

# Large-scale power loss in ground-based CMB maps

SIGURD NAESS<sup>1</sup>

<sup>1</sup>*Institute of Theoretical Astrophysics, University of Oslo, Norway*

## ABSTRACT

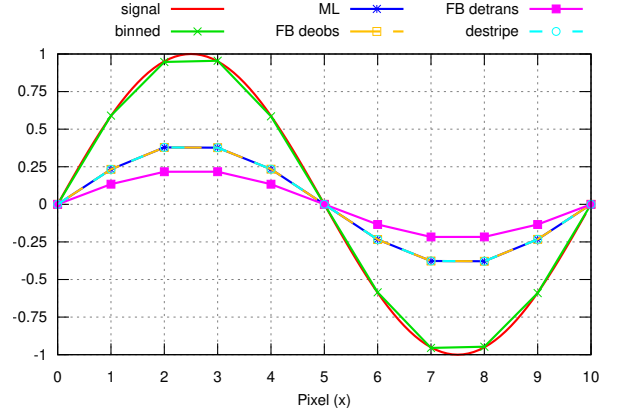
### 1. INTRODUCTION

CMB telescopes observe the sky by scanning their detectors across it while continuously reading off a series of samples from the detectors. Typically the signal-to-noise ratio of each sample is small, but by combining a large number of samples with knowledge of which direction the telescope was pointing at any time, it's possible to reconstruct an image of the sky. There are several ways of doing this, with the most common being maximum-likelihood, filter+bin and destripping. These all start by modelling the telescope data as

$$d = Pm + n \quad (1)$$

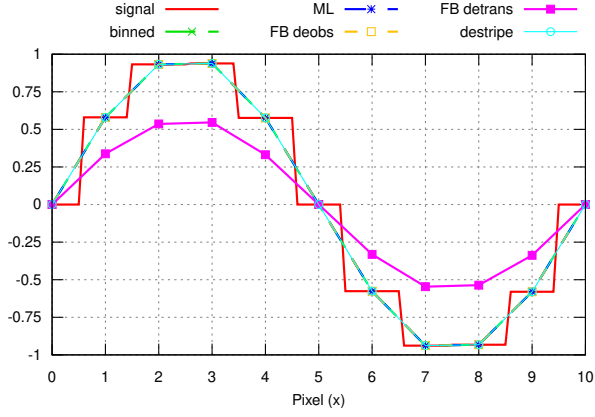
where  $d$  is the set of samples read off from the detectors (often called the time-ordered data),  $m$  is the set of pixels of the sky image we want to reconstruct,  $n$  is the noise in each sample (usually with significant correlations), and  $P$  is a pointing matrix that encodes how each sample responds to the pixels in the image.

For efficiency reasons,  $P$  is always<sup>1</sup> chosen to use simple nearest-neighbor interpolation, where the value of a sample is simply given by the value of the pixel nearest to it. This means that  $P$  can be implemented by simply reading off one pixel value per sample, and its transpose  $P^T$  consists of simply summing the value of the samples that hit each pixel. However, this comes at the cost of there being a discontinuous jump in values as one scans from one pixel to the next, as illustrated in figure ??.

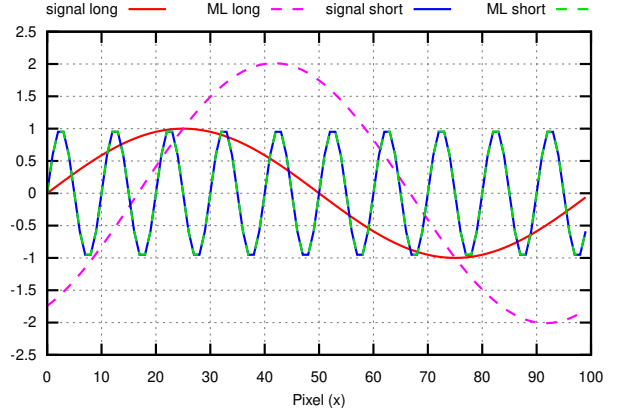


**Figure 1.** Demonstration of large loss of power in long-wavelength mode caused by the poor subpixel treatment in the standard nearest-neighbor pointing matrix. Figure 3 shows the noise model/inverse weights/inverse filter used in the various methods. **signal**: The input signal, a smooth long-wavelength mode, sampled at 10 samples per output pixel. **binned**: Simple binned map (the unweighted average per pixel). Very suboptimal in the presence of correlated noise, but unbiased. **ML**: Maximum-likelihood map. 2/3 of the signal is lost despite the naive expectation of biaslessness for this estimator. **FB deobs**: Filter+bin map debiased using an observation matrix. Identical to ML. **FB detrans**: Filter+bin map debiased by deconvolving a transfer function measured from simulations. Even more biased than the others due to ignoring mode coupling. **destripe**: Destriper in the limit of 1-sample baselines. Identical to ML.

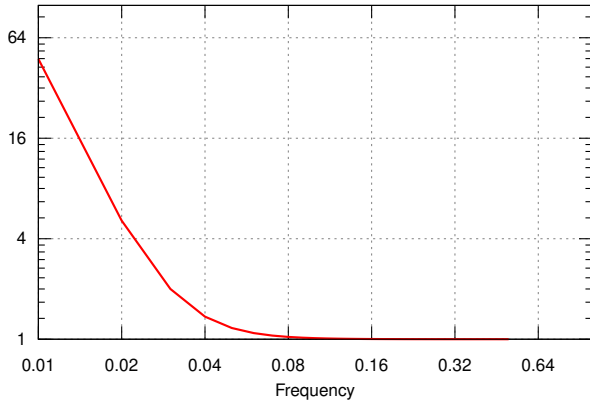
<sup>1</sup> I am not aware of any published CMB analysis that has done something else.



**Figure 2.** Like figure 1, but with the input signal having the same nearest-neighbor pixelization as the models. In this case all models except FB detrans are unbiased.



**Figure 4.** Demonstration of large-scale bias in a multi-detector system due to an interaction between strong large-scale detector correlations in the noise model and large relative gain errors between the detectors. **signal long:** An input long-wavelength signal, with the same pixelization as the output to avoid subpixel bias. **ML long:** Corresponding maximum-likelihood map, which exhibits both an amplitude and phase error. **signal short** and **ML short:** The same, but for a short-wavelength mode. Here the bias is negligible, despite the model's gain errors being scale-independent.



**Figure 3.** The noise model/inverse weights/inverse filter used in the subpixel bias demonstration in figures 1 and 2. It is a simple Fourier-diagonal  $1/f$  + white noise spectrum typical for ground-based CMB observations.