Comments on Cylinder simulation and map making paper R. Ansari - 30 May 2022

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A simulation of calibration and map-making errors of the Tianlai cylinder pathfinder array

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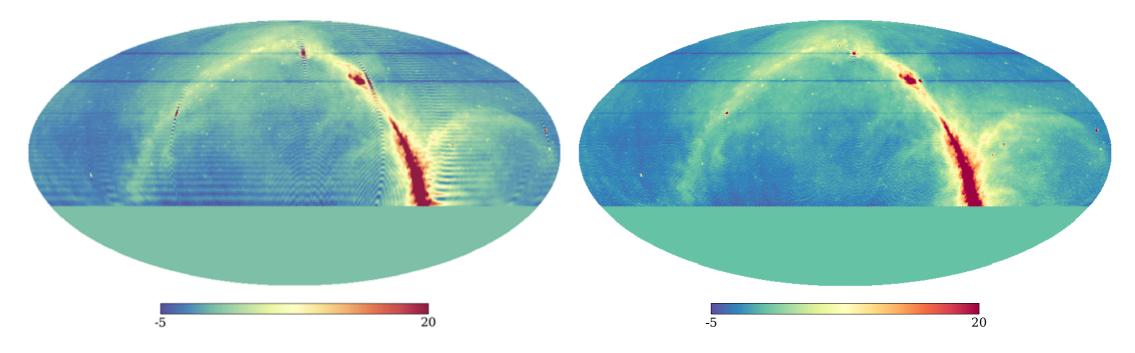


Fig. 11: The reconstructed map with threshold $\epsilon = 10^{-3}$ (Left) and 10^{-5} (Right).

- Use of Moore-Penrose pseudo-inverse generates striping (or wiggles) along the theta direction.
- This is due to sharp cuts along the ell direction in the (I,m) spherical harmonics coefficients plane, introduced by the threshold in eigenvalues when applying the Moore-Penrose
- To overcome (partially) this, additional filter in (I,m) plane where applied in J.Zhang et al. papers (2016)
- Another <u>possible</u> way to reduce this effect is to transform the sharp threshold into a smooth threshold
- It is useful to revisit the 2016 papers : (I,m) filter, R-response matrix and filtering using the error covariance matrix, and compute the corresponding quantities to get a better explanation and understanding of theses effects for this paper
- Note also that the noise covar. Matrix should be taken into account in the Moore-Penrose pseudo-inverse expression.

