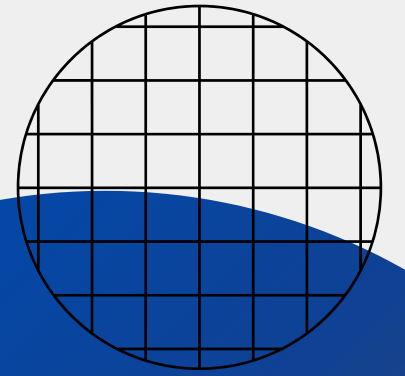


This presentation contains QR Codes.
Keep your phones in hand!

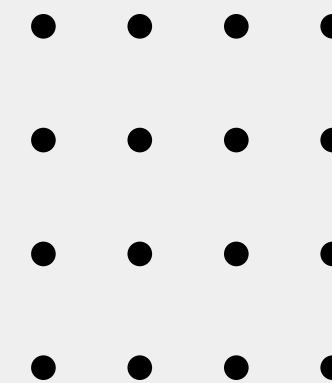


Beam Analysis: Impact on Mapmaking

João A. M. Barretos
on behalf of the BINGO collaboration



Agenda



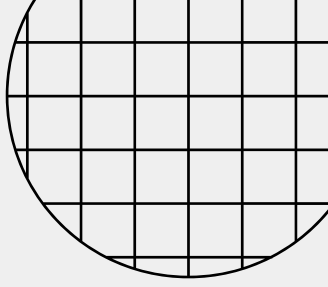
- 1) Beam Overview
 - Formation of Beams
 - The Beams of the BINGO Telescope
 - 2) Beam Modelling
 - Gaussian Beams
 - Zernike Polynomials
 - 3) Mapmaking
 - HIDE & SEEK
 - Impact on Maps
-



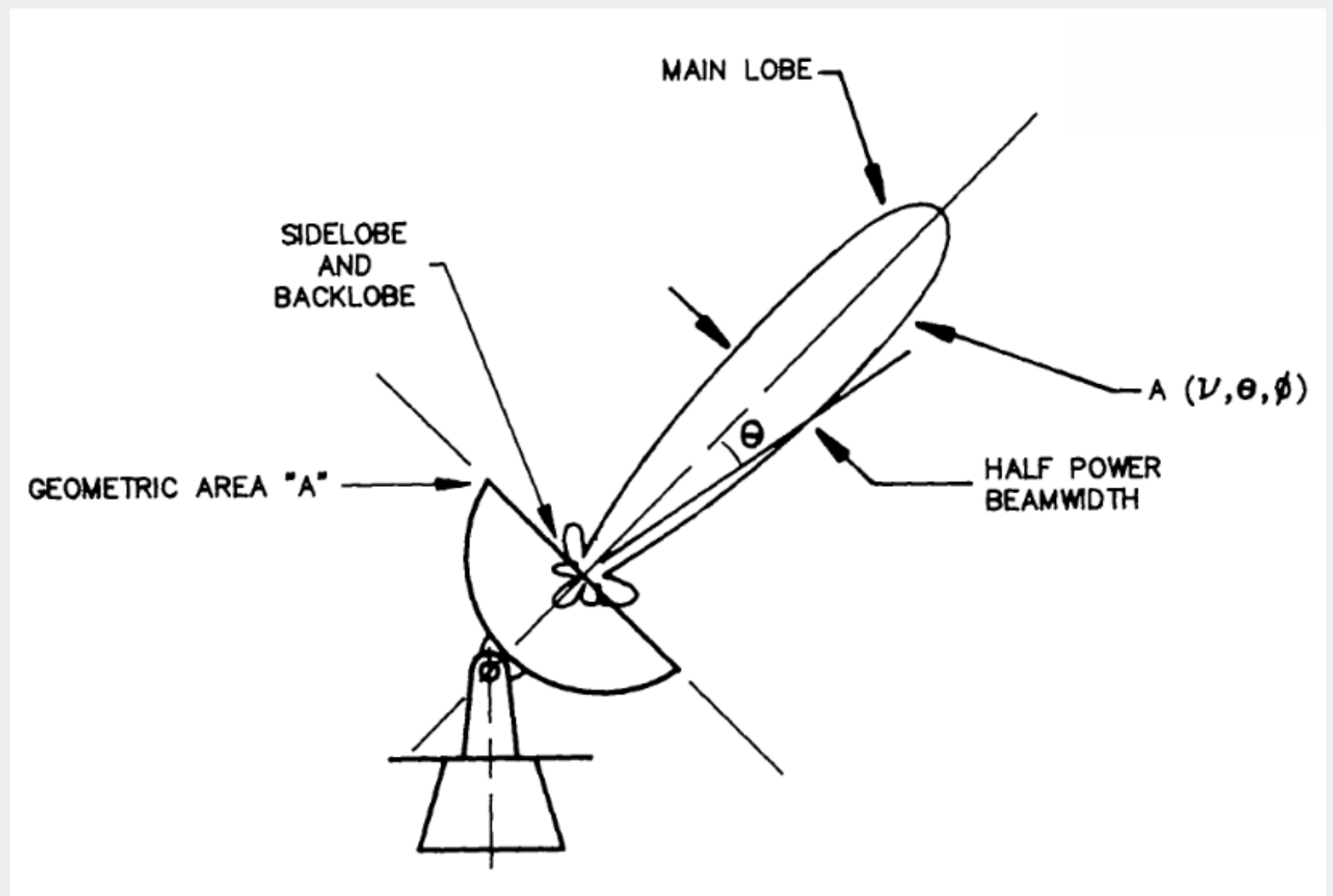
Beam Overview

A Brief Introduction

Power Pattern

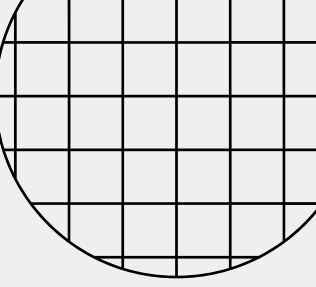


- Interference of the incoming reflected radiation generates a power pattern a.k.a. beam pattern.
- Diffraction pattern + asymmetries from reflector shape and positioning

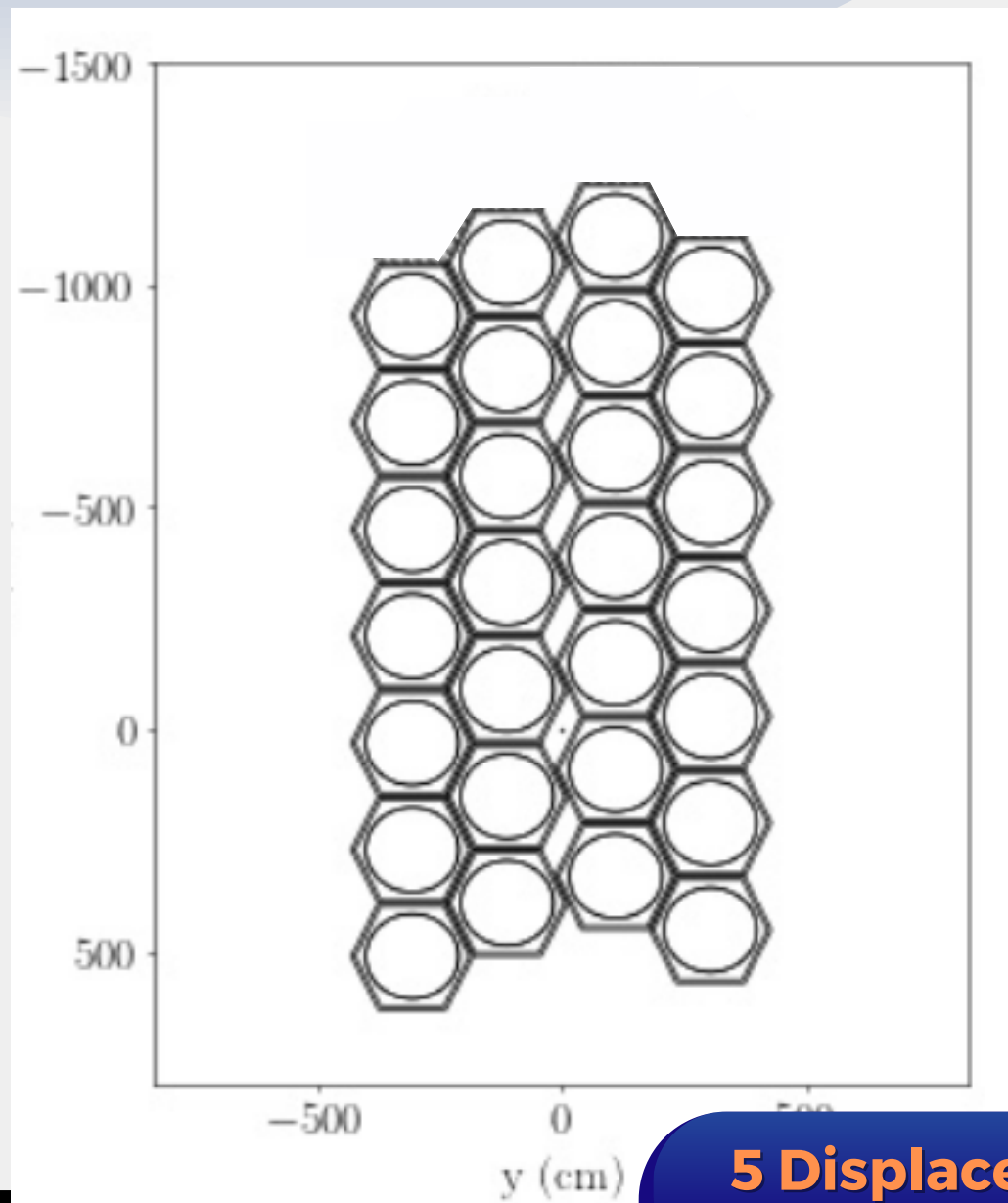


Napier, P.J., Synthesis Imaging in Radio Astronomy

BINGO Optical Design



28 horns on a
Double Rectangular
arrangement

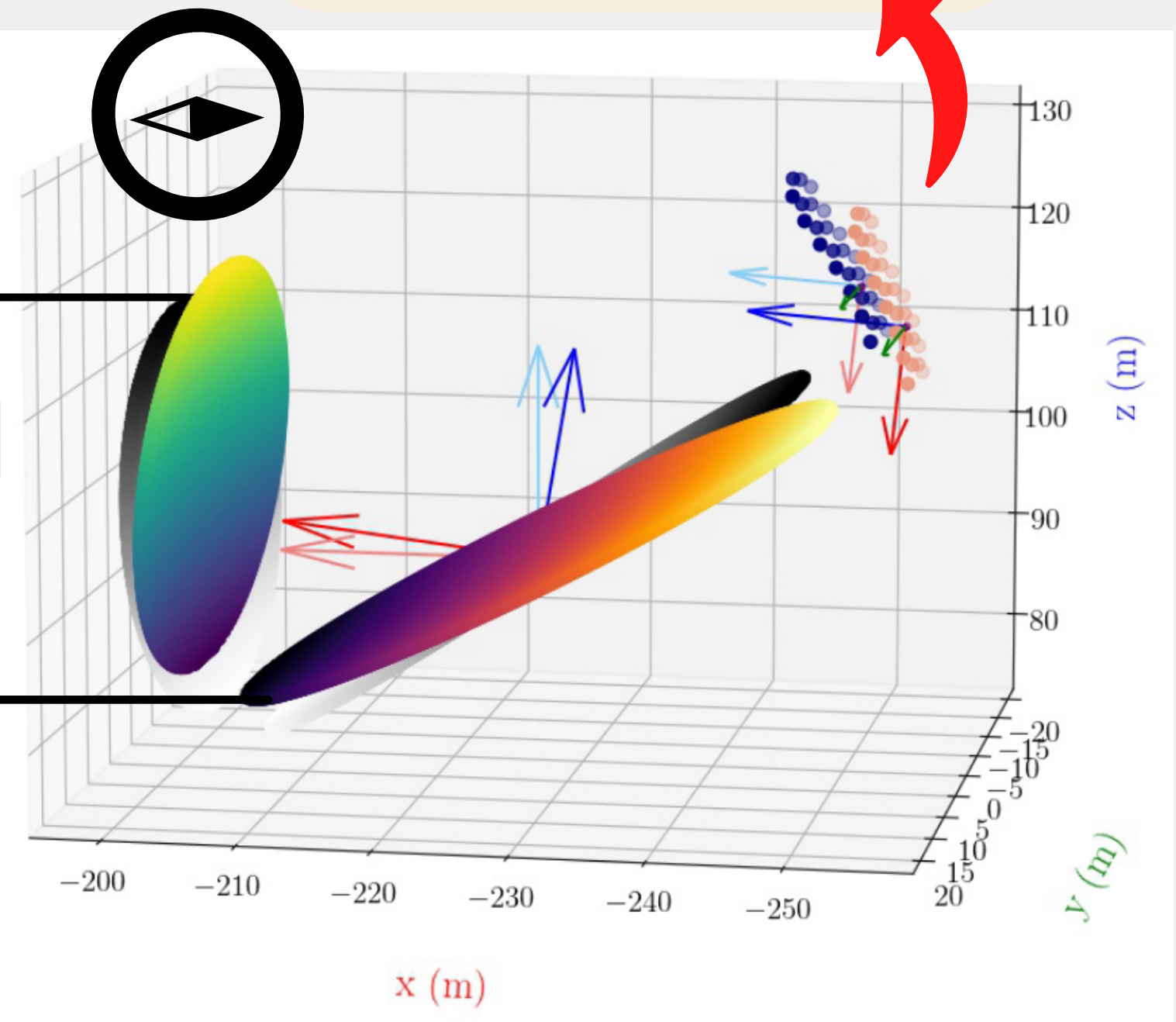


Hyperbolic
Secondary

Diameter 40 m
Focal length 140 m

Parabolic
Primary

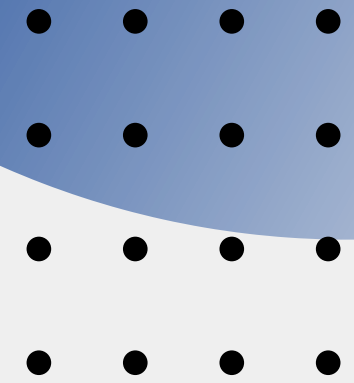
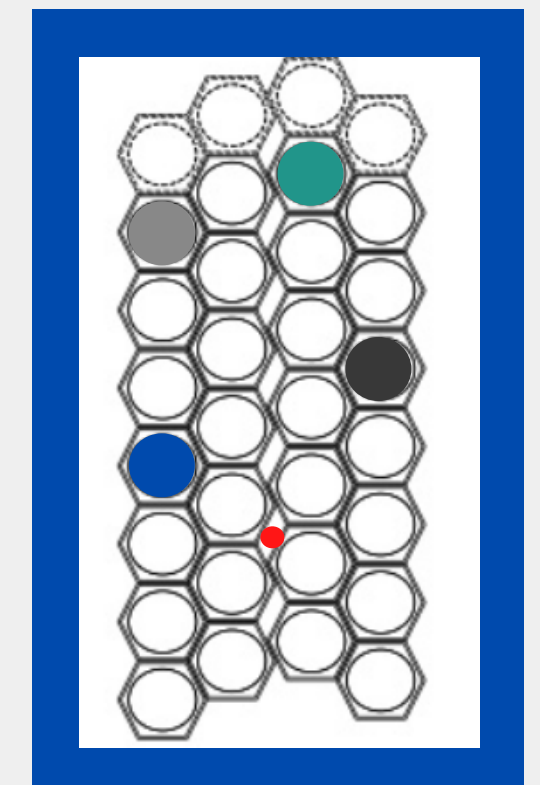
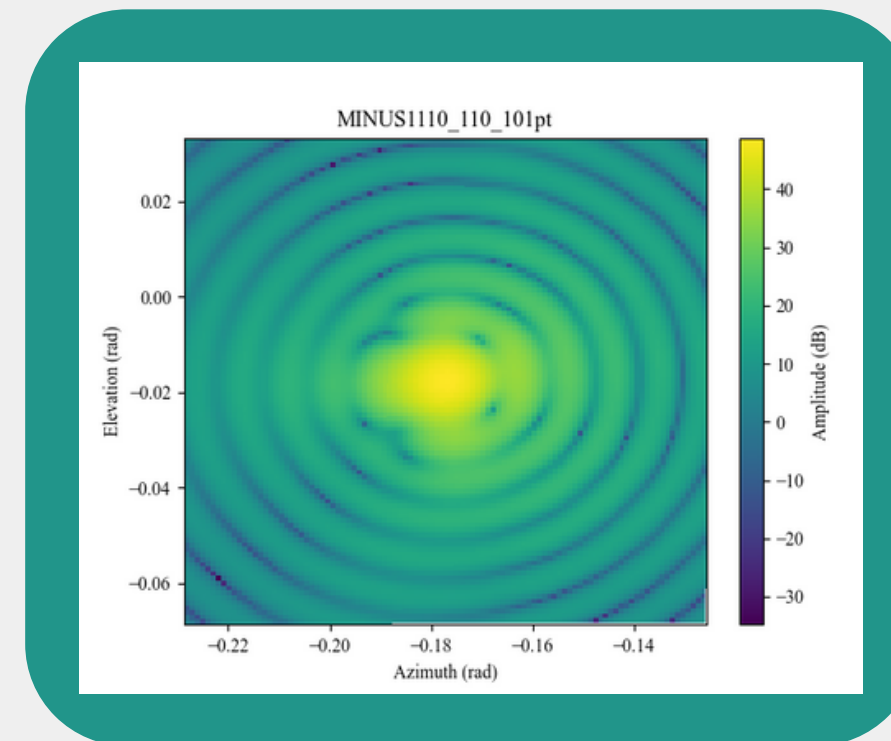
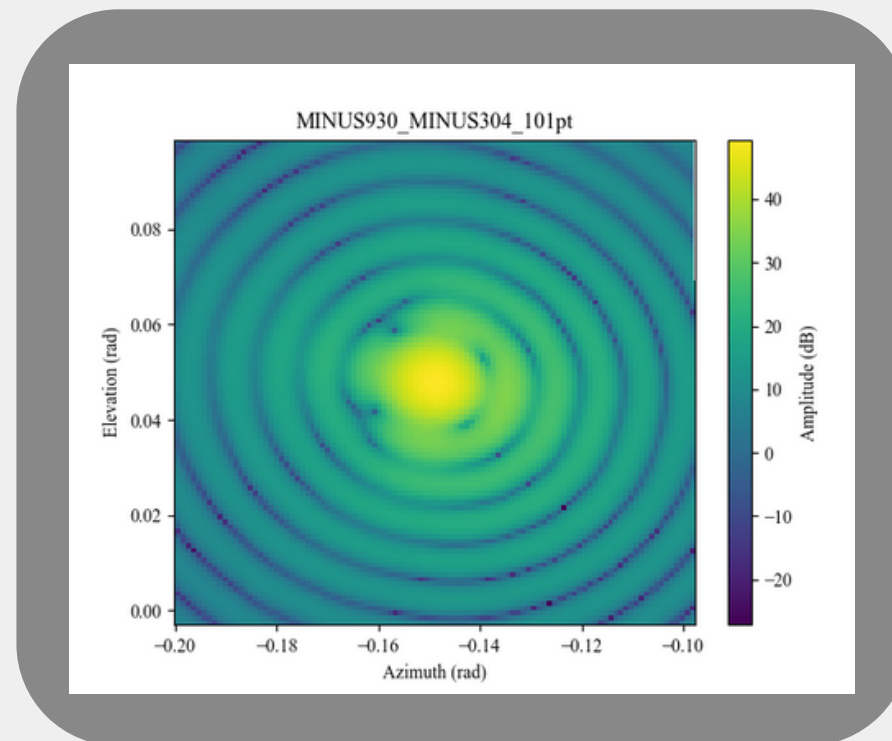
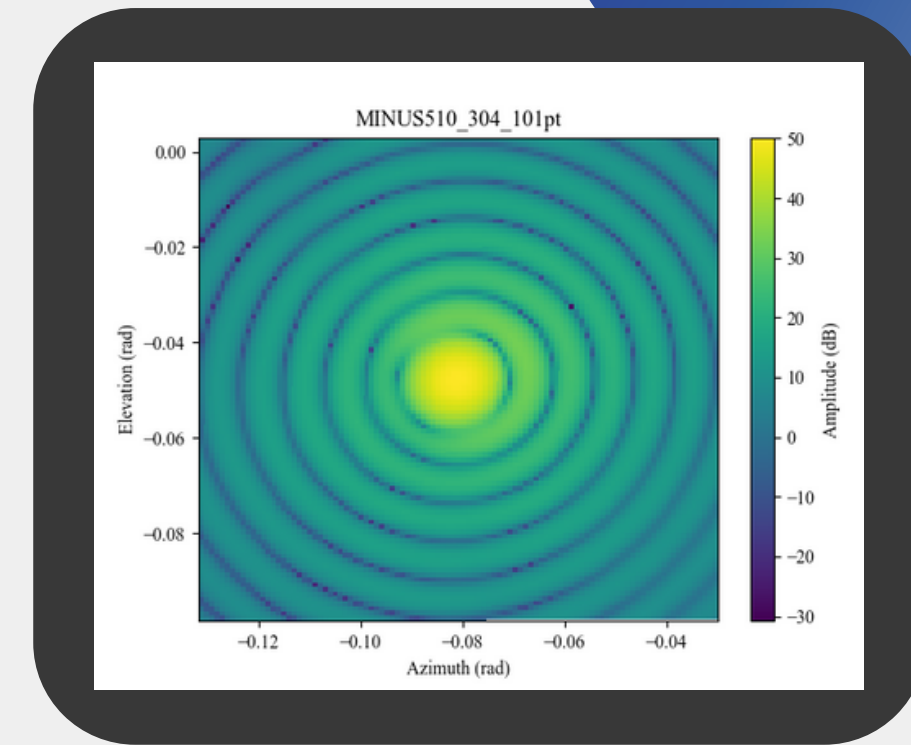
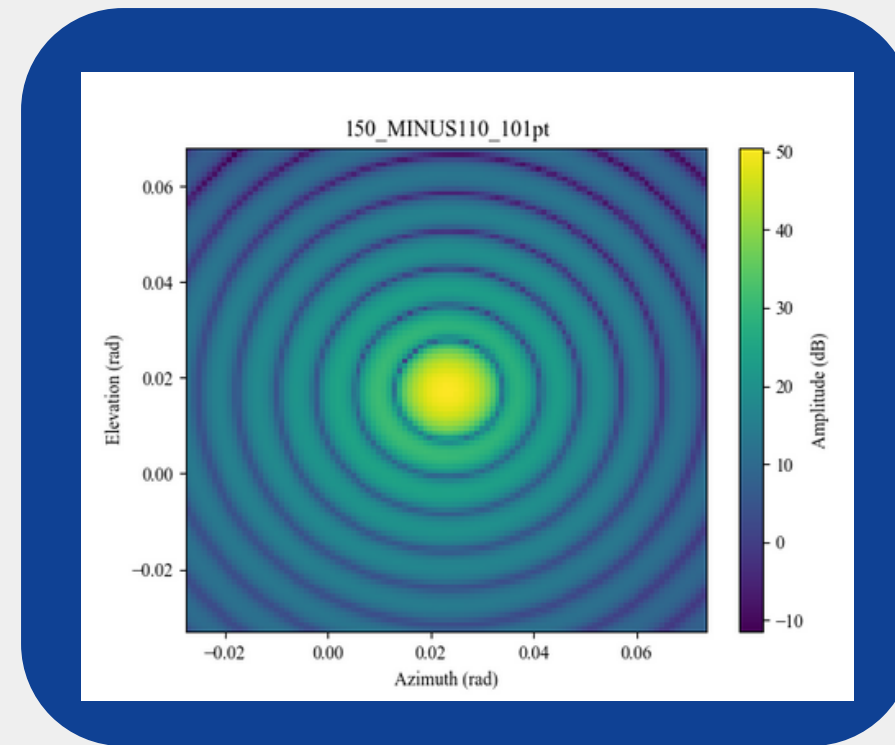
Diameter 35 m
Focal length 124 m



**5 Displacements over
5 Years to get a
better sky coverage**

BINGO Beams

- Horns are displayed on the focal plane, generating different beam patterns for each horn.
- Beam data numerically simulated by the GRASP software.





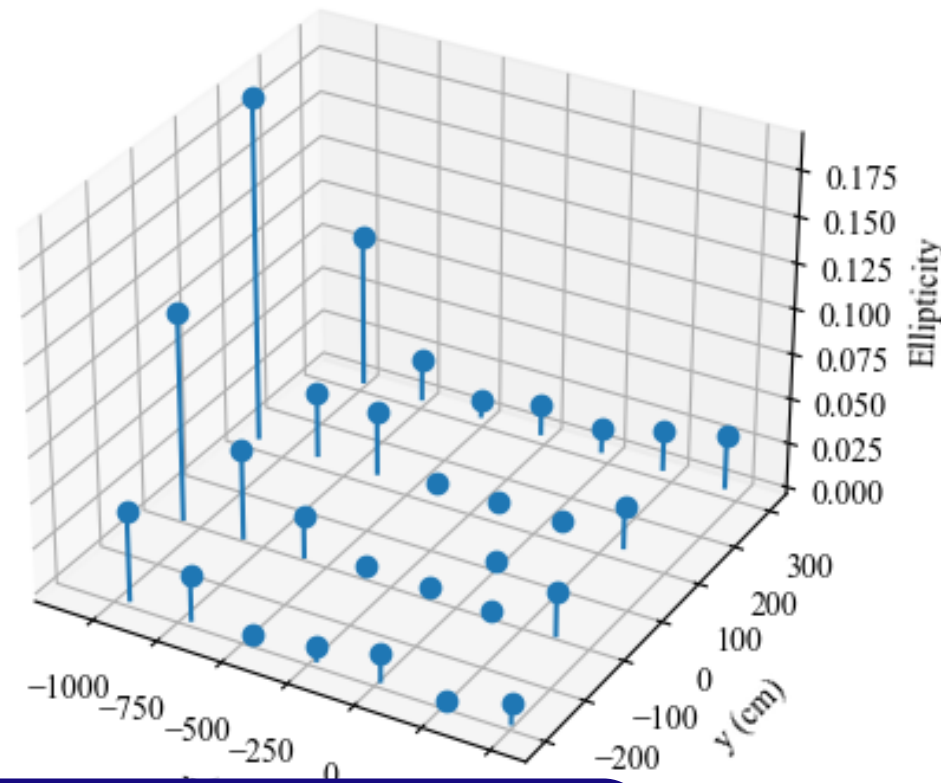
Beam Modelling

Gaussian Fits and Zernike Polynomials

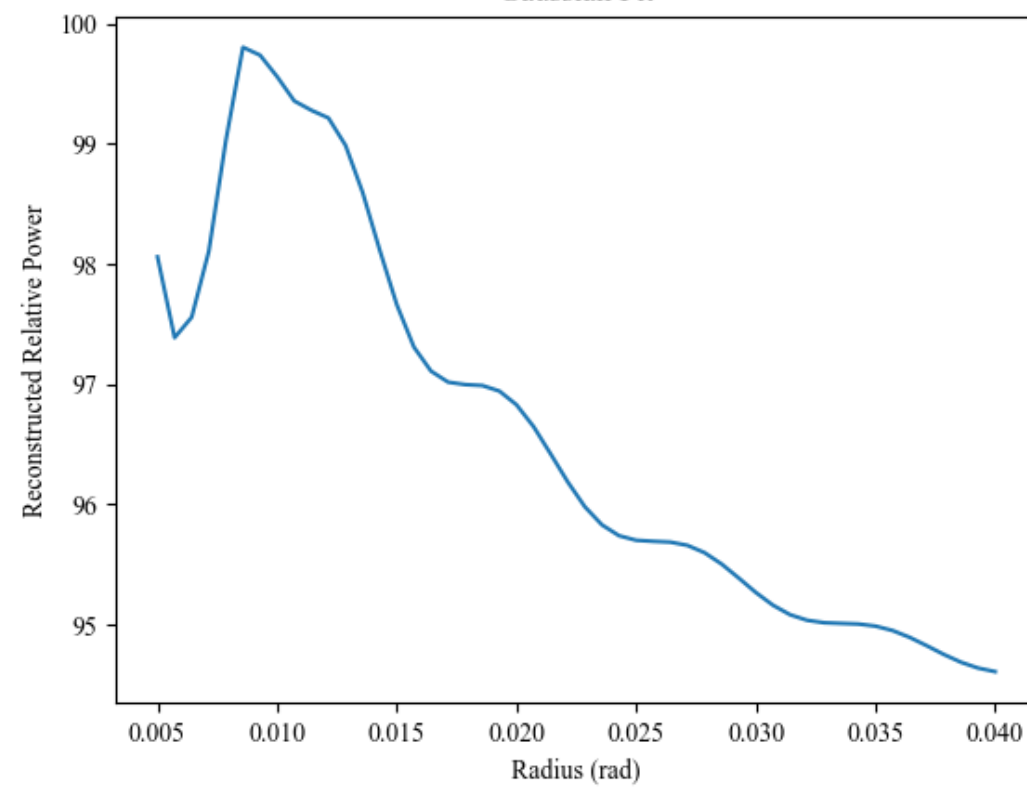
Gaussian Beam

Main Lobe Fitting <---
Other spatial distribution features are left out

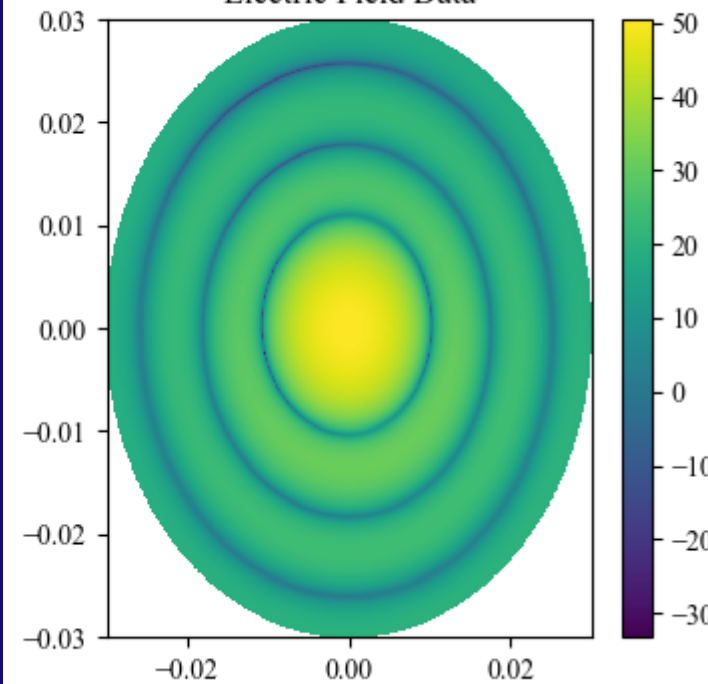
Gaussian Ellipticities 0.98 GHz



Gaussian Fit

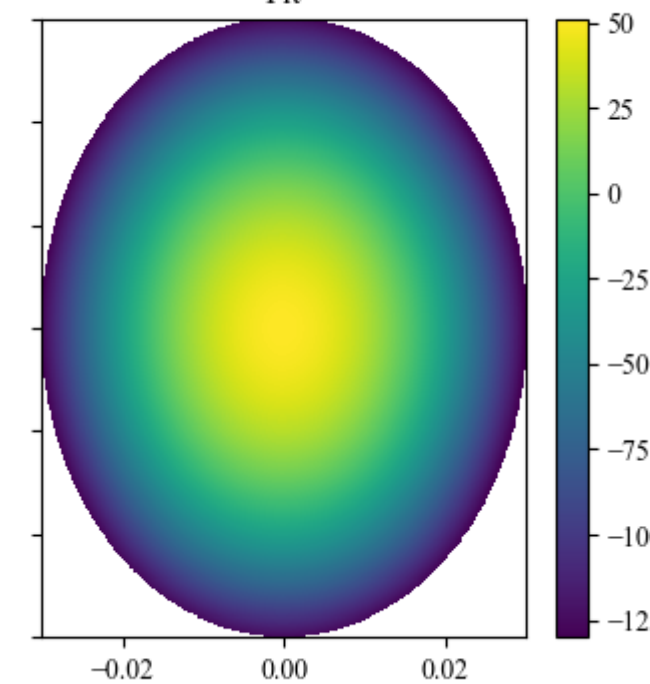


Electric Field Data

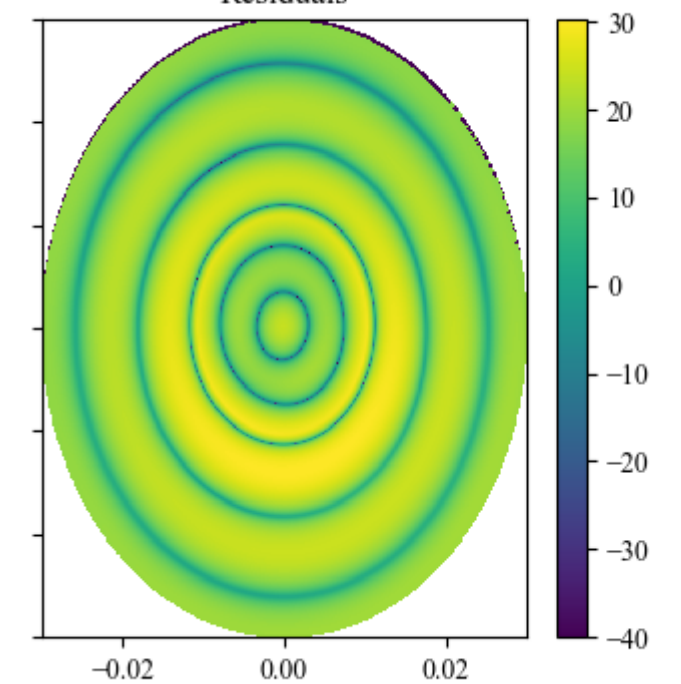


Horn (-30,304) - 980MHz - Elliptic Gaussian Fit

Fit



Residuals

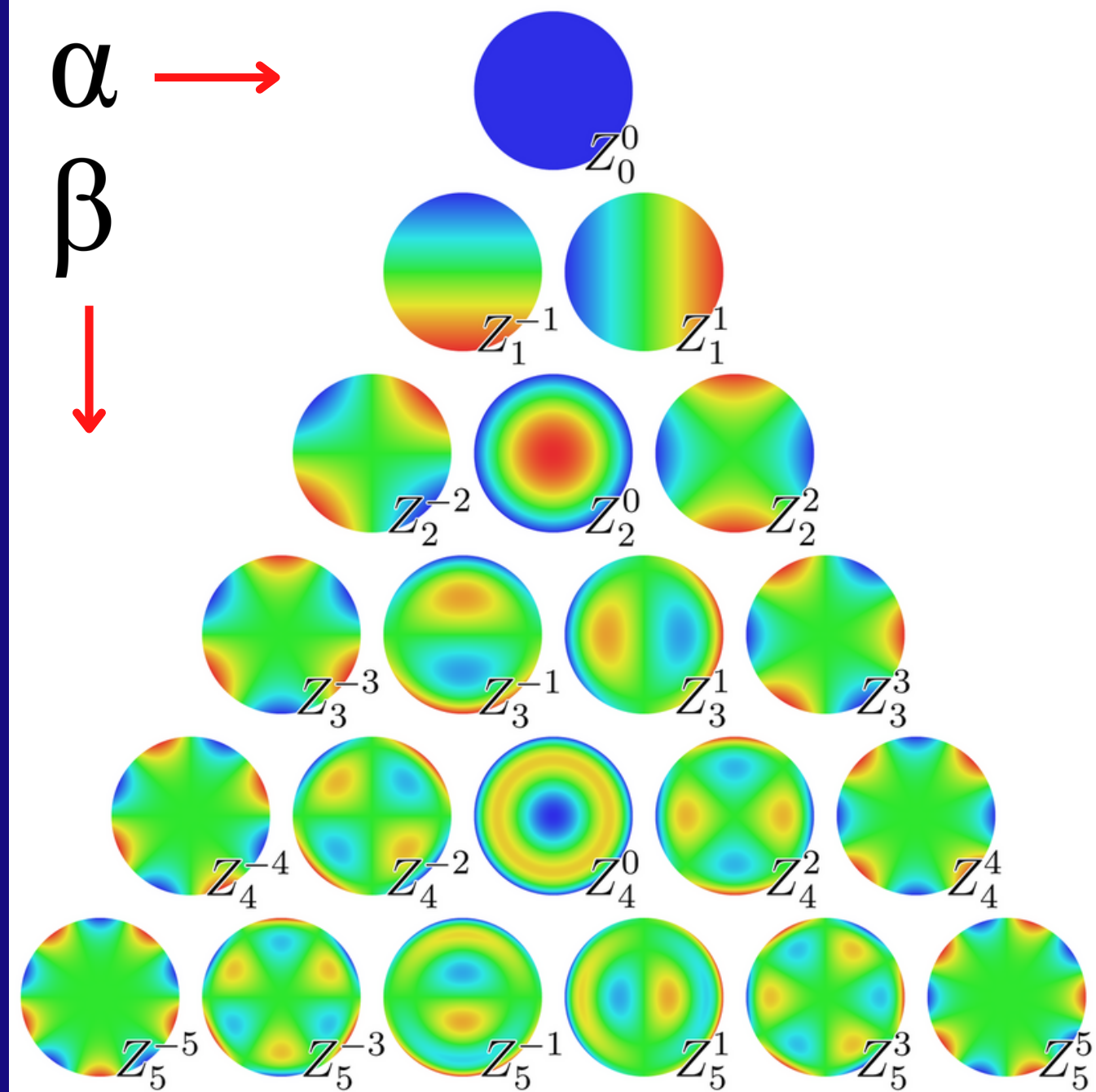


Zernike Polyn.

Widely used in optics <---
Due to orthogonality, any function on
the plane may be represented using a
Zernike Polyn. series.

$$\Phi(\rho, \theta) = \sum_{\beta, \alpha}^M C_{\beta}^{\alpha} Z_{\beta}^{\alpha}(\rho, \theta)$$

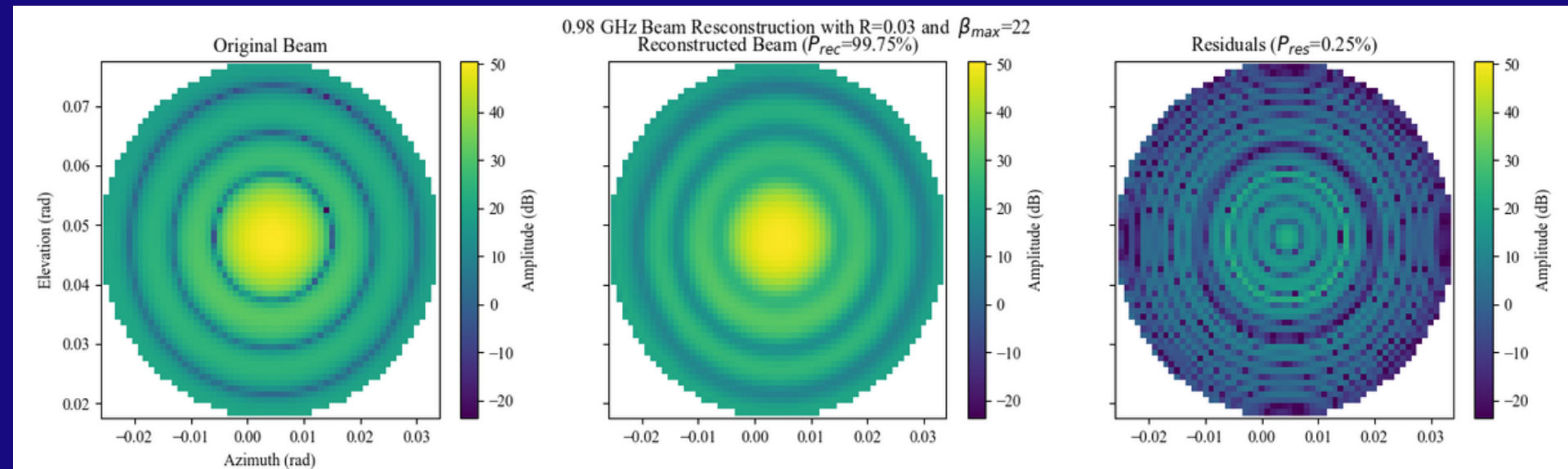
$$-\beta \leq \alpha \leq \beta$$



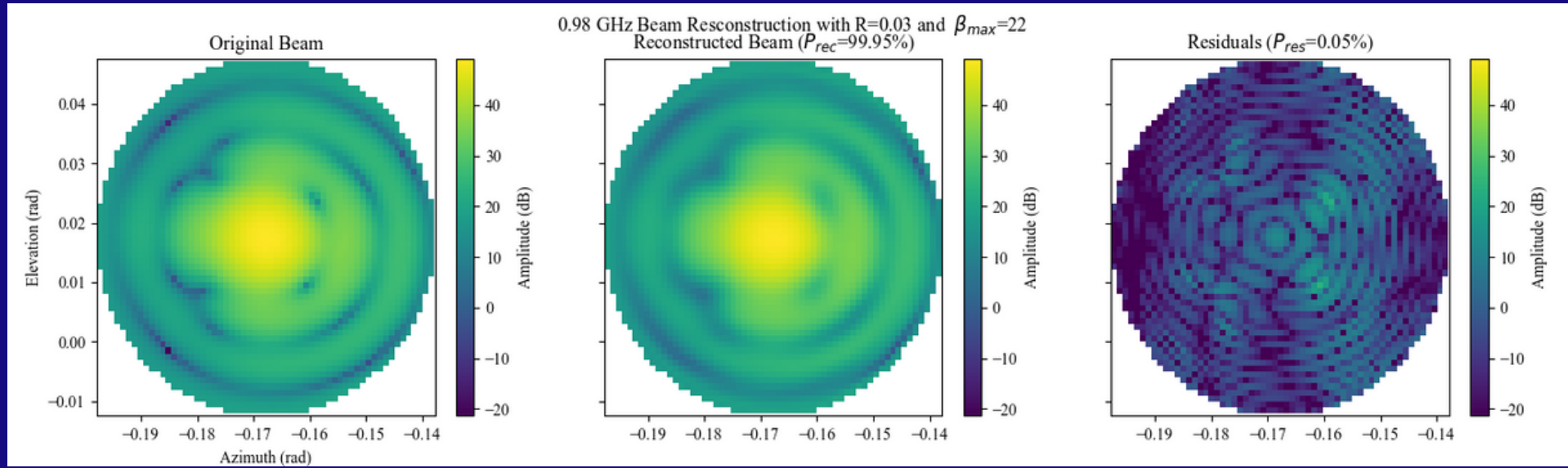
Wikipedia

Beam Modelling

-
-
-
-



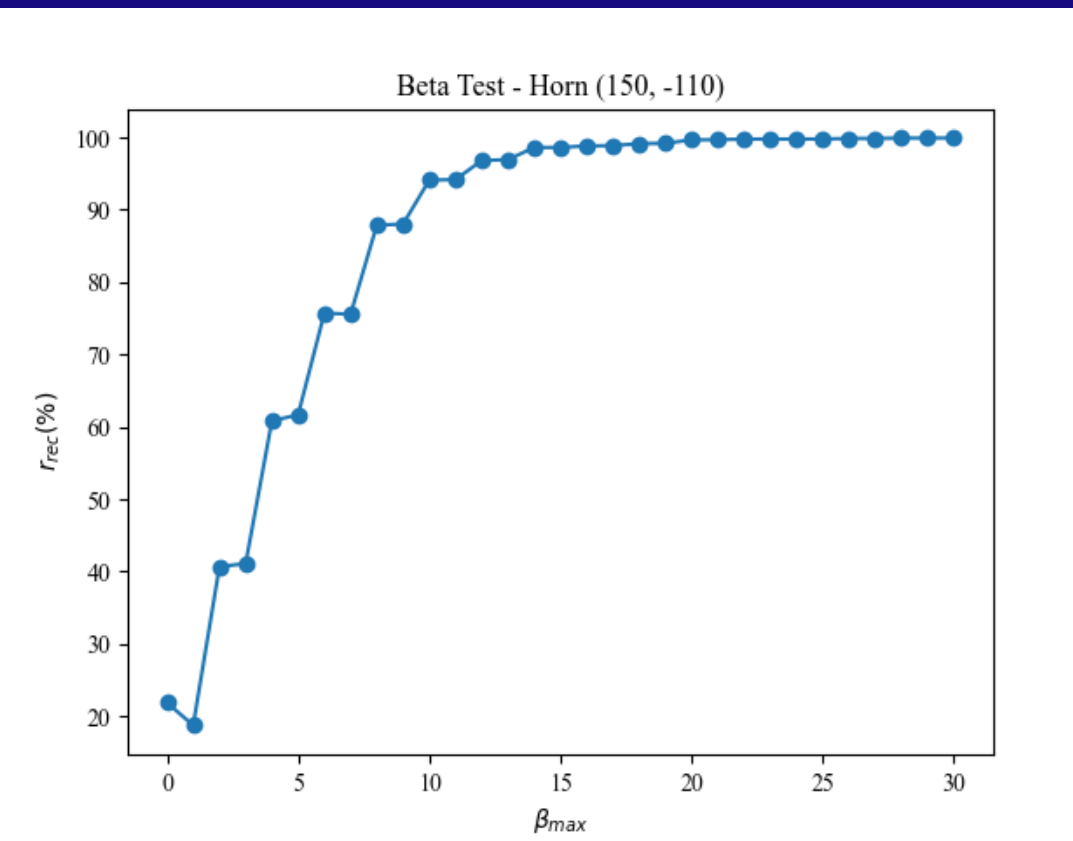
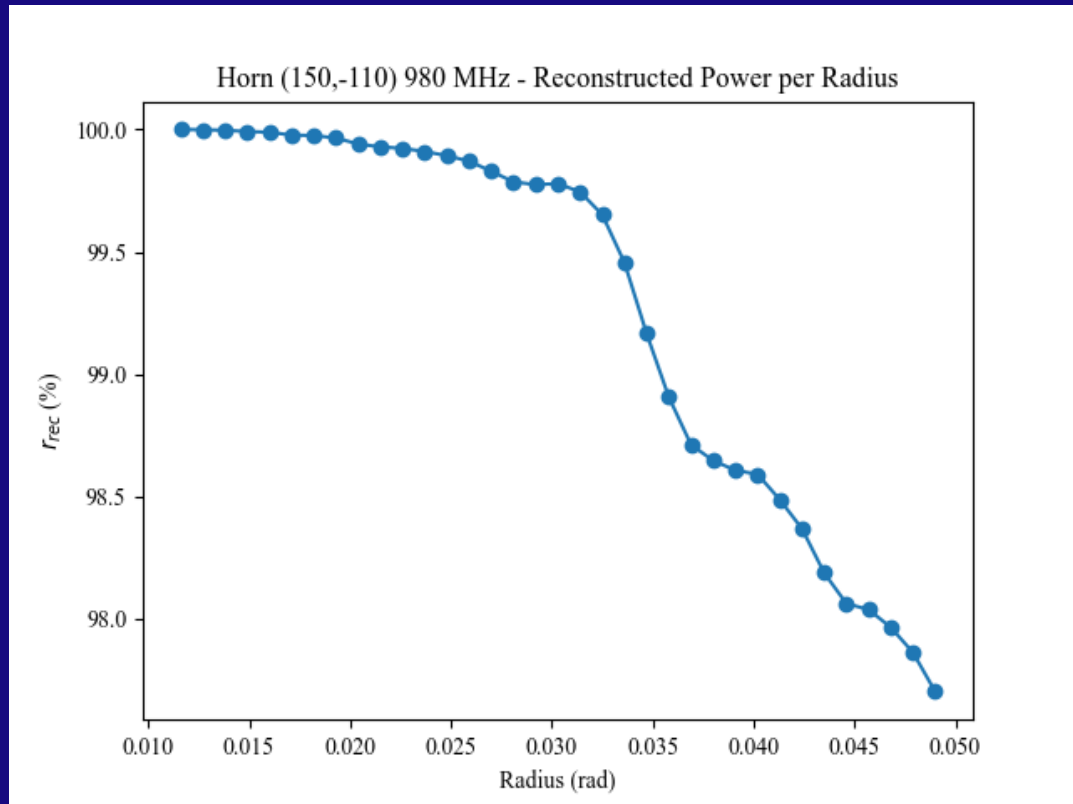
Adequately model beam patterns with few coefficients, leading to an efficient reconstruction of the beam, with low power loss.



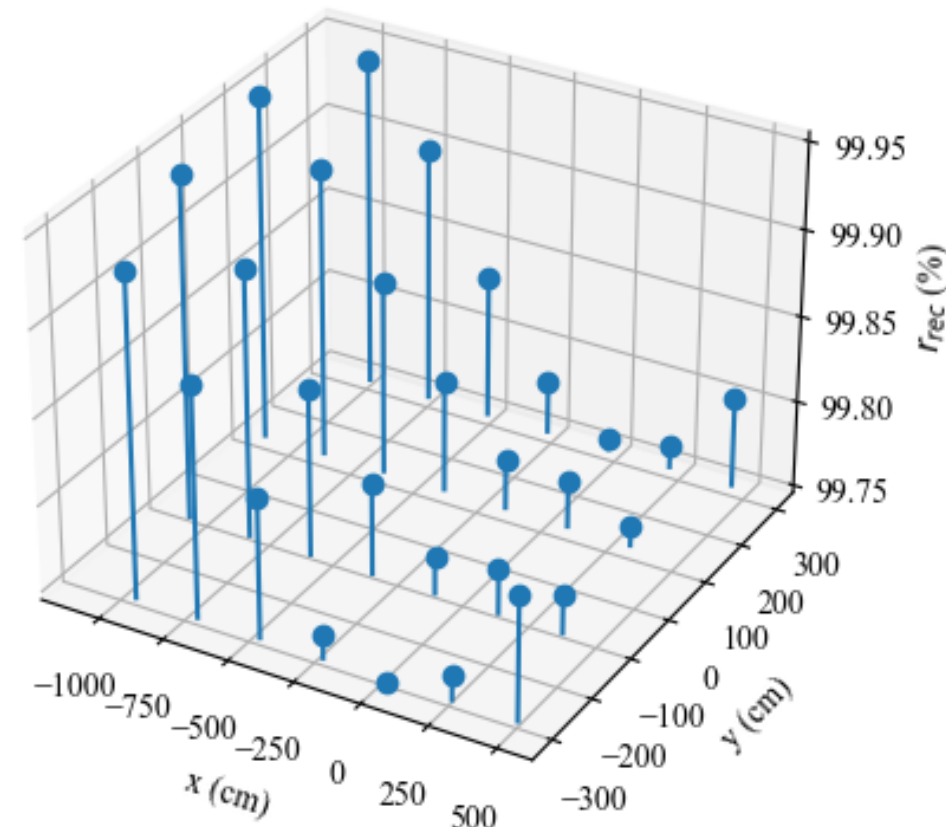
$$\gamma_{res} = \frac{P_Z - P_{data}}{P_{data}}$$

$$\gamma_{rec} = 1 - \gamma_{res}$$

Fitting Performance



Zernike Power Reconstruction 0.98 GHz - $\beta_{max} = 22$

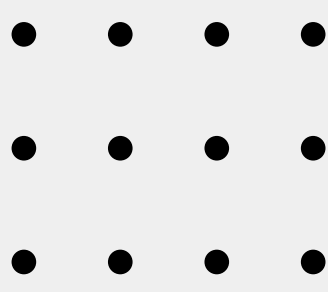


Fitting parameters such as beta and angular radius have a major influence on the reconstructed power fraction.



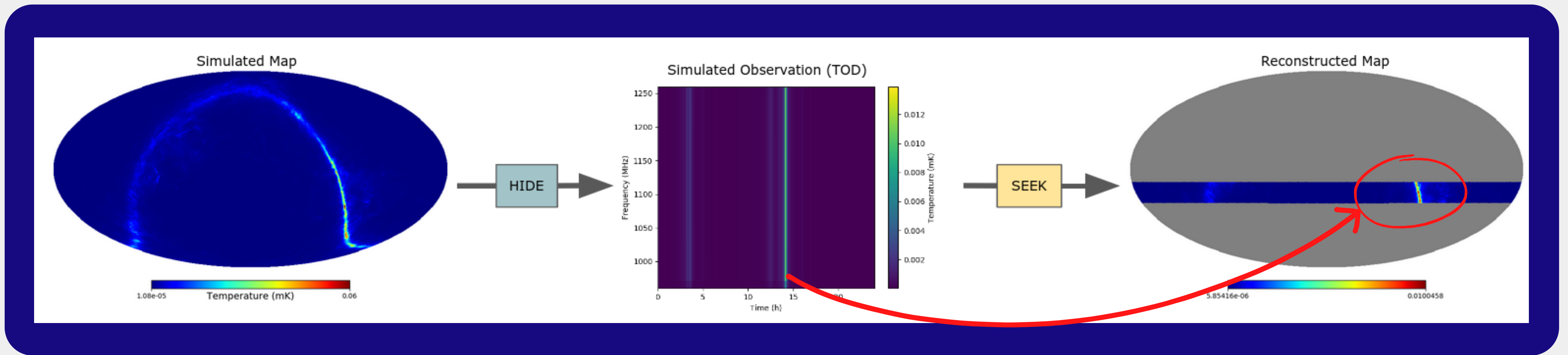
Map Making

HIDE & SEEK and beam impact



HIDE & SEEK

HIDE: HI Data Emulator
SEEK: Signal Extraction and Emission Kartographer



HIDE

Emulates a sky observation from a given map.
Considers noise ($WN+1/f$), gain, beam convolution, RFI.

Maps -> TOD

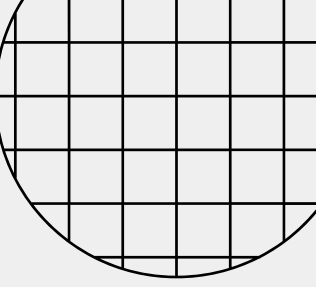
SEEK

Performs map reconstruction from Time Ordered Data (map making)
Plugins: RFI cleaning, object masks

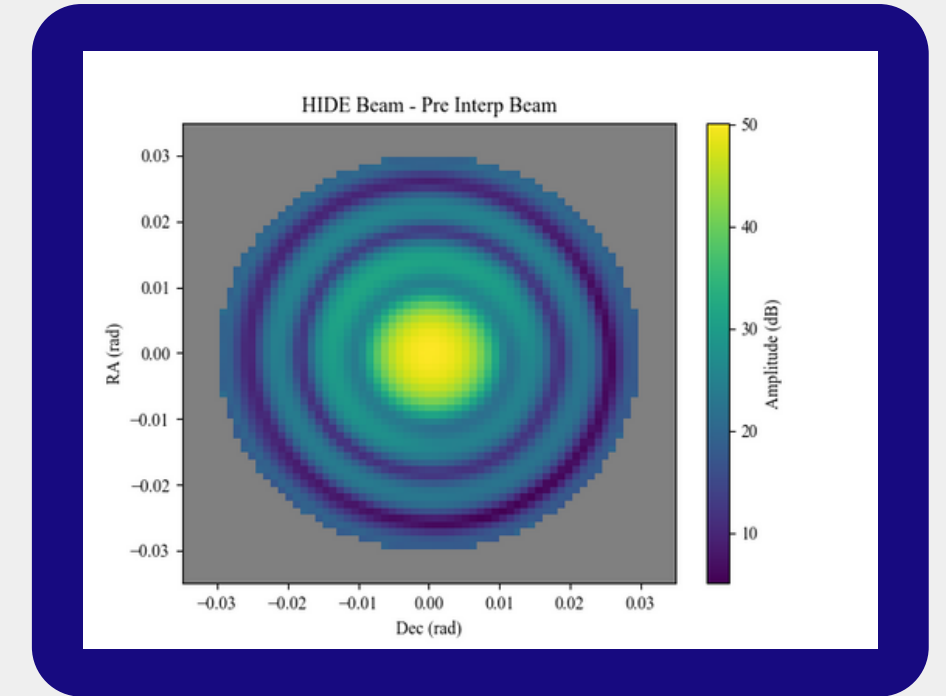
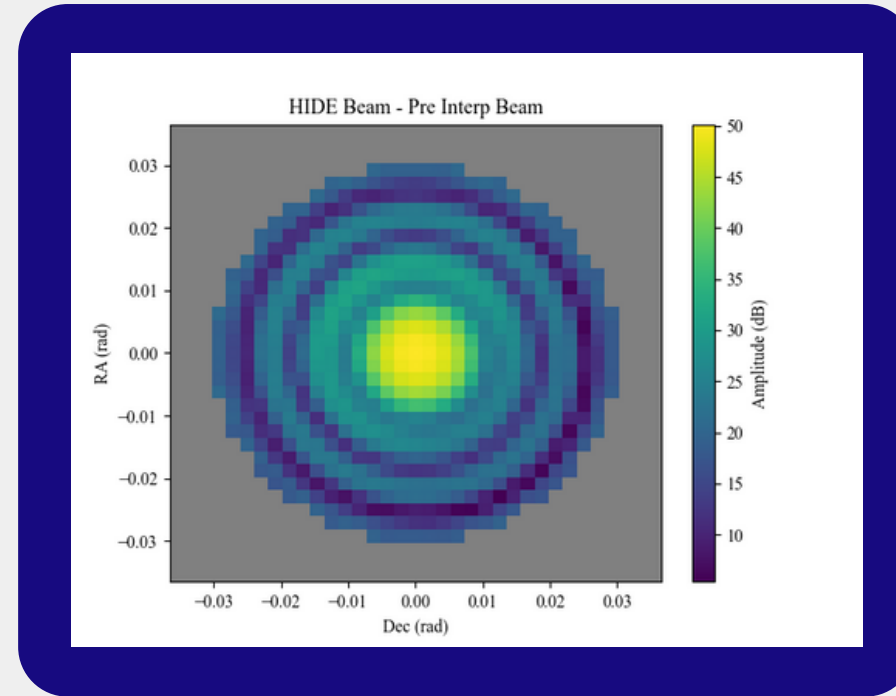
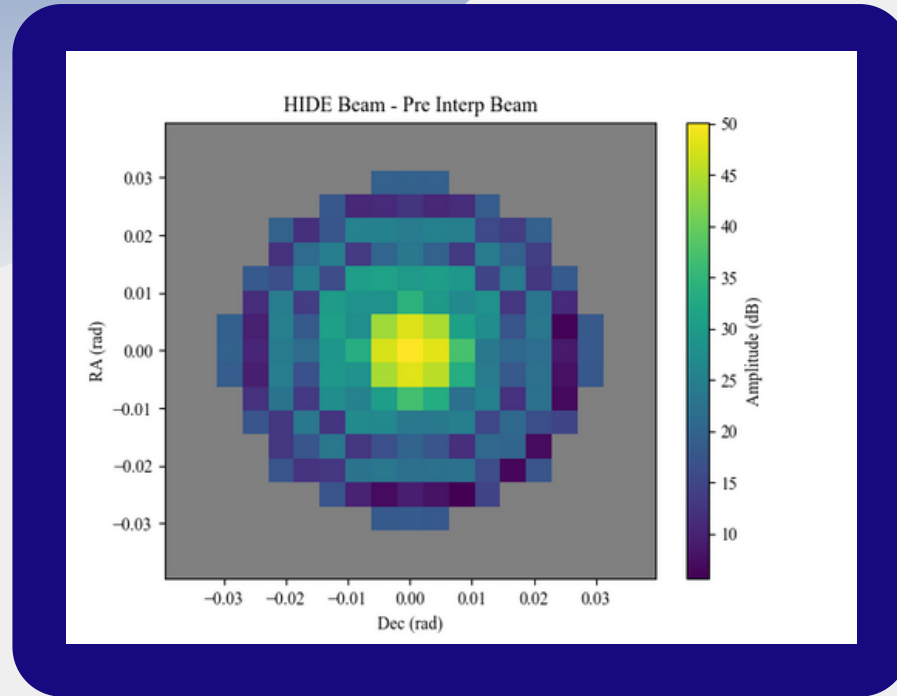
TOD -> Maps



Interpolation



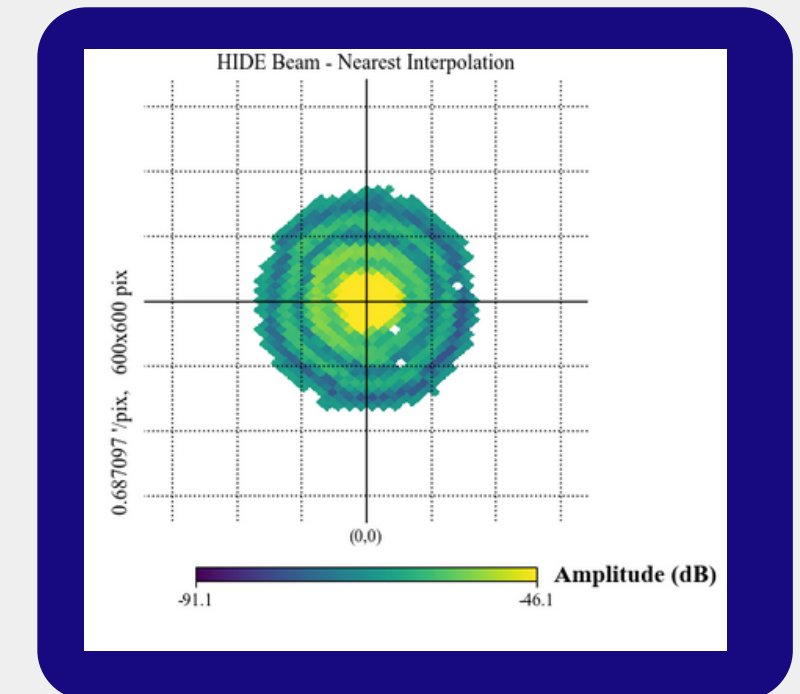
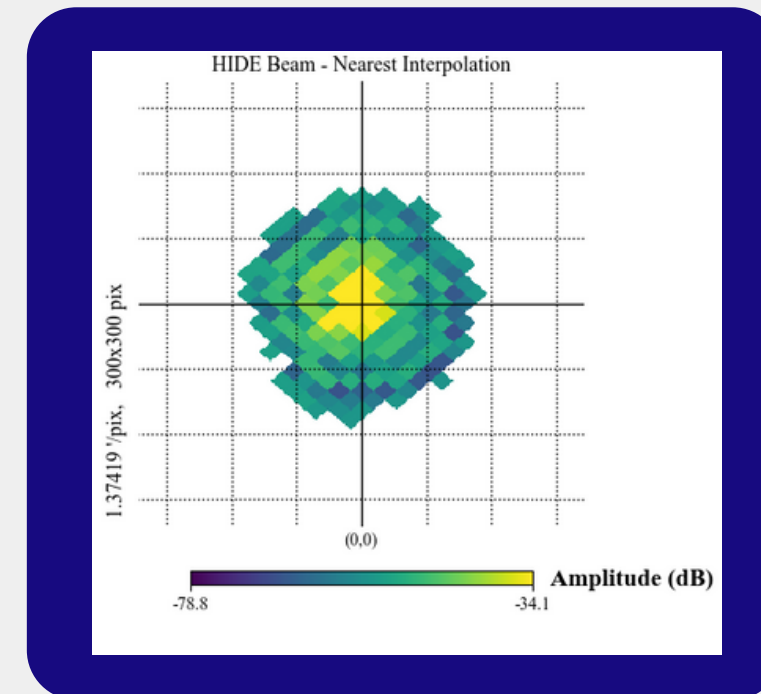
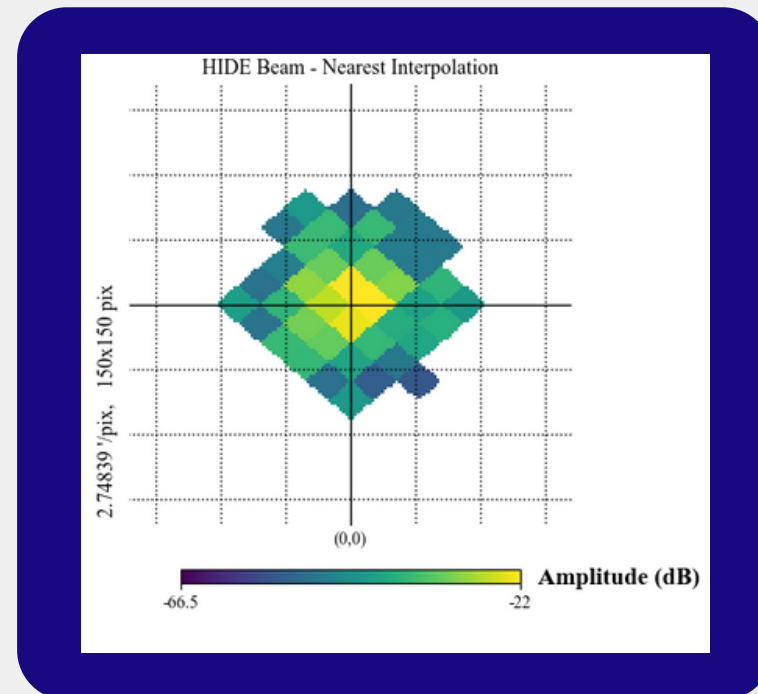
RA-Dec Grid



Nearest Neighbor Interpolation



HEALPix maps



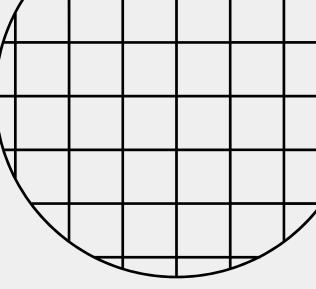
Nside

128

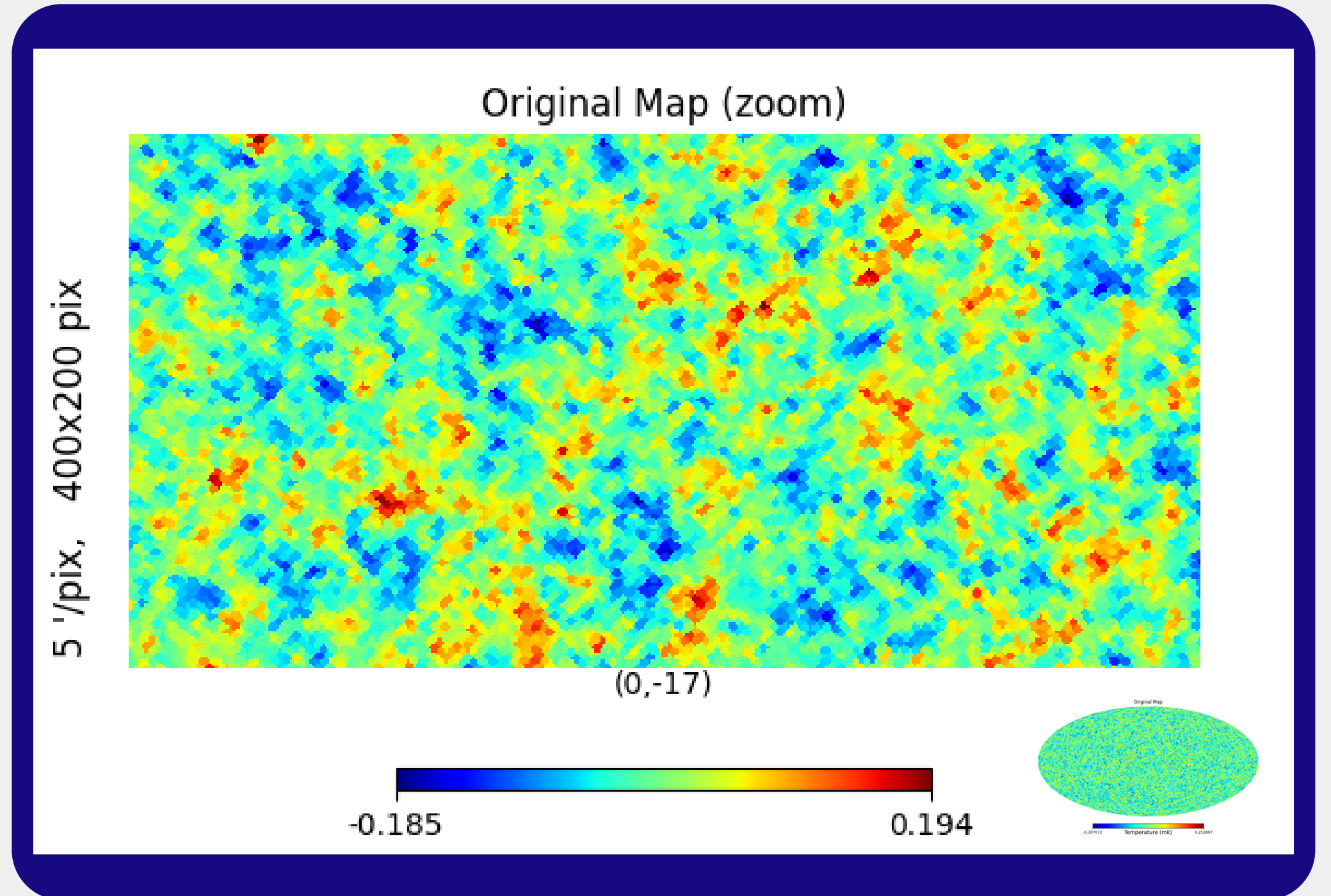
256

512

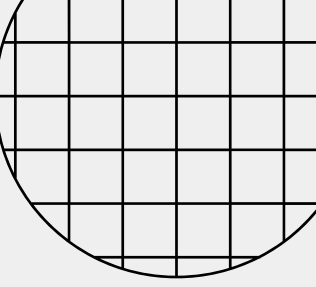
Map Reconstruction



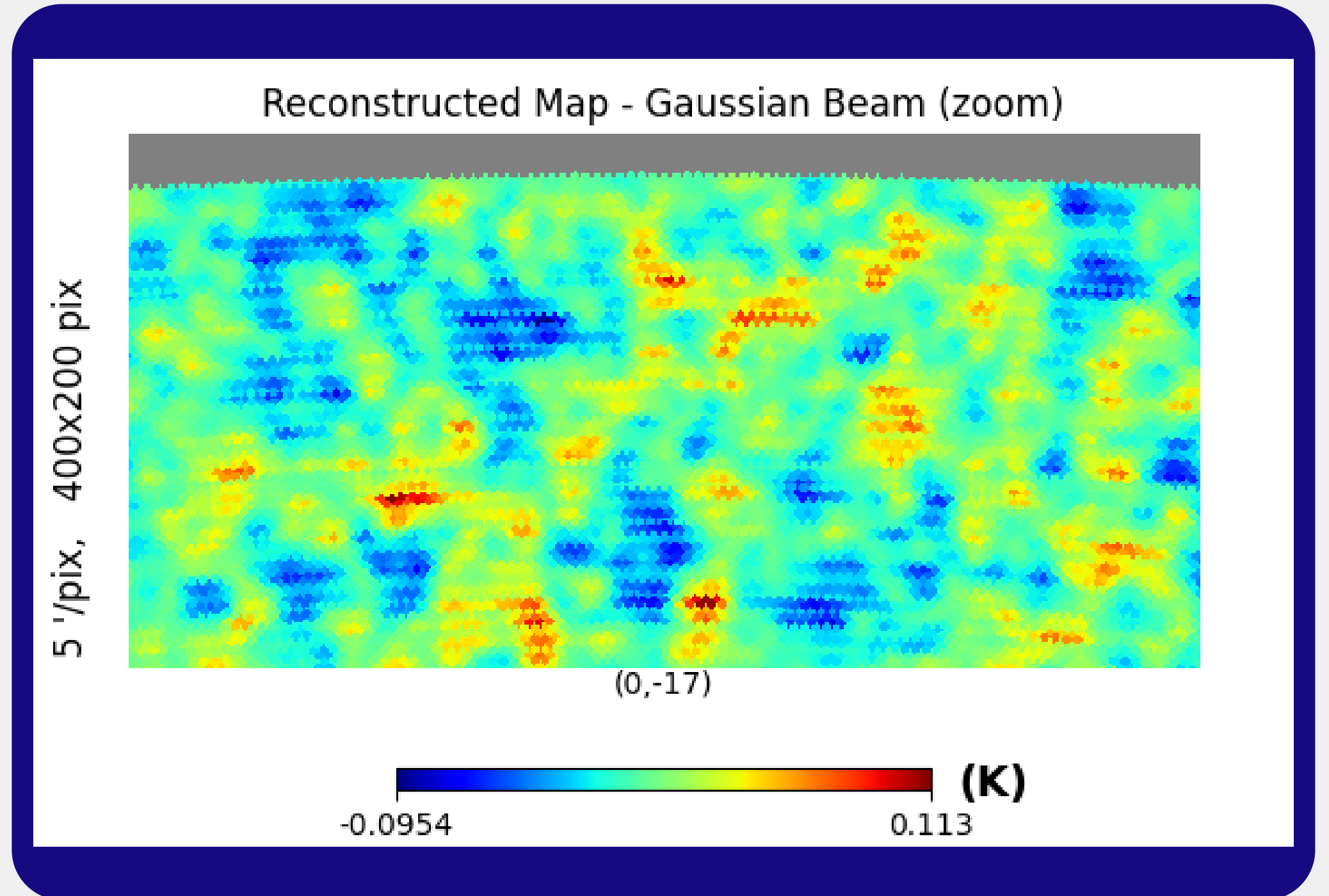
Maps Reconstructed using Naive Map Making.



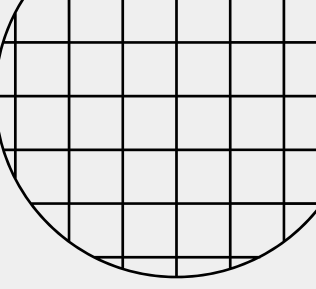
Map Reconstruction



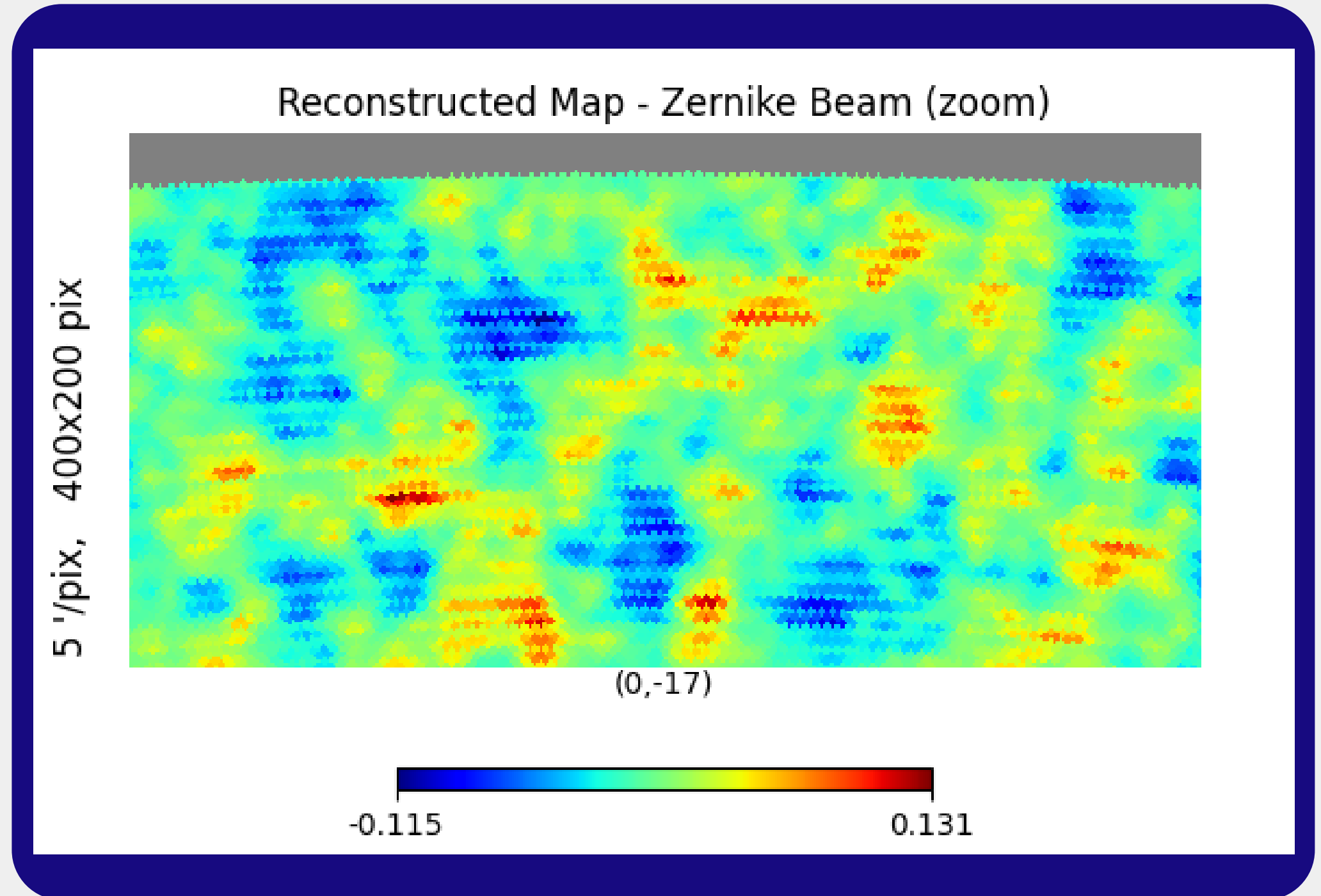
Maps Reconstructed using Naive Map Making.



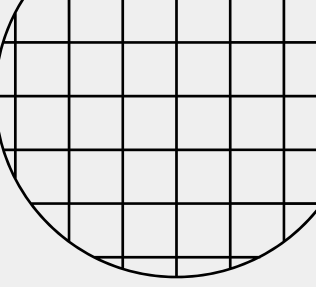
Map Reconstruction



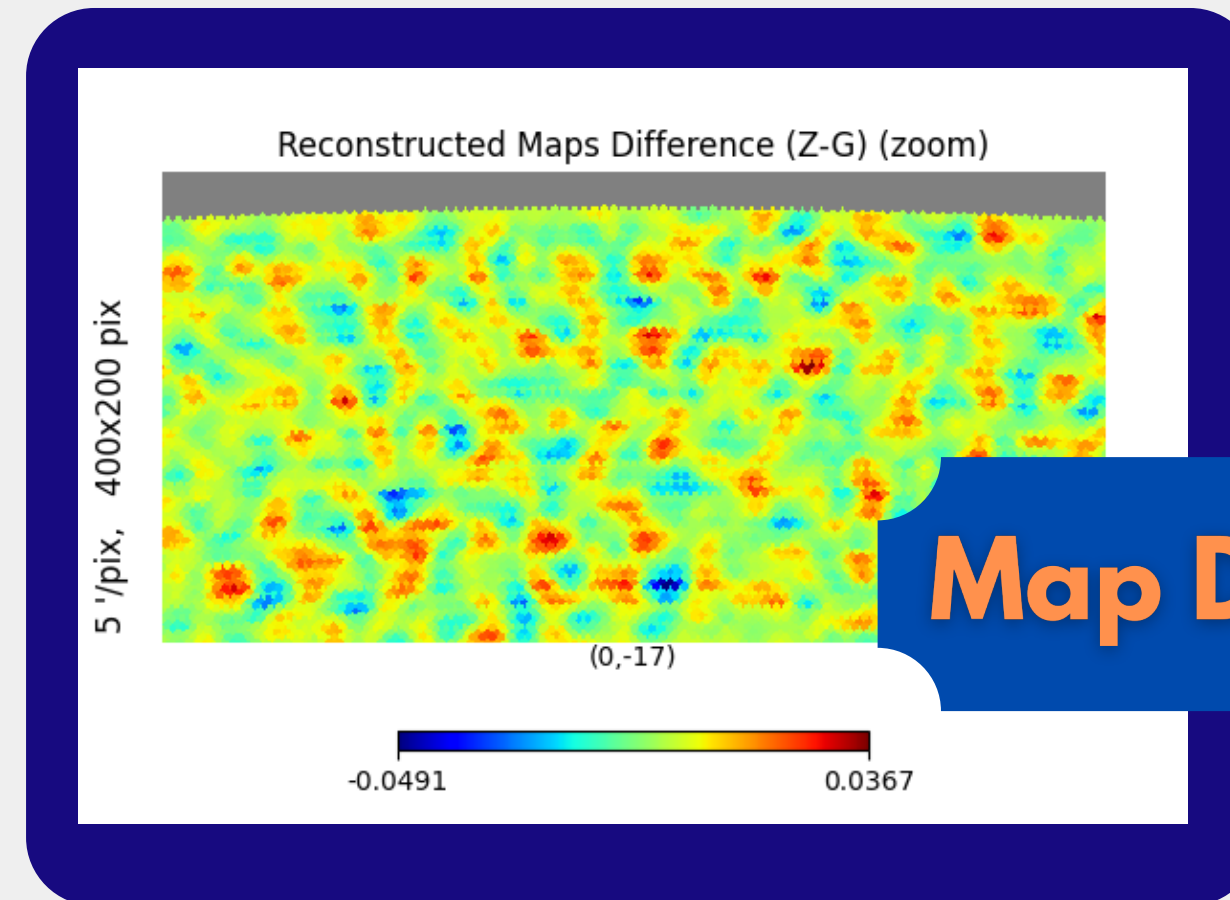
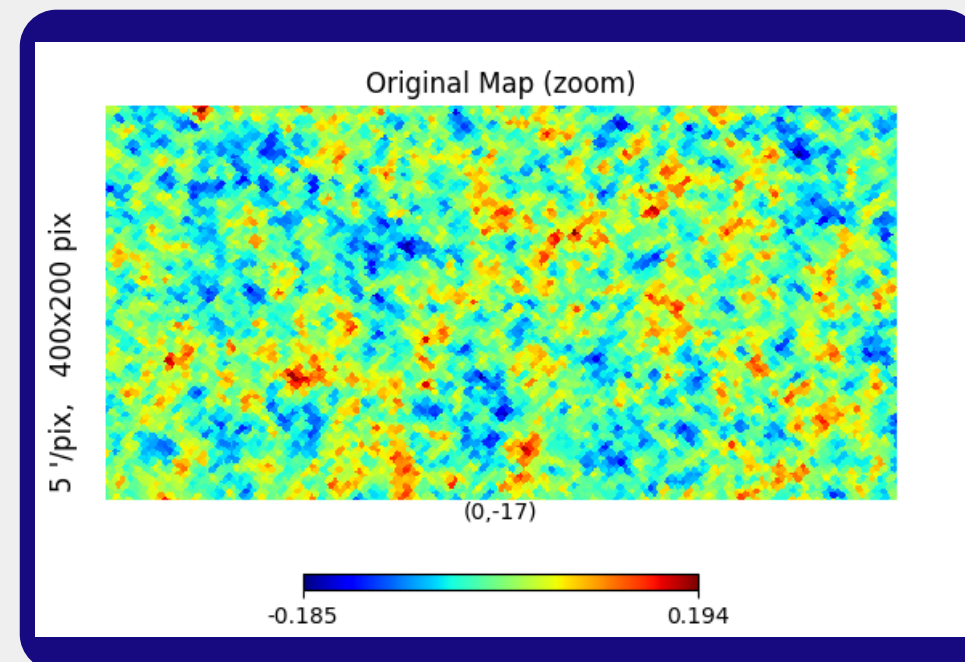
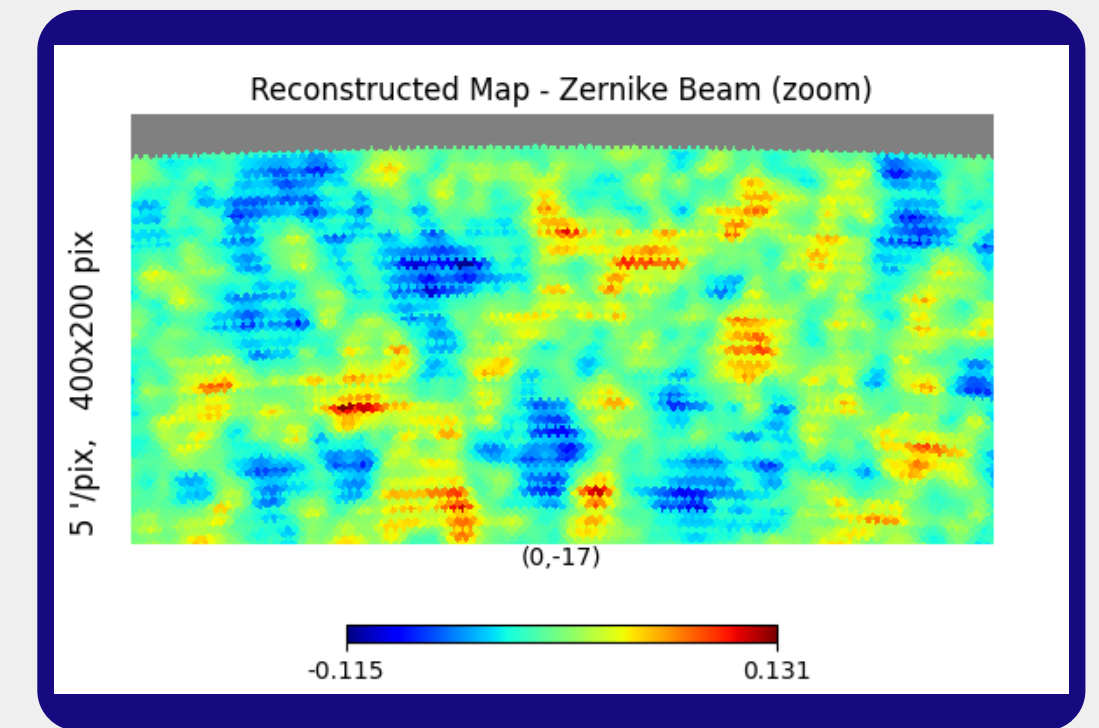
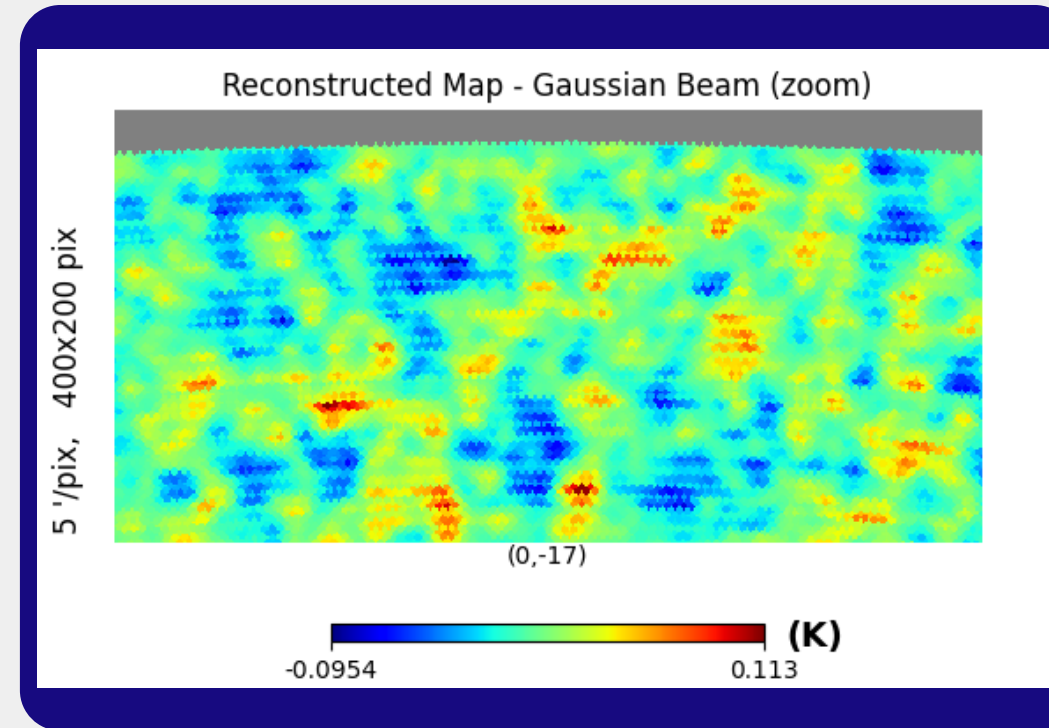
Maps Reconstructed using Naive Map Making.



Map Reconstruction

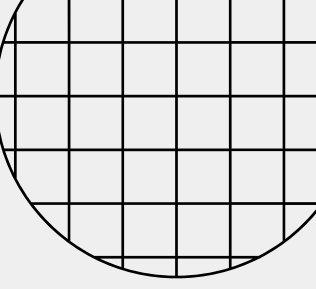


Maps Reconstructed using Naive Map Making.

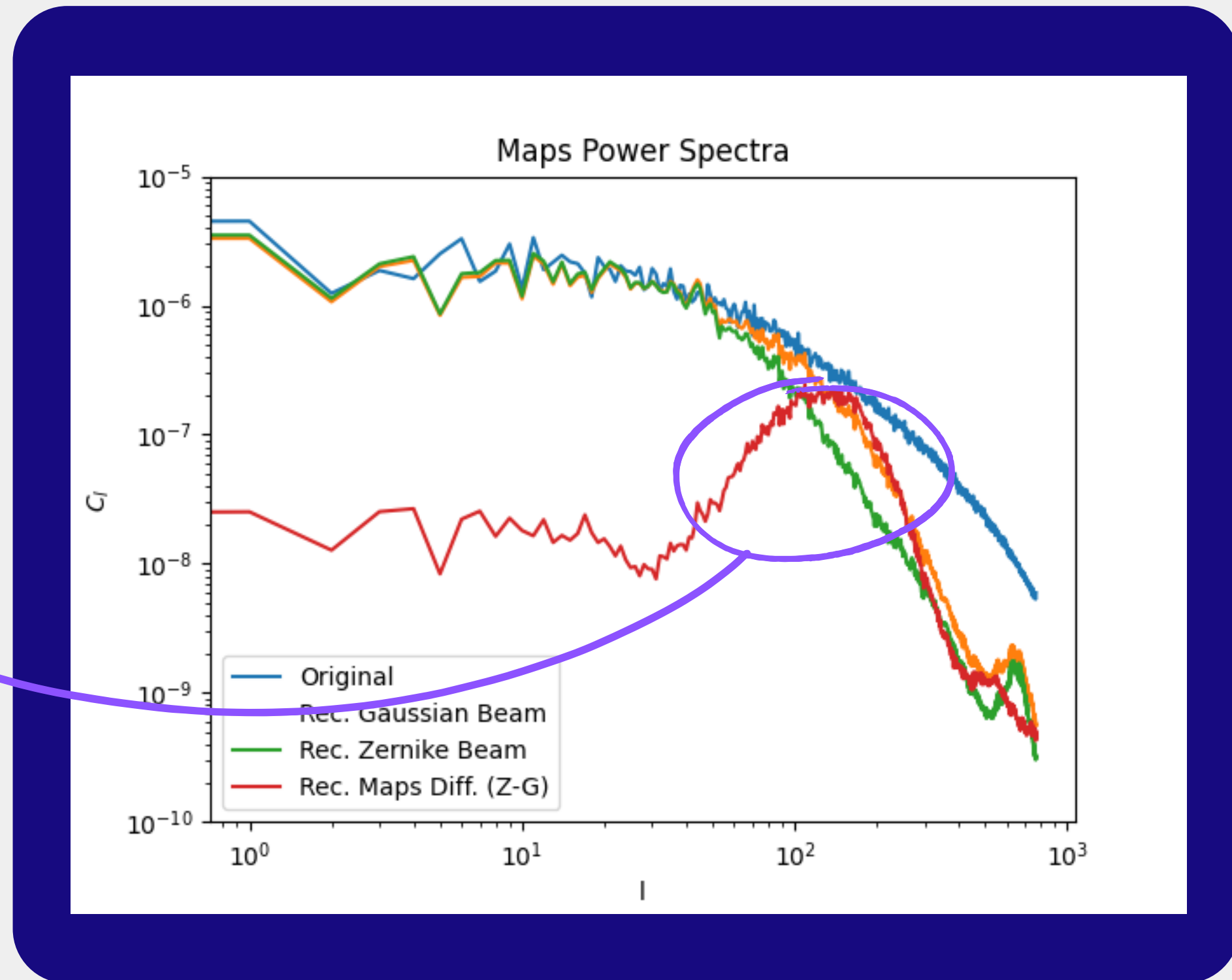


Map Difference

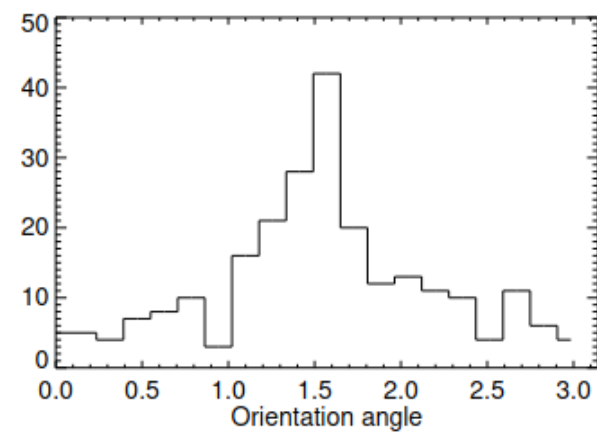
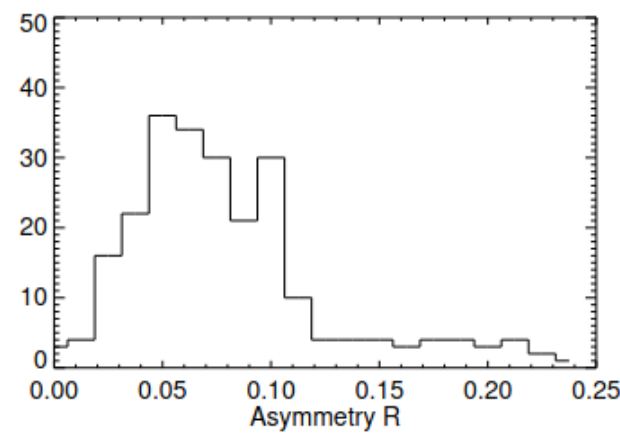
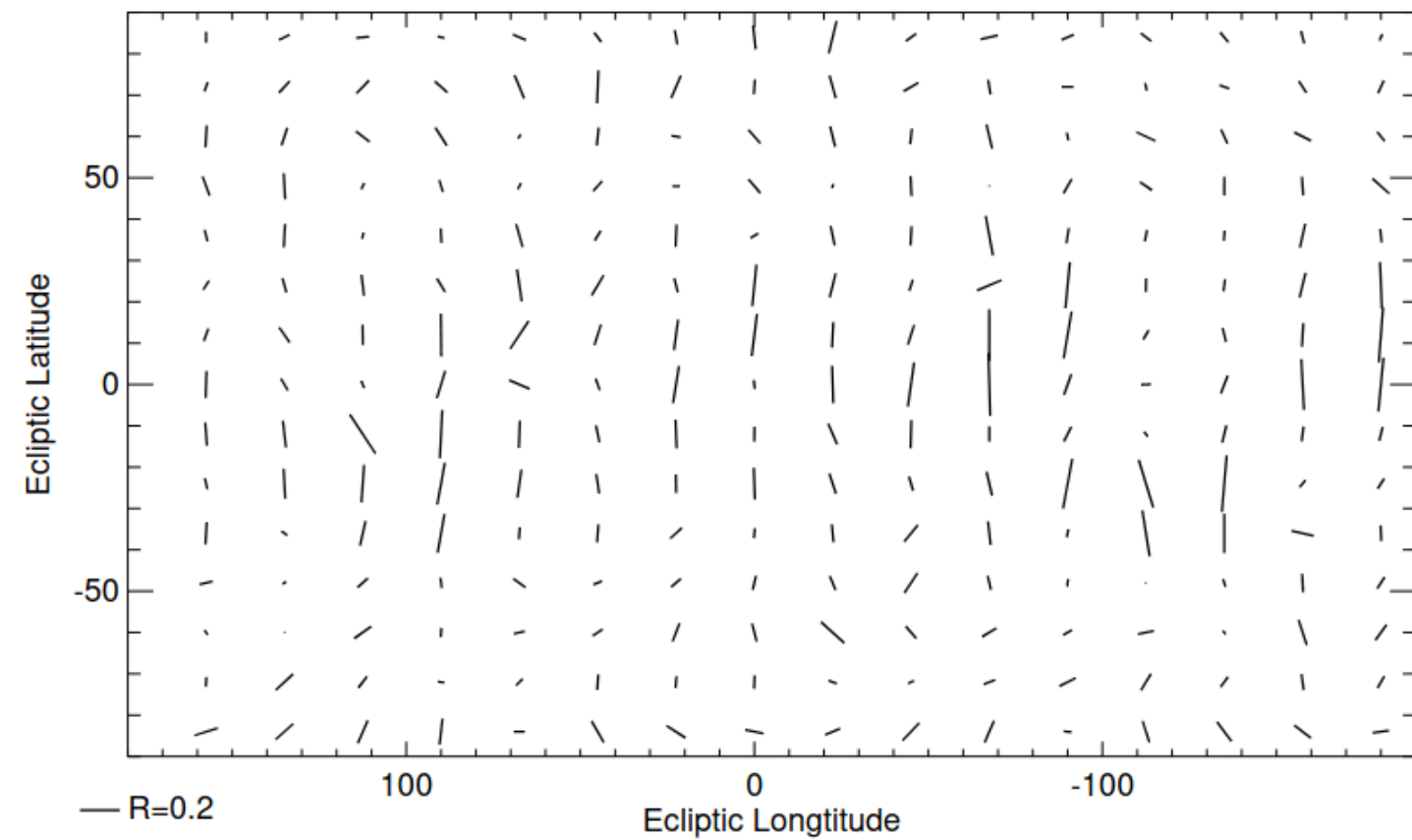
Power Spectrum



- > Large scale structure is preserved (as expected);
- > Small scale structure is greatly affected by the difference between the beams;
- > This could be affecting how we extract information from modes as high as $l \gtrsim 70$!



More on Beam Effects

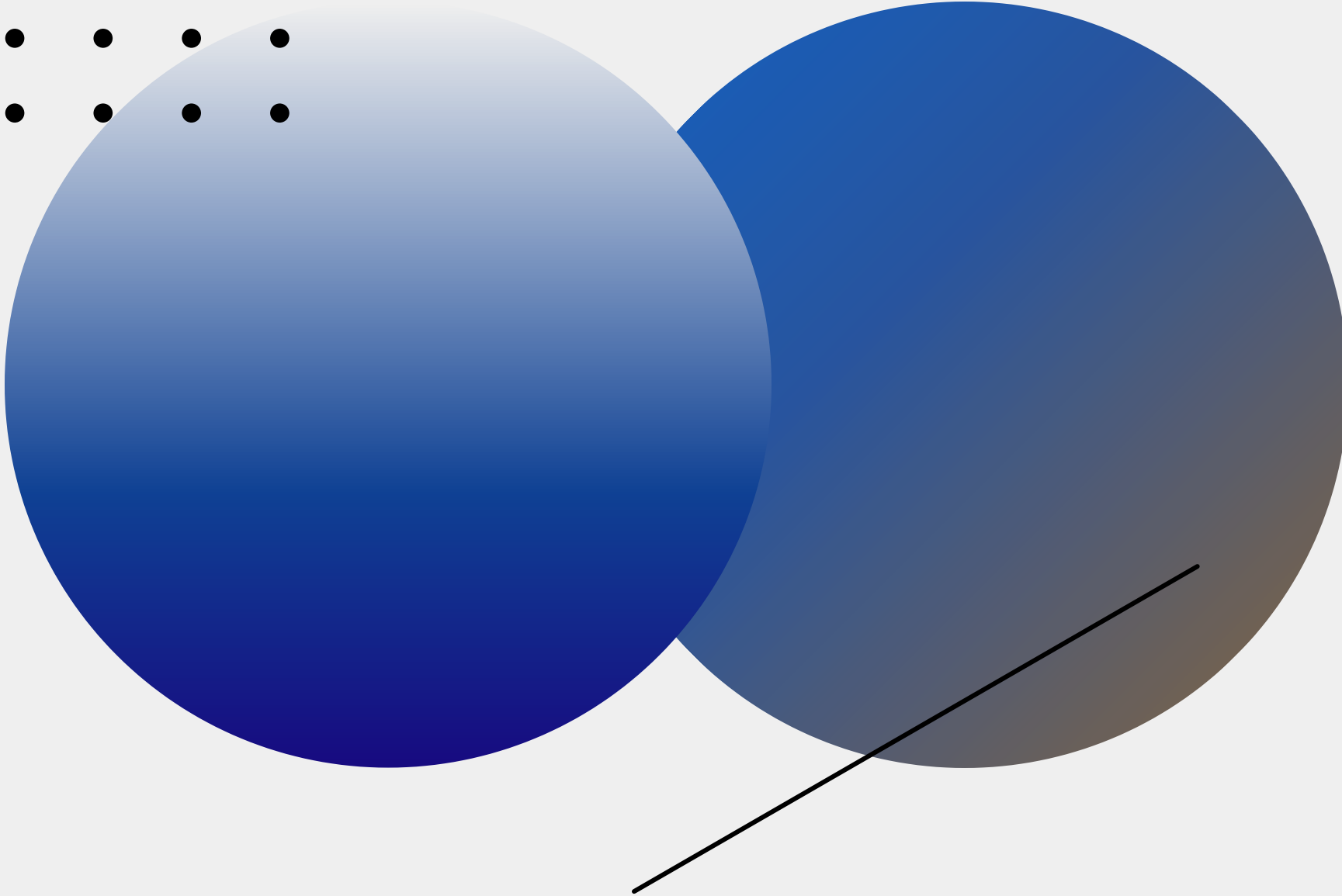
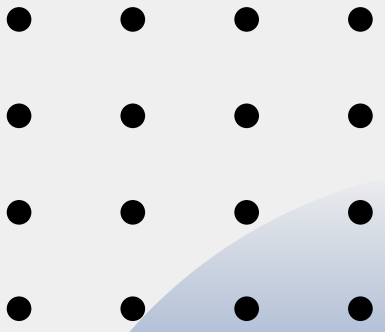


"ASYMMETRY AND NON-RANDOM ORIENTATION OF THE INFLIGHT EFFECTIVE BEAM PATTERN IN THE WMAP DATA"
CHIANG, L.Y., 2013.



"SIMULATIONS OF PRIMARY BEAM EFFECTS ON THE COSMIC BISPECTRUM PHASE OBSERVED WITH THE HYDROGEN EPOCH OF REIONIZATION ARRAY"
CHARLES, N., 2021.





Next Steps

- 1** Check how much impact is left even on better map making algorithms;
- 2** Investigate aliasing effects (striping and nside influence);
- 3** Consider more realistic beams with more complex structures.

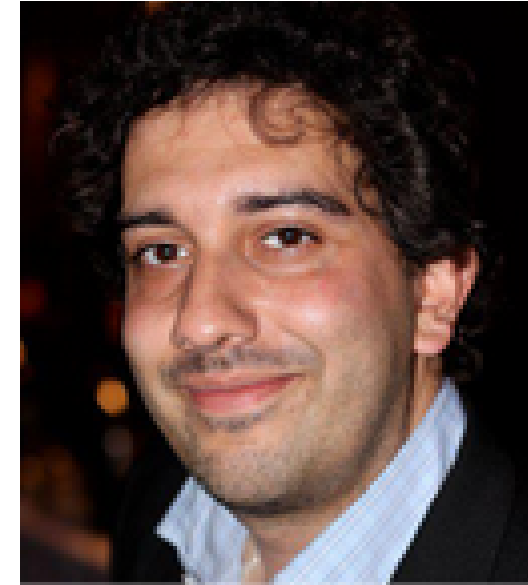
HIDE & SEEK + Beam Team



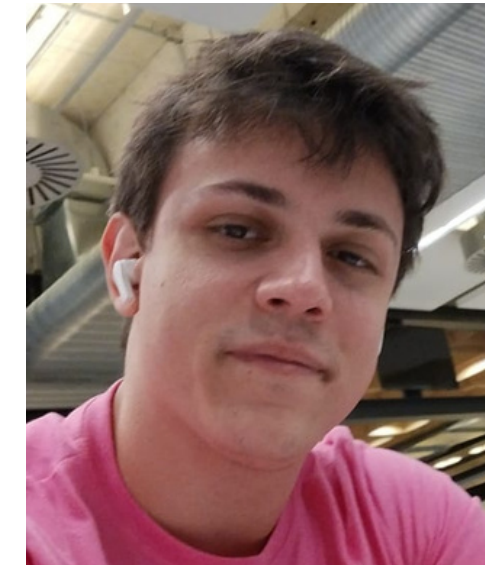
João Alberto
(me)
PhD, team



Elcio Abdalla
Staff, Core (P.I.)



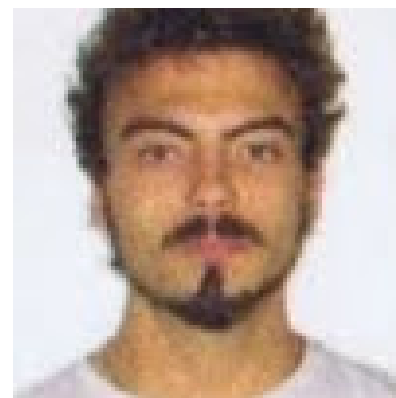
Filipe Abdalla
Staff, Core



Carlos
Otobone
MSc, team



Alessandro
Marins
PhD, team



+ Undergrad. students:
Thiago Pena, Gabrielly Inácio

Acknowledgements



Thank you

Do you have any questions?

More results on upcoming paper
(Barretos, 2023).

