

Experimental

- Compare the CCCT Spectra from Mars and Lab
 - Mars Data
 - Mars data from sol 706 (most recent)
 - Autofocus, 30 laser shots, 100A/95A/95A
 - Lab Data
 - 1.6 m standoff distance
 - 50 laser shots, max energy
 - Average from 5 locations
 - Normalization
 - All UV and VIS Pixels
 - VNIR up to 840 nm explained on slide 5

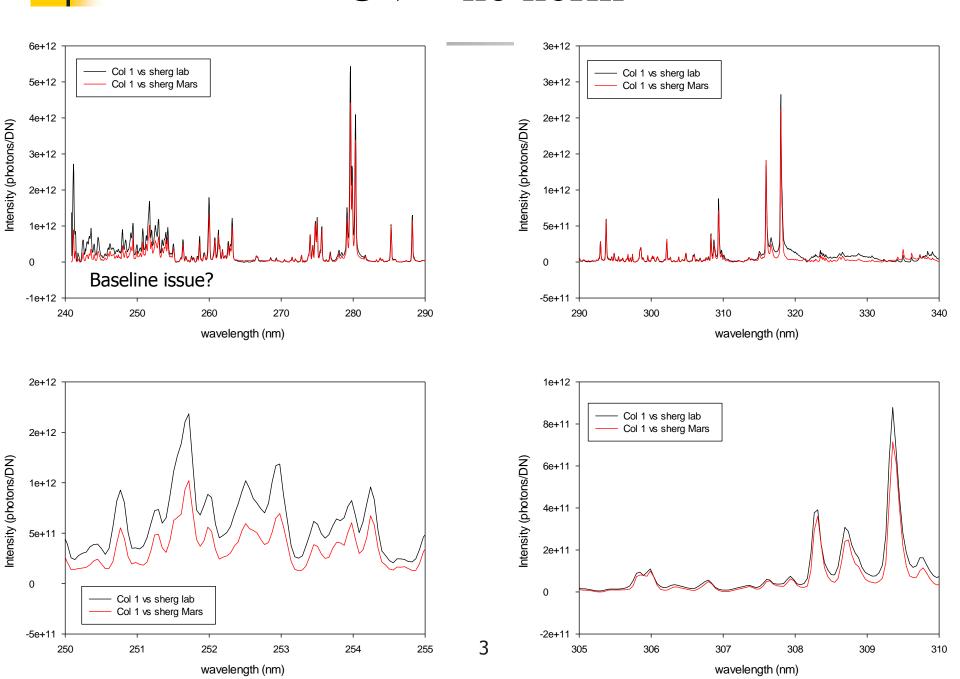


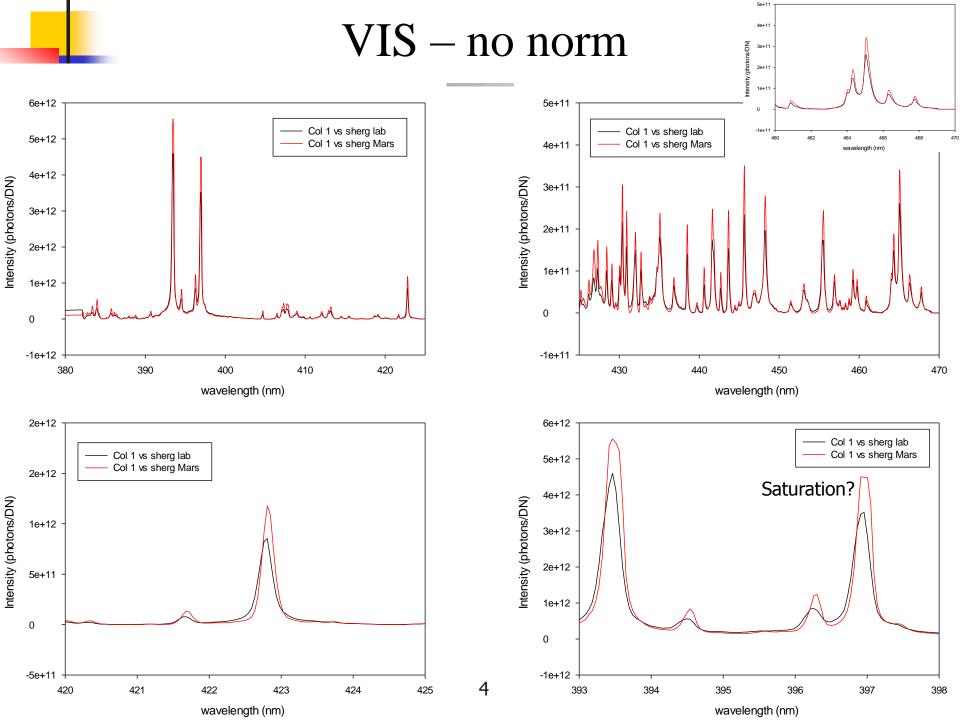




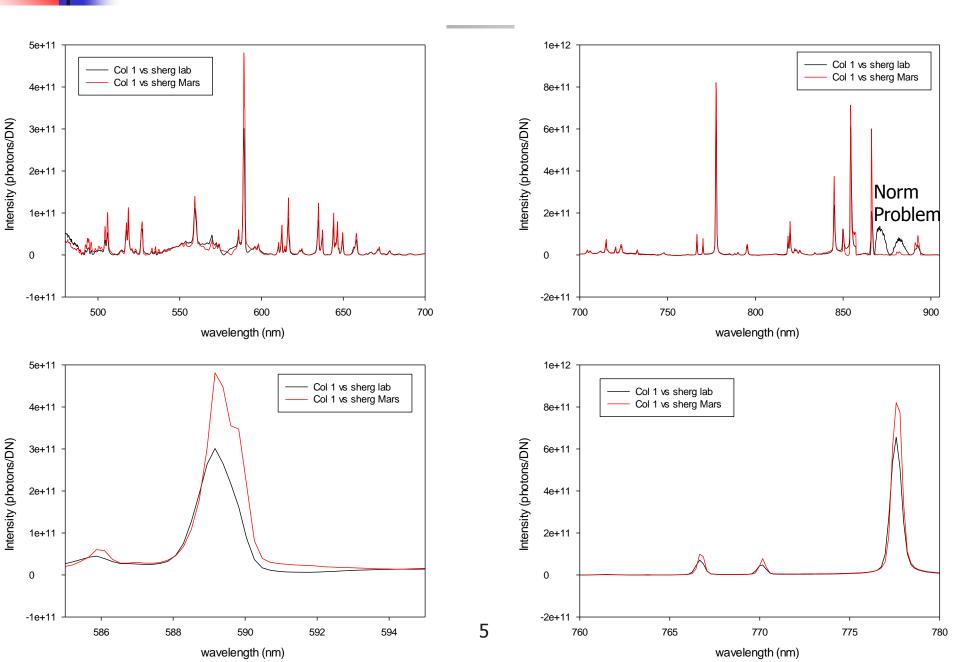


UV – no norm

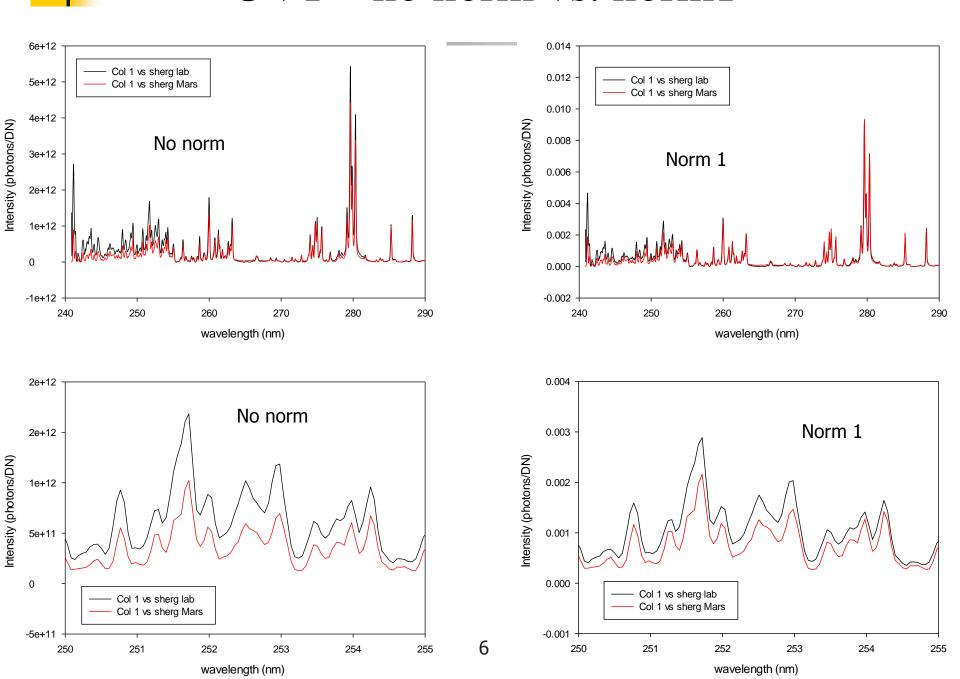




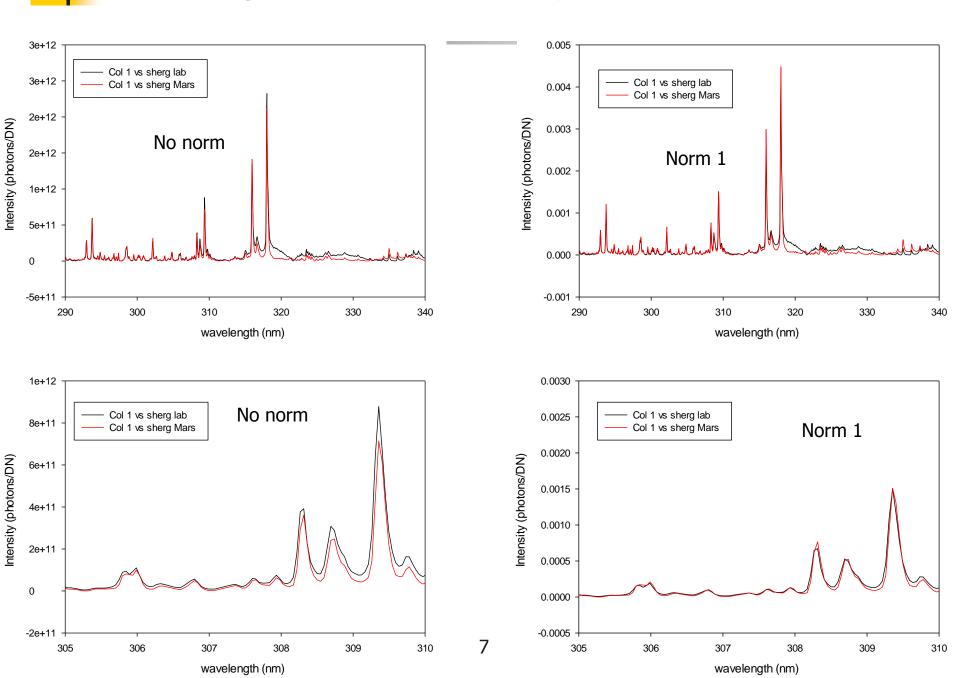
VNIR – no norm



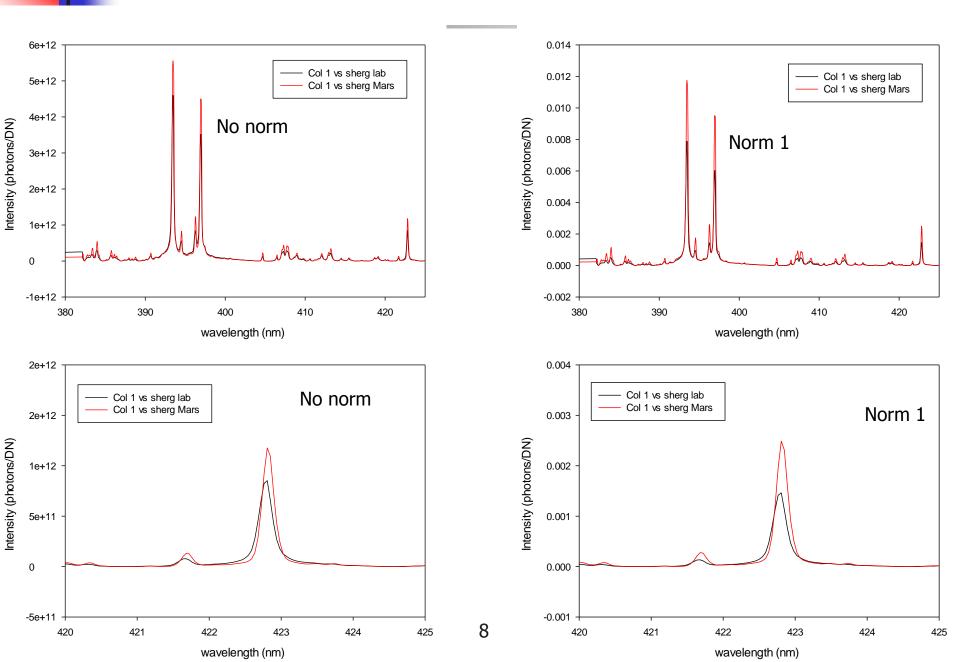
UV1 – no norm vs. norm1



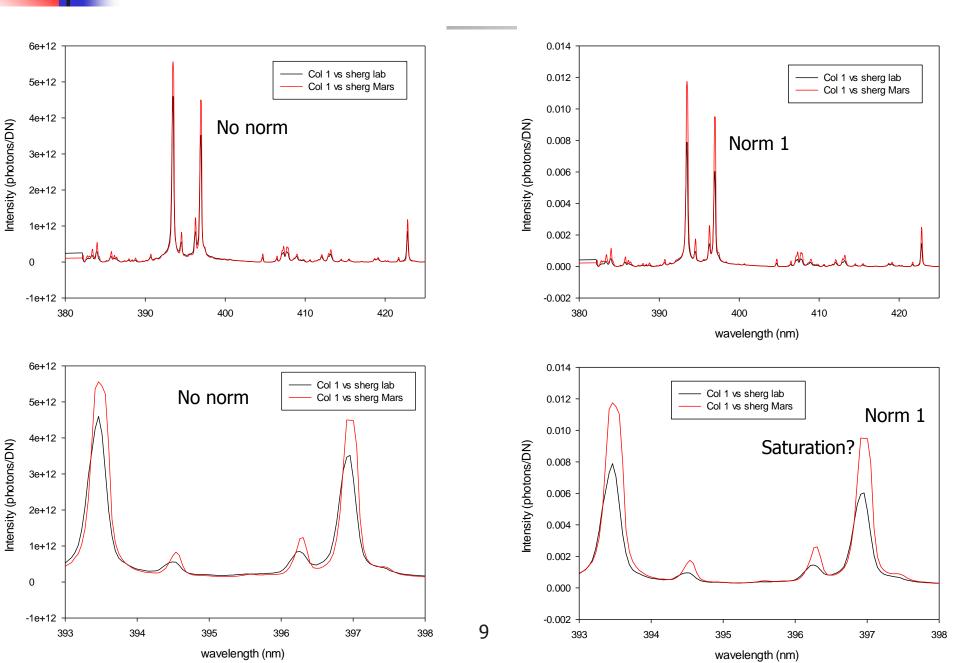
UV2 – no norm vs. norm1



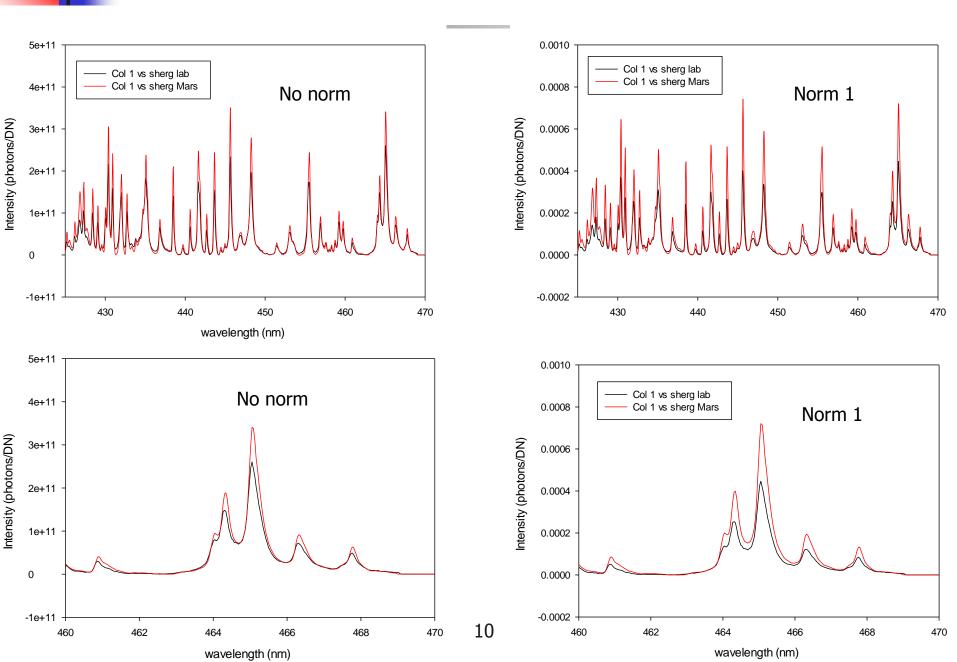
VIS1 – no norm vs norm1



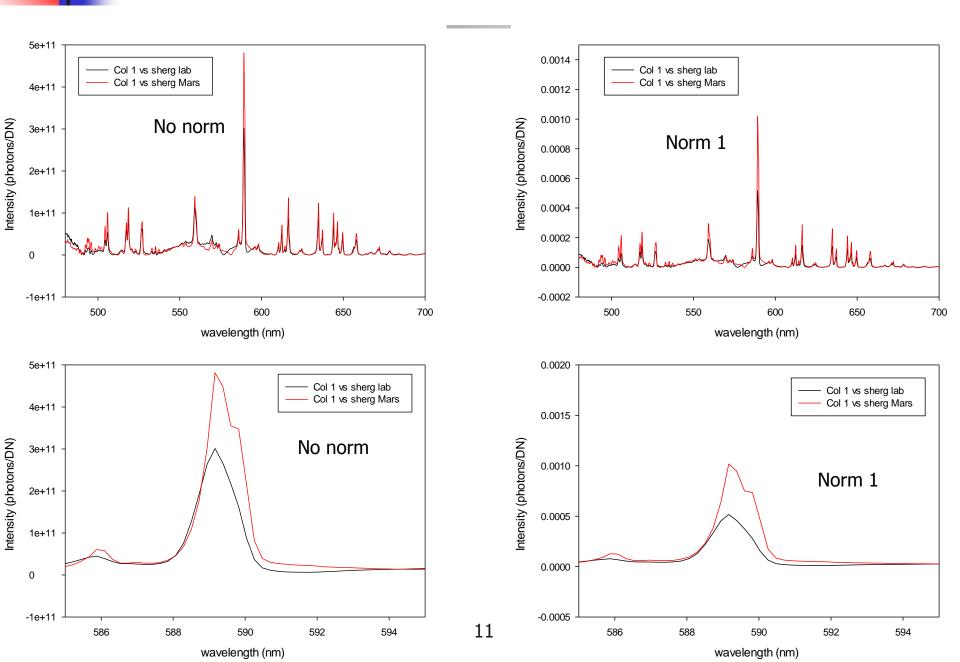
VIS1 – no norm vs norm1



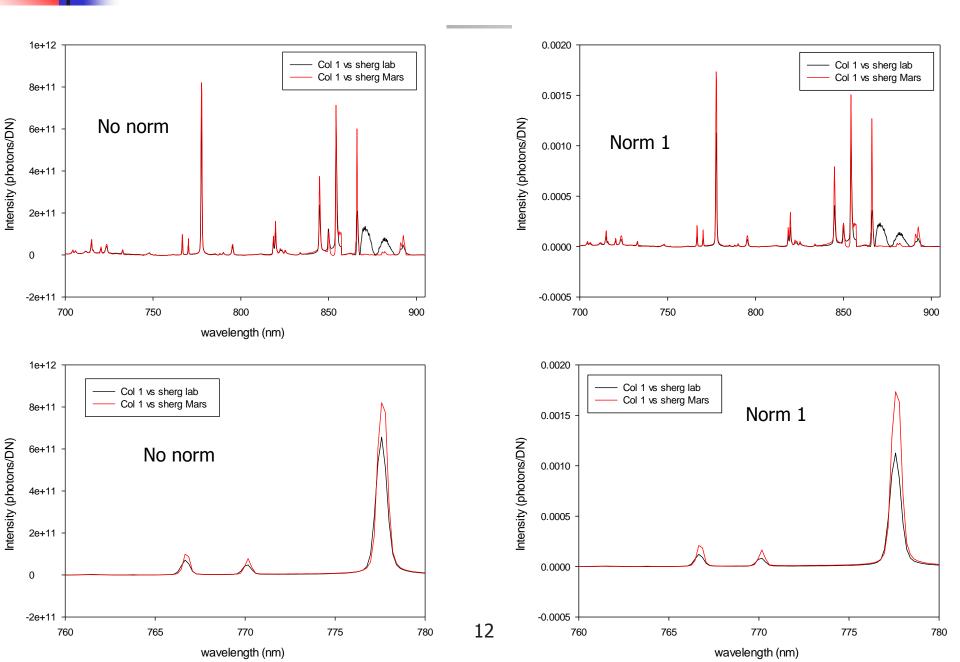
VIS2 – no norm vs norm1



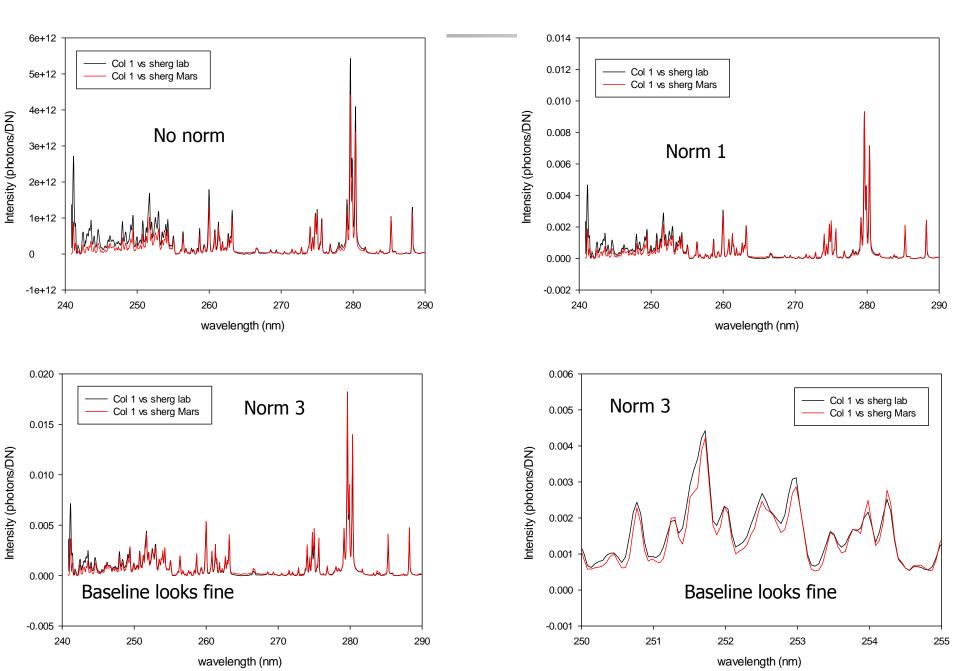
VNIR1 – no norm vs norm1



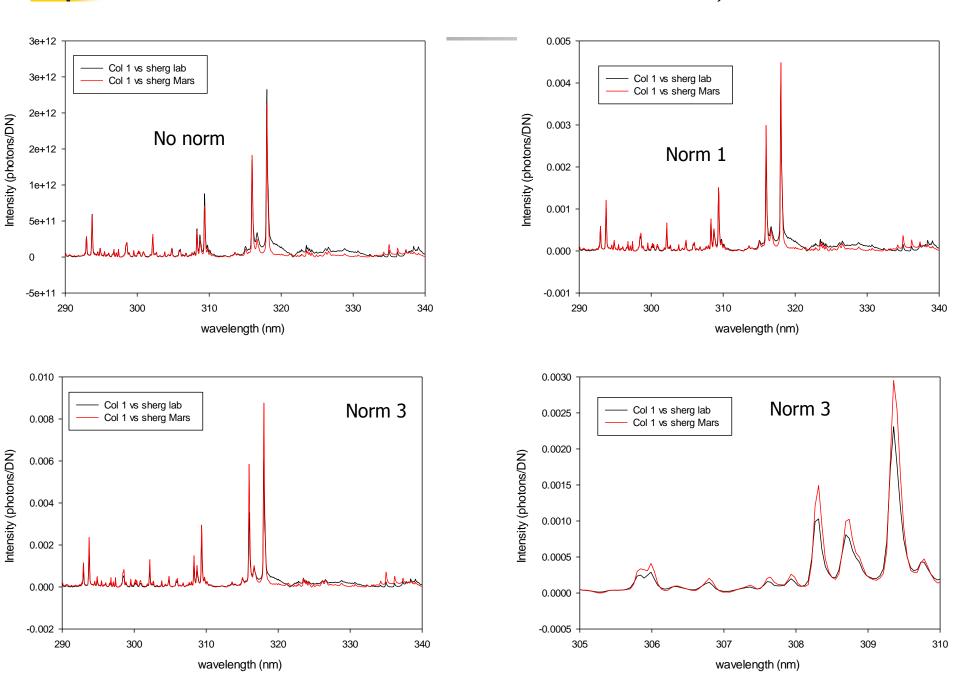
VNIR2 – no norm vs. norm1



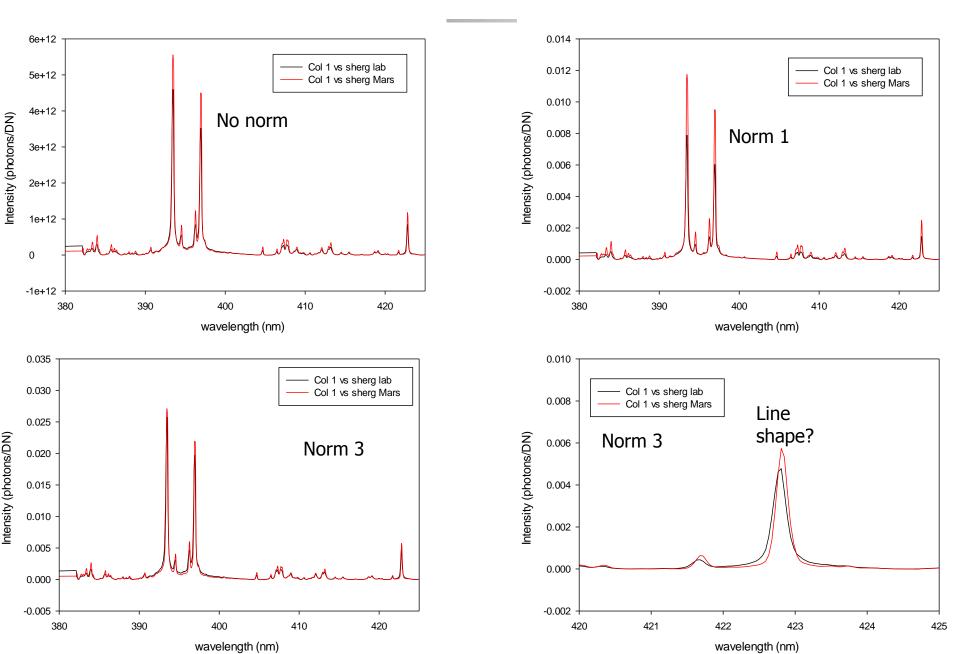
UV1 - no norm vs. norm1, 3



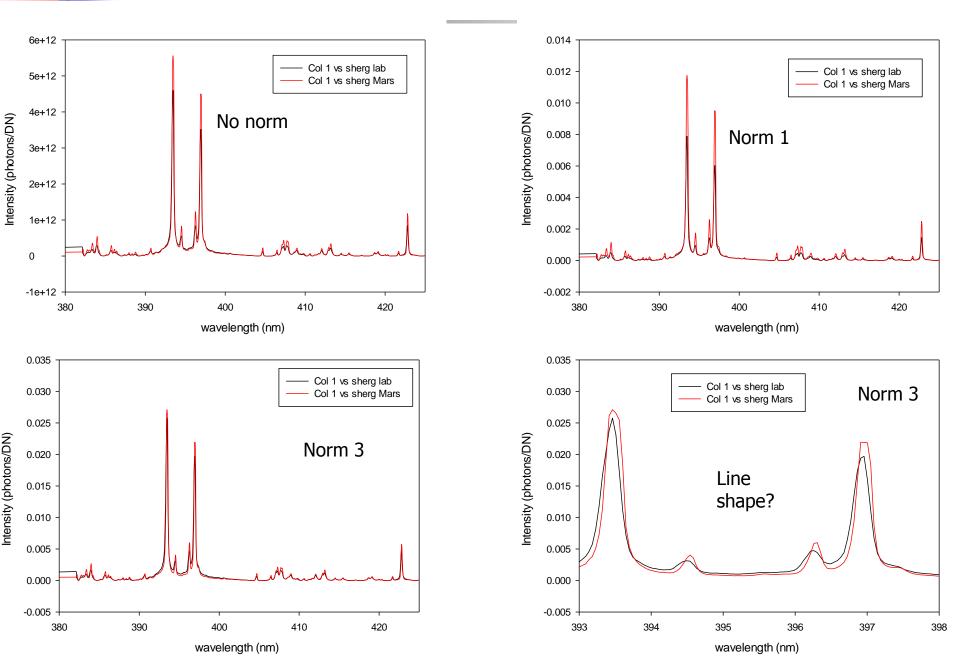
UV2 - no norm vs. norm1, 3



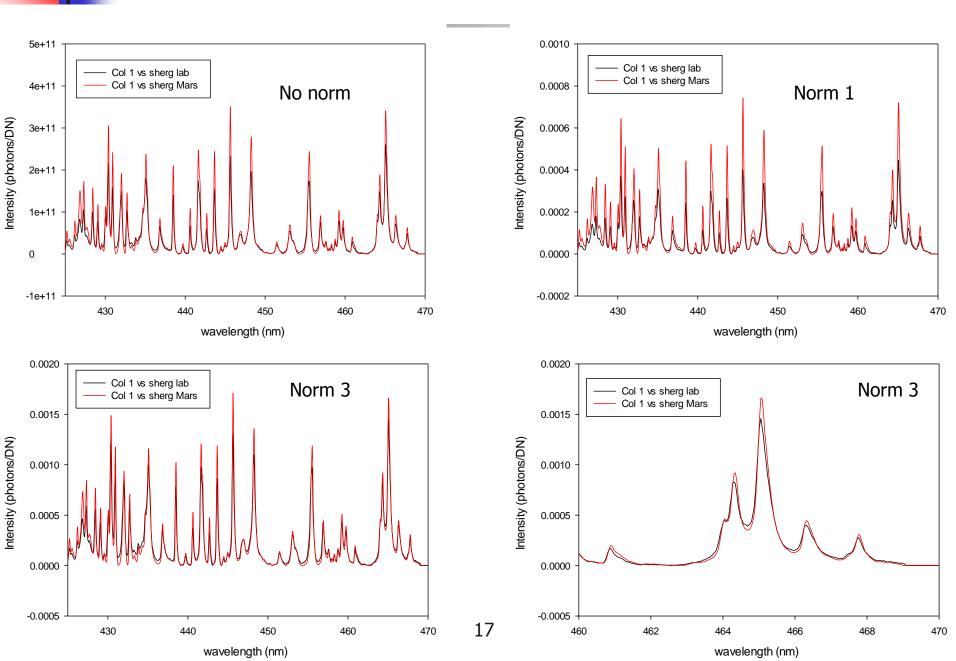
VIS1 – no norm vs norm1, 3



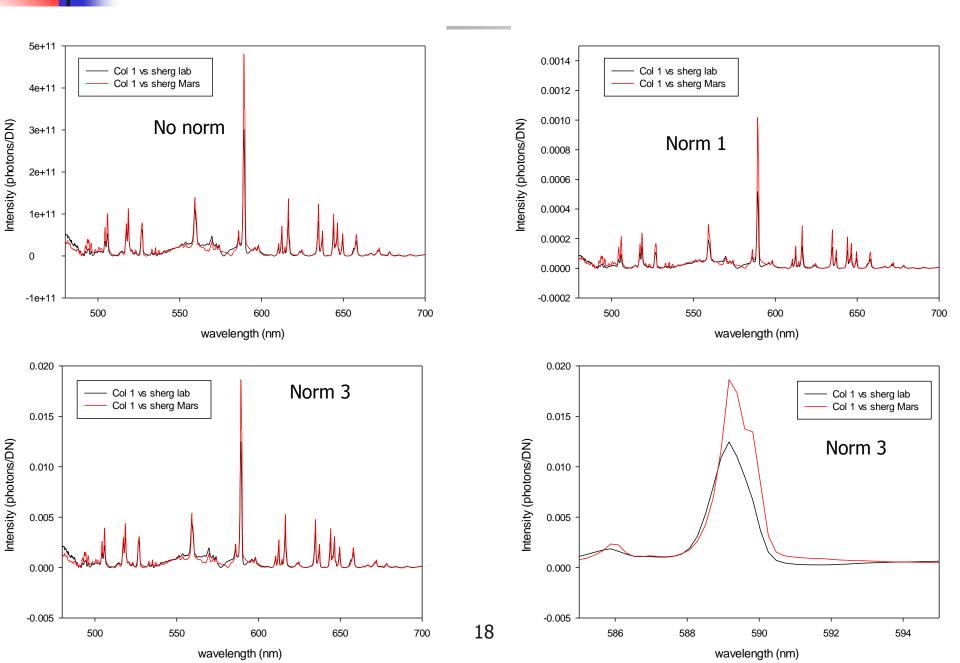
VIS1 – no norm vs norm1, 3



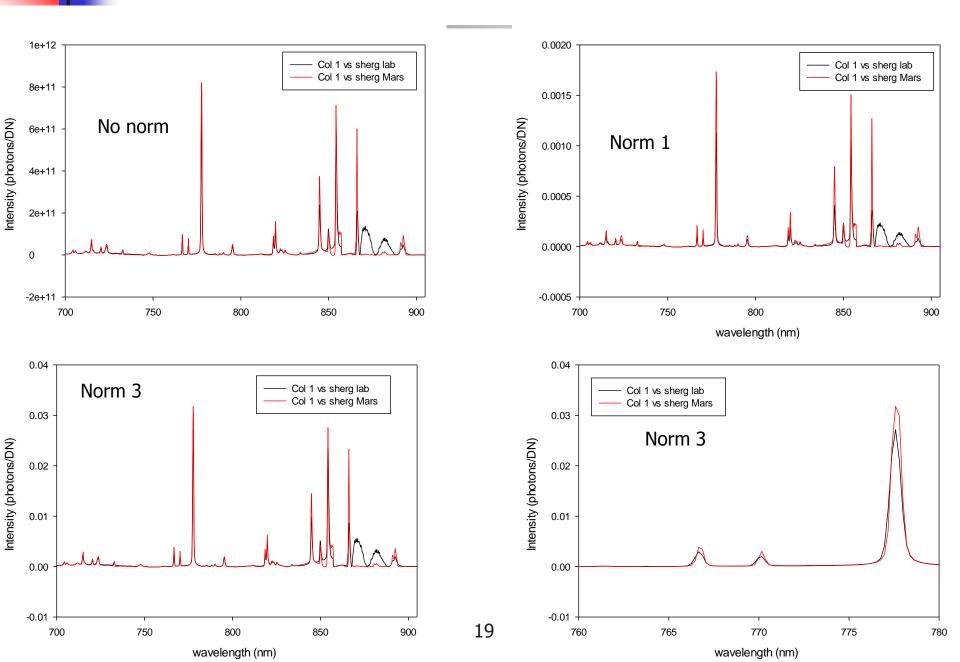
VIS2 – no norm vs norm1



VNIR1 – no norm vs norm1

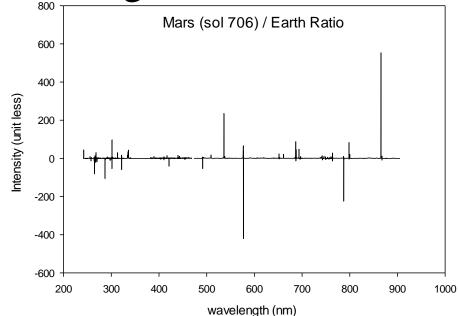


VNIR2 – no norm vs. norm1



Correction

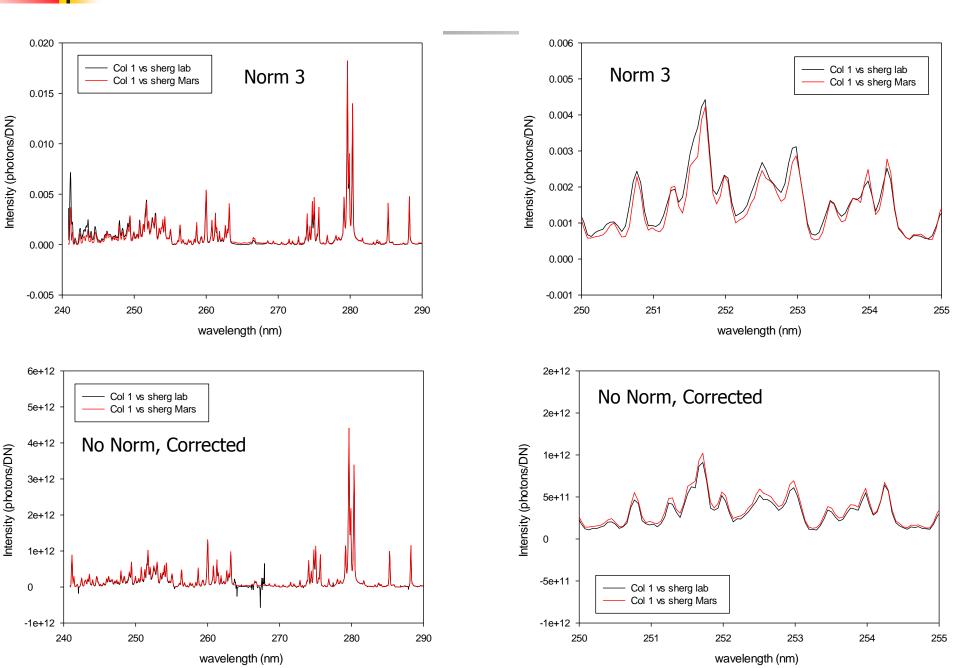
- Calculate Mars / Earth ratio for CCCT 2-4, 6-9 from sol 706.
 - Non-Normalized Spectra
- Calculate average for these 7 ratios
- Multiply Earth data and average ratio



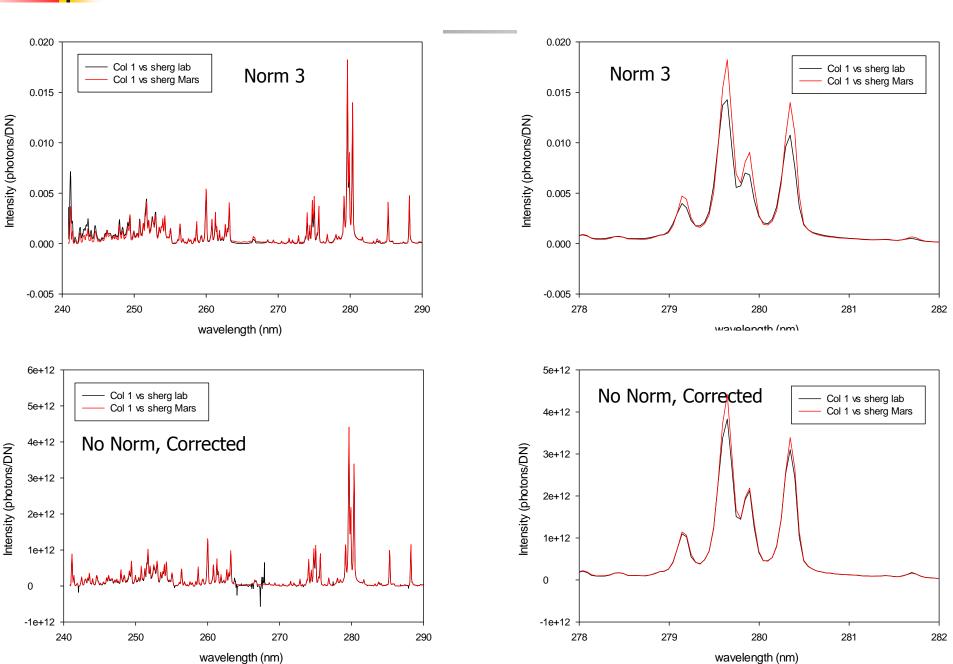




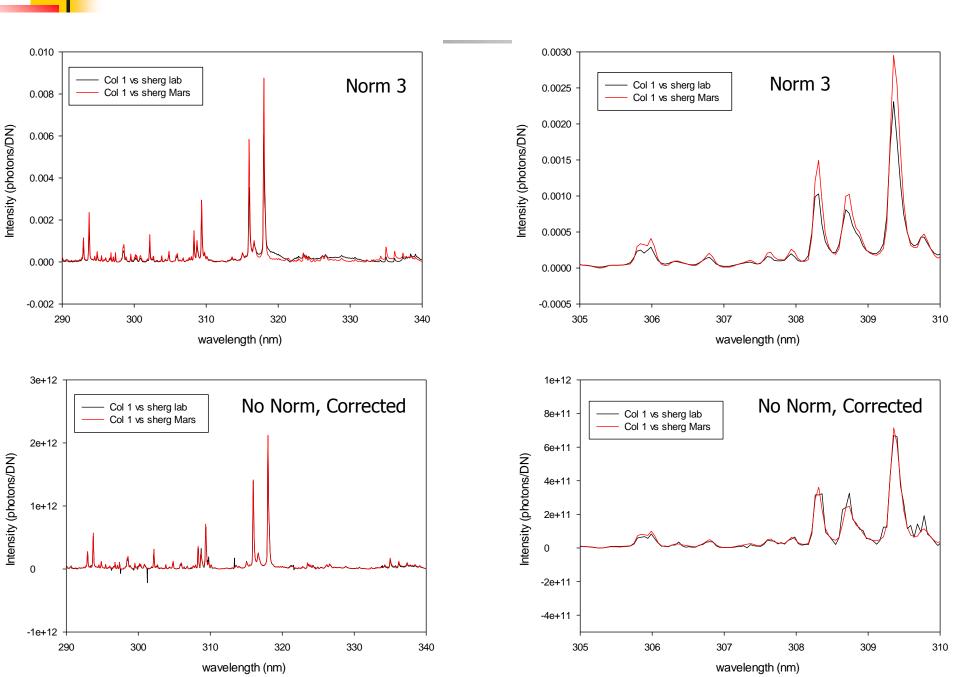
UV1 – no norm corrected vs. norm3



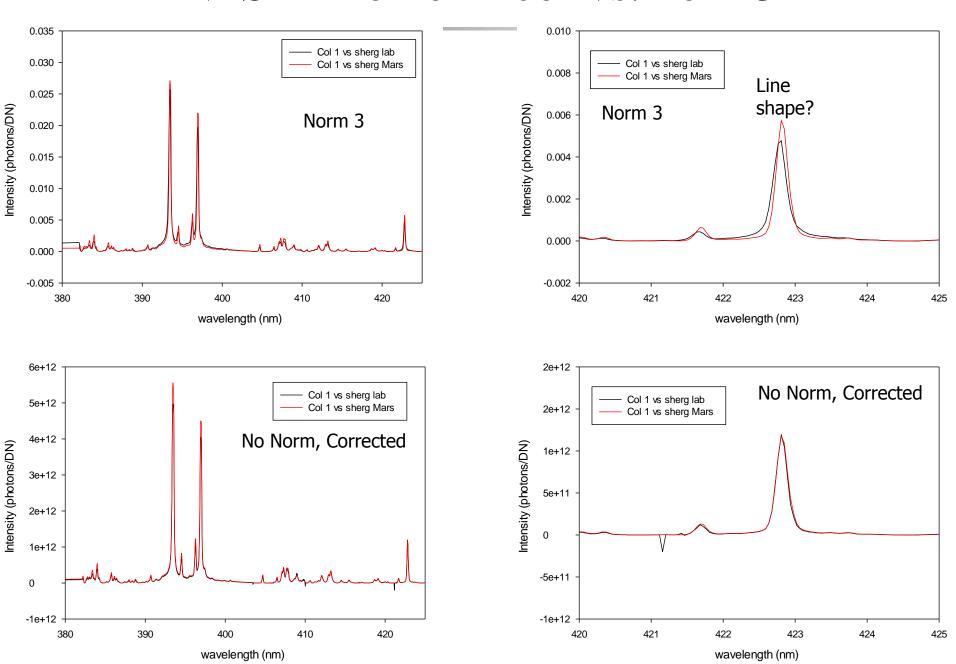
UV1 – no norm corrected vs. norm3



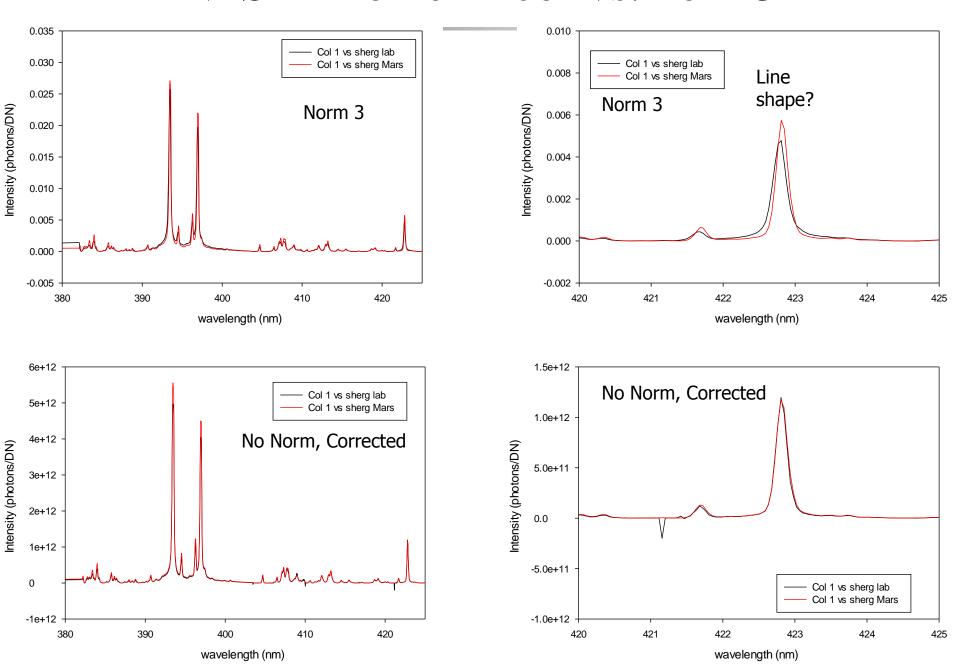
UV2 – no norm cor vs. norm3



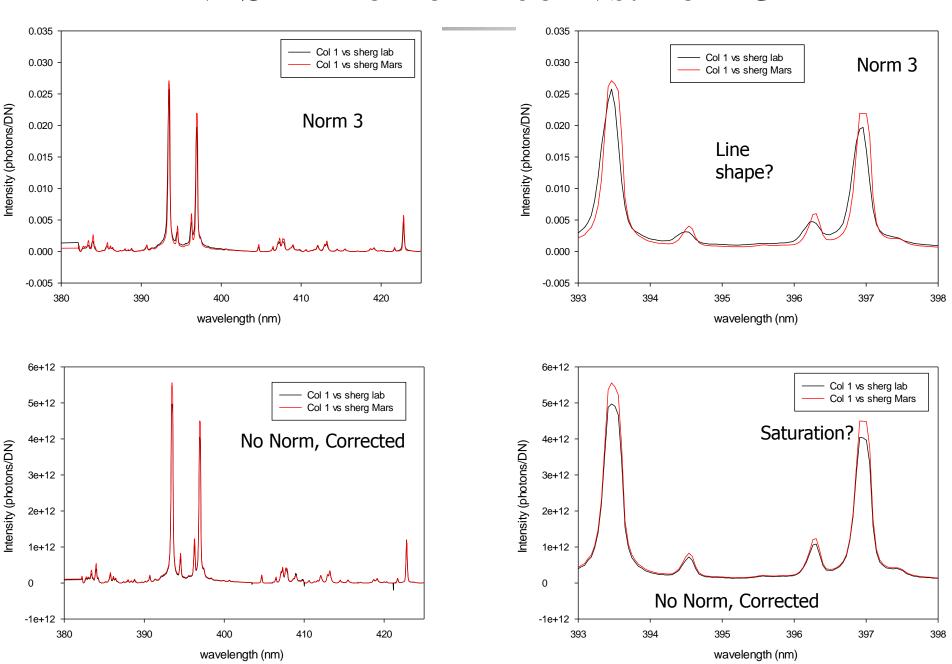
VIS1 – no norm cor vs. norm3



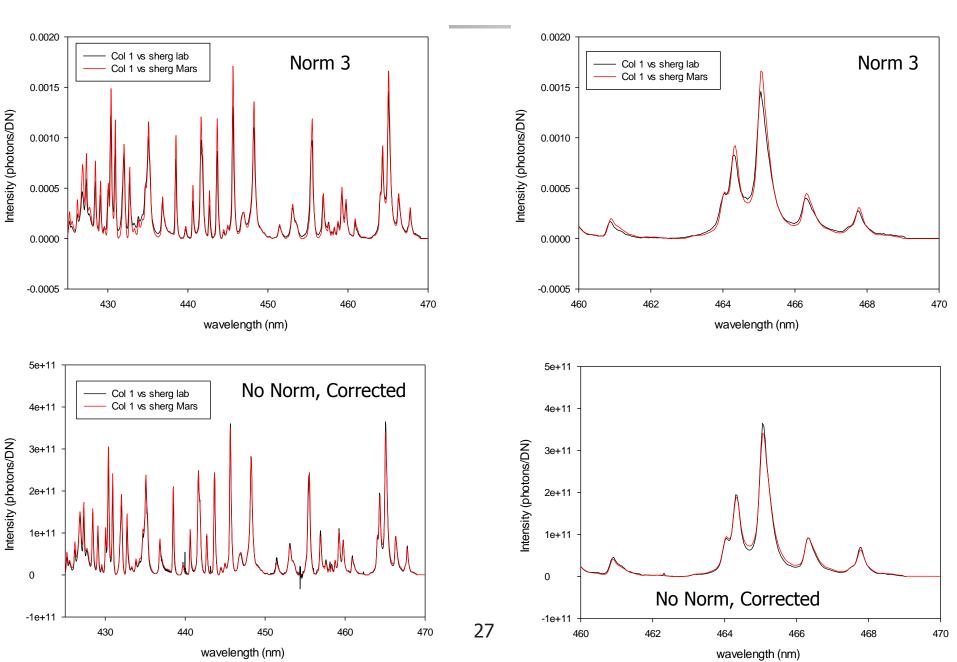
VIS1 – no norm cor vs. norm3



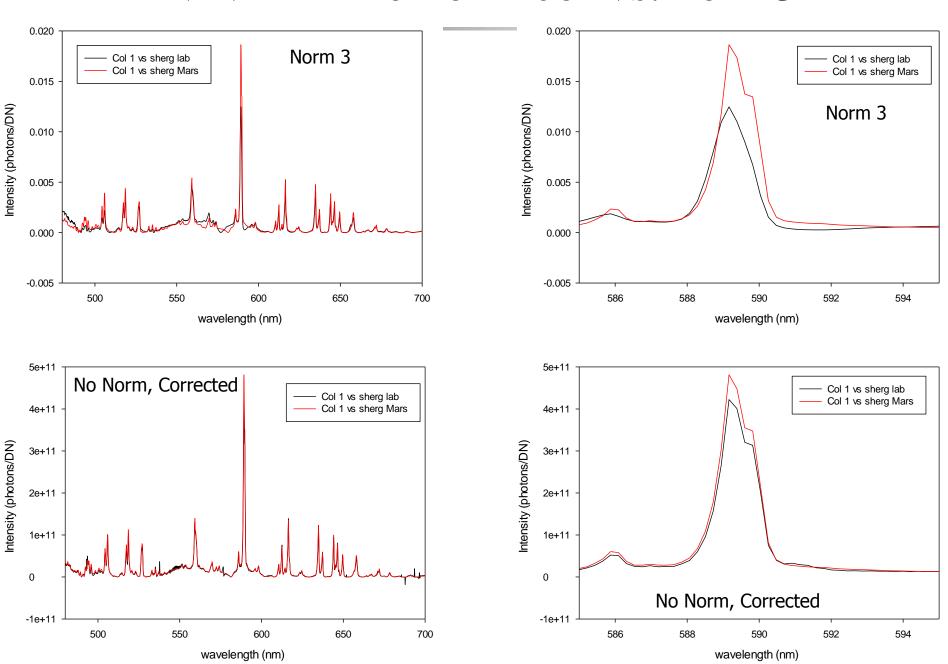
VIS1 – no norm cor vs. norm3



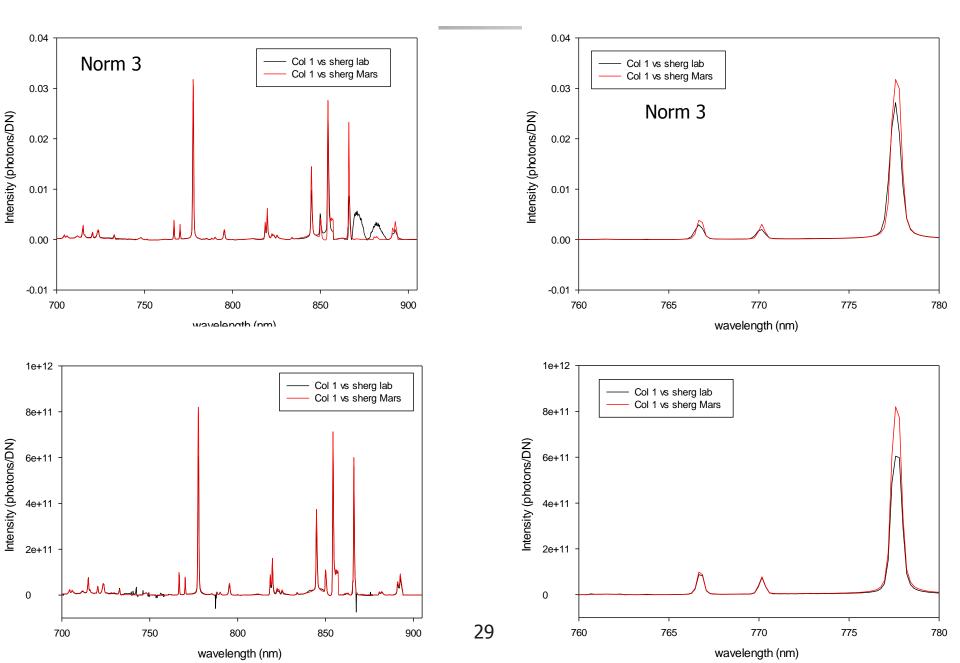
VIS2 – no norm cor vs. norm3



VNIR1 – no norm cor vs. norm3



VNIR2 – no norm cor vs. norm3



Summary

- An additional Lab to FM correction is required.
- Average Mars / Earth CCCT spectra appears to work
 - Spurious signals from ratio needs to be removed.
 - Adjustments applied to Lab/Earth data
- Current corrected spectra are not normalized
 - I expect normalization still required for distance correction.





