

HEASP Guide

Version 2.1.1

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Chapter 1

Introduction

HEASP is a C/C++/Python library to manipulate files associated with high energy astrophysics spectroscopic analysis. Currently this handles PHA, RMF, ARF and xspec table model files. The eventual plan is to be able to provide at least the functionality available in current ftools but from a single library.

The main code is written in C++ with classes for each file type. These classes and associated methods have been run through SWIG to produce Python code. C wrappers are provided for many of the C++ methods allowing simple use from C programs.

These C wrappers are compatible with an earlier C only version of HEASP with two exceptions: a) the include file required is now Cheasp.h instead of heasp.h; b) all routines which used to require a FITS file pointer now just require the filename. One consequence of b) is that files no longer need to be opened and closed by the calling program.

There are separate chapters describing the Python, C++, and C interfaces although users of Python should consult the C++ chapter for description of the classes.

Highlights of HEASP are :

- Read and write spectra, responses, arfs and table model files.
- Rebin spectra using grouping arrays created using a variety of methods.
- Compress responses by removing all elements below some value. Rebin responses in either energy or channel space based on a grouping array.
- Use a response to generate random channel numbers for a photon of a given energy.
- Multiply a response by a model.
- Sum both rmfs and arfs and multiply rmfs by arfs.
- Construct type II PHA or ARF from sets of spectra or arfs. Also extract individual spectra or arfs from type II files.
- Create table model files and interpolate on them.

Note that version 1.10 changed the definition of the Real type from float to double for consistency with its use in the xspec code however most FITS data read by these routines are single-precision.

Version 2.00 introduced set and get functions for all internal class members and made the members themselves private. The Python module now uses numpy arrays for C++ vector quantities.

Chapter 2

Python module

2.1 Getting started

The standard HEASoft build makes a Python 3 module based on the HEASP C++ classes described in the next chapter. The standard HEASoft initialization script adds the location of the HEASP Python module to PYTHONPATH. To load the module use

```
UNIX> python3
>>>from heasp import *
```

If this produces name conflicts then loading the module by

```
UNIX> python3
>>>import heasp
```

requires `heasp.` in front of all commands. Since `heasp` C++ vectors are mapped to numpy arrays it is also a good idea to load the numpy module by

```
>>>from numpy import *
```

To set up an HEASP object first give a simple command such as

```
>>>sp = pha()
```

for a spectrum. This can then be read in and information about it displayed by

```
>>>sp.read("file1.pha")
>>>sp.disp()
```

Alternatively, the object can be defined directly from a file by

```
>>>sp = pha("file1.pha")
>>>sp.disp()
```

Individual components of the object can be accessed by get methods. For instance:

```
>>>first = sp.getFirstChannel()
```

will place the first channel number in the variable first. There are corresponding set methods. For instance:

```
>>>sp.setFirstChannel(0)
```

The components of each class are given in the appropriate chapter describing the C++ interface. Components which are arrays can be loaded into numpy arrays. For instance:

```
>>>counts = sp.getPha()
```

Alternatively, a single element can be accessed:

```
>>>sp.getPhaElement(5)
```

Going the other way, a single element of the current contents of the PHA column can be replaced by e.g.:

```
>>>sp.setPhaElement(5,0.4)
```

and the entire array using e.g.:

```
sp.setPha(array([0.1,0.2,0.3,0.4,0.5]))
```

Setting an individual element does not resize the array but setting the entire array does.

2.2 HEASP features not (yet) supported in Python

At present the HEASP Python module does not support binary operations defined in the C++ classes such as the addition of two responses by $\text{resp} = \text{resp1} + \text{resp2}$. What are supported are the unary equivalents so responses can be added by $\text{resp1} += \text{resp2}$.

2.3 Spectrum example

The following Python example reads a type II PHA file, rebins the channels in each spectrum by a factor of 2 and writes out the result.

```

# read the spectrum
spectra = phaII("testin.pha")

# loop round the spectra in the file
# rebinning by a factor of 2 then placing
# in the output spectra
output = phaII()
Nspectra = spectra.getNumberSpectra()
groupInfo = grouping()

for i in xrange(Nspectra):
    spectrum = spectra.getphas(i)
    groupInfo.load(2,spectrum.getNumberChannels())
    status = spectrum.rebinChannels(groupInfo)
    output.push(spectrum)

# write out the spectrum
output.write("testout.pha")

```

2.4 Response example

The following Python example reads RMF and ARF files, removes all elements smaller than 10^{-6} from the RMF, multiplies the compressed RMF and the ARF, and writes out the result.

```

# read RMF and ARF
inputRMF = rmf("testin.rmf")
inputARF = arf("testin.arf")

# compress the RMF
inputRMF.compress(1.0e-6)

# if the RMF and ARF are compatible then multiply them and write
# the result adding extra keywords and extensions from testin.rmf.
if inputRMF.checkCompatibility(inputARF) == 0:
    inputRMF *= inputARF
    inputRMF.write("testout.rsp", "testin.rmf")

```

2.5 Ancillary response file example

The following Python example reads in three ARF files and writes out a type II ARF file containing.

```

# read the three type I ARF files

```

```
arf1 = arf('first.arf')
arf2 = arf('second.arf')
arf3 = arf('third.arf')

# load the the individual ARF objects into a type II ARF object
arfout = arfII()
arfout.push(arf1)
arfout.push(arf2)
arfout.push(arf3)

# and write it out
arfout.write('output.arf')
```

2.6 Table model example

The following Python example sets up a table model grid with two parameters. The parameters, energies and fluxes are given arbitrary values, in practice these could be read from text files.

```
test = table()

# set table descriptors and the energy array
test.setModelName("Test")
test.setModelUnits(" ")
test.setisRedshift(True)
test.setisAdditive(True)
test.setisError(False)

# set up the energies. note that the size is one greater
# than that of the array for the model fluxes
test.setEnergies(linspace(0.1,10.0,100))

test.setNumIntParams(2)
test.setNumAddParams(0)

# define first parameter and give it 11 values ranging from
# 0.0 to 2.0 in steps of 0.2.

testpar = tableParameter()
testpar.setName("param1")
testpar.setInterpolationMethod(0)
testpar.setInitialValue(1.0)
testpar.setDelta(0.1)
testpar.setMinimum(0.0)
testpar.setBottom(0.0)
```

```
testpar.setTop(2.0)
testpar.setMaximum(2.0)
testpar.setTabulatedValues(linspace(0.0,2.0,11))

# and push it onto the vector of parameters
test.pushParameter(testpar)

# define the second parameter and give it 5 values ranging from
# 4.6 to 5.4 in steps of 0.2. As an example this parameter is set up
# using a create method which allows information to be passed in one call

testpar2 = tableParameter("param2", 0, 5.0, 0.1, 4.6, 4.6, 5.4, 5.4)
testpar2.setTabulatedValues(linspace(4.6,5.4,5))

# and push it onto the vector of parameters
test.pushParameter(testpar2);

# now set up the spectra. these are arbitrarily calculated, in a real program
# this step would read a file or call a routine.

for i1 in range(11):
    for i2 in range(5):
        flux = empty((99))
        for j in range(99): flux[j] = 0.2*i1+10*(4.6+0.2*i2)+j*0.1
        testspec = tableSpectrum()
        testspec.setParameterValues(array([0.2*i1,4.6+0.2*i2]))
        testspec.setFlux(flux)
        test.pushSpectrum(testspec)

# now write out the table.
test.write("test.mod");
```


Chapter 3

C++ classes and methods

3.1 Global defines

HEASP uses the include file “heasp.h” to set a number of global definitions.

```
typedef int Integer;  
typedef double Real;
```

set Integer and Real which are used in all classes. It also sets a couple of helpful definitions.

```
typedef vector<Integer> IntegerArray;  
typedef valarray<Real> RealArray;
```

This include file also contains the enumeration all error statuses.

```
enum{OK, NoSuchFile, NoData, NoChannelData, NoStatError, CannotCreate,  
     NoEnergyLo, NoEnergyHi, NoSpecresp, NoEboundsExt, NoEmin, NoEmax,  
     NoMatrixExt, NoGrp, NoFchan, NoNchan, NoMatrix, CannotCreateMatrixExt,  
     CannotCreateEboundsExt, InconsistentGrouping, InconsistentEnergies,  
     InconsistentChannels, InconsistentUnits, UnknownXUnits, UnknownYUnits,  
     InconsistentNumelt, InconsistentNumgrp, InconsistentNumTableParams,  
     TableParamValueOutsideRange, VectorIndexOutsideRange,  
     InconsistentKeywordValues};
```

It also has some handy conversion factors.

```
#define KEVTOA 12.3984191
#define KEVTOHZ 2.4179884076620228e17
#define KEVTOERG 1.60217733e-9
#define KEVTOJY 1.60217733e14
```

3.2 Spectra

3.2.1 Introduction and example

Spectrum files can be manipulated using the `pha` and `phaII` classes. The latter is simply a vector of `pha` classes and is useful for handling type II PHA files. The grouping class and utility routines are also useful for some tasks. As an example the code below reads in a type II PHA file, bins up all the spectra by a factor of 2, then writes out the result. Note that the data types `Integer` and `Real` are defined in `heasp.h`.

```
#include "grouping.h"
#include "phaII.h"

using namespace std;

int main(int argc, char* argv[])
{
    const string infile("testin.pha");
    const string outfile("testout.pha");

    Integer Status(0);

    // read in all the spectra

    phaII inputSpectra(infile);

    Integer Nspectra = inputSpectra.getNumberSpectra();

    // loop round the spectra

    for (size_t i=0; i<(size_t)Nspectra; i++) {

        // set up the grouping object to rebin by a factor of 2

        grouping groupInfo;
        groupInfo.load(2, inputSpectra.phas[i].NumberChannels());
```



```

    // rebin this spectrum

    pha thisSpectrum = inputSpectra.get(i);
    Status = thisSpectrum.rebinChannels(groupInfo);
    Status = inputSpectra.setphasElement(i, thisSpectrum);

}

// write the new spectra out copying the primary HDU, other HDUs,
// keywords and columns

Status = inputSpectra.write(outfile, infile);

exit(Status);
}

```

3.2.2 pha class private members

```

class pha{
private:

    Integer m_FirstChannel;    // First legal channel number

    vector<Real> m_Pha;        // PHA data
    vector<Real> m_StatError;  // Statistical error
    vector<Real> m_SysError;   // Statistical error

    vector<Integer> m_Channel; // Channel number
    vector<Integer> m_Quality;  // Data quality (0=good, 1=bad, 2=dubious,
    //                               5=set bad by user)
    vector<Integer> m_Group;    // Data grouping (1=start of bin,
    //                               -1=continuation of bin)

    vector<Real> m_AreaScaling; // Area scaling factor
    vector<Real> m_BackScaling; // Background scaling factor

    Real m_Exposure;          // Exposure time
    Real m_CorrectionScaling;  // Correction file scale factor

    Integer m_DetChans;       // Total legal number of channels
    bool m_Poisserr;          // If true, errors are Poisson
    string m_Datatype;        // "COUNT" for count data and "RATE" for count/sec

```

```

string m_PHAVersion;           // PHA extension format version

string m_Spectrumtype;        // "TOTAL", "NET", or "BKG"

string m_ResponseFile;        // Response filename
string m_AncillaryFile;       // Ancillary filename
string m_BackgroundFile;      // Background filename
string m_CorrectionFile;      // Correction filename

string m_FluxUnits;           // Units for Pha and StatError

string m_ChannelType;         // Value of CHANTYPE keyword
string m_Telescope;
string m_Instrument;
string m_Detector;
string m_Filter;
string m_Datamode;

vector<string> m_XSPECFilter; // Filter keywords

```

3.2.3 pha class public methods

- pha()

```
pha(const pha& a)
```

```
pha(const string filename, const Integer PHANumber = 1,
     const Integer SpectrumNumber = 1)
```

```
pha(const vector<Real>& inPha, const vector<Real>& inStatError,
     const vector<Real>& inSysError, const vector<Integer>& inChannel,
     const vector<Integer>& inQuality, const vector<Integer>& inGroup,
     const vector<Real>& inAreaScaling, const vector<Real>& inBackScaling,
     const Integer inFirstChannel, const Real inExposure,
     const Real inCorrectionScaling, const Integer inDetChans,
     const bool inPoiserr, const map<string,string>& inKeys,
     const vector<string>& inXSPECFilter = vector<string>())
```

Constructors. The first is the default constructor, the others are constructor versions of the copy, read, and load methods described below.

- ~pha()

Default destructor.

- `Integer read(string filename, Integer PHANumber = 1, Integer SpectrumNumber = 1)`

Read file into object. If PHANumber is given then look for the SPECTRUM extension with EXTVER=PHANumber. The third argument is to read the pha from the SpectrumNumber row of a type II file.

- `pha(const vector<Real>& inPha, const vector<Real>& inStatError, const vector<Real>& inSysError, const vector<Integer>& inChannel, const vector<Integer>& inQuality, const vector<Integer>& inGroup, const vector<Real>& inAreaScaling, const vector<Real>& inBackScaling, const Integer inFirstChannel, const Real inExposure, const Real inCorrectionScaling, const Integer inDetChans, const bool inPoiserr, const map<string,string>& inKeys, const vector<string>& inXSPECFilter = vector<string>())`

Load all the required information into the pha object.

- `pha& operator= (const pha&)`

`pha& copy(const pha&)`

Deep copy.

- `string disp() const`

Display information about the spectrum - return as a string.

- `void clear()`

Clear information from the spectrum

- `string check() const`

Check completeness and consistency of information in spectrum, if there is a problem then return diagnostic in string.

- `Integer write(const string filename, const string sourceFilename="")`

Write spectrum as type I file. If sourceFilename is given then the primary HDU and any other extra HDUs are copied into the output file as well as any extra keywords or columns in the spectrum extension.

- `pha& operator*= (const Real)`

Multiply by a constant.

- `pha& operator+= (const pha&)`

Add to another pha. If one or both of the pha have non-Poisson errors then they are added in quadrature. If systematic errors are present then the resulting pha has systematic errors equal to the maximum of those from the input pha. The exposures are added.

- `Integer checkCompatibility(const pha&) const`
Check compatibility with another pha. This should be done before attempting to sum them.
- `Integer selectChannels(vector<Integer>& Start, vector<Integer>& End)`
Select a subset of the channels
- `Integer setGrouping(grouping&)`
Set the pha grouping array from a grouping object.
- `grouping getGrouping() const`
Get a grouping object from the pha grouping array
- `grouping getMinCountsGrouping(const Integer MinCounts,
 const Integer StartChannel = 0,
 const Integer EndChannel = 0) const`
Get grouping (optionally between channels StartChannel and EndChannel) using a minimum number of counts per bin.
- `grouping getMinSNGrouping(const Real SignalToNoise,
 const pha& Background = pha(),
 const Integer StartChannel = 0,
 const Integer EndChannel = 0) const`
Get grouping (optionally between channels StartChannel and EndChannel) using a minimum S/N. Optionally includes a background file as well.
- `Integer rebinChannels(grouping& groupInfo,
 const string errorType = ‘‘PROPAGATE’’)`
Rebin spectrum channels based on a grouping object. If no string is input then the resulting StatError is calculated by summing in quadrature. If a string is input then the resulting StatError is calculated based on the value of the input string. If it is PROPAGATE then summing in quadrature is used. If not, then GAUSS uses $1/\sqrt{\text{Pha}}$, POISS-0 sets Poisserr to true, POISS-1 uses $1 + \sqrt{N+0.75}$, POISS-2 uses $\sqrt{N-0.25}$, and POISS-3 uses the arithmetic mean of POISS-1 and POISS-2. In general, only the options PROPAGATE or POISS-0 should be used.
- `Integer shiftChannels(const Integer Start, const Integer End,
 const Real Shift, const Real Factor = 1.0)`

`Integer shiftChannels(const vector<Integer>& Start,
 const vector<Integer>& End, const vector<Real>& Shift,
 const vector<Real>& Factor)`

`Integer shiftChannels(const vector<Real>& ChannelLowEnergy,
 const vector<Real>& ChannelHighEnergy,
 const Integer Start, const Integer End,
 const Real Shift, const Real Factor = 1.0)`

```
Integer shiftChannels(const vector<Real>& ChannelLowEnergy,
                    const vector<Real>& ChannelHighEnergy,
                    const vector<Integer>& Start, const vector<Integer>& End,
                    const vector<Real>& Shift, const vector<Real>& Factor)
```

Shift counts in channels. Those counts between channels Start and End will be shifted by Shift channels and stretched by Factor. If the channel energies are given then Shift is assumed to be in energy, otherwise in channels. Total counts are conserved.

- Integer convertUnits(const vector<Real>& ChannelLowEnergy,
 const vector<Real>& ChannelHighEnergy,
 const string EnergyUnits)

Convert flux units from whatever they are currently to $\text{ph}/\text{cm}^2/\text{s}$. This requires as input the channel energy arrays from the rmf object and the string specifying their units. The allowed flux units are: $\text{ph}/\text{cm}^2/\text{s}/X$, where X is one of MeV, GeV, Hz, A, cm, um, nm; $\text{ergs}/\text{cm}^2/\text{s}$; $\text{ergs}/\text{cm}^2/\text{s}/X$, where X is one of Hz, A, cm, um, nm; Jy. The allowed energy units are keV, GeV, Hz, angstrom, cm, micron or nm.

- Integer NumberChannels() const

```
Integer getNumberChannels() const
```

Return the size of vector|Real|s.

3.2.4 Public pha methods to get and set internal data

- Integer getFirstChannel() const

```
void setFirstChannel(const Integer value)
```

- const vector<Real>& getPha() const

```
Integer setPha(const vector<Real>& values)
```

```
Real getPhaElement(const Integer i) const
```

```
Integer setPhaElement(const Integer i, const Real value)
```

- const vector<Real>& getStatError() const

```
Integer setStatError(const vector<Real>& values)
```

```
Real getStatErrorElement(const Integer i) const
```

```
Integer setStatErrorElement(const Integer i, const Real value)
```

- `const vector<Real>& getSysError() const`

```
Integer setSysError(const vector<Real>& values)
```

```
Real getSysErrorElement(const Integer i) const
```

```
Integer setSysErrorElement(const Integer i, const Real value)
```

- `const vector<Integer>& getChannel() const`

```
Integer setChannel(const vector<Integer>& values)
```

```
Integer getChannelElement(const Integer i) const
```

```
Integer setChannelElement(const Integer i, const Integer value)
```

- `const vector<Integer>& getQuality() const`

```
Integer setQuality(const vector<Integer>& values)
```

```
Integer getQualityElement(const Integer i) const
```

```
Integer setQualityElement(const Integer i, const Integer value)
```

- `const vector<Integer>& getGroup() const`

```
Integer setGroup(const vector<Integer>& values)
```

```
Integer getGroupElement(const Integer i) const
```

```
Integer setGroupElement(const Integer i, const Integer value)
```

- `const vector<Real>& getAreaScaling() const`

```
Integer setAreaScaling(const vector<Real>& values)
```

```
Real getAreaScalingElement(const Integer i) const
```

```
Integer setAreaScalingElement(const Integer i, const Real value)
```

- `const vector<Real>& getBackScaling() const`
`Integer setBackScaling(const vector<Real>& values)`
`Real getBackScalingElement(const Integer i) const`
`Integer setBackScalingElement(const Integer i, const Real value)`
- `Real getExposure() const`
`void setExposure(const Real value)`
- `Real getCorrectionScaling() const`
`void setCorrectionScaling(const Real value)`
- `Integer getDetChans() const`
`void setDetChans(const Integer value)`
- `bool getPoiserr() const`
`void setPoiserr(const bool value)`
- `string getDatatype() const`
`void setDatatype(const string value)`
- `string getSpectrumtype() const`
`void setSpectrumtype(const string value)`
- `string getResponseFile() const`
`void setResponseFile(const string value)`
- `string getAncillaryFile() const`
`void setAncillaryFile(const string value)`
- `string getBackgroundFile() const`

```
void setBackgroundFile(const string value)

• string getCorrectionFile() const

void setCorrectionFile(const string value)

• string getFluxUnits() const

void setFluxUnits(const string value)

• string getChannelType() const

void setChannelType(const string value)

• string getTelescope() const

void setTelescope(const string value)

• string getInstrument() const

void setInstrument(const string value)

• string getDetector() const

void setDetector(const string value)

• string getFilter() const

void setFilter(const string value)

• string getDatamode() const

void setDatamode(const string value)

• const vector<string>& getXSPECFilter() const

Integer setXSPECFilter(const vector<string>& values)

string getXSPECFilterElement(const Integer i) const

Integer setXSPECFilterElement(const Integer i, const string value)
```


3.2.5 Other pha routines

- `pha operator+ (const pha& a, const pha& b)`

Add pha a and b. If one or both of the pha have non-Poisson errors then they are added in quadrature. If systematic errors are present then the resulting pha has systematic errors equal to the maximum of those from the input pha. The exposures are added.

- `Integer PHAtype(const string filename, const Integer PHANumber)`

```
Integer PHAtype(const string filename, const Integer PHANumber,
                Integer& Status)
```

Return the type of a SPECTRUM extension.

- `bool IsPHACounts(const string filename, const Integer PHANumber)`

```
bool IsPHACounts(const string filename, const Integer PHANumber,
                  Integer& Status)
```

Return true if the COUNTS column exists and is integer.

- `Integer NumberofSpectra(const string filename,
 const Integer PHANumber)`

```
Integer NumberofSpectra(const string filename,
                        const Integer PHANumber, Integer& Status)
```

Return the number of spectra in a type II SPECTRUM extension.

- `vector<Integer> SpectrumExtensions(const string filename)`

```
vector<Integer> SpectrumExtensions(const string filename, Integer& Status)
```

Return the numbers of any spectrum extensions

3.2.6 phaII class private members

```
class phaII{
private:

    vector<pha> m_phas;           // vector of pha objects
```

3.2.7 phaII class public methods

- `phaII()`

```
phaII(const phaII& a)
```

```
phaII(const string filename, const Integer PHANumber = 1,
      const vector<Integer>& SpectrumNumber = vector<Integer>())
```

Constructors. First is the default constructor, other two are constructor versions of the copy and read methods described below.

- `~phaII()`

Default destructor.

- `Integer read(const string filename, const Integer PHANumber = 1,
 const vector<Integer>& SpectrumNumber = vector<Integer>())`

Read a PHA type II file into an object. If PHANumber is given then read from the SPECTRUM extension with EXTVER=PHANumber. If the SpectrumNumber array is given then read those rows in the extension otherwise read all spectra.

- `phaII& copy(const phaII&)`

```
phaII& operator= (const phaII&)
```

Deep copy.

- `pha get(Integer number) const`

Get pha object (counts from zero).

- `pha push(pha sp)`

Push pha object into phaII object

- `string disp() const`

Display information about the spectra - return as a string.

- `void clear()`

Clear information about the spectra

- `string check() const`

Check completeness and consistency of information in spectrum, if there is a problem then return diagnostic in string.

- Integer write(const string filename, const string sourceFilename="")

Write spectra as type II file. Note that if the output filename exists and already has a SPECTRUM extension then this method will write an additional SPECTRUM extension. If sourceFilename is given then the primary HDU and any other extra HDUs are copied into the output file as well as any extra keywords or columns in the spectrum extension.

- Integer NumberSpectra()

```
Integer getNumberSpectra()
```

Return the number of spectra in the object.

3.2.8 Public phaII methods to get and set internal data

- const vector<pha>& getphas() const

```
Integer setphas(const vector<pha>& values)
```

```
pha getphasElement(const Integer i) const
```

```
Integer setphasElement(const Integer i, const pha& value)
```

3.3 Responses

3.3.1 Introduction and examples

Response files come in two varieties: RMFs and ARFs. The former contain the response matrices describing the probability of a photon of a given energy being registered in a given channel of the spectrum. The latter describes the effective area versus energy. The `rmf` class is used for manipulating RMFs and the `arf` and `arfII` classes for manipulating ARFs. The `arfII` class is an analog of the `phaII` class and is useful for the case where an ARF file contains many individual effective area curves. The `rmft` class handles the transposed response matrix and is of limited use at present.

The example code below shows a program to read in an RMF file, to compress the matrix to remove any element below 1.0e-6, to multiply the result by an ARF, and write a new RMF file.

```
#include "rmf.h"
#ifdef HAVE_arf
#include "arf.h"
#endif
```

```
using namespace std;

int main(int argc, char* argv[])
{
    string rmffile("testin.rmfile");
    string arffile("testin.arf");
    string outfile("testout.rmfile");

    rmf inputRMF, outputRMF;
    arf inputARF;

    Integer Status(0);

    // read in the RMF and the ARF

    Status = inputRMF.read(rmffile);
    Status = inputARF.read(arffile);

    // remove elements from the RMF with values < 1.0e-6

    Real threshold(1.0e-6);
    inputRMF.compress(threshold);

    // multiply the compressed RMF and the ARF to make an output RMF

    if ( inputRMF.checkCompatibility(inputARF) ) {

        outputRMF = inputRMF * inputARF;

        // and write out the result copying any extra HDUs and keywords from
        // the input RMF

        Status = outputRMF.write(outfile, rmffile);

    }

    exit(0);
}
```

The next example shows an example program to create an RMF file.

```
#include "rmf.h"
using namespace std;
```

```
int main(int argc, char* argv[])
{

    const size_t Nenergies(1024), Nchannels(1024);
    const Real responseThreshold(1.0e-6);

    rmf Response;

    Response.setAreaScaling(1.0);
    Response.setResponseThreshold(responseThreshold);
    Response.setEnergyUnits("keV");
    Response.setRMFUnits("cm^2");

    Response.setChannelType("PI");
    Response.setTelescope("MyTelescope");
    Response.setInstrument("MyInstrument");
    Response.setDetector("NONE");
    Response.setFilter("NONE");
    Response.setRMFType("FULL");
    Response.setRMFExtensionName("MATRIX");
    Response.setEBDEExtensionName("EBOUNDS");

    // code to load the response energy ranges

    vector<Real> lowE(Nenergies), highE(Nenergies);
    for(size_t i=0; i<Nenergies; i++) {
        lowE[i] = 0.1 + i*0.01;
        highE[i] = 0.1 + (i+1)*0.01;
    }
    Response.setLowEnergy(lowE);
    Response.setHighEnergy(highE);

    // code to load the channel energy ranges. in this
    // case the channel energy ranges are identical to
    // the response energy ranges but they need not be

    vector<Real> chlowE(Nchannels), chhighE(Nchannels);
    for(size_t i=0; i<Nchannels; i++) {
        chlowE[i] = 0.1 + i*0.01;
        chhighE[i] = 0.1 + (i+1)*0.01;
    }
    Response.setChannelLowEnergy(chlowE);
    Response.setChannelHighEnergy(chhighE);
```

```

// loop over the energy ranges creating the response. In this
// example the response is assumed to be a simple gaussian

for (size_t i=0; i<Nenergies; i++) {

    Real centroid = (lowE[i] + highE[i])/2.0;
    Real sigma = sqrt(centroid);

    vector<Real> work(Nchannels);
    calcGaussResp(sigma, centroid, responseThreshold, chlowE,
                  chhighE, work);

    // add to the response matrix
    Response.addRow(work, lowE[i], highE[i]);

}

// Ensure that all arrays are calculated
Response.update();

// Convert to correct units (not required in this particular example)
Integer status = Response.convertUnits();

// Check for errors
string diagnostic = Response.check();

// Write to an output FITS file
status = Response.write("MyResponse.rsp");

return(0);

}

```

The following example shows how to read in three type I ARFs and write out a single type II ARF.

```

#include "arf.h"

int main(int argc, char* argv[])
{

    arf arf1, arf2, arf3;
    arfII outarf;

    int status(0);

```

```

// Read in the ARFs

status = arf1.read('first.arf');
status = arf2.read('second.arf');
status = arf3.read('third.arf');

// Load into the output type II ARF

outarf.push(arf1);
outarf.push(arf2);
outarf.push(arf3);

// Write to an output FITS file. Include any extra keywords
// or extensions from the first arf file.
status = outarf.write("output.arf", "first.arf");

return(status);

}

```

3.3.2 rmf class private members

```

class rmf{
private:

    Integer m_FirstChannel;           // First channel number

    vector<Integer> m_NumberGroups;    // Number of response groups for this
                                        // energy bin
    vector<Integer> m_FirstGroup;      // First response group for this energy
                                        // bin (counts from 0)

    vector<Integer> m_FirstChannelGroup; // First channel number in this group
    vector<Integer> m_NumberChannelsGroup; // Number of channels in this group
    vector<Integer> m_FirstElement;     // First response element for this group
                                        // (counts from 0)
    vector<Integer> m_OrderGroup;       // The grating order of this group

    vector<Real> m_LowEnergy;           // Start energy of bin
    vector<Real> m_HighEnergy;         // End energy of bin

    vector<Real> m_Matrix;             // Matrix elements

```

```

vector<Real> m_ChannelLowEnergy;      // Start energy of channel
vector<Real> m_ChannelHighEnergy;    // End energy of channel

Real m_AreaScaling;                 // Value of EFFAREA keyword
Real m_ResponseThreshold;           // Minimum value in response

string m_EnergyUnits;               // Energy units used
string m_RMFUnits;                  // Units for RMF values

string m_ChannelType;               // Value of CHANTYPE keyword
string m_Telescope;
string m_Instrument;
string m_Detector;
string m_Filter;
string m_RMFTYPE;                   // HDUCLAS3 keyword in MATRIX extension
string m_RMFEExtensionName;         // EXTNAME keyword in MATRIX extension
string m_EBDEExtensionName;         // EXTNAME keyword in EBOUNDS extension

```

3.3.3 rmf class public methods

- `rmf()`

```
rmf(const rmf& a)
```

```
rmf(const string filename, const Integer RMFnumber = 1)
```

```

rmf(const vector<Integer>& inNumberGroups,
     const vector<Integer>& inFirstChannelGroup,
     const vector<Integer>& inNumberChannelsGroup,
     const vector<Integer>& inOrderGroup,
     const vector<Real>& inLowEnergy, const vector<Real>& inHighEnergy,
     const vector<Real>& inMatrix, const vector<Real>& inChannelLowEnergy,
     const vector<Real>& inChannelHighEnergy,
     const Integer inFirstChannel, const Real inAreaScaling,
     const Real inResponseThreshold, const map<string,string>& inKeys)

```

Constructors. The first is the default constructor. The rest are constructor versions of the copy, read, and load methods described below.

- `~rmf()`

Default destructor.

- `Integer read(string filename, Integer RMFnumber = 1)`

Read the RMF file into an object. If RMFnumber is given read from the MATRIX (or SPECRESP MATRIX) and EBOUNDS extensions with EXTVER=RMFnumber. If there is only one EBOUNDS extension then that will be used.

- `Integer readMatrix(string filename, Integer RMFnumber = 1)`

Read the MATRIX (or SPECRESP MATRIX) extension from an RMF file into an object. If RMFnumber is given read from the MATRIX (or SPECRESP MATRIX) extension with EXTVER=RMFnumber.

- `Integer readChannelBounds(string filename, Integer RMFnumber = 1)`

Read the EBOUNDS extension from an RMF file into an object. If RMFnumber is given read from the EBOUNDS extension with EXTVER=RMFnumber.

- `Integer load(const vector<Integer>& inNumberGroups,
 const vector<Integer>& inFirstChannelGroup,
 const vector<Integer>& inNumberChannelsGroup,
 const vector<Integer>& inOrderGroup,
 const vector<Real>& inLowEnergy,
 const vector<Real>& inHighEnergy,
 const vector<Real>& inMatrix,
 const vector<Real>& inChannelLowEnergy,
 const vector<Real>& inChannelHighEnergy,
 const Integer inFirstChannel, const Real inAreaScaling,
 const Real inResponseThreshold,
 const map<string,string>& inKeys)`

Load the rmf object with the required information. The inKeys map is used to set the string members with the first element being the FITS keyword name and the second the values.

- `void update()`

Update the FirstGroup and FirstElement arrays from NumberGroups and NumberChannelsGroup, respectively.

- `void initialize(const arf&)`

Initialize from an arf object. Copies members in common between arfs and rmfs

- `void loadDiagonalResponse(const vector<Real>& eLow,
 const vector<Real>& eHigh,
 const vector<Real>& rspVals,
 const Integer firstChan)`

Load the simple case of a diagonal response where the response energy and channel energy ranges are assumed to be the same and the only non-zero response values are along the diagonal and are set using the rspVals argument.

- `rmf& operator= (const rmf&)`

```
rmf& copy(const rmf&)
```

Deep copy.

- `Real ElementValue(Integer Channel, Integer EnergyBin, Integer GratingOrder = -999)`

Return the value for a particular channel, energy, and grating order. If the grating order argument is set to -999 then it is ignored.

- `vector<Real> RowValues(Integer EnergyBin, Integer GratingOrder = -999)`

Return the response array for a particular energy and grating order. If the grating order argument is set to -999 then it is ignored.

- `vector<Integer> RandomChannels(const Real energy, const Integer NumberPhotons, const vector<Real>& RandomNumber, const Integer GratingOrder = -999)`

```
vector<Integer> RandomChannels(const vector<Real>& energy,
                             const vector<Integer>& NumberPhotons,
                             const vector<vector<Real> >& RandomNumber,
                             Integer GratingOrder = -999)
```

Use the response matrix to generate random channel numbers for photons of given energy and grating order. When using a vector of energies, `NumberPhotons[i]` events are generated for `energy[i]`. The `RandomNumber` input should be uniformly distributed between 0 and 1. There should be `NumberPhotons[i]` random numbers for `energy[i]`. If the grating order argument is set to -999 then it is ignored.

- `string disp() const`

Display information about the response. - return as a string.

- `void clear()`

Clear information from the response.

- `void clearMatrix()`

Clear only the matrix information from the response.

- `string check() const`

Check completeness and consistency of information in the `rmf`, if there is a problem then return diagnostic in string.

- `void normalize()`

Normalize the `rmf` so it sums to 1.0 for each energy bin.

- `void compress(const Real threshold)`
Compress the rmf to remove all elements below the threshold value.
- `void uncompress()`
Uncompress the rmf i.e. turn it into a full rectangular matrix.
- `Integer rebinChannels(grouping&)`
Rebin in channel space using the specified grouping object.
- `Integer rebinEnergies(grouping&)`
Rebin in energy space using the specified grouping object.
- `Integer shiftChannels(const Integer Start,
 const Integer End, const Real Shift,
 const Real Factor = 1.0,
 bool useEnergyBounds = false)`

```
Integer shiftChannels(const vector<Integer>& vStart,  
                      const vector<Integer>& vEnd,  
                      const vector<Real>& vShift,  
                      const vector<Real>& vFactor,  
                      bool useEnergyBounds = false)
```

Remap the response up or down in channels. Moves response between channels Start and End by Shift channels and stretches by Factor. If useEnergyBounds is true then Shift is assumed to be in energy, otherwise in channels.

- `Integer shiftEnergies(const Integer Start, const Integer End,
 const Real Shift, const Real Factor)`

```
Integer shiftEnergies(const vector<Integer>& vStart,  
                      const vector<Integer>& vEnd,  
                      const vector<Real>& vShift,  
                      const vector<Real>& vFactor)
```

Remap the response up or down in energies. Moves response between energy bins Start and End by Shift energy and stretches by Factor. Shift is assumed to be in energy.

- `Integer interpolateAndMultiply(const vector<Real>& energies,
 const vector<Real>& factors)`

Multiply by a vector which may not have the same energy binning as the response.

- `Integer write(const string filename, const
string sourceFilename="") const`

Write response to a RMF file. Note that if the output filename exists and already has MATRIX and EBOUNDS extensions then this method will write additional extensions provided that no sourceFilename is given. If sourceFilename is given then the primary HDU and any other extra HDUs are copied into the output file as well as any extra keywords or columns in the EBOUNDS and MATRIX extensions.

- Integer `writeMatrix(const string filename) const`

Write the MATRIX extension to a RMF file. Note that if the output filename exists and already has a MATRIX extension then this method will write an additional extension.

- Integer `writeChannelBounds(const string filename) const`

Write the EBOUNDS extension to a RMF file. Note that if the output filename exists and already has a EBOUNDS extension then these methods will write an additional extension.

- `rmf& operator*=(const arf&)`

Multiply current rmf by an arf.

- `rmf& operator*=(const Real&)`

Multiply current rmf by a factor.

- `rmf& operator+=(const rmf&)`

Add another rmf to the current rmf.

- Integer `checkCompatibility(const rmf&)`

Check compatibility with another rmf.

- Integer `checkCompatibility(const arf&)`

Check compatibility with an arf.

- Integer `convertUnits()`

Convert energy units from current units to keV. Valid options for the current units are keV, MeV, GeV, Hz, angstrom, cm, micron, nm.

- void `reverseRows()`

Reverse the rows. This is useful if the rows are not in increasing order of energy, which xspec requires.

- void `addRow(const vector<Real>& Response,
 const Real eLow, const Real eHigh)`

```
void addRow(const vector<vector<Real> >& Response, const Real eLow,  
           const Real eHigh, const vector<Integer>& GratingOrder)
```

Add a row to the response using an input response vector and energy range.

- `void substituteRow(const Integer RowNumber,
 const vector<Real>& Response)`

```
void substituteRow(const Integer RowNumber,  
                  const vector<vector<Real> >& Response,  
                  const vector<Integer>& GratingOrder)
```

Substitute a row into the response using an input response vector and energy range.

- `vector<Real> multiplyByModel(const vector<Real>& model)`

Multiply a response by a vector and output a vector of pha values. The input vector is assumed to be on the energy binning.

- `vector<Real> estimatedFWHM() const`

Return a vector containing the FWHM in channels for each energy. This does assume that the response has a well-defined main peak.

- `vector<Real> estimatedFWHMperChannel() const`

Return a vector containing the FWHM in channels for each channel. This does assume that the response has a well-defined main peak.

- `Integer NumberChannels() const`

```
Integer getNumberChannels() const
```

Return the number of spectrum channels.

- `Integer NumberEnergyBins() const`

```
Integer getNumberEnergyBins() const
```

Return the number of response energies.

- `Integer NumberTotalGroups() const`

```
Integer getNumberTotalGroups() const
```

Return the number of response groups.

- `Integer NumberTotalElements() const`

```
Integer getNumberTotalElements() const
```

Return the number of response elements.

3.3.4 Public rmf methods to get and set internal data

- `Integer getFirstChannel() const`
`void setFirstChannel(const Integer value)`
- `const vector<Integer>& getNumberGroups() const`
`Integer setNumberGroups(const vector<Integer>& values)`
`Integer getNumberGroupsElement(const Integer i) const`
`Integer setNumberGroupsElement(const Integer i, const Integer value)`
- `const vector<Integer>& getFirstGroup() const`
`Integer setFirstGroup(const vector<Integer>& values)`
`Integer getFirstGroupElement(const Integer i) const`
`Integer setFirstGroupElement(const Integer i, const Integer value)`
- `const vector<Integer>& getFirstChannelGroup() const`
`Integer setFirstChannelGroup(const vector<Integer>& values)`
`Integer getFirstChannelGroupElement(const Integer i) const`
`Integer setFirstChannelGroupElement(const Integer i, const Integer value)`
- `const vector<Integer>& getNumberChannelsGroup() const`
`Integer setNumberChannelsGroup(const vector<Integer>& values)`
`Integer getNumberChannelsGroupElement(const Integer i) const`
`Integer setNumberChannelsGroupElement(const Integer i,
const Integer value)`
- `const vector<Integer>& getFirstElement() const`
`Integer setFirstElement(const vector<Integer>& values)`

Integer getFirstElementElement(const Integer i) const

Integer setFirstElementElement(const Integer i, const Integer value)

- const vector<Integer>& getOrderGroup() const

Integer setOrderGroup(const vector<Integer>& values)

Integer getOrderGroupElement(const Integer i) const

Integer setOrderGroupElement(const Integer i, const Integer value)

- const vector<Real>& getLowEnergy() const

Integer setLowEnergy(const vector<Real>& values)

Real getLowEnergyElement(const Integer i) const

Integer setLowEnergyElement(const Integer i, const Real value)

- const vector<Real>& getHighEnergy() const

Integer setHighEnergy(const vector<Real>& values)

Real getHighEnergyElement(const Integer i) const

Integer setHighEnergyElement(const Integer i, const Real value)

- const vector<Real>& getMatrix() const

Integer setMatrix(const vector<Real>& values)

Real getMatrixElement(const Integer i) const

Integer setMatrixElement(const Integer i, const Real value)

- const vector<Real>& getChannelLowEnergy() const

Integer setChannelLowEnergy(const vector<Real>& values)

Real getChannelLowEnergyElement(const Integer i) const

```
Integer setChannelLowEnergyElement(const Integer i, const Real value)
```

- `const vector<Real>& getChannelHighEnergy() const`

```
Integer setChannelHighEnergy(const vector<Real>& values)
```

```
Real getChannelHighEnergyElement(const Integer i) const
```

```
Integer setChannelHighEnergyElement(const Integer i, const Real value)
```

- `Real getAreaScaling() const`

```
void setAreaScaling(const Real value)
```

- `Real getResponseThreshold() const`

```
void setResponseThreshold(const Real value)
```

- `string getEnergyUnits() const`

```
void setEnergyUnits(const string value)
```

- `string getRMFUnits() const`

```
void setRMFUnits(const string value)
```

- `string getChannelType() const`

```
void setChannelType(const string value)
```

- `string getTelescope() const`

```
void setTelescope(const string value)
```

- `string getInstrument() const`

```
void setInstrument(const string value)
```

- `string getDetector() const`

```
void setDetector(const string value)
```


- `string getFilter() const`
`void setFilter(const string value)`
- `string getRMFType() const`
`void setRMFType(const string value)`
- `string getRMFExtensionName() const`
`void setRMFExtensionName(const string value)`
- `string getEBDEExtensionName() const`
`void setEBDEExtensionName(const string value)`

3.3.5 Other rmf routines

- `rmf operator* (const rmf&, const arf&)`
`rmf operator* (const arf&, const rmf&)`

Multiply an rmf by an arf.

- `rmf operator* (const rmf&, const Real&)`
`rmf operator* (const Real&, const rmf&)`

Multiply an rmf by a factor.

- `rmf operator+ (const rmf&, const rmf&)`
Add two rmfs.

- `vector<Integer> RMFeboundsExtensions(
 const string filename, const string extname="")`

Return a vector containing the extension numbers of all EBOUNDS extensions in the file.

- `vector<Integer> RMFmatrixExtensions(
 const string filename, const string extname="")`

Return a vector containing the extension numbers of all MATRIX extensions in the file.

- `void calcGaussResp(const Real width, const Real energ,
const Real threshold,
const vector<Real>& ChannelLowEnergy,
const vector<Real>& ChannelHighEnergy,
vector<Real>& ResponseVector)`

Calculate the response vector for some energy give a gaussian width. The gaussian is assumed to be in the units of energy, ChannelLowEnergy and ChannelHighEnergy. The resulting response vector can be added into a response using addRow.

- `size_t binarySearch(const Real energy, const vector<Real>& lowEnergy,
const vector<Real>& highEnergy)`

Return the index in the energy array containing the input energy using binary search.

3.3.6 rmft class private members

```
class rmft{
private:

    Integer m_FirstChannel;           // First channel number

    vector<Integer> m_NumberGroups;    // Number of response groups for this
                                        // channel bin
    vector<Integer> m_FirstGroup;     // First response group for this channel
                                        // bin (counts from 0)

    vector<Integer> m_FirstEnergyGroup; // First energy bin in this group
    vector<Integer> m_NumberEnergiesGroup; // Number of energy bins in this group
    vector<Integer> m_FirstElement;    // First response element for this group
                                        // (counts from 0)
    vector<Integer> m_OrderGroup;      // The grating order of this group

    vector<Real> m_LowEnergy;          // Start energy of bin
    vector<Real> m_HighEnergy;        // End energy of bin

    vector<Real> m_Matrix;            // Matrix elements

    vector<Real> m_ChannelLowEnergy;   // Start energy of channel
    vector<Real> m_ChannelHighEnergy;  // End energy of channel

    Real m_AreaScaling;               // Value of EFFAREA keyword
    Real m_ResponseThreshold;         // Minimum value in response

    string m_EnergyUnits;             // Energy units
    string m_RMFUnits;               // RMF units
};
```

```

string m_ChannelType;           // Value of CHANTYPE keyword
string m_Telescope;
string m_Instrument;
string m_Detector;
string m_Filter;
string m_RMFType;              // HDUCLAS3 keyword in MATRIX extension
string m_RMFExtensionName;    // EXTNAME keyword in MATRIX extension
string m_EBDEExtensionName;   // EXTNAME keyword in EBOUNDS extension

```

3.3.7 rmft class public methods

- `void load(rmf&)`
Load object from a standard rmf object.
- `void update`
Update the FirstGroup and FirstElement arrays from NumberGroups and NumberEnergies-Group, respectively.
- `rmft& operator= (const rmft&)`
Deep copy.
- `Real ElementValue(Integer Channel, Integer EnergyBin) const`
Return the value for a particular channel and energy.
- `vector<Real> RowValues(Integer Channel) const`
Return the array for a particular channel.
- `string disp() const`
Display information about the object. - return as a string.
- `void clear()`
Clear information from the object.
- `Integer NumberChannels() const`

`Integer getNumberChannels() const`

Number of spectrum channels
- `Integer NumberEnergyBins() const`

`Integer getNumberEnergyBins() const`

Number of response energies

- `Integer NumberTotalGroups() const`

`Integer getNumberTotalGroups() const`

Total number of response groups

- `Integer NumberTotalElements() const`

`Integer getNumberTotalElements() const`

Total number of response elements

3.3.8 Public `rmft` methods to get and set internal data

- `Integer getFirstChannel() const`

`void setFirstChannel(const Integer value)`

- `const vector<Integer>& getNumberGroups() const`

`Integer setNumberGroups(const vector<Integer>& values)`

`Integer getNumberGroupsElement(const Integer i) const`

`Integer setNumberGroupsElement(const Integer i, const Integer value)`

- `const vector<Integer>& getFirstGroup() const`

`Integer setFirstGroup(const vector<Integer>& values)`

`Integer getFirstGroupElement(const Integer i) const`

`Integer setFirstGroupElement(const Integer i, const Integer value)`

- `const vector<Integer>& getFirstEnergyGroup() const`

`Integer setFirstEnergyGroup(const vector<Integer>& values)`

`Integer getFirstEnergyGroupElement(const Integer i) const`

`Integer setFirstEnergyGroupElement(const Integer i, const Integer value)`

- `const vector<Integer>& getNumberEnergiesGroup() const`
`Integer setNumberEnergiesGroup(const vector<Integer>& values)`
`Integer getNumberEnergiesGroupElement(const Integer i) const`
`Integer setNumberEnergiesGroupElement(const Integer i, const Integer value)`
- `const vector<Integer>& getFirstElement() const`
`Integer setFirstElement(const vector<Integer>& values)`
`Integer getFirstElementElement(const Integer i) const`
`Integer setFirstElementElement(const Integer i, const Integer value)`
- `const vector<Integer>& getOrderGroup() const`
`Integer setOrderGroup(const vector<Integer>& values)`
`Integer getOrderGroupElement(const Integer i) const`
`Integer setOrderGroupElement(const Integer i, const Integer value)`
- `const vector<Real>& getLowEnergy() const`
`Integer setLowEnergy(const vector<Real>& values)`
`Real getLowEnergyElement(const Integer i) const`
`Integer setLowEnergyElement(const Integer i, const Real value)`
- `const vector<Real>& getHighEnergy() const`
`Integer setHighEnergy(const vector<Real>& values)`
`Real getHighEnergyElement(const Integer i) const`
`Integer setHighEnergyElement(const Integer i, const Real value)`
- `const vector<Real>& getMatrix() const`

```
Integer setMatrix(const vector<Real>& values)
```

```
Real getMatrixElement(const Integer i) const
```

```
Integer setMatrixElement(const Integer i, const Real value)
```

- ```
const vector<Real>& getChannelLowEnergy() const
```

```
Integer setChannelLowEnergy(const vector<Real>& values)
```

```
Real getChannelLowEnergyElement(const Integer i) const
```

```
Integer setChannelLowEnergyElement(const Integer i, const Real value)
```

- ```
const vector<Real>& getChannelHighEnergy() const
```

```
Integer setChannelHighEnergy(const vector<Real>& values)
```

```
Real getChannelHighEnergyElement(const Integer i) const
```

```
Integer setChannelHighEnergyElement(const Integer i, const Real value)
```

- ```
Real getAreaScaling() const
```

```
void setAreaScaling(const Real value)
```

- ```
Real getResponseThreshold() const
```

```
void setResponseThreshold(const Real value)
```

- ```
string getEnergyUnits() const
```

```
void setEnergyUnits(const string value)
```

- ```
string getRMFUnits() const
```

```
void setRMFUnits(const string value)
```

- ```
string getChannelType() const
```

```
void setChannelType(const string value)
```

- `string getTelescope() const`  
`void setTelescope(const string value)`
- `string getInstrument() const`  
`void setInstrument(const string value)`
- `string getDetector() const`  
`void setDetector(const string value)`
- `string getFilter() const`  
`void setFilter(const string value)`
- `string getRMFType() const`  
`void setRMFType(const string value)`
- `string getRMFExtensionName() const`  
`void setRMFExtensionName(const string value)`
- `string getEBDEExtensionName() const`  
`void setEBDEExtensionName(const string value)`

### 3.3.9 arf class private members

```
class arf{
private:

vector<Real> m_LowEnergy; // Start energy of bin
vector<Real> m_HighEnergy; // End energy of bin

vector<Real> m_EffArea; // Effective areas

string m_EnergyUnits; // Units for energies
string m_arfUnits; // Units for effective areas

string m_Telescope;
string m_Instrument;
string m_Detector;
string m_Filter;
string m_ExtensionName; // EXTNAME keyword in SPECRESP extension
```

### 3.3.10 arf class public methods

- `arf()`

```
arf(const arf& a)
```

```
arf(const string filename, const Integer ARFnumber = 1,
 const Integer RowNumber = 1)
```

Constructors. The first is the default constructor, the other two are constructor versions of the copy and read methods described below.

- `~arf()`

Default destructor.

- `Integer read(string filename, Integer ARFnumber = 1, Integer RowNumber = 1)`

Read file into an object. If ARFnumber is given read from the SPECRESP extension with EXTVER=ARFnumber. The third option is to read an arf from the RowNumber row of a type II file.

- `arf& copy(const arf&)`

```
arf& operator= (const arf&)
```

Deep copy.

- `string disp() const`

Display information about the arf. - return as a string.

- `void clear()`

Clear information from the arf.

- `string check() const`

Check completeness and consistency of information in the arf, if there is a problem then return diagnostic in string.

- `rebin(grouping&)`

Rebin the arf using the input grouping.

- `Integer write(const string filename, const string sourceFilename="")`

Write arf as type I file. Note that if the output filename exists and already has a SPECRESP extension then this method will write an additional SPECRESP extension provided that no sourceFilename is given. If sourceFilename is given then the primary HDU and any other extra HDUs are copied into the output file as well as any extra keywords or columns in the spectrum extension.



- `arf& operator*=(const Real&)`  
Multiply by a constant.
- `arf& operator+=(const arf&)`  
Add another arf.
- `Integer checkCompatibility(const arf&) const`  
Check compatibility with another arf.
- `Integer convertUnits()`  
Convert the energies on which the arf is calculated from the current units to keV. The allowed units are keV, MeV, GeV, Hz, angstrom, cm, micron, nm.
- `Integer NumberEnergyBins() const`  
  
`Integer getNumberEnergyBins() const`  
  
Return size of vector `Real`s.

### 3.3.11 Public arf methods to get and set internal data

- `const vector<Real>& getLowEnergy() const`  
  
`Integer setLowEnergy(const vector<Real>& values)`  
  
`Real getLowEnergyElement(const Integer i) const`  
  
`Integer setLowEnergyElement(const Integer i, const Real value)`
- `const vector<Real>& getHighEnergy() const`  
  
`Integer setHighEnergy(const vector<Real>& values)`  
  
`Real getHighEnergyElement(const Integer i) const`  
  
`Integer setHighEnergyElement(const Integer i, const Real value)`
- `const vector<Real>& getEffArea() const`  
  
`Integer setEffArea(const vector<Real>& values)`  
  
`Real getEffAreaElement(const Integer i) const`

Integer setEffAreaElement(const Integer i, const Real value)

- string getEnergyUnits() const  
void setEnergyUnits(const string& value)
- string getEffAreaUnits() const  
void setEffAreaUnits(const string& value)
- string getTelescope() const  
void setTelescope(const string& value)
- string getInstrument() const  
void setInstrument(const string& value)
- string getDetector() const  
void setDetector(const string& value)
- string getFilter() const  
void setFilter(const string& value)
- string getExtensionName() const  
void setExtensionName(const string& value)

### 3.3.12 Other arf routines

- arf operator+ (const arf&, const arf&)  
Add two arfs.
- arf operator\* (const arf&, const Real&)  
arf operator\* (const Real&, const arf&)

Multiply by a constant.

- `vector<Integer> ARFspecrespExtensions(const string filename, const string extname="")`

Return a vector of extension numbers of all SPECRESP extensions.

- `Integer ARFtype(const string filename, const Integer ARFnumber, Integer& Status)`

```
Integer ARFtype(const string filename,
 const Integer ARFnumber)
```

Return the type of a SPECRESP extension.

### 3.3.13 arfII class private members

```
class arfII{
private:

vector<arf> m_arfs; // vector of arf objects
```

### 3.3.14 arfII class public methods

- `arfII()`
- `arfII(const arfII& a)`
- `arfII(const string filename, const Integer ARFnumber = 1, const vector<Integer>& RowNumber = vector<Integer>())`

Constructors. The first is the default constructor and the other two are constructor versions of the copy and read methods described below.

- `~arfII()`  
Default destructor.
- `Integer read(string filename, Integer ARFnumber = 1, vector<Integer>& RowNumber = vector<Integer>())`

Read an ARF type II file into an object. If ARFnumber is given then read from the SPECRESP extension with EXTVER=ARFnumber. If the RowNumber array is given then read those in the extension otherwise read all the arfs.

- `arfII& copy(const arfII&)`
- `arfII& operator= (const arfII&)`

Deep copy.

- `arf get(Integer number) const`

Get arf object (counts from zero).

- `void push(arf ea)`

Push arf object into arfII object

- `string disp() const`

Display information about the ARFs. - return as a string.

- `void clear()`

Clear information from the ARFs.

- `string check() const`

Check completeness and consistency of information in the arfs, if there is a problem then return diagnostic in string.

- `Integer write(const string filename, const string sourceFilename="")`

Write ARFs as type II file. Note that if the output filename exists and already has a SPECRESP extension then this method will write an additional SPECRESP extension provided no sourceFilename is given. If sourceFilename is given then the primary HDU and any other extra HDUs are copied into the output file as well as any extra keywords or columns in the spectrum extension.

- `Integer NumberARFs() const`

- `Integer getNumberARFs() const`

Return the number of ARFs in the object.

### 3.3.15 Public arfII methods to get and set internal data

- `const vector<arf>& getarfs() const`

`Integer setarfs(const vector<arf>& values)`

`arf getarfsElement(const Integer i) const`

`Integer setarfsElement(const Integer i, const arf& value)`

### 3.3.16 Other arfII routines

- Integer NumberofARFs(string filename, Integer HDUumber)  
     Integer NumberofARFs(string filename, Integer HDUumber,  
     Integer& Status)

Return the number of ARFS in the type II SPECRESP extension.

## 3.4 Table Models

### 3.4.1 Introduction and example

The table model file is used in xspec to provide grids of model calculations on which to interpolate when fitting a model to data. The table class can be used to create these files. The example code below sets up a grid with two parameters.

```
#include "table.h"

using namespace std;

int main(int argc, char* argv[])
{
 table test;

 // set table descriptors and the energy array

 test.setModelName("Test");
 test.setModelUnits(" ");
 test.setisRedshift(true);
 test.setisAdditive(true);
 test.setisError(false);

 vector<Real> energy(100);
 for (size_t i=0; i<100; i++) energy[i] = 0.1+i*0.1;
 test.setEnergies(energy);
 test.setEnergyUnits("keV");

 test.setNumIntParams(2);
 test.setNumAddParams(0);

 // define first parameter and give it 11 values ranging from
```

```
// 0.0 to 2.0 in steps of 0.2.

tableParameter testpar;

testpar.setName("param1");
testpar.setInterpolationMethod(0);
testpar.setInitialValue(1.0);
testpar.setDelta(0.1);
testpar.setMinimum(0.0);
testpar.setBottom(0.0);
testpar.setTop(2.0);
testpar.setMaximum(2.0);

vector<Real> tabVals(11);
for (size_t i=0; i<11; i++) tabVals[i] = 0.2*i;
testpar.setTabulatedValues(tabVals);

// and push it onto the vector of parameters

test.Parameters.push_back(testpar);

// define the second parameter and give it 5 values ranging from
// 4.6 to 5.4 in steps of 0.2. Use the load constructor as an
// illustration in this case

tabVals.resize(5);
for (size_t i=0; i<5; i++) tabVals[i] = 4.6+0.2*i;

tableParameter testpar2("param2", 0, 5.0, 0.1, 4.6, 4.6, 5.4, 5.4, tabVals);

// and push it onto the vector of parameters

test.Parameters.push_back(testpar);

// now set up the spectra. these are arbitrarily calculated, in a real program
// this step would read a file or call a routine.

vector<Real> flux(99);
tabVals.resize(2);

for (size_t i1=0; i1<11; i1++) {
 for (size_t i2=0; i2<5; i2++) {
 tabVals[0] = 0.2*i1;
 tabVals[1] = 4.6+0.2*i2;
 for (size_t j=0; j<99; j++) {
```

```

 flux[j] = tabVals[0]+10*tabVals[1];
 }
 tableSpectrum testspec(tabVals, flux);
 test.Spectra.push_back(testspec);
}
}

// now write out the table.

test.write("test.mod");

exit(0);
}

```

### 3.4.2 table class private members

```

class table{
private:

 vector <tableParameter> m_Parameters; // Parameter information
 vector <tableSpectrum> m_Spectra; // Tabulated model spectra
 string m_ModelName; // Name to use in xspec
 string m_ModelUnits; // Units (not used at present)
 int m_NumIntParams; // Dimension of interpolation grid
 int m_NumAddParams; // Number of additional parameters
 bool m_isError; // If true then model errors included
 bool m_isRedshift; // If true include redshift
 bool m_isAdditive; // If true model is additive
 vector<Real> m_Energies; // Energy bins on which model is
 // calculated. The size should be one
 // larger than that of the spectrum
 // array
 string m_EnergyUnits; // Units of energy bins
 Real m_LowEnergyLimit; // Value to use for energies
 // below those tabulated
 Real m_HighEnergyLimi; // Value to use for energies
 // above those tabulated
 string m_Filename; // Name of file from which table was read

```

### 3.4.3 table class public methods

- table()

```
table(const table& a)
```

```

table(const string infilename, bool loadAll = true)

table(const string modName, const string modUnits,
 const Integer nInt, const Integer nAdd, const bool isz,
 const bool isAdd, const string eUnits, const Real lowElim,
 const Real highElim, const string filename,
 const vector<Real>& energies = vector<Real>(),
 const vector<tableParameter>& paramObjects
 = vector<tableParameter>(),
 const vector<tableSpectrum>& spectrumObjects
 = vector<tableSpectrum>(),
 const bool isErr = false)

```

Constructors. The first is the default constructor and the others are constructor versions of the copy, read, and load methods described below.

- `~table()`

Default destructor.

- `void load(const string modName, const string modUnits, const Integer nInt, const Integer nAdd, const bool isz, const bool isAdd, const string eUnits, const Real lowElim, const Real highElim, const string filename, const vector<Real>& energies = vector<Real>(), const vector<tableParameter>& paramObjects = vector<tableParameter>(), const vector<tableSpectrum>& spectrumObjects = vector<tableSpectrum>(), const bool isErr = false)`

Loads required information into the table object.

- `Integer read(const string filename, bool loadAll = true)`

Read the table model object from filename. If loadAll is false then don't actually read in the Spectra but set up the objects.

- `template <class T> Integer readSpectra(T& spectrumList)`

Read in the listed Spectra if they have not already been. The class T can be `vector<Integer>`, `valarray<Integer>`, `vector<size_t>`, or `valarray<size_t>`.

- `void pushParameter(tableParameter paramObject)`

Push a table Parameter object

- `void pushSpectrum(tableSpectrum spectrumObject)`

Push a table spectrum object



- `tableParameter getParameter(const Integer Number) const`

Get a table Parameter object

- `tableSpectrum getSpectrum(const Integer Number) const`

Get a table Spectrum object

- `table& copy(const table& a)`

`table& operator= (const table& a)`

Deep copy.

- `string disp() const`

Display information about the table - return as a string.

- `void clear()`

Clear contents of the table

- `string check() const`

Check completeness and consistency of information in table, if there is a problem then return diagnostic in string.

- `Integer convertUnits()`

Convert the table to standard units (keV and ph/cm<sup>2</sup>/s).

- `void reverseRows()`

Reverse the spectra if energies are not increasing (this can occur after using `convertUnits` to convert from wavelength).

- `write(string filename)`

Write to a FITS file

- `template <class T> Integer getValues(const T& parameterValues,  
                                   const Real minEnergy,  
                                   const Real maxEnergy,  
                                   T& tableEnergyBins,  
                                   T& tableValues,  
                                   T& tableErrors)`

Interpolate on the table using the input parameters in `parameterValues` and return the resulting spectrum between the input minimum and maximum energies. The actual energies on which the spectrum is evaluated are returned in `tableEnergyBins` with the spectrum values as `tableValues` and, if included, their errors as `tableErrors`. The class `T` can be either `vector<Real>` or `valarray<Real>`.

- `Integer NumberParameters() const`

```
Integer getNumberParameters() const
```

Return the number of parameters in the table.

- Integer NumberSpectra() const

```
Integer getNumberSpectra() const
```

Return the total number of grid points in the table.

- Integer NumberEnergies() const

```
Integer getNumberEnergies() const
```

Return the number of energies in the spectra.

#### 3.4.4 Public table methods to get and set internal data

- const vector<tableParameter>& getParameters() const

```
Integer setParameters(const vector<tableParameter>& values)
```

```
tableParameter getParametersElement(const Integer i) const
```

```
Integer setParametersElement(const Integer i, const tableParameter& value)
```

- const vector<tableSpectrum>& getSpectra() const

```
Integer setSpectra(const vector<tableSpectrum>& values)
```

```
tableSpectrum getSpectraElement(const Integer i) const
```

```
Integer setSpectraElement(const Integer i, const tableSpectrum& value)
```

- string getModelName() const

```
void setModelName(const string value)
```

- string getModelUnits() const

```
void setModelUnits(const string value)
```

- Integer getNumIntParams() const

- `void setNumIntParams(const Integer value)`
- `Integer getNumAddParams() const`  
`void setNumAddParams(const Integer value)`
- `bool getisError() const`  
`void setisError(const bool value)`
- `bool getisRedshift() const`  
`void setisRedshift(const bool value)`
- `bool getisAdditive() const`  
`void setisAdditive(const bool value)`
- `const vector<Real>& getEnergies() const`  
`Integer setEnergies(const vector<Real>& values)`
- `Real getEnergiesElement(const Integer i) const`  
`Integer setEnergiesElement(const Integer i, const Real value)`
- `string getEnergyUnits() const`  
`void setEnergyUnits(const string value)`
- `Real getLowEnergyLimit() const`  
`void setLowEnergyLimit(const Real  
value)`
- `Real getHighEnergyLimit() const`  
`void setHighEnergyLimit(const Real value)`
- `string getFilename() const`  
`void setFilename(const string value)`

### 3.4.5 tableParameter class private members

```
class tableParameter{
private:

 string m_Name; // Parameter name
 int m_InterpolationMethod; // 0==linear, 1==log,
 // -1==additional (non-interp)
 Real m_InitialValue; // Initial value for fit
 Real m_Delta; // Delta for fit
 Real m_Minimum; // Hard lower-limit
 // (should correspond to first tabulated value)
 Real m_Bottom; // Soft lower-limit
 Real m_Top; // Soft upper-limit
 Real m_Maximum; // Hard upper-limit
 // (should correspond to last tabulated value)
 vector<Real> m_TabulatedValues; // Tabulated parameter values

```

### 3.4.6 tableParameter class public methods

- tableParameter()

```
tableParameter(const string name, const Integer interp, const Real initial,
 const Real delta, const Real min, const Real bot,
 const Real top, const Real max,
 const vector<Real>& values = vector<Real>())

```

Constructors. The first is the default constructor and the second a constructor version of the load method described below.

- ~tableParameter()

Default destructor.

- void load(const string name, const Integer interp, const Real initial,
 const Real delta, const Real min, const Real bot, const Real top,
 const Real max, const vector<Real>& values = vector<Real>())

Load required content into object.

- string disp() const

Display information about the table parameter - return as a string.

- void clear()

Clear contents of the table parameter

- Integer NumberTabulatedValues() const

```
Integer getNumberTabulatedValues() const
```

Return the number of tabulated values for the parameter.

### 3.4.7 Public tableParameter methods to get and set internal data

- ```
string getName() const
```

```
void setName(const string value)
```
- ```
Integer getInterpolationMethod() const
```

```
void setInterpolationMethod(const Integer value)
```
- ```
Real getInitialValue() const
```

```
void setInitialValue(const Real value)
```
- ```
Real getDelta() const
```

```
void setDelta(const Real value)
```
- ```
Real getMinimum() const
```

```
void setMinimum(const Real value)
```
- ```
Real getBottom() const
```

```
void setBottom(const Real value)
```
- ```
Real getTop() const
```

```
void setTop(const Real value)
```
- ```
Real getMaximum() const
```

```
void setMaximum(const Real value)
```
- ```
const vector<Real>& getTabulatedValues() const
```

```
Integer setTabulatedValues(const vector<Real>& values)
```
- ```
Real getTabulatedValuesElement(const Integer i) const
```

```
Integer setTabulatedValuesElement(const Integer i, const Real value)
```

### 3.4.8 tableSpectrum class private members

```
class tableSpectrum{
private:

vector<Real> m_Flux; // Model flux
vector<Real> m_FluxError; // Error on Model flux
vector<Real> m_ParameterValues; // Parameter values for this spectrum
vector<vector<Real>> m_addFlux; // Model fluxes for any additional
 // parameters
vector<vector<Real>> m_addFluxError; // Error on model fluxes for any
 // additional parameters
```

### 3.4.9 tableSpectrum class public methods

- tableSpectrum()

```
tableSpectrum(const vector<Real>& parVals, const vector<Real>& flux,
const vector<vector<Real> >& addFlux = vector<vector<Real> >(),
const vector<Real>& fluxErr = vector<Real>(),
const vector<vector<Real> >& addFluxErr = vector<vector<Real> >())
```

Constructors. The first is the default constructor and the second is a constructor version of the load method described below.

- ~tableSpectrum()

Default destructor.

- void load(const vector<Real>& parVals, const vector<Real>& flux,
const vector<vector<Real> >& addFlux = vector<vector<Real> >(),
const vector<Real>& fluxErr = vector<Real>(),
const vector<vector<Real> >& addFluxErr = vector<vector<Real> >())

Method to load required content into object.

- void pushaddFlux(vector<Real>)

Push an additional parameter spectrum.

- vector<Real> getaddFlux(Integer Number)

Get an additional parameter spectrum.

- string disp() const

Display information about the table spectrum - return as a string.

- void clear()

Clear contents of the table spectrum.

- Integer NumberFluxes() const

Integer getNumberFluxes() const

Return the size of the flux array.

- Integer NumberFluxErrors() const

Integer getNumberFluxErrors() const

Return the size of the flux error array.

- Integer NumberParameterValues() const

Integer getNumberParameterValues() const

Return the size of the array of parameter values.

- Integer NumberAdditiveParameters() const

Integer getNumberAdditiveParameters() const

Return the number of additive parameters.

- Integer NumberAdditiveFluxes(const Integer iaddParam) const

Integer getNumberAdditiveFluxes(const Integer iaddParam) const

Return the size of the flux array for this additive parameter.

- Integer NumberAdditiveFluxErrors(const Integer iaddParam) const

Integer getNumberAdditiveFluxErrors(const Integer iaddParam) const

Return the size of the flux error array for this additive parameter.

#### 3.4.10 Public tableSpectrum methods to get and set internal data

- const vector<Real>& getFlux() const

Integer setFlux(const vector<Real>& values)

Real getFluxElement(const Integer i) const

```

Integer setFluxElement(const Integer i, const Real value)

• const vector<Real>& getFluxError() const

Integer setFluxError(const vector<Real>& values)

Real getFluxErrorElement(const Integer i) const

Integer setFluxErrorElement(const Integer i, const Real value)

• const vector<Real>& getParameterValues() const

Integer setParameterValues(const vector<Real>& values)

Real getParameterValuesElement(const Integer i) const

Integer setParameterValuesElement(const Integer i, const Real value)

• const vector<vector<Real> >& getaddFlux() const

Integer setaddFlux(const vector<vector<Real> >& values)

const vector<Real>& getaddFluxElement(const Integer iparam) const

Integer setaddFluxElement(const Integer
iparam,
 const vector<Real>& valueparam)

Real getaddFluxElementElement(const Integer iparam, const Integer i) const

Integer setaddFluxElementElement(const Integer iparam, const Integer i,
 const Real value)

• const vector<vector<Real> >& getaddFluxError() const

Integer setaddFluxError(const vector<vector<Real> >& values)

const vector<Real>& getaddFluxErrorElement(const Integer iparam) const

Integer setaddFluxErrorElement(const Integer iparam,
 const vector<Real>& valueparam)

Real getaddFluxErrorElementElement(
 const Integer iparam, const Integer i) const

Integer setaddFluxErrorElementElement(const Integer iparam,
 const Integer i, const Real value)

```



## 3.5 Grouping

### 3.5.1 grouping class private members

```
class grouping{
private:

 vector<Integer> m_groupingFlag; // Grouping flag: 1=start of bin,
 // -1=continuation of bin
 vector<Integer> m_qualityFlag; // Quality flag: 0=good
```

### 3.5.2 grouping class public methods

- grouping()

```
grouping(vector<Integer> inGroup, vector<Integer> inQual)
```

Constructors. First is the default and the second loads from an integer arrays of grouping and quality values.

- ~grouping()

Default destructor.

- string disp() const

Display grouping information. - return as a string.

- void clear()

Clear grouping information.

- Integer read(string filename, const Integer Number,
 const Integer First)

Read from an ascii file of grouping factors. Each line of the file should have three numbers, the start bin, end bin, and grouping factor. The input bin numbers start at First and there are Number in total.

- void load(const Integer BinFactor, const Integer Number)

Set the grouping flags for Number bins with a binning factor of BinFactor.

- Integer load(const vector<Integer>& StartBin, const vector<Integer>& EndBin,
 const vector<Integer>& BinFactor, const Integer Number,
 const Integer First)

Set grouping flags from an array of binning information in the StartBin, EndBin and BinFactor arrays. The input bin numbers start at First and there are Number in total.

- Integer loadFromVector(const vector<Integer>& QualVector,  
                          const vector<Integer> GroupVector)  
Set grouping from quality and grouping vectors from a pha object.
- template <class T>Integer loadMin(const T Minimum,  
                                      const vector<T>& values)

```
template <class T>Integer loadMin(const T Minimum,
 const vector<T>& Values,
 const Integer StartChannel = 0,
 const Integer EndChannel = 0)
```

Set the grouping flags based on requiring a minimum value in each grouped bin when the values in each channel are those in the input Values array. Optionally only do this between the StartChannel and EndChannel channels. If StartChannel and EndChannel are identically zero then they are not used.

- Integer loadOptimal(const vector<Real>& FWHM,  
                          const vector<Integer>& Counts)  
Set using optimal binning based on the instrument FWHM. This assumes that the FWHM is that for each energy.
- bool newBin(const Integer Bin) const  
Return whether Bin is the start of a group.
- Integer size() const  
Return number of bins in grouping object.

### 3.5.3 Public grouping methods to get and set internal data

- const vector<Integer>& getGroupingFlag() const  
  
Integer setGroupingFlag(const vector<Integer>& values)  
  
const Integer getGroupingFlagElement(const Integer i) const  
  
Integer setGroupingFlagElement(const Integer i, const Integer value)
- const vector<Integer>& getQualityFlag() const  
  
Integer setQualityFlag(const vector<Integer>& values)  
  
const Integer getQualityFlagElement(const Integer i) const  
  
Integer setQualityFlagElement(const Integer i, const Integer value)

### 3.5.4 Other grouping routines

- `template <class T> void GroupBin(const vector<T>& inArray,  
                                  const Integer mode, const grouping& GroupInfo, vector<T>& outArray)`
- `template <class T> void GroupBin(const valarray<T>& inArray,  
                                  const Integer mode, const grouping& GroupInfo, valarray<T>& outArray)`

This routine applies GroupInfo to the input inArray to create the output outArray. The behavior is determined by mode which can take five values: SumMode which adds the contents of all bins in a group; SumQuadMode which adds the bins in quadrature; MeanMode which returns the arithmetic mean of the all bins in a group; FirstEltMode which returns the value of the first bin in each group; LastEltMode which returns the value of the last bin in each group.

- `Integer readBinFactors(string filename, vector<Integer>& StartBin,  
                          vector<Integer>& EndBin, vector<Integer>& BinFactor)`

Read a file containing grouping information and place into the arrays StartBin, EndBin and BinFactor. Each line of the file should have three numbers, the start bin, end bin, and grouping factor.

## 3.6 Utility routines

- `void SPreadColUnits(ExtHDU&, const string, string&)`  
Read the units associated with a column.
- `void SPwriteColUnits(Table&, const string, const string)`  
Write the units associated with a column.
- `string SPstringTform(const vector<string>& Data)`  
Returns the tform string for the longest string in the input vector.
- `Integer SPcopyHDUs(const string infile, const string outfile)`  
Copy from infile to outfile all HDUs which are not manipulated by this library.
- `Integer SPcopyKeys(const string infile, const string outfile,  
                    const string HDUname, const Integer HDUnumber = 1)`  
  
`Integer SPcopyKeys(const string infile, const string outfile,  
                    string HDUname, const string outHDUname,  
                    const Integer HDUnumber = 1, const Integer outHDUnumber = 1 )`

Copy non-critical keywords from infile to outfile for HDUname extension with EXTVER HDUnumber.

- `Integer SPwriteCreator(const string filename, const string HDUname, const string creator, const Integer HDUnumber = 1)`  
Write the creating program and version id string into the CREATOR keyword in the specified file.
- `vector<Integer> SPfindExtensions(const string filename, const string keyname, const string value, Integer& Status);`  
Find the numbers of any extensions containing keyword keyname=keyvalue
- `bool isValidXUnits(const string xUnits)`  
Checks whether xUnits are supported.
- `Integer calcXfactor(const string xUnits, bool& isWave, Real& xFactor)`  
Calculates the conversion factor for xUnits energies/wavelength to keV. If xUnits is wavelength then returns isWave as true.
- `bool isValidYUnits(const string yUnits)`  
Checks whether yUnits are supported.
- `Integer calcYfactor(const string yUnits, bool& isEnergy, bool& perWave, Real& yFactor)`  
Calculates the conversion factor for yUnits to ph/cm<sup>2</sup>/s. If yUnits contains an energy numerator (eg ergs) then returns isEnergy as true. If yUnits contains a wavelength denominator (eg micron) returns perWave as true.
- `void SPreportError(const int errorNumber, const string optionalString = '')`  
Add to the error stack errorNumber along with an optional string containing additional information.
- `string SPgetErrorStack()`  
Write the entire error stack into a string.
- `string SPclearErrorStack()`  
Clear the error stack.
- `vector<string> SPreadStrings(const string& filename)`  
Read a text file and place each row into its own element of a vector<string>.
- `vector<string> SPtokenize(const string & str, const string & delim)`  
Divide a string into substrings delimited using delim.
- `string SPmatchString(const string& str, const vector<string>& strArray, int& nmatch)`  
Partial match a string from a vector of strings.

- `bool SPstring2Real(const vector<string>& str,  
vector<Real>& value)`

`bool SPstring2Real(const string& str, Real& value)`

Convert a string or vector of strings into a Real or vector of Reals.

- `bool SPstring2double(const vector<string>& str,  
vector<double>& value)`

`bool SPstring2double(const string& str, double& value)`

Convert a string or vector of strings into a double or vector of doubles.

- `bool SPstring2float(const vector<string>& str,  
vector<float>& value)`

`bool SPstring2float(const string& str, float& value)`

Convert a string or vector of strings into a float or vector of floats.

- `bool SPstring2Integer(const vector<string>& str,  
vector<Integer>& value)`

`bool SPstring2Integer(const string& str, Integer& value)`

Convert a string or vector of strings into an Integer or vector of Integers.

- `bool SPrangeString2IntegerList(const string& str, const string& delim1,  
const string& delim2, vector<Integer>& list)`

Convert a string of delimited range specifications of form `n1"delim2"n2` meaning `n1` to `n2` inclusive or `n3` meaning just `n3`. Ranges are delimited using `delim1`.

- `void SPcalcShift(const vector<Real>& Low,  
const vector<Real>& High, const vector<Integer>& vStart,  
const vector<Integer>& vEnd, const vector<Real>& vShift,  
const vector<Real>& vFactor, vector<vector<size_t> >& fromIndex,  
vector<vector<Real> >& Fraction)`

Calculate factors for shifting an array

- `template <class T> void SPfind(const T& array,  
const Real& target, Integer& index)`

Find the position in the array of the target value. If array is increasing the index is the last element in array  $\leq$  target; if target  $<$  array[0] then index = -1; if target  $\geq$  array[array.size()-1] then index = array.size()-1. If array is decreasing the index is the last element in array  $\geq$  target; if target  $>$  array[0] then index = -1; if target  $\leq$  array[array.size()-1] then index = array.size()-1. The template class T can be either vector or valarray of Real or Integer.

- `template <class T> void SPbisect(Integer& lower, Integer& upper,  
    const T& array, const Real& target, bool increasing)`

Do a bisection search between indices `lower` and `upper` on array to find target. On exit `lower` and `upper` are set to the indices which bracket target.

# Chapter 4

## C interface

### 4.1 PHA files

#### 4.1.1 PHA structure

```
struct PHA {

 long NumberChannels; /* Number of spectrum channels */
 long FirstChannel; /* First channel number */

 float* Pha; /*NumberChannels*/ /* PHA data */
 float* StatError; /*NumberChannels*/ /* Statistical error */
 float* SysError; /*NumberChannels*/ /* Statistical error */

 int* Quality; /*NumberChannels*/ /* Data quality */
 int* Grouping; /*NumberChannels*/ /* Data grouping */
 int* Channel; /*NumberChannels*/ /* Channel number */

 float* AreaScaling; /*NumberChannels*/ /* Area scaling factor */
 float* BackScaling; /*NumberChannels*/ /* Background scaling factor */

 float Exposure; /* Exposure time */
 float CorrectionScaling; /* Correction file scale factor */
 int DetChans; /* Content of DETCHANS keyword */

 int Poisserr; /* If true, errors are Poisson */
 char Datatype[FLEN_KEYWORD]; /* "COUNT" for count data and */
 /* "RATE" for count/sec */
 char Spectrumtype[FLEN_KEYWORD]; /* "TOTAL", "NET", or "BKG" */
};
```

```

char ResponseFile[FLEN_FILENAME]; /* Response filename */
char AncillaryFile[FLEN_FILENAME]; /* Ancillary filename */
char BackgroundFile[FLEN_FILENAME]; /* Background filename */
char CorrectionFile[FLEN_FILENAME]; /* Correction filename */

char ChannelType[FLEN_KEYWORD]; /* Value of CHANTYPE keyword */
char Telescope[FLEN_KEYWORD];
char Instrument[FLEN_KEYWORD];
char Detector[FLEN_KEYWORD];
char Filter[FLEN_KEYWORD];
char Datamode[FLEN_KEYWORD];

char *XSPECFilter[100]; /* Filter keywords */
};

```

#### 4.1.2 PHA routines

- `int ReadPHAtypeI(char *filename, long PHANumber, struct PHA *phastruct)`  
 Read the type I SPECTRUM extension from a FITS file - if there are multiple SPECTRUM extensions then read the one with EXTVER=PHANumber.
- `int ReadPHAtypeII(char *filename, long PHANumber, long NumberSpectra, long *SpectrumNumber, struct PHA **phastructs)`  
 Read the type II SPECTRUM extension from a FITS file - if there are multiple SPECTRUM extensions then read the one with EXTVER=PHANumber. Within the SPECTRUM extension reads the spectra listed in the SpectrumNumber vector.
- `int WritePHAtypeI(char *filename, struct PHA *phastruct)`  
 Write the spectrum to a type I SPECTRUM extension in a FITS file.
- `int WritePHAtypeII(char *filename, long NumberSpectra, struct PHA **phastructs)`  
 Write the multiple spectra to a type II SPECTRUM extension in a FITS file.
- `int ReturnPHAtype(char *filename, long PHANumber)`  
 Return the type of the SPECTRUM extension with EXTVER=PHANumber.
- `void DisplayPHAtypeI(struct PHA *phastruct)`  
 Write information about the spectrum to stdout.
- `void DisplayPHAtypeII(long NumberSpectra, struct PHA **phastructs)`  
 Write information about multiple spectra to stdout.



- `int RebinPHA(struct PHA *phastruct, struct BinFactors *bin)`  
Rebin spectrum.
- `int CheckPHACounts(char *filename, long PHANumber)`  
Return 0 if COUNTS column exists and is integer or COUNTS column does not exist.
- `long ReturnNumberOfSpectra(char *filename, long PHANumber)`  
Return the number of spectra in the type II SPECTRUM extension which has EXTVER equal to PHANumber.

## 4.2 RMF files

### 4.2.1 RMF structure

```

struct RMF {

 long NumberChannels; /*Number of spectrum channels*/
 long NumberEnergyBins; /*Number of response energies*/
 long NumberTotalGroups; /*Total number of resp groups*/
 long NumberTotalElements; /*Total number of resp elts*/
 long FirstChannel; /*First channel number*/
 long isOrder; /*If true grating order*/
 /*information included*/

 long* NumberGroups; /*NumberEnergyBins*/ /*Number of resp groups for*/
 /*this energy bin*/
 long* FirstGroup; /*NumberEnergyBins*/ /*First resp group for this*/
 /*energy bin (counts from 0)*/

 long* FirstChannelGroup; /*NumberTotalGroups*/ /*First channel number in*/
 /*this group*/
 long* NumberChannelGroups; /*NumberTotalGroups*/ /*Num of channels in this grp*/
 long* FirstElement; /*NumberTotalGroups*/ /*First resp elt for this grp*/
 /*(counts from 0)*/
 long* OrderGroup; /*NumberTotalGroups*/ /*Grating order of this grp*/

 float* LowEnergy; /*NumberEnergyBins*/ /*Start energy of bin*/
 float* HighEnergy; /*NumberEnergyBins*/ /*End energy of bin*/

 float* Matrix; /*NumberTotalElements*/ /*Matrix elements*/

 float* ChannelLowEnergy; /*NumberChannels*/ /*Start energy of channel*/
 float* ChannelHighEnergy; /*NumberChannels*/ /*End energy of channel*/

```

```

float AreaScaling; /*Value of EFFAREA keyword*/
float ResponseThreshold; /*Minimum value in response*/

char EnergyUnits[FLEN_KEYWORD]; /*Units for energies*/
char RMFUnits[FLEN_KEYWORD]; /*Units for RMF*/

char ChannelType[FLEN_KEYWORD]; /*Value of CHANTYPE keyword*/
char Telescope[FLEN_KEYWORD];
char Instrument[FLEN_KEYWORD];
char Detector[FLEN_KEYWORD];
char Filter[FLEN_KEYWORD];
char RMFType[FLEN_KEYWORD]; /*HDUCLAS3 keyword in MATRIX*/
char RMFExtensionName[FLEN_VALUE]; /*EXTNAME keyword in MATRIX*/
char EBDEExtensionName[FLEN_VALUE]; /*EXTNAME keyword in EBOUNDS*/

};

struct RMFchan {

 long NumberChannels; /*Number of spectrum channels*/
 long NumberEnergyBins; /*Number of response energies*/
 long NumberTotalGroups; /*Total number of resp groups*/
 long NumberTotalElements; /*Total number of resp elts*/
 long FirstChannel; /*First channel number*/
 long isOrder; /*If true grating order*/
 /*information included*/

 long* NumberGroups; /*NumberChannels*/ /*Number of resp groups for*/
 /*this channel bin*/
 long* FirstGroup; /*NumberChannels*/ /*First resp group for this*/
 /*channel bin (counts from 0)*/

 long* FirstEnergyGroup; /*NumberTotalGroups*/ /*First energy bin in this grp*/
 long* NumberEnergyGroups; /*NumberTotalGroups*/ /*Number of energy bins in*/
 /*this group */
 long* FirstElement; /*NumberTotalGroups*/ /*First resp elt for this grp*/
 /*(counts from 0)*/
 long* OrderGroup; /*NumberTotalGroups*/ /*Grating order of this group*/

 float* LowEnergy; /*NumberEnergyBins*/ /*Start energy of bin*/
 float* HighEnergy; /*NumberEnergyBins*/ /*End energy of bin*/

 float* Matrix; /*NumberTotalElements*/ /*Matrix elements*/

```

```

float* ChannelLowEnergy; /*NumberChannels*/ /*Start energy of channel*/
float* ChannelHighEnergy; /*NumberChannels*/ /*End energy of channel*/

float AreaScaling; /*Value of EFFAREA keyword*/
float ResponseThreshold; /*Minimum value in response*/

char EnergyUnits[FLEN_KEYWORD]; /*Units for energies*/
char RMFUnits[FLEN_KEYWORD]; /*Units for RMF*/

char ChannelType[FLEN_KEYWORD]; /*Value of CHANTYPE keyword*/
char RMFVersion[FLEN_KEYWORD]; /*MATRIX format version*/
char EBDVersion[FLEN_KEYWORD]; /*EBOUNDS format version*/
char Telescope[FLEN_KEYWORD];
char Instrument[FLEN_KEYWORD];
char Detector[FLEN_KEYWORD];
char Filter[FLEN_KEYWORD];
char RMFType[FLEN_KEYWORD]; /*HDUCLAS3 keyword in MATRIX*/
char RMFExtensionName[FLEN_VALUE]; /*EXTNAME keyword in MATRIX*/
char EBDEExtensionName[FLEN_VALUE]; /*EXTNAME keyword in EBOUNDS*/

};

```

#### 4.2.2 RMF routines

- `int ReadRMFMatrix(char *filename, long RMFnumber, struct RMF *rmf)`  
Read the RMF matrix from a FITS file - if there are multiple RMF extensions then read the one with `EXTVER=RMFnumber`.
- `int WriteRMFMatrix(char *filename, struct RMF *rmf)`  
Write the RMF matrix to a FITS file.
- `int ReadRMFEbounds(char *filename, long EBDnumber, struct RMF *rmf)`  
Read the RMF ebounds from a FITS file - if there are multiple EBOUNDS extensions then read the one with `EXTVER=EBDnumber`.
- `int WriteRMFEbounds(char *filename, struct RMF *rmf)`  
Write the RMF ebounds to a FITS file.
- `void DisplayRMF(struct RMF *rmf)`  
Write information about RMF to stdout.
- `void ReturnChannel(struct RMF *rmf, float energy, int NumberPhotons, long *channel)`

Return the channel for a photon of the given input energy - draws random numbers to return NumberPhotons entries in the channel array.

- `void NormalizeRMF(struct RMF *rmf)`  
Normalize the response to unity in each energy.
- `void CompressRMF(struct RMF *rmf, float threshold)`  
Compress the response to remove all elements below the threshold value.
- `int RebinRMFChannel(struct RMF *rmf, struct BinFactors *bins)`  
Rebin the RMF in channel space.
- `int RebinRMFEnergy(struct RMF *rmf, struct BinFactors *bins)`  
Rebin the RMF in energy space.
- `void TransposeRMF(struct RMF *rmf, struct RMFchan *rmfchan)`  
Transpose the matrix.
- `float ReturnRMFElement(struct RMF *rmf, long channel, long energybin)`  
Return a single value from the matrix.
- `float ReturnRMFchanElement(struct RMFchan *rmfchan, long channel, long energybin)`  
Return a single value from the transposed matrix.
- `int AddRMF(struct RMF *rmf1, struct RMF *rmf2)`  
Add rmf2 onto rmf1.

## 4.3 ARF files

### 4.3.1 ARF structure

```
struct ARF {
 long NumberEnergyBins; /* Number of response energies */

 float* LowEnergy; /*NumberEnergyBins*/ /* Start energy of bin */
 float* HighEnergy; /*NumberEnergyBins*/ /* End energy of bin */

 float* EffArea; /*NumberEnergyBins*/ /* Effective areas */

 char EnergyUnits[FLEN_KEYWORD]; /* Units for energies */
 char arfUnits[FLEN_KEYWORD]; /* Units for effective areas */
}
```

```

char Telescope[FLEN_KEYWORD];
char Instrument[FLEN_KEYWORD];
char Detector[FLEN_KEYWORD];
char Filter[FLEN_KEYWORD];
char ARFExtensionName[FLEN_VALUE]; /* EXTNAME keyword in SPECRESP */
};

```

### 4.3.2 ARF routines

- `int ReadARF(char *filename, long ARFnumber, struct ARF *arf)`  
Read the effective areas from a FITS file - if there are multiple SPECRESP extensions then read the one with EXTVER=ARFFnumber.
- `int WriteARF(char *filename, struct ARF *arf)`  
Write the ARF to a FITS file.
- `void DisplayARF(struct ARF *arf)`  
Write information about ARF to stdout.
- `int AddARF(struct ARF *arf1, struct ARF *arf2)`  
Add arf2 onto arf1.
- `long MergeARFRMF(struct ARF *arf, struct RMF *rmf)`  
Multiply the ARF into the RMF.

## 4.4 Binning and utility

### 4.4.1 BinFactors structure

```

struct BinFactors {
 long NumberBinFactors;

 long *StartBin;
 long *EndBin;
 long *Binning;
};

```

#### 4.4.2 Binning and utility routines

- `int SPReadBinningFile(char *filename, struct BinFactors *binning)`  
Read an ascii file with binning factors and load the binning array.
- `int SPSetGroupArray(int inputSize, struct BinFactors *binning,  
int *groupArray)`  
Set up a grouping array using the BinFactors structure.
- `int SPBinArray(int inputSize, float *input, int *groupArray, int mode,  
float *output)`  
Bin an array using the information in the grouping array.
- `void SPsetCCfitsVerbose(int mode)`  
Set the CCfits verbose mode.
- `int SPcopyExtensions(char *infile, char *outfile)`  
Copy all HDUs which are not manipulated by this library.
- `int SPcopyKeywords(char *infile, char *outfile, char *hduname,  
int hdunumber)`  
Copy all non-critical keywords for the hdunumber instance of the extension hduname.

## Appendix A

# Building programs using heasp

To build a C++ program using the heasp library you need to use the standard heasoft tool i.e. hmake. This requires a Makefile in the following specific format.

```
HD_COMPONENT_NAME = heacore
HD_COMPONENT_VERS =
HD_CXXTASK = myprogram
HD_CXXTASK_SRC_cxx = myprogram.cxx
HD_CXXFLAGS = ${HD_STD_CXXFLAGS} -Wno-deprecated
HD_CXXLIBS = ${HD_LFLAGS} ${HD_STD_CXXLIBS} -l${HEASP} \
 ${XLIBS} ${SYSLIBS}
HD_INSTALL_TASKS =
include ${HD_STD_MAKEFILE}
```

Here myprogram.cxx is the file containing the main routine. Any other C++ source files required can be added to the same line. This will build an executable file in the current directory. The default hmake install option is disabled but if the executable is to be placed in a particular place that command can be added to the HD\_INSTALL\_TASKS line.





## Appendix B

# Ftools and Heasp

The following table lists ftools that operate on spectra or responses and the related HEASP routines. The read and write routines apply in all cases so are not included in the table. In some, relatively simple, cases the ftool equivalent could be performed by directly getting and setting class members.

| Ftool      | corresponding HEASP C++ routines                            |
|------------|-------------------------------------------------------------|
| addarf     | arf::operator+=, arf::operator+                             |
| addrmf     | rmf::operator+=, rmf::operator+                             |
| cmppha     | phaII::get                                                  |
| cmprmf     | rmf::compress                                               |
| dmprrmf    | directly access rmf class members                           |
| gcorpha    | pha::shiftChannels                                          |
| gcorrmf    | rmf::shiftChannels                                          |
| marfrmf    | rmf::operator*=, rmf::operator*                             |
| rbrnrmf    | grouping::load, rmf::rebinChannels, rmf::rebinEnergies      |
| arf2arf1   | arfII::get                                                  |
| ascii2pha  | directly set pha class members                              |
| chkarf     | arf::check, arfII::check                                    |
| chkpha     | pha::check, phaII::check                                    |
| chkrmf     | rmf::check                                                  |
| flx2xsp    | directly set pha and rmf class members                      |
| flx2tab    | directly set table class members                            |
| grppha     | grouping::load, pha::setGrouping                            |
| grppha2    | phaII::get, grouping::load<br>pha::setGrouping, phaII::push |
| mathpha    | pha::operator+=, pha::operator+, pha::operator*=            |
| mkftrsp    | directly set rmf class members                              |
| rbrnpha    | grouping::load, pha::setGrouping, pha::rebinChannels        |
| rsp2rmfarf | directly get and set rmf and arf class members              |
| sdss2xsp   | directly set pha and rmf class members                      |
| sprbnarf   | grouping::load, GroupBin                                    |

## Appendix C

# Error Codes

- 1 : NoSuchFile : Cannot find the file specified.
- 2 : NoData : A column read has no members.
- 3 : NoChannelData : The SPECTRUM has no Channel column and no channel data can be constructed.
- 4 : NoStatError : The SPECTRUM has no statistical error column and POISSERR=F.
- 5 : CannotCreate : Cannot create a new file.
- 6 : NoEnergyLo : The ENERG\_LO column in an ARF or RMF file has no data.
- 7 : NoEnergyHi : The ENERG\_HI column in an ARF or RMF file has no data.
- 8 : NoSpecresp : The SPECRESP column in an ARF has no data.
- 9 : NoEboundsExt : There is no EBOUNDS extension in an RMF file.
- 10 : NoEmin : The E\_MIN column in an RMF file has no data.
- 11 : NoEmax : The E\_MAX column in an RMF file has no data.
- 12 : NoMatrixExt : There is no MATRIX extension in an RMF file.
- 13 : NoNgrp : The N\_GRP column in an RMF file has no data.
- 14 : NoFchan : The F\_CHAN column in an RMF file has no data.
- 15 : NoNchan : The N\_CHAN column in an RMF file has no data.
- 16 : NoMatrix : The MATRIX column in an RMF file has no data.
- 17 : CannotCreateMatrixExt : The output MATRIX extension cannot be created.
- 18 : CannotCreateEboundsExt : The output EBOUNDS extension cannot be created.

- 19 : InconsistentGrouping : The grouping information size is different from that of the array to which it is being applied.
- 20 : InconsistentEnergies : The energy information differs between the objects which are being compared.
- 21 : InconsistentChannels : The channel information differs between the objects which are being compared.
- 22 : InconsistentUnits : The units information differs between the objects which are being compared.
- 23 : UnknownXUnits : The wavelength or energy units are not supported.
- 24 : UnknownYUnits : The flux units are not supported.
- 25 : InconsistentNumelt : The RMF MATRIX extension NUMELT keyword is inconsistent with the actual number of response elements.
- 26 : InconsistentNumgrp : The RMF MATRIX extension NUMGRP keyword is inconsistent with the actual number of response groups.
- 27 : InconsistentNumTableParams : The wrong number of parameters were given to table::getValues.
- 28 : TableParamValueOutsideRange : A parameter value was given to table::getValues which is outside the tabulated range.
- 29 : InconsistentKeywordValues : Two keywords which should have the same value do not.

# Appendix D

## Change log

### D.1 v2.1

#### D.1.1 General

- Made arf, pha, and rmf classes a bit more tolerant by allowing reading of files where extensions are identified only by HDUCLAS\* keywords.
- Replaced deprecated auto\_ptr by unique\_ptr.
- Added SPneedVecCol routine to check whether a column should be vector or scalar.
- Changed SPcopyKeys so it only copies keywords that do not already exist in the target extension. This prevents overwriting keyword values that have been set by the tool calling the routine.

#### D.1.2 arf

- Added handy routines to return the extension numbers of SPECRESP extensions in a file and the type of an extension.

#### D.1.3 arfII

- Made recognition of arf extensions more flexible in NumberofARFs.

#### D.1.4 grouping

- Changed the grouping class to include separate grouping and quality vectors instead of combining them in a single flag vector. Made corresponding changes to methods.
- Fixed bug which was incorrectly rejecting binning factors of -1 in a binning text file.

### D.1.5 pha

- Fixed a bug in `convertUnits()` which prevented the conversion working in the case of input fluxes in  $\text{ph/cm}^2/\text{s/keV}$
- In `rebinChannels` set the grouping identically to 0 rather than 1 for consistency with the standard since a `GROUPING` keyword will be written.
- Changed setting of output quality to be bad if either any input channel making the bin is bad or if `phafile` grouping is being used any channel in the grouping `pha` is bad.

### D.1.6 rmf

- When writing output files change `N_GRP` and `CHANNEL` to J format if required.
- Fixed out-of-bounds writes in cases when the `F_CHAN` and `N_CHAN` vector columns are longer than `N_GRP`.
- Modified `rmf::read` so that the `EBOUNDS` data is first read into a separate `rmf` object so it can test for consistency between `MATRIX` and `EBOUNDS` keywords such as `CHANTYPE` and `INSTRUME`. If inconsistencies are found then messages are written to `SReportError` so the calling program can check for them. The keywords from `MATRIX` take priority over those from `EBOUNDS`.
- Add handy functions to return vectors of extension numbers of `EBOUNDS` and `MATRIX` extensions.
- Changed `rmf` compression criterion to only include elements with values  $> \text{LO\_THRES}$  instead of  $\geq \text{LO\_THRES}$ .
- Write `EBOUNDS` and `MATRIX` energy columns as D instead of E to avoid precision issues with high-resolution optical/UV spectra.

### D.1.7 table

- Changed `ENERGIES` columns from single to double precision.
- Fixed a bug in `convertUnits()` which prevented the conversion working in the case of input fluxes in  $\text{ph/cm}^2/\text{s/keV}$

## D.2 v2.00

### D.2.1 General

- Major rewrite for all classes to make data private. Internal data members now start with `m_...`. There are get and set operations to manipulate their values. So, for instance `getfoo()` returns

`m_foo` and `setfoo(bar)` sets `m_foo` to `bar`. If `m_foo` is a vector then individual elements can be accessed using `getfooElement(i)` and `setfooElement(i,bar)`.

- Used `const` wherever possible on methods and arguments for methods.
- Where possible used default values of arguments instead of overloading.
- Removed copying of other keywords and extensions from write methods since these should not be considered operations of the class.
- Removed storing OGIP version numbers in classes since this doesn't make sense - just write the latest version number in write methods.
- Added `copy`, `load`, and, where appropriate, `read` constructors.
- Added SWIG typemaps to map C++ vectors to numpy arrays in Python.

### D.2.2 `rmf`

- Added `estimatedFWHMperChannel` method to estimate the FWHM in each channel in contrast to `estimatedFWHM` which estimates it in each energy bin.

### D.2.3 `grouping`

- Added `loadOptimalEnergy` method to set the grouping array using the Kaastra & Bleeker optimal binning in response energy.

## D.3 v1.20

### D.3.1 `General`

- Fixed some cases where vectors were being passed to methods by value, not by address.
- Modified Makefile to remove dependencies on `heautils`, `heaio` and `ape` libraries, which are no longer required.

### D.3.2 `pha, phaII`

- Add `getGrouping` method to return the content of the grouping array to a grouping object.

### D.3.3 `rmf`

- Modified `RandomChannels` so that vectors of random numbers are passed in rather than generated internally.

### D.3.4 table

- Fixed an error when reading which caused the last two entries in the Energies vector to have the same value.

### D.3.5 grouping

- Added loadOptimal method for Kaastra & Bleeker optimal binning scheme.
- Added loadFromVector method to make a grouping object from quality and grouping vectors.

## D.4 v1.10

### D.4.1 General

- Changed definition of Real from float to double.
- Added SPstring2double and SPstring2float to convert from string to double and float.
- Added SPfind and SPbisect routines to search for the position of a target value within an array.
- Added SPfindExtensions to return the numbers of extensions with a given value of some keyword.
- Added chapter on building programs using the heasp library.

### D.4.2 pha, phaII

- Added selectChannels to select a subset of the pha channels.
- Added getMinCountsGrouping to get the grouping using a minimum number of counts per bin
- Added getMinSNGrouping to get the grouping using a minimum S/N ratio per bin. Optionally also uses a background pha file.

### D.4.3 rmf

- Added multiplyByModel to matrix multiply the response by a vector to output a vector of pha values.
- Added estimatedFWHM to estimate the FWHM in channels for each energy range.
- Added binarySearch to return the index in the energy array for an input energy



#### D.4.4 arf and arfII

- Added NumberOfARFs to return the number of ARFs in the type II SPECRESP extension.

#### D.4.5 table

- Added FluxError and addFluxError to store errors on tabulated data when available.
- Added LowEnergyLimit and HighEnergyLimit to store values to be used when input energies are below and above, respectively, the tabulated energies.
- Added Filename to store name of file from which the table was read.
- Added option not to read all the Spectra but just set up the objects. Added a new method readSpectra which then loads the requested Spectra.
- Added getValues to return the interpolated spectrum based on the input parameter values.

#### D.4.6 grouping

- Corrected flag to be +1 for start of a bin, -1 for continuation, and 0 for ignore.
- Added loadMin which sets the grouping flag based requiring a minimum value in each grouped bin for the input array of values.

### D.5 v1.03

#### D.5.1 General

- Added SPstring2Real and SPstring2Integer functions to convert vectors of strings into vectors of Reals and Integers, respectively.

#### D.5.2 rmf

- Added interpolateAndMultiply which multiplies the rmf by a vector which may not be on the same energy binning as the rmf.

### D.6 v1.02

#### D.6.1 General

- Added SPwriteCreator routine to write the CREATOR keyword.
- Added SPreadStrings routine to read a text file into a vector|stringj.

- Added SPtokenize routine to divide a string into substrings.
- Added SPmatchString routine to partial match a string from a vector of strings.
- Added SPstring2Real routine to convert a string to a Real.
- Added SPstring2Integer routine to convert a string to an Integer.
- Added SPcalcShift routine to calculate factors used for shifting an array.

### D.6.2 pha, phaII

- Added shiftChannels options to include a stretch by specified factor, to deal with multiple shifts at the same time, and to allow the shift to be specified in energy instead of channels.

### D.6.3 rmf

- Added RandomChannels options to use multiple input energies, each with a different number of output photons.
- Added an uncompress method to turn a compressed matrix into the full rectangular form.
- Added shiftChannels options to include a stretch by specified factor, to deal with multiple shifts at the same time, and to allow the shift to be specified in energy instead of channels.
- Added a \*= and \* operators to multiply by a constant.
- Added substituteRow method to replace a given row in the rmf. Note that this is inefficient so should not be used repeatedly to construct a new rmf.

### D.6.4 arf

- Added a rebin method.
- Added \*= and \* operators to multiply by a constant.

## D.7 v1.01

### D.7.1 General

- Added unit conversions through calcXfactor and calcYfactor routines.
- Added a global SPerrorStack to improve error reporting. Entries are added to the stack using SPreportError and can be retrieved using SPgetErrorStack which returns a string. SPclearErrorStack resets the stack.

- Added modifications to all classes to handle case where user writes an extension of some type into a file which already contains an extension of the same type. Now writes the new extension with an EXTVER keyword set to one more than the highest EXTVER of other extensions of the same type in the file.
- Made checkCompatibility routines consistent across classes and added a check for units.

### D.7.2 pha, phaII

- Overloaded +, += for pha objects to add them and \*= to multiply by a constant.
- Added version of pha::rebinChannels which allows control of the method for calculating the new StatError.
- Added pha::shiftChannels to shift channels.
- Added missing write of the DETCHANS keyword/column for type II PHA files.
- Fixed problem in C wrappers for spectra with arrays containing identical values.

### D.7.3 rmf

- Replaced the compressLine function with the rmf::addRow method. Added the reverseRows method to use in cases where the original energy bins are not in increasing order. Added calcGaussResp function to calculate the gaussian response for one row of a response matrix.
- Added rmf::clearMatrix method to wipe only the response matrix part of the rmf object.
- Added rmf::shiftChannels to shift channels.
- Added support for grating orders to the rmf class.
- Corrected error in rmf when reading a file with MATRIX as a fixed length vector column.
- Fixed a counting from 0 or 1 bug in rmf::RowValues.

### D.7.4 table

- Added table::read method.
- Added table::reverseRows method to reverse the order of the Energy, Flux and addFlux vectors. This may be necessary if input is in wavelengths and convertUnits has been used.