## **Astronomical Techniques II: Lecture 5**

#### **Ruta Kale**

Low Frequency Radio Astronomy (Chp. 4) http://www.ncra.tifr.res.in/ncra/gmrt/gmrt-users/low-frequency-radio-astronomy

Synthesis imaging in radio astronomy II, Chp 2

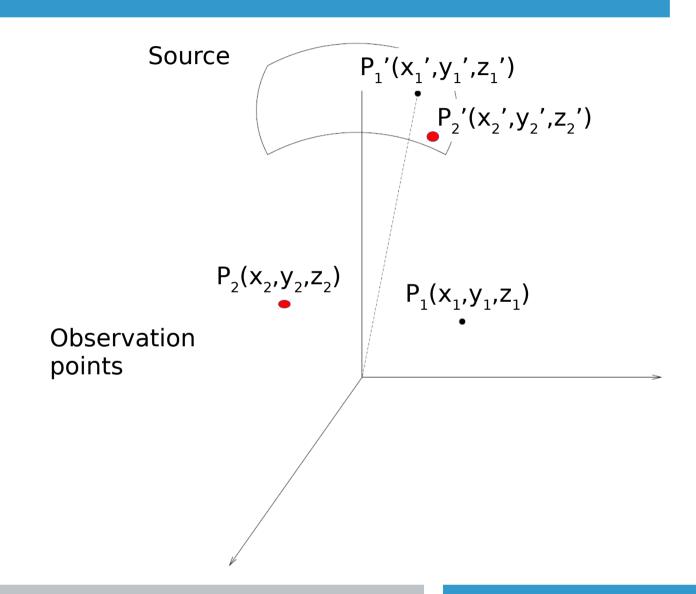
Interferometry and synthesis in radio astronomy (Chp 2)

Tools of radio astronomy

This relates the spatial coherence function,  $V(r_1,r_2) = \langle E(r_1)E^*(r_2) \rangle$  to the intensity distribution of the incoming radiation I(s). It shows that  $V(r_1,r_2)$  only depends on  $r_1 - r_2$  and if all the measurements are in a plane,

$$V(r_1, r_2) = F\{I(s)\}$$

Proof in "Principles of Optics" by Born and Wolf (Chapter 10).



$$\langle E(P_1)E^*(P_2)\rangle = \int I(I,m)e^{-ik[I(x_2-x_1)+m(y_2-y_1)+n(z_1-z_1)]} \frac{dldm}{\sqrt{1-I^2-m^2}}$$

$$u = (x_2 - x_1)/\lambda$$
  

$$v = (y_2 - y_1)/\lambda$$
  

$$w = (z_2 - z_1)/\lambda$$

$$V(u, v, w) = \int I(I, m)e^{-i2\pi[Iu+mv+nw]} \frac{dIdm}{\sqrt{1 - I^2 - m^2}}$$

Looks like a Fourier transform.

Spatial correlation of the electric field is related to the source brightness distribution.

### **Assumptions**

Treated electric field like a scalar (was implicit when we used Huygen's principle).

Sources are far away (assume emission confined to "celestial sphere").

Celestial sphere is empty.

Radiation from astronomical sources is spatially incoherent.

### **Special cases**

Observations are confined to the u-v plane, w = 0:

$$V(u, v) = \int \frac{I(I, m)}{\sqrt{1 - I^2 - m^2}} e^{-i2\pi[Iu + mv]} dldm$$

Source brightness is limited to a small region of the sky -

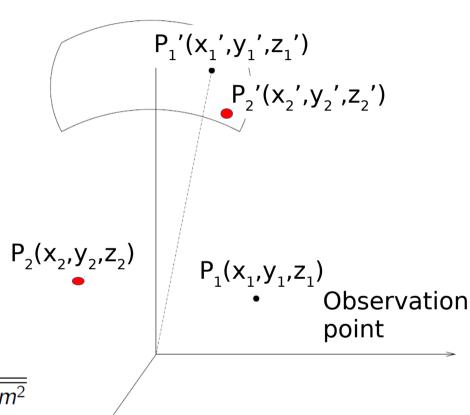
$$n = \sqrt{1 - I^2 - m^2} \simeq 1$$

$$V(u, v, w) = e^{-i2\pi w} \int I(I, m) e^{-i2\pi [Iu+mv]} dIdm$$

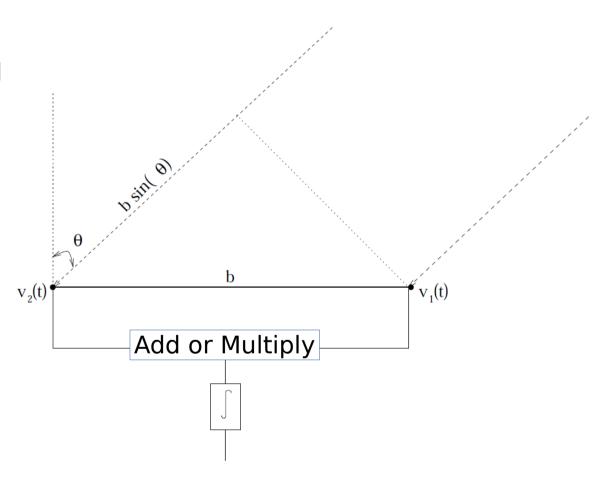
According to van Cittert-Zernicke theorem: the source brightness distribution can be derived if one can measure the mutual coherence function of the electric fields.

What is the dimension of the mutual coherence function?

$$V(u, v, w) = \int I(I, m)e^{-i2\pi[Iu+mv+nw]} \frac{dIdm}{\sqrt{1 - I^2 - m^2}}$$



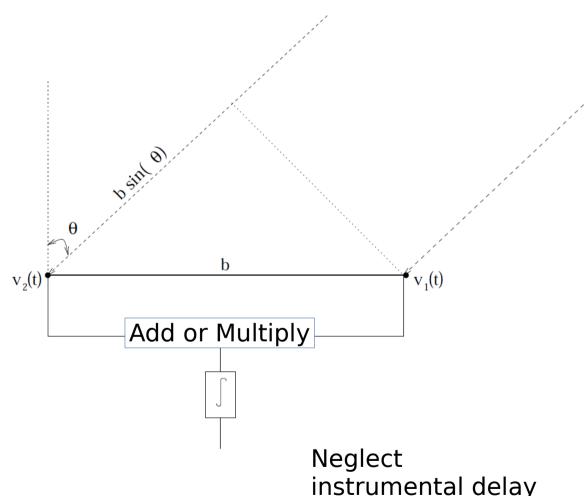
Assume the radiation emitted by the source is monochromatic having a frequency v



Assume the radiation emitted by the source is monochromatic having a frequency v

The plane wave travels an extra distance to reach the second element - this is the *geometric delay*,

$$\tau_{g} = b \sin(\theta)/c$$



instrumental delay for the moment

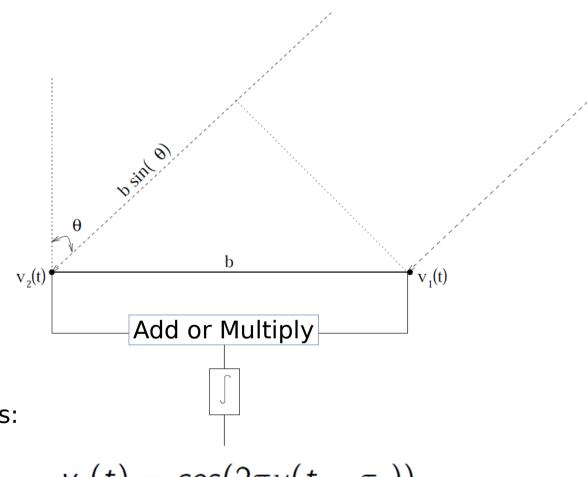
Assume the radiation emitted by the source is monochromatic having a frequency  $\nu$ 

The plane wave travels an extra distance to reach the second element – this is the *geometric delay*,

$$\tau_{g} = b \sin(\theta)/c$$

The voltages at the two points:

$$v_1(t) = cos(2\pi\nu t)$$
 and



and 
$$v_2(t) = cos(2\pi\nu(t-\tau_g))$$

### A two element interferometer: adding

$$[v_1(t) + v_2(t)]^2 = [\cos(2\pi\nu t) + \cos(2\pi\nu (t - \tau_g))]^2$$

Squaring and then reducing the RHS using trigonometric identities and averaging:

$$egin{align} \langle [\mathit{v}_1(t) + \mathit{v}_2(t)]^2 
angle &= 1 + cos(2\pi 
u au) \ \ &= 1 + cos(2\pi rac{b}{\lambda} sin( heta)) \ \end{gathered}$$

The offset term: have to detect over and above the offset term that is dominated by noise that also varies and makes detection of sources difficult.

We will discuss multiplying interferometers henceforth.

Assuming averaging time is much longer than  $1/\nu$ 

$$r(\tau_g) = \frac{1}{T} \int_{t-T/2}^{t+T/2} \cos(2\pi\nu t) \cos(2\pi\nu (t - \tau_g)) dt$$
$$= \frac{1}{T} \int_{t-T/2}^{t+T/2} (\cos(4\pi\nu t - 2\pi\nu \tau_g) + \cos(2\pi\nu \tau_g)) dt$$

Work out the algebra

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$$\cos(4\pi\nu t)$$
 Averages out to zero

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$$\cos(4\pi\nu t)$$
 
$$= \cos(2\pi\nu \tau_g)$$
 Averages out to zero

$$\tau_{g} = b \sin(\theta)/c$$

The theta changes with source rise and set.
Assuming exactly east-west baseline vector, and source at declination 0 deg,

$$\theta = \Omega_E t$$

b  $v_1(t)$  $v_{2}(t)$ Multiply

 $\Omega_E$  angular frequency of Earth's rotation

$$= 7.29 \times 10^{-5} \text{ rad/s}$$

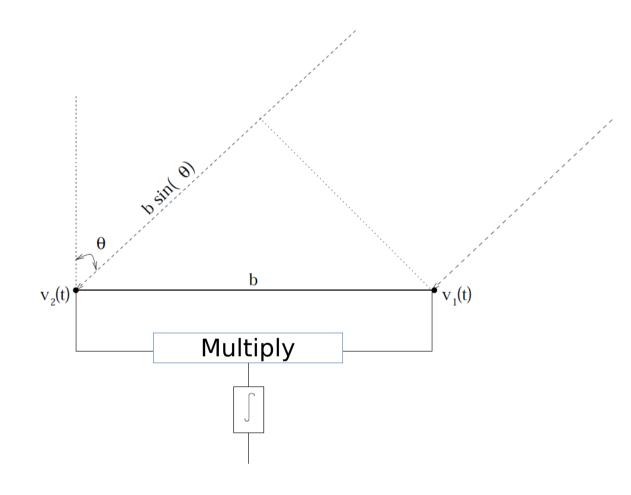
How many "/s is that?

$$\tau_{g} = b \sin(\theta)/c$$

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$$r(\tau_g) = \cos(2\pi\nu\tau_g)$$

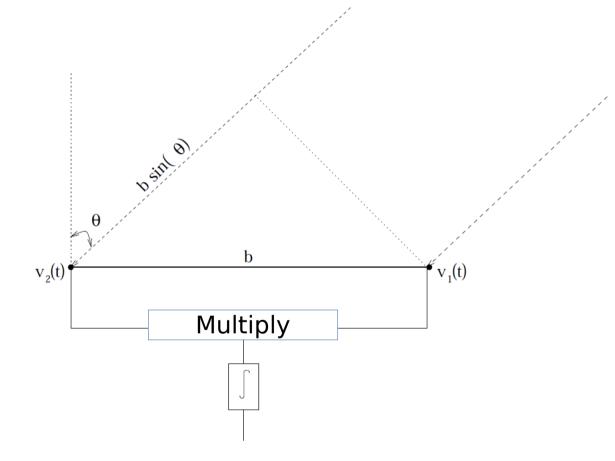


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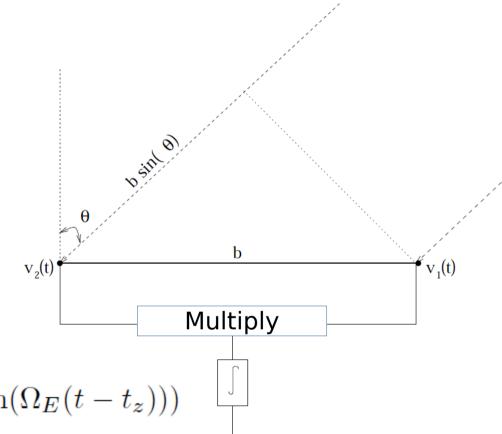
$$r(\tau_g) = \cos(2\pi\nu \times b/c \times \sin(\Omega_E(t-t_z)))$$

t<sub>z</sub> is the time when the source is at the zenith.

$$\tau_{g} = b \sin(\theta)/c$$

The theta changes with source rise and set.
Assuming exactly east-west baseline vector, and source at declination 0 deg,

$$\theta = \Omega_E t$$

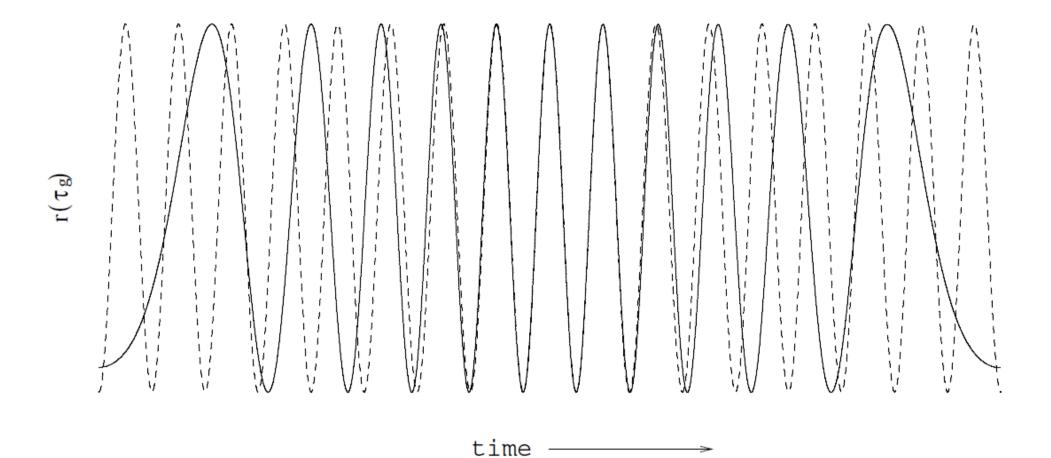


$$r(\tau_g) = \cos(2\pi\nu \times b/c \times \sin(\Omega_E(t-t_z)))$$

 $r( au_g)$  is called the fringe.

# **Fringe**

$$r(\tau_g) = \cos(2\pi\nu \times b/c \times \sin(\Omega_E(t-t_z)))$$



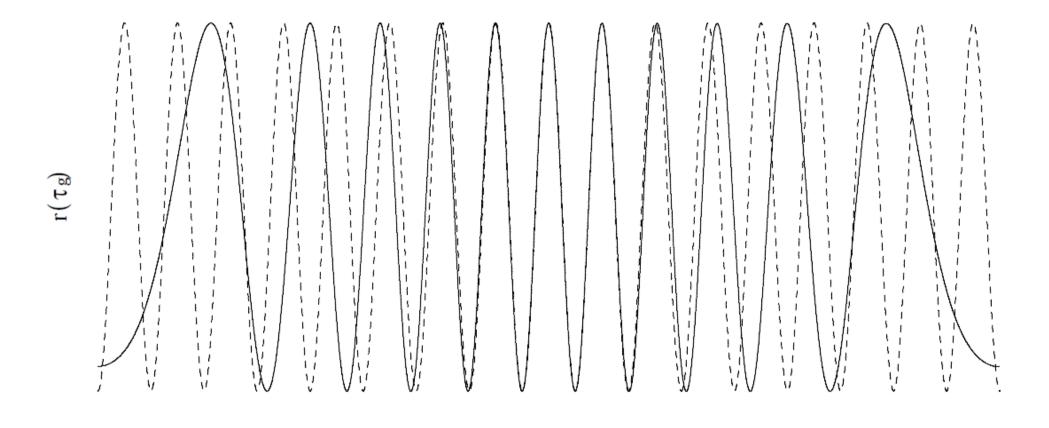
Solid line: observed output

Dashed line: pure sinusoid with frequency equal to the maximum

instantaneous frequency of the fringe.

# **Fringe**

$$r(\tau_g) = \cos(2\pi\nu \times b/c \times \sin(\Omega_E(t-t_z)))$$

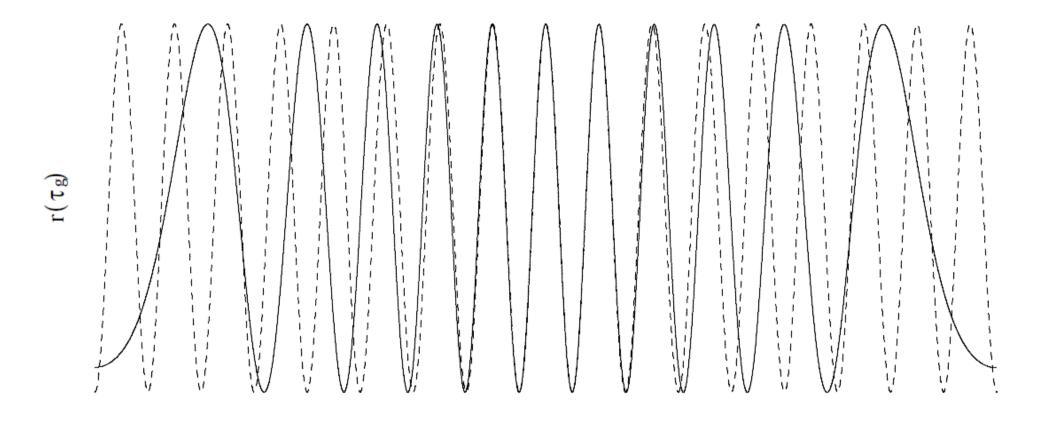


If the RA is known the time when the "fringe frequency" will peak can be predicted. Thus between measured fringe frequency peak and that expected one can accurately find the position of the source.

time

# **Fringe**

$$r(\tau_g) = \cos(2\pi\nu \times b/c \times \sin(\Omega_E(t-t_z)))$$



time -----

For a point source the fringe amplitude will remain the same. But if extended then the fringe amplitude will decrease due to waves arriving at a slightly different path differences from different parts of the source. For a very large source the fringe amplitude will be zero: source is "resolved out".

**Resolution** 
$$r(\tau_g) = \cos(2\pi\nu \times b/c \times \sin(\Omega_E(t-t_z)))$$

Sources smaller than the fringe spacings will all appear as point sources. When the source size is such that the waves from different parts of the source give rise to the same phase lags, then the source will appear as a point source.

When the source size is such that the waves coming from different parts of the source give rise to the same phase lags (within a factor smaller than  $\pi$  ), then the source will appear as a point source.

Resolution 
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Sources smaller than the fringe spacings will all appear as point sources. When the source size is such that the waves from different parts of the source give rise to the same phase lags, then the source will appear as a point source.

The minimum source size that can be resolved by the interferometer:

$$\pi\nu\Delta\theta b/c \lesssim \pi \implies \Delta\theta \lesssim \lambda/b$$

The resolution of a two element interferometer with baseline length b is  $\sim \lambda/b$ 

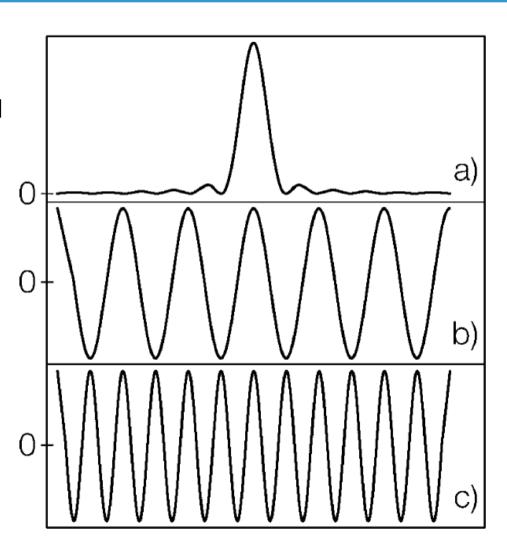
Larger the b, higher will be the resolution.

### **Power patterns**

A uniformly illuminated aperture of diameter D

A two element multiplying interferometer each element of diameter d and spacing D where d<<D

Spacing of 2D

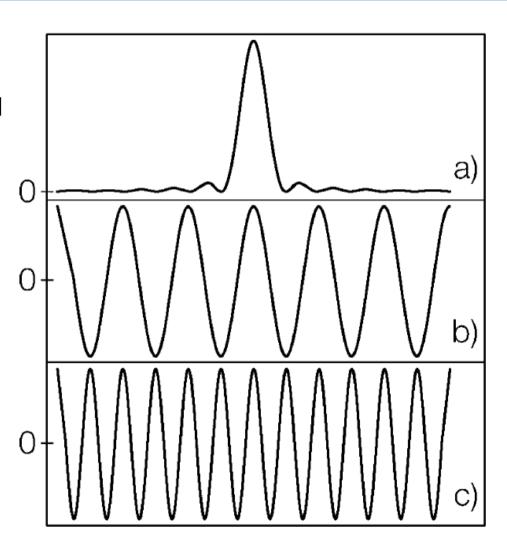


### **Power patterns**

A uniformly illuminated aperture of diameter D

NOTE: Collecting area smaller than single aperture A two element multiplying interferometer each element of diameter d and spacing D where d<<D

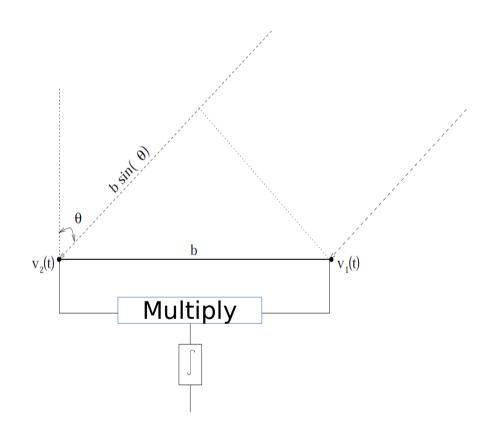
Spacing of 2D



One can infer the source position and size with a two element interferometer.

If we make measurements by varying the baseline length and orientations one will get different constraints on the source size and source brightness.

Using van Cittert Zernike theorem one can then infer the correct source brightness distribution on the sky.



### Quasi-mono-chromatic waves

In reality we have waves coming from a band  $\Delta v$  around v.

Radiation if at one frequency arrives in phase, at an adjacent frequency it will be out of phase and for a large enough separation in frequencies, they may be 180 deg out of phase. Thus averaging all these together will decrease the amplitude of the fringe.

$$r(\tau_g) = \frac{1}{\Delta \nu} \int_{\nu - \frac{\Delta \nu}{2}}^{\nu + \frac{\Delta \nu}{2}} \cos(2\pi \nu \tau_g) d\nu$$

$$= \frac{1}{\Delta \nu} Re \left[ \int_{\nu - \frac{\Delta \nu}{2}}^{\nu + \frac{\Delta \nu}{2}} e^{i2\pi \nu \tau_g} d\nu \right]$$

$$= \cos(2\pi \nu \tau_g) \left[ \frac{\sin(\pi \Delta \nu \tau_g)}{\pi \Delta \nu \tau_g} \right]$$

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Sinc function here decreases rapidly as the bandwidth increases. Termed as "fringe washing".

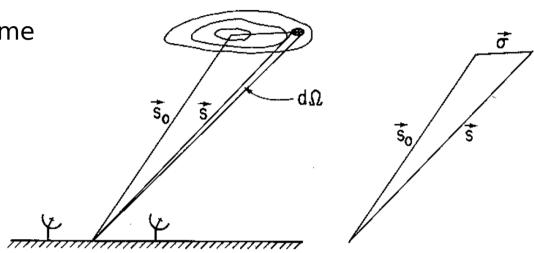
Need a way to average over large bandwidths without losing the fringe amplitude.

Consider a source at  $s_0$  with some small extent. Any point on the source can be written as

$$s = s_0 + \sigma$$

$$s_0 \cdot \sigma = 0$$

$$\tau_g = s_o.b$$



Consider a source at  $s_0$  with some small extent. Any point on the source can be written as

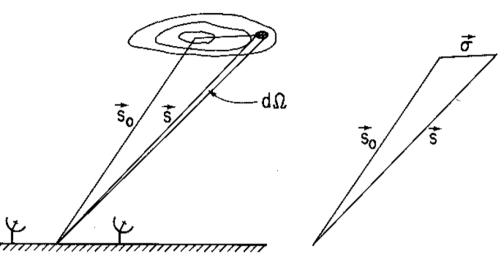
$$s = s_0 + \sigma$$

$$s_0 \cdot \sigma = 0$$

$$\tau_{\rm g} {=} \; {\rm s_{\rm o}.b}$$

From van Cittert Zernike theorem:

$$r(\tau_g) = Re \left[ \int I(\mathbf{s}) e^{\frac{-i2\pi \mathbf{s.b}}{\lambda}} d\mathbf{s} \right]$$



$$s.b = s_0.b + \sigma.b$$

Consider a source at  $s_0$  with some small extent. Any point on the source can be written as

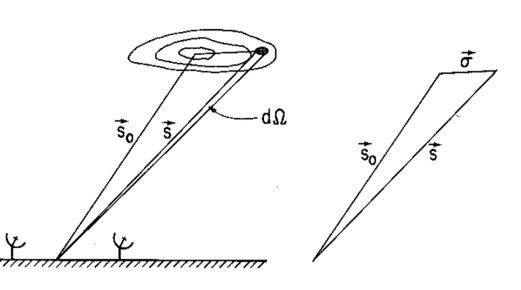
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$$\tau_{g} = s_{o}.b$$

From van Cittert Zernike theorem:

$$r(\tau_g) = Re \left[ \int I(\mathbf{s}) e^{\frac{-i2\pi\mathbf{s}.\mathbf{b}}{\lambda}} d\mathbf{s} \right]$$
$$= Re \left[ e^{\frac{-i2\pi\mathbf{s}_0.\mathbf{b}}{\lambda}} \int I(\mathbf{s}) e^{\frac{-i2\pi\sigma.\mathbf{b}}{\lambda}} d\mathbf{s} \right]$$



$$s.b = s_0.b + \sigma.b$$

Consider a source at  $s_0$  with some small extent. Any point on the source can be written as

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$$s_0 \cdot \sigma = 0$$

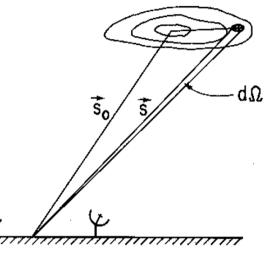
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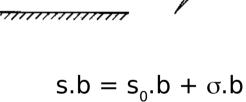
$$r(\tau_g) = Re \left[ \int I(\mathbf{s}) e^{\frac{-i2\pi \mathbf{s} \cdot \mathbf{b}}{\lambda}} d\mathbf{s} \right]$$

$$= Re \left[ e^{\frac{-i2\pi \mathbf{s_0.b}}{\lambda}} \int I(\mathbf{s}) e^{\frac{-i2\pi\sigma.\mathbf{b}}{\lambda}} d\mathbf{s} \right]$$

$$= |\mathcal{V}|\cos(2\pi\nu\tau_q + \Phi_{\mathcal{V}})$$



where



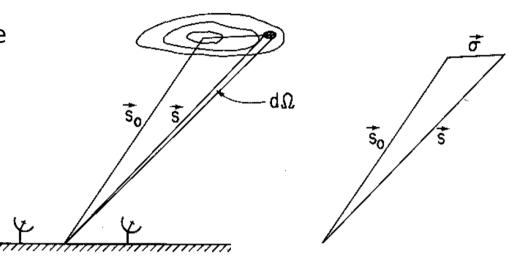
$$\mathcal{V} = |\mathcal{V}|e^{-i\Phi_{\mathcal{V}}}$$

Consider a source at  $s_0$  with some small extent. Any point on the source can be written as

$$s = s_0 + \sigma$$

$$s_0$$
.  $\sigma = 0$ 

$$\tau_g = s_0.b$$



$$r(\tau_g) = |\mathcal{V}|\cos(2\pi\nu\tau_g + \Phi_{\mathcal{V}})$$

where

$$\mathcal{V} = |\mathcal{V}|e^{-i\Phi_{\mathcal{V}}}$$



$$r(\tau_g) = |\mathcal{V}| \cos(\Phi_{\mathcal{V}})$$

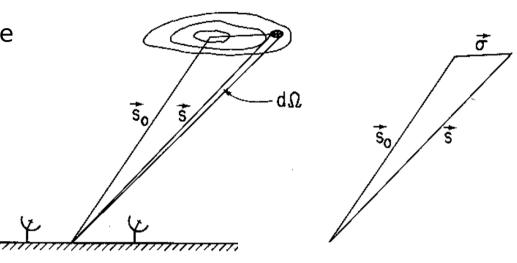
This instrumental delay has to change continuously as  $\tau_{\alpha}$  changes: delay tracking

Consider a source at  $s_0$  with some small extent. Any point on the source can be written as

$$s = s_0 + \sigma$$

$$s_0$$
.  $\sigma = 0$ 

$$\tau_g = s_0.b$$



$$r(\tau_g) = |\mathcal{V}|\cos(2\pi\nu\tau_g + \Phi_{\mathcal{V}})$$

where

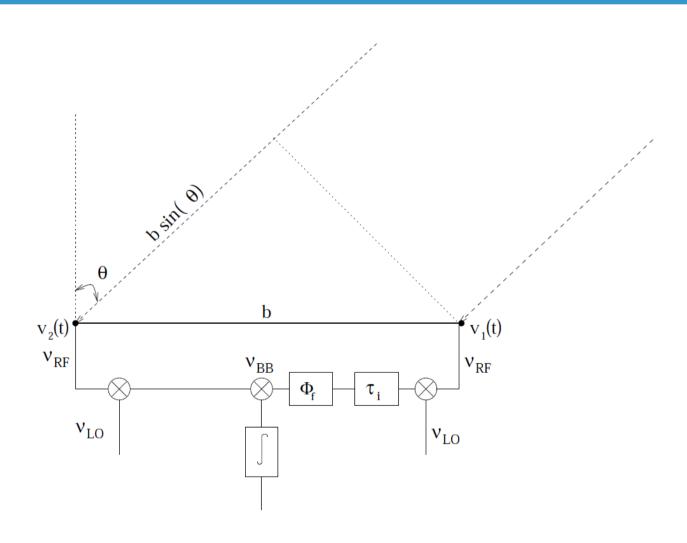
$$\mathcal{V} = |\mathcal{V}|e^{-i\Phi_{\mathcal{V}}}$$



$$r(\tau_g) = |\mathcal{V}|\cos(\Phi_{\mathcal{V}})$$

While  $\tau_g$  is in RF the delay tracking is in baseband and thus needs to be properly accounted.

# Two element interferometer in practice



# Delay tracking and fringe stopping

$$\nu_{LO} = \nu_{RF} - \nu_{BB} \qquad \qquad \tau_i = \tau_g + \Delta \tau$$

$$r(\tau_g) = |\mathcal{V}| \langle \cos(\Phi_{\mathcal{V}} + 2\pi\nu_{BB}t - 2\pi\nu_{RF}\tau_g) \cos(2\pi\nu_{BB}(t - \tau_i) + \Phi_f) \rangle$$

$$= |\mathcal{V}| \cos(\Phi_{\mathcal{V}} + 2\pi(\nu_{RF} - \nu_{BB})\tau_g - \nu_{BB}\Delta\tau - \Phi_f)$$

$$= |\mathcal{V}| \cos(\Phi_{\mathcal{V}} + 2\pi\nu_{LO}\tau_g - \nu_{BB}\Delta\tau - \Phi_f)$$

$$\Phi_f = 2\pi \nu_{LO} \tau_q$$