

# APSYNSIM.

## Instructions and exercises

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## 1 Instructions

### 1.1 Overview

*APSYNSIM* (*AP*erture *SYN*thesis *SIM*ulator) is a simple interactive tool to help the students visualize and understand the basics of the Aperture Synthesis technique, applied to astronomical interferometers. This simulator is based on Python, and uses the Numpy and Matplotlib (open source) packages. The *APSYNSIM* code is also open (distributed under the GPL version 3).

The students can load many different interferometers and source models (and also create their own), change the observing conditions in real time (e.g., source coordinates, observing wavelength, antenna location, integration time, etc.), and even deconvolve the interferometric images and corrupt the data with gain errors (amplitude and phase).

### 1.2 Main window. The GUI

The main *APSYNSIM* window is shown in Figure 1. The window can be divided in six parts. From left to right (and top to bottom):

- **ARRAY CONFIGURATION.** Shows the spatial distribution of the interferometer elements (antennas). The user can pick and drag the antennas to change their locations. When an antenna is moved, all the other plots are refreshed in real time. The index of the selected antenna, and its current coordinates, are shown in the upper-left corner of the figure.
- **UV PLANE.** Shows, in gray scale, the amplitude of the Fourier transform of the observed source. It also shows, in red (and blue), the tracks of the projected baselines in the UV plane (i.e., the UV points sampled by the interferometer).

In the upper-left corner of the figure, a text shows the current latitude of the observatory, the source declination, and the hour-angle coverage of the observations. If the user clicks on any point in the UV plane, the program prints the value of the Fourier transform at that point (amplitude and phase). If the click is done over a UV track, the program also shows the baseline (and hour angle) for that particular point.

Last but not least, a view of the Earth, as it is seen from the observed source, is shown in the upper-right corner of the figure. The track of the interferometer, due to the Earth rotation, is shown in yellow.

- **DIRTY BEAM.** The PSF of the interferometer. It depends on the UV coverage and the visibility-weighting scheme. If the user clicks on any point in the image, the program prints its coordinates (RA and Dec offsets with respect to the image center) and intensity (brightness, in Jy/beam) in a text at the upper-left corner.
- **Program controls.** With these controls, the user can change:
  - The latitude of the observatory.
  - The source declination.
  - The hour-angle coverage (automatically constrained to the time range when the source is above the horizon).
  - The observing wavelength.
  - The visibility weighting scheme (based on Briggs), defined from  $-2$  (uniform weighting) to  $+2$  (natural weighting).

Other controls are:

- **+ Antenna.** Adds an antenna to the array. The default position of the antenna is at the array center. The user can drag it to any other position.
- **– Antenna.** Removes an antenna from the array (the one with the highest index number). The program remembers the latest position of this antenna (in case the user wants to recover it by pressing **+ Antenna**).
- **Save array.** Saves the current array configuration into an ASCII file.
- **Load array.** Allows the user to load any array configuration from an ASCII file.
- **Load model.** Allows the user to load any model source from an ASCII file.
- **Quit.** Quits the program. *This is the recommended way to quit the application!* (together with the *Quit* menu button at the upper part of the window).
- **Reduce data.** This will open the GUI for the deconvolution (i.e. the CLEAN algorithm) and/or for the data corruption (see next section).

- **MODEL IMAGE.** Shows the source being observed. The units are Jy/pixel (i.e., the source model is not convolved). If the user clicks on any point in the image, the coordinates (RA and Dec offsets) and the brightness of that point are printed at the upper-right corner of the image. The gamma correction can also be changed (the slider bar at the lower part of the figure), *just for plotting purposes*. This can be useful if there is high contrast in the source components (e.g., if a point source is observed together with an extended source).
- **DIRTY IMAGE.** Shows the source convolved with the dirty beam (i.e., the PSF of the interferometer). If the user clicks on any point in the image, the coordinates (RA and Dec offsets) and brightness (in Jy/beam) will be printed at the upper-left corner.

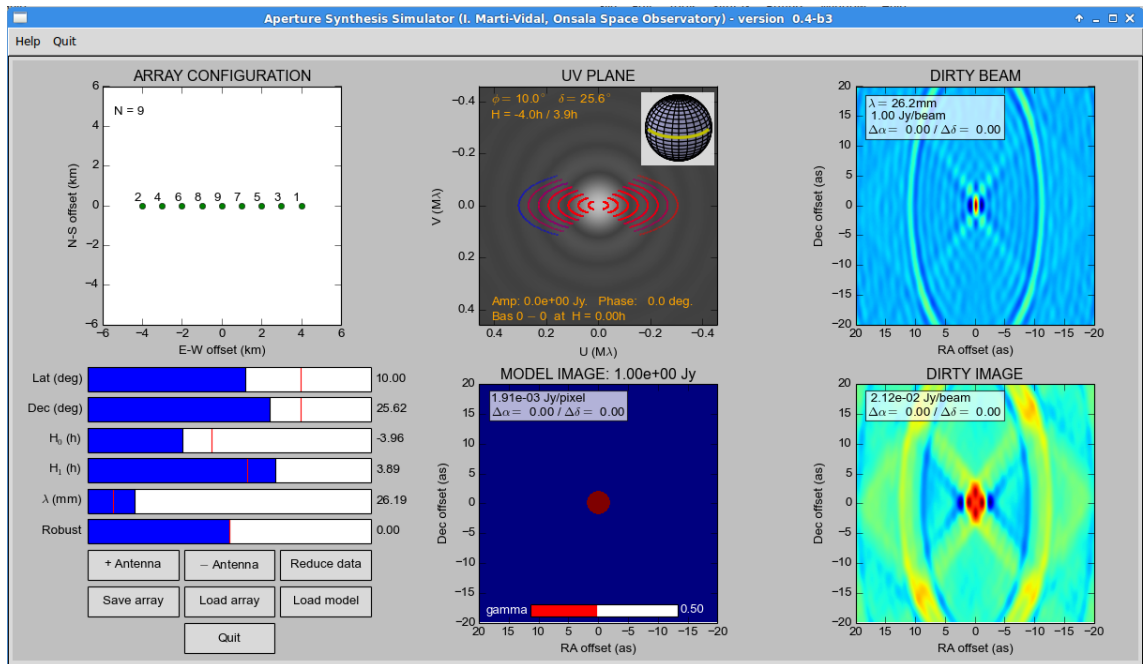


Figure 1: Main window of *APSYNSIM*

Some special keys (that work whenever the focus is set on the main window) are:

- **Z** (i.e., capital “Z”, or Shift+z). Pressing this key will *zoom in* at any of the images in the main window. The zoom will be *centered* on the position of the mouse cursor.
- **z** (i.e., small “z”). Pressing this key will *zoom out* any of the images in the main window. The zoom will be *centered* on the position of the mouse cursor.
- **c**. Pressing this key will change the color palette (from hue to grayscale and viceversa).

### 1.3 CLEAN and gain corruption. The GUI

This window shows two figures: the image of the CLEAN residuals (left) and the image of the convolved CLEAN model (right).

For the CLEANing, the user can add an indefinite number of CLEAN masks (windows), by clicking and dragging on the *residuals image* with the *left* mouse button. The masks can be removed by clicking and dragging with the *right* mouse button.

At the left of the GUI window, the user can set the main CLEAN parameters (i.e., the loop gain and the number of iterations). The rest of buttons found at the left of the GUI are:

- **CLEAN.** Will apply the required number of CLEAN iterations, updating the two figures (i.e., residuals and model) in real time.
- **RESET.** If anything is changed in the *Main Window* (e.g., antenna locations, observing wavelength, visibility weighting, etc.), the user must press this button to update the residuals image accordingly.
- **+/- Resid.** Adds (or removes) the residuals from the CLEAN image (this may be useful to check the achieved dynamic range by CLEAN).
- **Show FFT.** Will load another GUI window, showing the Fourier transforms of the PSF (i.e., basically, the visibility weighting used in the visibility gridding), the residuals (this can be useful to study the effect of corrupting gains in the deconvolution), and the convolved CLEAN model (useful to check the quality of the CLEAN interpolation in the UV plane). An example of this window is shown in Figure 3. Clicking on any point in the figures will show the UV coordinates and intensities in Fourier space (in Jy). These values will be printed at the upper-left corners in the plots.
- **True source (conv.).** Will open a new window showing the source structure convolved with the CLEAN beam (i.e., the *MODEL IMAGE* in the Main Window convolved with the CLEAN beam). This is useful to check the fidelity of the CLEAN deconvolution.

### 1.3.1 Corrupting the gains

The controls to define the corrupting gains are located in the lower part of the CLEAN window (see Figure 2). To apply a given gain to an antenna, just select the antenna index from the “Ant 1” list. If the selections in the “Ant 1” and “Ant 2” lists are the same (or if nothing is selected in the “Ant 2” list), *all* the baselines related to the selected antenna will be modified by the corrupting gain. However, if the selections in the “Ant 1” and “Ant 2” lists are not the same, only the selected *baseline* will be modified by the gain.

The simulated observations are divided in integration times (100 integrations times homogeneously distributed between the initial and final hour angles). The first and final integrations to be affected by the gain are set with the sliders named “From integration” and “To integration”, respectively. The amplitude gain (in %) and the phase gain (in degrees) are set using the sliders named “Amplitude gain” and “Phase gain”, respectively.

Pressing the **APPLY GAIN** button will insert the corrupting gain into the data. Pressing the **RESET GAIN** button will undo the data corruption. Notice that if a new array is loaded (and/or if any antenna is added or subtracted from the array) the corrupting gain is reset to unity!

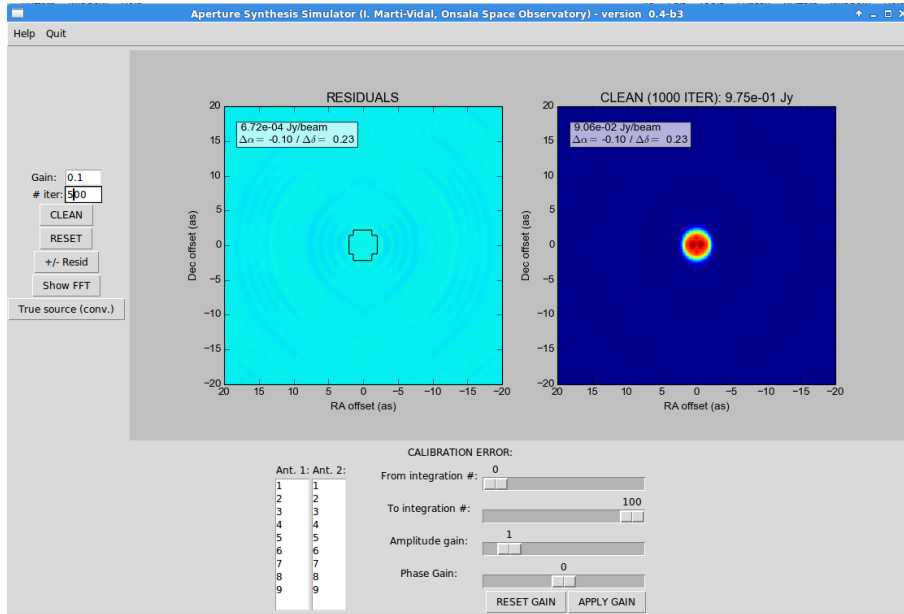


Figure 2: The CLEAN (and gain-corruption) window

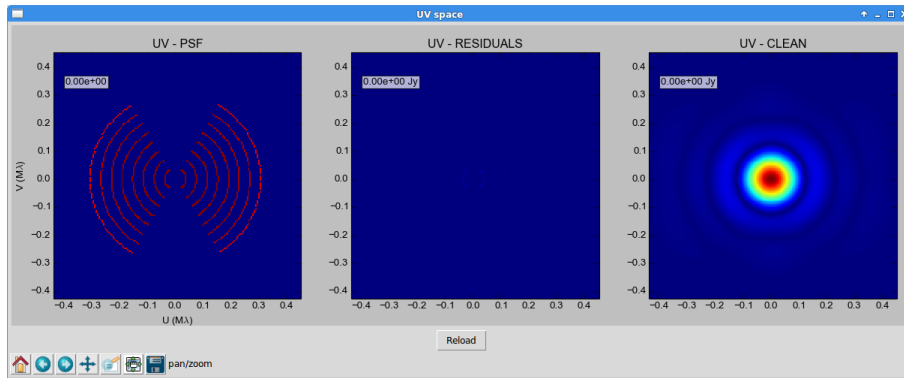


Figure 3: The FFTs of the PSF, residuals, and CLEAN model.

## 2 Exercises

### 2.1 Diffraction limit

- Open the *Point-source.model* and the *Two-antennas.array*. Look at the shape of the PSF and the dirty image. Discuss the results.
- Study the width of the PSF fringe as a function of wavelength and baseline length.
- This is a snapshot observation. Now, let the Earth rotate. Increase the observing time (i.e., the hour-angle coverage) from -5h to 5h. What happens to the shape of the PSF? How does the new PSF depend on observing frequency?

### 2.2 Image deconvolution.

- Observe the *Double-source.model* with the *VLA-C.array* at the default wavelength and time coverage. CLEAN only one of the source components (set a mask around it). Look at the CLEAN model and the residuals (also in UV space). Now, CLEAN the other source too. Add the residuals to the CLEAN model.
- Repeat the above exercise, but now CLEANing the two sources simultaneously. Comment on the results.

### 2.3 Basic image observables. Flux density vs. surface brightness.

- Observe the *Point-and-Gauss-ALMA.model* with the *Two-antennas.array* (from -5 to 5h time coverage) at a wavelength of 9 mm. Measure, from the dirty image, the peak intensities of the Gaussian and the point source.
- CLEAN the image and measure the peak intensities on the final CLEAN model. Look at the peak amplitude of the CLEAN model in the UV plane. How does it compare to the total CLEANed flux? Comment on the results.
- Now, decrease the wavelength to 5 mm and re-CLEAN. What happens to the peak intensities of the two sources (point and Gaussian) in the image plane? Why?  
Change the wavelength to 2.5 mm and repeat the exercise.
- Take another look at the UV-CLEAN model. Notice how the interpolation of the source FFT has been done!

### 2.4 Missing flux and dynamic-range limitation.

- Observe the *One-Disc.model* with the *E-W.array*, using an integration time from -4 h to 4 h. CLEAN the image. Compare the surface brightness of the CLEAN image to

that of the model (convolved with the CLEAN beam). Compare the total recovered flux density to the total flux density of the disc.

- Change the observing wavelength to 26 mm and CLEAN again. Compare the recovered flux density to that in the previous case and discuss the results (a look at the UV PLOT might help understand what is going on). Compare also the dynamic range achieved in the CLEAN images at 26 mm and at the original wavelength.
- Observe the *Nebula.model* with the *Golay\_12.array*. CLEAN it and look at the residuals. Compare the CLEAN image with that of the source model convolved with the CLEAN beam. Discuss the results.
- Increase the observing wavelength by, say, a factor 2-3 and re-CLEAN. Discuss the results (look at the residuals in UV space).
- Observe the *Discs.model* with the *Golay\_12.array* at 5 mm. CLEAN it and look at the residuals and CLEAN model in UV space. How does it compare to the UV PLANE plot in the main program window? (hint: make a large zoom in by pressing capital "Z" in the UV PLANE plot). Discuss the results.
- Increase the wavelength to the maximum and re-clean. Discuss what you find.

## 2.5 Earth Rotation Synthesis.

- Load the *E-W.array* and observe the *Double-source.model* at 50 mm, with a time coverage from -5h to 5h.
- Change the latitude of the observatory and check how that affects the UV sampling of the interferometer. Comment on the results.
- Change the declination of the source and check how that affects the UV sampling of the interferometer. Comment on the results.
- Now move some of the antennas toward North (or South), in order to build a 2D array distribution. Study how this position changes affect the UV coverage when you change source declination and/or latitude of the observatory.

## 2.6 Visibility weighting.

- Observe the *Discs.model* with the *Golay\_12.array*. Change the Robustness parameter and check how it affects the dirty beam and the dirty image. Comment on the results.
- Now, observe with the *WSRT.array*, with a time coverage from -5h to 5h and at a wavelength of 10 mm. Change the Robustness parameter and check how it affects the dirty beam and the dirty image. Compare with the previous case. Comment on the results.

## 2.7 Calibration-error recognition.

- Observe the *Point-source.model* with the *E-W.array* at 10 mm, with a time coverage from -5h to 5h. CLEAN the source and add the residuals to the CLEAN model.
- Now corrupt antenna #1 with an amplitude gain factor of, say, 7. Apply that gain and re-CLEAN. Add the residuals to the CLEAN model. Take a look at the residuals in UV space. Comment on the results.
- Now apply that corrupting gain to only part of the experiment (e.g., from integration #40 to #60). CLEAN again and look at the residuals in both image plane and UV space. Comment on the results.
- Apply a phase-only gain of 90 degrees to antenna #1 and re-CLEAN. Look at the new residuals. Comment on the results.
- Repeat the previous exercises, but using now the *Five-Gauss.model* source. Comment on the results.

## 2.8 Array design.

- What do you think are the figures to focus on to design an interferometer with high-fidelity imaging capabilities?
- Study some special array distributions, like Golomb and Golay. Looking at the uv coverage from snapshot observations may help you understand what is special in these distributions. Discuss on the pros and cons of these arrays, in terms of UV coverage and PSF shape.
- Observe a source of your choice with one of the VLA configurations. Start with a snapshot and apply some Earth rotation synthesis afterwards. Discuss on the pros and cons of the VLA antenna distribution.
- Observe a given source with the *ALMA-ACA-Cycle1-Conf5.array*. Use natural weighting (Robust 2.0) and look at the Fourier transform of the PSF. Comment on what you see. As an add-on, you can also compare with uniform weighting (Robust -2.0).
- Design your own array. For instance, create spiral arms (to your taste) or random distributions and check the resulting PSFs.