Subject: Re: REGRESS and sky background Posted by wlandsman on Tue, 06 Jul 2010 13:18:54 GMT

View Forum Message <> Reply to Message

On Jul 5, 8:06 pm, Gray <grayliketheco...@gmail.com> wrote:

- > Here's my general algorithm; I actually use a different mean clipping
- > routine, but astrolib's MEANCLIP gives the same (unwanted) results.
- > Take a look and tell me what you think. Thanks!

Some possibly useful thoughts.

1. I don't understand this line

$$abc += [ab,c]$$

On each iteration you are removing outliers and redoing the regression. But you don't want to add the newly determined parameters to the old ones - I think you want a simple equality in the above statement.

- 2. REGRESS has a lot of keywords -- STATUS, SIGMA, CHISQ -- to help assess the quality of the solution. I would monitor these to see if
- 3. Henry Freudenreich wrote code for a similar problem -- check out robust_planefit.pro and supporting procedures in http://idlastro.gsfc.nasa.gov/ftp/contrib/freudenreich/

--Wayne

Subject: Re: REGRESS and sky background Posted by Jeremy Bailin on Tue, 06 Jul 2010 13:19:09 GMT View Forum Message <> Reply to Message

On Jul 5, 8:06 pm, Gray <grayliketheco...@gmail.com> wrote:

> Hi all,

>

- > I'm baffled with how one of my programs is acting, and would love some
- > insight, if there is any to be had.
- > The routine is designed to fit the sky background image (in my case, a
- > 128x128 subdivision of a larger astronomical image) to a plane (Ax+By
- > +C) using REGRESS. My subdivisions are small enough that I think a
- > plane is a pretty good approximation; the idea is to do a 3.5-sigma
- > mean clip to remove sources, then regress the sky pixels to a plane
- > and subtract the plane, and iterate until the fitted plane reaches 0.
- > The problem is that it seems the slope of the background increases

```
> with increasing iterations, which it theoretically should not do.
>
> Here's my general algorithm; I actually use a different mean clipping
> routine, but astrolib's MEANCLIP gives the same (unwanted) results.
> Take a look and tell me what you think. Thanks!
> --Grav
>
> FUNCTION find_skybg, image, sigma
   img = image
>
>
   s = size(img,/dim)
   Ix = rebin(indgen(s[0]), s[0], s[1]) ;x and y coordinates
   ly = rebin(indgen(1,s[1]),s[0],s[1]); to construct bg plane
>
   abc = fltarr(3)
>
   iter = 0
>
>
   repeat begin
    meanclip, img, m, subs=clips, clipsig=3.5 :don't care about mean,
>
> just clips
    xy = array indices(s,clips,/dim)
>
     ab = reform(regress(xy,img[clips],const=c))
>
     sigma = stddev(img[clips])
>
     abc += [ab,c]
>
    bg = ab[0]*lx+ab[1]*ly+c
>
    img -= bg
>
>
    iter++
   endrep until (iter ge 10 or total([ab,c]/abc le 0.02) eq 3)
>
   background = abc[0]*lx+abc[1]*ly+abc[2]
>
   return, background
> endfor
```

Not sure... I just tested it out on an image with stars and a background gradient and it worked exactly as expected. What fraction of the image is making it through the sigma clipping? I could see it being unstable if that fraction is sufficiently small. Is that fraction reasonably stable from iteration to iteration? Maybe there are an unusual number of pixels right around 3.5sigma, whose inclusion or exclusion makes a big change to the solution?

-Jeremy.

Subject: Re: REGRESS and sky background Posted by Jeremy Bailin on Tue, 06 Jul 2010 14:51:25 GMT View Forum Message <> Reply to Message

```
1. I don't understand this lineabc += [ab,c]
```

>

- > On each iteration you are removing outliers and redoing the
- > regression. But you don't want to add the newly determined
- > parameters to the old ones I think you want a simple equality in the
- > above statement.

No, that's correct. It works because the image gets the background determined at the previous iteration subtracted at each step... so the solution to get from the original coordinates to the new plane is the sum of the planes determined at each iteration.

-Jeremy.

Subject: Re: REGRESS and sky background Posted by Gray on Tue, 06 Jul 2010 19:49:50 GMT

View Forum Message <> Reply to Message

```
On Jul 6, 9:19 am, Jeremy Bailin <astroco...@gmail.com> wrote:
 On Jul 5, 8:06 pm, Gray <grayliketheco...@gmail.com> wrote:
>
>
>
>
>> Hi all,
>
>> I'm baffled with how one of my programs is acting, and would love some
>> insight, if there is any to be had.
>
>> The routine is designed to fit the sky background image (in my case, a
>> 128x128 subdivision of a larger astronomical image) to a plane (Ax+By
>> +C) using REGRESS. My subdivisions are small enough that I think a
>> plane is a pretty good approximation; the idea is to do a 3.5-sigma
>> mean clip to remove sources, then regress the sky pixels to a plane
>> and subtract the plane, and iterate until the fitted plane reaches 0.
>> The problem is that it seems the slope of the background increases
>> with increasing iterations, which it theoretically should not do.
>
>> Here's my general algorithm; I actually use a different mean clipping
>> routine, but astrolib's MEANCLIP gives the same (unwanted) results.
>> Take a look and tell me what you think. Thanks!
>> --Gray
>
>> FUNCTION find_skybg, image, sigma
    img = image
    s = size(img,/dim)
```

```
Ix = rebin(indgen(s[0]), s[0], s[1]) ;x and y coordinates
>>
     ly = rebin(indgen(1,s[1]),s[0],s[1]); to construct bg plane
>>
     abc = fltarr(3)
>>
    iter = 0
>>
     repeat begin
>>
      meanclip, img, m, subs=clips, clipsig=3.5; don't care about mean,
>>
>> just clips
      xy = array_indices(s,clips,/dim)
>>
      ab = reform(regress(xy,img[clips],const=c))
>>
      sigma = stddev(img[clips])
>>
      abc += [ab,c]
>>
      bq = ab[0]*Ix+ab[1]*Iy+c
>>
      img -= bg
>>
      iter++
>>
    endrep until (iter ge 10 or total([ab,c]/abc le 0.02) eq 3)
     background = abc[0]*lx+abc[1]*ly+abc[2]
     return, background
>> endfor
Not sure... I just tested it out on an image with stars and a
> background gradient and it worked exactly as expected. What fraction
> of the image is making it through the sigma clipping? I could see it
> being unstable if that fraction is sufficiently small. Is that
> fraction reasonably stable from iteration to iteration? Maybe there
> are an unusual number of pixels right around 3.5sigma, whose inclusion
> or exclusion makes a big change to the solution?
> -Jeremy.
```

Most of the points, usually around 85%. I've tried varying the clip sigma, and it doesn't seem to matter...

Subject: Re: REGRESS and sky background Posted by Gray on Tue, 06 Jul 2010 19:50:34 GMT View Forum Message <> Reply to Message

```
Trown crain mocoago C repry to mocoago
```

```
On Jul 6, 9:18 am, wlandsman <wlands...@gmail.com> wrote:
> On Jul 5, 8:06 pm, Gray <grayliketheco...@gmail.com> wrote:
>
>> Here's my general algorithm; I actually use a different mean clipping
>> routine, but astrolib's MEANCLIP gives the same (unwanted) results.
>> Take a look and tell me what you think. Thanks!
>
> Some possibly useful thoughts.
>
> 1. I don't understand this line
```

```
abc += [ab,c]
>
>
> On each iteration you are removing outliers and redoing the
> regression. But you don't want to add the newly determined
> parameters to the old ones - I think you want a simple equality in the
> above statement.
> 2. REGRESS has a lot of keywords -- STATUS, SIGMA, CHISQ -- to help
> assess the quality of the solution. I would monitor these to see if
>
> 3. Henry Freudenreich wrote code for a similar problem -- check out
> robust_planefit.pro and supporting procedures
inhttp://idlastro.gsfc.nasa.gov/ftp/contrib/freudenreich/
> --Wayne
Robust_planefit looks like it may be exactly what I need, so I will
```

give it a try! Thanks:)