Sub-pixel effects and pointing error

2 effects due to non-uniform sky signal at scales < pixel size both described as extra "noise" terms = offset * gradient of signal, (same formalism as Gravitational Lensing + leakage T \rightarrow P)

Sub-pixel effects and pixelized map:

- signal usually assumed uniform in pixel during map making (NGP),
- but samples distributed all over pixel, far (~ 60 ") from pixel nominal center,
- several detectors): for Planck-HFI frequency maps (averaged over many samples,
- \star hits center of mass ~ 6" from pixel center,
- ★ offset weakly correlated between pixels (~ white noise)

Pointing error:

- small (~ 3 ") offset between real and measured sample position,
- how does it averages in each pixel over samples and detectors ?





Conclusions

- Make identical circular small beams and modulate polarisation by other means than scanning only ! (eg, front-end rotating Half Wave Plates)
- Otherwise:
- $T \rightarrow P$ leakage and $P \leftrightarrow P$ cross-talk due to beam mismatch (and polar efficiency and inter calibration inaccuracy) can *not* be ignored (at least in Planck)
- Analytical tool to model them fully now available (QUICKPOL),
- validated with simulations,
- allowing extensive error propagation (no need for full focal plane simulations),
- which seems to greatly improve TE inter-frequency consistency in Planck-HFI data (preliminary).
- ♦ Applicable to other problems ?
- HPW specific systematic problems
- data mosaicking (heterogeneous data processing)