

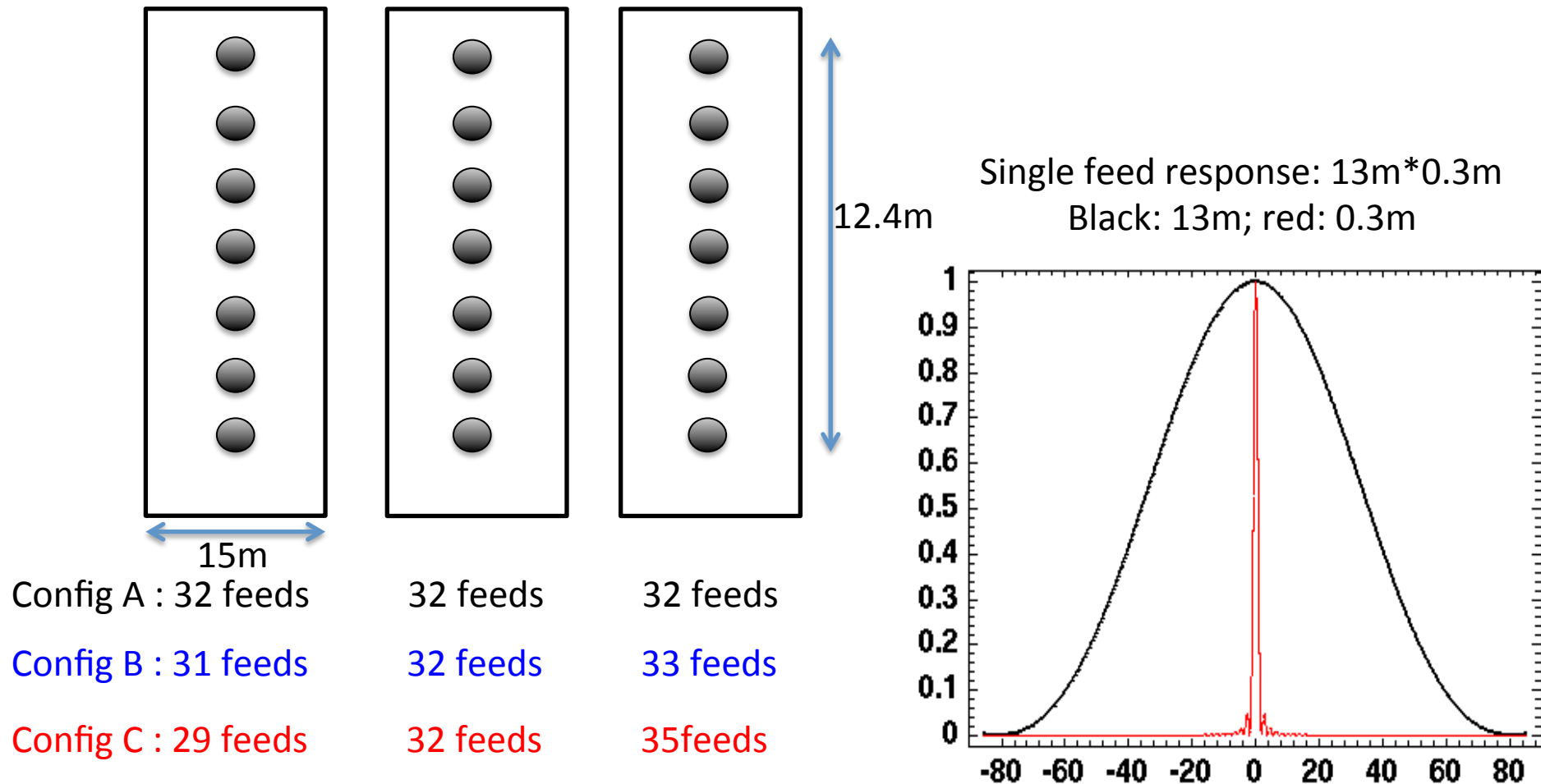
Sky map reconstruction from Cylinders

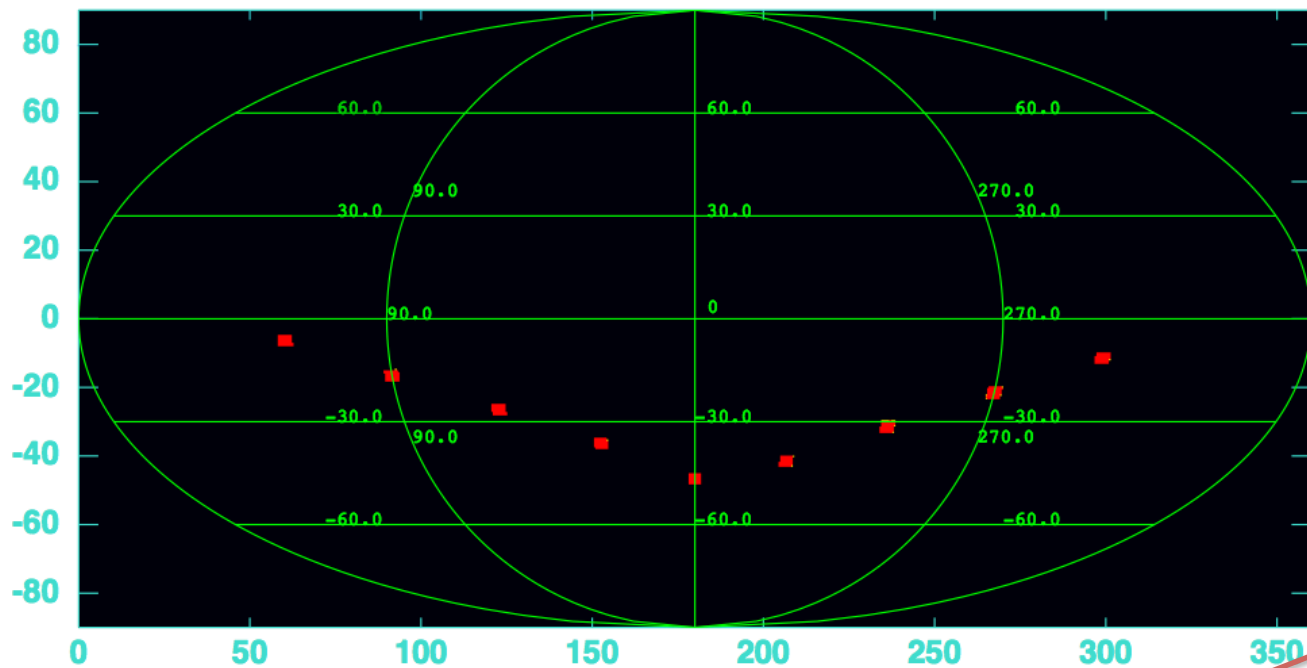
Jiao Zhang

2015.12.17

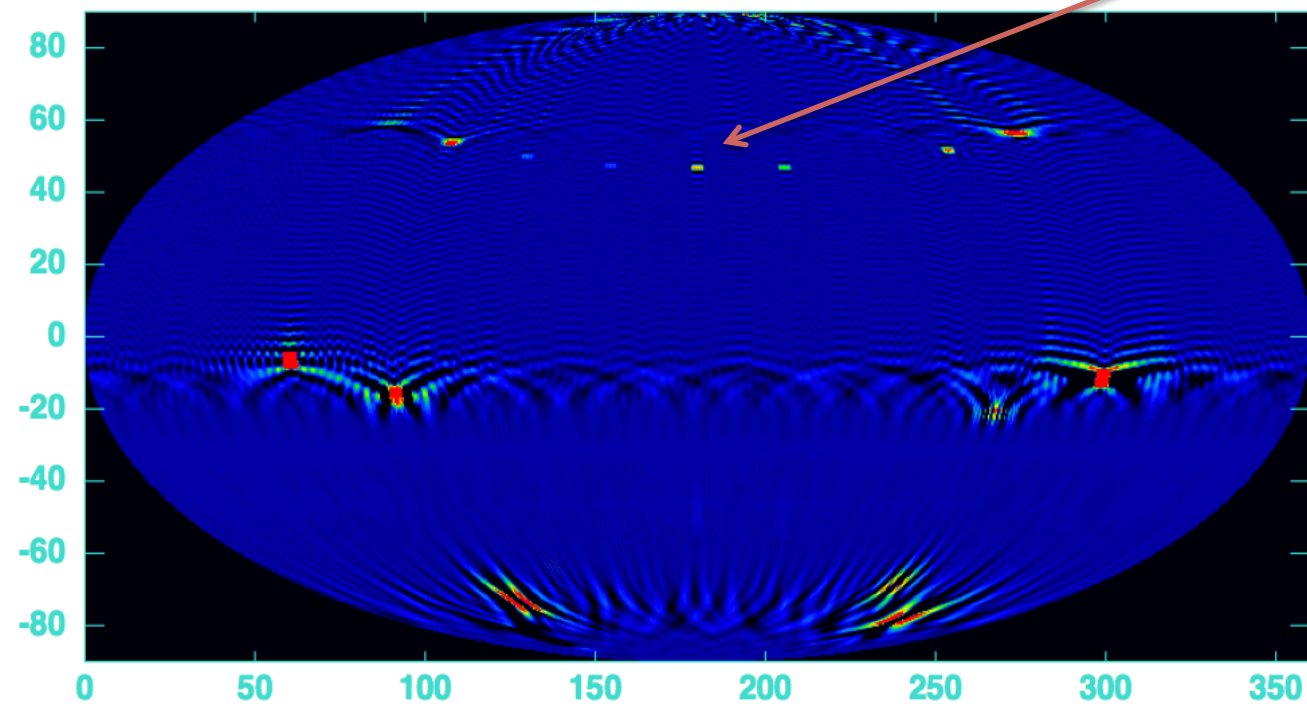
aim

- Showing the grating lobe effect in cylinders with different feeds spacing.



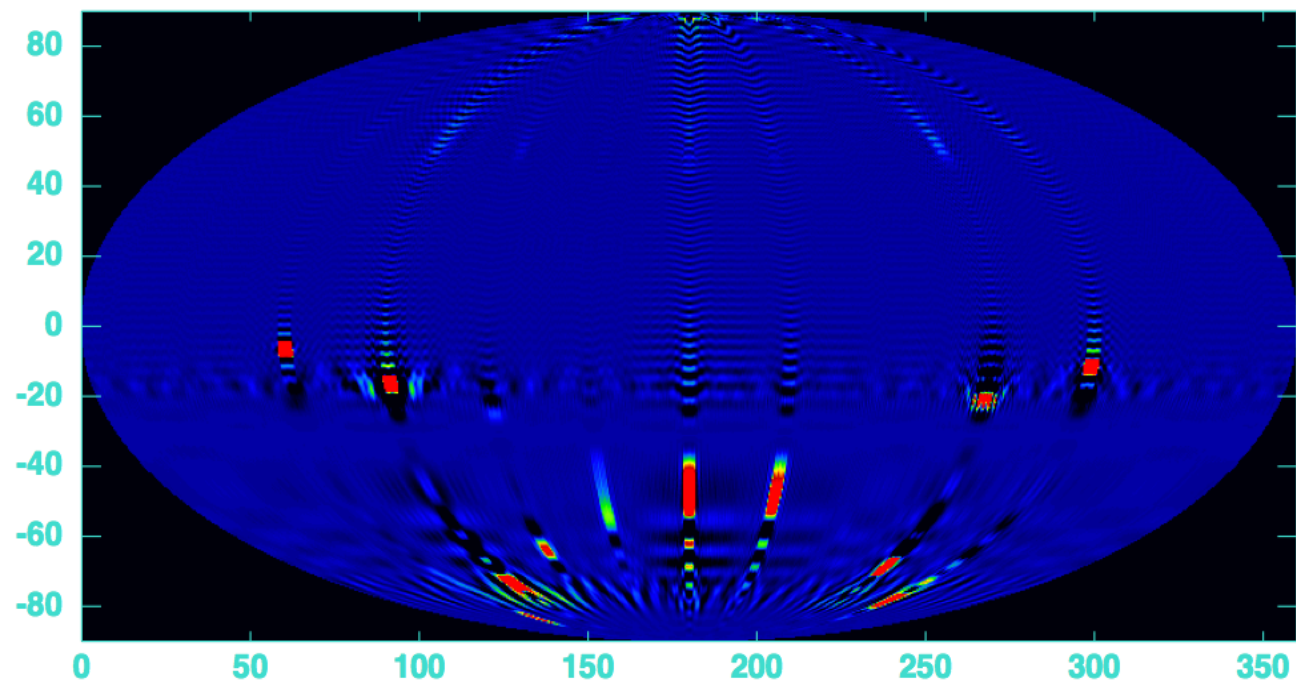


Box sources in
south part of sky

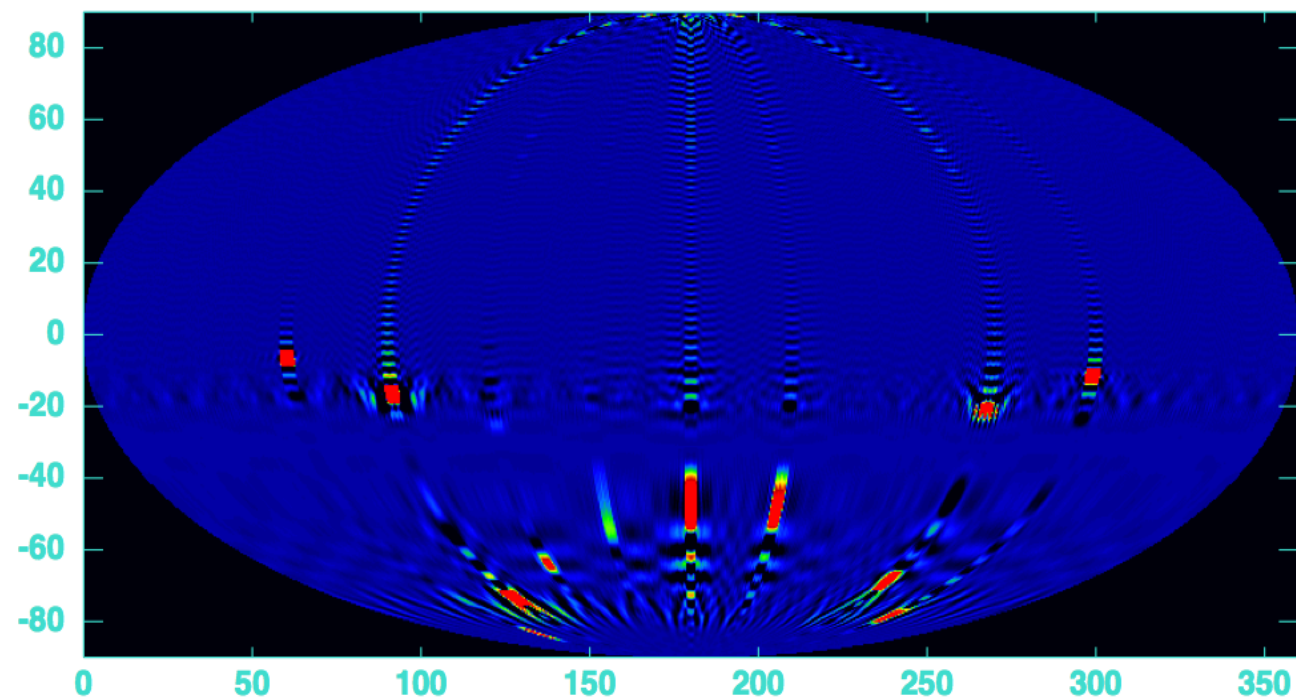


Spurious source image

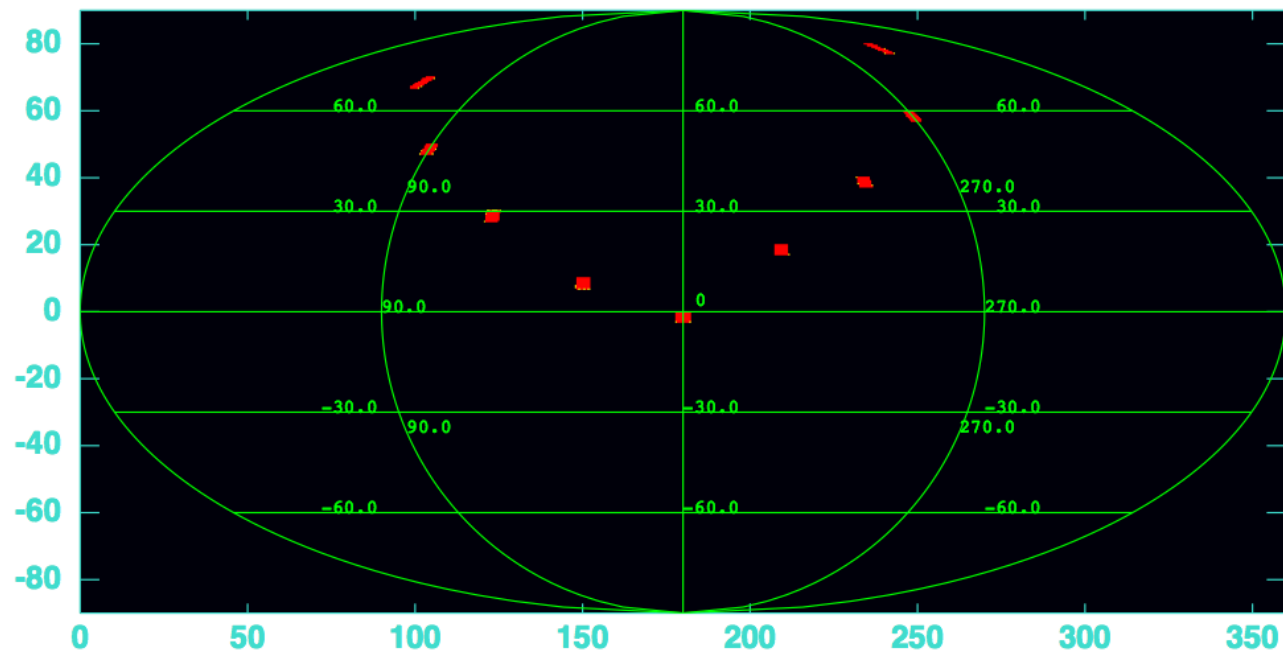
Reconstructed map by
configuration A : 32*3



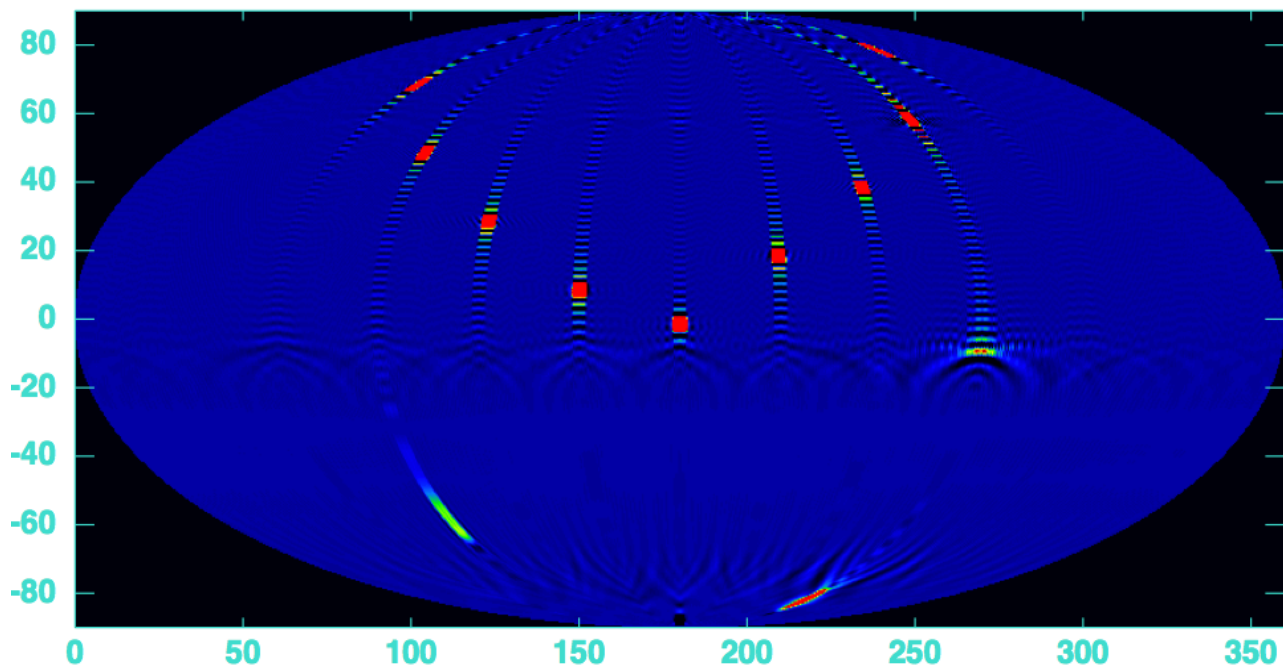
Reconstructed map by
configuration B :
31,32,33



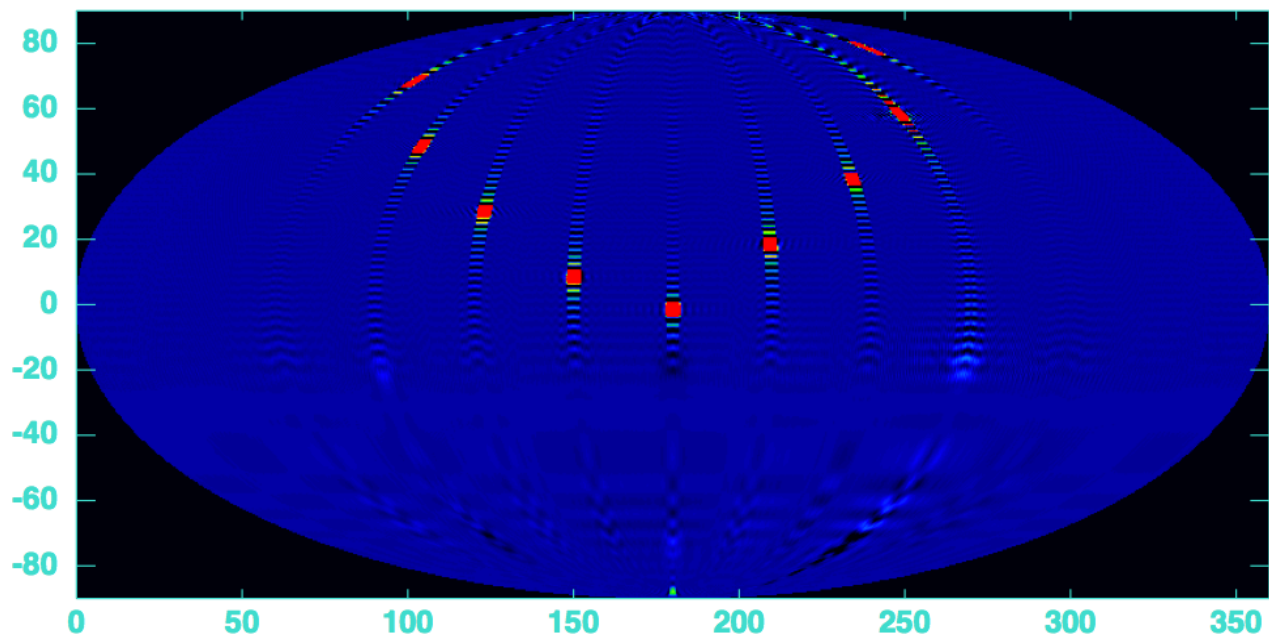
Reconstructed map by
configuration C :
29,32,35



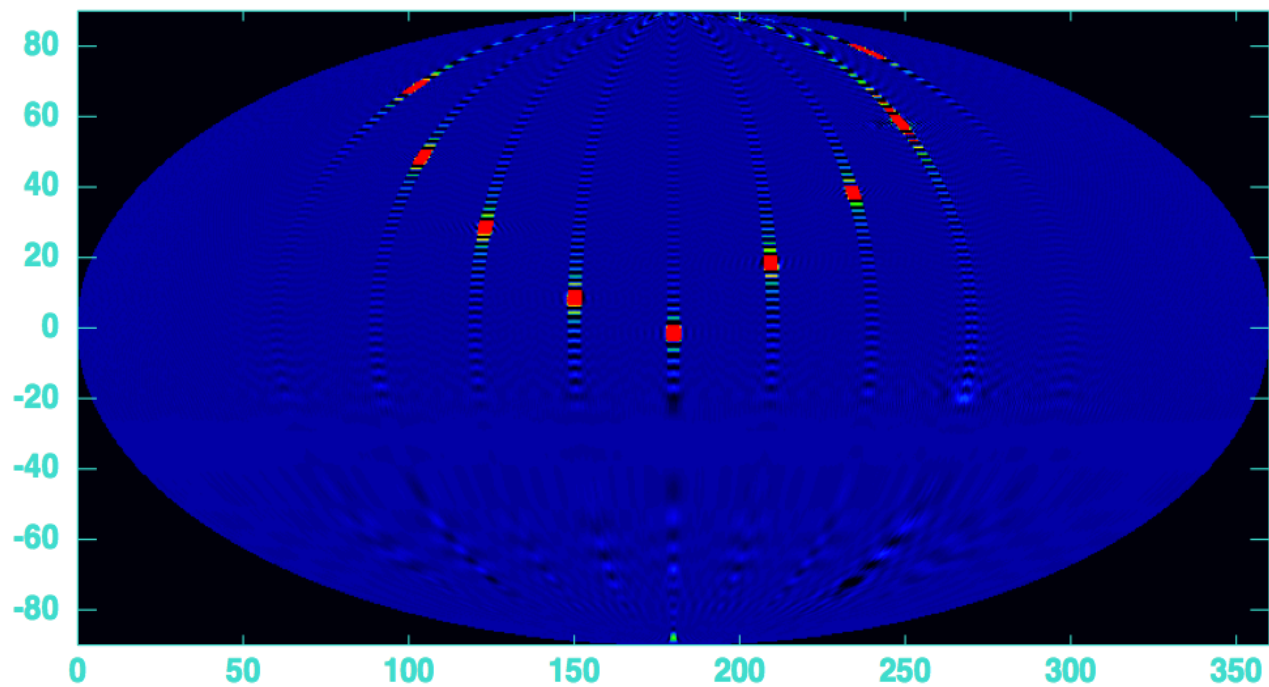
Box sources in
north part of sky



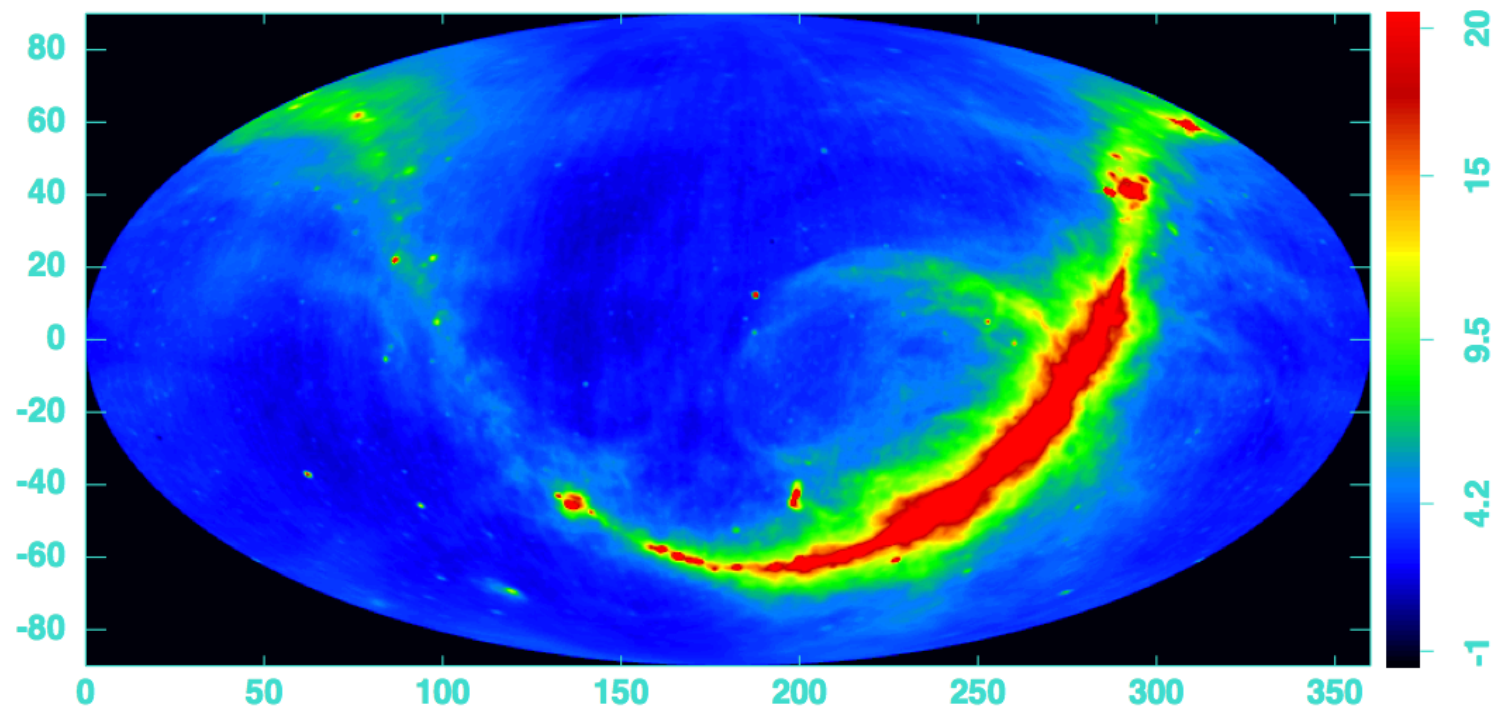
Reconstructed map by
configuration A : 32*3



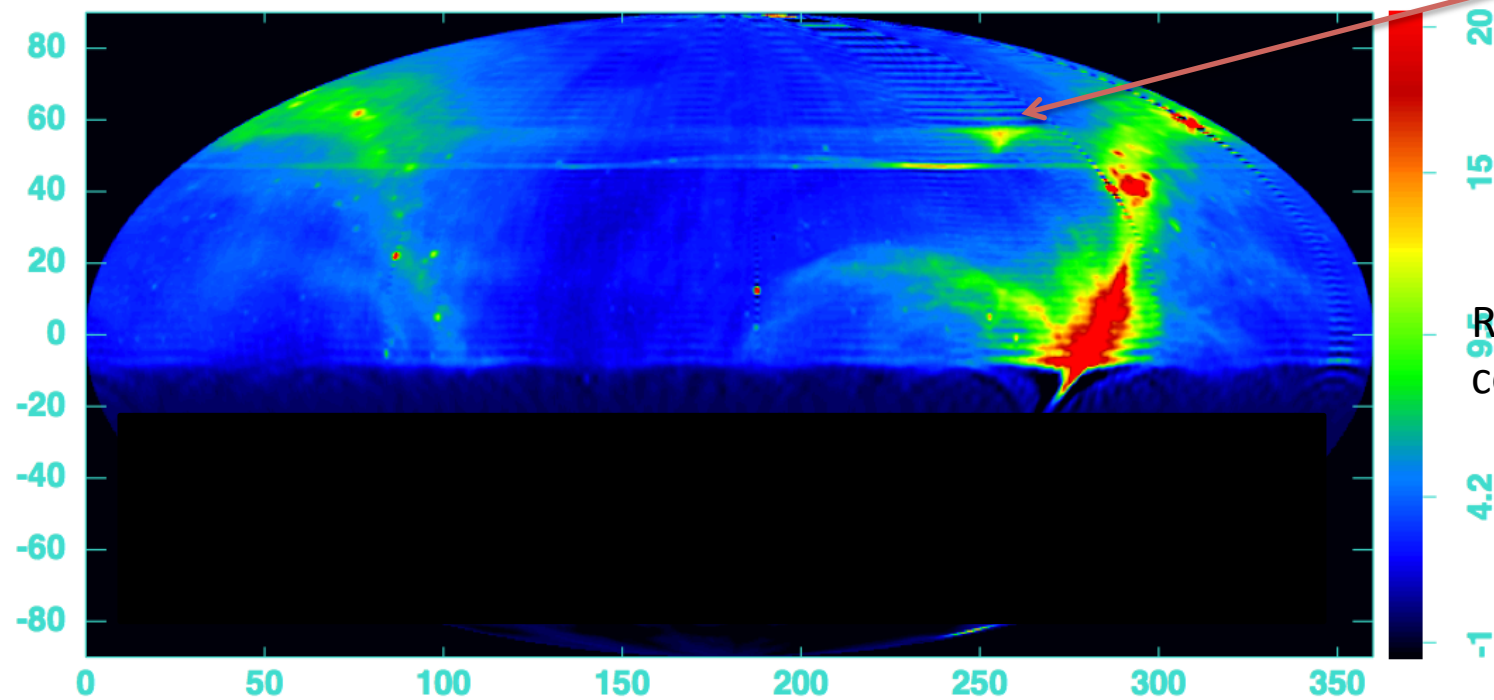
Reconstructed map by
configuration B :
31,32,33



Reconstructed map by
configuration C :
29,32,35

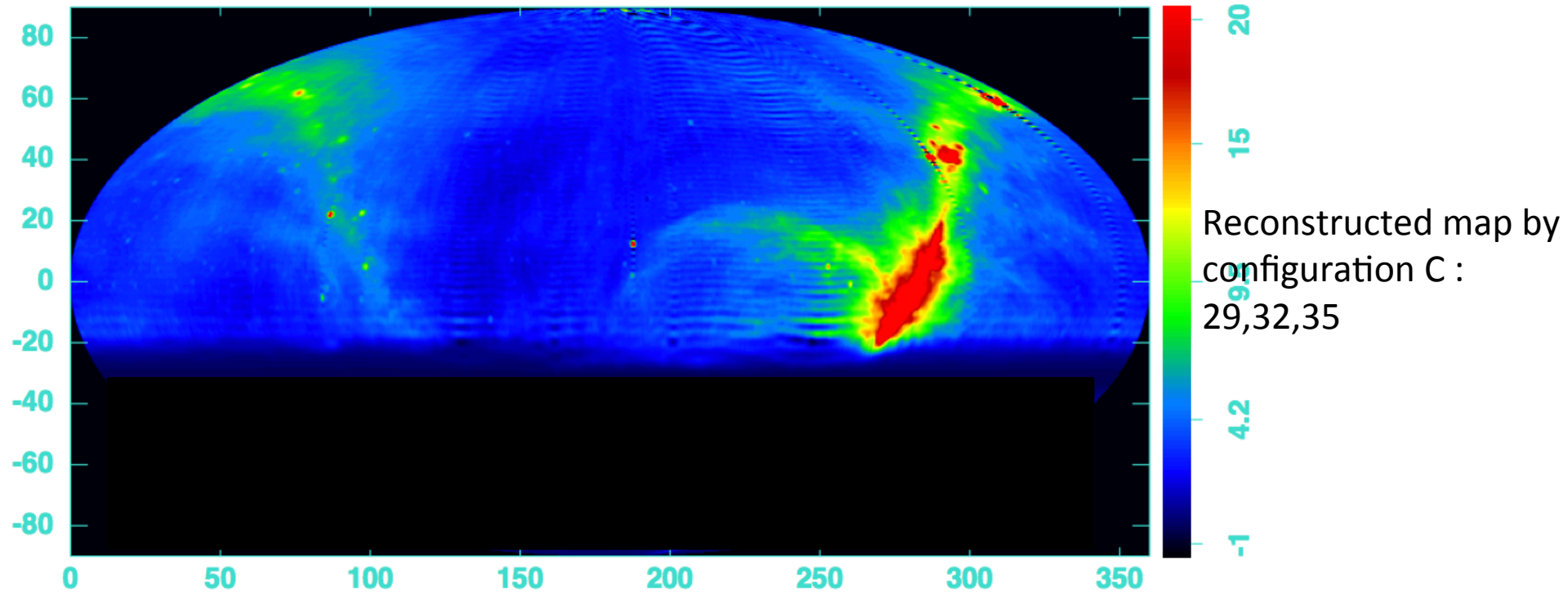
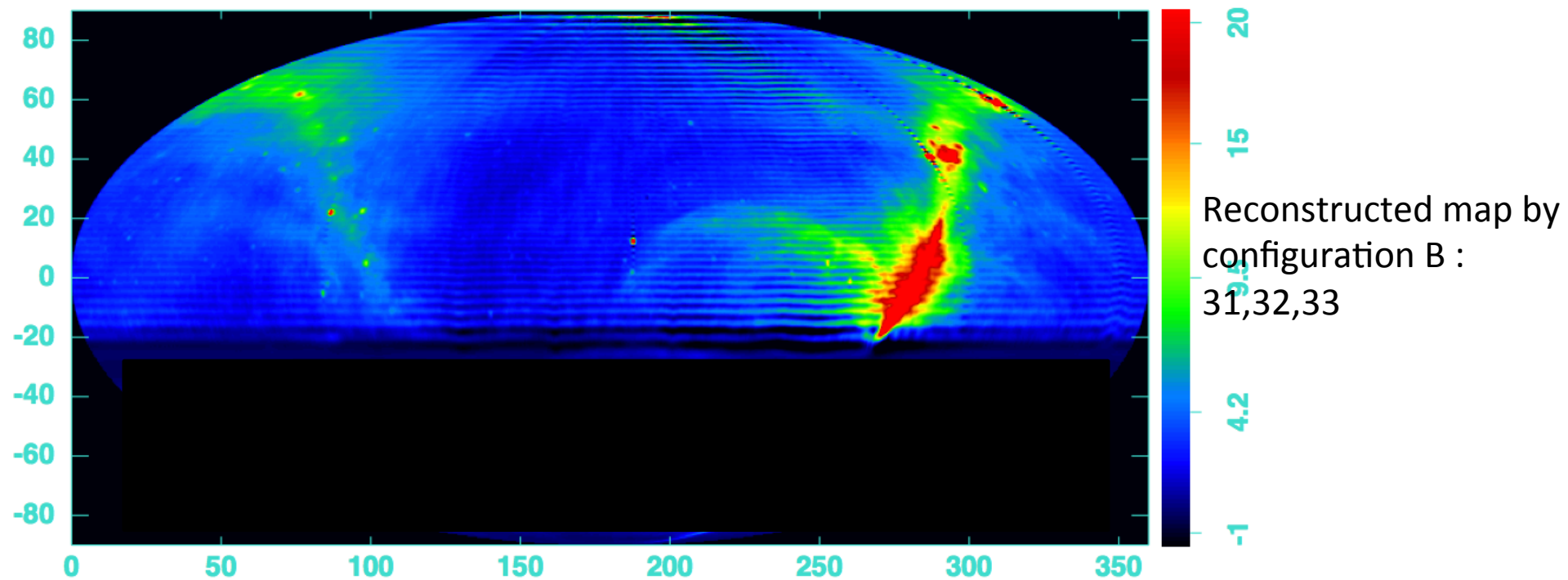


Input galaxy map

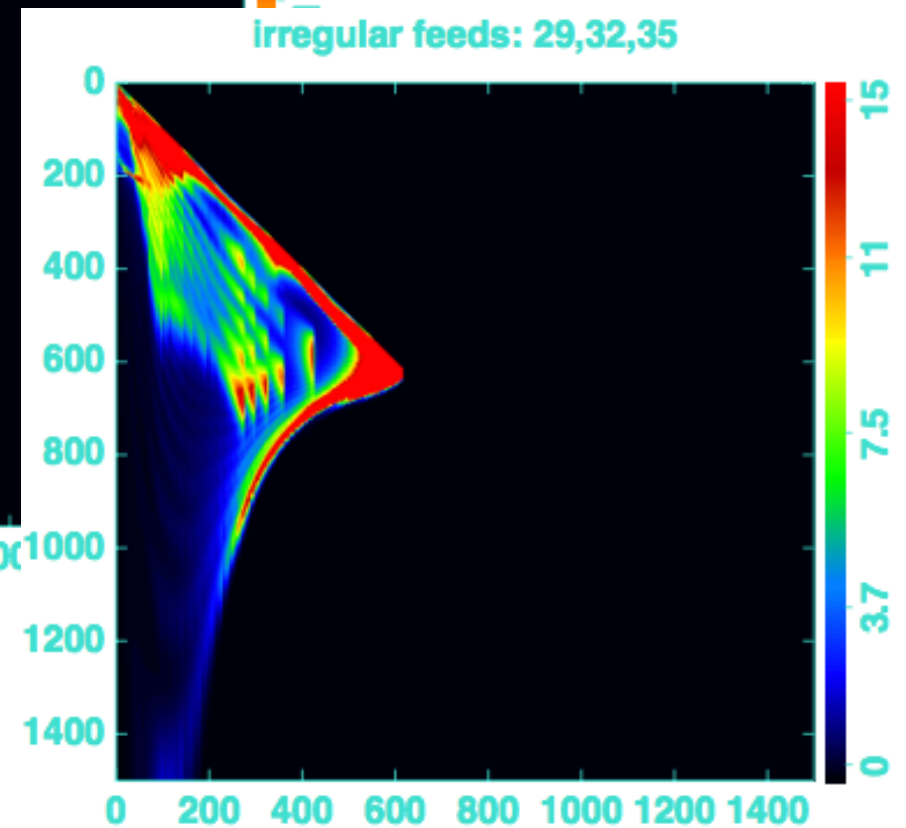
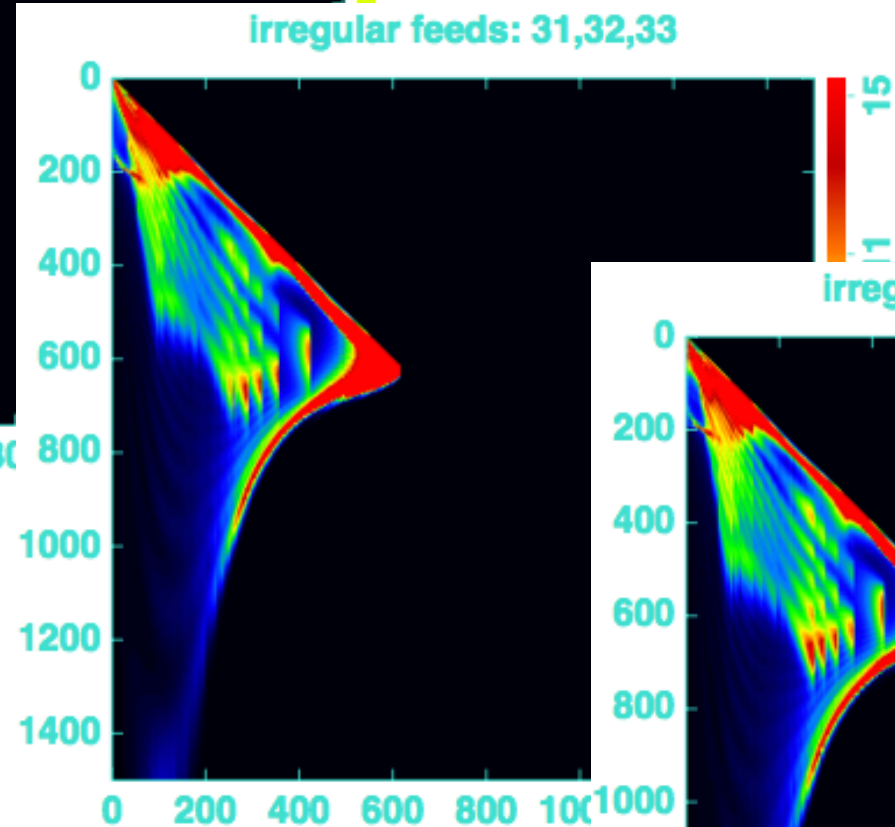
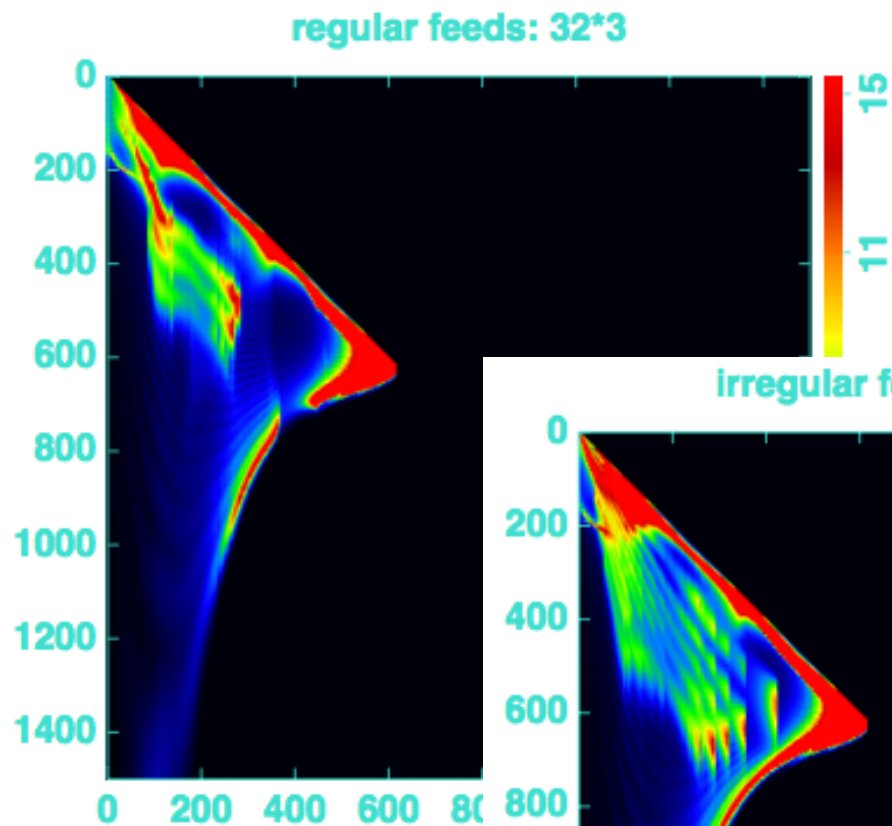


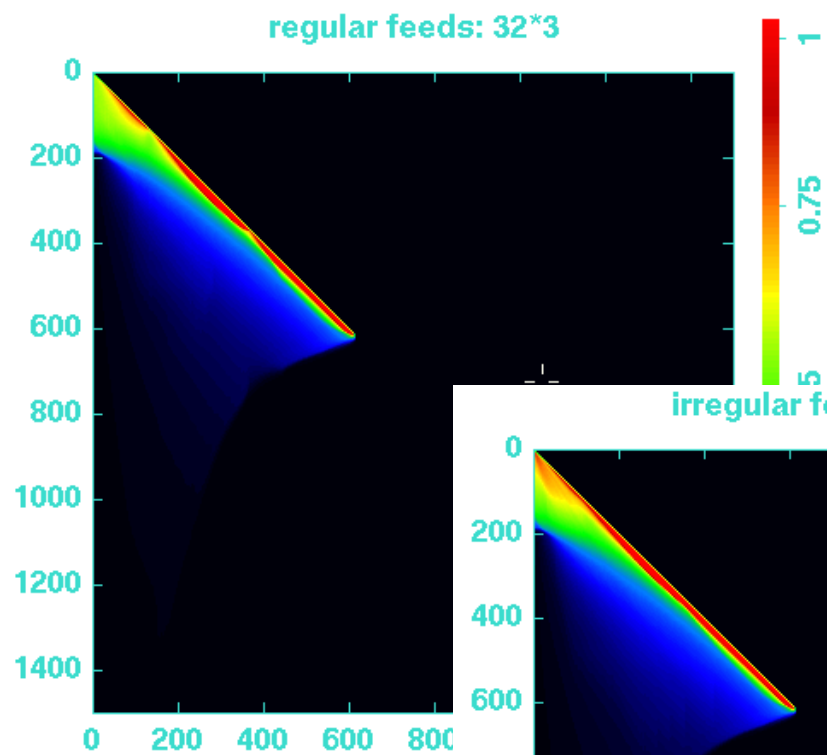
Spurious image

Reconstructed map by
configuration A : 32*3

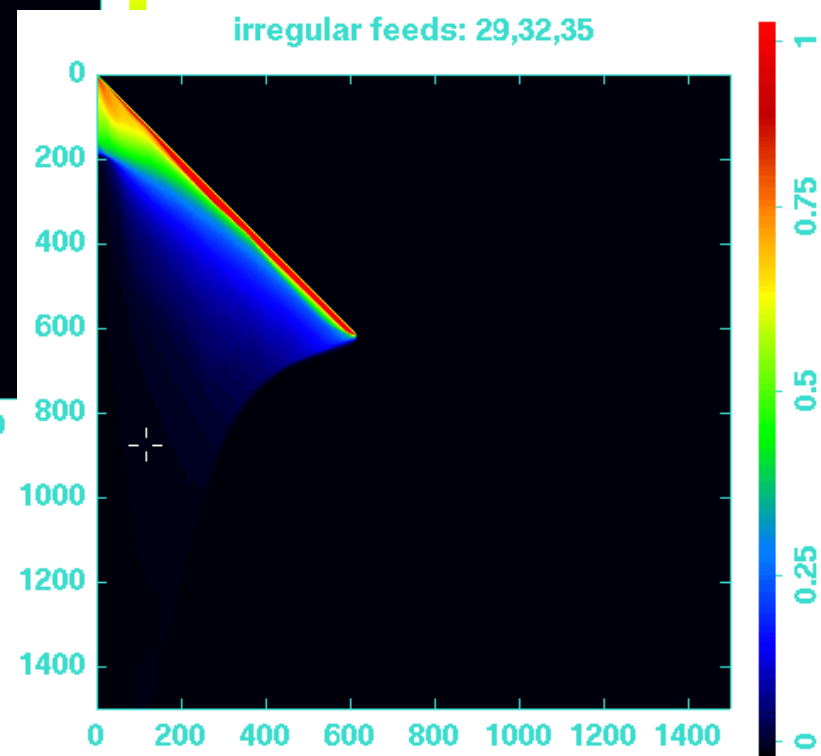
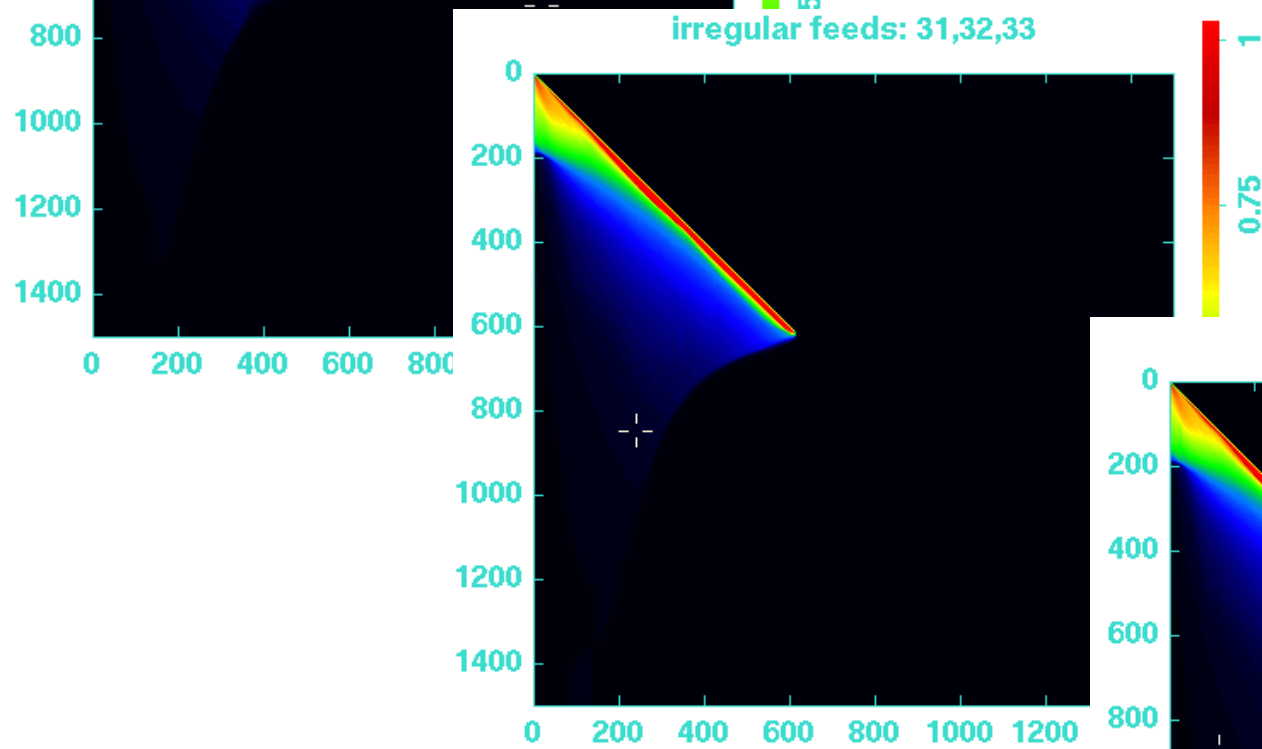


Noise covariance matrix

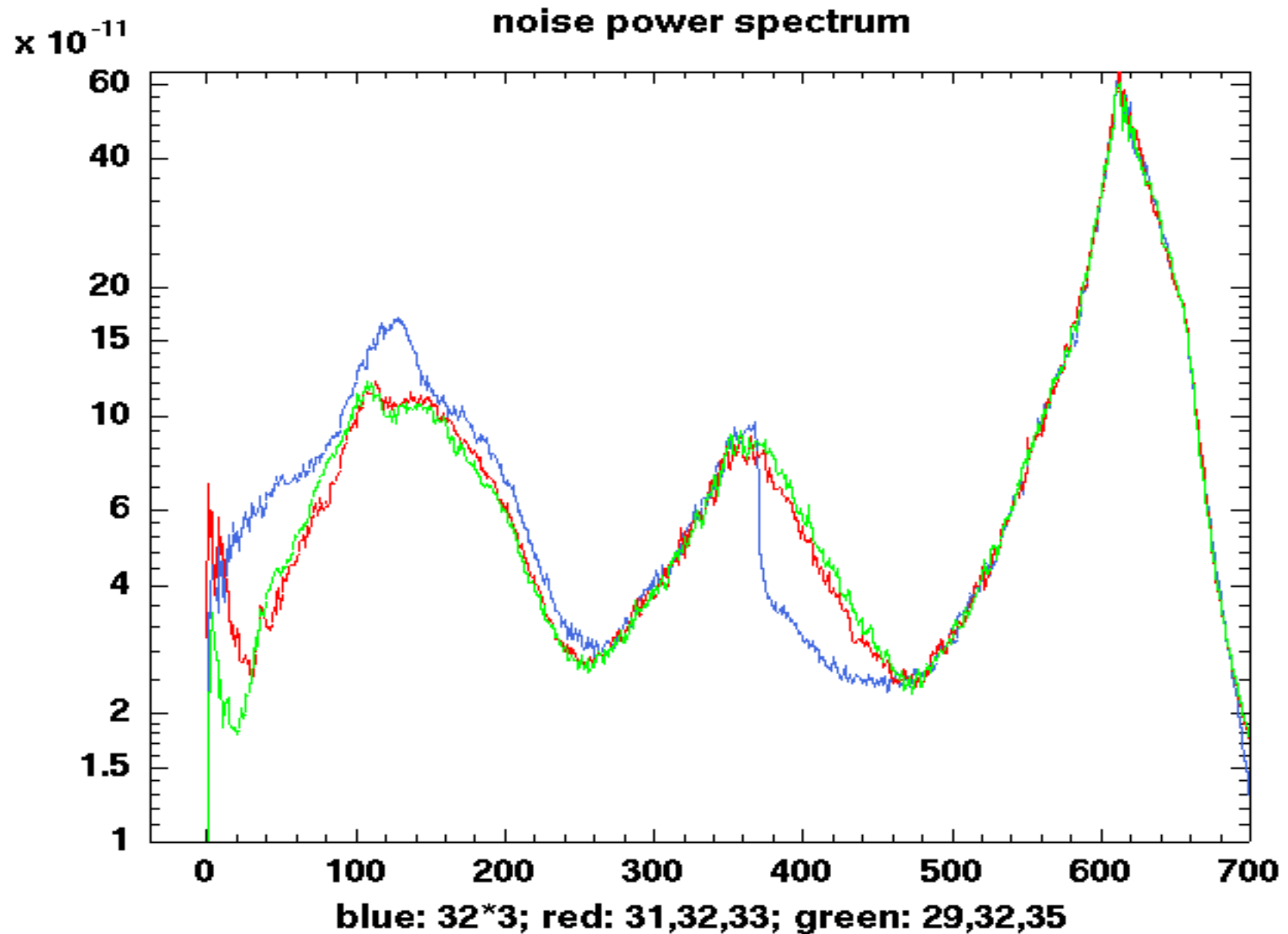




$B^*A(l,m)$



Noise power spectrum $C(l)$ for the three 3-Cylinder
Tianlai configurations with 96 dual polarization feeds



Conclusion

- Cylinders regular spacing feeds create spurious image
- Cylinders irregular spacing feeds bring stripes instead of spurious image.
- Configuration 3 have less stripes – however, the stripes are due to sharp cut in the (l,m) plane response introduced by the map reconstruction and can be removed/cleaned applying weight in (l,m) plane
- The alm coverage from cylinder regular have a gap along $l=400$, and bring a decrease at corresponding place for noise power spectrum.