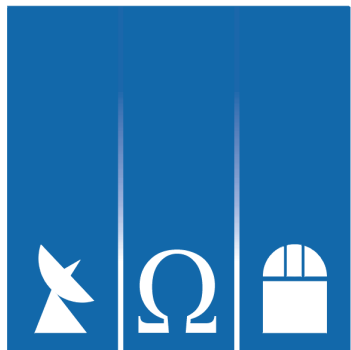


# Difference imaging in radio interferometry

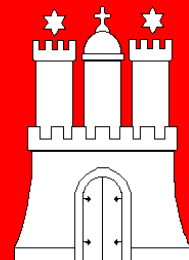
Olaf Wucknitz

wucknitz@astro.uni-bonn.de

Astrophysics with E-LOFAR, Hamburg, 16–19 September 2008



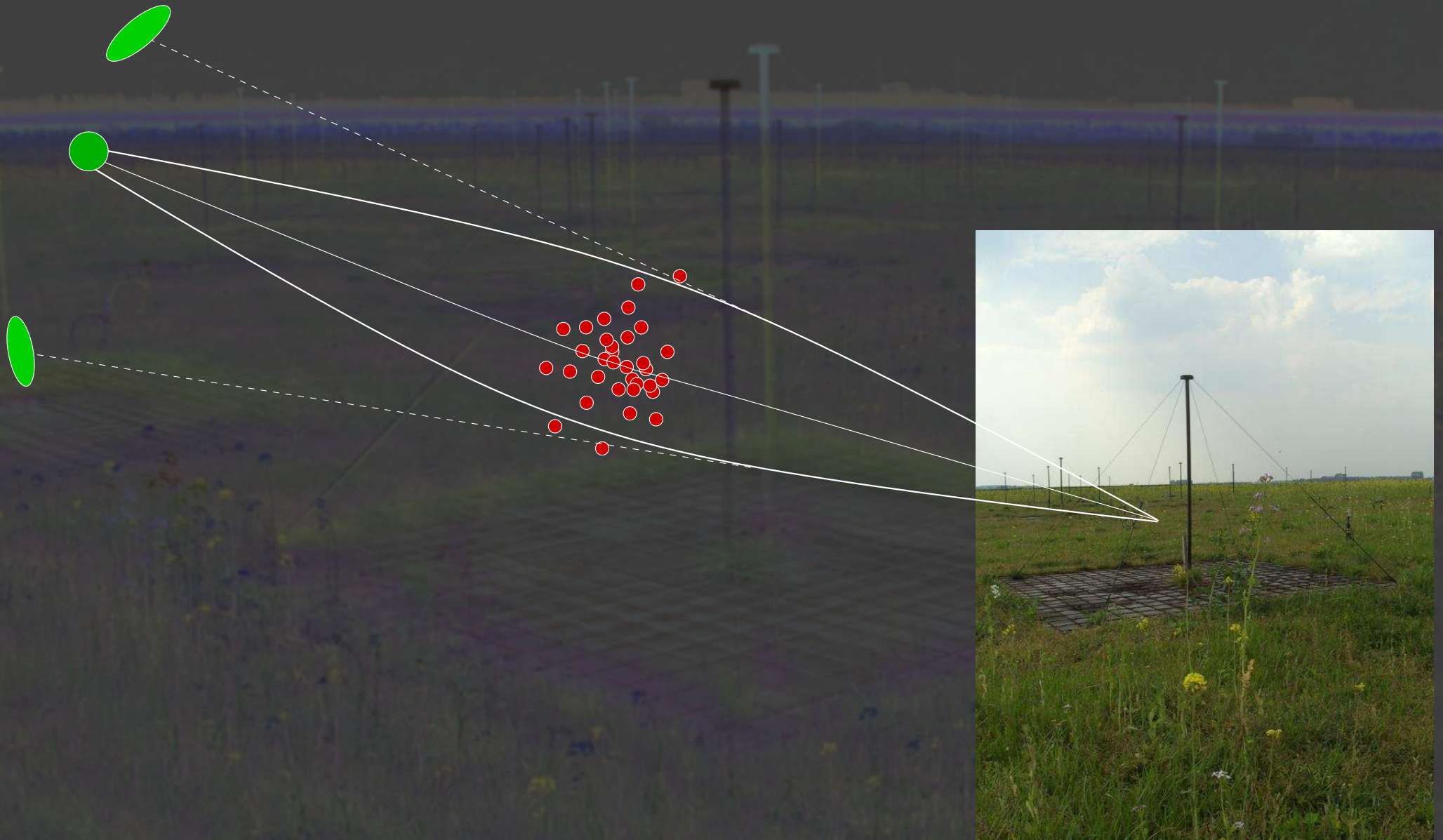
Argelander-  
Institut  
für  
Astronomie



# Difference imaging in radio interferometry

- Why lensing?
- Why LOFAR?
- LOFAR (lens) surveys
- Use variability
- Difference imaging

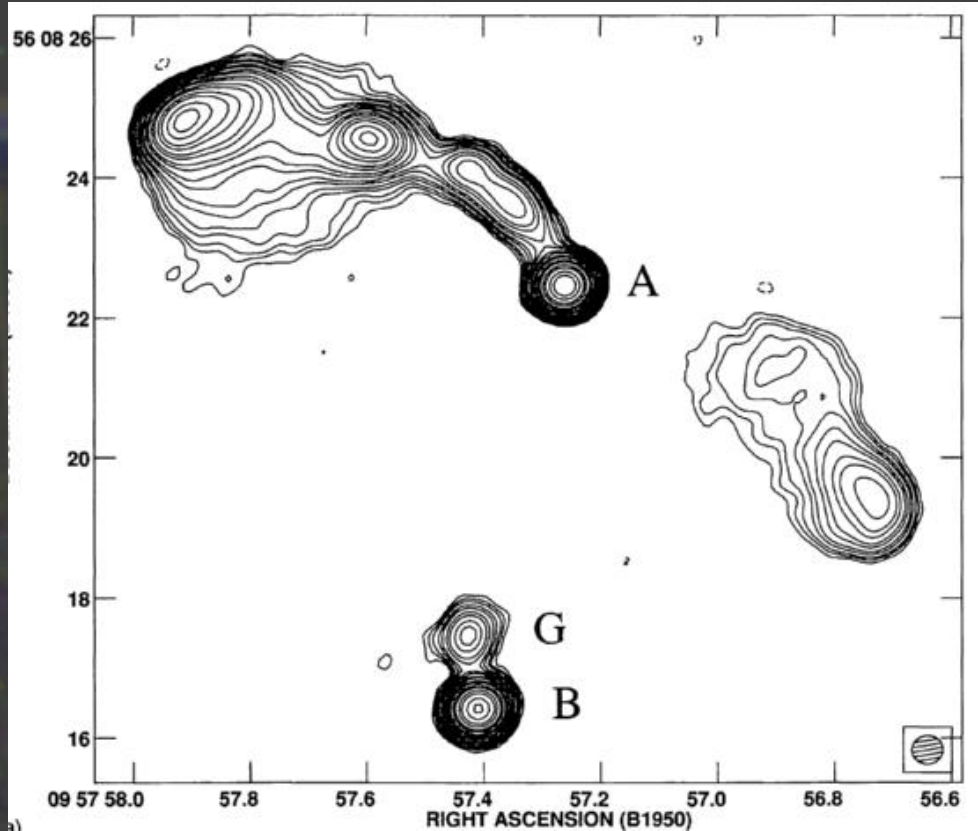
# Strong gravitational lensing



# Motivation for modelling

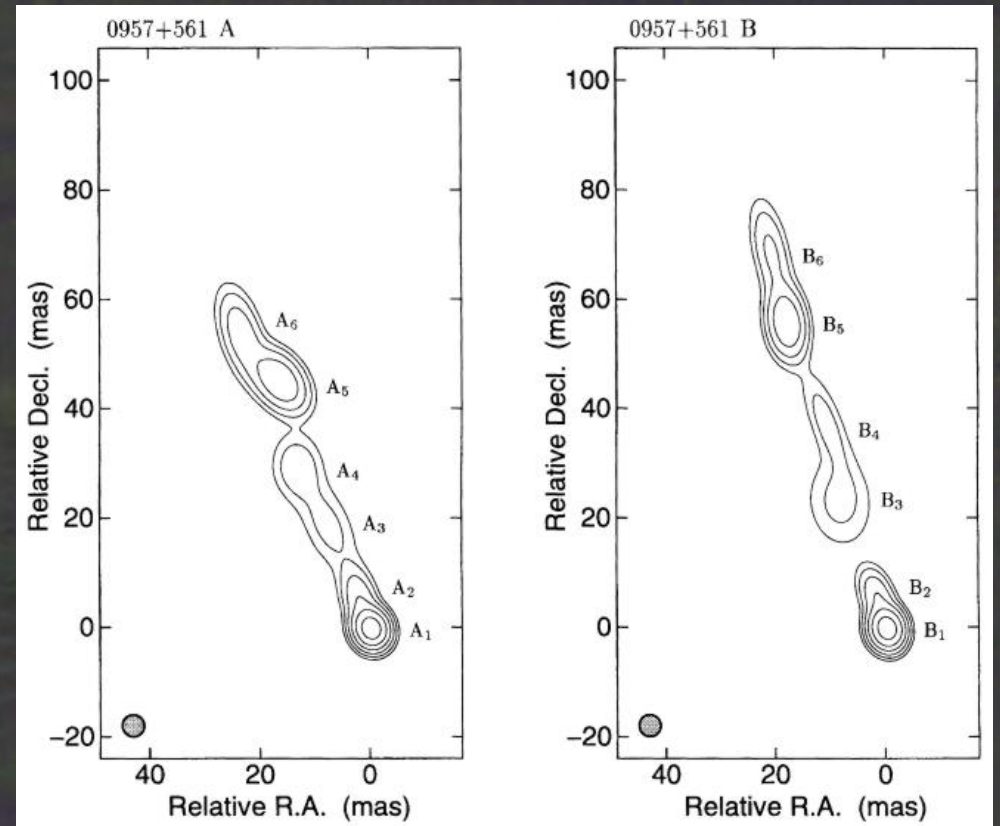
- Hubble constant
- direct information about mass distribution
  - ★ luminous and dark
  - ★ even high redshift
  - ★ un-biased by light
- ↪ unique tool for structure and evolution of galaxies
  - ★ large-scale mass profile
  - ★ CDM substructure
  - ★ central mass concentrations (central images)

# Mass model constraints for 0957+561



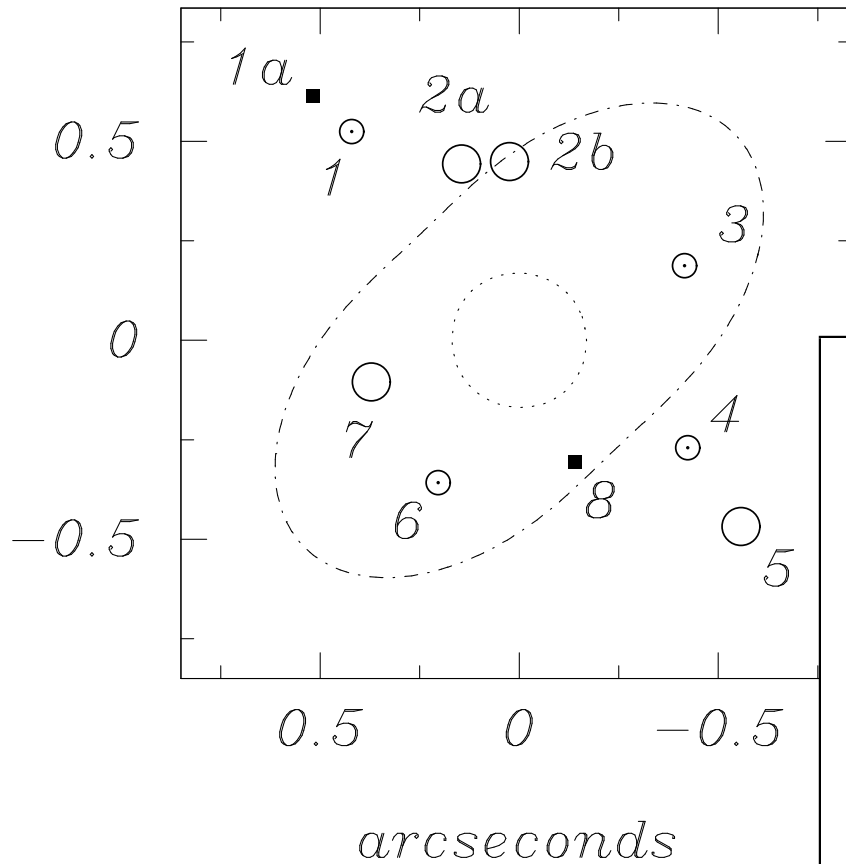
VLA [ *Harvanek et al. (1997)* ]

VLBI [ *Garrett et al. (1994)* ]

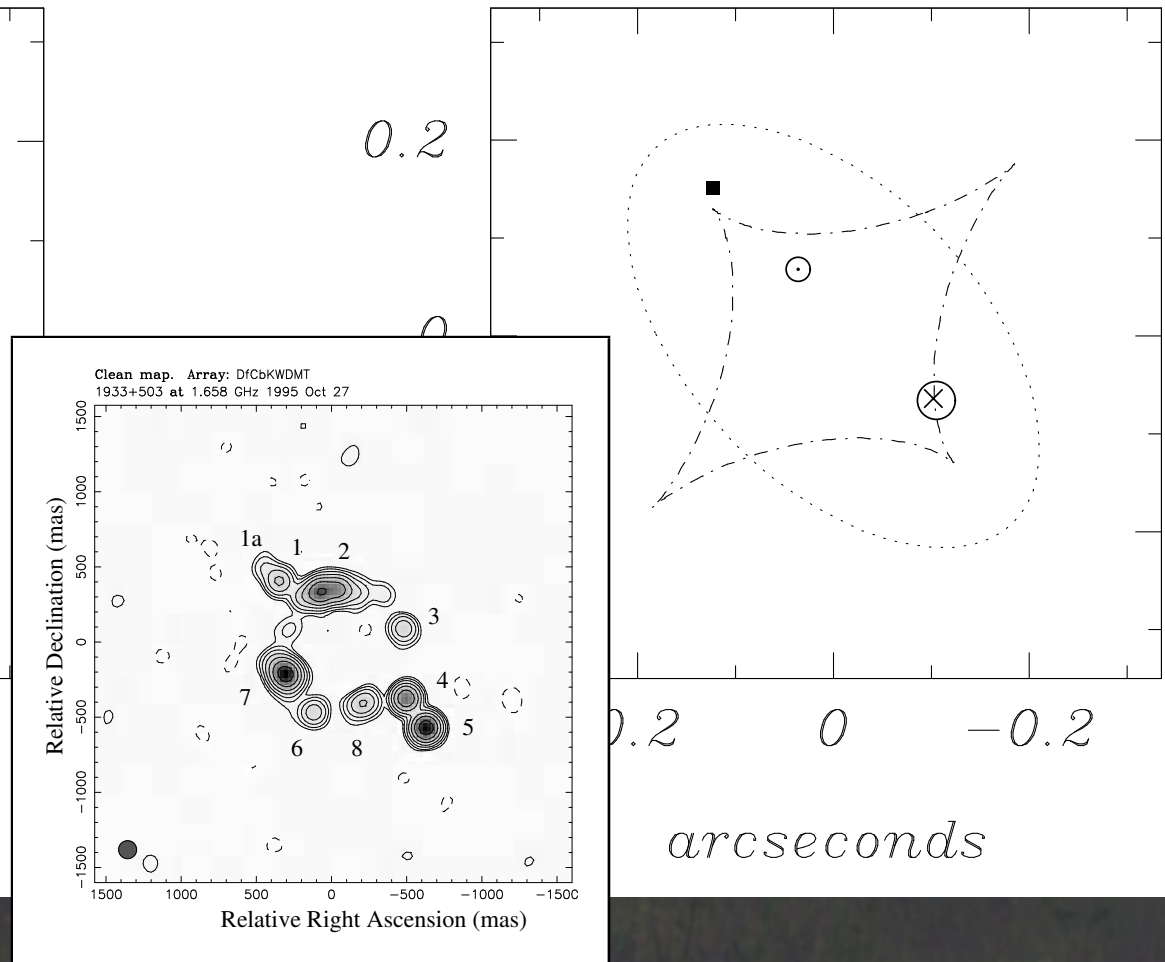


# The ten image system B1933+503

*IMAGE PLANE*



*SOURCE PLANE*

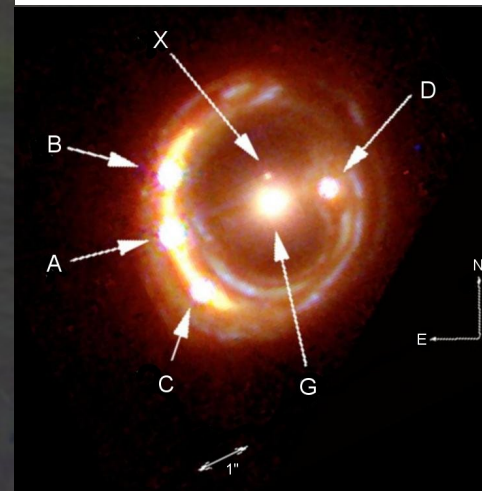
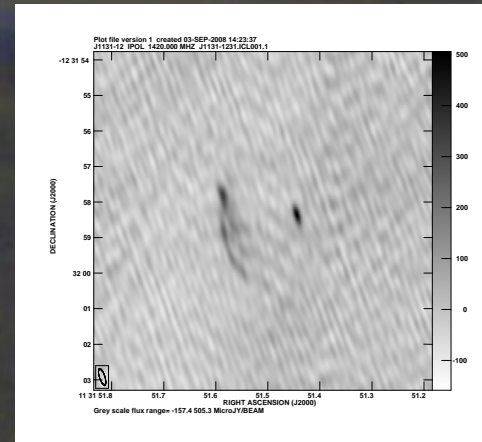


[ *Nair (1998)* ]

[ *Sykes et al. (1998)* ]

# Extended sources

- good: compact sources provide some information
  - ★ CLASS survey
- better: many components
  - ★ not many systems
- best: lensed extended sources
  - ★ find them!
- go to low frequencies
  - ★ low surface brightness
  - ★ steep spectrum



[ Wucknitz, in prep. ]

[ Claeskens et al. (2006) ]

# Potential for LOFAR lens searches

- 400 km baselines with sufficient sensitivity
- lensing rate  $\sim 1:2000$  (higher for extended sources)
- direct identification possible for first time

- LOFAR-200

$$S/N > 30$$

$$\text{separations} > 1''$$

15 000 lenses

1500 lenses

900 lenses

- *resolution barely sufficient*

# Other ways to find lenses?

- distant things are *very* far away

- variable things are small

- variability within 1 year

$$L \lesssim 1 \text{ ly}$$

- typical distances

$$D \gtrsim 4 \text{ Gly}$$

- maximum angular size

$$\theta = L/D \lesssim 50 \mu\text{as}$$

- extrinsic variability (scintillation): only compact sources

⇒ variable things appear unresolved

(maybe not for  $< \text{cm}$  VLBI)

# Extended variability

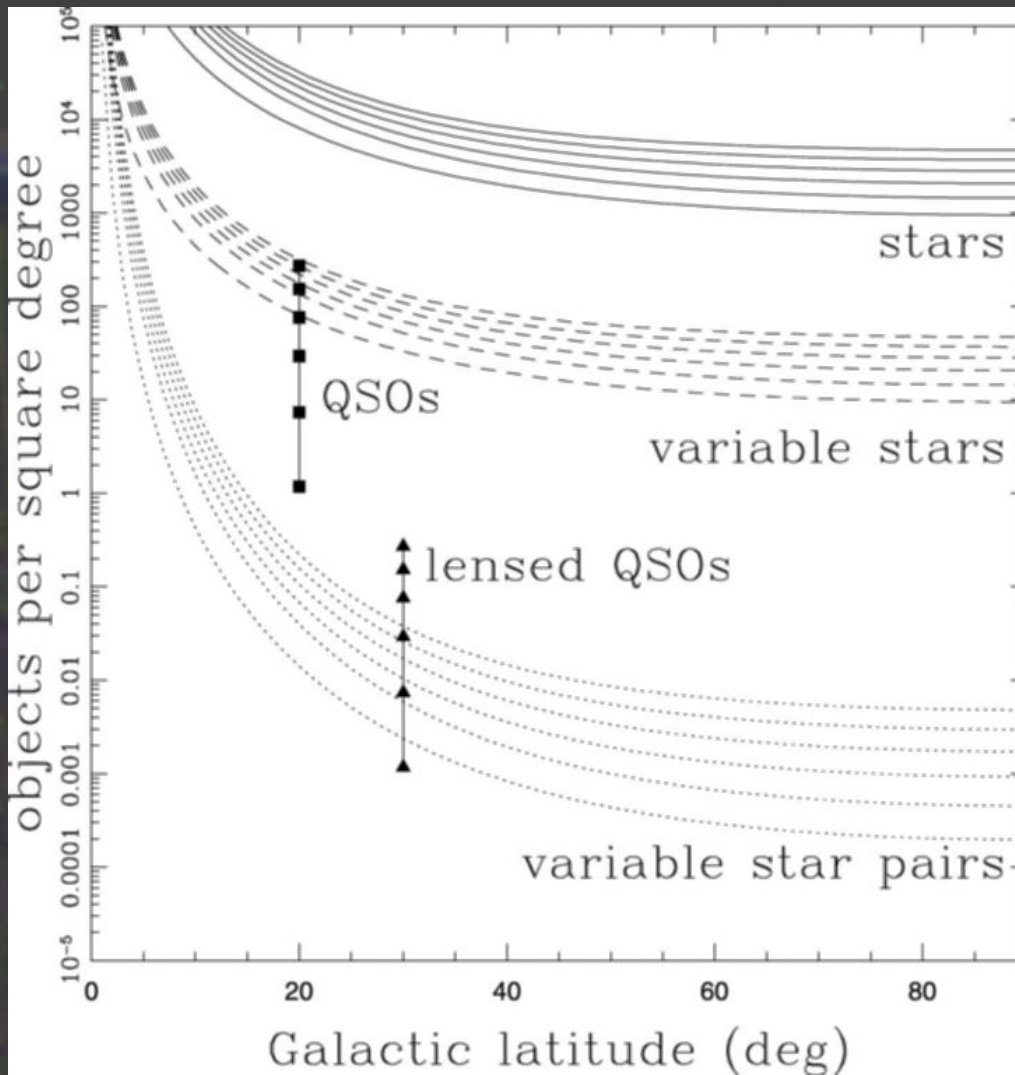
- lenses produce multiple images of sources



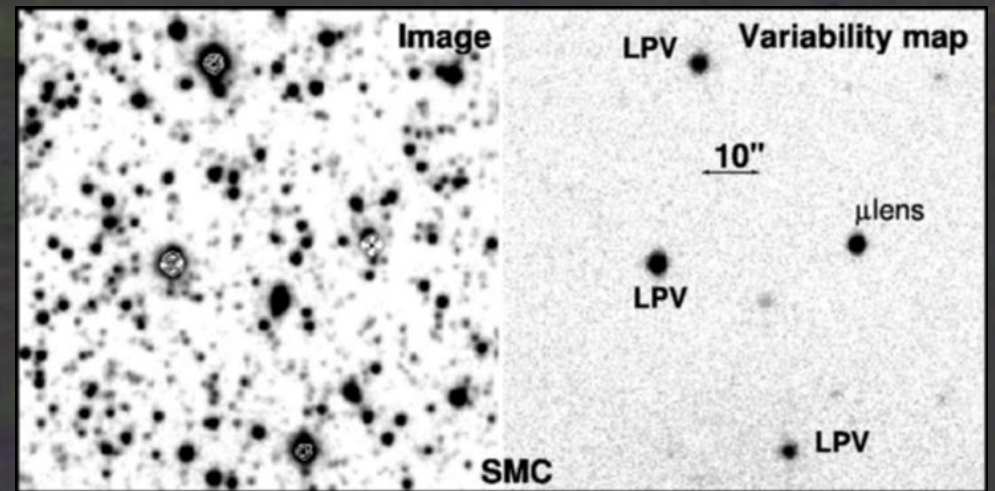
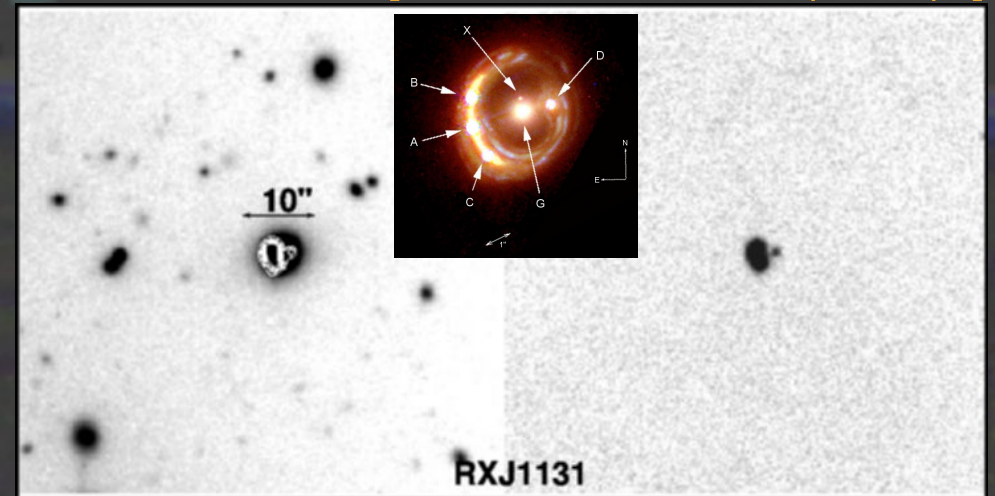
variable part appears extended

- expect double or quadruple variable point sources
- false positives: chance alignment of multiple sources
  - ★ optical: variable stars, SNe
  - ★ radio: AGN, SNe
- extended variability  $\neq$  extended sources with variability

# Tests in the optical



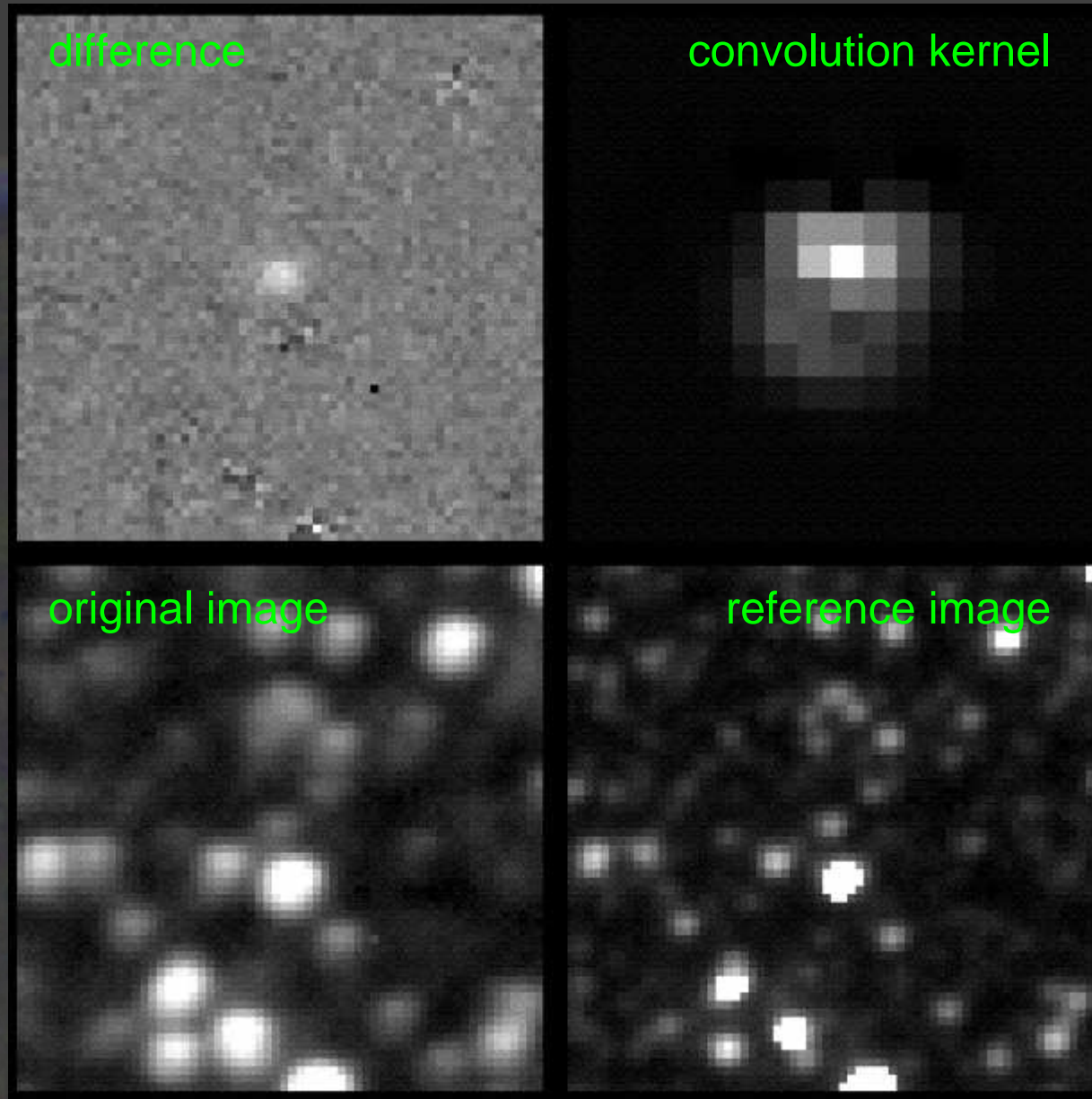
[ Kochanek et al. (2006) ]



- small field in SDSS: one candidate, no lens

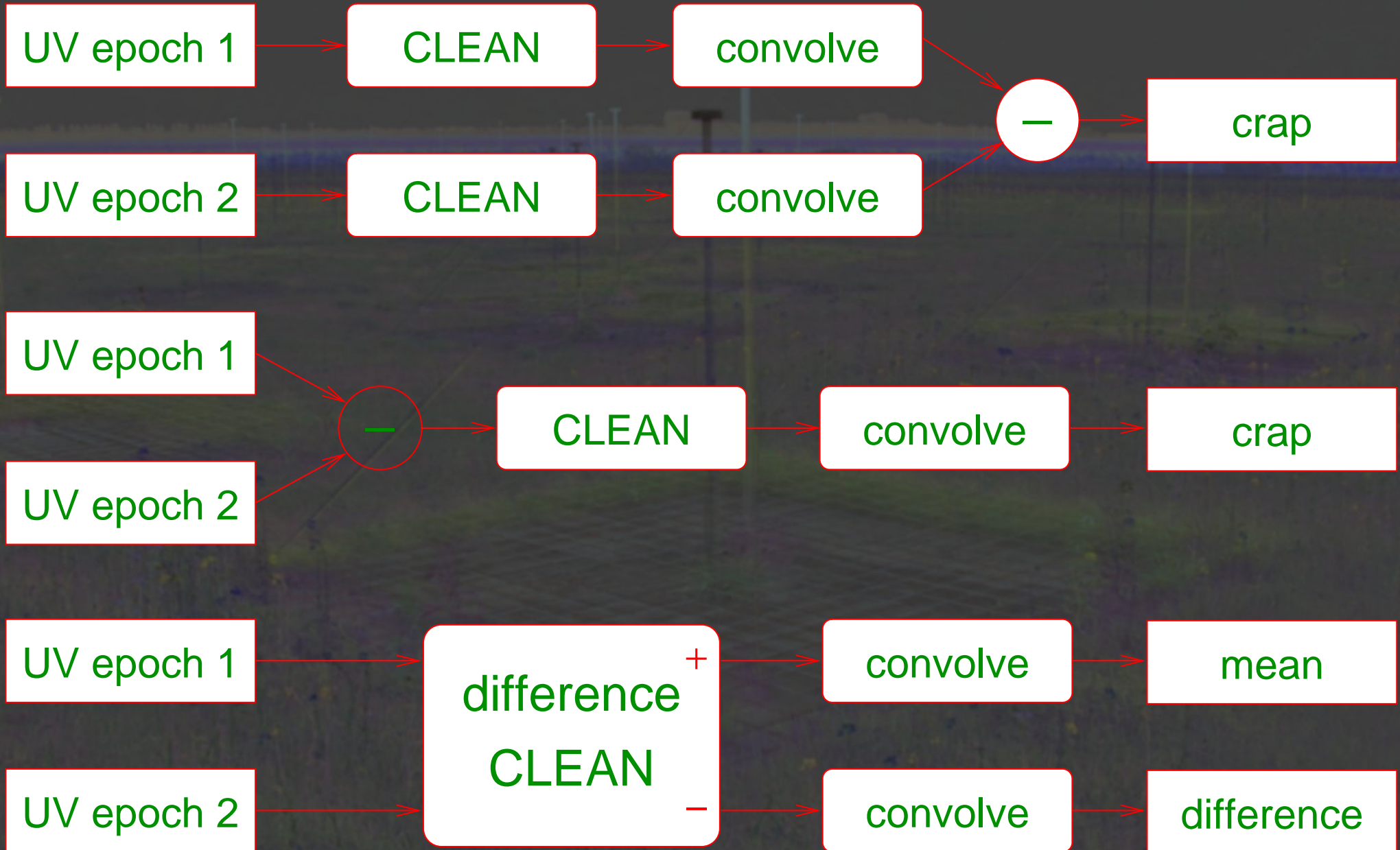
[ Lacki et al. (2008) ]

# Optical difference imaging

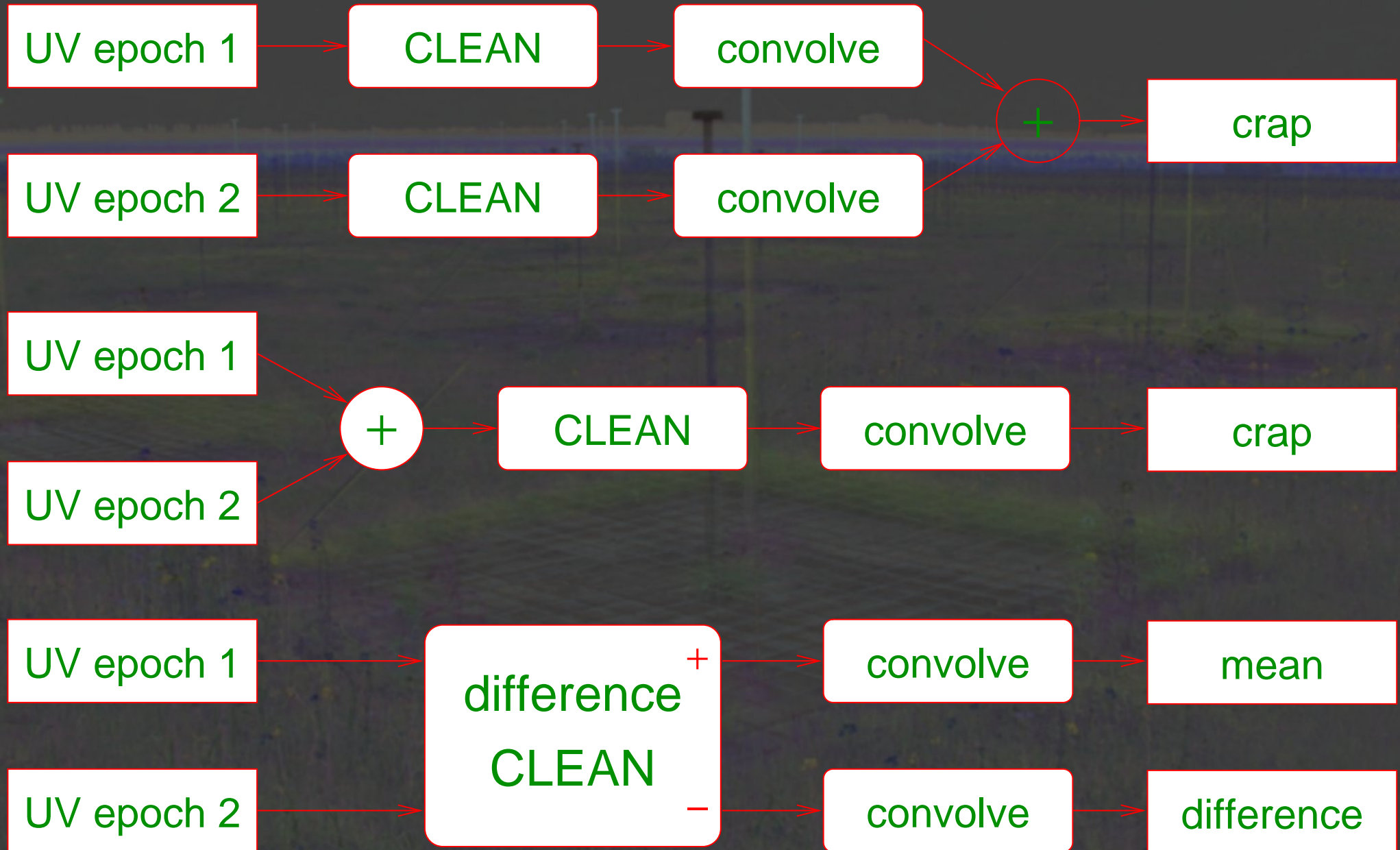


[ Alard & Lupton (1998) ]

# Radio difference imaging



# Related problem: combining different arrays



# Notation

- sky brightness distribution  $I(l, m)$   $\mathbf{I}$
- visibilities  $\tilde{I}(u, v)$   $\tilde{\mathbf{I}}$
- perfect measurement
  - ★ Fourier transform 
$$\tilde{I}_\mu = \sum_j A_{\mu j} I_j$$
$$A_{\mu j} = e^{2\pi i(l, m)_j \cdot (u, v)_\mu}$$
  - ★ vectors 
$$\tilde{\mathbf{I}} = \mathbf{A}\mathbf{I}$$
- residuals 
$$R^2 = (\mathbf{A}\mathbf{I} - \tilde{\mathbf{I}})^\dagger \mathbf{W} (\mathbf{A}\mathbf{I} - \tilde{\mathbf{I}})$$
- natural weighting 
$$\mathbf{W} = \text{diag}(\sigma_j^{-2}) \quad R^2 = \chi^2$$

# Lazy interferometrists do it in image space

- expand  $R^2 = \tilde{\mathbf{I}}^\dagger \mathbf{W} \tilde{\mathbf{I}} + \mathbf{I}^\dagger \mathbf{A}^\dagger \mathbf{W} \mathbf{A} \mathbf{I} - 2 \mathbf{I}^\dagger \mathbf{A}^\dagger \mathbf{W} \tilde{\mathbf{I}}$

- define (using  $w = \text{Tr } \mathbf{W}$ )

★ dirty beam

$$\mathbf{B} = \frac{\mathbf{A}^\dagger \mathbf{W} \mathbf{A}}{w}$$

★ dirty map

$$\mathbf{I}_D = \frac{\mathbf{A}^\dagger \mathbf{W} \tilde{\mathbf{I}}}{w}$$

- residuals derived in image space

$$R^2 = \text{const} + w (\mathbf{I}^\dagger \mathbf{B} \mathbf{I} - 2 \mathbf{I}^\dagger \mathbf{I}_D)$$

minimum

$$\mathbf{B} \mathbf{I} = \mathbf{I}_D$$

$R'^2$

# CLEAN as maximum likelihood fitting

- add components to the model  $\mathbf{I}$
- minimize residuals in each step
- empty model plus component  $I_j$   $R'^2 = I_j^2 - 2I_j I_{Dj}$

- optimal flux

$$I_j = I_{Dj}$$

- residuals for optimal flux

$$R'^2 = -I_{Dj}^2$$

↪ optimal position: peak in dirty map

- subtract shifted beam from dirty map, start over

# Simultaneous CLEANing

- two epochs

$$\tilde{\mathbf{I}}_1 \text{ and } \tilde{\mathbf{I}}_2$$

- two models/maps

$$\mathbf{I}_1 \text{ and } \mathbf{I}_2$$

- combined residuals

$$R^2 = \text{const} + w_1 (\mathbf{I}_1^\dagger \mathbf{B} \mathbf{I}_1 - 2\mathbf{I}_1^\dagger \mathbf{I}_{D1}) + w_2 (\mathbf{I}_2^\dagger \mathbf{B} \mathbf{I}_2 - 2\mathbf{I}_2^\dagger \mathbf{I}_{D2})$$

- next component at same position in 1 and 2  
fluxes independent

⇒ optimal fluxes

$$I_{D1} \text{ and } I_{D2}$$

- optimal position

maximum of

$$w_1 I_{D1}^2 + w_2 I_{D2}^2$$

# Need for difference-CLEAN

- disadvantages of simultaneous CLEANing
  - ★ deconvolution errors still independent
  - ★ no control over mean and difference
- alternative approach  
two channels  $\mathbf{I}_+$  and  $\mathbf{I}_-$

$$\begin{aligned}\mathbf{I}_+ &= \frac{1}{2}(\mathbf{I}_1 + \mathbf{I}_2) \\ \mathbf{I}_- &= \frac{1}{2}(\mathbf{I}_1 - \mathbf{I}_2)\end{aligned}$$

- dirty maps

$$\begin{aligned}\mathbf{I}_{D+} &= \frac{w_1 \mathbf{I}_{D1} + w_2 \mathbf{I}_{D2}}{w_1 + w_2} \\ \mathbf{I}_{D-} &= \frac{w_1 \mathbf{I}_{D1} - w_2 \mathbf{I}_{D2}}{w_1 + w_2}\end{aligned}$$

# D-CLEAN procedure

- next component in either  $\mathbf{I}_+$  or  $\mathbf{I}_-$

- residuals  $R^2 = \text{const} - (w_1 + w_2) \times \begin{cases} I_{D+}^2 & \text{for } + \\ I_{D-}^2 & \text{for } - \end{cases}$

- subtract according to

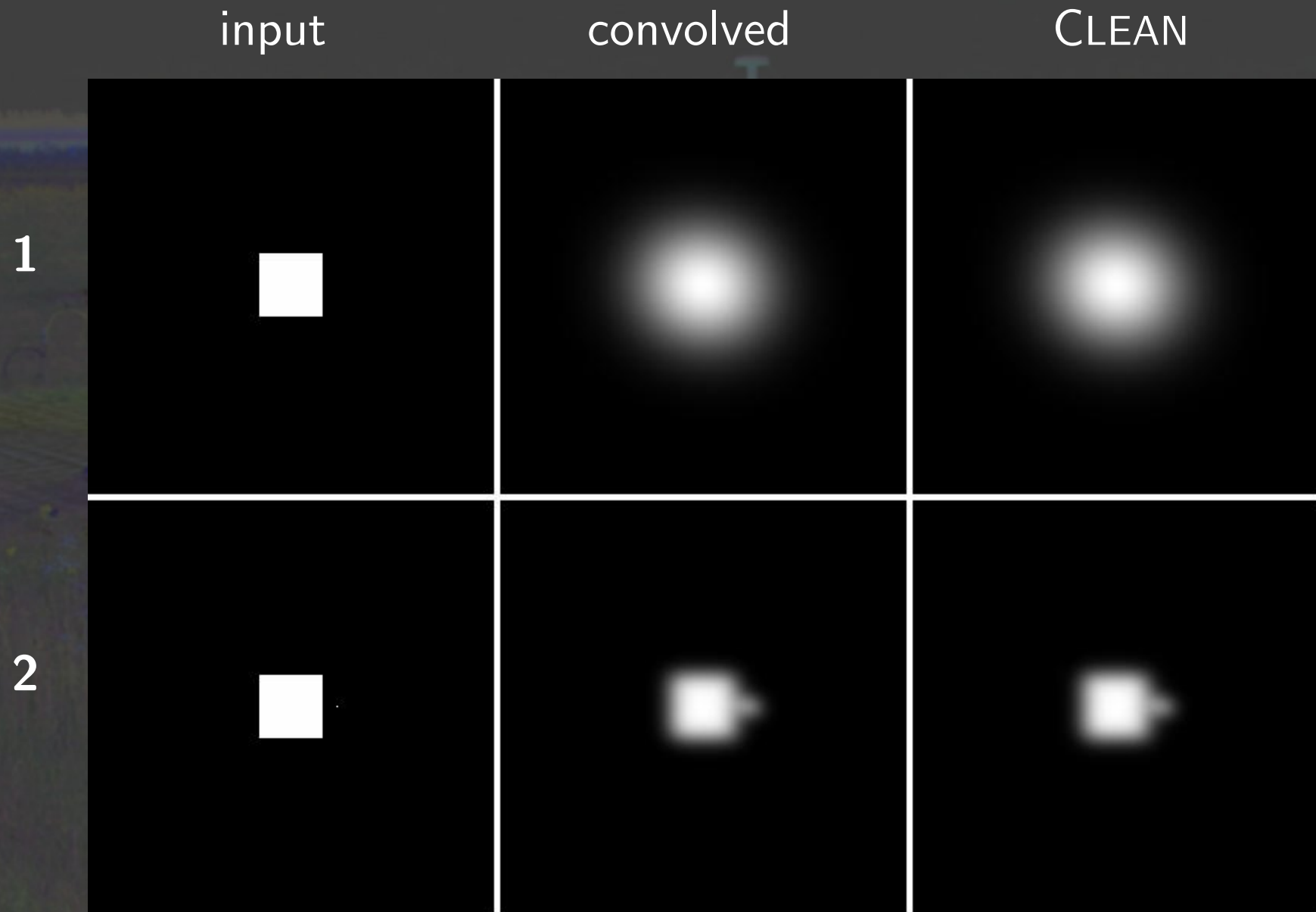
$$\begin{pmatrix} \mathbf{I}_{D+} \\ \mathbf{I}_{D-} \end{pmatrix} = \begin{pmatrix} \mathbf{B}_{\parallel} & \mathbf{B}_{\times} \\ \mathbf{B}_{\times} & \mathbf{B}_{\parallel} \end{pmatrix} \begin{pmatrix} \mathbf{I}_+ \\ \mathbf{I}_- \end{pmatrix}$$

- $\mathbf{I}_+$  and  $\mathbf{I}_-$  not independent

$$\mathbf{B}_{\parallel} = \frac{w_1 \mathbf{B}_1 + w_2 \mathbf{B}_2}{w_1 + w_2}$$
$$\mathbf{B}_{\times} = \frac{w_1 \mathbf{B}_1 - w_2 \mathbf{B}_2}{w_1 + w_2}$$

- dirty beams

# An experiment: VLA-like $uv$ coverage, scale 1:4



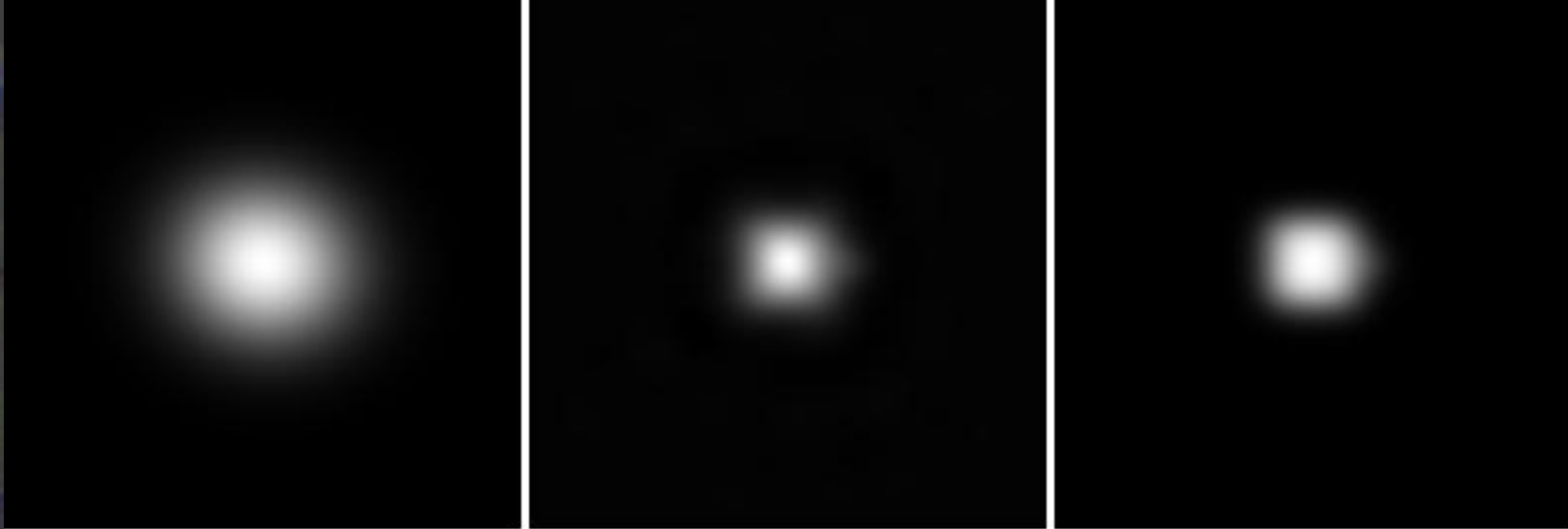
# Alternative methods

CLEAN

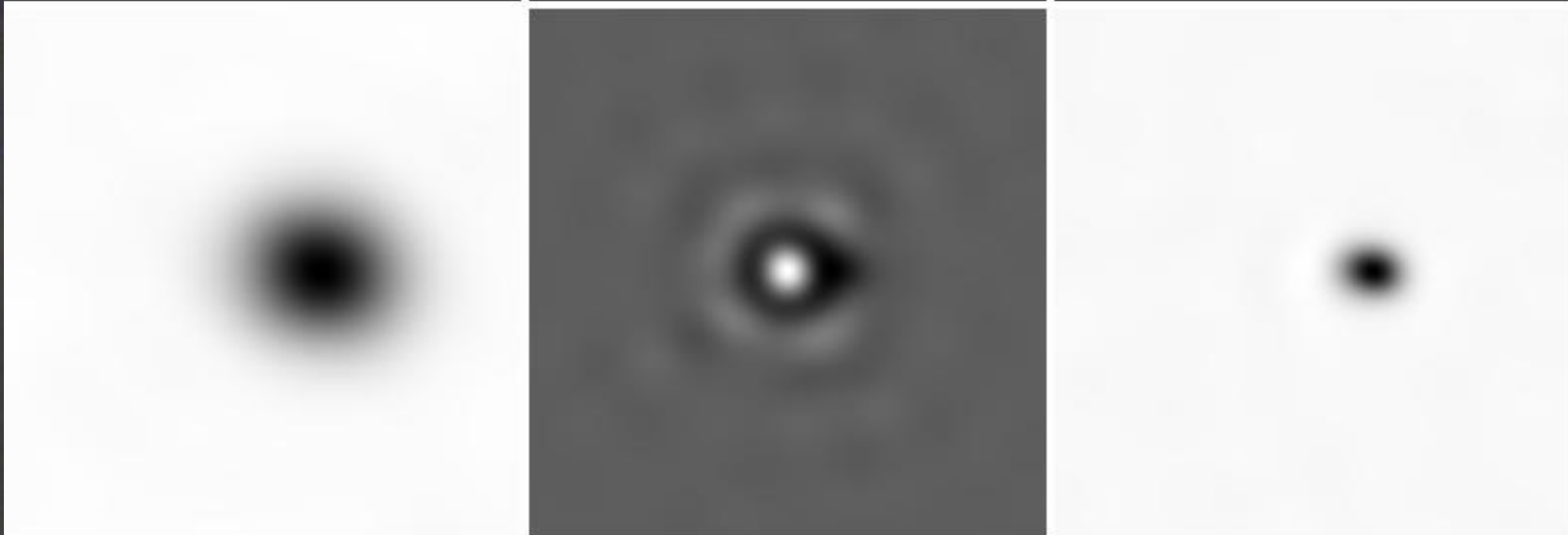
simultaneous

D-CLEAN

+



-



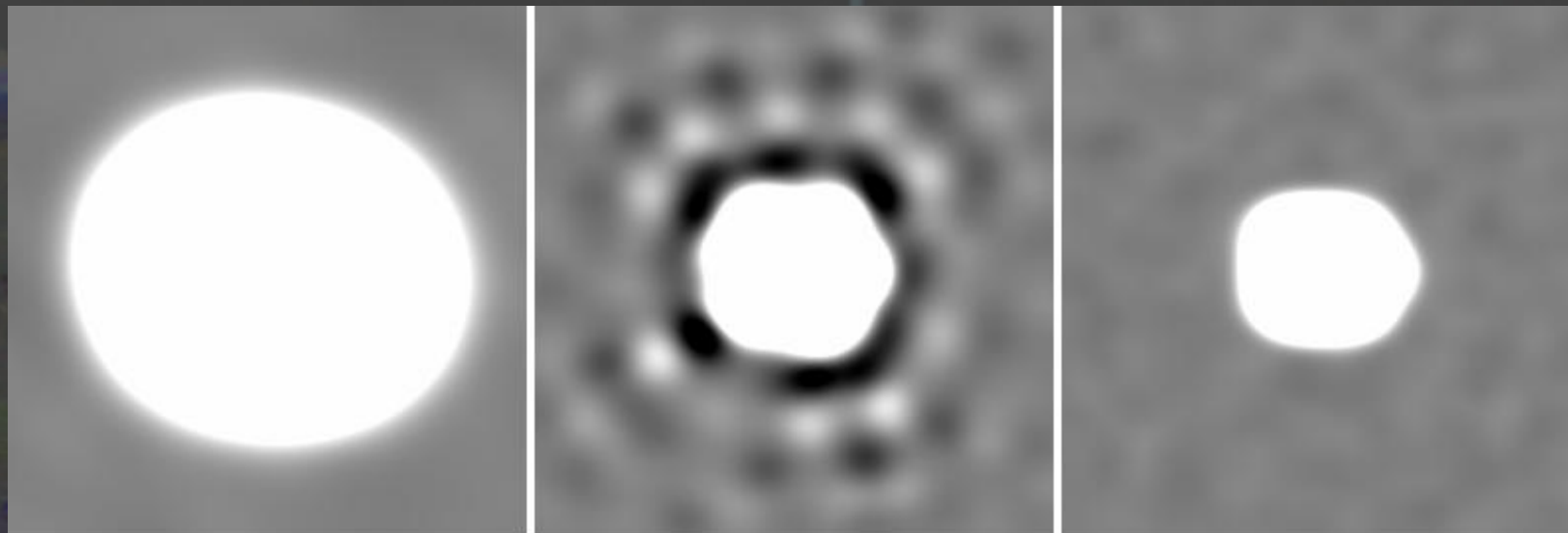
# Alternative methods: residual errors

CLEAN

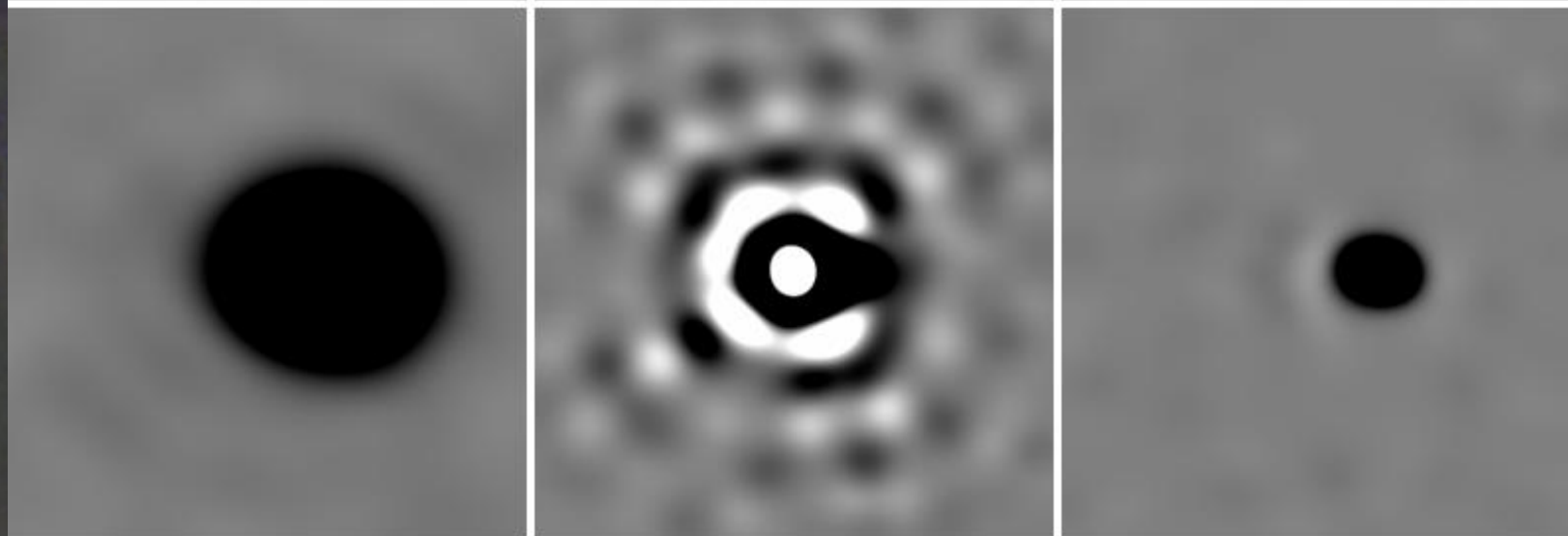
simultaneous

D-CLEAN

+



-



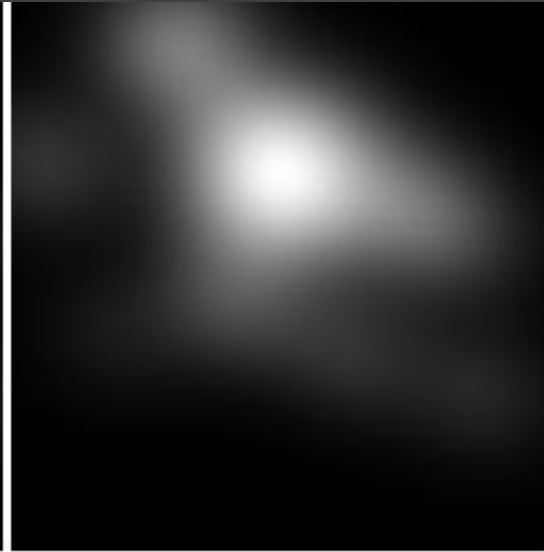
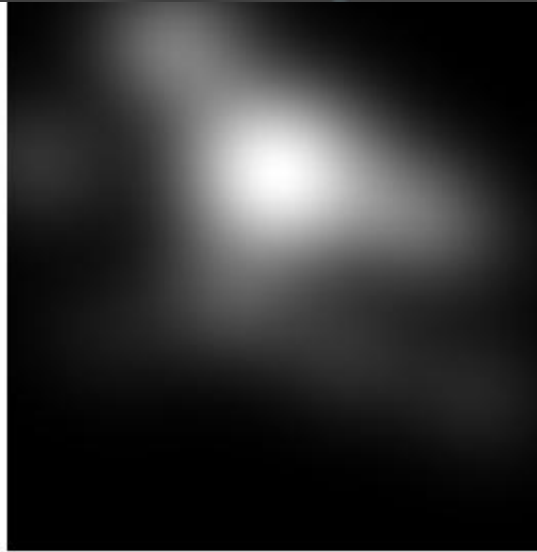
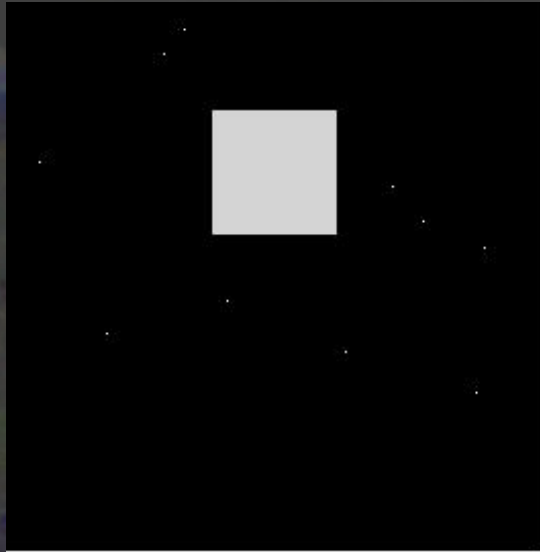
# Combining different arrays: input

input

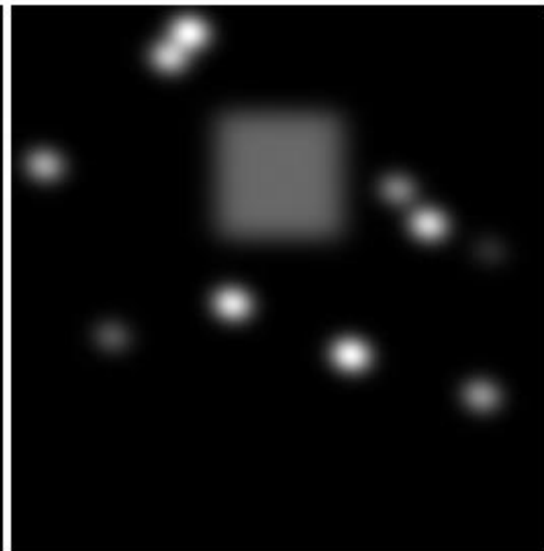
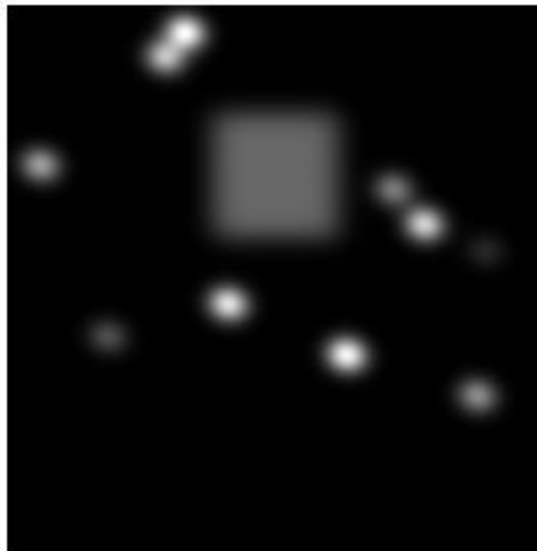
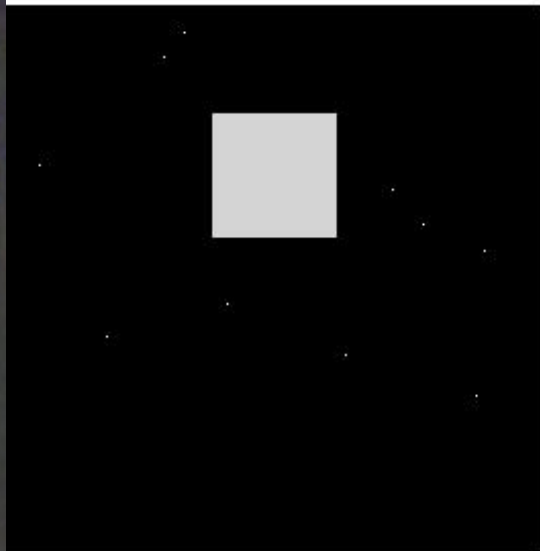
convolved

CLEAN

1



2



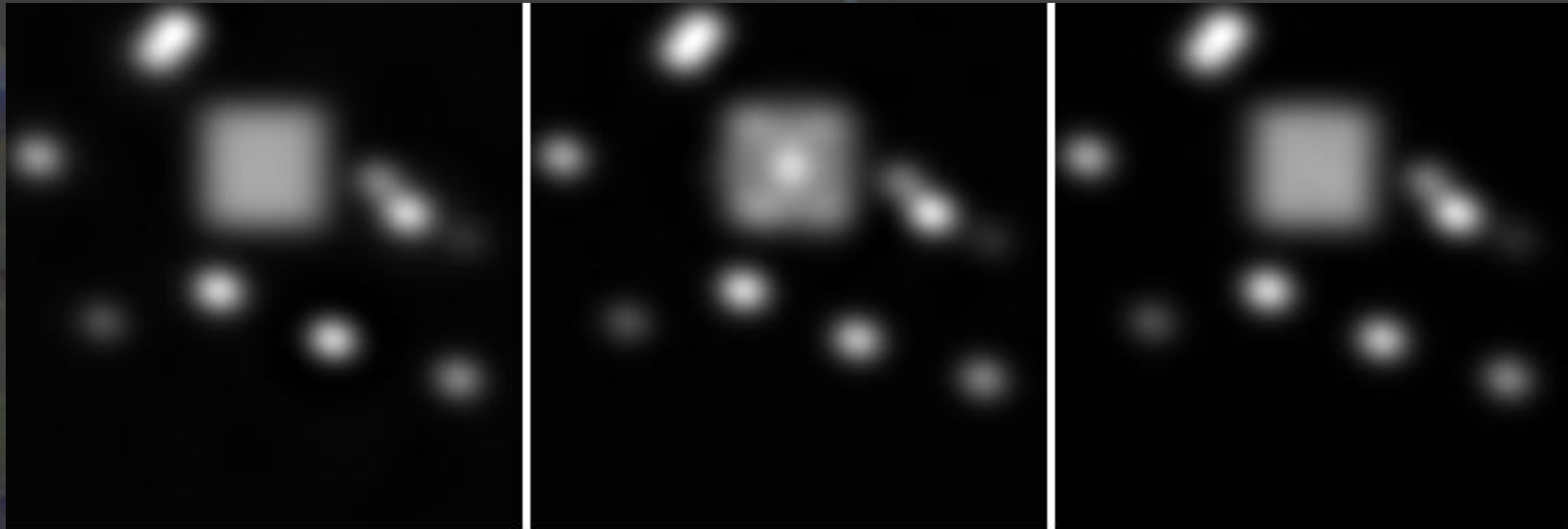
# Combining different arrays: output

combined

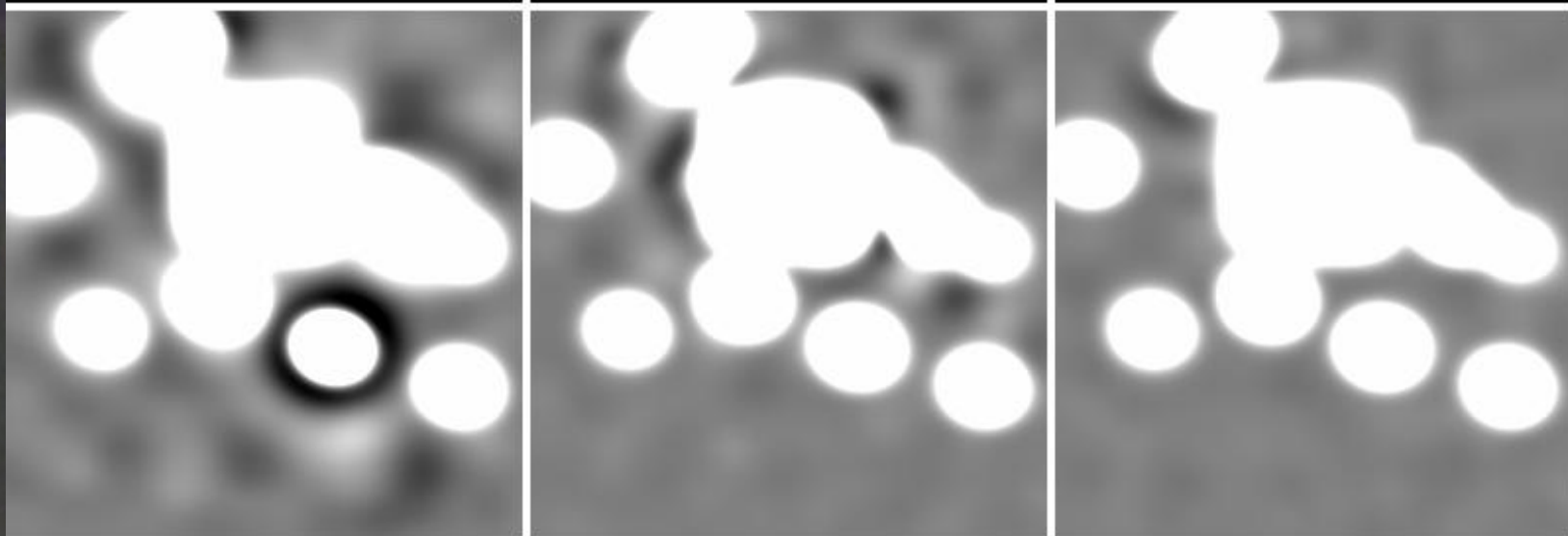
simultaneous

D-CLEAN

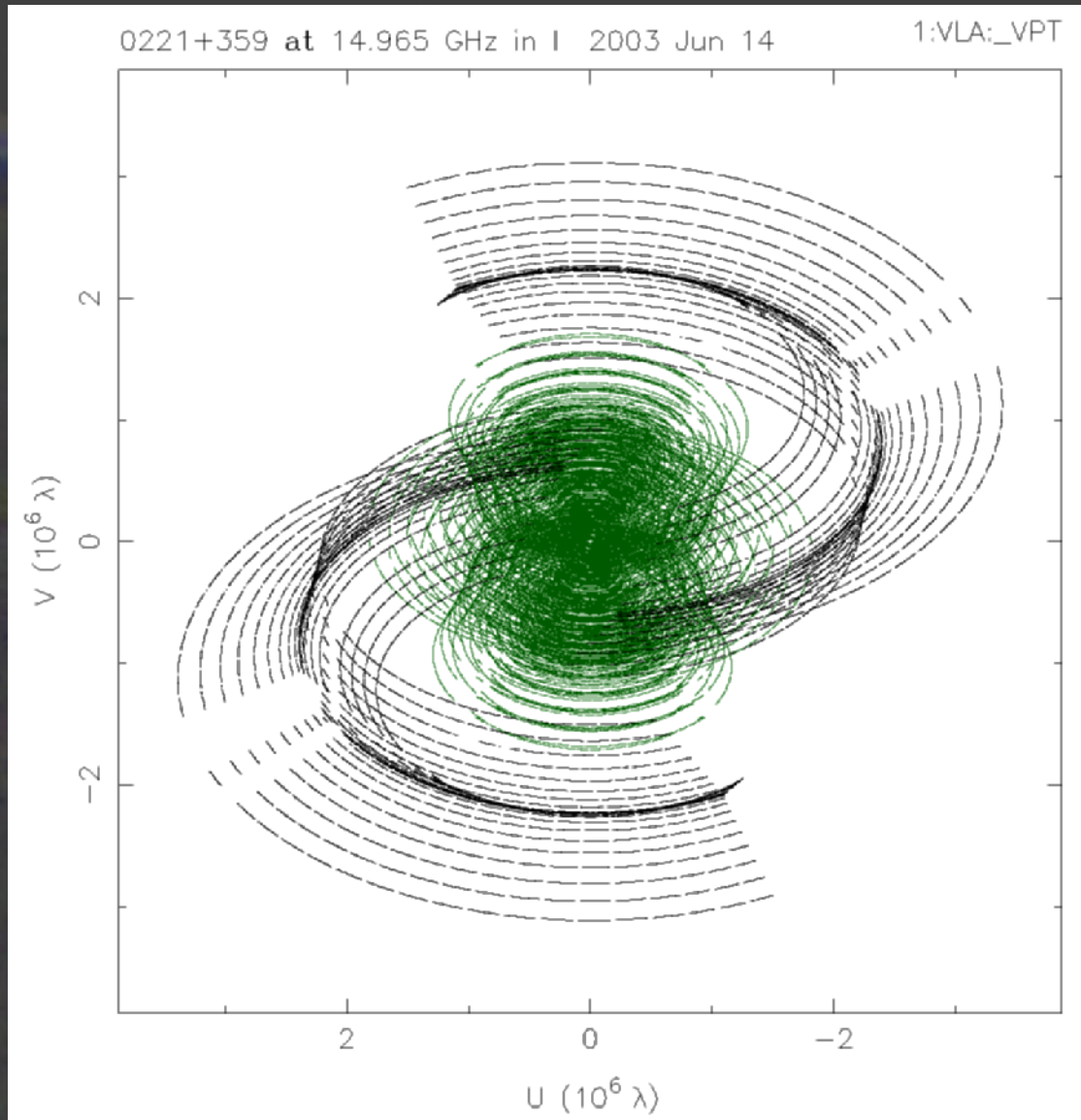
+



+



# Two-channel CLEANing of real data



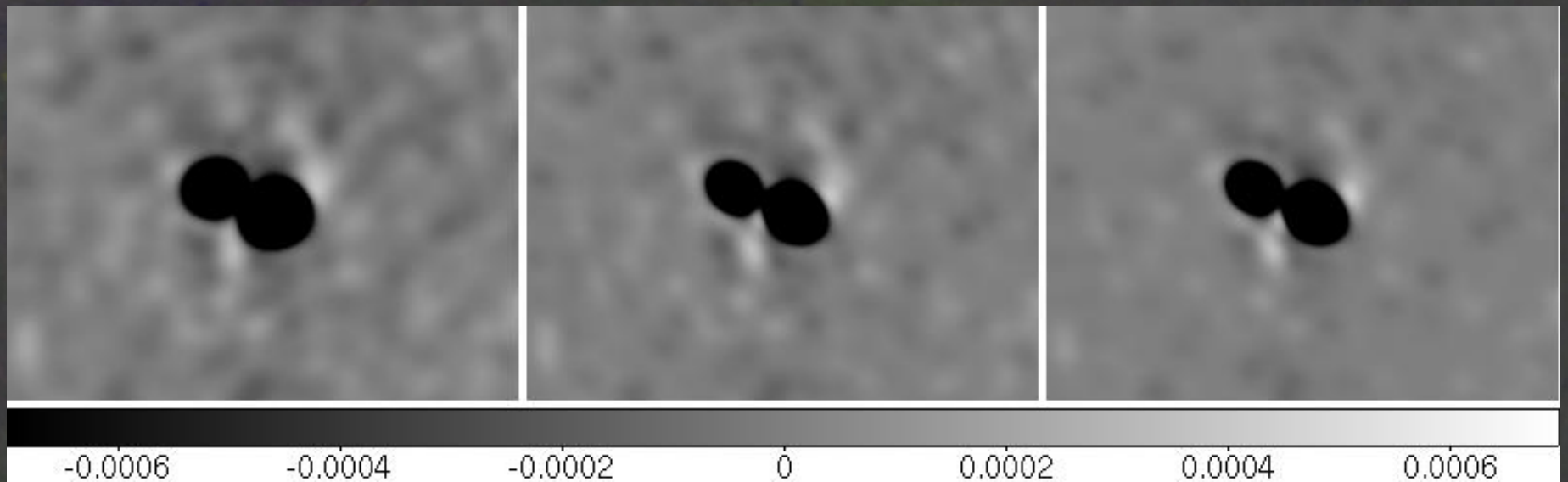
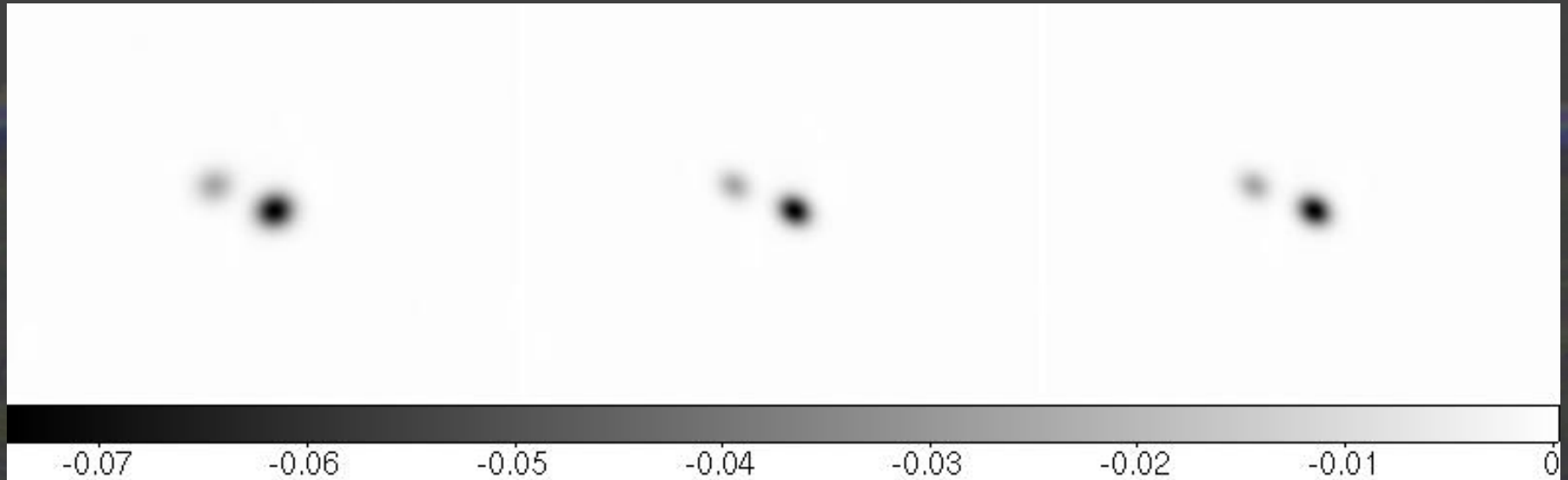
- target: lens B0218+357
  - ★ two bright images
  - ★ Einstein ring
- two VLA-A observations
  - ★ 1992
  - ★ 2003 with Pie Town
- use 1 IF

# Differencing images of B0218+357

CLEAN

simultaneous

D-CLEAN



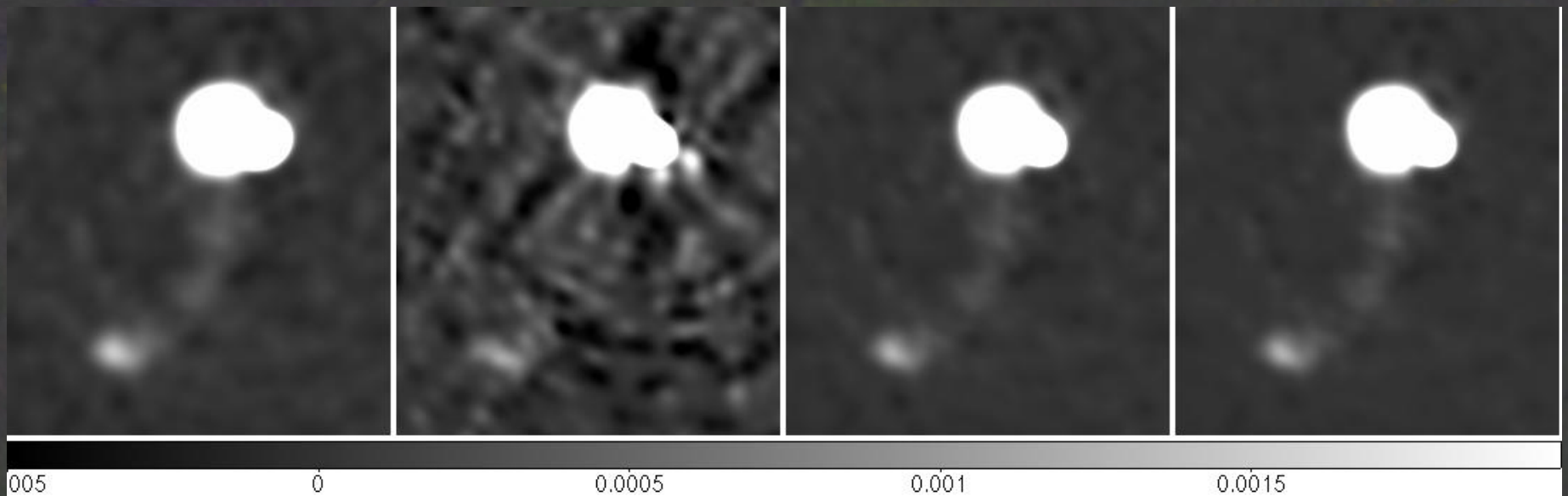
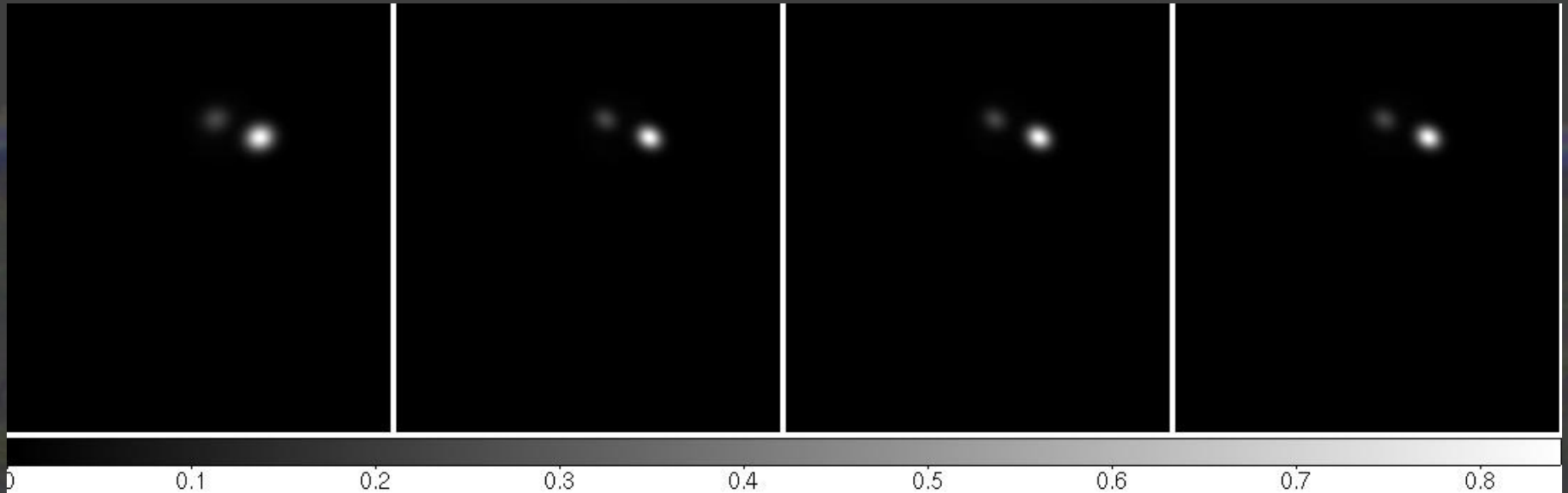
# Combined images of B0218+357

CLEAN

combined

simultaneous

D-CLEAN



# Conclusions

- lenses are interesting
- they can be found with LOFAR
- variability is a valuable diagnostic
- developing new methods based on CLEAN
  - ★ difference imaging
  - ★ combine different arrays
- first tests encouraging
- close relation to MFS/BWS methods
- work in progress
- of interest for other applications
- speed-up with GPU

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