Introduction to HIPE and the HSA User Interface

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http://herschel.esac.esa.int/DpHipeContributors.shtml

This presentation is intended as an overview and “quick start”

- It sets the stage for hands-on work
- Some features will not be covered
- Read also the “HIPE Owners Manual”
  - Included with your installation

HIPE is designed to easily handle your Herschel data

- It handles Herschel data types
- It includes routines to go from raw data to publishable results
- It places the official pipeline software on your desktop
- It is modern and actively developed

Introduction to HIPE

- Key Data Concepts
- A Visual Tour of the HIPE Interface
- The HSA User Interface
- Help and Documentation
- Introduction to Scripting

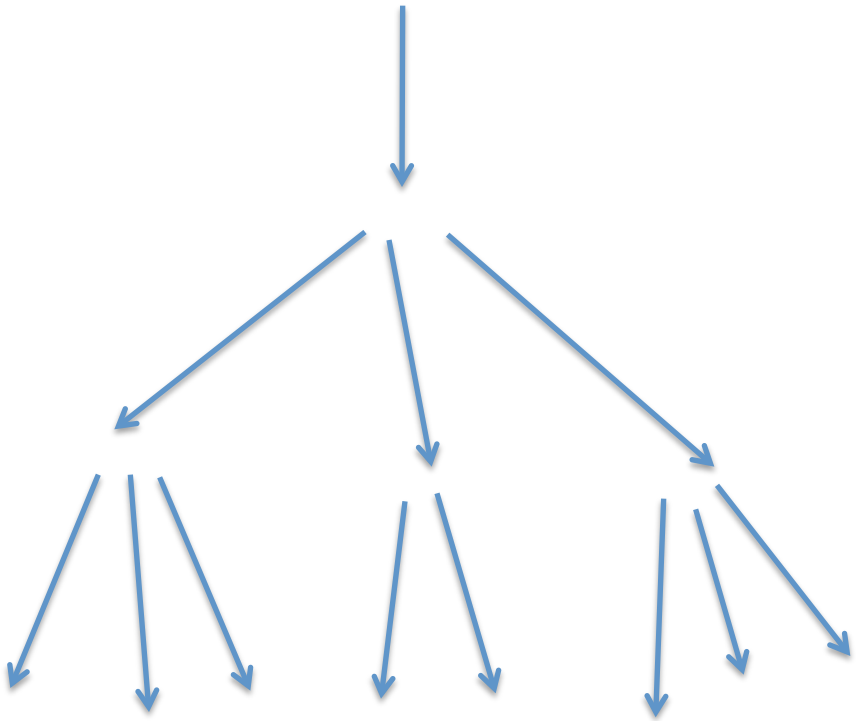
Introduction to HIPE

- Key Data Concepts
  - Objects and Data Products
  - Contexts
  - Data storage
  - Memory management
- A Visual Tour of the HIPE Interface
- The HSA User Interface
- Help and Documentation
- Introduction to Scripting

Wrapping data as objects lets HIPE do more for you

- Sensible defaults for “double-click”
  - Usually a viewer
- A module or function works on any object of a given class
  - Use the same methods or interfaces
- The system can suggest the right task or option
  - Less for you to remember

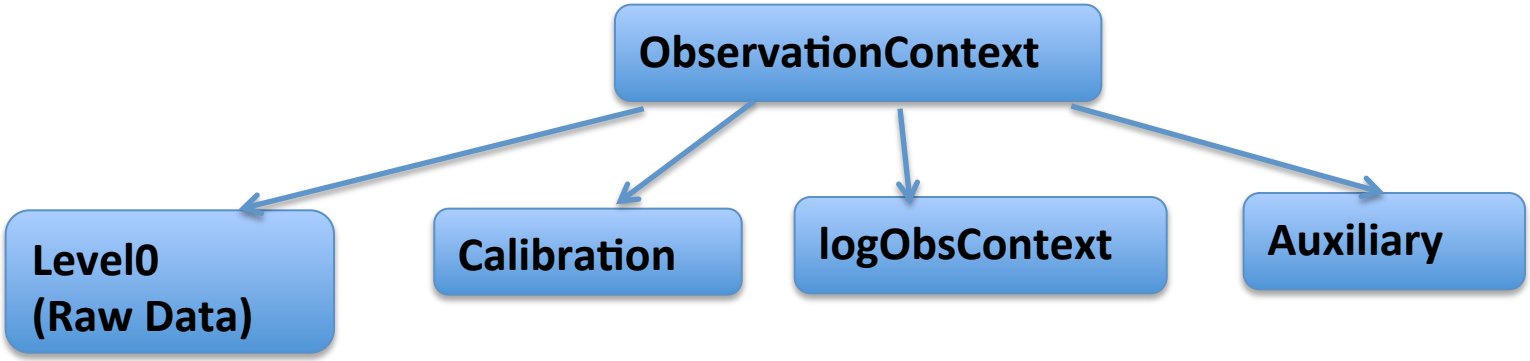
Contexts allow data to be organized in tree structures



- Members can be "named" or simply "numbered"
- Data items are loaded only when they are accessed ("lazy loading")
- Access is the same, wherever the data are

The Observation Context consolidates all the different types of data

- Points to everything that was used for processing
- Easy to choose what to look at or ignore



Data products are stored in and retrieved from one of three locations

1. Herschel Science Archive (HSA)
   - Located at ESAC (Madrid)
   - Read-only
2. Local pools
   - On your computer (local store directory)
   - Read and write data
3. MyHSA
   - On your computer (MyHSA directory)
   - Read-only, for data retrieved from HSA
   - Not used in this PACS workshop

Computer memory is automatically managed for you

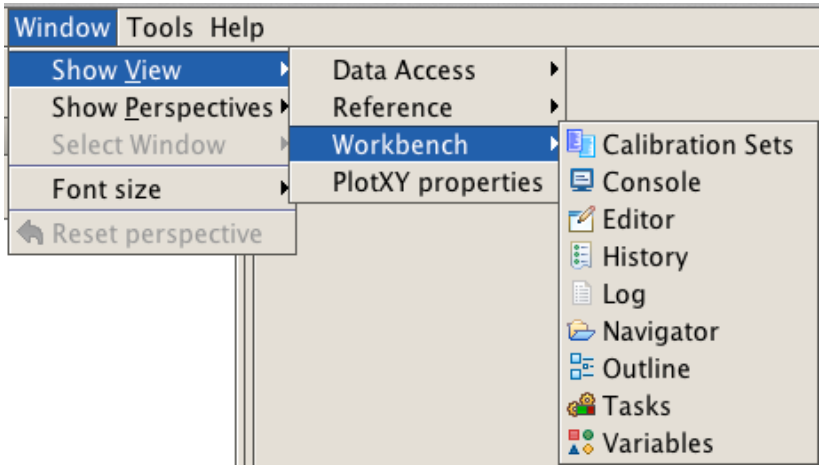
- The system allocates memory whenever a new object is created
- The system runs "Garbage Collection" as needed
  - Reclaims memory
- Bar in lower right corner shows status

Introduction to HIPE

- Key Data Concepts
- A Visual Tour of the HIPE Interface
  - Views and Perspectives
  - The Welcome! Perspective
  - The Work Bench Perspective
  - The Product Browser Perspective
  - The Herschel Science Archive Perspective
- The HSA User Interface
- Help and Documentation
- Introduction to Scripting

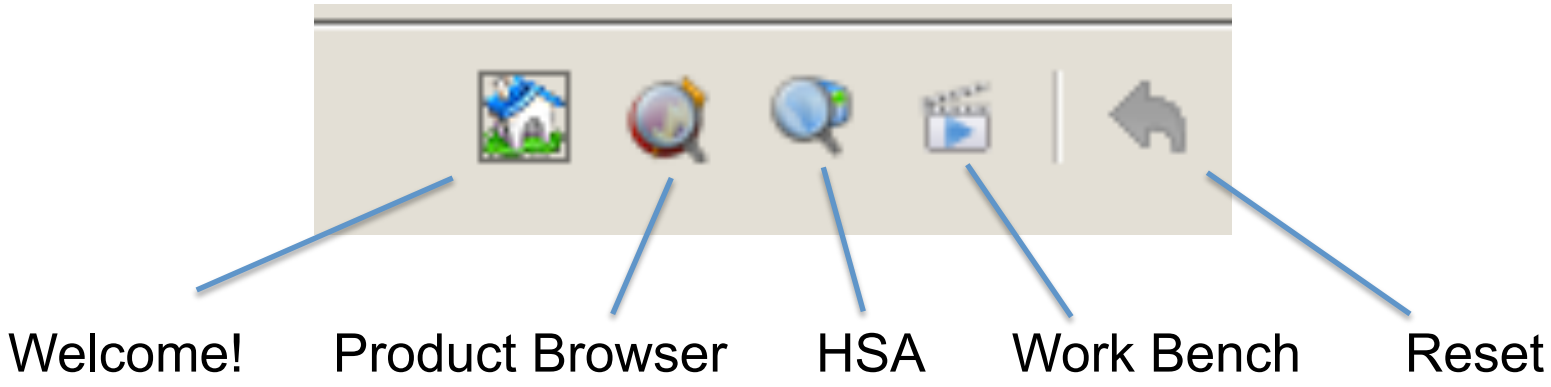
Views are windows or regions with specialized functions

- Views can be resized or minimized
- Views can be endlessly rearranged
- Views don't shut down when closed
- Views are accessible by menu



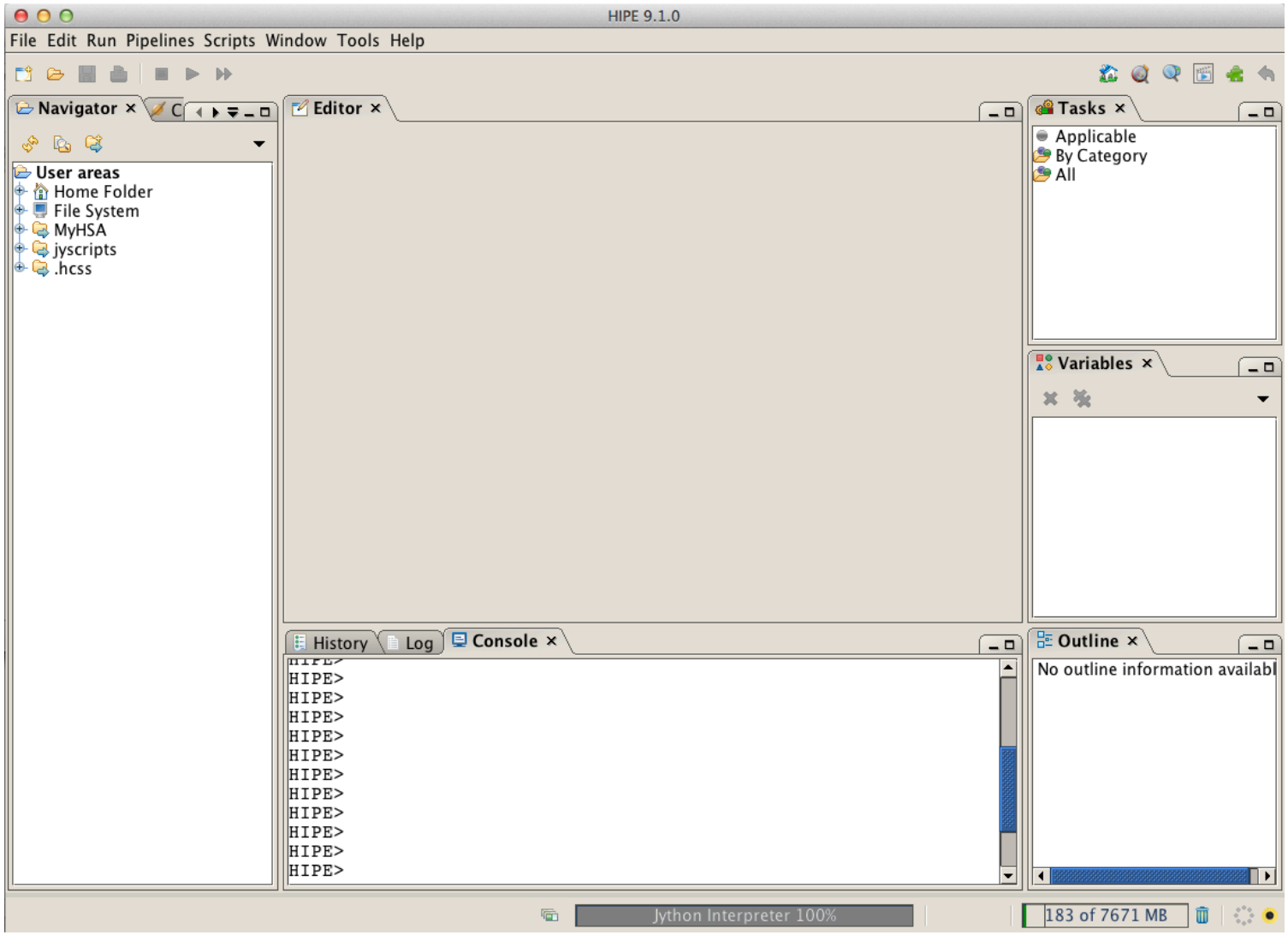
A *Perspective* is a specific collection of view windows

- Perspectives are pre-defined
- Your re-arrangement of views is "sticky"
- You can reset the arrangement to the default

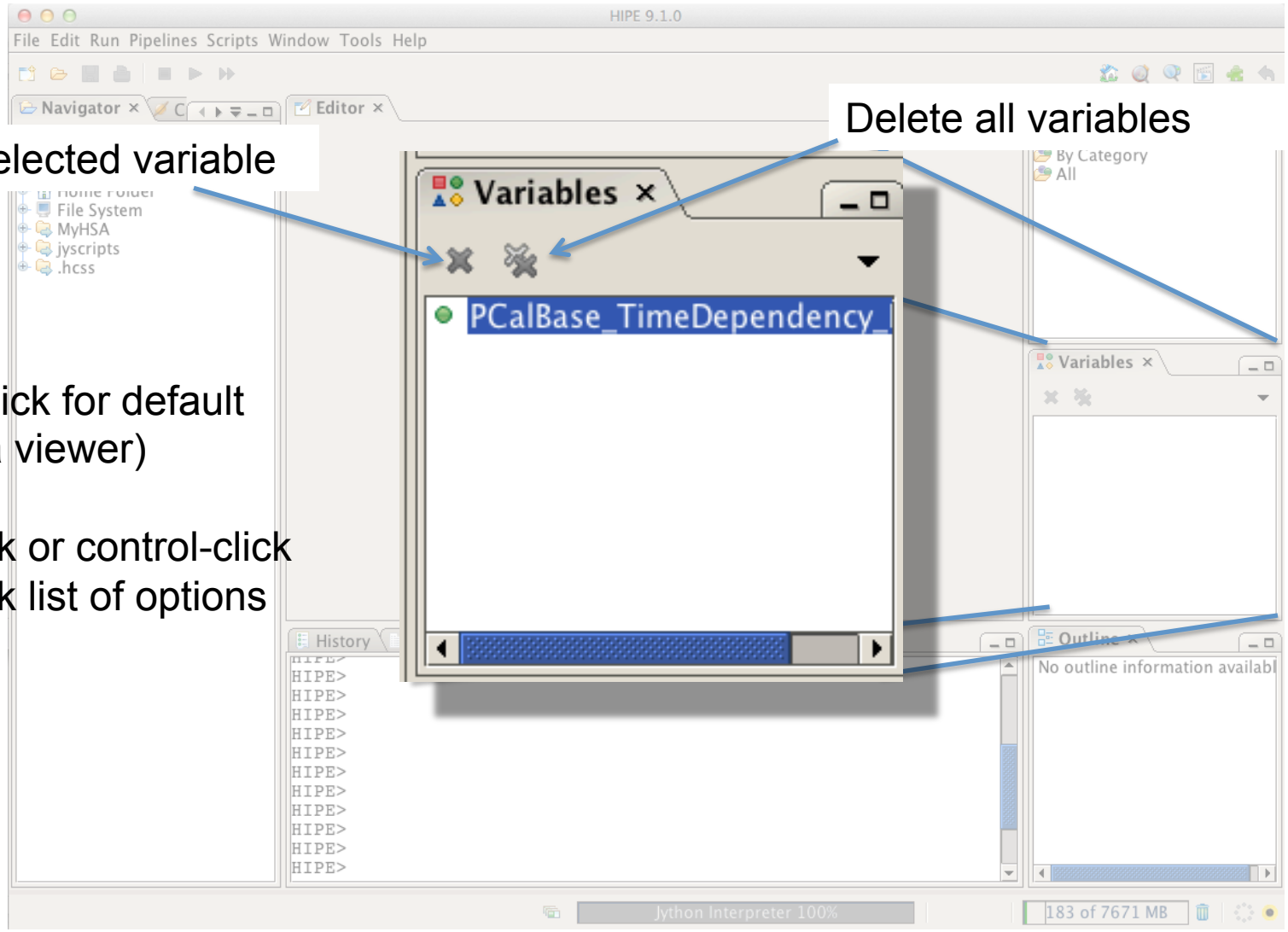


The *Welcome!* perspective is a map to the major parts of HIPE

Most of the action takes place in the Work Bench perspective



The Variables view provides easy access to each data item

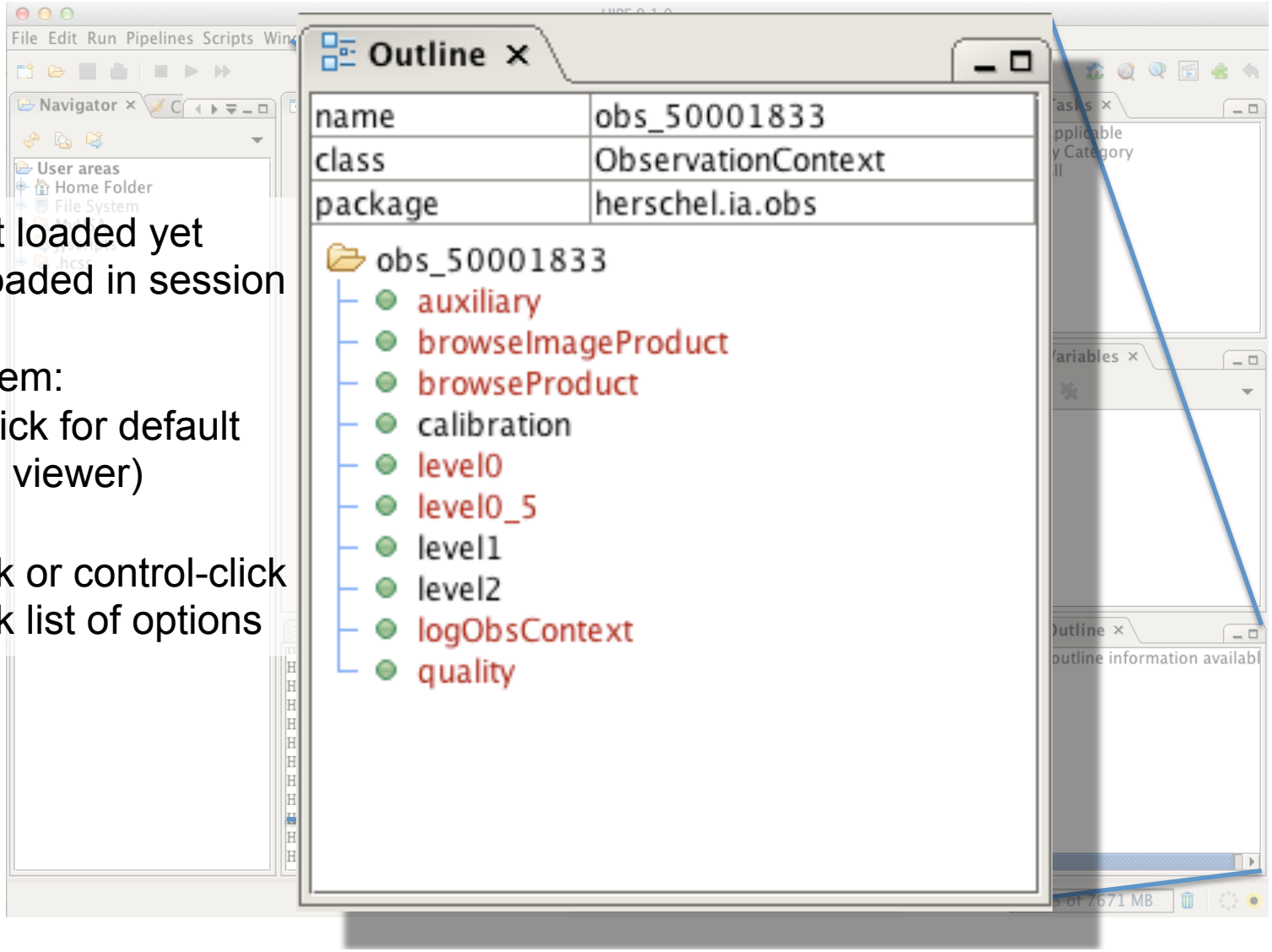


The Outline view shows details and structure of a data item

Red = not loaded yet
Black = loaded in session

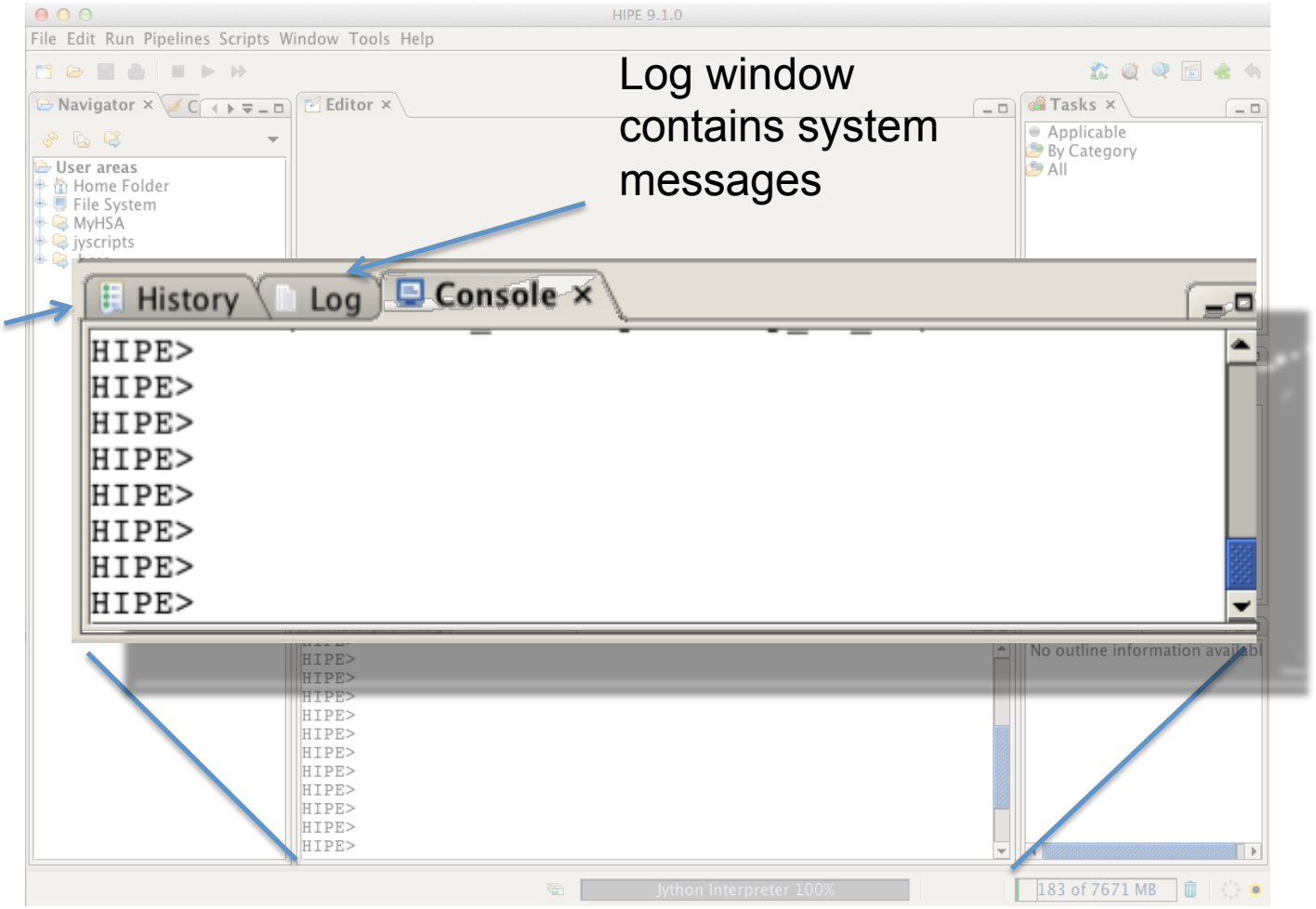
For any item:
Double-click for default
(usually a viewer)

Right-click or control-click
for a quick list of options

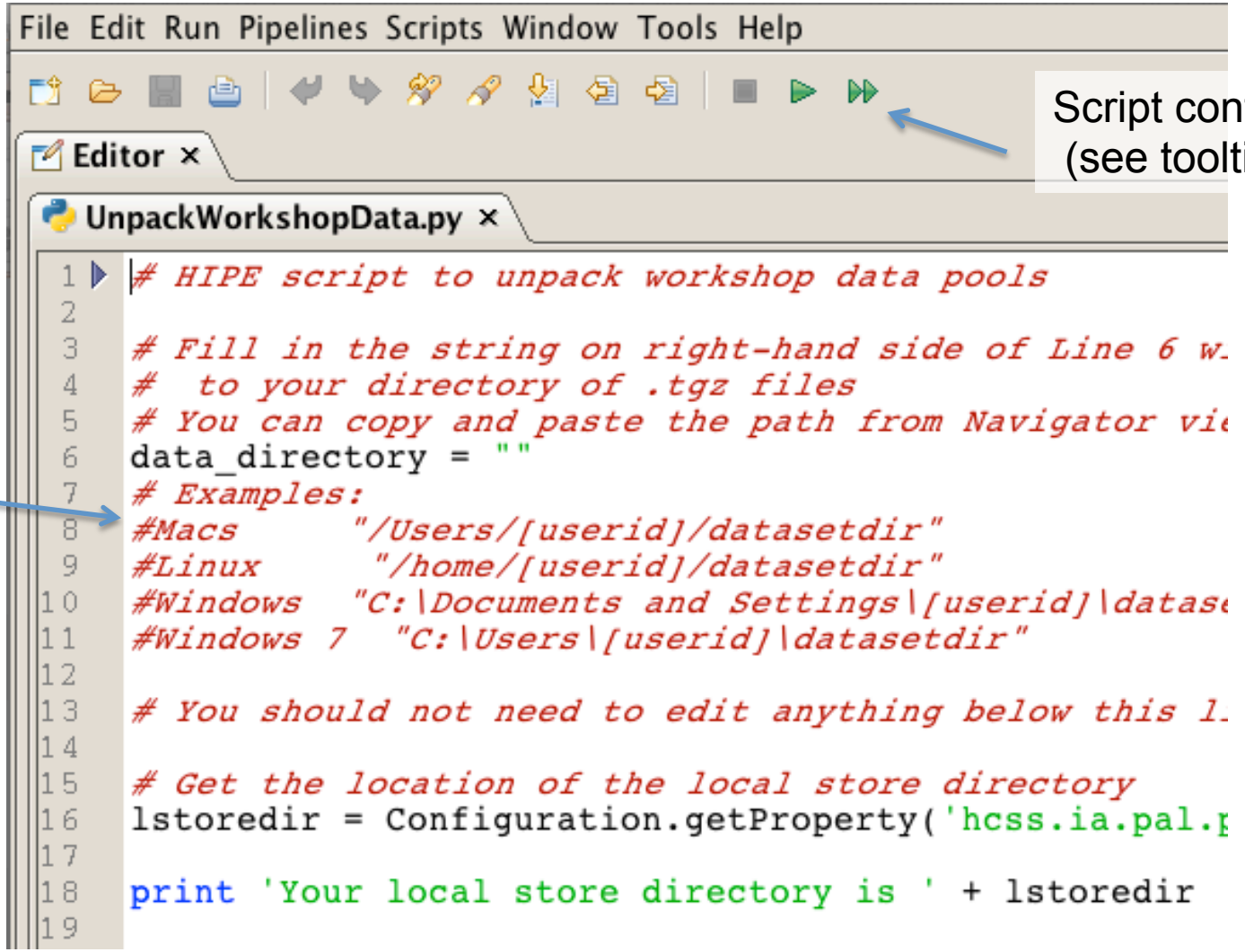


Jython commands are executed in the Console window

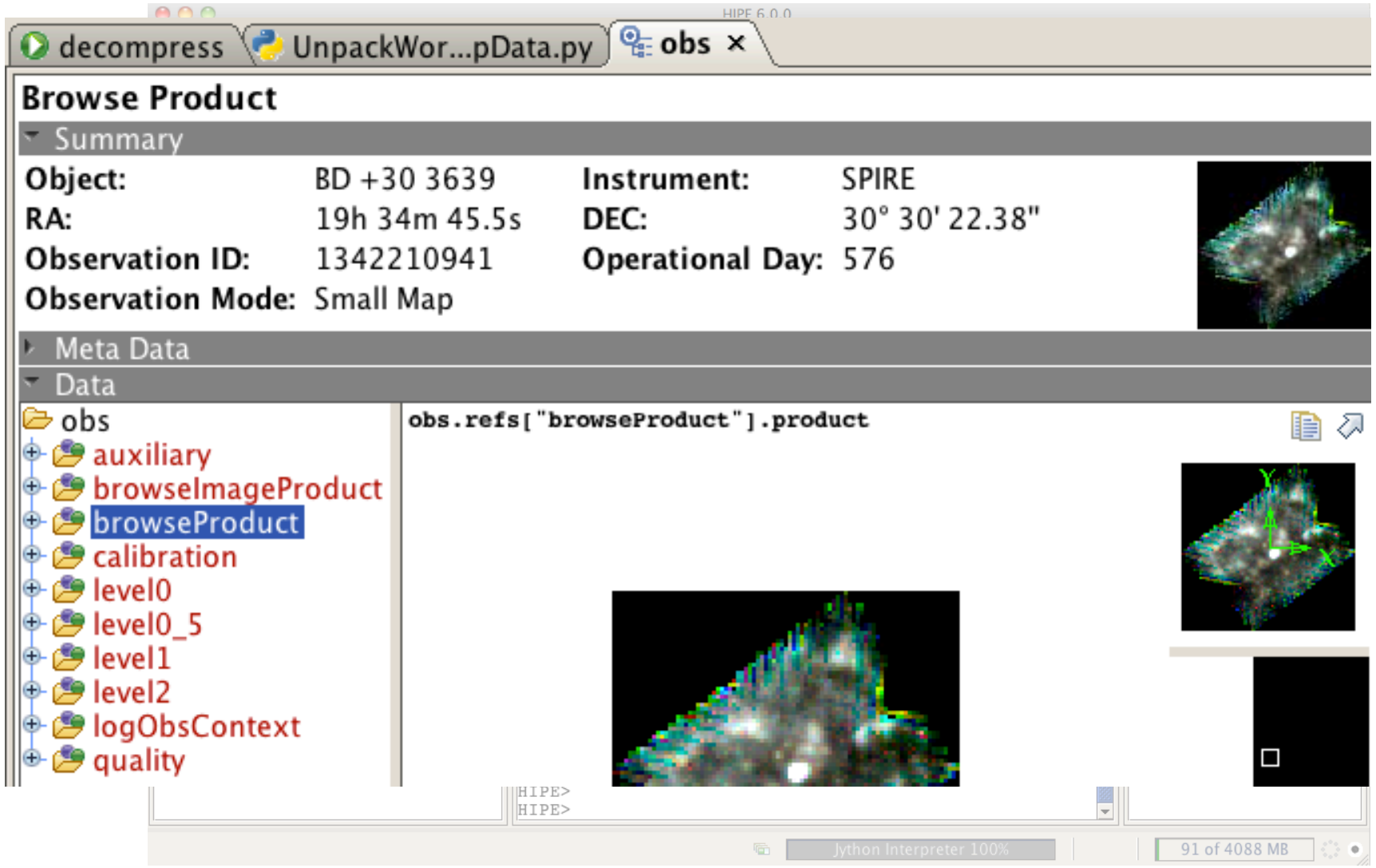
History tab keeps a record of your commands



The Editor view contains scripts, viewers, and task interfaces

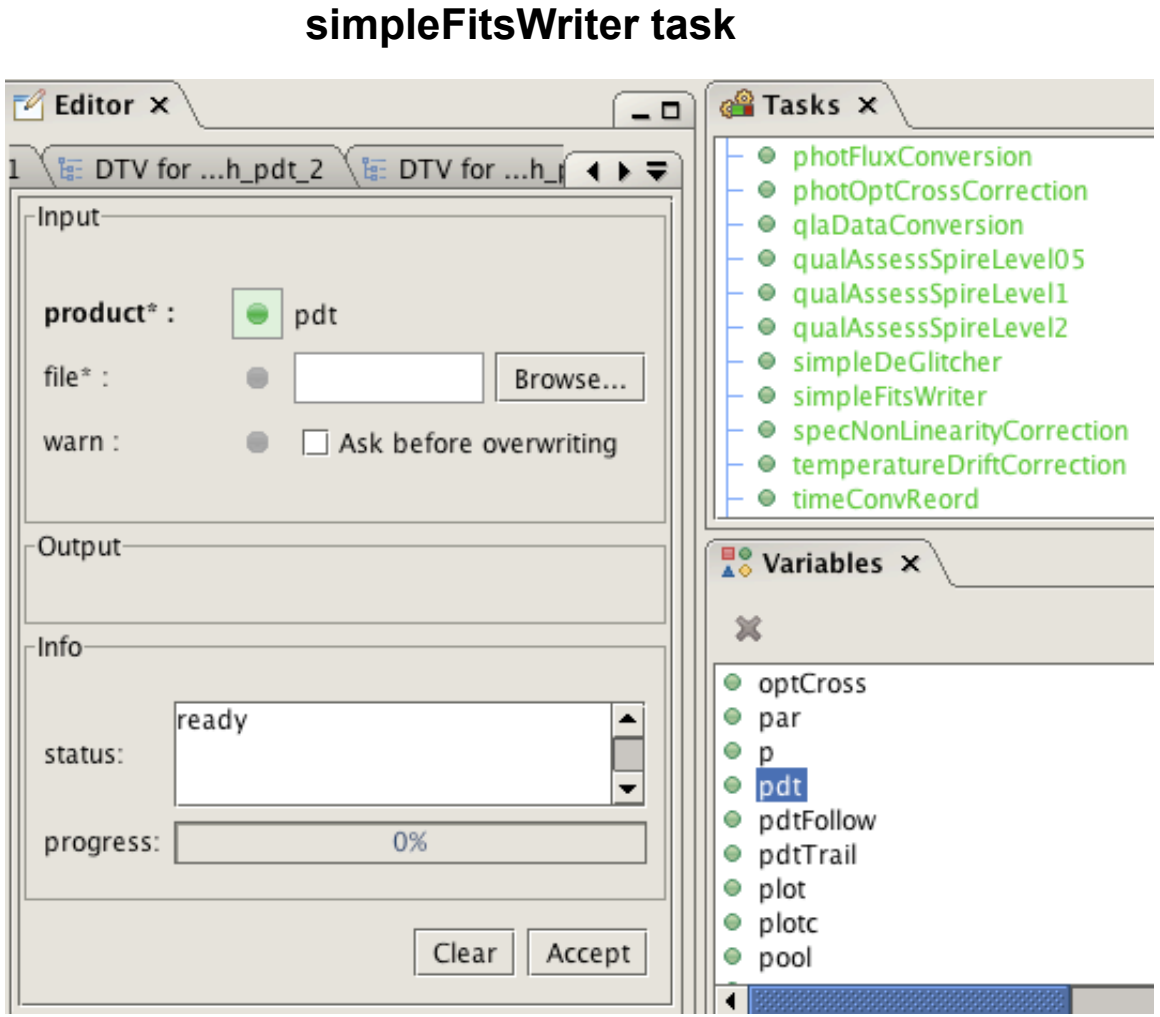


The Observation Viewer breaks out all the pieces of your observations



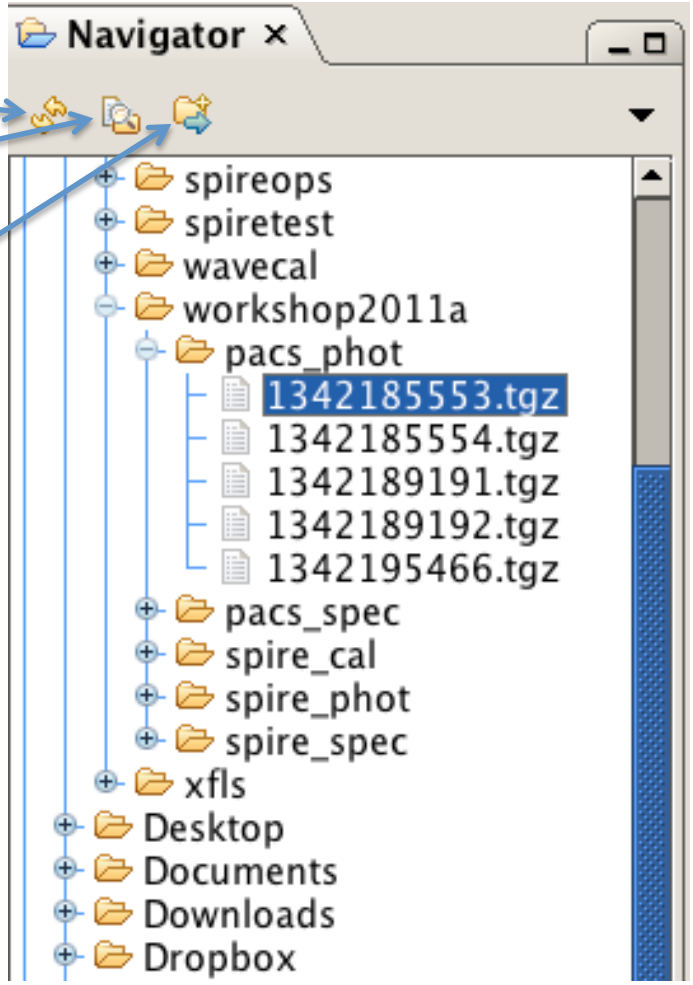
The Tasks view enables quick startup of applicable modules

- Double-click to launch
- Drag-and-drop variables into parameter slots
- The “Applicable” tab shows all the available tasks for a selected variable

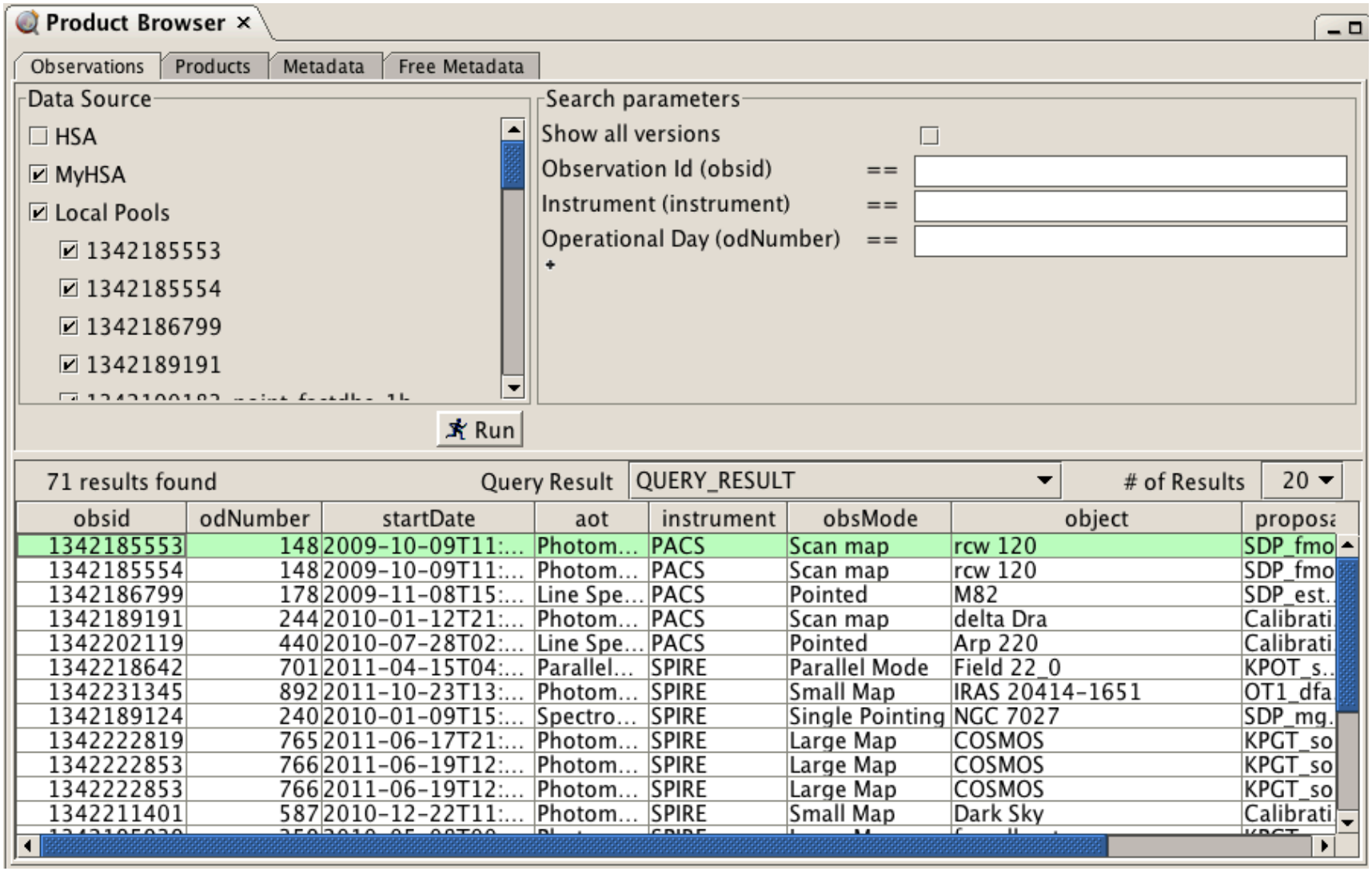


The Navigator view enables browsing of your filesystem

- Refresh
- Show Hidden
- Create “user area”
- Double-click to load a script, a FITS file, or an observation



The Product Browser perspective provides powerful search and retrieval



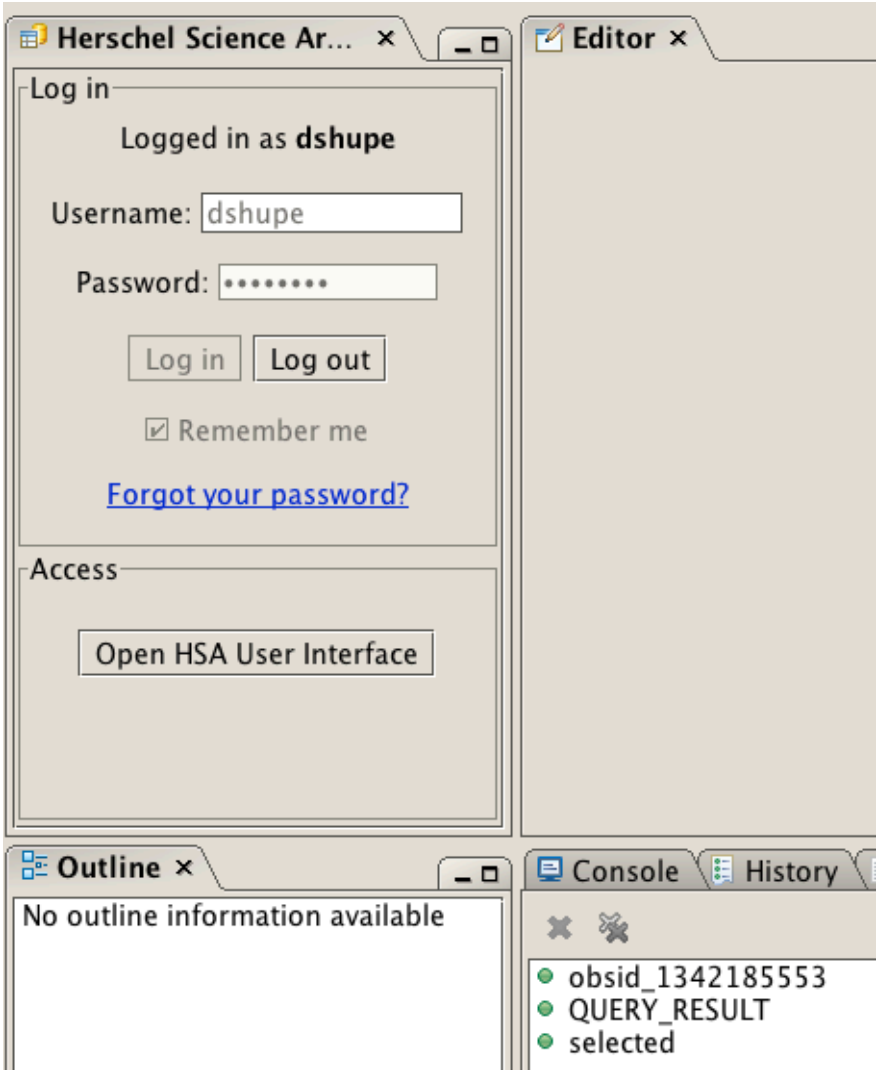
obsid	odNumber	startDate	aot	instrument	obsMode	object	proposa
1342185553	148	2009-10-09T11:...	Photom...	PACS	Scan map	rcw 120	SDP_fmo
1342185554	148	2009-10-09T11:...	Photom...	PACS	Scan map	rcw 120	SDP_fmo
1342186799	178	2009-11-08T15:...	Line Spe...	PACS	Pointed	M82	SDP_est.
1342189191	244	2010-01-12T21:...	Photom...	PACS	Scan map	delta Dra	Calibrati
1342202119	440	2010-07-28T02:...	Line Spe...	PACS	Pointed	Arp 220	Calibrati
1342218642	701	2011-04-15T04:...	Parallel...	SPIRE	Parallel Mode	Field 22_0	KPOT_s..
1342231345	892	2011-10-23T13:...	Photom...	SPIRE	Small Map	IRAS 20414-1651	OT1_dfa
1342189124	240	2010-01-09T15:...	Spectro...	SPIRE	Single Pointing	NGC 7027	SDP_mg.
1342222819	765	2011-06-17T21:...	Photom...	SPIRE	Large Map	COSMOS	KPGT_so
1342222853	766	2011-06-19T12:...	Photom...	SPIRE	Large Map	COSMOS	KPGT_so
1342222853	766	2011-06-19T12:...	Photom...	SPIRE	Large Map	COSMOS	KPGT_so
1342211401	587	2010-12-22T11:...	Photom...	SPIRE	Small Map	Dark Sky	Calibrati

Interact directly with the archive using the HSA perspective

Log in using your Herschel credentials

(one-time only, if you tick "Remember me")

Start the HSA User Interface



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  - Querying the archive
  - Retrieving observations
- Help and Documentation
- Introduction to Scripting

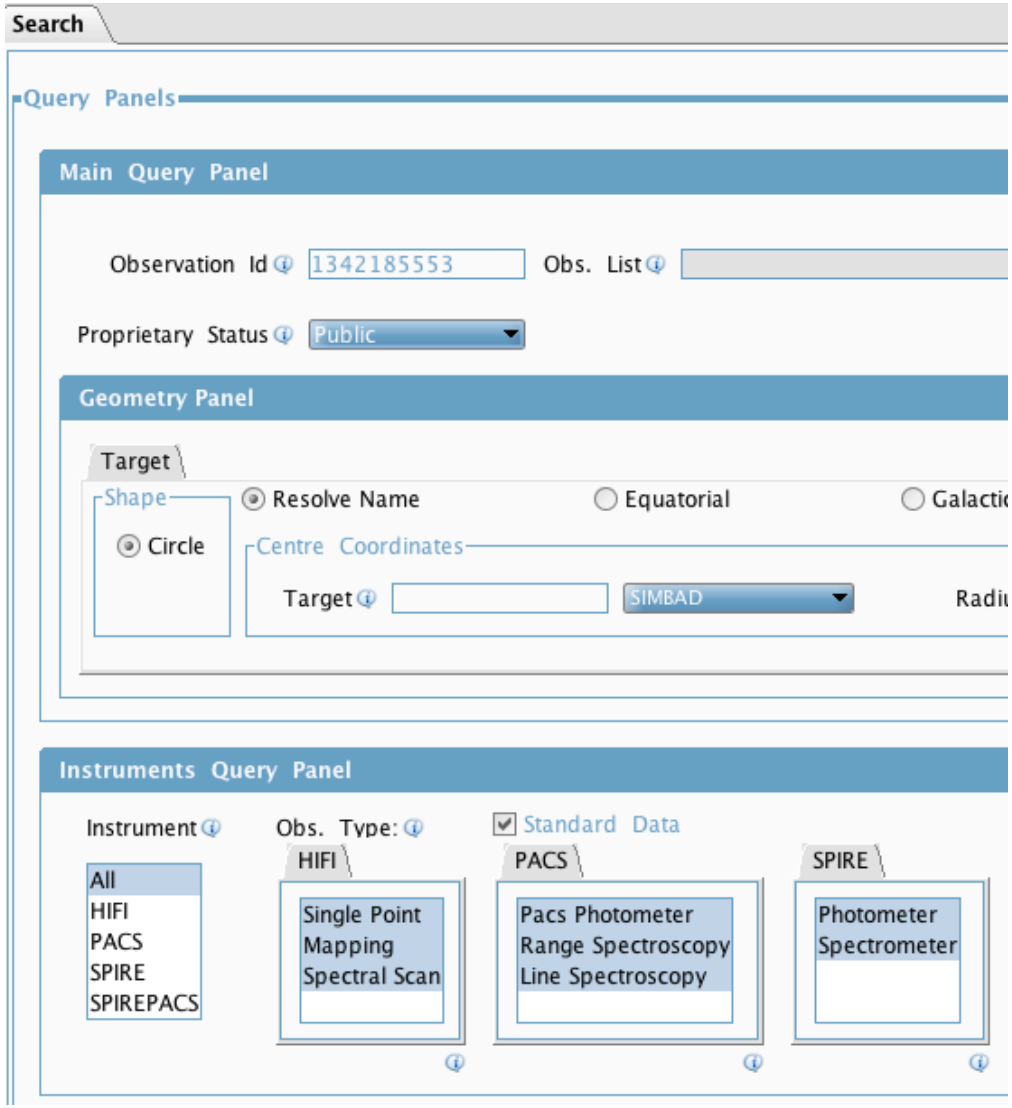
Query the archive by obsid, target name, instrument, public status

If OBSID is known…

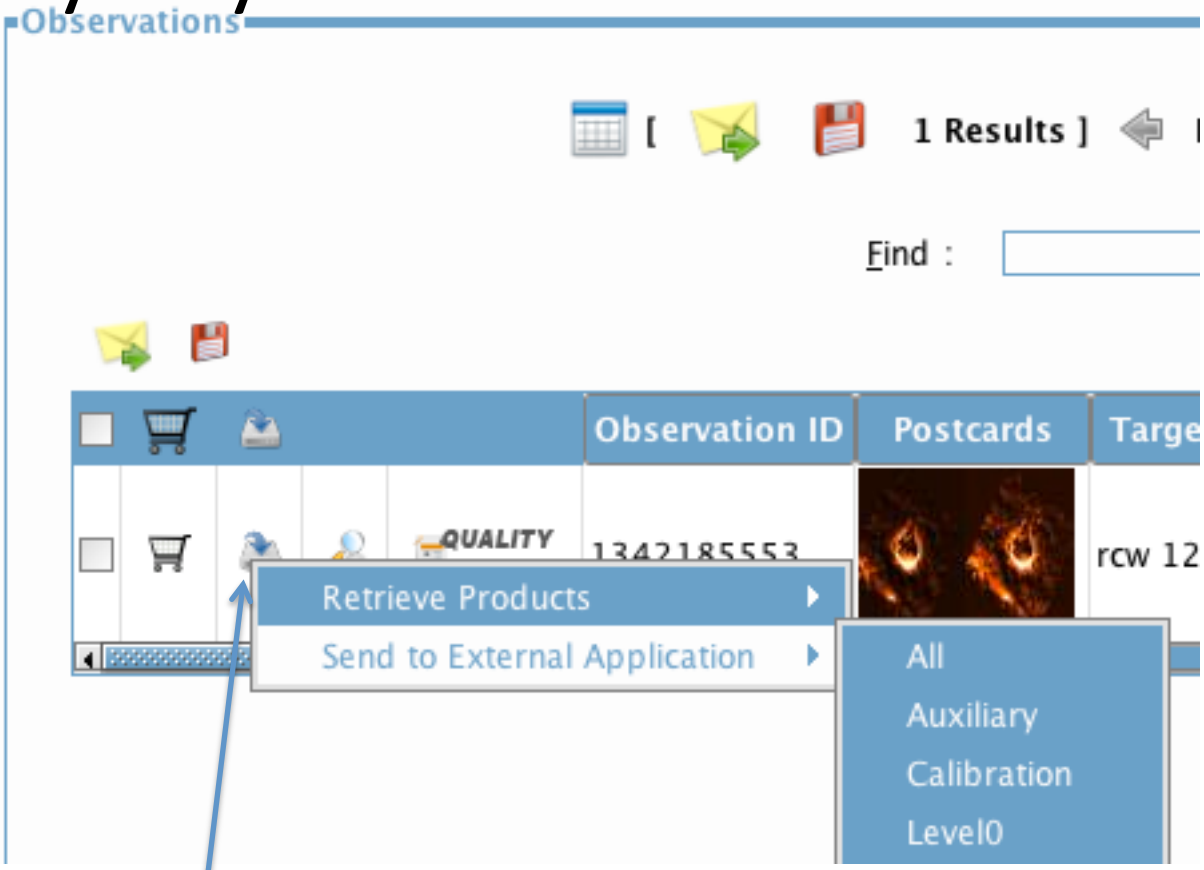
Set to “Public” to browse released data

Search by target name

Specify instrument

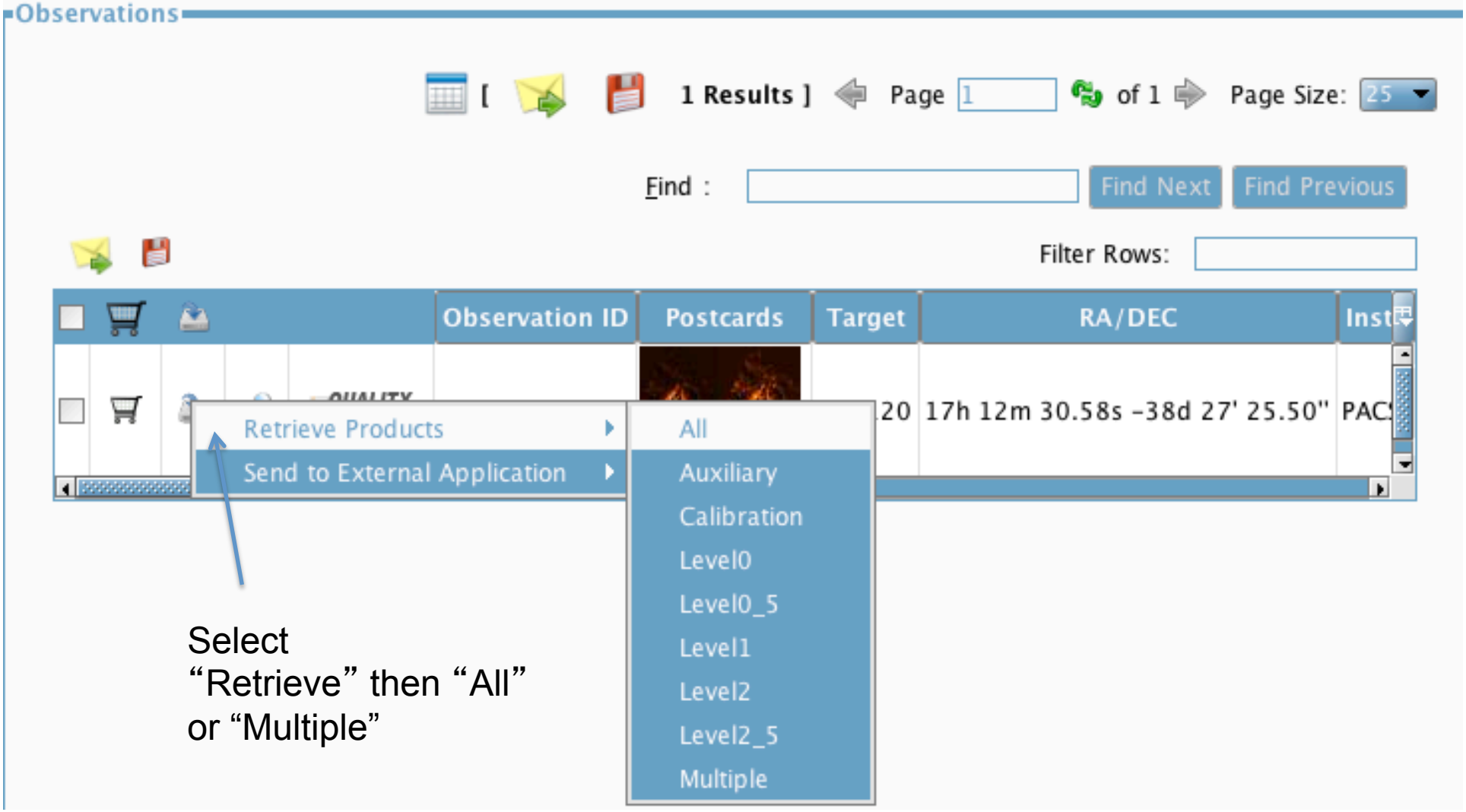


The HSA Applet can send data directly to your HIPE session

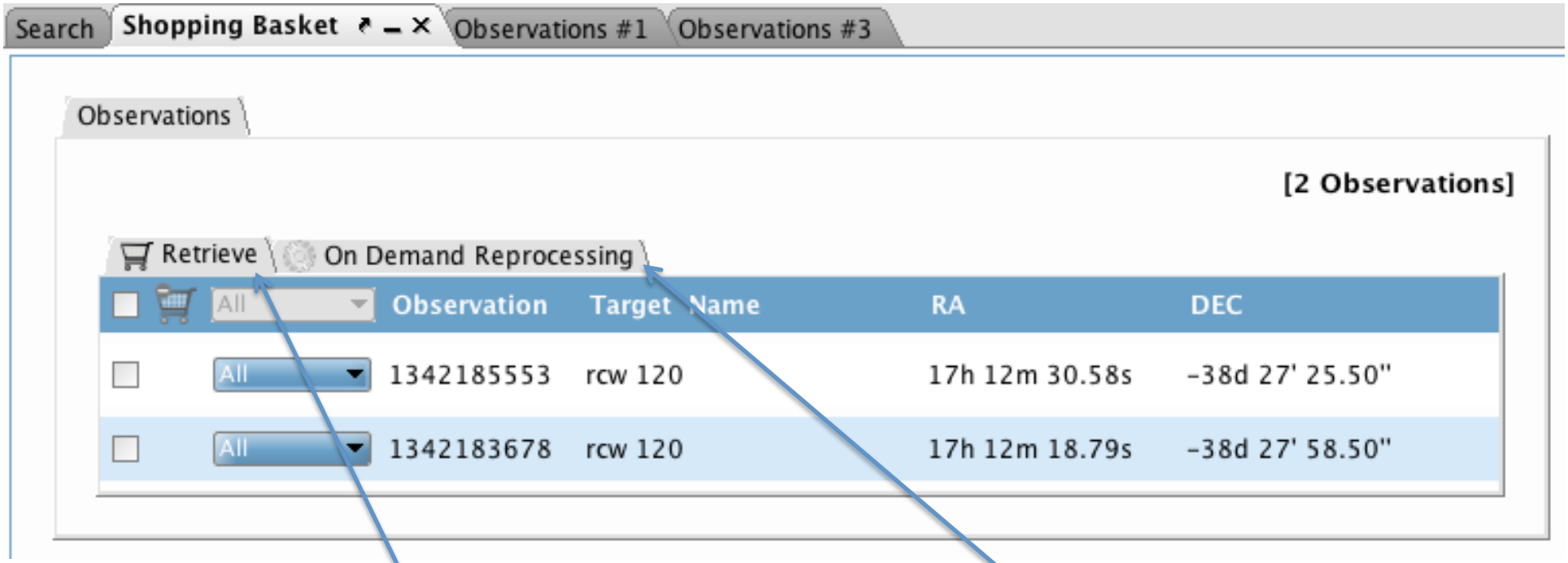


Select
“Send to External Application”
then
“All”

Use “Retrieve” to receive a tarfile



The Shopping Basket collects several observations



You can retrieve all the observations in one tarfile…

…or reprocess with last released version

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- A Visual Tour of the HIPE Interface
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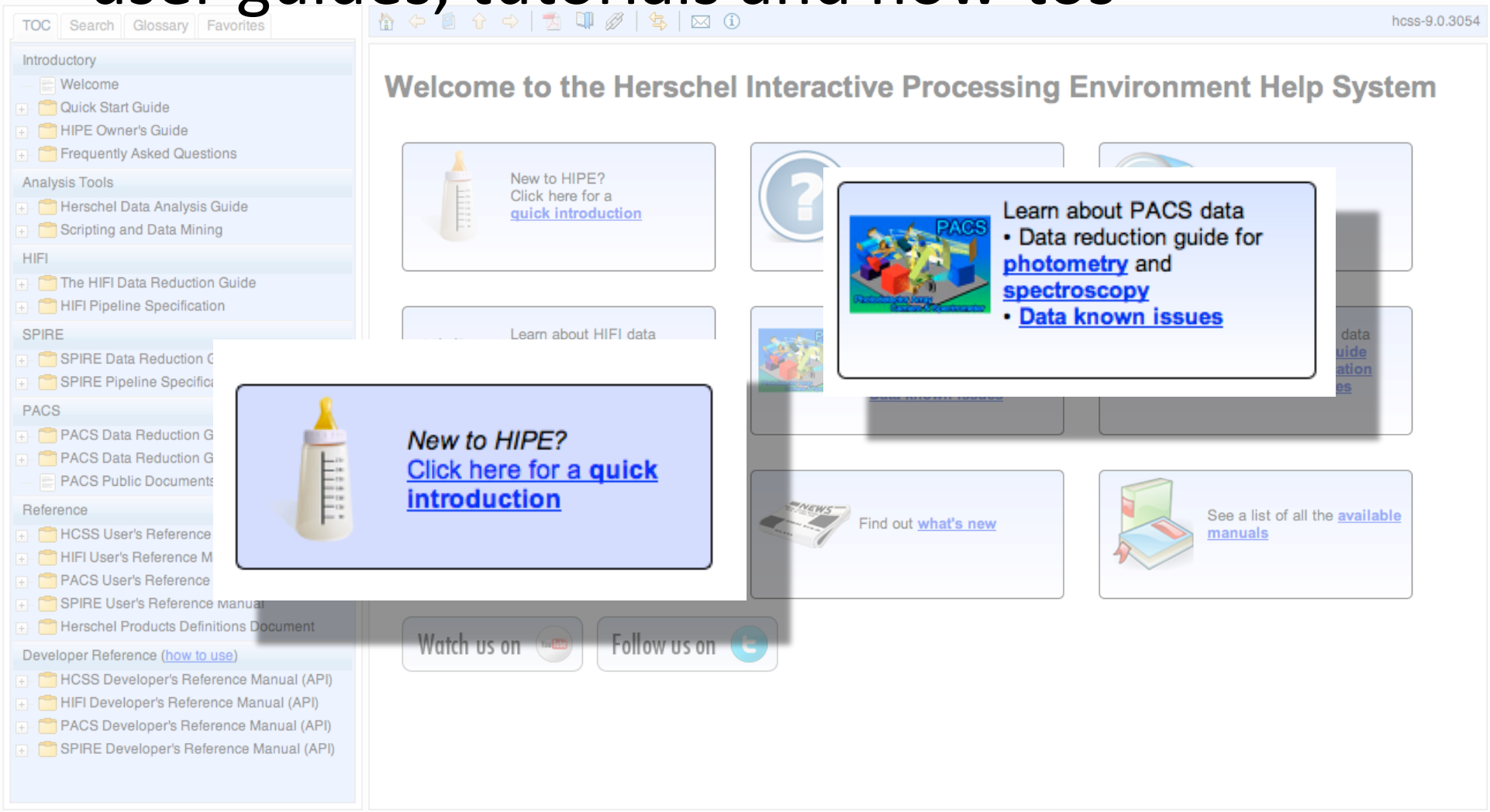
- Help and Documentation
  - Starting the Help system
  - User Guides, Tutorials and How-Tos
  - Searching the Documentation
- Introduction to Scripting

The Help and Documentation are accessed in your web browser

- Start the help system by 1 of 4 ways:
  - Menu "Help" -> Help Contents
  - "hipe_help" in the app directory of HIPE
  - Right-click on variable
    - Help in URM (Users Ref. Manual)
    - Help in DRM (Developers Ref. Manual)
  - Online at http://herschel.esac.esa.int/hipe-doc-9.0/

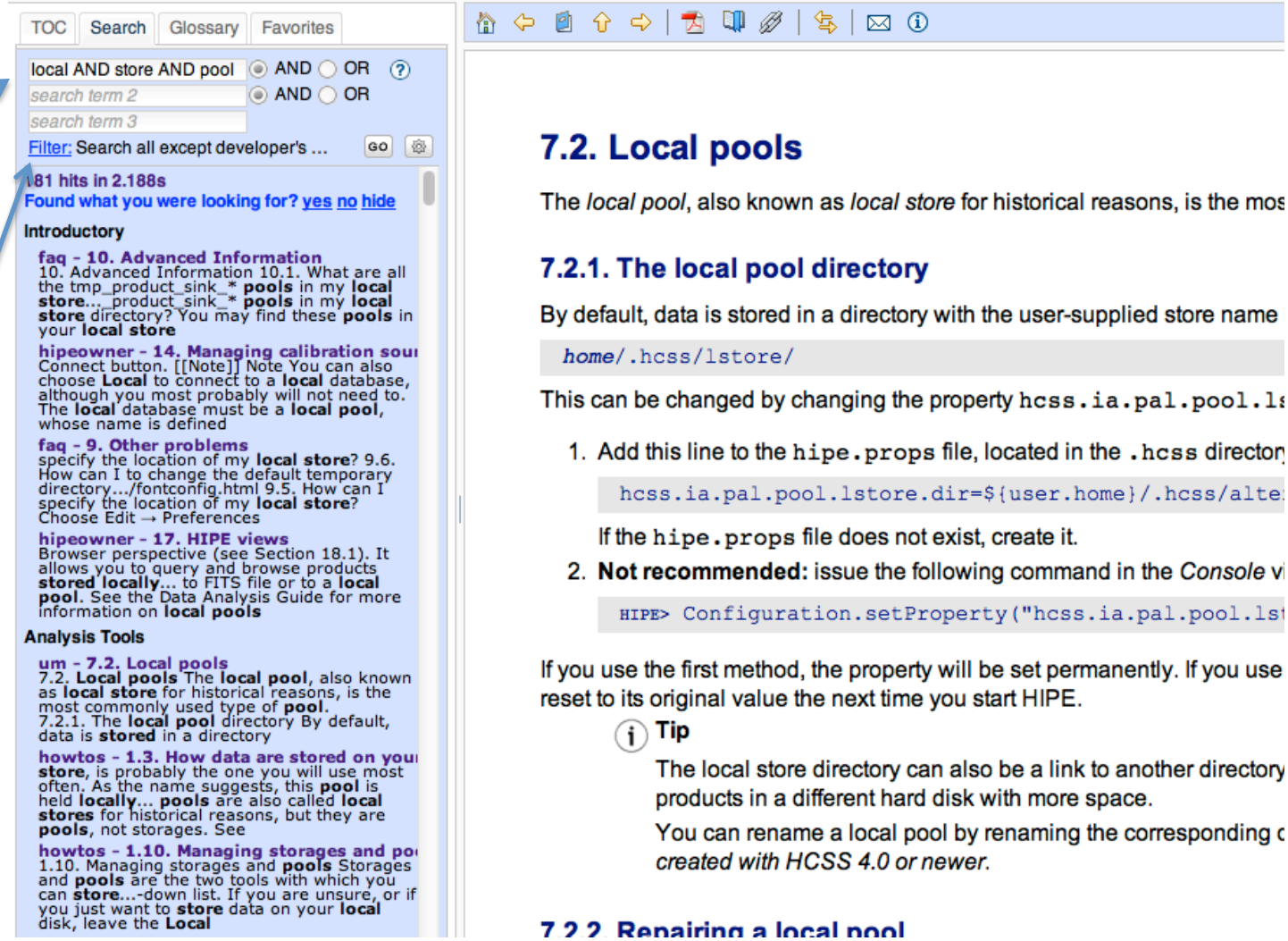
The Help system includes user guides, tutorials and how-tos



The Search tab allows filtering by manual

Combine terms with AND for better results

Filter by specific manuals, or “all but developer’s documentation”



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Variables are simply names that point to data items

- No ‘type’ or declaration needed
- Assignment creates the variable:

```
a = 1
b = 2
```

- Strings can use single or double quotes:

```
c = “hello world”
e = ‘hi there’
```

- Reference: Scripting and Data Mining, Sections 1.5 & 1.7

Comments, continuations, and printing have a simple syntax

- The comment character is the pound sign
```
# this is a comment
```

- The continuation character is the backslash
```
x = a + b + \
        c * d * e
```

- A formatted string uses C-style format characters and the percent sign
```
print "integer = %d, real = %f" %
(j,x)
```

if-then-else blocks are denoted by indentation

- Reference: Scripting and Data Mining, Sec 1.17
- Syntax:

```
if condition1:
  block1
elif condition2:
  block2
else:
  block3
```

- Notice that blocks are denoted by *indentation only*
- Example:

```
if (0 <= x <= 10):
  y = y - 10
  print "Value is in range [0,10]"
elif (10 < x < 20):
  print "Value is in range [10,20]"
else:
  print "Value not in range [0,20]"
```

for loops are not just for integers

- Reference: Scripting and Data Mining, Sec. 1.18
- Syntax of a for loop:

```
for var in sequence:
  block
```

- The *sequence* can be any list, array, etc. Examples:

```
for pet in [“cat”, “dog”, “bird”]:
  print pet
for i in range(10): # [0, 1, …, 9]
  print i # prints numbers 0-9
```

- The **range** function returns a list of integers. In general `range(`*`start,end,stepsize`*`)` where *start* defaults to 0 and *stepsize* to 1.

```
print range(5)
# [0, 1, 2, 3, 4]
```