Introduction to visibility and model fitting tips

Euro Summer School
Active Galactic Nuclei at the highest angular resolution: theory and observations
August 27 - September 7

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(Max-Planck Institut für Radioastronomie)

based on the presentation of J.P. Berger & D. Segransan
at the Goutelas Summer school (2006)

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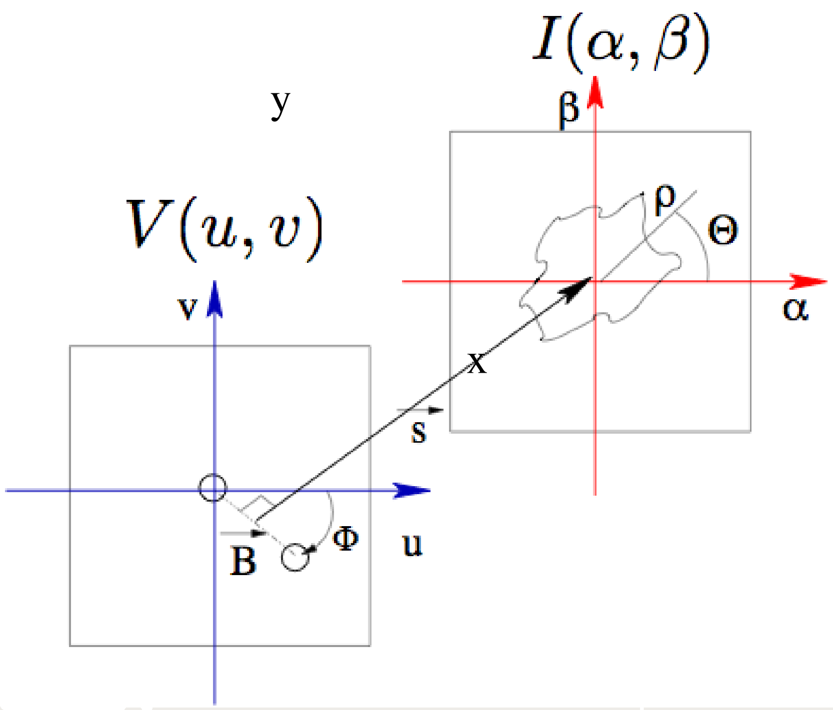
What is "visibility" ?

Practical application of the Van-Cittert / Zernike theorem



The VCZ theorem links the intensity distribution of an object in the plane of the sky (in the far field) to the complex visibility measured in the array plane.

$$V(u,v) = \frac{\int\int I(\alpha,\beta)\exp^{-2i\pi(\alpha u+\beta v)}\,d\alpha d\beta}{\int\int I(\alpha,\beta)d\alpha d\beta}$$

This relation is a normalized **Fourier transform** (i.e. total flux does not matter).

Spatial frequency coordinates $u=B_x / \lambda$, $v=B_y / \lambda$

where B_x and B_y stand for projected baselines coordinates on the x and y axes of telescope

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Imaging and visibility

Example : **resolved binary star** (HIP 4647) observed at the Special Astronomical Observatory (Zelentchouk)

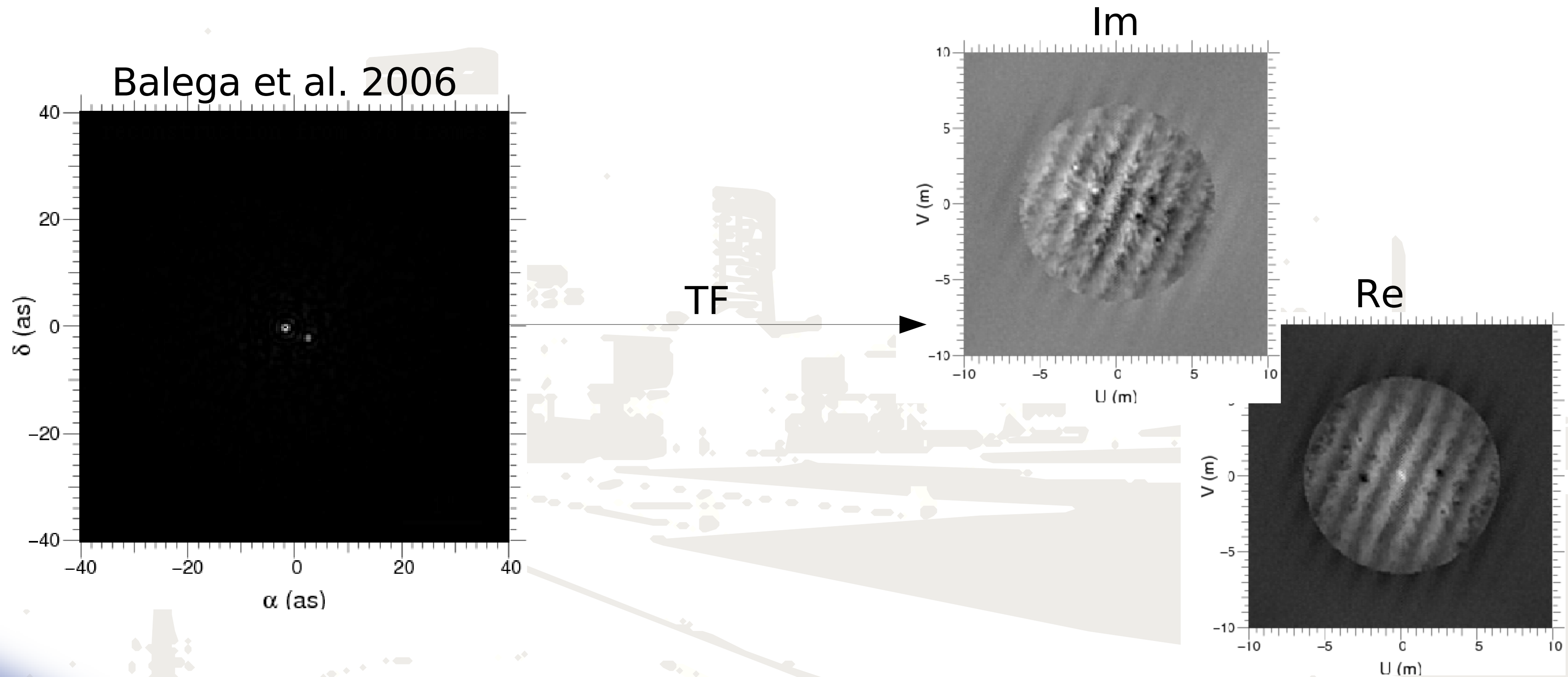

Image : I(x,y)=O*PSF

R(u,v), I(u,v) & cut-off frequency at D/λ

Imaging and visibility

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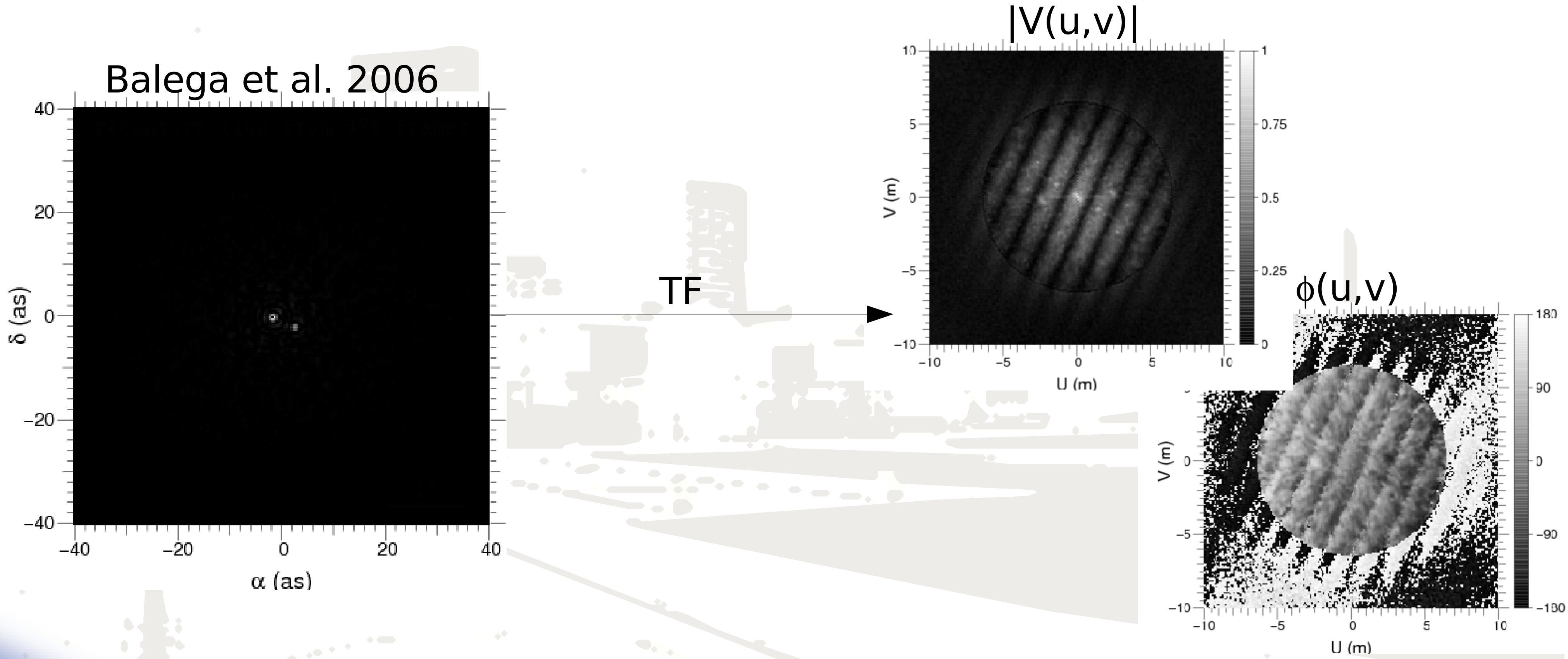


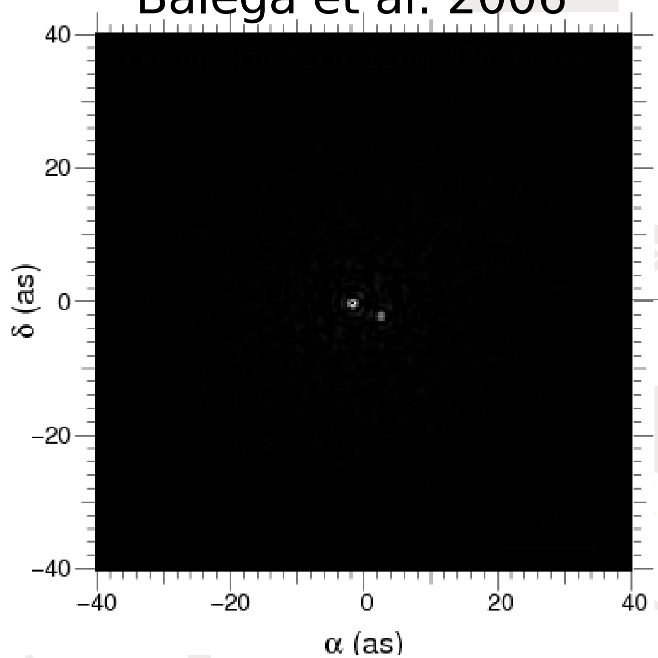
Image : I(x,y)=O*PSF

|V(u,v)|, ϕ(u,v) & cut-off frequency at D/λ

Imaging and visibility

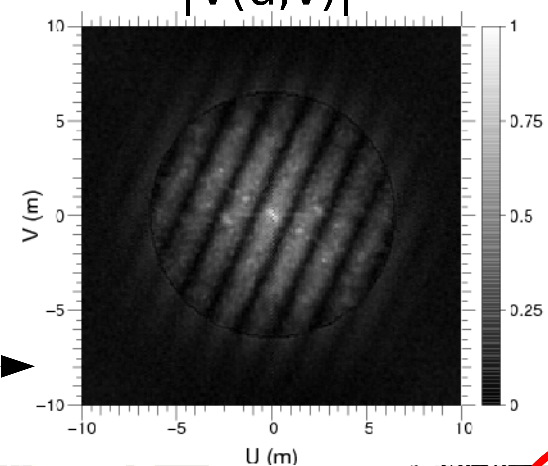
Example : **resolved binary star** (HIP 4647) observed at the Special Astronomical Observatory (Zelentchouk)

Balega et al. 2006



TF

|V(u,v)|



ϕ(u,v)

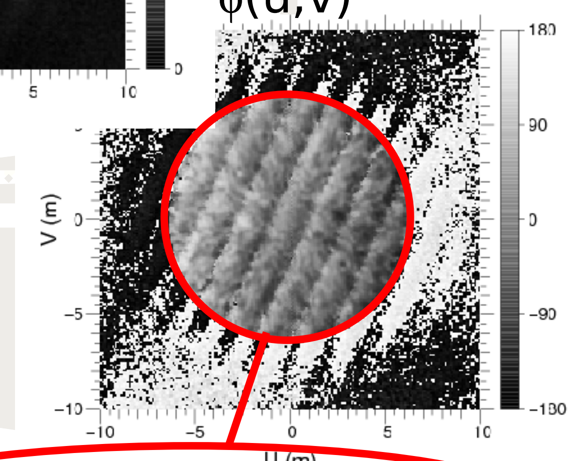


Image : I(x,y)=O*PSF

|V(u,v)|, ϕ(u,v) & cut-off frequency at D/λ

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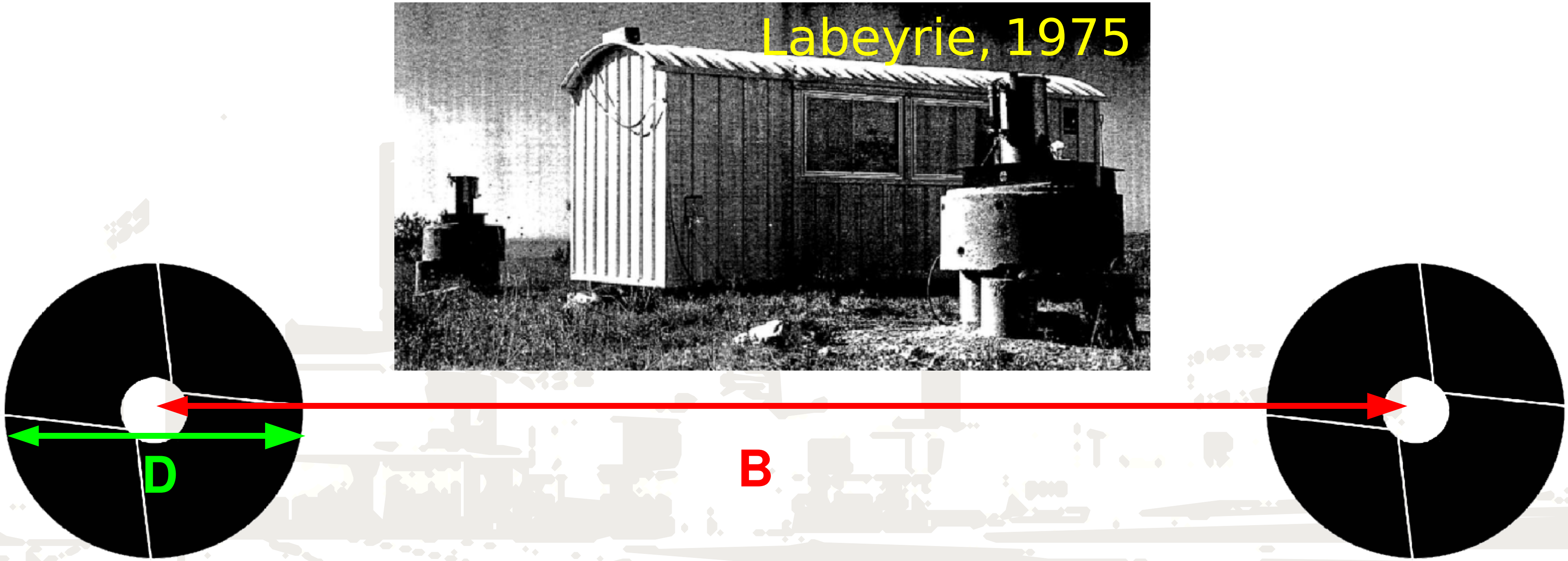
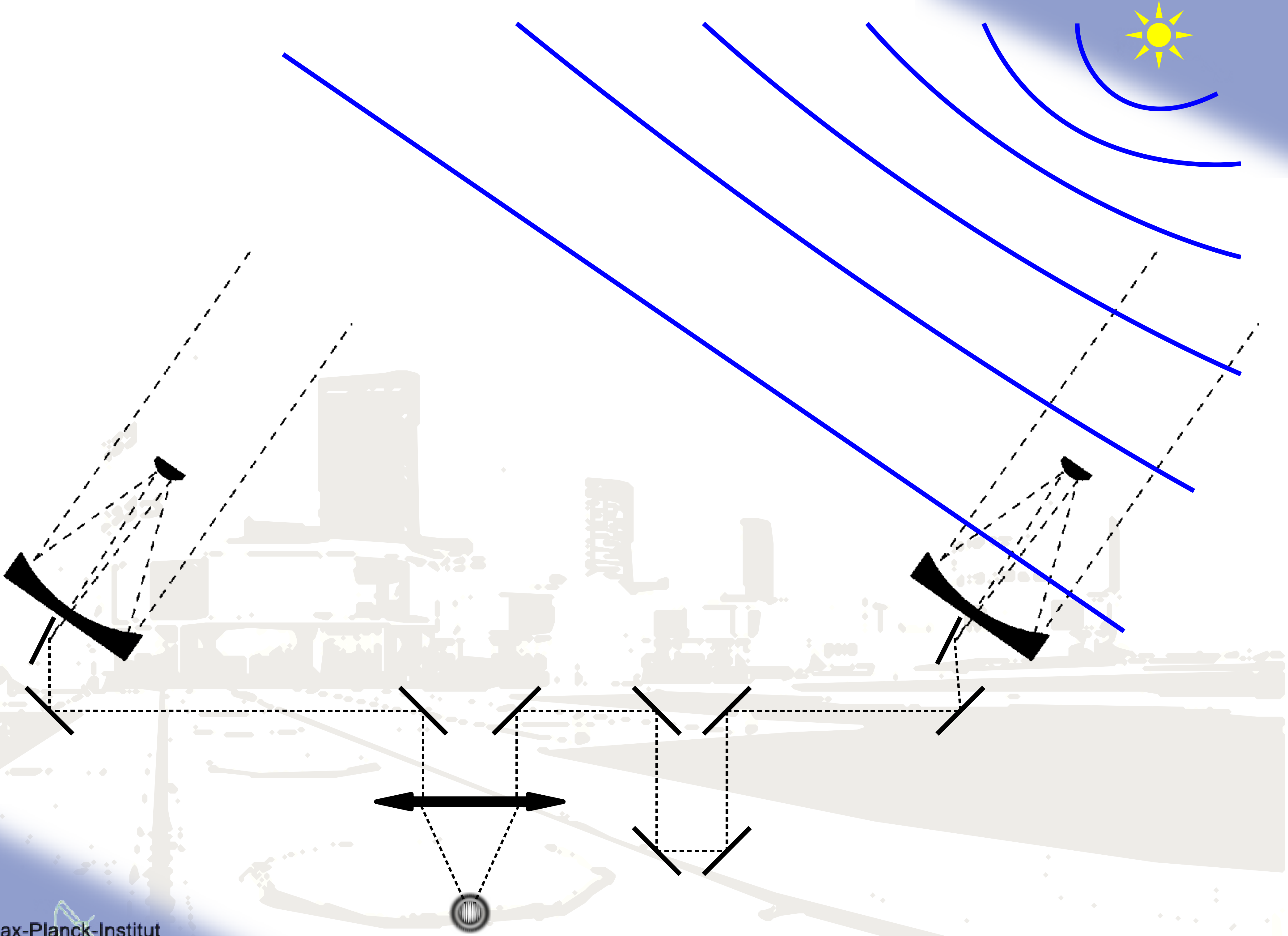
Long-baseline optical/IR interferometry



- Single-dish telescope : $0 < F_{ij} < \alpha D / \lambda, \quad \alpha \sim 1$
- 2T Interferometer : $F_{ij} = 0$ and B / λ

=> Only one (or very few) spatial frequency is scanned at once by an interferometer



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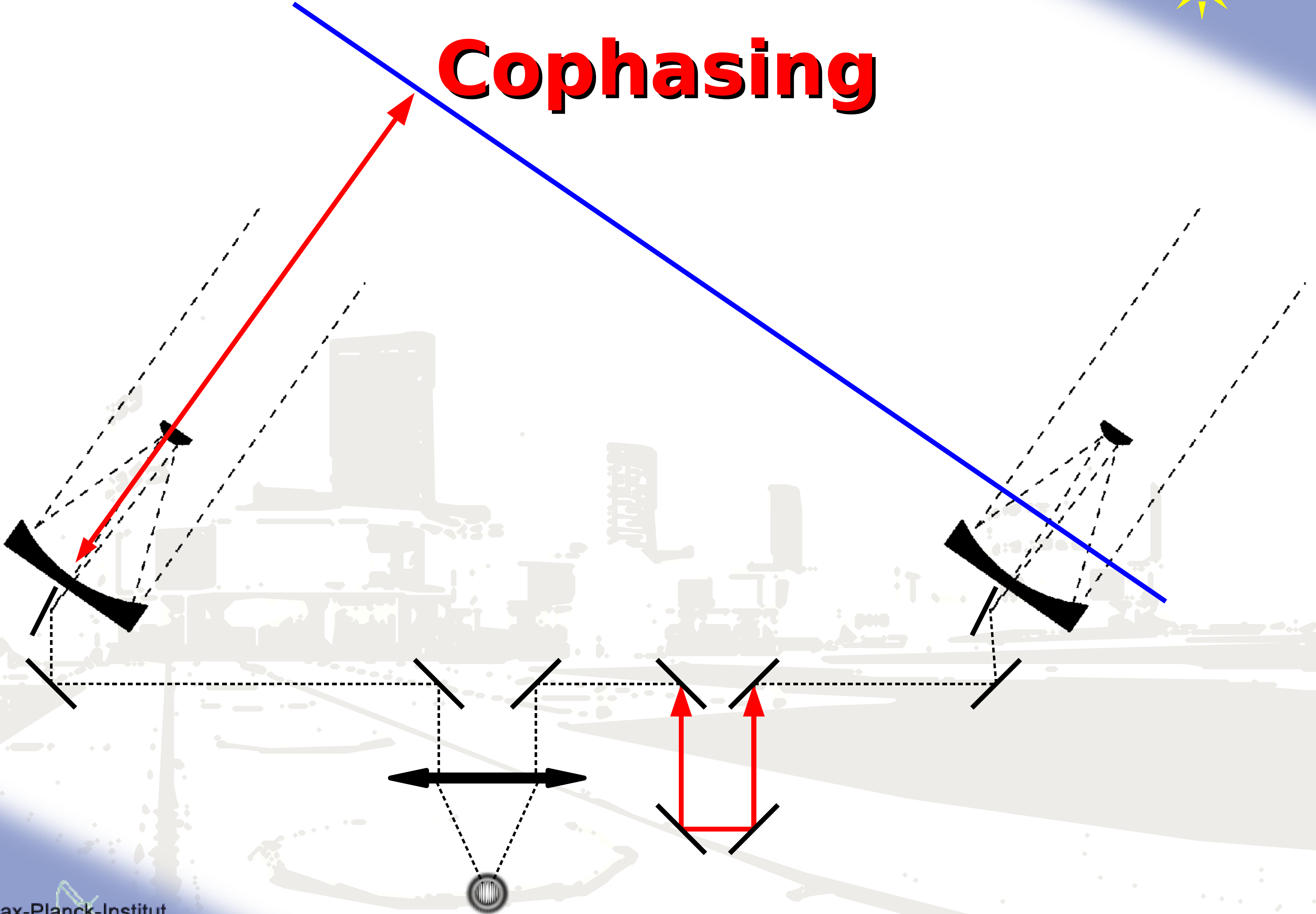
Cophasing



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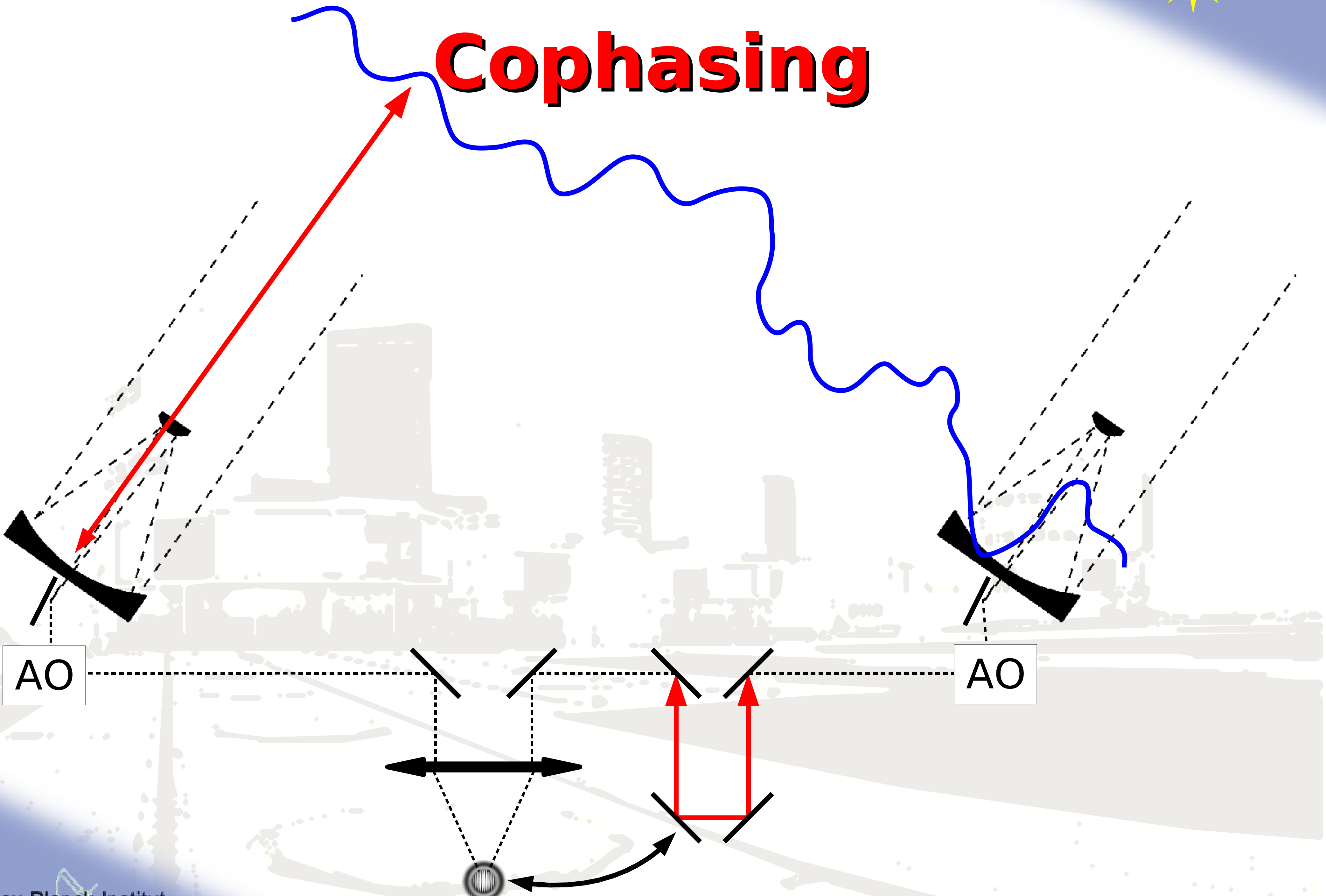
Cophasing



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What visibility with interferometry ?

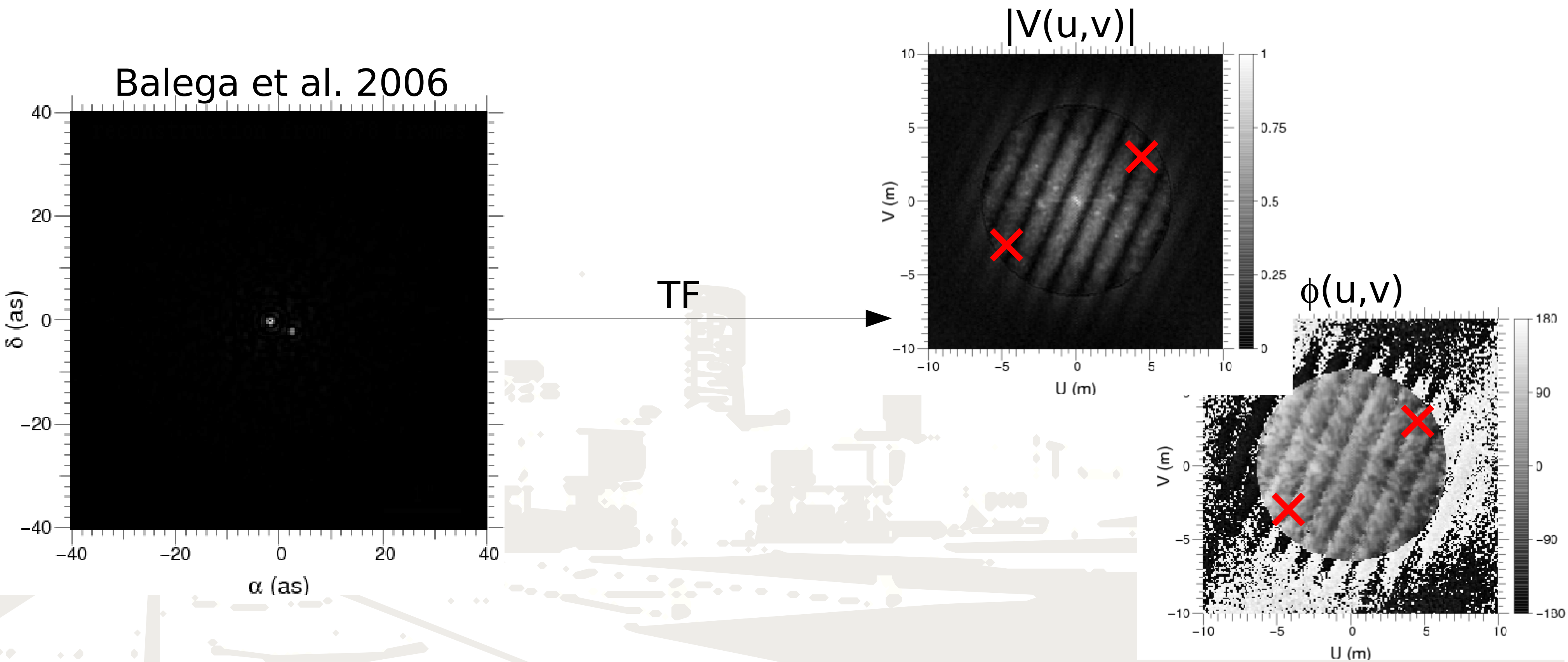
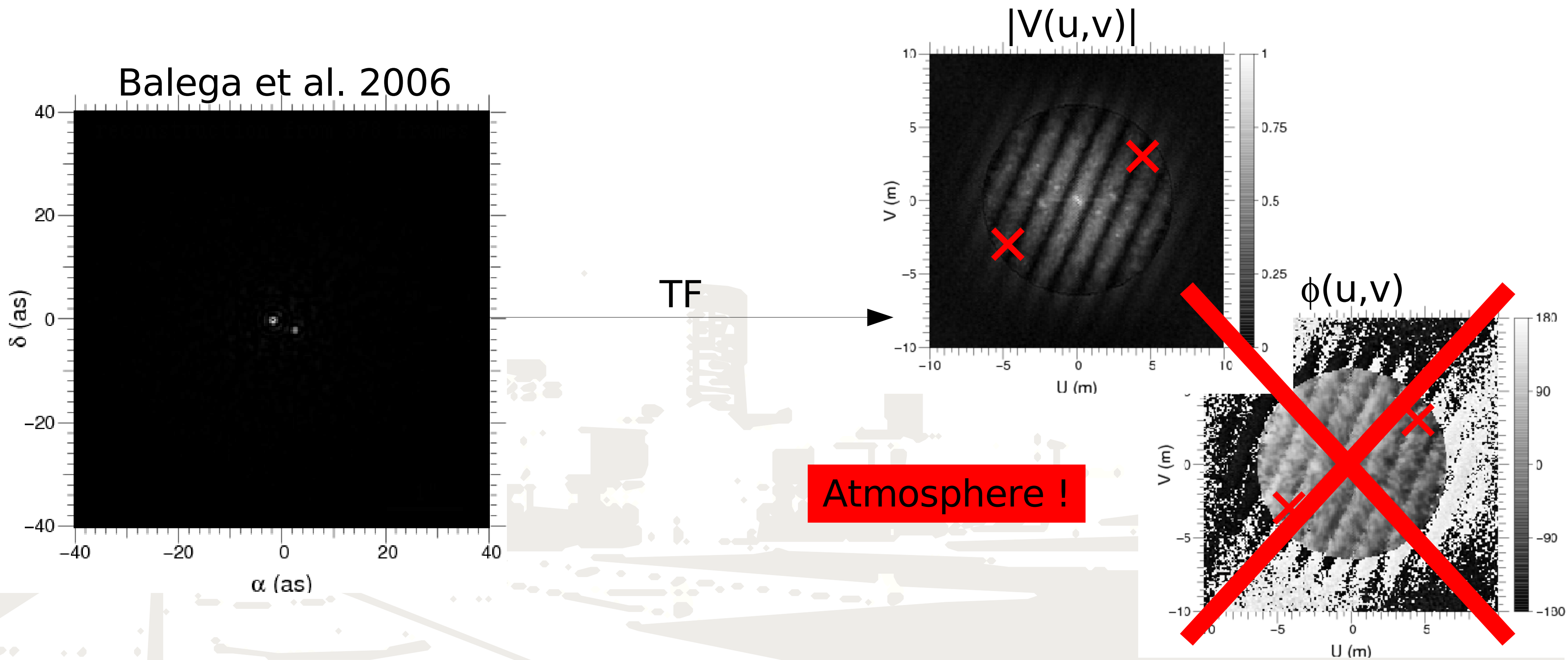


Image : I(x,y)=O*PSF |V(u,v)|, ϕ(u,v) & cut-off frequency at D/λ

What visibility with interferometry ?



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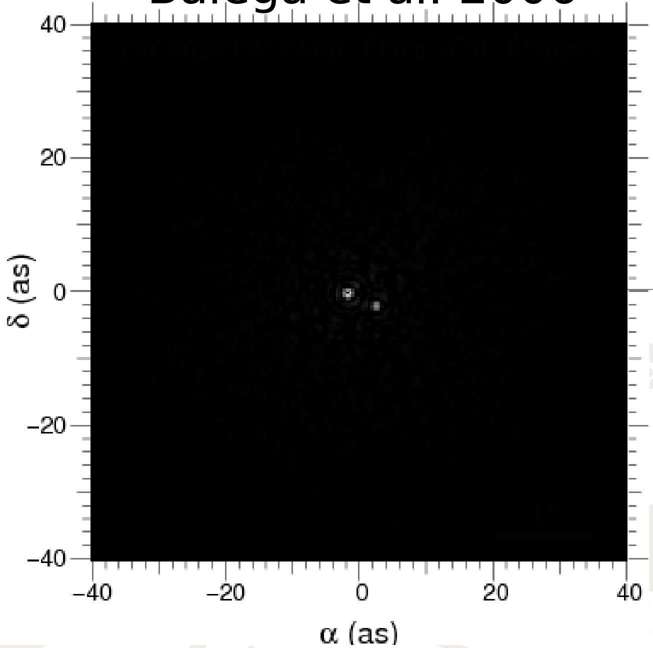
|V(u,v)|, ~~ϕ(u,v)~~ & cut-off frequency at D/λ

What visibility with interferometry ?

Balega et al. 2006



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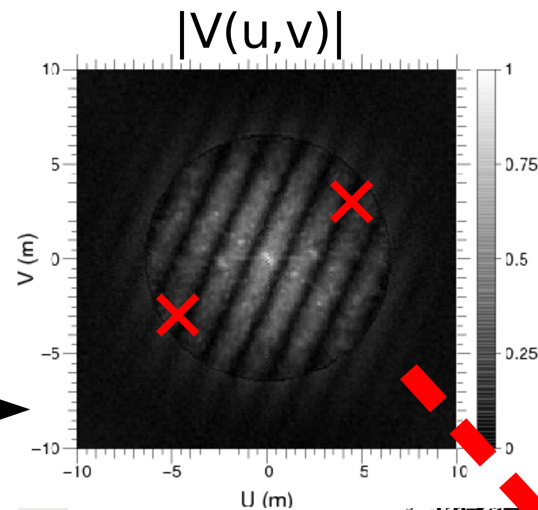
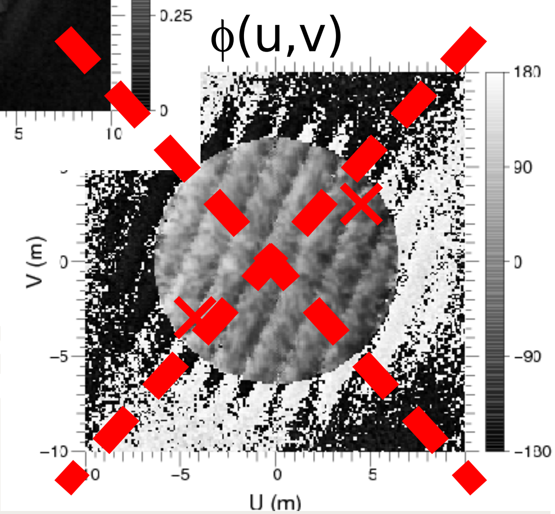




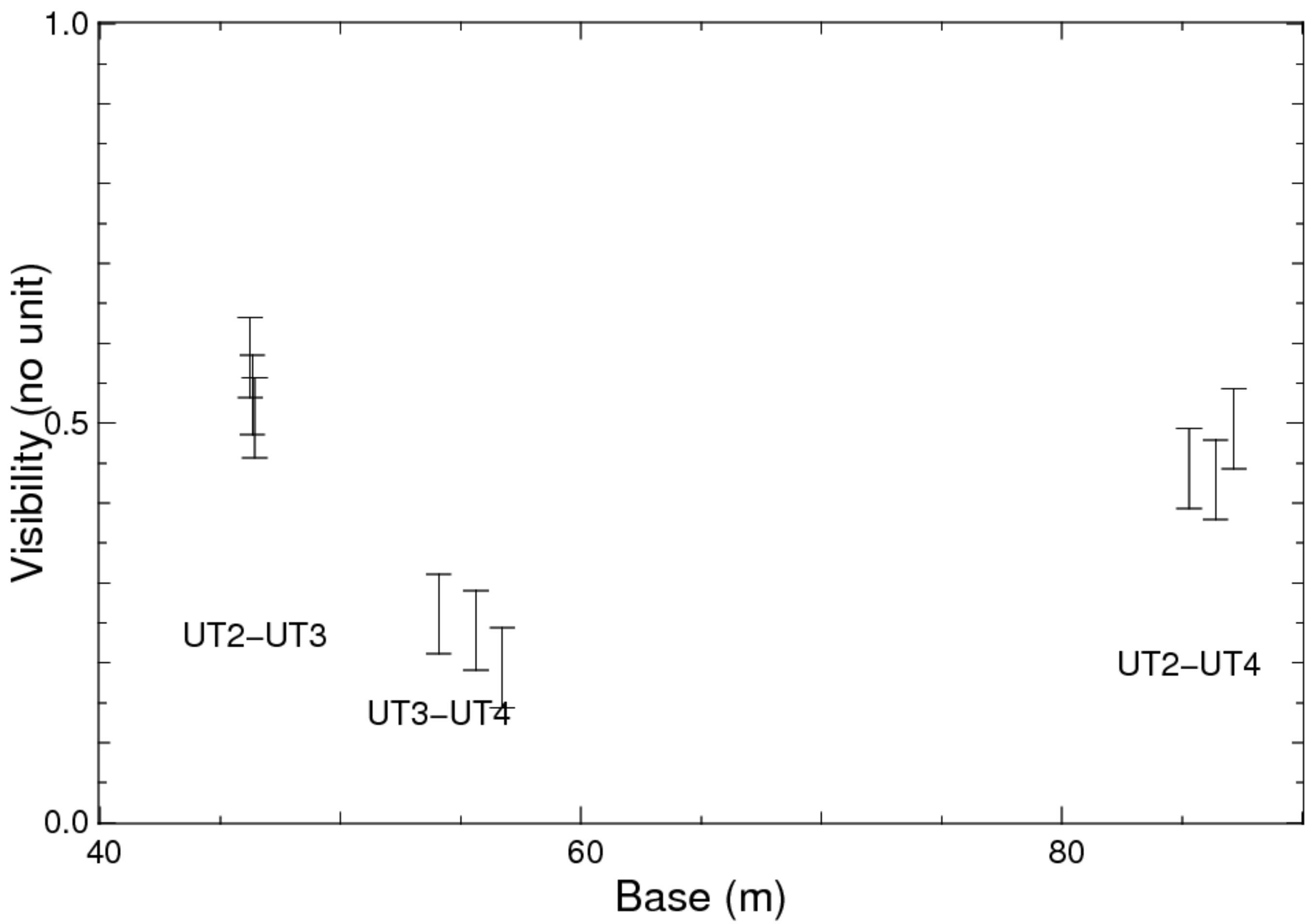
- Phase closure
- Phase referencing
- Differential phase

Image : I(x,y)=O*PSF

|V(u,v)|, ~~ϕ(u,v)~~ & cut-off frequency at D/λ

This session

is about what you can do with that ...



Simple first step : parametric analysis using basic visibility functions.

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Model fitting

Basic issues of interpreting visibilities directly

Model fitting in the Fourier plane domain is attractive:

- Domain where interferometric measurements are made
=> errors easier to take into account (ex: Gaussian noise)
- When (U,V) plane sampling is poor (almost always the case)
- Is better when no imaging is possible (ex: variable source)
- Realistic in the VLTI AMBER and MIDI contexts

OUTLINE

- **Modeling visibilities: principles.**
- **Some useful basic functions.**
- **Practical issues.**
- **Conclusion**

Ad-hoc modeling

Allows you to get a first idea of what you have observed!

- Use Fourier transform properties
- Use basic intensity distribution functions

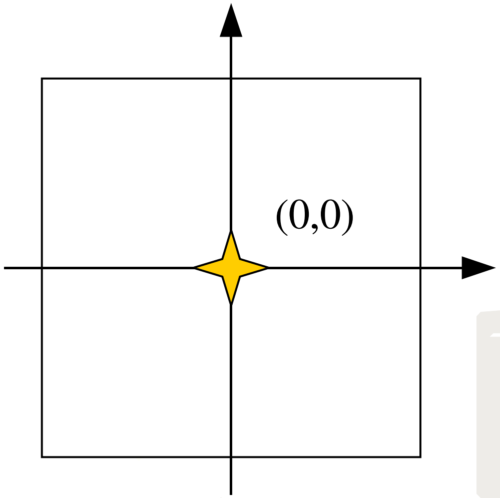
← Important first step towards modelling with real physical models

Fourier transform properties:

- **Addition** $\mathrm{FT}\{f(x,y)+g(x,y)\} = F(u,v)+G(u,v)$
- **Convolution** $\mathrm{FT}\{f(x,y)\times g(x,y)\} = F(u,v).G(u,v)$
- **Shift** $\mathrm{FT}\{f(x-x_0,y-y_0) = F(u,v)\exp[2\pi i(ux_0+vy_0)]$
- **Similarity** $\mathrm{FT}\{f(ax,by)\} = \frac{1}{|ab|}F(u/a,v/a)$

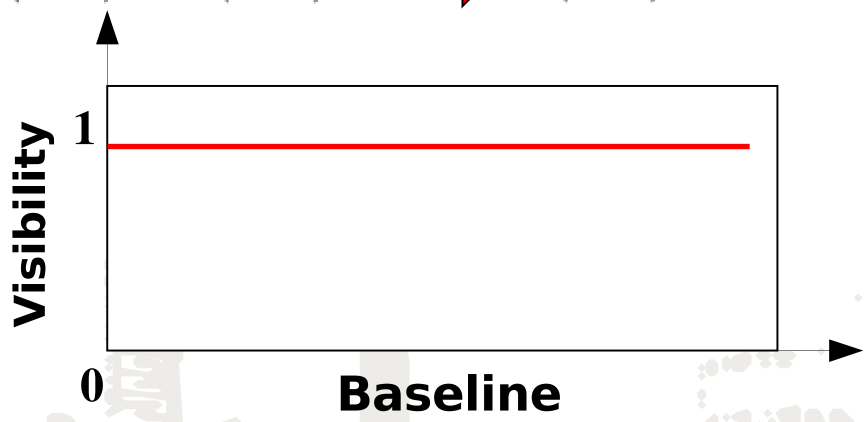
Point source function

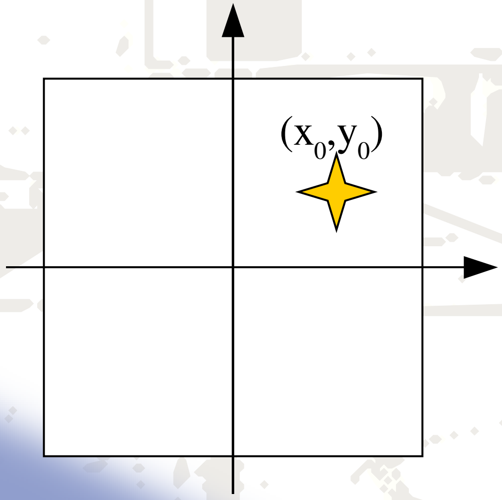
Use: Multiple stars



Centered source

$$I(x,y) = \delta(x,y) \Rightarrow V(u,v) = 1$$





Off-axis source

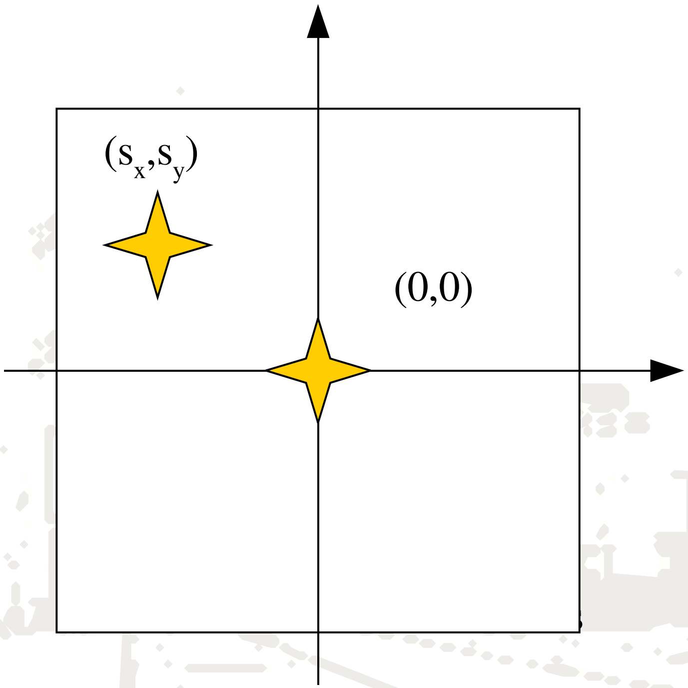
$$I(x,y) = \delta(x-x_0)\delta(y-y_0) \Rightarrow V(u,v) = \exp[-2i\pi(x_0 u + y_0 v)]$$

Amplitude =1 , linear dependence for the phase

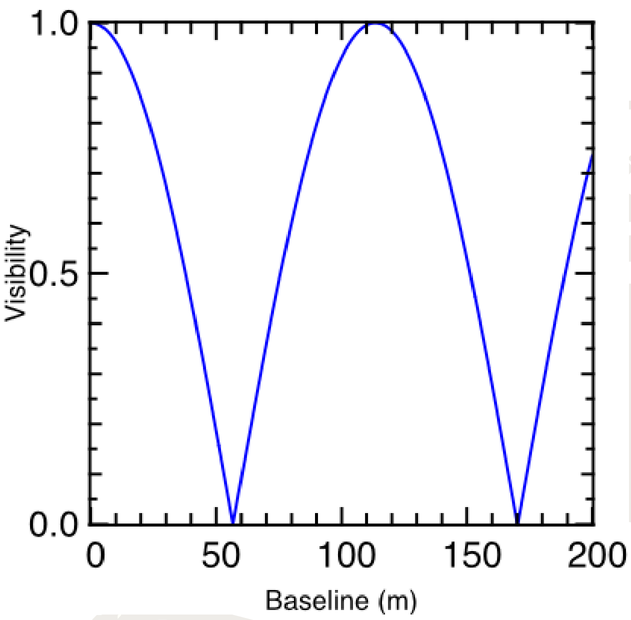
Binary star

Use: ... binary stars

$$A\delta(x,y) + B\delta(x - sx, y - sy) \text{ with } s = \sqrt{sx^2 + sy^2}$$



$$\begin{aligned} V(u,v) &= \sqrt{\frac{1+r_{ab}^2+2r_{ab}\cos 2\pi \vec{L}_b\vec{s}/\lambda}{1+r_{ab}^2}} \\ \text{with } r_{ab} &= A/B \\ \text{with } \vec{L}_b &= \text{Baseline vector} \end{aligned}$$



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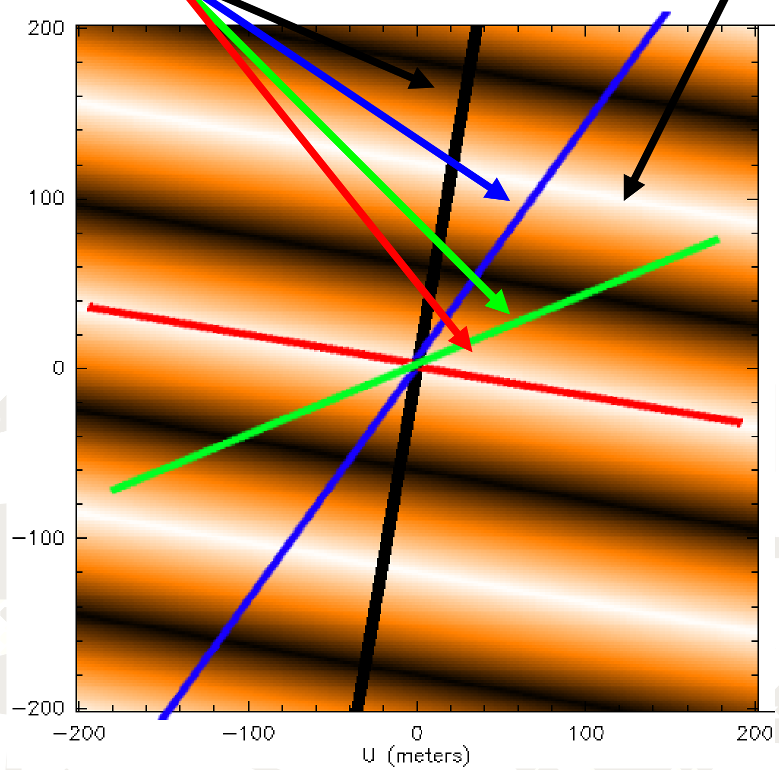
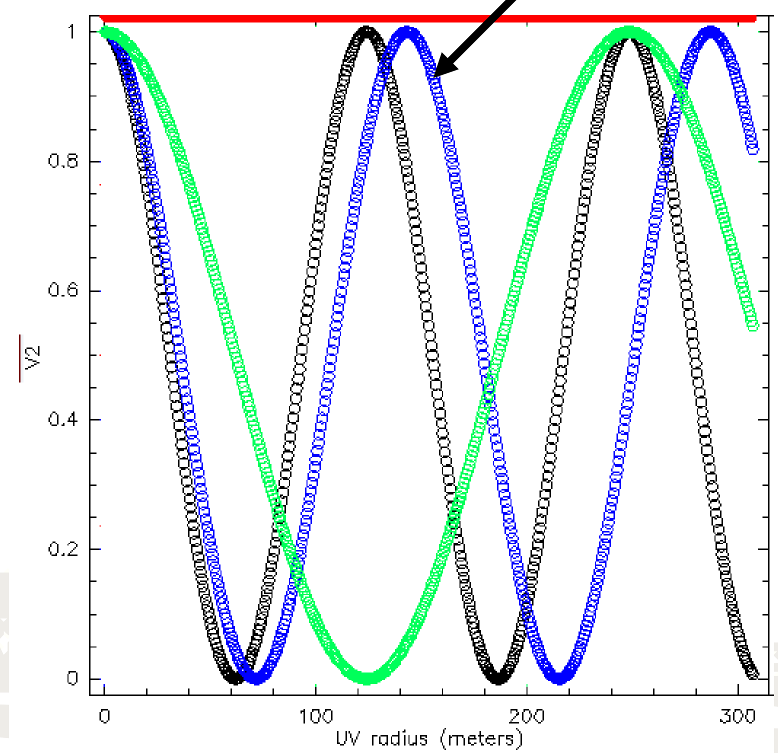
Binary star

Projection of baseline in the plane of sky

The visibility amplitude squared in (uv) plane

Squared visibility curves for three baselines as a function of baseline length

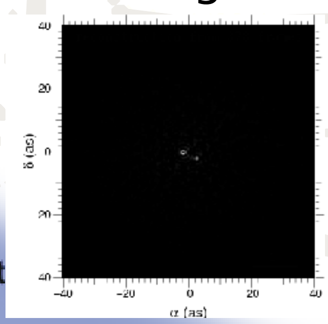




image

Remember:

Visibility



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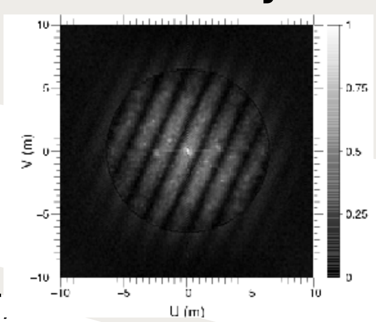
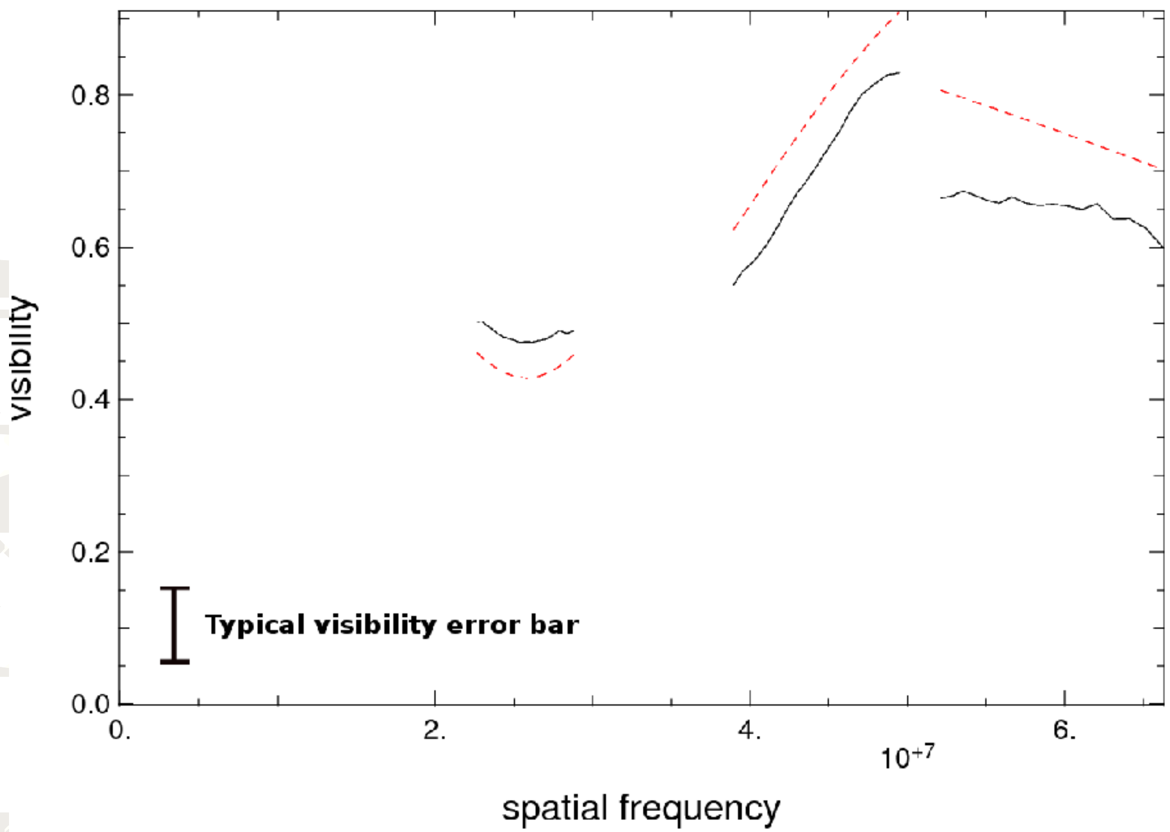


Binary star (exemple 1)

Binary star visibility curve as a function of spatial frequency (red = model, black = AMBER/VLTI observation)



Valat et al., in prep.

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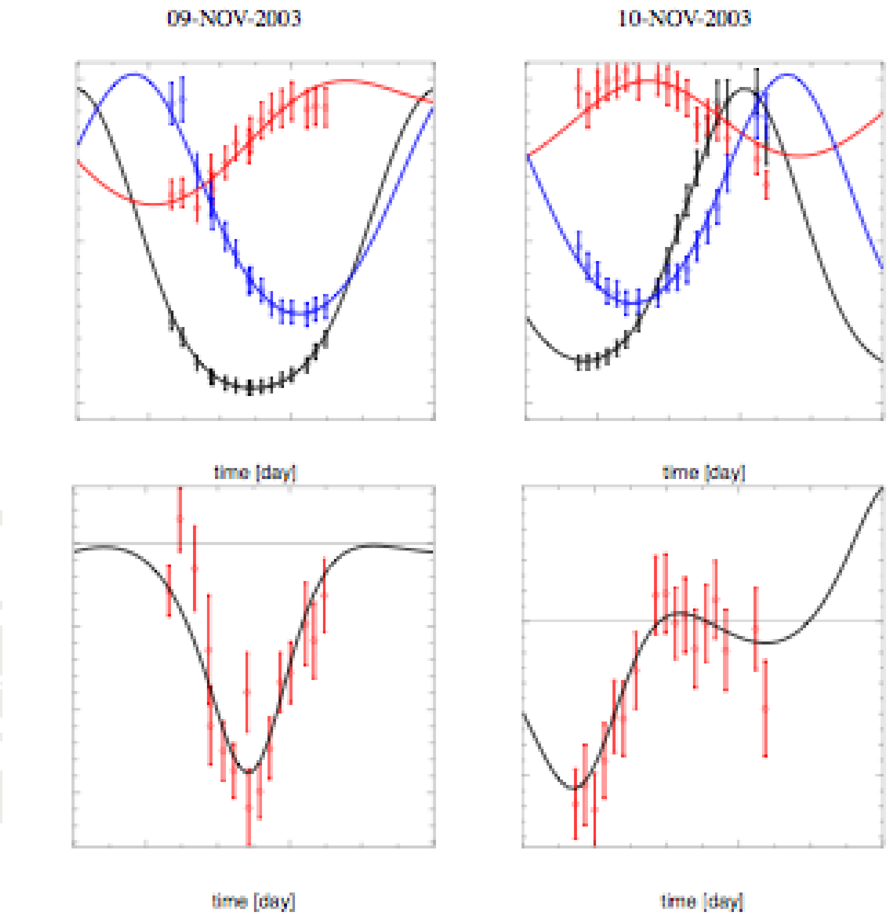
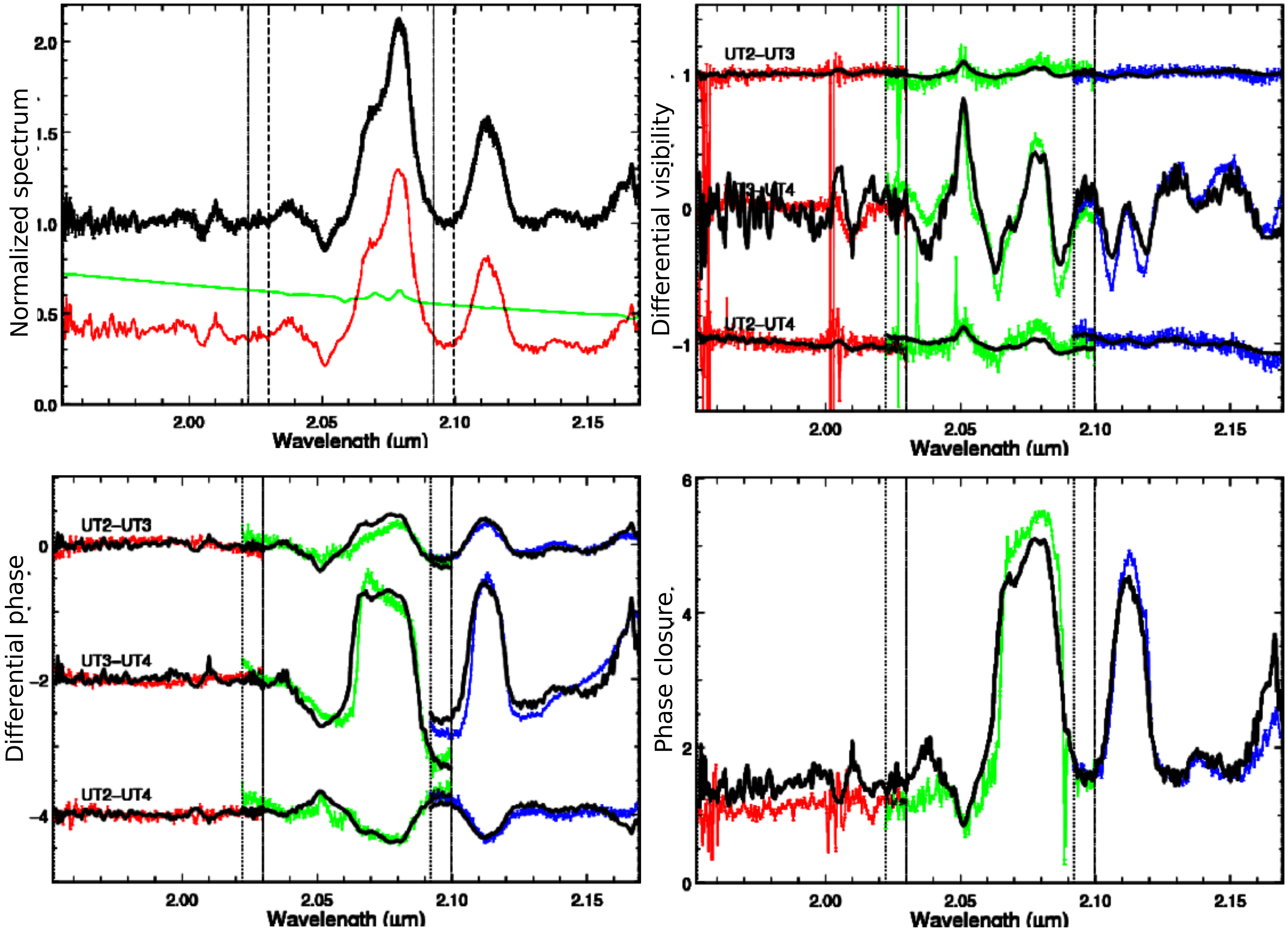
Binary star (exemple 2)

Rotation of stars along the orbit and of projected baseline makes the changes in visibilities and closure phase

(IOTA observations, Segransan 2006, Goutelas summer school)



Binary star (exemple 3)

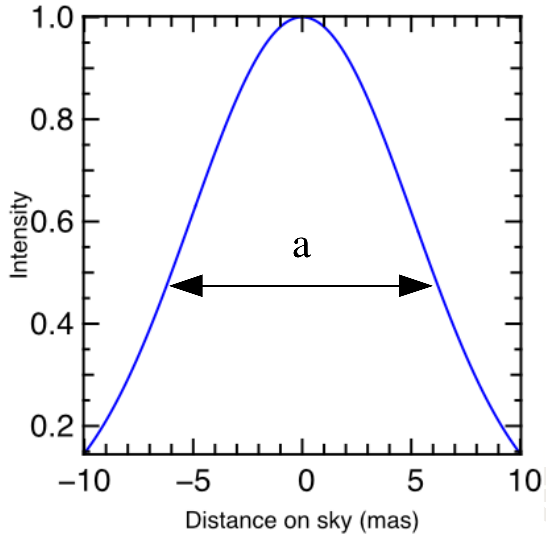


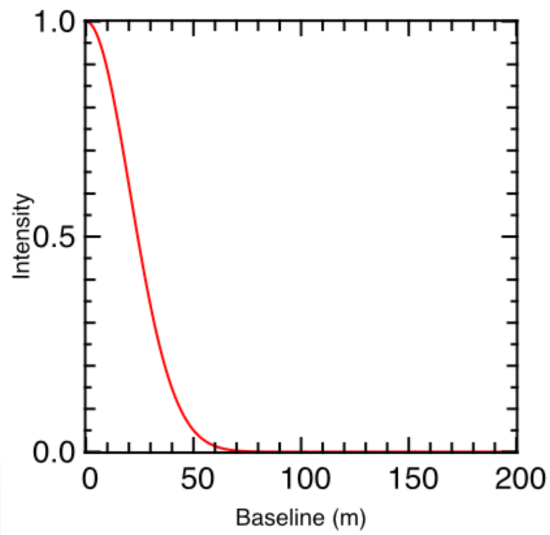
Spectrally varying flux ratio makes it working !

γ^2 Vel, Millour et al. 2007

Gaussian brightness distribution.

Use: Estimate for angular sizes of envelopes, disks, etc.





$$I(r) = \frac{I_0}{\sqrt{\pi/4\ln 2a}} \exp(-4\ln 2r^2/a^2)$$

Where a = FWHM intensity, I_0 = Peak intensity

and

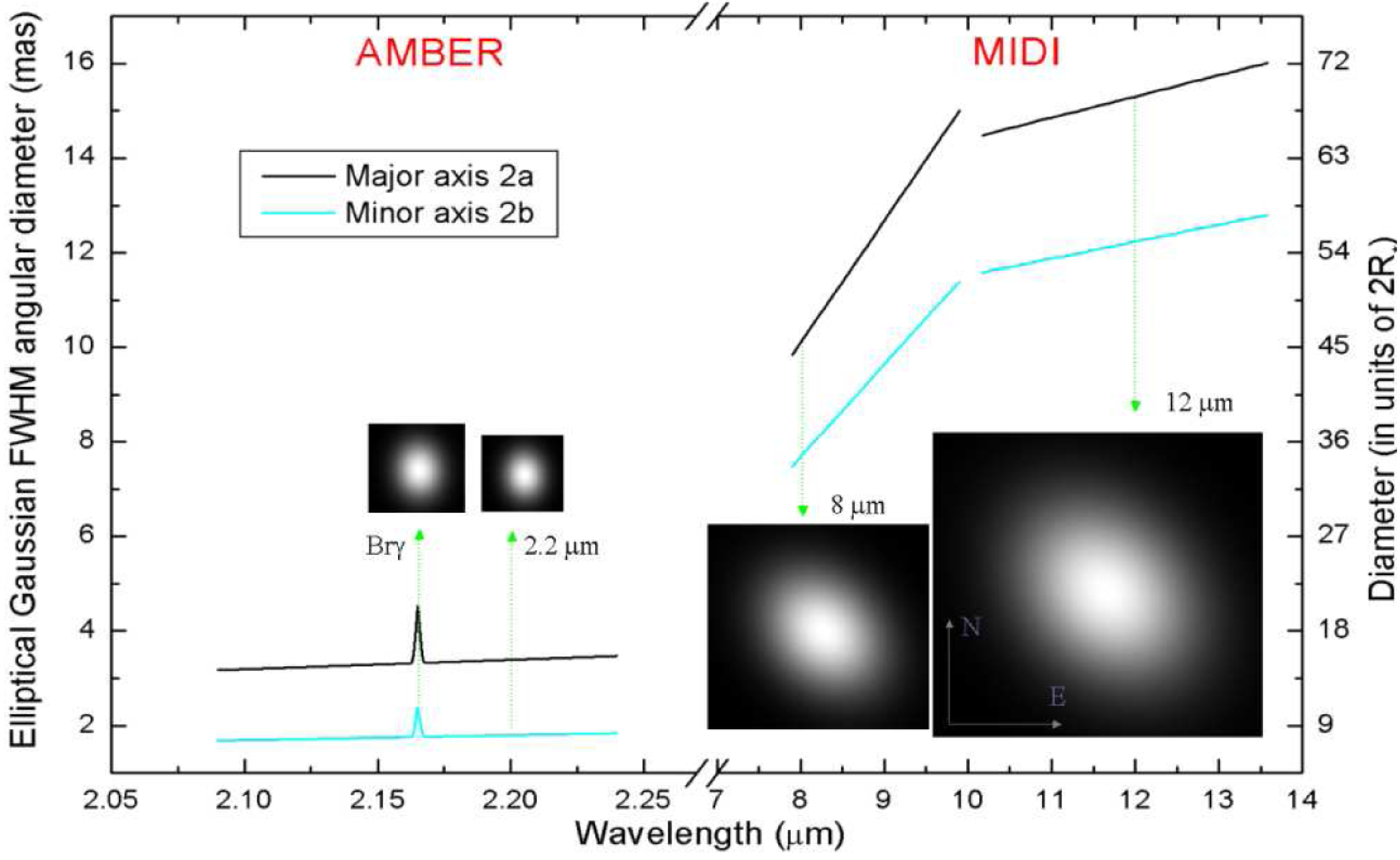
$$r = \sqrt{x^2 + y^2}$$

$$V(\rho) = \exp[-(\pi a \rho)^2/(4\ln 2)]$$

Where

$$\rho = \sqrt{u^2 + v^2}$$

Gaussian (example 1)



Dominiciano da Souza et al A&A 2007

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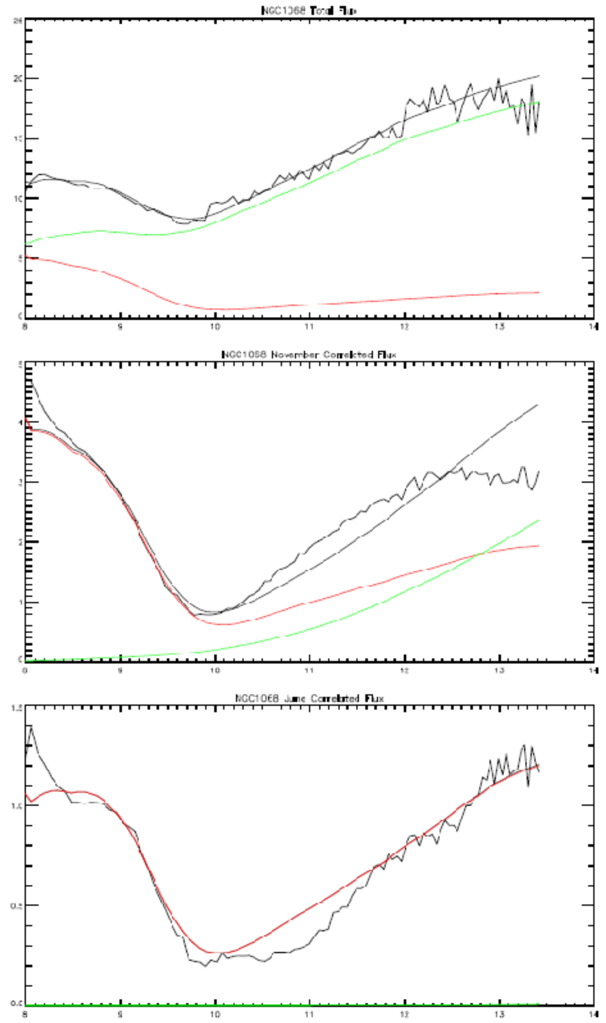
Gaussian (example 2)



- MIDI observations of NGC 1068
- 1st-order interpretation with a series of Gaussian disks

Rottgering et al 2004

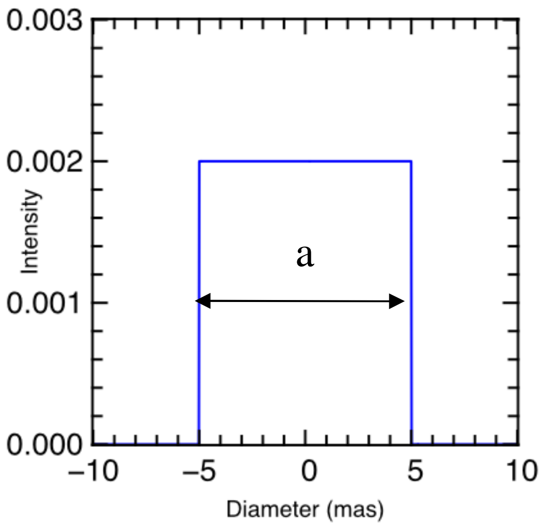
Uniform disk

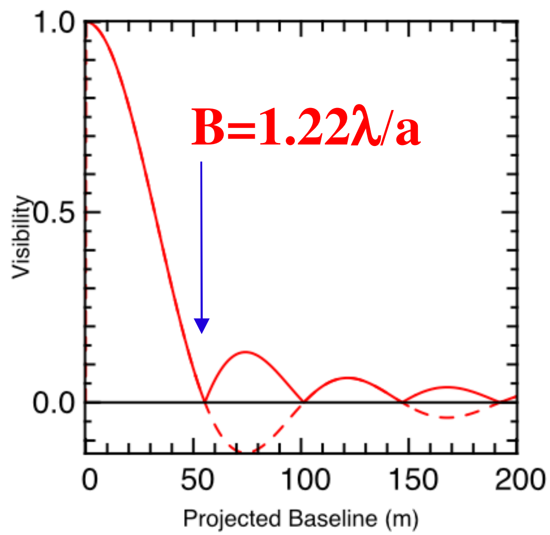
Use: aproximation for brightness distribution of photospheric disk.

$$\begin{aligned} \mathrm{I(r)} &= 4/(\pi a^2), \mathrm{if r} = \sqrt{\mathrm{x}^2+\mathrm{y}^2} \leq \mathrm{a}/2 \\ \mathrm{I(r)} &= 0 \quad \mathrm{otherwise} \end{aligned}$$

$$F(\rho) = \frac{J_1(\pi a \rho)}{\pi a \rho} \mathrm{with} \rho = \sqrt{\mathrm{u}^2+\mathrm{v}^2}$$

a = diameter
Sophistication of the model
I= f(r), limb darkening
Cf Hankel transformation
(afterwards)





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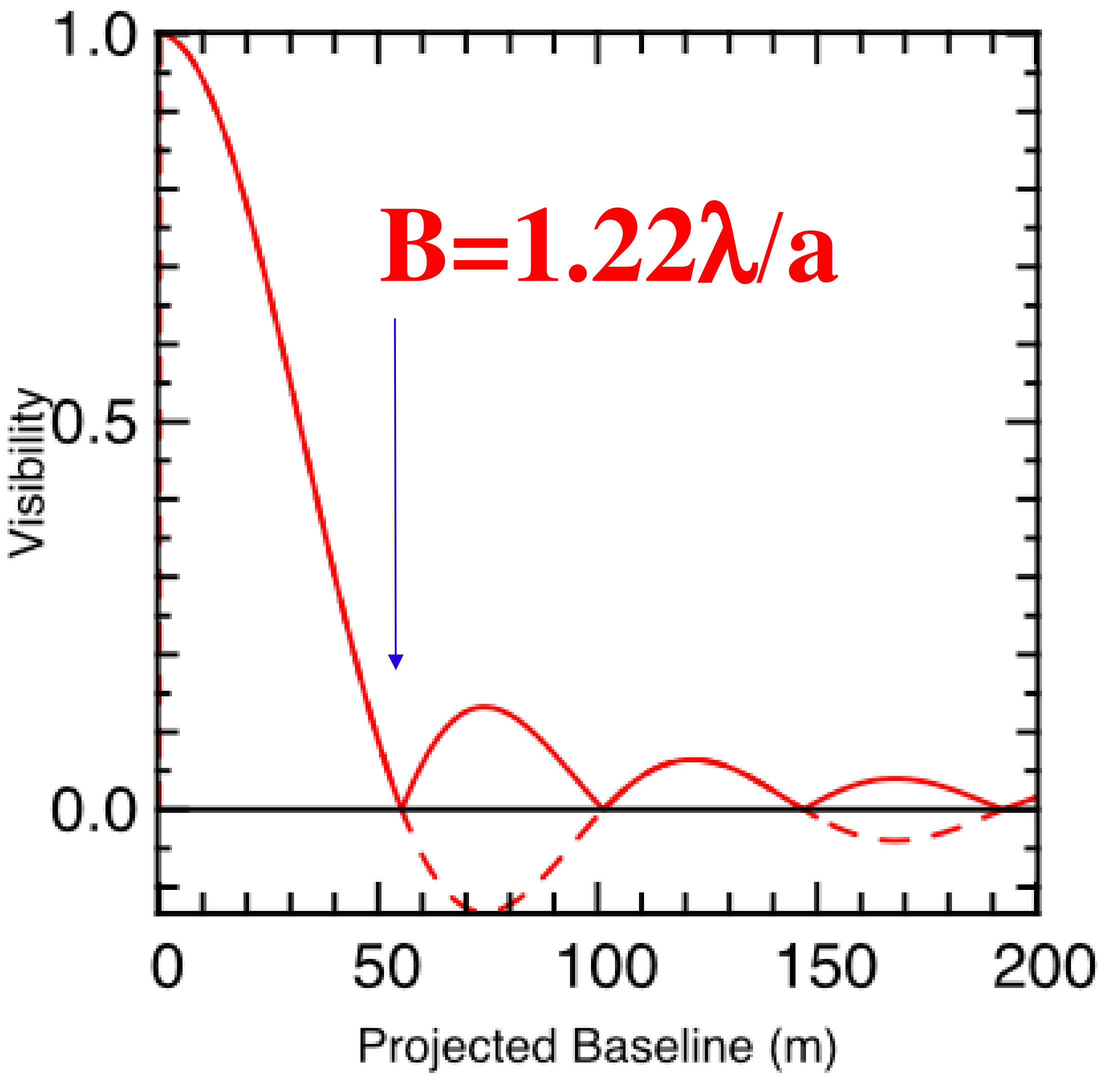
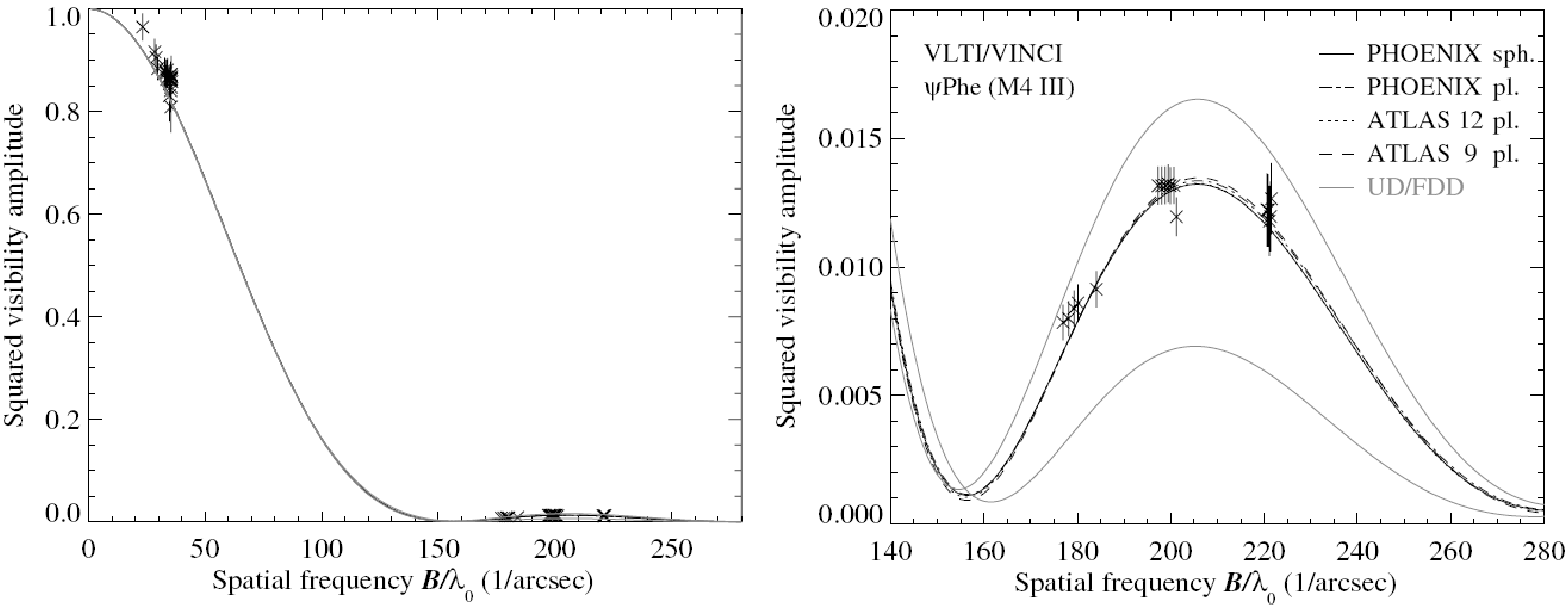


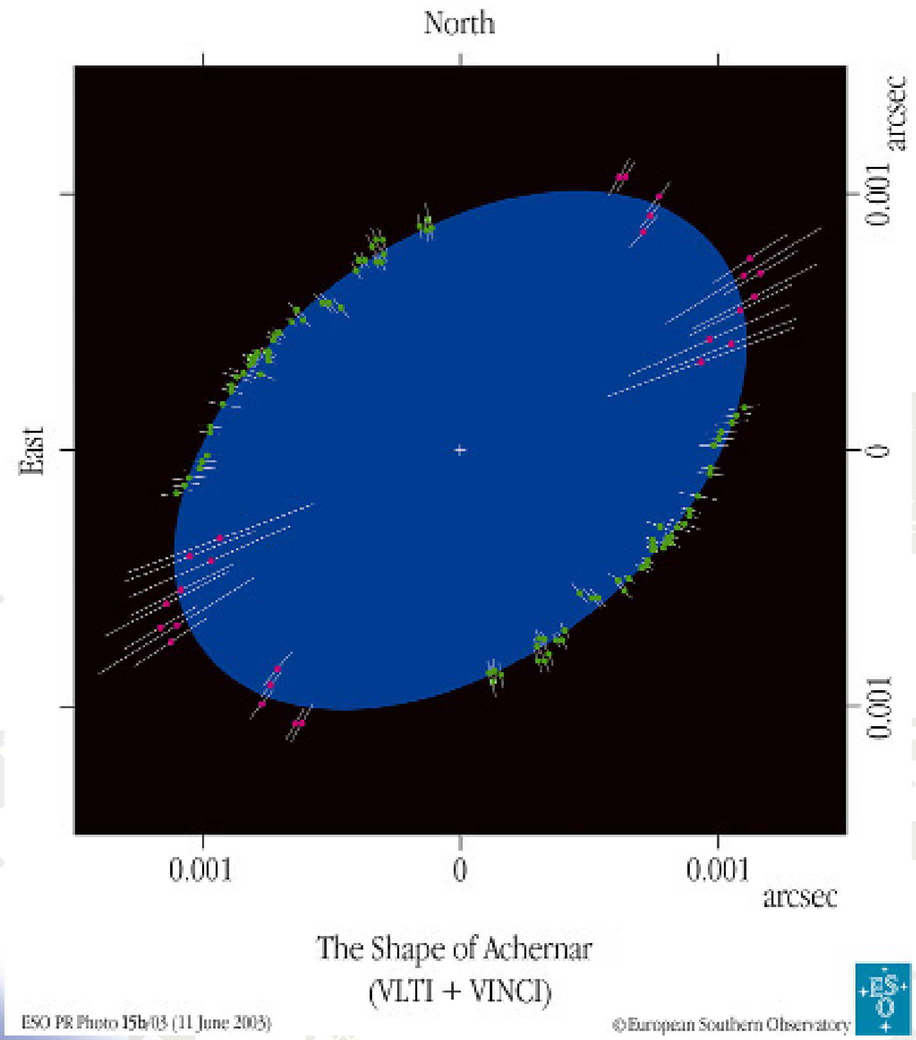
Uniform disk (example 1)



Wittkowski et al. 2003

- Comparison of ψ Phe VLTI/VINCI observations with uniform disk model (gray line)
- Second lobe points are the most constraining

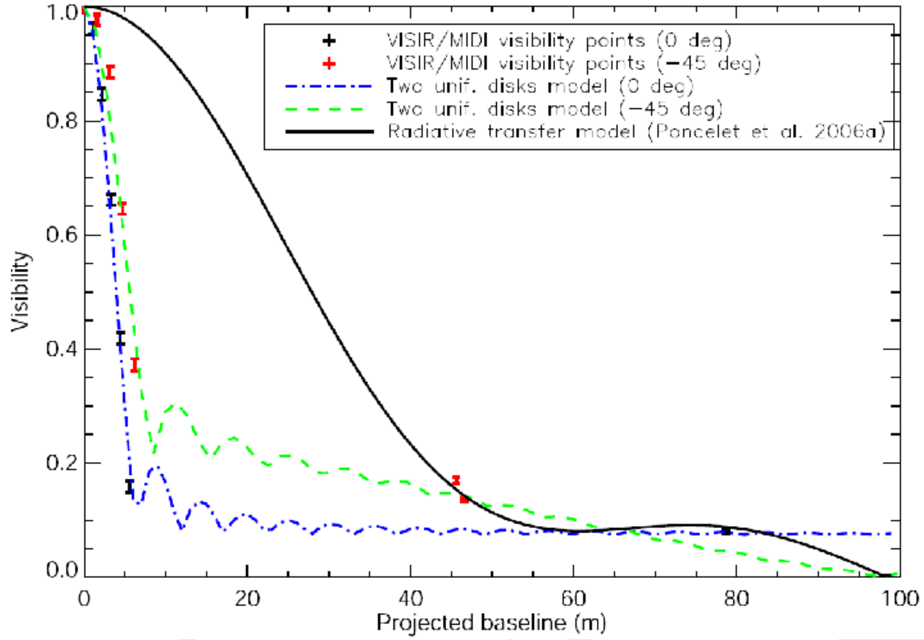
Uniform disk (example 2)



- Determination of uniform diameter of Archenar (VLTI/VINCI)
- Different positions angles shows evidence for flattening due to to fast rotation

Dominiciano da Souza et al A&A 2003

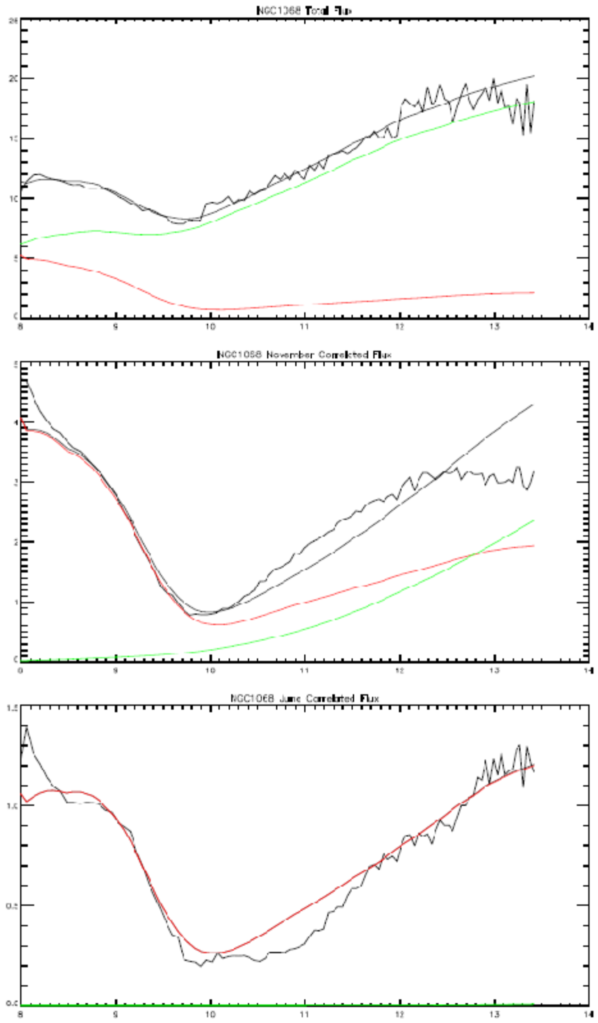
Uniform disk (example 3)



Poncelet et al. 2006

- MIDI and VIZIR observations
- Interpretation with a series of uniform disks

Gaussian (example 2)

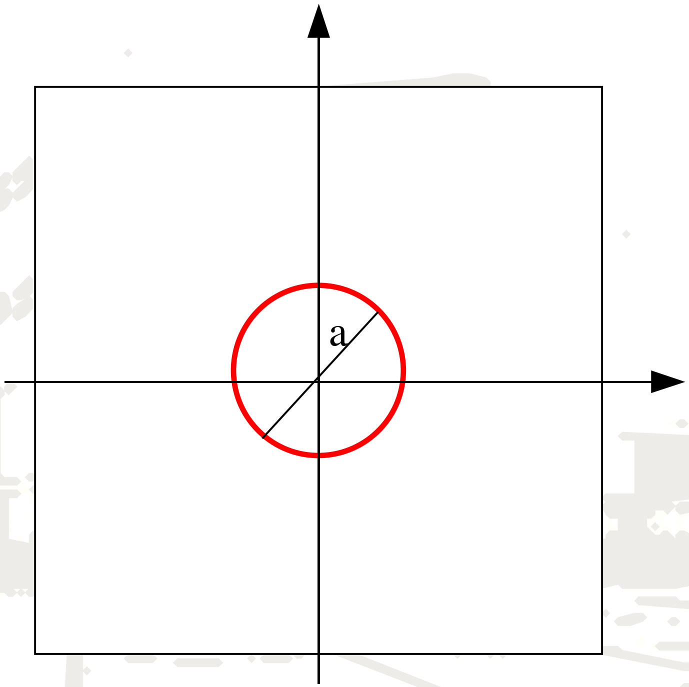


Rottgering et al 2004

- MIDI observations of NGC 1068
- 1st-order interpretation with a series of Gaussian disks

Ring

Use: complex centro-symmetric structure



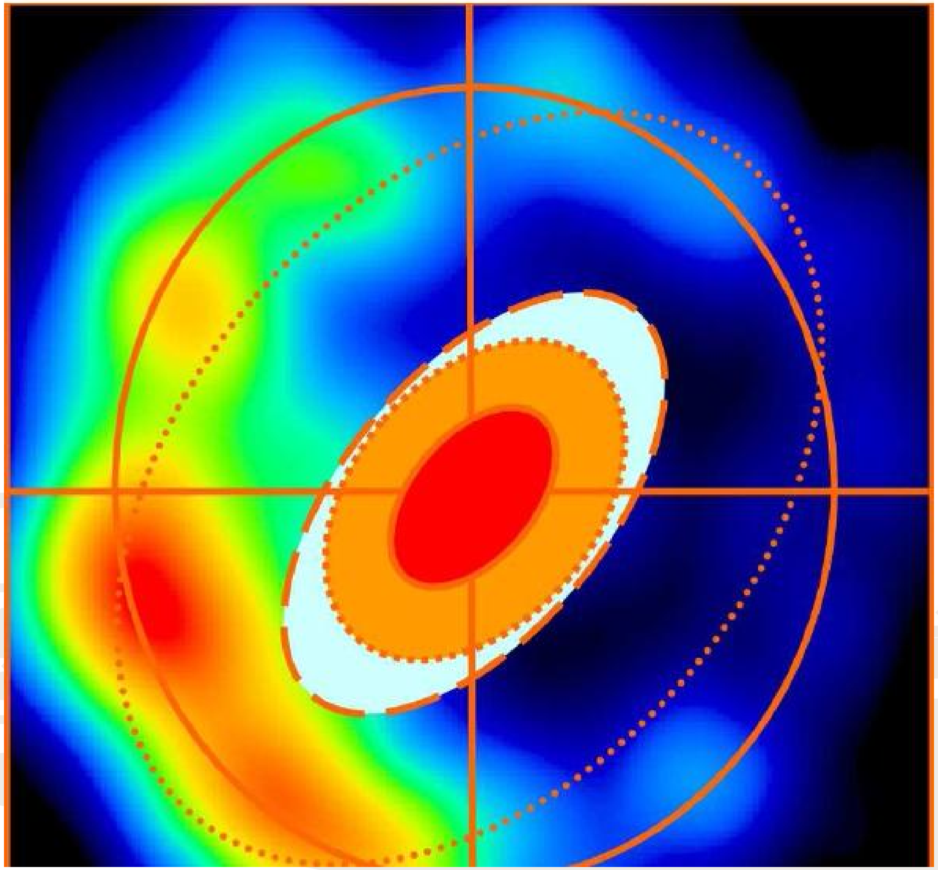
$$I(r) = 1/(\pi a)\delta(r - a/2)$$

$$V(\rho) = J_0(\pi a \rho)$$

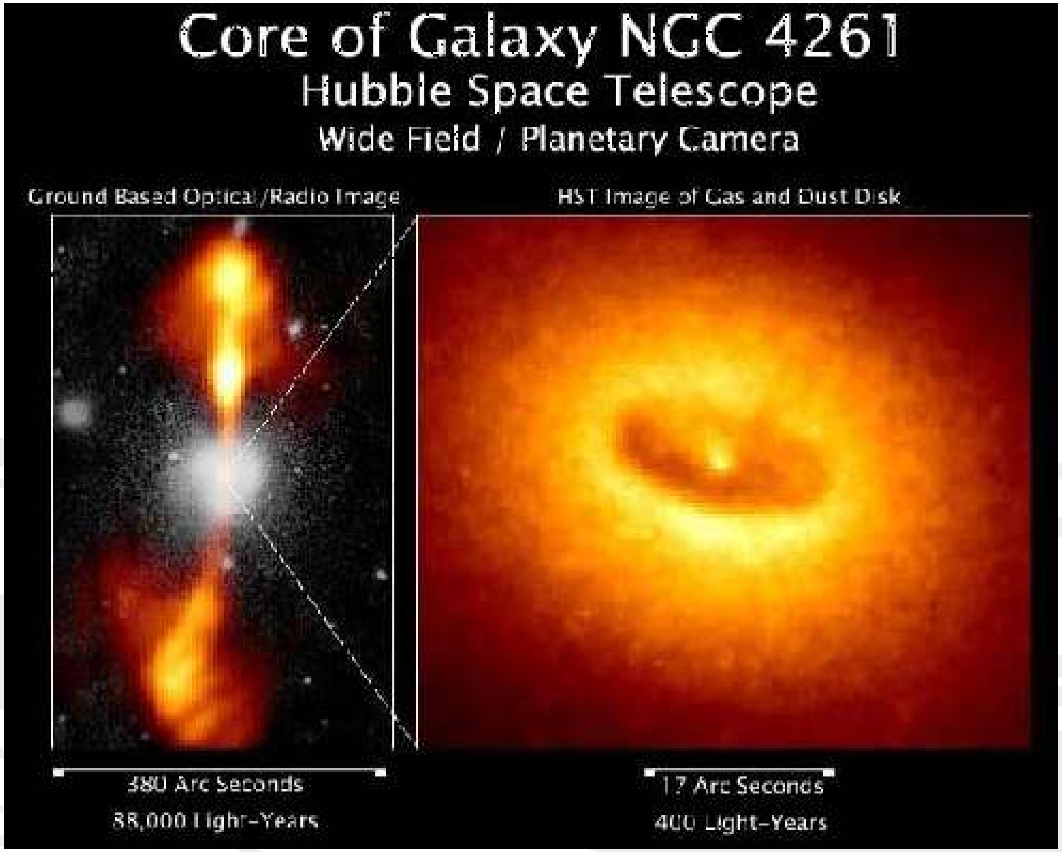
Ring (example 1)

- RS Oph aspherical Nova explosion

Chesneau et al., A&A 2007



Ring (example 2 ?)



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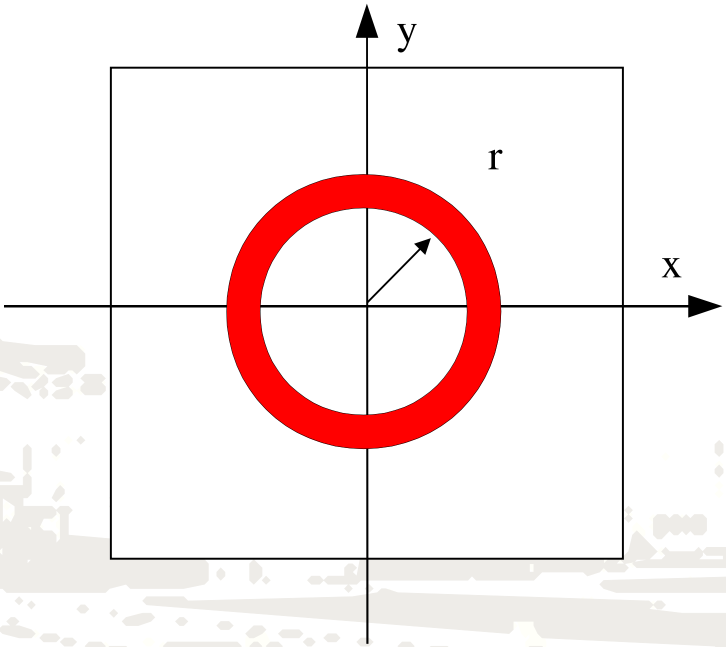
Circularly symmetric object

e.g: an accretion disk made of a finite sum of annulii with different effective temperatures

Circularly symmetric component I (r)
centered at the origin of the (x,y) coordinate system.



The relationship between brightness distribution and visibility is a ***Hankel function***

$$V(\rho) = 2\pi \int_0^\infty I(r) J_0(2\pi r \rho) r dr$$

with

$$r = \sqrt{x^2 + y^2}$$

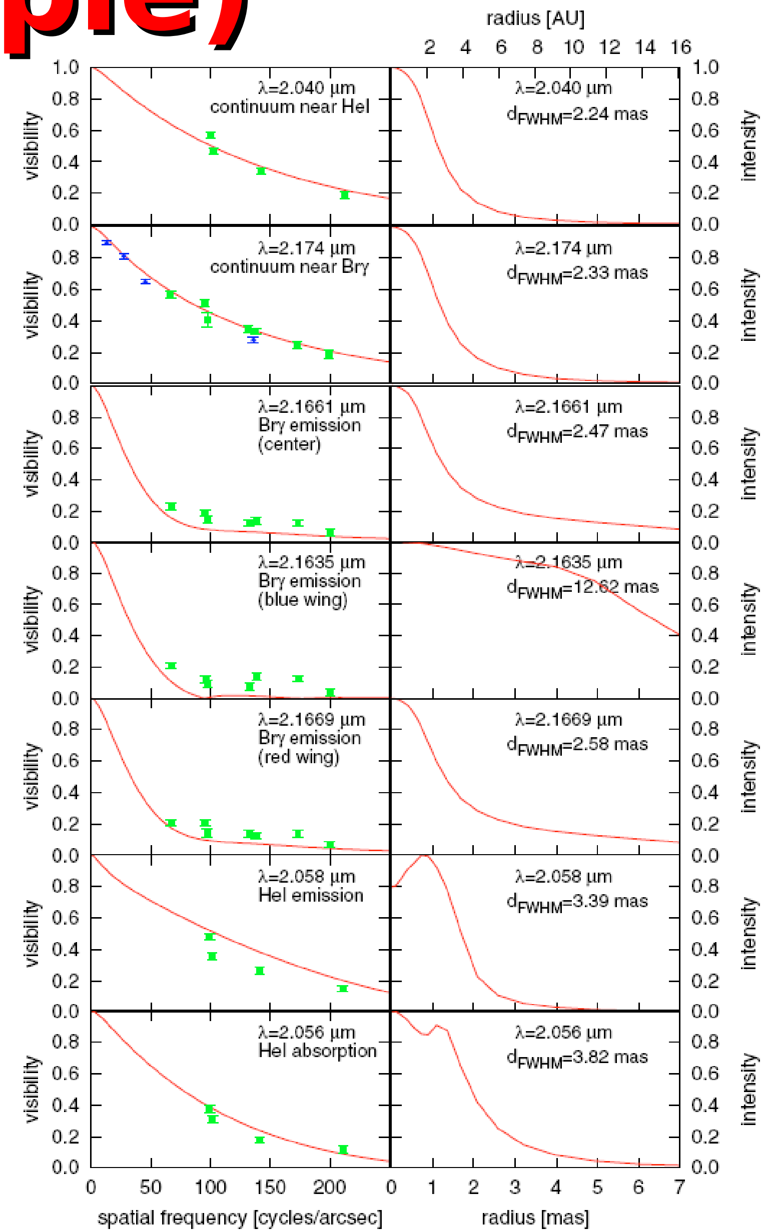
and

$$\rho = \sqrt{u^2 + v^2}$$

Circularly symmetric object (example)

- Optically thick wind around η Car (Hillier models gives intensity profiles)

Weigelt et al., A&A 2007



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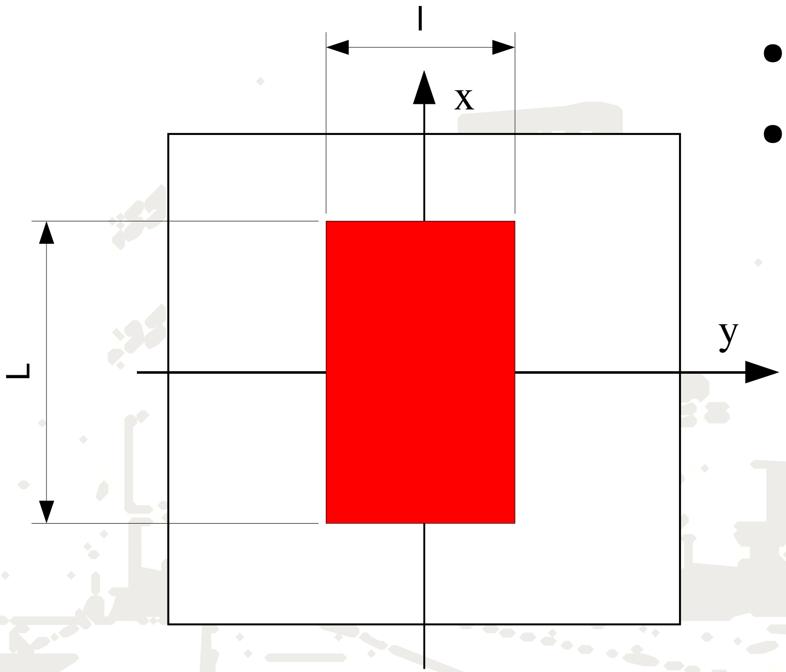
Pixel

Basic brick of an image !



- I(x,y) = 1/lL if |x| < l and |y| < L
- I(x,y) = 0 otherwise

$$V = \frac{\sin(\pi x l) \sin(\pi y L)}{\pi^2 x y l L}$$

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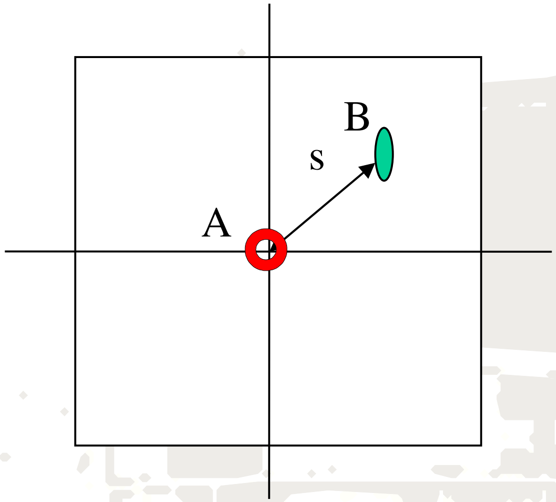
Resolved multi-structure

Use: Describing any multicomponent structure.



$$V^2(u,v) = \frac{r_{ab}^2 * V_a^2 + V_b^2 + 2 r_{ab} |V_a| |V_b| \cos(2\pi \vec{L_b} \vec{s} / \lambda)}{(1 + r_{ab}^2)}$$

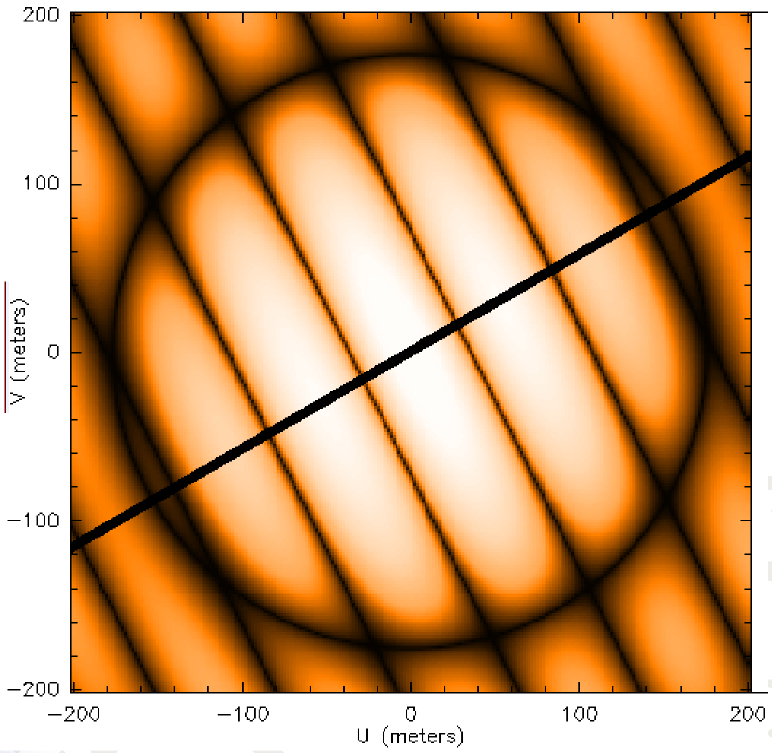
Where V_a and V_b are respectively the visibility of object A and B at baseline (u,v)

Generalization: $$V(u,v) = \frac{\sum_{i=1}^{k} F_i V(u_i, v_i)}{\sum_{i=1}^{k} F_i}$$

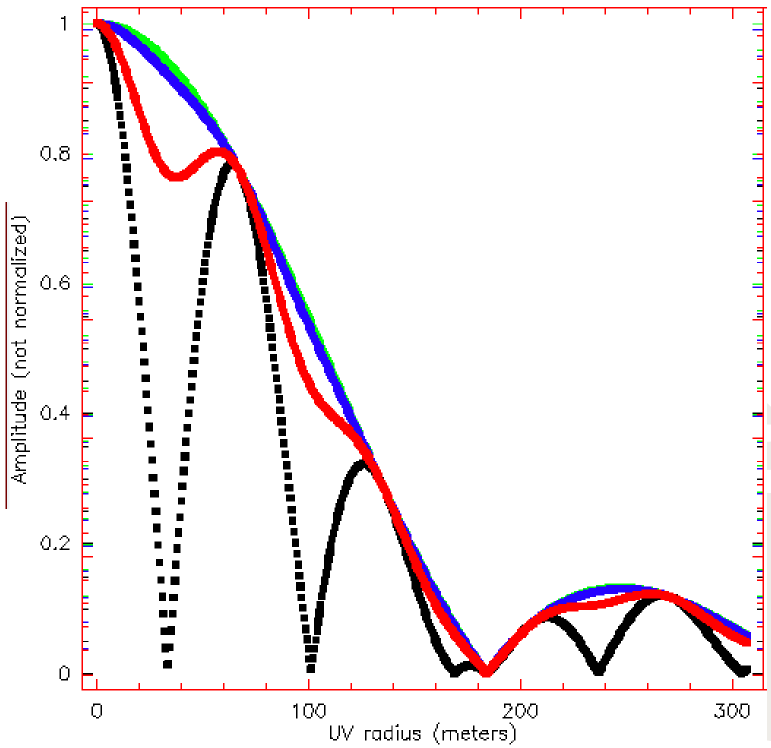
Resolved bi-structure (example)

Binary made of two resolved photometric disks: d=3mas, PA: 35deg

Visibility in (u,v) plane



Visibility as a function of baseline for different flux ratios



The modelling process

- Model
- Instrument / atmosphere
- Data
- Minimization

Parameters: α, β, γ, ... → $I(x, y, \alpha, \beta, \ldots)$

$$V(u,v) = \int_{-\infty}^{\infty}\int_{-\infty}^{\infty} I(x,y)\exp(-2\pi i(xu+yv))dxdy$$

Sparse sampling

$\{\ldots, V(u_i, v_i), \ldots\} i = 1..n$

Observing model

$\rho(t, \lambda), \phi_\delta(t, \lambda)$

Observation

$\{\ldots, V'(u_k, v_k), \ldots\} k = 1..n$

Error

$\epsilon(u, v)$

$$\chi^2 = f(V(u_i, v_i), V'(u_k, v_k), \epsilon'(u, v))$$

find $min(\chi^2)$

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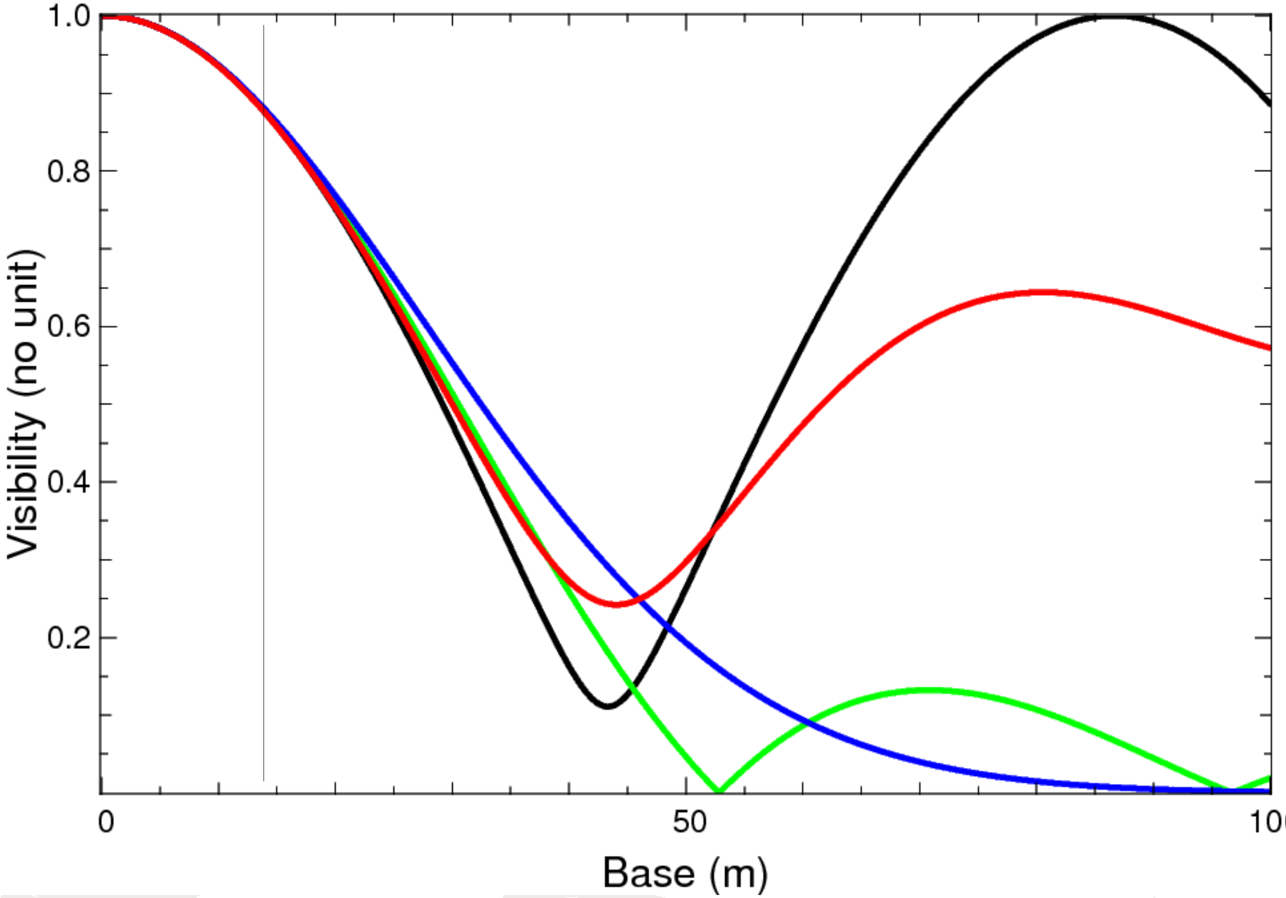
Pushing the limits

Degeneracy at small baselines

If the object is barely resolved the exact brightness distribution is not crucial
the dependance is quadratic for all the basic functions: visibility accuracy is mandatory

- Uniform disk (green)
- Binary (black)
- Gaussian disk (blue)
- Multiple object (red)



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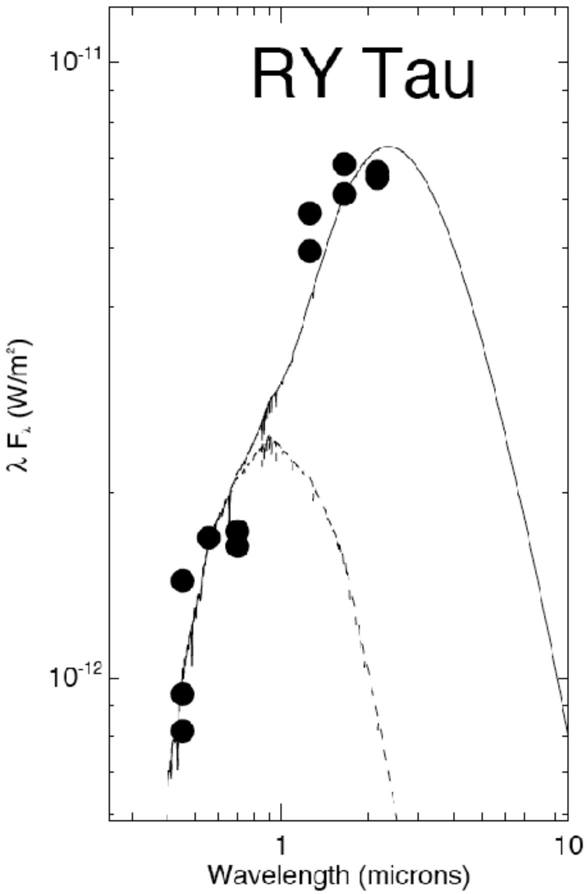
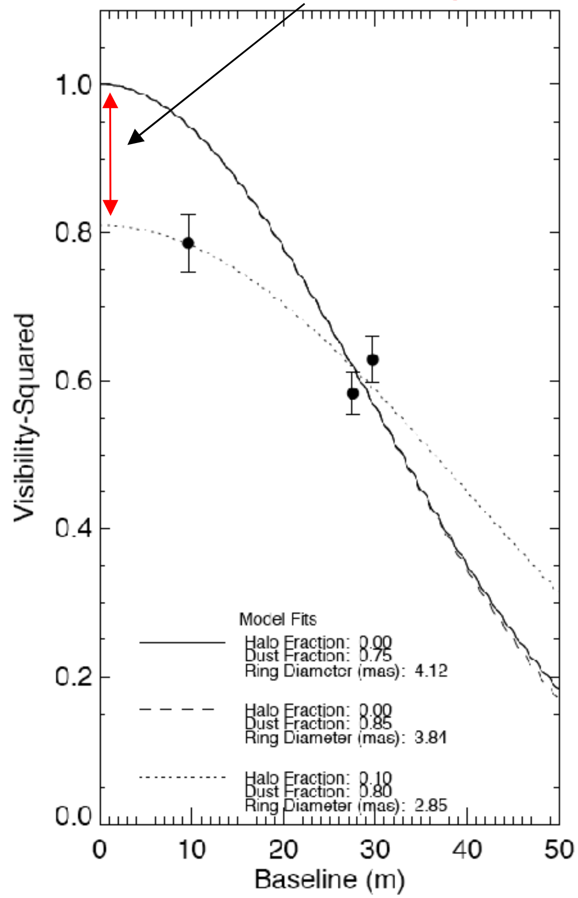
Detecting extended emission

Visibility drops rapidly: attributed to extended flux (10% of global emission)



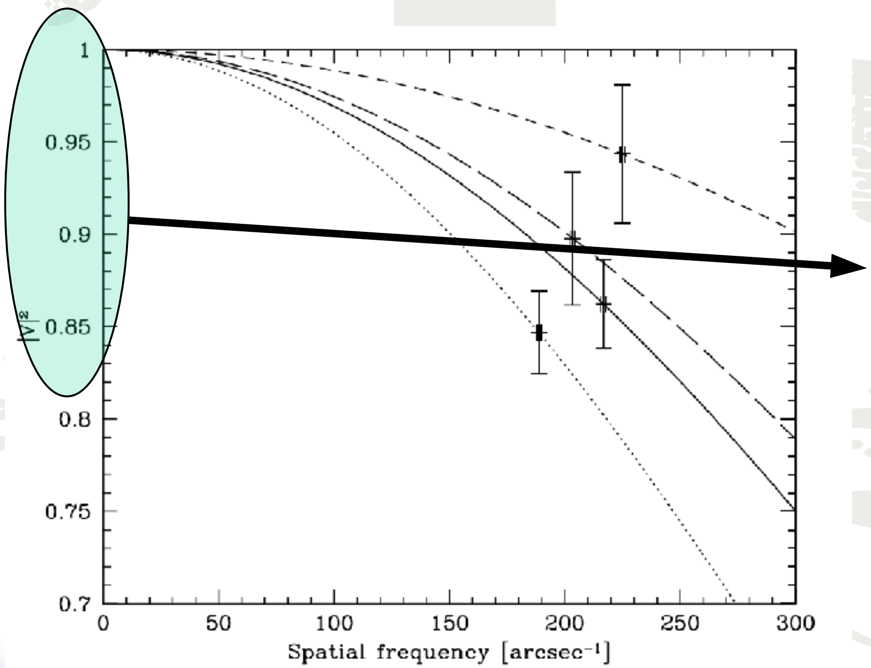


Monnier et al, ApJ 2006

Here a simple model of extended (totally resolved) dust emission + Gaussian brings the best fit

Small diameter estimation

Model fitting can also be considered as a deconvolution process: sizes estimates or positional uncertainties can be smaller than the canonical resolution (the “beam” size”) => **super resolution**



Segransan et al, 2003

First measurements of M dwarves stars diameters

Look how large visibilities are (i.e. how small the source is).

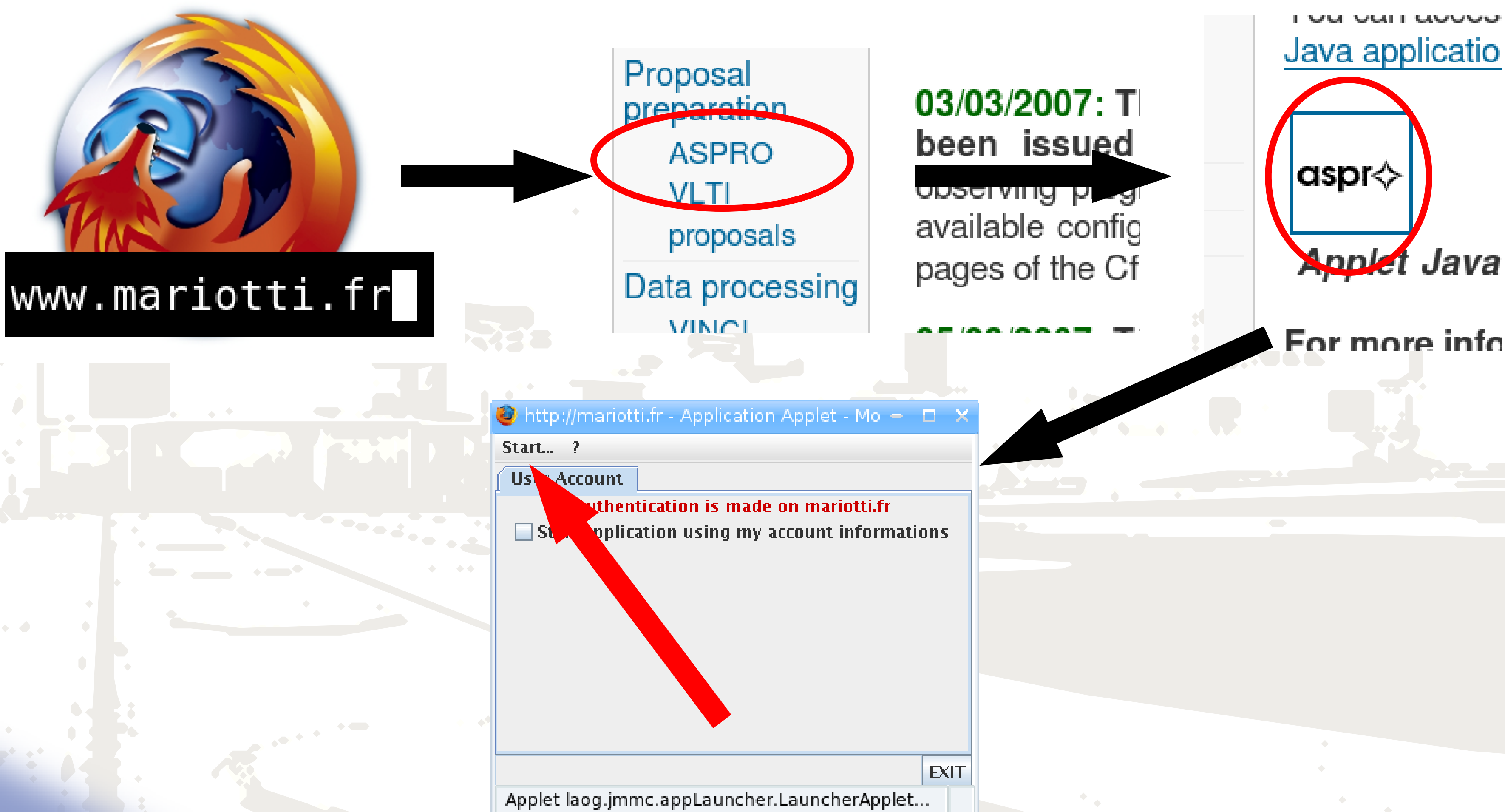
No need for zero visibility measurements to retrieve diameters

Conclusion(s)

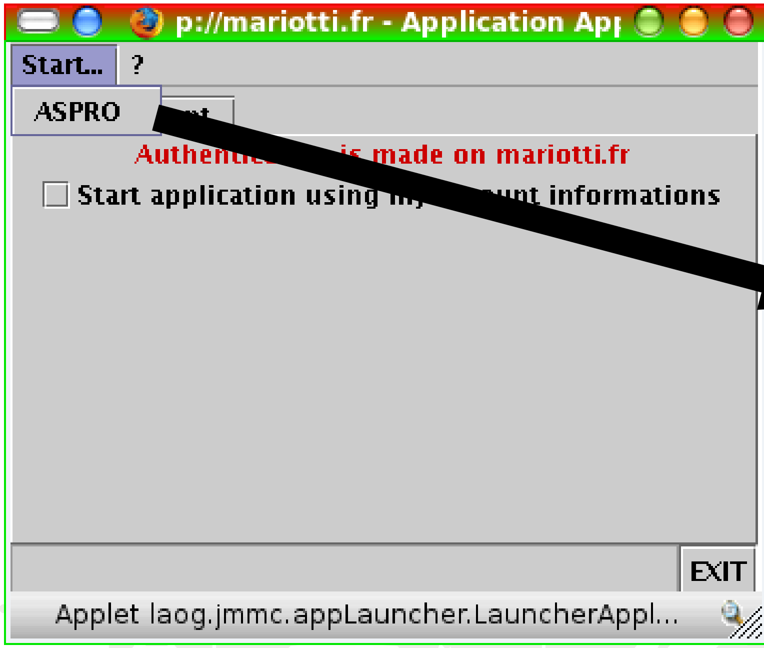
- ✓Visibility study without imaging can be efficient.
- ✓The (u,v) coverage strategy is different from imaging. Limited allocated time means (very) limited (u,v) points.
- ✓Use basic models in order to prepare your observation and determine what is the more constraining configuration.
- ✓Visibility space is the natural place to understand the errors of the final result.
- ✓Always start by describing your observations in terms of basic functions. It brings quantitative information useful for further more detailed computations.

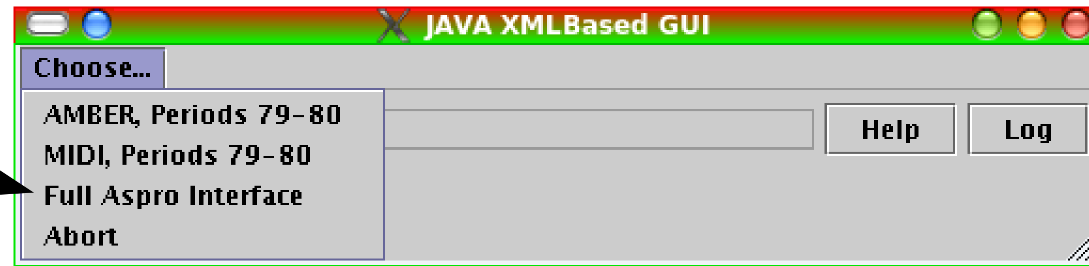
How to launch ASPRO (on the web)

- Start your favourite browser

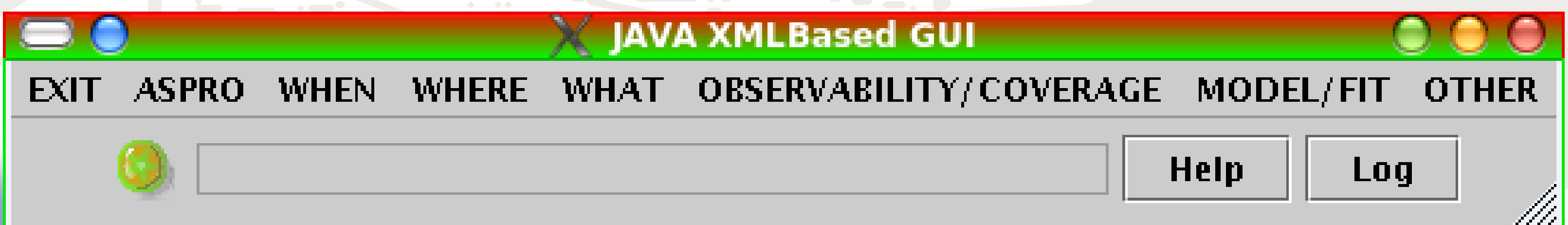


How to launch ASPRO (on the web, continued...)





Here you are !



How to launch ASPRO (local installation)