I asked my supervisor how to analyse the data that I have, and he talked with me by zoom and I wrote what I caught from his speech.

Sorry, I didn't catch some words and I can't ask him to repeat.

((You got sinc function circle symmetric whereas what you are saying for real eyes, first of all, the aperture does not go slightly from 0 up to1 all the way across to the pupil you got exact stile called for effect. Effectively does more amplitude for lights go straight on the eye rather than the lights enters of in the edge of the pupil

Secondly, in the aberrations, the phase is not consisting cross the pupil, but it shifted somewhat.

What effect of different aberration have?

Look to hypothetical eyes. start with eyes have no aberration and then give it by defocus of blur things then give defocus and astigmatism if that takes your blur and then make into alibis one way to the other way.

See the effect of different aberrations have.

Look to rendering these images for these eyes with additional defocus, say here is the Landlot C rendered by the actual human eye with 1D defocus vs here we are tinted to rendered blur image then we can come up with some matrix to quantify, which is of deferent ways we have of rendering these image best degrees with we think actually happened in the retina.

Have a look and see the image is going obvious then we can see if the way of rendering it is much close to the real condition than the other way.))

 Best wishes,

Hatan