COMMENTS ABOUT SGP-MEMO 34
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1.   Reliability cannot be checked against AIPS, but only between
different Pipeline maps. Differences between AIPS and Pipeline maps
will always exist, partly due to the slight difference in gridding
procedure and partly due to principal arithmetic differences between
AP and VAX (word length, rounding-off system). Differences between
(reliable) Pipeline maps and AIPS maps are, of course, of no
consequence at all as long as the beams used in e.g. CLEAN are made on
the same machine. However, even if they are made on different
machines the inherent limited precision in a 16-bit fixed point beam
is probable much worse.

2.   Flagging needs a user interface. GRIDDER has already extended
flagging incorporated although not a point-to-point basis.

3.   CLEANING: I am sorry I have not been able to program this as yet,
but I understand that Bob Payne is progressing. I would like to
stress that it is possible (see 5) and worthwhile to be able to clean
several maps at the same time in the TM, to further enhance
throughput.

4.   Sizes: Map size is not the most important criterion in defining
whether a size is "painful". A 2048x2048 map will always be fast. A
correct 2048x4096 map will always be fast. Here correct means 2
points per beam, hence a UV plane filling of 25%. A 4096x4096 map
with an output size of say 4000x2000 will always be fast; this can be
very handy, and not more costly than a 2048x2048 map, since it will
get rid of aliases for you.

     I agree that MOSAIC-making is a good solution. As you know
GRIDDER will produce many small maps (even with different centers)
simultaneously from the same data set. Optimal use will include
cleaning which can be done on all these maps simultaneously as well.

5.   Subtraction: Gridder accepts two lits of source components. One
will subtract components from the raw data, the other from gridded
data. The first is perfect, the second will work very fast in a clean
environment, since you do not have to go back to the original data.
The number of components is limited only by the available AP core, and
is at least 10,000 components (4 numbers per component). It is well
tested, but user interface implementation has been waiting on the
standard VLA source table definition.

     Component subtraction works at the right frequency for channel
maps, and at the right map position (including n-coordinate) for
mosaic maps.

     Subtraction of maps can just as well be done in the display
system, since in GRIDDER it would also involve a read of the map to be
subtracted.