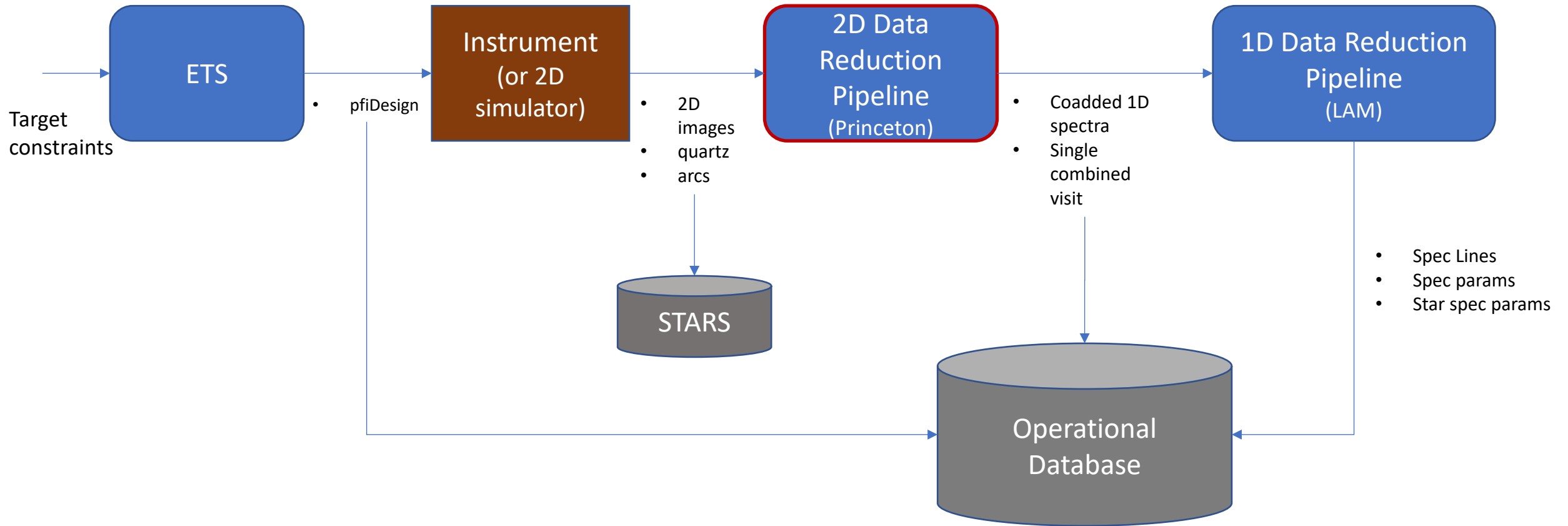
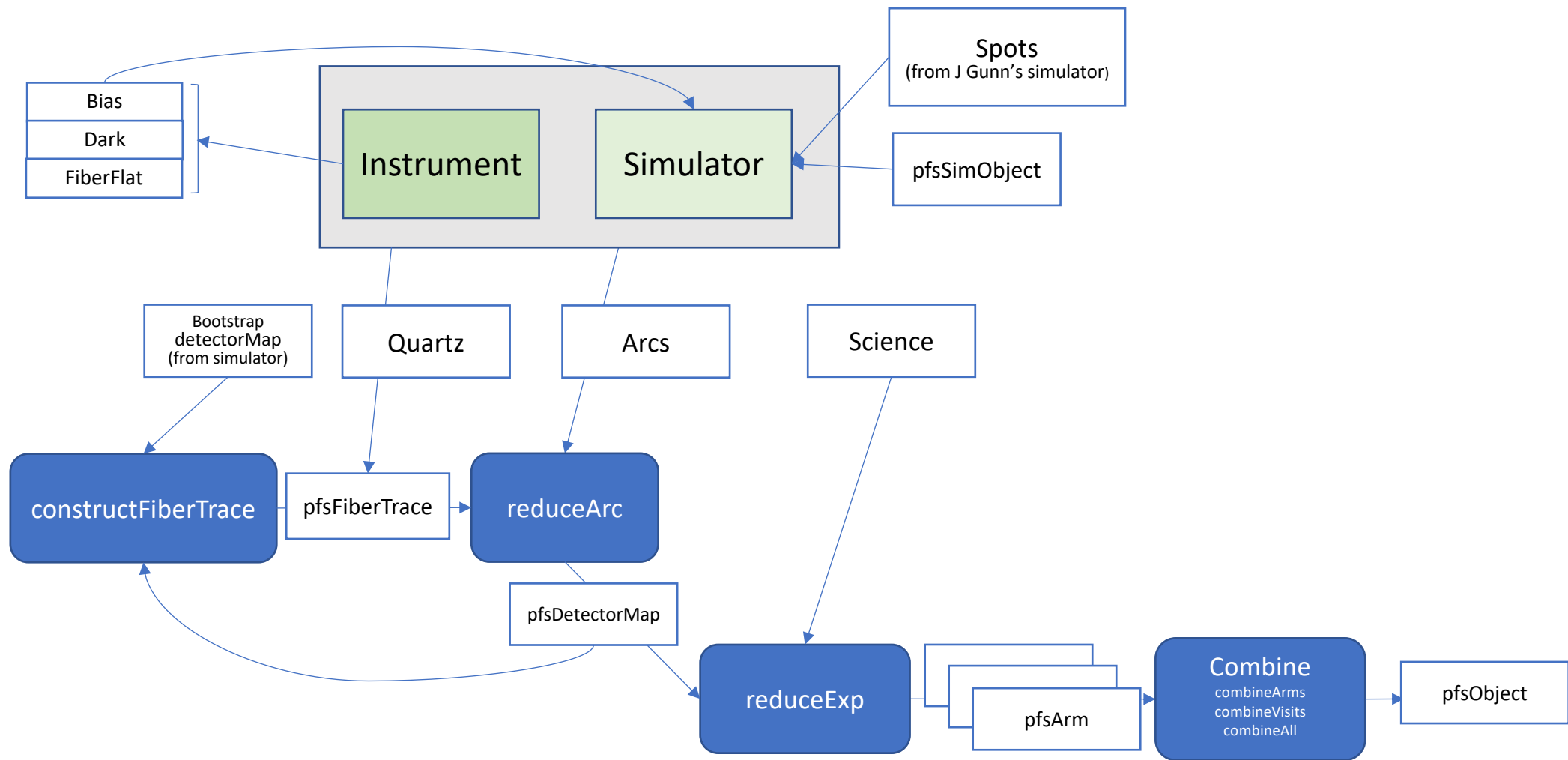


2D DRP Pipeline Plan

Hassan Siddiqui, Paul Price, Robert Lupton, Craig Loomis
Princeton University

Data reduction schematic





Development

Commissioning

Ops

2018

2019

2020

2021

DRP-4.0

- Basic functionality
- Basic unit tests

Development

Commissioning

Ops

2018

2019

2020

2021

DRP-4.0

- Basic functionality
- Basic unit tests

DRP-5.0

- End to end demonstration (2D SIM + 2D DRP)
- Output checked against ETC

Development

Commissioning

Ops

2018

2019

2020

2021

DRP-4.0

- Basic functionality
- Basic unit tests

DRP-6.0

- 3 arms merged
- Initial flat-fielding
- DetectorMap generated
- Initial flux calibration
- More test coverage

DRP-5.0

- End to end demonstration (2D SIM + 2D DRP)
- Output checked against ETC

Development

Commissioning

Ops

2018

2019

2020

2021

DRP-4.0

- Basic functionality
- Basic unit tests

DRP-6.0

- 3 arms merged
- Initial flat-fielding
- DetectorMap generated
- Initial flux calibration
- More test coverage

DRP-5.0

- End to end demonstration (2D SIM + 2D DRP)
- Output checked against ETC

DRP-7.0

- Initial PSF model with color dependence
- Initial sky subtraction
- Initial telluric absorption

Development

Commissioning

Ops

2018

2019

2020

2021

DRP-4.0

- Basic functionality
- Basic unit tests

DRP-6.0

- 3 arms merged
- Initial flat-fielding
- DetectorMap generated
- Initial flux calibration
- More test coverage

DRP-8.0

- Updated 2D PSF model
- Improved telluric modelling
- Updated sky subtraction (to 1% TBC error level)
- Speed performance improvement
- Bug fixes

DRP-5.0

- End to end demonstration (2D SIM + 2D DRP)
- Output checked against ETC

DRP-7.0

- Initial PSF model with color dependence
- Initial sky subtraction
- Initial telluric absorption

Development

Commissioning

Ops

2018

2019

2020

2021

DRP-4.0

- Basic functionality
- Basic unit tests

DRP-6.0

- 3 arms merged
- Initial flat-fielding
- DetectorMap generated
- Initial flux calibration
- More test coverage

DRP-8.0

- Updated 2D PSF model
- Improved telluric modelling
- Updated sky subtraction (to 1% TBC error level)
- Speed performance improvement
- Bug fixes

DRP-5.0

- End to end demonstration (2D SIM + 2D DRP)
- Output checked against ETC

DRP-7.0

- Initial PSF model with color dependence
- Initial sky subtraction
- Initial telluric absorption

DRP-9.0

- Improved sky subtraction
- Missing functionality

Development

Commissioning

Ops

2018

2019

2020

2021

DRP-4.0

- Basic functionality
- Basic unit tests

DRP-6.0

- 3 arms merged
- Initial flat-fielding
- DetectorMap generated
- Initial flux calibration
- More test coverage

DRP-8.0

- Updated 2D PSF model
- Improved telluric modelling
- Updated sky subtraction (to 1% TBC error level)
- Speed performance improvement
- Bug fixes

DRP-9.0

- Sky sub to 0.5% level
- Missing functionality
- Refactoring
- Speed improvements

DRP-5.0

- End to end demonstration (2D SIM + 2D DRP)
- Output checked against ETC

DRP-7.0

- Initial PSF model with color dependence
- Initial sky subtraction
- Initial telluric absorption

DRP-9.0

- Improved sky subtraction
- Missing functionality

Development

Commissioning

Ops

2018

2019

2020

2021

DRP-4.0

- Basic functionality
- Basic unit tests

DRP-5.0

- End to end demonstration (2D SIM + 2D DRP)
- Output checked against ETC

DRP-6.0

- 3 arms merged
- Initial flat-fielding
- DetectorMap generated
- Initial flux calibration
- More test coverage

DRP-7.0

- Initial PSF model with color dependence
- Initial sky subtraction
- Initial telluric absorption

DRP-8.0

- Updated 2D PSF model
- Improved telluric modelling
- Updated sky subtraction (to 1% TBC error level)
- Speed performance improvement
- Bug fixes

DRP-9.0

- Improved sky subtraction
- Missing functionality

DRP-9.0

- Sky sub to 0.5% level
- Missing functionality
- Refactoring
- Speed improvements

DRP-10.0

- TBW

Personnel

- Paul Price (infrastructure, flux calibration and algorithms)
- Neven Caplar (2D PSF modelling)
 - *Limited availability Feb-Mar 2019*
- Keigo Nakamura (2D sky subtraction)
 - *New developer – needs time to familiarize himself (ready ~Mar 2019)*
- Sogo Mineo, Kiyoto Yabe, Naoki Yasuda and Masayuki Tanaka (1D sky subtraction and flux calib)
- Craig Loomis (general) [20% FTE]
- Robert Lupton (general) [10%]
- Hassan Siddiqui (algorithms) [20%]