

ctools - Feature #2180

Generate DiffuseMapCube model from subset of sources in model file

08/24/2017 12:27 PM - Cardenzana Josh

Status:	Closed	Start date:	08/24/2017
Priority:	Normal	Due date:	
Assigned To:	Cardenzana Josh	% Done:	100%
Category:		Estimated time:	2.00 hours
Target version:	1.5.0		
Description			
Currently the 'ctmapcube' method is able to generate a map cube from all of the sources in an input model XML file. A new tool should be implemented to allow specifying a list of sources in the model file that are considered 'sources of interest'. This will generate the map cube from all other (non-background) sources in the XML file, effectively fixing their relative spectral and spatial properties in subsequent fits. Optionally, an updated XML file could be generated with the updated model information.			

History

#1 - 08/29/2017 03:03 PM - Cardenzana Josh

- Status changed from New to Pull request

- % Done changed from 0 to 90

The csmodelsois tool has been implemented. It functions identically to ctmapcube (which is enforced by calling ctmapcube within the script) with two differences:

1. An additional parameter 'soilist' (sources of interest list) is included to enable specifying sources that are to be excluded from the diffuse map cube.
2. An additional parameter 'outmodel' can be specified to generate a model XML file. This file replaces all models in 'inmodel' that are used to generate the map cube with a new model consisting of the generated map cube with a 'Constant' spectral function.

If both of the the above parameters are left empty, then the method functions identically to ctmapcube. I've also written some tests for the cscript. Tests are similar to those of ctmapcube, but there's also a check on the generated model file that the models are filled appropriately in the output model xml file.

Pull branch:

josh cardenzana / ctools: 2180-create_csmodelsois

#2 - 10/11/2017 08:10 PM - Knödseder Jürgen

- Status changed from Pull request to Closed

- Target version set to 1.5.0

- % Done changed from 90 to 100

Merged into devel