How parameter selection affects my image?





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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



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)





flux_2* = 66 mJy rms_3 = 0.16 mJy/beam beam = 1.45"x0.98"; -86.33° flux_1* = 42 mJy flux_2* = 65 mJy rms_3 = 0.13 mJy/beam beam = 1.27"x0.85"; 87.71° flux_1* = 42 mJy flux_2* = 63 mJy rms_3 = 0.54 mJy/beam beam = 1.09"x0.72"; 89.40°

* measured in PB-corrected maps

UV tapering

duy 40 -



UV tapering

150000 UVwave (λ)





200000

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250000









UV range

80



UV range











(Tip) Blanking



(Tip) Blanking

(5σ contour of Mom 0)



(Tip) Blanking

task immath using a mask (5σ contour of Mom 0)

