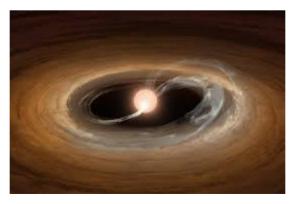
Quantifying Sky Signals: Simulating Visibility Correlations in Radio Interferometry

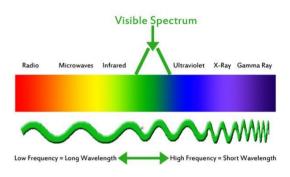
Julia Zimmerman
Institute for Computing in Research
August 1st, 2025

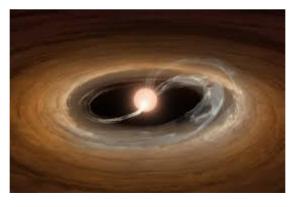




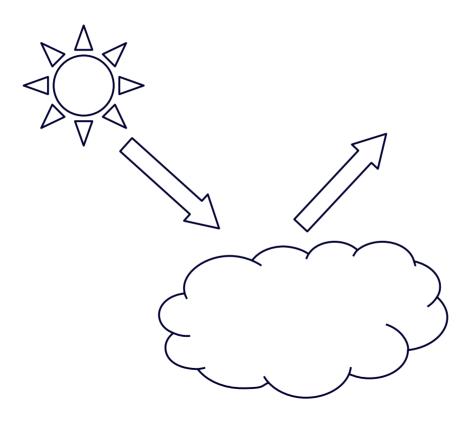


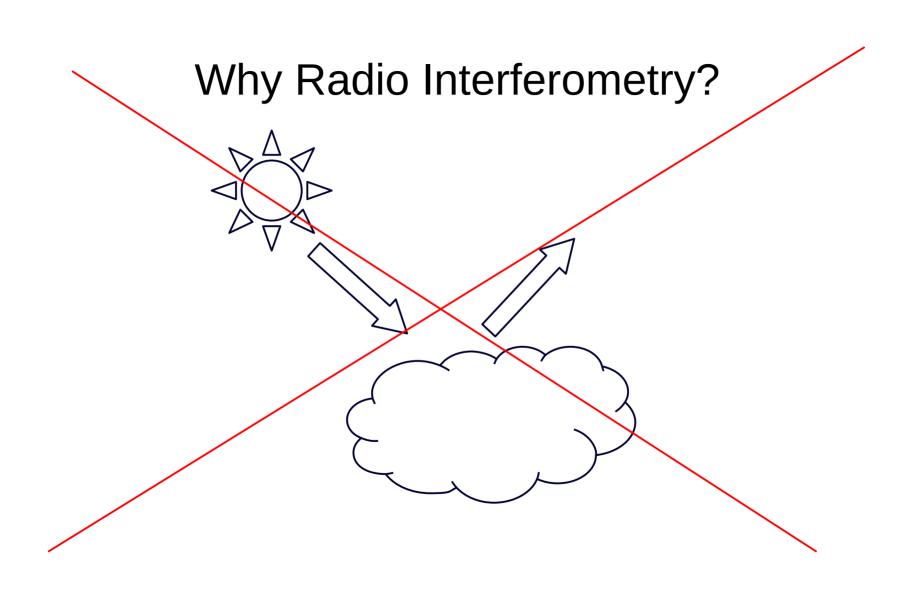






Why Radio Interferometry?





How Does it Work?

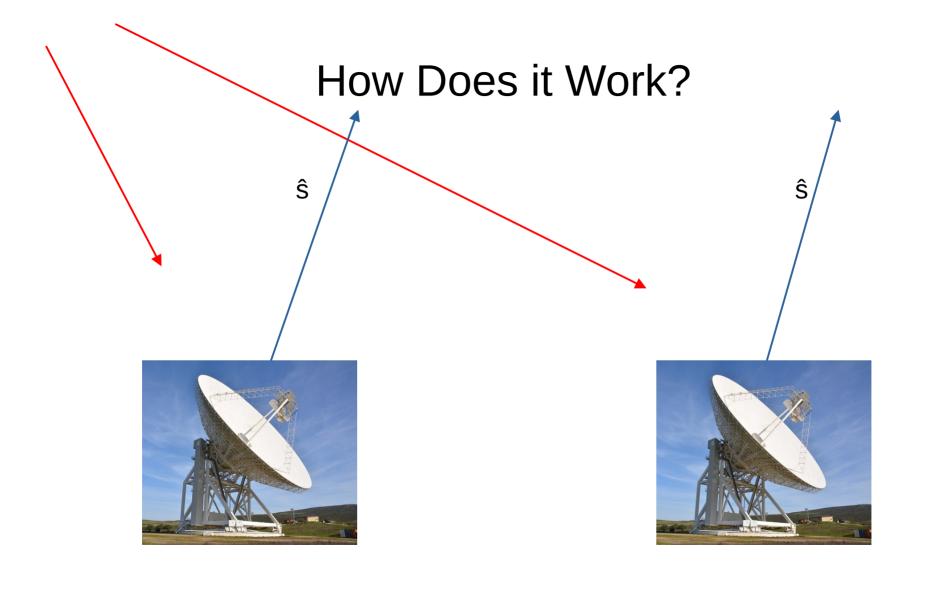


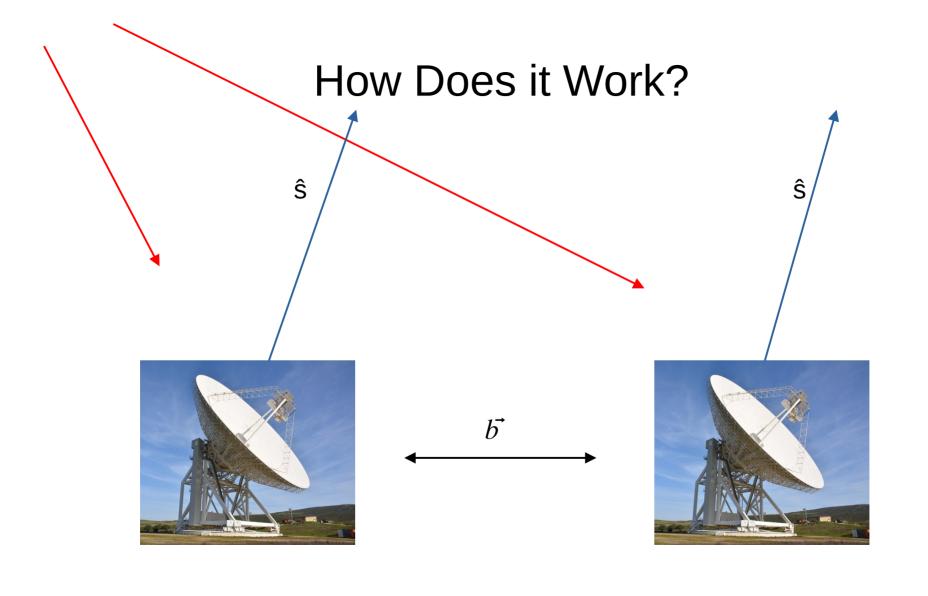


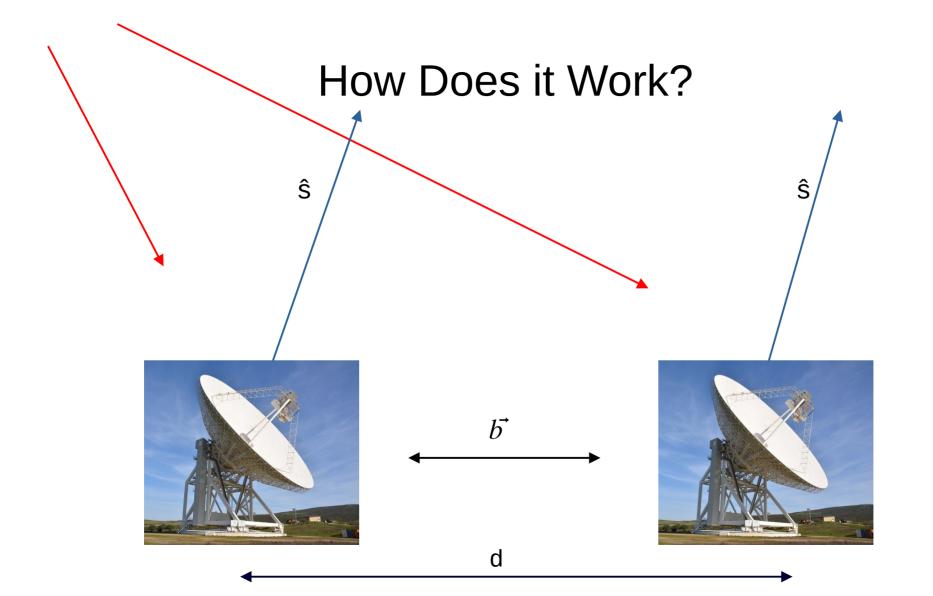
How Does it Work?



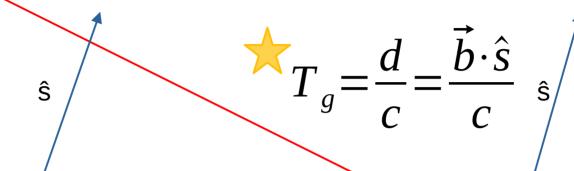




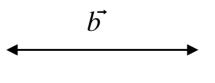














$$\widetilde{E}[\vec{r},t] = \widetilde{E}_0 e^{i(\vec{k}\cdot\vec{r}-\omega t)}$$

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$$complex-euler's formula$$

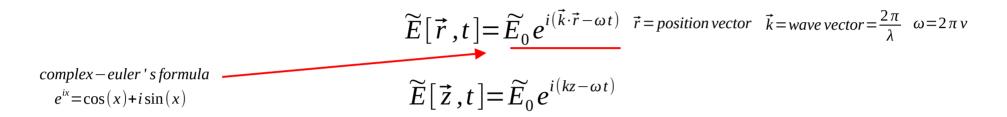
$$e^{ix} = \cos(x) + i\sin(x)$$

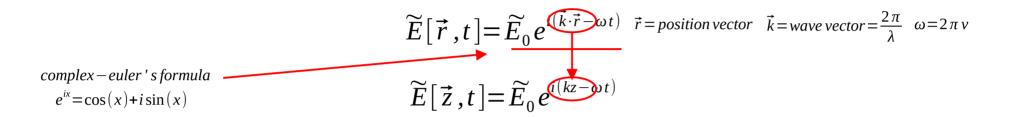
$$\widetilde{E}[\vec{r},t] = \widetilde{E_0} e^{i(\vec{k}\cdot\vec{r}-\omega t)} \quad \vec{r} = position \, vector \quad \vec{k} = wave \, vector = \frac{2\pi}{\lambda} \quad \omega = 2\pi v$$

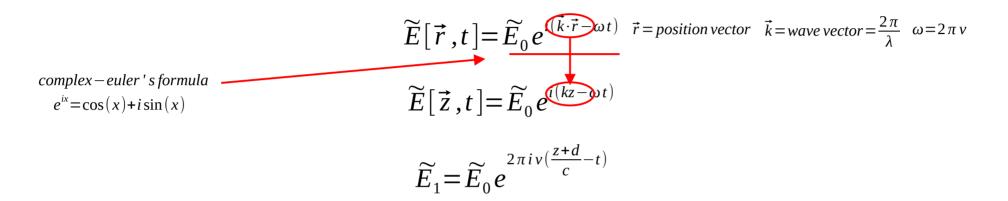
$$complex - euler's \, formula$$

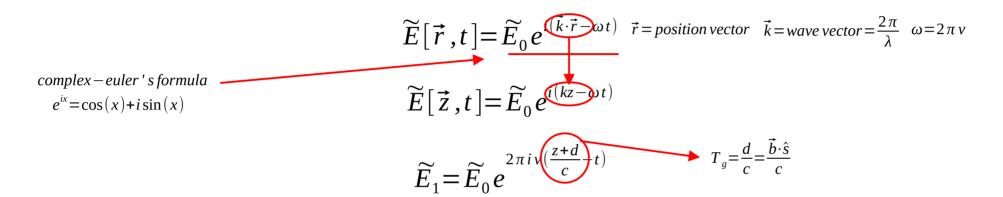
$$\widetilde{E_0} = E_0 e^{i\phi}$$

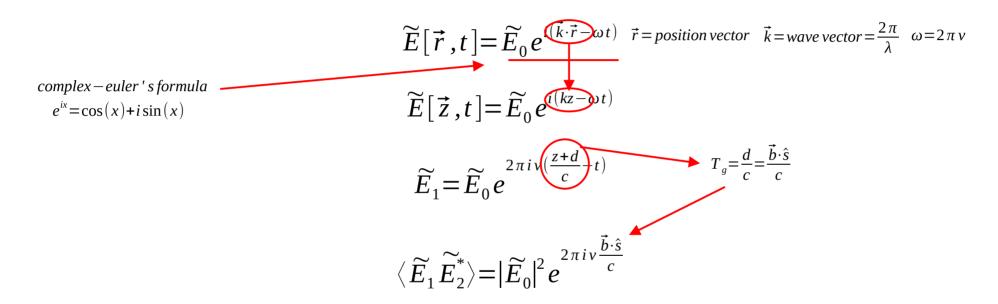
$$e^{ix} = \cos(x) + i \sin(x)$$











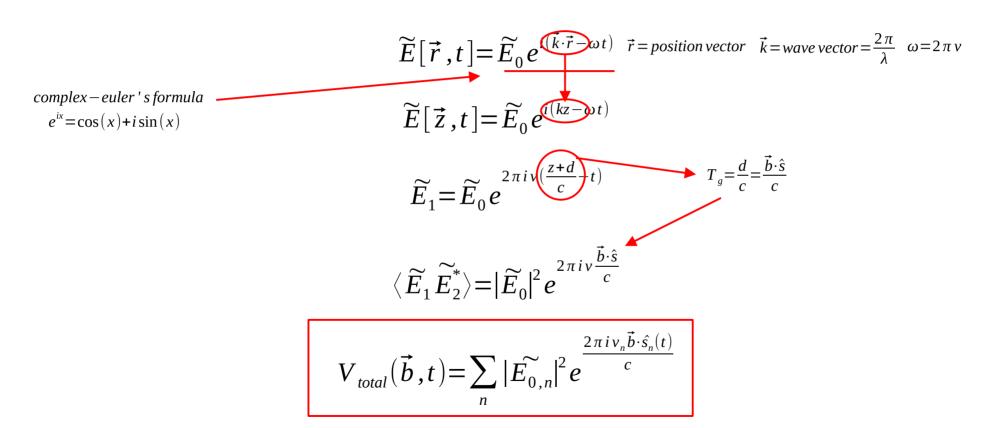
$$\widetilde{E}[\vec{r},t] = \widetilde{E}_0 e^{i\vec{k}\cdot\vec{r}-\omega t} \qquad \vec{r} = position \ vector \qquad \vec{k} = wave \ vector = \frac{2\pi}{\lambda} \quad \omega = 2\pi v$$

$$\widetilde{E}[\vec{z},t] = \widetilde{E}_0 e^{i\vec{k}\cdot\vec{r}-\omega t} \qquad \qquad \widetilde{E}[\vec{z},t] = \widetilde{E}_0 e^{i\vec{k}\cdot\vec{r}-\omega t}$$

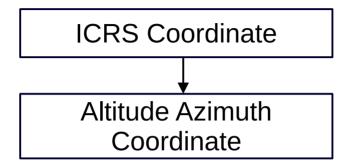
$$\widetilde{E}_1 = \widetilde{E}_0 e^{2\pi i v} e^{i\vec{k}\cdot\vec{r}-\omega t} \qquad \qquad T_g = \frac{d}{c} = \frac{\vec{b}\cdot\hat{s}}{c}$$

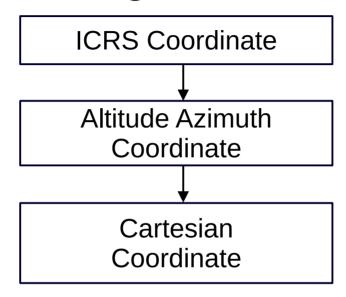
$$\langle \widetilde{E}_1 \widetilde{E}_2^* \rangle = |\widetilde{E}_0|^2 e^{2\pi i v} e^{i\vec{k}\cdot\vec{s}-\omega t}$$

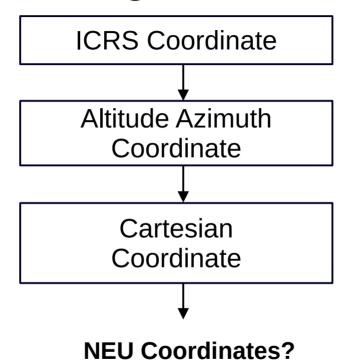
$$V_{total}(\vec{b},t) = \sum_n |\widetilde{E}_{0,n}|^2 e^{2\pi i v_n \vec{b}\cdot\hat{s}_n(t)}$$

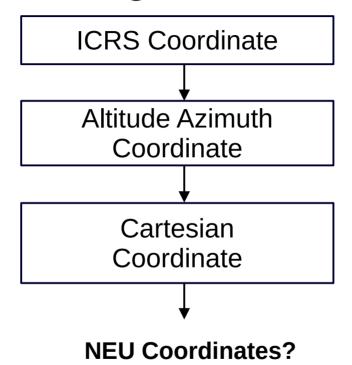


ICRS Coordinate







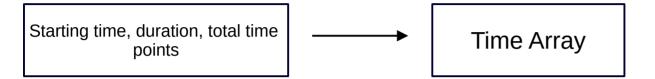


How Does the Simulation Work?

How Does the Simulation Work?

Starting time, duration, total time points

How Does the Simulation Work?

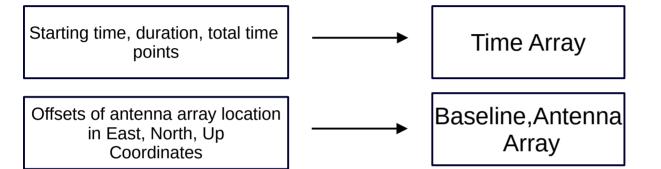


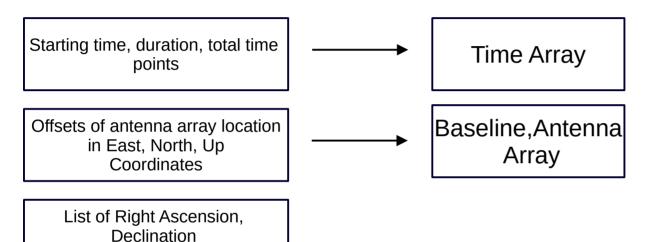
How Does the Simulation Work?

Starting time, duration, total time points

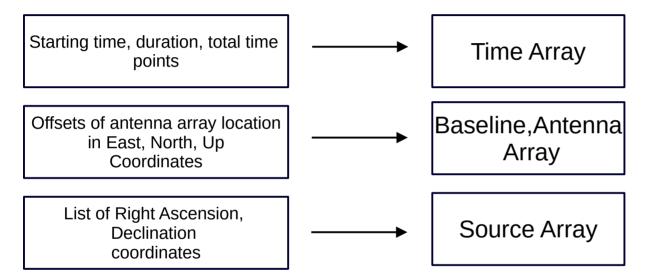
Time Array

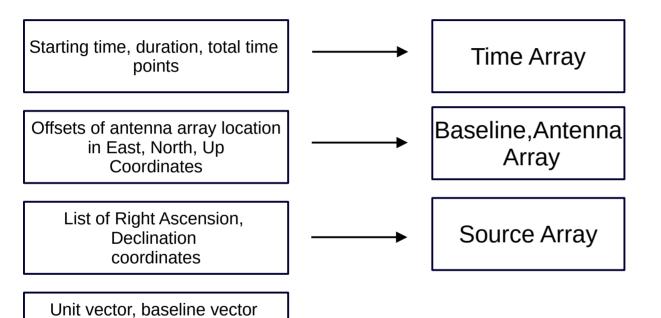
Offsets of antenna array location in East, North, Up
Coordinates



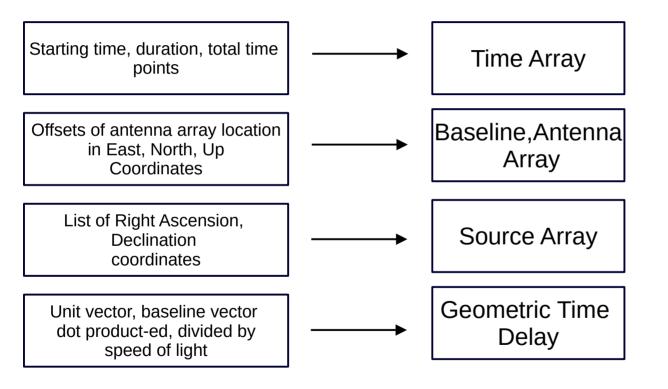


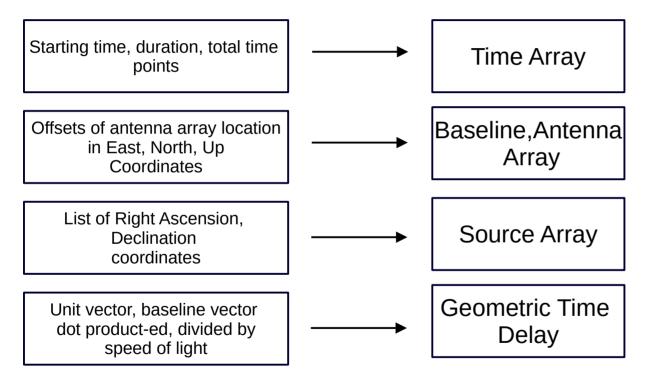
coordinates



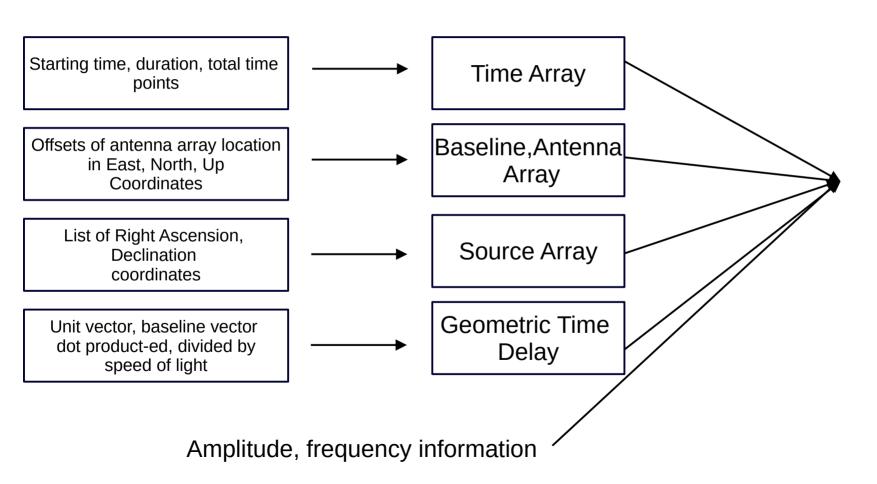


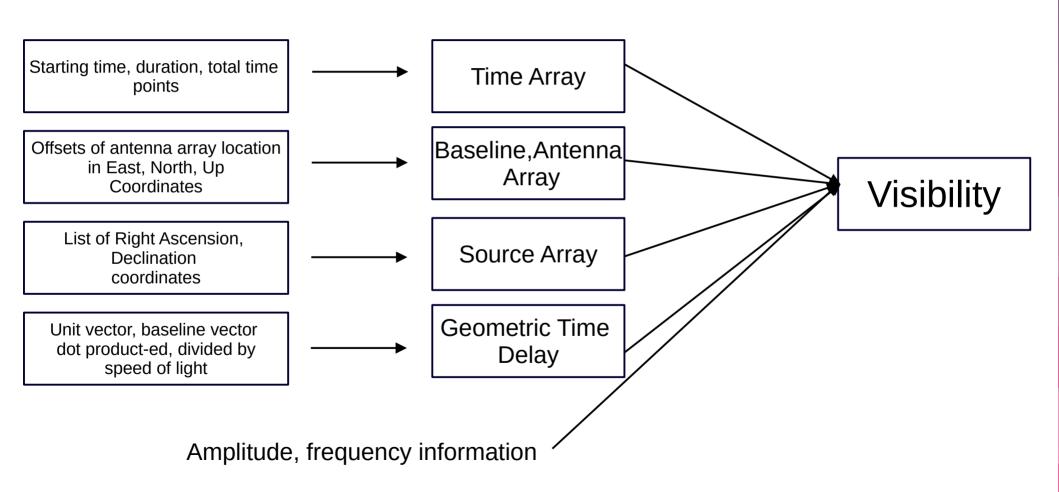
dot product-ed, divided by speed of light



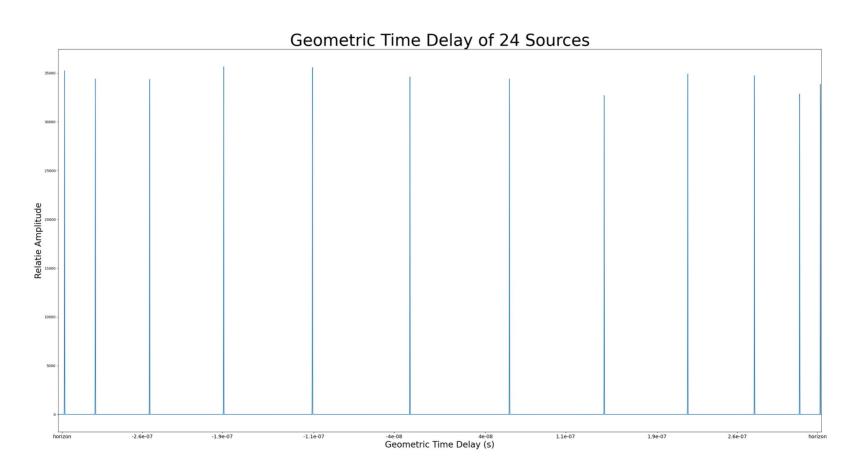


Amplitude, frequency information





Results



Limitations

Limitations

Simplification

Limitations

Simplification

Amplitudes

More Amplitudes

More Amplitudes Parallelization

More Amplitudes
Parallelization
User Input

Closing

- Radio waves / Radio interferometry lets us observe the sky in more detail
- Simulation inputs amplitude, time, frequency, antenna positions, source locations, array location. Computes visibility
- Use visibility for analysis, like geometric time delay analysis

Thank you!

Questions?

Image References

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