

Contributed Talk

Splinter Euclid

THE GERMAN EUCLID SCIENCE DATA CENTER & SCIENTIFIC
CHALLENGE 3

Maximilian Fabricius¹, Javier Gracia Carpio¹, Holger Israel², Joe Mohr^{2,3},
Antonello Piemonte¹, Frederic Raison¹, Thomas Vassallo², Michael
Wetzstein¹

¹*Max-Planck-Institut für Extraterrestrische Physik, Garching bei München*

²*Fakultät für Physik, Ludwig-Maximilians-Universität München*

³*Computational Center for Particle and Astrophysics, Excellence Cluster Universe,
Garching bei München*

The Euclid science data centers (SDC) provide the infrastructure for the processing of data not only from the space probe itself but also for the processing and homogenization of external datasets such as the Dark Energy Survey (DES) and the Kilo-Degree Survey. Further, they are responsible for the integration of the pipeline algorithms that are provided by the organizational units (OU) into the Euclid system and to interface them with the central orchestration and data archive. Specifically at SDC-DE, we integrate the processing pipeline for the data from the Dark Energy Survey, assist the implementation of the MER processing function that joins the photometric datasets from all instruments, are leading the definition of the strategy, selection and adaptation of tools for common testing and validation, and are implementing a central monitoring and control system for the ground segment. Crucial for the computation of photometric redshifts, the DES dataset will be fully reprocessed within Euclid, following the requirements and standards for the Euclid data products. Currently we participate the ongoing Scientific Challenge 3 (SC3) which tests the processing functions, central processing orchestration, and the archive system across all SDCs using simulated data. The DES and MER processing functions participate such a project wide challenge for the first time. We will give an overview over the ongoing activities around the integration and development of pipelines, the testing and the hardware, specifically in the context of the SC3.