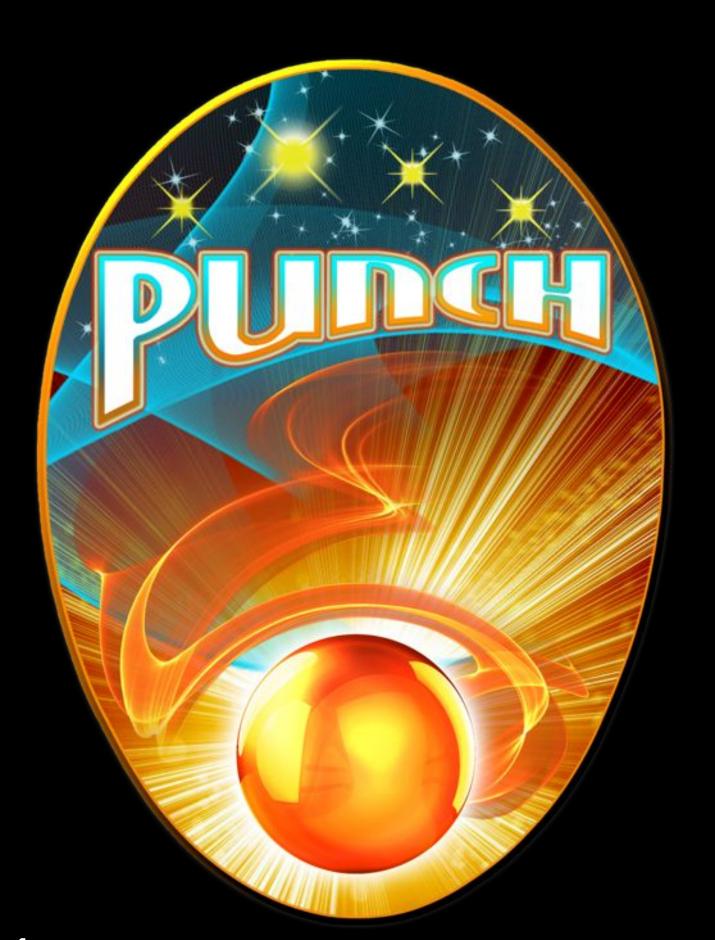
# Polarimeter to Unify the Corona and Heliosphere

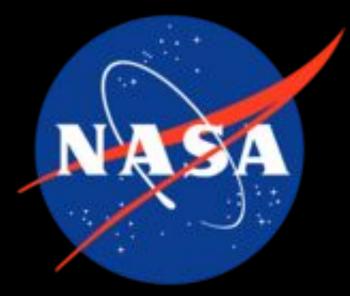


## Science Operations Center Development



Matt West (*ESA*)

PUNCH Science Meeting 6
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#### SOC Members



Derek Lamb



Sam Van Kooten



Dan Seaton



Chris Lowder



Ritesh Patel



Marcus Hughes



Sarah Kovac

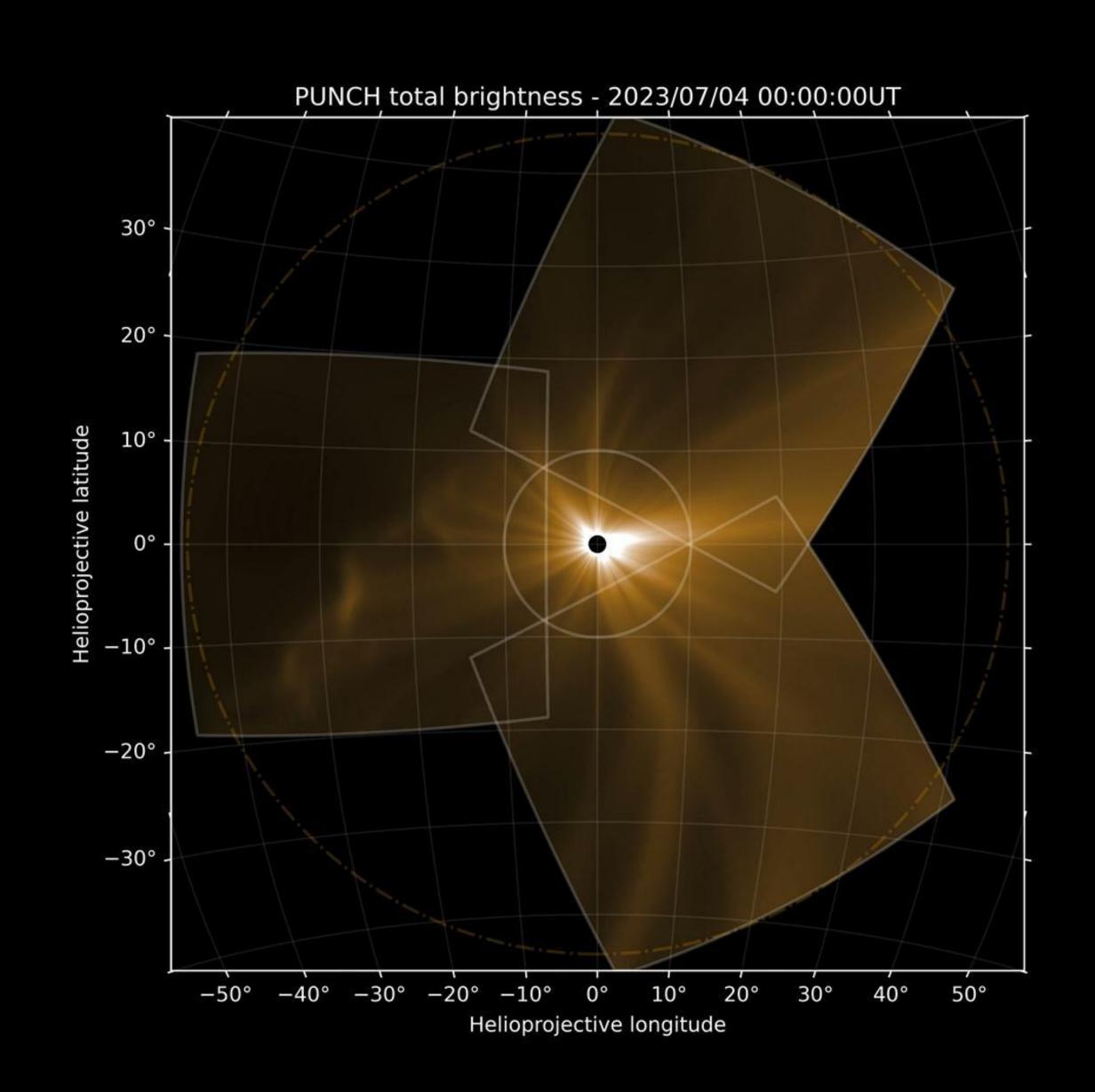


Matt West



#### Many Observations Make Combined Virtual Observatory

- PUNCH observes continuously at 4-min. cadence
- NFI covers  $5.4-32~{\rm R}_{\odot}$
- WFI covers  $20-180~{\rm R}_{\odot}$  3 separate segments
- PUNCH produces 3 full mosaics per orbit, from  $6-180~{\rm R}_{\odot}$



#### PUNCE Science Data Pipeline and Products For effective data analysis by the PUNCH team and the broader community, PUNCH produces (A-C) and disseminates (D) calibrated, simple-to-use data products and analysis tools. Level 1 images are photometrically calibrated, precisely aligned images with instrumental artifacts corrected. To demonstrate PUNCH data reduction, we degraded and then processed data from STEREO/HI1 to show the PUNCH L1 processing. A. Level 0 → Level 1 Pipeline For clarity, all visual effects are 10-40x stronger here than in actual PUNCH images. These processing steps are the same for both WFI and NFI. Level 0: Raw camera frame Destreaked Stray-light subtracted Quartic-fit calibrated Cosmic-ray despiked PSF deconvolved Level 1: Aligned uniform imaging (via stray-light accumulated images) (standard technique) (exploits non-streaking of spikes) (de-compressed only) Remove CCD artifacts (using nonlinear flat-field) Remove cosmic ray spikes Remove streaking from shutterless readout Correct PSF (subimage method) Confirm pointing & projection via starfield Remove stray light The L1 to L2 stage maps polarization to M,Z,P triplet polarizer brightnesses, then generates full PUNCH mosaics. Clear exposures (not shown) skip the (M,Z,P) step. The L2 to L3 stage removes background F corona (fixed in heliospheric coordinates) and B. Level 1 $\rightarrow$ Level 3 Pipeline starfield (fixed in celestial coordinates), then generates B and pB products. Nearly all frames have no contamination. Level 3: Background-subtracted Level 1: Uniform imaging Polarization-resolved Level 2: Quality-marked mosaics Starfield-subtracted Quality-marked F-subtracted mosaics (B,pB pairs) (M,Z,P triplets) (M,Z,P triplets) (M,Z,P triplets) (native polarizer states) P1,P2,P3 P1,P2,P3 PUNCH **PUNCH** PUNCH mosaic: M,Z,P mosaic: PUNCH mosaic: M.Z.P M.Z.P P1,P2,P3 P1,P2,P3 NFI NFI inner FOV: inner FOV: inner FOV: inner FOV: B,pB Resolve polarization using filter ratios Identify contaminated regions Resample to nominal coords Subtract stellar model Remix polarization Subtract F model C. Level 3 Data Products PUNCH Data Products are polarized and clear photometric images suitable for analysis in common existing scientific environments D. End-To-End Data Flow and with PUNCH-specific tools distributed by the project. Primary science products are shown. Legend Wind speed plot Data Product products Polarized Images: PUNCH data are downlinked and transferred to the MOC, reduced (Panels A-C) at the SOC, then mirrored to SDAC Code/Tool/Doc PUNCH Science Team Repository for archiving & dissemination. → Science Community (main at SwRI; SOC software written in Python General Public mirror at SDAC) and publicly accessible via Sun Py/Github. Solar X (R<sub>o</sub>)

B/pB/clear low-noise mosaics

every 32 minutes (4k × 4k)

Clear

B/pB/clear low-noise NFI images

every 24 minutes (2k × 2k)

SOC pipeline workflow orchestrated by Prefect.

Data & metadata flow managed with NDCube.

PREFECT

Extracted wind speed

product (4k × 4k)

B/pB/clear mosaics every

4 minutes (4k × 4k)

B/pB/clear NFI full-resolution

images every 4 minutes (2k × 2k)

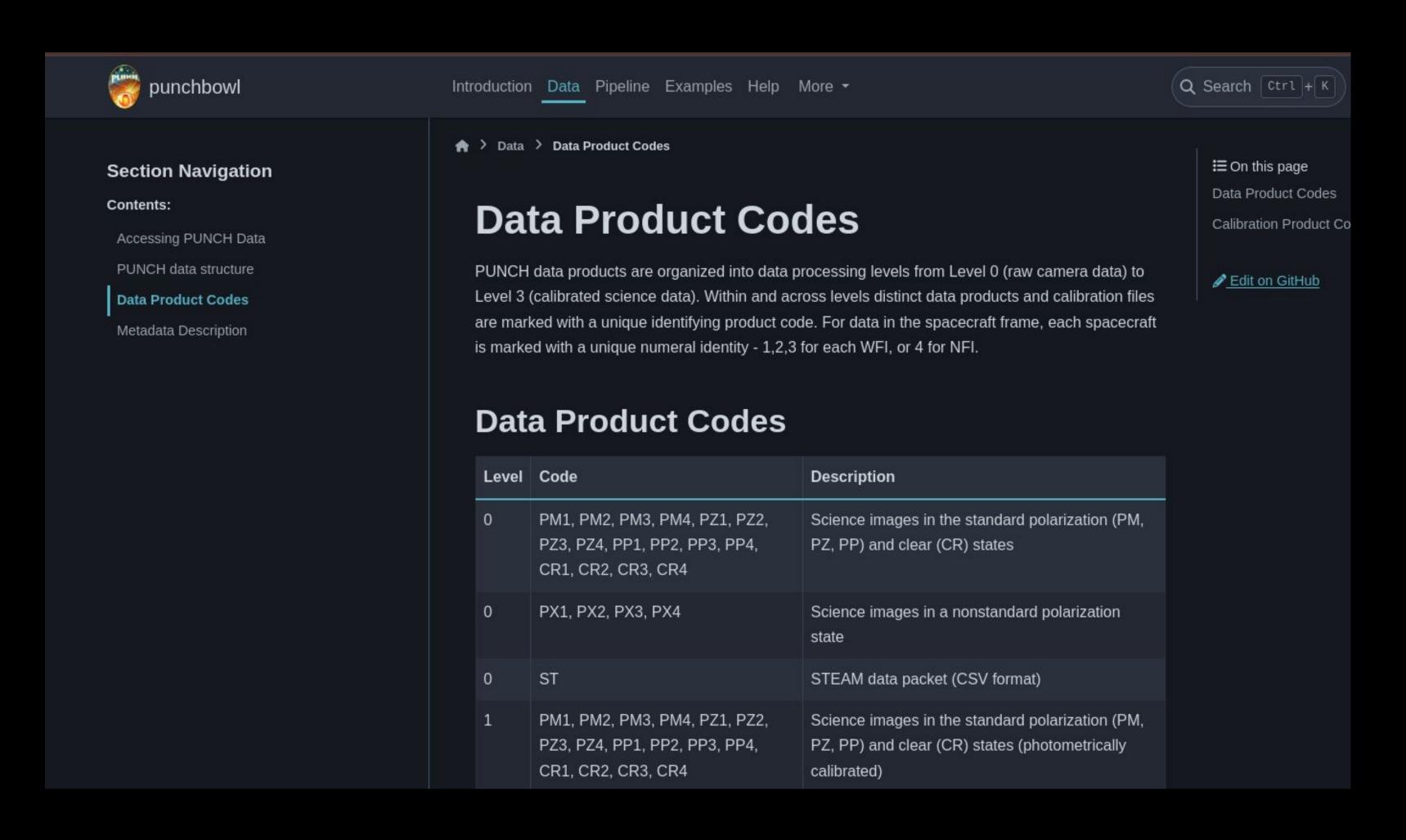


#### What are the Data Products?

Data products are described by level and product code:

LO\_PM1: Level 0,
Polarized Minus WFI-1

Full list of codes available in the punchbowl documentation (as shown on right)





#### What are the Data Products?

Level 0: Almost straight from the satellite, no calibrations applied

Level 1: Photometrically calibrated

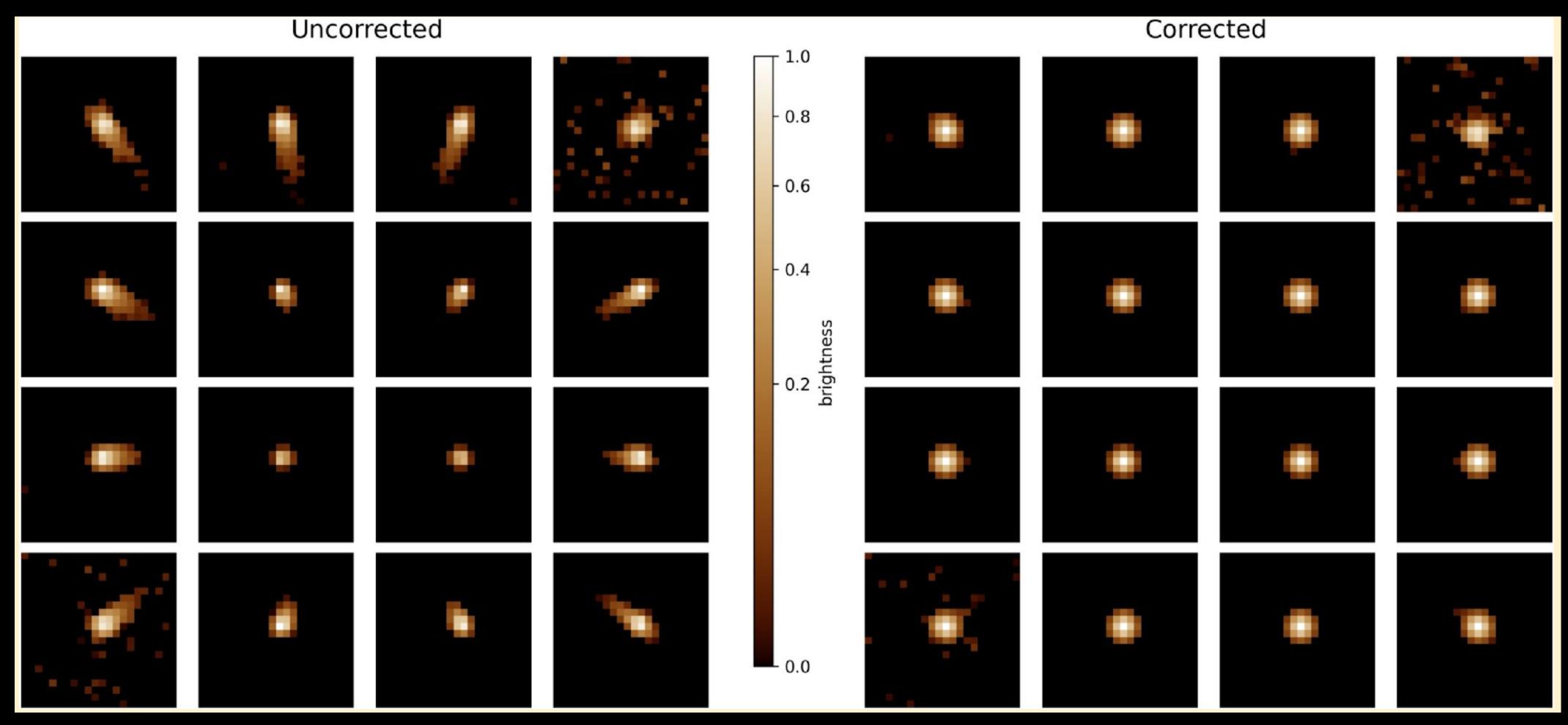
Level 2: Trefoils with polarization resolved

Level 3: Highly calibrated images (stars and F-corona removed) including wind speed maps and low noise mosaics

<u>Level Q:</u> QuickPUNCH products (much like level 2 but with a different resolution and FOV)



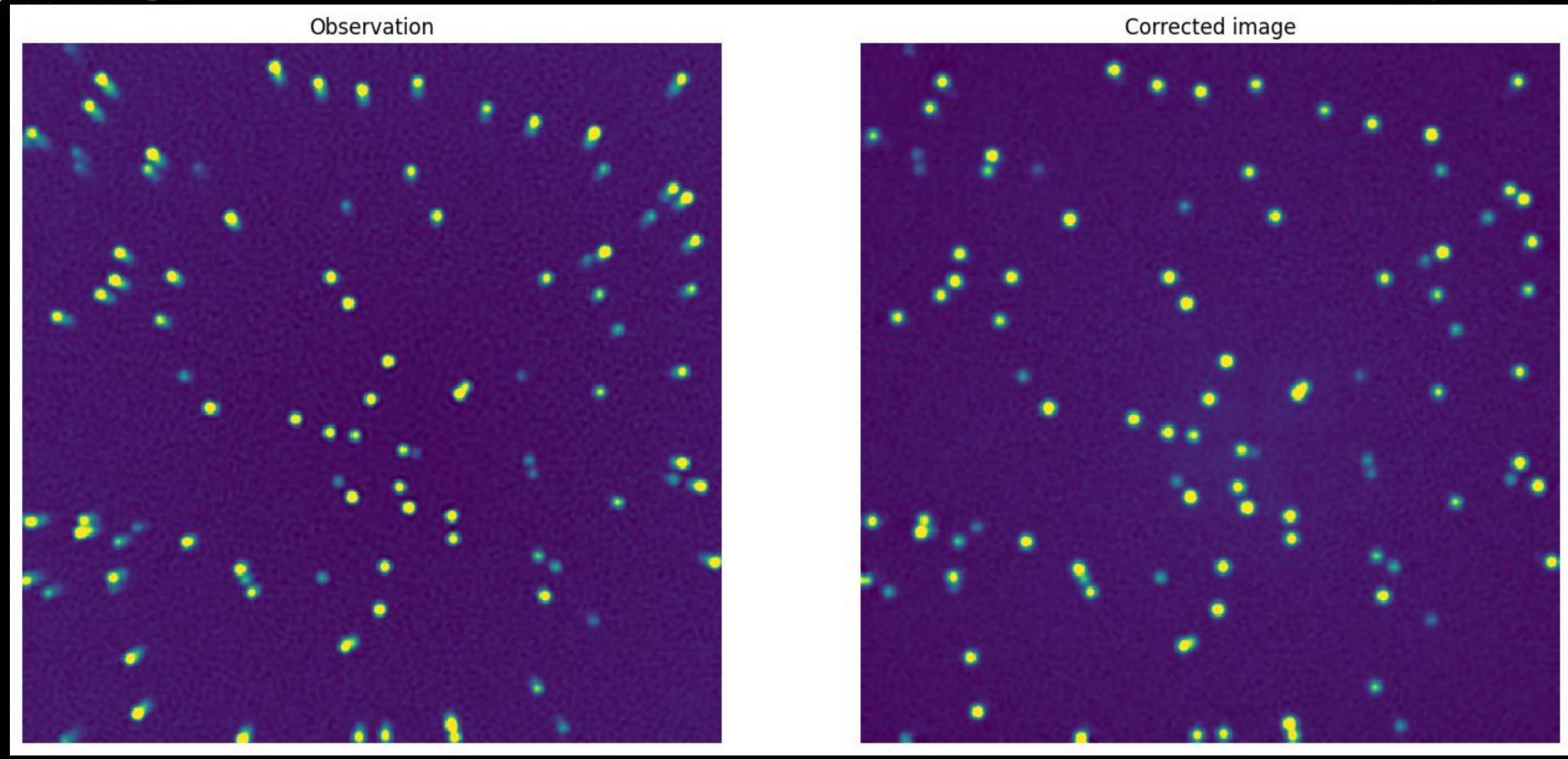
#### Level $0 \rightarrow 1$ : Point-Spread Function Regularization



Careful treatment of the PSF is necessary create seamless mosaics.



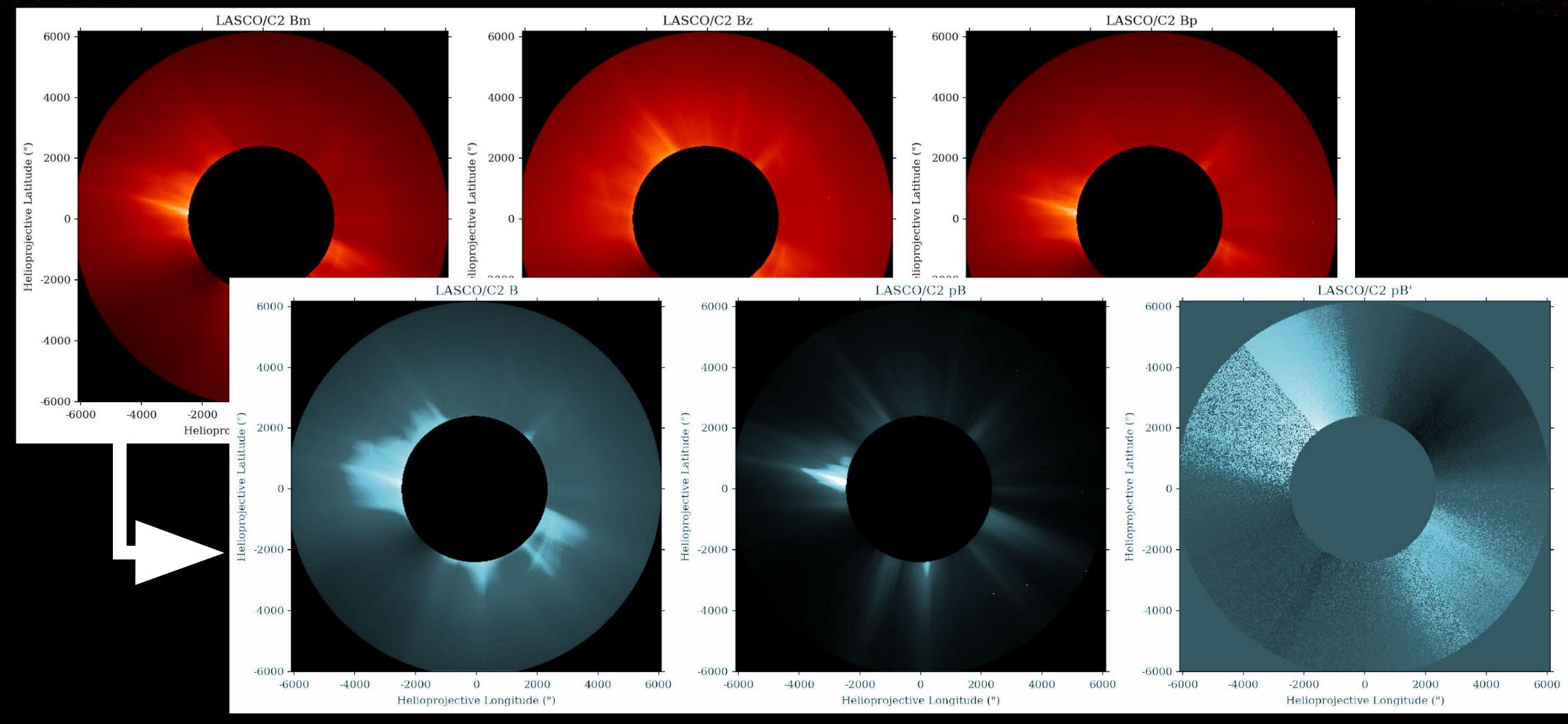
### Level $0 \rightarrow 1$ : Point-Spread Function Regularization



And we can do it!



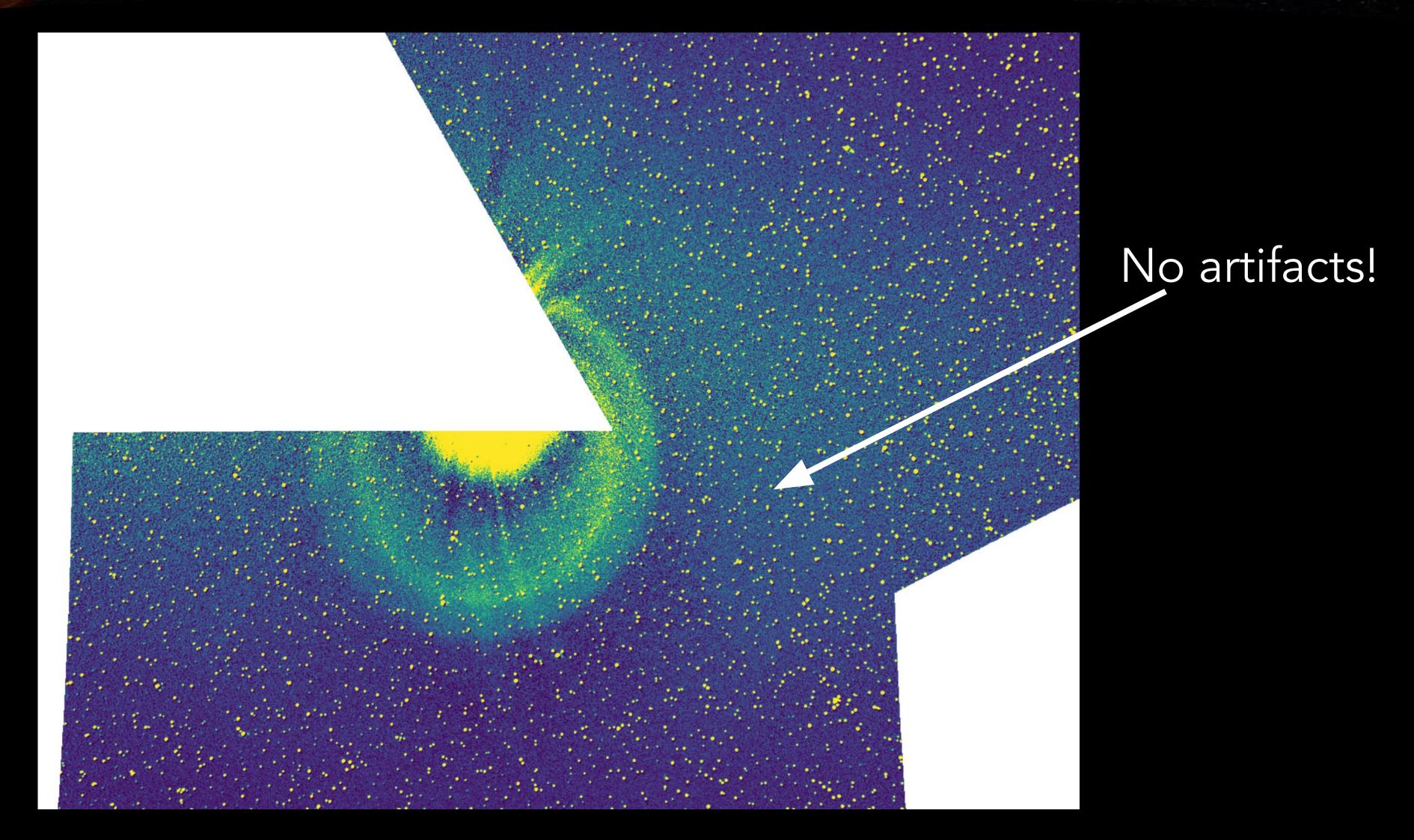
## Level $1 \rightarrow 2$ : Polarization resolution via solpolpy



solpolpy converts from arbitrary polarization measurements to common bases.



#### Level 1→ 2: Mosaic Building

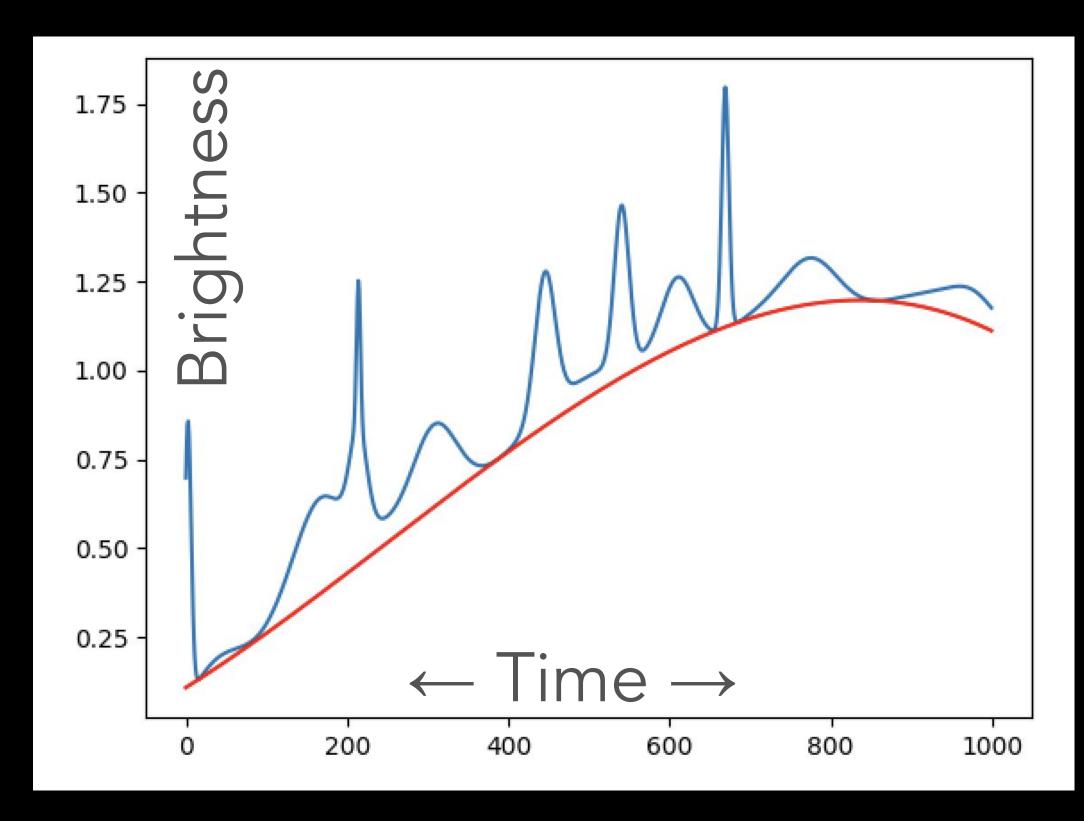


Successful Level  $0 \rightarrow \text{Level 1}$  processing enables seamless mosaics

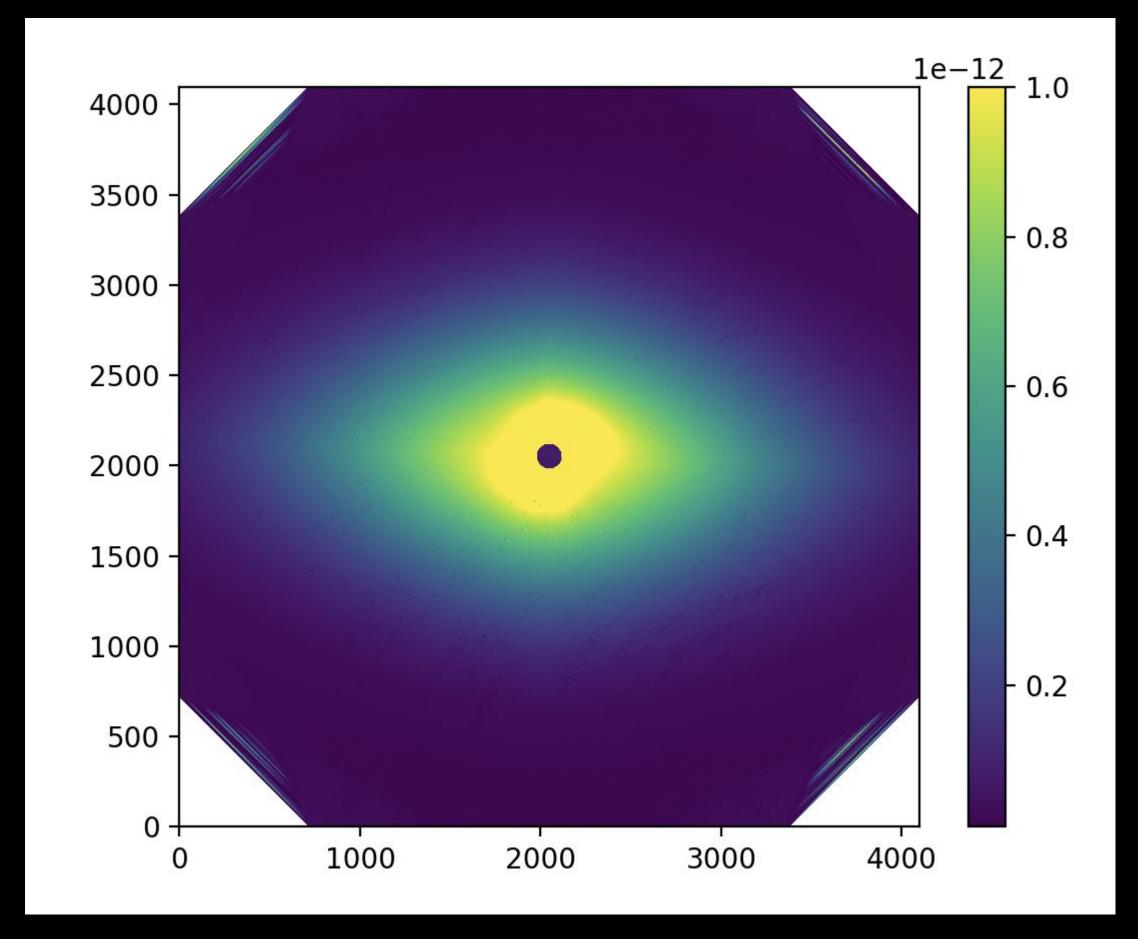


#### Level 2 → Level 3: F-corona Modeling

Blue: Pixel brightness over time Red: Derived F-corona model



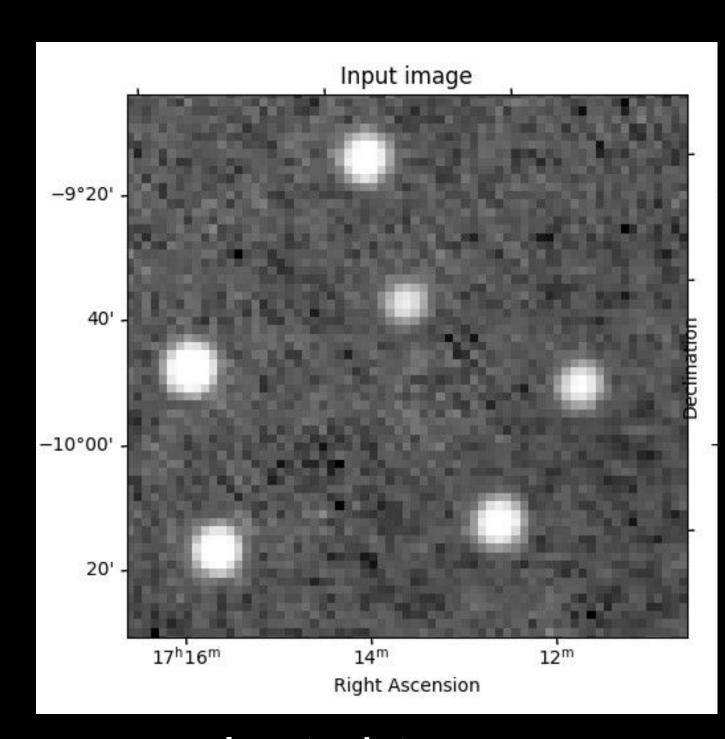
#### F corona model



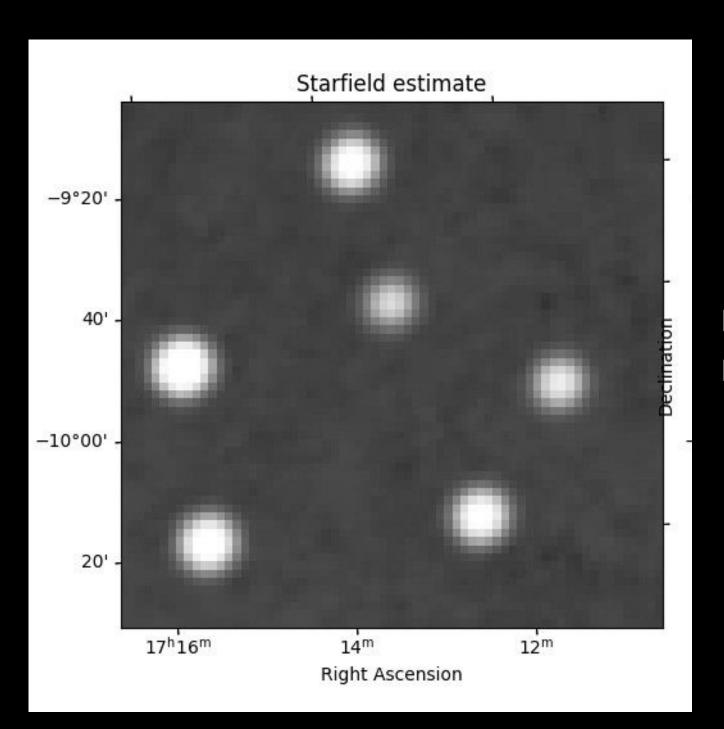
For every pixel, we fit a time-series to estimate the F-corona model at a given time.



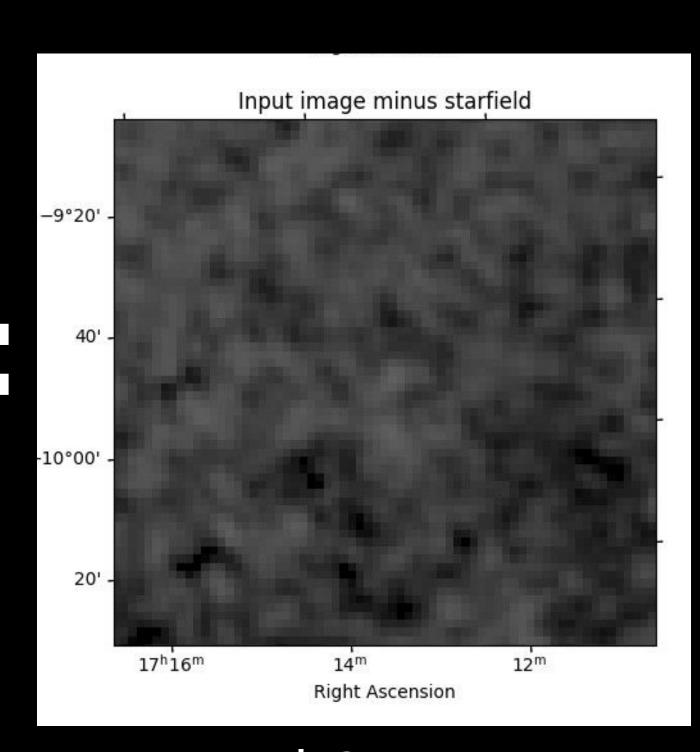
#### Level 2 — Level 3 Starfield Subtraction



Level 2(ish) Image



Starfield Model



Level 3 Image

We routinely build starfield models from PUNCH observations.
Stay tuned to hear from Sam Van Kooten.



#### How to get data

Data will be available through the SDAC without any embargo.

Level 0 and 1 products are available the fastest.

Level 2 wait until all satellites have responded.

Level 3 require building the F-corona and starfield models and thus take a couple weeks.

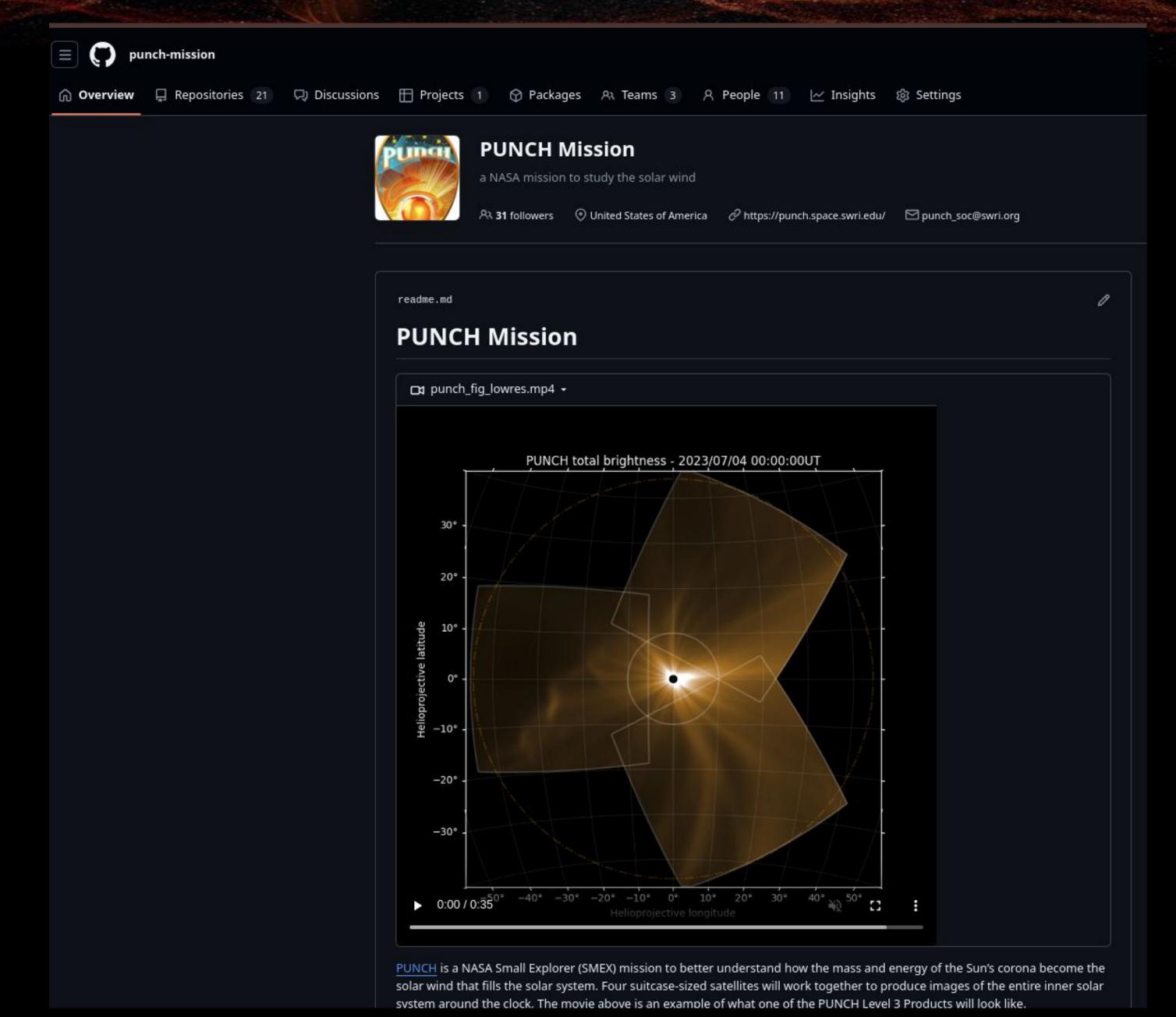




#### https://github.com/punch-mission



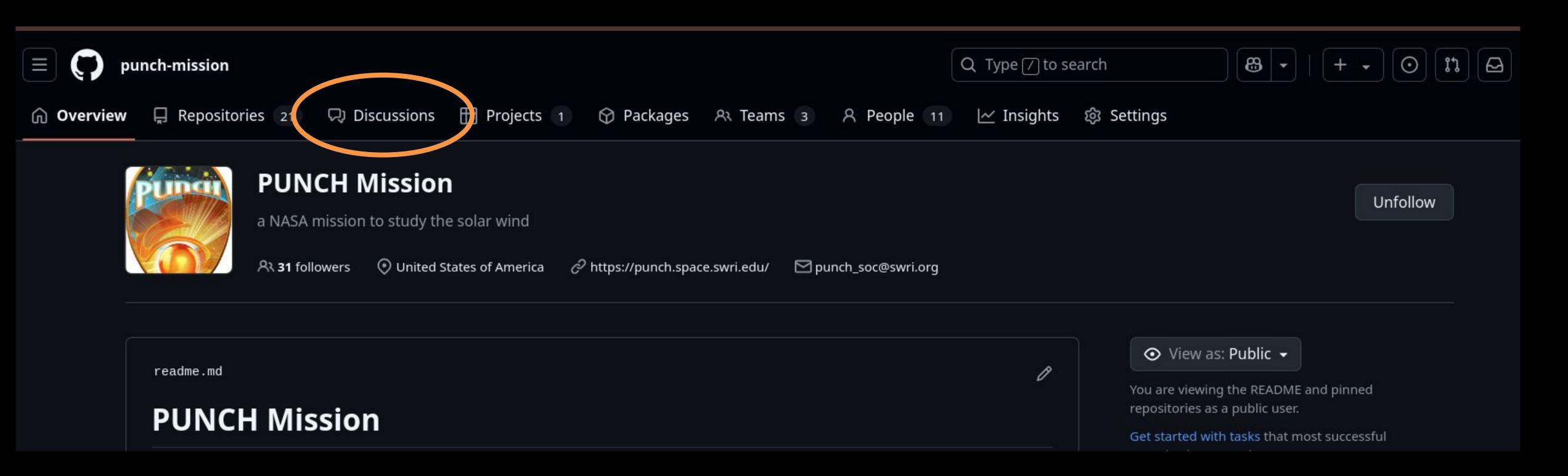
SCAN ME





#### Have a Discussion

#### https://github.com/punch-mission



Each repository has a discussion (and issues) tab. Feel free to open a discussion anywhere.

We'll respond.



- Data will be available through the Virtual Solar Observatory via the Solar Data Analysis Center
  - Retrieve with SunPy's search interface
  - Data will also be available in NASA HelioCloud

#### Related presentations:

- Chris Lowder: PUNCH Data-A Guided Tour
- Sam Van Kooten: Photometric starfield subtraction from PUNCH images
- Raphael Attie: Tracking Solar Wind Evolution with PUNCH Flow Maps

#### Polarimeter to Unify the Corona and Heliosphere





We want to work with you!

github.com/punch-mission

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