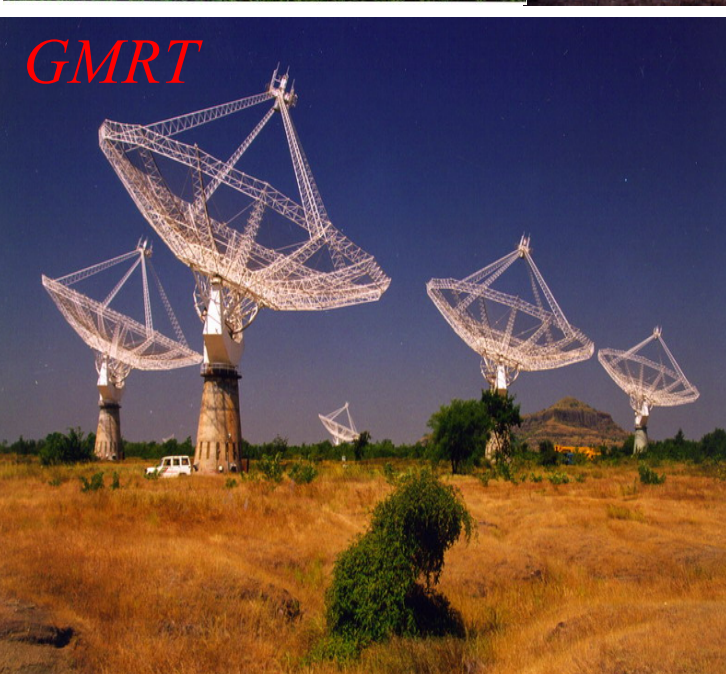


# INTERFEROMETRY

Nissim Kanekar (*NCRA-TIFR*)



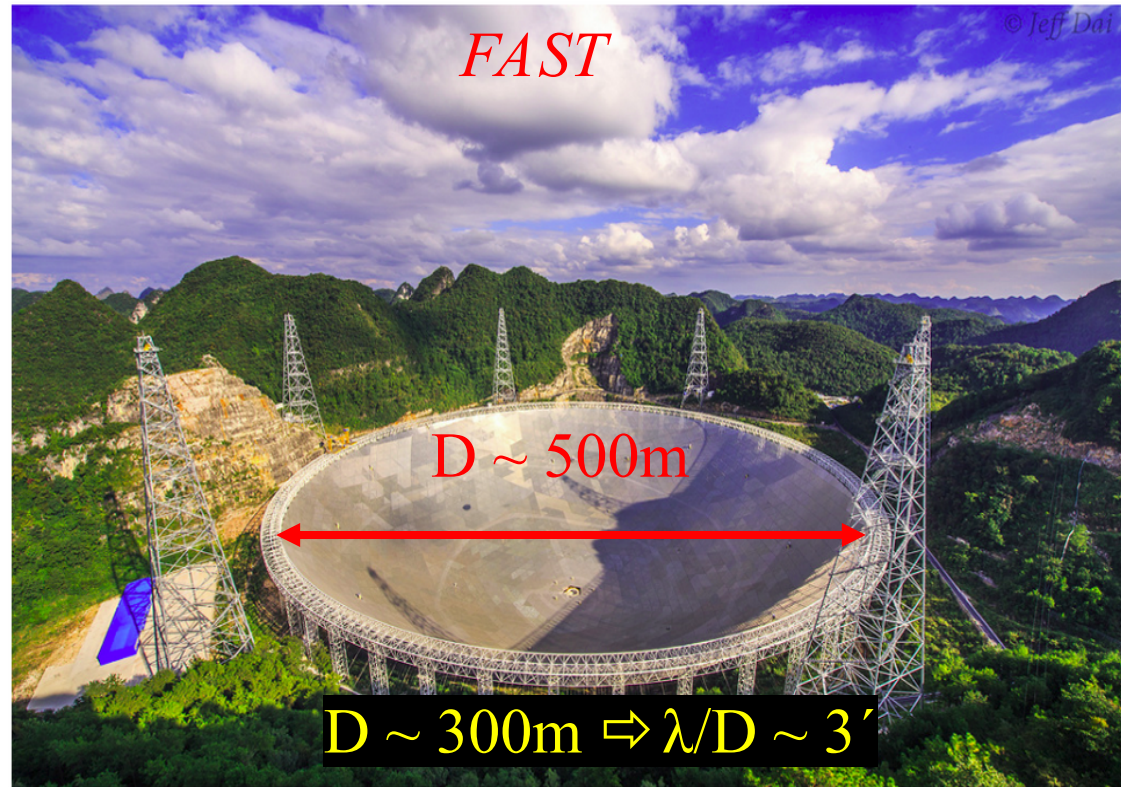
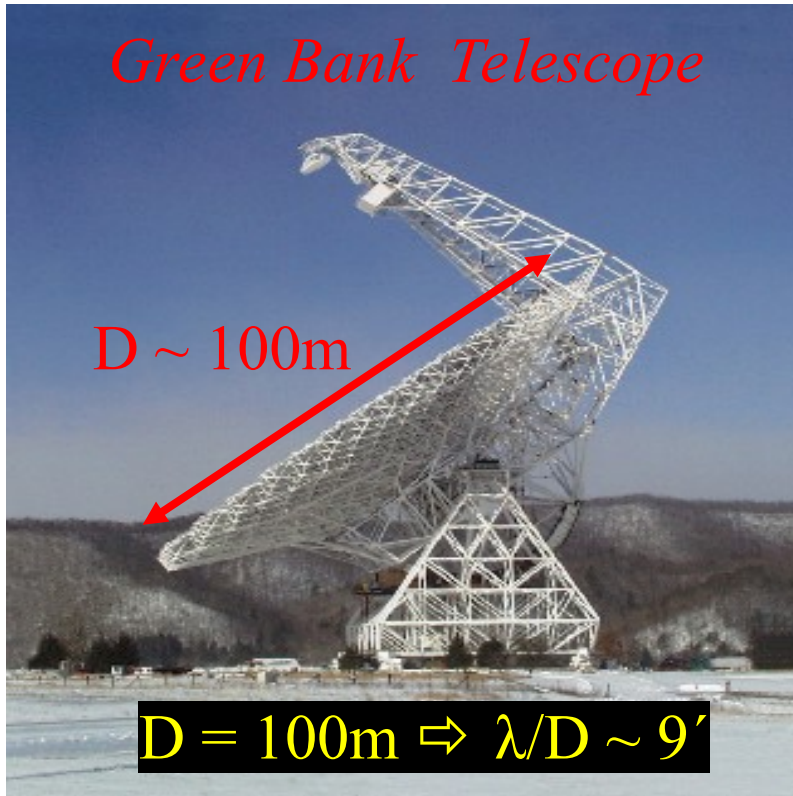
(Courtesy: ASTRON, NRAO, ATNF, SARA, GMRT)

(Rick Perley, Frank Schinzel)



# WHY INTERFEROMETRY?

- Angular resolution  $\sim \lambda/D \Rightarrow$  Need a *huge* single dish for high resolution.

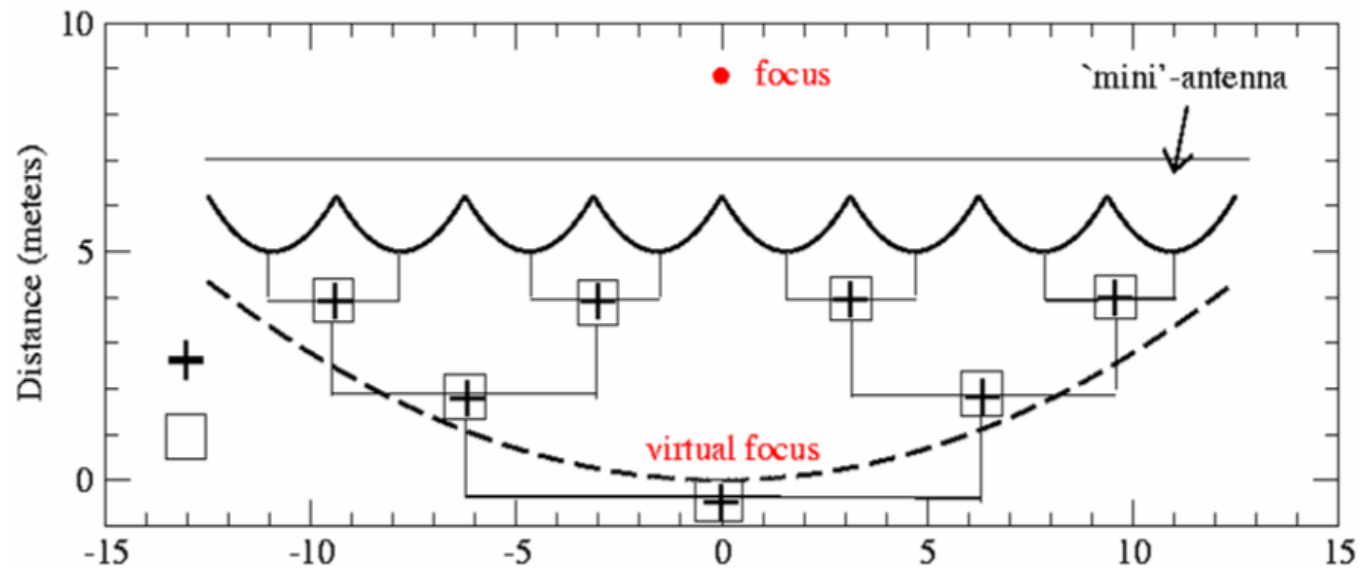
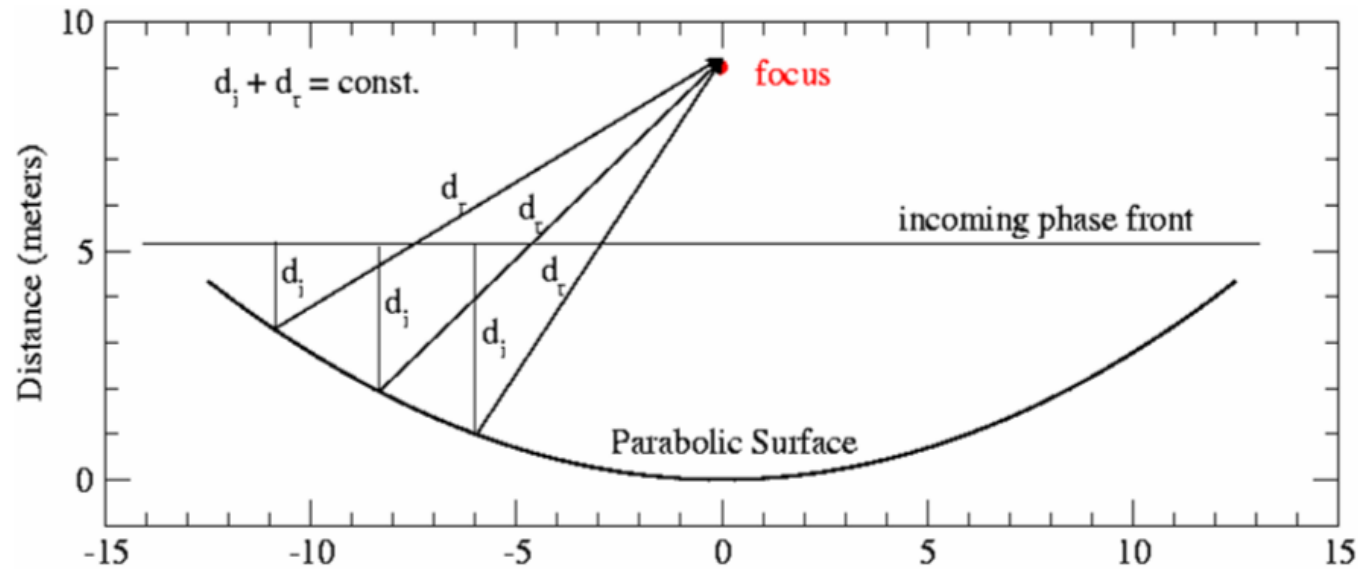


(Courtesy: NRAO, Jeff Dai)

- Angular resolution of  $\sim 1'' \Rightarrow$  Dish diameter  $\sim 42 \text{ km}!!!$

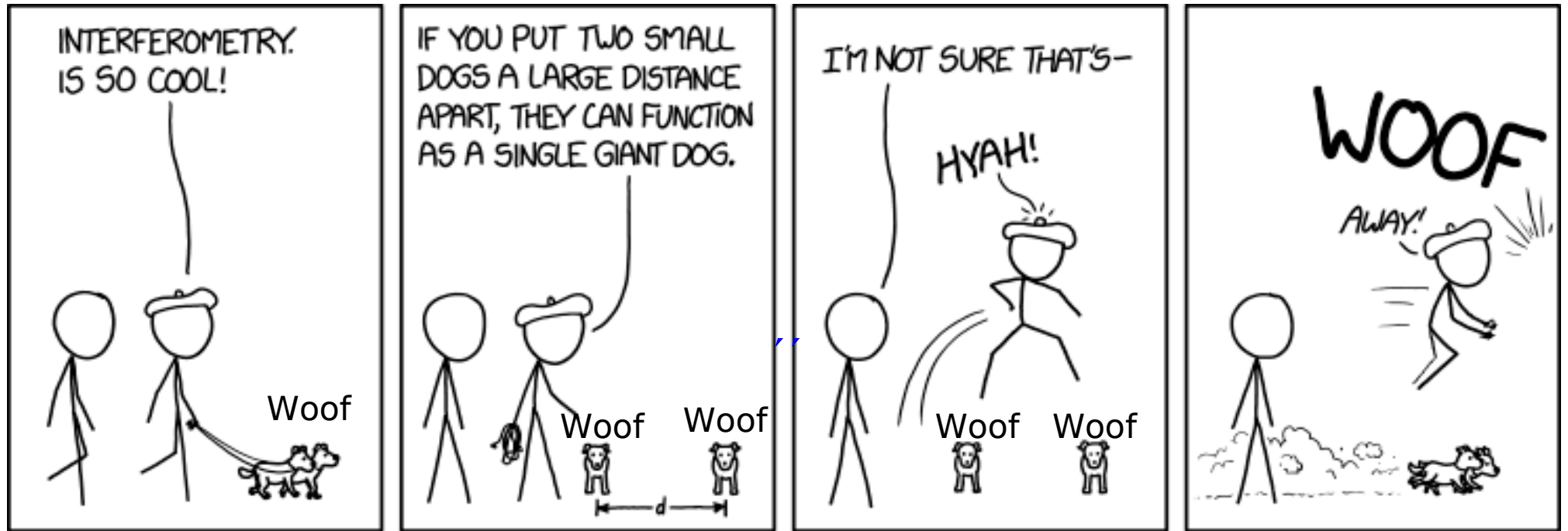
# INTERFEROMETRY: PHILOSOPHY

- Single dish: Coherent sum of electromagnetic fields at the dish focus.
- Interferometer: Combine voltages of many small dishes, keeping phase information.
- Dishes do not need to be next to each other.



(Courtesy: Rick Perley)

# INTERFEROMETRY: PHILOSOPHY

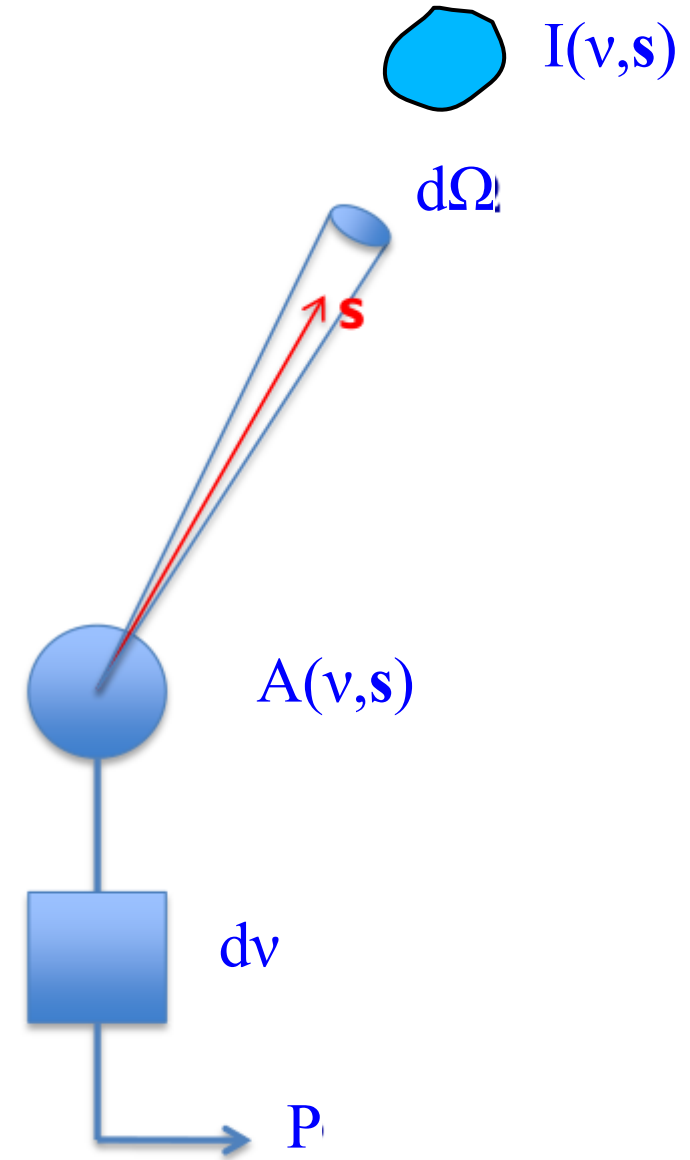


(Courtesy xkcd.com/1922)



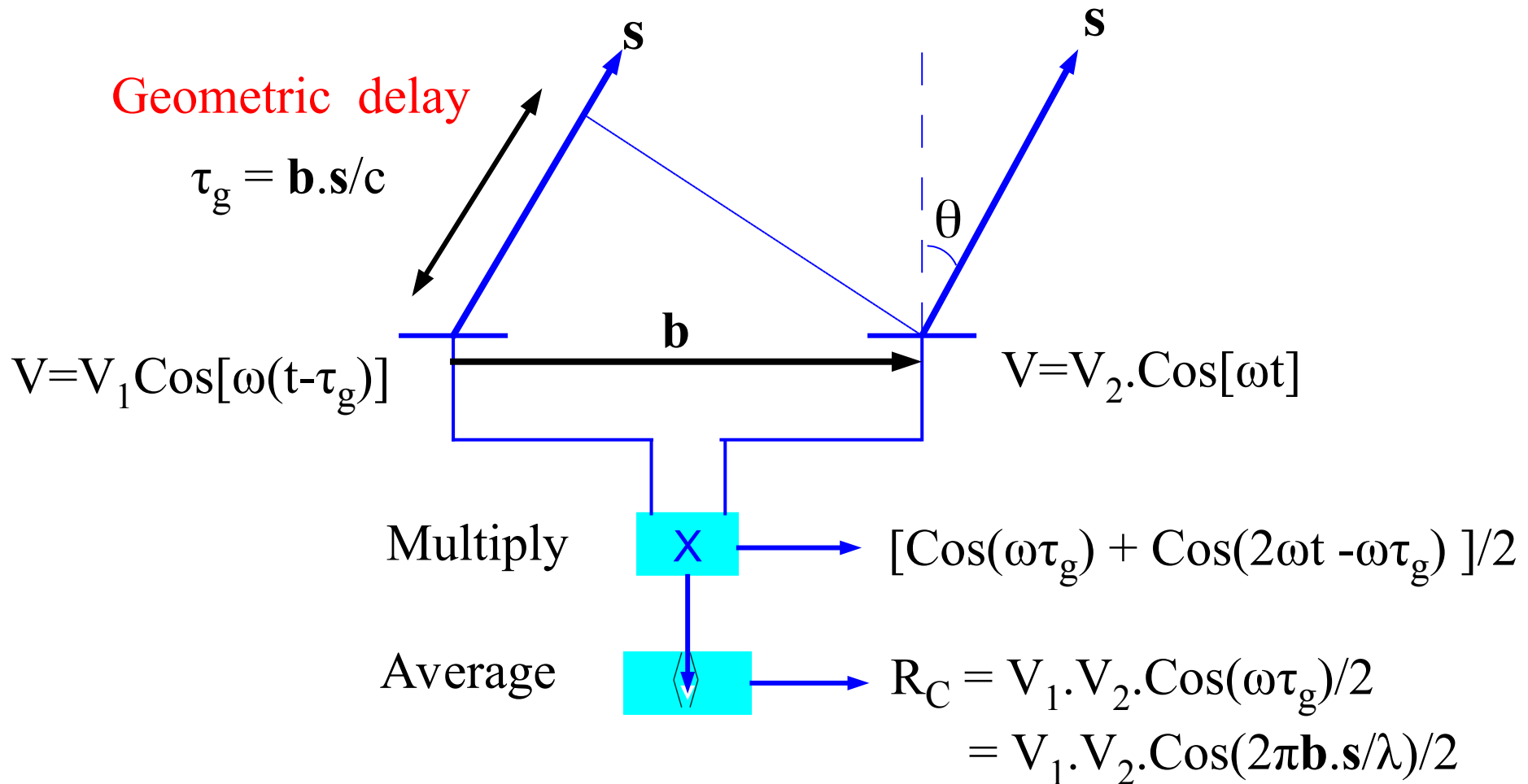
# SIGNALS AND DETECTORS

- Distant radiation source of intensity  $I(\nu, \mathbf{s})$ .
- Detector of area  $A(\nu, \mathbf{s})$ .
- Power  $dP$  from a small solid angle  $d\Omega$  and a small frequency interval  $d\nu$ :  
$$dP = A(\nu, \mathbf{s}) \cdot I(\nu, \mathbf{s}) \cdot d\nu \cdot d\Omega.$$
- Total power,  $P = \iint A(\nu, \mathbf{s}) \cdot I(\nu, \mathbf{s}) \cdot d\nu \cdot d\Omega.$



# QUASI-MONOCHROMATIC INTERFEROMETER

- Distant source of quasi-monochromatic radiation:  $E_v(t) = E \cdot \text{Cos}[2\pi vt]$ .

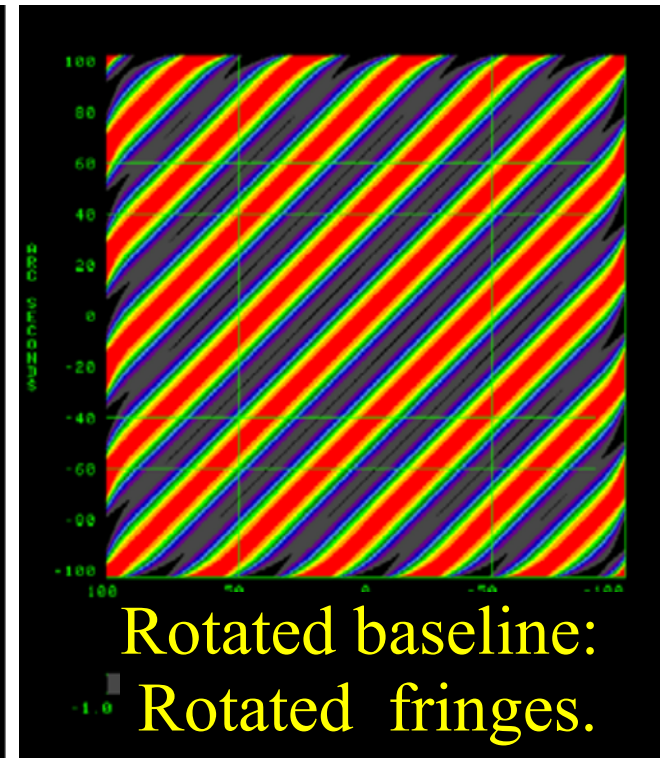
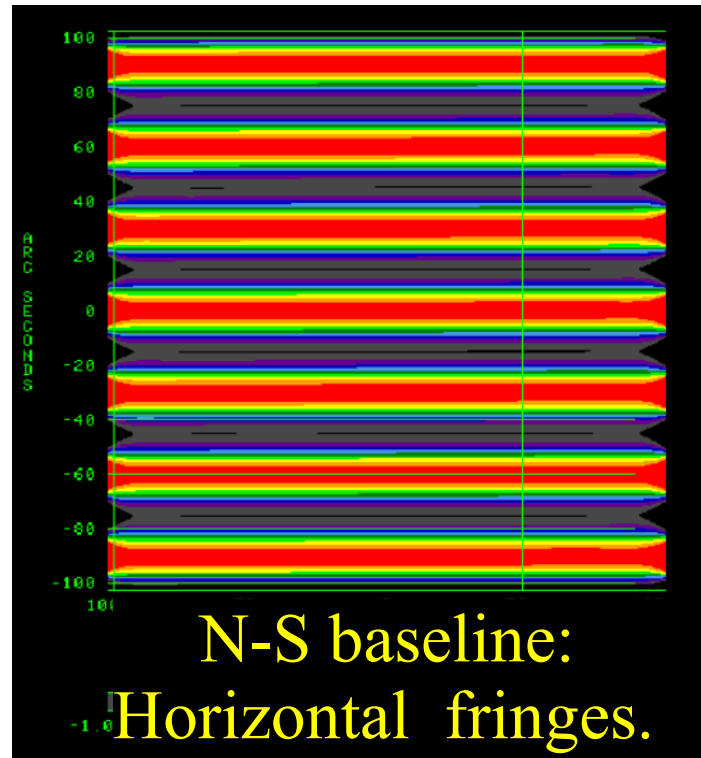
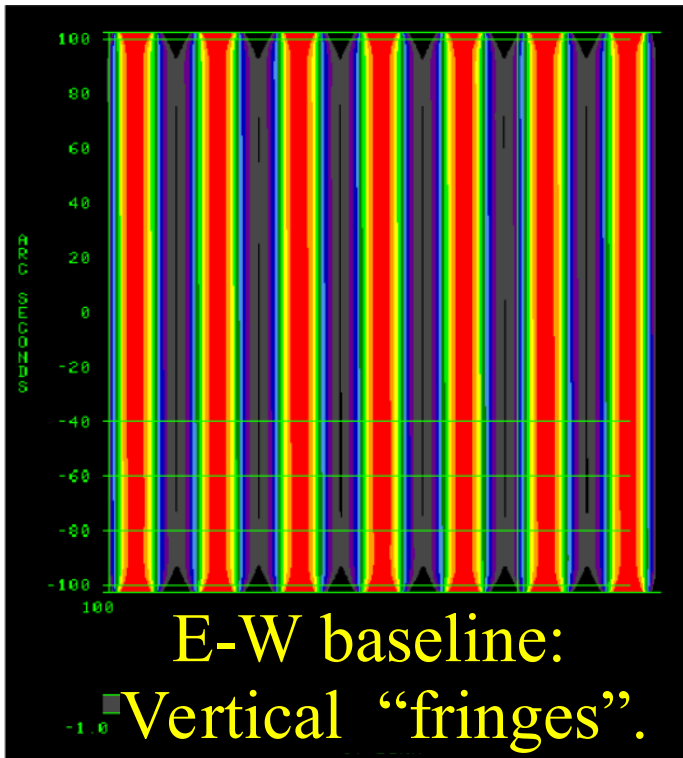
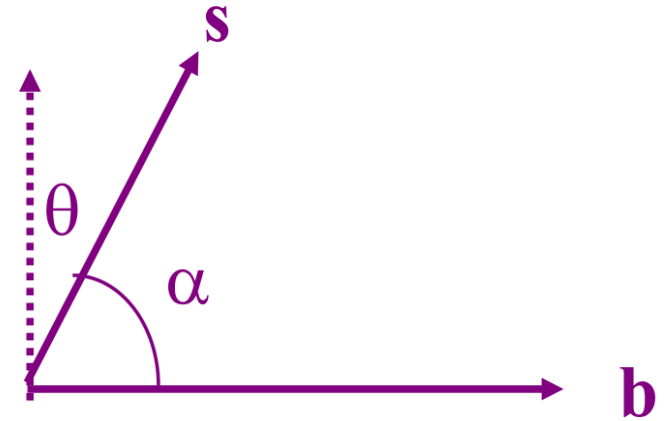


- “Cosine correlator”: Output depends on the baseline length, orientation. Does *not* depend on time, source distance, baseline location.



# THE FRINGE PATTERN

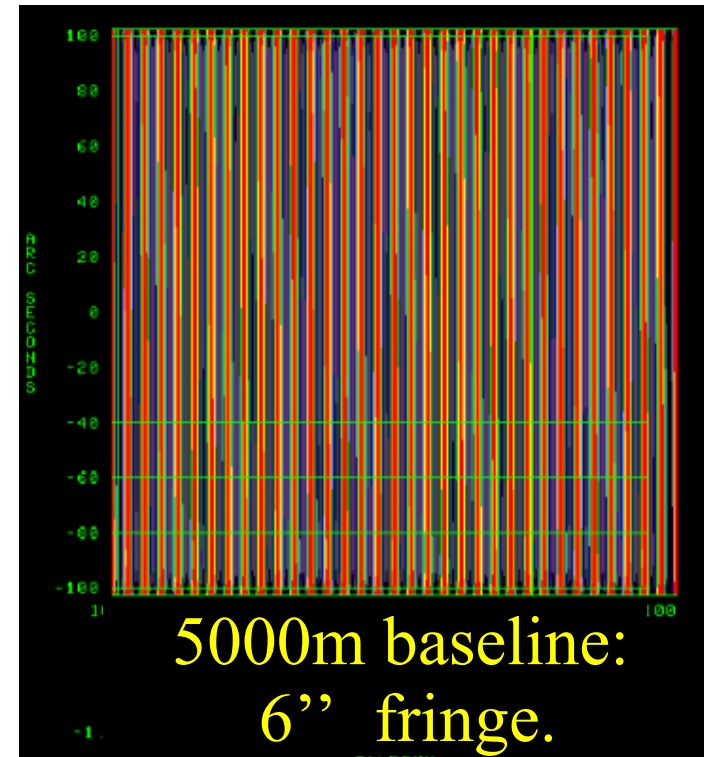
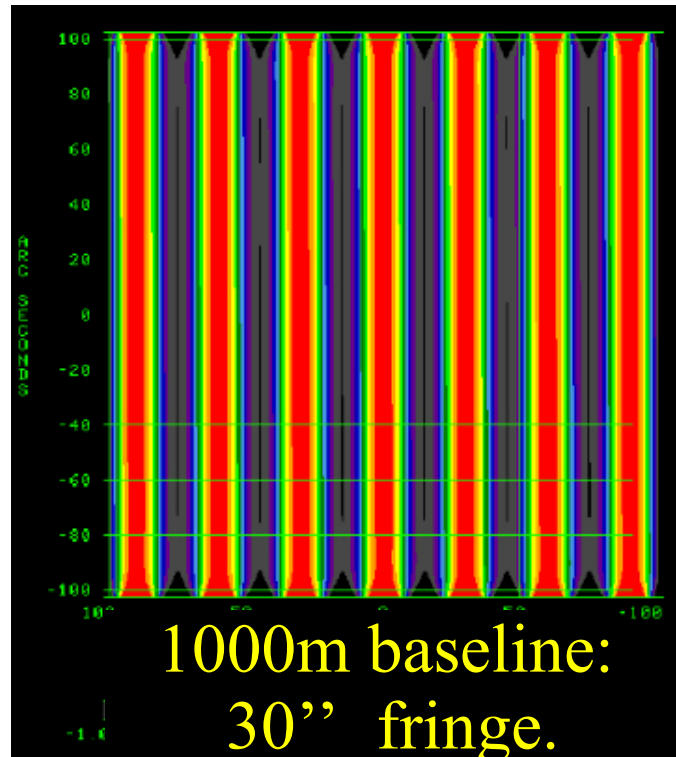
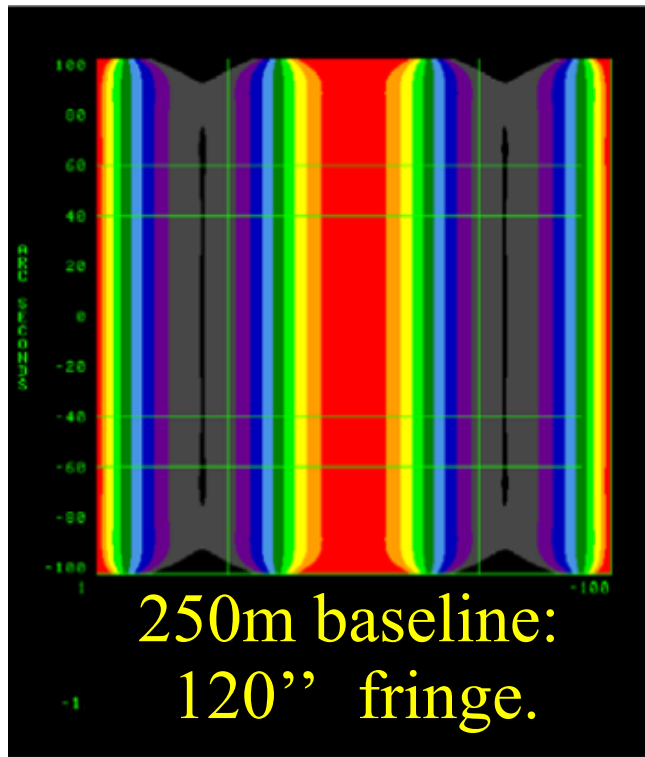
- $b \cdot s / \lambda = u \cdot \cos \alpha = u \cdot l$   
 $u \equiv$  Baseline length in wavelengths.  
 $l \equiv$  Direction cosine.  
 $\Rightarrow R_C = P \cdot \cos(2\pi u \cdot l)$



- Fringe angular spacing,  $\Delta\theta \sim (\lambda/b)$ .

# THE FRINGE PATTERN

- Long baselines  $\Rightarrow$  Finer fringes.  
Short baselines  $\Rightarrow$  Wider fringes.



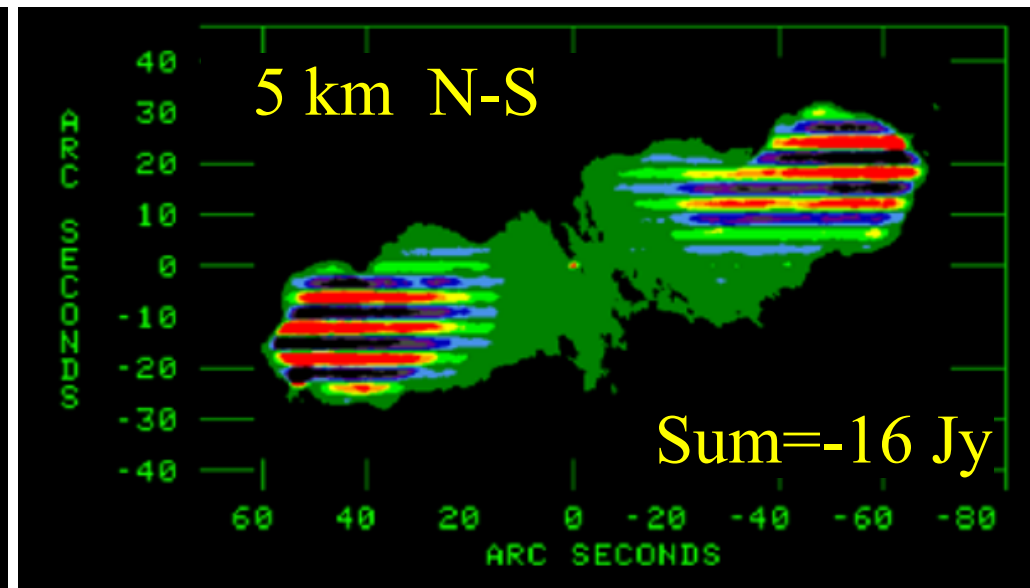
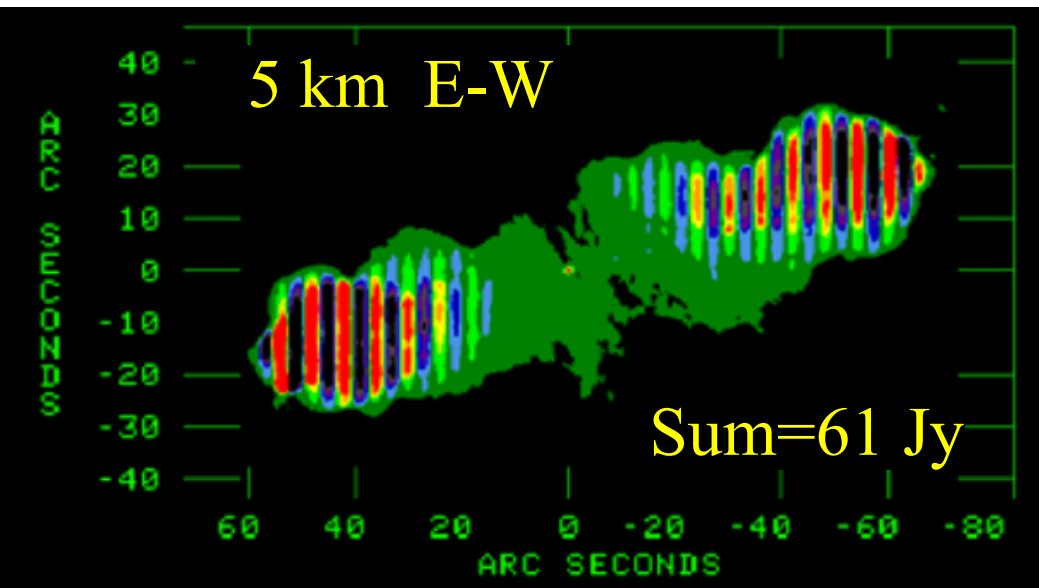
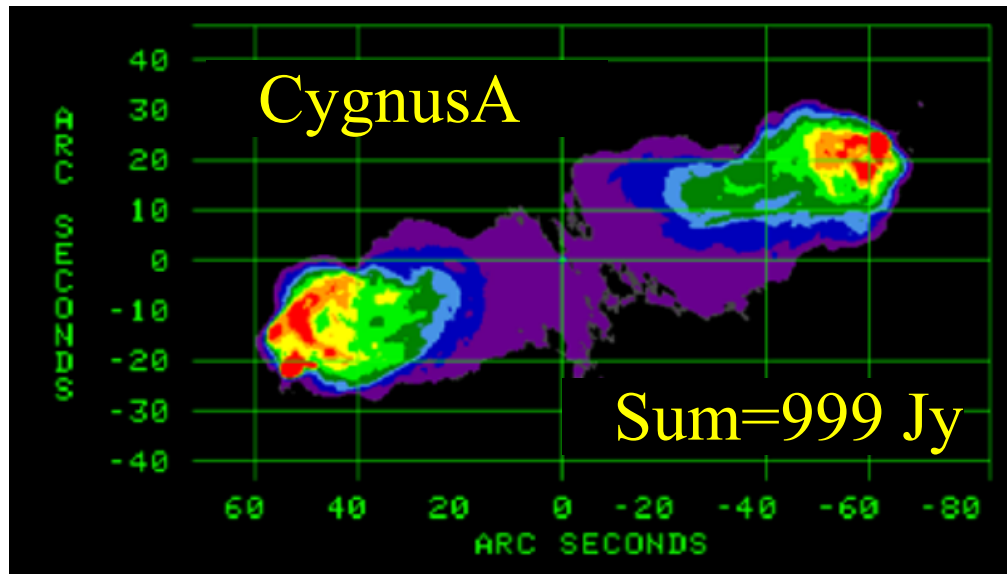


# THE INTERFEROMETER RESPONSE

- For an extended source  $\Rightarrow R_C = \int A(\mathbf{s}) \cdot I(\mathbf{s}) \cdot \text{Cos}(2\pi \mathbf{b} \cdot \mathbf{s} / \lambda) d\Omega$
- Throws a sinusoidal fringe pattern on the sky, multiples the sky intensity by the fringe pattern, and then integrates over the sky.

# THE INTERFEROMETER RESPONSE

- CygnusA with a 5-km baseline at  $\sim 2$  GHz.



(Courtesy: Rick Perley)

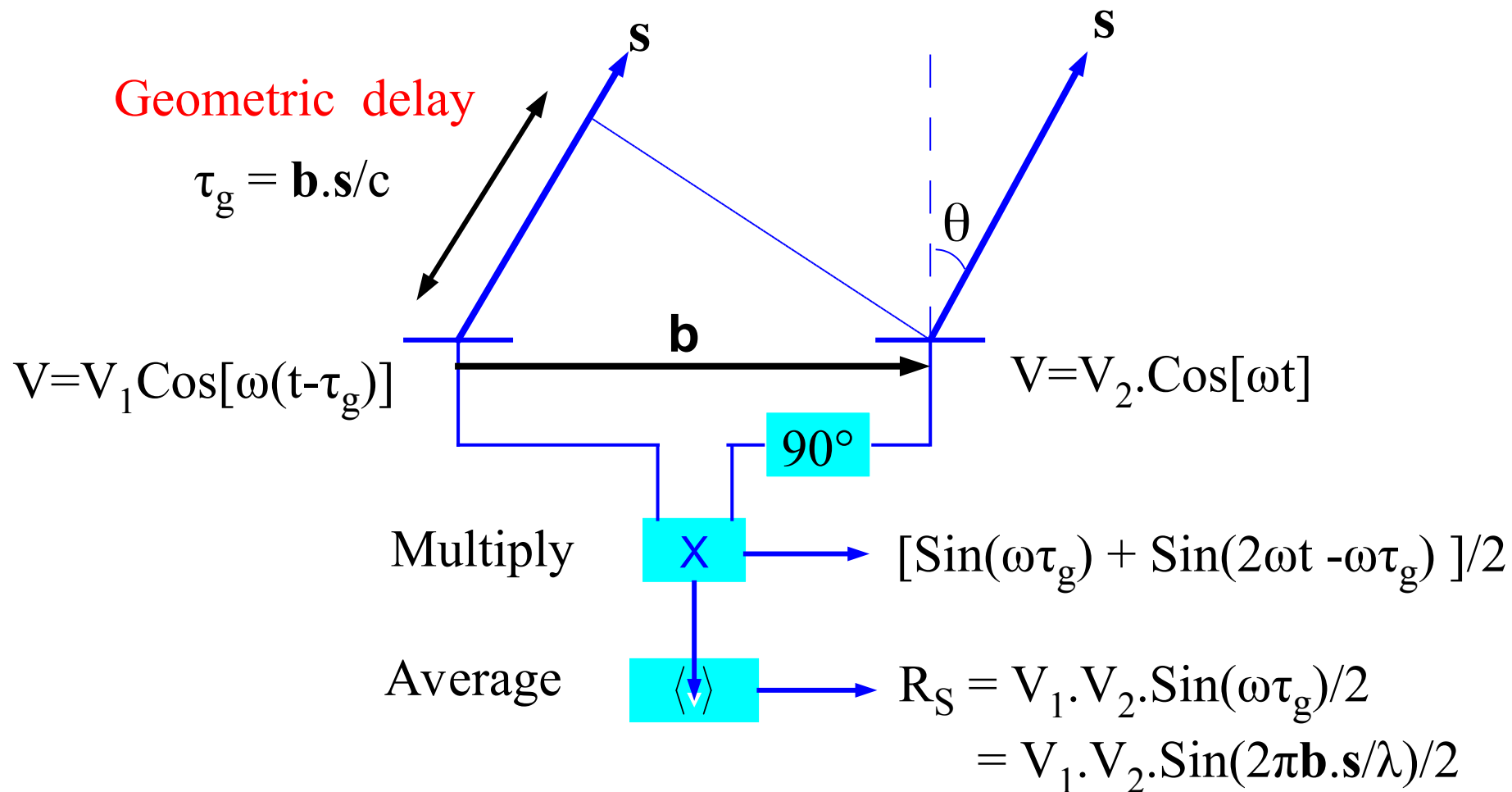


# THE INTERFEROMETER RESPONSE

- For a “point source”, same interferometer response for all baselines.
- The interferometer response can be negative for a real source!
- The interferometer response tends to zero for the longer baselines: Sources get “resolved out”.
- The interferometer response tends to the total flux density for shorter baselines: The “zero spacing flux”.
- $R_C = \int A(s) \cdot I(s) \cdot \text{Cos}(2\pi \mathbf{b} \cdot \mathbf{s} / \lambda) \, d\Omega$   
Sensitive to the “even” part of the sky intensity distribution.
- Not sufficient to recover the “true” sky intensity distribution!  
⇒ Need an “odd” fringe function.

# THE SINE CORRELATOR

- 90-degree phase shift in one of the signal paths!



- For an extended source  $\Rightarrow R_S = \int A(\mathbf{s}) \cdot I(\mathbf{s}) \cdot \sin(2\pi \mathbf{b} \cdot \mathbf{s} / \lambda) d\Omega$



# THE COMPLEX CORRELATOR

- Define the complex visibility  $V = R_C - i.R_S = A \cdot e^{-i\varphi}$

$$\text{where } A = [R_C^2 + R_S^2]^{1/2} \quad \text{and} \quad \varphi = \text{Tan}^{-1} [R_C/R_S]$$

- $R_C = \int A(s) \cdot I(s) \cdot \text{Cos}(2\pi \mathbf{b} \cdot \mathbf{s}/\lambda) \, d\Omega$

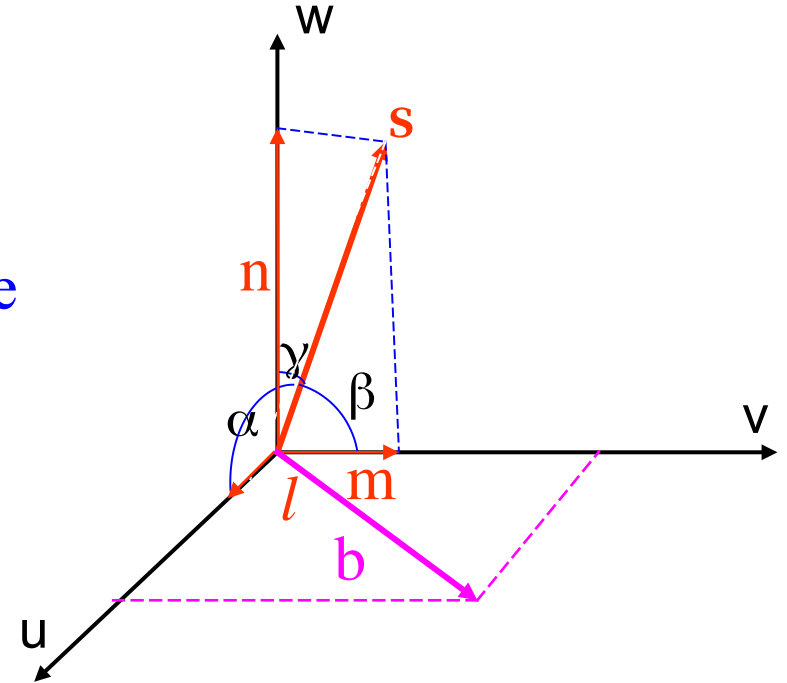
$$R_S = \int A(s) \cdot I(s) \cdot \text{Sin}(2\pi \mathbf{b} \cdot \mathbf{s}/\lambda) \, d\Omega$$

$$\Rightarrow \text{Visibility } V_v(\mathbf{b}) = R_C - i.R_S = \int A(\mathbf{s}) \cdot I(\mathbf{s}) \cdot e^{-2\pi i \mathbf{b} \cdot \mathbf{s}/\lambda} \, d\Omega$$

- General relation between complex visibility and sky intensity!

# COORDINATE SYSTEMS

- The baseline  $\mathbf{b}$  has components  $\lambda(u,v,w)$ .
- For the unit vector  $\mathbf{s}$ , the co-ordinates in the  $(u, v, w)$  system are the direction cosines  $l = \text{Cos}(\alpha)$ ,  $m = \text{Cos}(\beta)$ , and  $n = \text{Cos}(\gamma)$ .  
 $l^2 + m^2 + n^2 = 1$



- $\mathbf{b} \cdot \mathbf{s} / \lambda = (ul + vm + wn) = ul + vm + w \{ (1 - l^2 - m^2)^{1/2} - 1 \}$   
 $d\Omega = dl \cdot dm / n = (1 - l^2 - m^2)^{-1/2} dl \cdot dm$
- $V_v(u,v,w) = \iint A_v(l,m) I_v(l,m) \cdot e^{-2\pi i [ul+vm+w \{ (1-l^2-m^2)^{1/2} - 1 \}]} \cdot (1 - l^2 - m^2)^{-1/2} dl \cdot dm$
- Note: This is *not* a Fourier transform relation!!!

# SPECIAL CASES

- All visibility measurements in a single plane, i.e.  $w \approx 0$ .

- $\Rightarrow V_v(u,v,w) = \iint A_v(l,m) \cdot I_v(l,m) \cdot e^{-2\pi i \cdot [ul+vm]} \cdot (1 - l^2 - m^2)^{-1/2} dl \cdot dm$

$\Rightarrow$  2-D Fourier transform between  $V_v(u,v)$  and  $I_v(l,m) \times (1 - l^2 - m^2)^{-1/2}$  !

- All sources in a small sky region: i.e.  $w \cdot n \approx 0$  for non-zero  $I_v(l,m)$ .

- $\Rightarrow V_v(u,v) = \iint A_v(l,m) \cdot I_v(l,m) \cdot e^{-2\pi i [ul+vm]} dl \cdot dm$

- $\Rightarrow$  2-D Fourier transform between  $V_v(u,v)$  and  $A_v(l,m) \cdot I_v(l,m)$  !

- At low frequencies, cannot assume all sources in a small sky region. Must correct for 3-D effects: Faceting or w-projection.

(Cornwell et al. 2008, IEEE)

- One measures  $V_v(u,v)$  and then obtains the sky intensity  $I_v(l,m)$  by

$$A(l,m) \cdot I_v(l,m) = \iint V_v(u,v) \cdot e^{2\pi i [ul+vm]} du \cdot dv$$

# RADIO INTERFEROMETRY

- The visibility  $V_v(u,v)$  is related to the sky intensity distribution  $I_v(l,m)$ :

$$V_v(u,v) \approx \iint A_v(l,m) \cdot I_v(l,m) e^{-2\pi i(ul + vm)} dl dm$$

$(u,v,w)$  are components of the baseline;  $(l,m)$  are direction cosines.

- Measure *cross-correlations* of the voltages determined at different antennas, as a function of each antenna – antenna baseline. Then carry out a 2-D Fourier transform to infer the sky intensity distribution.
- As the Earth rotates, the separation of a pair of antennas relative to the source direction will change! Each antenna pair measures  $V(u,v)$  at a *changing*  $(u,v)$  location with time, yielding a curve in the  $u$ - $v$  plane, and hence, better sampling of this plane!

⇒ Earth-rotation Aperture Synthesis

- ⇒ Distribute your antennas so as to obtain the best (most uniform) coverage of the 2-D  $u$ - $v$  plane, for *all* directions.



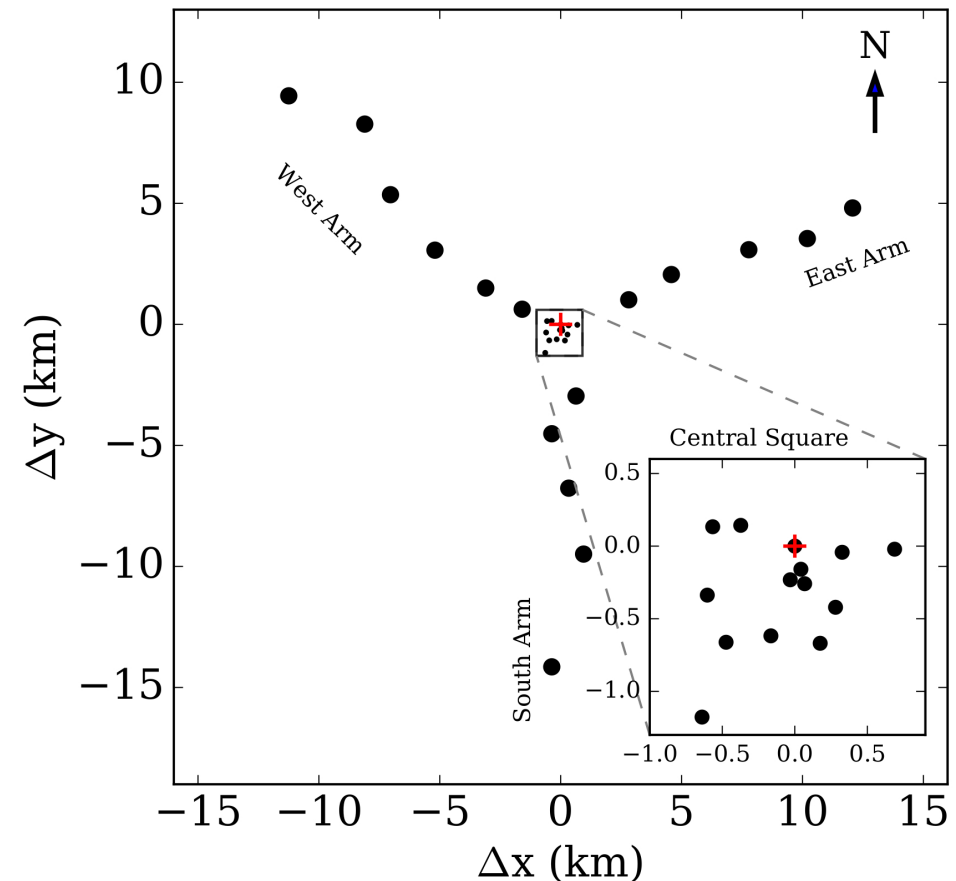
# ARRAY CONFIGURATIONS

- Y-shaped array optimal for  $\sim 20 - 40$  antennas (VLA, GMRT).  
Random or spiral array for more than  $\sim 50$  antennas (ALMA, LOFAR).

(Courtesy: NRAO)



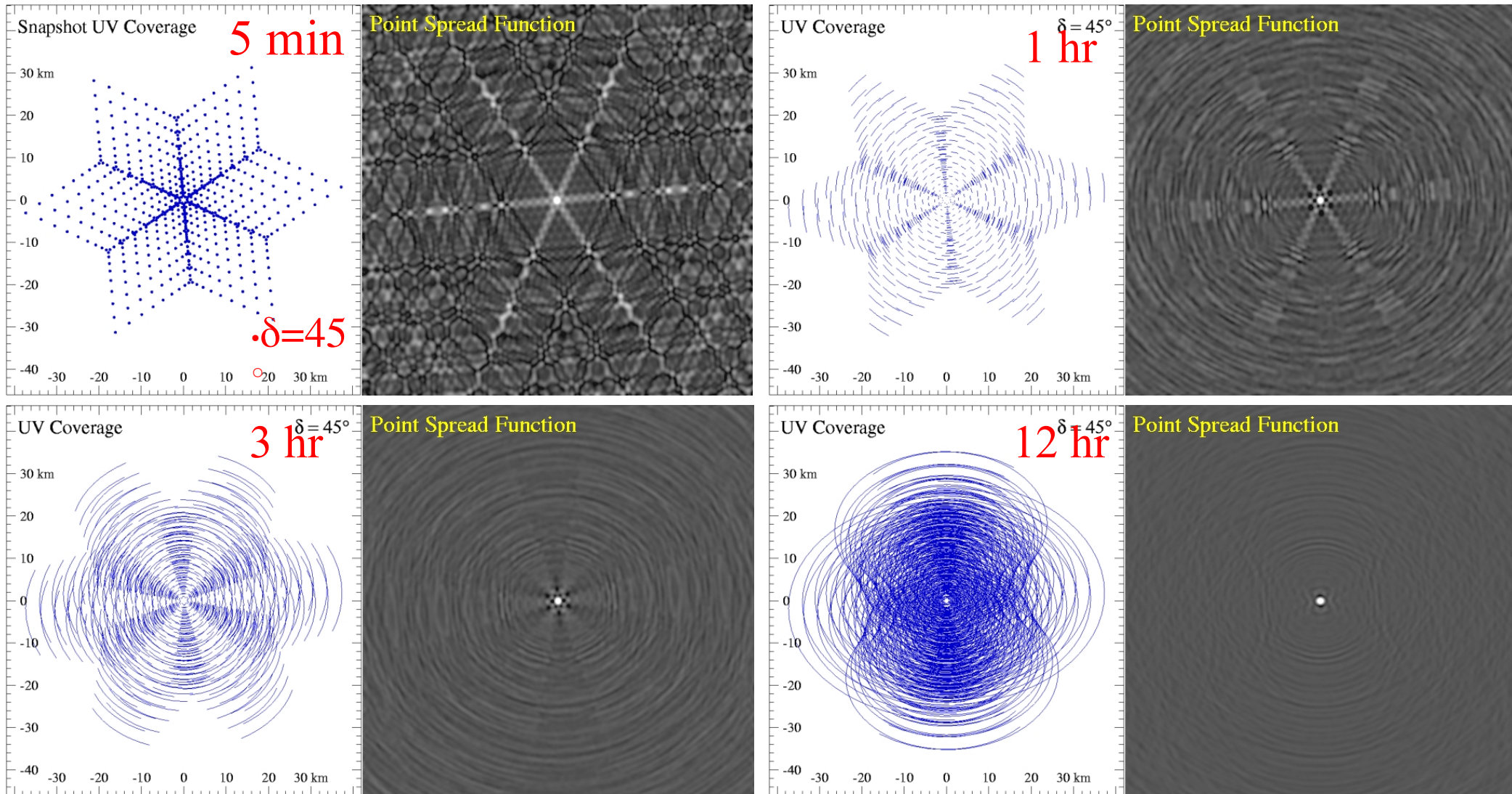
(Patra et al. 2018, MNRAS)



- VLA: 27 antennas on rails in a Y-array. Moved every 4 months to get different u-v coverage. Longest baseline  $\sim 1$  km, 3.3 km, 11 km, 35 km.
- GMRT: 30 fixed antennas, 14 in a 1-km central square, 16 in Y-array.

# ARRAY U-V COVERAGE: THE VLA

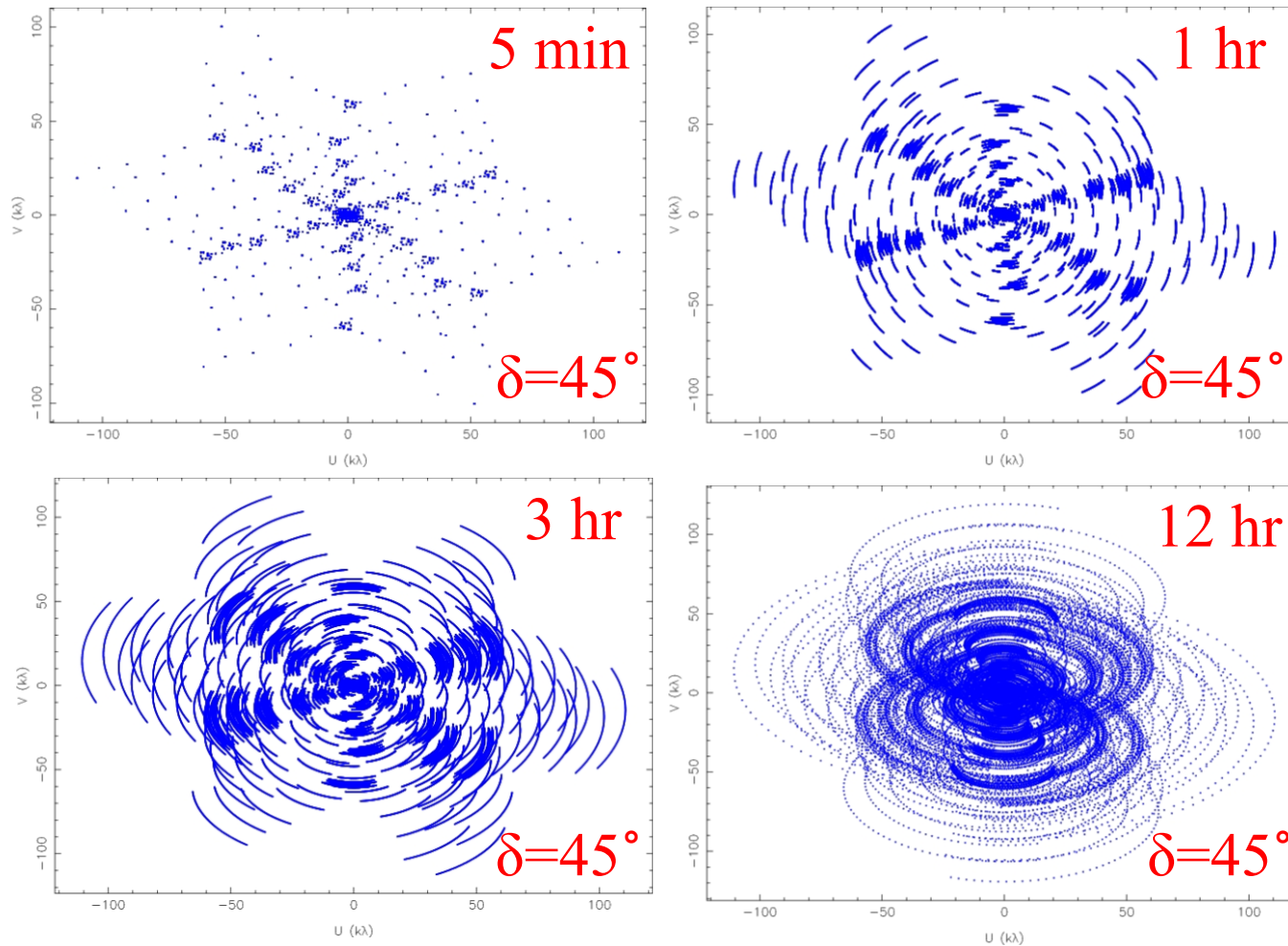
- The set of all baseline vectors during the observations. Its 2-D Fourier transform is the synthesized beam. Observing a source for even a few hours gives a much better u-v coverage and a “cleaner” beam.



(Image courtesy of Craig Walker and NRAO/AUI)



# ARRAY U-V COVERAGE: THE GMRT

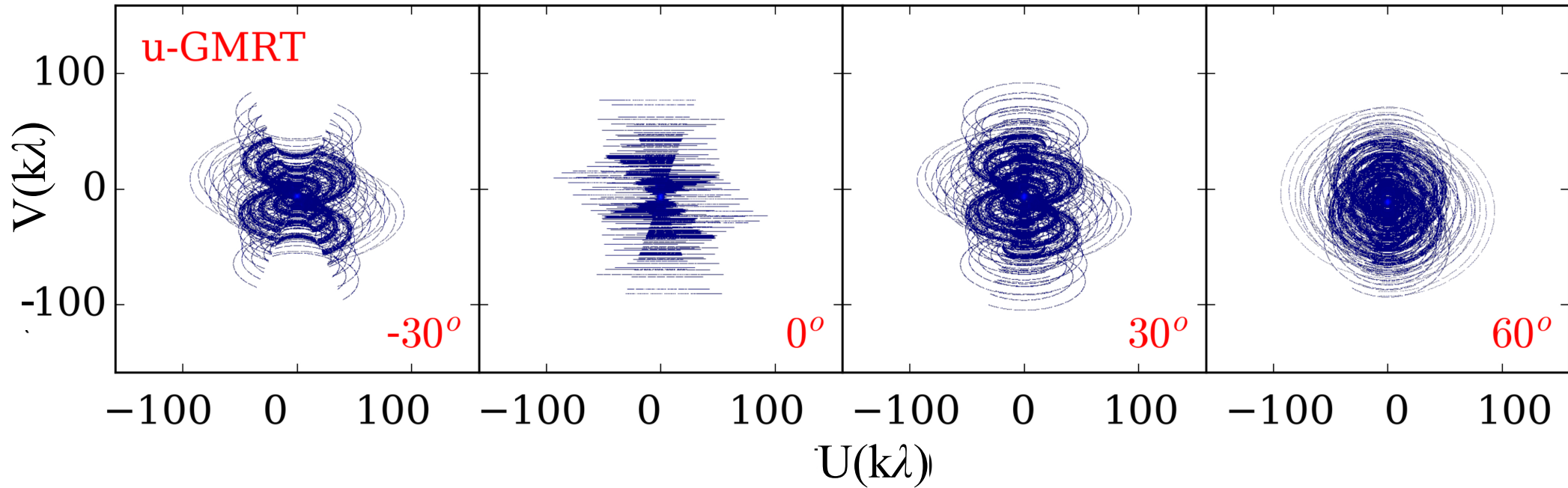


(Courtesy: Jayaram Chengalur)

- Dense patches due to the large number of central square antennas.

# ARRAY U-V COVERAGE: THE GMRT

(Patra et al. 2018, MNRAS)



- “Reasonable” u-v coverage at all declinations in a 12-hr track.



# RESOLUTION

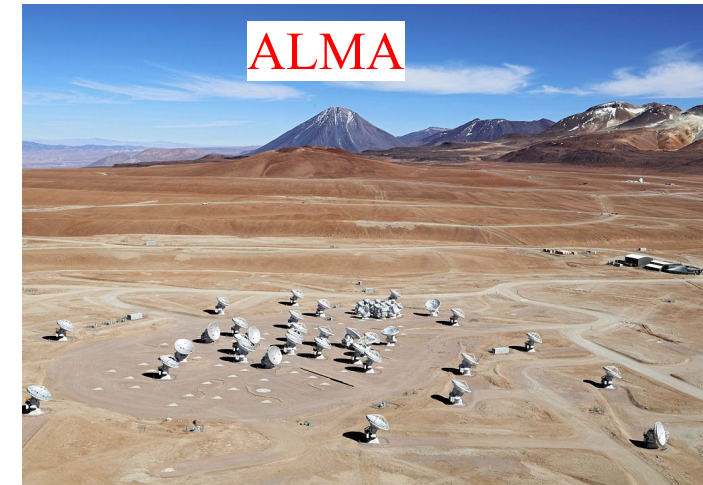
- Radio interferometry: Far better angular resolution than in the optical!



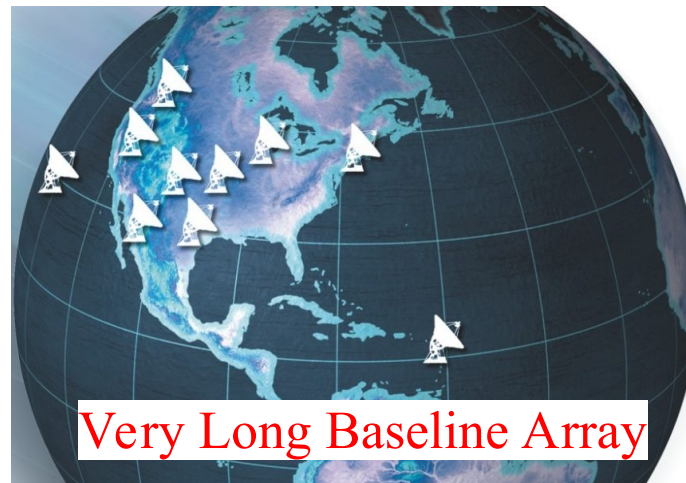
$\lambda \sim 6000\text{\AA}$ ,  $D = 2.4\text{m}$   
 $\Rightarrow R \sim 0.05$  arcsec



$\lambda \sim 7\text{mm}$ ,  $D \sim 35$  km  
 $\Rightarrow R \sim 0.04$  arcsec



$\lambda \sim 0.3\text{mm}$ ,  $D \sim 16$  km  
 $\Rightarrow R \sim 4$  milli-arcsec



$\lambda \sim 7\text{mm}$ ,  
 $D \sim 10,000$  km  
 $\Rightarrow R \sim 0.15$  milli-arcsec

(Courtesy: NRAO, NASA)