Imaging Extra

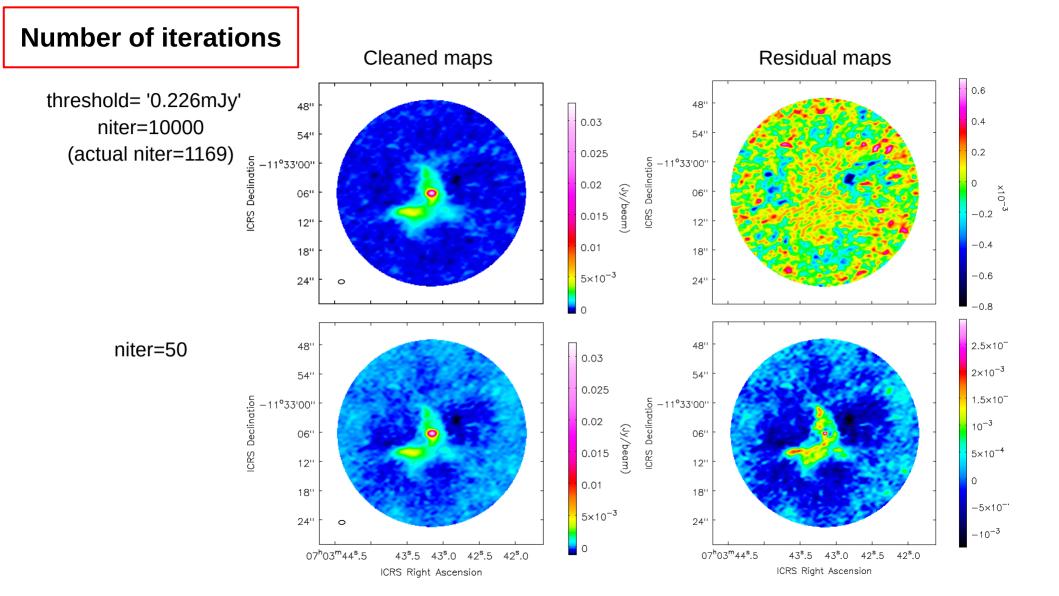
How parameter selection affects my image?

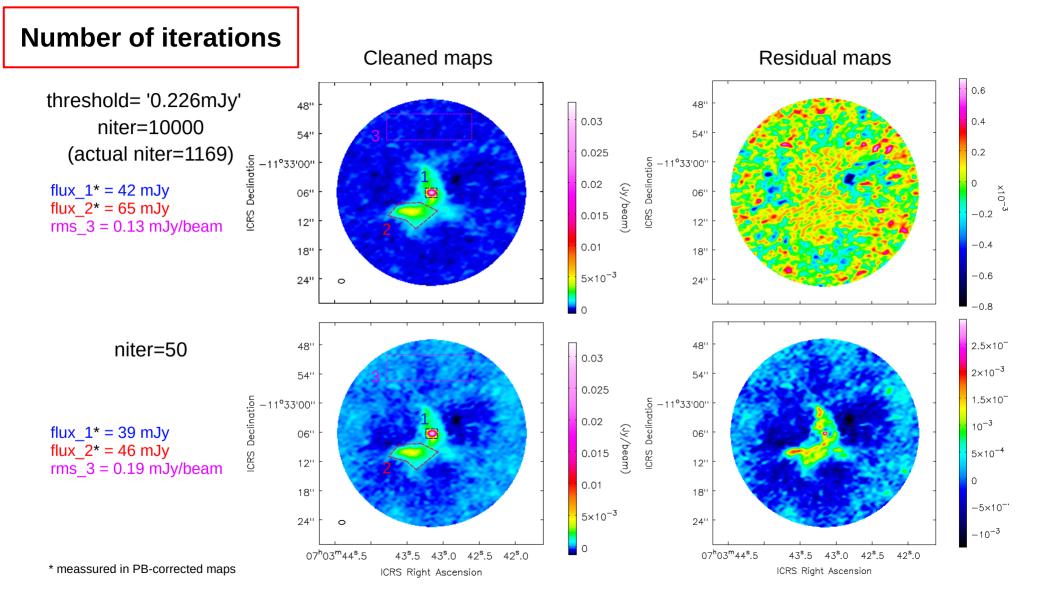




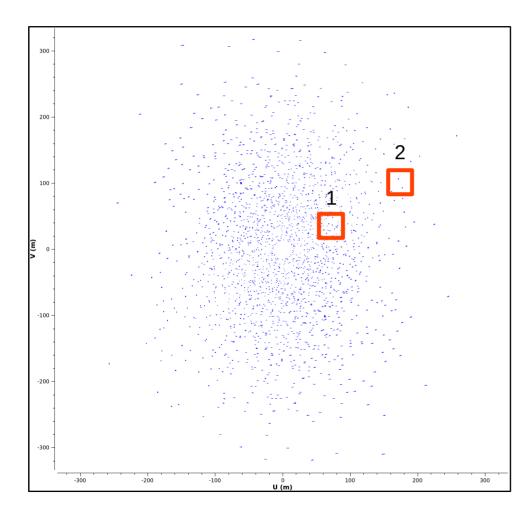
Ana Karla Díaz-Rodríguez Adam Avison

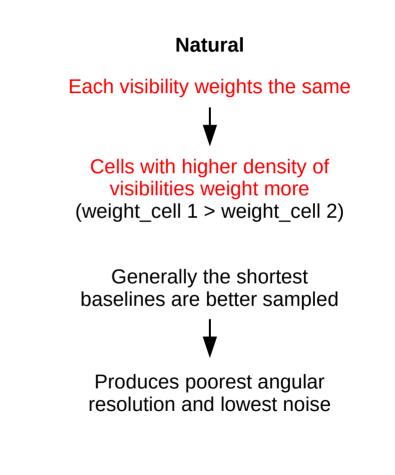




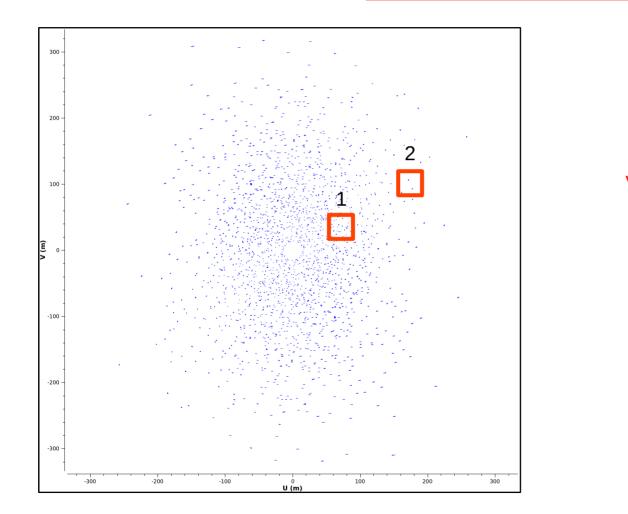


Weighting





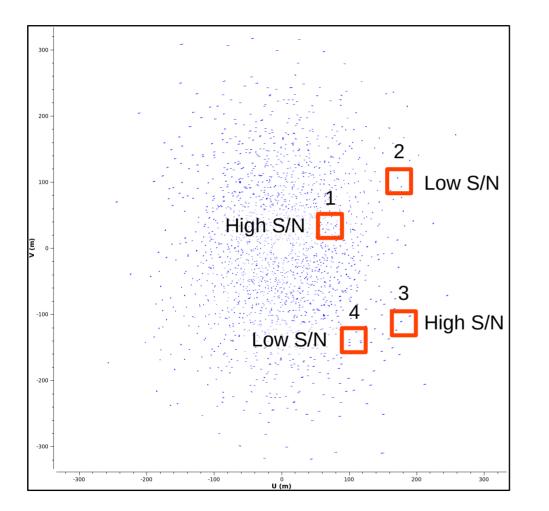
Weighting



Uniform Each cell weights the same (weight cell 1 = weight cell 2) Visibilities in densely sampled regions of the uv-plane are down-weighted Generally the shortest baselines are down-weighted

Produces best angular resolution and higher noise

Weighting



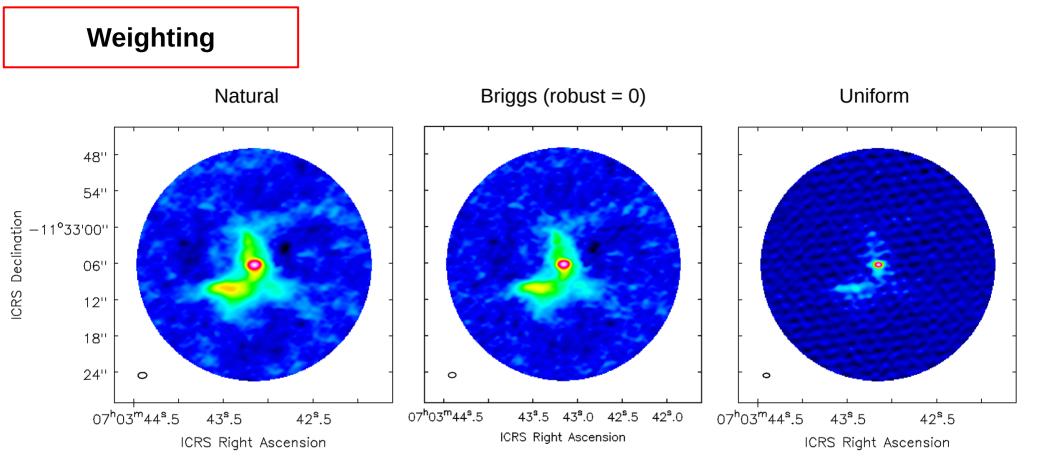
Briggs (Robust)

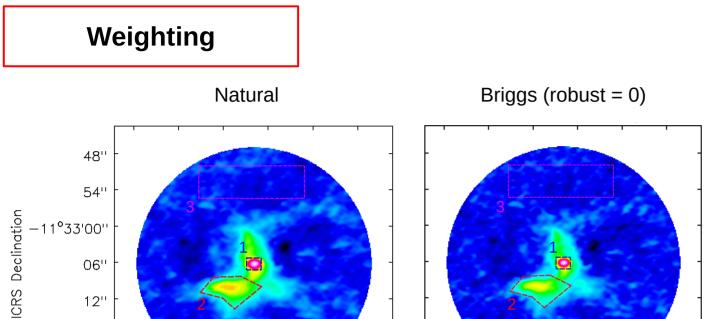
Smoothly varies between natural (robust = 2) and uniform (robust = -2)

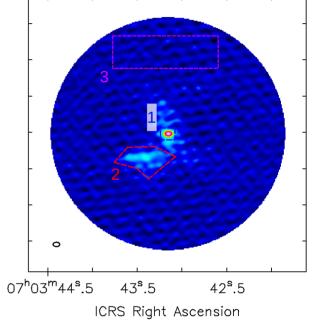
> Robust = 0 good trade-off between angular resolution and sensitivity

High signal-to-noise samples are weighted by sample density to optimize for angular resolution, and low signal-to-noise data are naturally weighted to optimize for sensitivity

(weight_cell 1 = weight_cell 3
weight_cell 4 > weight_cell 2)







Uniform

flux_1* = 41 mJy flux_2* = 66 mJy rms_3 = 0.16 mJy/beam beam = 1.45"x0.98"; -86.33°

ICRS Right Ascension

43^s.5

42^s.5

flux_1* = 42 mJy flux_2* = 65 mJy rms_3 = 0.13 mJy/beam beam = 1.27"x0.85"; 87.71°

ICRS Right Ascension

43^s.5 43^s.0 42^s.5 42^s.0

0

07^h03^m44^s.5

flux_1* = 42 mJy flux_2* = 63 mJy rms_3 = 0.54 mJy/beam beam = 1.09"x0.72"; 89.40°

* meassured in PB-corrected maps

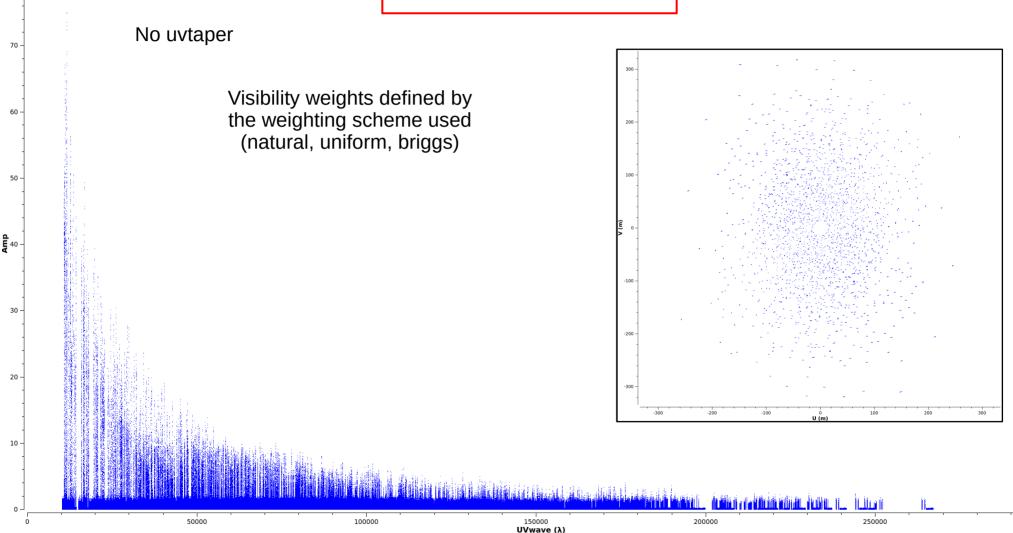
0

 $07^{h}03^{m}44^{s}.5$

18''

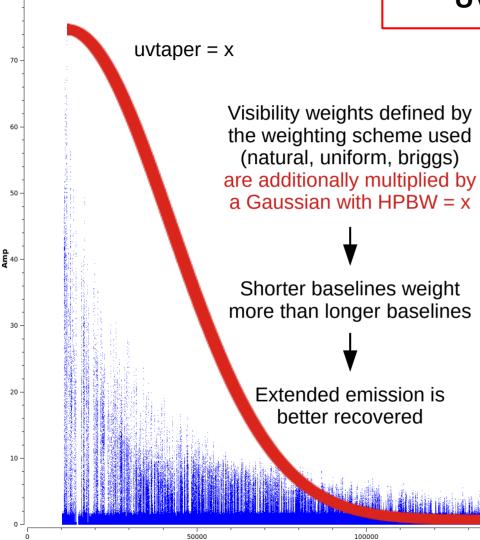
24''

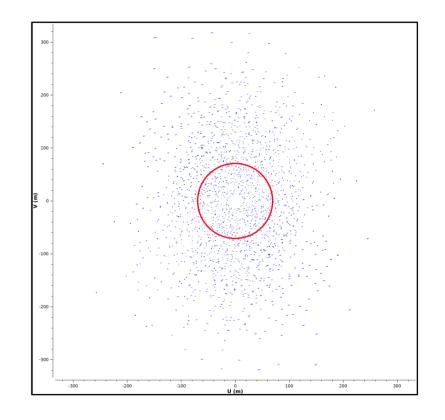
UV tapering



UV tapering

150000 UVwave (λ)

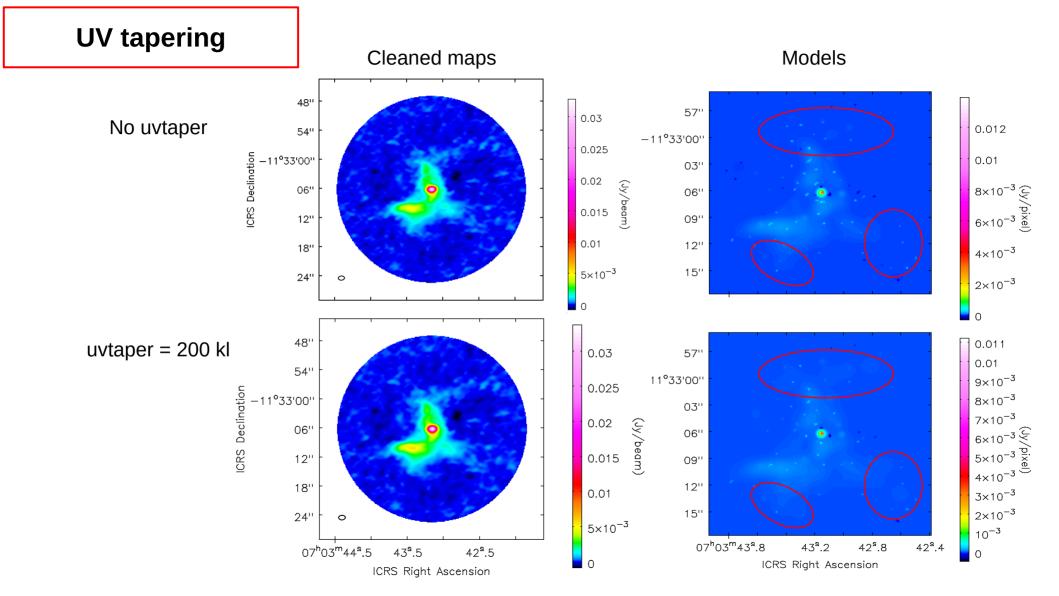


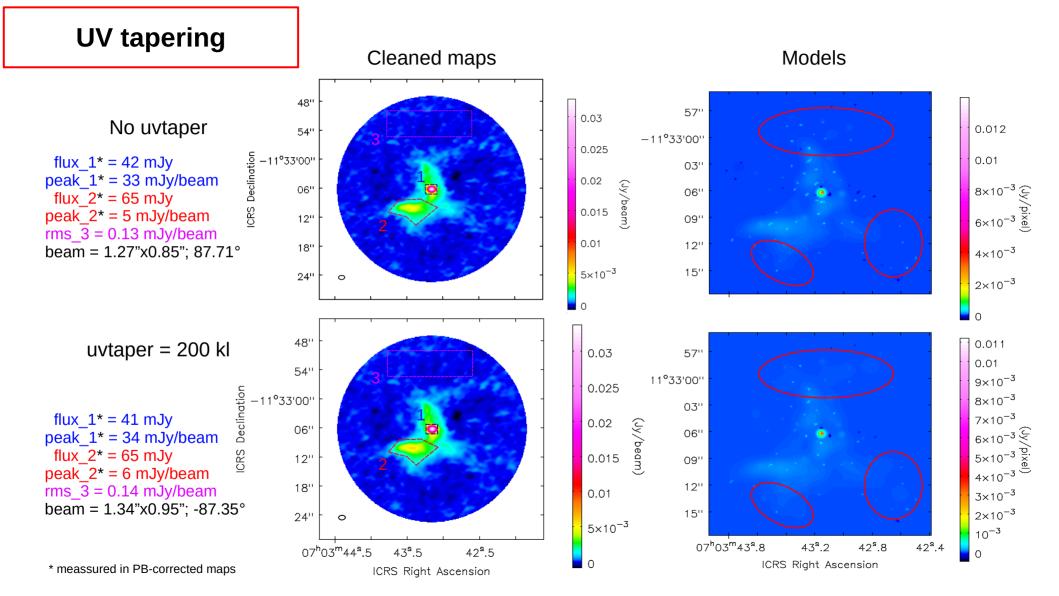


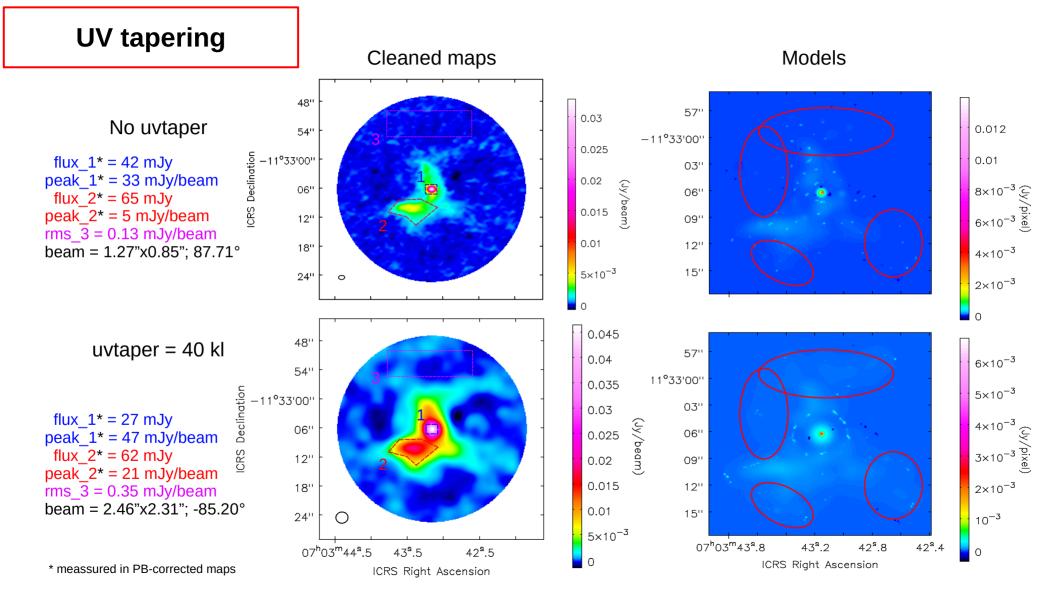
200000

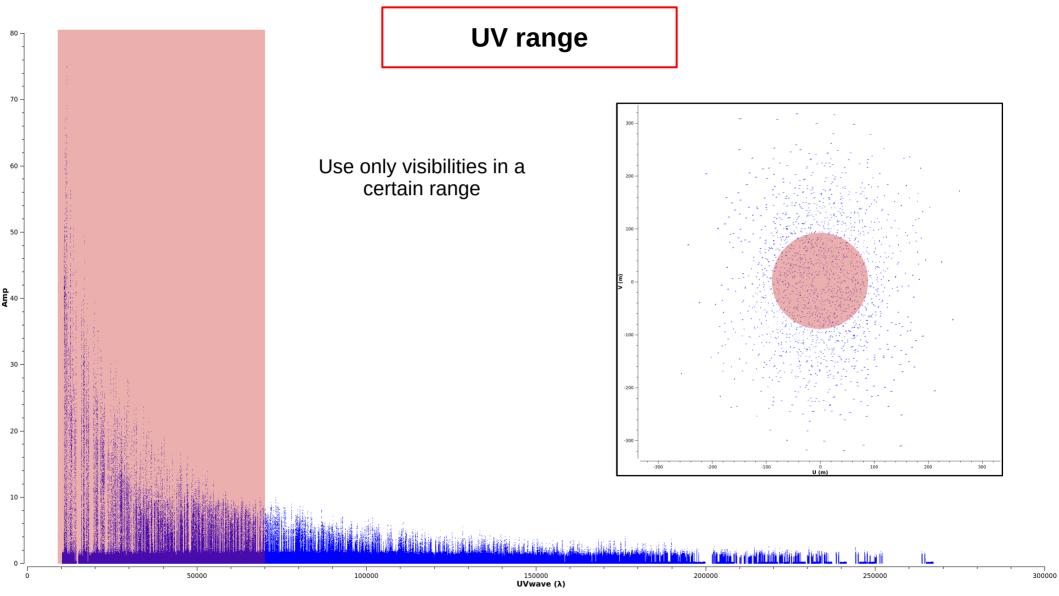
أاشتلأحاأ

250000



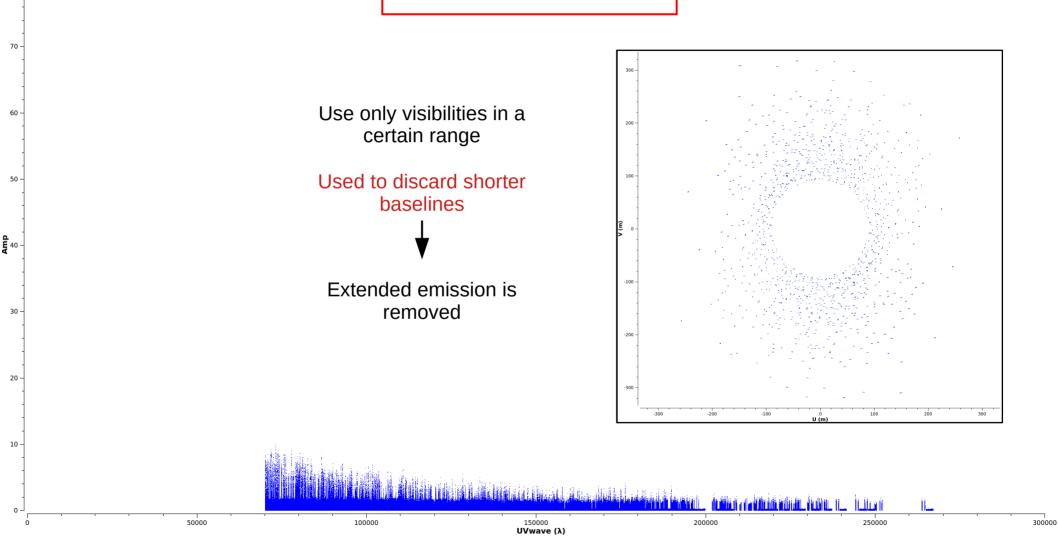




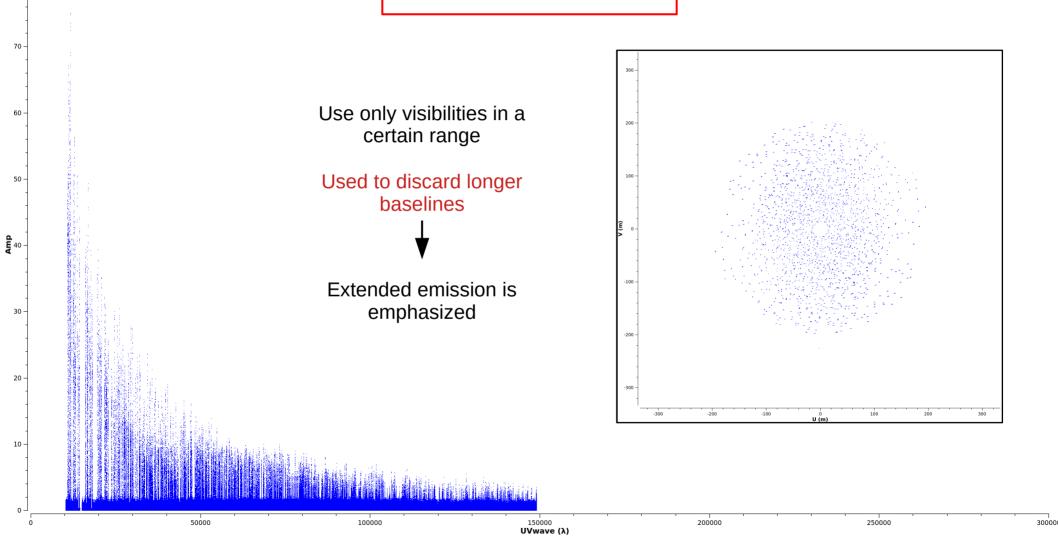


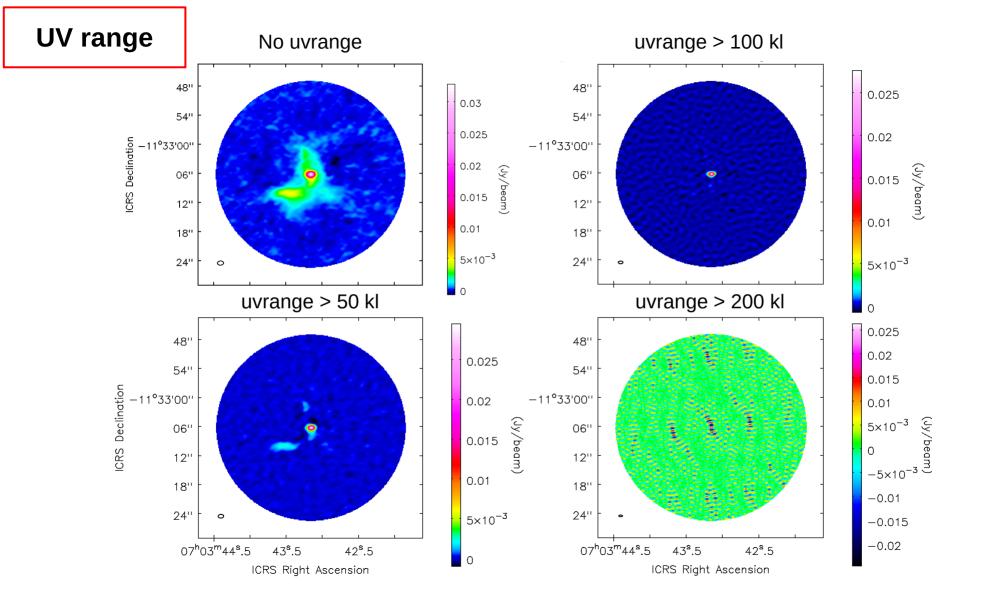
UV range

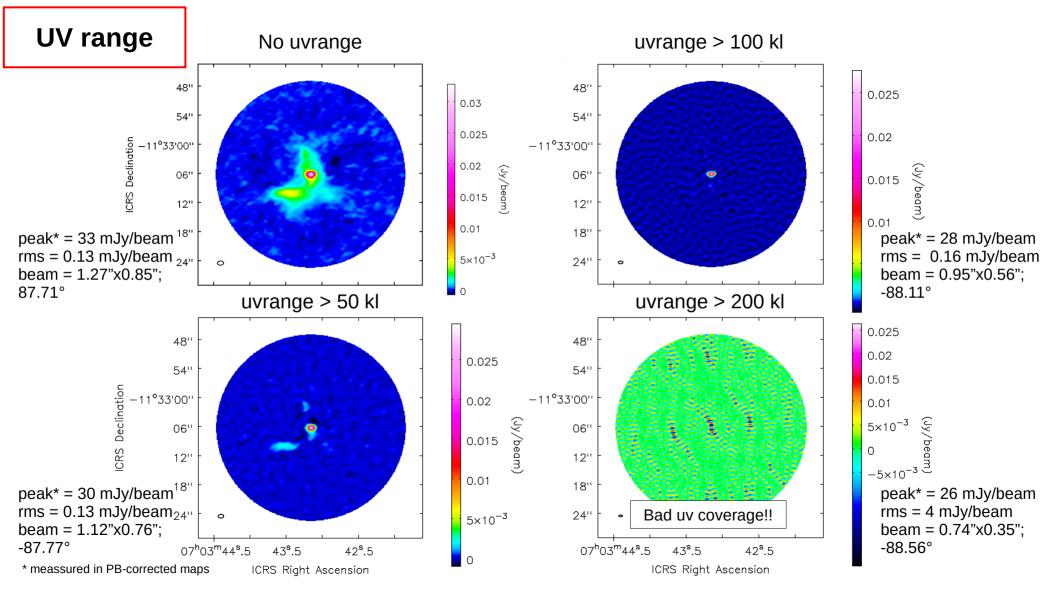
80

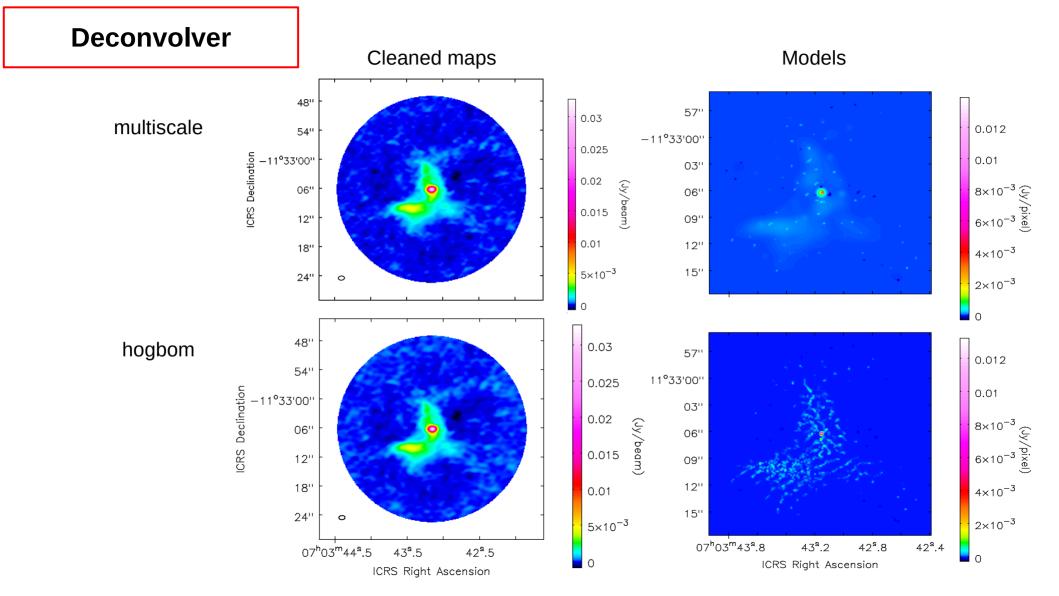


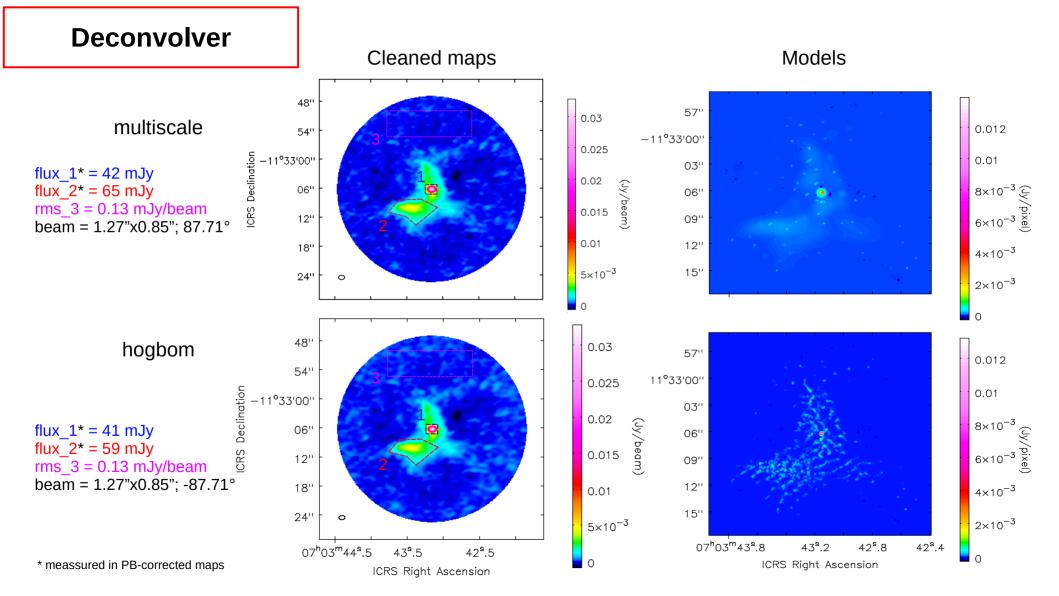
UV range



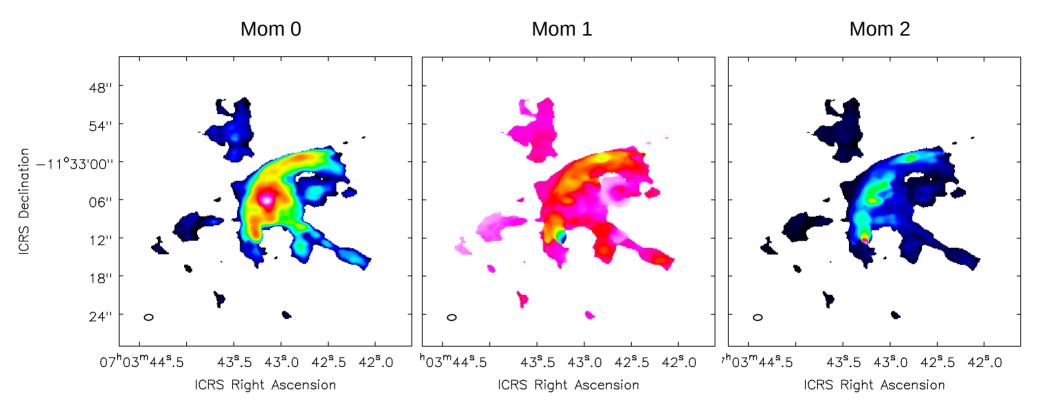






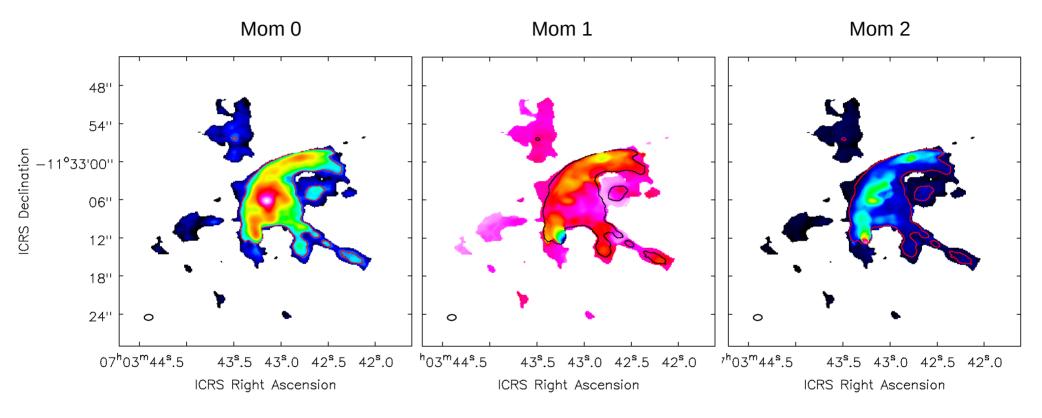


(Tip) Blanking



(blue channels)

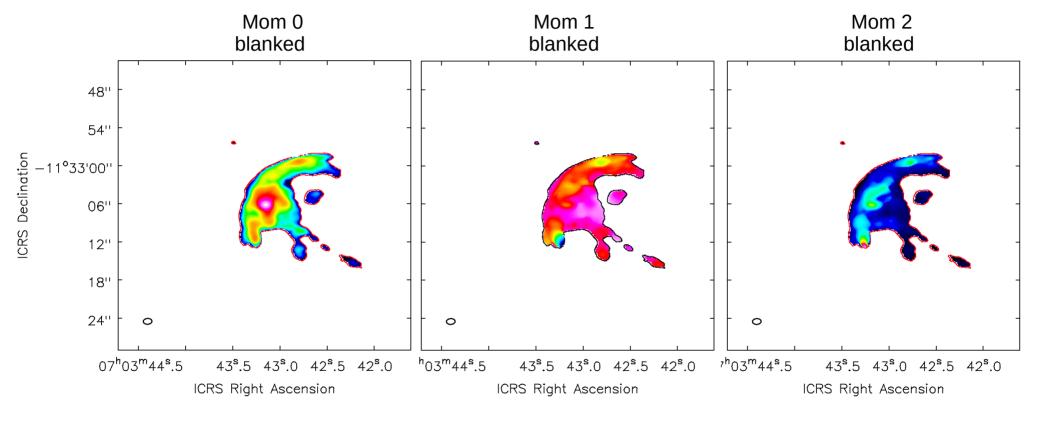
(Tip) Blanking



(blue channels)

(Tip) Blanking

task immath using a mask



(blue channels)