



# **Source Extractor for Dummies**

Everything you wanted to know about  
Source Extractor and I was forced to find out.

# don't panic

the Source  tractor Guide to Galaxies

The spiff new cover was made by Robin J. Allen, who also made my thesis-cover. Thank you Robin.

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# Chapter 1

## Foreword

Sextractor for dummies is not a book in the famous series, I just liked the title. Sextractor is not a toy for grownups, it is a extremely usefull and versatile astronomical (and perhaps other disiplines) softwaretool.

In the course of my PhD I learned a great deal about it by trial and error and from Ed Smith and many others. To have somewhere to explain every knob and dial is the motivation behind this manual.<sup>1</sup> I hope to make it as accurate and complete and possibly even complete as possible. I hope it helps with whatever project you are working on.

There has been quite some time between updates of this user manual. I apologize but certain external factors insisted I write a PhD thesis first. In the meantime, both the official documentation and the program have been updated. I hope I've now caught up sufficiently that this is again a useful manual for the beginning and advanced source extractor user.<sup>2</sup>

---

<sup>1</sup>Yes my motto is "Never read a manual as long there are still buttons and levers left..." but in sextractor's case you might want to make an exception. Besides I'm perfectly happy if you just skim it.

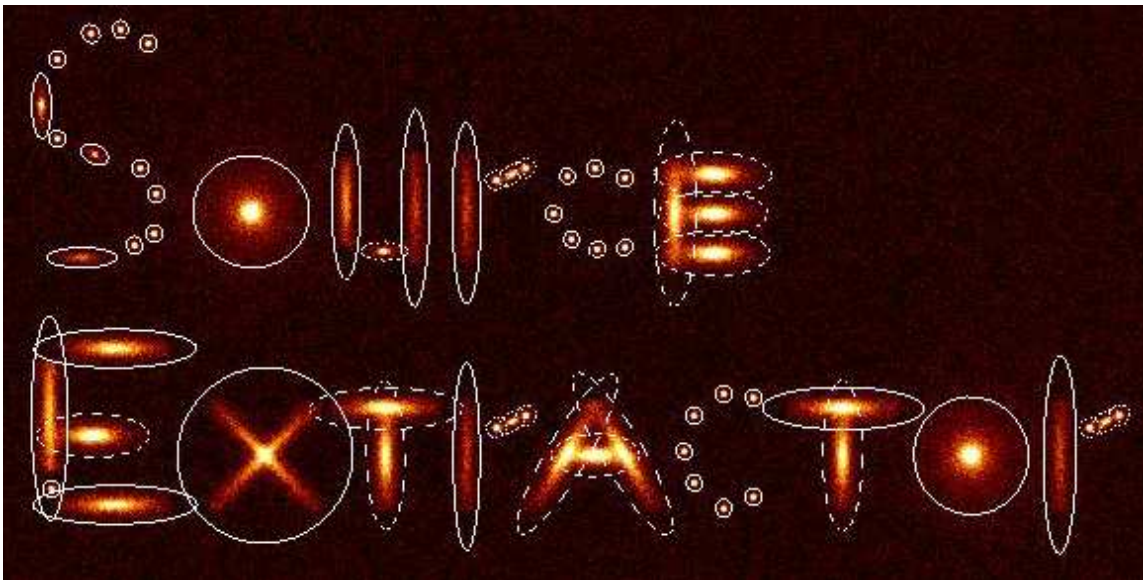
<sup>2</sup>And if you find a problem, inconsistency or spelling erro...please drop me a line at holwerda@stsci.edu





## Chapter 2

# Introduction



**Figure 2.1:** ??Just playing around with mkobject in iraf, source extractor and photoshop.

Source Extractor <sup>1</sup> is used for the automated detection and photometry of sources in fits image-files. SE works on scans of photographic plates as well as CCDs. However I am assuming you are working with ccd data.

---

<sup>1</sup>Sometimes abbreviated to 'sex', like the executable. If this funny to you a second time you might want to get out more.

If your goal is to get catalogs of all the detected objects with reasonably good photometry from a *FITS* file of processed astronomical imaging data, then SE is the instrument you need.<sup>2</sup>

If you want REALLY good photometry on only a few objects and you know where they are, do not use SE. I'll discuss how SE works and subsequently how to start it and which parameters do what and what the different parameters in the catalogs mean. Some, but by no means all, strategies for its use are discussed and to illustrate some examples from my own experiences will be given.

This started as a bunch of notes of mine and Ed Smith and is evolving slowly beyond that. I hope to provide for slightly more insight into SE than the official manual for two reasons: first, all the parameters (both input and output) will be discussed in one document, making it slightly more complete than either of the manuals and secondly it has DON'T PANIC written in large friendly letters on the cover.

## Chapter 3

# Pros and Cons of SE

As I tried to point out in the introduction and will emphasize occasionally SE is not suited for every astronomy project that needs photometry of objects in a field. As everything, it has strong and weak points.

The pros of SE are listed in the manual but the most important ones are:

1. Speed. SE is made to go through data quickly. And if you're trying to beaver through several square degrees of data, speed is GOOD.
2. The capacity to handle large fits files. SE is coded up so that it'll take it a piece at a time. Again good for the sky-eaters among us.
3. Works on CCD and scanned photographic plate data. Nice if you happen to have this kind of data.
4. Does decent photometry.
5. Robust, it'll run with idiotic input.
6. Controllable, most steps can be influenced by user.
7. The possibility to accept user specified flag images or weight images.
8. Output parameters and the order in which these are listed, are specified by the user.
8. Output image-files depicting apertures, detections and more.
9. The possibility to detect sources in one image and do the photometry in another.
10. There is follow-up software to decomposition of galaxy profiles. Source identification and a first selection can be done with source extractor and either GIM2D or GALFIT can then follow-up.

However SE has some drawbacks. It was made for speedy use and in some case accuracy has been sacrificed for speed on purpose. So here is the other side of the coin:

1. Only as good as its settings. SE is dependent on some of its setting and these are crucial for the detection and photometry. It will run on just about any set of input parameters but give back output that may be total bogus.
2. Manuals are outdated and incomplete. This handbook is written as a remedy for that but by a user and not the person who wrote the code. <sup>1</sup>
3. Limited accuracy. You'll see this with the geometrical output parameters. These are computed (from moments), NOT fitted (which would be more accurate).
4. Classification of objects is of *very* limited use.
5. Breaks down in crowded fields eventually.
6. Corrections of photometry for the 'wings' of object profiles is very rudimentary.

But as long as you, the user are aware of these little drawbacks and use the SE input as a first start to fit with GIM2D or something then all will be well.

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<sup>1</sup>So I'm NOT claiming completeness or correctness.

# Chapter 4

## How to install SE

### 4.1 Installing version 2.2

First you get the most recent version of SE from <http://terapix.iap.fr/soft/sextractor/index.html>. Then you unzip and tar the file (UNIX):

```
gzip -dc sex_2.2.2.tar.gz | tar xv
```

That should leave you with a directory in the directory where you did this called *sextractor2.2.2/* with instructions on how to install in 'INSTALL'. Basically you go to the 'sextractor2.2.2/source' directory and type:

```
make SEXMACHINE= 'machine type'
```

where the 'machine type' can be any of the following possibilities:

```
aix      (for IBMs RS6000 running AIX)
alpha    (for DEC-ALPHAs with Digital UNIX)
hpux     (for HP/UX systems)
linuxpc  (for PCs running LINUX, using gcc)
linuxp2  (for Pentium2/3/4 PCs running LINUX)
linuxk7  (for Athlon PCs running LINUX)
sgi      (for SGI platforms)
solaris  (for SUN-Solaris machines)
sunos    (for SUN-OS platforms)
ultrix   (for DEC stations running ULTRIX)
```

The SE manual is available in postscript format to you in the 'sextractor2.2.2/doc' directory. Congrats, you have Source Extractor available as an executable 'sex' in the 'sextractor2.2.2/source' directory. The 'make' file tries to make a shortcut to this executable in your 'home' directory. If this fails, try making an alias for the command or simply type the whole path */wherever/sextractor2.2.2/source/sex*

.

## 4.2 Installing version 2.3 and up

The simplest way to compile this package is:

1. ‘cd’ to the directory containing the package’s source code and type ‘./configure’ to configure the package for your system.
2. Type ‘make’ to compile the package.
3. Type ‘make install’ to install the programs and any data files and documentation.

But if you use linux, the rpm files are also available.

## 4.3 Scisoft

At the European Southern Observatory, a package of all interesting scientific software is being kept up to date and easy to install. Source extractor is part of this package and since the installation is almost plug-and-do-science (for the mac at least...). I highly recommend it, especially the Mac.<sup>1</sup>  
get it here:

<http://www.eso.org/science/scisoft/> (LINUX)  
<http://www.stecf.org/macosxscisoft/> (Mac OSX)

---

<sup>1</sup>Ok....I’ve plugged this enough.

## Chapter 5

# How SE works

The source extractor package works in a series of steps. It determines the background and whether pixels belong to background or objects. Then it splits up the area that is not background into separate objects and determines the properties of each object, writing them to a catalog.

The background determination is treated in the official manual and in section 7.2 All the pixels above a certain threshold are taken to belong to an object. If there is a saddle point in the intensity distribution (there are two peaks in the light distribution distinct enough), the object is split in different entries in the catalogs. Photometry is done on these by dividing up the intensity of the shared pixels. There is an option to "clean " the catalog in order to eliminate artifacts caused by bright objects. Afterward, there is a list of objects with a series of parameters measured (ellipticity, size etc.). These are classified into stars and galaxies (everything non-star) by a neural network.

The first steps are controlled by a number of parameters. How to estimate the threshold? How much contrast should there be to split an object? However, the classification by the neural network only depends indirectly on the parameters controlling the first steps. As the network has been trained on ground based data, there might be some doubts on the reliability of this classification as one switches to other passbands or instruments. So check up on this classification in the case of faint or blended objects.

Some of the steps in SE have maps associated with them and these can be written to fits files, the 'check' images.

Aside from the input image, SE can handle weightimages and flag-images to mark the relative importance of pixels or to flag bad ones.

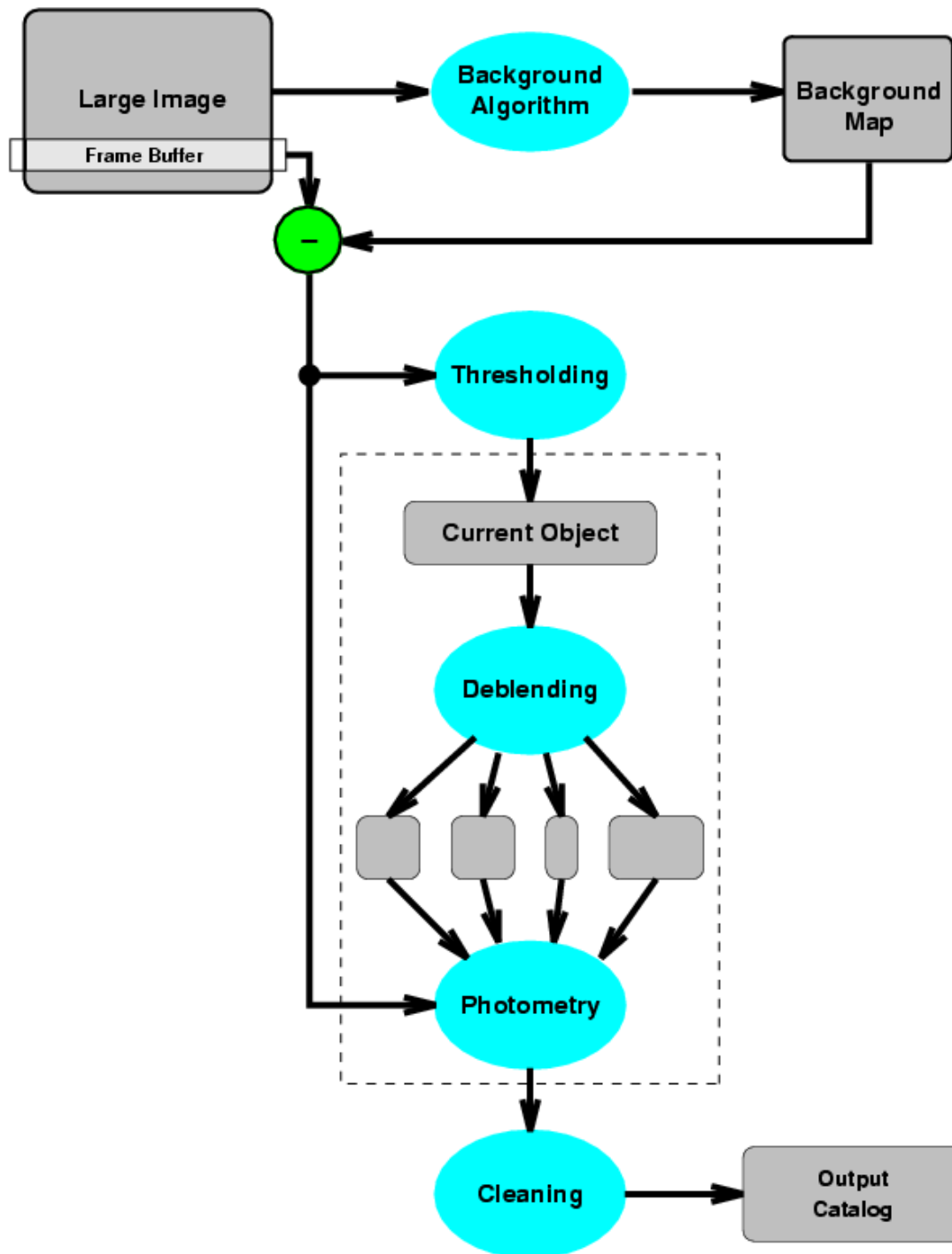
The fitting of the Point-Spread-Function is not yet operational but it was already indicated in the second flow diagram in manual version 2.1.3.

Steps of SE:

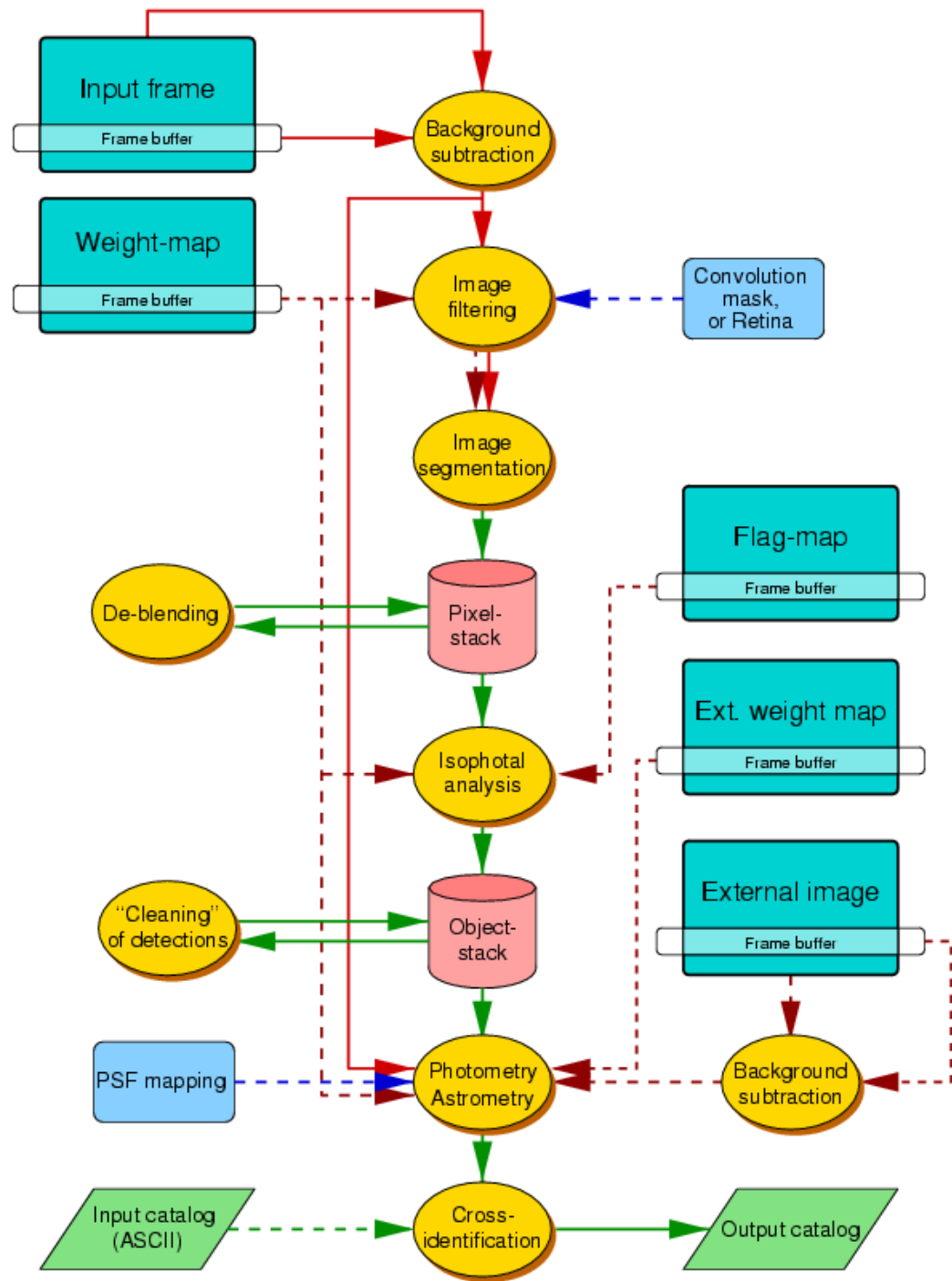
1. Measure the background and its RMS noise (background and RMS maps). (6.2)
2. Subtract background.

3. Filter (convolve with specified profile). (6.3.2)
4. Find objects (thresholding). (6.3.1)
5. Deblend detections (break up detection into different objects. (6.3.3)
6. Measure shapes and positions.
7. Clean (reconsider detections, accounting for contributions from neighbors) (6.3.4)
8. Perform photometry.
9. Classify/index level of fuzziness –  $i$  more star-like or galactic?
10. Output Catalog and 'Check' Images





**Figure 5.1:** SE flow diagram from the first manual. This shows the principal steps done by SE.



**Figure 5.2:** SE flow diagram from the second manual. This shows clearly the many extra options over a simple run of SE; the possibilities of weight maps, flags, crosscorrelation catalogs and many more.

# Chapter 6

## Using SE

Source Extractor can be used in basically three ways: on a single file for both detection and photometry, on two files, one for detection, the other for photometry and on two files with cross-identification in the catalogs.

### 6.1 Using SE on one image

SE needs a series of parameters in order to run and these can be given at the command line or in a configuration file. So to run SE on a single file with all the necessary parameters in the configuration file one types:

```
sex image -c configuration_file.txt
```

If there is no configuration file given, SE will try to read 'default.sex' from the local directory. However, the parameter values can be fed to SE on the command line as well:

```
sex image -c configuration_file.txt -PARAMETER1 value1 -PARAMETER2 value2
```

The names of the parameters and their meanings and preferred values are discussed below.

NOTE: if you use both a configuration file and command line parameter input, the command line input takes precedence over the configuration file value.

### 6.2 Using SE on separate images for detection and photometry

This may sound weird but the option in SE to find all the objects in one image and then apply the apertures and positions found on another image can be quite useful. To use *image1* for the detection

of sources and *image2* for the photometry:

```
sex image1,image2 -c configuration_file.txt
```

Suppose you want different colors or color information from the series of images you have in different filters. It is in that case very convenient to use the same apertures. So provided the images are well aligned,<sup>1</sup> the photometry done is essentially the same objects using the same apertures.<sup>2</sup> The nice part is that the numbering in the catalogs in this dual mode and the numbering in the single mode on the first image are the same. It should spare you a lot of rooting around in the catalogs if you want to compare fluxes in different bands for instance. This particular feature is further discussed in the strategy section.

### 6.3 Crosscorrellating catalogs. (ASSOC)

There is a third possibility to get information on objects that occur in separate images, for instance in overlapping fields in a survey or simulated objects in the SE detections. Basically you run SE on one field and take the X and Y positions (in pixels) from the catalogs and feed them to SE in a second run with a search radius and a priority (the brightest association or the nearest? etc.) And the matches are printed in a new catalog. See the ASSOC parameters in the catalog configuration section.

### 6.4 Multi-extention fits

There is a new feature in Source extractor. It now supports multiple extension fits files. FITS is now the 'standard' filetype<sup>3</sup> for astronomical observations and several images can be part of a single fits-file. Many new data-products now include weight and quality maps of the astronomical image<sup>4</sup>.

---

<sup>1</sup>The bright sources are on the same pixels, check by loading both in saotng or another display package and then 'blink' between them. If you're drizzling or stacking several exposures, use the same reference image.

<sup>2</sup>If you want awfully good photometry then it might be good to realize that a point spread function correction is dependent on the filter used. But keep in mind that SE does not do THAT good photometry to start with.

<sup>3</sup>As with standards, everyone seems to have their own.

<sup>4</sup>The Advanced Camera for Surveys on board HST for instance.

## Chapter 7

# SE Input: the Configuration File

*"On two occasions, I have been asked [by members of Parliament], 'Pray, Mr. Babbage, if you put into the machine wrong figures, will the right answers come out?' I am not able to rightly apprehend the kind of confusion of ideas that could provoke such a question."*

– Charles Babbage <sup>1</sup>

As stated in the previous section, SE tries to read the configuration file *default.sex* or a file can be given on the command line.<sup>2</sup> The *default.sex* can be found in the */sextractor-2.4.4/config/* directory. It gives a good set of defaults for SE to use.

The configuration file is good way of remembering which parameters you used in running SE and you do not have to reset all the parameters when running SE over a series of files. The configuration file is an ASCII file (plain text) with the name of the parameters and the value on separate lines. A comment line begins with '#' and ends with the end-of-line.

The parameters are listed alphabetically in the manual. I discuss them here in topical order. Input parameters for SE can be roughly divided into the following categories: image information, background estimation, detection, photometry, catalogs and SE running parameters.

### 7.1 Image Information

SE gets the positional information from the FITS header but most of the following parameters must be specified. GAIN is the ratio of the number of electrons to the number of ADU. The GAIN is dependent on the type of CCD you're using and the instrument in front of it (for instance the WF2 chip on the HST has a gain of 7).

How the number you use here, the effective gain, relates to the instrument gain is as follows:

---

<sup>1</sup>Morale: input is important...

<sup>2</sup>If the idea of having *.sex* files littering your hard disk is a little too randy for you, SE will read in any ASCII text files it is given as a configuration file.

Effective Gain	Magnitude zeropoint	Type of image
gain $\times$ total exposure time	zeropoint(1 sec)	input image is c/s
gain	zeropoint(1 sec) + 2.5 $\log_{10}(\text{exp. time})$	sum of N frames
N $\times$ gain	zeropoint(1 sec) + 2.5 $\log_{10}(\text{av. exp. time})$	average of N frames
2 $\times$ N $\times$ gain/3	zeropoint(1 sec) + 2.5 $\log_{10}(\text{av. exp. time})$	median of N frames

NOTE: There are different strategies you can follow using the GAIN and the zeropoints, see the SE strategies section.

The MAG\_GAMMA is a relic of when this program was applied to photographic plates (scans thereof). SE v2.2.2 did not RUN, in my case, without it specified, even though it does not use it while processing your nice CCD data. Fortunately this seems fixed in a recent update. If you have the misfortune that your data are still scanned in photographic plates, then this is the slope of the response function of the emulsion used on the plates in question.

NOTE: SE (before v2.4.4) will not run without MAG\_GAMMA specified.

What does MAG\_GAMMA do? (from the official manual)

Photographic photometry In DETECT TYPE PHOTO mode, SExtractor assumes that the response of the detector, over the dynamic range of the image, is logarithmic. This is generally a good approximation for photographic density on deep exposures. Photometric procedures described above remain unchanged, except that for each pixel we apply first the transformation

$$I = I_0 10^{\frac{D}{\gamma}} \quad (7.1)$$

where ( $\gamma = \text{MAG\_GAMMA}$  is the contrast index of the emulsion,  $D$  the original pixel value from the background-subtracted image, and  $I_0$  is computed from the magnitude zero-point  $m_0$  (specified in ):

$$I_0 = \frac{\gamma}{\ln 10} 10^{-0.4 m_0} \quad (7.2)$$

One advantage of using a density-to-intensity transformation relative to the local sky background is that it corrects (to some extent) large-scale inhomogeneities in sensitivity.

The DETECT\_TYPE specifies what type of data SE is handling, scanned photo plates or CCD data. Even with DETECT\_TYPE set to CCD, older versions of SE will still need that MAG\_GAMMA.

MAG\_ZEROPOINT is the zeropoint for the photometric measurements. This is again different if you use counts-per-second images as opposed to total counts images. The counts-per-second images have the zeropoint specified by the instrument handbook (depends on filter, instrument and type of ccd used). But in the case of a total counts image is the handbook value plus the  $2.5 \log_{10}(\text{exposuretime})$ .

PIXEL\_SCALE is again something you hopefully know before you started to run SE. Funny enough this is not read from the Fits header. So specify this! SE needs it *only* for the CLASS\_STAR parameter (but still needs it).

NOTE: New feature in SE (v2.4.4.). When this parameter is set to 0, SE uses the World coordinate fits information to compute the pixelscale.

SATUR\_LEVEL is the limit for SE to start extrapolating to get the photometry. However as soon as you hit something as saturated as that you might want to see if there is another way to determine the flux from that object.

The SEEING\_FWHM (Full Width at Half Maximum) is important for that separation between stars and galaxies. Like the PIXEL\_SCALE it is only used for the CLASS\_STAR parameter.<sup>3</sup>

---

<sup>3</sup>Seeing is the blurring of the image as a result of atmospheric disturbances (cirrus clouds, turbulence etc.). An estimate of the seeing should be documented in either the header or the observation logs. If not, make something up, possibly inspired by that looks like a bright star.

Parameter	Default	Type	Description
FLAG_IMAGE	flag.fits	strings ( $n \leq 4$ )	File name(s) of the flag-image(s) .
FLAG_TYPE	OR	keyword	Combination expression for the method for flags on the same object: arithmetical OR, arithmetical AND, minimum of all flag values, maximum of all flag values, most common flag value.
GAIN	-	float	Gain (conversion factor in $e^-$ =ADU) used for error estimates of CCD magnitudes.
DETECT_TYPE	CCD	keyword	Type of device that produced the image: CCD linear detector like CCDs or NIC-MOS, PHOTO photographic scan.
MAG_GAMMA	-	float	$\gamma$ of the emulsion (slope of the response function). Takes effect in PHOTO mode only but <b>NEEDS</b> to be specified, even for CCD images.
MAG_ZEROPOINT	-	float	Zero-point offset to be applied to magnitudes.
PIXEL_SCALE	-	float	Pixel size in arcsec. (for surface brightness parameters, FWHM and star/ galaxy separation only).
SATUR_LEVEL	-	float	Pixel value above which it is considered saturated.
SEEING_FWHM	-	float	FWHM of stellar images in arcsec. This quantity is used only for the neural network star/galaxy separation as expressed in the CLASS_STAR output.



## 7.2 Background Estimation

SE estimates the background of the image as well as the RMS noise in that background, mapping both <sup>4</sup>. SE subtracts the estimated background from the photometry and uses the RMS to estimate errors. So the background is important in the rest of the SE run.

BACK\_SIZE regulates the estimate. In an area of the BACK\_SIZE, the mean and the  $\sigma$  of the distribution of pixel values is computed. Then the most deviant values are discarded and median and standard deviation  $\sigma$  are computed again. This is repeated until all the remaining pixel values are within mean  $\pm 3\sigma$ . If  $\sigma$  dropped with less than 20% per iteration, the field is considered not crowded.

The value for the background in the area is:

- the mean in the non-crowded case
- $2.5 \times \text{median} - 1.5 \times \text{mean}$  in the crowded case

Both the mean and the median are the ones computed in the last iteration. The mean is the average and the median is the average of all the values except the most extreme one. The background map is a bi-cubic-spline interpolation over all the area's of size BACK\_SIZE, after filtering. So obviously, the choice of BACK\_SIZE is very important, too small and the background estimate will be partly object flux, too large and small scale variations cannot be taken into account. The effect of different BACK\_SIZE values is illustrated in figure 7.1.

NOTE: The BACK\_SIZE parameter determines the background map. Estimate the average size of the objects in pixels and make sure the BACK\_SIZE is larger than that.

But before the fit to the background values is done, the values can be smoothed: BACK\_FILTERSIZE is the median filter for the background map. Effectively, you smooth the background image over this number of meshes to get rid of the deviations resulting from bright or extended objects. The effect of different BACK\_FILTERSIZE values is illustrated in figure ??.

BACK\_TYPE is only used if you do not want SE to go off and estimate the background but use only one constant value supplied by you in BACK\_VALUE.

The background computed above is first used in the detection of objects. Subsequently this background value can also be used for the photometry. But to get accurate background values for the photometry, the background can be recomputed in an area centered around the object in question. To recompute, set BACKPHOTO\_TYPE to LOCAL and pick an BACKPHOTO\_THICK

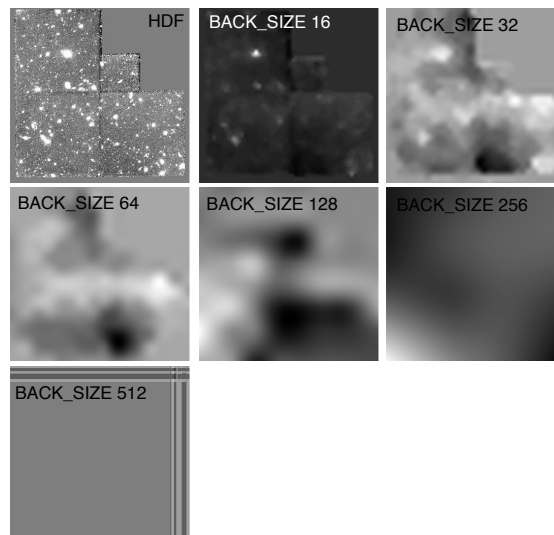
---

<sup>4</sup>CHECKIMAGE\_TYPE BACKGROUND and BACKGROUND\_RMS if you want to inspect them. See also the checkimage section (section 7.7.3).

to match your tastes (generally speaking, somewhat larger than the objects in questions would be a good idea).

NOTE: the RMS as determined from the BACKGROUND\_RMS map will be used in more than just the photometry, the thresholds for detection and analysis can be dependent on it.

NOTE: if you want to subtract the background and not have SE do this for you, set BACK\_TYPE to MANUAL and BACK\_VALUE to 0.0,0.0



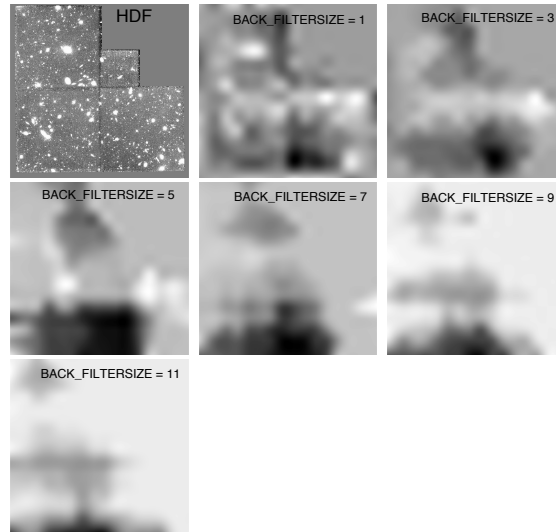
**Figure 7.1:** The HDF-N with the background estimates using different BACK\_SIZE values. Clearly a BACK\_SIZE smaller than the biggest objects will result in a too much variation in the background estimate. A overlarge BACK\_SIZE will not account for variations in background. Grayscales for the background field are the same.

Parameter	Default	Type	Description
BACK_SIZE	-	integers ( $n \leq 2$ )	Size, or Width, Height (in pixels) of a background mesh.
BACK_FILTERSIZE	-	integers ( $n \leq 2$ )	Size, or Width, Height (in background meshes) of the background-filtering mask.
BACK_TYPE	AUTO	keywords ( $n \leq 2$ ) AUTO  MANUAL	What background is subtracted from the images: The internal interpolated background-map. In the manual it says “INTERNAL” here but the keyword is AUTO. A user-supplied constant value provided in BACK VALUE.
BACK_VALUE	0.0,0.0	floats ( $n \leq 2$ )	in BACK TYPE MANUAL mode, the constant value to be subtracted from the images.
BACKPHOTO_THICK	24	integer	Thickness (in pixels) of the background LOCAL annulus.
BACKPHOTO_TYPE	GLOBAL	keyword  GLOBAL  LOCAL	Background used to compute magnitudes: taken directly from the background map, recomputed in a rectangular annulus around the object.

### 7.2.1 Weight Images

The individual pixels in the detection image can be given relative importance by using a weight for each of them. Different options are available: the background as determined by SE or an external weight image. If an external weight image is given, it has to be specified what kind it is; a variance map or a rms map or a weight map, from which a variance map should be derived.

The weight for each pixel is derived as follows:



**Figure 7.2:** The HDF-N with the background estimates using different BACK\_FILTERSIZE values. The mesh of background estimates (BACK\_SIZE = 64) is smoothed over the BACK\_FILTERSIZE before interpolating into the BACKGROUND map.

$$weight = \frac{1}{variance} = \frac{1}{rms^2}$$

WEIGHT\_TYPE MAP\_WEIGHT is directly taken as the weight, WEIGHT\_TYPE MAP\_VAR is inverted and WEIGHT\_TYPE MAP\_RMS is squared and inverted.

Reasons for using a weight image are various but to give you an idea: SE can ignore pieces of the image this way, use a flat-field in it's photometry or edited results from a previous run.<sup>5</sup>

Users of the stsdas *drizzle* package should check out the appendix on drizzle's weight image.

These are the parameters controlling it:

I can't really fathom why WEIGTH\_GAIN isn't simply an option in WEIGHT\_TYPE but it isn't. So there.

WEIGHT\_IMAGE is the input parameter where the  $\hat{fits}$  file is given which is to be used as weight map of the type defined by the WEIGHT\_TYPE parameter.

With WEIGHT\_TYPE set on BACKGROUND, the 'checkimage' (output image with CHECKIMAGE\_TYPE set on BACKGROUND) of a previous run can be used. MAP\_RMS can be for instance

<sup>5</sup>Please note that I do not specify by what kind of black magic you obtained these weight images. They may be the result from a previous SE run but a ccd dark-frame might be used. Or perhaps your data-reduction scheme will produce a good estimate of the rms. To be used with caution!

derived from known noise characteristics of the instrument or given by other programs used in data-reduction (for instance the 'drizzle' package for HST data).

Parameter	Default	Type	Description
WEIGHT_GAIN	Y	boolean	If true, weight maps are considered as gain maps.
WEIGHT_IMAGE	weight.fits	strings ( $n \leq 2$ )	File name of the detection and measurement weightimage, respectively.
WEIGHT_TYPE	NONE	keywords ( $n \leq 2$ )	Weighting scheme (for single image, or detection and measurement images):
		NONE	no weighting,
		BACKGROUND	variance-map derived from the image itself,
		MAP_RMS	variance-map derived from an external RMS-map,
		MAP_VAR	external variance-map,
		MAP_WEIGHT	variance-map derived from an external weight-map,

NOTE: WEIGHT\_TYPE set to BACKGROUND does NOT mean that the weight image will be used for the background determination.

This is the description from the SE manual v2.3:

**NONE:** No weighting is applied. The related **WEIGHT IMAGE** and **WEIGHT THRESH** (see below) parameters are ignored. (quick toggle so you can see if including the weight image has any effect)

**BACKGROUND:** the science image itself is used to compute internally a variance map (the related **WEIGHT IMAGE** parameter is ignored). Robust (3 -clipped) variance estimates are first computed within the same background meshes as those described in x??12. The resulting low-resolution variance map is then bicubic-spline-interpolated on the y to produce the actual full-size variance map. A check-image with **CHECKIMAGE TYPE MINIBACK RMS** can be requested to examine the low-resolution variance map.

**MAP\_RMS:** the FITS image specified by the **WEIGHT\_IMAGE** file name must contain a weightmap in units of absolute standard deviations (in ADUs per pixel).

**MAP\_VAR:** the FITS image specified by the **WEIGHT\_IMAGE** file name must contain a weightmap in units of relative variance. A robust scaling to the appropriate absolute level is then performed by comparing this variance map to an internal, low-resolution, absolute variance map built from the science image itself.

**MAP\_WEIGHT:** the FITS image specified by the **WEIGHT\_IMAGE** file name must contain a weight-map in units of relative weights. The data are converted to variance units (by definition variance / 1=weight), and scaled as for **MAP\_VAR**. **MAP\_WEIGHT** is the most commonly used type of weight-map: a flat-field, for example, is generally a good approximation to a perfect weight-map.

In fact, if you want to work with Weight maps (since you think you have something that might be used as a weight map), please read section 7 in the official manual.

### 7.3 Finding and Separating Objects

SE considers every pixel above a certain threshold (to be specified by YOU <sup>6</sup>, directly or indirectly) to be part of an object. The 'deblending' is the part where it figures out which pixels or parts of pixels belong to which objects.

#### 7.3.1 Detection; Thresholds

The threshold parameters indicate the level from which SE should start treating pixels as if they were part of objects, determining parameters from them. There are three requirements for a candidate objects:

1. All the pixels are above the DETECT\_THRESH.
2. All these pixels are adjacent to each other (either corners or sides in common).
3. There are more than the minimum a number of pixels (specified in DETECT\_MINAREA).

ANALYSIS\_THRESH is just the threshold for CLASS STAR and FWHM, all the other parameters are determined from the DETECT\_THRESH.

NOTE: All the OTHER analysis (photometry and the like) is done with the DETECT\_THRESH!

They can both be specified in three ways:

- In Surface Brightness: SBlimit, SBzeropoint e.g. DETECT\_THRESH 23.5, 24
- In ADU's (set THRESH\_TYPE ABSOLUTE) e.g. DETECT\_THRESH 1.2
- Relative to background RMS (set THRESH\_TYPE RELATIVE) e.g. DETECT\_THRESH 1.2 (this is the initial setup in the default.sex file.)

The threshold in surface brightness  $\mu$  ( $mag/arcsec^2$ ) needs a calibration Zero-point ( $mag/arcsec^2$  corresponding to 0 counts). Note that this can/will be different from the MAG\_ZEROPoint value.

<sup>7</sup>

NOTE: This whole SB threshold stuff seems quite the thing until you realize SE just does this:

$$\text{thresh} = 10^{-\frac{SB_{\text{limit}} - SB_{\text{zeropoint}}}{2.5}}$$

<sup>6</sup>yes YOU! You did it to yourself, you and only you and that's what really hurts. (Radiohead)

<sup>7</sup>For the HST instruments, the zeropoints can be obtained using CALCPHOT in the stsdas package in IRAF. Remember that these are dependent on instrument and filter.

With THRESH\_TYPE set to ABSOLUTE, the threshold is set to the same number of ADUs across the image. If THRESH\_TYPE set to RELATIVE (the default), the threshold is that number of background RMS standard deviations above the background value. This is nice and flexible but sensitive to the background estimation!

The DETECT\_MINAREA is the minimum number of pixels above the threshold required to be considered an object.

	1	2	3	
	8		4	
	7	6	5	

**Figure 7.3:** An object is defined as a series of bordering pixels above the threshold. Bordering pixels to the gray one are 1 through 8. Another pixels needs to be above the threshold and share a corner or a side with another pixel in order to considered part of the same object (unless they are debledned into different objects).



Parameter	Default	Type	Description
THRESH_TYPE	RELATIVE	keywords ( $n \leq 2$ )	Meaning of the DETECT THRESH and ANALYSIS.THRESH parameters :
		RELATIVE	scaling factor to the background RMS,
		ABSOLUTE	absolute level (in ADUs or in surface brightness).
ANALYSIS.THRESH	-	floats ( $n \leq 2$ )	Threshold (in surface brightness) at which CLASS STAR and FWHM operate. 1 argument: relative to Background RMS. 2 arguments: $\mu$ ( $\text{mag}/\text{arcsec}^2$ ), Zero-point (mag).
DETECT.THRESH	-	floats ( $n \leq 2$ )	Detection threshold. 1 argument: (ADUs or relative to Background RMS, see THRESH TYPE). 2 arguments: $R$ ( $\text{mag} \cdot \text{arcsec}^2$ ), Zero-point (mag).
DETECT.MINAREA	-	integer	Minimum number of pixels above threshold triggering detection.

### 7.3.2 Filtering

Before the detection of pixels above the threshold, there is the option of applying a filter. This filter essentially smooths the image.<sup>8</sup>

There are some advantages to applying a filter before detection. It may help detect faint, extended objects

However it may not be so helpful if your data are very crowded. There are four types of filter to be found in the `/sextractor2.2.2/config/` directory; Gaussian, Mexican hat, tophat and blokfunction of various sizes, all normalized.

This is what the helpful README in this directory tells us:

---

<sup>8</sup>The photometry is still being done on the original image, don't worry.

Name	Description
default.conv	a small pyramidal function (fast)
gauss*.conv	a set of Gaussian functions, for seeing FWHMs between 1.5 and 5 pixels (best for faint object detection).
tophat*.conv	a set of "top-hat" functions. Use them to detect extended, low-surface brightness objects, with a very low THRESHOLD.
mexhat*.conv	"wavelets", producing a passband-filtering of the image, tuned to seeing FWHMs between 1.5 and 5 pixels. Useful in very crowded star fields, or in the vicinity of a nebula. WARNING: may need a high THRESHOLD!!
block_3x3.conv	a small "block" function (for rebinned images like those of the DeNIS survey).

The naming convention seems to be: name\_seeingFWHM\_size.conv. Both the seeing FWHM and the size are in pixels. So depending on what you are after, choose a filter and approximately your seeing.

NOTE: filter choice and threshold choice are interdependent!

Parameter	Default	Type	Description
FILTER	-	boolean	If true, filtering is applied to the data before extraction.
FILTER_NAME	-	string	Name and path of the file containing the filter definition.
FILTER_THRESH	-	floats ( $n \leq 2$ )	Lower and higher thresholds (in back-ground standard deviations) for a pixel to be considered in filtering (used for retina-filtering only).

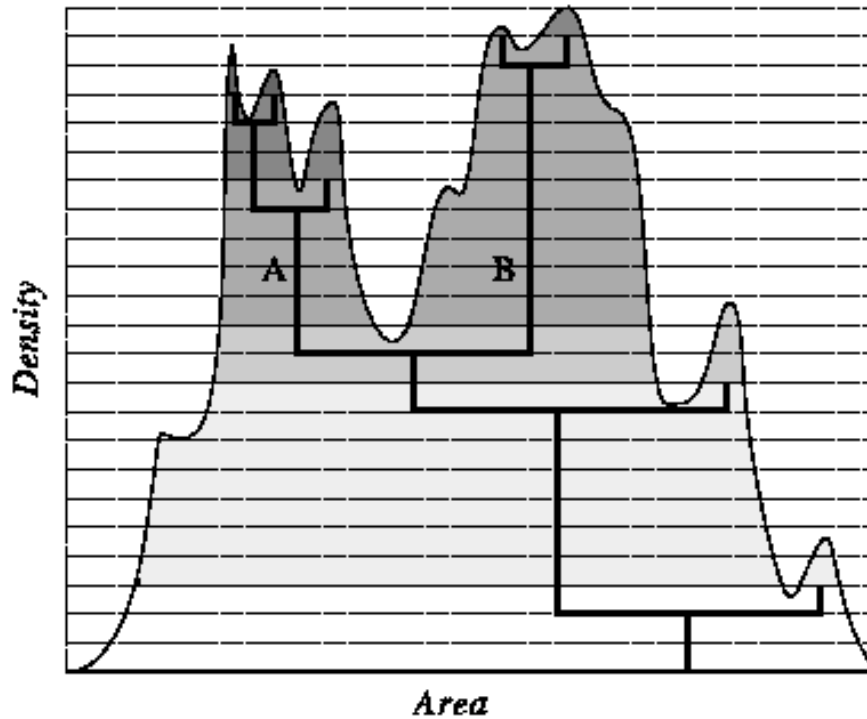
### 7.3.3 Deblending: separating into different objects

Deblending is the part of SE where a decision is made whether or not a group of adjacent pixels above DETECT\_THRESH is a single object or not. Suppose there is a little island of adjacent pixels above the threshold. It is an object or maybe several really close next to each other. So how does SE cut this up into different objects? First it defines a number of levels between the threshold and the maximum count in the object. This is set by the DEBLEND\_NTHRESH parameter. The levels are spaced exponentially.

SE then constructs a 'tree' of the objects, branching every time there are pixels above a threshold separated by pixels below it (see figure). A branch is considered a different object provided:

1. The number of counts in the branch (A in the figure) is above a certain fraction of the total count in the entire 'island'.
2. There is at least one other branch (yep B!) above the same level that is also above this fraction.

The fraction is defined in DEBLEND\_MINCONT.<sup>9</sup>



**Figure 7.4:** Illustration of DEBLEND\_NTHRESH and DEBLEND\_MINCONT.

Parameter	Default	Type	Description
DEBLEND_MINCONT	-	float	Minimum contrast parameter for deblending.
DEBLEND_NTHRESH	-	integer	Number of deblending sub-thresholds.

<sup>9</sup>Note that 0.01 is 1% of the flux when defining this.

### 7.3.4 Cleaning

There is the option to 'clean' the list of objects of artifacts due to bright objects (set CLEAN to YES). All the detections are checked to see if they would have been detected (i.e. exceeded the threshold etc.) if their neighbors were not there. To do this, the contributions of the neighboring objects has to be computed. An estimate is made from a moffat light profile. The Moffat profile is scaled and stretched to fit the neighbour's profile. The contribution to the object from the wings of the Moffat profile is then subtracted.

The Moffat profile looks like this:

$$\frac{I(r)}{I(0)} = \frac{1}{(1 + k \times r^2)^\beta}$$

The CLEAN\_PARAM is the  $\beta$  parameter in the above formula.

NOTE: Decreasing CLEAN\_PARAM yields brighter wings and more aggressive cleaning.

The value for the CLEAN\_PARAM should be between 0.1 and 10.

NOTE: In earlier versions of SE<sup>10</sup>, the Moffet profile was a Gaussian and the CLEAN\_PARAM the stretch factor for the FWHM.

Cleaning would be more aggressive with a higher CLEAN\_PARAM. This version of cleaning is explained in the original manual.

Parameter	Default	Type	Description
CLEAN	-	boolean	If true, a cleaning of the catalog is done before being written to disk.
CLEAN_PARAM	-	float	Efficiency of cleaning.

## 7.4 Influencing Photometry

After deblending the objects, SE performs astrometry (where stuff is), photometry (how bright stuff is) and geometric parameters (how stuff looks like). The astrometry cannot be influenced via input parameters (you just specify what kind of positions you want, easy). The photometry had a few input parameters associated with it; what to do with overlapping pixels, what is the zeropoint and how to apply apertures. To understand these, the AUTO photometry of SE has to be explained. The geometric parameters are mainly associated with the Kron (AUTO) photometry.

The GAIN and MAG\_ZEROPOINT, have been discussed at the image characteristics section. Of course they are needed for the photometry. The GAIN to convert counts to flux and the

MAG\_ZEROPOINT for the calibration of the magnitude scale. Also the BACKPHOTO\_THICK and BACKPHOTO\_TYPE give you influence on the way the background subtracted from the photometry is estimated (see section 7.2).

There are five different approaches in SE's photometry; isophotal, isophotal-corrected, automatic, best estimate and aperture.<sup>11</sup>

### 7.4.1 ISO

In the above you defined above what threshold SE should do it's photometry, with the estimated background as zeropoint. The pixels above this threshold constitute an isophotal area. The flux or magnitude determined from this (counts in pixels above threshold minus the background) is the *isophot* flux/magnitude. Apart from the threshold (DETECT\_THRESH) and the background estimation, there is nothing to influence here.

### 7.4.2 ISOCOR

In real life however, objects rarely have all their flux within neat boundaries, some of the flux is in the "wings" of the profile. SE can do a crude correction for that, assuming a symmetric Gaussian profile for the object. This would be the *isophot-corrected* flux/magnitude. There is no parameter for you to influence this estimate.

---

<sup>11</sup>SE v2.4.4 introduces a sixth, an 'automatic' photometry with the Petrosian radius.

**How ISOCOR works (from the v2.3 manual)**

Corrected isophotal magnitudes (MAG ISOCOR) is a quick-and-dirty way for retrieving the fraction of flux in the wings of the object missed in the isophotal magnitudes. The latest version of the SE manual (v2.3) does not rate this as a very good correction, these values have been kept as an output option for compatibility with SE v2.x and SE v1<sup>12</sup>. The assumption is that the profiles of the objects are Gaussian. The fraction of the total flux enclosed within a particular isophote reads compared to the total flux<sup>13</sup>:

$$1 - \frac{1}{\eta} \ln(1 - \eta) = \frac{At}{I_{iso}} \quad (7.3)$$

where A is the area and t the threshold related to this isophote. The relation can not be inverted analytically, but a good approximation to (error < 10<sup>2</sup> for  $\eta > 0.4$ ) can be done with the second-order polynomial of t:

$$\eta \approx 1 - 0.1961 \frac{A.t}{I_{iso}} - 0.7512 \left( \frac{A.t}{I_{iso}} \right)^2 \quad (7.4)$$

A total magnitude  $m_{tot}$  estimate is then  $m_{tot} = m_{iso} + 2.5 \log(\eta)$  Clearly this first correction works best with stars (and maybe starclusters?) as these are the most Gaussian-like, ok with disk galaxies and not-so-ok with ellipticals as these have broader wings.

Fixed-aperture magnitudes (MAG\_APER) estimate the flux above the background within a circular aperture. The diameter of the aperture in pixels

(PHOTOM\_APERTURES) is supplied by the user (in fact it does not need to be an integer since each normal pixel is subdivided in  $5 \times 5$  sub-pixels before measuring the flux within the aperture). If MAG\_APER is provided as a vector MAG\_APER[n], at least n apertures must be specified with PHOTOM\_APERTURES.

**7.4.3 AUTO**

SE uses a flexible elliptical aperture around every detected object and measures all the flux inside that, described in Kron (1980). There are two parameters regulating the elliptical apertures: PHOT\_AUTOPARAMS and PHOT\_AUTOAPERS.

The characteristic radius for the ellipse is:

$$r_1 = \frac{\sum r I(r)}{\sum I(r)} \quad (7.5)$$

Also known as the Kron radius (see section 8.5.1). From the objects second order moments, the

ellipticity  $\eta$  and position angle  $\theta$  are computed. The major and minor axes of the elliptical aperture are computed to be  $k\dot{r}_1/\epsilon$  and  $\epsilon\dot{k}r_1$  respectively. PHOT\_AUTOPARAMS influences directly the estimation. The first is k factor mentioned above and the second is the minimum radius for a Kron ellipse.

PHOT\_AUTOAPERS are the minimum aperture diameters for the Kron photometry, estimation and measurement. These are circular! These are used in case the radius of the Kron aperture goes below the  $R_{min}$  specified in PHOT\_AUTOPARAMS. The values in the default.sex are probably best for most applications. A good way to check the setting on PHOT\_AUTOPARAMS is to generate an 'APERTURES' check-image and see if the Kron apertures overlap too much with those of neighboring objects.<sup>14</sup>

Parameter	Default	Type	Description
PHOT_AUTOPARAMS	-	floats (n = 2)	MAG AUTO controls: scaling parameter k of the 1st order moment, and minimum Rmin (in units of A and B).
PHOT_AUTOAPERS	0.0,0.0	floats (n = 2)	MAG AUTO minimum (circular) aperture diameters: estimation disk, and measurement disk.

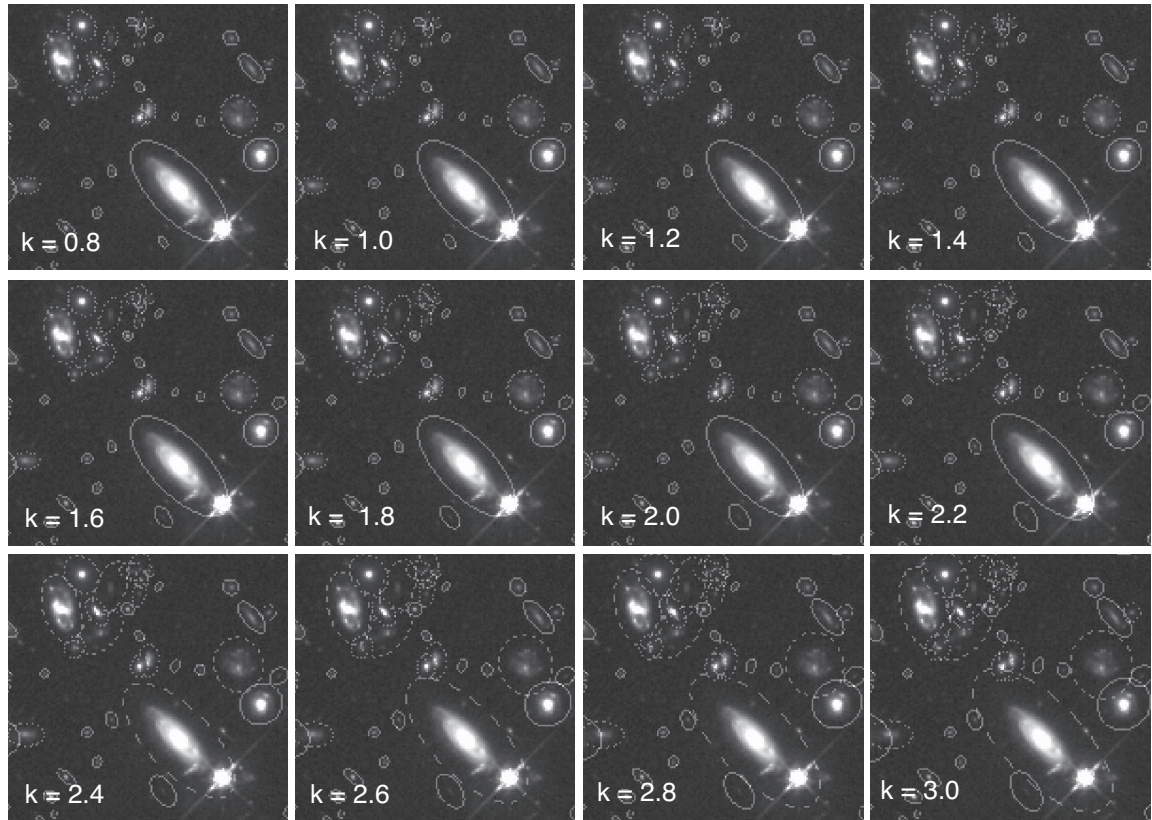
**Neat trick:** The Kron radius was introduced as a accurate flexible aperture that would capture most of the flux from an object. There is relation between the Kron flux-measurement and the total flux from an object given in Graham and Driver (2005) depending on the Sersic profile of the galaxy. See for the enclosed fraction table 8.2.

**NOTE:** In the 2.4.4 version of source extractor provides an alternative very similar to the AUTO photometry, the PETRO photometry parameters, determined within an aperture defined by the Petrosian radius.

#### 7.4.4 BEST

With all this flexibility, you'd expect the Kron or AUTO photometry to be the best. However it can be influenced by nearby sources. Therefore there is a fourth option, MAG\_BEST. This is usually equal to AUTO photometry but if the contribution of other sources exceeds 10%, it is ISOCOR.

<sup>14</sup>Note that the elliptical apertures in figure ?? (Source Extractor written in sources? remember? Did you skim over it? you bastard!) are actual Kron apertures for the 'objects'. I cheated however and set PHOT\_AUTOPARAMS to 1.0 so the Kron radii would not be so big.



**Figure 7.5:** An example of the different choices of the Kron factor ( $k$ ) in PHOT\_AUTOPARAMS. As the Kron aperture grows, it encloses more flux from other objects. Note how the checkimage set to APERTURES is a good check against this. Dodgy Kron apertures are dashed.

NOTE: the characterization 'BEST' is a bit misleading. I was advised from several sides NOT to use this photometry. Both AUTO and ISOCOR are at least consistent.

#### 7.4.5 Circular Apertures

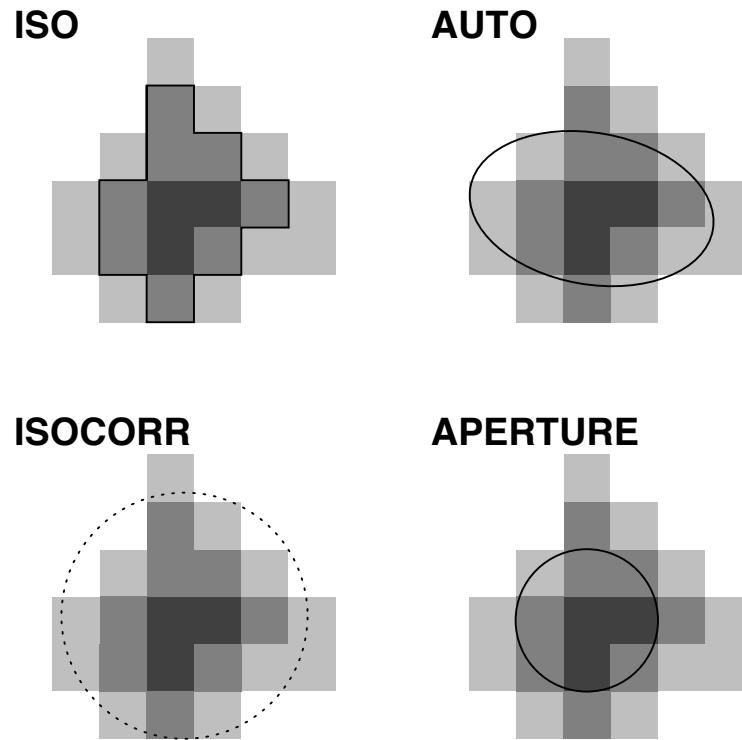
Then there is the user specified apertures. The aperture *se diameters* are specified in pixels in the PHOT\_APERTURES. The fluxes, magnitudes and errors in these are specified in FLUX\_APER, MAG\_APER, FLUXERR\_APER and MAGERR\_APER. Please note that upon inclusion of  $N$  apertures, these parameters are  $N$  columns each in the output catalog, corresponding to each specified aperture.

The calibration documentation for the instrument used should give you a photometric correction for a certain circular aperture and a point source. It tells you the relation between the flux captured within the aperture and all the flux from a star. Since part of the flux has been smeared out



of the aperture by the PSF, you need to correct for this. If you have an extended object, the game is different. Fortunately, there are other apertures<sup>15</sup> for this and even a correction for those to account for all the flux (but that also depends on the light profile of the galaxy).

One of the geometric output-parameters is the half-light radius. The fraction of total light within this radius is specified in the `PHOT_FLUXFRAC` parameter.



**Figure 7.6:** Illustration of the different apertures possible: ISO, ISOCOR, AUTO and APER (user specified in `PHOT_APERTURES`)

## 7.5 Typical Radii

There are several output options to describe the typical size of an object. Often they also define an aperture that is meant to capture an extended object like a galaxy. These are the input parameters that are important to them. The `FLUX_RADIUS` has been an output parameter for some time, the `KRON` and `PETROSIAN` radii appeared in version 2.4.4 of SE.

<sup>15</sup>The Kron and Petrosian ones...see sections 8.5.1 and ??.

### 7.5.1 Effective Radii

SE has the option to put out radii containing a certain fraction of the light. (outputparameter FLUX\_RADIUS) The default is 0.5 (the half light radius). PHOT\_FLUXFRAC 0.2,0.5,0.9 will give three radii containing 20%, 50% and 90% of the light respectively. The effective radius output is discussed in section 8.5.3.

Parameter	Default	Type	Description
PHOT_FLUXFRAC	0.5	floats ( $n \leq 32$ )	Fraction of FLUX AUTO defining each element of the FLUX RADIUS vector.

### 7.5.2 Kron Radius

The Kron radius is the typical size of the aperture already described in the AUTO photometry section (section 7.4.3). The whole photometry process is controlled by the PHOT\_AUTOPARAMS and the definition of the Kron radius is given in section 8.5.1.<sup>16</sup>

Parameter	Default	Type	Description
PHOT_AUTOPARAMS	2.5, 1.5	floats ( $n=2$ )	MAG_AUTO parameters: (Kron_fact),(min_radius)
PHOT_AUTOAPERS	0.0,0.0	floats ( $n = 2$ )	MAG AUTO minimum (circular) aperture diameters: estimation disk, and measurement disk.

The Kron\_fact is the numbe of Kron radii the aperture is set at and the min\_rad is the minimum Kron radius for which this is done. Otherwise the minimum aperture specified in PHOT\_AUTOAPERS is used for the photometry.

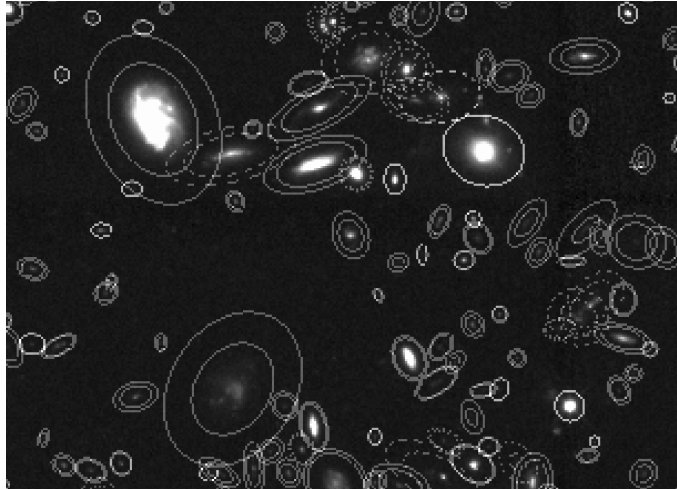
### 7.5.3 Petrosian Radius

The Petrosian radius is another defined radius for photometry and this parameter has also only one input parameter associated with it, PHOT\_PETROPARAMS. There is however a defining parameter for the Petrosian parameter and this is the ratio  $\eta$ . Mostly this is set to 0.2 but occasionally it is set to 0.5. Unfortunately, it is impossible to change this at this time. See for the complete expression of the Petrosian radius section 8.5.2.

<sup>16</sup>Leisurely background reading on the subject does not excist of course but there is ? who proposed the radius for accurate galaxy photometry and more recently (by about 25 years) Graham and Driver (2005) who gives a very nice overview of the whole photometry within a radius relation. Get it from astro-ph where it's free though. You're probably a Graduate student and poor.

Parameter	Default	Type	Description
PHOT_PETROPARAMS	2.0, 3.5	floats (n=2)	MAG_PETRO parameters: (Petrosian_fact),(min_radius)

The Petrosian\_fact is the number of Petrosian radii the aperture is set at and the min\_rad is the minimum Petrosian radius for which this is done. Otherwise the minimum radius is used for the photometry.<sup>17</sup>



**Figure 7.7:** In the checkimage there are two radii visible. Good to know: as soon as you specify either AUTO (Kron) parameters or PETRO parameters for the output catalog, these apertures will be drawn in the checkimage (APERTURES). The Petrosian is usually the outer radius.

NOTE: The output parameters asked for and the checkimage with the apertures (checkimage\_type = APERTURES) influence each other. If no parameter depending on the Kron radius (all the AUTO photometry and KRON\_RADIUS) is asked for in the parameter file, the Kron radius is NOT drawn in the ckeckimage.

<sup>17</sup>If you are having deja-vu all over again, it's because I copied this directly from the section above...which I'm sure is how the SE code was made as well.

### 7.5.4 Masking Overlapping Objects

Now what if there are two objects overlapping each other? How to account for the overlapping pixels? This is handled by the MASK\_TYPE parameter. NONE means that the counts in the overlap are simply added to the objects total. BLANK sets the overlapping pixels to zero. CORRECT, the default, replaces them with their counterparts symmetric to the objects' center. Best if you leave it at default. I'm just mentioning it out of completeness <sup>18</sup>

Parameter	Default	Type	Description
MASK_TYPE	CORRECT	keyword	Method of masking of neighbors for photometry:
		NONE	no masking,
		BLANK	put detected pixels belonging to neighbors to zero,
		CORRECT	replace by values of pixels symmetric with respect to the source center.

## 7.6 SE Running

These inputparameter govern the way SE runs, if it should heed flags, how it should heed those, if and what to put in an outputimage, how much it should comment and how much memory it should use.

### 7.6.1 Flags

If pixels in your image should be flagged as unreliable or other, SE can use a flag image for this purpose. This is well described (I think) in the official manual so I copied that section in section ???. The internal flags of SE are described in ???. If however you have some kind of quality image (such as a Drizzle weight image or a coverage map coming out of the MOPEX pipeline), then you could conceivably convert this to a flag image to be fed to SE here. SE will then combine your flags (from the flagimage<sup>19</sup>) with it's own internal flags<sup>20</sup>. It also has different ways to combine the flags (specified in FLAG\_TYPE). If your flags are in ascending order of awfulness (flag = 1 means okay but with a bad pixel, flag=100 means you made this part of the image up...) then you could go for MAX or OR option

<sup>18</sup>NONE might be useful to get the total flux from a large extended underlying structure with bright patches and no foreground stars.

<sup>19</sup>Specified in FLAG\_IMAGE...ta-dah!

<sup>20</sup>The ones that state that Timmy...I mean your object is too close to the edge etc etc...



**Figure 7.8:** Well sometimes flags **are** important. Cartoon by S. Bateman, used without any permission whatsoever but I don't make money off this anyway.

Parameter	Default	Type	Description
FITS_UNSIGNED	N	boolean	Force 16-bit FITS input data to be interpreted as unsigned integers.
FLAG_IMAGE	flag.fits	strings ( $n \leq 4$ )	File name(s) of the flagimage(s) .
FLAG_TYPE	OR	keyword	Combination method for flags on the same object:
	OR		arithmetical OR,
	AND		arithmetical AND,
	MIN		minimum of all flag values,
	MAX		maximum of all flag values,
	MOST		most common flag value.

### 7.6.2 Interpolation

If the data for pixels is missing, SE can interpolate. These parameters regulate the interpolation. Best kept at default. For some, the x and y gaps allowed are a bit wide (16 pixels after all, it is almost an entire object...). On the other hand, it allowed SExtractor to give you catalogs despite bad columns. Therefore do not set to zero.

Parameter	Default	Type	Description
INTERP_MAXXLG	16	integers ( $n \leq 2$ )	Maximum x gap (in pixels) allowed in interpolating the input image(s).
INTERP_MAXYLAG	16	integers ( $n \leq 2$ )	Maximum y gap (in pixels) allowed in interpolating the input image(s).
INTERP_TYPE	ALL	keywords ( $n \leq 2$ )	Interpolation method from the variance-map(s) (or weight-map(s)):
		NONE	no interpolation,
		VAR_ONLY	interpolate only the variance-map (detection threshold),
		ALL	interpolate both the variance-map and the image itself.

### 7.6.3 Memory Use

These are the parameters regulating the memory use of SE. To be honest, they are best kept at the values in the */sextractor2.2.2/config/default.sex* file.<sup>21</sup> If you have the FLAGS output, then you can check if there were any memory problems in the SE run. If so, this can be very bad for the completeness of your catalog (it isn't probably). In that case you might want to fiddle with the MEMORY\_BUFSIZE and rerun.

Parameter	Default	Type	Description
MEMORY_BUFSIZE	-	integer	Number of scanlines in the imagebuffer. Multiply by 4 the frame width to get equivalent memory space in bytes.
MEMORY_OBJSTACK	-	integer	Maximum number of objects that the objectstack can contain. Multiply by 300 to get equivalent memory space in bytes.
MEMORY_PIXSTACK	-	integer	Maximum number of pixels that the pixel-stack can contain. Multiply by 16 to 32 to get equivalent memory space in bytes.

<sup>21</sup>SE was programmed to do large images, even with limited memory and computing power. The only reason to change these defaults is when you get something of a stack overflow.

### 7.6.4 Neural Network

There is to date only one neural network file and it's in the same directory (*default.nnw*) as the other config files. Use this one. Don't edit it. I think the original idea was to have specialized neural network files for different types of instruments but it turns out it's much easier to run something on a SE catalog.

Parameter	Default	Type	Description
STARNNW_NAME	-	string	Name of the file containing the neural network weights for star/galaxy separation.

### 7.6.5 Comments

The VERBOSE\_TYPE parameter regulates the amount of comments printed on the command line. It could possibly be instructive to run it with FULL once in a while. the descriptions are not very helpful but then again you only want to use QUIET if SE is part of some kind of pipeline and FULL if something is off and you can't figure out what.

Parameter	Default	Type	Description
VERBOSE_TYPE	NORMAL		
	keyword		How much SExtractor comments its operations:
	QUIET		run silently,
	NORMAL		display warnings and limited info concerning the work in progress,
	EXTRA_WARNINGS		like NORMAL, plus a few more warnings if necessary,
	FULL		display a more complete information and the principal parameters of all the objects extracted.

## 7.7 SE output settings

SE has two types of output. The catalogs with a whole range of characteristics of each of the detected objects and outputs which allow you to compare SE estimates of background, apertures and objects with the real data.

### 7.7.1 Catalog

The catalog is what you are running SE for! So in CATALOG\_NAME , you specify the name of the output catalog. Again it's probably a good idea to start straight away with a naming convention. (a .cat extension for instance!)

The CATALOG\_TYPE enables you to specify the type of output catalog. Personally I prefer the ASCII\_HEAD, as it allows me to read it in just about anywhere and still tells me which parameters are listed. The nice thing about the fits catalog is that all the input parameter settings are saved in the header.

NOTE: the fits option can't handle array output information such as MAG\_APER, FLUX\_RADIUS if more than one value!

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The ASCII\_SKYCAT option for instance does not list all the parameters before the actual catalog (like ASCII\_HEAD) but puts the name of the output parameter on top of the column in question.

And which parameters to list is specified in the file given to PARAMETERS\_NAME.

Parameter	Default	Type	Description
CATALOG_NAME	-	string	Name of the output catalog. If the name "STDOUT" is given and CATALOG TYPE is set to ASCII, ASCII HEAD, or ASCII SKYCAT, the catalog will be piped to the standard output (stdout)
CATALOG_TYPE	-	keyword	Format of output catalog: ASCII ASCII table; the simplest, but space and time consuming, ASCII_HEAD as ASCII, preceded by a header containing information about the content, ASCII_SKYCAT SkyCat ASCII format (WCS coordinates required), FITS_1.0 FITS format as in SExtractor 1, FITS_LDAC FITS "LDAC" format (the original image header is copied).
PARAMETERS_NAME	-	string	The name of the file containing the list of parameters that will be computed and put in the catalog for each object.

---

<sup>22</sup>I have this on Ed's authority. I have NO idea how to display a fits table. Since there have been quite a number of updates, I think this *may* be fixed by now. Not very helpful I know.



### 7.7.2 ASSOC parameters

These are the parameters dealing with crosscorrolating two catalogs: a catalog of targets and the output catalog. (The target catalog is given in ASSOC\_NAME, the output one is created as SE runs). The cross correlation is controlled by two parameter: ASSOC\_RADIUS and ASSOC\_TYPE, the first governing the search radius and latter which objects gets selected if there are multiple candidates near the positions. The numbers of the columns in target catalog which contain the x,y positions of the objects need to be in ASSOC\_PARAMS. A third column here can be used as weight. So you can crosscorellate catalogs weighted with magnitude but also with another parameter such as FWHM or no of pixels. Useful it you're crosscorellating between catalogs of different filters. Some of the columns in target catalog (with the to-be-crosscorellated objects) can be put into the second output catalog. These columns are specified in ASSOC\_DATA and end up in the VECTOR\_ASSOC.

NOTE: ASSOC works only with pixel positions (NOT RA and DEC!)

NOTE: Be aware of shifts and rotation between images when crosscorrellating two catalogs. Find shifts beween images with imcentroid in IRAF for instance.

NOTE: ASSOC will appear not to work if you don't ask for a ASSOC output parameter in the parameter file. Your catalog better contain either the VECTOR\_ASSOC or the NUMBER\_ASSOC output, otherwise SE simply runs and outputs *all* objects it has detected, not just the crosscorellated ones<sup>23</sup>.

Emmanuel sez: Unfortunately, SExtractor can only handle floating point numbers in ASSOC files. In fact, ASSOC file may have comment lines (like an SE header) but no tab spacing either. Your best bet is just a list of x and y positions (with possibly a weight) separated with white spaces and nothing else.

Parameter	Default	Type	Description
ASSOC_NAME	sky.list	string	Name of the ASSOC ASCII file.
ASSOC_PARAMS	2,3,4	integers ( $n \leq 2, n \leq 3$ )	Nos of the columns in the ASSOC file that will be used as coordinates and weight for cross-matching.
ASSOC_RADIUS	2.0	float	Search radius (in pixels) for ASSOC.
ASSOC_TYPE	MAG_SUM	keyword	Method for cross-matching in ASSOC:
		FIRST	keep values corresponding to the first match found,
		NEAREST	values corresponding to the nearest match found,
		MEAN	weighted-average values,
		MAG_MEAN	exponentially weighted average values,
		SUM	sum values,
		MAG_SUM	exponentially sum values,
		MIN	keep values corresponding to the match with minimum weight,
		MAX	keep values corresponding to the match with maximum weight.

Parameter	Default	Type	Description
ASSOCSELEC_TYPE	MATCHED	keyword	What sources are printed in the out-put catalog in case of ASSOC:
		ALL	all detections,
		MATCHED	only matched detections,
		-MATCHED	only detections that were not matched.
ASSOC_DATA	2,3,4	integers ( $n \leq 32$ )	Numbers of the columns in the ASSOC file that will be copied to the catalog out-put.

NOTE: ASSOC does not work as long as you do not ask for the ASSOC output in the parameter file (specified in PARAMETERS\_NAME.). So don't forget to ask for VECTOR\_ASSOC or NUMBER\_ASSOC in the parameter file or otherwise all the detections are reported.

### 7.7.3 The Check-images

SE can output some of the maps used in intermediate steps. The names for the output fits files are specified in CHECKIMAGE\_NAME. Keep a convention like your file\_background.fits or your file\_bgr.fits. A list of up to 16 can be given (separated by a comma).<sup>24</sup>

The type of output files you want is defined in CHECKIMAGE\_TYPE. As you can see, most of these have to do with the background estimation. Notable exceptions are the APERTURES and SEGMENTATION options. APERTURES is a good diagnostic on whether or not your threshold is right and the SEGMENTATION will show you if the objects are broken up too much or not. Load the original and this segmentation image into saotng and compare.

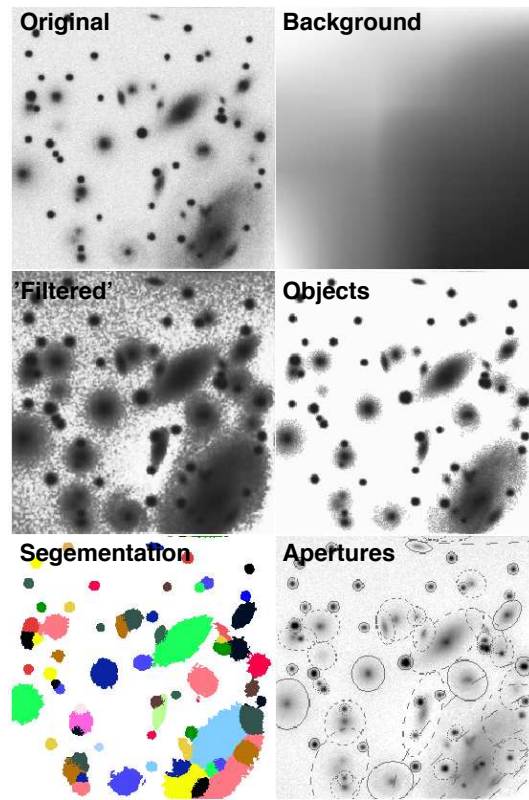
SEGMENTATION has another useful feature, the number in the catalog is given as the value to the isoarea in this image. Good for figuring out what is what from the catalogs. Also, the segmentation image is used as input for follow-up fit programs of extended sources (GALFIT and GIM2D).

<sup>24</sup>Oddly enough, this more than covers all your options, including NONE for the type of checkimage.

NOTE: APERTURES checkimage shows the apertures you've asked for. So if you ask for a MAG\_AUTO, the Kron radius will be drawn on the checkimage. If NO Kron derived parameter is put into the catalog, the Kron radius will also not be drawn on the APERTURES checkimage. Same for the APER and PETRO apertures.

Parameter	Default	Type	Description
CHECKIMAGE_NAME	check.fits	strings ( $n \leq 16$ )	File name for each check-image .

Parameter	Type	Description
CHECKIMAGE_TYPE	keywords ( $n \leq 16$ )	Type of information to put in the check-images :
	NONE	no check-image,
	IDENTICAL	identical to input image (useful for converting formats),
	BACKGROUND	full-resolution interpolated background map,
	BACKGROUND_RMS	full-resolution interpolated background noise map,
	MINIBACKGROUND	low-resolution background map,
	MINIBACK_RMS	low-resolution background noise map,
	-BACKGROUND	background-subtracted image,
	FILTERED	background-subtracted filtered image (requires FILTER = Y),
	OBJECTS	detected objects,
	-OBJECTS	background-subtracted image with detected objects blanked,
	APERTURES	MAG APER and MAG AUTO integration limits,
	SEGMENTATION	display patches corresponding to pixels attributed to each object.



**Figure 7.9:** Illustration of the different checkimages possible. The original inputimage, the BACKGROUND image, the FILTERED image, the OBJECTS image, the SEGMENTATION image and the APERTURES image. the contrast of the BACKGROUND image has been exaggerated.

## Chapter 8

# Output Parameters

The catalogs with output parameters is what the whole exercise is all about!<sup>1</sup> You can finally start constructing your Hertzsprung-Russel diagrams or lensing shear fields or whatever. The parameters you want in your catalogs should be listed in the file you gave to PARAMETERS\_NAME. Unless you keep using the same file for this, I really recommend using ASCII\_HEAD type catalogs

<sup>2</sup> The output catalogs will have a nice header with a list of all the parameters.

Parameters in the SE outputcatalog can be divided into geometric parameters ,photometric parameters, astrometric parameters and fitted parameters.<sup>3</sup> Geometric parameters will tell you what shape the object is in (basically how the light of the object is distributed over the pixels of that object) and the photometric parameters tell you simply how much light there is. Astrometric parameters give the position of the object in the image, be it in pixels or other coordinates.<sup>4</sup> Fitted parameters are calculated from fitting for instance a PSF to the data of the object. Most of these are still being developed and do not work yet.<sup>5</sup>

There are a few that do not fall in any of these convenient categories; the catalog number, the flag parameters and the parameters associated with crosscorrellating catalogs.

Name	description	unit
NUMBER	Running object number	-
FLAGS	Extraction flags	-
IMAFLAGS_ISO	FLAG-image flags OR'ed over the iso. profile	-
NIMAFLAGS_ISO	# flagged pixels entering IMAFLAGS_ISO	-

---

<sup>1</sup>Well that and the check-images perhaps.

<sup>2</sup>By setting the parameter CATALOG\_TYPE to ASCII\_HEAD in the configuration file.

<sup>3</sup>Just kidding, SE does not fit anything yet. It's so fast for a reason.

<sup>4</sup>There has been some improvement here as well. The now nearly ubiquitous World Coordinate System WCS is also used.

<sup>5</sup>Meaning, I've tried but have not gotten them to work yet...If you have, let me know.

## 8.1 Photometric Parameters

Photometric parameters are either flux or magnitude determined by SE. However SE has five different ways of determining these; isophotal, isophotal-corrected, automatic, best estimate and aperture. These are discussed in the Photometry section in the input chapter (section 7.4). To recap:

ISO	Photometry derived from the counts above the threshold minus the background (see also section 7.4.1).
ISOCOR	ISO photometry, corrected for loss as a Gaussian profile (see also section 7.4.2).
AUTO	Photometry from the Kron flexible elliptical aperture. ? (see also section 7.4.3)
BEST	Choice between AUTO and ISOCOR. AUTO, except when influence from neighbors is more than 10%. (see also section 7.4.4)
APER	Photometry from circular, user specified (PHOT_APERTURES in the config file), apertures. (see also section 7.4.5)
PETRO	Photometry from the Petrosian aperture, very similar to the Kron aperture. (see also section ??)
PROFILE	the weighted photometry using the 'filtered' image for the weight.

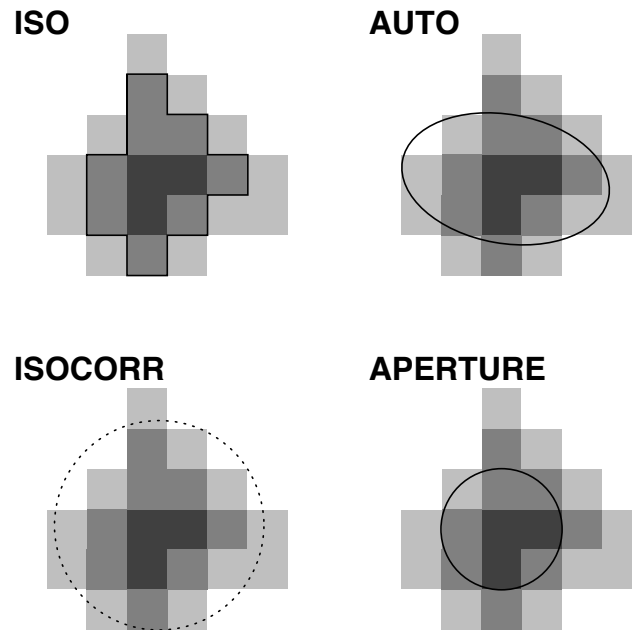
There are two other photometric parameters of interest: MU\_MAX, the surface brightness of the brightest pixel and the MU\_THRESHOLD, the the surface brightness corresponding to the threshold. This last parameter is good to inspect if the threshold is set with respect to the background RMS. The value of the Background at the position of the object is often also interesting to know. Especially when deciding whether or not to switch between GLOBAL and LOCAL in the BACK\_TYPE parameter (see section 7.2).

The Petrosian aperture is a recent addition to SE (since v2.4.4 as far as I know) and it is very similar to the Kron radius. The aperture has a different radius (a Petrosian vs. a Kron one.). However the position angle and the ellipticity are the same as the Kron aperture. The Petrosian radius is usually bigger than the Kron one. See also section 7.5.2, 8.5.1 and 7.4.3 for Kron aperture stuff and see section 7.5.3 and 8.5.2 for more on the Petrosian radius.

NOTE: oh and I'll say it again...the "BEST" photometry is a misnomer. Rather use something that is consistent across your image.

NOTE: For a color (Great Britain and Canada: colour) measurement, the ISO and APER options are good, especially when run in dual mode since you'll know the apertures are the same. The other apertures may be too inclusive in crowded fields.





**Figure 8.1:** Illustration of the different apertures possible; ISO, ISOCOR, AUTO and APER (user specified in PHOT\_APERTURES)

Name	description	unit
FLUX_ISO	Isophotal flux	count
FLUXERR_ISO	RMS error for isophotal flux	count
MAG_ISO	Isophotal magnitude	mag
MAGERR_ISO	RMS error for isophotal magnitude	mag
FLUX_ISOCOR	Corrected isophotal flux	count
FLUXERR_ISOCOR	RMS error for corrected isophotal flux	count
MAG_ISOCOR	Corrected isophotal magnitude	mag
MAGERR_ISOCOR	RMS error for corrected isophotal magnitude	mag
FLUX_AUTO	Flux within a Kron-like elliptical aperture	count
FLUXERR_AUTO	RMS error for AUTO flux	count
MAG_AUTO	Kron-like elliptical aperture magnitude	mag
MAGERR_AUTO	RMS error for AUTO magnitude	mag
FLUX_BEST	Best of FLUX_AUTO and FLUX_ISOCOR	count
FLUXERR_BEST	RMS error for BEST flux	count
MAG_BEST	Best of MAG_AUTO and MAG_ISOCOR	mag
MAGERR_BEST	RMS error for MAG_BEST	mag
FLUX_APER	Flux vector within fixed circular aperture(s)	count
FLUXERR_APER	RMS error vector for aperture flux(es)	count
MAG_APER	Fixed aperture magnitude vector	mag
MAGERR_APER	RMS error vector for fixed aperture mag.	mag
FLUX_PETRO	Flux within a Petrosian-like elliptical aperture	count

## 8.2 Profile

The profile option for photometry is not a much used one. The idea is to weigh the fluxes with the values in the filtered (smoothed) image (see section 7.3.2 for the options here). in general, smoothing correlates the noise in an image and broadens profiles. By weighting with the smoothed profile, you give extra weight to the brightest pixels (as opposed to counting all the flux equally).

NOTE: the PROFILE option seems to be a fix for when you think you include too much noise in the flux measurements (i.e. the detection threshold is too low, background too funky or something...) Use with some caution.

And remember kids: the ellipticity and everything is derived from the 'filtered' (i.e. smoothed) image. The PROFILE option in this context might be a good way to check up how much different things are between the smoothed and the original image.

Name	description	unit
FLUX_PROFILE	Flux weighted by the FILTERed profile	count
FLUXERR_PROFILE	RMS error for PROFILE flux	count
MAG_PROFILE	Magnitude weighted by the FILTERed profile	mag
MAGERR_PROFILE	RMS error for MAG_PROFILE	mag
Name	description	unit
MU_THRESHOLD	Detection threshold above background	$\text{mag} \times \text{arcsec}^{-2}$
MU_MAX	Peak surface brightness above background	$\text{mag} \times \text{arcsec}^{-2}$
BACKGROUND	Background at centroid position	counts
THRESHOLD	Detection threshold above background	counts

## 8.3 Astrometric Parameters

The astrometric parameters are simple enough; they tell you where the object is located. However which pixel do you take for the center of the objects? The maximum flux pixel? Or the barycenter?

<sup>6</sup> Do you want it in RA and DEC or in prosaic pixels? All of these you should be able to specify

---

<sup>6</sup>The Barycenter is the flux-weighted average position. the first moment, SE computes all the second moments as well, see the geometric parameters section and chapter 9 in the manual v2.1.3.

from the list below.

NOTE: the x and y positions (with the exception of 'peak' values) are the barycenters of objects; the weighted mean position.

The definition for the barycenter of an object is:

$$X = \bar{x} = \frac{\sum I_i x_i}{\sum I_i}$$

$$Y = \bar{y} = \frac{\sum I_i y_i}{\sum I_i}$$

This is the first order moment of the object.<sup>7</sup> The minima and maximum x and y pixelvalues almost speak for themselves. These are the most extreme values for x and y that are still within the object. Handy if you want to make postage stamps of some of your objects from the fits file. The PEAK values are the x,y and ra and dec values for the position of the brightest pixel. The value for the flux and surface brightness of that pixel can be found in output-parameters FLUX\_MAX and MU\_MAX respectively. The difference between the position of the brightest pixel and the (bary) center of an object might help you identify blended objects. If they differ much, than you've got something lobsided.

NOTE: all the  $x_i$  and  $I_i$  values in these formulae are the values from the pixels identified in the segmentation map as belonging to the object. It can be influenced by detection thresholds and segmentation settings.

NOTE: The origin for X\_IMAGE etc is pixel 1,1. SO The first pixel in the left bottom corner of the FITS image is number 1,1 and not 0,0.

---

<sup>7</sup>Yes this is straight from the sExtractor manual. All this stuff is quite complete in the manual v2.1.3 and above. Is there a problem?

Name	description	unit
XMIN_IMAGE	Minimum x-coordinate among detected pixels	pixel
YMIN_IMAGE	Minimum y-coordinate among detected pixels	pixel
XMAX_IMAGE	Maximum x-coordinate among detected pixels	pixel
YMAX_IMAGE	Maximum y-coordinate among detected pixels	pixel
YPEAK_IMAGE	y-coordinate of the brightest pixel	pixel
XPEAK_WORLD	World-x coordinate of the brightest pixel	deg
YPEAK_WORLD	World-y coordinate of the brightest pixel	deg
ALPHAPEAK_SKY	Right ascension of brightest pix (native)	deg
DELTAPEAK_SKY	Declination of brightest pix (native)	deg
ALPHAPEAK_J2000	Right ascension of brightest pix (J2000)	deg
DELTAPEAK_J2000	Declination of brightest pix (J2000)	deg
ALPHAPEAK_B1950	Right ascension of brightest pix (B1950)	deg
DELTAPEAK_B1950	Declination of brightest pix (B1950)	deg
X_IMAGE	Object position along x	pixel
Y_IMAGE	Object position along y	pixel
X_IMAGE_DBL	Object position along x (double precision)	pixel
Y_IMAGE_DBL	Object position along y (double precision)	pixel
X_WORLD	Barycenter position along world x axis	deg
Y_WORLD	Barycenter position along world y axis	deg
X_MAMA	Barycenter position along MAMA x axis	m <sup>-6</sup>
Y_MAMA	Barycenter position along MAMA y axis	m <sup>-6</sup>
ALPHA_SKY	Right ascension of barycenter (native)	deg
DELTA_SKY	Declination of barycenter (native)	deg
ALPHA_J2000	Right ascension of barycenter (J2000)	deg
DELTA_J2000	Declination of barycenter (J2000)	deg
ALPHA_B1950	Right ascension of barycenter (B1950)	deg
DELTA_B1950	Declination of barycenter (B1950)	deg

According to the v2.3 manual of SE, FITS header-information is used for the WORLD coordinates. World Coordinates System (WCS) is often what you use to line up different images from different observatories in ds9 (that's what I do...).

No idea what the MAMA axis is.

## 8.4 Geometric Parameters

Geometric parameters describe the shape and size of the object. SE computes the moments of an object and determines elliptical parameters from these. Both the moments and the elliptical

parameters and derivatives from these can be included in the output. These parameters are treated much more extensive in chapter 9 of the manual (version 2.1.3).

#### 8.4.1 Moments

The first order moments are the barycenters of course but the second order moments can also be given (see section 9.1.4 in the manual v2.1.3):

$$X2 = \overline{x^2} = \frac{\sum I_i x_i^2}{\sum I_i} - \bar{x}^2 \quad (8.1)$$

$$Y2 = \overline{y^2} = \frac{\sum I_i y_i^2}{\sum I_i} - \bar{y}^2 \quad (8.2)$$

$$XY = \overline{xy} = \frac{\sum I_i x_i y_i}{\sum I_i} - \bar{x}\bar{y} \quad (8.3)$$

Name	description	unit
X2_IMAGE	Variance along x	pixel <sup>2</sup>
Y2_IMAGE	Variance of position along y	pixel <sup>2</sup>
XY_IMAGE	Covariance of position between x and y	pixel <sup>2</sup>
X2_WORLD	Variance of position along X-WORLD (alpha)	deg <sup>2</sup>
Y2_WORLD	Variance of position along Y-WORLD (delta)	deg <sup>2</sup>
XY_WORLD	Covariance of position X-WORLD/Y-WORLD	deg <sup>2</sup>

NOTE: By adding ERR+parameter, the error can be obtained as well. (e.g. ERRX2\_IMAGE)

#### 8.4.2 Ellipse parameters

From these moments, the position angle, the minor and major axis of an ellipse can be derives (section 9.1.5 in the manual v2.3) and also a second way of describing this ellipse is given (sec 9.1.6). The official manual gives the whole derivation of these parameters but since we want a quick result I'll cut it down some.

NOTE: All these elliptical parameters are computed in the SMOOTHED image. So If you have used a smoothing kernel in the input, then the ELLIPTICITY is also of a smoothed object. <sup>8</sup>

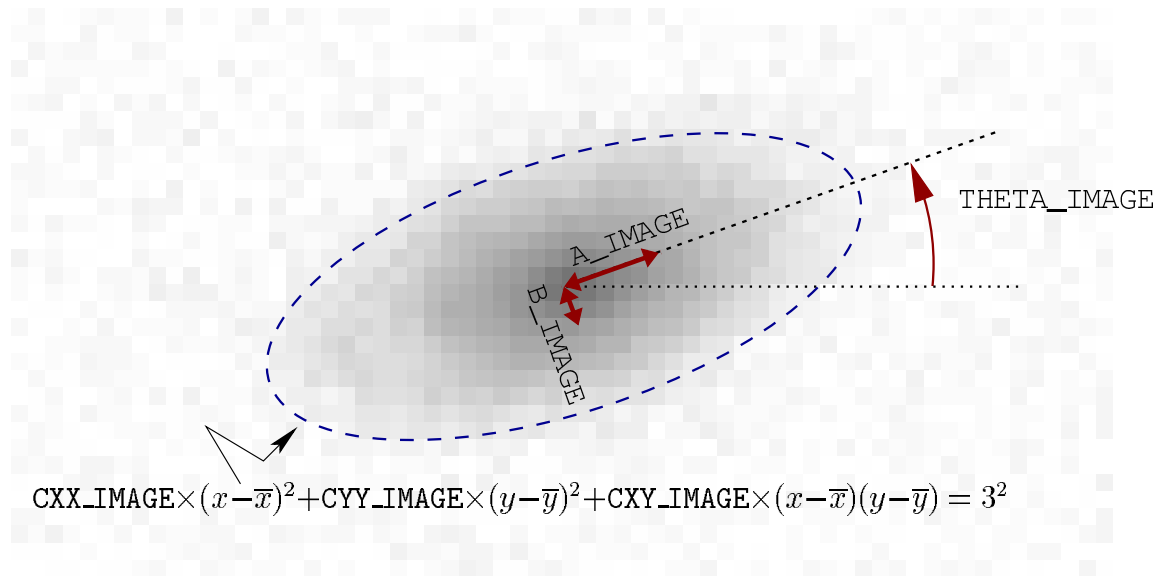
### Minor and Major Axes

The following definitions for these **computed** parameters are: (see for the derivation the v2.3 manual page 28)

$$A^2 = \frac{\overline{x^2} + \overline{y^2}}{2} + \sqrt{\left(\frac{\overline{x^2} - \overline{y^2}}{2}\right)^2 + \overline{xy}^2} \quad (8.4)$$

$$B^2 = \frac{\overline{x^2} + \overline{y^2}}{2} - \sqrt{\left(\frac{\overline{x^2} - \overline{y^2}}{2}\right)^2 + \overline{xy}^2} \quad (8.5)$$

These are illustrated in figure 8.2. Not also that the Petrosian and Kron radii (section 8.5.2 and 8.5.1) are expressed in the same units as those used for the A and B values.



**Figure 8.2:** Illustration of the Kron radius.  $\bar{x}$  and  $\bar{y}$  are the computed center in of the object.

Name	description	unit
A_IMAGE	Profile RMS along major axis	pixel
B_IMAGE	Profile RMS along minor axis	pixel
THETA_IMAGE	Position angle (CCW/x) <b>counterclockwise!!!</b> <sup>9</sup>	deg
A_WORLD	Profile RMS along major axis (world units)	deg
B_WORLD	Profile RMS along minor axis (world units)	deg

---

Errors can be obtained using ERR+parameter in the paramfile.

*Position Angle*

This is the rotation of the major axis with respect to NAXIS1 (x-axis...) counterclockwise. The definition of the position angle is different (pa is with respect to North.) However the conversion can obviously be done and the Position Angle (PA) is given in other THETA parameters (SKY, B1950 and J2000). This can be very useful if you're looking for slit-positions for your spectrograph.

Name	description	unit
THETA_WORLD	Position angle (CCW/world-x)	deg
THETA_SKY	Position angle (east of north) (native)	deg
THETA_J2000	Position angle (east of north) (J2000)	deg
THETA_B1950	Position angle (east of north) (B1950)	deg

Errors can be obtained using ERR+parameter in the paramfile.

*The Other Ellipse parametrisation*

So the manual also gives another parametrisation of the elliptical aperture. I have not used these parameters. I have no idea what to do with them. Maybe you do. In figure 8.2, the relation between these parameters and the moments is given.

Name	description	unit
CXX_IMAGE	Cxx object ellipse parameter	pixel <sup>-2</sup>
CYY_IMAGE	Cyy object ellipse parameter	pixel <sup>-2</sup>
CXY_IMAGE	Cxy object ellipse parameter	pixel <sup>-2</sup>
CXX_WORLD	Cxx object ellipse parameter (WORLD units)	deg <sup>-2</sup>
CYY_WORLD	Cyy object ellipse parameter (WORLD units)	deg <sup>-2</sup>
CXY_WORLD	Cxy object ellipse parameter (WORLD units)	deg <sup>-2</sup>

Errors can be obtained using ERR+parameter in the paramfile.

*Ellipticity and Elongation*

How stretched the object is can be parameterised with weither the Ellipticity or the Elongation parameters, both of which are simply computed from the minor and major axes.

$$\text{ELONGATION} = \frac{A}{B} \quad (8.6)$$

$$\text{ELLIPTICITY} = 1 - \frac{B}{A} = 1 - \frac{1}{\text{ELONGATION}} \quad (8.7)$$

Name	description	unit
ELONGATION	A_IMAGE/B_IMAGE	
ELLIPTICITY	1 - B_IMAGE/A_IMAGE	

NOTE: If you have FILTERED the image for detection then your ellipticity and elongation values will be more **round** than the actual object.

Only the ELONGATION and the ELLIPTICITY parameters do not come with a error. Note that there is an extensive discussion of these in section 9.1.8 of the manual. <sup>10</sup>

### 8.4.3 Area Parameters

This can be done by the parameters describing the isophotes as fitted by SE or the conclusion of the neural network classification. To get an idea of the size of an object, reasonably independent of the brightness, the FWHM or the FLUX\_RADIUS

SE divides an object up into 7 isophotes above the ANALYSIS\_THRESH. The areas above the isophotes is fed to the neural network. These can be put into the catalog with the ISO $n$  parameters.

Name	description	unit
ISOAREA_WORLD	Isophotal area above Analysis threshold	deg <sup>2</sup>
ISOAREAF_WORLD	Isophotal area (filtered) above Detection threshold	deg <sup>2</sup>
ISO0	Isophotal area at level 0	pixel <sup>2</sup>
ISO1	Isophotal area at level 1	pixel <sup>2</sup>
ISO2	Isophotal area at level 2	pixel <sup>2</sup>
ISO3	Isophotal area at level 3	pixel <sup>2</sup>
ISO4	Isophotal area at level 4	pixel <sup>2</sup>
ISO5	Isophotal area at level 5	pixel <sup>2</sup>
ISO6	Isophotal area at level 6	pixel <sup>2</sup>
ISO7	Isophotal area at level 7	pixel <sup>2</sup>

### 8.4.4 Full-Width Half Max

Assuming a Gaussian profile for the object, a Full-Width at Half Maximum can be computed. No object is a Gaussian -especially in the wings- but this does give you a reasonable idea of the PSF width in the case of a star for instance. It's a useful thing to have.

Name	description	unit
FWHM_WORLD	FWHM assuming a Gaussian core	pixel
FWHM_WORLD	FWHM assuming a Gaussian core	deg
VIGNET	Pixel data around detection	count
VIGNET_SHIFT	Pixel data around detection corrected for shift	count
THRESHOLDMAX	Maximum threshold possible for detection	count

<sup>10</sup>I'd be saying the exact same thing and typing in that many functions is a pain, even in LaTeX.



## 8.5 Radii

Indicators for the size of objects are multiple and SE can provide a lot of them if so desired. Especially for extended source several schemes have been developed to define an aperture to determine the total flux and characterize the size of an object. In the section 7.5.2, 8.4.2 and 7.4.3, the Kron aperture and the various associated parameters were already discussed. The KRON\_RADIUS output parameter is the indicator of size of the KRON aperture. Alternatively, there is the PETROSIAN\_RADIUS (since SE v2.4.4). Both of these are expressed in multiples of major axis B.

**Table 8.1:** Radii nomenclature

Radius	symbol	Description
Kron	$R_1$	The typical size of the flexible aperture -computed from moments- defined by ?.
Petrosain	$R_p$	The radius at which the surface brightness of the isophote is $\eta$ times the average surfacebrightness within this isophote.
Effective Half-light	$R_e$	The radius containing 50% of the total flux of an object. same radius.
Typical	$R_t$ or h	The scale in the exponential disk $I = I_0 \exp(-R/R_t)$
deVaucouleur	$R_{25}$	The radius at which the B-band isophote is 25 mag arcsec <sup>-2</sup> . This is a common Radius as it is listed in the third reference catalog (RC3)

### 8.5.1 Kron radius

? defined the KRON radius to get 90% of an objects light as follows:

$$R_1(R) = \frac{2\pi \int_0^R I(x)x^2 dx}{2\pi \int_0^R I(x)x dx} \quad (8.8)$$

According Graham and Driver (2005), the orginal SE publication has changed the definition a bit. Bertin and Arnouts (1996) define the Kron radius as:

$$R_1 = \frac{\Sigma R I(R)}{\Sigma I(R)} \quad (8.9)$$

over the two dimentional aperture and not for a lightprofile (which was Kron's original idea.) In the case of a lightprofile, the Kron-radius should be according to Kron's original definition:

$$R_1 = \frac{\Sigma R^2 I(R)}{\Sigma R I(R)} \quad (8.10)$$

So the Kron radius coming out of SE is maybe not a proper one but we're using this as the estimate anyway. And if you are interested in galaxy profiles, here is a neat trick to relate this Kron radius to the *effective* radius ( $R_e$ ), the radius that encloses half the object's light.<sup>11</sup>

$$R_1(x, n) = \frac{R_e \gamma(3n, x)}{b^n \gamma(2n, x)} \quad (8.11)$$

In which  $x = b(R/R_e)^{1/n}$  and  $\gamma$  is the incomplete gamma function<sup>12</sup>. This is all too much of a headache so Graham and Driver (2005) also give a nice table converting these radii depending on Sersic profile index (copied in table 8.2).

**Table 8.2:** Theoretical Kron Radii and Magnitudes from Graham and Driver (2005)

Sersic n	$R_1$ ( $R_e$ )	$L(< 2R_1)$ %	$L(< 2.5R_1)$ %
0.5	1.06	95.7	99.3
1.0	1.19	90.8	96.0
2.0	1.48	87.5	92.2
3.0	1.84	86.9	90.8
4.0	2.29	87.0	90.4
5.0	2.84	87.5	90.5
6.0	3.53	88.1	90.7
7.0	4.38	88.7	91.0
8.0	5.44	89.3	91.4
9.0	6.76	90.0	91.9
10.0	8.39	90.6	92.3

Name	description	unit
KRON_RADIUS	Kron radius in units of A or B	-

And remember that the KRON flux measurements can be found in the AUTO output-parameters.<sup>13</sup>

### 8.5.2 Petrosian radius

Petrosian (1976) defined a point in the radial light profile at which the isophote at that radius was a certain fraction of the average surface brightness within that radius.

$$\eta(R) = \frac{2\pi \int_0^R I(R') R' dR'}{\pi R^2 I(R)} = \frac{\langle I \rangle_R}{I(R)} \quad (8.12)$$

<sup>11</sup>All these radii to characterize galaxy profiles can be a tad confusing. See table 8.1 for the definitions of all.

<sup>12</sup>Oh Gamma function, is there something you're not useful for?

<sup>13</sup>Named differently for your inconvenience. Please remember that a lot of SE stuff got tacked on later which explains the funky naming 'convention'.

where the parameter  $\eta$  is the fraction. This is often either 0.2 or 0.5 with 0.2 the most commonly used. I am pretty sure the 0.2 value is used in SE.

NOTE: The  $\eta$  cannot be changed using some input-parameter. Bummer.

There is an input parameter associated with this in source extractor (PHOT\_PETROPARAMS) where the first input defines the number of Petrosian radii for the magnitude and the second the minimum radius. The following output parameters are associated with the Petrosian radius:

Name	description	unit
PETRO_RADIUS	Petrosian apertures in units of A or B	-
FLUX_PETRO	Flux within Petrosian radius elliptical aperture	count
FLUX_PETRO	Flux within Petrosian radius elliptical aperture	count
FLUXERR_PETRO	RMS error for PETRO flux	count
MAG_PETRO	magnitude within the $N \times R_p$	mag
MAGERR_PETRO	RMS error for the MAG_PETRO magnitude	mag

More on the Petrosian radius can be found in Graham and Driver (2005) and Graham et al. (2005).

### 8.5.3 Effective radius

The effective radius is the term commonly used to define the point in a light profile within which encloses half the flux from an object. In the case of SE, several radii can be defined (input parameter PHOT\_FLUXFRAC). PHOT\_FLUXFRAC 0.5 is the effective radius (or SE's determination of it.)

Name	description	unit
FLUX_RADIUS	Radius enclosing a specified fraction of the flux	pixel.

With the photometry in the APER parameters.

So here is another trick. If you want an estimate of the Sersic profile index  $n$ , you could use the ratio between the FLUX\_RADIUS with PHOT\_FLUXFRAC set to 0.5 and the KRON\_RADIUS in your catalog. Of course you would need to run some follow-up program to properly determine the actual index from a fit, but that is what SE is all about.<sup>14</sup>

## 8.6 Object classification

This is a section completely devoted to the CLASS\_STAR parameter; SE's classification of the objects on the basis of a Neural Network Output.<sup>15</sup>

<sup>14</sup>A quick and possibly dirty first look, quick sample selection etc...

<sup>15</sup>If you DO want to know more on Neural Networks and how they are used for complex issues such as object classification, I found the book 'An introduction to Neural Networks' by Kevin Gurney very useful.

Name	description	unit
CLASS_STAR	S/G classifier output	none

It can have a value between 0 (galaxy, more to the point: non-star) and 1 (star).

### 8.6.1 Input Dependency

Fortunately, you do not need to understand Neural Networks to use this but there are several input parameters which are directly linked to the CLASS\_STAR parameter:

- **PIXEL\_SCALE**: Pixel size in arcsec. (for surface brightness parameters, FWHM and star/galaxy separation only).
- **SEEING\_FWHM**: FWHM of stellar images in arcsec. This quantity is used only for the neural network star/galaxy separation as expressed in the CLASS\_STAR output.

These are obvious. The NNW has to take in account the scale and blurring of the objects before judgment. These are input parameters of the NNW. The ratio between the two is something you can play around with. (remember that SE does not use the pixelsscale for anything else...) But there are parameters where it depend more indirectly on:

- **BACK\_SIZE** Size, or Width, Height (in pixels) of a background mesh.
- **THRESH\_TYPE** Meaning of the DETECT\_THRESH and ANALYSIS\_THRESH parameters :
  - **RELATIVE** scaling factor to the background RMS.
  - **ABSOLUTE** absolute level (in ADUs or in surface brightness).
- **ANALYSIS\_THRESH** Threshold (in surface brightness) at which CLASS STAR and FWHM operate.
  - 1 argument: relative to Background RMS.
  - 2 arguments:  $\mu$  ( $\text{mag arcsec}^{-2}$ ), Zero-point (mag).

Obviously the brightness level from which objects are considered influence heavily the classification. If only the top levels are considered, even clear galaxies might be classified as stars (the disk lies below the threshold) and if the threshold is too low, random noise can pass itself off as a faint galaxy.

NOTE: if the threshold is relative to the RMS, the BACK\_SIZE is VERY important for the CLASS\_STAR

- DEBLEND\_MINCONT Minimum contrast parameter for de-blending.
- DEBLEND\_NTHRESH Number of deblending sub-thresholds.

NOTE! if deblending is too course, a clump of stars can become a 'galaxy'.

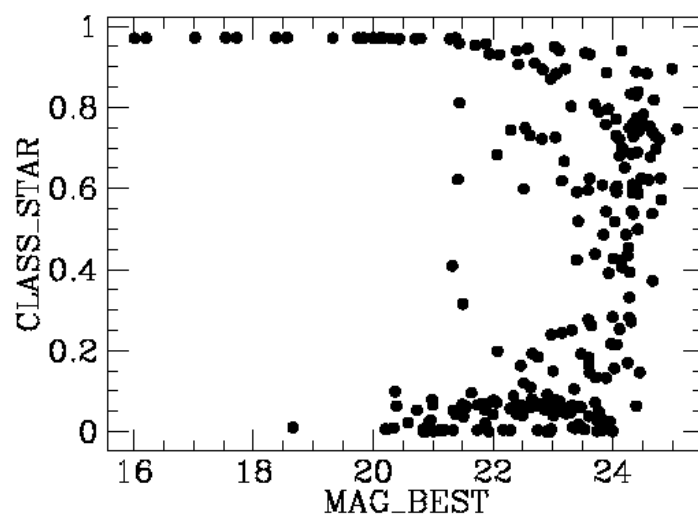
NOTE! And if deblending is too picky, a single galaxy might be chopped up into several objects.

There is no single remedy but a DEBLEND\_NTHRESH of 32 and a DEBLEND\_MINCONT of order 0.01 are a good place to start.

HMMMM: If the ANALYSIS\_THRESH is different from the DETECT\_THRESH, the objects are NOT detected again. So carefull with making these different.

### 8.6.2 Reliability

This section is one big note of caution. The NNW classification by SE is NOT perfect and will break down at the lower magnitude end. Unfortunately it does not give another value for unreliable classification (42 for instance) but assigns a random value between 0 and 1. (see figure 8.3)



**Figure 8.3:** The dependence of CLASS\_STAR on the luminosity of objects. The reliability clearly disappears at the lower end.

## 8.7 ASSOC output

These are the two output parameters associated with cross correlating catalogs. If you have specified a ASSOC file and the manner of cross-identification (see the input parameters in section 6.3). Be sure to specify one of these as otherwise there will be NO crosscorellation and the SE catalog will contain just as many entries as without the ASSOC parameters specified.<sup>16</sup> The column in the ASSOC\_NAME catalog, specified in ASSOC\_DATA are given in the VECTOR\_ASSOC

Name	description	unit
VECTOR_ASSOC	ASSOCiated parameter vector	
NUMBER_ASSOC	Number of ASSOCiated IDs	

## 8.8 Flags

*How to steal a country through the cunning use of flags:*

*Brittain: I claim India for Brittain!*

*India: You can't claim us! There's 300 million of us already living here!*

*Brittain: Do you have a flag? No flag, no country.*

*—adapted from Eddie Izzard.*

This section is the one in the official manual with some annotations of mine.<sup>17</sup>

A set of both internal and external flags is accessible for each object. Internal flags are produced by the various detection and measurement processes within SExtractor; they tell for instance if an object is saturated or has been truncated at the edge of the image.

External flags come from flag-maps: these are images with the same size as the one where objects are detected, where integer numbers can be used to flag some pixels (for instance, bad or noisy pixels). These types of images are becoming quite common data-products of reduction pipelines of current space missions like the Hubble or Spitzer telescopes or the grand surveys such as SLOAN.

Different combinations of flags can be applied within the isophotal area that defines each object, to produce a unique value that will be written to the catalog.

### 8.8.1 Internal Flags

The internal flags are always computed and the default.param file lists them. Clearly They are accessible through the FLAGS catalog parameter, which is a short integer. FLAGS contains, coded in decimal, all the extraction flags as a sum of powers of 2:

- 1 The object has neighbours, bright and close enough to significantly bias the MAG AUTO photometry<sup>18</sup>, or bad pixels (more than 10% of the integrated area affected).

<sup>16</sup>I will NOT tell anyone how long it took me to figure THAT one out...

<sup>17</sup>I steal the official manual's prose from it with reckless abandon, okay?

<sup>18</sup>This flag can only be activated when MAG\_AUTO magnitudes are requested.

- 2 The object was originally blended with another one.
- 4 At least one pixel of the object is saturated (or very close to).
- 8 The object is truncated (too close to an image boundary).
- 16 Object's aperture data are incomplete or corrupted.
- 32 Object's isophotal data are incomplete or corrupted<sup>19</sup>.
- 64 A memory overflow occurred during deblending.
- 128 A memory over flow occurred during extraction.

For example, an object close to an image border may have `FLAGS = 16`, and perhaps `FLAGS = 8+16+32 = 56`. The flags are combined such that a unique number will result as the flag entry in the catalogs.

### 8.8.2 External Flags

SExtractor will look for an external flags file when `IMAFLAGS.ISO` or `NIMAFLAGS.ISO` are present in the catalog parameter file. The file is specified in `FLAG_IMAGE`. The external and internal flags are then combined and listed as the `FLAGS` output parameter in the catalog. So you need to make sure that a combination of flags is still unique. There is a fun little exercise for you.

It then looks for a FITS image specified by the `FLAG_IMAGE` keyword in the configuration file. The FITS image must contain the flag-map, in the form of a 2-dimensional array of 8, 16 or 32 bits integers. It must have the same size as the image used for detection. Such flag-maps can be created using for example the WeightWatcher software (Bertin 1997).<sup>20</sup>

The flag-map values for pixels that coincide with the isophotal area of a given detected object are then combined, and stored in the catalog as the long integer `IMAFLAGS_ISO`. 5 kinds of combination can be selected using the `FLAG_TYPE` configuration keyword:

OR: the result is an arithmetic (bit-to-bit) OR of flag-map pixels.

AND: the result is an arithmetic (bit-to-bit) AND of non-zero flag-map pixels.

MIN: the result is the minimum of the (signed) flag-map pixels.

MAX: the result is the maximum of the (signed) flag-map pixels.

MOST: the result is the most frequent non-zero flag-map pixel-value.

<sup>19</sup>An old flag inherited from SExtractor V1.0. It has been kept for compatibility reasons (and why tear it out?). With SExtractor V2.0+, having this flag activated doesn't have any consequence for the extracted parameters.

<sup>20</sup>SExtractor? Weightwatchers? What's with the naming convention here? I'm almost certain that this contributed to my celery-phobia.



The NIMAFLAGS ISO catalog parameter contains a number of relevant flag-map pixels: the number of non-zero flag-map pixels in the case of an OR or AND FLAG\_TYPE, or the number of pixels with value IMAFLAGS ISO if the FLAG TYPE is MIN, MAX or MOST.

## 8.9 Fitted Parameters

There is a experimental section of SE which will hopefully become workable soon enough. This deals with the fitting of the Point Spread Function to stars and light profiles to extended objects. In the meantime the follow-up program GALFIT and GIM2D have cornered this market. As a result the priority on finishing these parameters may have slipped some...

### 8.9.1 PSF fitting

The point spread function of an instrument describes how the light from a point source is distributed over the detection element of a CCD. If you have a little fits file of a model of the PSF and you've figured out how to feed that to SE (if you do let me know...) then a part of SE known as PSFeX can fit this to every object. The following parameters should then be available to you. As you can see some of these are either photometric, geometric or positional parameters. I've just list them here as this is still an experimental bit of SE but should be very useful later.

The PSF is also used for fitting the components of a galaxy in the next section.

Name	description	unit
XPSF_IMAGE	X coordinate from PSF-fitting	pixel
YPSF_IMAGE	Y coordinate from PSF-fitting	pixel
XPSF_WORLD	PSF position along world x axis	deg
YPSF_WORLD	PSF position along world y axis	deg
ALPHAPSF_SKY	Right ascension of the fitted PSF (native)	deg
DELTAPSF_SKY	Declination of the fitted PSF (native)	deg
ALPHAPSF_J2000	Right ascension of the fitted PSF (J2000)	deg
DELTAPSF_J2000	Declination of the fitted PSF (J2000)	deg
ALPHAPSF_B1950	Right ascension of the fitted PSF (B1950)	deg
DELTAPSF_B1950	Declination of the fitted PSF (B1950)	deg
FLUX_PSF	Flux from PSF-fitting	count
FLUXERR_PSF	RMS flux error for PSF-fitting	count
MAG_PSF	Magnitude from PSF-fitting	mag
MAGERR_PSF	RMS magnitude error from PSF-fitting	mag
NITER_PSF	Number of iterations for PSF-fitting	-
CHI2_PSF	Reduced chi2 from PSF-fitting	-

All these have ERR+parameter uncertainties associated with them, except NITER\_PSF and CHI2\_PSF of course. That is...if these ever work...

The reason you'd want a decent fit of the PSF to an object is to do really good photometry on it as you're now accounting for all that leaked light. Note that such a correction would only work if the object was originally a pointsource. This is fairly useless for extended objects but for that we

have the galaxy fitting parameters.

### 8.9.2 Galaxy profile fitting

Another experimental bit of SE. As you might know, average radial lightprofile of a galaxy can be described by fit. In the case of a spiral galaxy it is an exponential for the disk and a deVaucouleur ( $r^{-4}$ ) profile for the bulge. The ( $r^{-4}$ ) profile fits an elliptical galaxy quite well. So if the galaxy is reasonably resolved, this new bit of SE can fit these profiles. It can give you the bulge disk ratio's and everything. Provided it'd actually work.<sup>21</sup> Did I mention GALFIT and GIM2D in this context?

Name	description	unit
FLUX_GALFIT	Flux derived from the galaxy fit	count
FLUXERR_GALFIT	RMS error for GALFIT flux	count
MAG_GALFIT	Magnitude derived from galaxy fit	mag
MAGERR_GALFIT	Magnitude error derived from galaxy fit	mag
ERROR_GALFIT	Reduced Chi-square error of the galaxy	fit
GALDANG_IMAGE	Galaxy disk position angle from the galaxy fit	deg
GALDSCALE_IMAGE	Galaxy disk-scale from the galaxy fit	pixel
GALDASPEC_IMAGE	Galaxy disk aspect ratio from the galaxy fit	
GALDE1_IMAGE	Galaxy disk ellipticity nr1 from the galaxy fit	
GALDE2_IMAGE	Galaxy disk ellipticity nr2 from the galaxy fit	
GALBRATIO_IMAGE	Galaxy bulge ratio from the galaxy fit	
GALBANG_IMAGE	Galaxy bulge position angle from the galaxy fit	deg
GALBSCALE_IMAGE	Galaxy bulge-scale from the galaxy fit	pixel
GALBASPEC_IMAGE	Galaxy bulge aspect ratio from the galaxy fit	

### 8.10 Principle Component

Again these are related to the psf fitting SE is -hopefully- capable of in the near<sup>22</sup> future.

<sup>21</sup>As per v2.4.4 they do not...

<sup>22</sup>Meaning: 'possibly in your lifetime'.

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Name	description	unit
X2PC_IMAGE	PC variance along x	pixel <sup>2</sup>
Y2PC_IMAGE	PC variance along y	pixel <sup>2</sup>
XYPC_IMAGE	PC covariance between x and y	pixel <sup>2</sup>
APC_IMAGE	PC profile RMS along major axis	pixel
BPC_IMAGE	PC profile RMS along minor axis	pixel
THETAPC_IMAGE	PC position angle (CCW/x)	deg
PC	Principal components	

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# Chapter 9

## Strategies for SE use

*Baldrick: "Sir, I have a cunning plan"*

*Blackadder: "As cunning as a fox who is professor of cunning at Oxford University?"*

This section is reserved for some lecturing on what I found were good tricks to use with SE. There are some tricks you can do to extend the depth of your exposures, to make it easier to use SE on a batch of objects or tune your detections more to your needs.

### 9.1 Image types to use?

There are several options open to you for the image type. It is quite usual for astronomical images to be the result of stacked exposures. There are several ways to stack. The interaction between the type of addition and the photometric inputparameters is discussed here.

You may want to ask yourself whether you want to use the original integrated image with the total counts of every object or to use these divided by the exposure time, essentially counts-per-second images. Using counts-per-second images is not as dumb as it sounds. By using counts-per-second images, the dynamic range is the same for images with wildly varying exposure times. When examining them, it makes them much easier to compare. The signal-to-noise ratio (S/N) is of course still the same.

In the case of counts-per-second images, you can determine the MAG\_ZEROPoint for an 1 sec exposure and put this in the parameter file. Only the GAIN varies with every different exposure. The value for the GAIN in this case is

Effective Gain	Magnitude zeropoint	Type of image
$\text{gain} \times \text{total exposure time}$	$\text{zeropoint}(1 \text{ sec})$	input image is c/s
gain	$\text{zeropoint}(1 \text{ sec}) + 2.5 \log_{10}(\text{exp. time})$	sum of N frames
$N \times \text{gain}$	$\text{zeropoint}(1 \text{ sec}) + 2.5 \log_{10}(\text{av. exp. time})$	average of N frames
$2 \times N \times \text{gain} / 3$	$\text{zeropoint}(1 \text{ sec}) + 2.5 \log_{10}(\text{av. exp. time})$	median of N frames

the ccd gain times the exposure time.<sup>1</sup>

### 9.1.1 Thresholds

This last scheme works best when your thresholds are RMS noise related. Otherwise you'd have to modify the thresholds anyway to account for the signal-to-noise. The zeropoints of the thresholds remain the same for counts-per-second images and integrated images. This can be *very* confusing, using the zeropoint-for-one-sec-exposure in the `MAG_ZEROPOINT` parameter and the zeropoint-for-one-sec-exposure +  $2.5\log(\text{exptime})$  as the zeropoint for the detection/analyse threshold.

## 9.2 How to get faint objects?

Faint objects are the ahrrdest and often the most interesting objects in you image. So how to get them? There are tricks for the detection images, the thresholds and the filters you use.

### 9.2.1 Different Detection Images

There are several strategies employed to detect and classify sources, using Source Extractor. Source Extractor has the in-built ability to detect sources in one image and subsequently do photometry on the found apertures in another image. This has the advantage that the photometry on an object has the same apertures in all bands and the catalogs need not be matched (the numbering for all the catalogs is the same). Many schemes use this ability.

#### *“Meta”-images*

One idea is to add data out of two or several bands and do the detection there while doing the photometry in the actual data. The image where the detection is done is referred to as a “meta-image” (i.e. Williams et al. (1996) used an I+V image to detect sources in the HDF). This is quite widespread use; you can use a median, mean or a stacked images. Just beware of differences in PSF when making these images.<sup>2</sup>

The advantages are that apertures can be determined more accurate for objects, especially faint ones. However, structural parameters (all those computed from the object's moments) are determined for the meta-image. These may not always be very representative of your objects.

#### *Maximum likelihood images*

Another approach using multi-band images is to construct a  $\chi^2$  image and do the detection on these. Szalay et al. (1999a) introduced this technique on the HDF. However this method appears to be most successful in the truly multiband (more than three at least) exposures.

Both of these are aimed at getting as faint as possible sources.

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<sup>1</sup>As you've probably guessed I used counts-per-second images. It's personal preference but it's much easier to run SE in batches if the only thing you have to change is the GAIN. The zeropoint changes as soon you change filter of use a different ccd in an array like changing from WF2 to WF3 of the Wide Field camera on Hubble.

<sup>2</sup>The PSF of the resulting image should be about that of the worst PSF component. Some convolution may be needed.

*Optimal image*

Most commonly, the band where your target objects are the brightest (i.e. the reddest band available for field galaxies) or the band with the longest exposure is used as the detection image and the apertures of that band are used for the photometry in all the other bands. The detection of background galaxies is done in the band with the longest wavelength available is used on the premises that background galaxies appear red.

Alternatively SE can be run on each band separately and the catalogs are subsequently matches by position. Fixed aperture photometry, corrected for the PSF can then be used to avoid differences due to different apertures. This had obvious drawbacks for extended or faint sources; you don't know how well the apertures match.

**9.2.2 Thresholds and Filters**

Again the settings within sextractor can be optimized for faint objects. The threshold can be set as low as you want it but a DETECT\_THRESH of  $1\sigma$  RMS above the background is probably the best you can do. However how that background is determined is very important. Depending on your images and objects, changing the BACK\_SIZE background mesh size can improve your detection of faint stuff, especially near bright objects (v hard in any case). Which brings us to the CLEAN option you might want to turn off so you can better detect faint stuff near brighter things.

And some of the filters used to smoothe the image before detection are influential in the faint sources detection. Have look at the filtering section earlier. Usually a Gauss approximating the PSF in size is used.

NOTE!; whatever your settings, MAG\_AUTO is the best estimate of the magnitude but it still underestimates by as much as several tens of magnitude for faint objects. <sup>3</sup>

Best way to figure this out is to inject you images with simulated objects of known magnitude and check their magnitude in the SE catalog. For simulated object, I use *mkobject* in IRAF. Give it a list of positions, magnitudes and profiles and you've got your calibration objects.

**9.3 How to get good colours of objects?**

Colours of objects found in surveys are a very important tool for astronomers. So having a good strategy how to get the colours from SE catalogs is probably a good idea. There are several ways to determine these. Do you use a detection image and photometry image(s) or use values from several independent catalogs? Which magnitudes to use; ISO, ISOCOR, MAG\_AUTO, MAG\_APER or something else?

### 9.3.1 separate detection and photometry images?

SE has this ability to use the apertures from one detection image in the other, photometry image. This should give accurate colours as the apertures the same right? Some things to consider:

- The images better be aligned to the pixel. Small shifts can result in dramatically different colours.
- The PSF's and seeing better be similar (i.e. the pixels in the detection image are indeed the same part of the object in the photometry image)

### 9.3.2 which output to use?

There is only two to consider MAG\_ISO and MAG\_APER, the others are too dependent on the SE settings in the detection.

#### *MAG\_ISO*

The best aperture for colours is the MAG\_ISO. This gives the flux in an as big an aperture that will fit in the object, will be roughly the same shape as the object and when using separate detection and photometry images, these will give you the most accurate colours. This of course does not hold of you crosscorrelate catalogs.

#### *MAG\_APER*

MAG\_APER seems ideal for the colour of objects; either used in separate detection and photometry images or from crosscorrelated catalogs, the apertures are user specified and comparable over the bands used (you can correct the radii for instance with seeing...) BUT! there are a few things to consider with fixed apertures:

- crowding; does your aperture overlap with another object?
- objects smaller than the aperture will have less reliable colours
- Still, are they aligned? Is this the same part of the object?
- In the case of small apertures, is the colour of the center of the object the same as the for the whole?
- PSF aperture corrected?

But you can take these in account. The only (dis)advantage <sup>4</sup> MAG\_APER has is that really the fact that it is fixed for every object. However it is not so dependent on the detection by sextractor.

In conclusion: with detection and photometry images, use MAG\_ISO, with separate detections, use MAG\_APER. Ponder which ones would be best for you type of objects.

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<sup>4</sup>good or bad? your call.



## 9.4 Finding your objects of interest

This is a very broad query. Literate searches and some intense staring at typical objects should give you an idea what the characteristic values of SE output of your objects are. Sometimes a specialised parameter added to SE might be able to help or a ratio of SE parameters (aperture fluxes for instance). Best thing to do is get a trainingset and start plotting. FWHM, ELLIPTICITY, MAG\_APER(S) FLUX\_RADIUS and concentration (MU\_MAX over MAG\_AUTO is a reasonable indication but there are more) are good places to start.

And of course colours always help.

## 9.5 Strategies to find galaxies in crowded fields

To increase SE's ability to find field galaxies in crowded fields, several strategies may be considered.

González et al. (1998) used B-I images of NGC 3664 to detect sources instead of the I images. This has the advantage that stars can be negated somewhat, leaving only objects of a severely differing color. The disadvantage is the increase in the noise, increasing the chances of spurious detections. And there actually has to be a B band exposure.

An alternative approach is to remove the stars, using DAOPHOT. It is honed to find and model stars in crowded fields and there is the option to produce an image with the model subtracted. Again, this could increase the number of spurious detections because of noise.

Alternatively SE can simply be run on the I images and photometry can be done on the V image. This additional information can be used to filter the catalogs for actual galaxies. As an additional filter, an visual inspection of the data can be employed.

A technique to enhance faint extended sources is called unsharp masking. Originally developed for photographic plate, ccd images would be smoothed and the smoothed version would be subtracted from the original. This technique works fine for filamentary structures like shells and tidal tails but is unsuited for finding galaxies in crowded fields. (SE does however smooth the image slightly and then does the detection)

Metaimages, the addition of two band, suitably weighed, as detection images is another popular option. Again this opens the possibility of many spurious detections.



## Chapter 10

# Available Packages

Maybe it's not a good idea to advertise the *competing* software but SE might not exactly be what you need. Better if you figure this early. At the moment there are several programs and approaches in use that attempt to detect and classify objects; Sextractor Bertin and Arnouts (1996), FOCAS Jarvis and Tyson (1979, 1981), DAOPHOT Stetson (1987) and self organising maps (SOM),

All of these have been tried and tested in relatively uncrowded fields and are expected to break down to some extent in crowded fields. The notable exception is DAOPHOT which is honed on crowded stellar fields. However it is focused on accurate stellar photometry, not on detecting extended objects.

FOCAS is widely rumored not to work, especially in crowded environments but still popular. I personally haven't used it but SE is somewhat more recent so I chose SE over FOCAS.

Self Organizing Maps (SOM) are still in an experimental phase and have proved themselves superior to SE in classifying galaxies by using an additional neural network. However they are not distributed in a package. If you *really need* detailed classification of objects (your thesis hangs on it being Sab galaxies) then you'd better contact the authors of papers on SOMs or write something yourself. But if you can think up a reasonable parameter that will help you classify, you can always define your own in SE (see

This leaves however SE as the current program of choice, almost by default.



# Chapter 11

## Follow-up Programs

SE is now used as either a quick look or -mostly- as the first step in a more involved analysis that often involves fits to the images. In the case of galaxies, there are several packages to model the light distribution and determine interesting fitted parameters. There seem to be galaxy fitting parameters (at least) out there, GALFIT and GIM2D. I honestly cannot tell you which one is better.

### 11.1 GIM2D

GIM2D is a program that analyses galaxy images and spits out a galaxy-subtracted image (good to check the model with) and parameters. The use of SE is a crucial step in the process.

website:

<http://www.hia-ihc.nrc-cnrc.gc.ca/STAFF/lrd/gim2d/>

### 11.2 GALFIT

GALFIT also fits galaxy images. This was not initially intended to be used in automated batch analysis and SE is not a crucial step in the process.

website:

<http://zwicky.as.arizona.edu/~cyp/work/galfit/galfit.html>



## Chapter 12

# SE use in the Literature

In the literature SE is used for a myriad of problems. In this section the usage for detecting galaxies in the literature is discussed. It is not up to date completely, lots of people continue to use SE. Keep a look out in the literature.

Casertano et al. (2000a) used WFPC2 (U B V I) and a V+I detection image of the HDF-S with the following settings: THRESH  $0.65 \sigma$ , MIN\_AREA 16 (0.05" pixelsize) and MIN\_CONAST 0.03 . They used the weight maps made by drizzle for RMS background estimate.

Brown et al. (2000) used SE on photographic plates (UBRI) and made separate catalogs for each band. Classified as star if class  $> 0.7$  in three bands or class  $> 0.75$  in two bands or class  $> 0.85$  in one band.

Rodighiero et al. (2000) used SE on the HDF-N plus JHK band. detection was in the K-band excluding Vaucouleur-profiles. FLUX\_RADIUS was used in photometry correction.

Smail et al. (2001) used SE on WFPC2 BVI with THRESH  $1.5 \sigma$  21.2 mag arcsec<sup>-2</sup> and MIN\_AREA 10. Rejection criterion: k  $\geq 19$  within 1-2 half light radii.

Kalirai et al. (2001) CFHT BVR data. Has a plot of magnitude -stellarity with a cut for the best star-galaxy separation. Mention of PSFex mentioned for correction of photometry.

Williams (2001) run SE on KeckII data (BVI) to  $V = 26.5$ . All objects with  $V \geq 24$  and CLASS  $\geq 0.2$  is a galaxy.

Rodighiero et al. (2001) run SE same as Franceschini et al. (1998). SE is used to perform simultaneous slicing. From this, the PSF and the profiles for all objects are constructed. Galaxies are then selected as those objects resembling the Vaucouleurs profile convolved with the PSF... This is done for morphological classification.

Trujillo et al. (2001) used BVRI data from the NOT. I band detection with LOWTHRESHOLD  $1.5\sigma$  MINAREA 4. 2.5 kron radius photometry.

Väisänen et al. (2000) used SE on J,K data from the 1.2 m telescope. Used MAG\_BEST and eyeball identification.

Zabludoff and Mulchaey (2000) used SE in a standard config on rosat's PSPC considering everything with CLASS > 0.5 as a galaxy. Checked with isophotal area. MAG\_BEST photometry.

Kambas et al. (2000) used ground based data with MINAREA 5 (2".3 pixelsize) and THRESH  $1\sigma$ . The SE catalog was then filtered for flagged objects. VLSB sample selection:  $\mu_0 > 23$  R  $\alpha > 3''$  isophotal area > 148 arcsec<sup>2</sup>.

Hogg et al. (2000) used SE separately on UGR and K images. the FWHM of the smoothing Gauss was picked equal to the seeing. THRESH  $1.2\sigma$  and MIN\_CONAST 0.01 There was no Star/Galaxy separation.

Volonteri et al. (2000a) used SE on the data of HDF (UBVI) south, in separate detections. The DEBLEND\_MINCON 0.01 DEBLEND\_NTHRESH 32 smoothing Gauss 0.16 arcsec and MINAREA is equal to the seeing disk (!?!). THRESH 1.34. Photometry was ISOPHOT\_CORR or aperture, depending on diameter ISO (1.2 arcsec limit). Stars have class > 0.9 and I < 22

Volonteri et al. (2000b) used SE separately on the UVBI data of the HDF-S and later on a 'meta-image' of all filters combined. with THRESH  $1.34\sigma$  and MIN\_AREA 13 (seeing disk of  $\approx$  arcsec<sup>2</sup>). Photometry was either ISOPHOT or aperture depending on isophotal diameter. The limit was 1.2 arcsec. To estimate the *number* of spurious sources, the image was inverted and SE was run again on this image detecting only spurious sources.

Sowards-Emmerd et al. (2000) give no details on their use of SE except that UBVRI detections were done separate and photometry was done on 20" apertures.

Lubin et al. (2000) used a  $\chi^2$  image for the detection. This was made from three bands (BRi) using the Hale 5m telescope.

Szalay et al. (1999b) proposed the  $\chi^2$ -images as the detection image. Seems only applicable when there is true multicolor information.

Broadhurst and Bouwens (2000) give absolutely no details except that stars are badly fit by a redshifted galaxy spectra (Well DUH!)

Castander and Lamb (1999) used SE to find candidates for visual inspection.

Gebhardt and Kissler-Patig (1999) used SE to search for Globular clusters in HST (VI) data. Globular clusters are those objects with an mag\_err < 0.1, V-I between 0 and 2, ellipticity < 0.5, FWHM between 1 and 4 pixels and 'nonstar' classification. They estimate a constant contamination from background galaxies.

Poli et al. (1999) use a 'meta-image' from BVRI images. UBVRJK photometry was determined from I=23.25 isophotes and 2".2 and 5" apertures. Half light radius, z and Magnitude relations. Not very useful for galaxy id however.

Treu and Stiavelli (1999) used SE on NICMOS, WFPC and ground data. They distinguished between resolved and unresolved object by comparing with stellar FWHM's. The limiting magnitude was the bin where all objects had a MAGERR\_BEST < 0.15.

Menanteau et al. (1999) used SE on HST archival data for spheroidal galaxies. They used both visual identification and the concentration and asymmetry parameter from Abraham et al., (1994). They plot how to separate spirals from ellipticals using these parameters.

Hashimoto and Oemler (1999); Hashimoto et al. (1998) used this concentration parameter to discern between early and late type galaxies.



Simard et al. (1999) used Source Extractor on the Groth survey strip, THRESH  $1.5\sigma$ , MIN\_AREA 10 and then fitting the light profiles of found galaxies.

Nonino et al. (1999) describe the SE program in detail, especially the detection process. The star galaxy separation is less stringent and said to favor complete star catalogs at class  $> 0.5$  and more complete galaxy catalogs at class  $< 0.75$ . They present a flag list of SE. Parameters used: BACK\_SIZE 64 (17"), THRESH  $0.6\sigma$ . They use RMS images as weight maps (made by Weight watchers routine). MAG\_AUTO is preferred and it is explained why. Good paper on the behavior of SE.

van Dokkum et al. (2000) touches only lightly on the use of SE but describes a CLEANing method to improve the resolution of HST/WFPC data.

The study of high- $z$  clusters by Oke et al. (1998) used FOCAS, SE and MDS 'find' algorithm. SE is used on the K' band images from the IRIM camera at the 4m Kitt peak. THRESH  $1.5\sigma$ , ( $\mu_{K'} = 22.2 \text{ arcsec}^2$ ), 7x7 top-hat filter, MIN\_AREA 35(0".15) The authors conclude that FOCAS and SE do not show significant differences in photometry, astrometry of classification).

Hilker et al. (1999) present ground-based data and use SE in the V-band.. The background mesh is either 56x56 or 128x128 FWHM of the convolving gauss is either 1".5 or 2" MIN\_AREA 5. The CLASS identification is taken to be accurate up to  $V < 21$ . The limit was taken to be 0.35 up to  $V = 22$ . Color is used to identify cluster membership.

Smail et al. (1998) naively used the MAG\_BEST but used 1" diameter apertures on WFPC data and 3" on ground based data for galaxy colors. In the cases where Iband data was not available R band data was converted assuming  $R-I \approx 0.5 \pm 0.2$

Teplitz et al. (1998) used SE on NICMOS data with MIN\_AREA 6 and used the FWHM of object, provided the were bright enough for a reliable estimate, to resolve stars from galaxies. All fainter objects were assumed to be galaxies.

Marleau and Simard (1998) use SE for the initial detection of galaxies in the HDF and then determine a string of parameters with GIM2D to quantify the morphology. THRESH  $1.5\sigma$ , MIN\_AREA 30, DEBLEND\_MINCON 0.001.

Yan et al. (1998) used NICMOS data FWHM 0.3" and a  $2\sigma$  detection and a  $1\sigma$  analysis threshold. Plot of half-light radius vs H magnitude with stars and galaxies.

Brown et al. (2001) analyze UBRI data from photographic plates from the SGP and UK Schmidt field. No details.

Fasano and Filippi (1998) used SE on the HDF to find early type galaxies. THRESH  $1.3\sigma$ . The selection limits for a galaxy were:  $V_{606}(STMAG) < 26.5$   $N_{pix} \geq 200$   $CLASS \leq 0.6$ . Fasano et al. (1998) used this data to establish a SB- effective radius relation for the early type galaxies. Note that they chose to use the V band for identification due to better S/N.

? used their own program to make a survey of southern hemisphere faint galaxies. More information than surmisable here.

Hogg et al. (1997) use SE on U and R band images. No specifics are given except that the detection was done on images smoothed with the PSF.

Bertin and Dennefeld (1997) used SE on digitized Schmidt plates. It contains a good description of the usage of SE on photographic plates and the particular problems encountered.

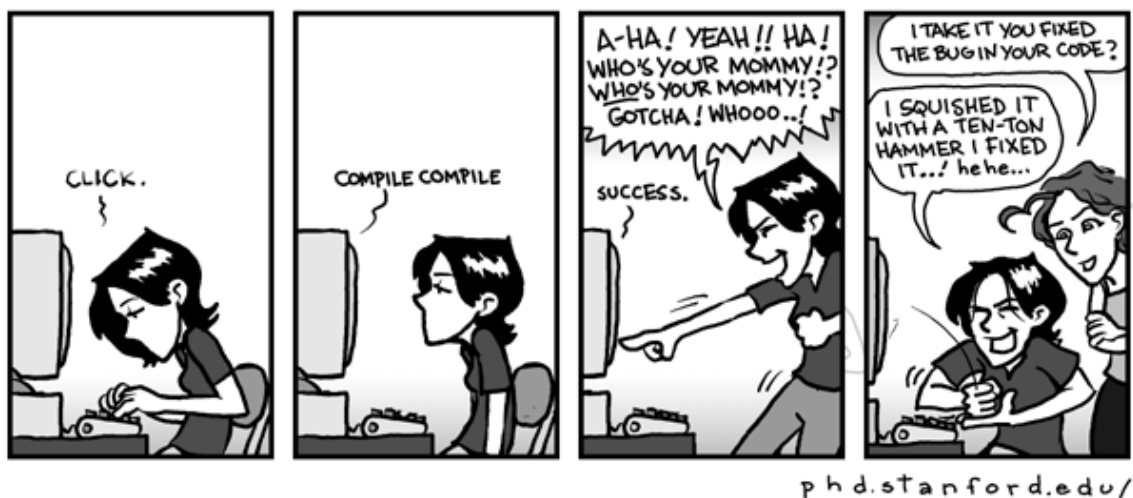
Gardner et al. (1996) use SE on BVI and K band ground based images. They use SE on all of them and note that I-K and B-I color are good separators for star galaxy for all except the bluest objects. All identified galaxies up to certain limits were confirmed by eye.

Lanzetta et al. (1996) use SE on HST/HDF images. Detection is in the I band. The FWHM smoothing was 0.12 arcsec (approx width PSF) to aid detection of faint sources. Finally there is a reference as to *why* you should bother to smooth again with approximately the PSF: Irwin (1985). MIN\_AREA 10 THRESH  $1.4 \sigma$  and surprisingly a CLEAN\_PARAM pf 2.0 to get rid of closely-packed objects (taken to be one object) BACK\_SIZE was an unusual 41x41 pixels. As detection was done in the I band image, photometry was done in dual mode for the rest of the bands.

Smail et al. (1997) produced catalogs on 10 clusters images by HST. Detections as in the reddest band available (either F702W or F814W). The modified SE code to produce the concentration index introduced by Abraham et al. (1994); Abraham et al. and the contrast index which measures the fraction of light in the brightest 30% of its pixels. Object were however checked visually. THRESH  $1.3 \sigma$  is the only parameter mentioned.

## Chapter 13

# Known Bugs and Features



**Figure 13.1:** Comic taken from <http://www.phdcomics.com/>. No royalties paid. Hope that's ok. Please don't hurt me.

SE was, still is, always will be in development. After all it's pretty much one guy coding it all up (Emmanuel Bartin if you've missed that). So there are still outstanding issues. Here are the ones I found. They'll be mentioned throughout but here's the list:

1. The PSF fitting routine does not work (yet?).
2. Neither does the galfitting routine. But hey there are follow-up scripts for those.
3. The ELLIPTICITY and all the moments is determined from the smoothed image. This is a feature not a bug but it is not what people intuitively expect SE to do.

4. The first pixel's coordinates is 1,1. If you're thinking in terms of matrices, this can be annoying.
5. The documentation will always lag the program (but to claim this is unique to SE...)
6. Output parameters asked for are important. This is an SE feature. If no ASSOC output parameter is asked for, the assoc module is not run. If no Kron-dependent parameter is in the param file, this aperture is not drawn on the APERTURE image. It's a feature you need to be aware of.

## Chapter 14

# SE parameter additions

It's also discussed in the manual but there is a possibility that the user can define his/her own output parameters in SE. In order to do that, you need to do the following things: First ask yourself if you can't do it with ANY of the parameters above or combinations thereof. After all there is a lot of them and it a lesser headache.

If not, then define what this parameter should be and then modify the `analyze.c`, `types.h` and `param.h` as follows: Define your parameter after the definition of the FWHM function in `analyze.c` (after line 371 in version 2.2.2). Define the parameter name in `types.h` and `param.h` like so:

In `types.h`

```
float          conc;          /* IRS concentration index */
```

and in `param.h`:

```
{ "CONCENTRATION", "Abraham concentration parameter",  
  &outobj.conc, H_FLOAT, T_FLOAT, "%8.3f", "" },
```

This way, if you include CONCENTRATION in the file given to PARAMETERS\_NAME, then the concentration will be calculated and put in the value 'conc'.

This parameter is the concentration parameter as defined in Abraham et al. (1994); Abraham et al. and previously implemented by Ian Smail in Couch et al. (1998). I've modified it so that it works in version 2.2.2.

The contrast and asymmetry parameters are given as examples later on.

```
/* Abrahams concentration index calculated - IRS/BWH */  
/* fraction of light in central 30% of the objects area, measured  
in an ellipse aligned with the object and having the same axis ratio */  
if (FLAG(obj.conc))  
{
```

```

double xm,ym,dx,dy,rv,cv,amp; # local variables
double AA,BB,CC,DD,EE,FF,sintheta,costheta ;

xm = obj->mx; # get the median x position from the object struct
ym = obj->my; # get the median y position from the object struct
amp = tv/(2*PI*obj->a*obj->b*obj->abcor);
rv = cv = 0.0;
for (pixt=pixel+obj->firstpix;pixt>=pixel;pixt=pixel+PLIST(pixt,nextp)
    # run through all the pixels in the object struct
    {
dx = PLIST(pixt,x) - xm; # calculate dx and dy
dy = PLIST(pixt,y) - ym;
pix = PLIST(pixt,value)<prefs.satur_level?
    PLIST(pixt,value)
    : amp * exp(-0.5*(obj->cxx*dx*dx + obj->cyy*dy*dy + obj->cxy*dx*dy)
        /obj->abcor);

costheta= cos(obj->theta*PI/180.) ;
sintheta= sin(obj->theta*PI/180.) ;
EE = (obj->b>0.0)?sqrt(obj->npix*obj->a/(PI*obj->b)):1.0;
FF = (obj->a>0.0)?sqrt(obj->npix*obj->b/(PI*obj->a)):1.0;

AA= costheta*costheta/EE + sintheta*sintheta/FF ;
BB= CC= sintheta*costheta*(1.0/EE - 1.0/FF) ;
DD= + sintheta*sintheta/EE + costheta*costheta/FF ;
if ((AA*dx+BB*dy)*(AA*dx+BB*dy)+(CC*dx+DD*dy)*(CC*dx+DD*dy) < 0.09)
    cv += pix;
if ((AA*dx+BB*dy)*(AA*dx+BB*dy)+(CC*dx+DD*dy)*(CC*dx+DD*dy) < 1.00)
    rv += pix;
    }
obj->conc = (rv>0.0)? (cv/rv): 99.0;
}

```

# Chapter 15

## Examples

In this chapter I intend to show the workings of Source Extractor using the Hubble Deep Field and Hubble Ultra Deep Field. Of course this does not cover the many many uses of SE but it should give you an idea.

### 15.1 The Data: the Hubble Deep fields

The Hubble deep fields were astronomy's first look at the high-redshift universe. As a result these fields have been analysed to death and are well known. These also saw some of the first quick-look papers that almost always used SE for the statistics. Also, high-end science products are freely available.

The Hubble Deep Field (North) can be found here:

```
http://www.stsci.edu/ftp/science/hdf/hdf.html  
http://stdatu.stsci.edu/hst/hdf/v2/mosaics/x4096/
```

I am using the files which can be found here:

The Hubble Ultra Deep field is a Advanced Camera for Surveys product. This is a much bigger field and hence file. I'll use these to illustrate the capability of SE to handle larger files<sup>1</sup>

```
http://www.stsci.edu/hst/udf  
http://archive.stsci.edu/prepds/udf/udf_hlsp.html
```

---

<sup>1</sup>I realise that computers are getting bigger and better so the definition of "a large file" is constantly changing but the UDF is freely available and easy to obtain.

## 15.2 Running the SE default

Simplest place to start. Put the default files in the config directory from source extractor in the same directory as the f814\_mosaic\_blk4.fits file. Run SE with:

```
> sex f814_mosaic_blk4.fits
```

And that is it! This has fathered<sup>2</sup> a catalog named ‘test.cat’.

Since the default.param output was generated this contains the following parameters:

#	1	NUMBER	Running object number	
#	2	FLUXERR_ISO	RMS error for isophotal flux	[count]
#	3	FLUX_AUTO	Flux within a Kron-like	
		elliptical aperture		[count]
#	4	FLUXERR_AUTO	RMS error for AUTO flux	[count]
#	5	X_IMAGE	Object position along x	[pixel]
#	6	Y_IMAGE	Object position along y	[pixel]
#	7	FLAGS	Extraction flags	

And 1714 entries. The checkimages can be obtained as well by running this:

```
sex f814_mosaic_blk4.fits -checkimage_type APERTURES,BACKGROUND
-checkimage_name aper.fits,back.fits
```

these are in figure 15.1.

## 15.3 Stars and Galaxies

Now we go into the default.param file and comment out everything except the MAG\_AUTO and the CLASS\_STAR parameters. If we plot these two values (still using default values for the source extraction) we get figure ??.

Note how similar it looks to figure 8.3. What is you need to take away is that the star/galaxy separator is okay to give an indication but that it becomes a random number generator pretty quick. There are not that many stars in the HDF yet there are quite a number of objects classified as such. As with most classification schemes, SE finds out if an object is extended or not. Not extended, must be a star...

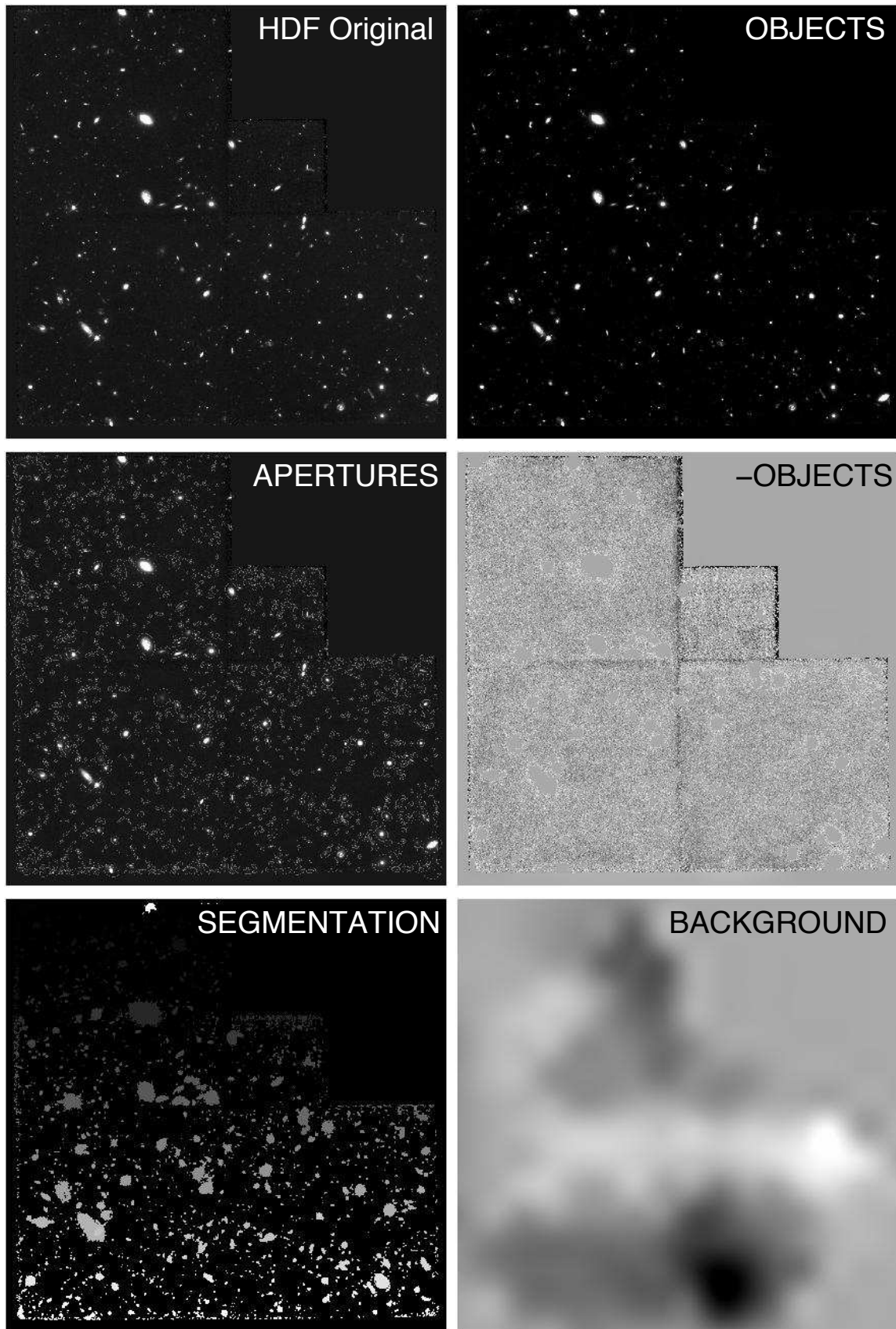
## 15.4 Photometry

## 15.5 Typical Radii, source sizes

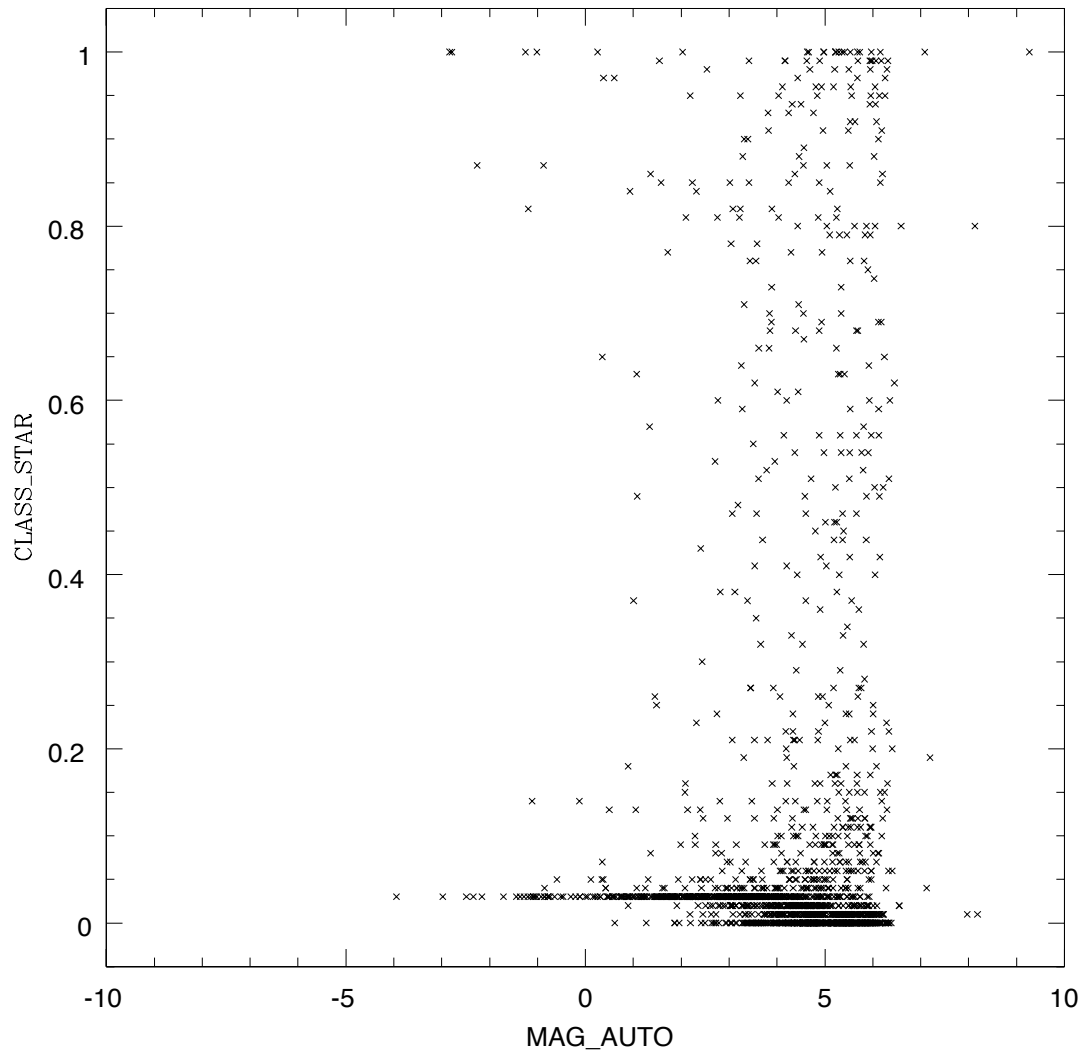
---

<sup>2</sup>sex, fathered...get it? Oh the puns...ugh.





**Figure 15.1:** The Hubble Deep Field North (F814W) and the various checkimages when SE is run with the default settings. The apertures file shows the KRON apertures around the objects.



**Figure 15.2:** The `MAG_AUTO` and `CLASS_STAR` parameters of the Hubble Deep Field. The `MAG_APER` has strange values as the zeropoint setting is wrong. Most of the objects are classified as galaxies but the classification becomes random for the dimmer objects.

## **Chapter 16**

# **Acknowledgments**

I have had help with SE over the years. Asked people what they thought of the program or their questions helped me. Oh and the people who kept paying me my wages even though I spent my time working on this manual. I would like to thank Ian Smail, Ernst-Jan de Vries, Anton Koekemoer, Ed Smith, Emmanuel Bertin, Harry Ferguson, Roza González and Ron Allen. Lauren Grodnick was kind enough to help with language issues of the earlier versions.



## Appendix A

### 'Drizzle' and RMS weight images

Suppose you're a HST/WFPC user and you want to use SE on the data. The program 'drizzle' which combines a series of exposures produces also weight maps of the 'drizzling'. These weight maps can be used as MAP\_RMS maps if processed as follows:  $weightmap = \frac{F_A}{sqrt(drizzle\_weightmap)}$  with  $F_A$  a certain correction parameter to get pure, uncorrelated RMS noise. This value depends on the area over which the noise is determined. Casertano et al. (2000b) estimated this in their appendix and came to this: If the pixfrac of drizzle is  $p$  and the scale of the output pixels is  $s$  (0.5 half of the original pixels) then the ratio between uncorrelated noise and the drizzle map value is:

$$sqrt(F_A) = \left(\frac{s}{p} \left(1 - \frac{1}{3} \frac{s}{p}\right)\right), \text{ if } s < p$$

$$sqrt(F_A) = 1 - \frac{1}{3} s/p, \text{ if } s > p$$

If you want to use this trick, please go over this bit in Casertano et al. (2000b) to be sure.

The resulting map can be used with WEIGH\_TYPE MAP\_RMS and thus takes in account all the weird thing drizzle did to the data (per pixel different contributions from pixels with maybe different exposures).



## Appendix B

### SE parameters

Below the settings of SE are listed with their function and the best way to use them in a crowded field. These values were obtained after using SE on a series of simulations of Sextans A (north pointing wf2) and the HDF. The success rate was measured by the number of objects classified as galaxies in the simulations actually found in the HDF with the same settings.

```
CATALOG_TYPE ASCII # This means no header with the values
# in different columns is printed.
PARAMETERS_NAME /net/bartoli/bartoli/data2/Programs/default2.param
# file with the names of the parameters to be
# printed in the catalogs.
DETECT_TYPE CCD # type of image (alt PHOTO)

DETECT_MINAREA 16 # Minimum area of connected pixels in an object.
FILTER Y
FILTER_NAME /net/bartoli/bartoli/data2/Programs/sextractor2.1.6/config/gauss_4.

DEBLEND_NTHRESH 32 # the number of thresholds the intensity
# range is divided up in. 32 is the most
# common number.
DEBLEND_MINCONT 0.005 # percentage of flux a separate peak must
# have to be considered a separate object.
CLEAN Y # Should objects close to bright object be
# removed from the catalogs?
CLEAN_PARAM 1.0 # measure for 'clean'ing. wish I knew what it meant...
PHOT_APERTURES 5,10,20,30 # Fixed apertures in pixels
PHOT_AUTOPARAMS 2.5, 3.5
SATUR_LEVEL 200000. # saturation occurs at?
```

```
MAG_GAMMA 4.0 # Emulsion response slope
# SE doesn't work without this for some reason
GAIN 7.0 # number of photons / counts ratio
# if run over a counts per second image then the
# gain*exp time is used.
PIXEL_SCALE 0.05 # arcsec
SEEING_FWHM .17 #
STARNAME /net/bartoli/bartoli/data2/Programs/sextractor2.1.6/config/c
BACK_SIZE 32 # size in pixels of the area used to estimate the
# background
BACK_FILTERSIZE 1 # type of filter used in the background
BACKPHOTO_TYPE LOCAL # local estimate or an estimate for the entire
# image at once...
BACKPHOTO_THICK 32 #

#CHECKIMAGE_TYPE APERTURES # output image of SE.
#CHECKIMAGE_NAME Roza_F555W_wf3.fits # name of that image.
CHECKIMAGE_TYPE NONE
MEMORY_OBJSTACK 10000 # memory parameters
MEMORY_PIXSTACK 1500000 # defaults work best
MEMORY_BUFSIZE 1024
#SCAN_ISOAPRATIO 0.6
VERBOSE_TYPE NORMAL
```



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