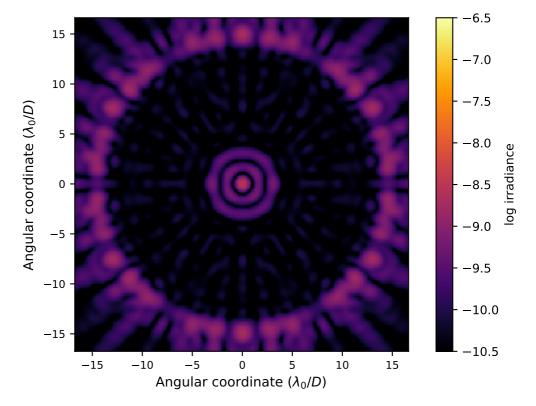
## APLC Design Summary

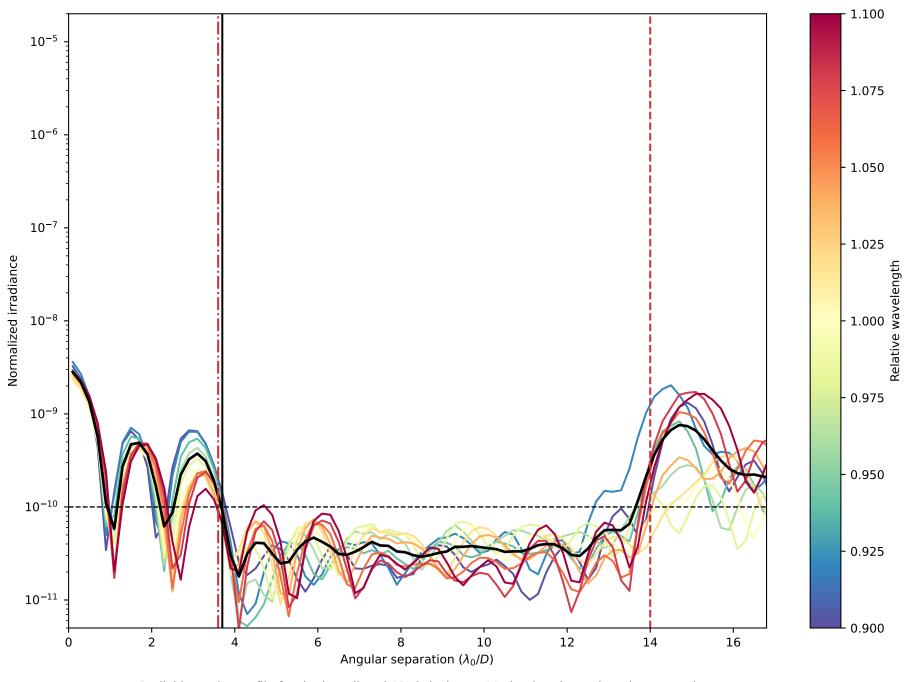
 $\qquad \qquad \texttt{D5\_USORT\_N128\_FPM370M0150\_IWA0360\_OWA01400\_C10\_BW20\_Nlam5\_LS\_IDc\_ID0\_OD\_OD0\_ls\_90\_ovsamp16\_fits}$ 

Instrument	USORT
nPup	128 x 128 pixels
Coronagraphic throughput (transmitted energy)	0.093
Core throughput (encircled energy)	0.0812
Lyot stop inner diamater (% of inscribed circle)	0.0
Lyot stop outer diameter (% of inscribed circle)	0.99
Bandpass	20.0%
# wavelengths	5
FPM radius (grayscale)	3.7 \( \lambda \rangle D \)
пЕРМ	150 pixels
IWA — OWA	3.6—14.0 \(\lambda/\text{D}\)
Contrast constraint	10-10
Lyot Stop alignment tolerance	0 pixels
Input Files:	
> Pupil file: USORT/TelAp_USORT_offaxis_ovsamp16_N0128.fits	
> Lyot stop file: USORT/LS_USORT_circ_ID0000_OD0990_ovsamp16_N0128.fits	
Solution File:	

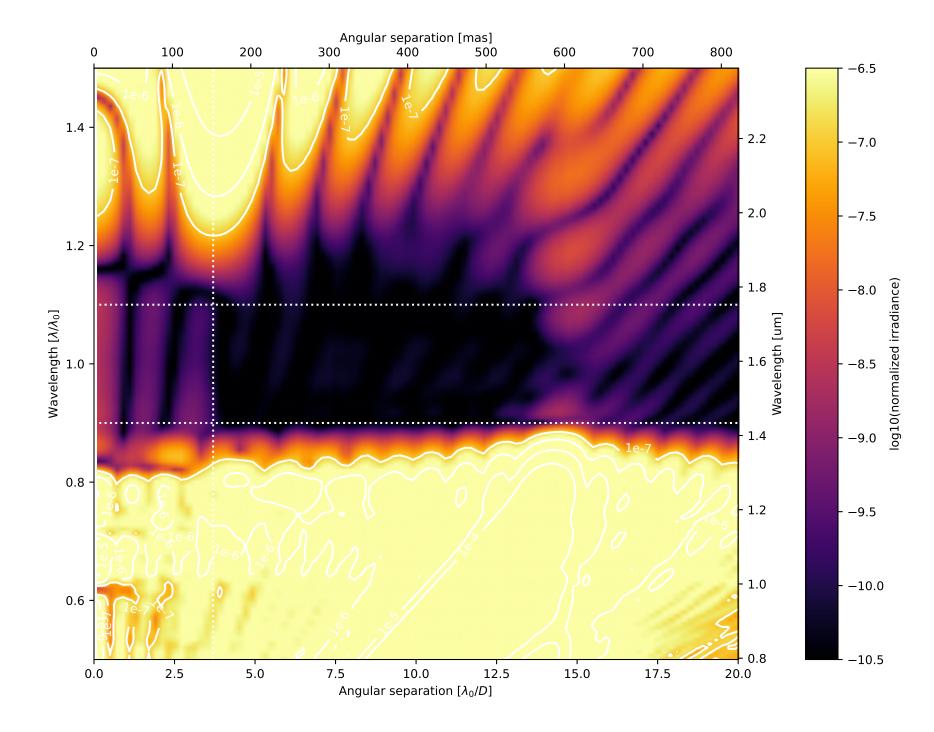
Fri Oct 27 17:30:11 2023

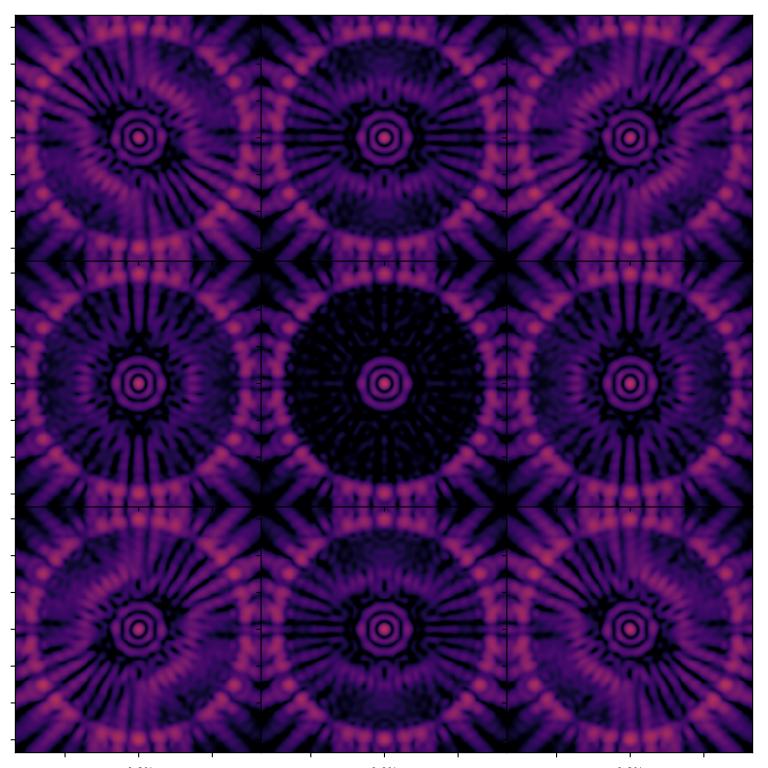


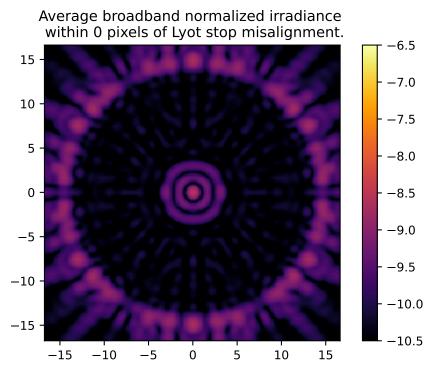
On – axis PSF in log irradiance, normalized to the peak irradiance value.



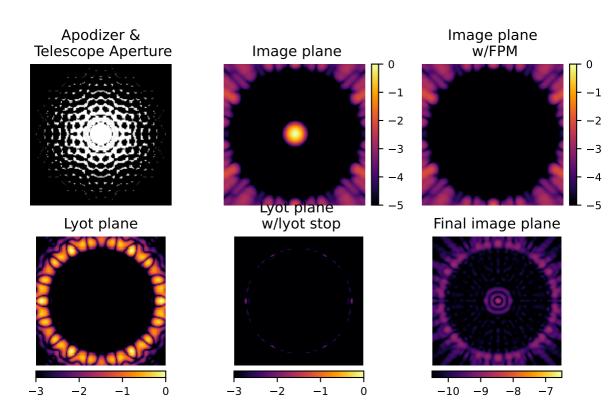
Radial intensity profile for the broadband APLC design at 11 simulated wavelengthscentered around  $\lambda_0/D$  and equally spatially sampled over the 20.0% bandpass. The black curve shows the average intensity across the 11 wavelength samples. The dashed red vertical lines delimitthe high-contrast dark zone (between 3.6 and 14.0  $\lambda_0/D$ ). The blue dotted line delimits the FPM radius, set to 3.7  $\lambda_0/D$ .

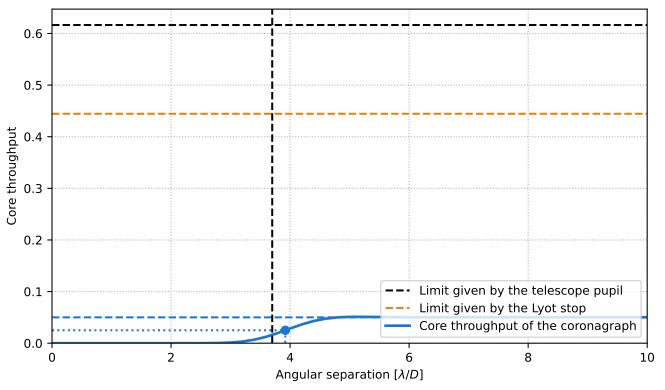






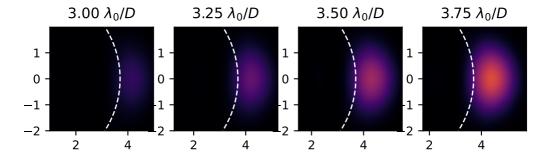
## **Analysis Summary**

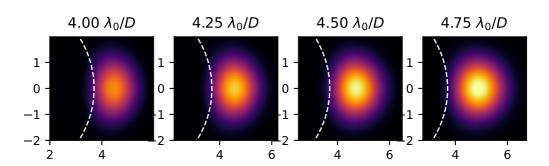




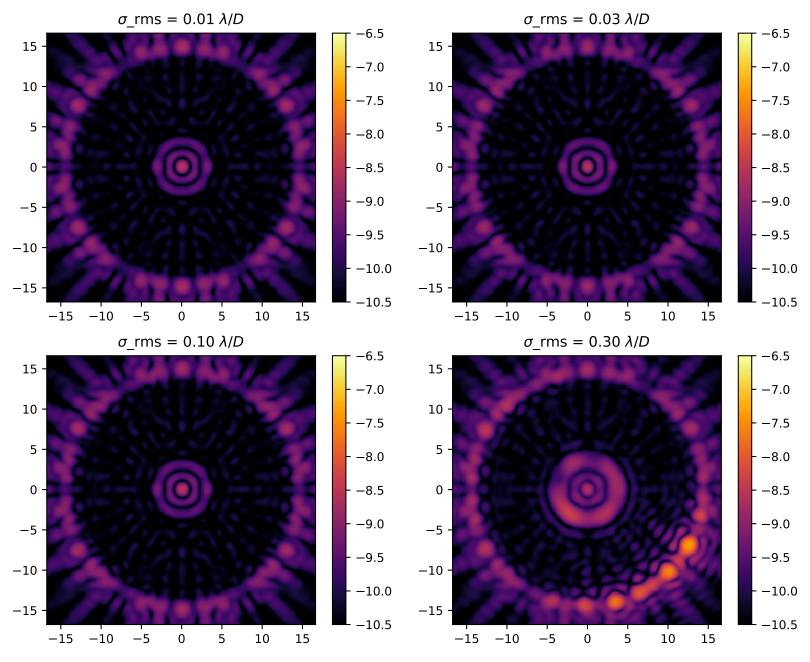
Pupil core throughput:
Lyot stop core throughput:
Maximum core throughput:
Maximum core throughput w.r.t. pupil core throughput:
Maximum core throughput w.r.t. Lyot stop core throughput:
Inner working angle:

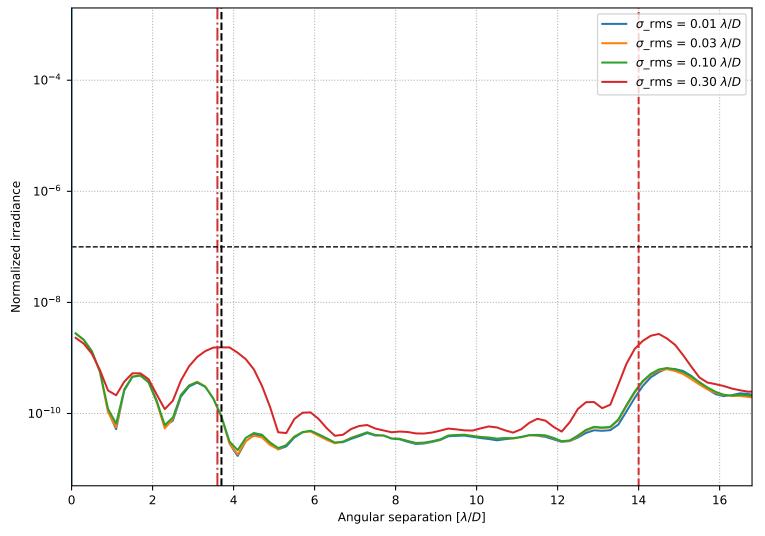
0.6163835963822561 0.444429515374317 0.05004281573011643 0.08118777985629894 0.11260011767663156  $3.9201616449502783 <math>\lambda_0/D$ 





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





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