

APLC Design Summary

Instrument	SPHERE
nPup	200 x 200 pixels
Coronagraphic throughput (transmitted energy)	0.666
Core throughput (encircled energy)	0.4536
Liot stop inner diameter (% of inscribed circle)	0.002
Liot stop outer diameter (% of inscribed circle)	0.2
Bandpass	20.0%
# wavelengths	3
FPM radius (grayscale)	2.252 λ/D
nFPM	200 pixels
IWA — OWA	5.0—20.0 λ/D
Contrast constraint	10^{-6}
Liot Stop alignment tolerance	1 pixels

Input Files :

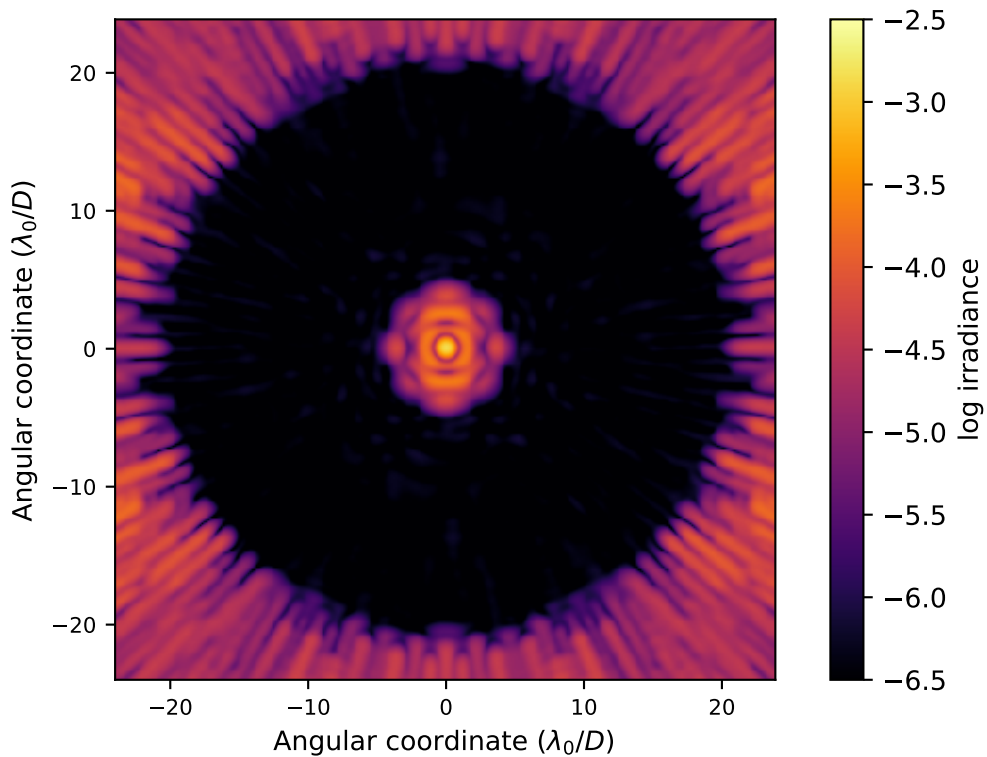
▷ *Pupil file* : SPHERE/pupil=vlt_btw_nPup=200.fits

▷ *Liot stop file* : SPHERE/sphere_stop_ST_ALC2_nPup0200.fits

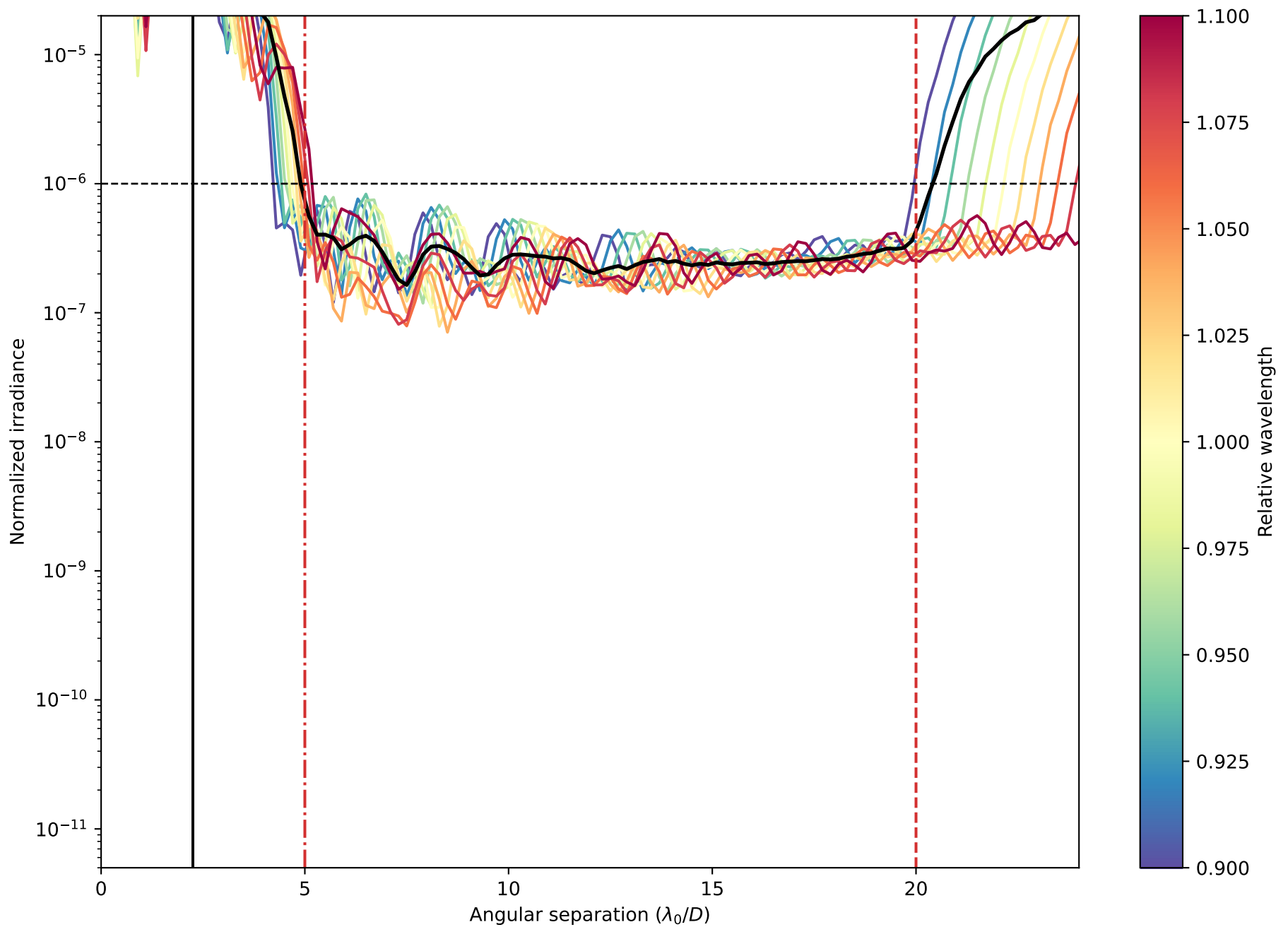
Solution File :

▷ 0_SPHERE_N200_FPM225M0200_IWA0500_OWA02000_C6_BW20_Nlam3_LS_ID_ST_A_OD_nPu_ls_0200.fits.fits

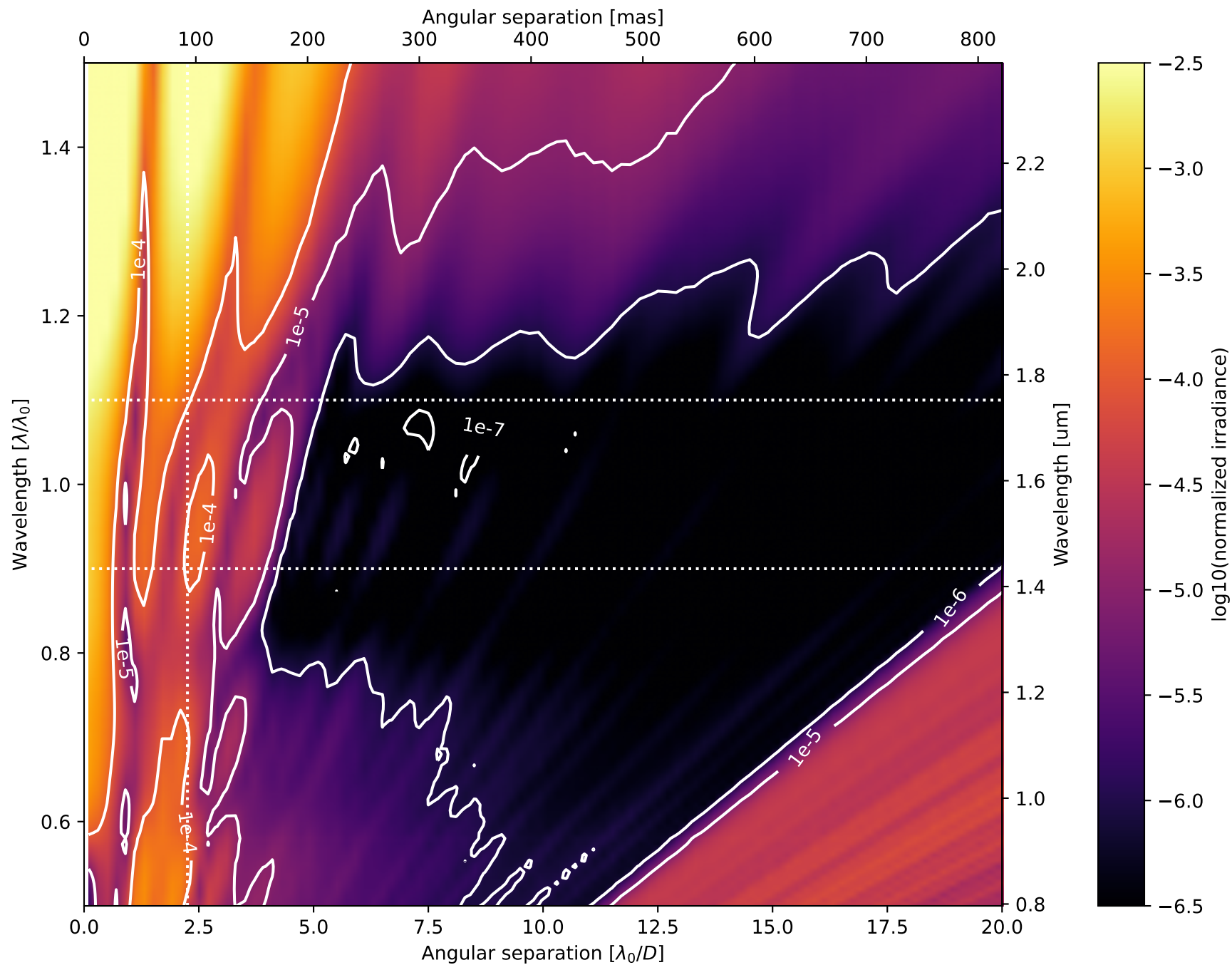
Tue Aug 1 20:45:26 2023

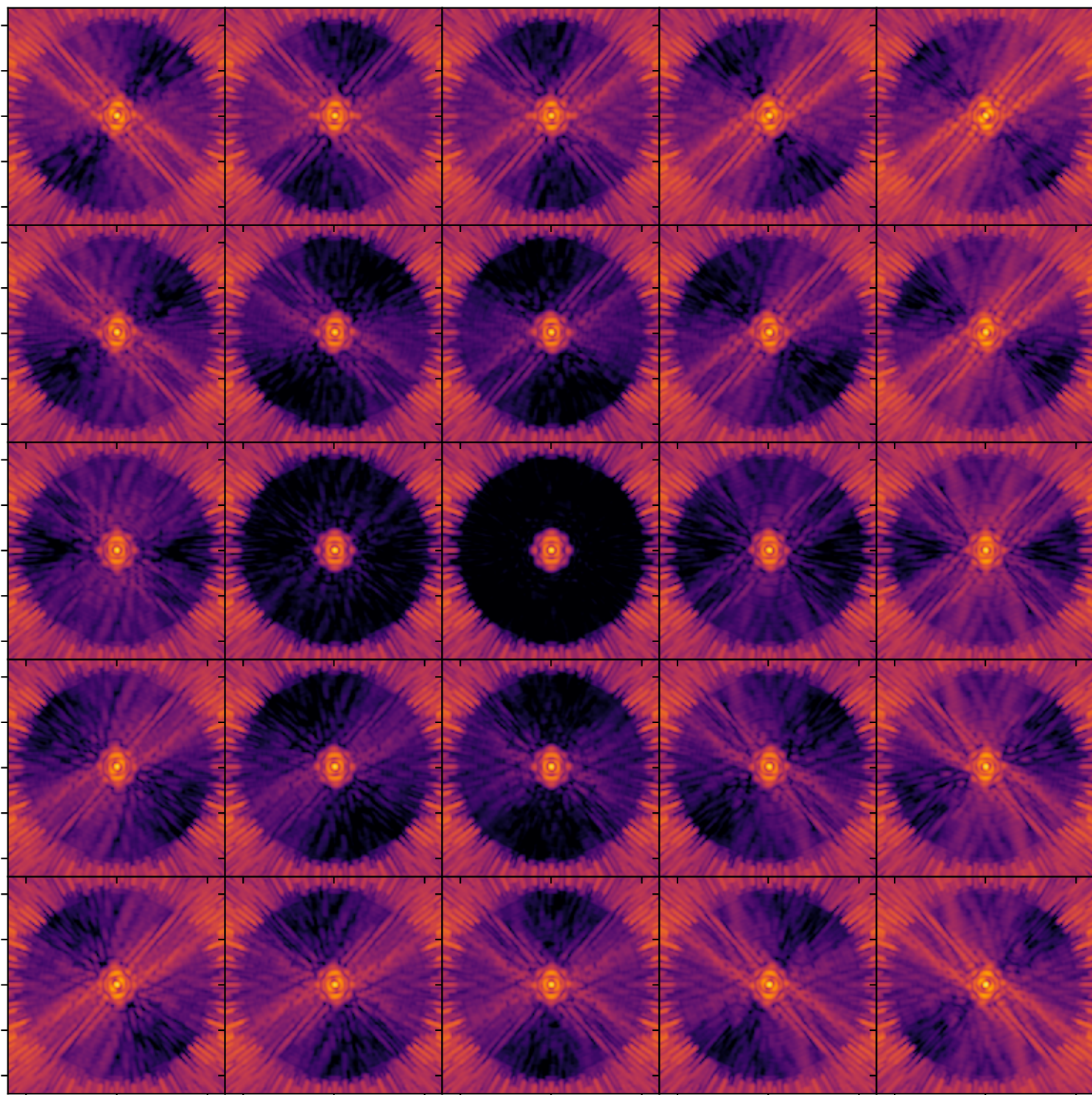


*On – axis PSF in log irradiance,
normalized to the peak irradiance value.*

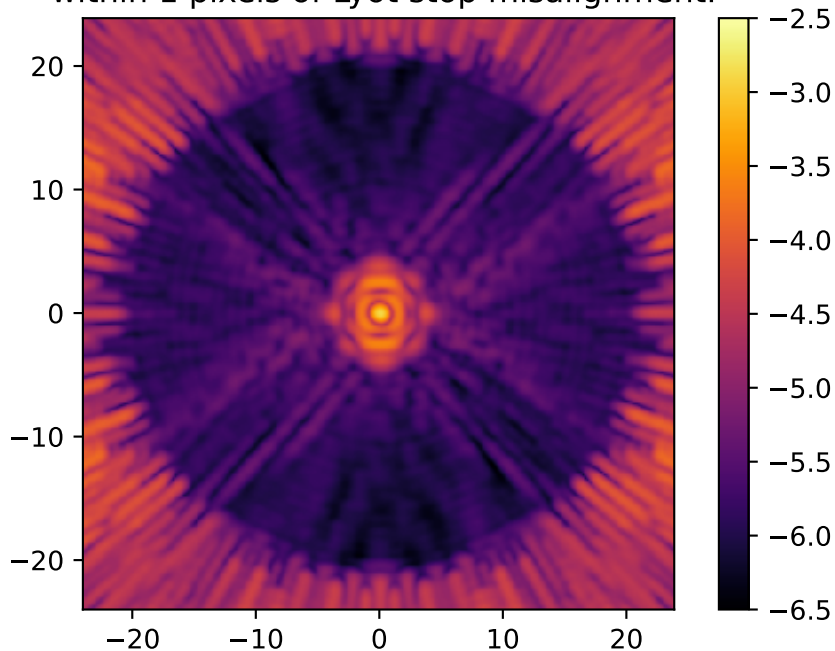


Radial intensity profile for the broadband APLC design at 11 simulated wavelengths centered around λ_0/D and equally spatially sampled over the 20.0% bandpass. The black curve shows the average intensity across the 11 wavelength samples. The dashed red vertical lines delimit the high-contrast dark zone (between 5 and $20 \lambda_0/D$). The blue dotted line delimits the FPM radius, set to $2.25 \lambda_0/D$.





Average broadband normalized irradiance
within 1 pixels of Lyot stop misalignment.



Analysis Summary

Apodizer &
Telescope Aperture

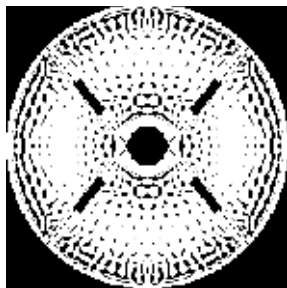


Image plane

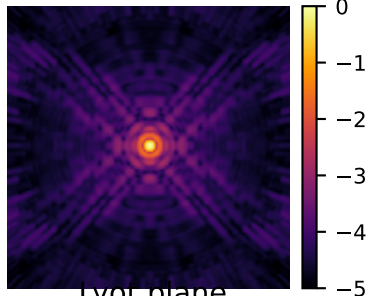
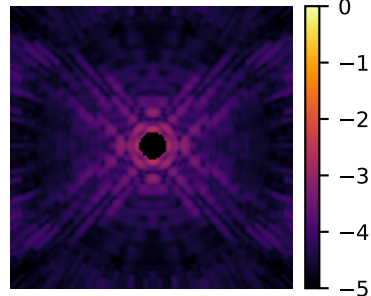
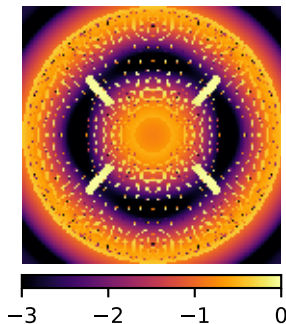


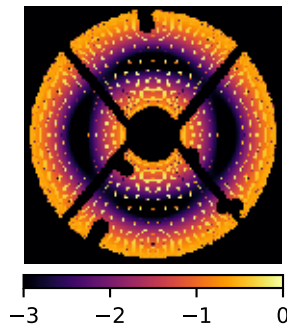
Image plane
w/FPM



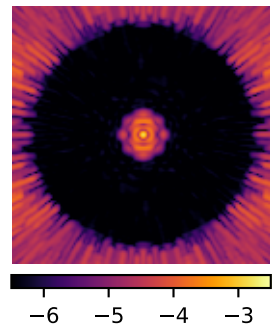
Lyot plane

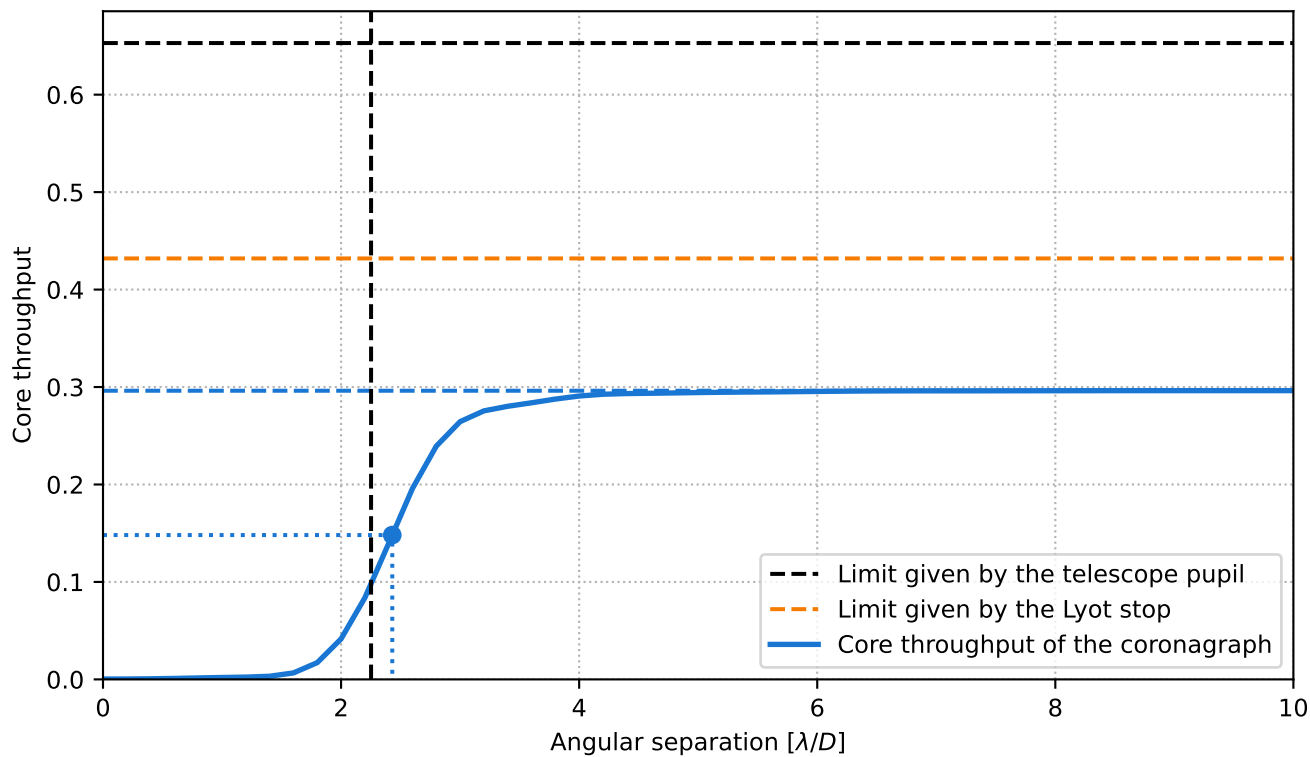


Lyot plane
w/lyot stop

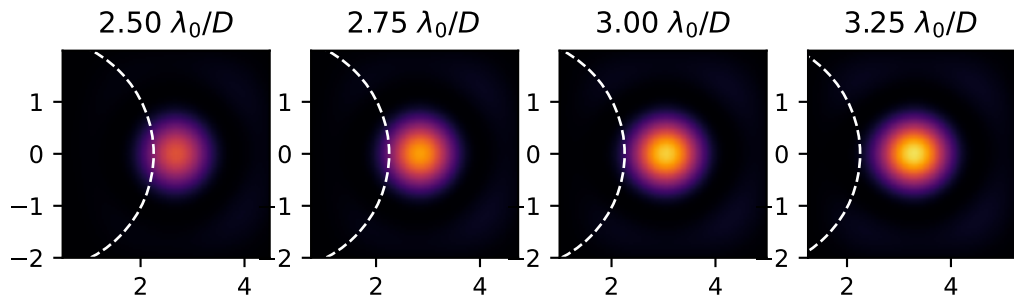
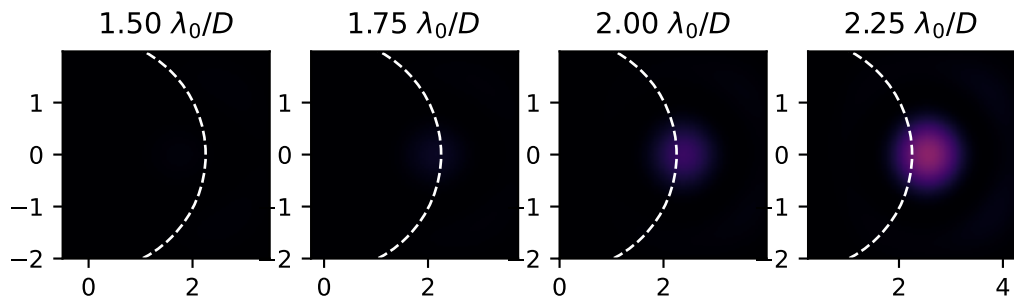


Final image plane



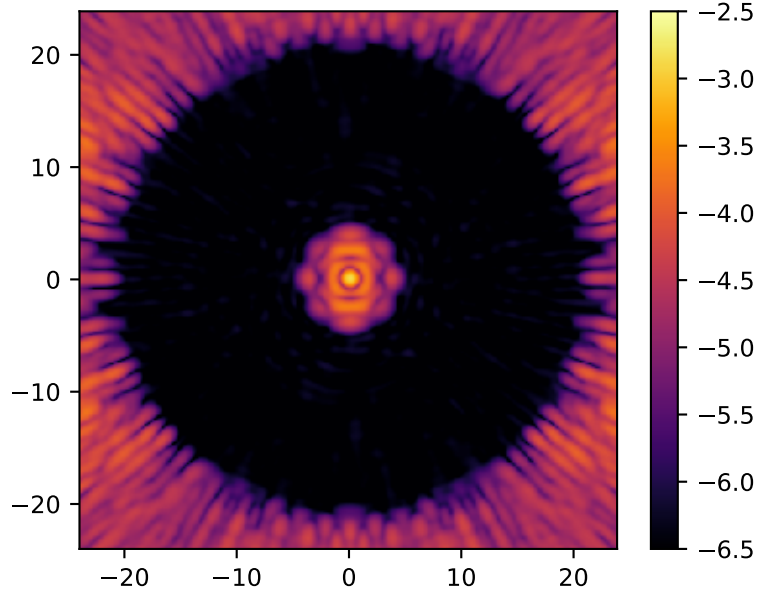


Pupil core throughput:	0.6529587526504126
Lyot stop core throughput:	0.4319503996598989
Maximum core throughput:	0.29620196012001543
Maximum core throughput w.r.t. pupil core throughput:	0.45363043058647673
Maximum core throughput w.r.t. Lyot stop core throughput:	0.6857314181286404
Inner working angle:	2.430133219416734 λ_0/D

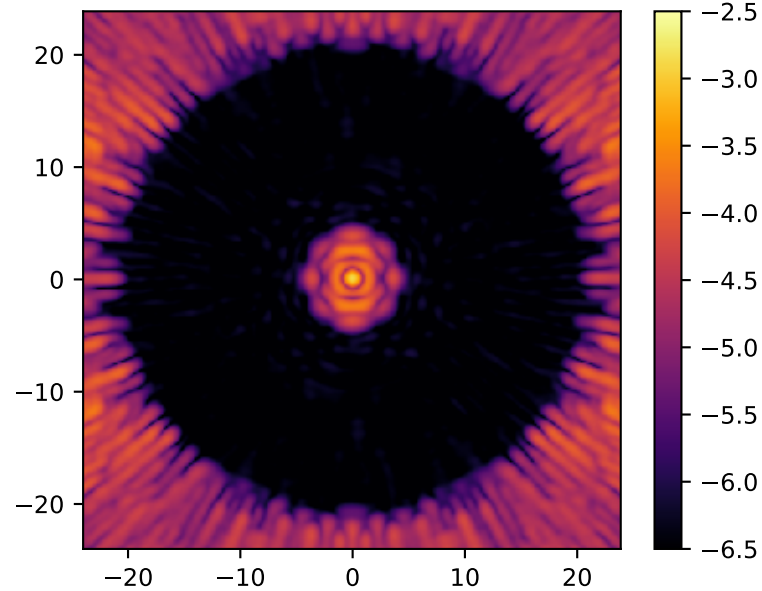


Broadband normalized irradiance for four representative levels of residual pointing jitter.

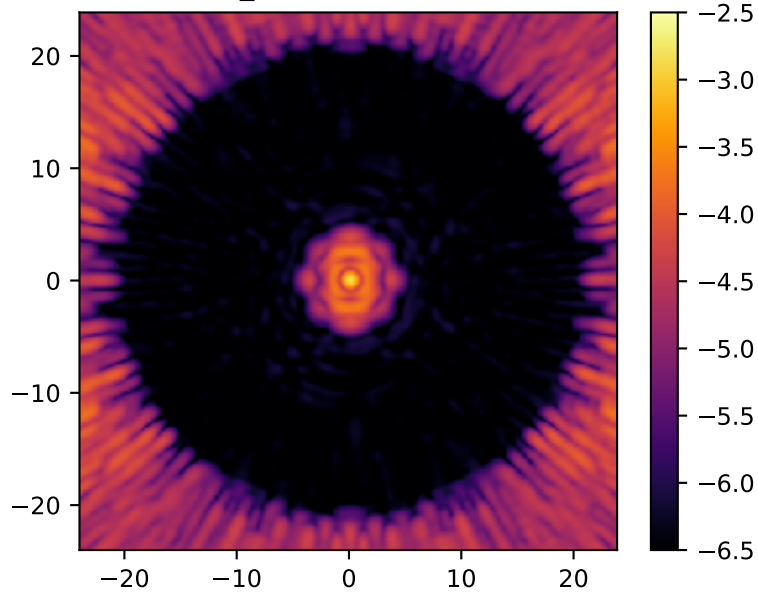
$\sigma_{\text{rms}} = 0.01 \lambda/D$



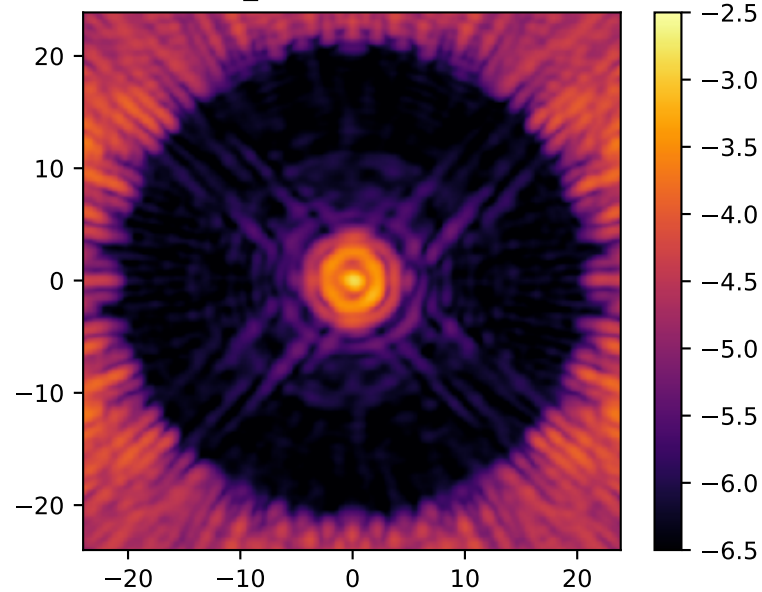
$\sigma_{\text{rms}} = 0.03 \lambda/D$

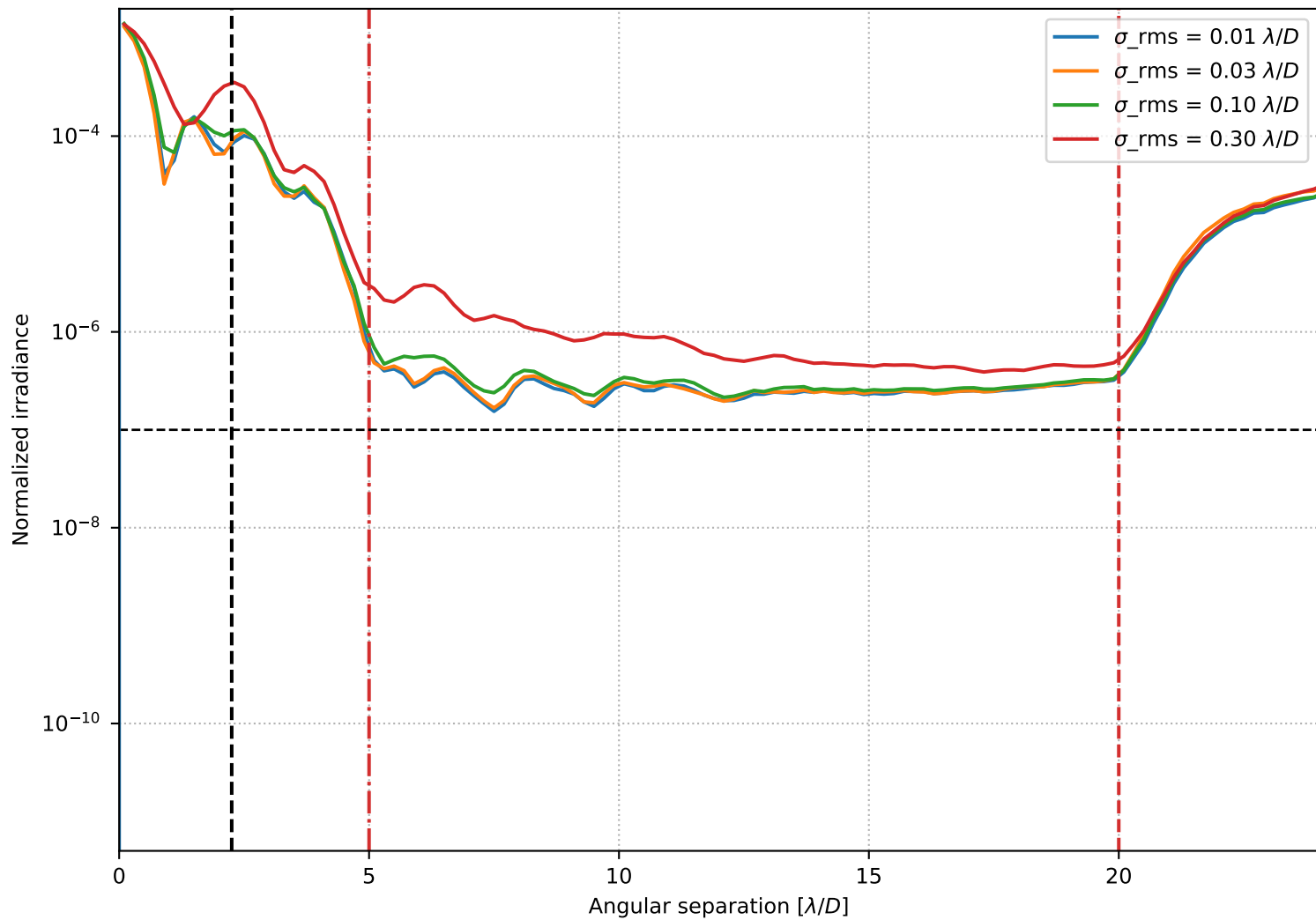


$\sigma_{\text{rms}} = 0.10 \lambda/D$



$\sigma_{\text{rms}} = 0.30 \lambda/D$





Azimuthally averaged raw contrast for four representative levels of rms residual pointing jitter.