# FT2 reprocessing P130 Vs archived FT2

Reprocessing P130 used the new ft2Util code to produce FT2 files.

Here I present the comparison between the files produced during P130 and the old files, archived in the astro server and produced with the old code.

#### All plots refers to 1s FT2 files, unless otherwise stated.

For each quantity q in the FT2 file I report a histogram of the fractional difference between the "new" FT2 file (from P130) and the "old" one (from the archive):  $(q_{NEW}-q_{OLD})/q_{OLD}$ .

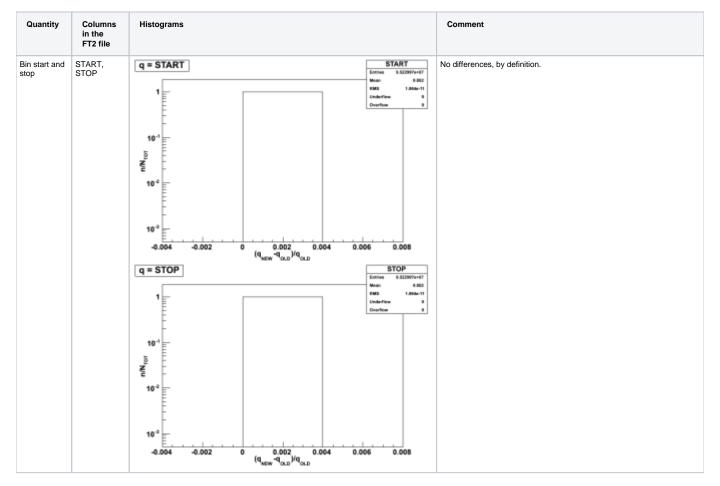
There are two main reasons for the small differences observed in the comparison:

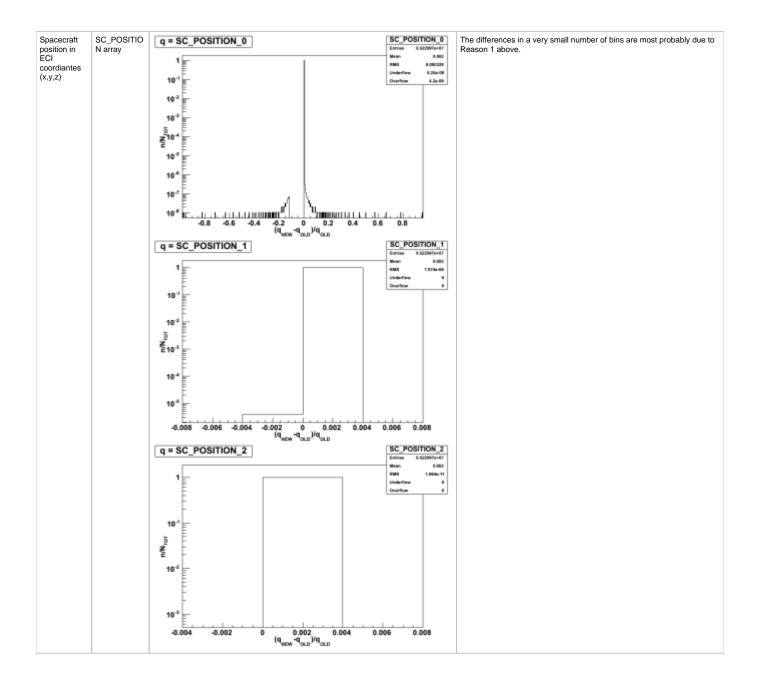
- 1. The new code does a better job at the margin of the runs: the spacecraft position and attitude (and related quantities) are computed starting from messages in the Magic 7 file. The new code uses the whole M7 file, which usually cover a broader time interval than the run, to compute position and attitude at the start time and end time of the run. The old code, instead, discarded all the messages before the start and after the stop of the run, computing position and attitude at those instants by extrapolation.
- 2. A bug in the old code (see below for explanations) for the LIVETIME computation.

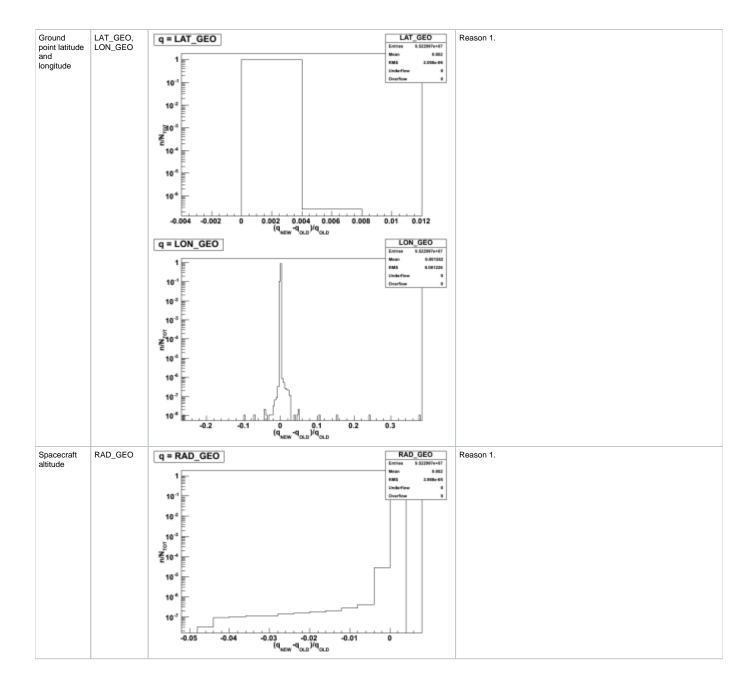
Note that in the following comparison I used only time bins in common between the two sets of files (i.e., with the same START and STOP time). Since we changed the way of handling gaps and other things (like change in mode or configuration), there are a small number of discrepancies in the binning scheme between the two files.

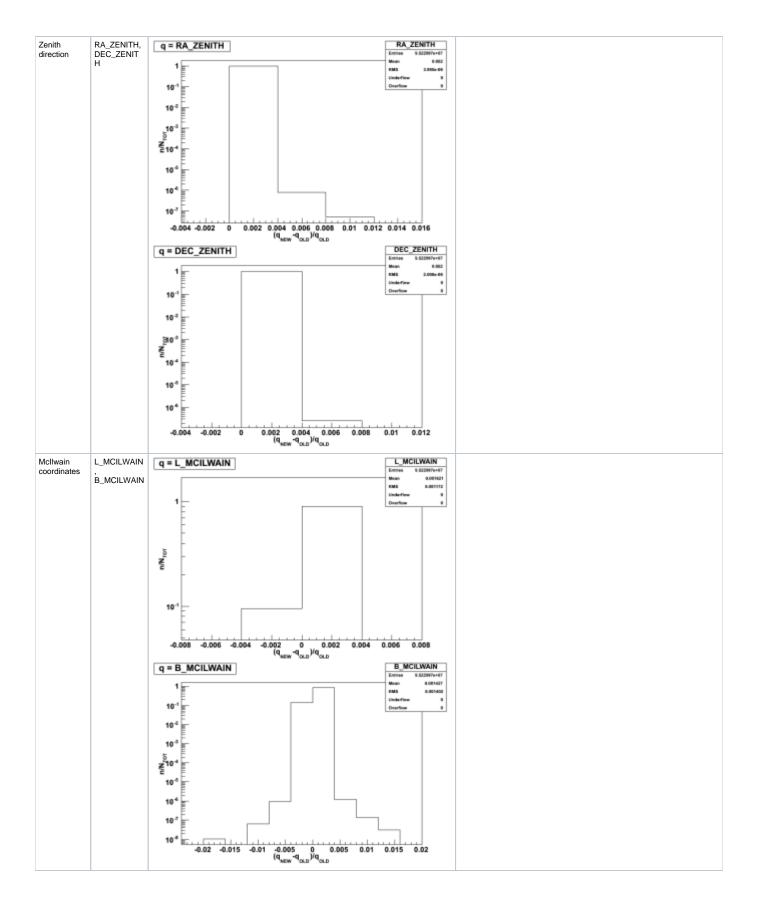
### Whole FT2

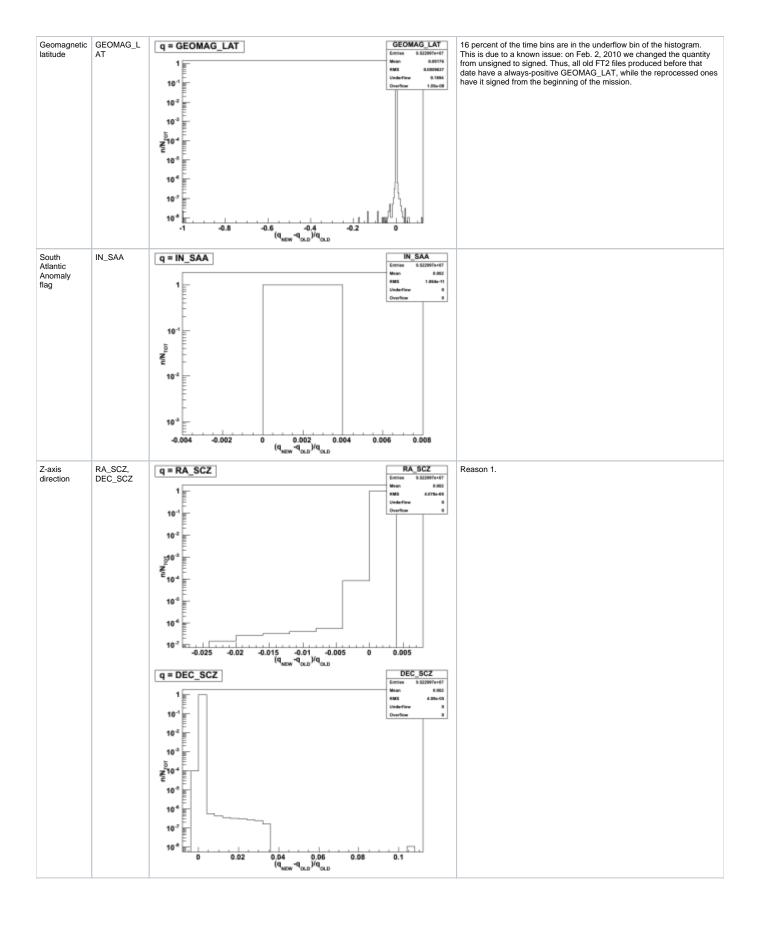
For this first set of results, I compared each pair of FT2 files from the start of the first bin to the end of the last one. Thus, differences due to Reason 1 above are evident.

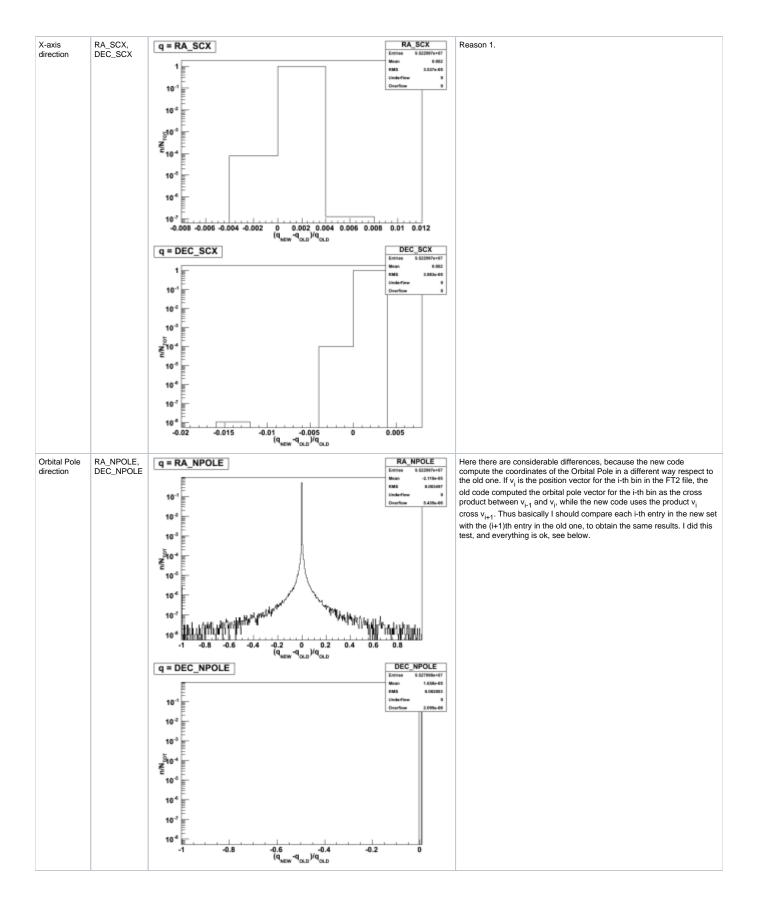


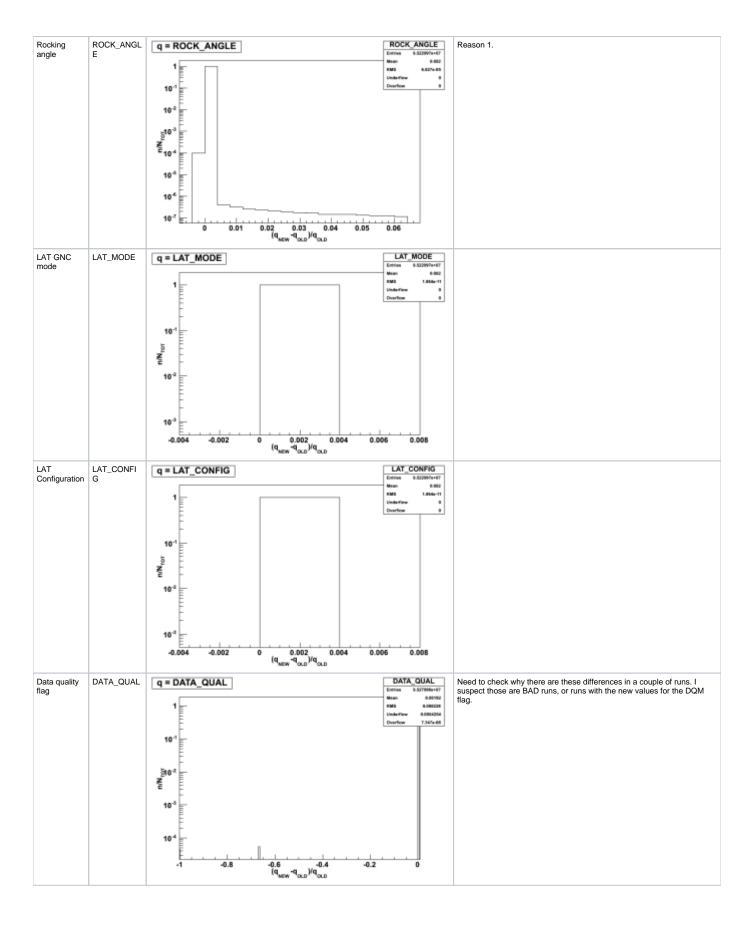


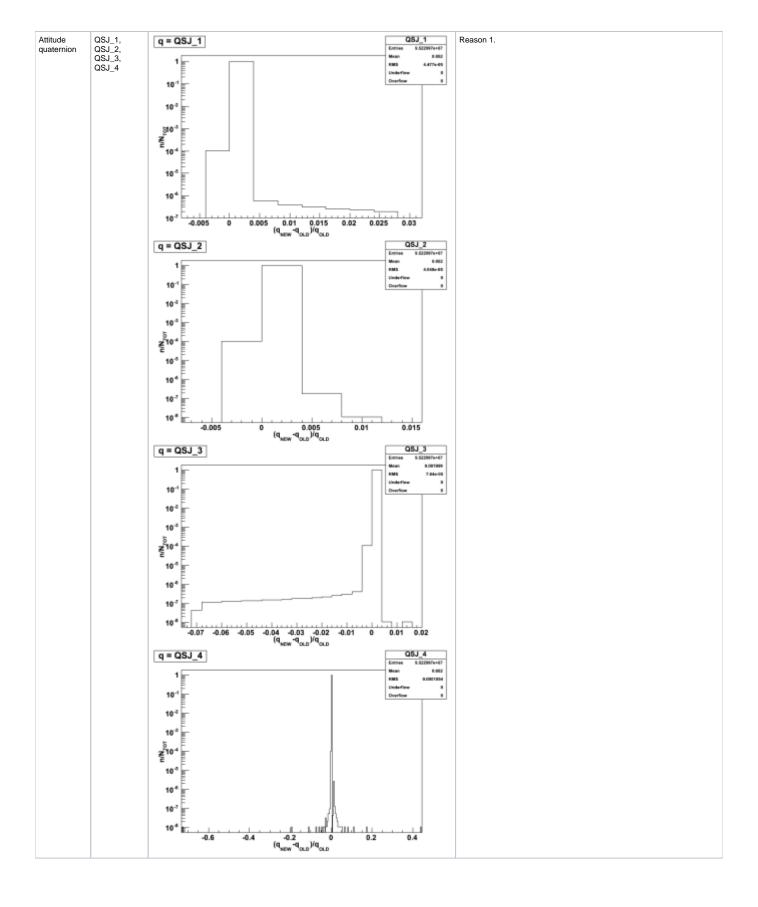


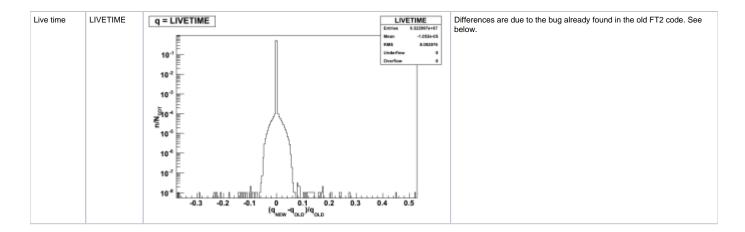






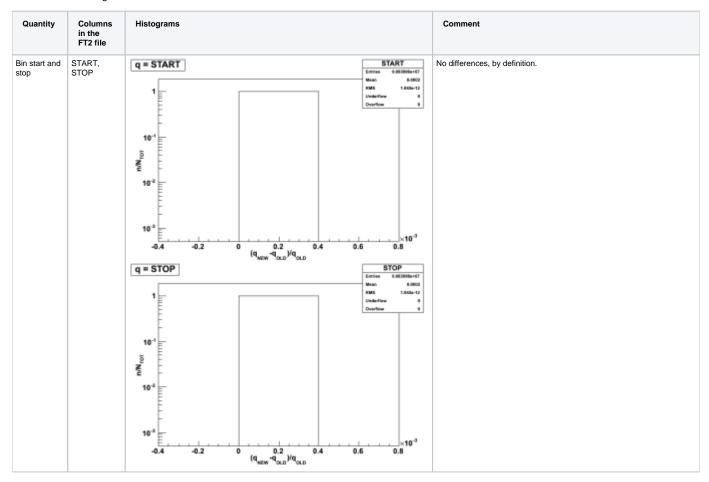


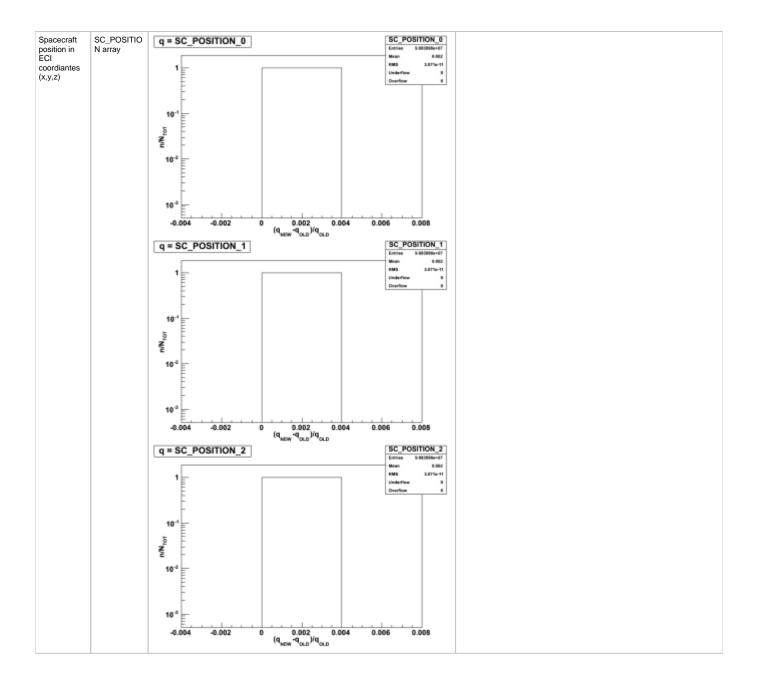


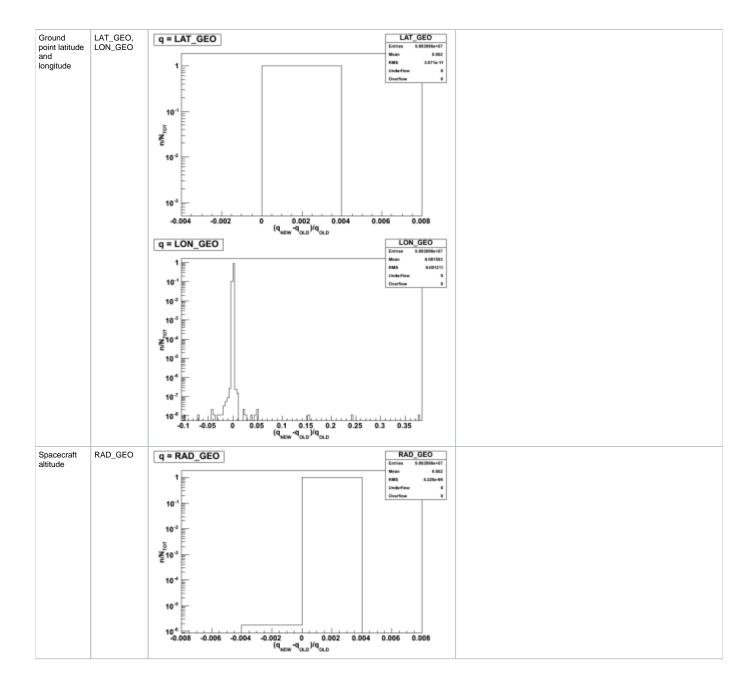


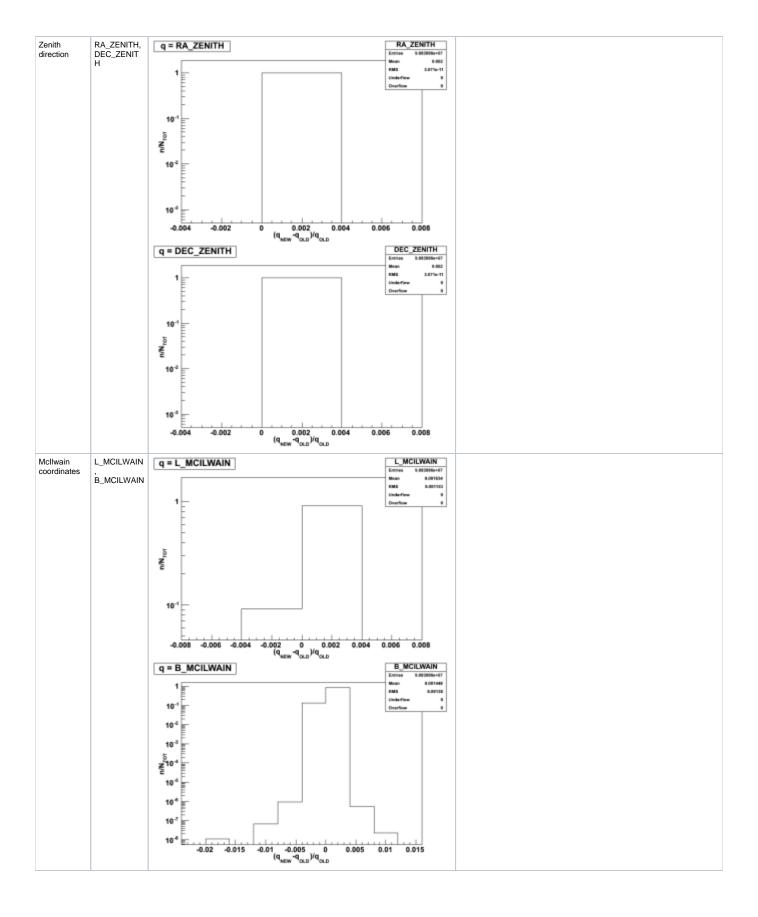
## Sub-interval

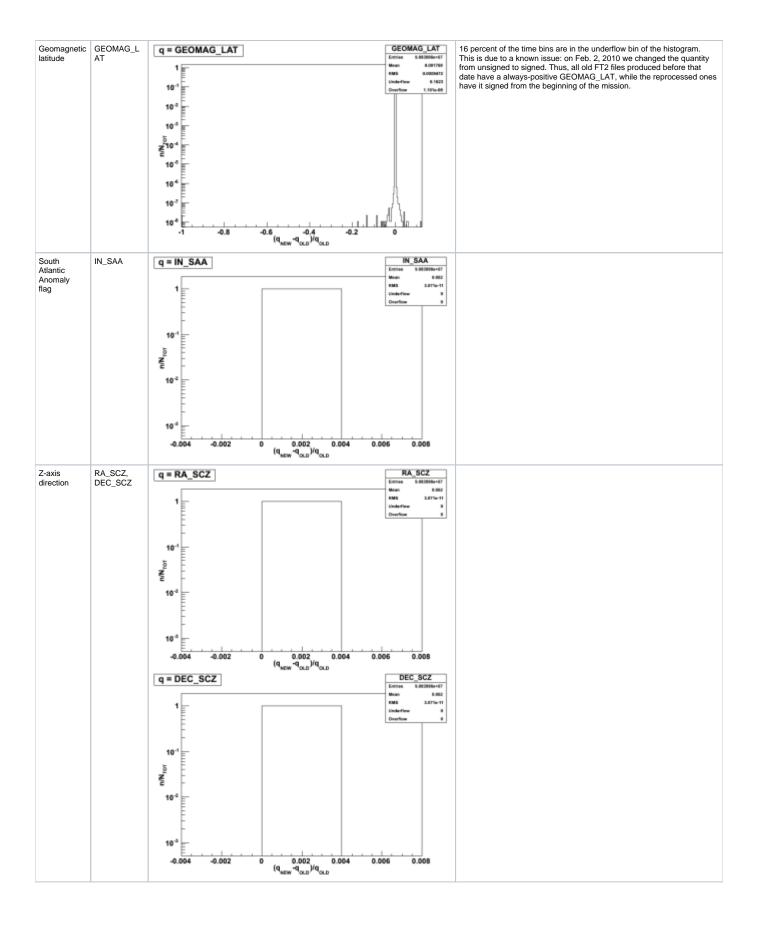
Here I repeated the same exercise, but excluding the first and the last 50 seconds from each file, to avoid the "border issue". Indeed, most of the differences are now gone:

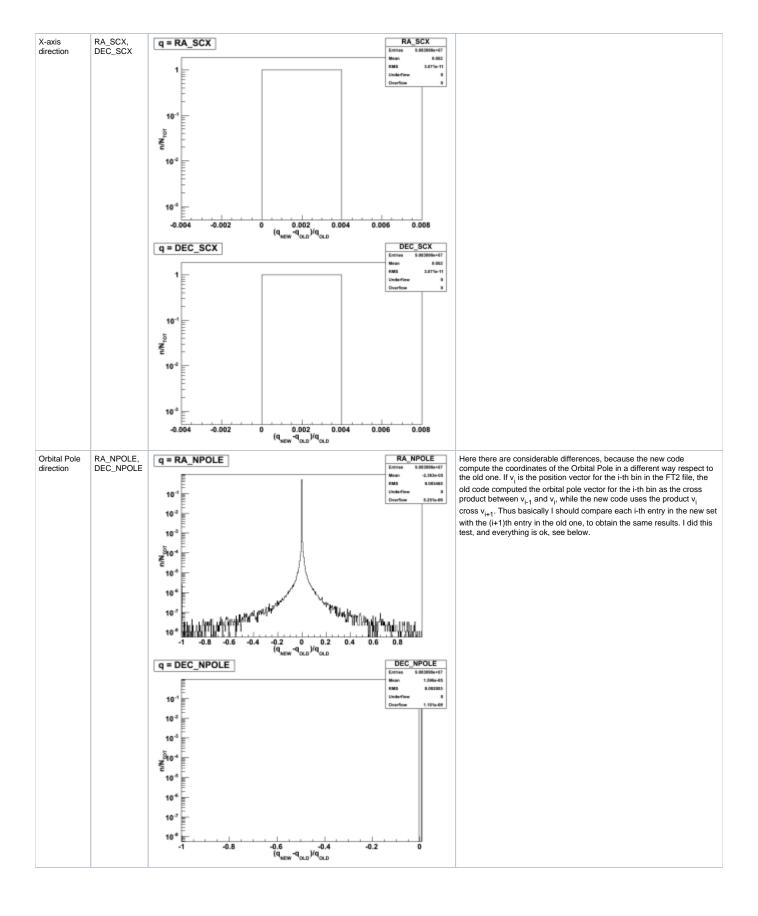


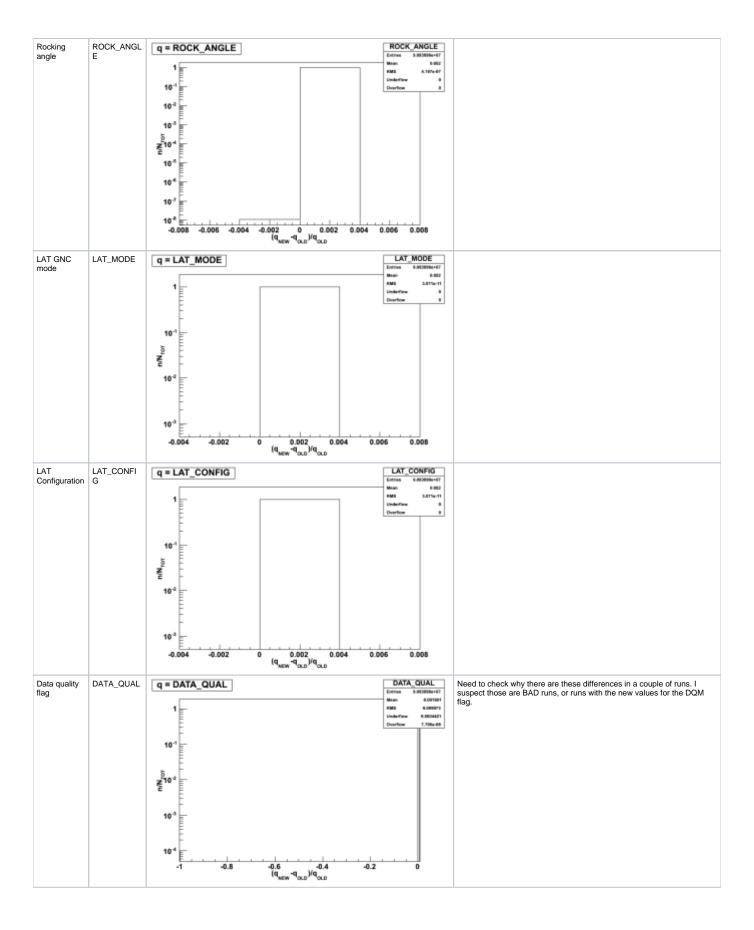


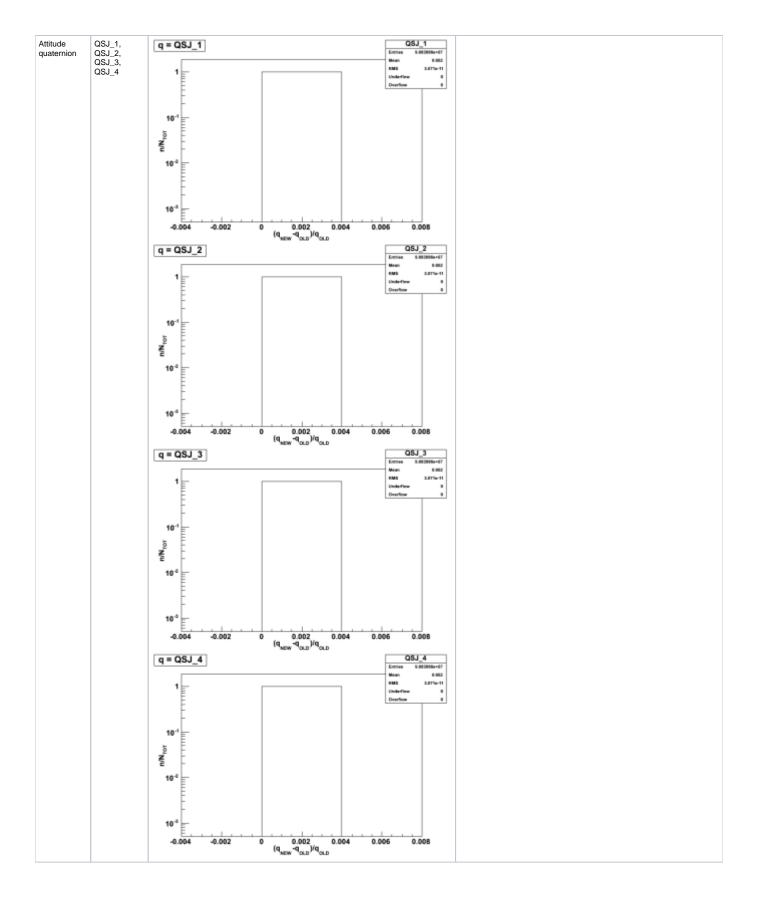


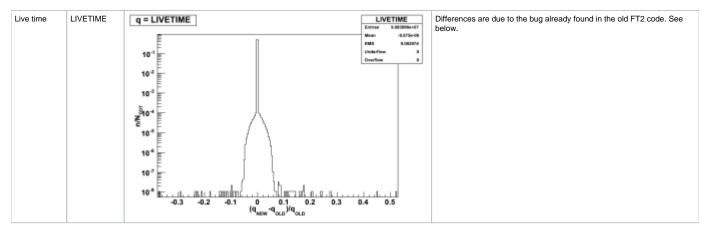








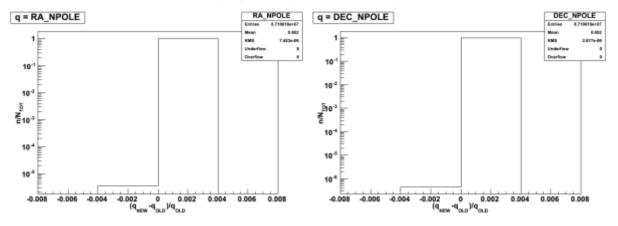




There are still some differences in some quantities related to the EarthCoordinate class of the astro package. By looking at the time histories, all the differences are before a certain date, thus they are almost certainly related to a bug-fix in the astro package. (to be confirmed)

### **Orbital Pole**

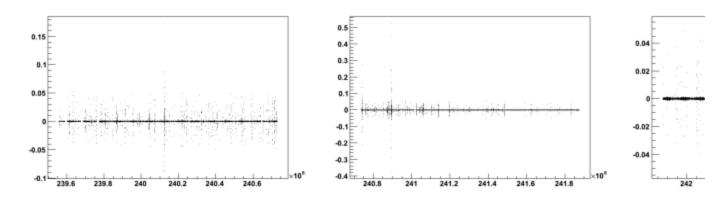
I repeated the comparison between the RA\_NPOLE and DEC\_NPOLE quantities, but comparing a given i-th bin of the old version of the FT2 files with the i-th-1 bin in the new FT2 file, to solve the discrepancy in the computation method. As expected, the differences vanish:

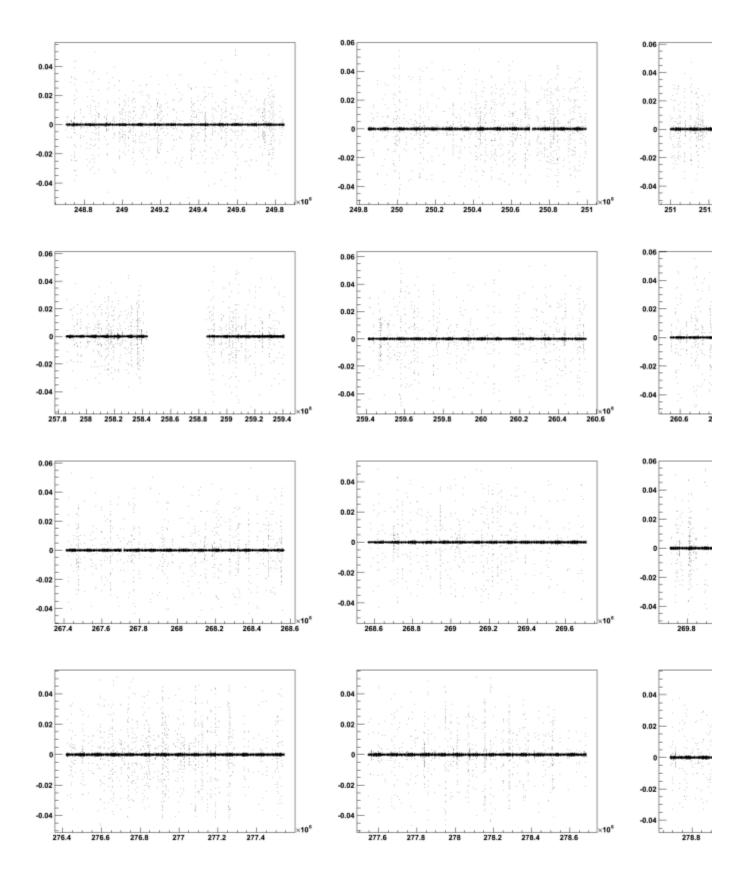


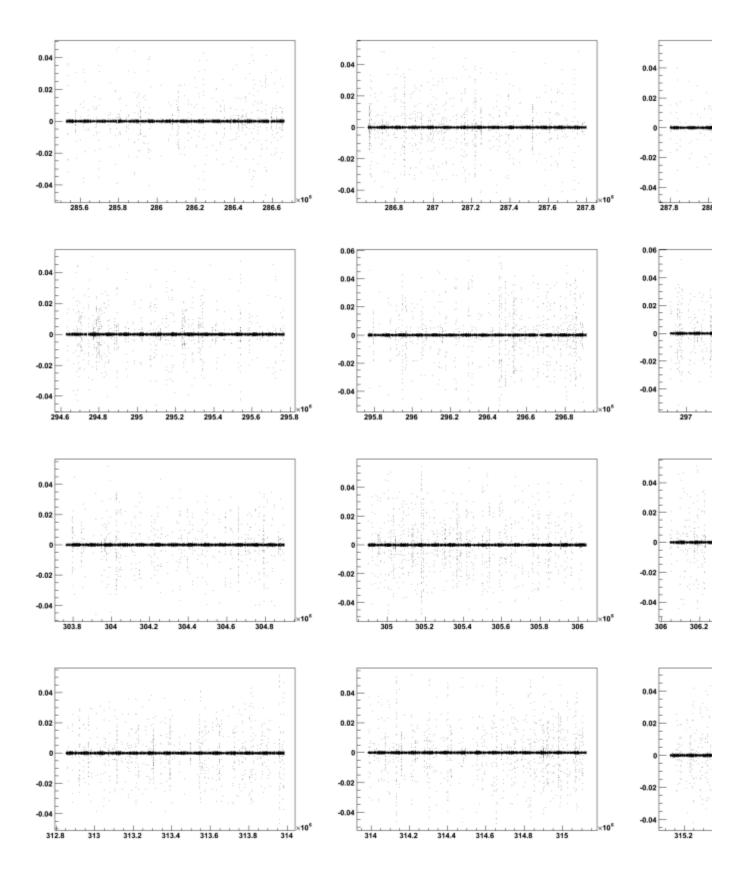
### Livetime

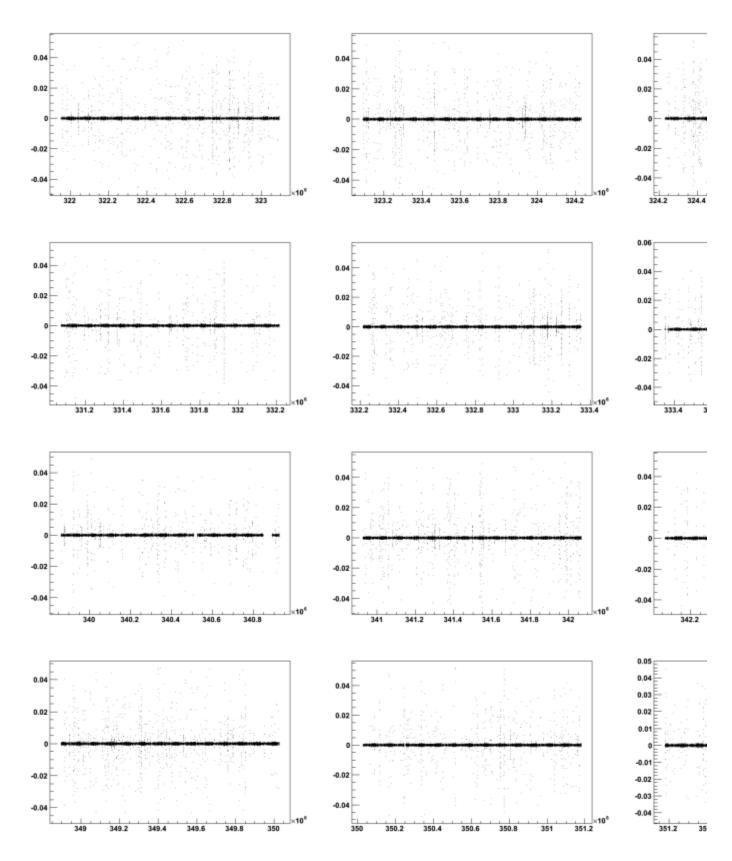
As already found in my former test (see the mother page), the old code had a bug in the livetime computation. Here I show the difference in livetime between the two codes, as function of time, thus on the y-axis there is the usual fractional difference, while on the x-axis there is the MET time (in seconds):

(text continue below the gallery, click on an image to enlarge it)



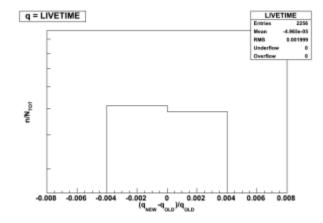






As you can see, differences are distributed around zero, with maximum differences of the order of few percent most of the time, except for some exceptional cases. Thus, they should cancel out when merging the 1s bins in the 30s ones.

Indeed, this is the histogram of the fractional difference in LIVETIME for 30s FT2 files:



Note that there is a rather small number of entries in this histogram. This is because the new code changed the binning scheme for the 30s FT2 file, thus the old and the new sets of 30s file are often not comparable on a bin-by-bin basis. Indeed, start and stop times of the bins are most of the time different between the two sets. I do not know how to solve this issue... Interpolating is not an option, obviously.