Astronomical Techniques II Lecture 11 - Sensitivity and Deconvolution

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Noise and Temperature

1
$$P = kT\Delta\nu$$

2 $P_N = kT_{sys}\Delta\nu G$
 $T_{sys} = T_{bg} + T_{atm} + T_{spill} + T_{loss} + T_{rec}$
Everything but the target source
3 $P_a = kT_a\Delta\nu G$
 T_a - contribution from the target source
4 $T_{a1} = \frac{\eta_{a1}A_1S}{2k} = K_1S$
5 $K = \frac{\eta_aA}{2k} K Jy^{-1}$ - Flux collecting ability of an antenna

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Sensitivity of a 2 element interferometer

- 1 $V_1(t) = S_1(t) + n_1(t)$
- 2 $V_2(t) = S_2(t) + n_2(t)$
- 3 Assumptions
 - 1 Point source at phase centre
 - 2 Appropriate delays and fringe stop
 - 3 Gaussian white noise
- 4 Components of the correlated output
 - **1** Constant (DC) $S_1(t) S_2(t)$ the object of our measurement
 - 2 zero mean, time varying output unavoidable noise

Sensitivity of a 2 element interferometer

Ratio of DC component to the RMS of the time varying component

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2 Derivation based on

1 Wiener-Khinchine theorem

$$\Delta S = \frac{1}{\sqrt{\Delta t \ \Delta \nu}} \sqrt{S^2 + \frac{ST_{sys}}{K} + \frac{T_{sys}^2}{2K^2}}$$
where $K = \frac{\eta_a A}{2k}$

Sensitivity of a 2 element interferometer

1 Weak source case
$$S << \frac{T_{sys}}{K}$$

$$\Delta S = \frac{1}{\sqrt{2\Delta t \ \Delta \nu}} \frac{T_{sys}}{K}$$
2 Strong source case $S >> \frac{T_{sys}}{K}$

$$\Delta S = \frac{S}{\sqrt{\Delta t \ \Delta \nu}}$$

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Sensitivity of a 2 element complex correlator

$$S_m = \sqrt{S_R^2 + S_I^2}$$

$$\phi_m = tan^{-1} \frac{S_I}{S_R}$$
Noise distribution for S_m - Rice distribution
$$P(S_m) = \frac{S_m}{\Delta S^2} I_0 \left(\frac{S_m S}{\Delta S^2}\right) e^{\frac{-(S_m^2 + S^2)}{s\Delta S^2}}$$
where I_0 is the modified Bessels function of the first kind, order zero, and S is the true amplitude.
Probability distribution for phase error $\phi - \phi_m$, where ϕ is the true phase
$$P(\phi - \phi_m) = \frac{1}{2\pi} e^{\frac{-S^2}{2\Delta S^2}} \left(1 + G\sqrt{\pi}e^{G^2}(1 + erfG)\right)$$

where
$$G(\theta) = \frac{Scos\theta}{\sqrt{2}\Delta S}$$
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Probability distribution of measured amplitude and phase



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Sensitivity for a point source

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Sensitivity for an extended source

$$\begin{array}{l} \blacksquare & B(I,m) - Jy \ beam^{-1} \\ \blacksquare & \frac{I \ \Omega_s}{\Delta I_m} \end{array}$$

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Effect of the primary beam

1
$$I_m(l,m) = I(l,m) P(l,m) + N(l,m)$$

2 $\frac{I_m(l,m)}{P(l,m)} = I(l,m) + \frac{N(l,m)}{P(l,m)}$

Deconvolution

1
$$V'(u, v) = \int \int \int I(l, m) e^{-2\pi i (ul + vm)} dl dm$$

2 Direct inversion not possible

3 Model with a finite number of parameters

4
$$\hat{I}(p\Delta I, q\Delta m)$$

5
$$\hat{V}(u,v) = \sum_{p=1}^{N_l} \sum_{q=1}^{N_m} \hat{I}(p\Delta I, q\Delta m) e^{-2\pi i (pu\Delta I + qv\Delta m)}$$

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Range of features which can be captured by the data \$\mathcal{O}(1/max(u,v))\$ \$\mathcal{O}(1/min(u,v))\$

2 Choice of ΔI , Δm and N_I , N_m , must allow these scales to be represented

$$1 \quad \Delta l \leq \frac{1}{2u_{max}}; \ \Delta m \leq \frac{1}{2v_{max}}$$

3 Degrees of Freedom - $N_I \times N_m$

1
$$V(u_i, v_i) = \hat{V}(u_i, v_i) + \epsilon(u_i, v_i)$$

2 $V(u, v) = W(u, v) \left(\hat{V}(u, v) + \epsilon(u, v) \right)$
3 $W(u, v) = \sum_i W_i \, \delta(u - u_i, v - v_i)$
4 $I_{p,q}^D = \sum_{p',q'} B_{p-p',q-q'} \, \hat{I}_{p',q'} + E_{p,q}$ where
 $I_{p,q}^D = \sum_i W(u_i, v_i) \, Re \left(V(u_i, v_i) e^{2\pi i} (pu_i \Delta l + qv_i \Delta m) \right)$ and
 $B_{p,q} = \sum_i W(u_i, v_i) Re \left(e^{2\pi i (pu_i \Delta l + 1v_i \Delta m)} \right)$

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Principal Solution and Invisible Distributions

- If some spatial frequencies allowed in the model are not present in the data, changing their amplitudes in the model will have no effect on the fit to the data
- **2** Z the invisible intensity distribution, then $B \bigstar Z = 0$
- **3** If *I* is a solution to the convolution eqn, $I + \alpha Z$ is also a solution
- The solution which has 0 amplitude at all unsampled spatial frequencies principal solution
- **5** The problem of imaging principal solution + a plausible invisible distribution

The need for *a-priori* information

1 Limitations of the Principal solution

- 1 Changes with data available
- 2 Sidelobes of order 1-10%
- 3 Is it a point source or is it a source shaped like the dirty beam

2 A-priori information

- **1** Positivity (Stokes I must be positive)
- 2 Nature of sources (do not have sidelobes extending to infinity)
- 3 Information of the PSF

The CLEAN Algorithm

- Represent the sky as a collection of point sources in an otherwise empty field of view
- Iterative procedure to find the positions and strengths of these point sources
- Deconvolved image Supersposition of point source convolved with a CLEAN beam and the residual noise

The Hogbom Clean

Find the location and the strength of the brightest point in I^D
 - S_i at (l_i, m_i) and add it to the accumulated point source model l_{p,q}.

2
$$I^D - (B^D(I + I_i, m + m_i) \times S_i \times \gamma)$$
, where $\gamma << 1$, usually 0.1

- Iterate till remaining peaks are below some user specified threshold
- 4 Convolve $\hat{l}_{p,q}$ with a *restoring beam* an idealised beam, usually an elliptical Gaussian fit to the central part of the B^D
- 5 Add the residuals to the restored image CLEAN image

The Clark Clean

- 1 CLEAN involves a lot of shifting, scaling and convolutions
- 2 Minor cycle
 - 1 Choose a beam patch (include highest exterior sidelobes)
 - **2** Select bright points from I^D as before
 - 3 Perform *Hogbom* clean using the beam patch and the selected point sources
- 3 Major cycle
 - Point source model built up in the minor cycle is FFTed, weighted and sampled appropriately and FFTed back to the image domain. This is subtracted from the I^D.
 - Errors introduced due to the use of the beam patch in the minor cycles are corrected at the major cycle stage

The Cotton-Schwab Clean

1 The major cycle is performed on *ungridded* visibilities

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Avoids aliasing and gridding errors

1 Some miscellaneous comments about Clean

- 1 Use of clean *boxes*
- **2** No. of iterations vs loop gain (γ)
- 3 The problem of short spacings
- 4 The choice of restoring beam
- 5 Clean instabilities
- 6 Multi-resolution clean
- **7** Sources lying on pixel boundaries