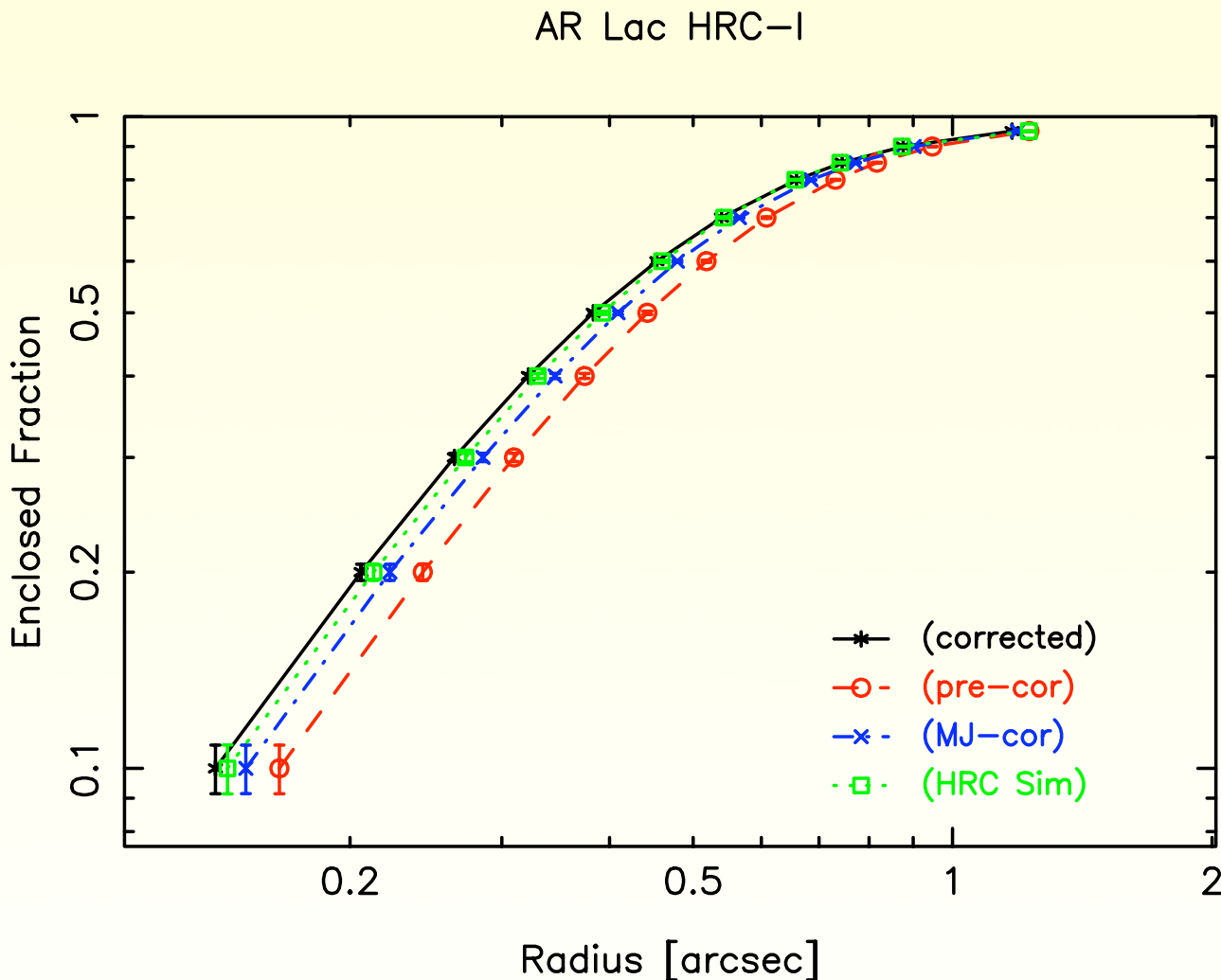


# Resolving the *Chandra* / ACIS PSF using Actual Data

Deron Pease, Diab Jerius,  
and *CXC Optics Group*

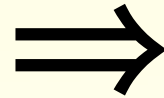
# Previous Studies: HRC

- AR Lac on HRC-I  
ObsID 1385 (~19ks)
- correct for systematic errors in event positions
- Model: HRMA + 20  $\mu\text{m}$  HRC blur + 0."06 Aspect blur



# Previous Studies: ACIS

- DJ's *SPIE* paper from 2003
- 12 sources
- ACIS-I & -S
- Various coadditions
- Energy cuts
- Comparison with HRC-I AR Lac



**Extended,  
“puffy”**

**Expectations?**

# Source Selection Criteria

- Point sources (stars, QSOs)
  - Within 50'' of optical axis
  - High galactic latitude  $\Rightarrow |b| > 10^\circ$
  - Low counts per frame  $\Rightarrow < 0.1$
  - High counts  $\Rightarrow \geq 100$ , prefer  $\geq 1000$  \*
  - FAINT, VFAINT mode to further select low count rates
  - No grating (excludes most high energy sources) \*
- 
- Preferably uncrowded fields
  - Any other concerns — literature info

# Sources Found & Analyzed

1. Start with ~100,000 sources
2. 1<sup>st</sup> cut  $\Rightarrow$  ~250 Stars ~290 AGN (all followed up)
3. 2<sup>nd</sup> cut  $\Rightarrow$  28 Stars 12 AGN (these fully analyzed)
4. 3<sup>rd</sup> cut  $\Rightarrow$  3 Stars 2 AGN (these best by far)

➡ 47 Tuc & PG 1634+70

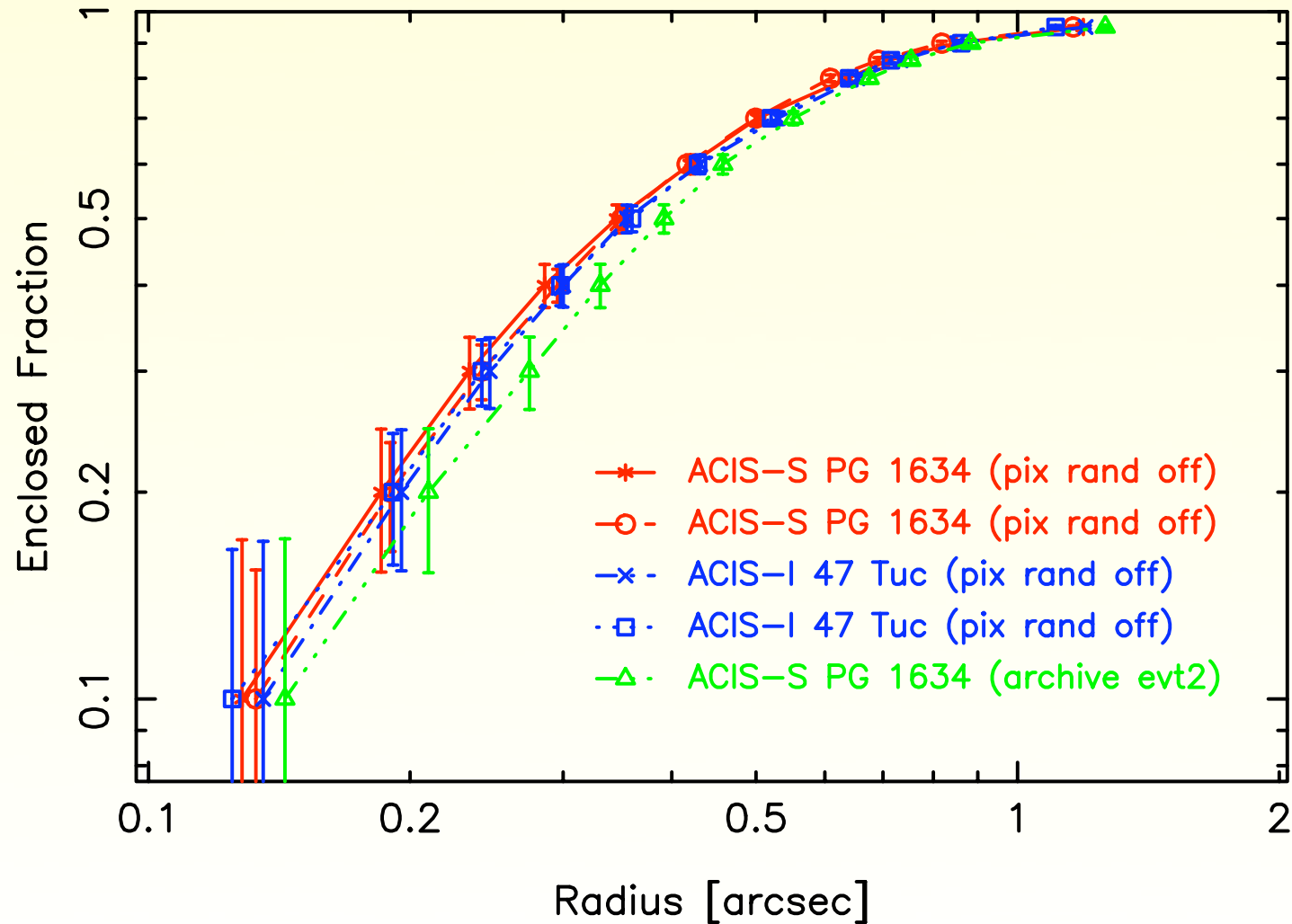
- Visual inspection
- De-Roll
- Clean & filter data properly (dmttools, funtools)
- Light-curve inspection
- Grade analysis — looking for pile-up effects
- Encircled energy & radial profile analysis

# Observations

Source	ObsID	Detector	Exposure (sec)
PG 1634+70 (QSO)	69	ACIS-S	5713.55
	1269	ACIS-S	13309.95
47 Tuc (GC)	953	ACIS-I	33368.23
	955	ACIS-I	33368.73
AR Lac	1385	HRC-I	18831.93

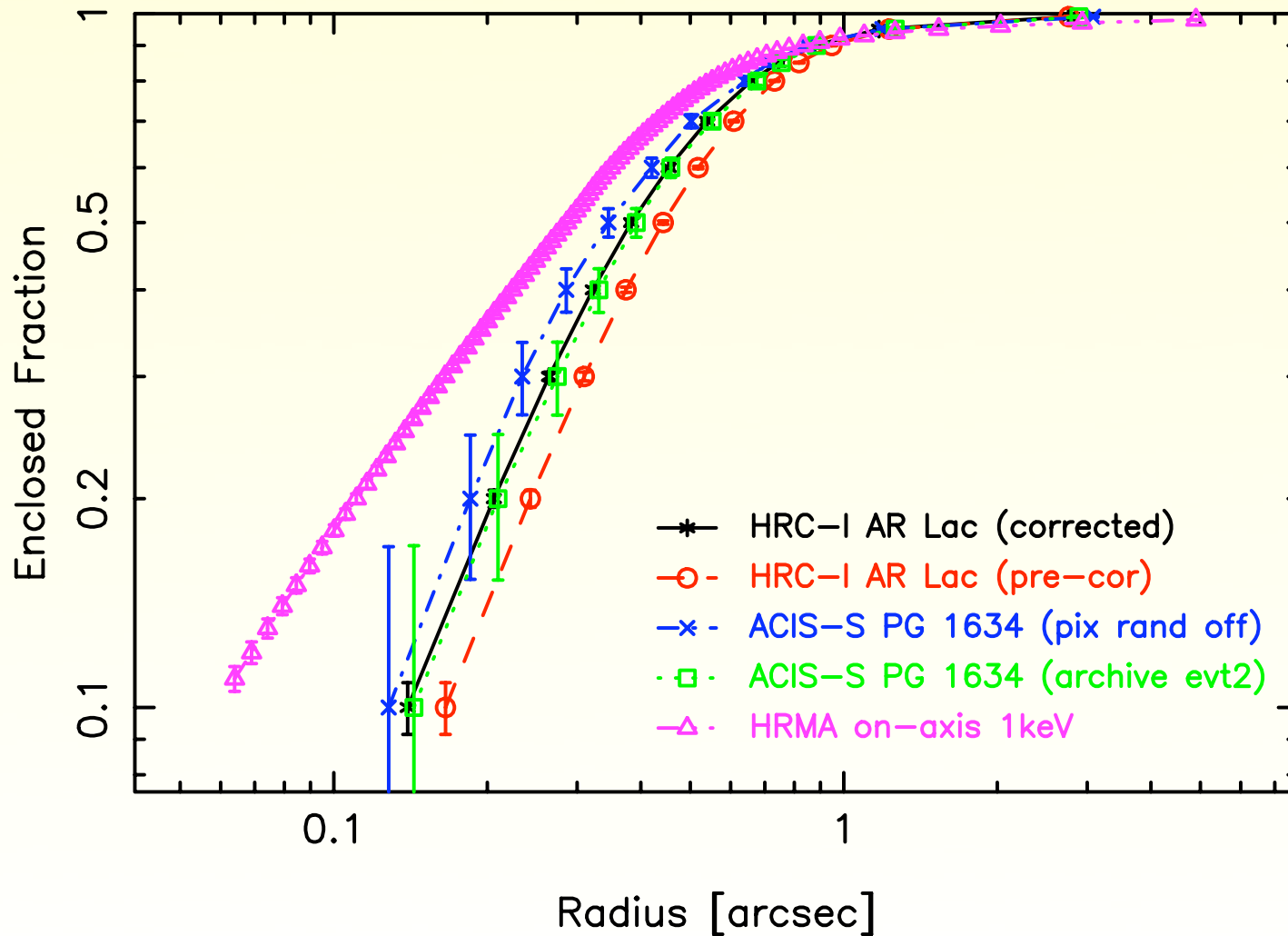
# ACIS Results

PG1634+70 ACIS-S & 47 Tuc ACIS-I



# Chandra ECF

AR Lac HRC-I vs. PG1634+70 ACIS-S vs. HRMA

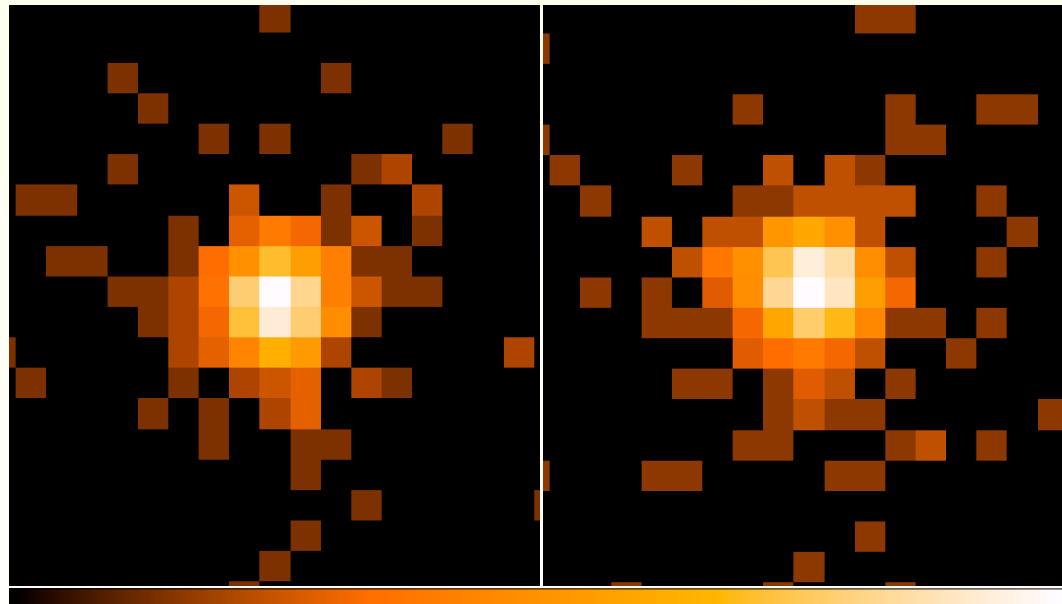


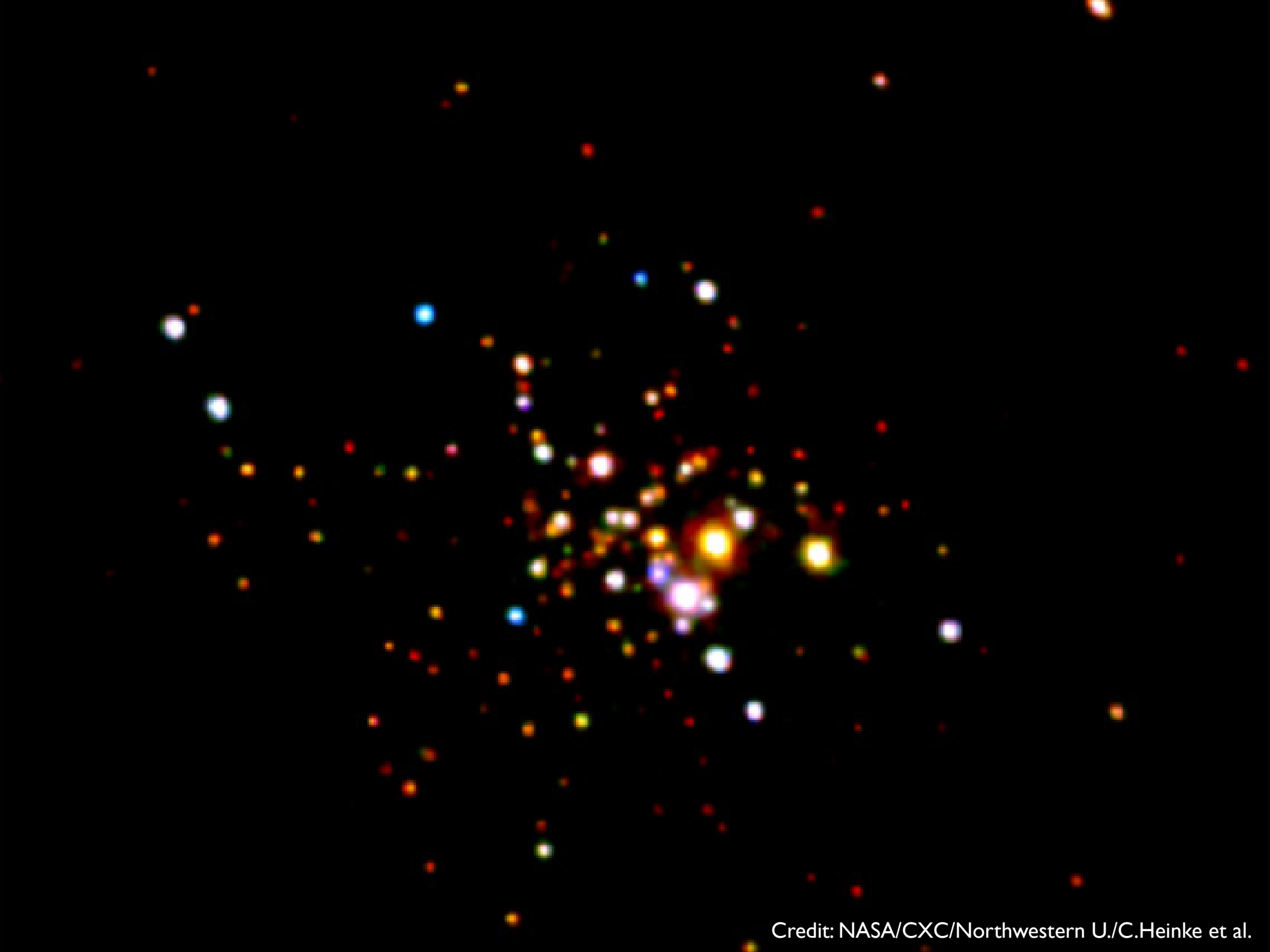
Detector	FWHM (arcsec)
HRC	0.70
HRC (pre-cor)	0.80
ACIS	0.72
ACIS (no pix rand)	0.63



# Conclusions

- ✓ We've shown that the ACIS PSF (with pixel randomization) is comparable to the HRC PSF
- But what's going on with pixel randomization off?
  - One might say: pixel randomization is necessary because we don't know where an event landed in a pixel. EOS
  - But clearly there is a significant difference:





Credit: NASA/CXC/Northwestern U./C.Heinke et al.