$$\rho(x, y, x) = \{constant, x^2 + y^2 + z^2 \le 1; 0, otherwise\}$$

$$\sigma(x,y) = \int_{-\sqrt{1-x^2-y^2}}^{\sqrt{1-x^2-y^2}} \rho(x,y,z) \, dz = 2\rho\sqrt{1-x^2-y^2} = 2\rho\sqrt{1-r^2} \text{ inside the circle of radius } 1$$

axially symmetric system — denoting the position of light ray as (ξ, θ) and source as (β, ϕ) .

$$\alpha_{x}(\xi,\theta) = \int_{0}^{2\pi} \int_{0}^{1} 2\rho \frac{(\xi cos\theta - rcos\Phi)}{(\xi cos\theta - rcos\Phi)^{2} + (\xi sin\theta - rsin\Phi)^{2}} \sqrt{1 - r^{2}} r dr d\Phi$$

$$\alpha_{y}(\xi,\theta) = \int_{0}^{2\pi} \int_{0}^{1} 2\rho \frac{(\xi sin\theta - rsin\Phi)}{(\xi cos\theta - rcos\Phi)^{2} + (\xi sin\theta - rsin\Phi)^{2}} \sqrt{1 - r^{2}} r dr d\Phi$$

because it is axially symmetric we can choose $\theta = 0$ solving the above integral as a complex integral, (refer. Meneghetti eq. 2.12; also, there in the MOND-non-spherical-lensing notes page 10).

$$\alpha_{x}(\xi,\theta) = \int_{0}^{2\pi} \int_{0}^{1} 2\rho \frac{(\xi \cos\theta - r\cos\Phi)}{(\xi \cos\theta - r\cos\Phi)^{2} + (\xi \sin\theta - r\sin\Phi)^{2}} \sqrt{1 - r^{2}} \ r dr d\Phi = \frac{4\pi\rho}{3\xi} (1 - (1 - \xi^{2})^{\frac{3}{2}}) \ for \ |\xi| < 1$$

$$= \frac{4\pi\rho}{3\xi} \ for \ |\xi| > 1$$

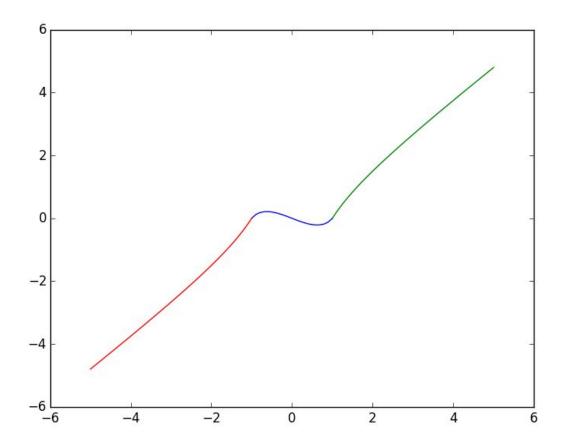
$$\alpha_{y}(\xi) = \int_{0}^{2\pi} \int_{0}^{1} 2\rho \frac{(-r\sin\Phi)}{(\xi\cos\theta - r\cos\Phi)^{2} + (\xi\sin\theta - r\sin\Phi)^{2}} \sqrt{1 - r^{2}} r dr d\Phi = 0$$

therefore,

$$\beta = \xi - \frac{4\pi\rho}{3\xi} (1 - (1 - \xi^2)^{\frac{3}{2}}) |for| |\xi| < 1$$

$$= \xi - \frac{4\pi\rho}{3\xi} |for| |\xi| > 1$$

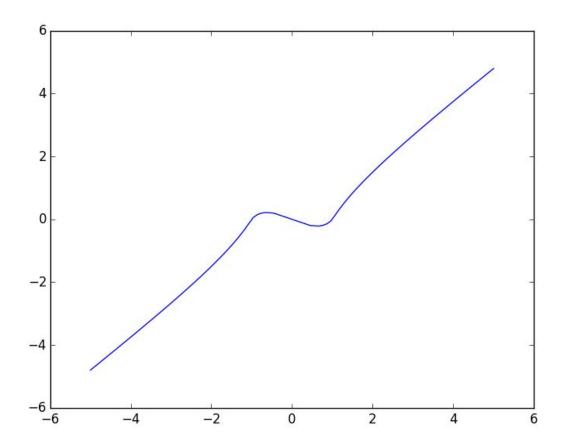
plot of the above function for $\xi = (-5.0, 5.0)$ for $\rho = \frac{3}{4\pi}$



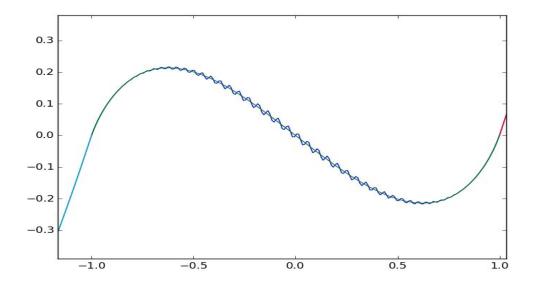
There are 3 images for β ϵ (-0.22, 0.22) and 1 image for β ϵ \Re -(-0.22, 0.22)

The function

 $\beta\ \mbox{\it obtained from numerical integration} (\mbox{\it gauss-legendre})\ \mbox{\it in my code is}\ :$



When zoomed in on the bend region:



The error due to numerical integration is oscillatory. This leads to detection of wrong number of images due to a given source. A horizontal line intersects these tiny peaks at at least 2 points increasing the number of images by 2 or more.