

Spatial Frequencies, Sampling Functions, and Point Spread Functions

Fundamentals of Radio Interferometry (Sections 5.1, 5.2)



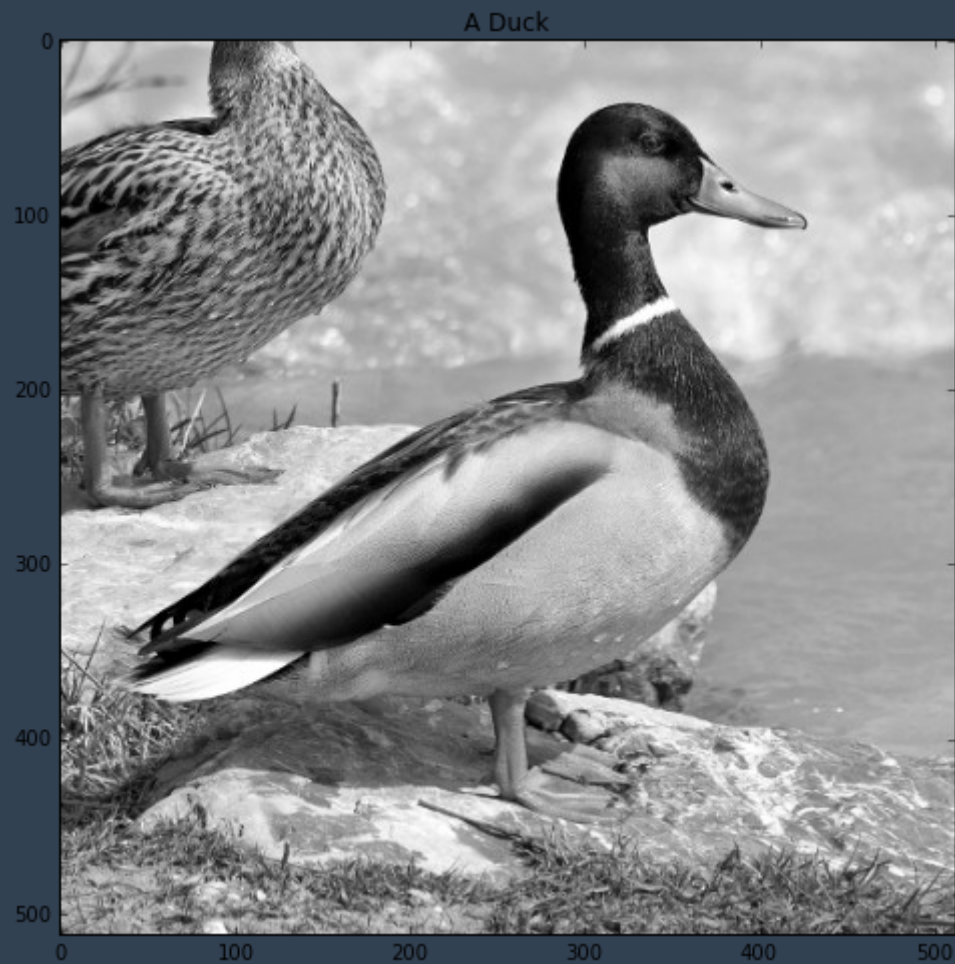
Griffin Foster
SKA SA/Rhodes University

NASSP 2016

Dynamism of a Cyclist by Umberto Boccioni



A Duck



Spatial Transform of an Image

2-D Discrete Fourier Transform (using FFTs)

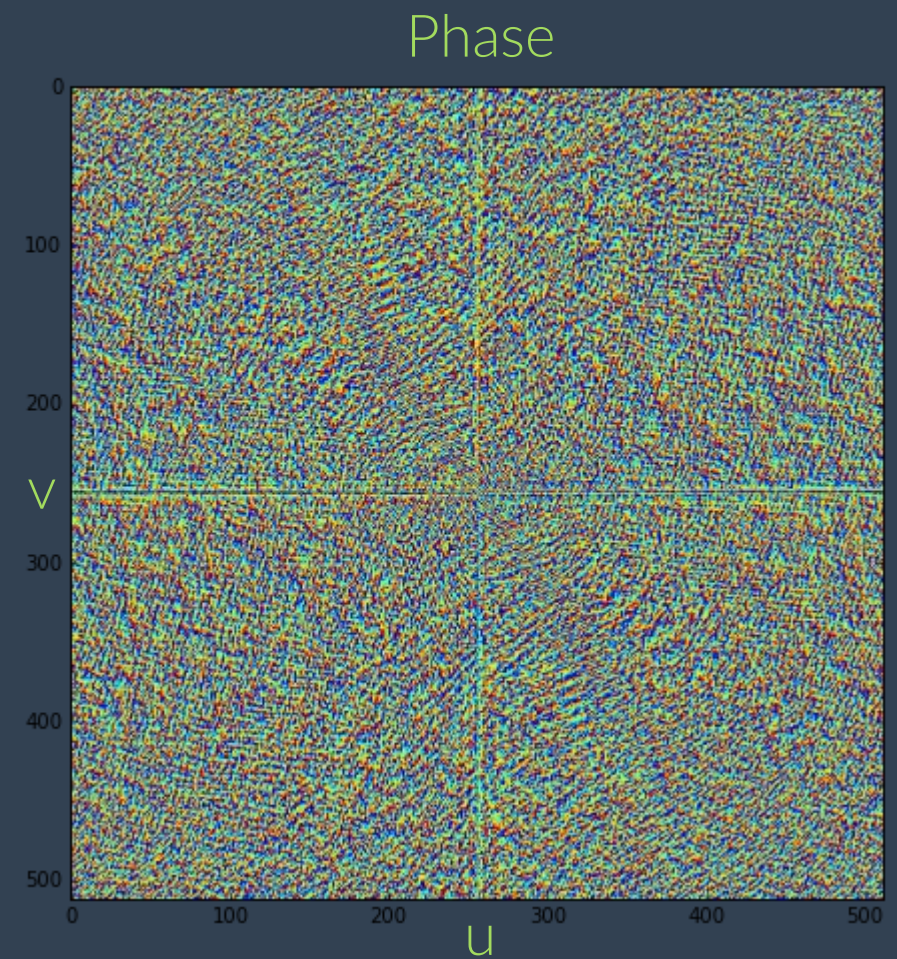
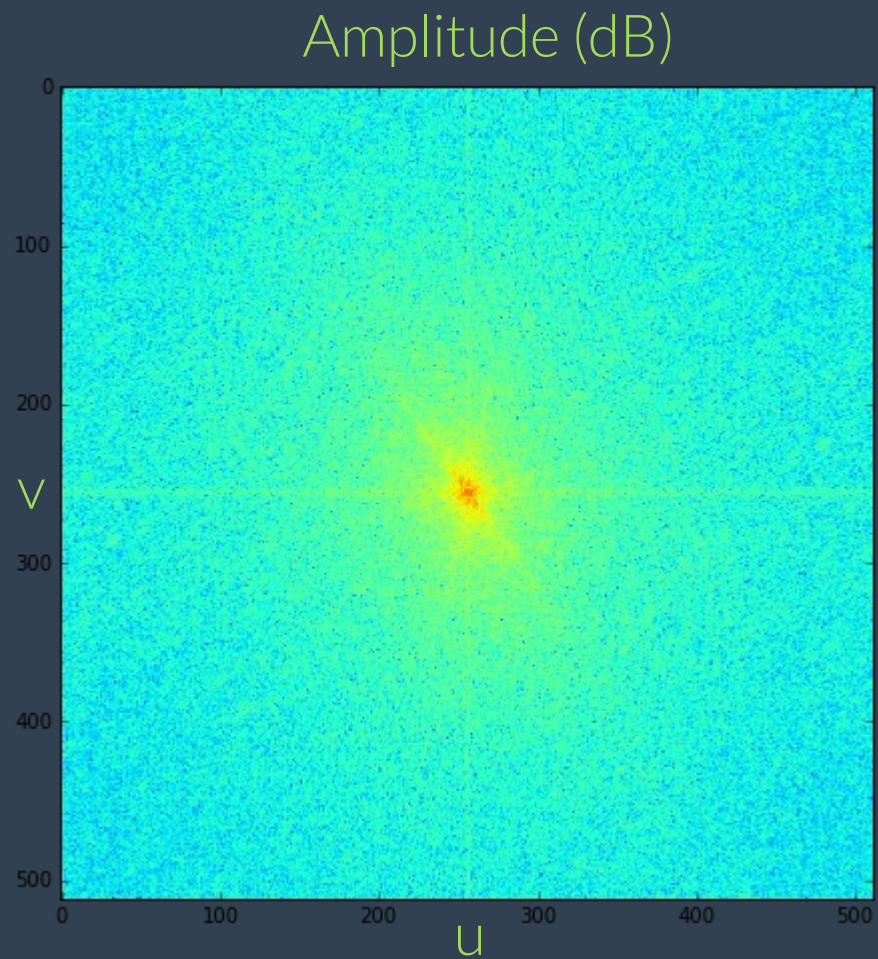
$$\mathcal{V} \rightleftharpoons I$$

I : real, positive-valued 2-D array

$\mathcal{V}$: complex-valued 2-D array $z = re^{i\phi}$

Fourier Transform(A Duck)

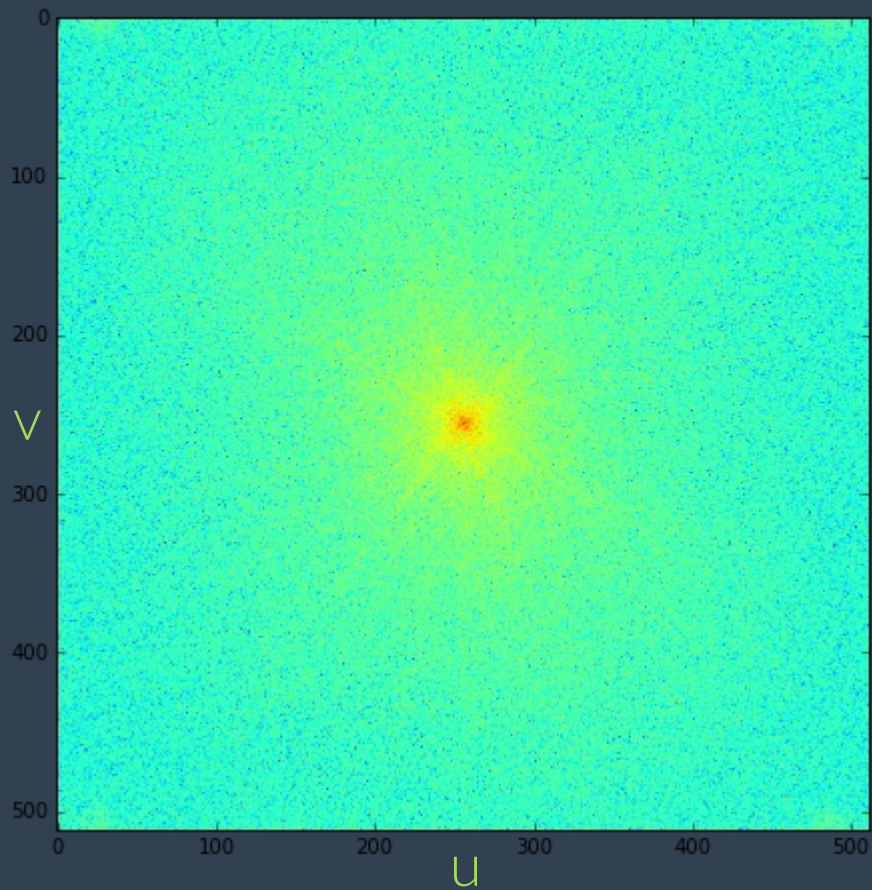
The Fourier Transform of a Duck



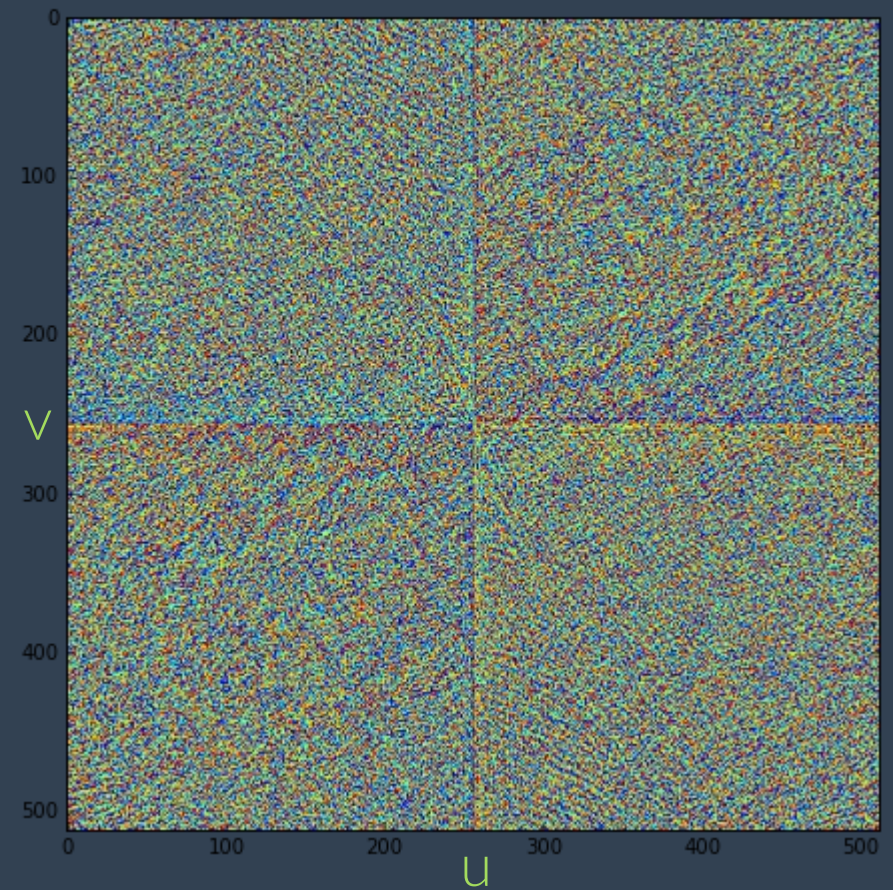
Fourier Transform(*Dynamism of a Cyclist*)

The Fourier Transform of 'Dynamism of a Cyclist'

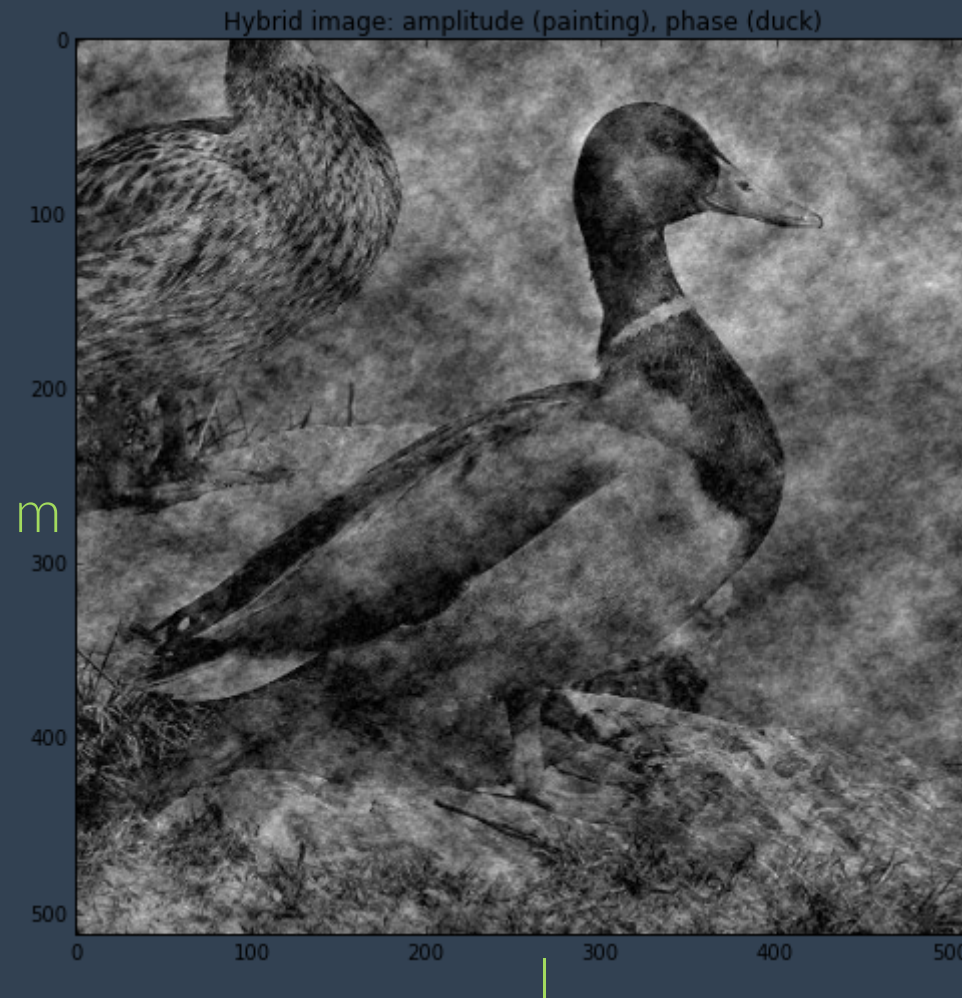
Amplitude (dB)



Phase

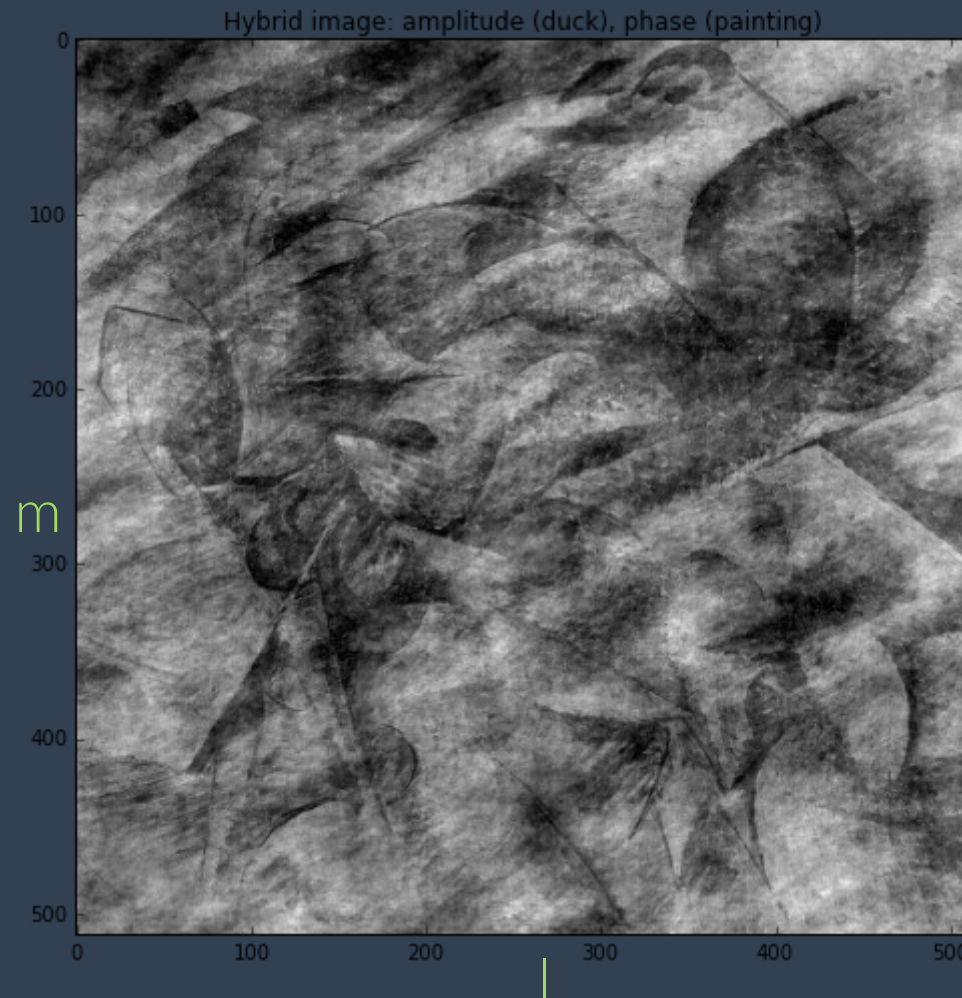


Hybrid [Amplitude (cyclist), Phase (duck)]



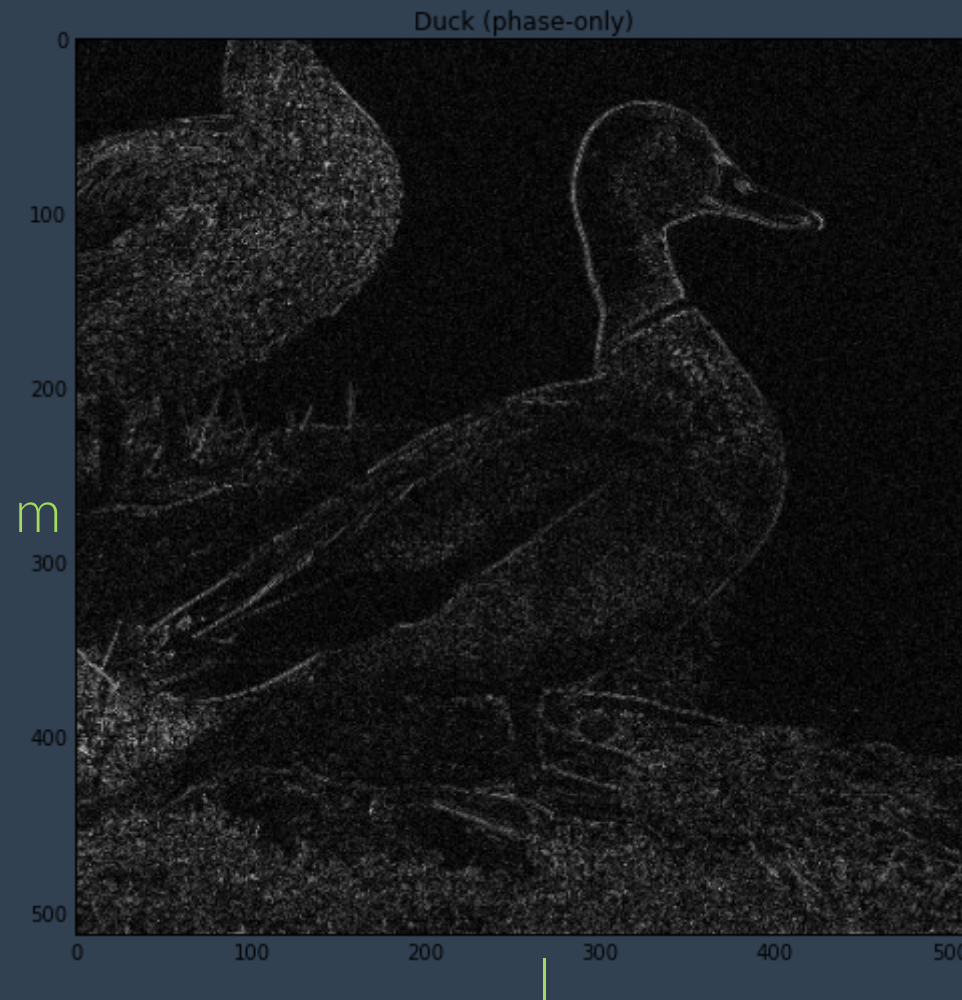
$$I_{\text{hybrid}} = \mathcal{F}\{r_{\text{cyclist}} e^{i\phi_{\text{duck}}}\}$$

Hybrid [Amplitude (duck), Phase (cyclist)]



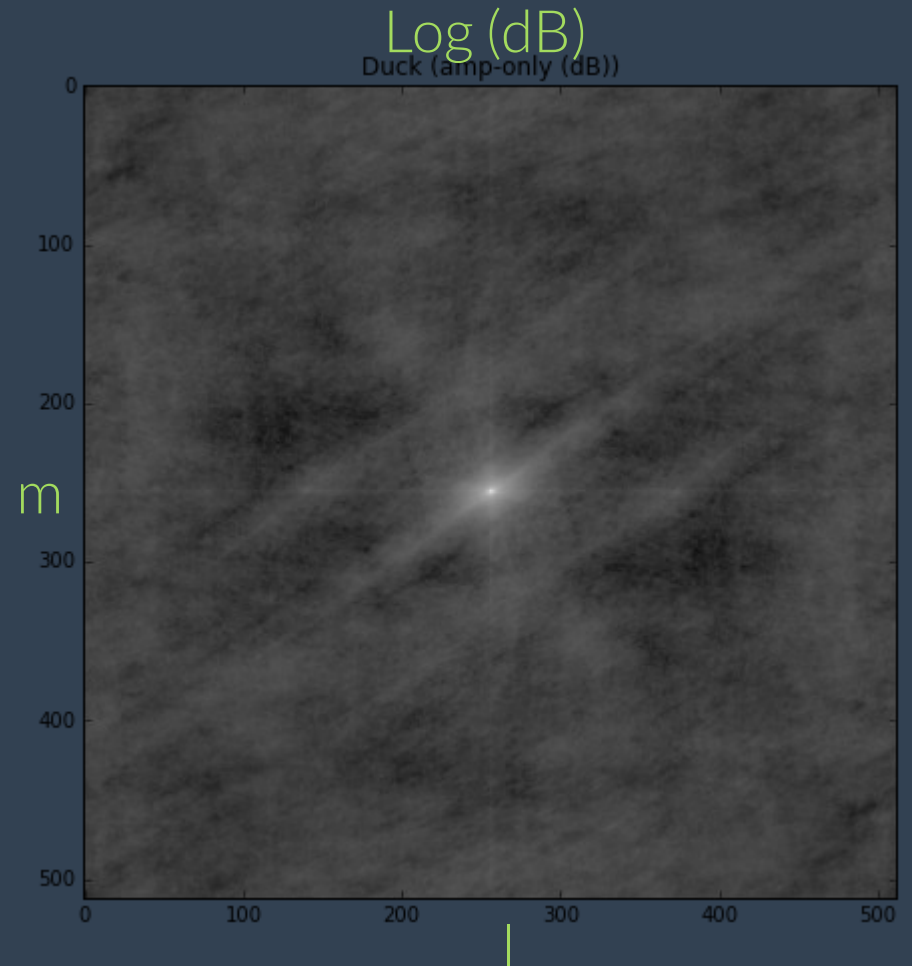
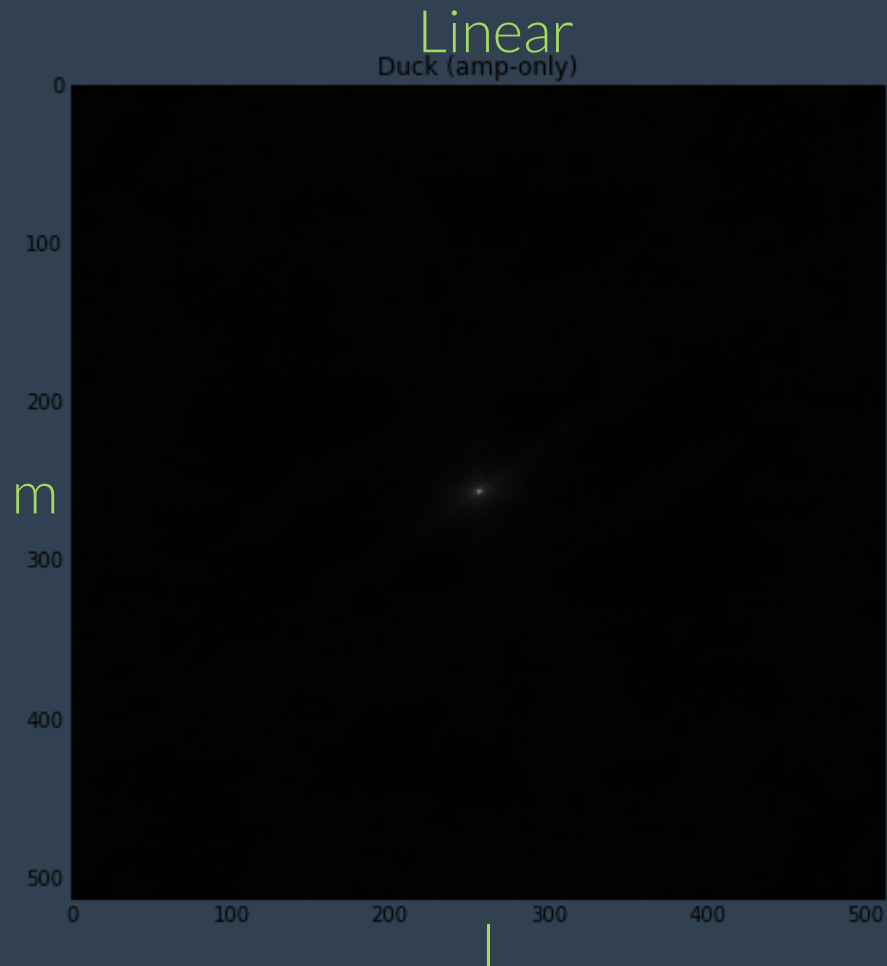
$$I_{\text{hybrid}} = \mathcal{F}\{r_{\text{duck}}e^{i\phi_{\text{cyclist}}}\}$$

Phase-only Reconstruction



$$I_{\text{phase-only}} = \mathcal{F}\{1 \cdot e^{i\phi_{\text{duck}}}\}$$

Amplitude-only Reconstruction



$$I_{\text{amp-only}} = \mathcal{F}\{r_{\text{duck}}e^{i\cdot 0}\}$$

Complex Component Reconstruction

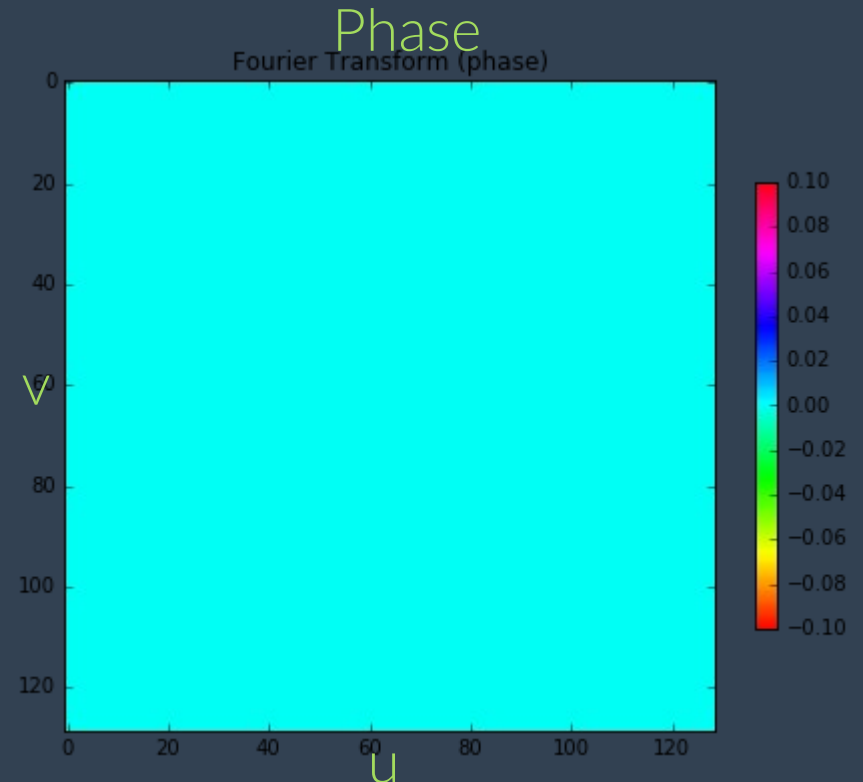
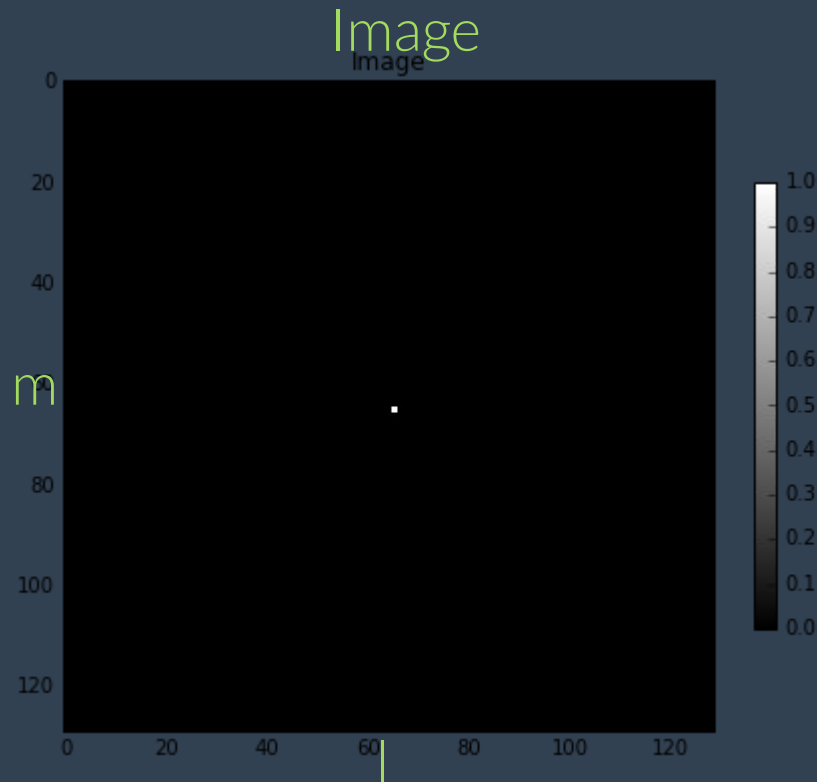


$$I_{\text{real}} = \mathcal{F}\{r \cos \phi\}$$

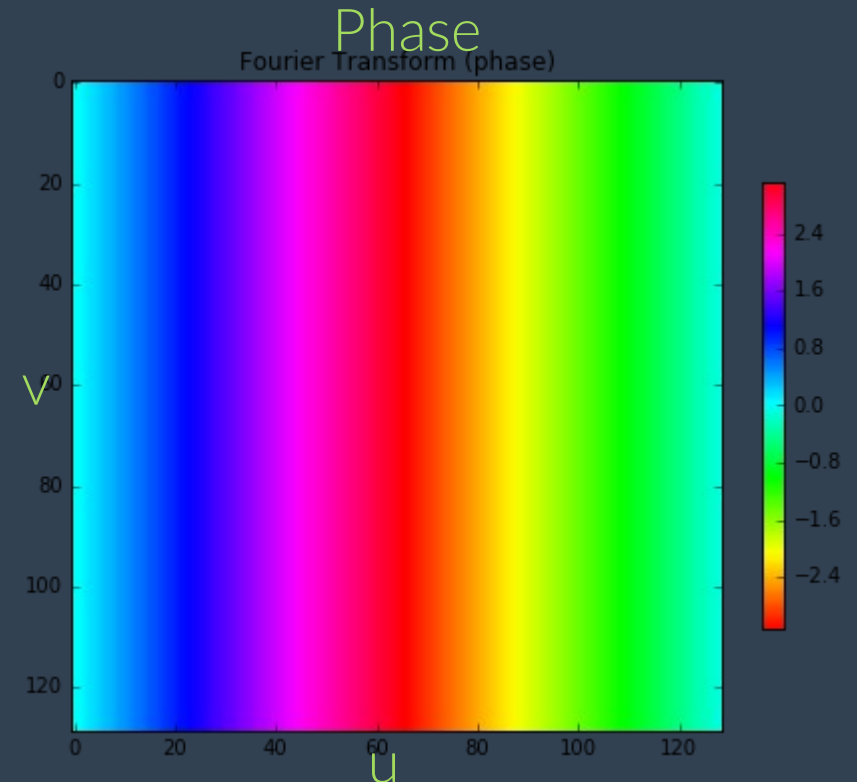
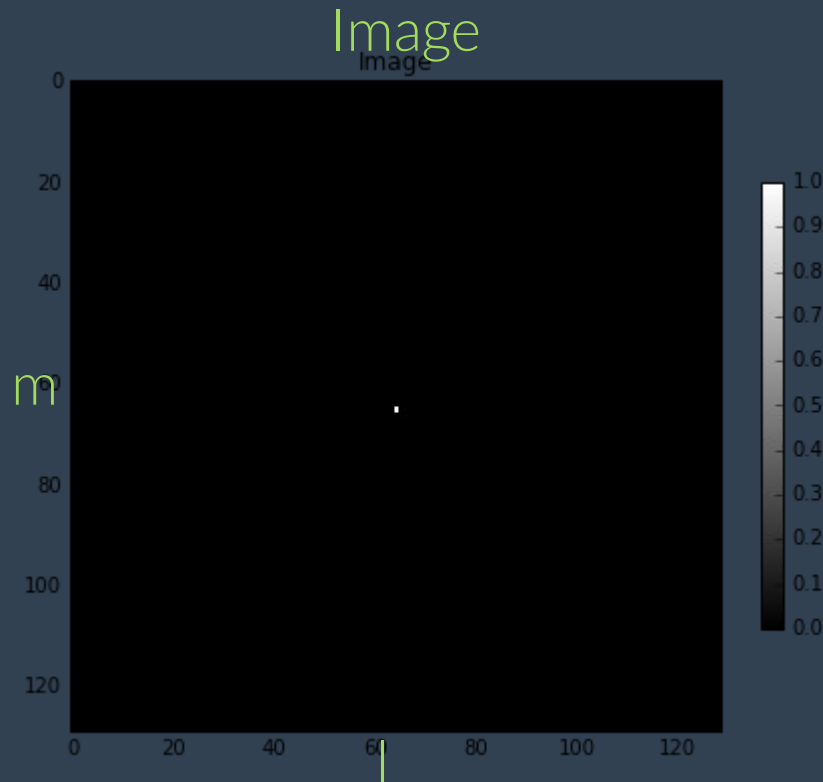


$$I_{\text{imag}} = \mathcal{F}\{r \sin \phi\}$$

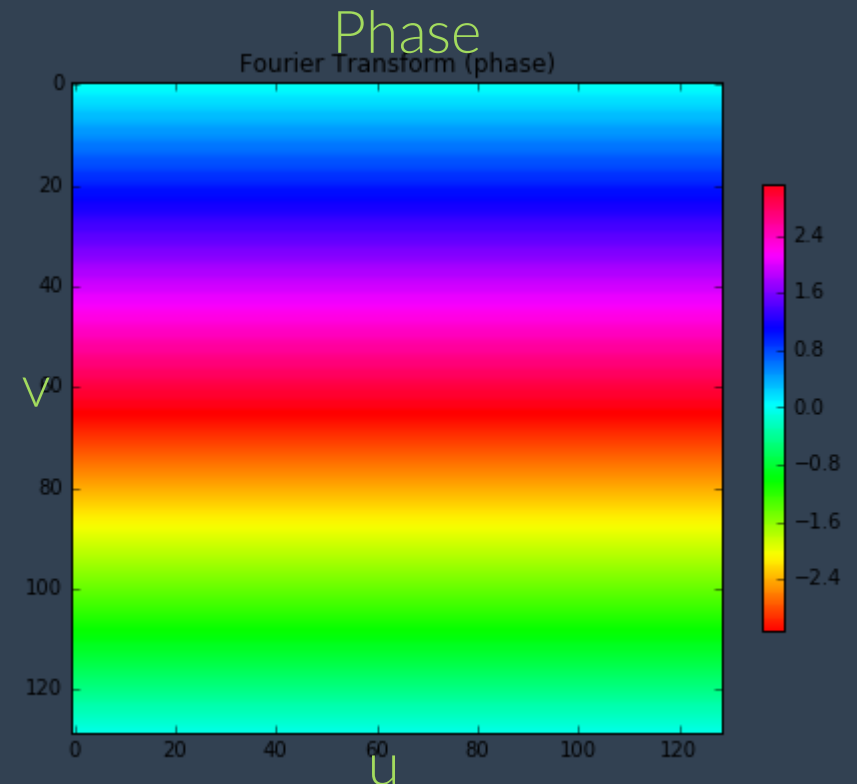
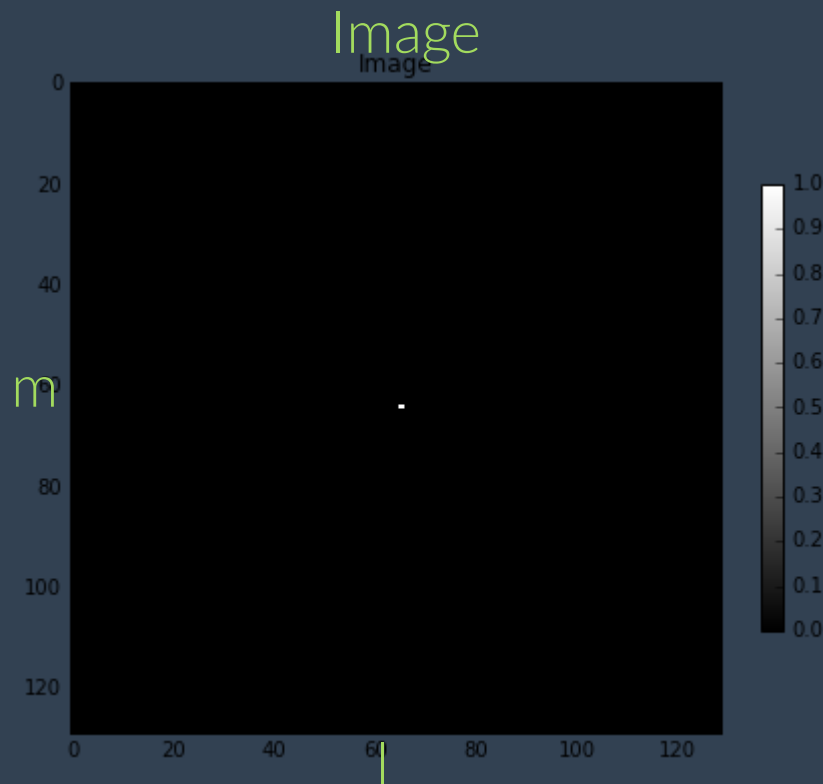
FT(Point Source) [at the Origin]



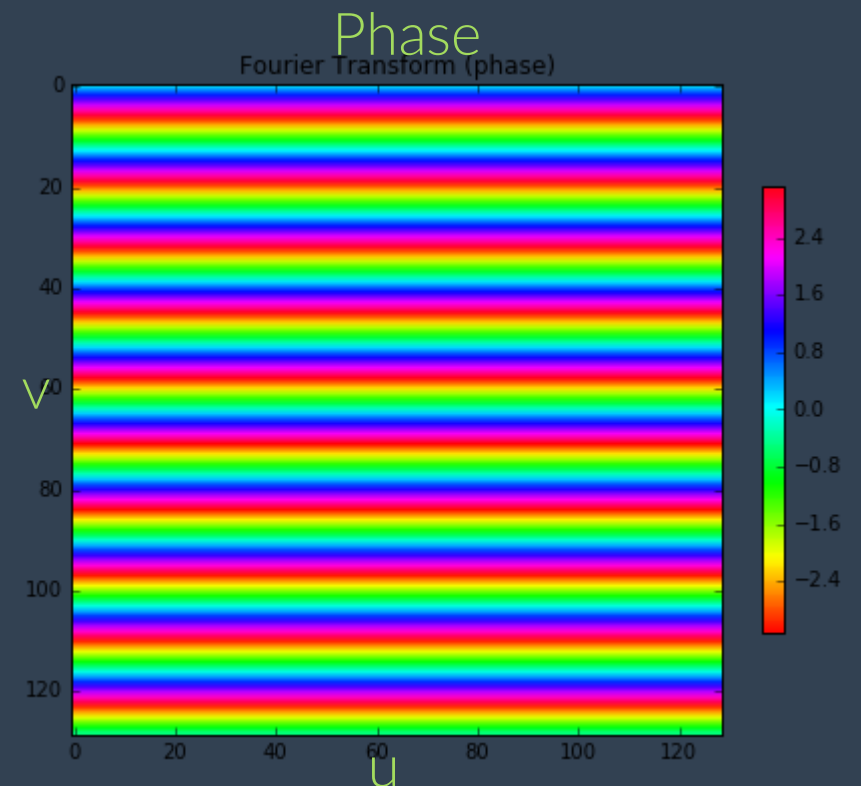
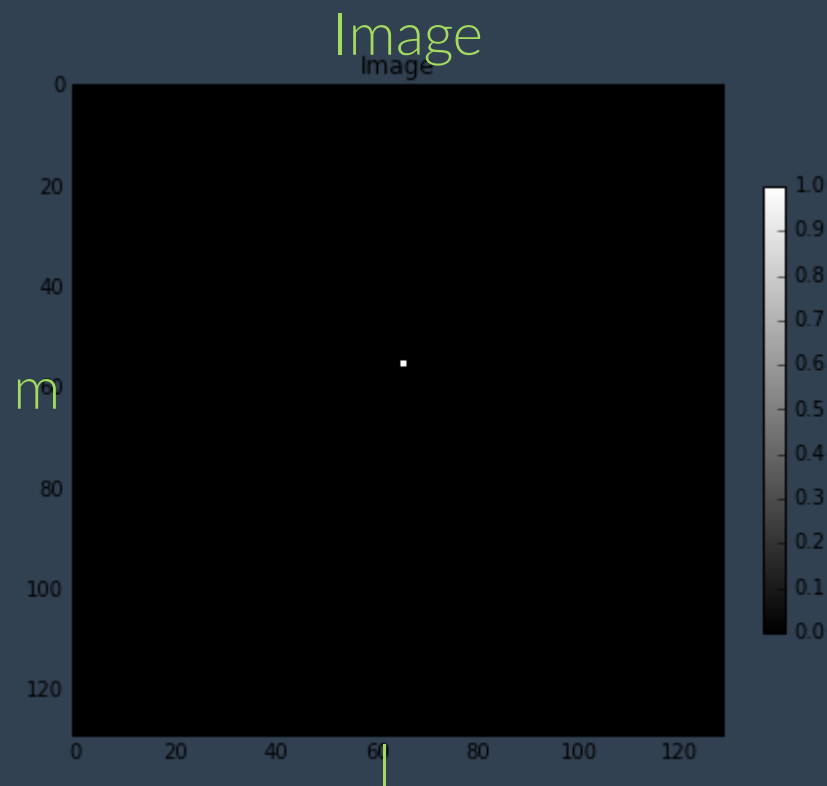
FT(Point Source) [1 pixel right of origin]



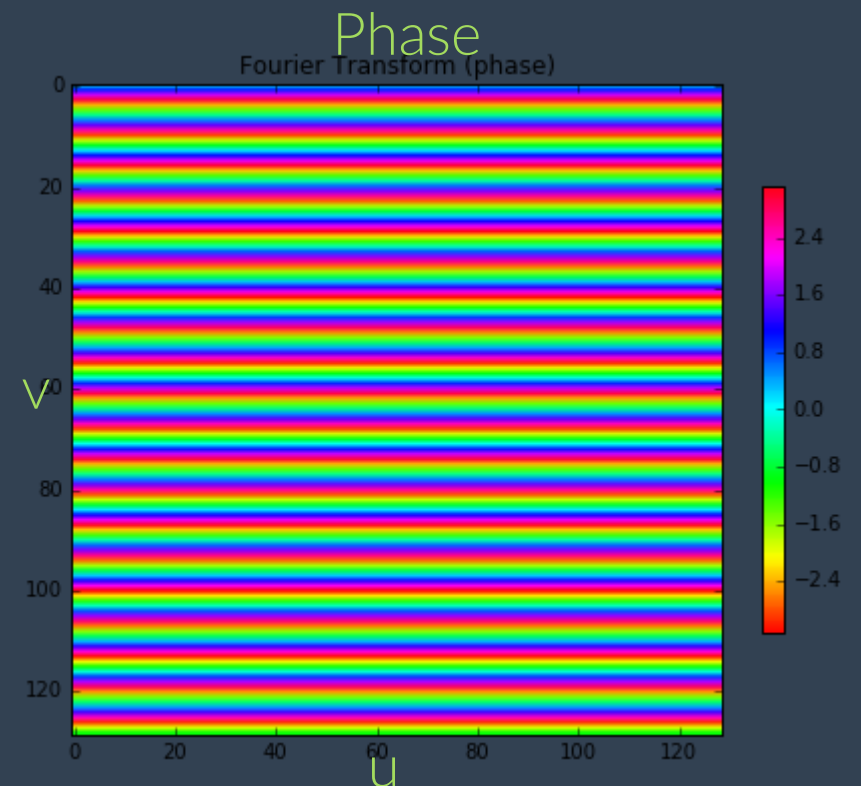
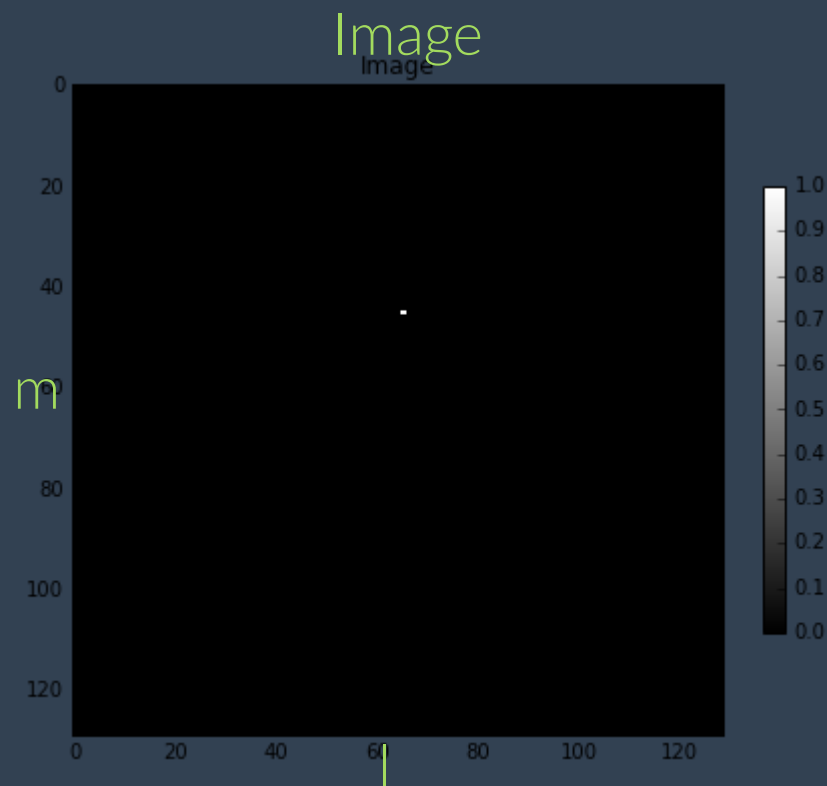
FT(Point Source) [1 pixel down from origin]



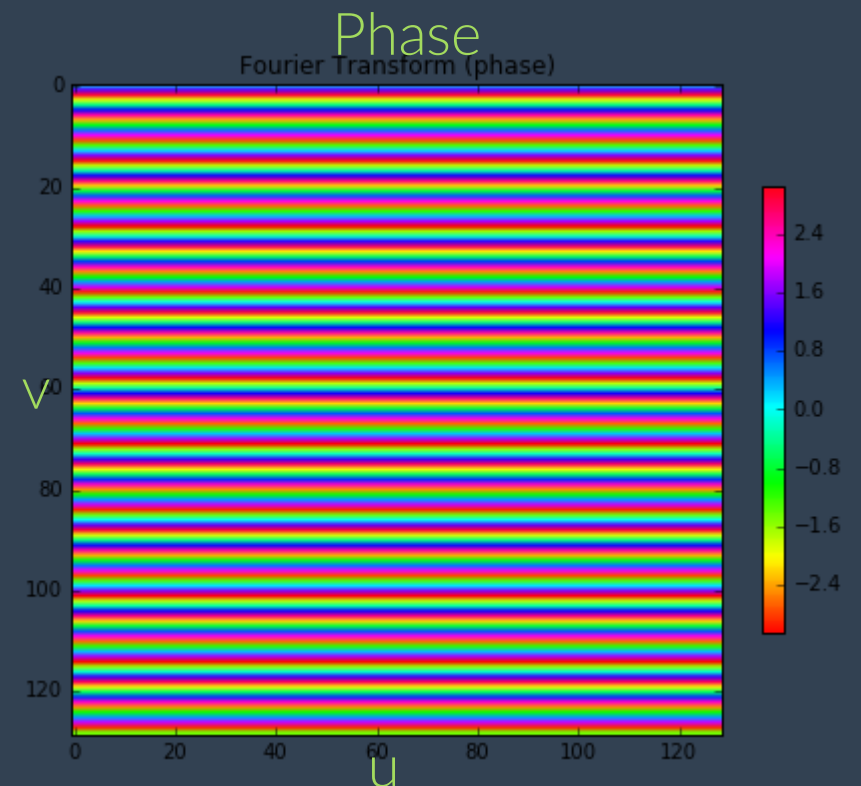
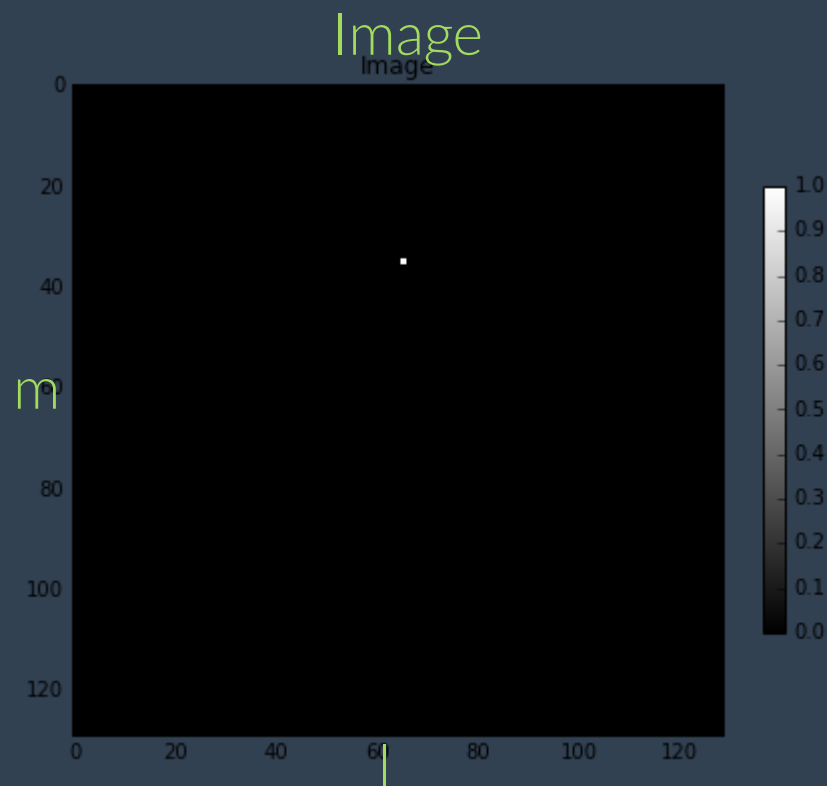
FT(Point Source) [10 pixels up from origin]



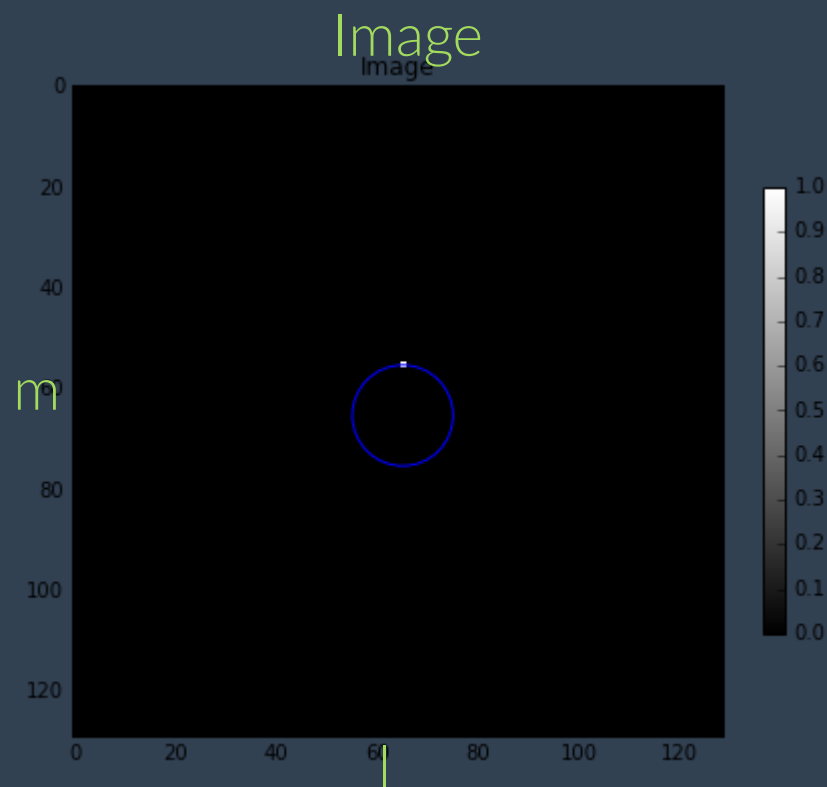
FT(Point Source) [20 pixels up from origin]



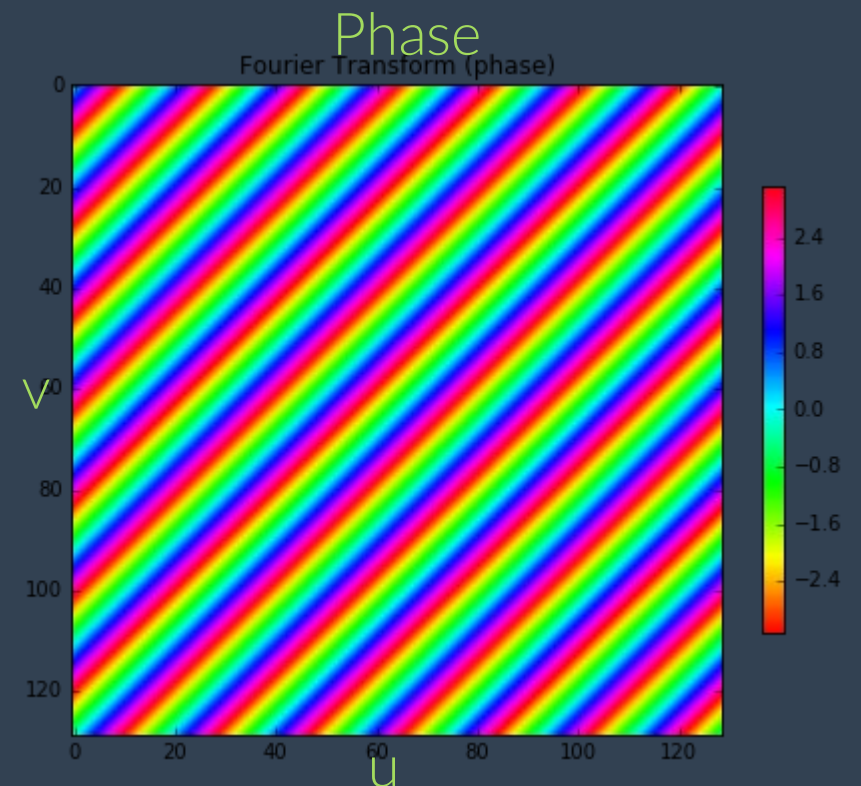
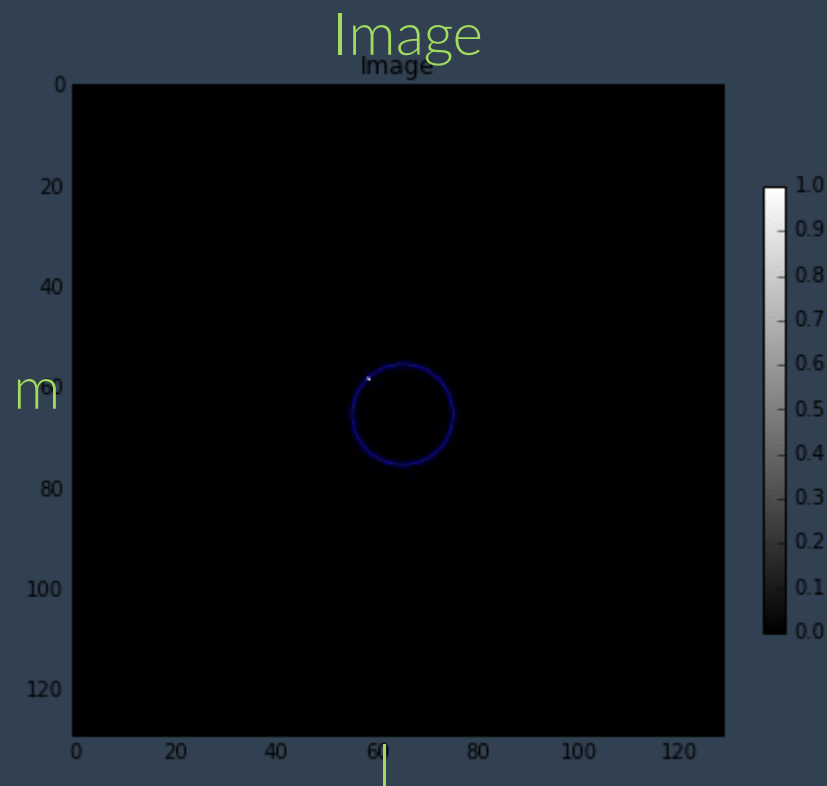
FT(Point Source) [30 pixels up from origin]



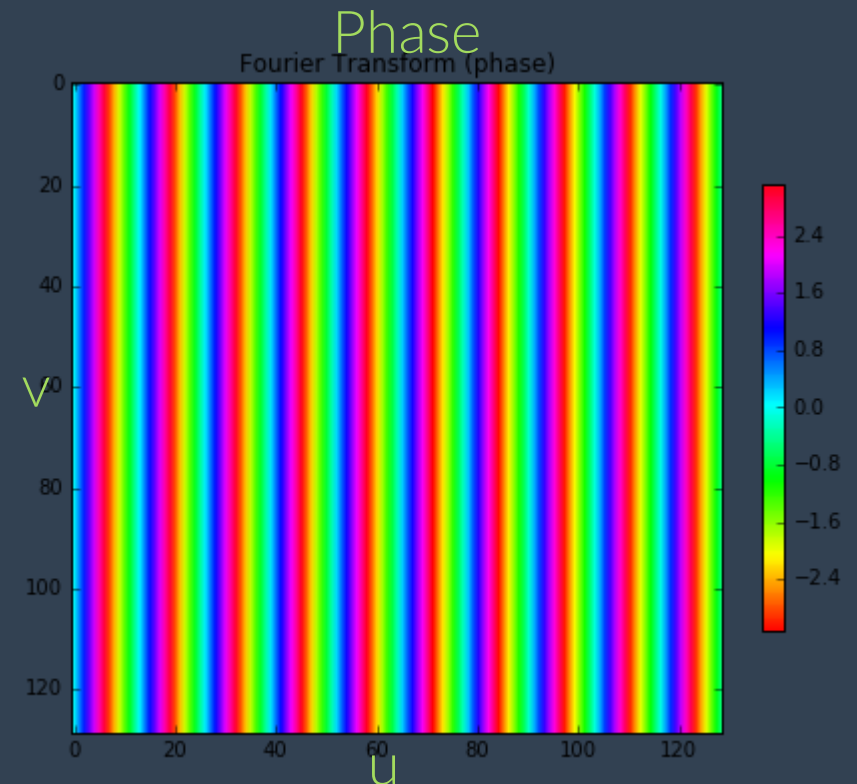
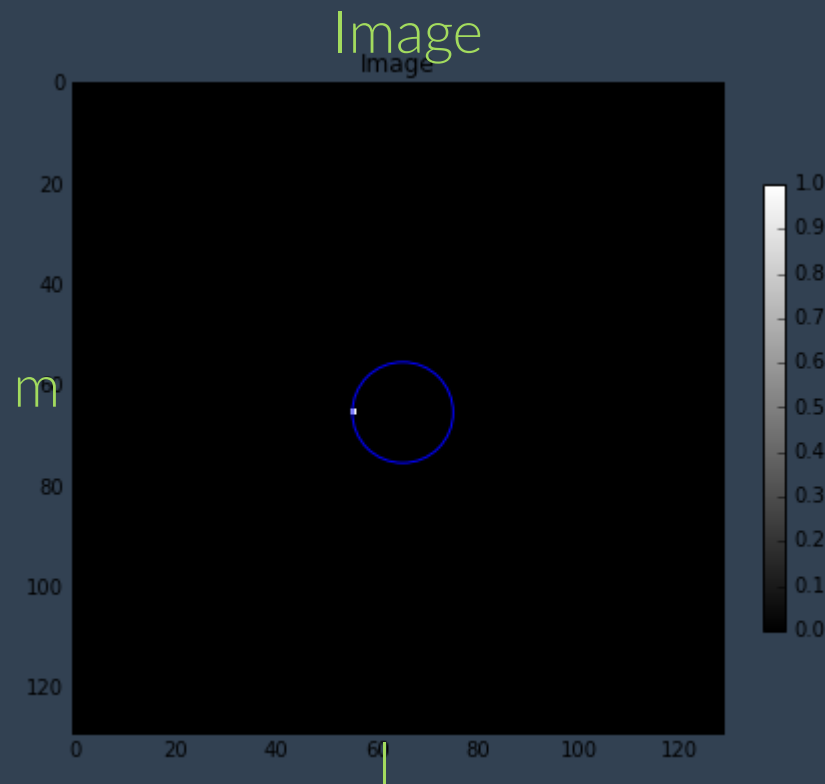
FT(Point Source) [rotated around circle]



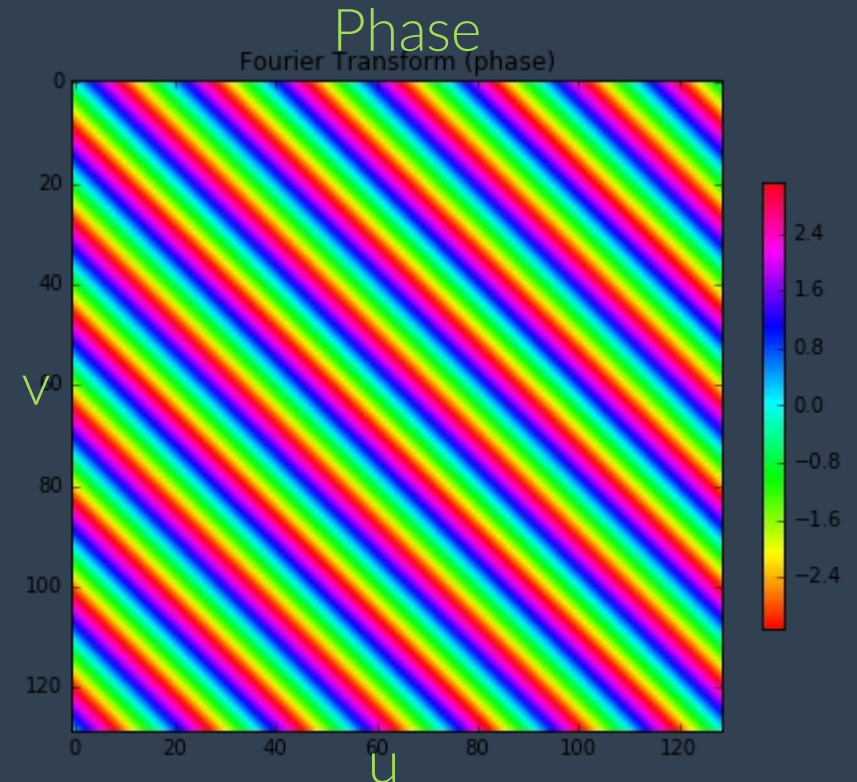
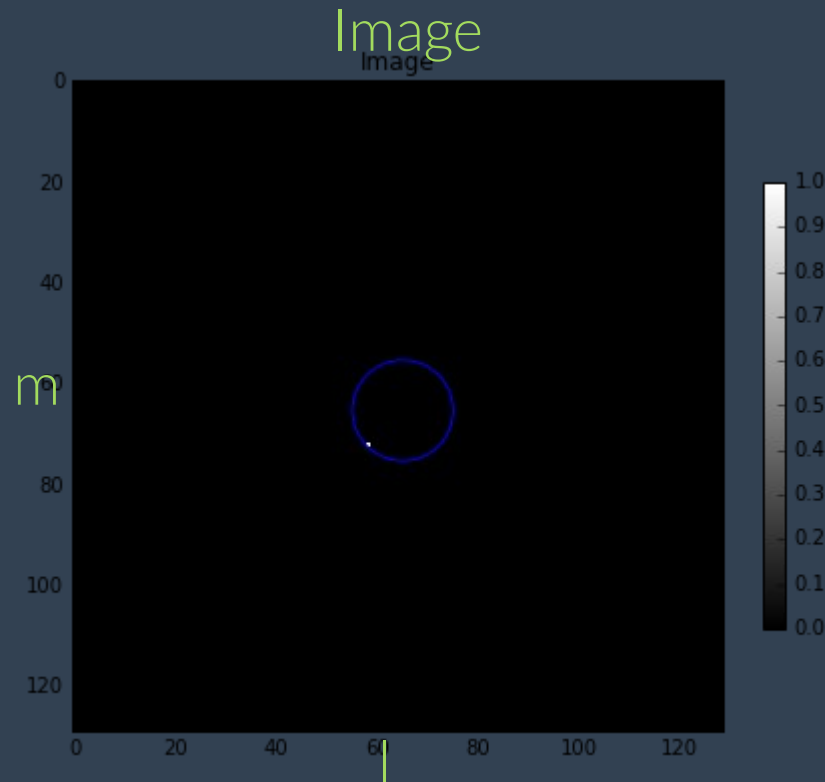
FT(Point Source) [rotated around circle]



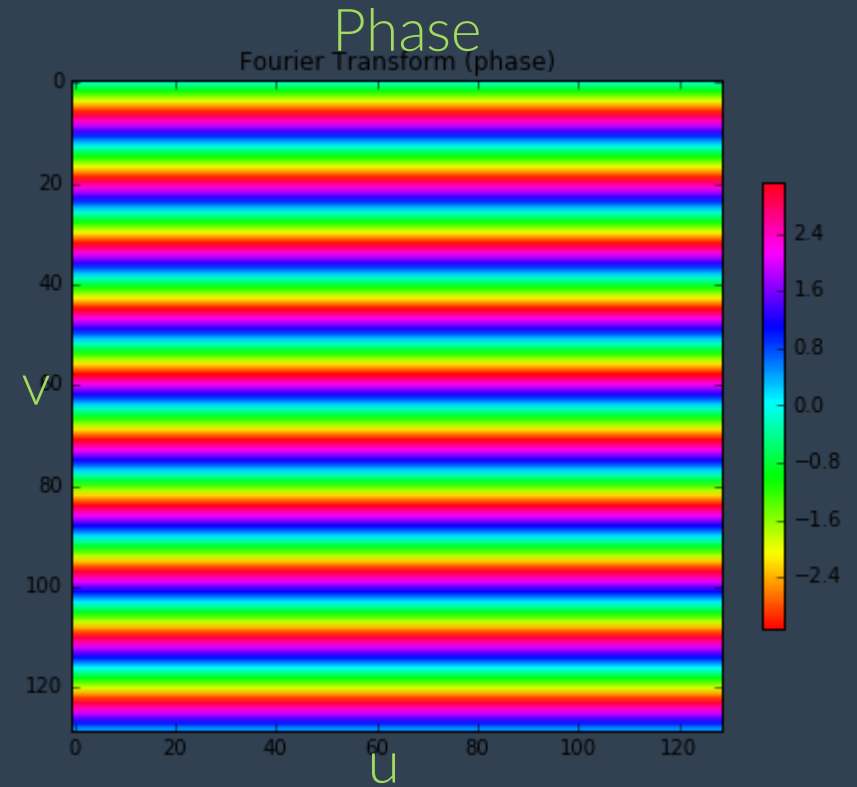
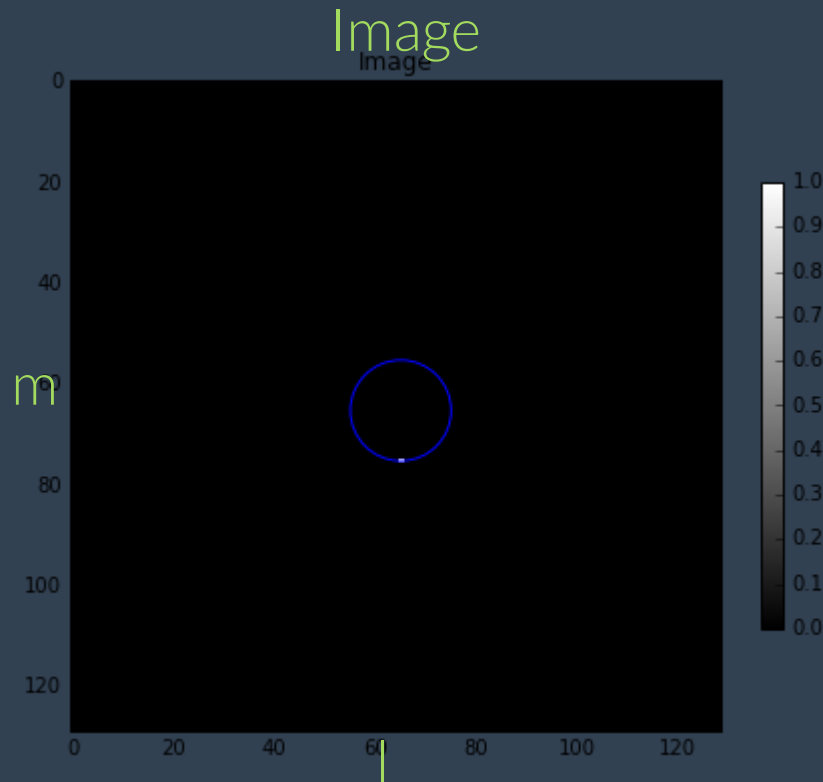
FT(Point Source) [rotated around circle]



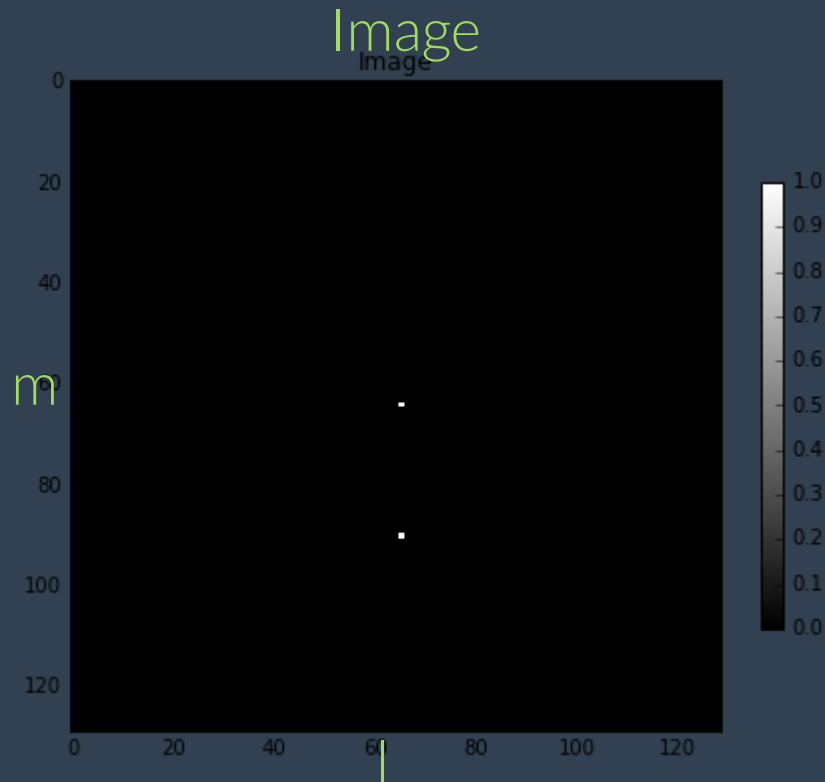
FT(Point Source) [rotated around circle]



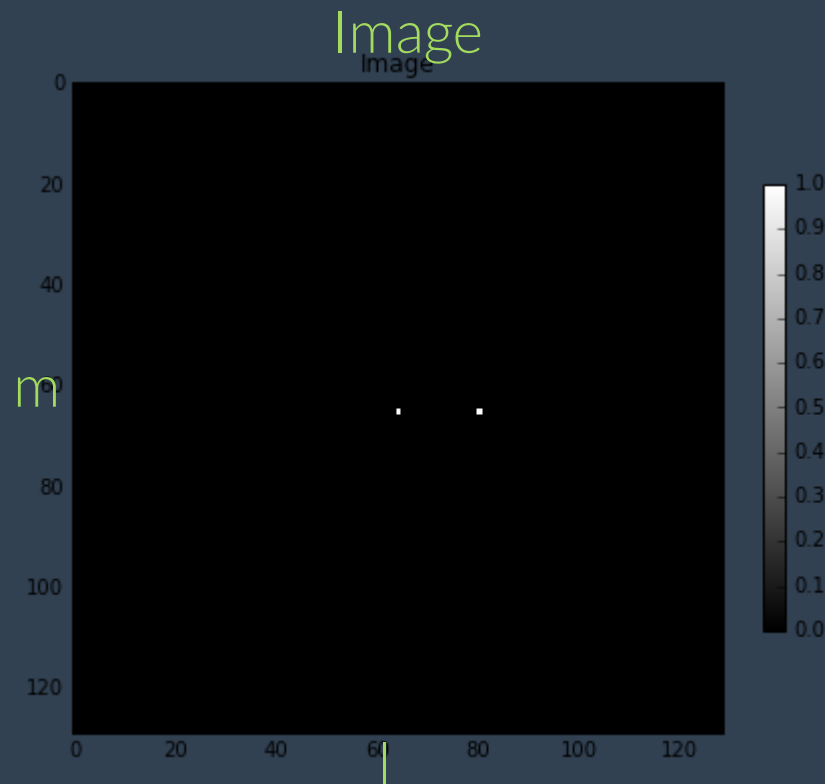
FT(Point Source) [rotated around circle]



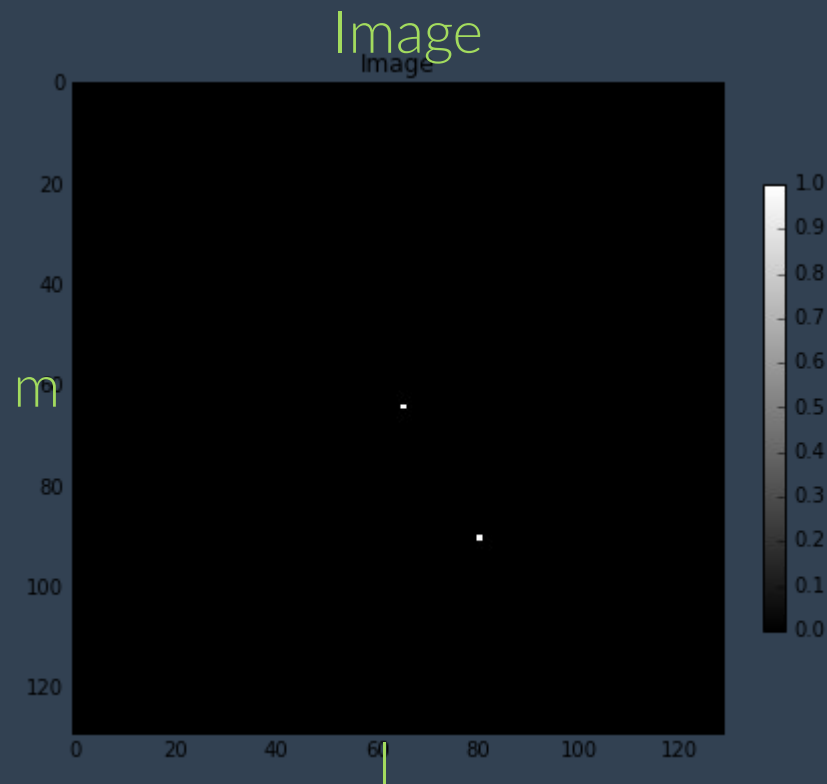
FT(2 Point Sources) [equal amplitude]



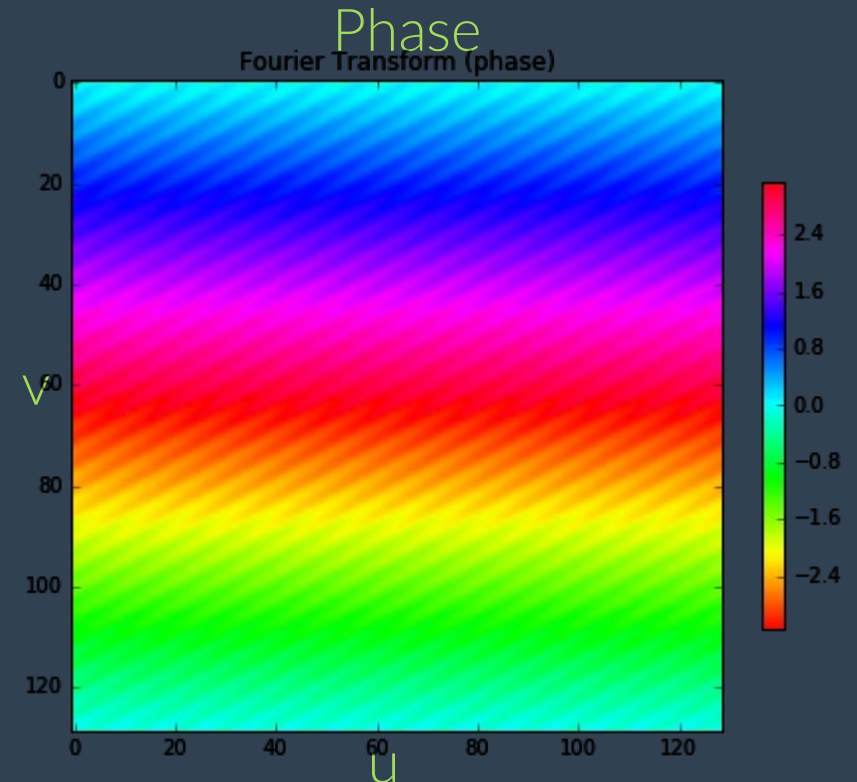
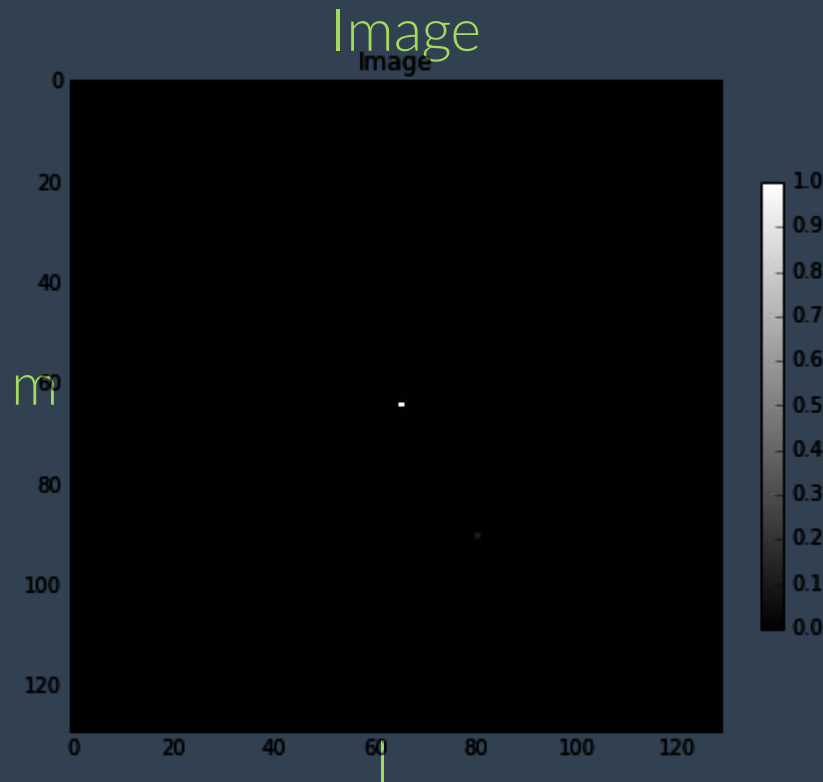
FT(2 Point Sources) [equal amplitude]



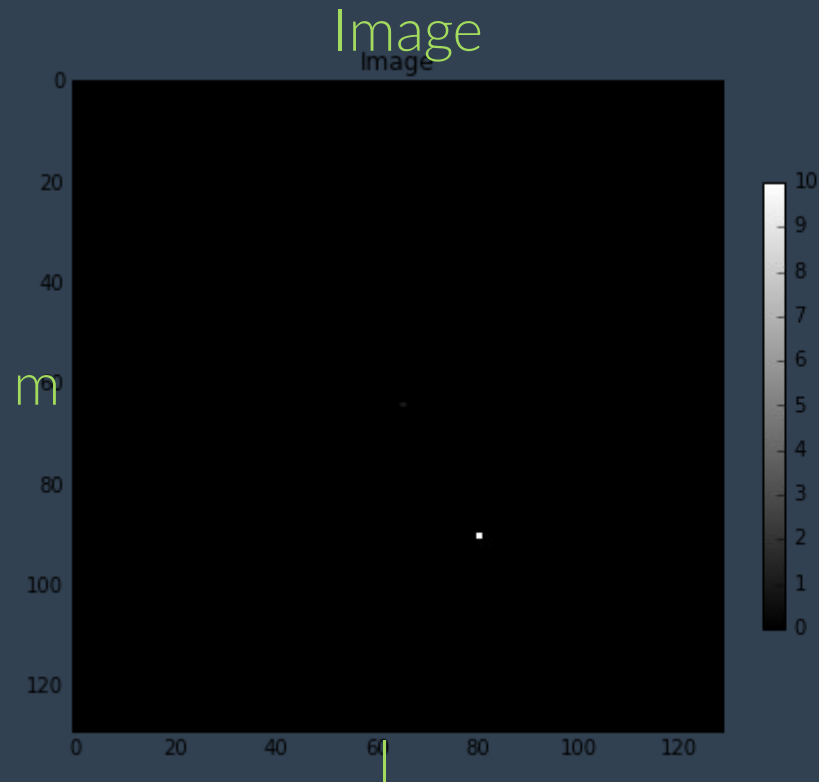
FT(2 Point Sources) [equal amplitude]



FT(2 Point Sources) [different amplitudes]



FT(2 Point Sources) [different amplitudes]



FT(5 Point Sources) [different amplitudes]

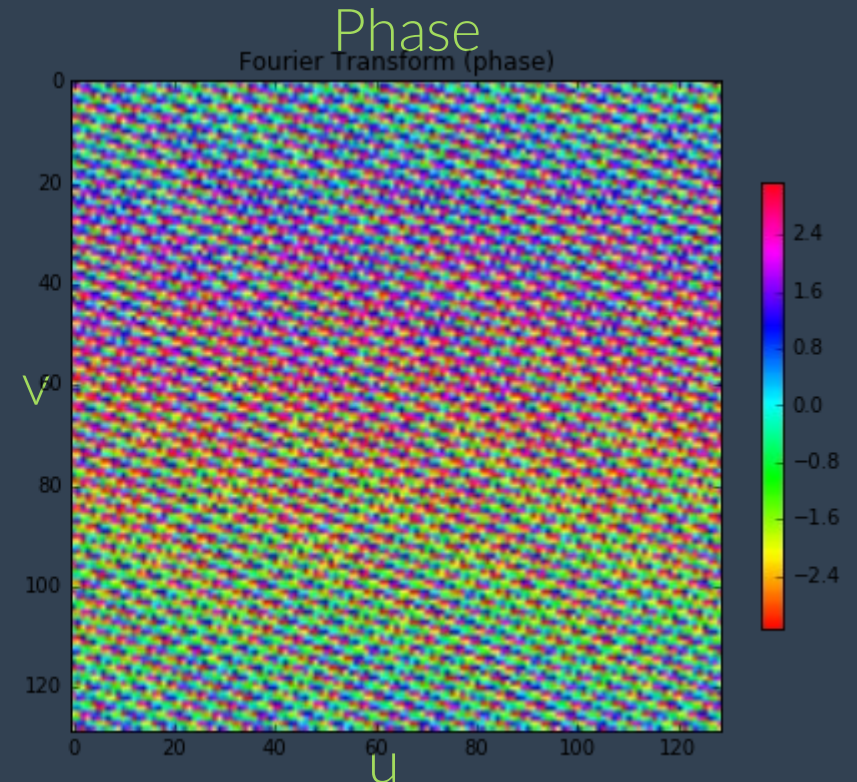
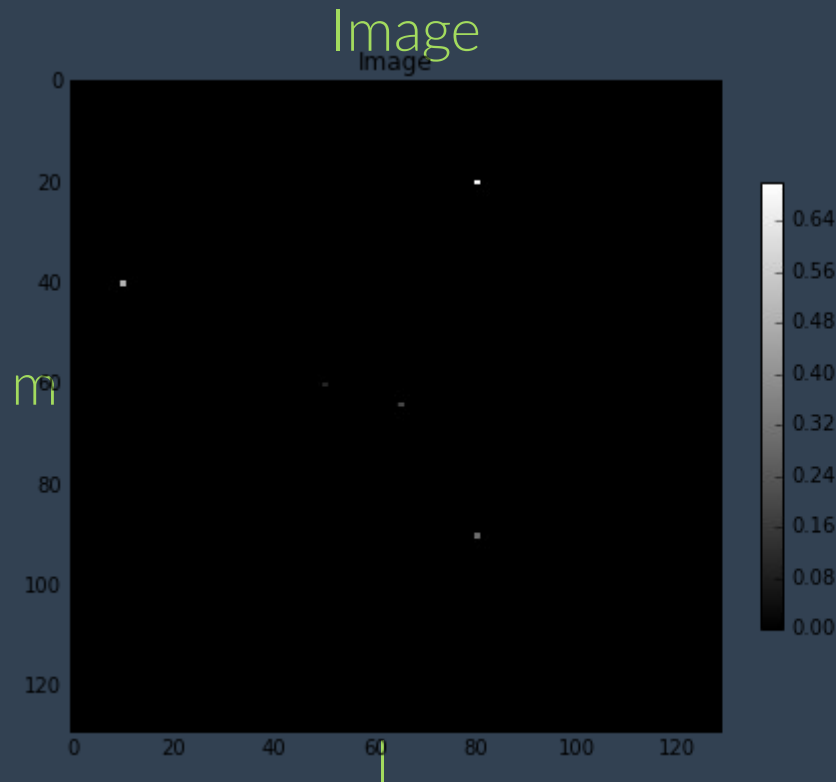
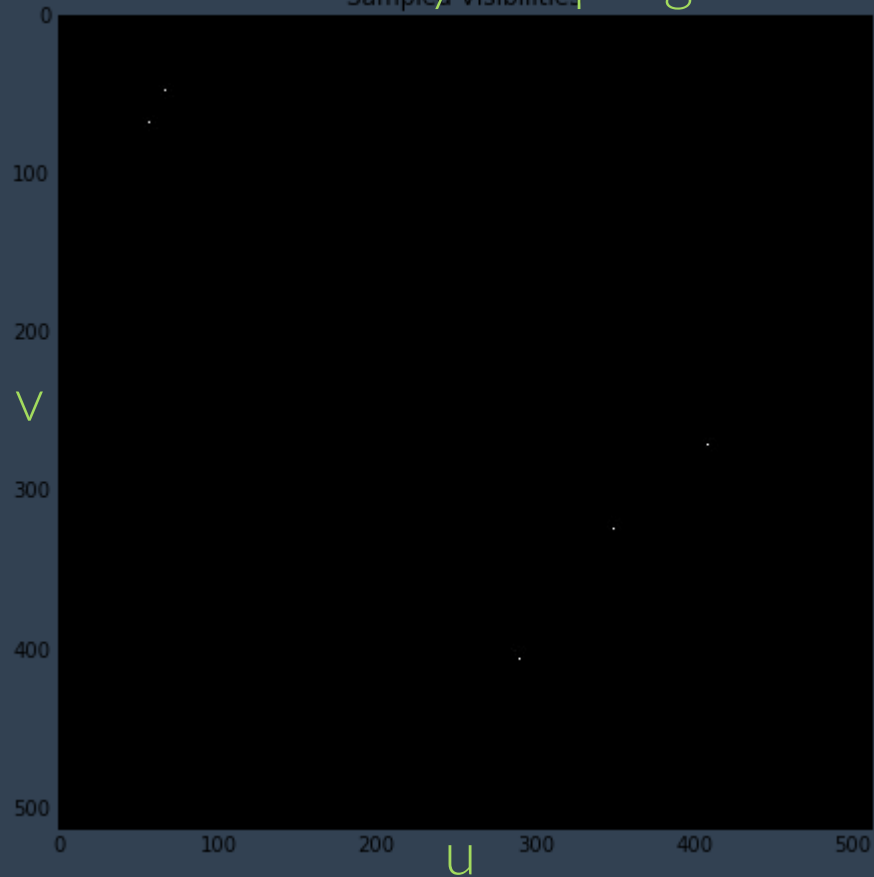
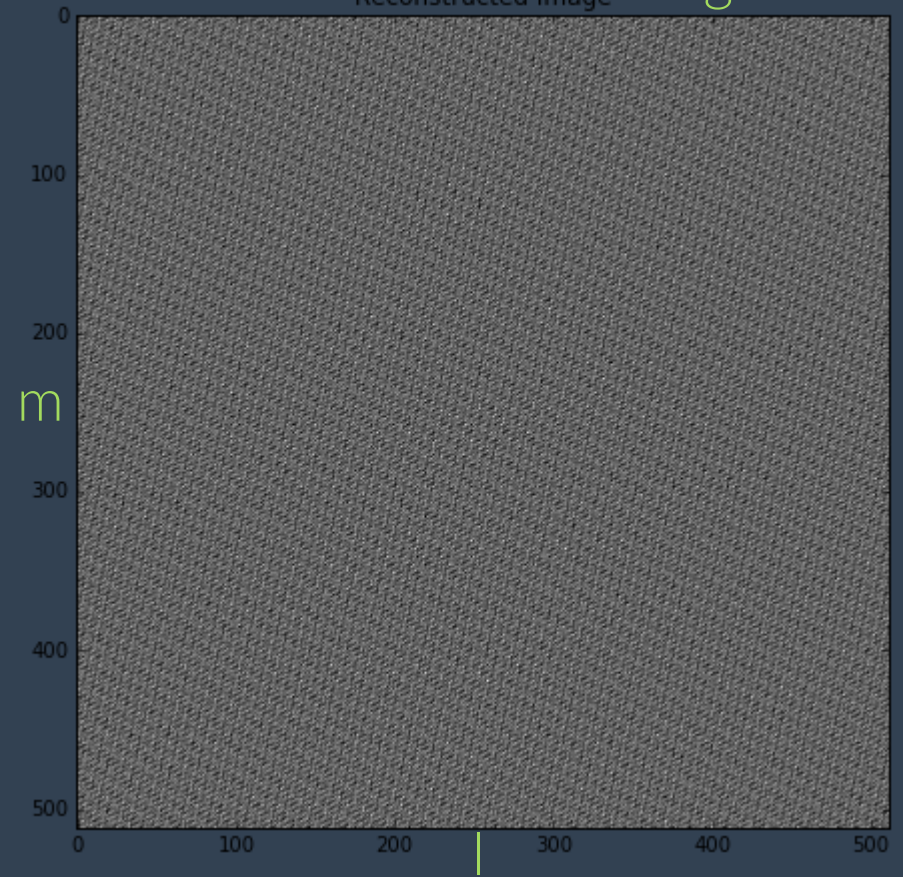


Image Reconstruction from Sampling Visibilities

Visibility Sampling



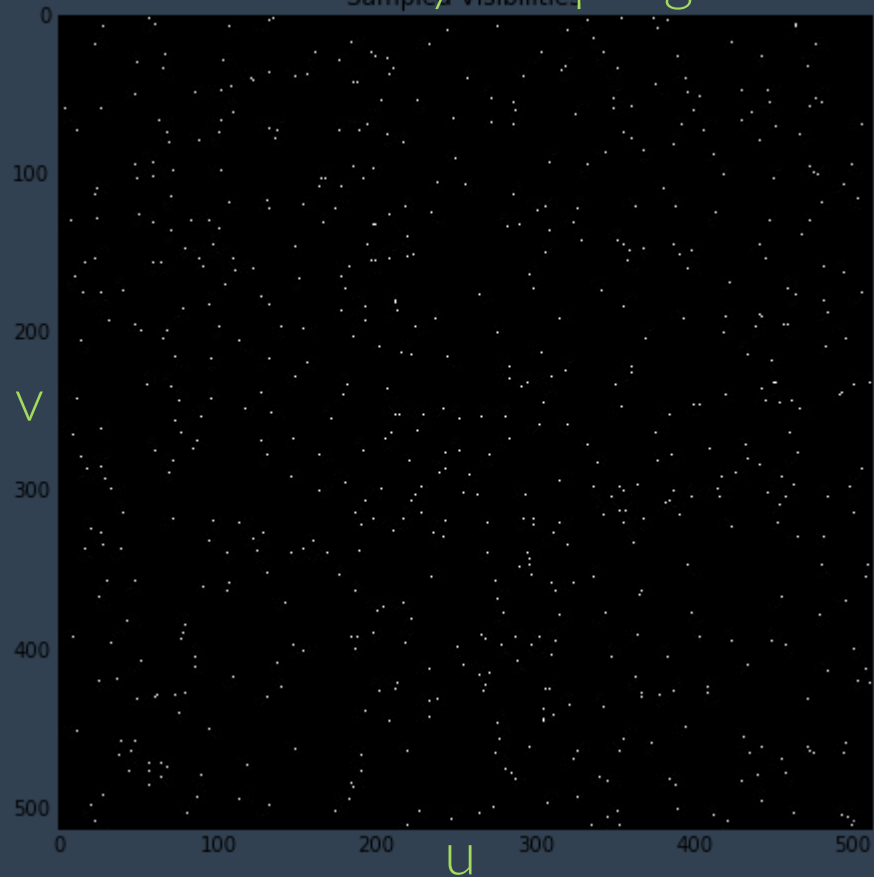
Reconstructed Image



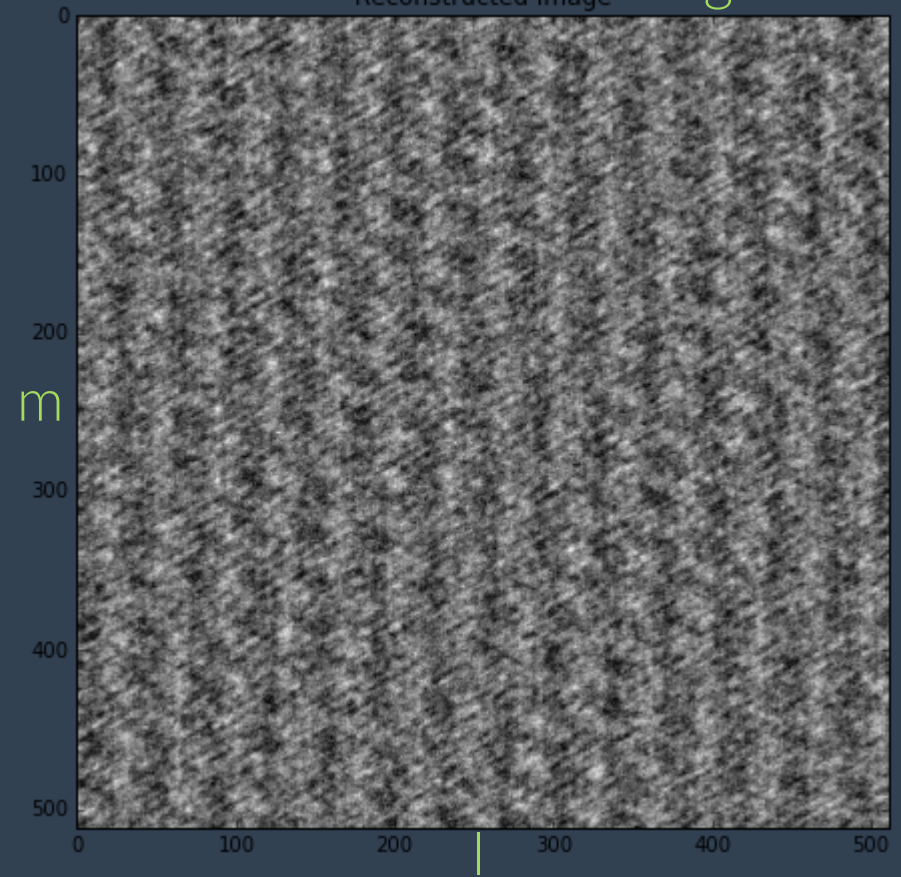
$$N_{\text{sampling}} = 10$$

Image Reconstruction from Sampling Visibilities

Visibility Sampling



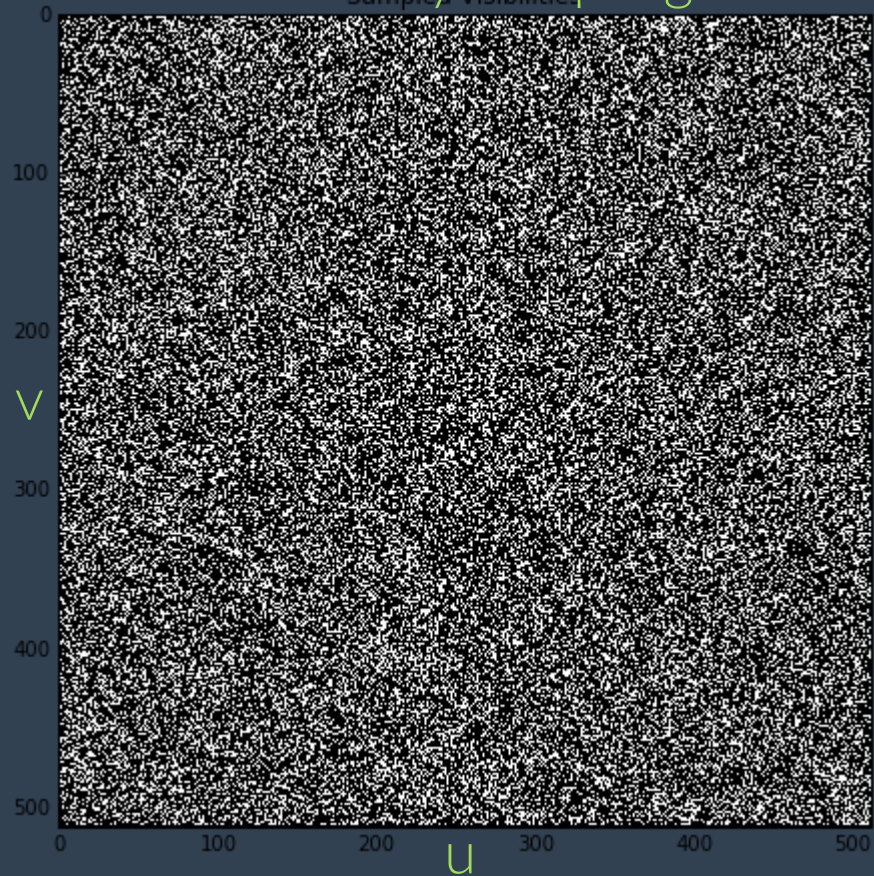
Reconstructed Image



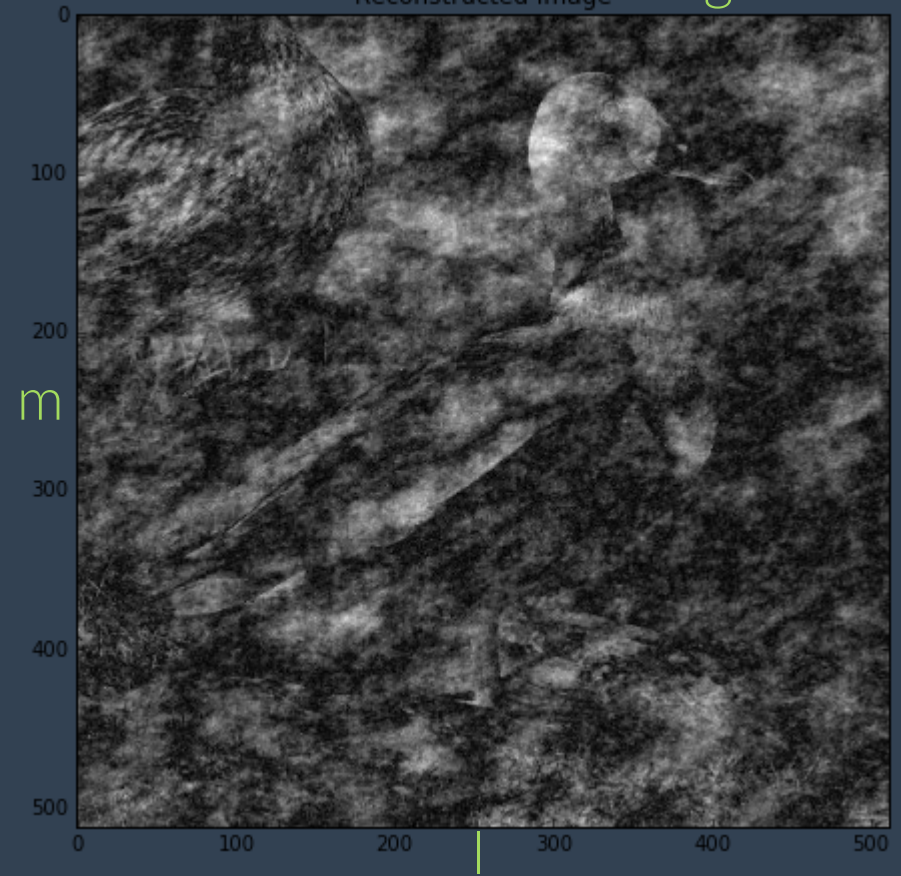
$$N_{\text{sampling}} = 1,000$$

Image Reconstruction from Sampling Visibilities

Visibility Sampling



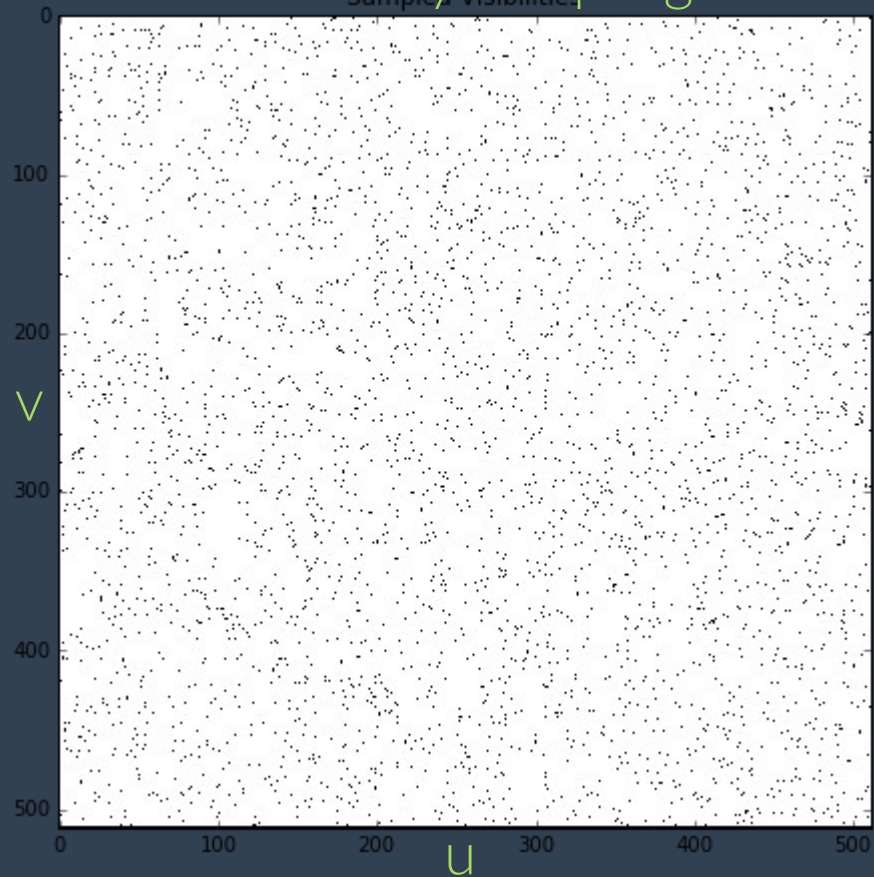
Reconstructed Image



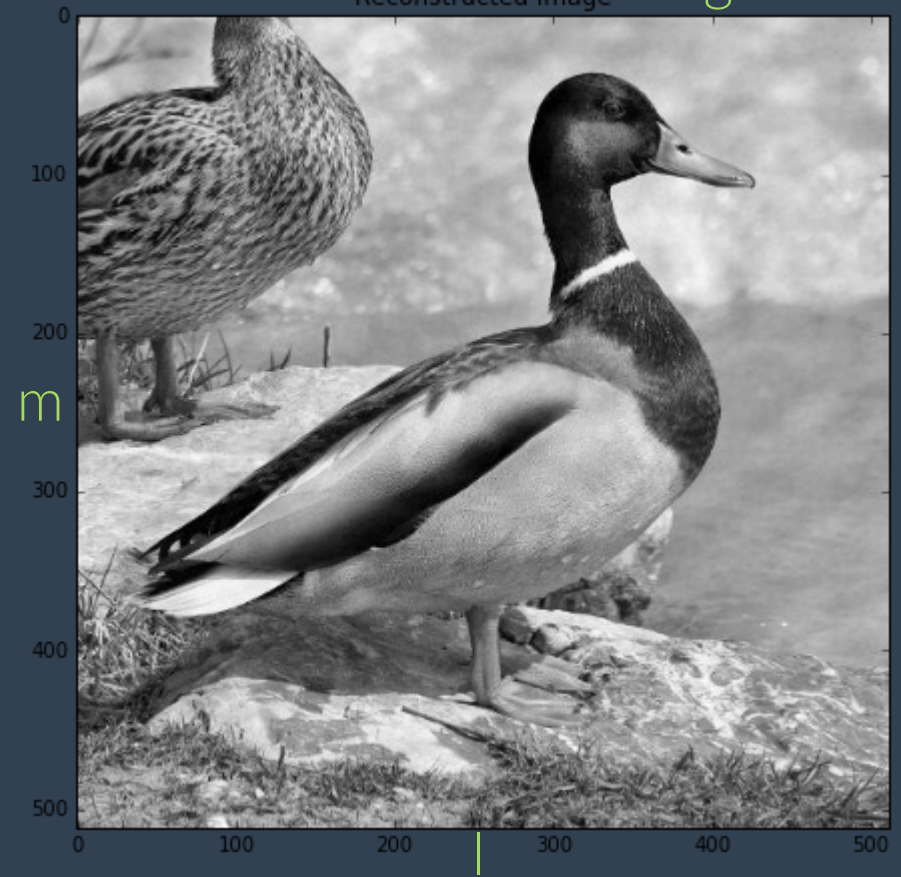
$$N_{\text{sampling}} = 100,000$$

Image Reconstruction from Sampling Visibilities

Visibility Sampling



Reconstructed Image



$$N_{\text{sampling}} = 1,000,000$$





Effects of the Point
Spread Function

Sampling and Point Spread Functions

We do not fully sample the visibility plane, due to engineering and physical limitations we only sample based upon some sampling function

$$S(u, v) \rightleftharpoons \text{PSF}(l, m)$$

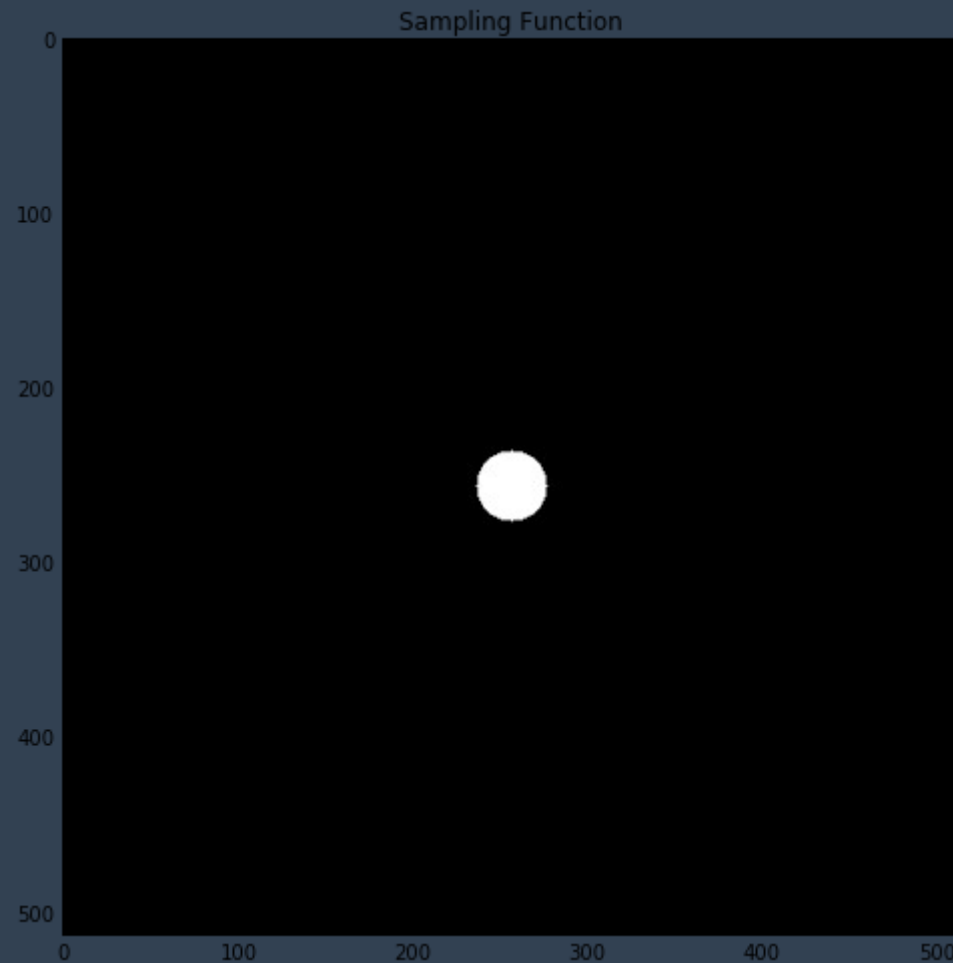
The Point Spread Function (PSF) is a spatial filter due to the limited sampling, it is the Fourier Transform of the sampling function.

Sampling and Point Spread Functions

Due to the limited sampling of the visibility plane the observed image of the sky is the convolution of the true sky with the array Point Spread Function

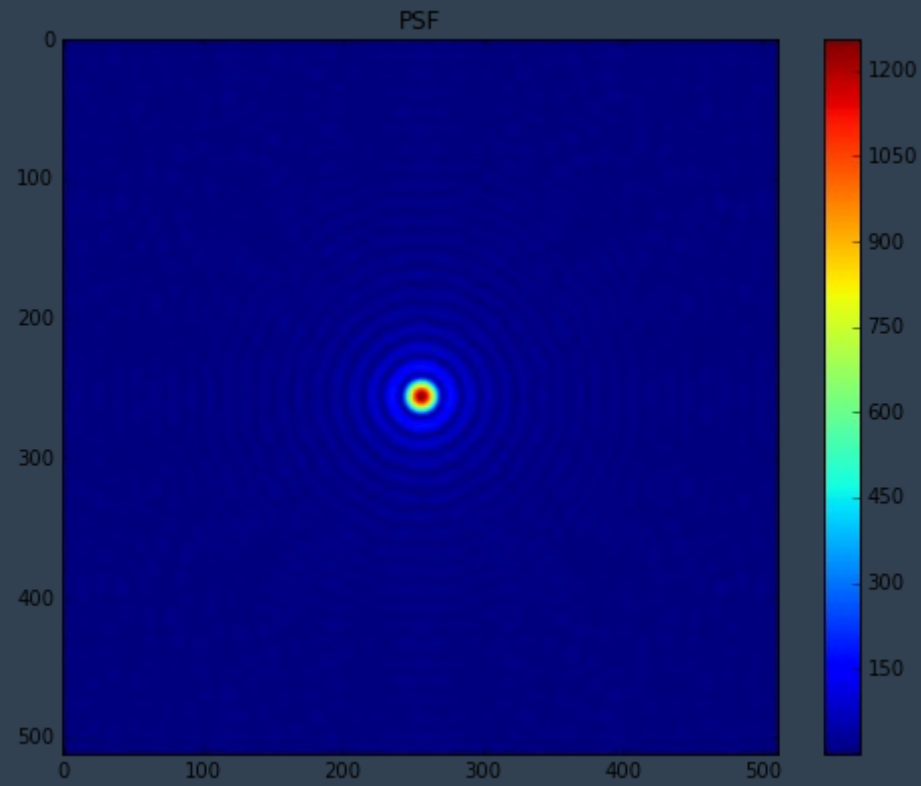
$$I_{\text{obs}} = \text{PSF} \circ I_{\text{true}}$$

Visibility Sampling Function



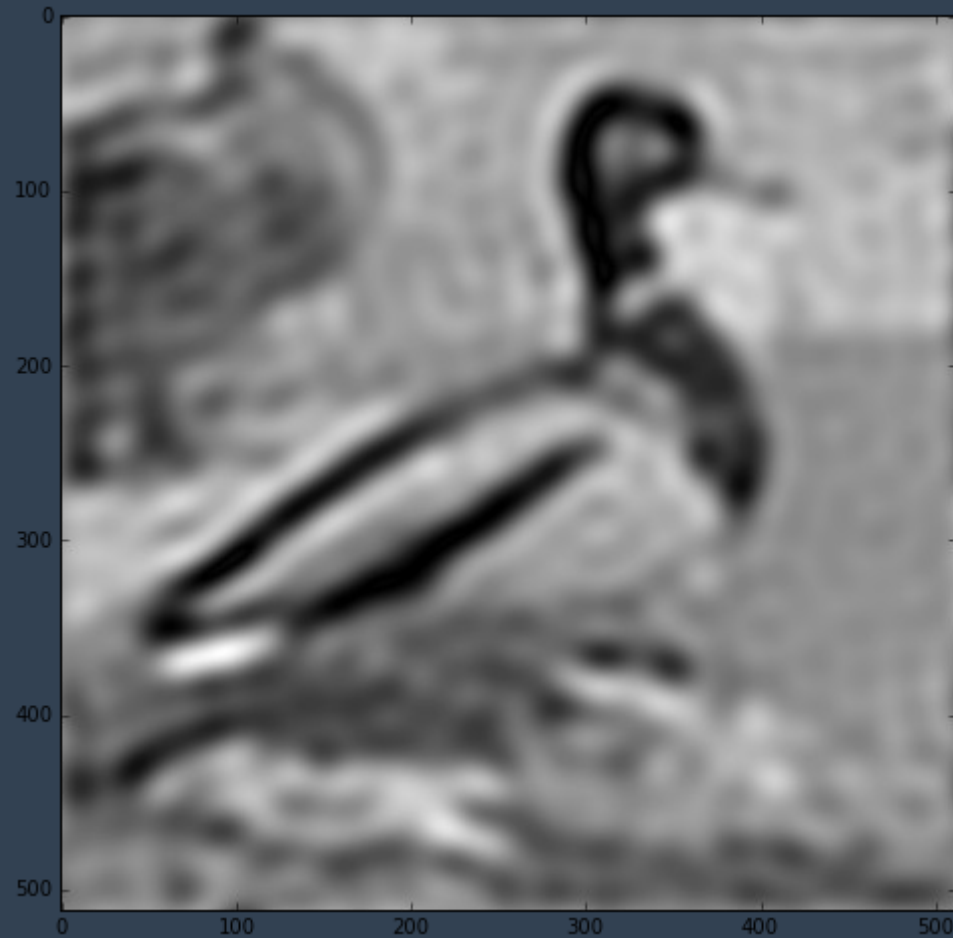
$$S(u, v)$$

Point Spread Function



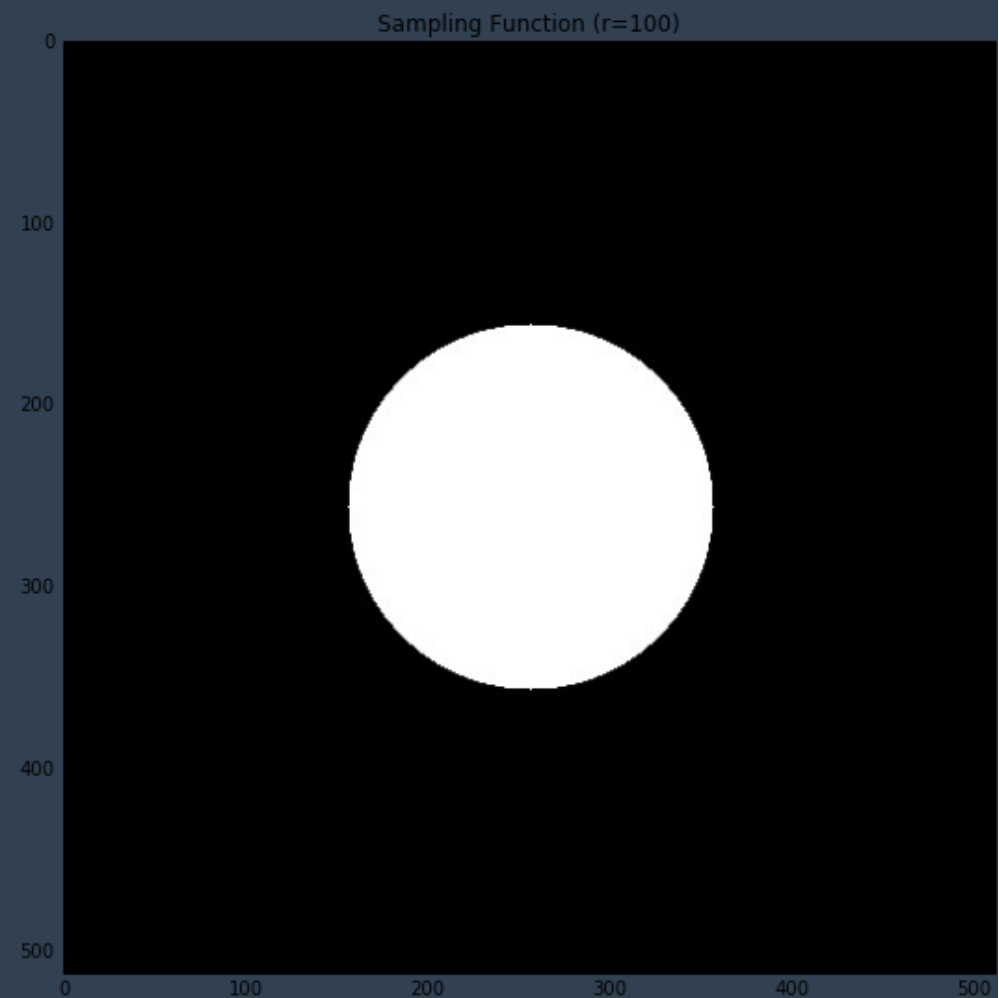
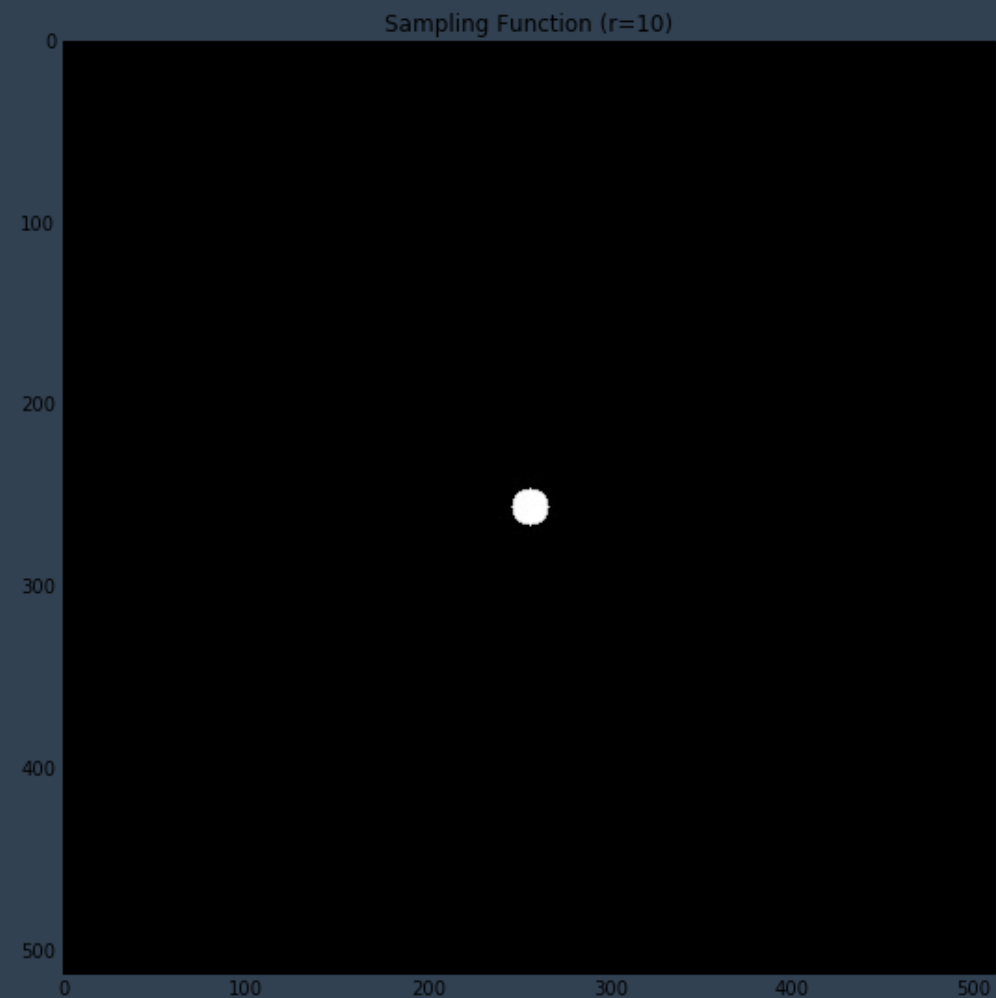
$$\text{PSF}(l, m)$$

PSF Filtered Image

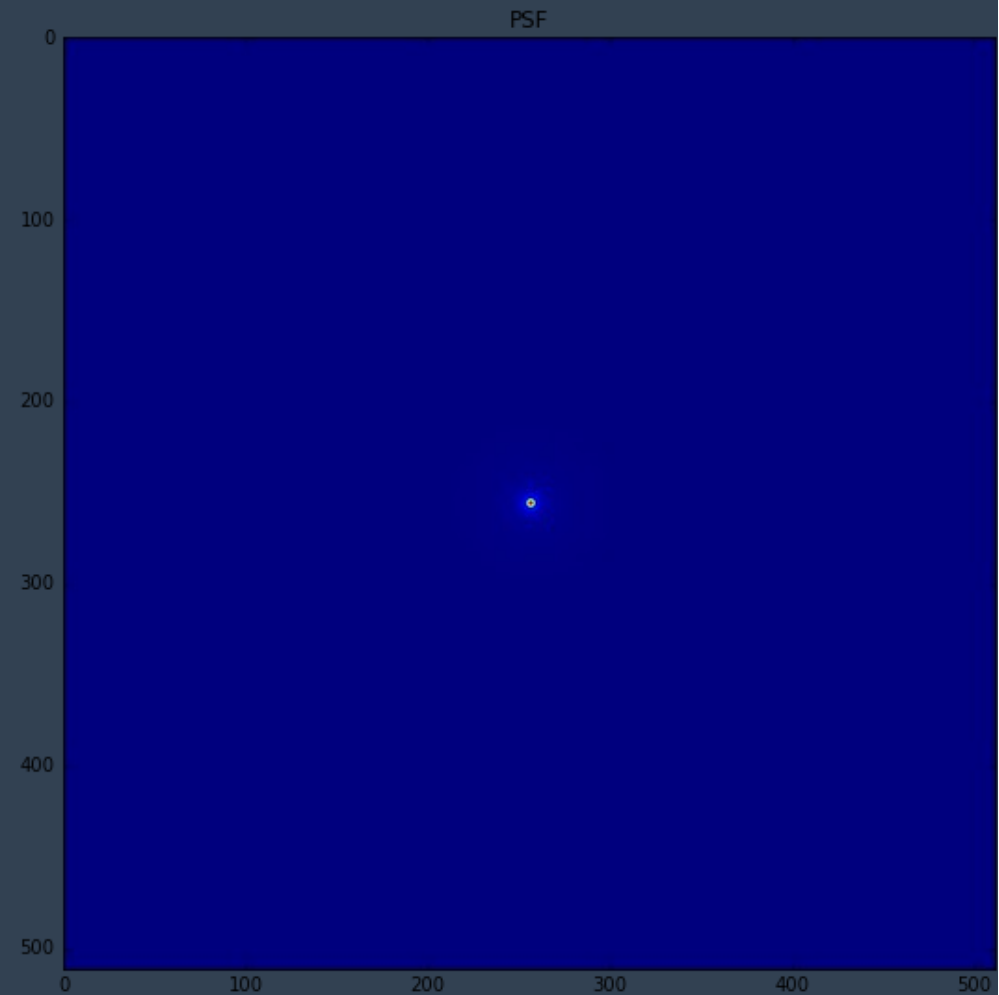
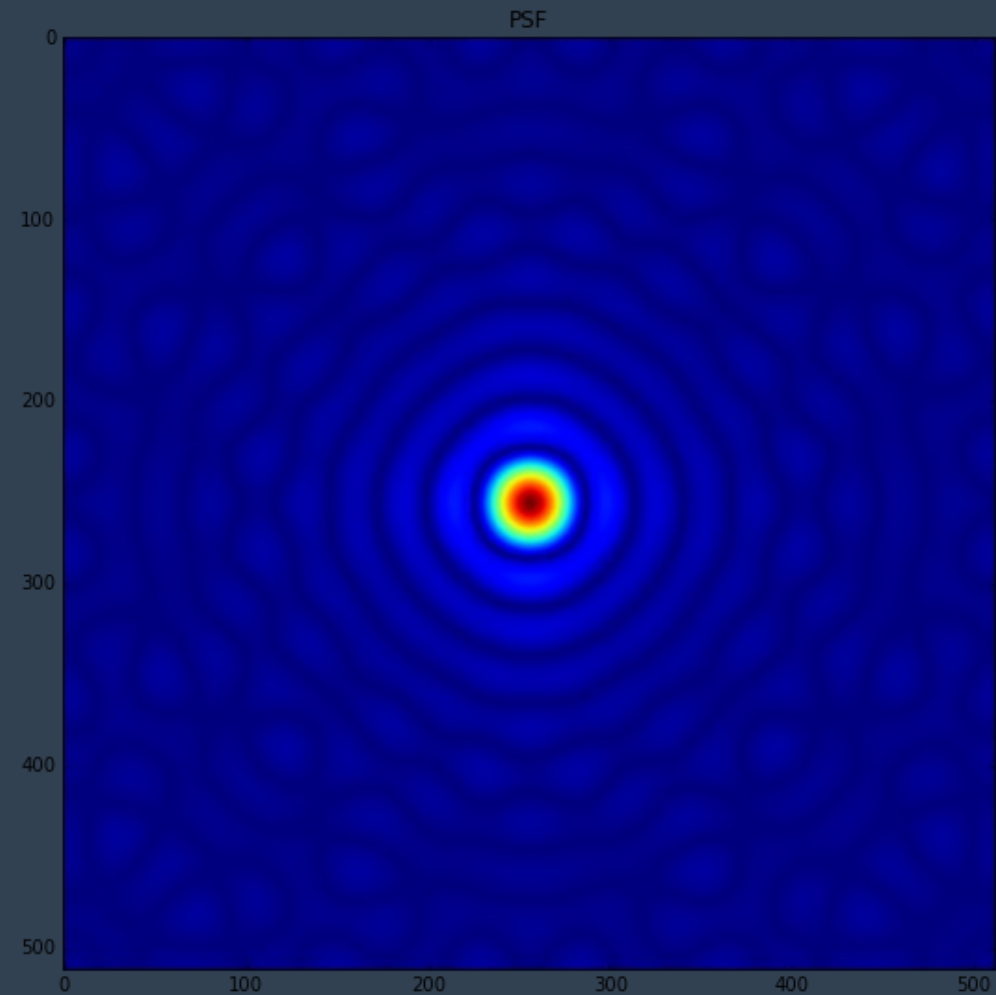


$$I_{\text{obs}} = \text{PSF} \circ I_{\text{true}}$$

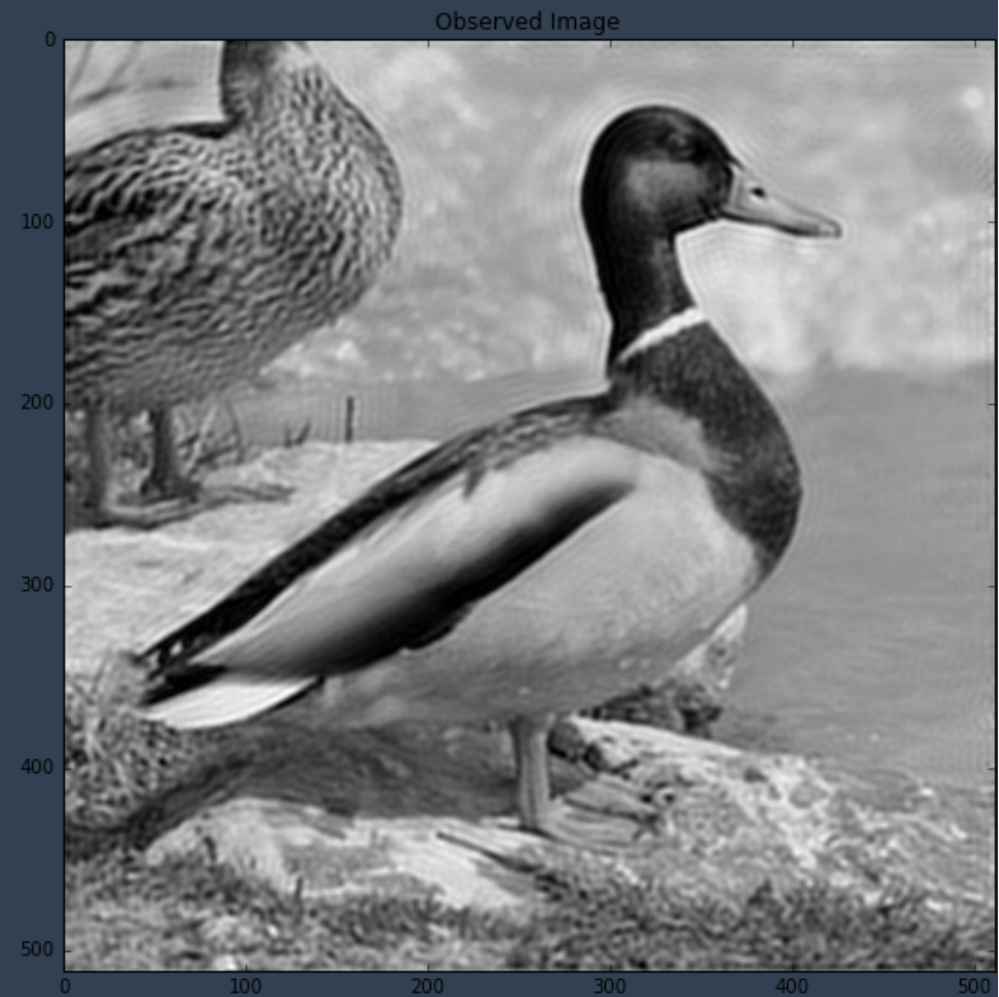
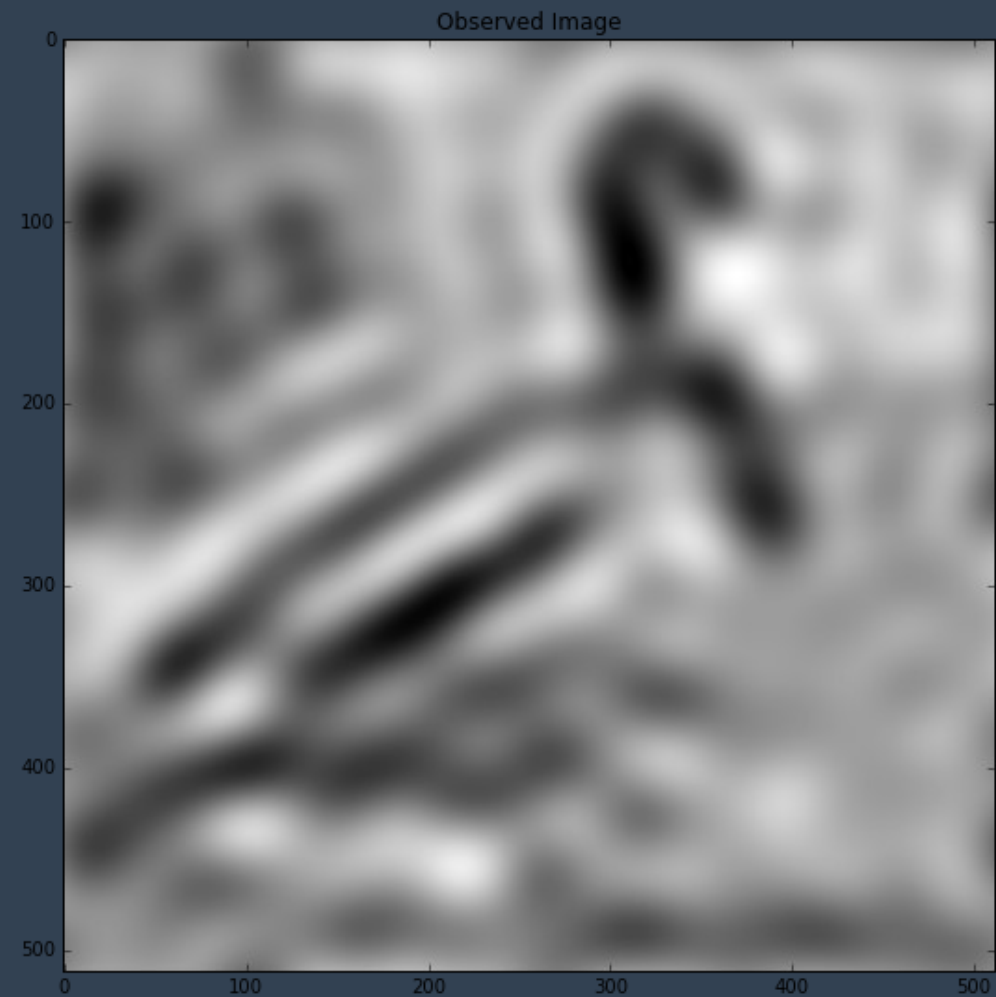
Visibility Sampling Functions

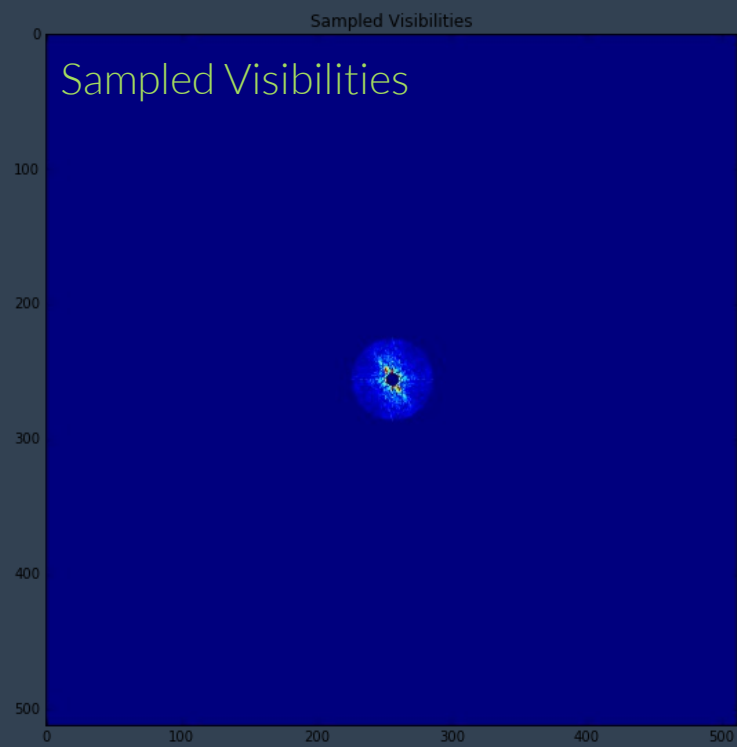
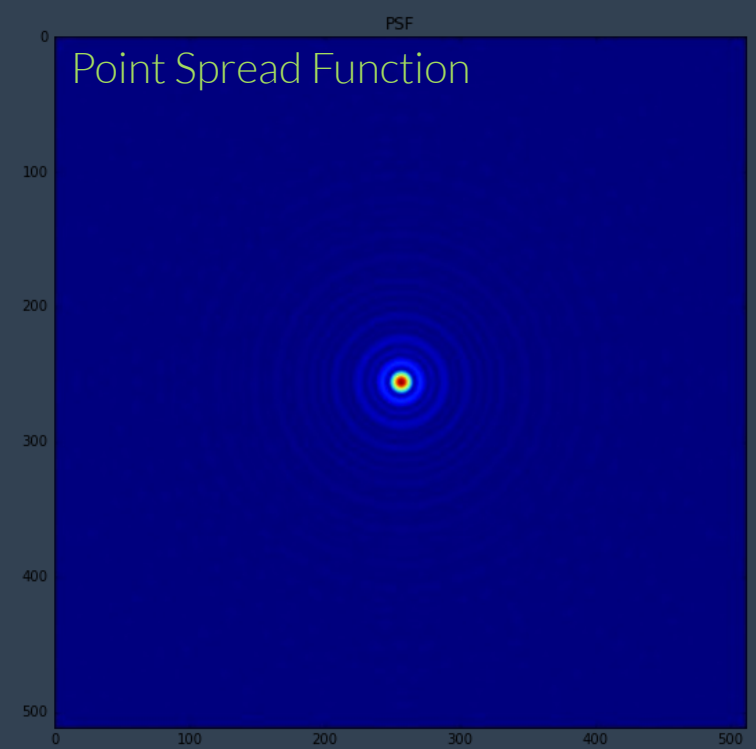
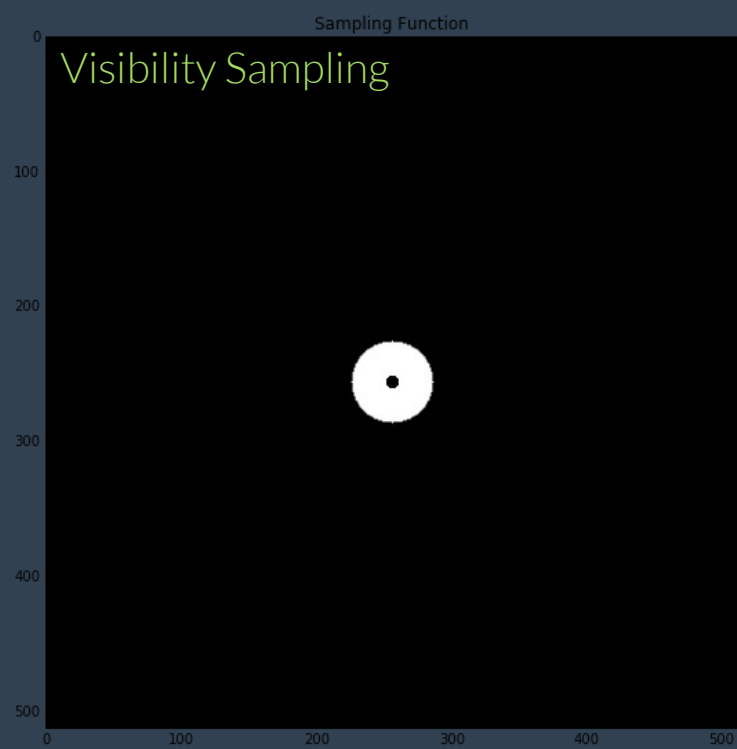


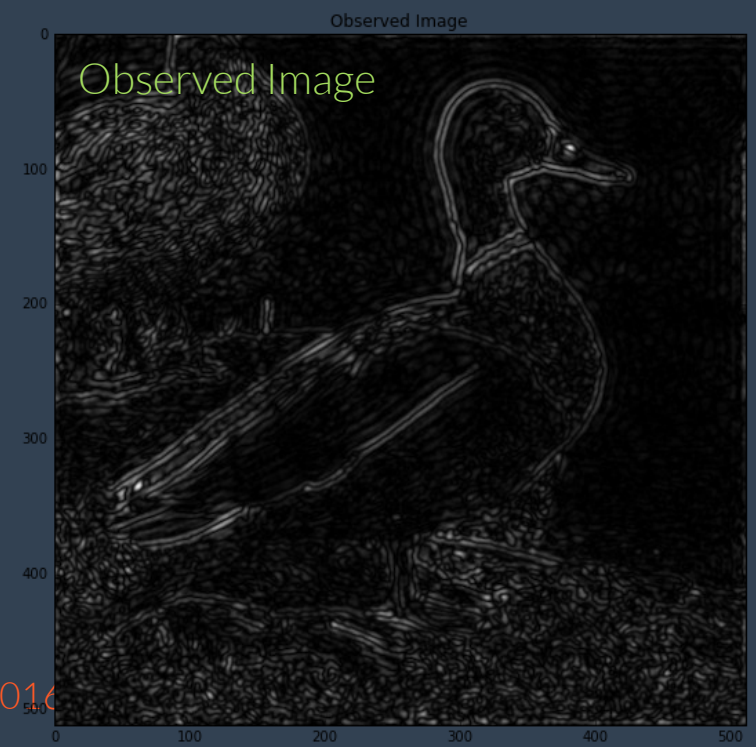
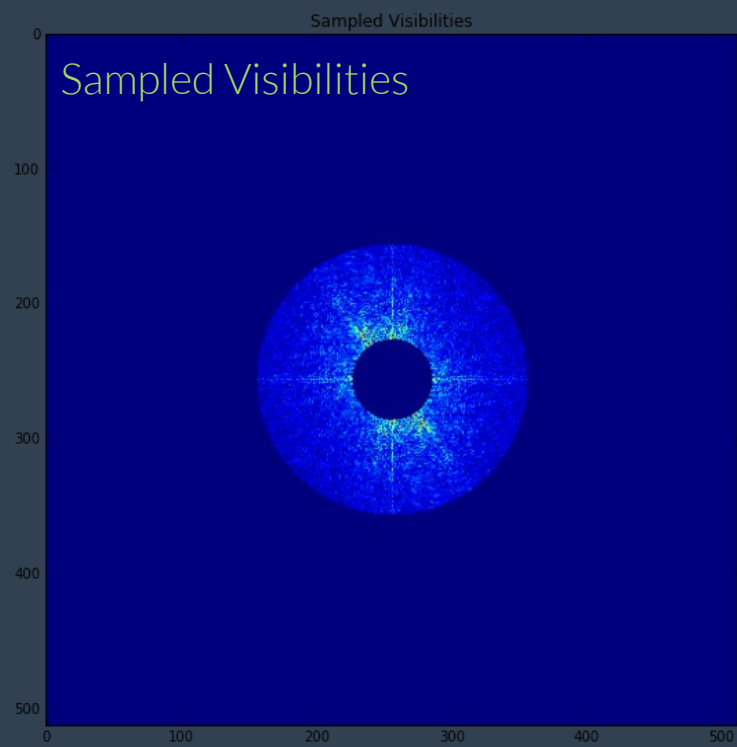
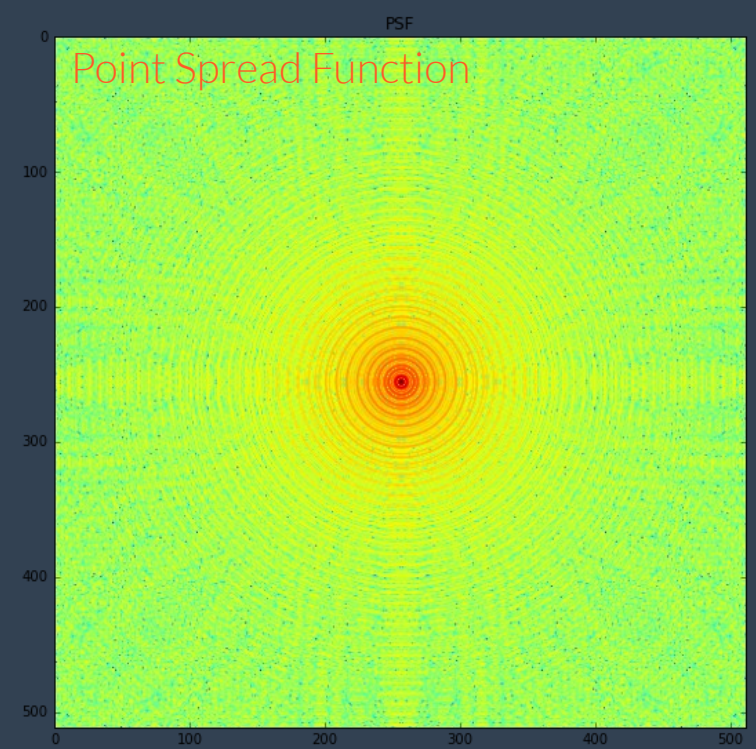
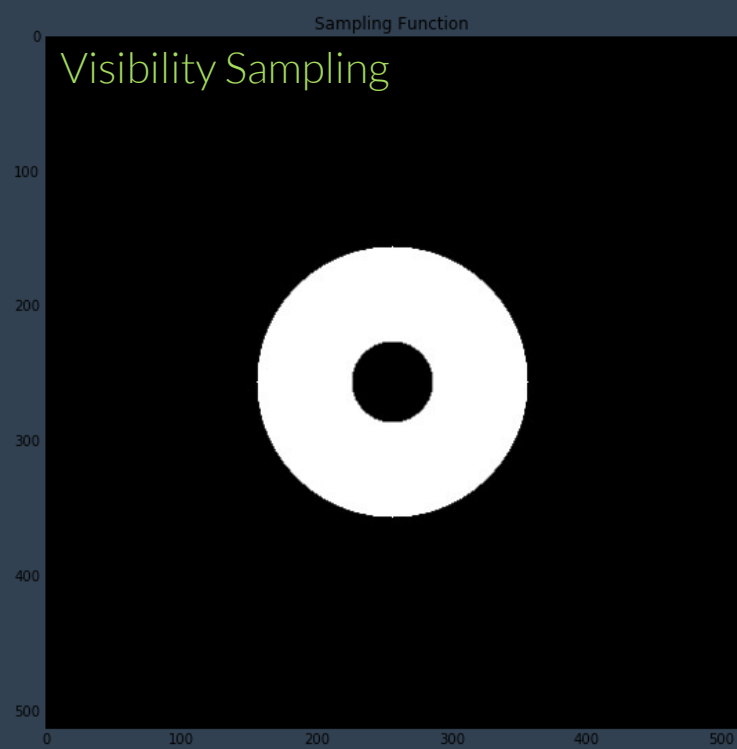
Point Spread Functions

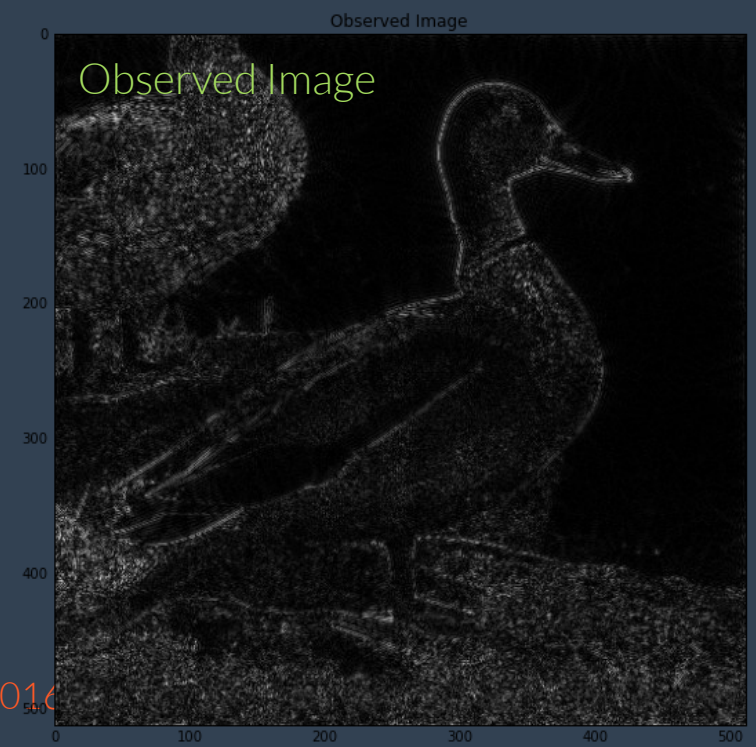
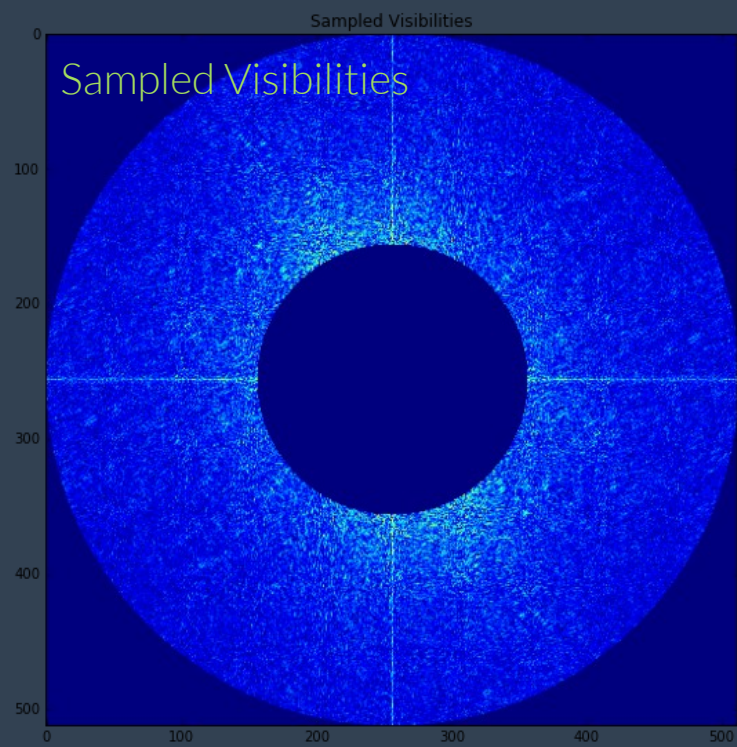
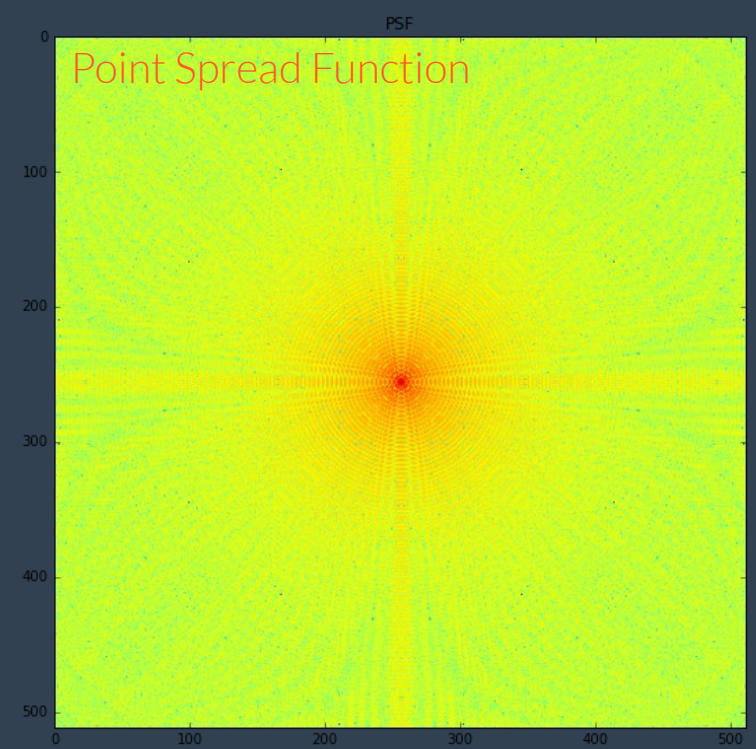
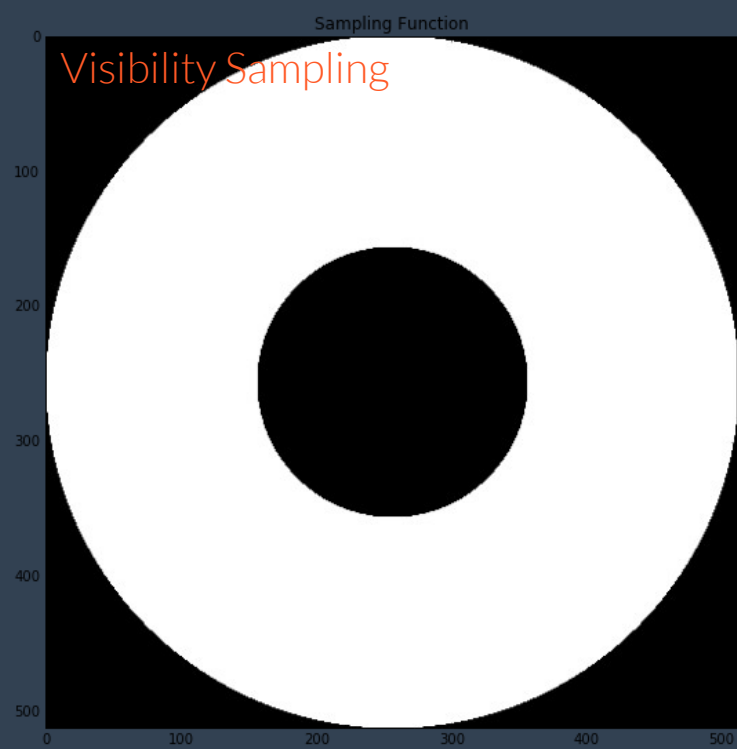


PSF Filtered Images

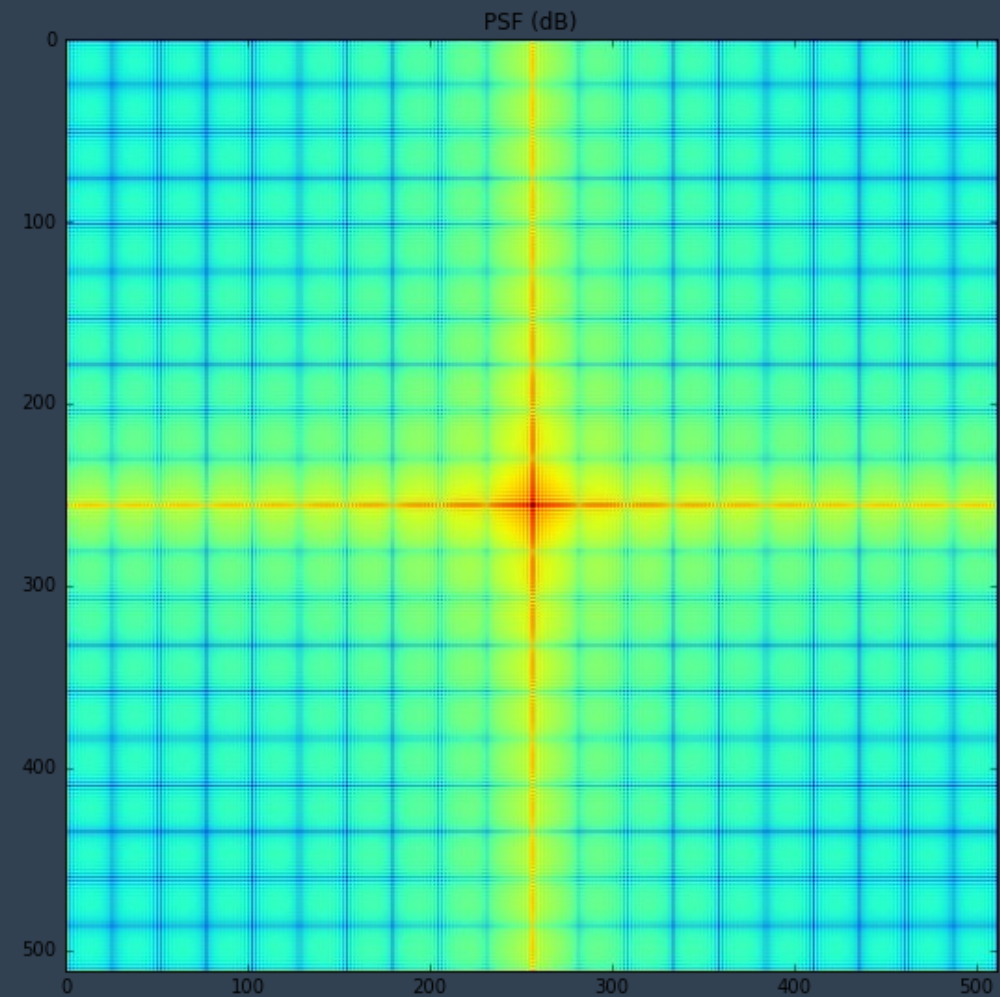
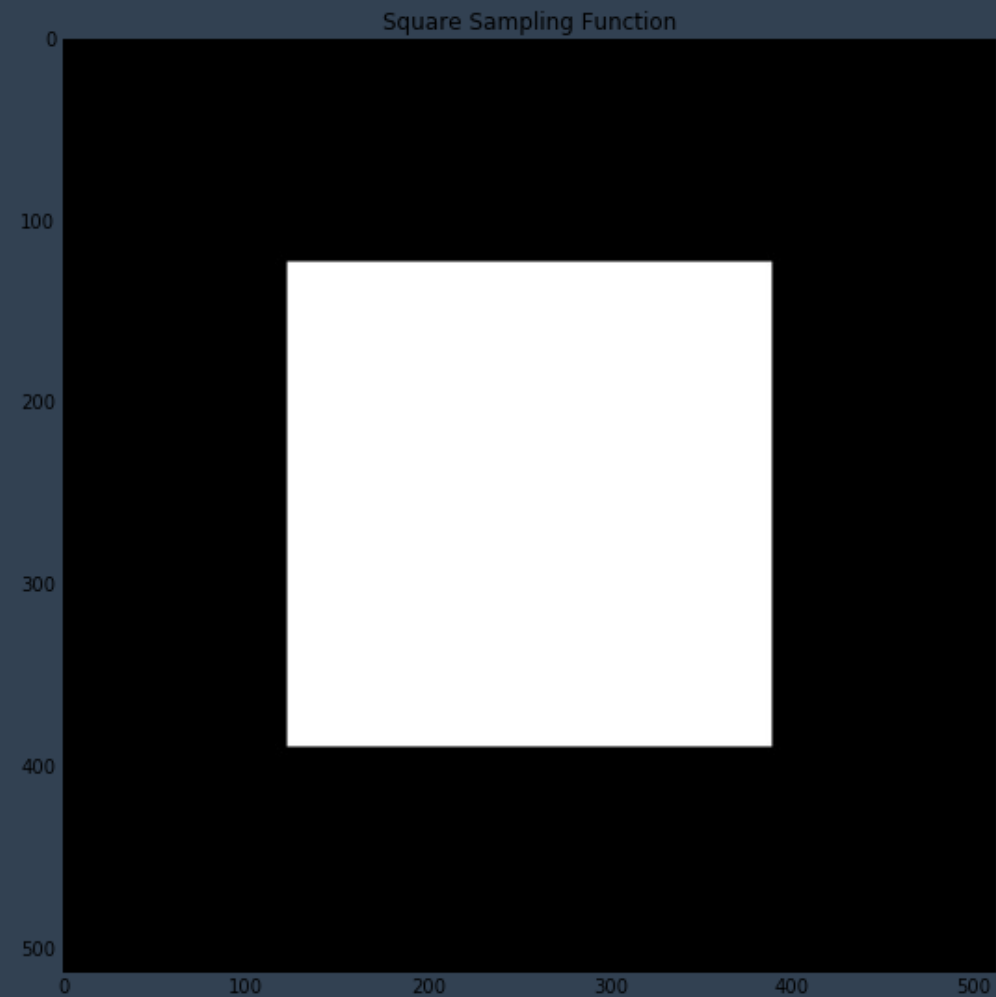




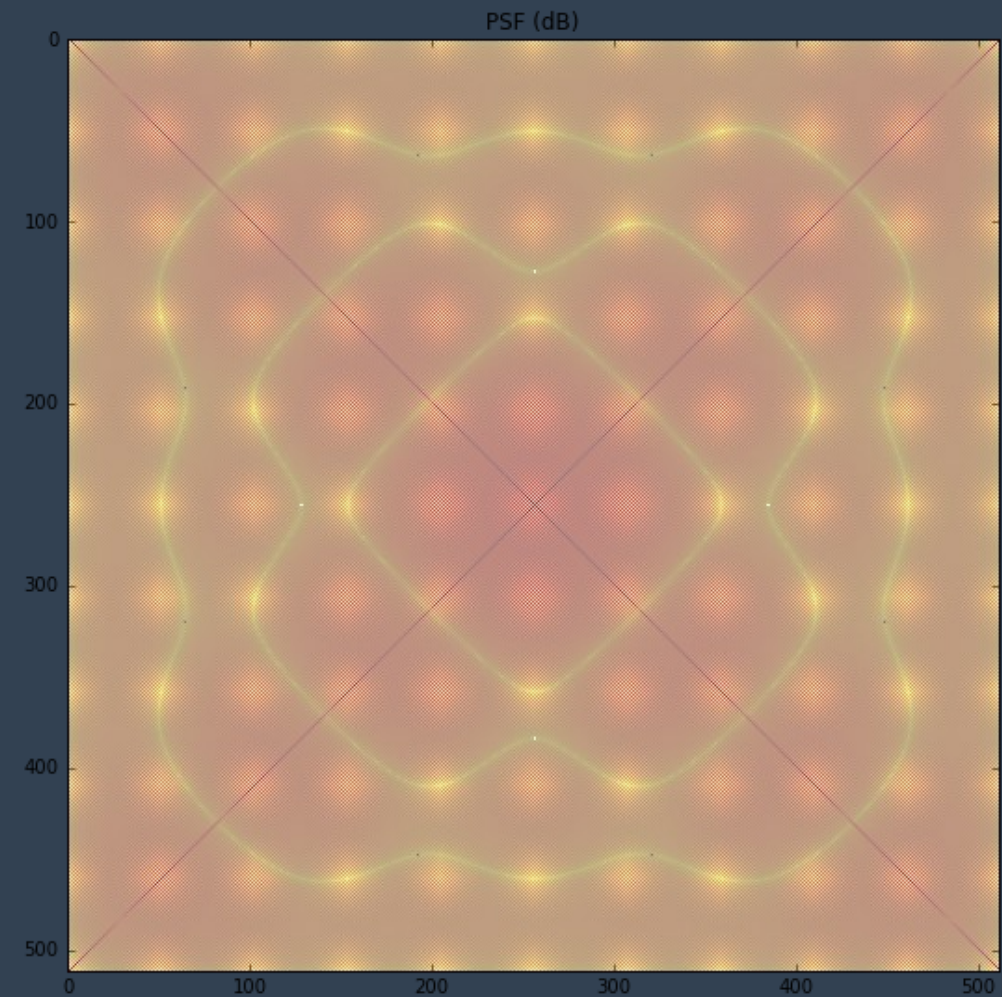
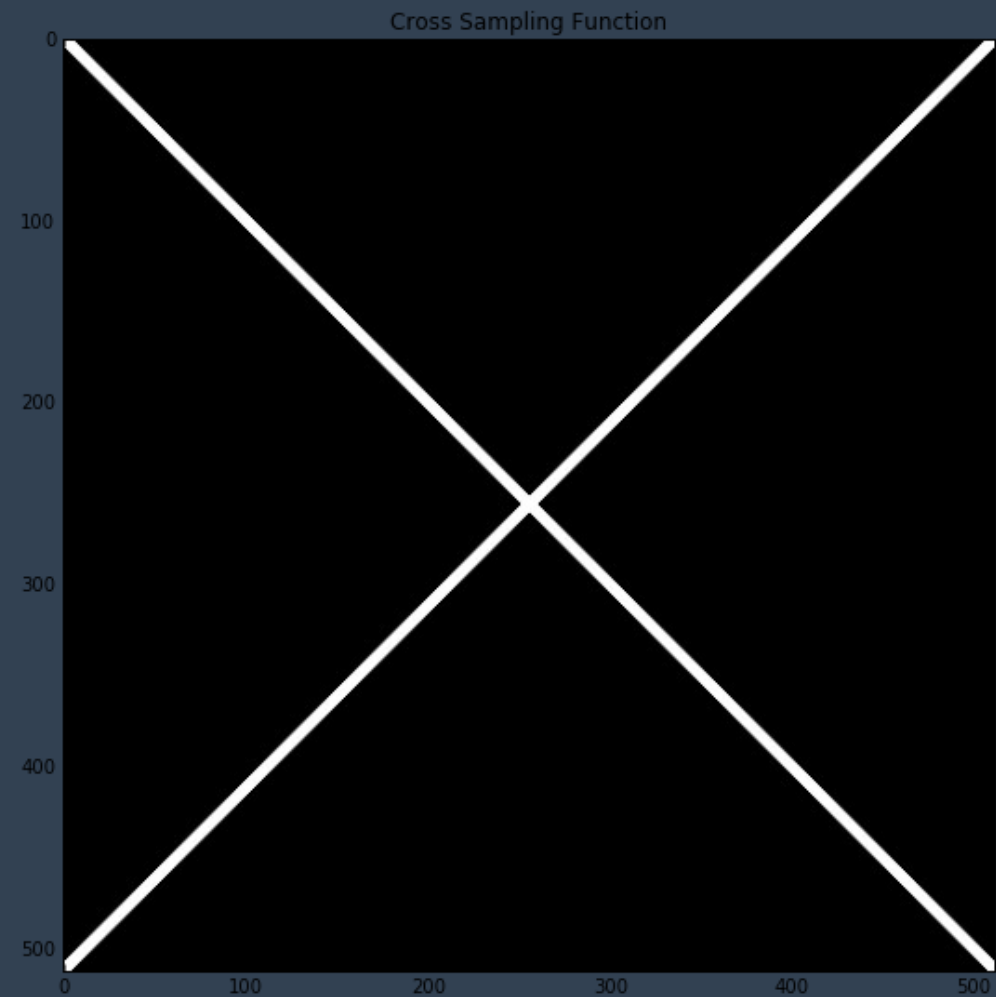




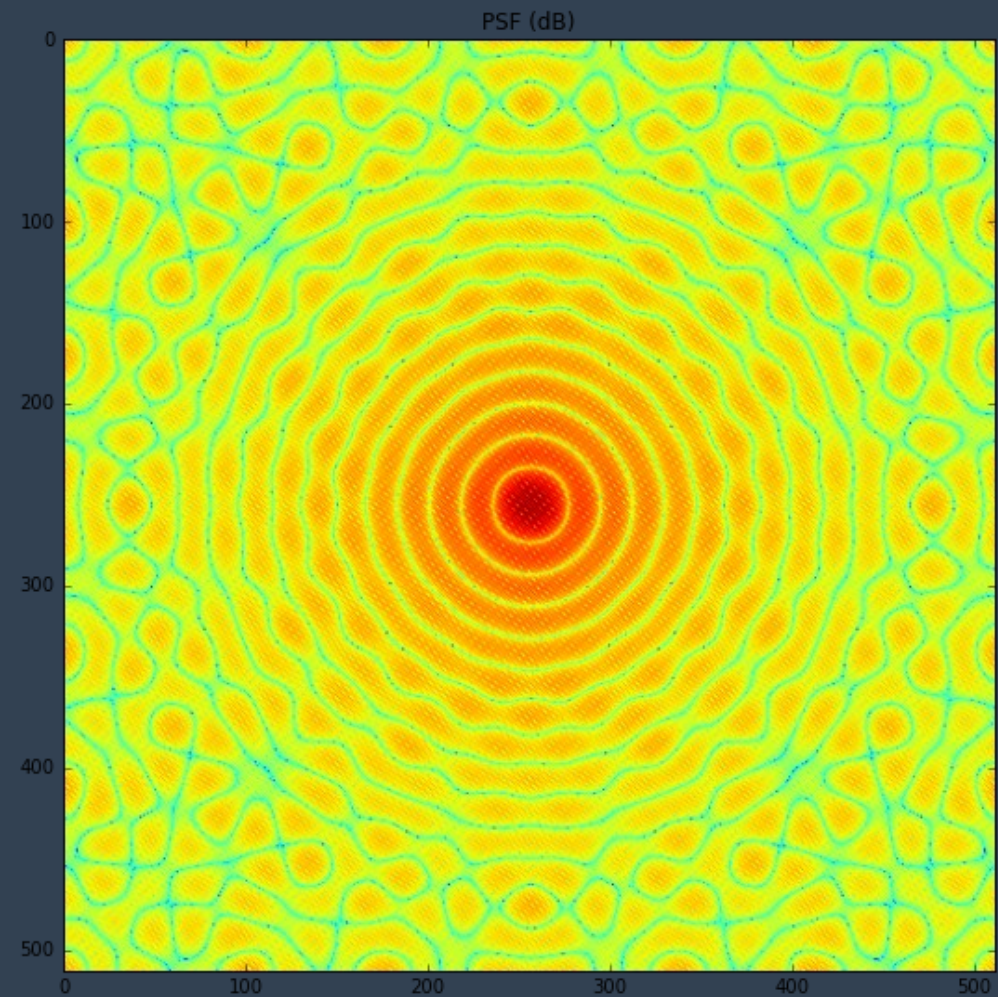
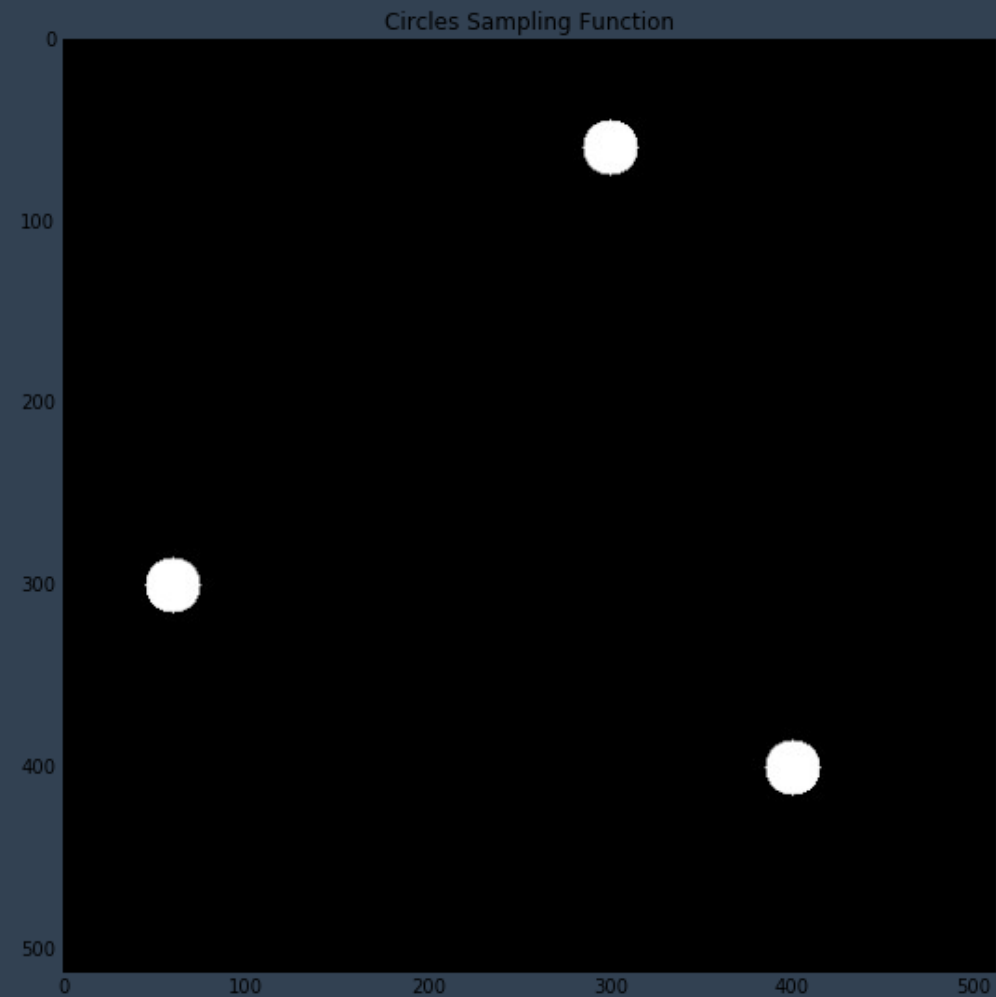
Square Sampling Function



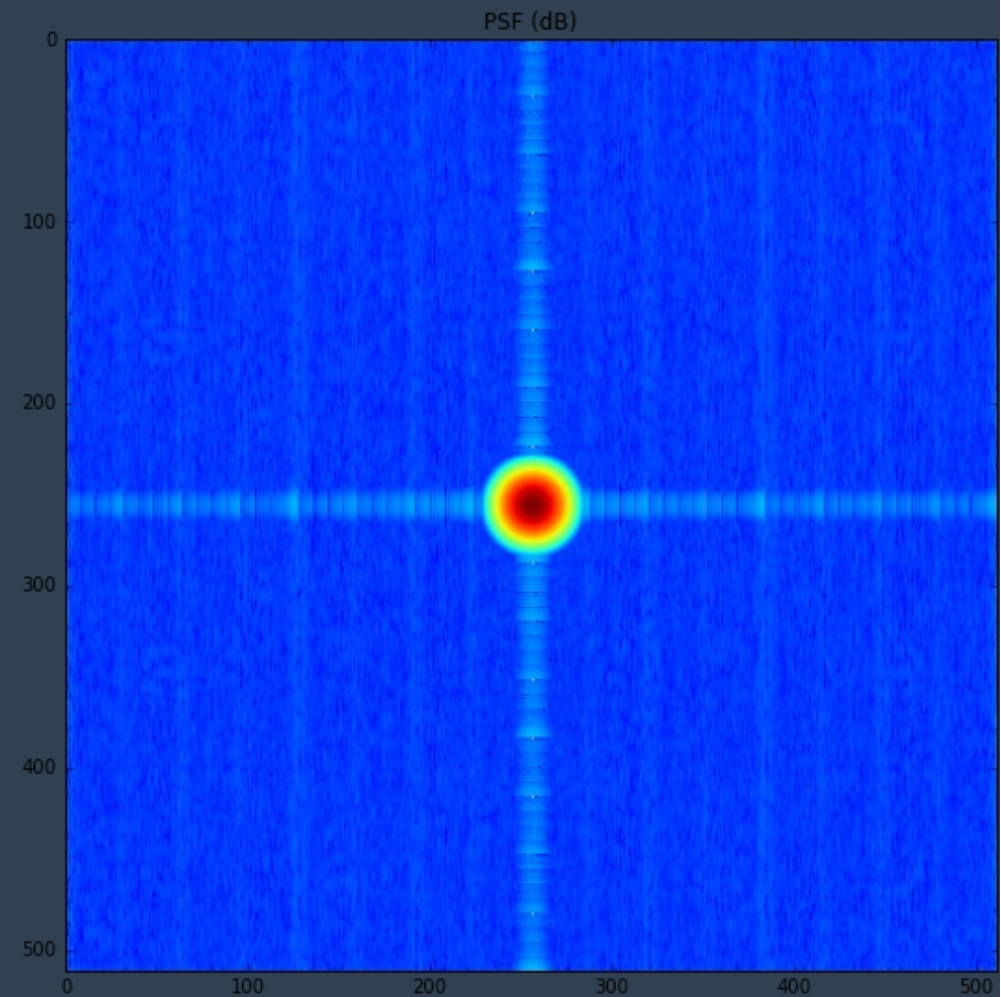
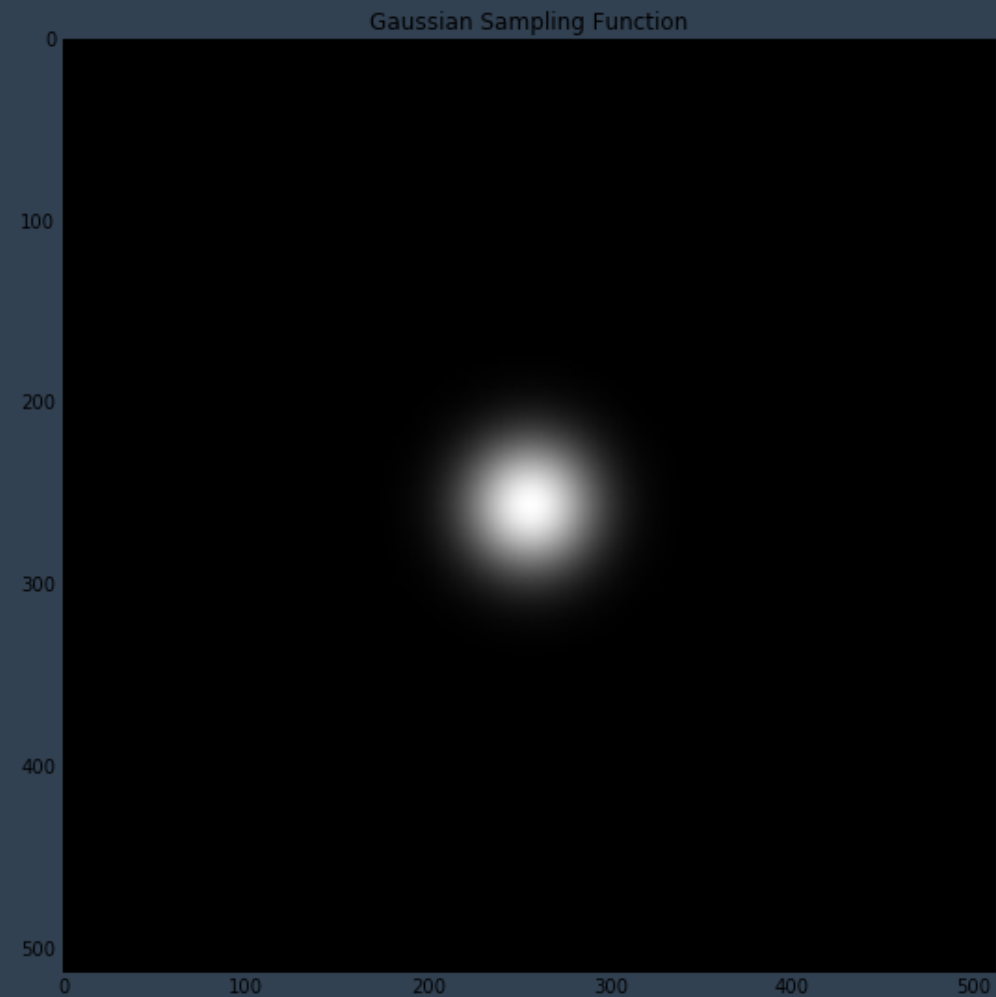
Cross Sampling Function



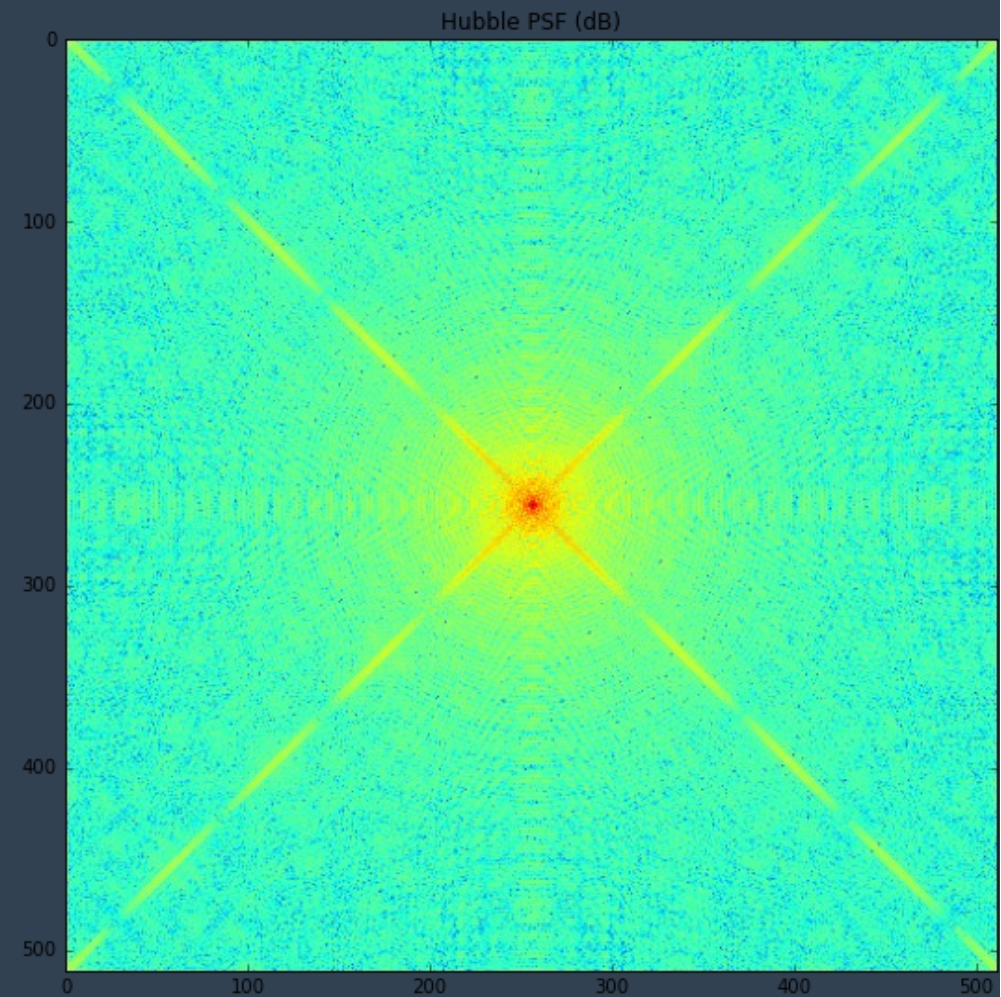
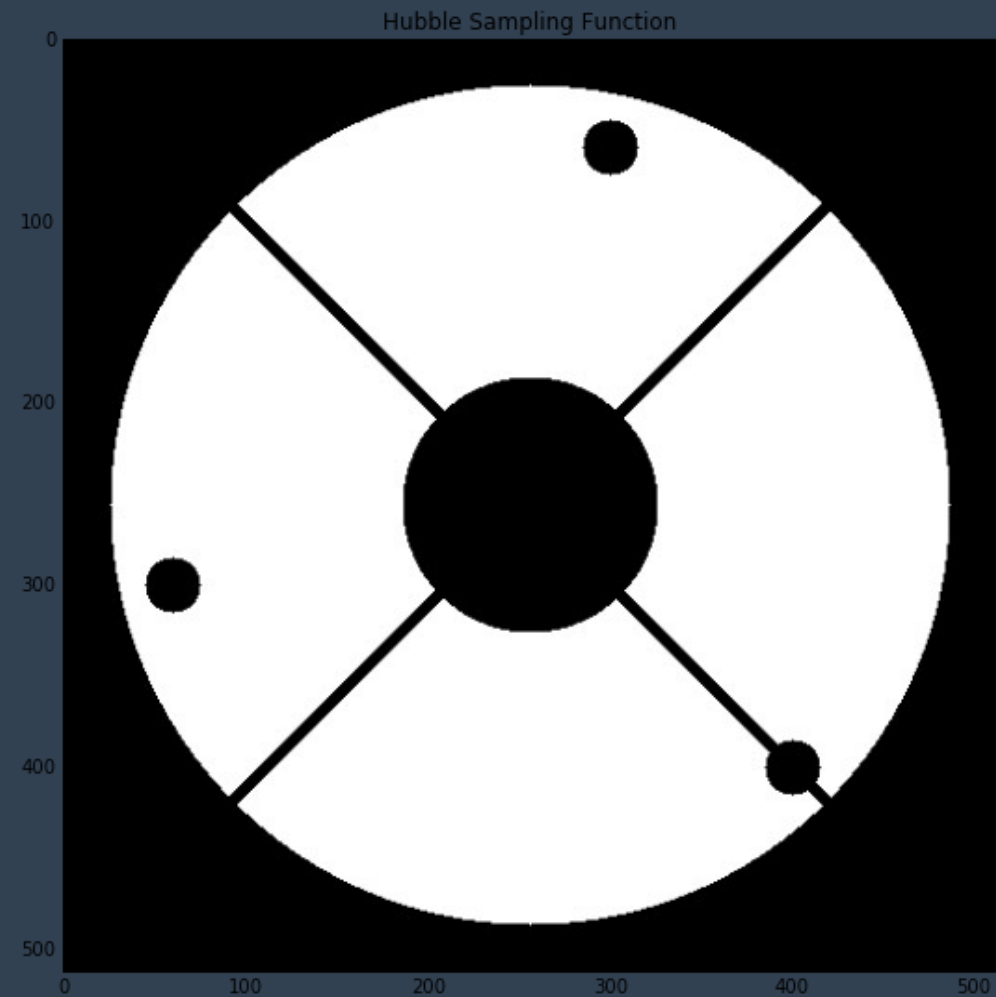
Small Circles Sampling Function



Gaussian Sampling Function



Hubble Telescope Sampling Function



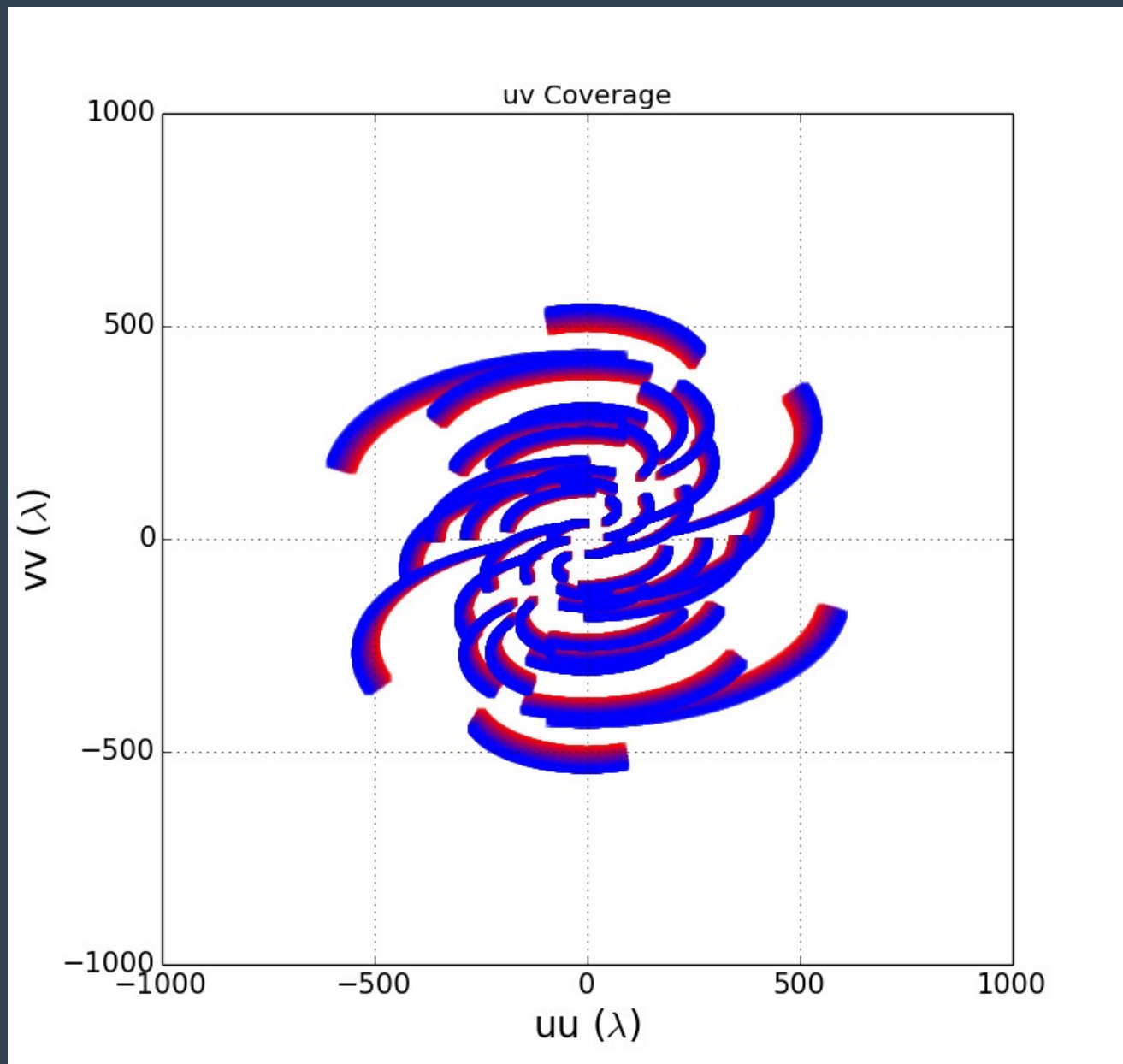
Hubble Telescope Image



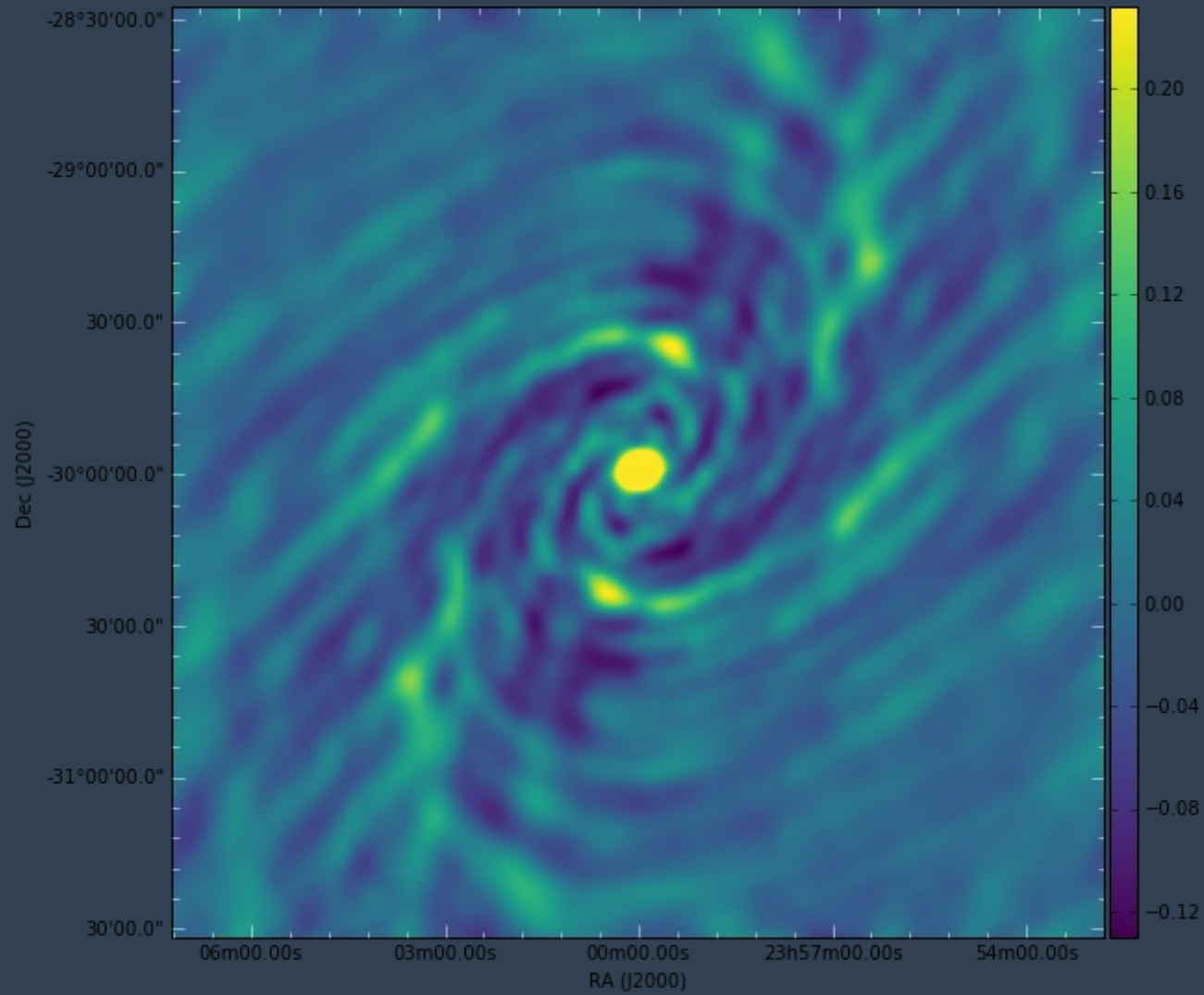
KAT-7 Array



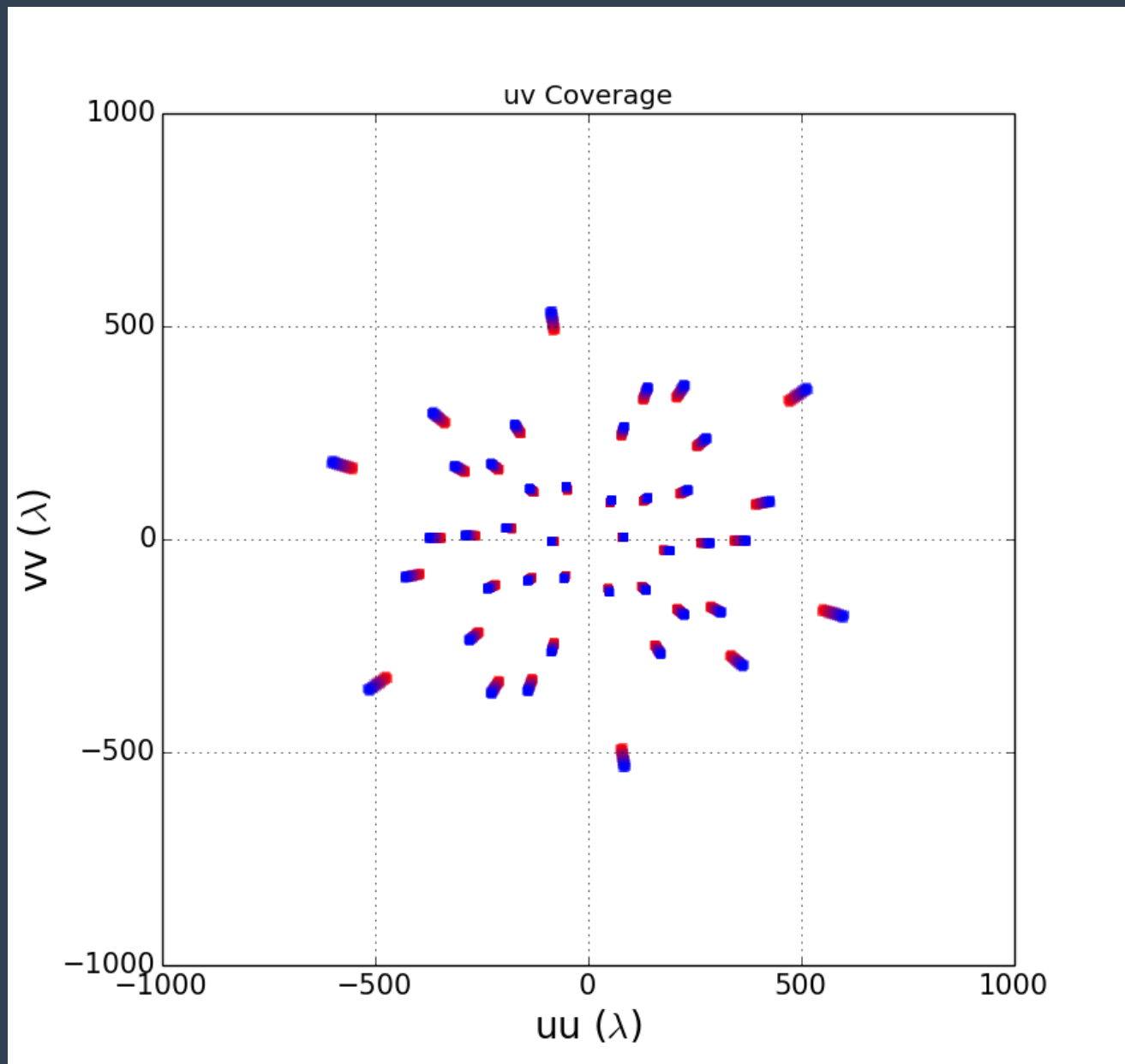
UV Coverage: 6 hours, 100MHz, -30 degrees



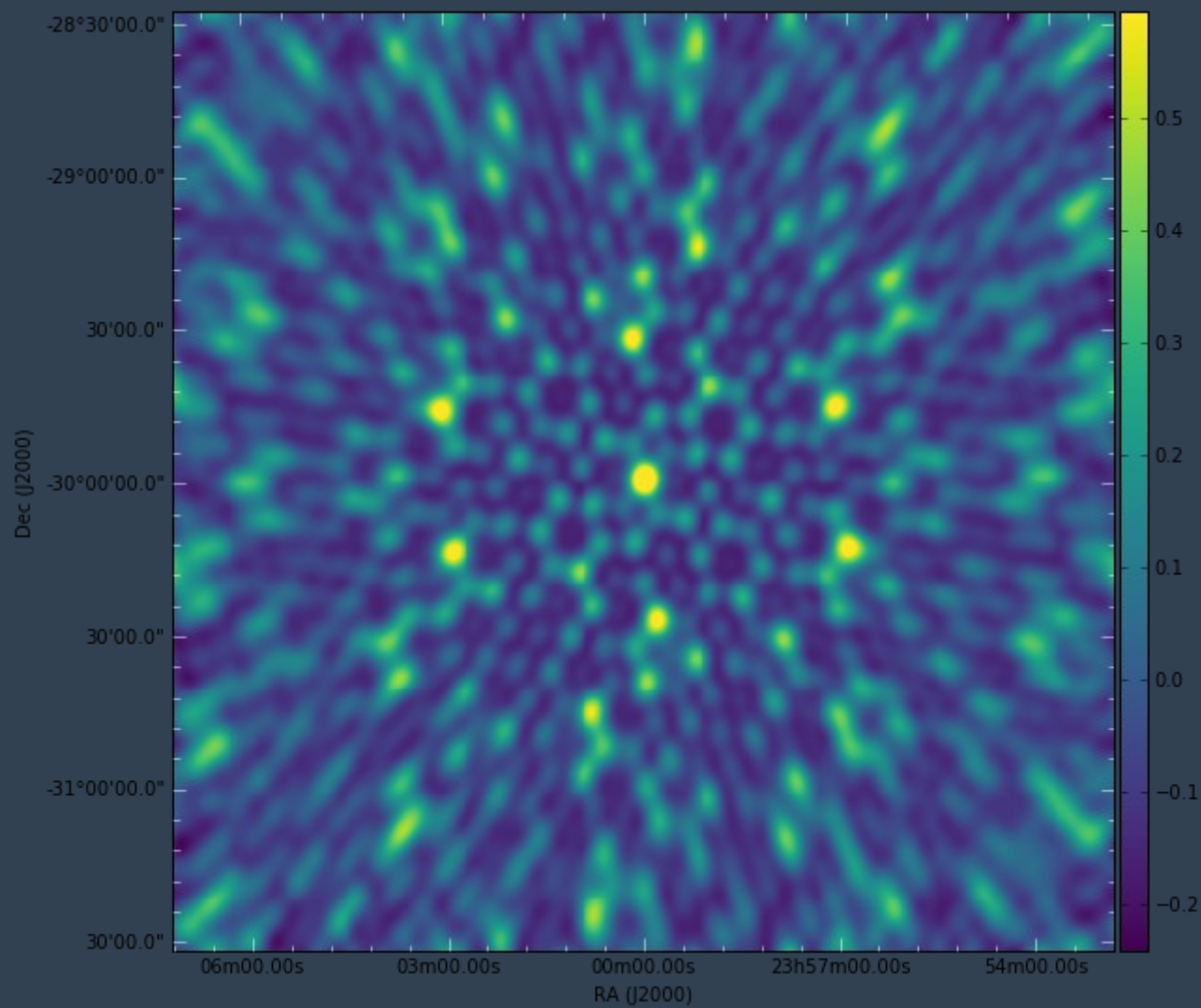
PSF: 6 hours, 100MHz, -30 degrees



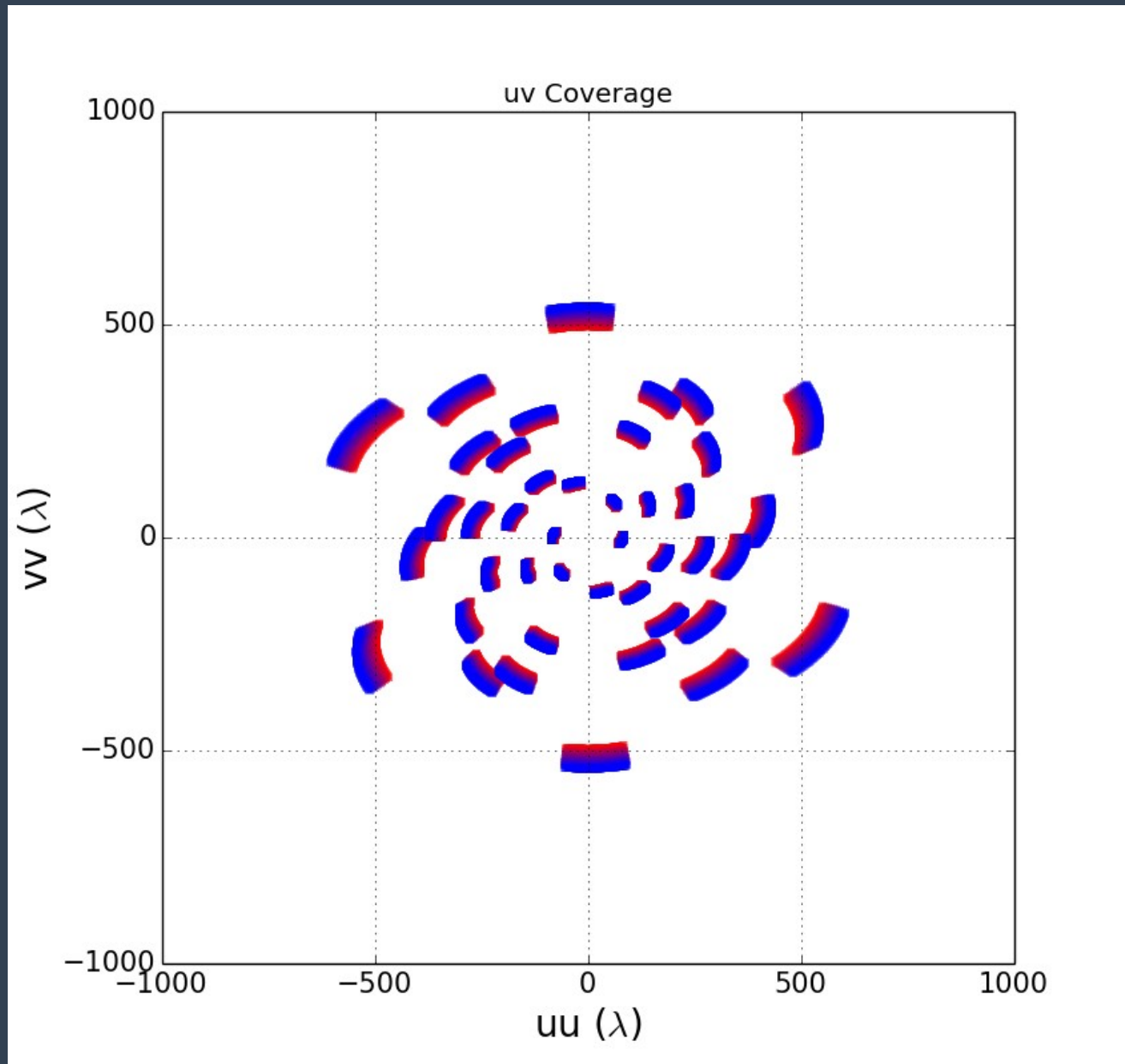
UV Coverage: 10 minutes, 100MHz, -30 degrees



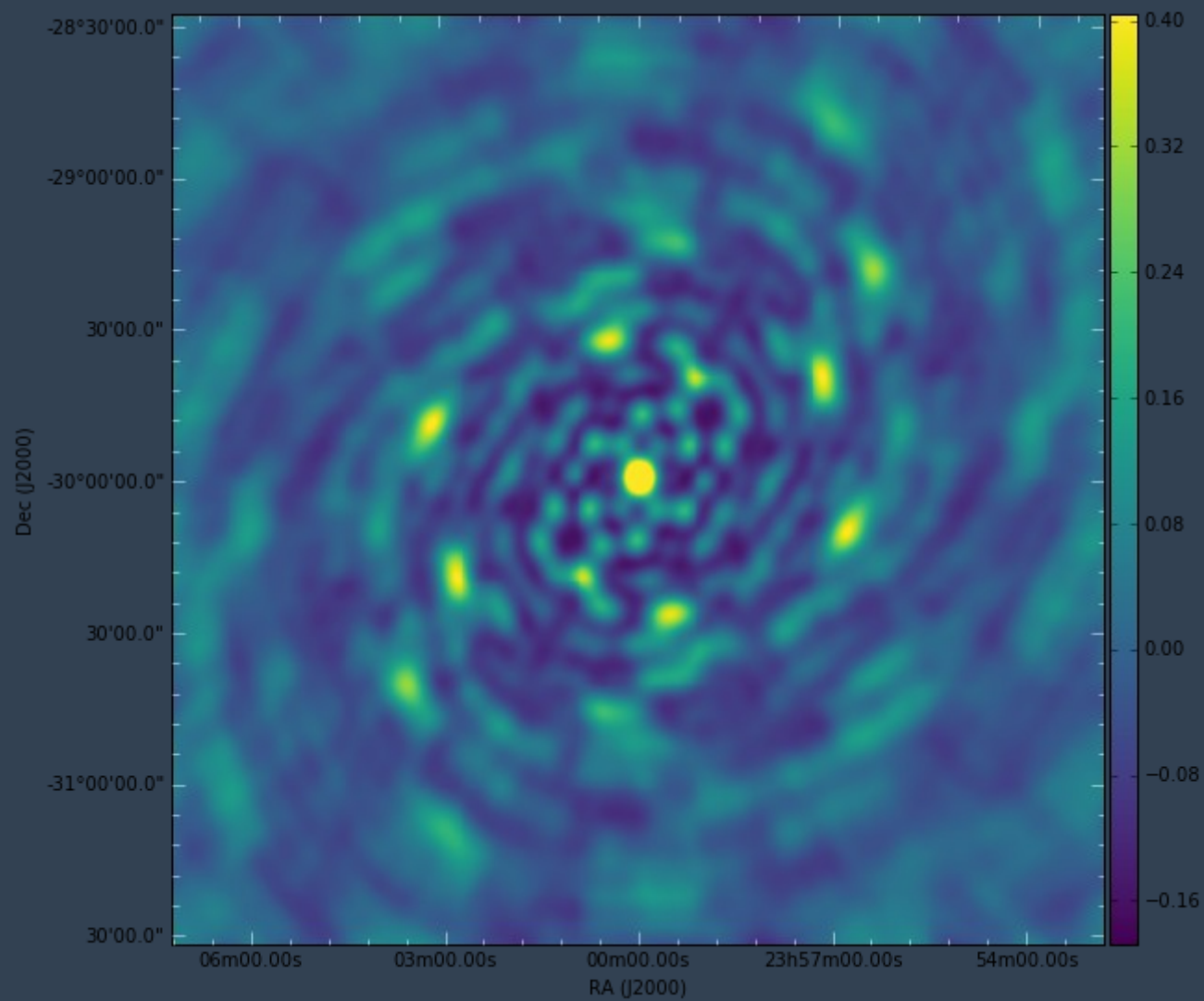
PSF: 10 minutes, 100MHz, -30 degrees



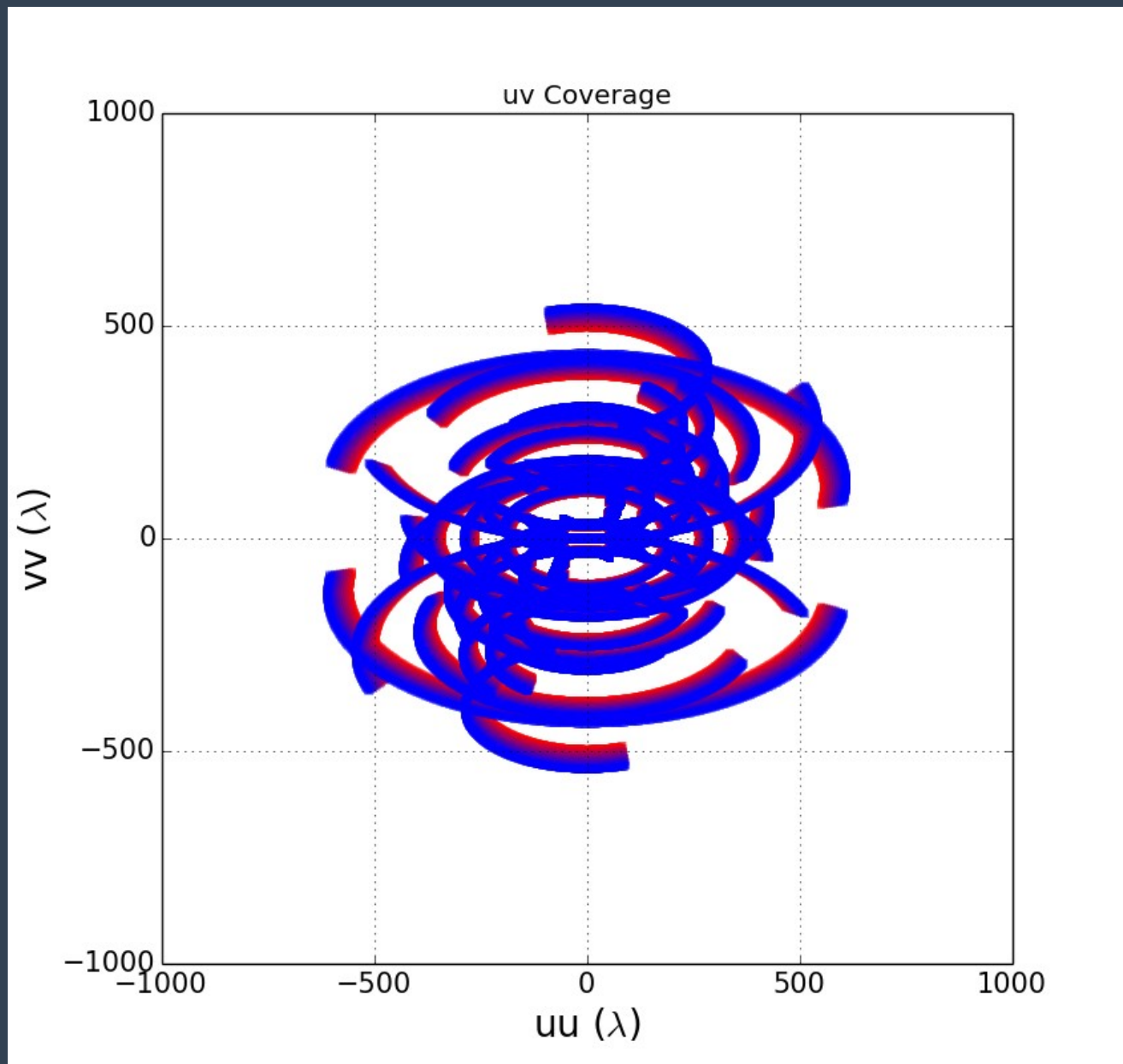
UV Coverage: 2 hours, 100MHz, -30 degrees



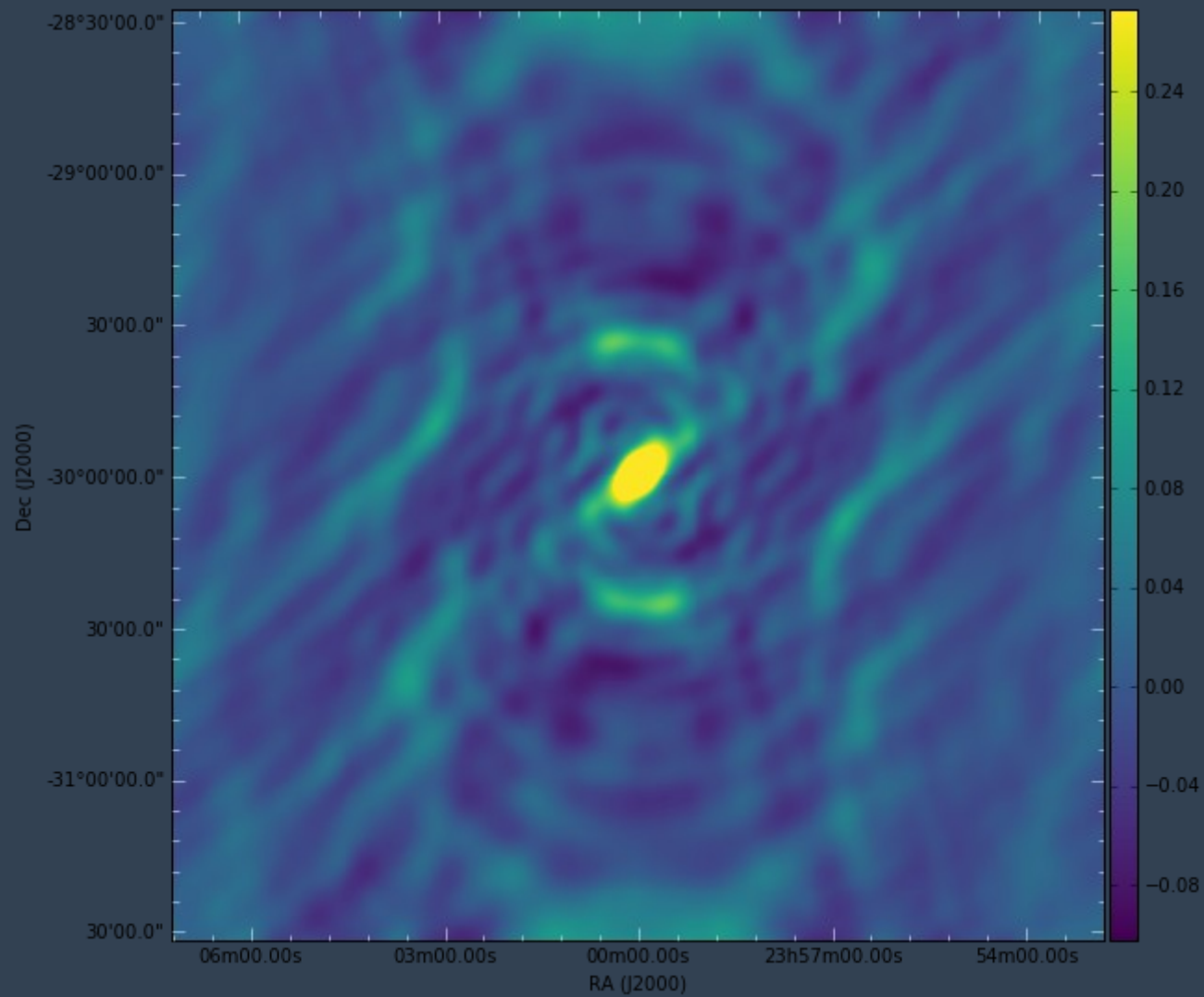
PSF: 2 hours, 100MHz, -30 degrees



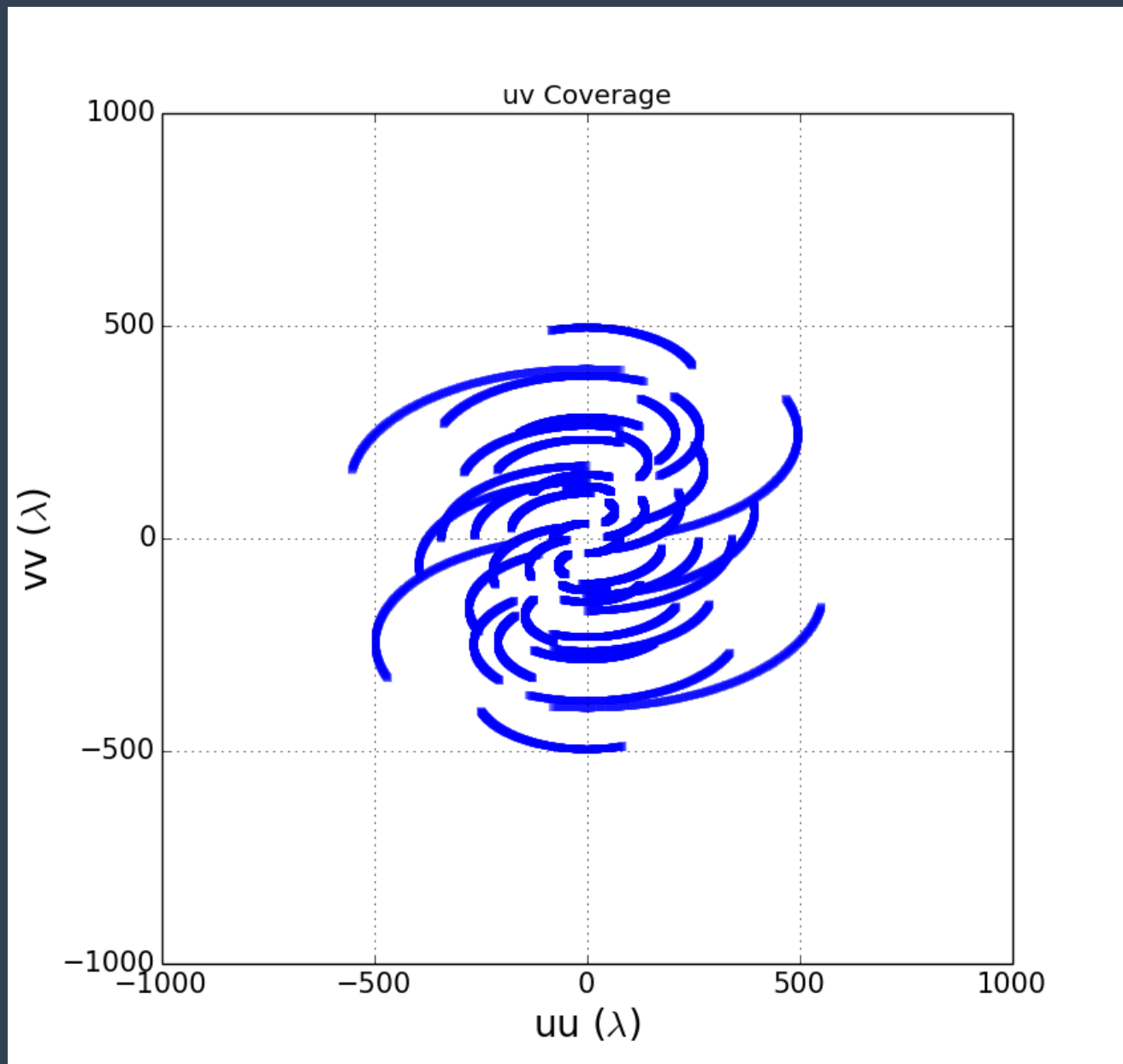
UV Coverage: 12 hours, 100MHz, -30 degrees



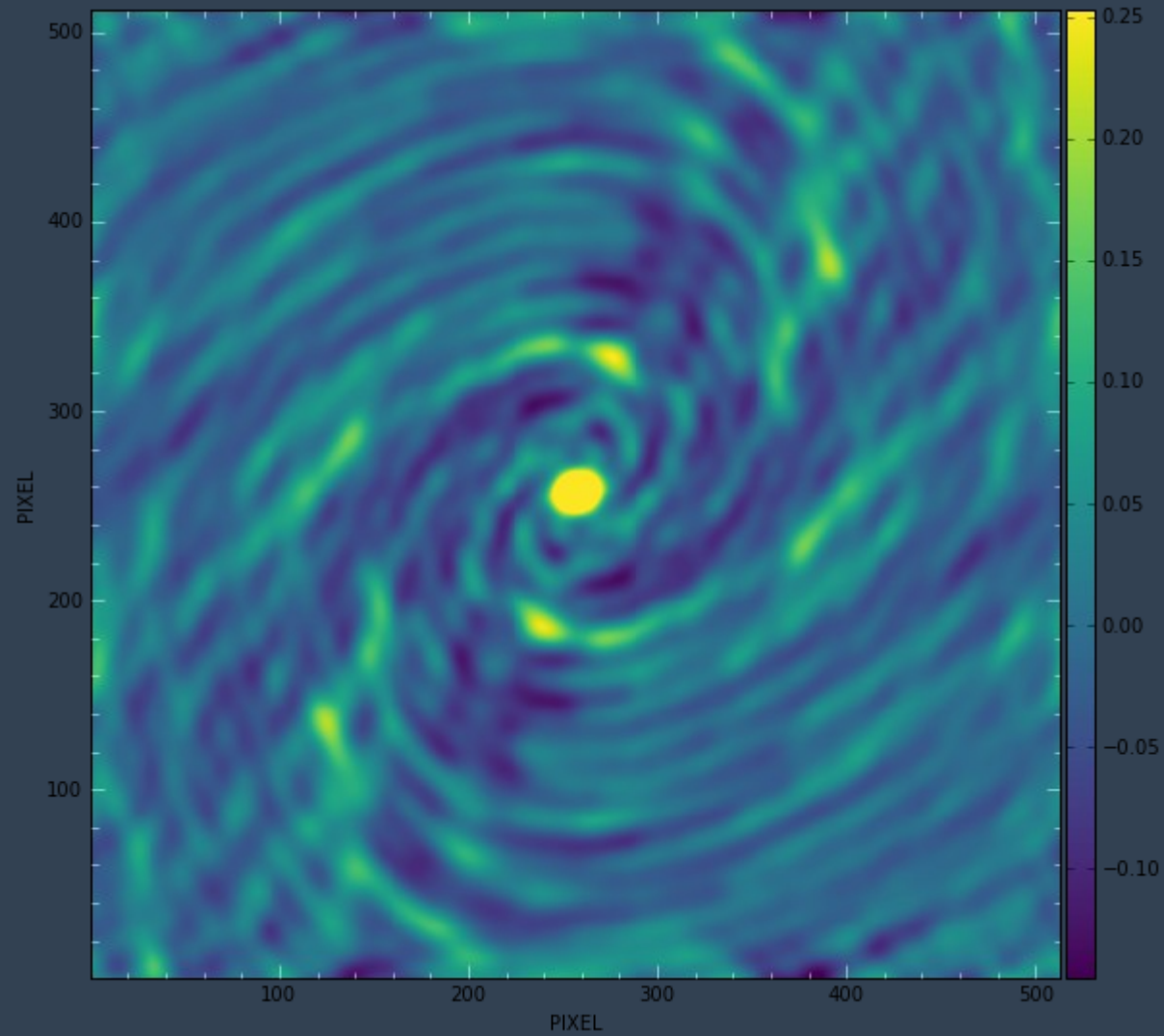
PSF: 12 hours, 100MHz, -30 degrees



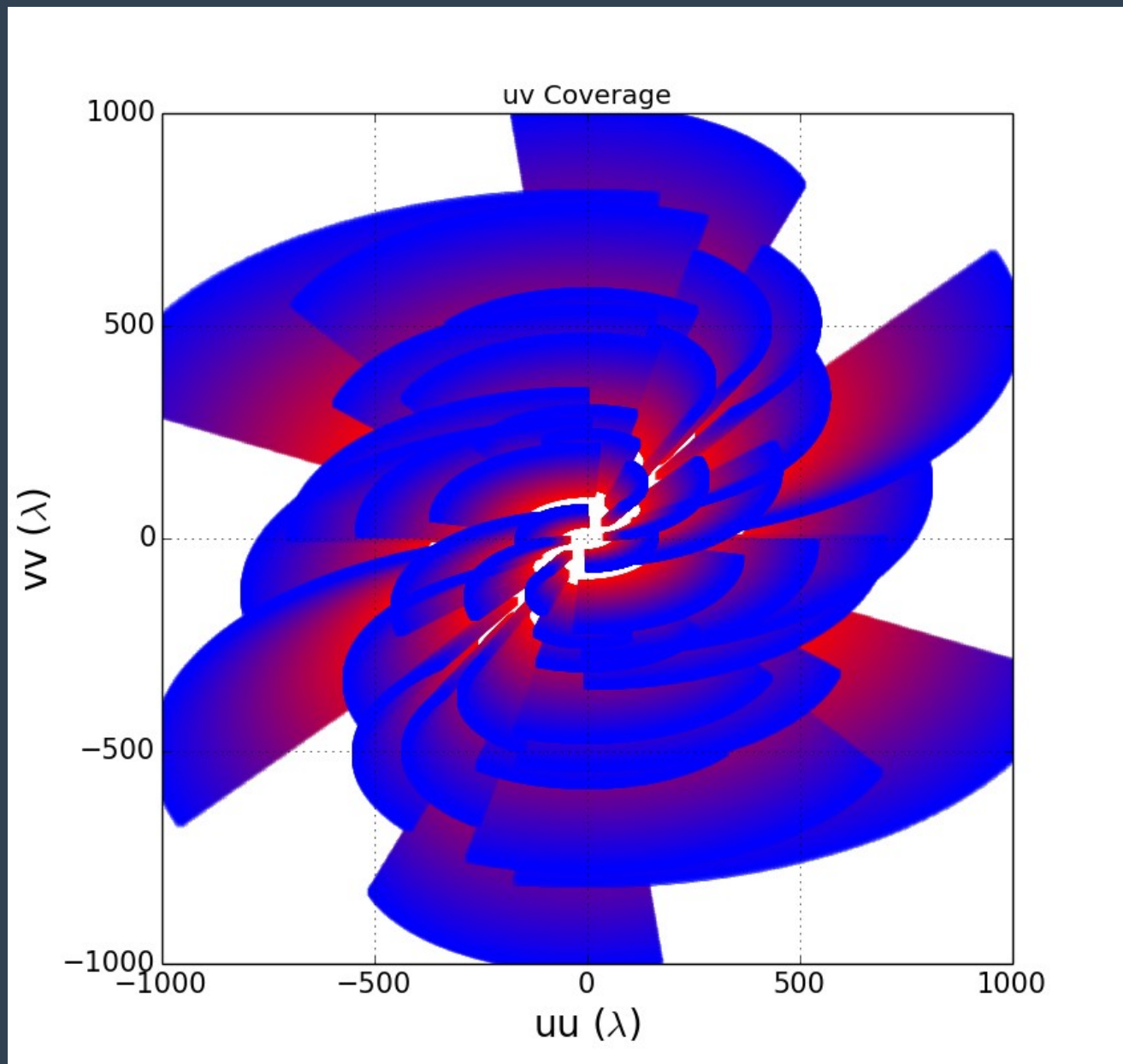
UV Coverage: 6 hours, 10 MHz, -30 degrees



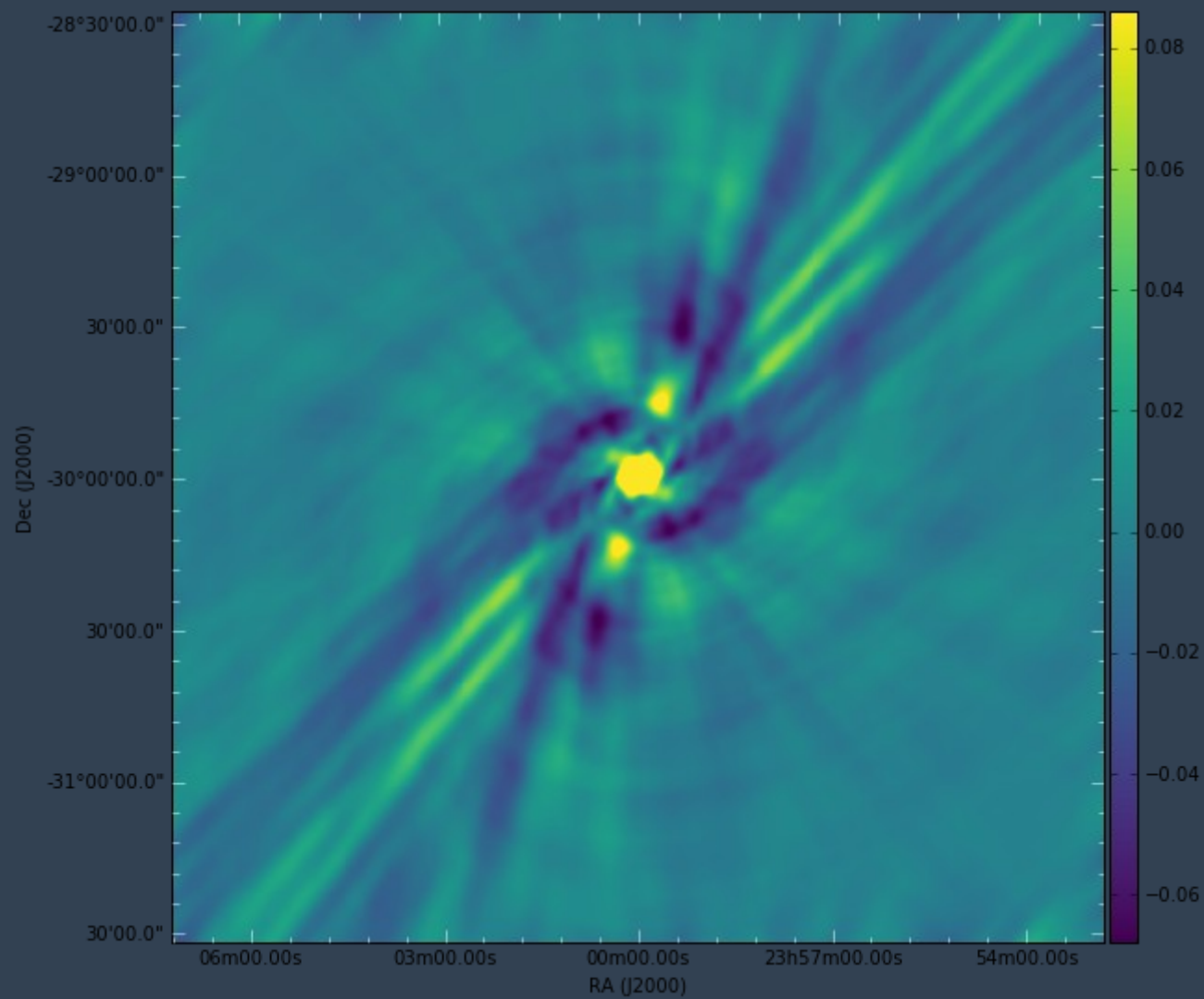
PSF: 6 hours, 10 MHz, -30 degrees



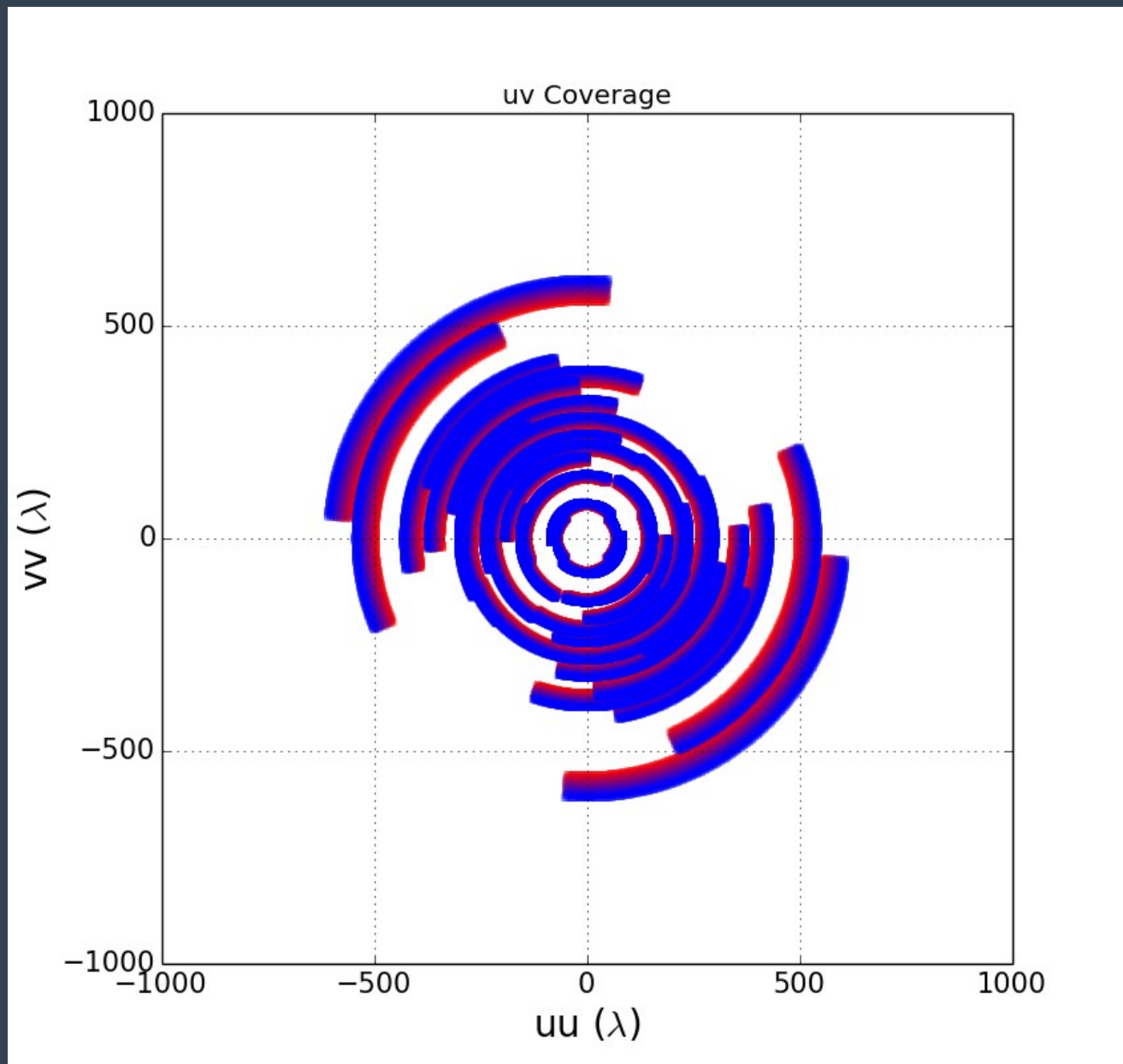
UV Coverage: 6 hours, 1 GHz, -30 degrees



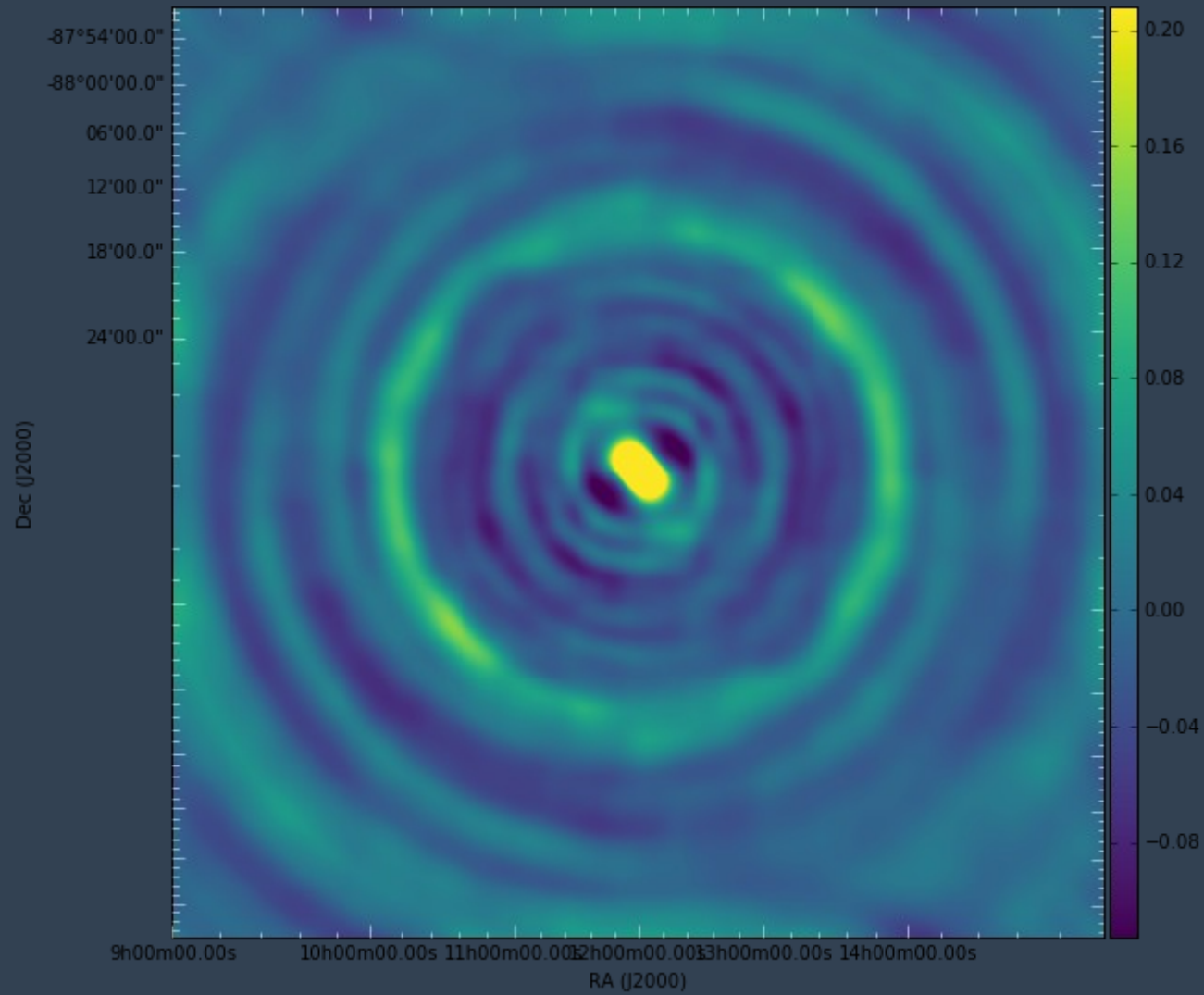
PSF: 6 hours, 1 GHz, -30 degrees



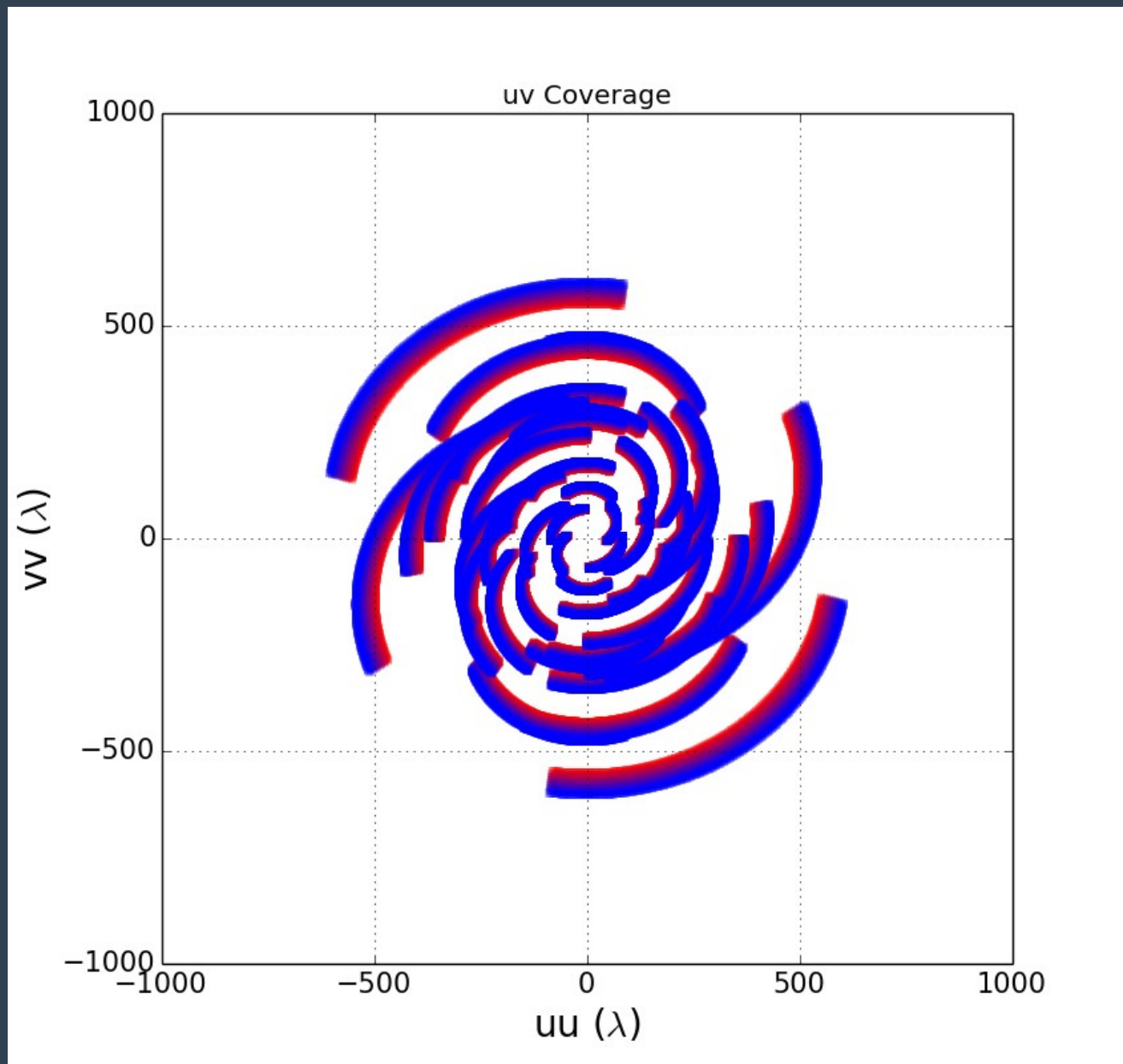
UV Coverage: 6 hours, 100 MHz, -90 degrees



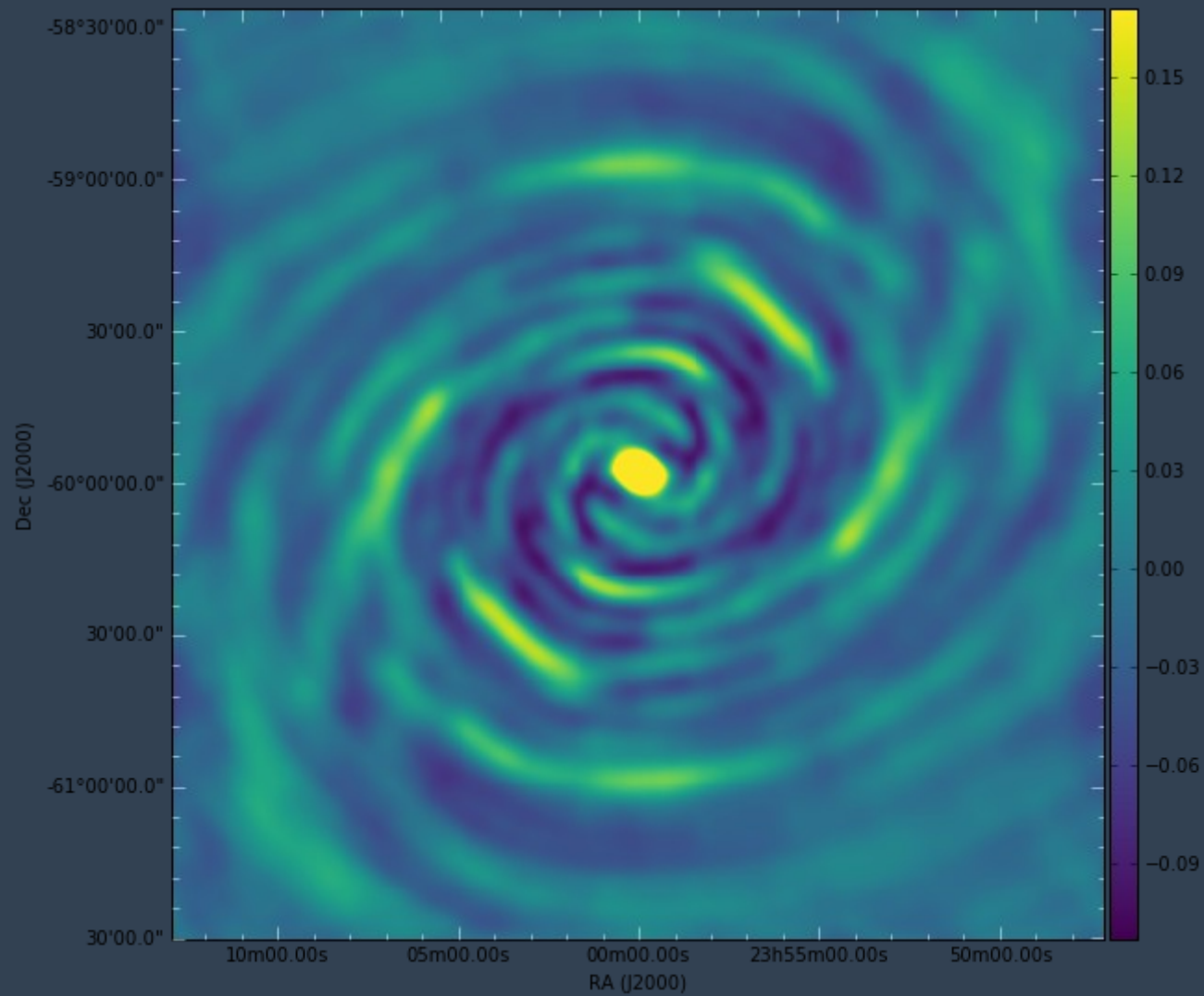
PSF: 6 hours, 100 MHz, -90 degrees



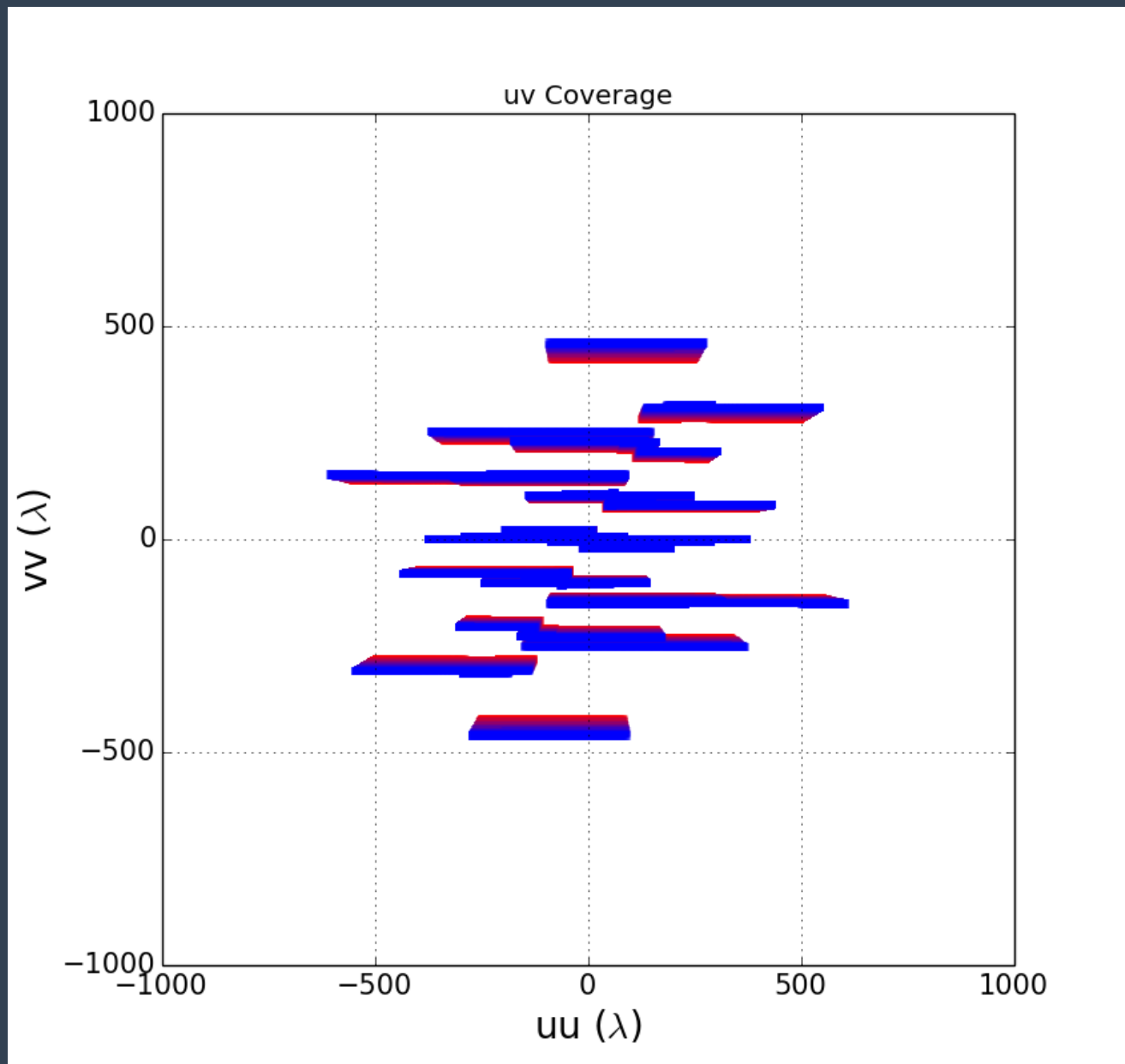
UV Coverage: 6 hours, 100 MHz, -60 degrees



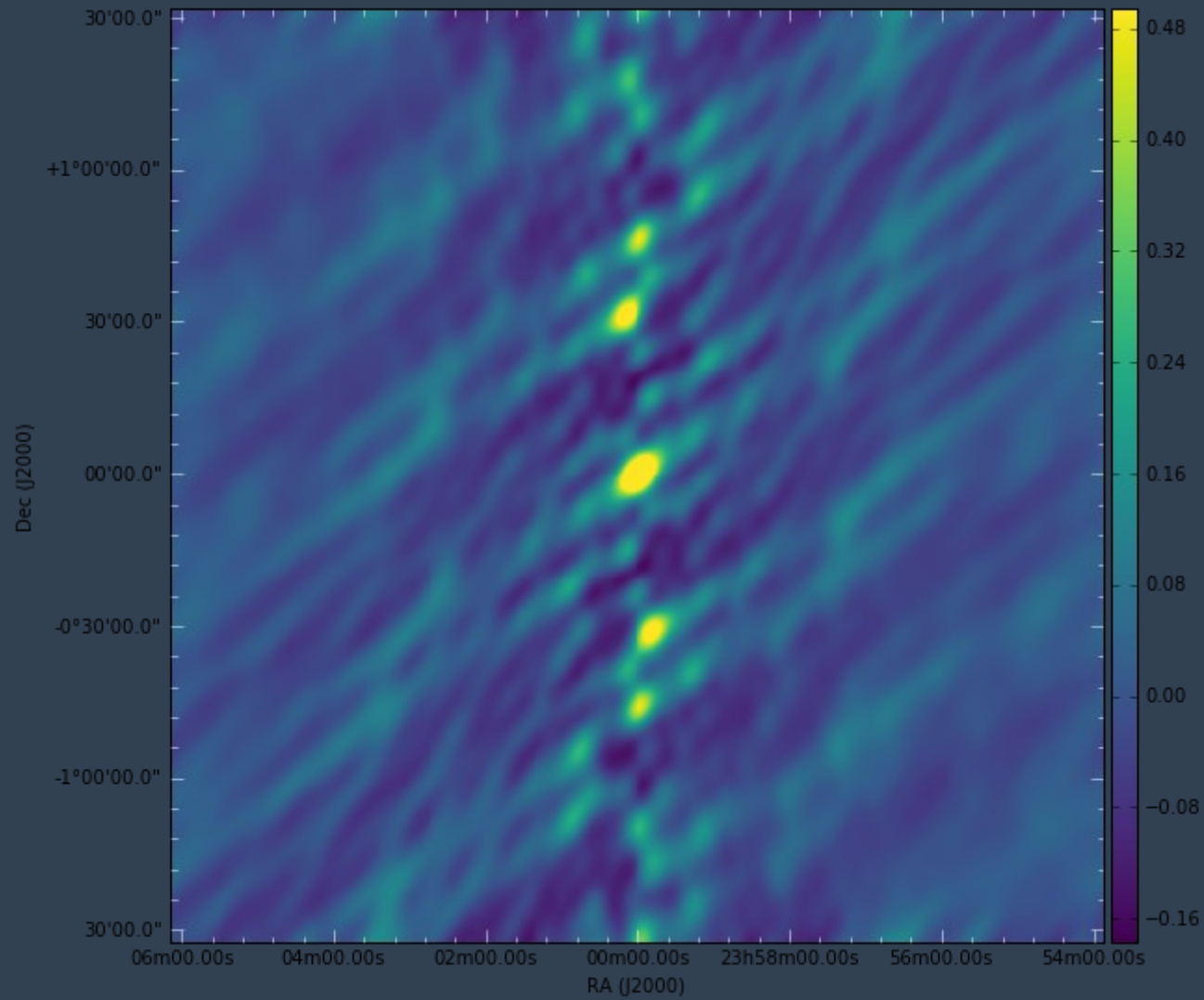
PSF: 6 hours, 100 MHz, -60 degrees



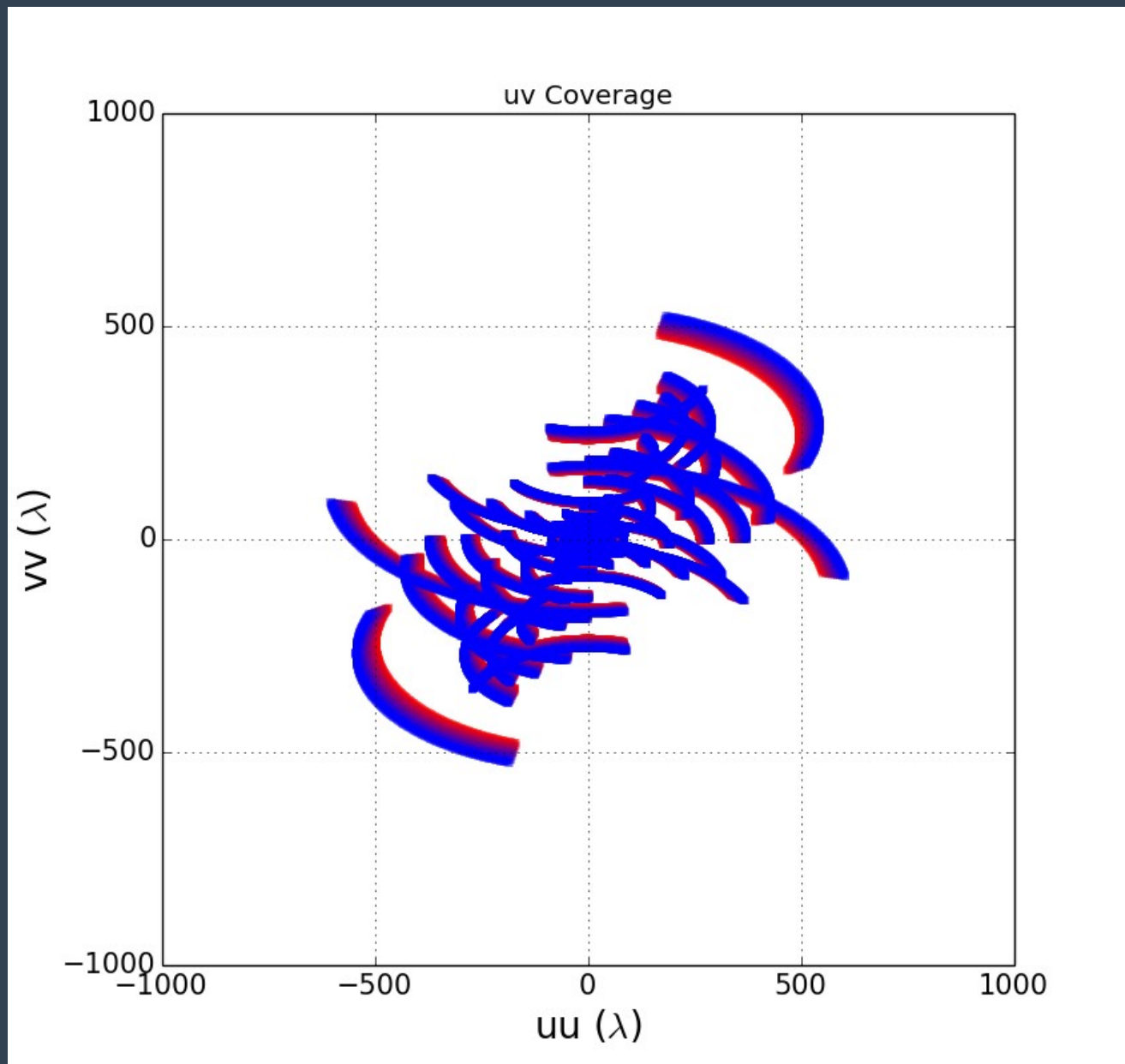
UV Coverage: 6 hours, 100 MHz, 0 degrees



PSF: 6 hours, 100 MHz, 0 degrees



UV Coverage: 6 hours, 100 MHz, +30 degrees



PSF: 6 hours, 100 MHz, +30 degrees

