

APLC Design Summary

Instrument	SPHERE
nPup	100 x 100 pixels
Coronagraphic throughput (transmitted energy)	0.6598
Core throughput (encircled energy)	0.445
Liot stop inner diameter (% of inscribed circle)	0.002
Liot stop outer diameter (% of inscribed circle)	0.1
Bandpass	20.0%
# wavelengths	1
FPM radius (grayscale)	2.252 λ/D
nFPM	100 pixels
IWA — OWA	5.0—20.0 λ/D
Contrast constraint	10^{-8}
Liot Stop alignment tolerance	1 pixels

Input Files :

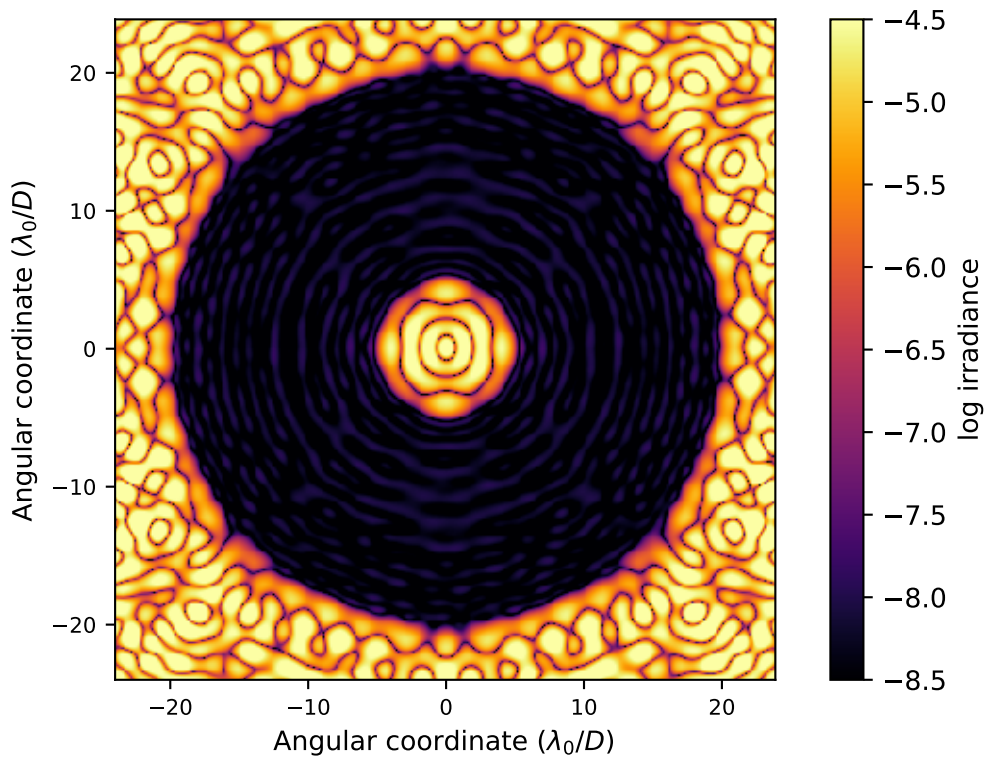
▷ *Pupil file* : SPHERE/pupil=vlt_btw_nPup=100.fits

▷ *Liot stop file* : SPHERE/sphere_stop_ST_ALC2_nPup0100.fits

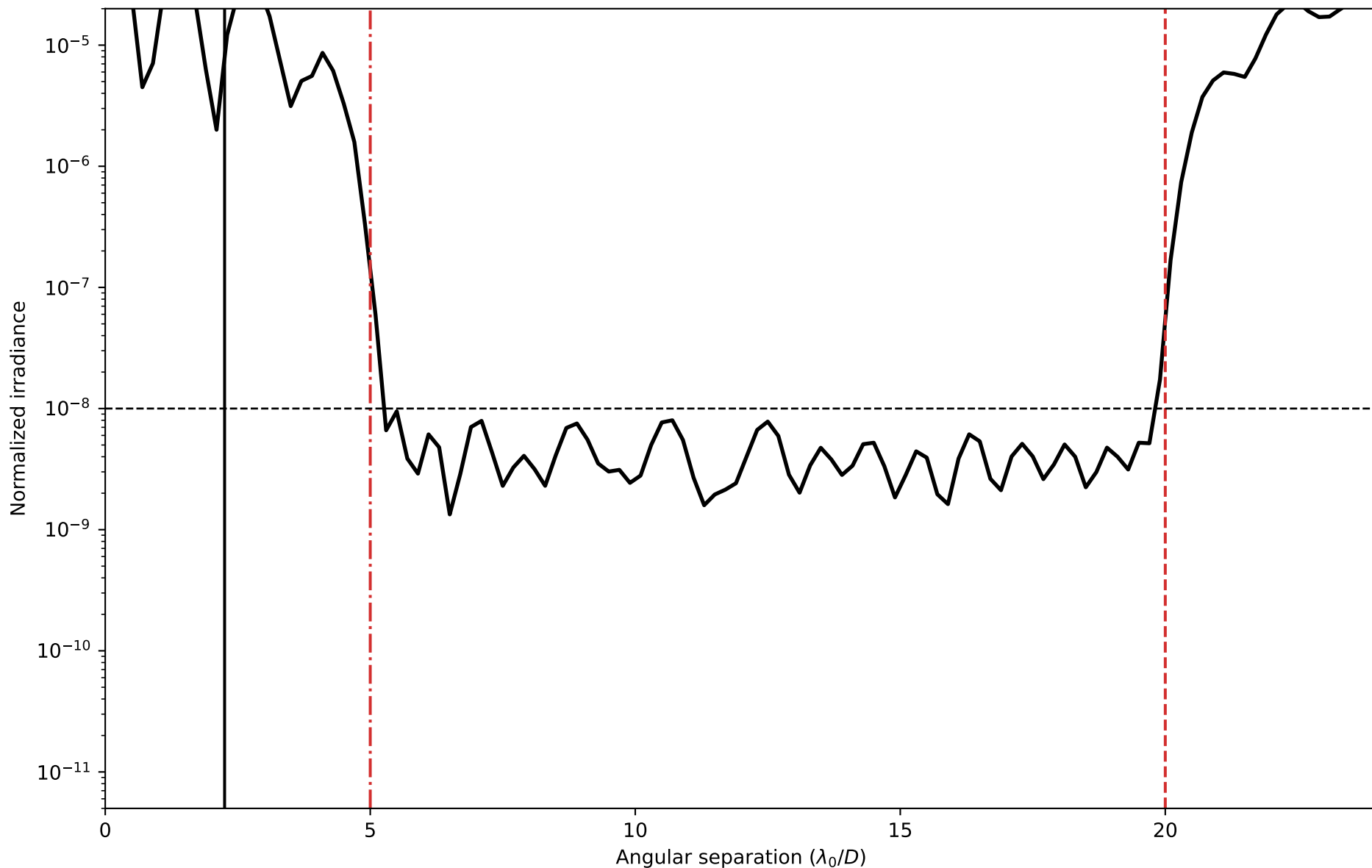
Solution File :

▷ 0_SPHERE_N100_FPM225M0100_IWA0500_OWA02000_C8_BW20_Nlam1_LS_ID_ST_A_OD_nPu_ls_0100.fits.fits

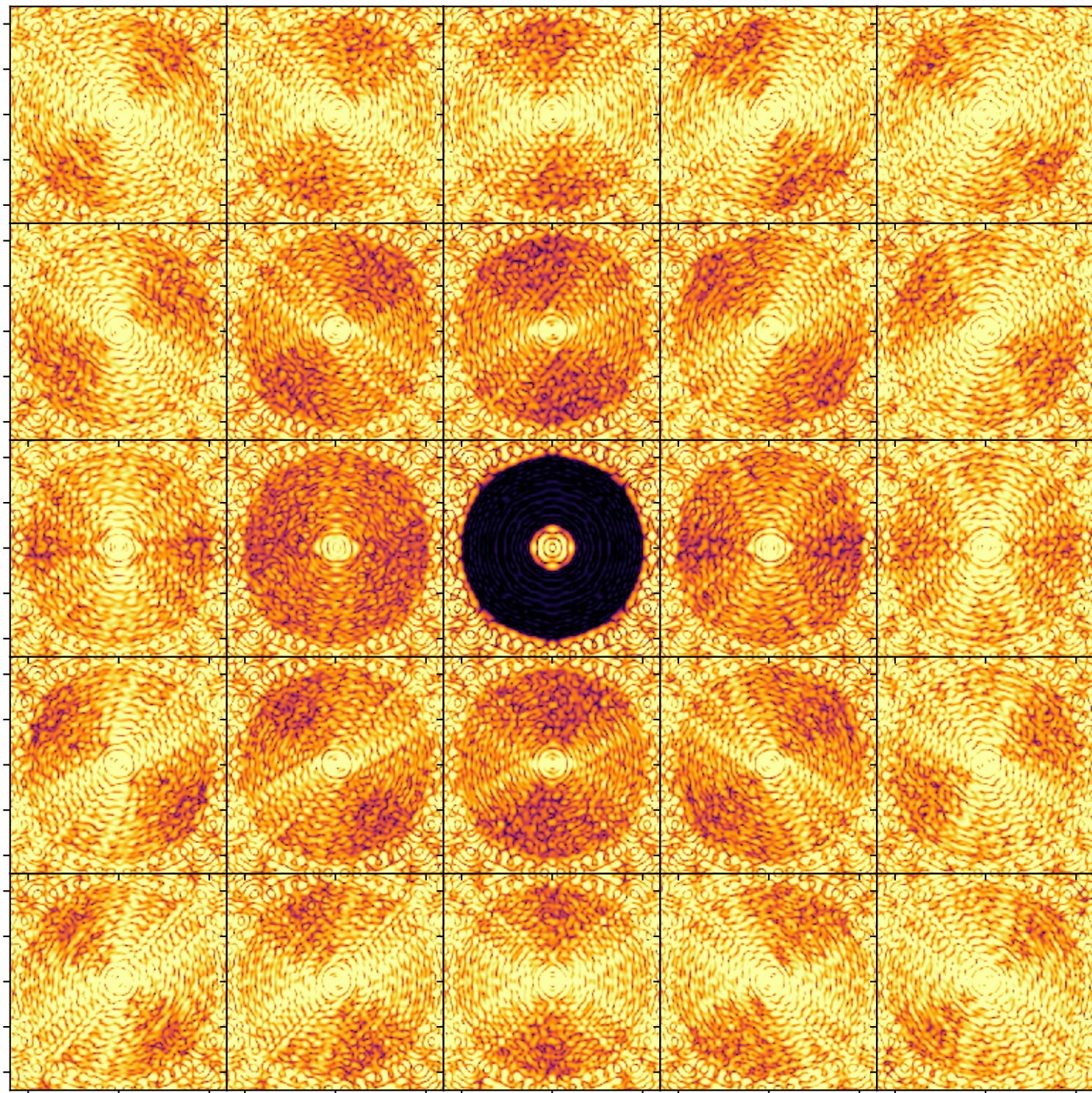
Tue Aug 1 17:59:28 2023



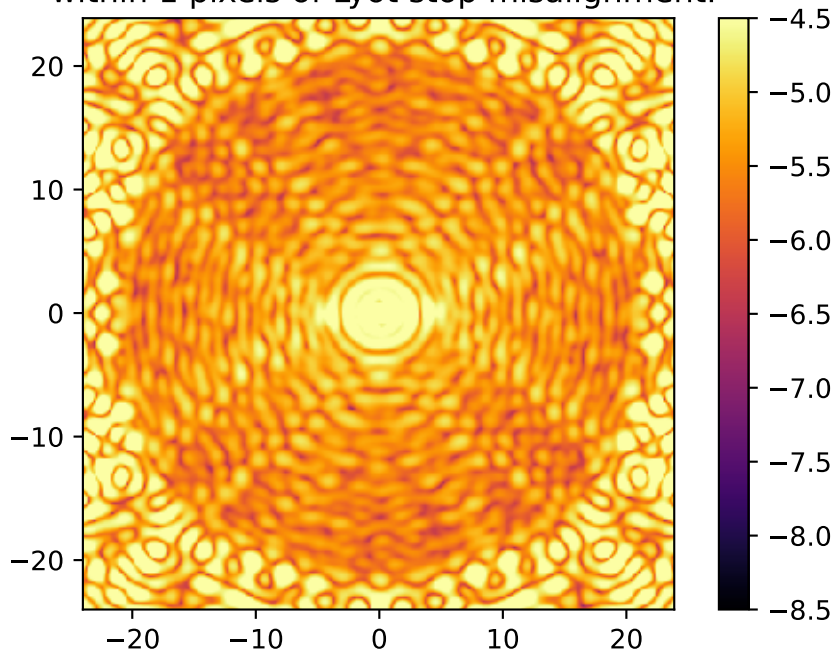
*Monochromatic on – axis PSF in log irradiance,
normalized to the peak irradiance value.*



Monochromatic on – axis PSF azimuthally averaged over angular separations $0.1\text{--}33.9 \lambda/D$, normalized to the peak irradiance. The vertical, solid black line at separation $2.252 \lambda/D$ marks the radius of the FPM occulting spot. The vertical, red lines at 5.0 and $20.0 \lambda/D$ respectively indicate the radii of the inner and outermost constraints applied during the apodizer optimization.



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



Analysis Summary

Apodizer &
Telescope Aperture

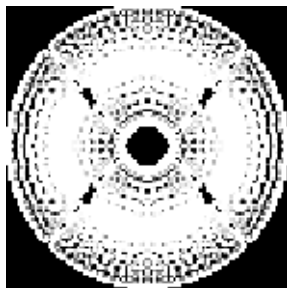


Image plane

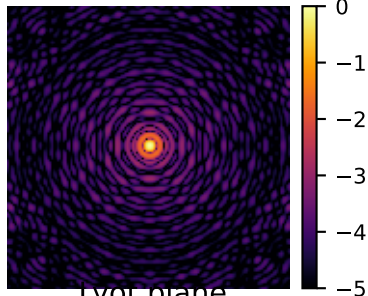
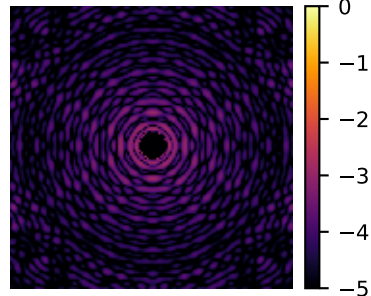
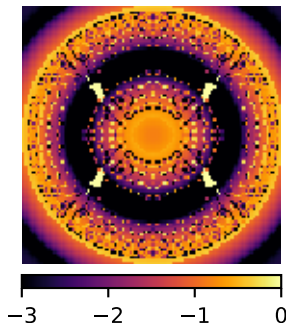


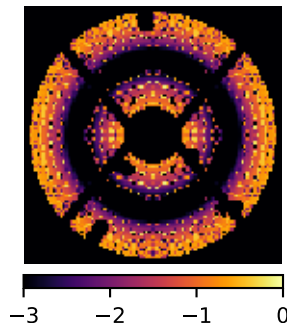
Image plane
w/FPM



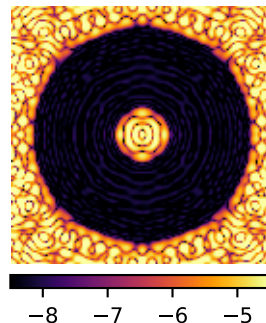
Lyot plane

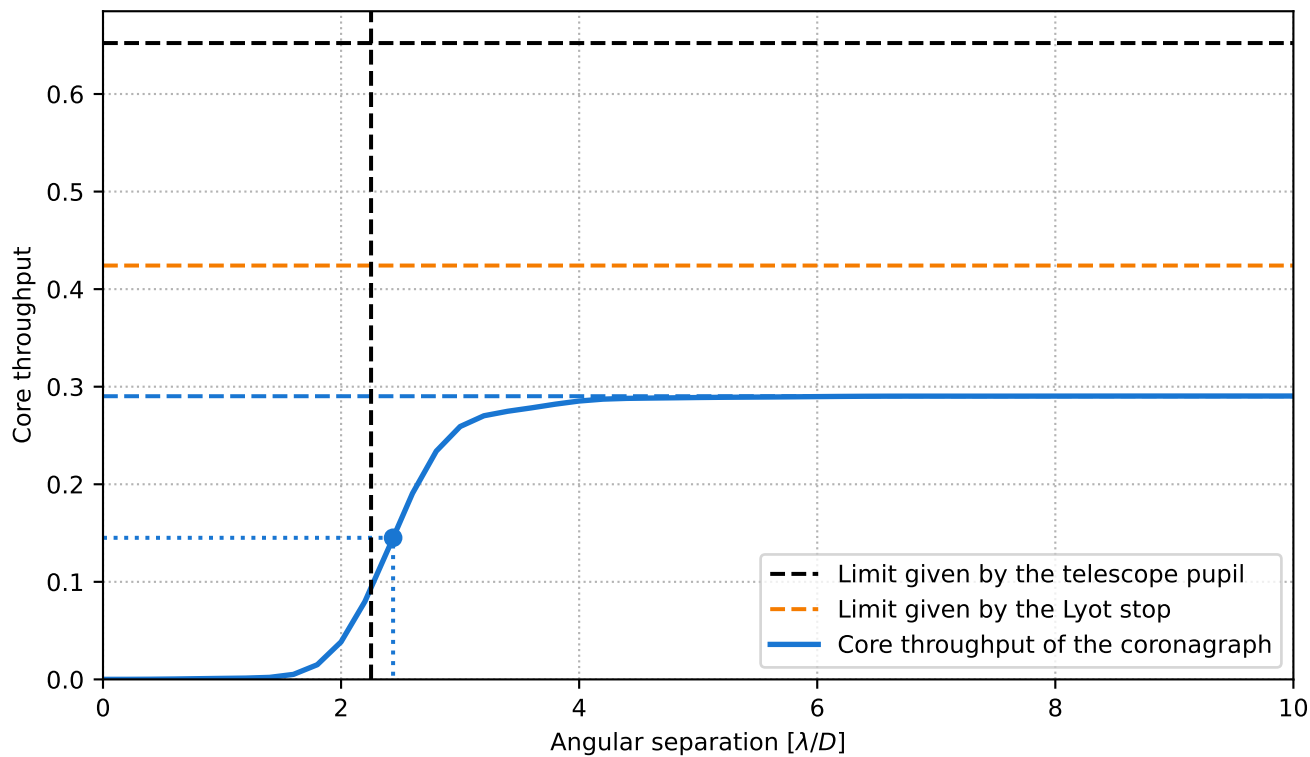


Lyot plane
w/lyot stop

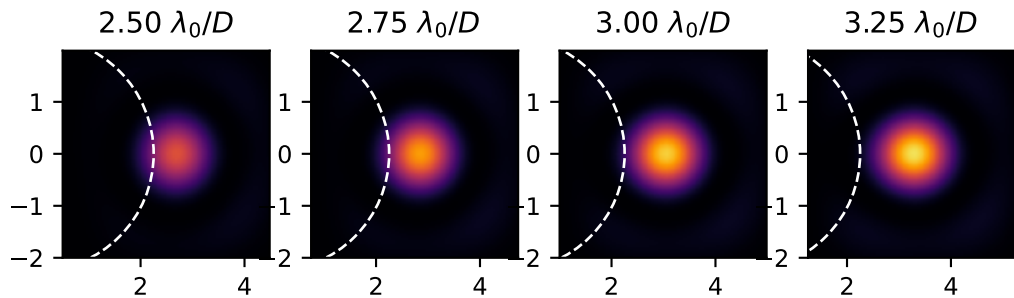
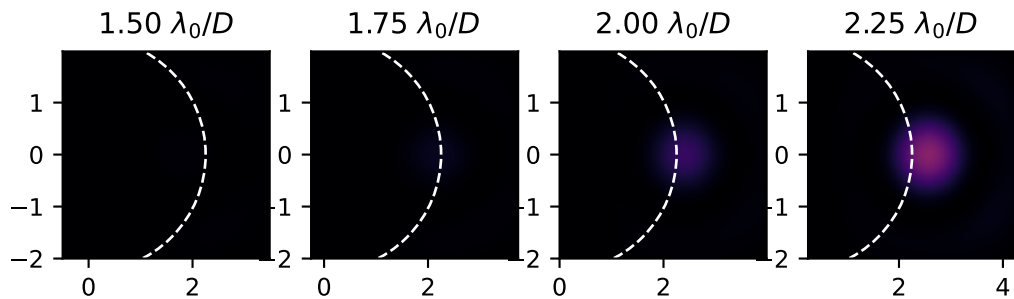


Final image plane



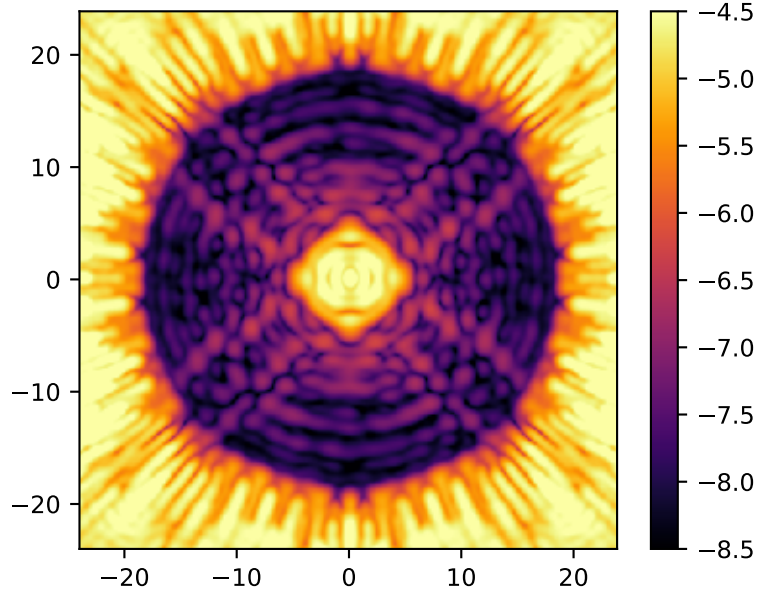


Pupil core throughput:	0.6522279295085497
Lyot stop core throughput:	0.42418974570130463
Maximum core throughput:	0.29024844342118344
Maximum core throughput w.r.t. pupil core throughput:	0.44501075512035204
Maximum core throughput w.r.t. Lyot stop core throughput:	0.6842420081167246
Inner working angle:	2.4370306857918007 λ_0/D

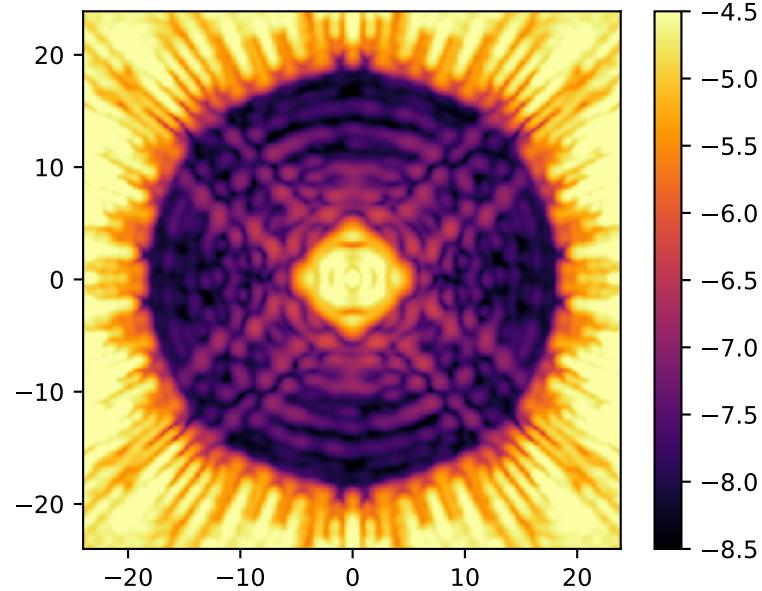


Broadband normalized irradiance for four representative levels of residual pointing jitter.

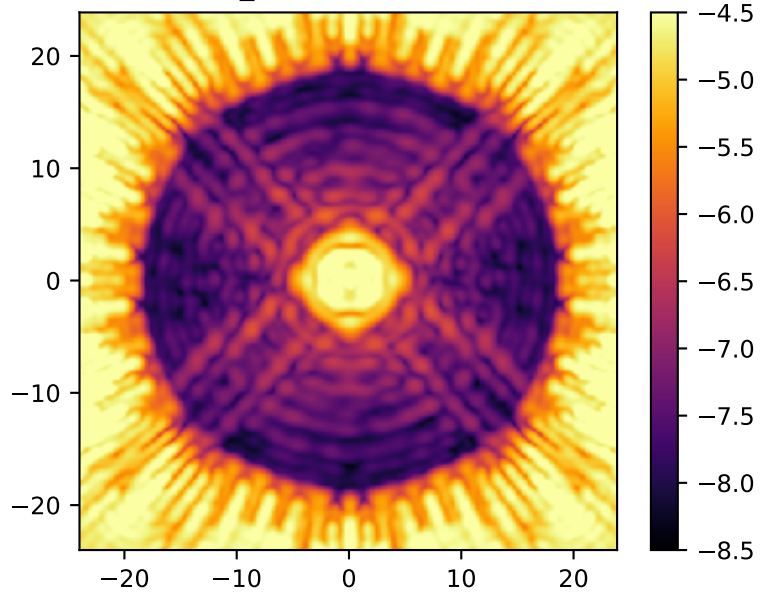
$\sigma_{\text{rms}} = 0.01 \lambda/D$



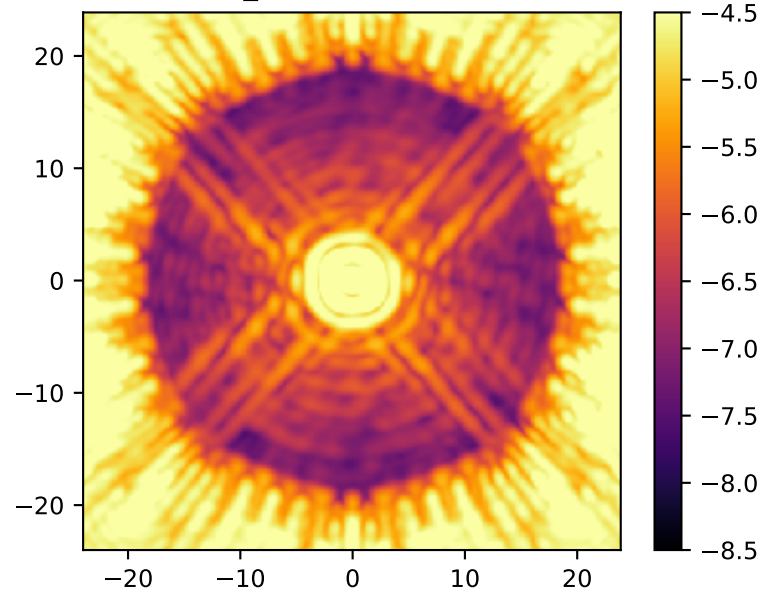
$\sigma_{\text{rms}} = 0.03 \lambda/D$

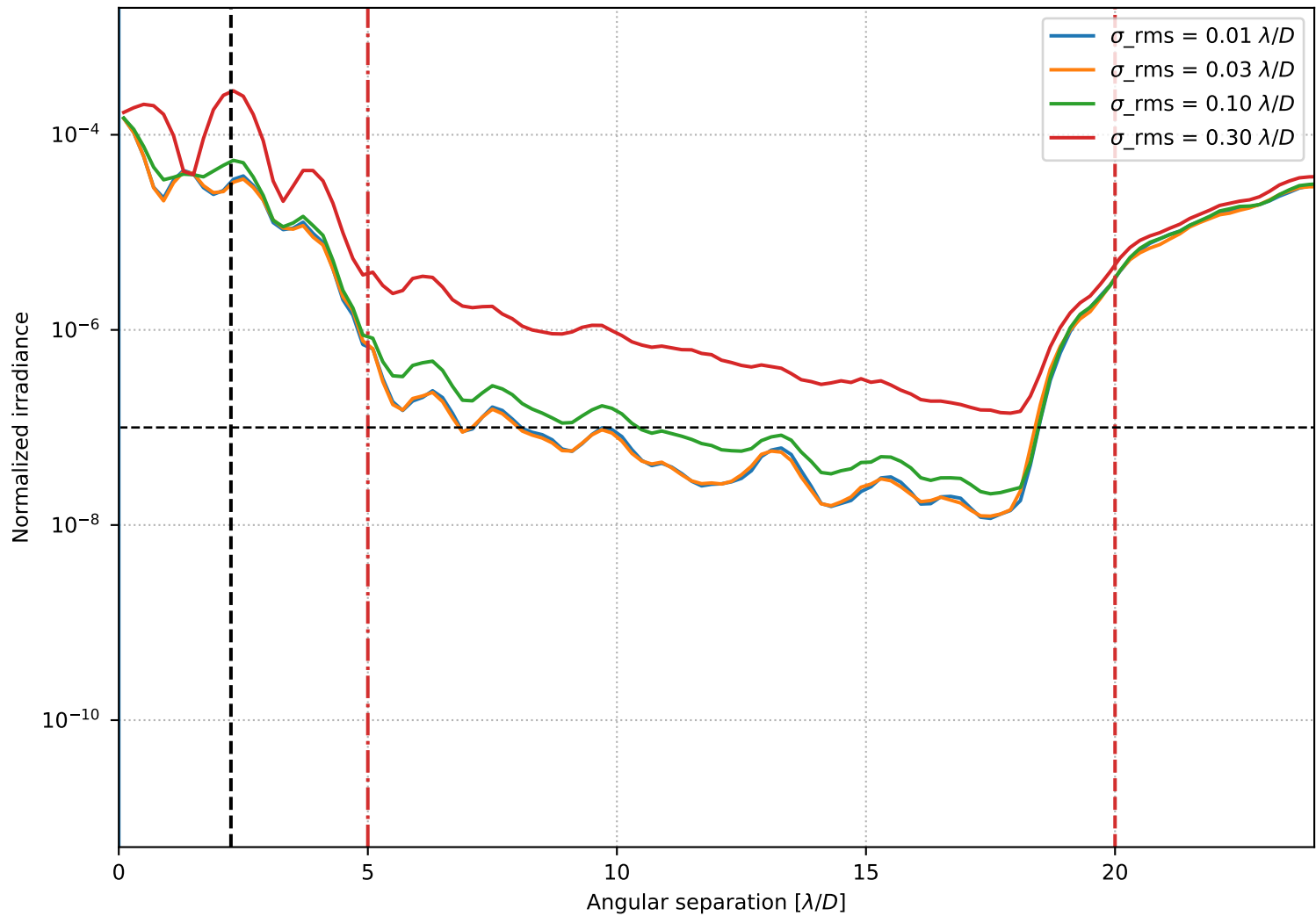


$\sigma_{\text{rms}} = 0.10 \lambda/D$



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





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