Make duration of celebration effects consistent

Requested by graf wasili.
"the open question on what the correct duration is"

Celebration effects currently have a different duration based on which function they use to query this state.

The function base_city_celebrating() returns true if population requirements for celebration are met now and happiness requirements have been met last turn. The function city_celebrating() additionally checks if the happiness requirements still hold now.

This leads to the situation that wherever base_city_celebrating() is used, celebration effects last one more turn if population requirements are still met. Most notably this is true for tile outputs calculated by city_tile_cache_update(). Rapture growth and the Lua-API are notable examples of features that use city_celebrating() for checking celebration state.

The question remains which behavior should be the base line for a consistent implementation.