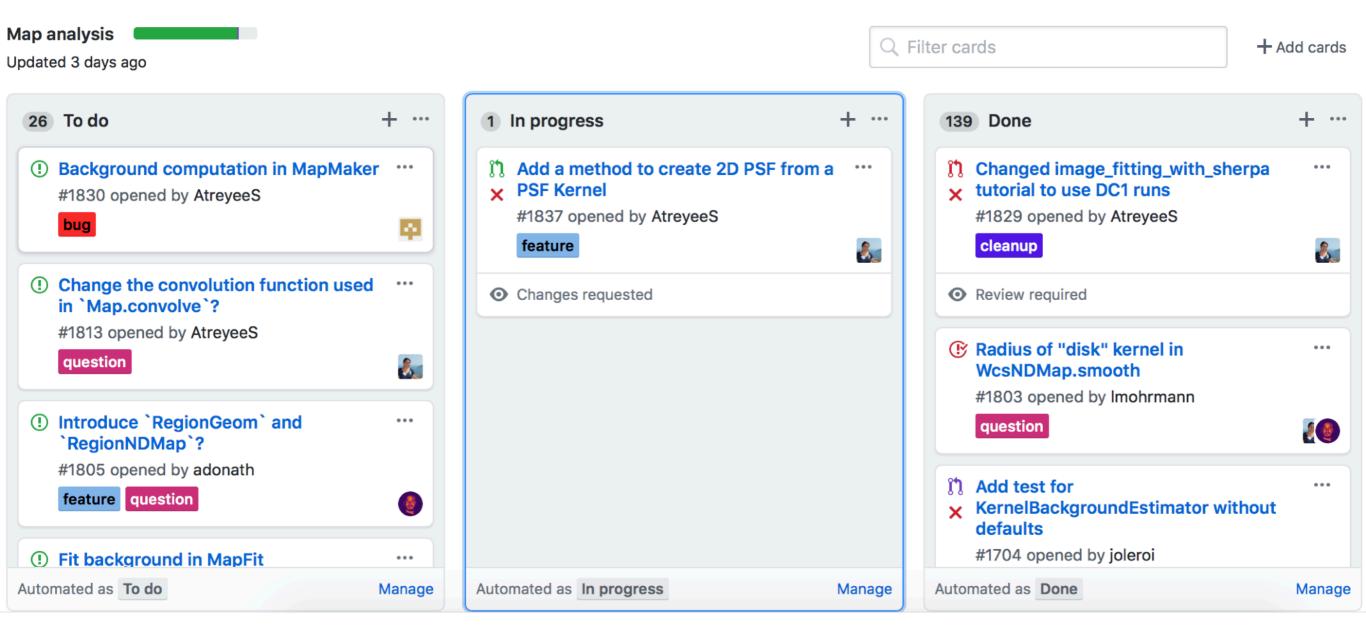
maps & maps based analysis

gammapy coding sprint, Oct 2018, UCM, Madrid

Image and cube analysis with maps

- GitHub project: maps
 - https://github.com/gammapy/gammapy/projects/2



- All dependencies on SkyImage and SkyCube have been removed:
 - 1D spectral analysis and 2D ring background classes have been updated
- Image and cube analysis is performed by MapMaker and MapMakerObs
 - Configurable to produce any map type in counts, exposure, background
 - Users need to provide a WcsGeom, a FoV angle cut and optionally a mask in the form of a WcsNDMap.
 - Background is integrated over energy bins but not normalized

```
energy_axis = MapAxis.from_edges(
    np.logspace(-1., 1., 10), unit="TeV", name="energy", interp="log"
)
geom = WcsGeom.create(
    skydir=(0, 0),
    binsz=0.02,
    width=(10, 8),
    coordsys="GAL",
    proj="CAR",
    axes=[energy_axis],
)
```

```
%%time

maker = MapMaker(geom, offset_max=4. * u.deg)

maps = maker.run(obs_list)
```

```
# mean PSF
src_pos = SkyCoord(0, 0, unit="deg", frame="galactic")
table_psf = obs_list.make_mean_psf(src_pos)

# PSF kernel used for the model convolution
psf_kernel = PSFKernel.from_table_psf(table_psf, geom, max_radius="0.3 deg")
```

```
# define energy grid
energy = energy_axis.edges * energy_axis.unit

# mean edisp
edisp = obs_list.make_mean_edisp(
    position=src_pos, e_true=energy, e_reco=energy
)
```

gammapy.maps

- Outstanding issues: astropy.units handling
 - #1792: MapAxis/MapCoord do not deal properly with units
 - If you don't use the right unit, you will get wrong results but no failure!
 - Do we need some specialized MapAxis?
 - e.g. do we need some EnergyMapAxis?
 - Could replace gammapy.utils.energy
 - Could expose nature of axis i.e. true or reco energy
- Longer term issues:
 - #1805: Extend map concept to other type of data

- Outstanding issues: background integration
 - #1830: Background integration is incorrect for too large energy bins (e.g. 2D analysis).
 - irf.background.integrate_on_energy_range is performing log trapezoidal integration
 - the oversampling factor needs to be adapted to the specific energy binning. Options:
 - expose parameter to the user.
 - impose minimal number of evaluation per decade
 - perform exact integration. Background3D performs only linear or nearest neighbor interpolation.
 - the latter requires more work but is likely more accurate and faster

- Outstanding issues: background normalization
 - So far background normalization is only based on IRFs
 - This won't work in most real cases. Need to add background normalization schemes used in classical Cherenkov analysis:
 - RingBackgroundEstimator and
 AdaptiveRingBackgroundEstimator objects exist
 - Need to add a FoVBackgroundEstimator
 - How to pass this to MapMaker
 - pass normalization object directly
 - Create new distinct map maker class?

- Outstanding issues: handling true and reco energies
 - #1583 : e_true and e_reco geometries are assumed to be identical in MapMaker
 - Not adapted to 2D analysis and likely error prone in general
 - Users should provide the e_reco MapGeom
 - true energy bins could be provided separately
 - e.g. Emin, Emax, nbins
 - Note there are typical default values per instrument/configuration
 - exposure map & PSF kernels in reco energy should be computed through apply_edisp function

- Longer term issues: IRF reprojection efficiency
 - IRF reprojection is the most time-consuming task for maps creation
 - Computing reprojected IRFs on fine binning (e.g. 0.01°) is useless and inefficient when IRF are stored on ~0.5° theta grids.
 - Better interpolate and mosaic on large bins and interpolate final image on required binning
 - Define minimal spatial binning for IRF maps and interpolate by Map.interp_by_coord as final step.

- Longer term issues: IRF reprojection
 - Finish **PSFMap** class
 - Include PSFMap summation function
 - Prepare proper energy dispersion treatment:
 - Create EdispMap class
 - How to deal with reco energy mask?
- Longer term issues: Improving parameter exposure on MapMaker
 - How many parameters should we expose in MapMaker? How much complex can it really get?
 - Config-file driven version?