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:

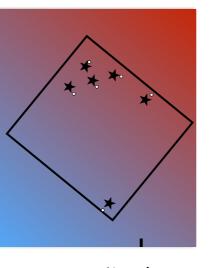
- signal usually assumed uniform in pixel during map making (NGP),
- but samples distributed all over pixel, far (~ 60") from pixel nominal center,



- ★ 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?



Sub-pixel effects and pointing error

Measured power spectra (X,Y in {T,E,B}):

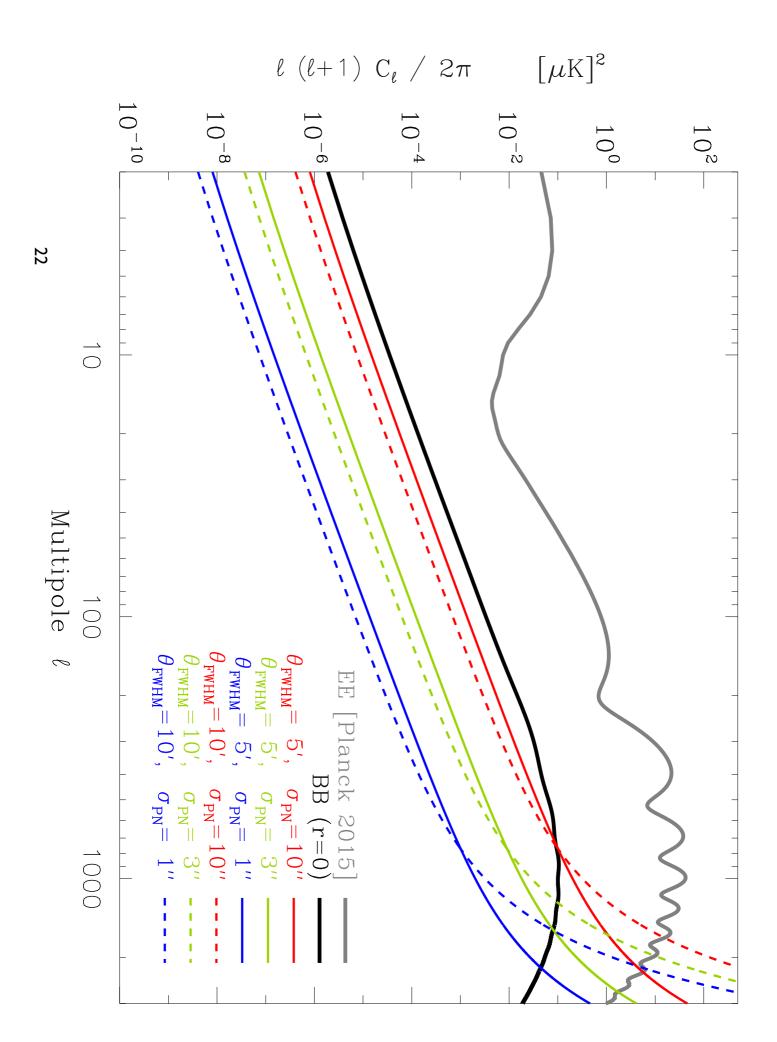
$$\widetilde{C}_{\ell}^{XY} = W_{\ell}^{\mathrm{pix}} \sum_{X'Y'} W_{\ell}^{XX}, X'Y' C_{\ell}^{X'Y'} + N_{\ell}^{XY}$$
 pixel $X'Y'$ (Non circular) sub-pixel smearing beam "noise"

one finds

$$N_{\ell}^{TT} \sim N_{\ell}^{EE} \sim N_{\ell}^{BB} >> N_{\ell}^{TE} \sim N_{\ell}^{TB} \sim N_{\ell}^{EB}$$

If Pointing Noise is white with variance/pixel σ_{PN}^2 then

$$N_{\ell}^{EE} = N_{\ell}^{BB} \simeq \sigma_{\text{PN}}^2 \sum_{\ell'} \ell'(\ell'+1) \frac{2\ell'+1}{4\pi} C_{\ell'}^{TT} B_{\ell'}^2$$



Conclusions

Make identical circular small beams and modulate polarisation by other means than scanning only! (eg, front-end rotating Half Wave Plates)

Otherwise:

- **T→P leakage** and **P↔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)