

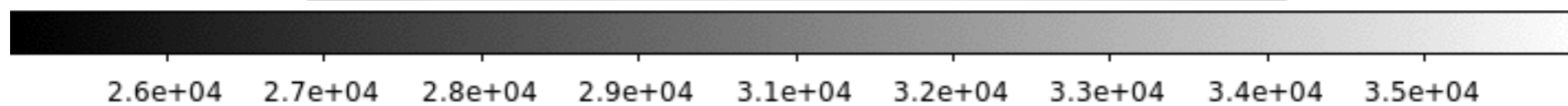
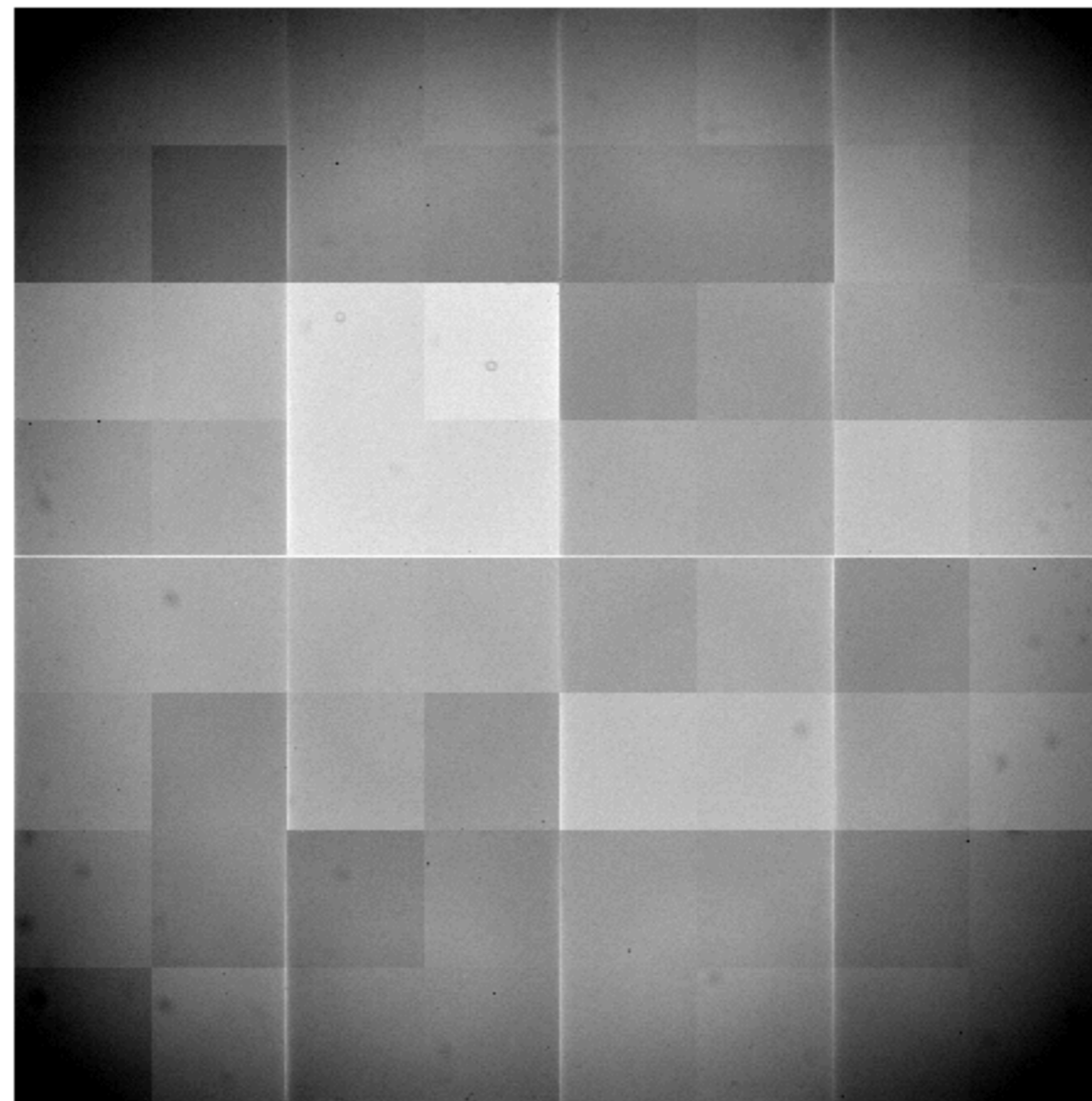
# ZTF gain correction

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Wednesday 13th Dec 2017

# Raw flat field

(ztf\_20171202036377\_000000\_zr\_f\_raw\_mosaic.fits)

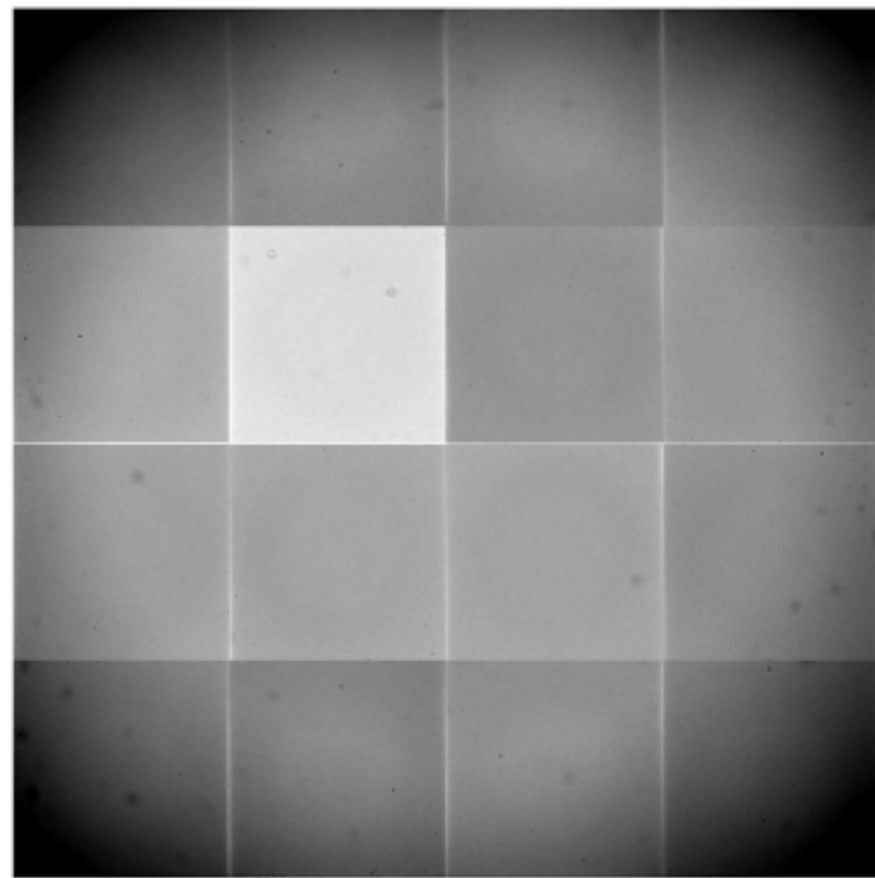


# Steps

- Load each raw flat field
- Remove the overscan (basic nanmedian of all the counts for columns between 5 and 145).
- Match the number of counts in the edges of the quadrants.
- Match the levels between the rows.
  - Discard X pixels in the margin of each CCD to avoid too high level of counts
  - Equalise not all the CCD, but a stripe just in the middle with a width of  $\sim 100$  pixels.
  - Adjust the levels taking dx pixels close to the border for each CCD (but not closer than the margin).
- Scale the gain corrections for each row to match the scale between the column levels.
- Store the gain corrected mosaic along with the corrections array

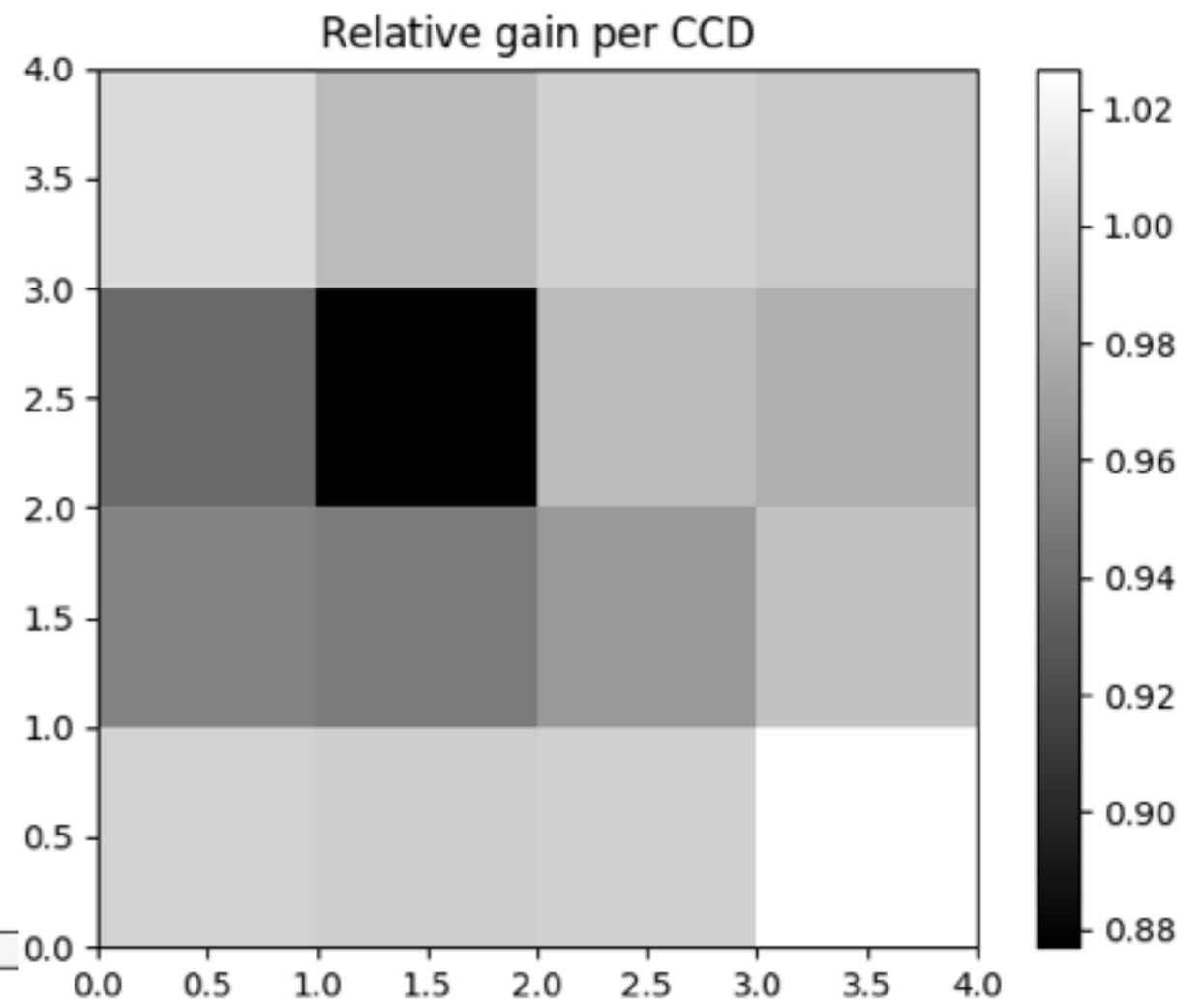
# Raw flat field - quadrants corrected

## Quadrant-Corrected

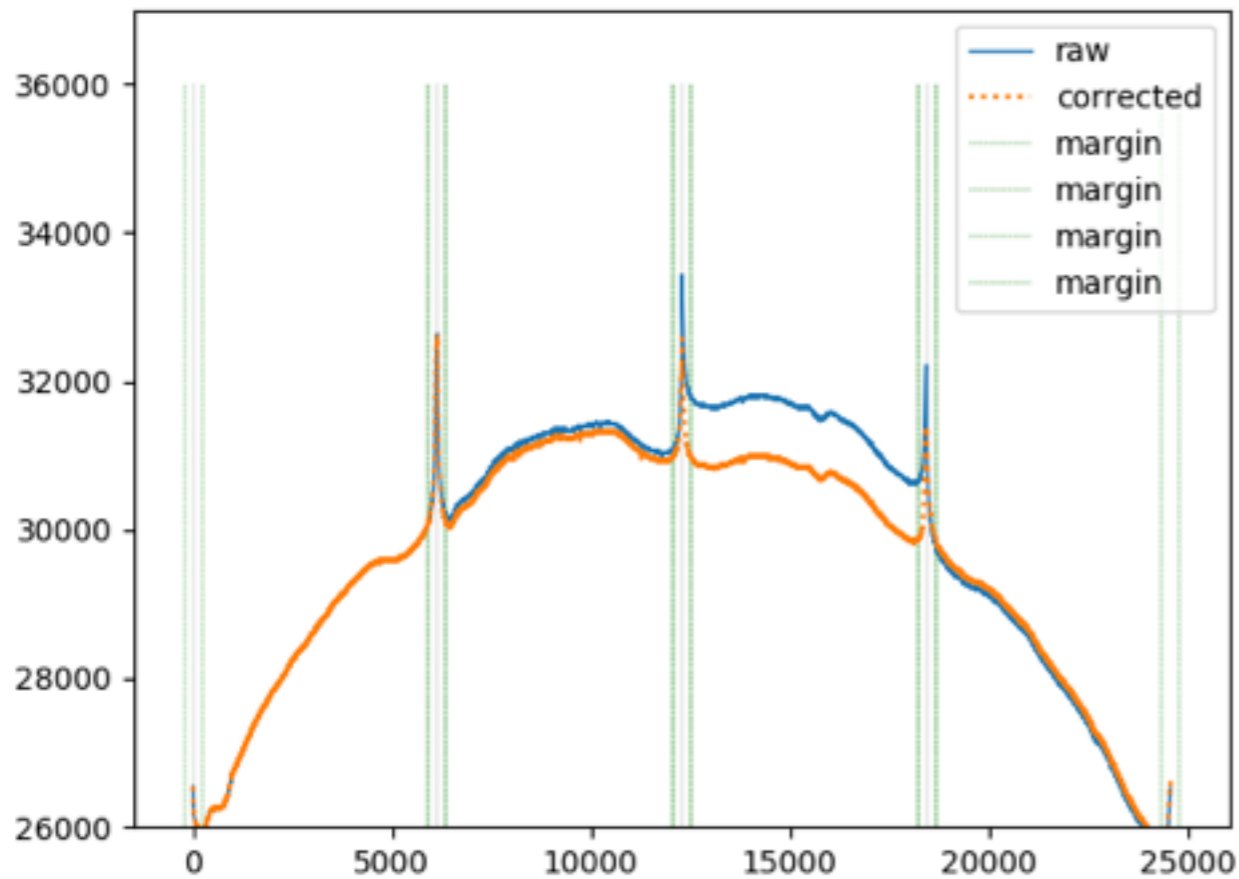


2.6e+04 2.7e+04 2.9e+04 3e+04 3.1e+04 3.2e+04 3.3e+04 3.5e+04 3.6e+04

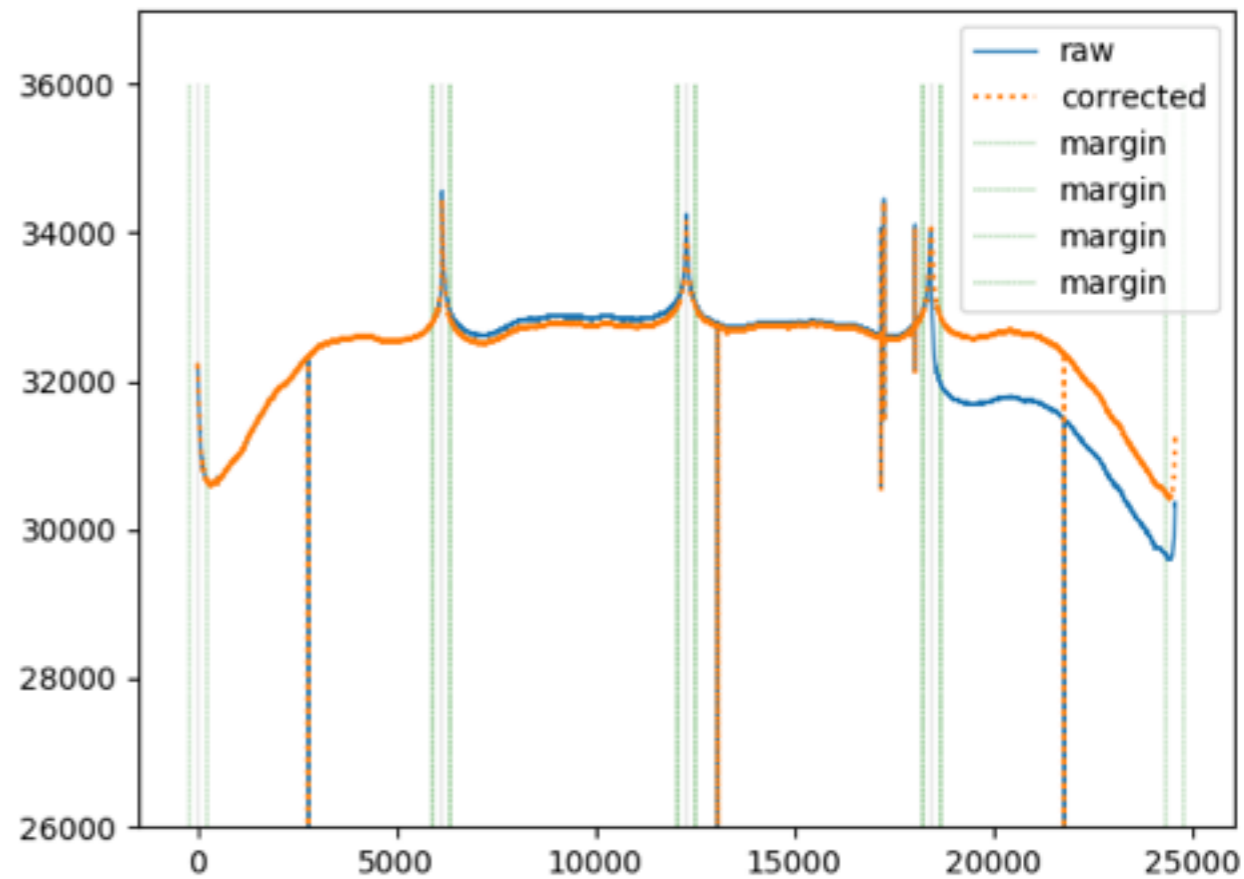
## Correction



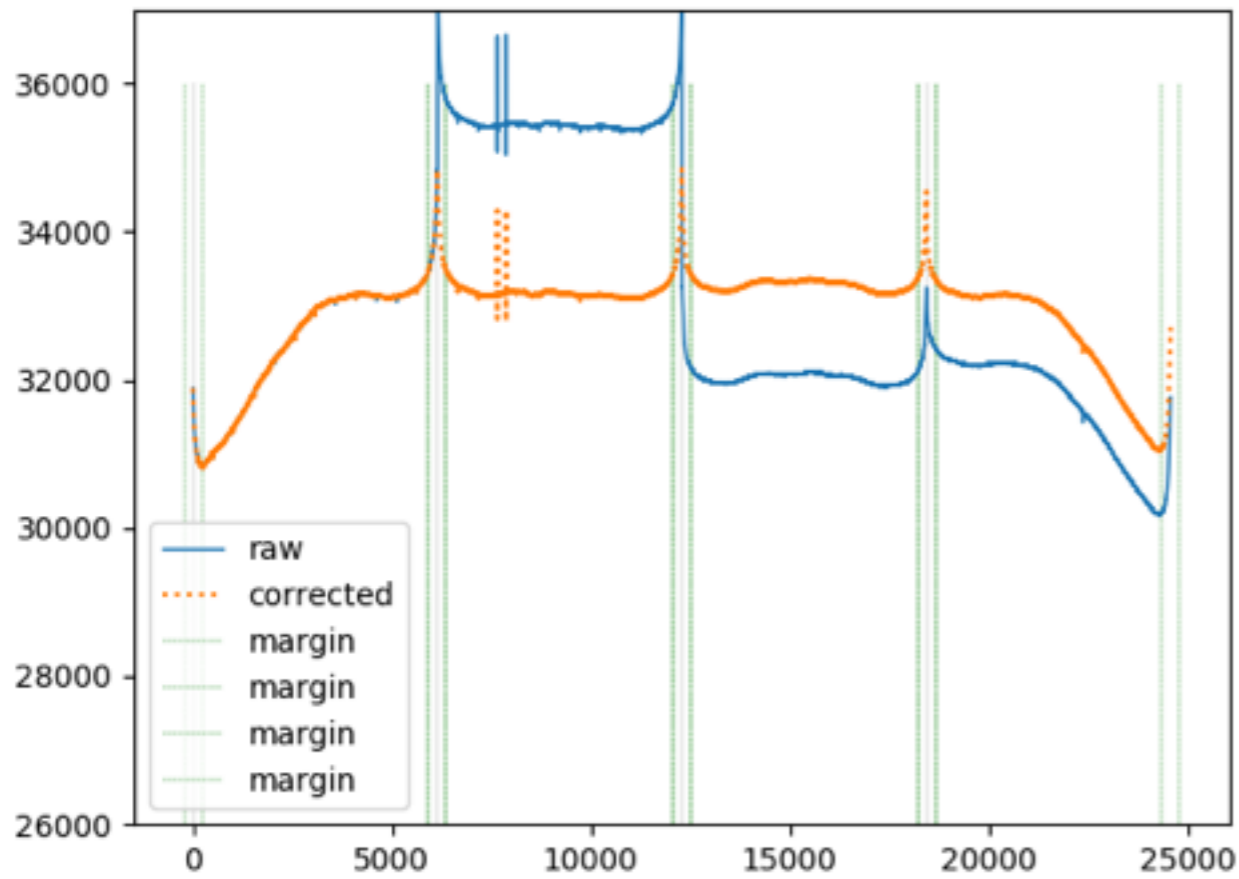
COLUMN 0



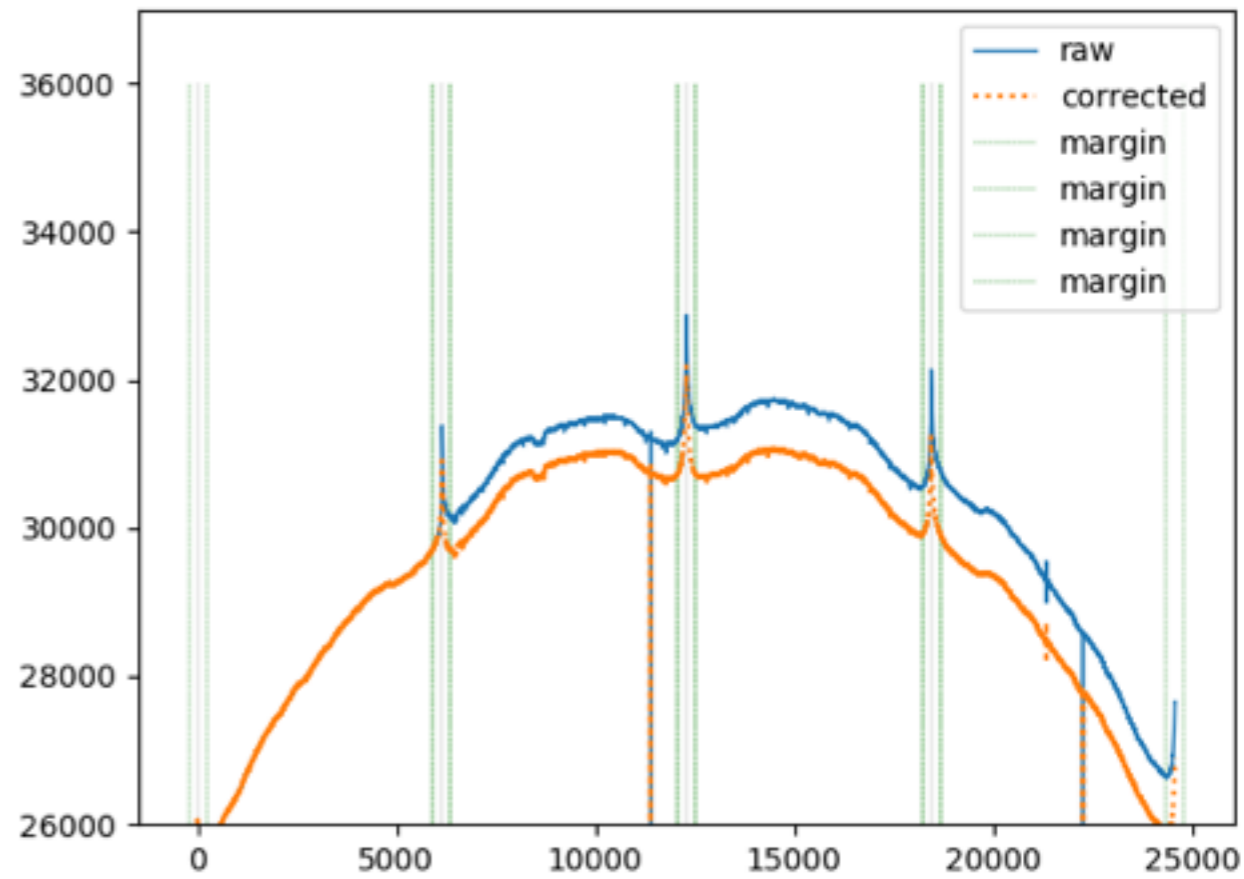
COLUMN 1



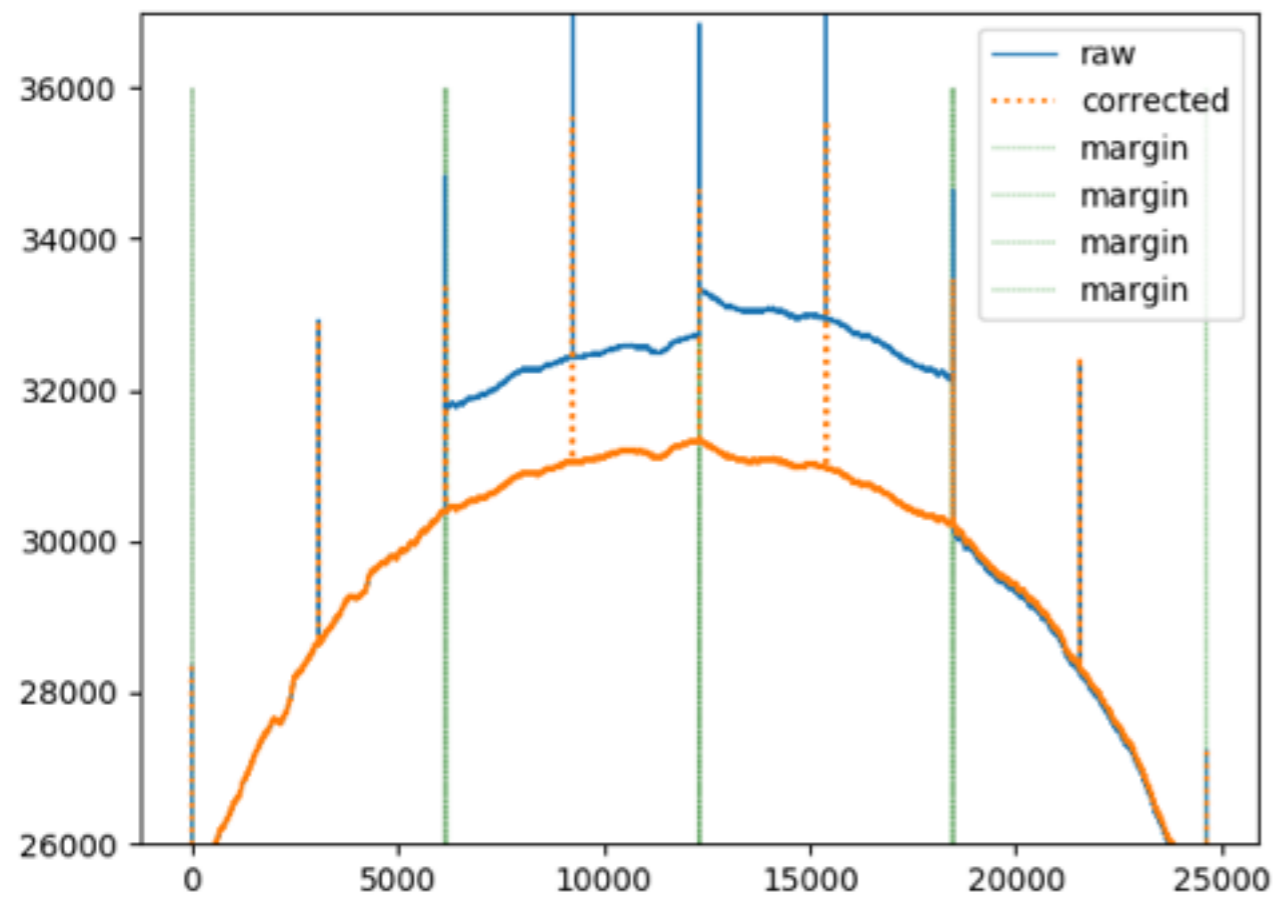
COLUMN 2



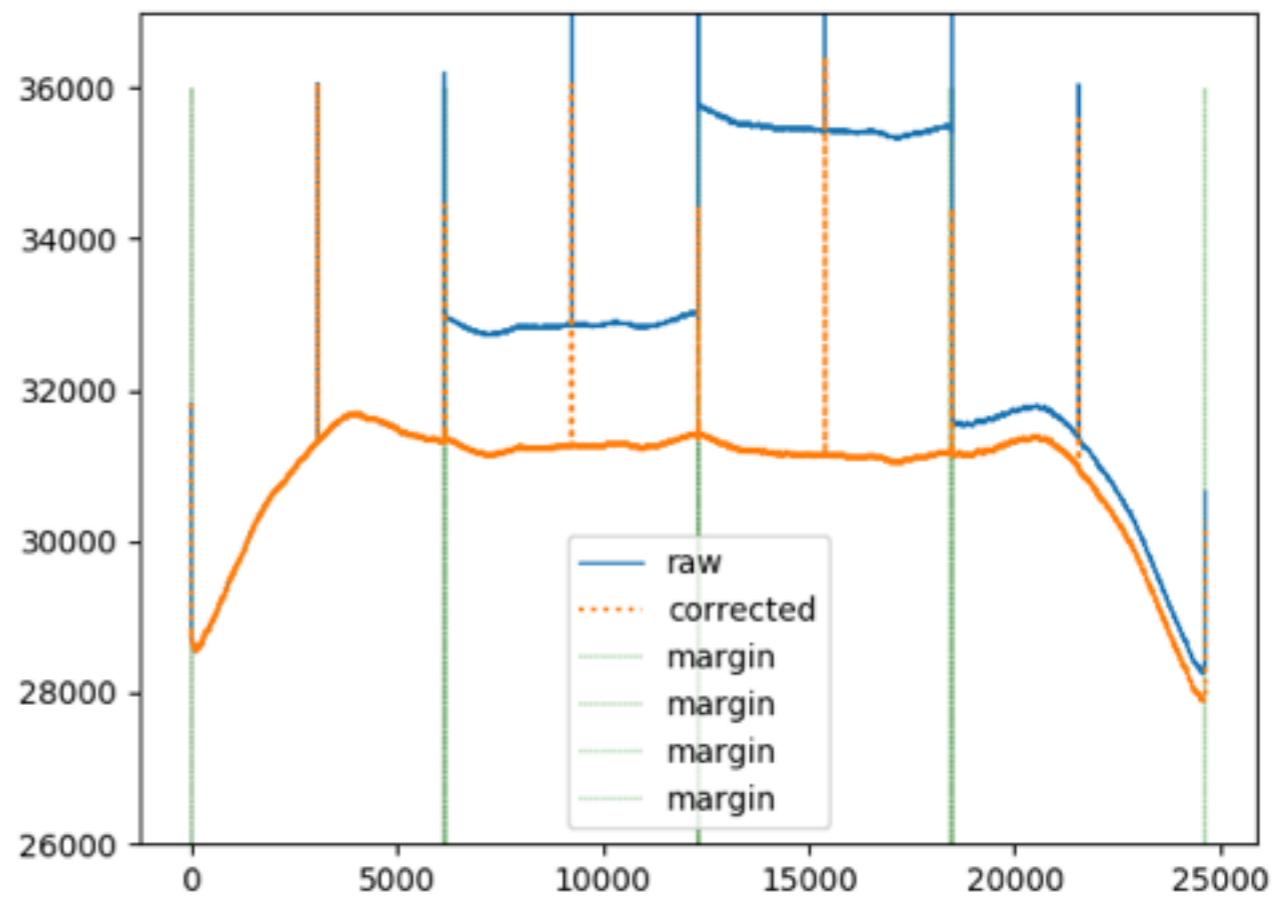
COLUMN 3



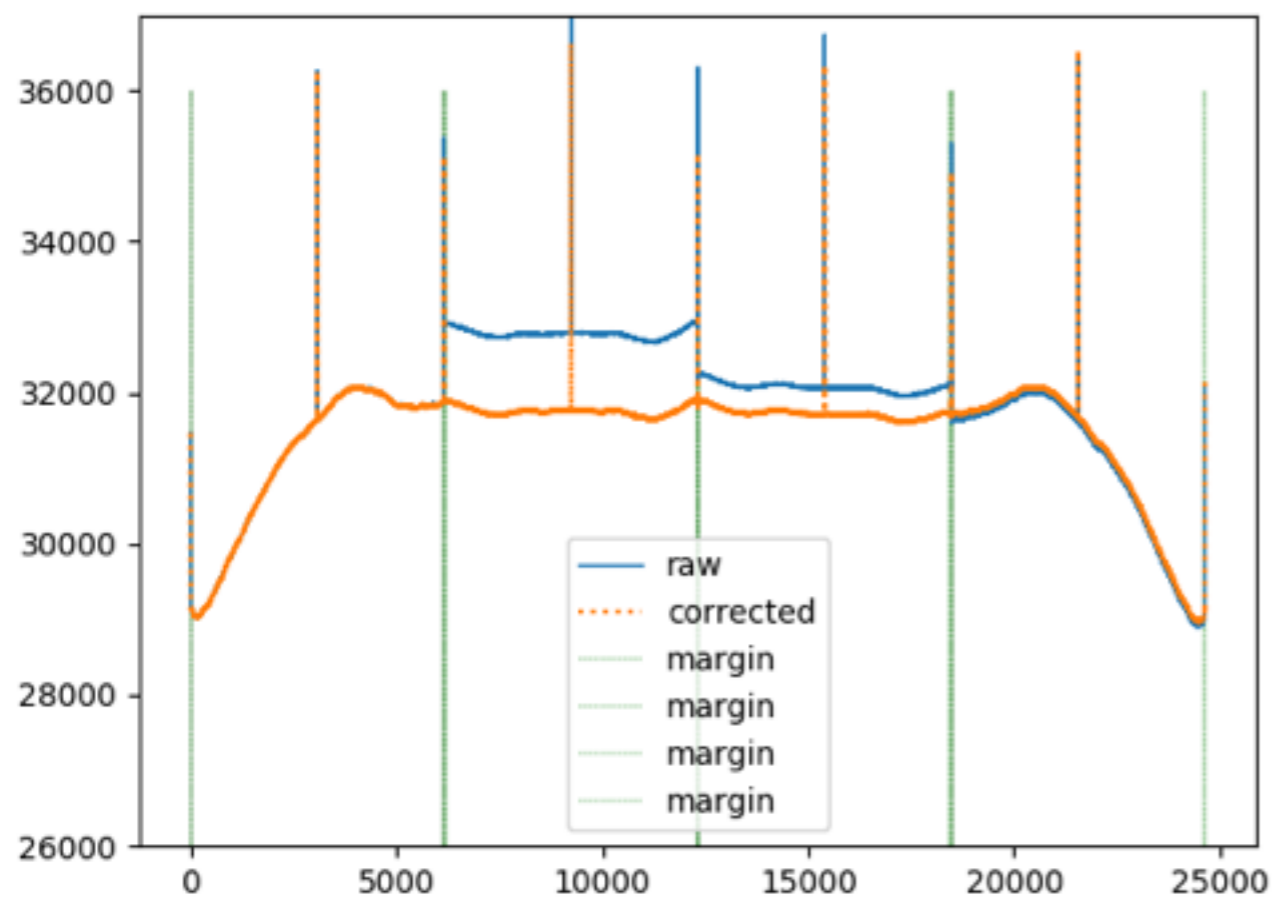
ROW 0



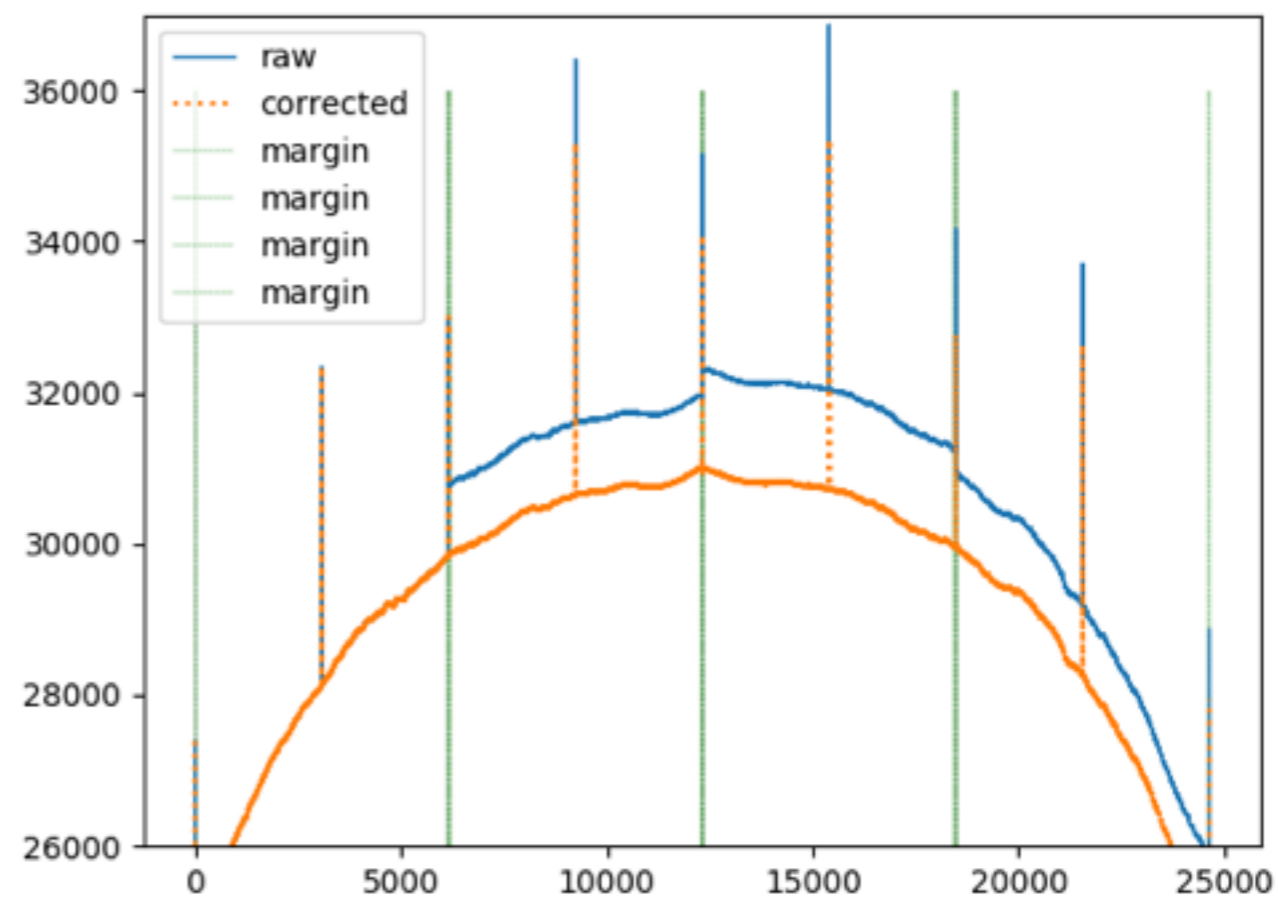
ROW 1



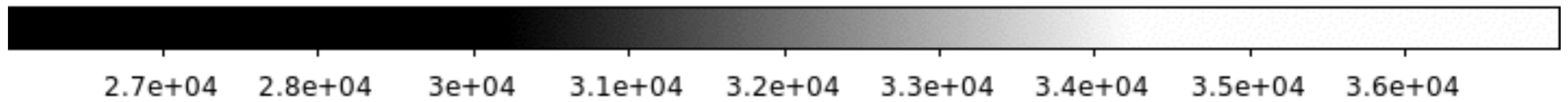
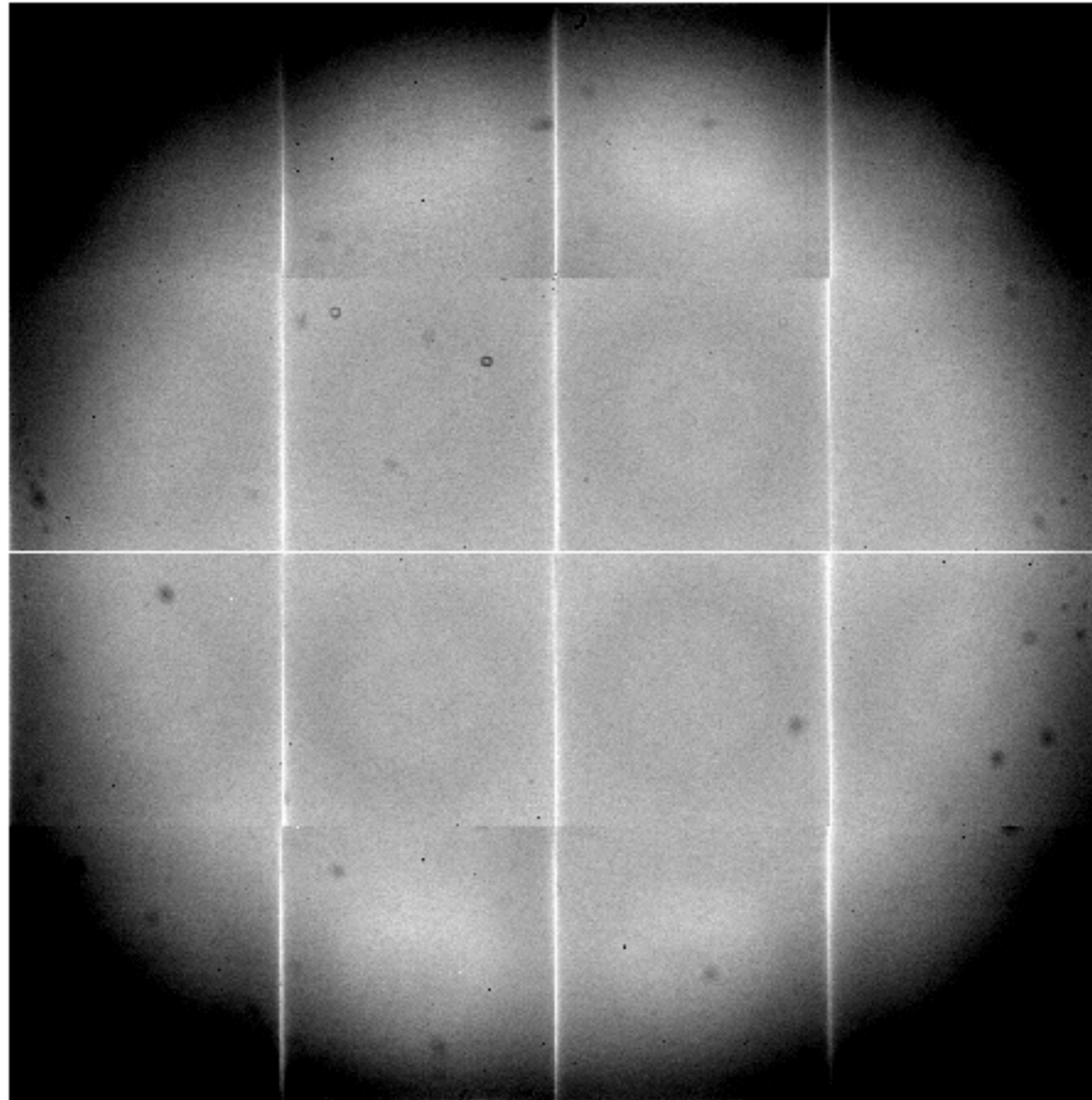
ROW 2



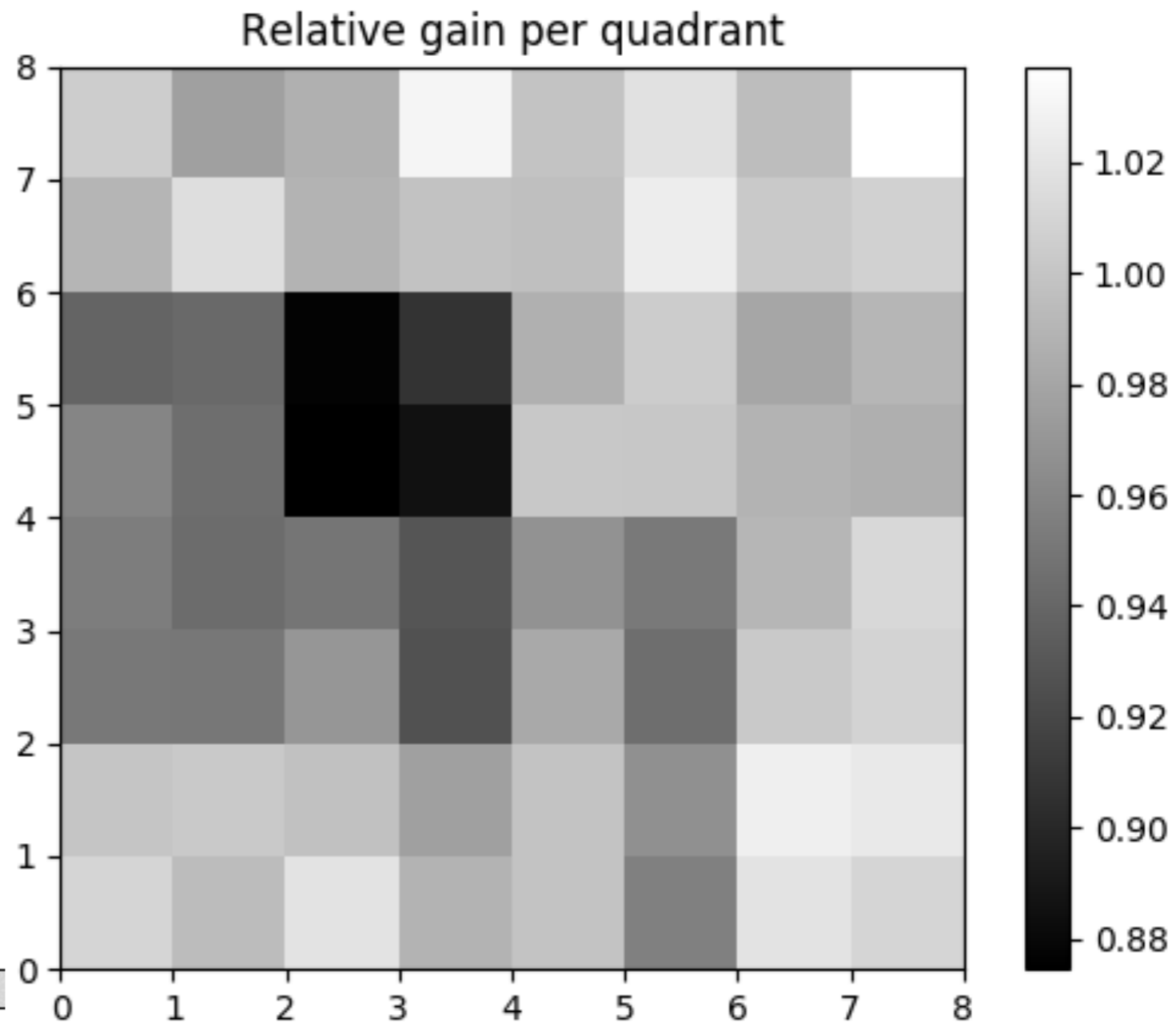
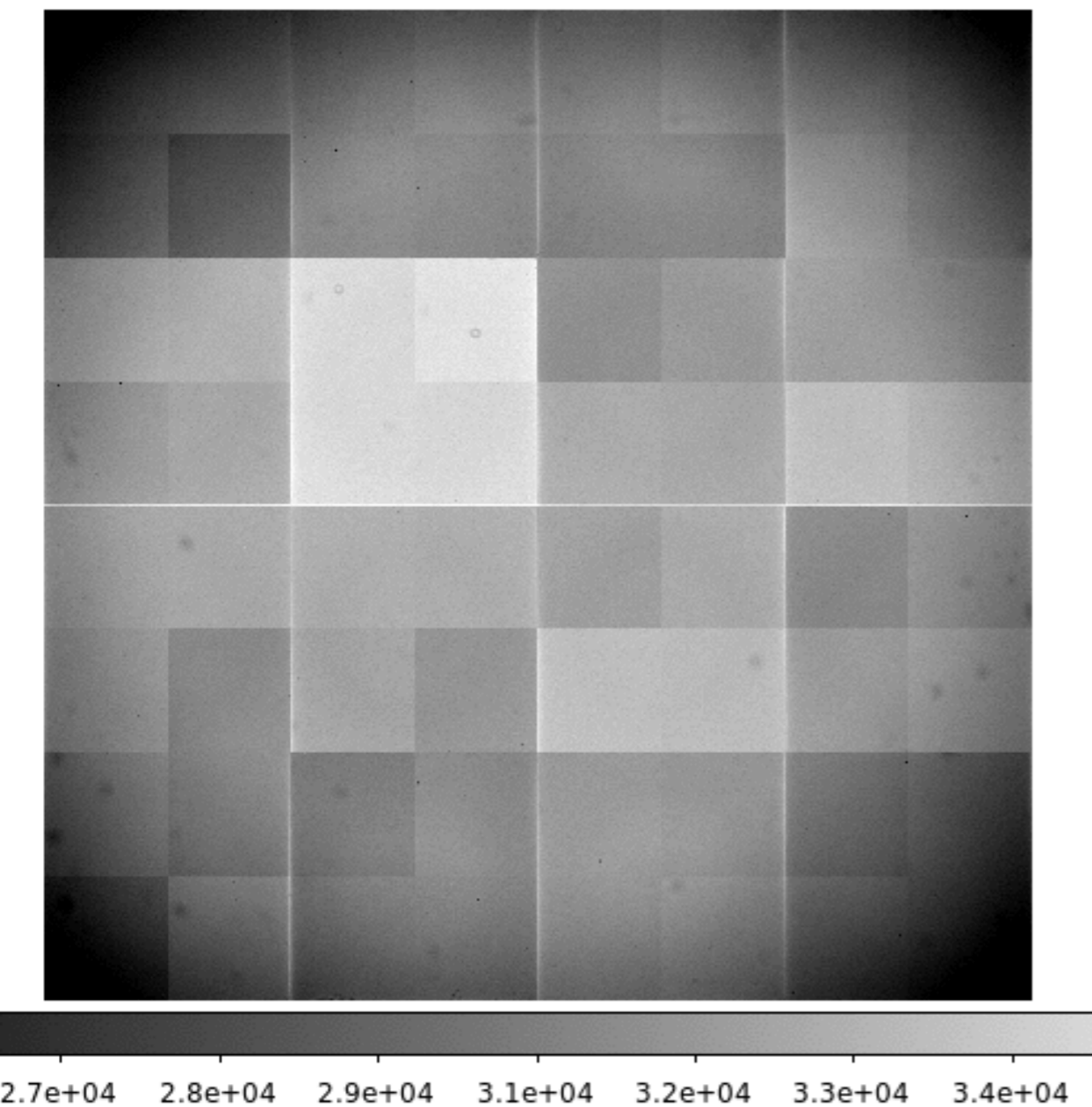
ROW 3



# Quadrants and CCD matched.



# Raw vs correction





# Correction vector

ccd1_q1, ccd1 q2...	1.060034	1.071253	1.053720	1.062183
ccd2_q1, ccd2 q2...	1.031099	1.028125	1.027828	1.020730
	1.047872	1.071170	1.054638	1.052288
	1.044476	1.027887	1.054612	1.013949
	1.027959	1.050332	1.019193	1.006491
	0.998871	1.021120	0.975313	0.977388
	0.996940	0.994378	1.006925	1.030912
	1.000000	1.001683	1.011545	1.044103
	1.016599	1.016578	0.973160	0.982997
	1.019872	1.035387	0.995830	1.003173
	0.920750	0.934849	0.934205	0.936722
	0.981861	0.978049	1.006747	0.999739
	1.026256	1.018437	1.009574	1.023196
	1.033493	1.045559	1.053137	1.056145
	1.034502	1.043328	1.041053	1.045998
	1.047193	1.054694	1.059972	1.091619