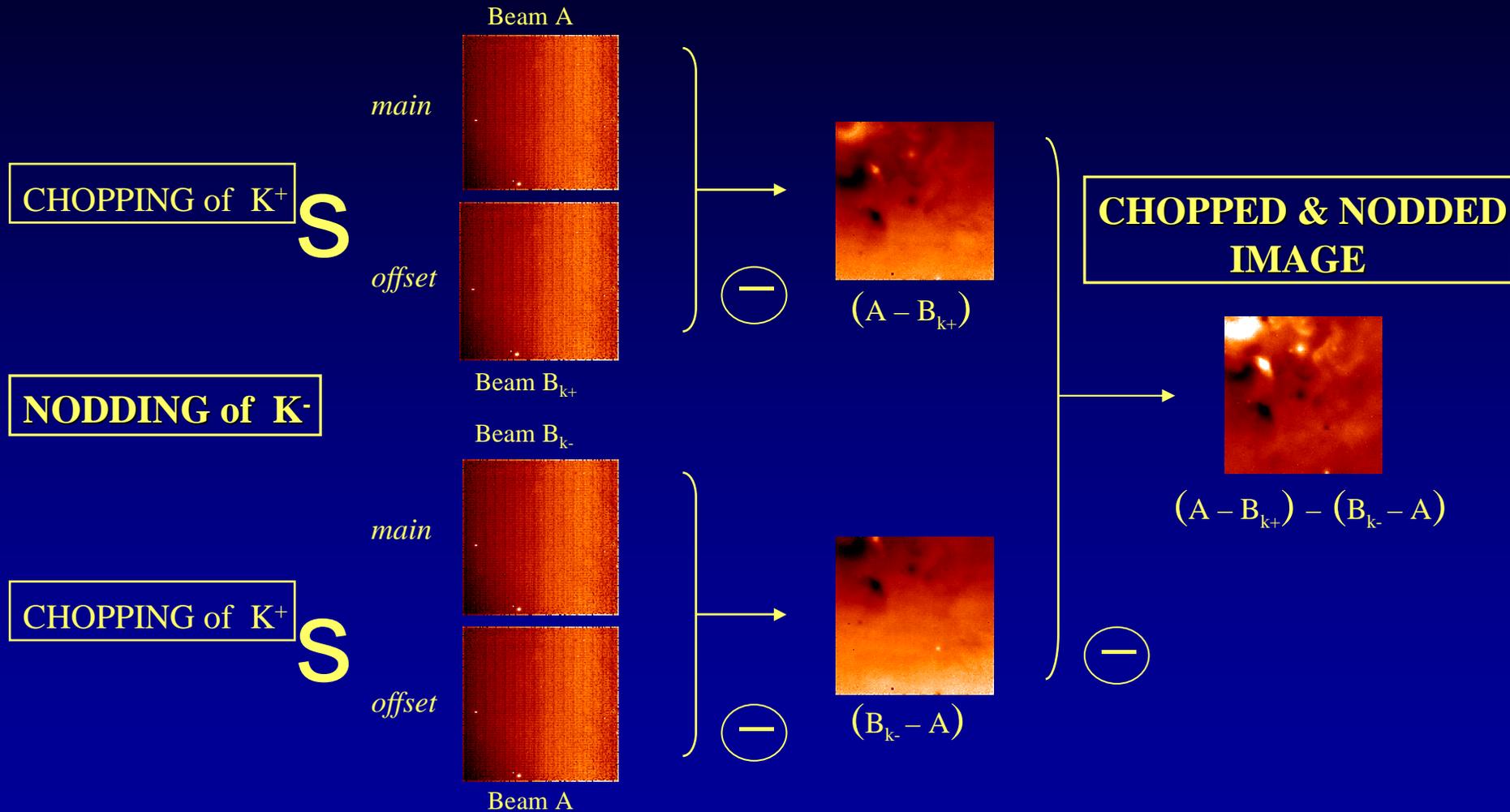
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- Infrared vision technique: *chopping and nodding*
- Work description
  - § Input data
  - § Pre-processing
  - § Mosaicing
  - § Results
- Conclusions
- Future work

# Chopped and nodded imaging I



# Chopped and noddled imaging II

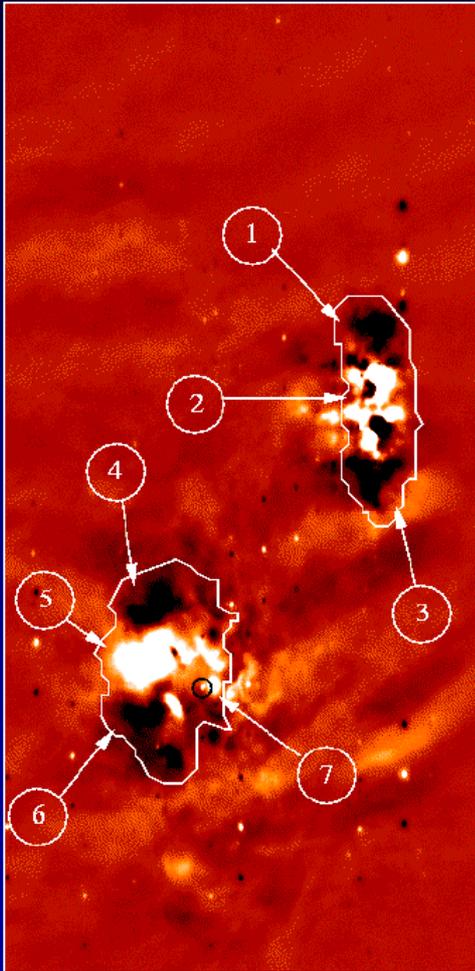


# Input data

- The Orion nebula
- The observations
- Data features
- The environment



# The Orion nebula



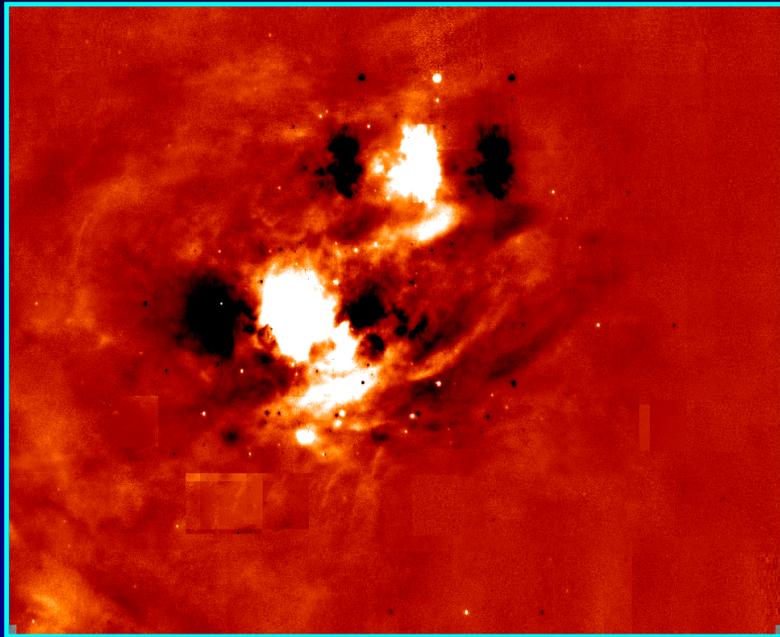
## Our data parameters:

wavelength: 10 $\mu$ m and 20 $\mu$ m

27<sup>th</sup> and 28<sup>th</sup> of November 1998 images  
18<sup>th</sup> and 19<sup>th</sup> of December 2000 images

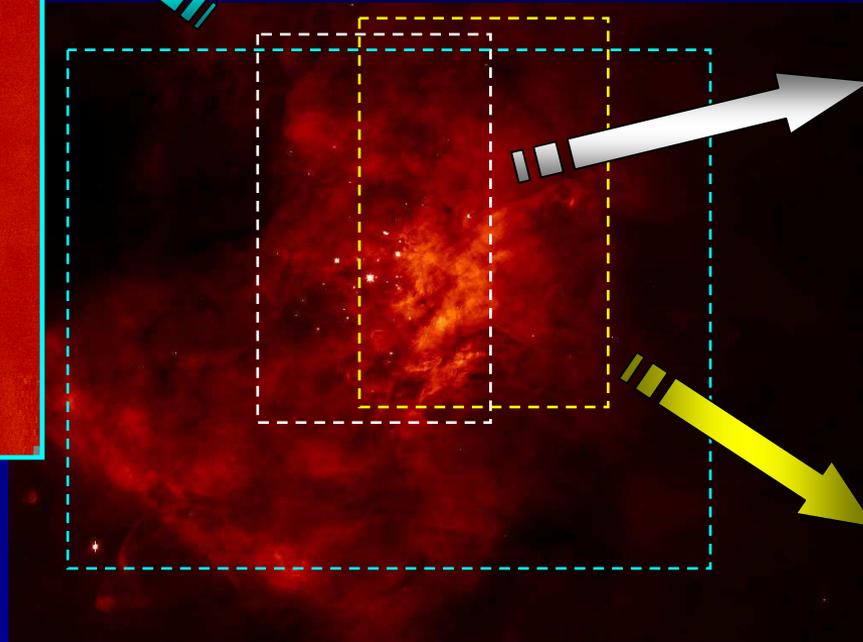
(1)-(2)-(3): Becklin-Neugebauer  
(4)-(5)-(6): Trapezium  
(7):  $\theta$ 1C

# Our observations at 10 $\mu$ m

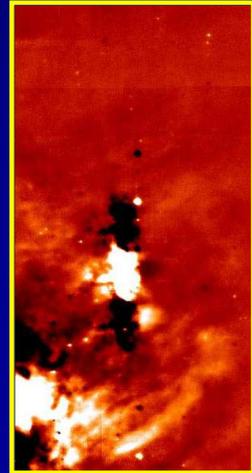
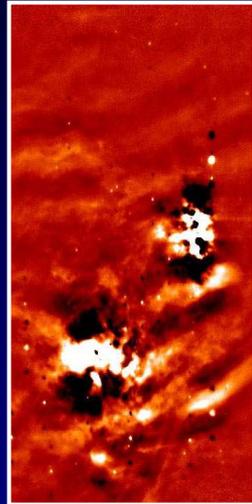


UKIRT December 2000

The Hubble Image

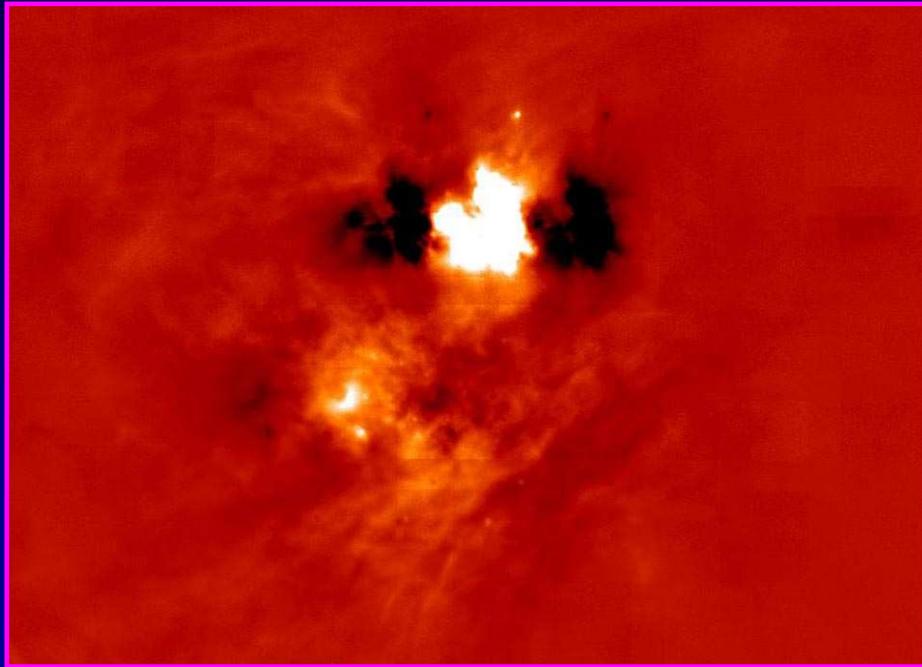


UKIRT November 1998

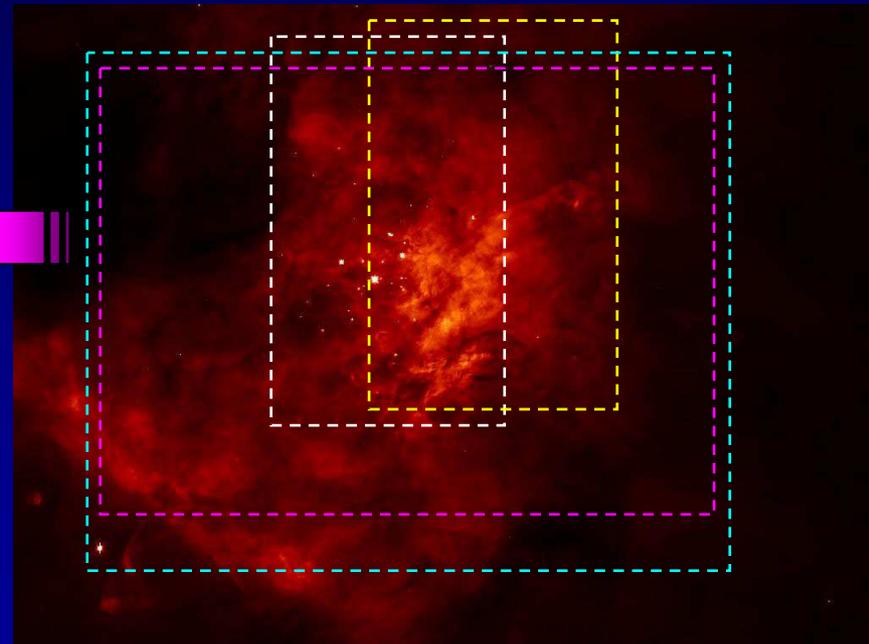


# Our observations at 20 $\mu$ m

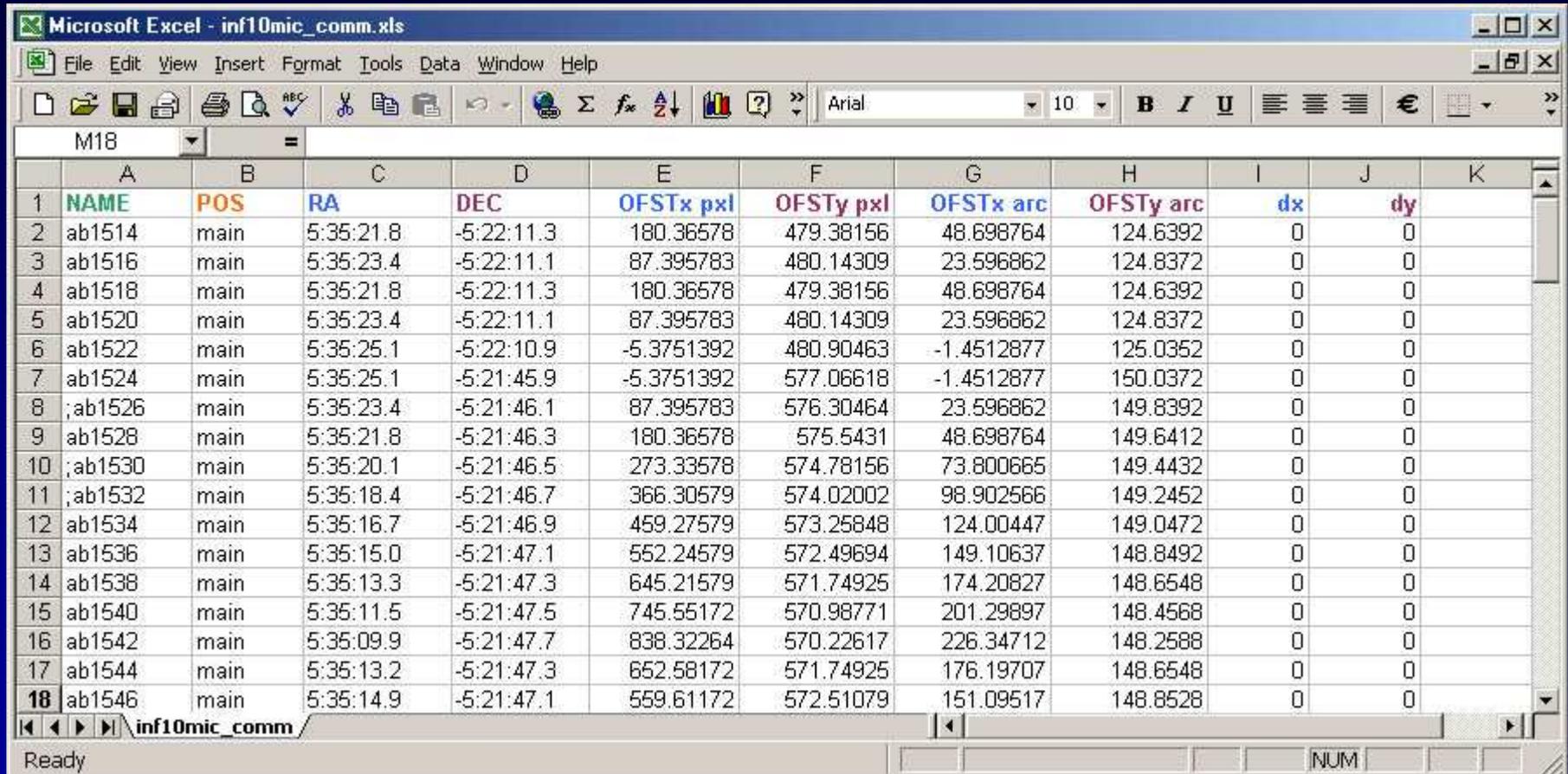
UKIRT December 2000



The Hubble Image



# Pre-processing



Microsoft Excel - inf10mic\_comm.xls

File Edit View Insert Format Tools Data Window Help

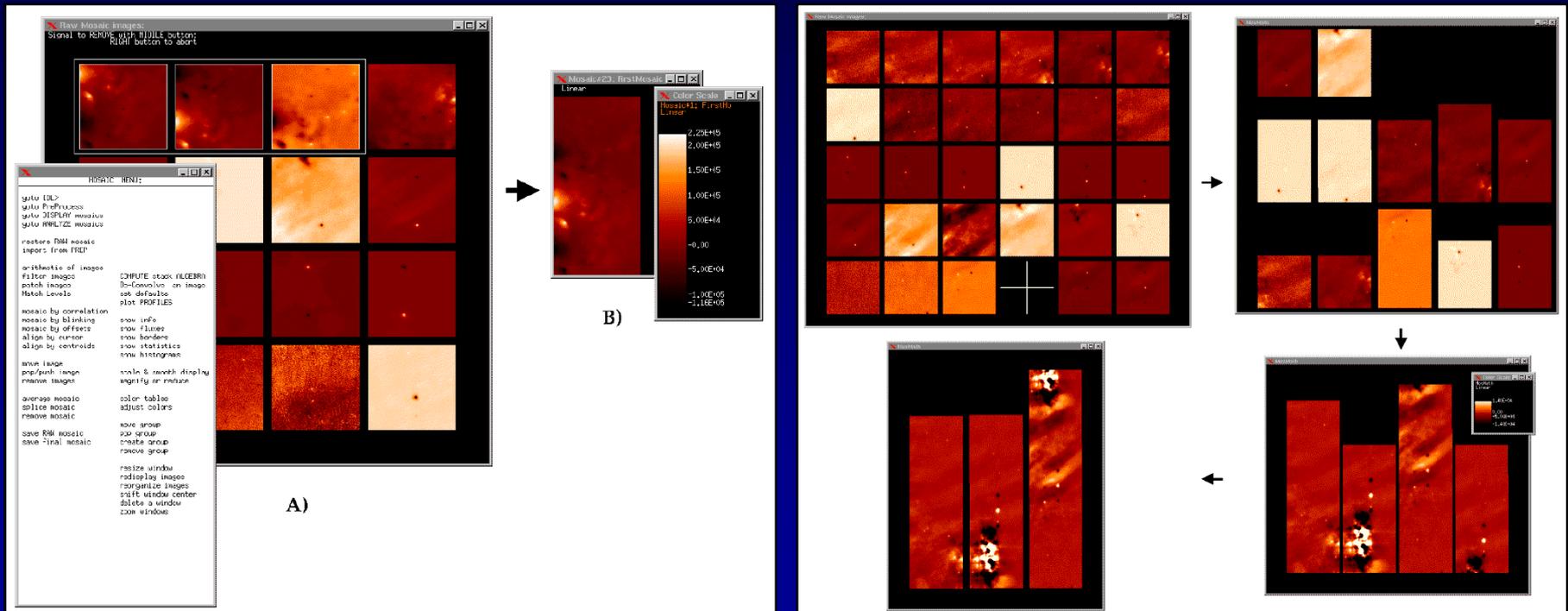
M18 =

	A	B	C	D	E	F	G	H	I	J	K
1	NAME	POS	RA	DEC	OFSTx pxl	OFSTy pxl	OFSTx arc	OFSTy arc	dx	dy	
2	ab1514	main	5:35:21.8	-5:22:11.3	180.36578	479.38156	48.698764	124.6392	0	0	
3	ab1516	main	5:35:23.4	-5:22:11.1	87.395783	480.14309	23.596862	124.8372	0	0	
4	ab1518	main	5:35:21.8	-5:22:11.3	180.36578	479.38156	48.698764	124.6392	0	0	
5	ab1520	main	5:35:23.4	-5:22:11.1	87.395783	480.14309	23.596862	124.8372	0	0	
6	ab1522	main	5:35:25.1	-5:22:10.9	-5.3751392	480.90463	-1.4512877	125.0352	0	0	
7	ab1524	main	5:35:25.1	-5:21:45.9	-5.3751392	577.06618	-1.4512877	150.0372	0	0	
8	;ab1526	main	5:35:23.4	-5:21:46.1	87.395783	576.30464	23.596862	149.8392	0	0	
9	ab1528	main	5:35:21.8	-5:21:46.3	180.36578	575.5431	48.698764	149.6412	0	0	
10	;ab1530	main	5:35:20.1	-5:21:46.5	273.33578	574.78156	73.800665	149.4432	0	0	
11	;ab1532	main	5:35:18.4	-5:21:46.7	366.30579	574.02002	98.902566	149.2452	0	0	
12	ab1534	main	5:35:16.7	-5:21:46.9	459.27579	573.25848	124.00447	149.0472	0	0	
13	ab1536	main	5:35:15.0	-5:21:47.1	552.24579	572.49694	149.10637	148.8492	0	0	
14	ab1538	main	5:35:13.3	-5:21:47.3	645.21579	571.74925	174.20827	148.6548	0	0	
15	ab1540	main	5:35:11.5	-5:21:47.5	745.55172	570.98771	201.29897	148.4568	0	0	
16	ab1542	main	5:35:09.9	-5:21:47.7	838.32264	570.22617	226.34712	148.2588	0	0	
17	ab1544	main	5:35:13.2	-5:21:47.3	652.58172	571.74925	176.19707	148.6548	0	0	
18	ab1546	main	5:35:14.9	-5:21:47.1	559.61172	572.51079	151.09517	148.8528	0	0	

Ready NUM

# Mosaicing

## Mosaic by offset: the old technique



Raw Mosaic data structure

Math Mosaic data structure

# Mosaicing



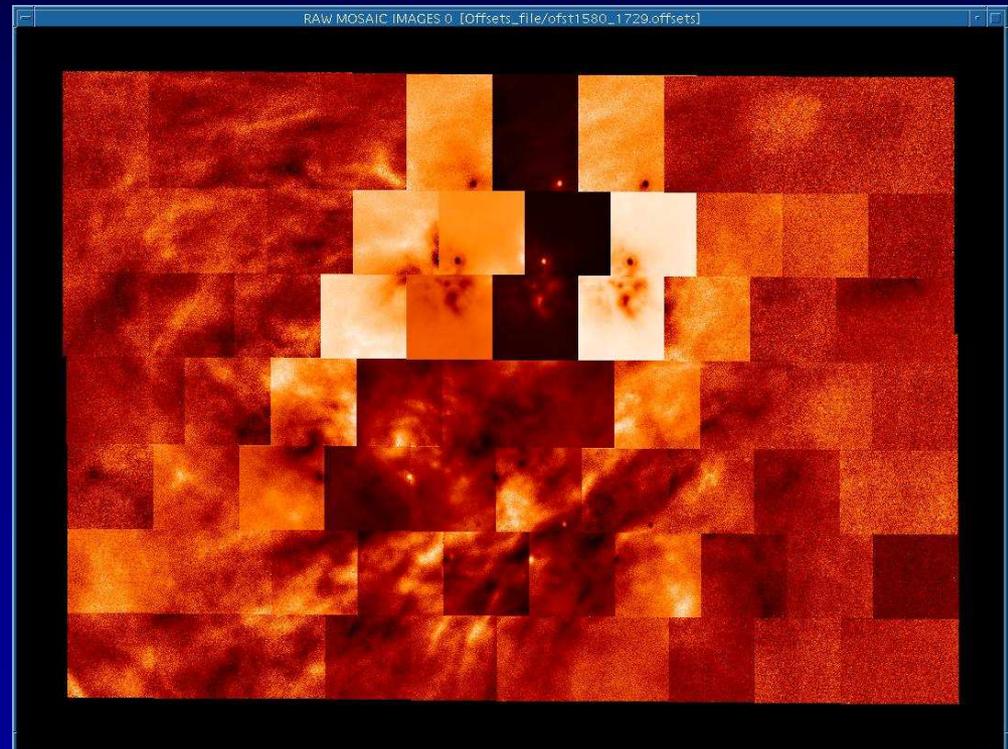
## Mosaic by offset: the new automatic technique

Data set

(set of fits files 128x128  
px)

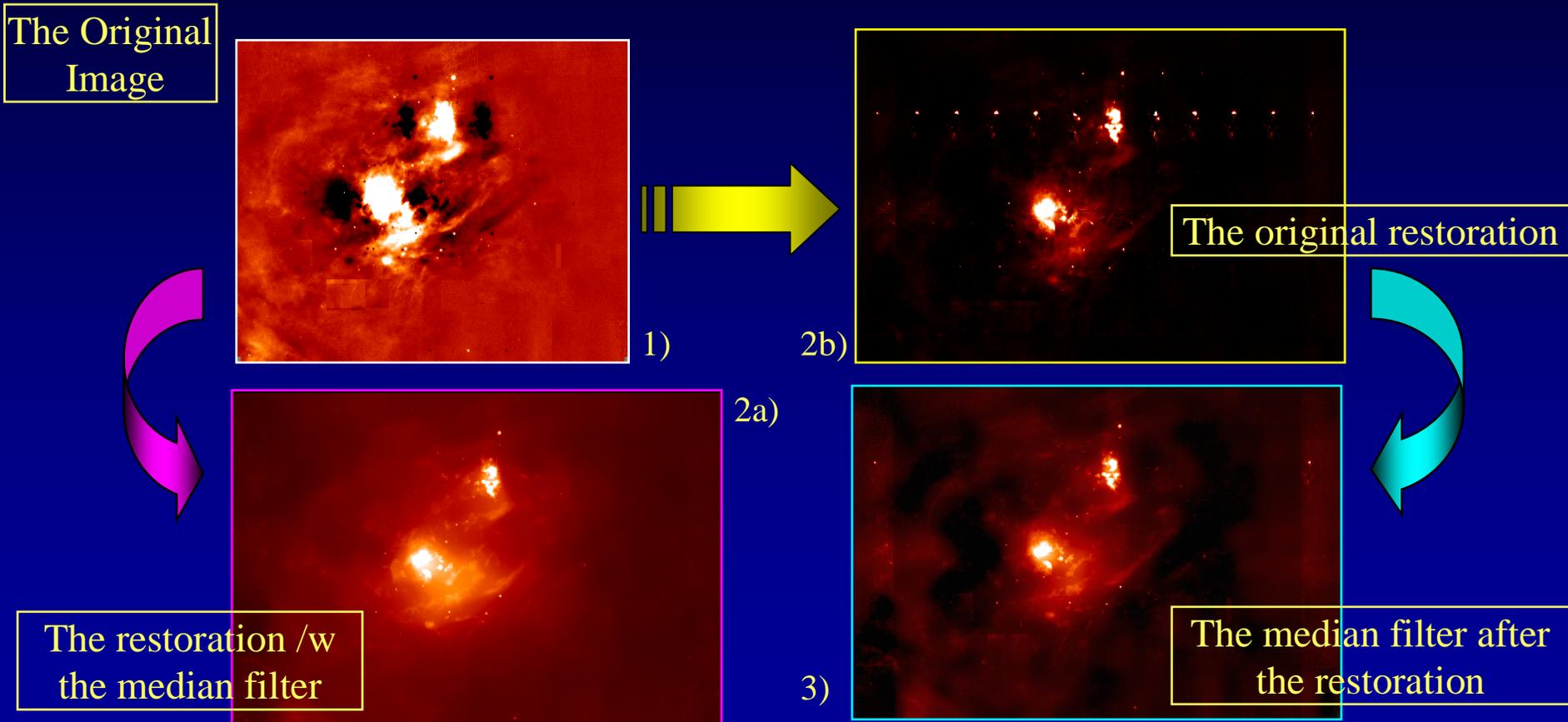


*MkOfst\_by\_info.pro*



# Restoration

## The Landweber loop and the median filter



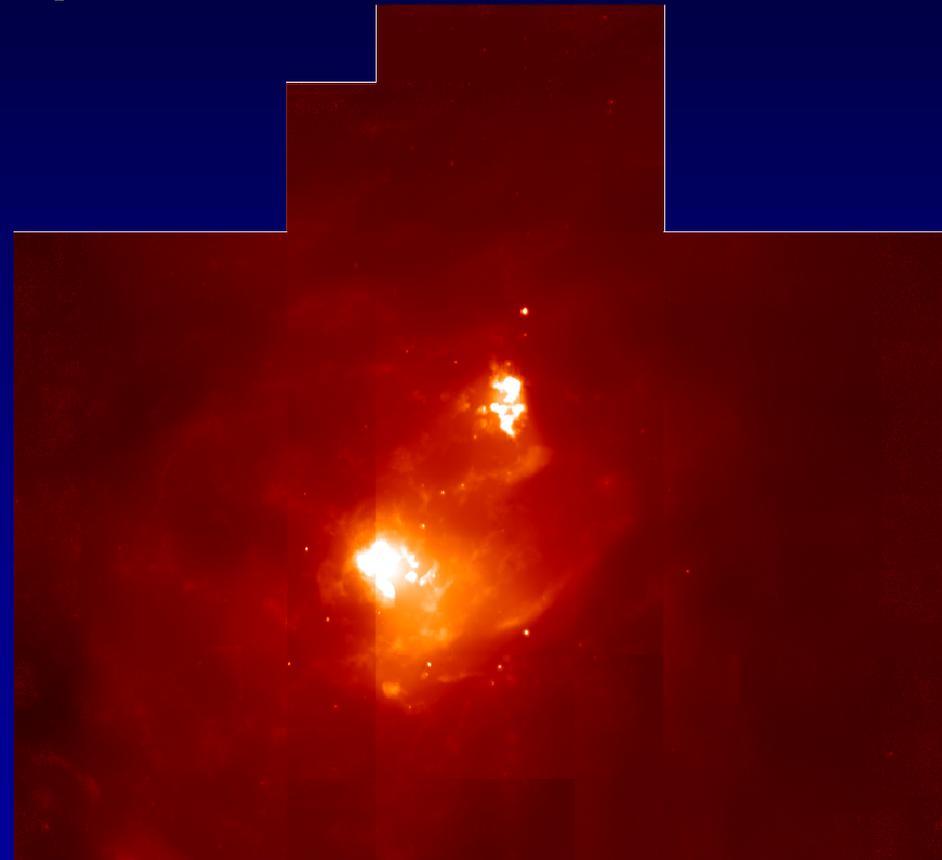
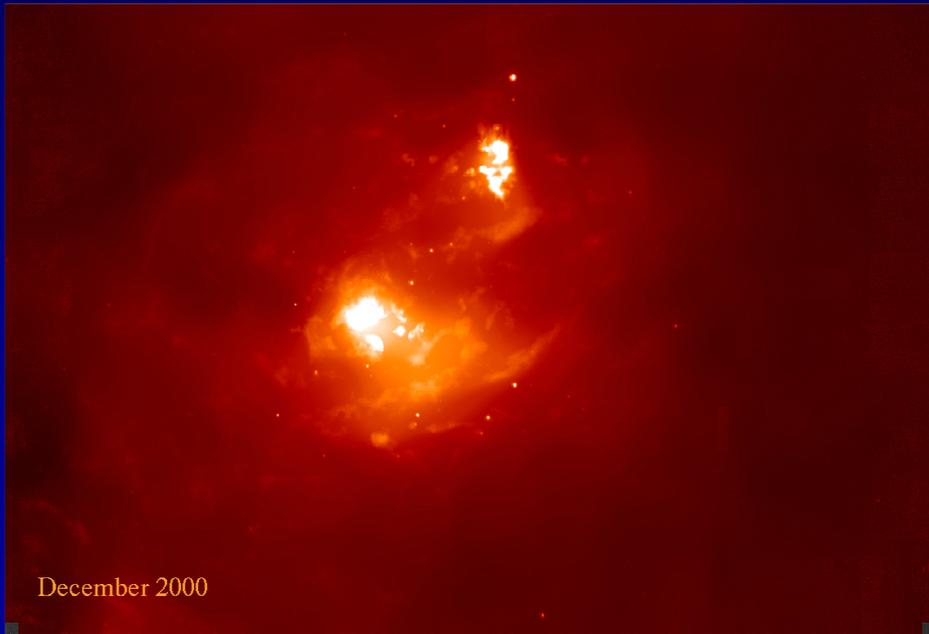
# Restoration



The three layers

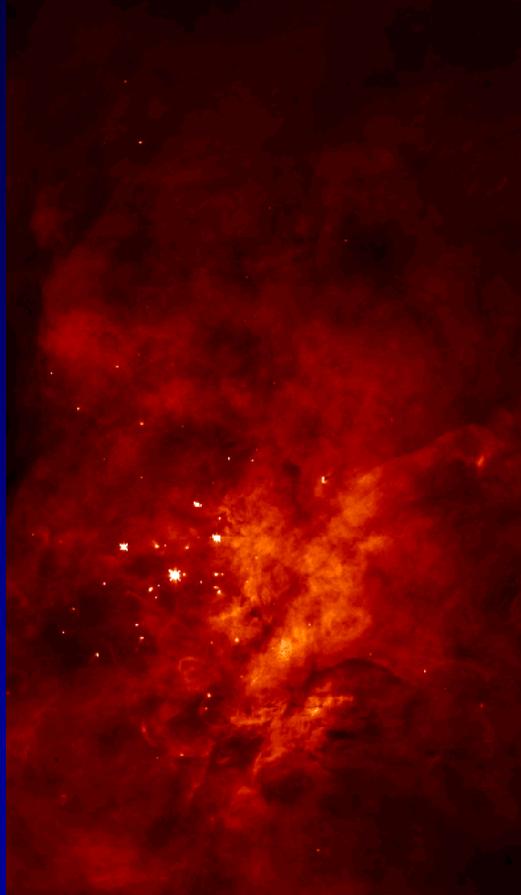


Their composition



# Our results

Past Results



New Results



# Conclusions

- Main astronomical goals achieved
- What we learned:
  - § Basic rules for future observations (alignment)
  - § Parameters of interest (K, IT, Right Ascension, Declination)
  - § Critical aspects (different K)
- Problems to be solved:
  - § Better filter technique
  - § More accuracy in the combination methods
  - § Portability of the new procedures
  - § More automation



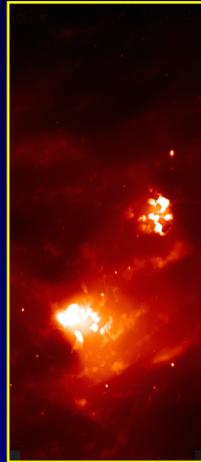
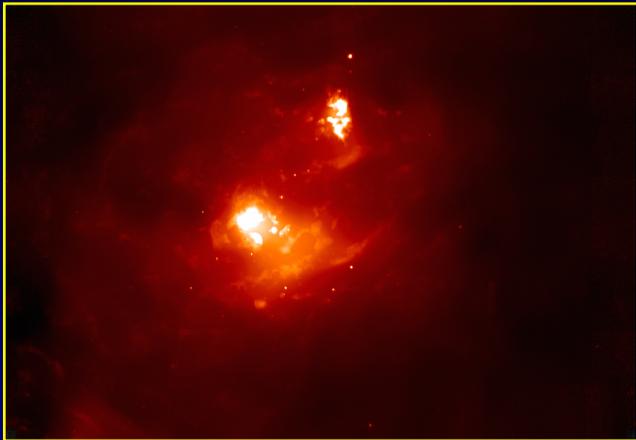
# Future work: the simulator

- Goals
  - § Automation
  - § Pattern creation
  - § New technique testing
- Description
- Features
- Advantages
  - § Useful tool for astronomer
  - § User-friendly interface
  - § Easy testing

# Appendix A: MkBest

I

Chop Distance K 93 px

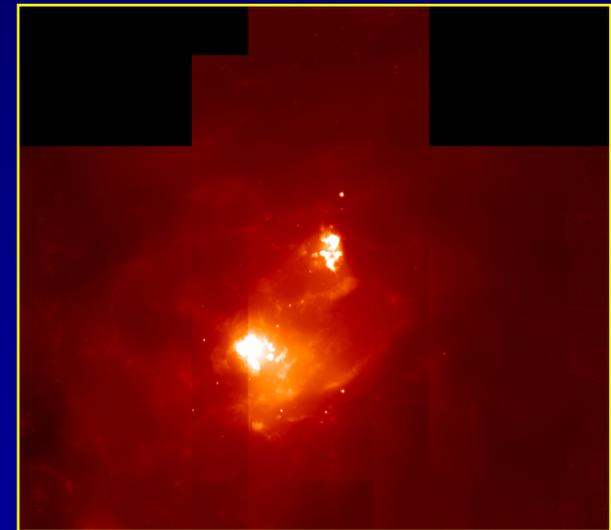


K 36 px



K 70 px

The result image of the merge algorithm

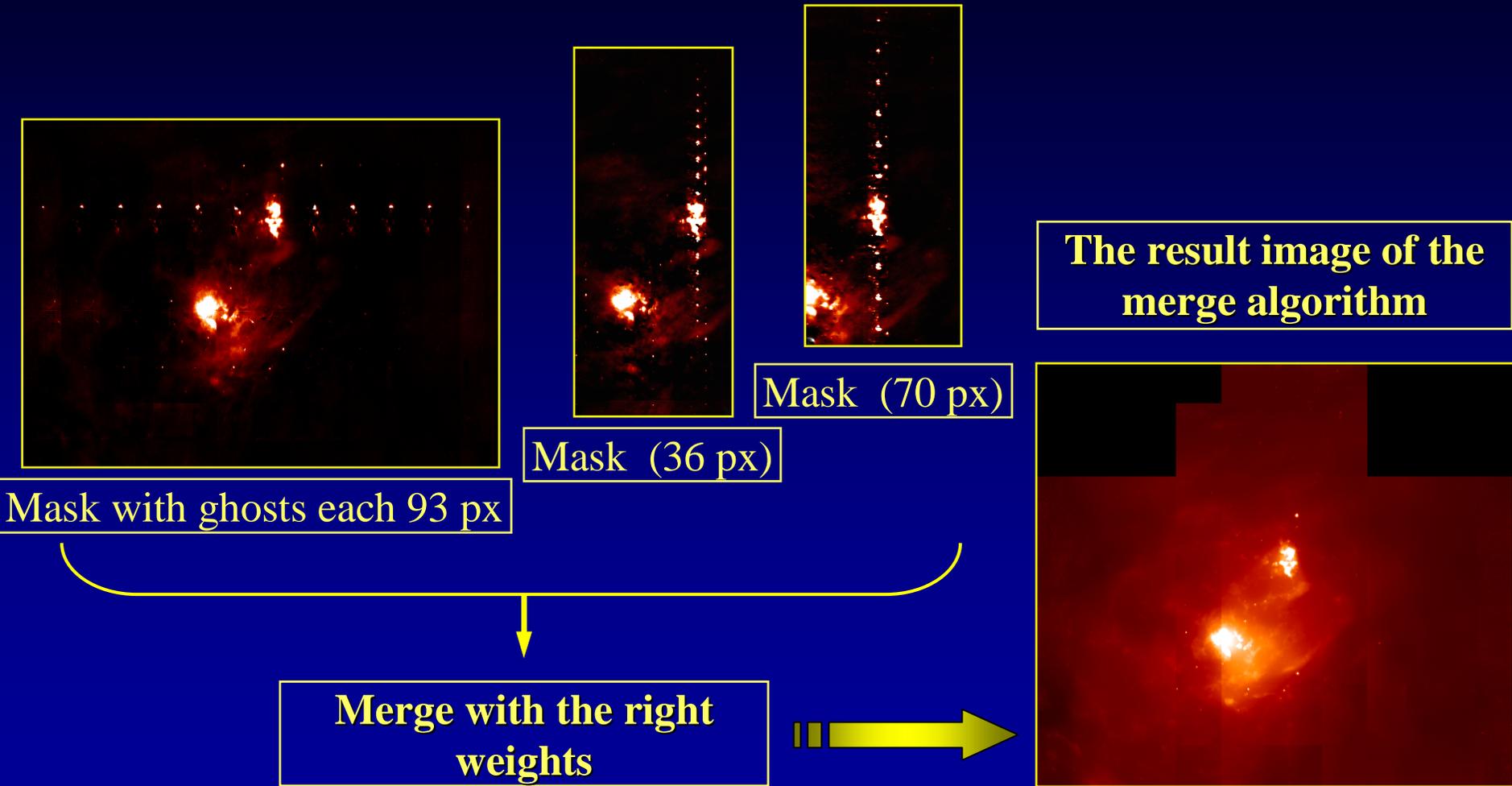


Create the masks in order  
to compute the right  
weights



# Appendix A: MkBest

II



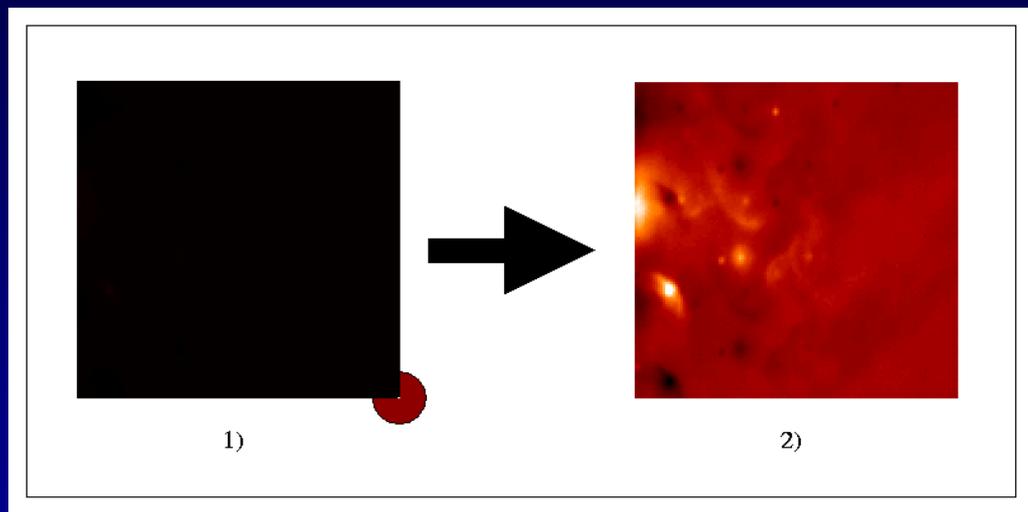
# Appendix B: cleaning

- Image cleaning
  - § cosmic ray (1)
  - § bad columns and rows (2)
  - § bad deep columns and rows (3)
  - § bad channels (4)

# Appendix B: cleaning

II

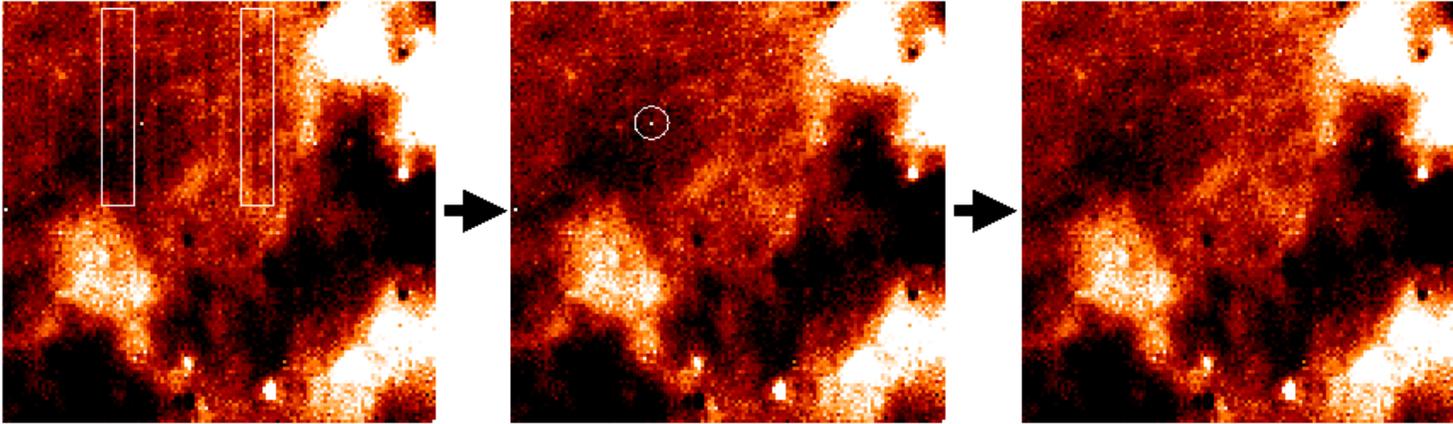
- Cosmic ray (1)



# Appendix B: cleaning

III

- Bad columns and rows (2)



1)                      2)                      3)

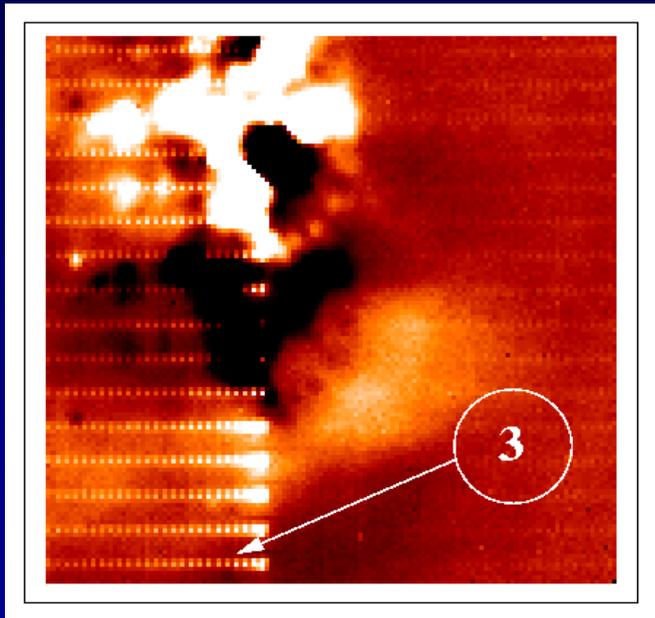
In questo gruppo di immagini vediamo tre fasi della pulizia di un frame:

- nei rettangoli di fig.1: bad column
- nel cerchio di fig.2: bad pixel.

# Appendix B: cleaning

## IV

- Bad columns and rows (3)



# Appendix B: cleaning

V

- Bad channels (4)

