

# The Second CTA Pipeline Developer's Workshop

## Advanced Image Cleaning

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# Introduction

# Subject

Try to improve image cleaning before *Hilas parametrization*

Improve methods to remove:

- ▶ Instrumental noise
- ▶ Background noise

Motivations:

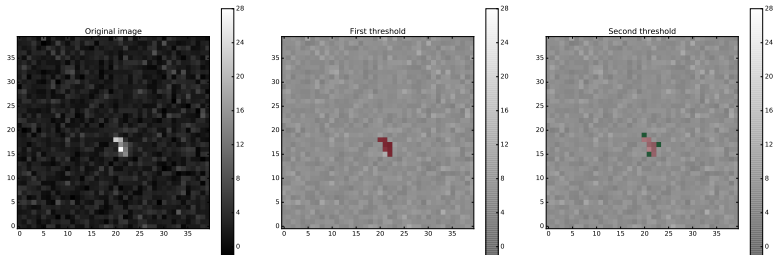
- ▶ Keep more signal (deeper into the noise)
- ▶ Reduce threshold
- ▶ Maybe eventually do cleaning and time-integration all at once

# Current method (HESS)

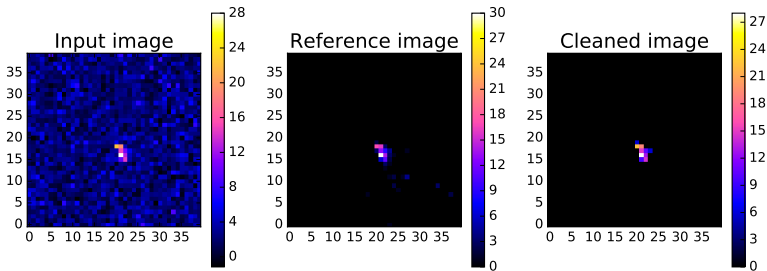
# The “Tailcuts clean” algorithm

A very simple cleaning procedure:

- ▶ Keep pixels above a given threshold (e.g. 10 PE)
- ▶ Keep some neighbors of these selected pixels: those above a second (lower) threshold (e.g. 5 PE)



# Example



# Remarks

- ▶ Fast and simple
- ▶ Sufficient for bright showers
- ▶ But surely we can do better for faint showers

# An alternative method



# Basic idea

- ▶ Tailcut method: threshold in the main space
- ▶ Better idea: threshold in a different space where signal and noise can be easily separated

## Wavelet Transform method

Roughly the same idea than doing filtering with Fourier Transform

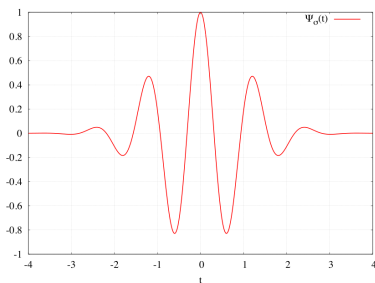
- ▶ Apply the transform on the signal
- ▶ Apply a threshold in the transformed space
- ▶ Invert the transform to go back to the original signal space

Differences with Fourier Transform

- ▶ Use *wavelets* instead sin and cos functions as new bases in the transformed space
- ▶ The transformed space contains spatial information

# Overview

A wavelet looks like this (Morlet):



“A wave-like oscillation with an amplitude that begins at zero, increases, and then decreases back to zero”

# Conclusion

# Conclusion

This is a work is in progress... We will try to give some first results in Bologna Meeting or soon after

Thanks to CosmoStat we have some tools to apply wavelet transforms ("mr\_transform")

# References I

# Appendix

# Clarifications

Different kind of “noise” in telescope images (*to be completed...*)

1. Instrumental noise (Photomultiplier Tubes, ...)
  - ▶ Thermionic emission
  - ▶ Radiations
  - ▶ Electric noise
2. Background noise (*Night Sky Background* or NSB)
  - ▶ Parasite light (moon, stars, planes, light pollution, ...)



## The “Tailcuts clean” listing (Python)

```
1 | def tailcuts_clean(geom, image, pedvars,  
2 | picture_thresh=4.25, boundary_thresh=2.25):  
3 |  
4 |     clean_mask = image >= picture_thresh * pedvars  
5 |     boundary_mask = image >= boundary_thresh * pedvars  
6 |  
7 |     boundary_ids = []  
8 |     for pix_id in geom.pix_id[boundary_mask]:  
9 |         if clean_mask[geom.neighbors[pix_id]].any():  
10 |             boundary_ids.append(pix_id)  
11 |  
12 |     clean_mask[boundary_ids] = True  
13 |  
14 |     return clean_mask
```

listings/tailcuts\_clean.py

# First alternative

## *Discrete Fourier Transform* method

- ▶ Previous filter: threshold in the main space
- ▶ Better idea: threshold in a different space where signal and noise can be easily separated

# Fourier transform

$$f(t) = \frac{a_0}{2} + \sum_{n=1}^{\infty} (a_n \cos(nt) + b_n \sin(nt))$$

$$a_n = \frac{1}{\pi} \int_{-\pi}^{\pi} f(t) \cos(nt) dt$$

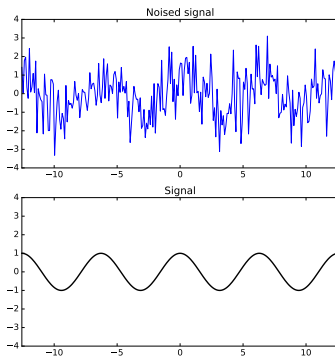
$$b_n = \frac{1}{\pi} \int_{-\pi}^{\pi} f(t) \sin(nt) dt$$

## Discrete Fourier Transform (DFT)

Fourier Transform for discrete signals (digital pictures, ...)

# Clean signals with DFT

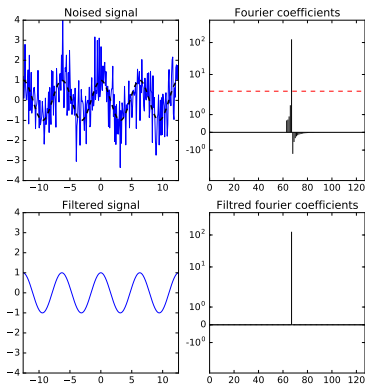
Remove noise in direct space: difficult (here)



# Clean signals with DFT

Remove noise in transformed space: easy (here)

- ▶ Apply DFT
- ▶ Apply a threshold
- ▶ Apply invert DFT



## Remarks

FFT can be applied to any  $T$ -periodic function  $f$  verifying the *Dirichlet conditions*:

- ▶  $f$  must be continuous
- ▶ *and* monotonic
- ▶ on a finite number of sub-intervals (of  $T$ )

Signals defined on bounded intervals (e.g. images) can be considered as periodic functions (applying infinite repetitions)

# Analyse

Works well:

- ▶ when the Fourier coefficients for the signal and the noise can easily be separated in the Fourier space (obviously...)
- ▶ e.g. when either the signal *or* the noise can be defined with few big Fourier coefficients (i.e. signal or noise have a few number of significant harmonics)