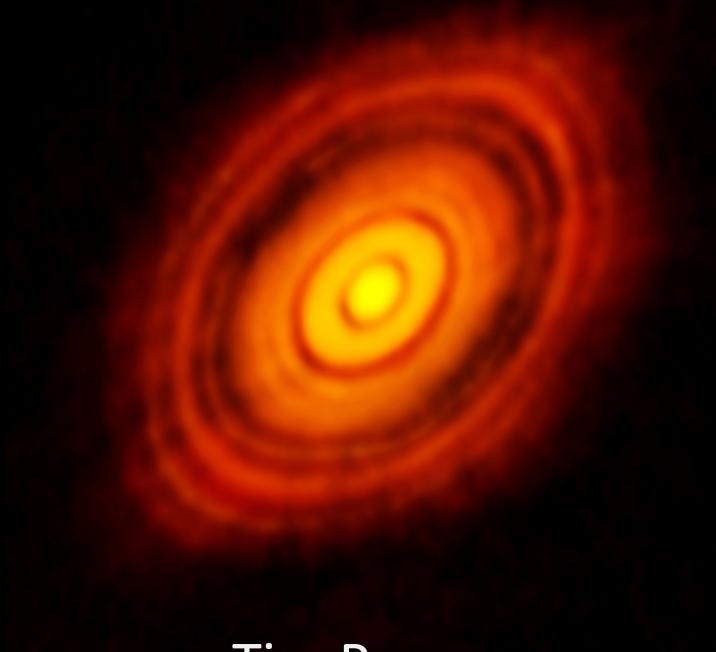


Interferometry

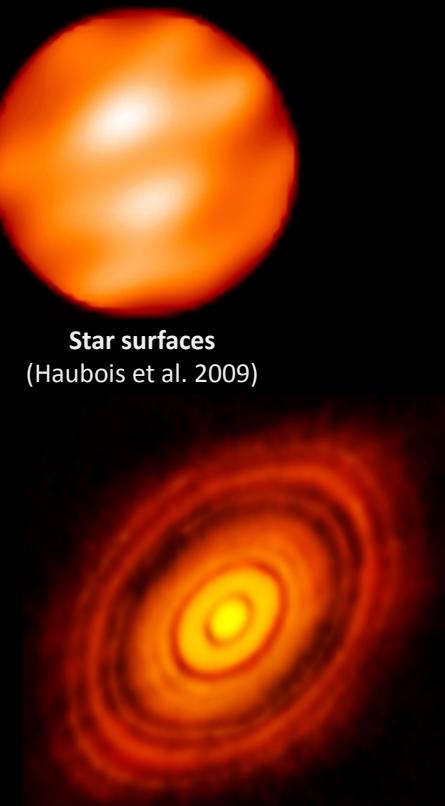
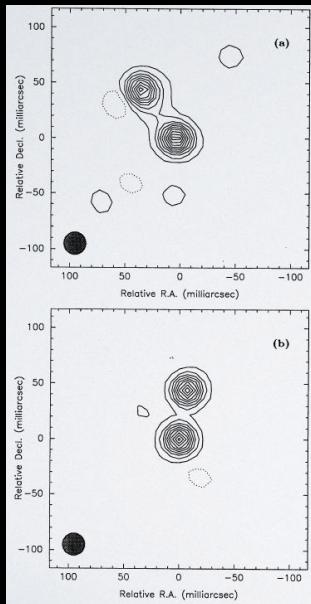
MPAGS Astrophysical Techniques



Tim Pearce

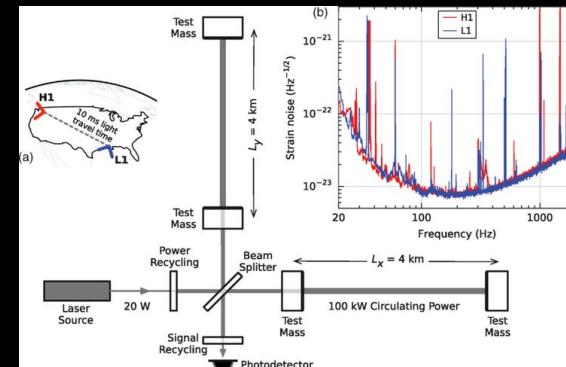
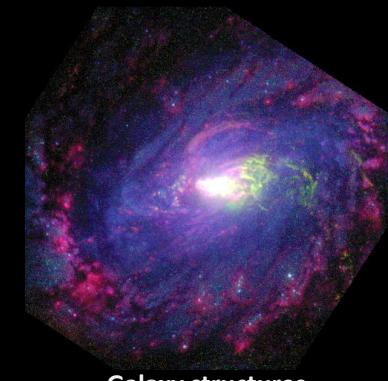
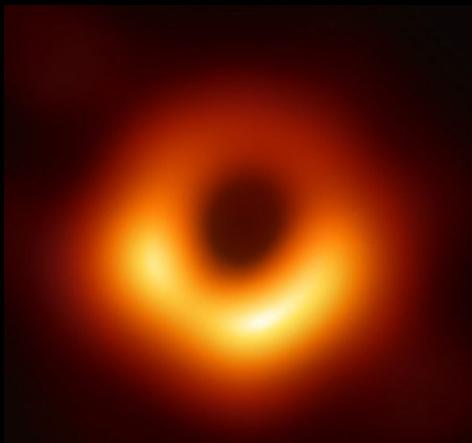
Combining light from different paths
to resolve tiny differences

What can we do with interferometry?

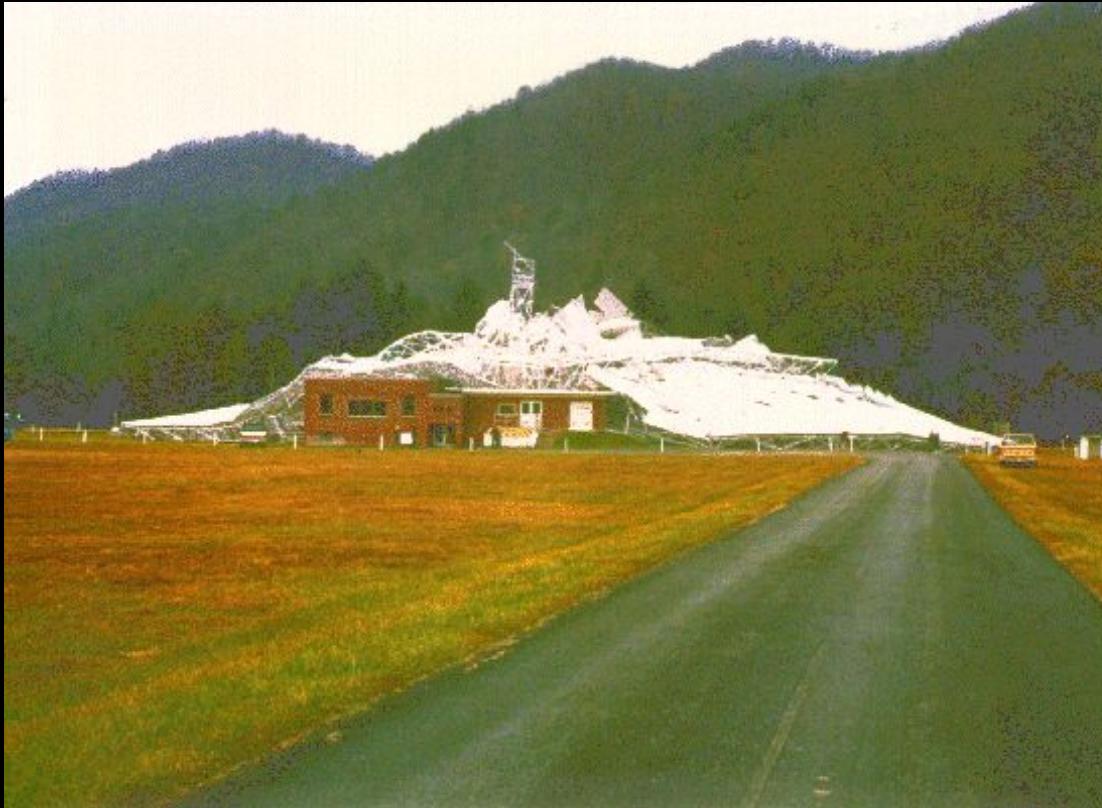


Circumstellar discs

(ALMA Partnership 2015)

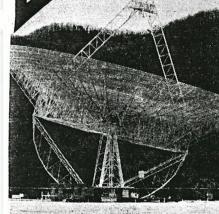


Why do interferometry?

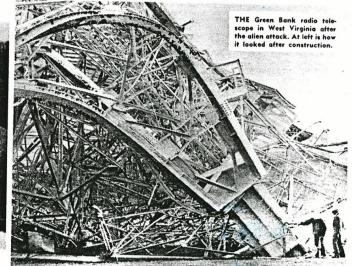


America's most powerful radio telescope IS ...

ZAPPED!
... by hostile space aliens!



BEFORE ▲



AFTER ►

Space aliens zapped the enormous radio telescope at Green Bank, W. Va., with a powerful laser to keep scientists from monitoring their invasion in the northern hemisphere!

That's the claim of Soviet astronomer Dr. Vassard, who says the destruction of the 300-foot instrument on November 11 was "nothing less than the boldest act of extraterrestrial aggression in the history of man."

"We know that extraterrestrials exist," he said, "but this is the first time they have been here and destroyed such a government research facility."

The expert told newsmen:

"By RAGAN DUNN
shockwaves throughout the world's scientific community. We must talk about the Green Bank dish. It was destroyed. No other rational explanation can be made as anything more than a 'telescope had been in operation and was sold as a rock.'

"There is no doubt that the aliens were able to detect objects almost two-thirds of the way across the visible universe — we continue to do that," he said.

"Any other explanation defies common sense," he said.

"The Green Bank telescope had been in operation and was sold as a rock."

"It is extremely important to prevent extraterrestrials from attacking the telescope at Green Bank," he said. "But let's wait until we have more information."

"Then we can take whatever steps are necessary to prevent things like this from happening in the future."

"I firmly believe that we can

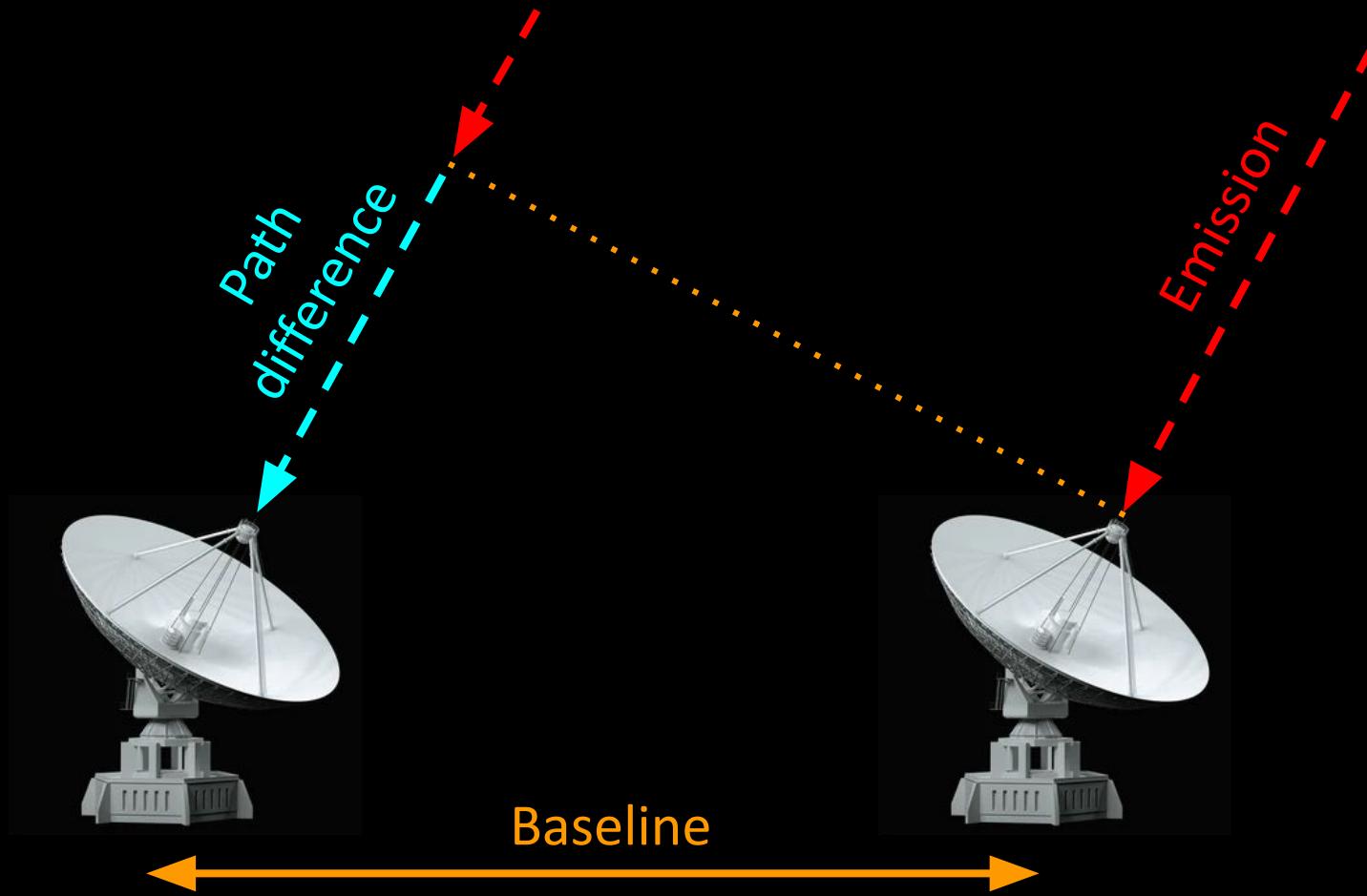
⇒ We can only build dishes so big

Interferometer: combining dishes together

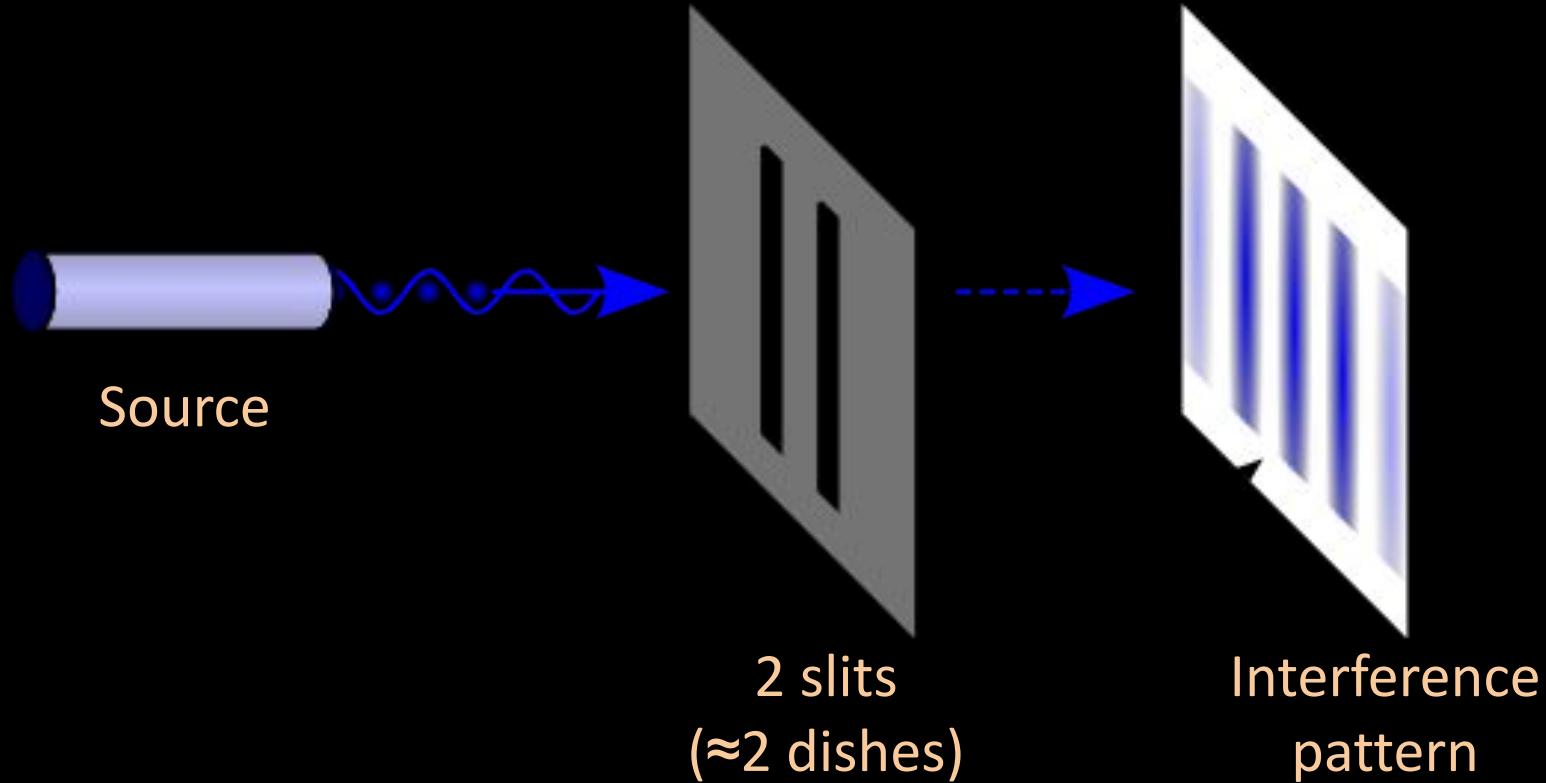


Jansky Very Large Array, USA

Roughly how it works

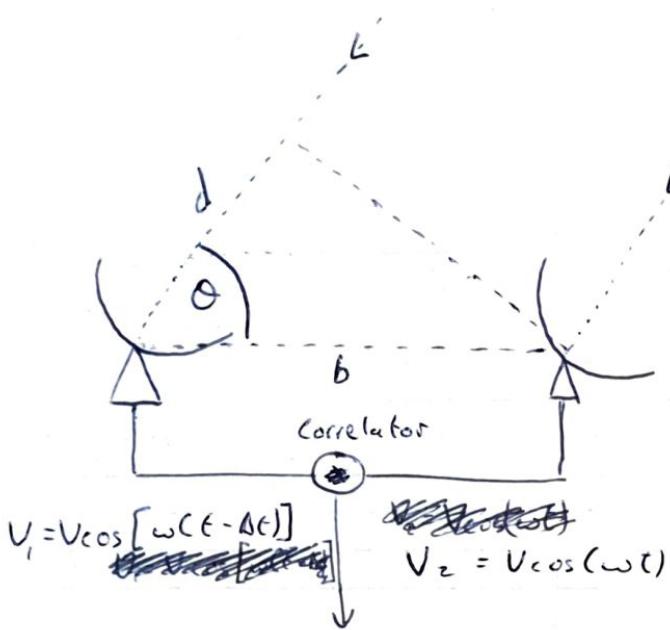


Similar to Young's double-slit experiment



Derivation of basic interferometer response

Basic interferometer ①



②

Incoming wave: $V \cos(\omega t)$

Path difference: $d = b \cos \theta$

Extra travel time for wave ①: $\Delta t = \frac{d}{c} = \frac{b \cos \theta}{c}$

So when wave 1 hits detector:

$$V_1 = V \cos[\omega(t_0 - \Delta t)]$$

Correlator:

1. Multiplies signals:

$$V_1 V_2 = \frac{V^2}{2} [\cos(2\omega t - \omega \Delta t) + \cos(\omega \Delta t)]$$

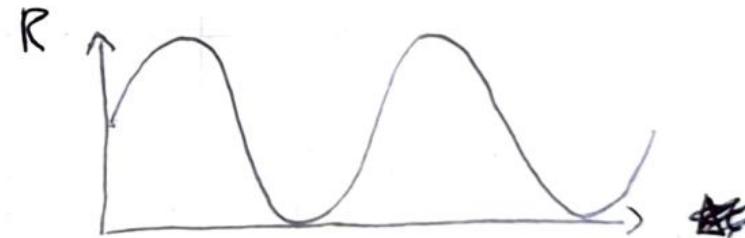
(from trig. identity)

$$\cos x \cos y = [\cos(x+y) + \cos(x-y)] \frac{1}{2}$$

2. Time-averages over time
 $\gg (2\omega)^{-1}$, to remove

high-freq. ~~component~~ $\cos(2\omega t - \omega \Delta t)$
 Output!

$$\Rightarrow R = \langle V_1 V_2 \rangle = \frac{V^2}{2} \cos(\omega \Delta t)$$



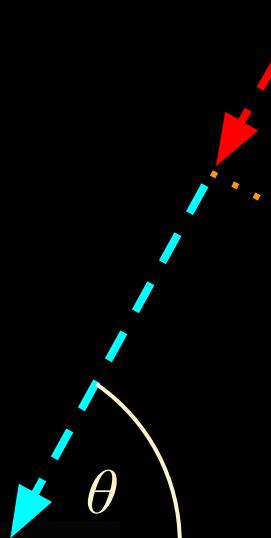
Interference

$$\Delta t = \frac{bc \cos \theta}{c}$$

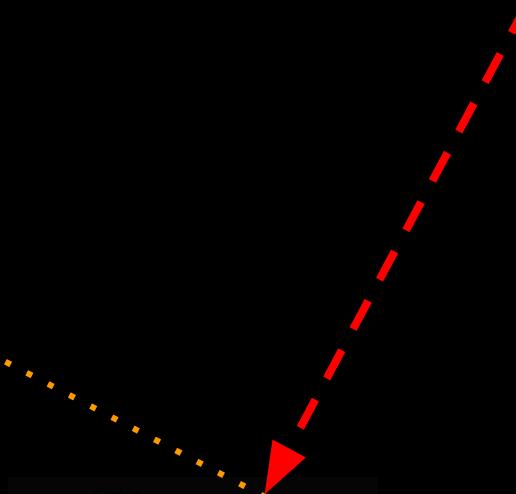
Function of θ
 → interfere on shy



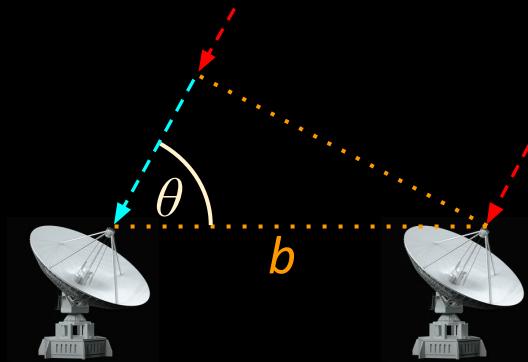
θ



b

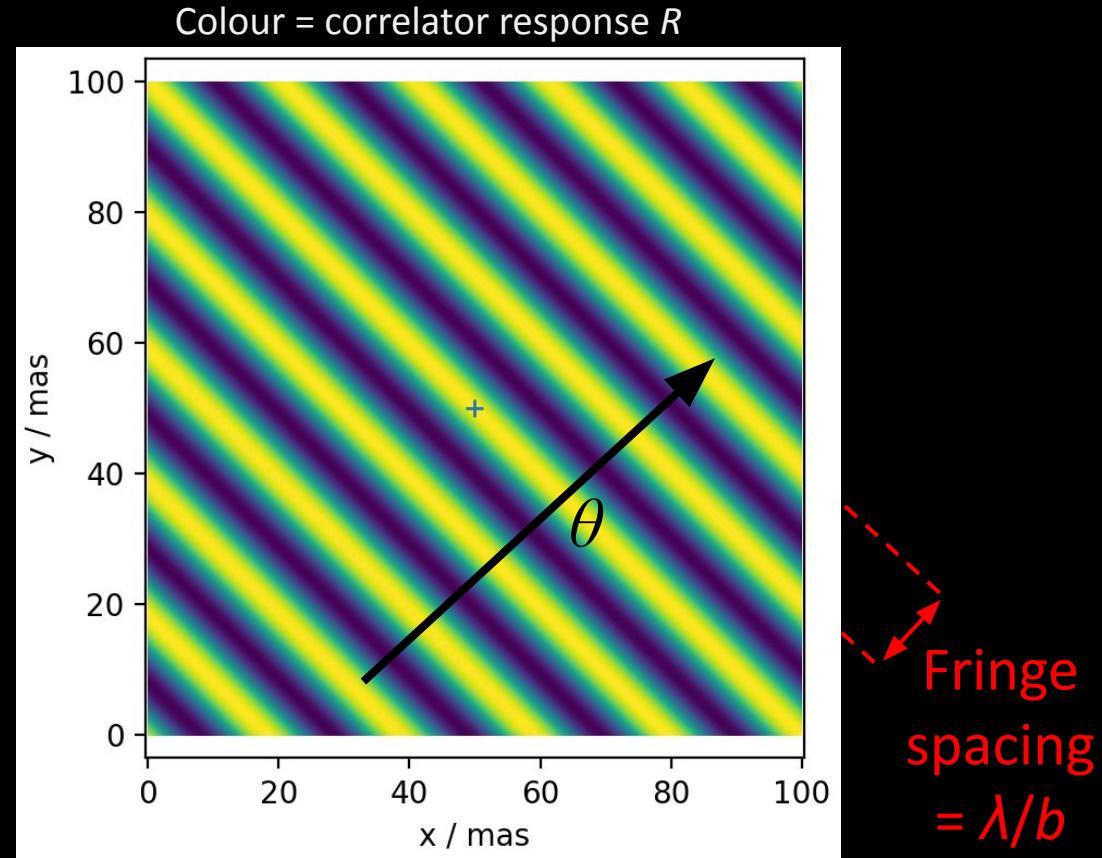


Sensitivity fringes

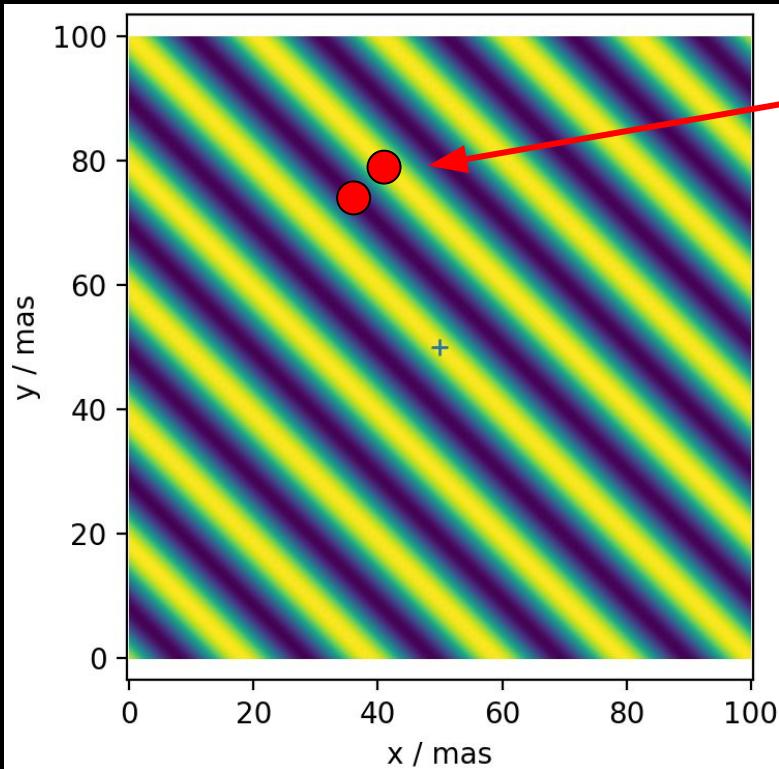


$$R = \frac{V^2}{2} \cos(\omega \Delta t)$$

$$\Delta t = \frac{b}{c} \cos(\theta)$$



Resolution



'Resolved':
 $\Delta\theta \geq \lambda/(2b)$

Fringe spacing = λ/b

Signal = sum of (sky image x fringe pattern)

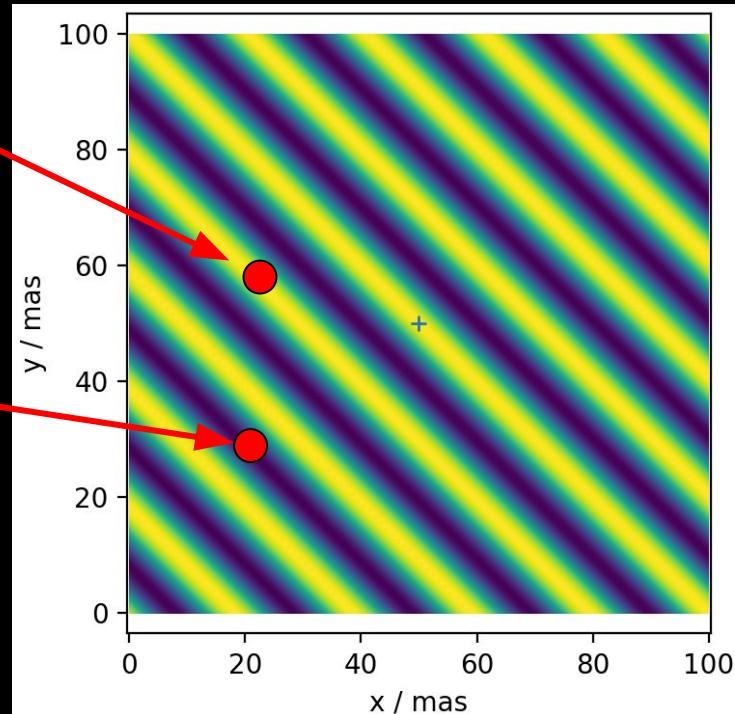
$$R = \int I(x, y) \cos(\omega \Delta t) d\Omega \quad \longleftarrow \text{Integral over field of view}$$



Point source at
fringe max.: $\delta R_1 = 1$



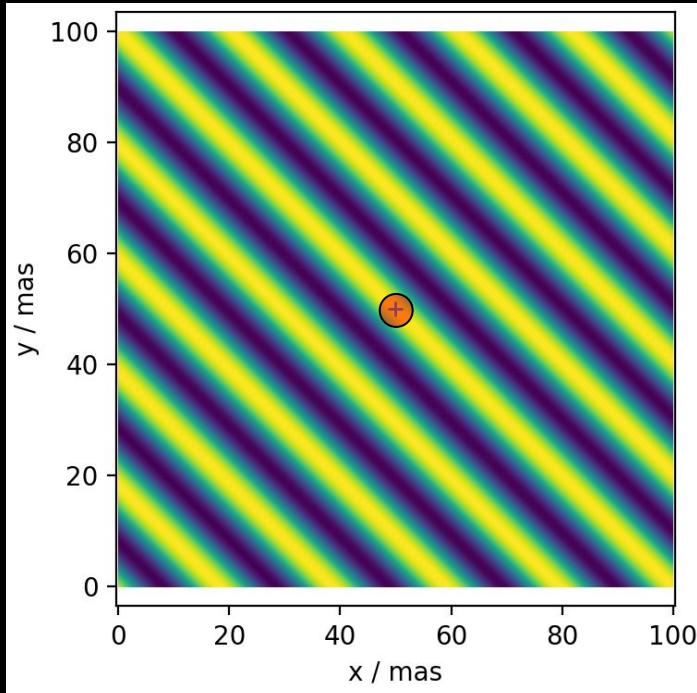
Point source at
fringe min.: $\delta R_2 = -1$



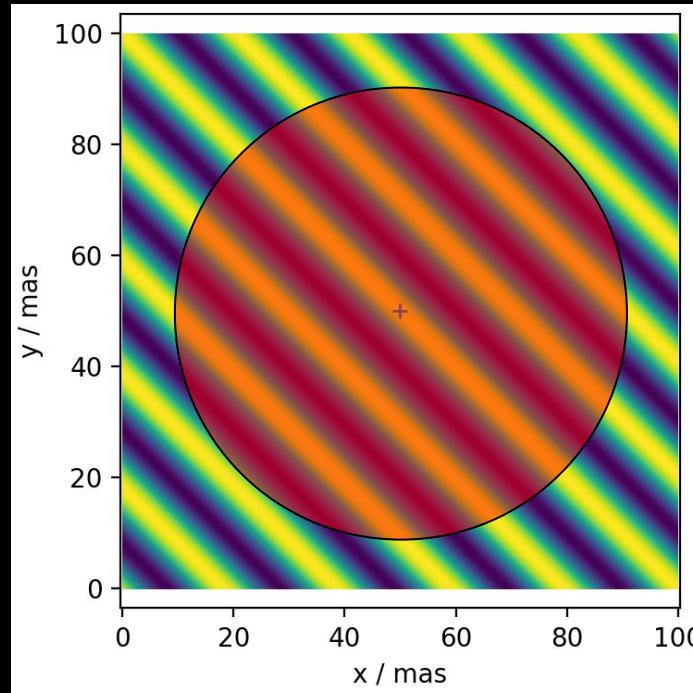
$$R = \sum \delta R_i = 1 - 1 = 0$$

Resolving out extended flux

Small source: signal $\neq 0$

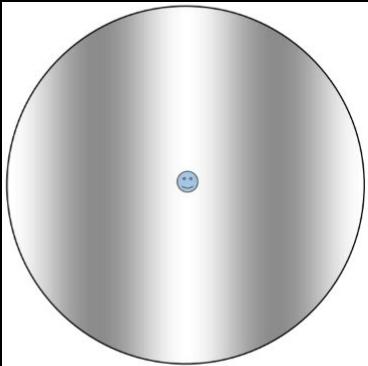


Large source: signal ≈ 0

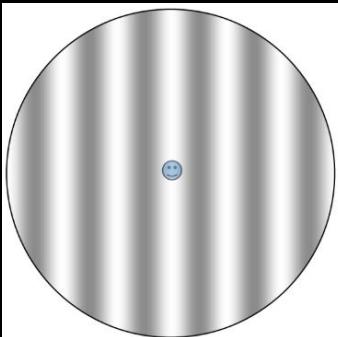


Fringe spacing
 $= \lambda/b$

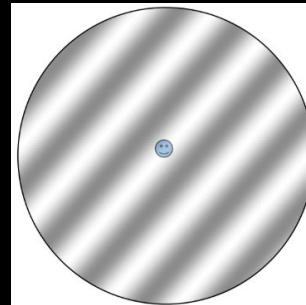
⇒ Detecting big things requires small baselines (b), and vice versa



short baseline
wide fringe pattern

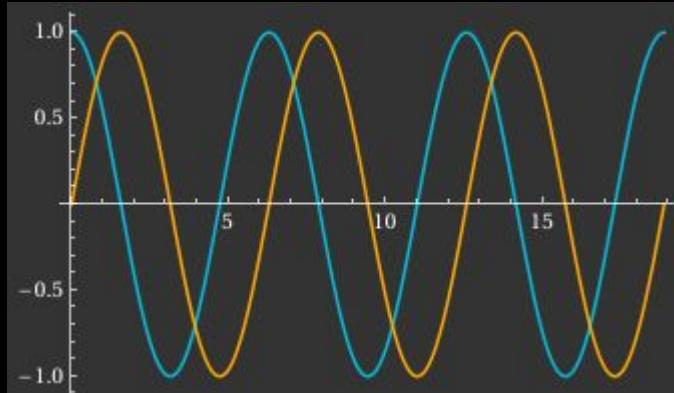


long baseline
narrow fringe pattern



long baseline
narrow fringe pattern
different orientation

Complex visibility



$$R_C = \int I(x, y) \cos(\omega \Delta t) d\Omega$$

$$R_S = \int I(x, y) \sin(\omega \Delta t) d\Omega$$

Cosine correlator only sensitive to even components of extended source

Add second correlator with 90° phase shift \Rightarrow sine

Complex visibility: $V = R_C - i R_S = A e^{-i\phi}$

Amplitude: $A = \sqrt{R_C^2 + R_S^2}$

Phase: $\phi = \arctan(R_S/R_C)$

Fourier Transforms

Complex visibility:

$$V = R_C - i R_S = A e^{-i\phi}$$

where

$$R_C = \int I(x, y) \cos(\omega \Delta t) d\Omega$$

$$R_S = \int I(x, y) \sin(\omega \Delta t) d\Omega$$

The complex visibility is a Fourier Transform

$$V(u, v) = \iint I(x, y) e^{-2\pi i(ux+vy)} dx dy$$

u, v are spatial frequencies corresponding to x, y dimensions:

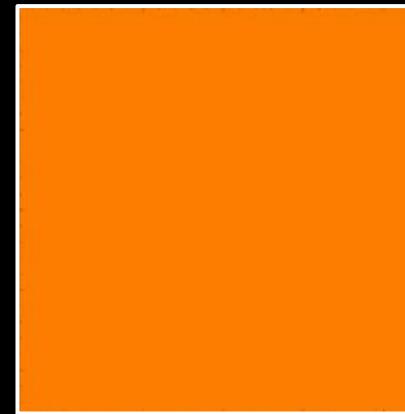
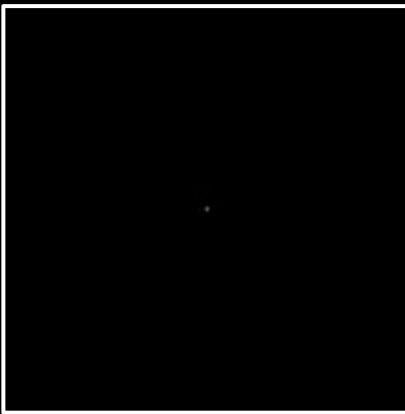
$$(u, v) = \mathbf{b} / \lambda \quad (\mathbf{b} \text{ is baseline vector})$$

Image: (x, y) plane

Visibility: (u, v) plane

δ function

Constant



Gaussian

Gaussian

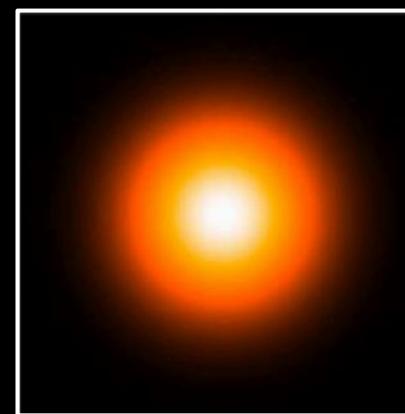
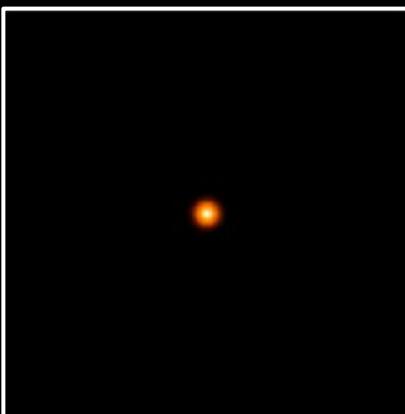
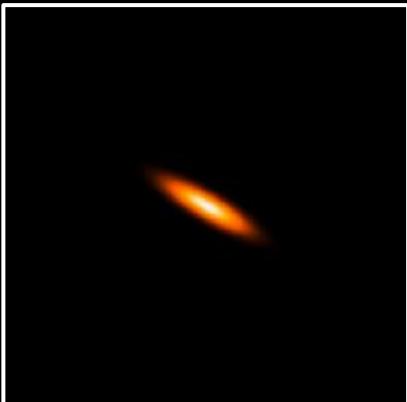
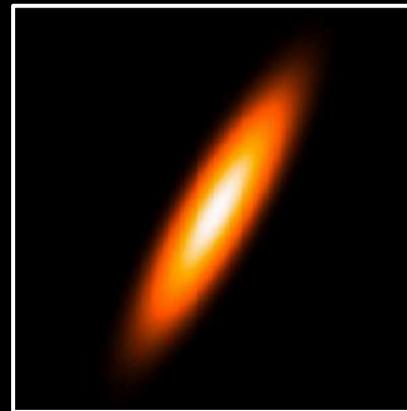


Image: (x, y) plane



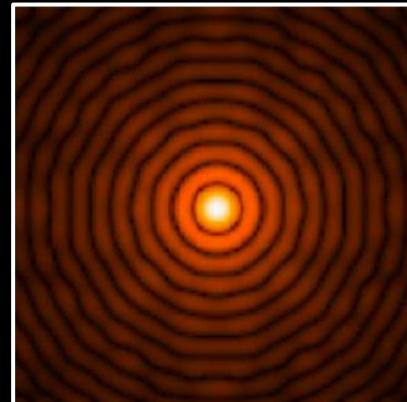
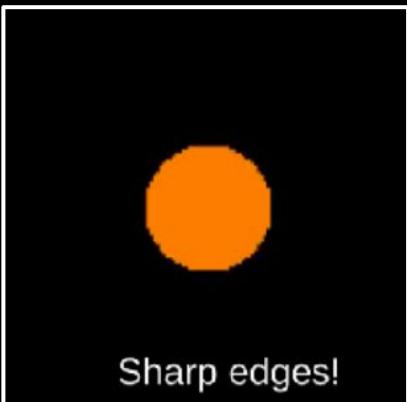
Visibility: (u, v) plane



Elliptical
Gaussian

Elliptical
Gaussian

Disc

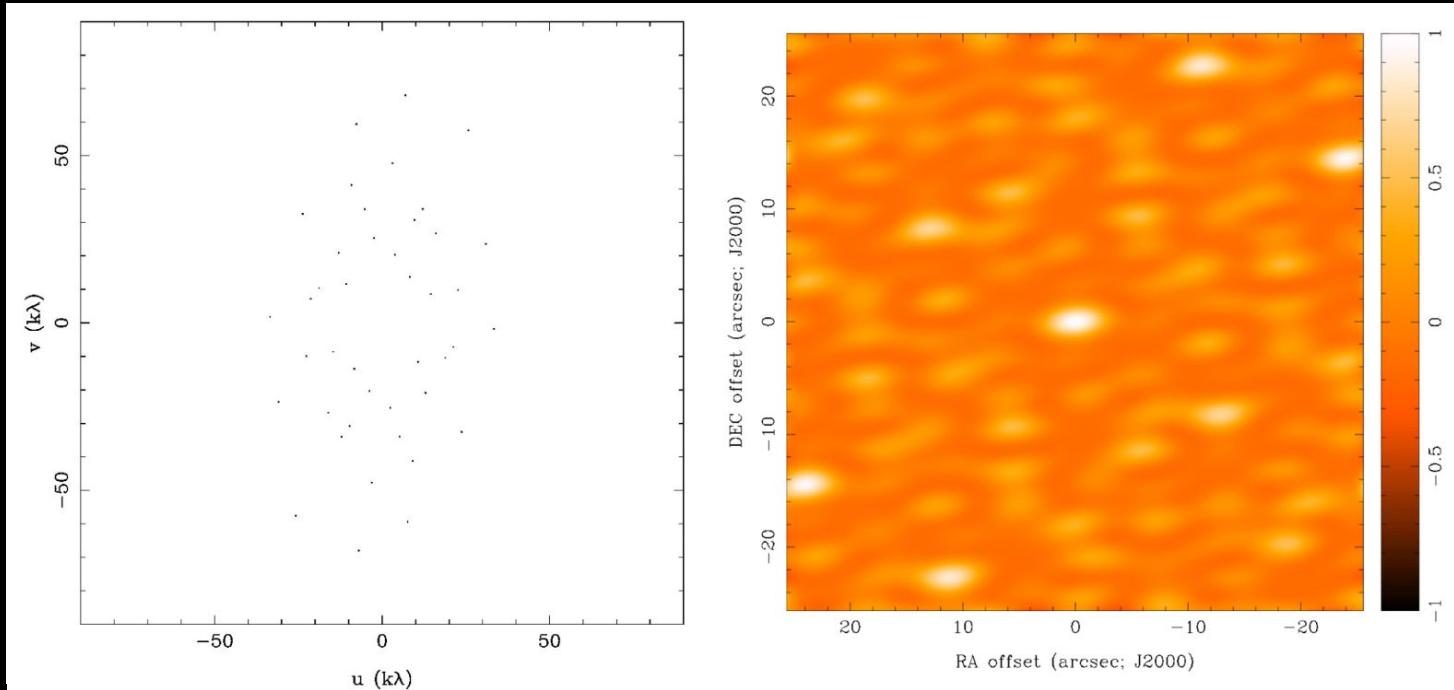


Bessel

Multiple baselines

Each baseline is a pair of points on the u, v plane

7 dishes = 21 baselines

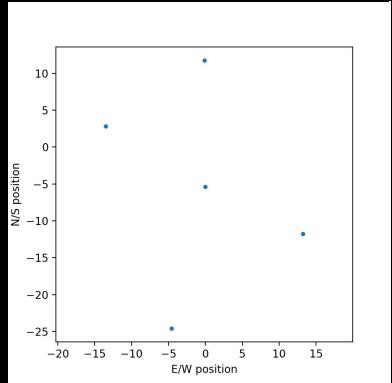


Goal: populate u, v plane with as many baselines as possible

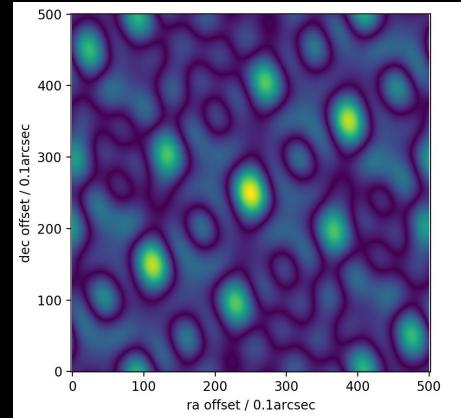
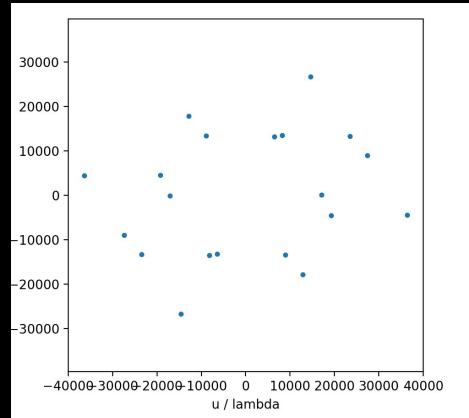
Images courtesy of David Wilner

Sky rotation

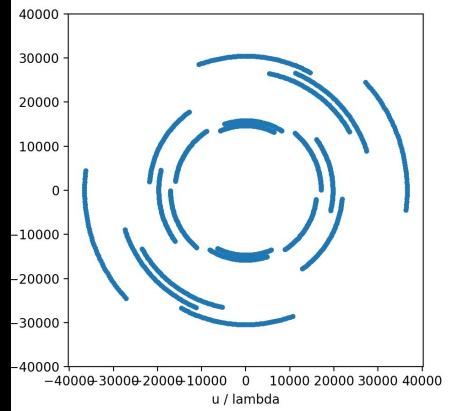
5 dishes



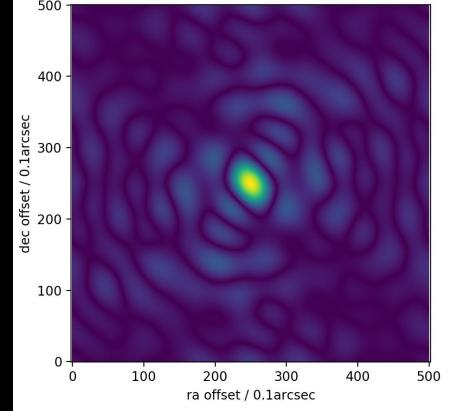
No sky
rotation



With sky
rotation



Fringes

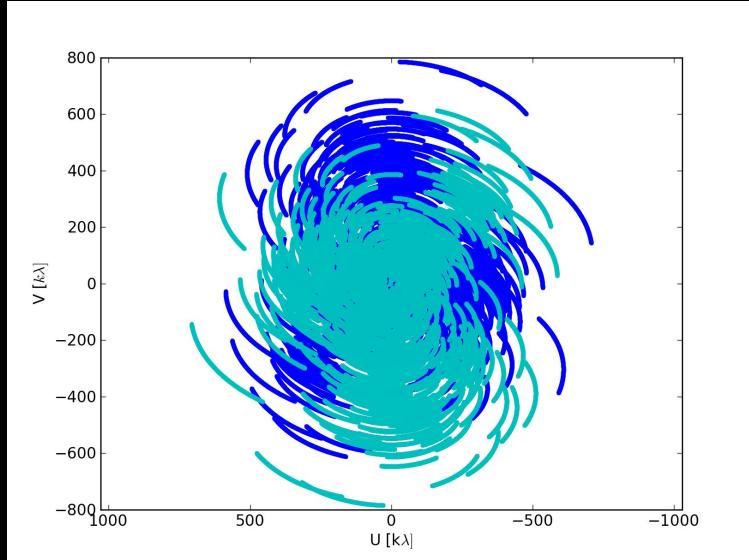


Sky rotation

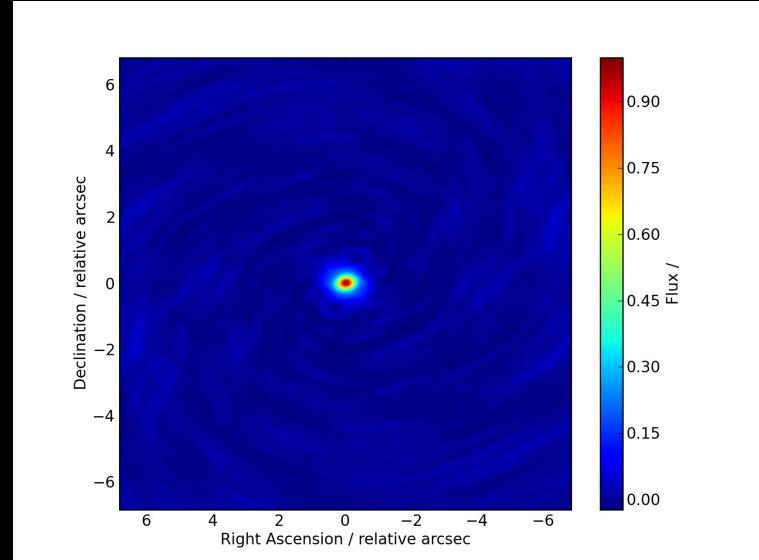
Real example: ALMA

2.5 km max baseline, 3hour integration, 43 antennas

Baselines: (u, v) plane



Fringes: (x, y) plane



Dirty beam

Conventional imaging:

$$I(x, y) \otimes \text{PSF}(x, y) = O(x, y)$$

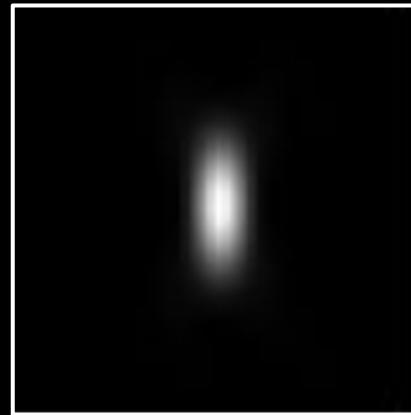
Reality



Convolve

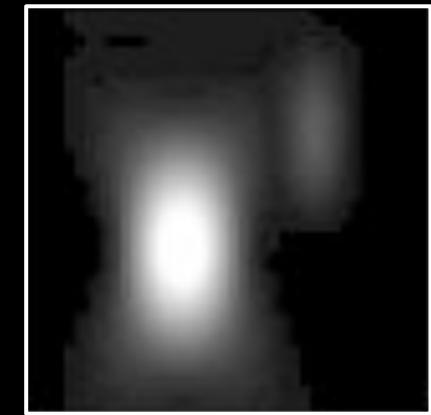
\otimes

Point-spread
function



=

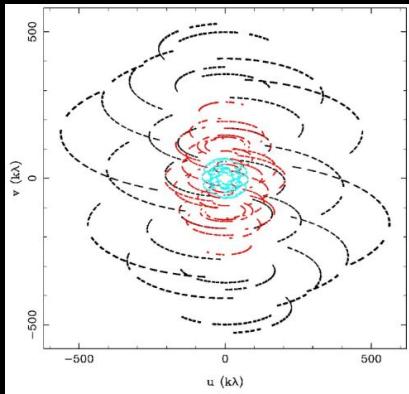
Image



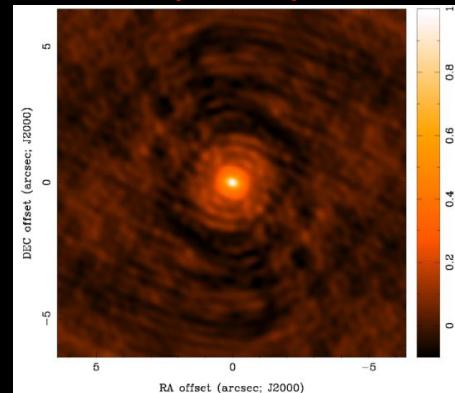
Similar in interferometry:

'Dirty beam'
(~PSF)

Baselines

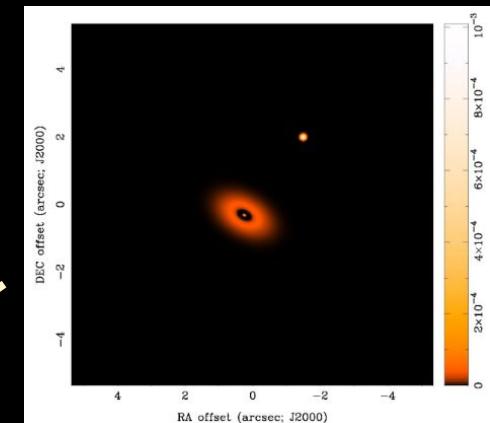
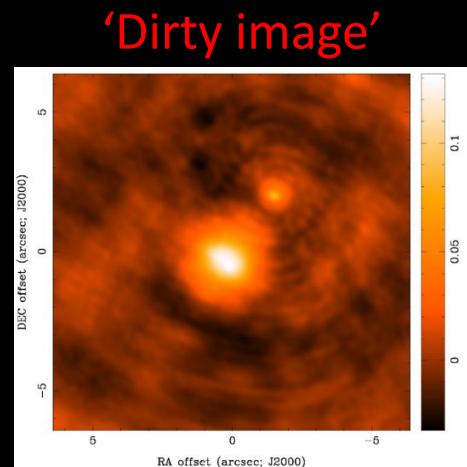


Fourier
transform



Convolve
with

Reality

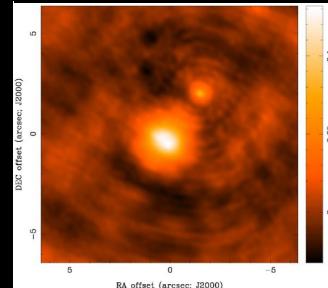


Images courtesy of David Wilner

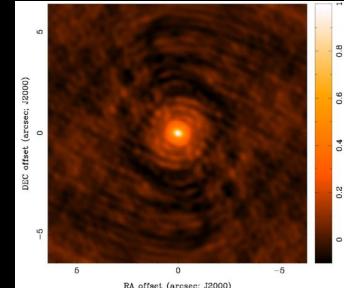
CLEAN algorithm (rough):

Get dirty image and make dirty beam

Dirty image



Dirty beam



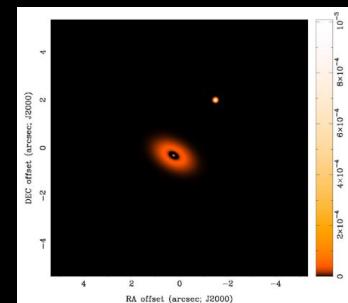
Loop:

Find peak of dirty image

Subtract fraction of dirty beam centered at peak

Add subtracted peak to sky model (and clean component list)

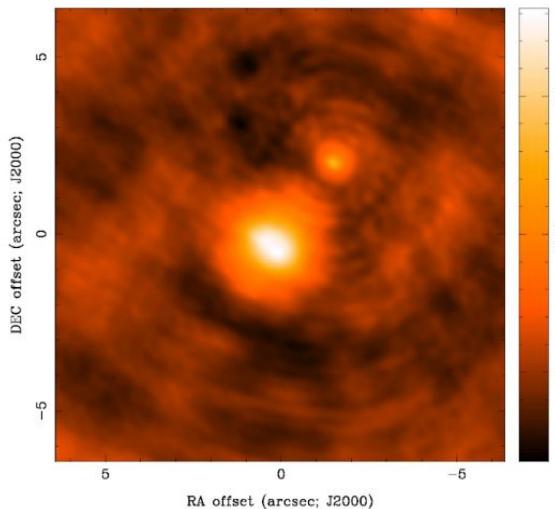
Reality



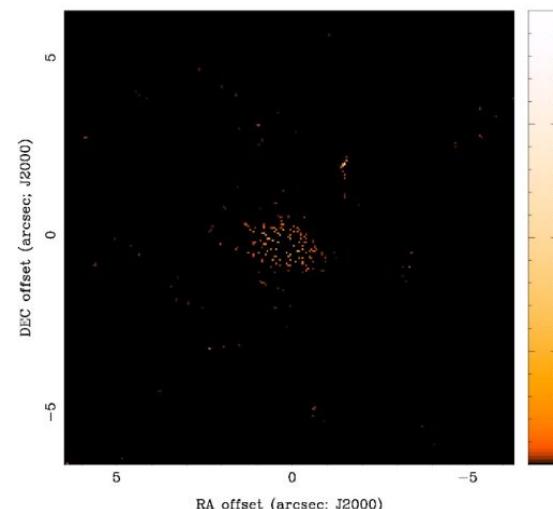
If peak of residual dirty image < stopping threshold:
break

CLEAN algorithm (rough):

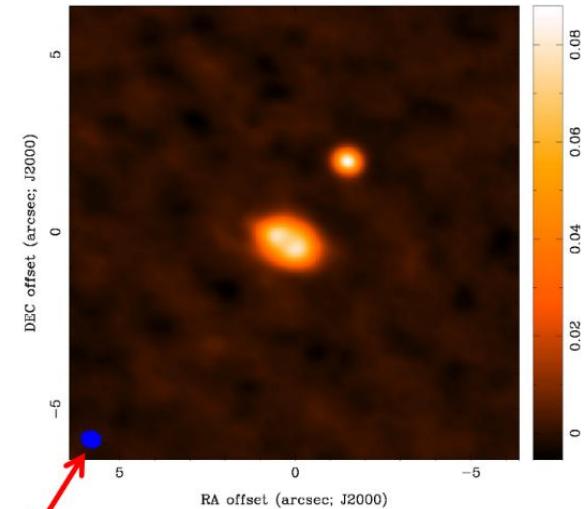
Dirty image



585 clean components



restored image



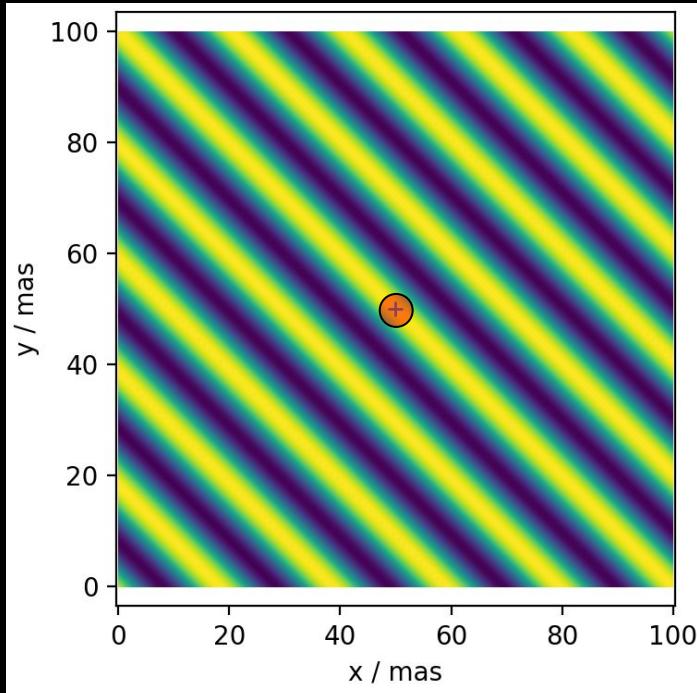
ellipse = restoring beam fwhm

Vevox

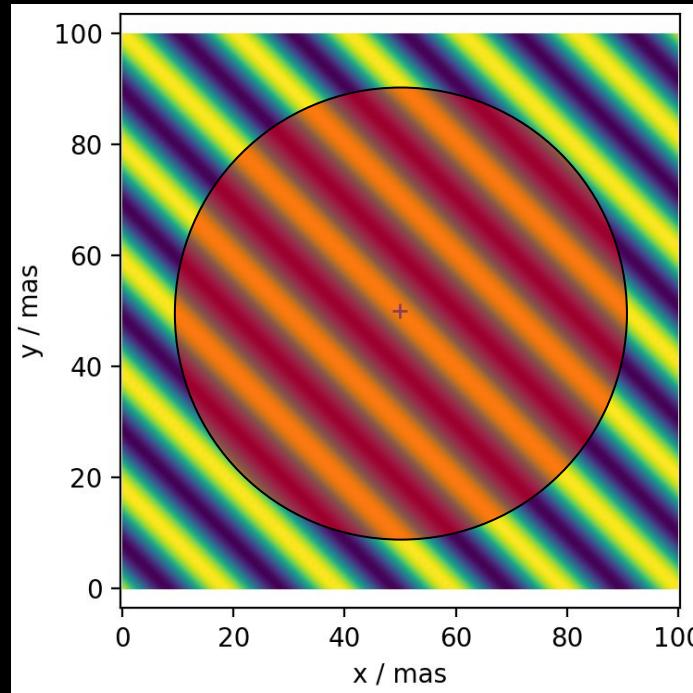
Other techniques

Resolving out extended flux

Small source: signal $\neq 0$



Large source: signal ≈ 0

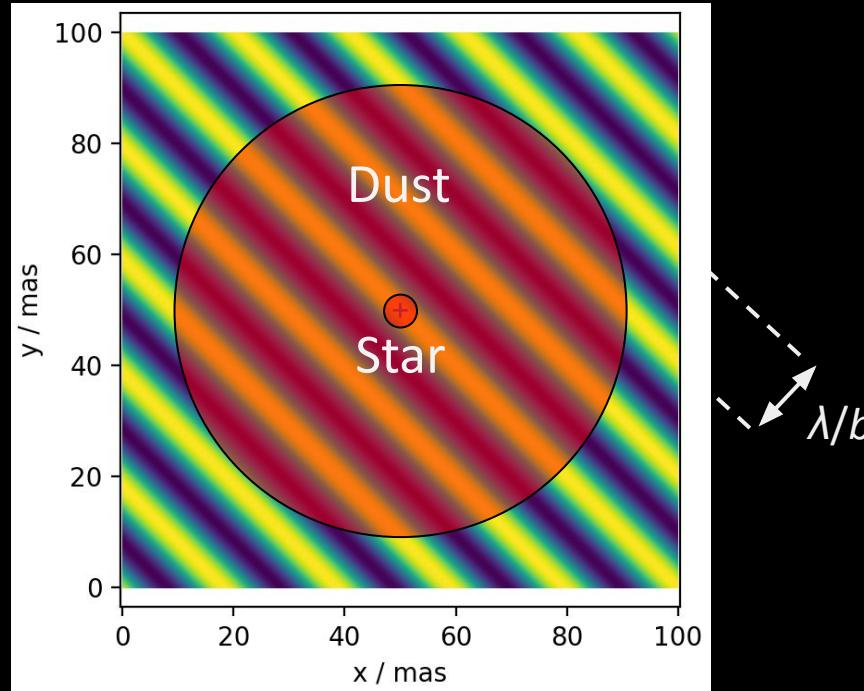
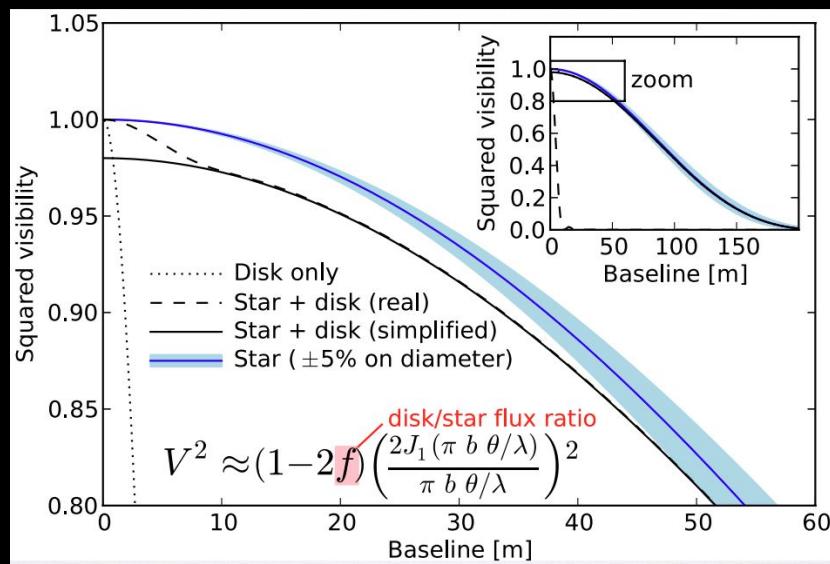


Fringe spacing
 $= \lambda/b$

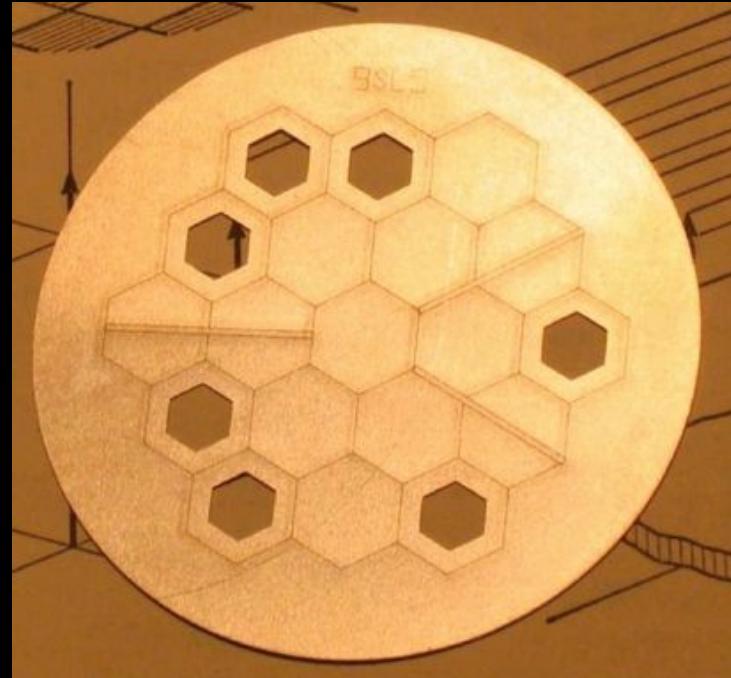
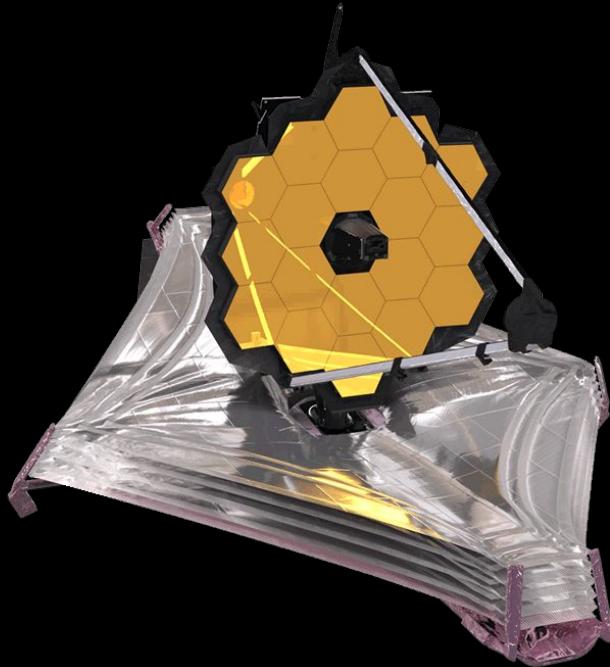
⇒ Detecting big things requires small baselines (b), and vice versa

Resolving out extended flux

Example: hot dust



Sparse-aperture masking

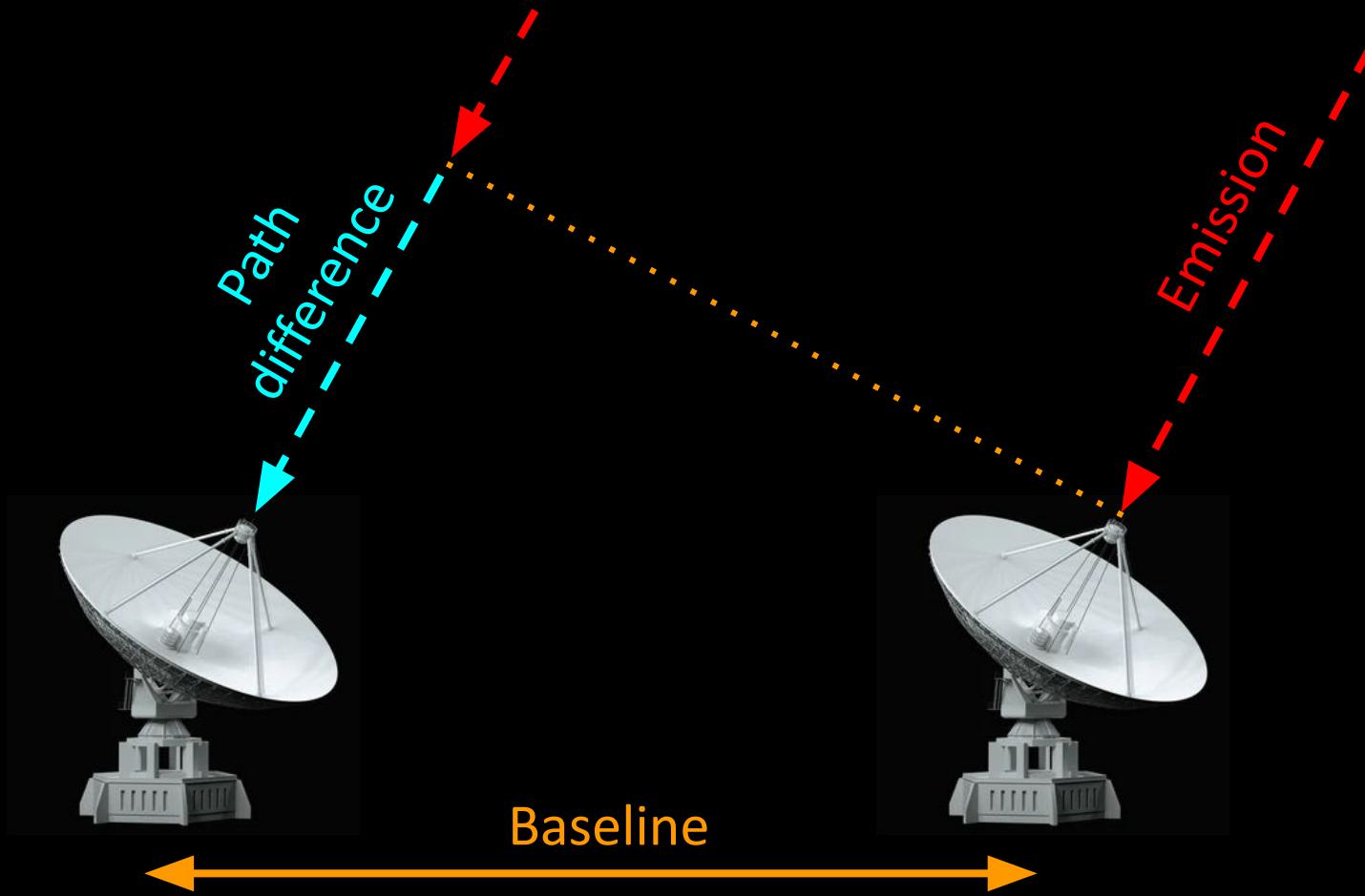


Higher resolution: $0.5 \lambda/b$ (interferometry) vs. $1.22 \lambda/D$ (imaging)

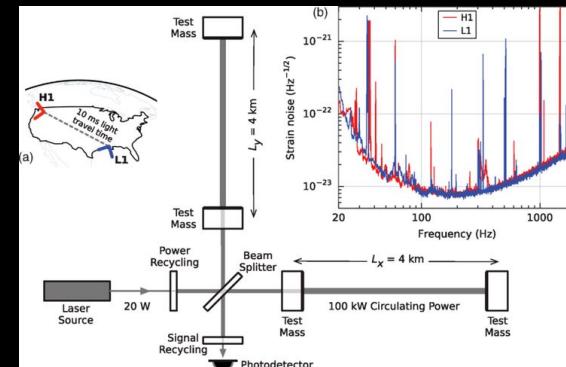
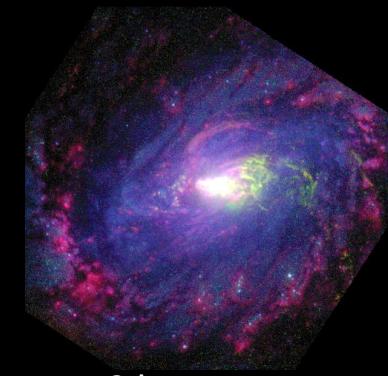
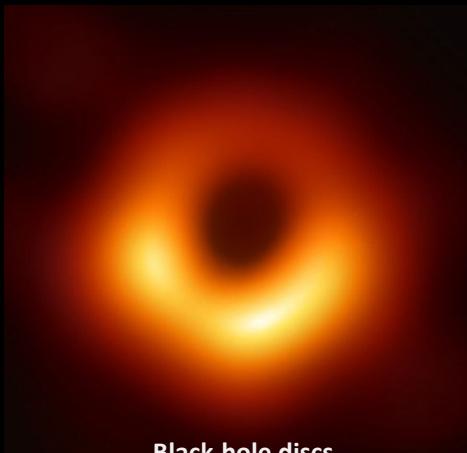
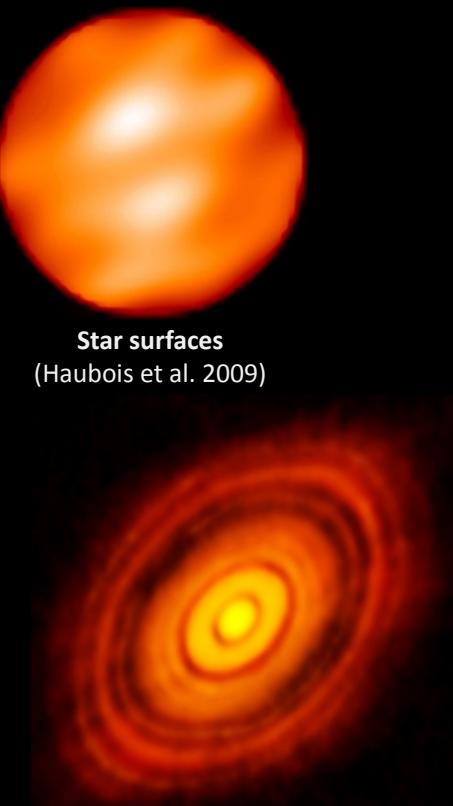
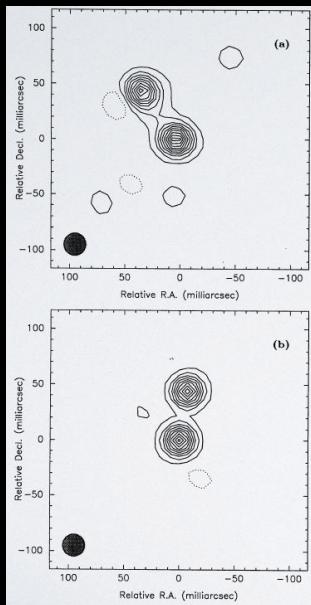
Comes at the expense of light-gathering power

Summary

Roughly how it works



What can we do with interferometry?

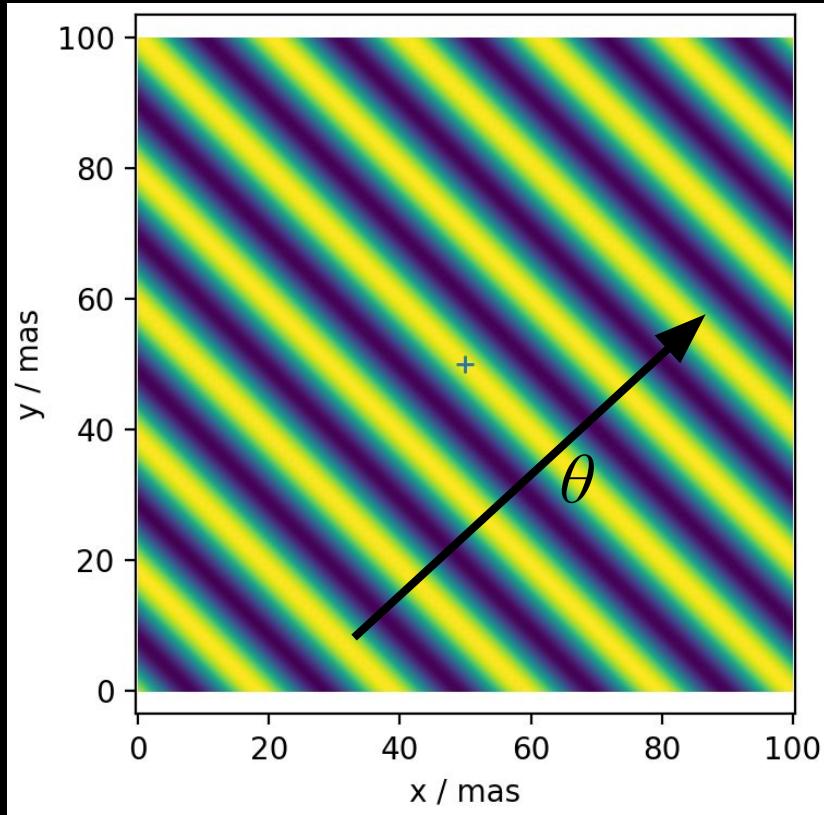


Gravitational waves

(Abbott et al. 2016)

Sensitivity fringes

Colour = correlator response R



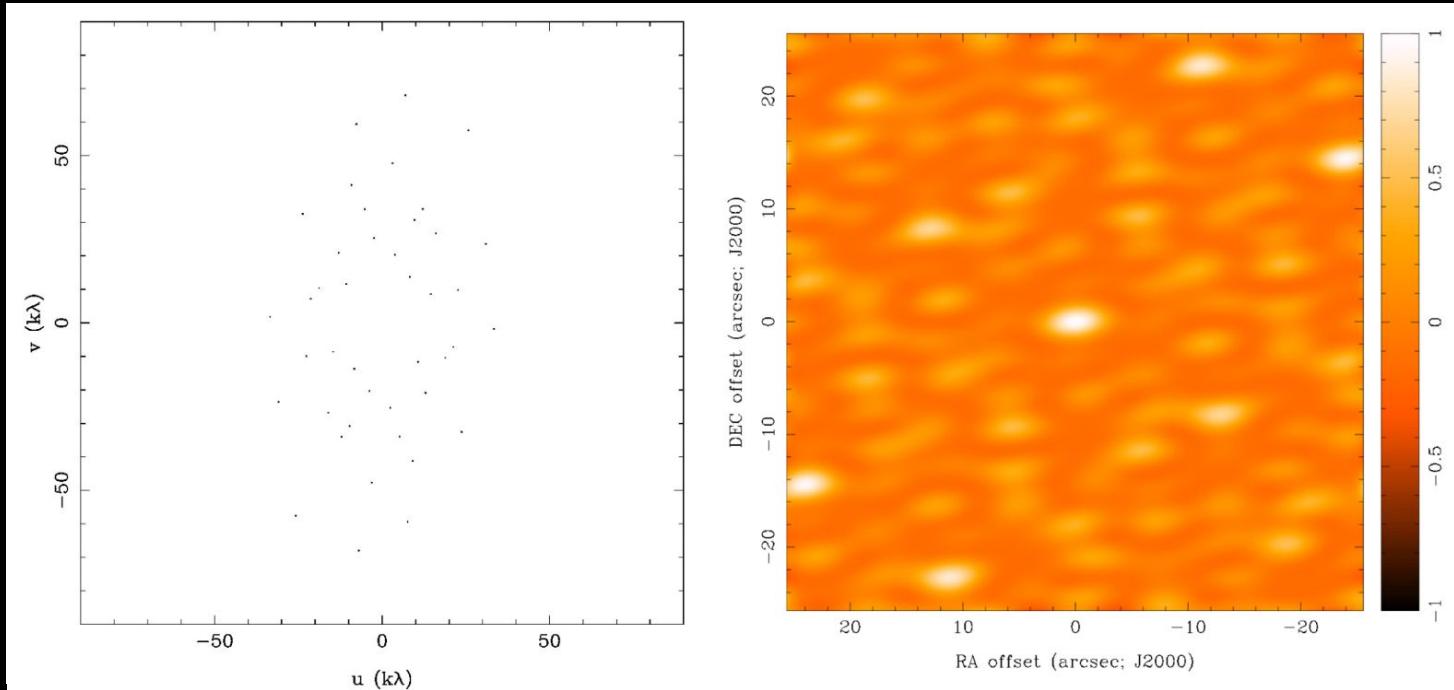
$$R = \frac{V^2}{2} \cos(\omega \Delta t)$$

$$\Delta t = \frac{b}{c} \cos(\theta)$$

Fringe spacing = λ/b

Each baseline is a pair of points on the u, v plane

7 dishes = 21 baselines

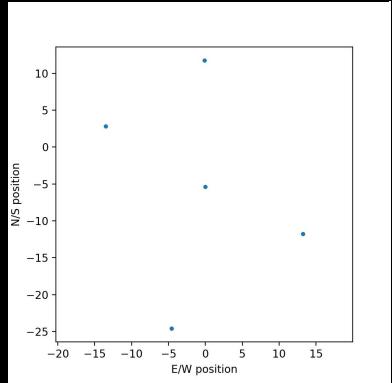


Goal: populate u, v plane with as many baselines as possible

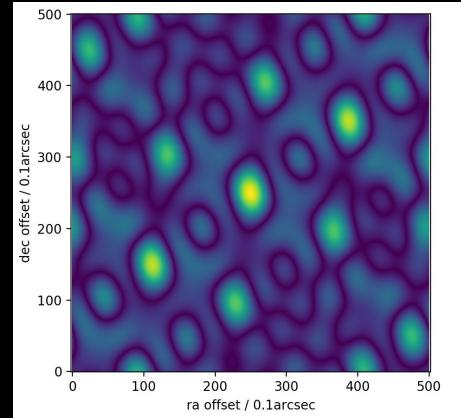
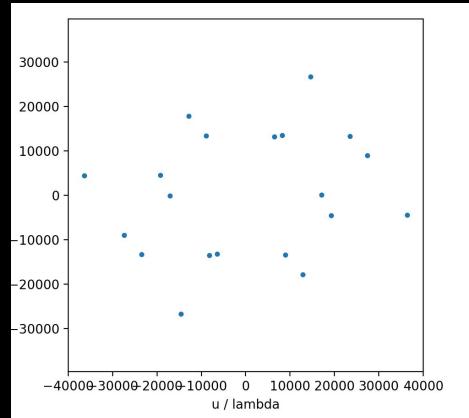
Images courtesy of David Wilner

Sky rotation

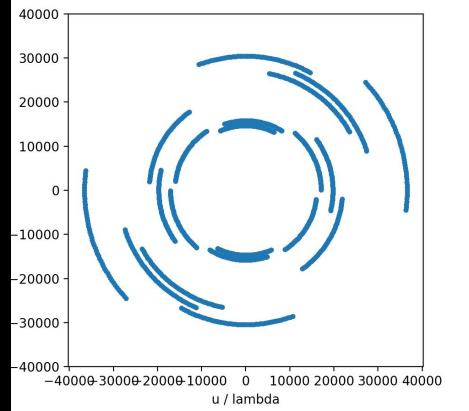
5 dishes



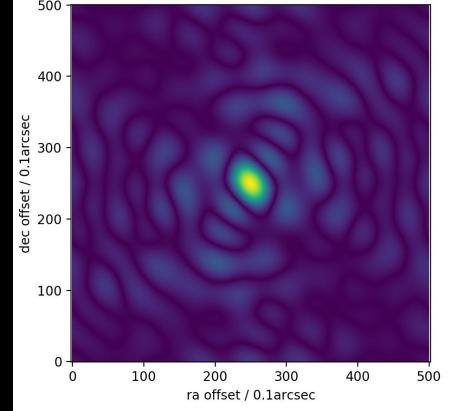
No sky
rotation



With sky
rotation



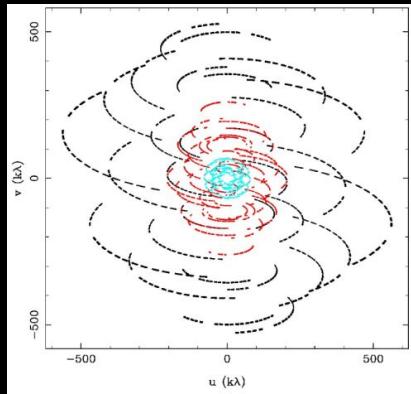
Fringes



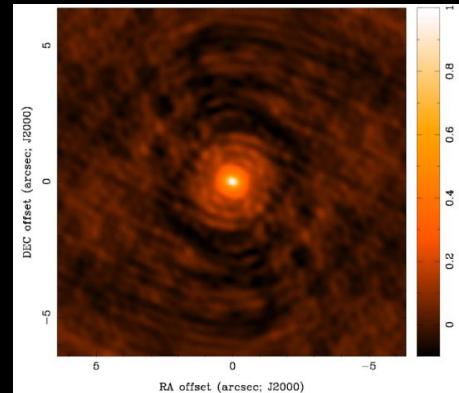
Dirty beam + dirty image

'Dirty beam'
(~PSF)

Baselines

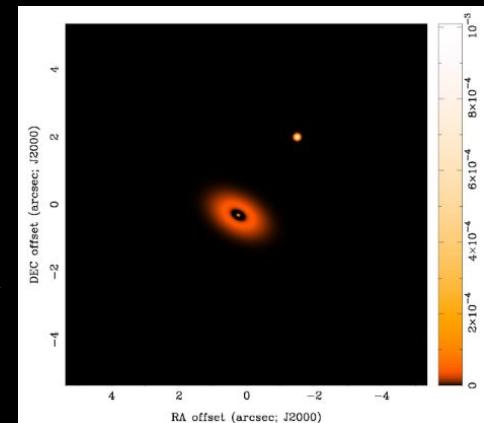


Fourier
transform

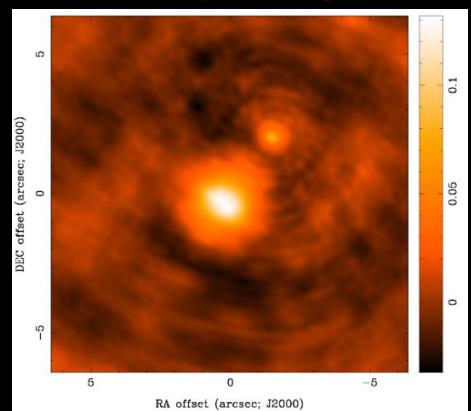


Convolve

Reality



'Dirty image'



Images courtesy of David Wilner

Course assessment

Due Wed 26 Nov