

Assessment of Pixel Randomization

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Bayseians get it right again....

To Randomize or Not?

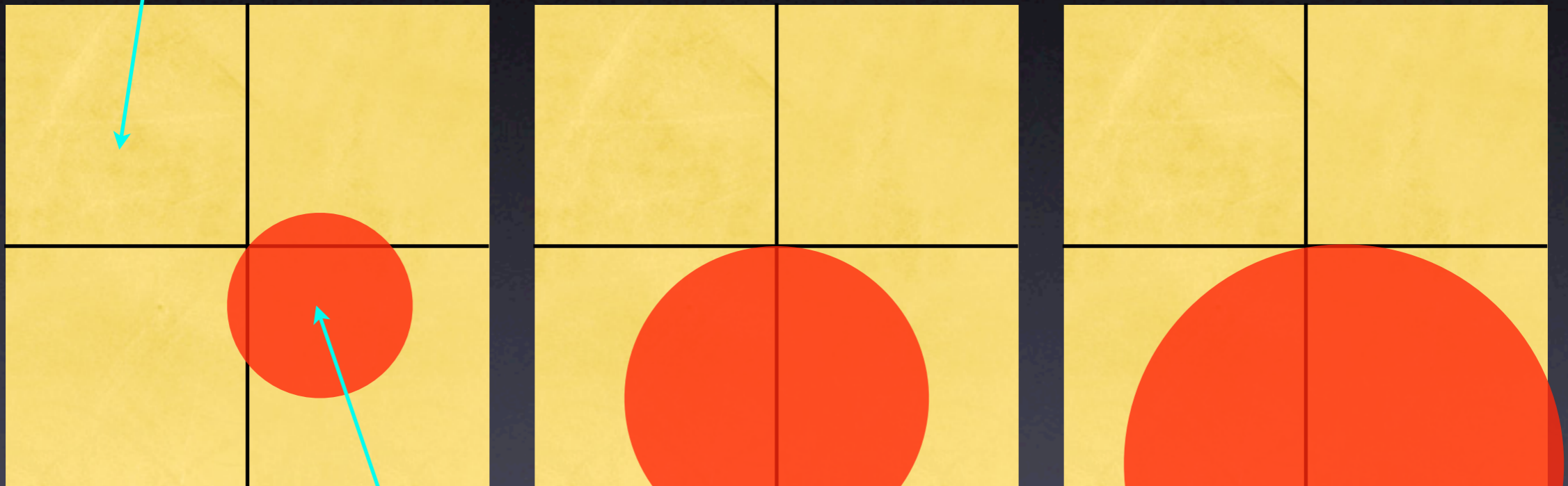
- If no (prior) knowledge of where event should be: randomization is OK
 - example: diffuse source \gg pixel size
 - removes “picket fencing” and aliasing
 - dither & “drizzle” have \sim same effect
- Use prior knowledge
 - Assume point source...
 - bias and broadening are introduced if randomizing!

Randomization Broadens the PSF

- Events are placed systematically farther from the source than if placed at pixel center
- Doesn't matter where the source centroid is
- Best: weighted event placement (based on source location estimate)
- Can also bias centroid position

Proximity to Source Centroid

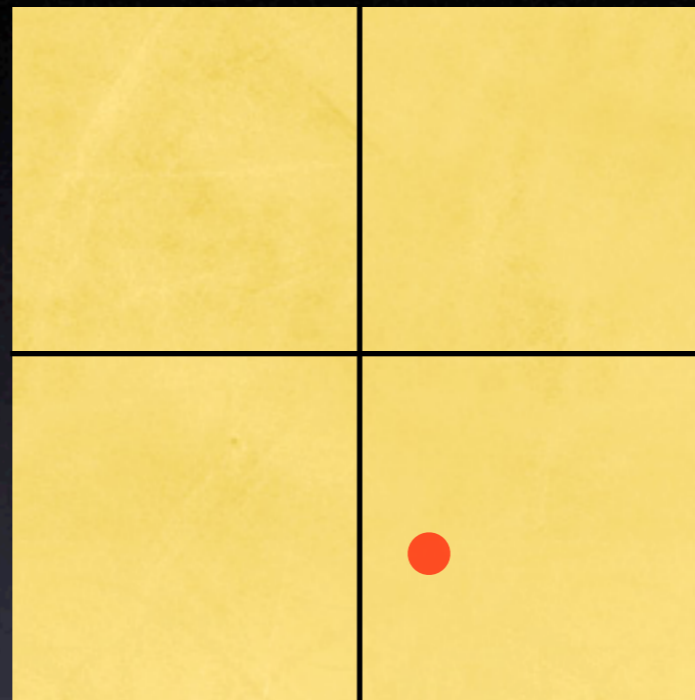
Farther than pixel center



Closer than pixel center

Degenerate Case

(for illustration)



Randomize

Center

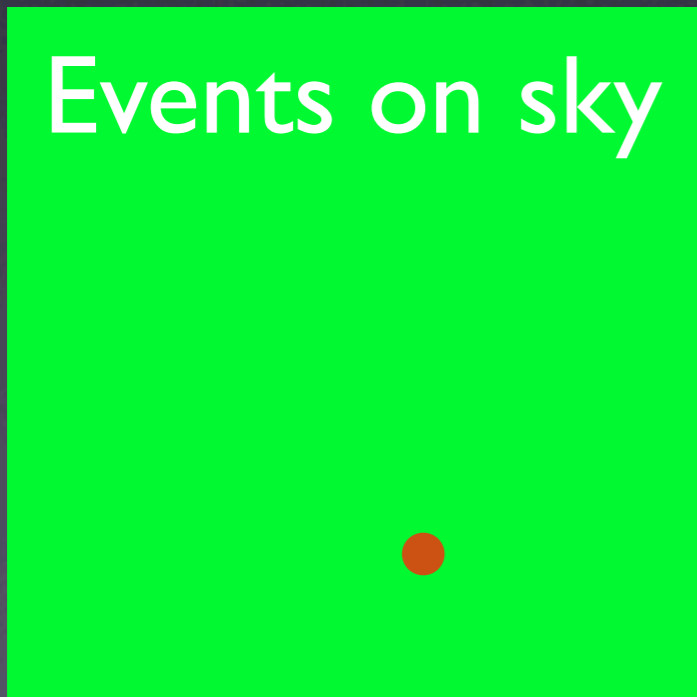
Events on sky

Large dispersion

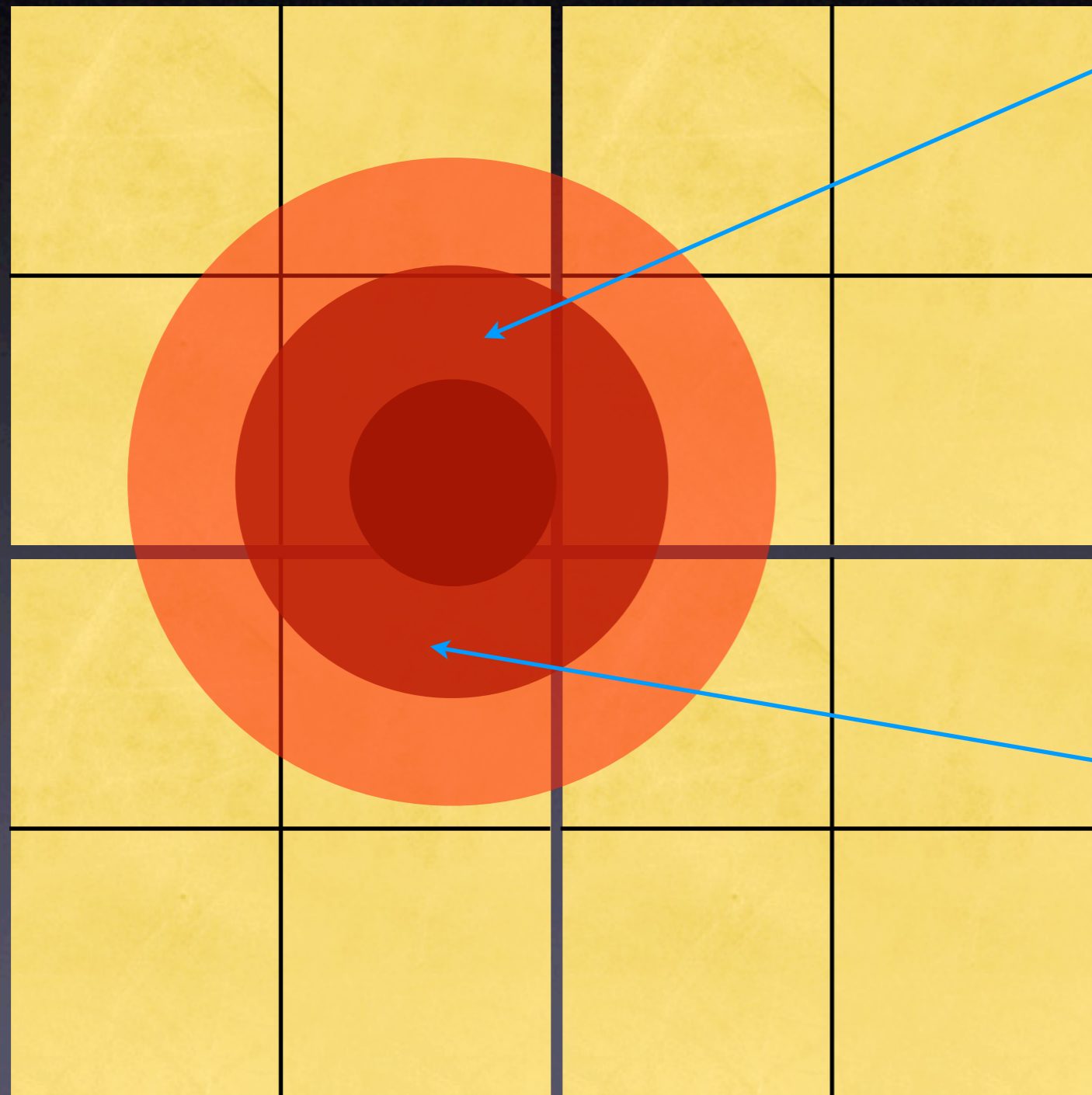
Small dispersion

Large bias

Large bias



PSF width \sim Pixel size



Most events

Most bias

Most excess dispersion

Fewer events

Reduces bias

Increases excess dispersion