# Toward ELT observations Preparation: The "AO performance and PSF simulations" Working Group

Benoit Neichel on behalf of the Working Group

WFS workshop – Arcetri – Oct. 2019

# Towa The "AC

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ESO TWiki > ELTScience Web > AO\_performance > MembersA

### Members of the AO perf WG

- Benoit Neichel Coordinator (LAM)
- Guido Agapito (INAF-Arcetri)
- Cedric Plantet (INAF-Arcetri)
- Carmelo Arcidiacono (INAF-Padova)
- Ric Davies (MPE)
- Thierry Fusco (ONERA)
- Olivier Beltramo-Martin (LAM)
- Fraser Clarke (Oxford)
- Tim Morris (Durham)
- Yann Clenet (Obs. Paris LESIA)
- Sylvain Oberti (ESO)
- Pascal Hibon (ESO)
- Olivier Hainaut (ESO)
- Jean-Marc Conan (ONERA)
- Roy Boekel (MPIA)
- Pascal Ballester (ESO)
- Thomas Bierwirth (ESO)

And for the overal organization of the WGs:

- Michele Ciracusuolo (ESO)
- Remco Van Der Burg (ESO)

### Context



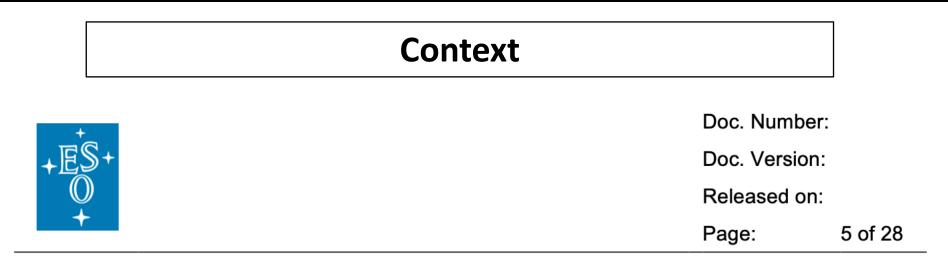
There will be only 1 ELT => Each photon counts.

How to optimize the operations so we make the best use of this big machine ?

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The working groups and tasks under Theme 1 aim to provide the necessary infrastructure to prepare and execute observations with the ELT. These include:

- WP1.1: Star catalogues
- **WP1.2**: AO performance and Point Spread Function (PSF)
- WP1.3: Instruments simulators
- WP1.4: Exposure Time Calculator





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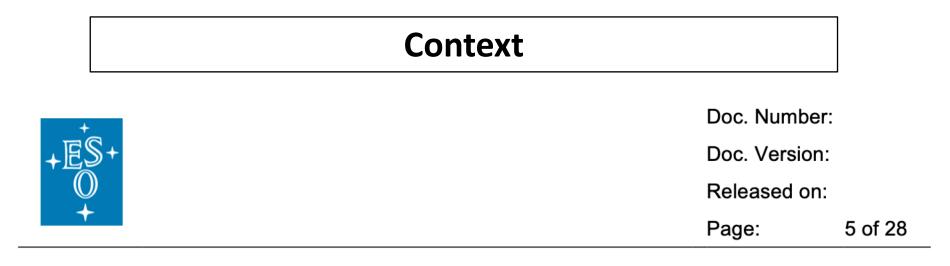
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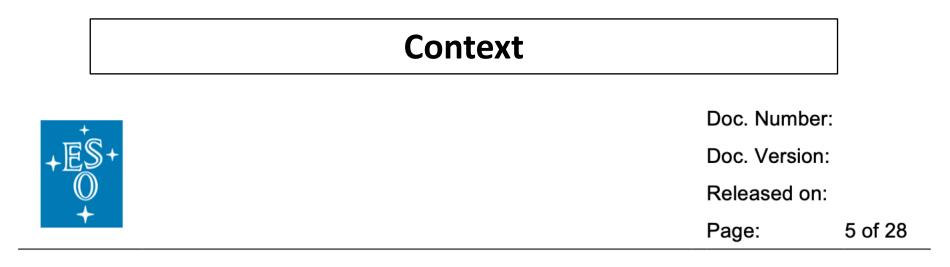
de the necessary infrastructure clude:

(PSF)













These Working Groups involve scientists from all the ELT instruments

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- WP1.1: Star catalogues
- WP1.2: AO performance and Point Spread Function (PSF)
- WP1.3: Instruments simulators
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## WP1.2: AO performance and Point Spread Function (PSF)

Rationale	The AO performance of the ELT significantly depends on the available natural guide stars. In each of the observing modes (e.g SCAO, MCAO, LTAO), the brightness of the NGSs, their asterism, and distance from the science target will give significantly different AO performances (quantified by e.g Strehl ratio [SR] or Engircled Energy [EE]). The aim of this WP are:	
	<ul> <li>To define an algorithm capable of choosing the best combination of star(s) available in the field of view (provided by WP 1.1 Star Catalogues) to give the best AO performance</li> </ul>	
	<ul> <li>Generate the Point Spread Function (PSF) expected for the observation for a given observing mode and a given set of environmental conditions (e.g. seeing, water vapour, etc.).</li> </ul>	
Deliverables	<ol> <li>Algorithm for choosing the best NGS stars</li> <li>Generate the expected PSF for a give observation</li> </ol>	
Need first to define a simulation strategy		

# **Strategy for AO Simulation**

## Full E2E

#### Pros:

- Very accurate
- Able to model specific effects

#### <u>Cons:</u>

- Convergence time is slow
- Require a lot of computing power

### Ex. Tools:

- OOMAO, PASSATA, COMPASS, YAO, SOAPY, ...

## Analytical

### Pros:

- Very fast
- No need for big computer

#### <u>Cons:</u>

- Not able to model all aspects
- Some assumptions to be known

<u>Ex. Tools:</u> - FAST, PAOLA, CIBOLA, ...

(And we can think on using hybrid methods, mixing E2E and analytical)

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(May be ok for SCAO)

# Analytical

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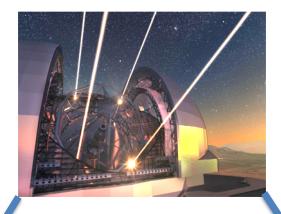
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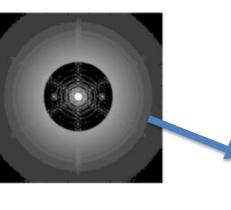
(Certainly required for MCAO, LTAO, as they will need to scan many constellations)

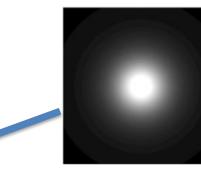
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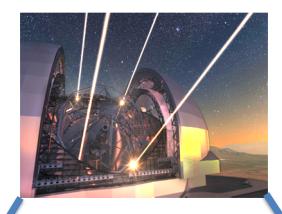
### Laser (High-Order) PSF

### NGS (Low-Order) PSF





PSF = PSF\_HO \* PSF\_LO



### Laser (High-Order) PSF

Depends on Cn2, seeing, L0, LGS constellation, LGS flux.



To a first order, this is mostly constant.

### NGS (Low-Order) PSF

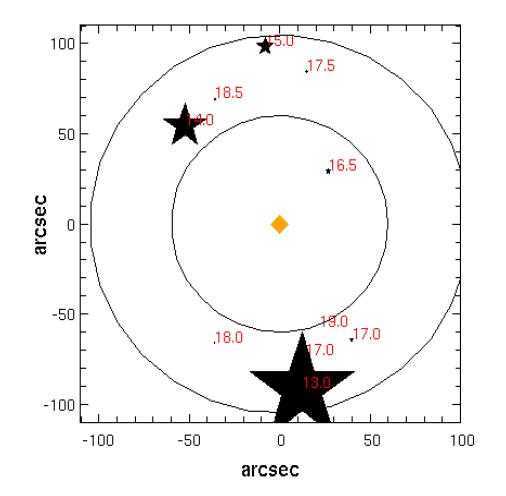


Depends on Cn2, seeing, L0, NGS constellation, NGS flux.

To a first order, this is very variable.

PSF = PSF\_HO \* PSF\_LO

# <u>Questions</u>: How to find the best NGS asterism ? How to get the LO PSF from this constellation ?



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It depends on many parameters... let's try to simplify it...

# **Simulation strategy:**

Residual errors are computed in an "error budget" fashion:

- **<u>Tomography</u>**: depends on the distance (and number) of the NGSs + Cn2
  - <u>**Temporal errors**</u>: this only depends on the NGS loop frequency.
- Noise propagation: This depends both on the distance and magnitude of the stars, as well as the WFS choice...

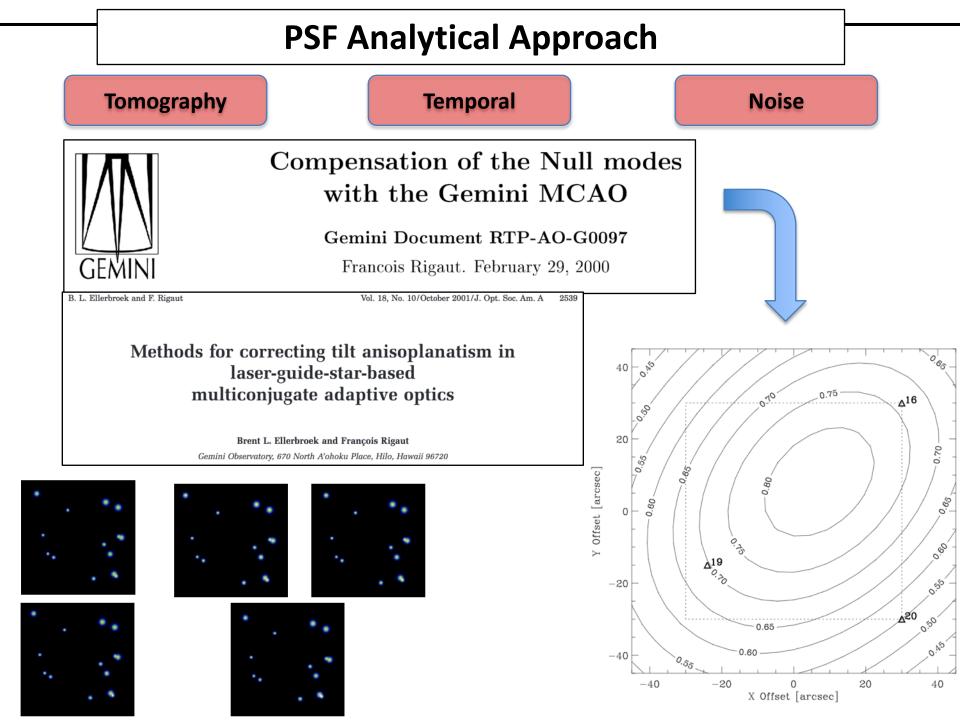
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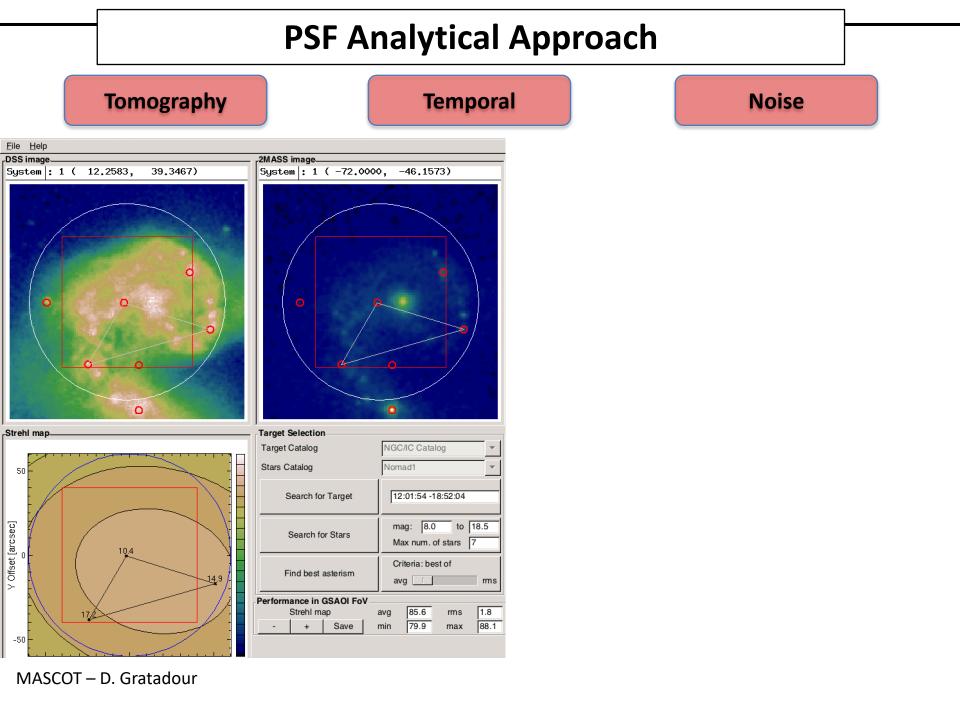
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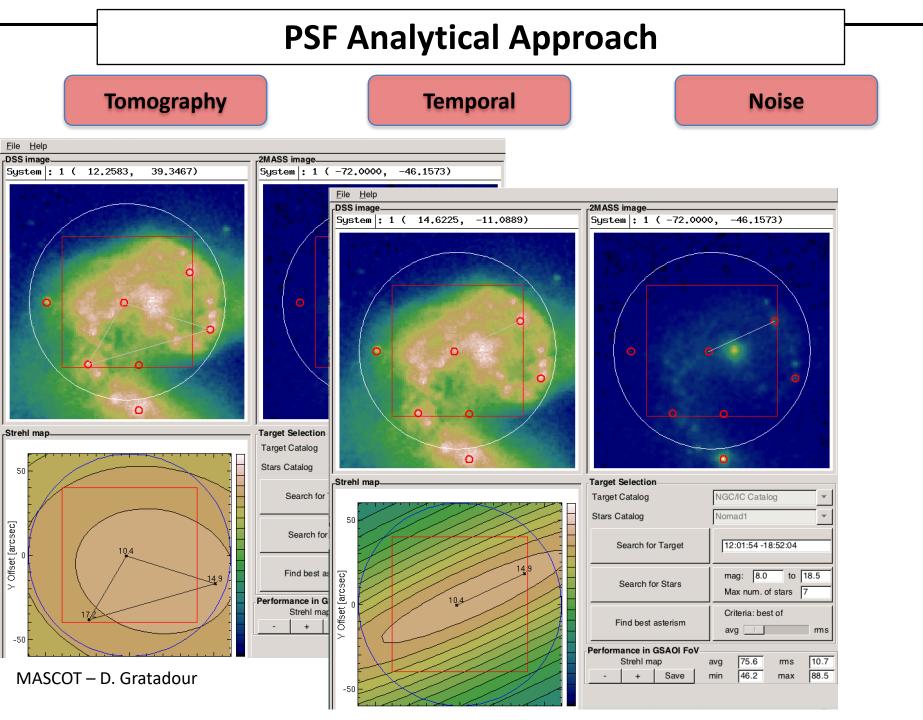
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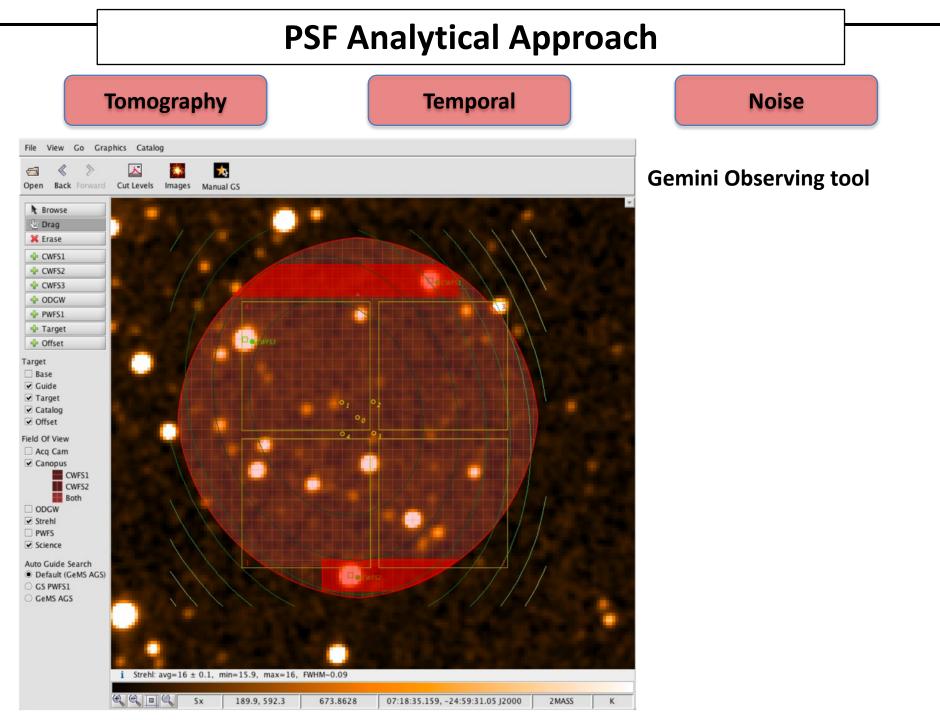
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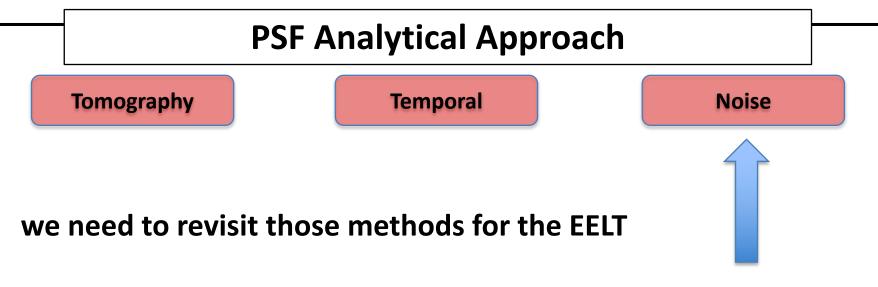








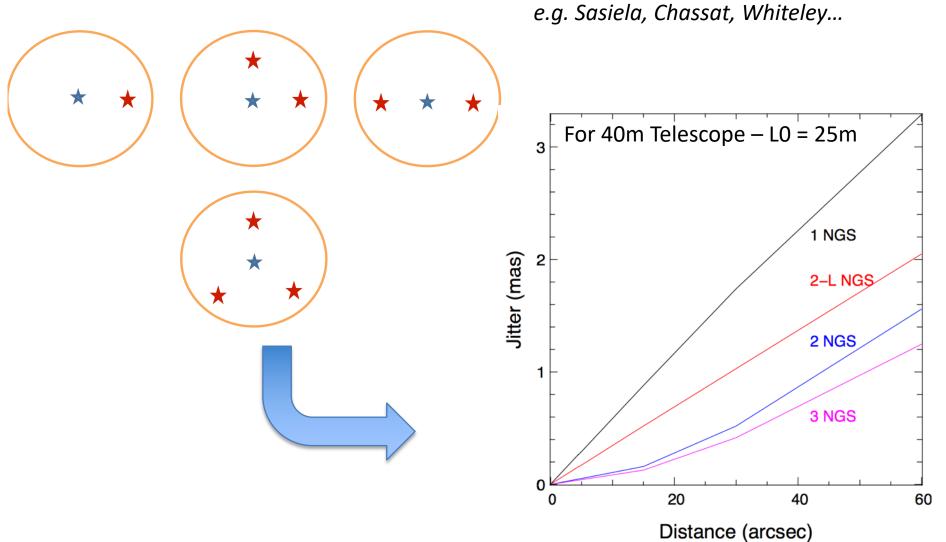
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(So far we have mainly worked on this term)

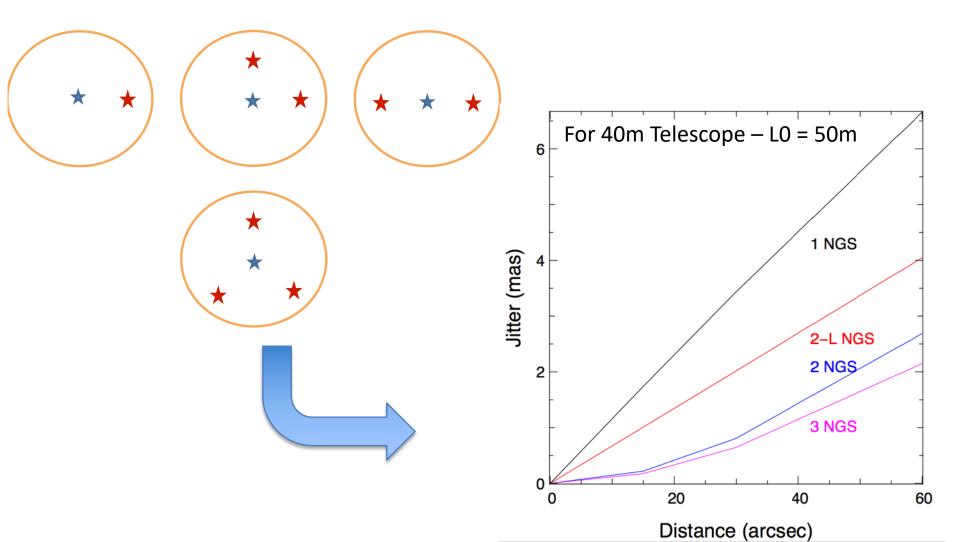
Tomography

### Impact on residual jitter of different NGS constellation



#### Tomography

### Impact on residual jitter of different NGS constellation

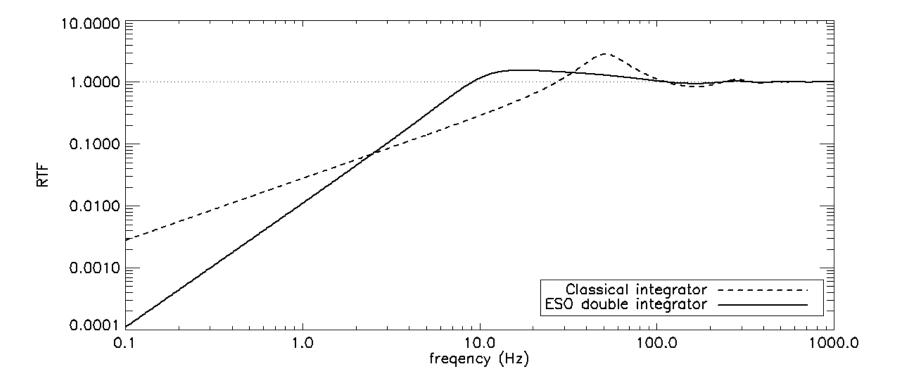


Temporal

First need to determine the rejection transfer function.

It depends on the controller performance...

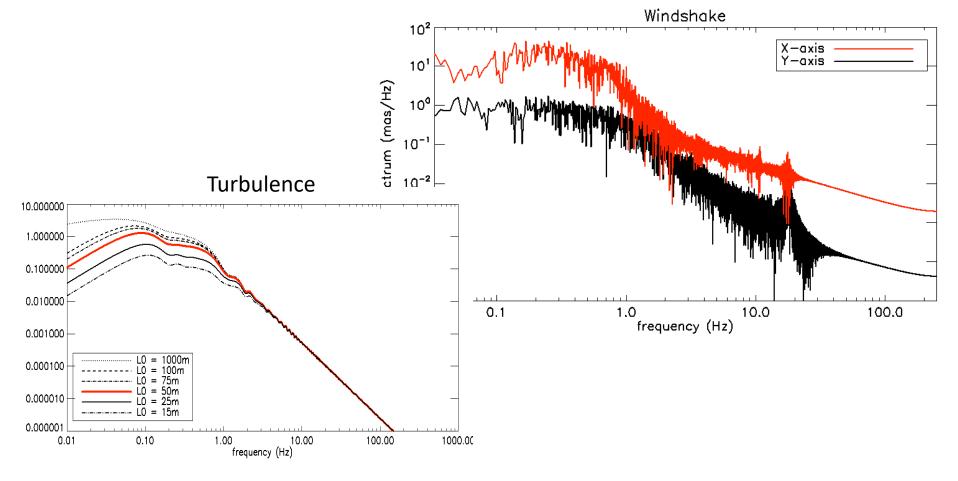
Assuming ELT scheme with M4/M5 we could have:



Temporal

First need to determine the rejection transfer function.

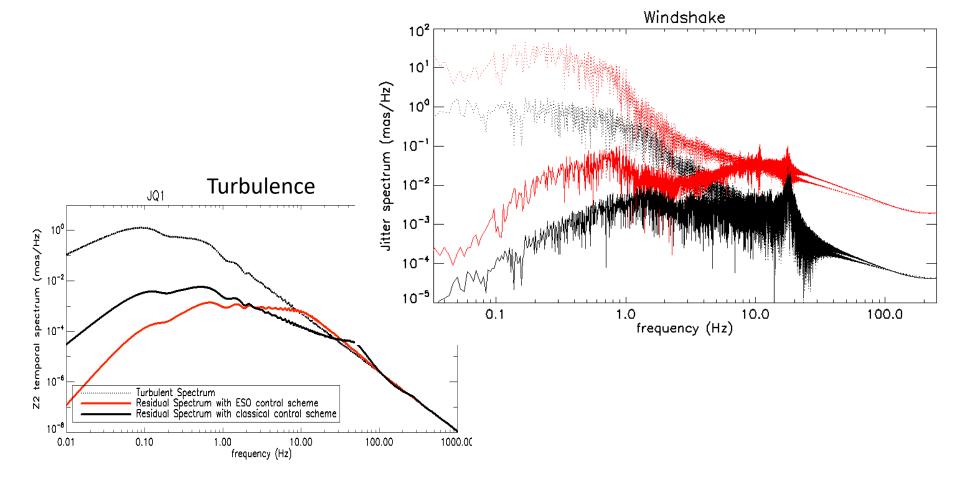
Then, need to know the inputs, it may be Turbulence and Windshake Still assuming an EELT configuration, we have:



Temporal

First need to determine the rejection transfer function.

Then, need to know the inputs, it may be Turbulence and Windshake Finally, simply apply the rejection:

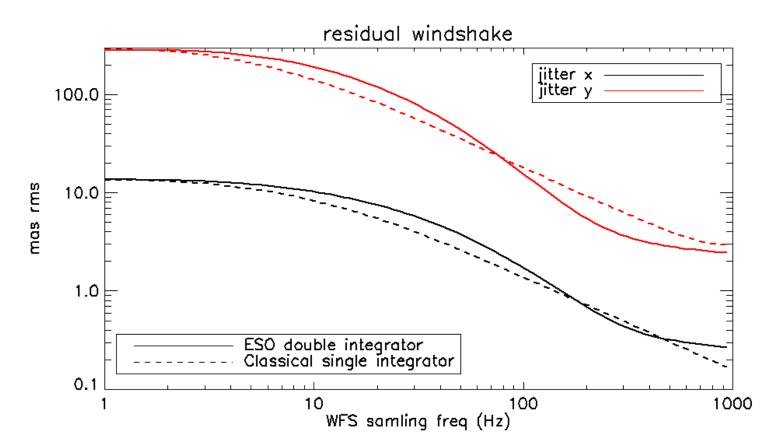


Temporal

First need to determine the rejection transfer function.

Then, need to know the inputs, it may be Turbulence and Windshake Finally, simply apply the rejection.

Eventually – play with the NGS gain, and loop frequency



#### Noise

Noise depends first of all on the WFS strategy chosen.

For instance, for SH, noise coefficients have been well studied, and are defined as: e.g. Rousset et al., Nicolle et al.

Photon Noise  $\sigma_{ph,sspup}^{2} = \frac{1}{2\ln(2)} \frac{1}{n} \left(\frac{N_{T}^{2}}{N_{D}^{2}}\right) \left(\frac{\left(N_{T}^{2}+N_{W}^{2}\right)}{\left(2N_{T}^{2}+N_{W}^{2}\right)}\right)^{2}$ Read-Out Noise  $\sigma_{ron,sspup}^{2} = \frac{\pi}{32\ln(2)} \left(\frac{ron}{n}\right)^{2} \left(\frac{\left(N_{T}^{2}+N_{W}^{2}\right)}{N_{D}}\right)^{2}$ 

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FWM of subap. PSF  

$$\sigma_{total}^{2} = \frac{\left(\sigma_{ph,sspup}^{2} + \sigma_{ron,sspup}^{2}\right)}{N_{sspup,valid}}$$

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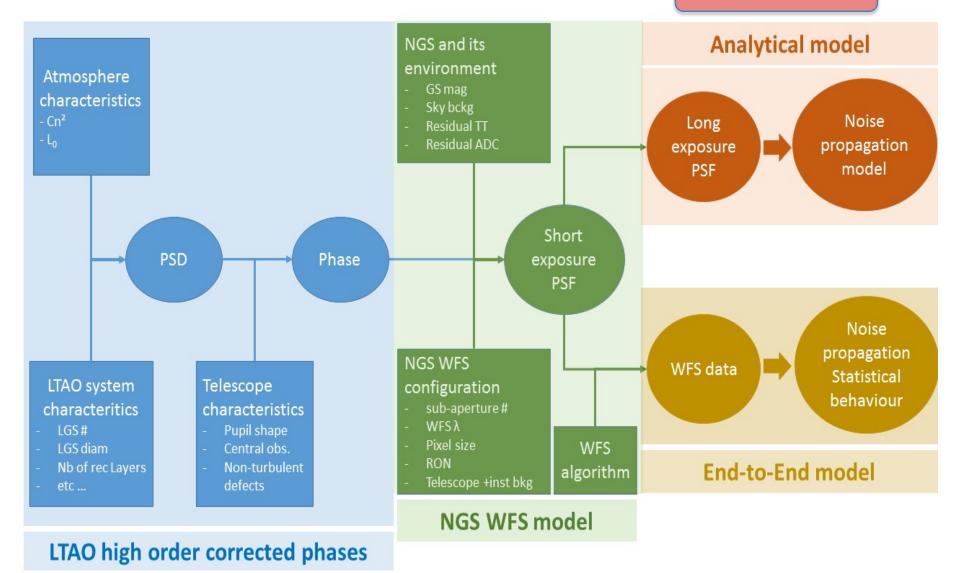
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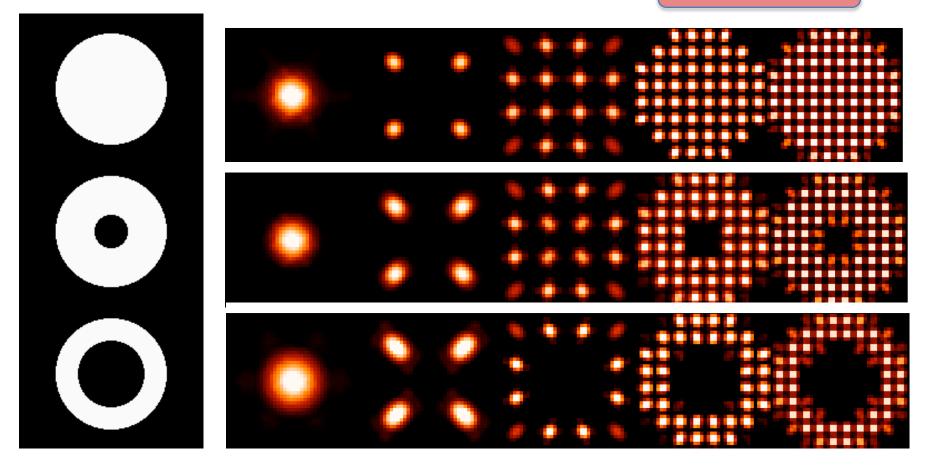
This is however not valid anymore in presence of residual turbulence.

#### Noise

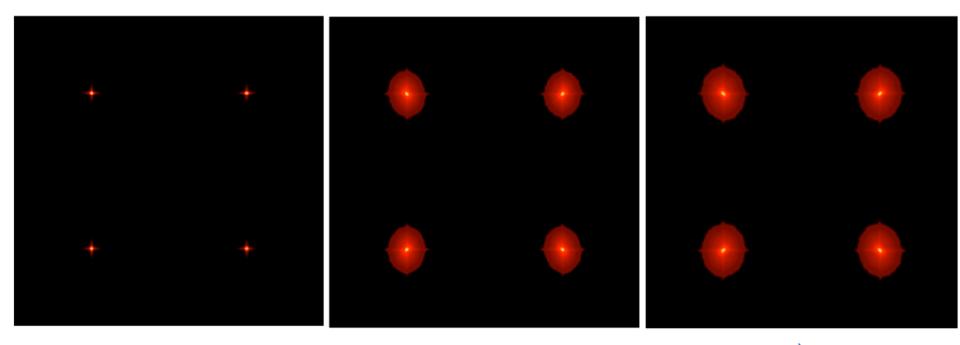


#### Wok done by Thierry !!





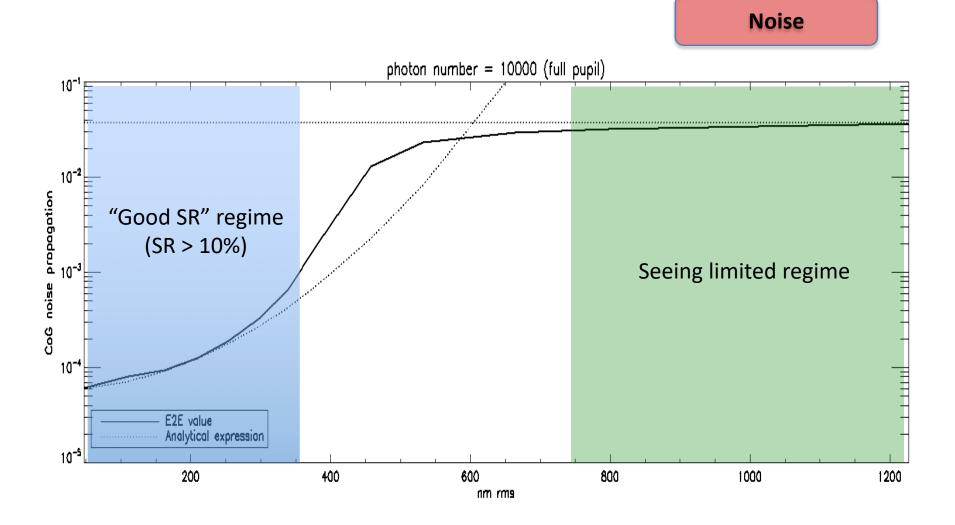
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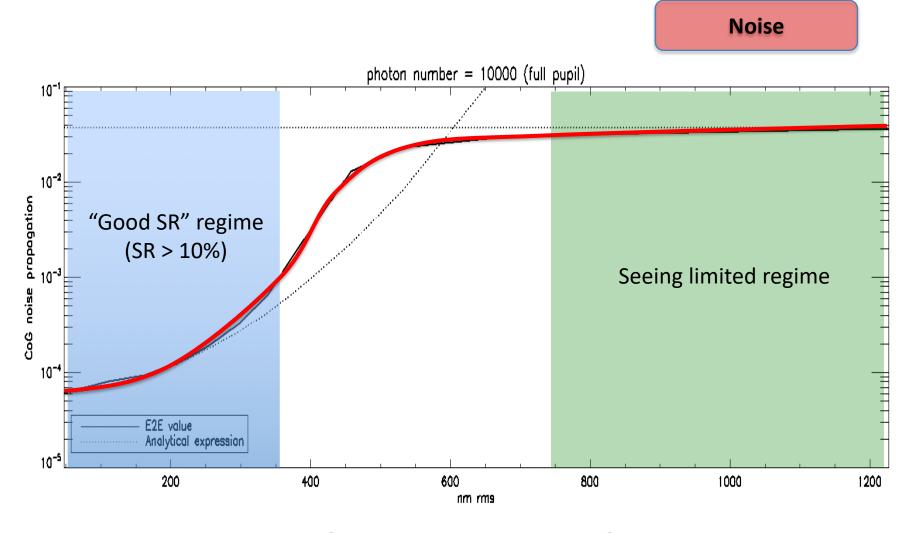


Increasing residual phase seen by the WFS

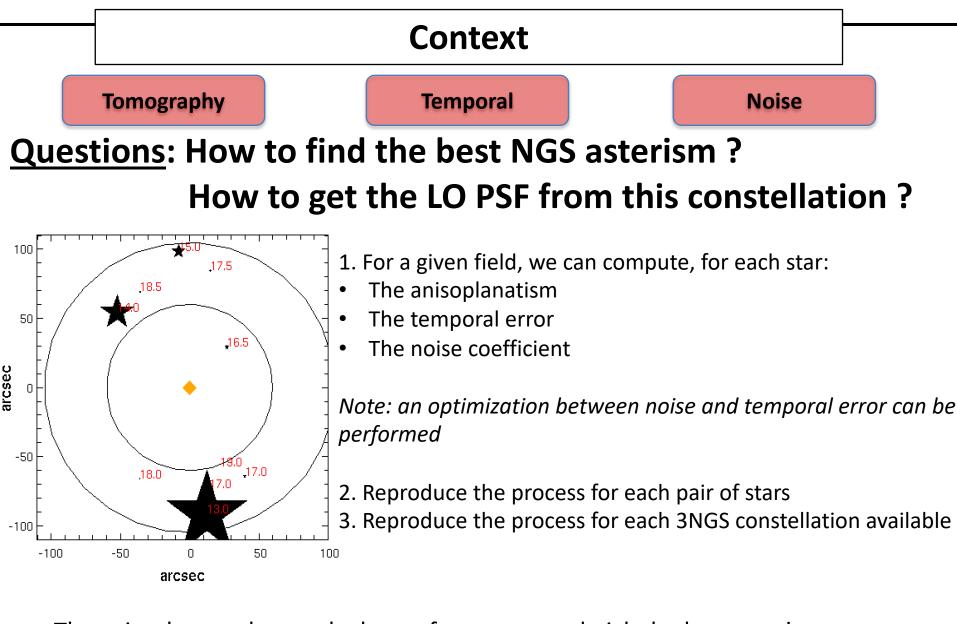
Good SR regimes

Seeing limited regimes





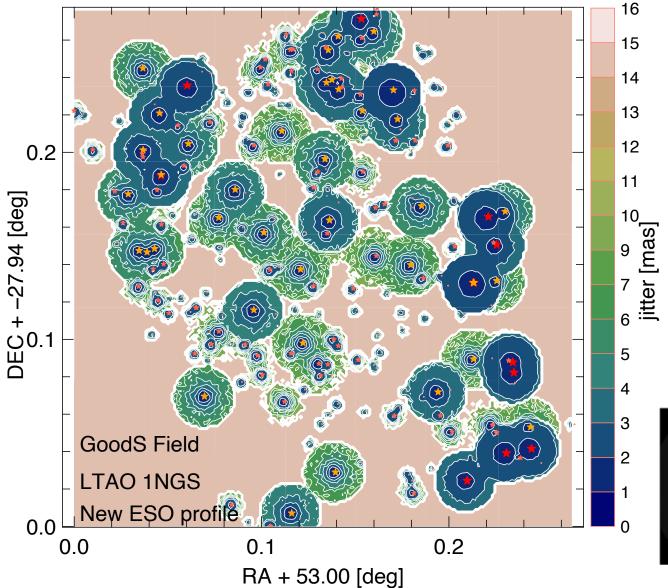
$$\sigma_{tot,all\ mas}^{2} = \left(\frac{N_{T}}{N_{D}}\right)^{2} \sigma_{tot,SR\ mas}^{2} + \left(1 - \left(\frac{N_{T}}{N_{D}}\right)^{2}\right) \sigma_{tot,FWHM\ mas}^{2}$$



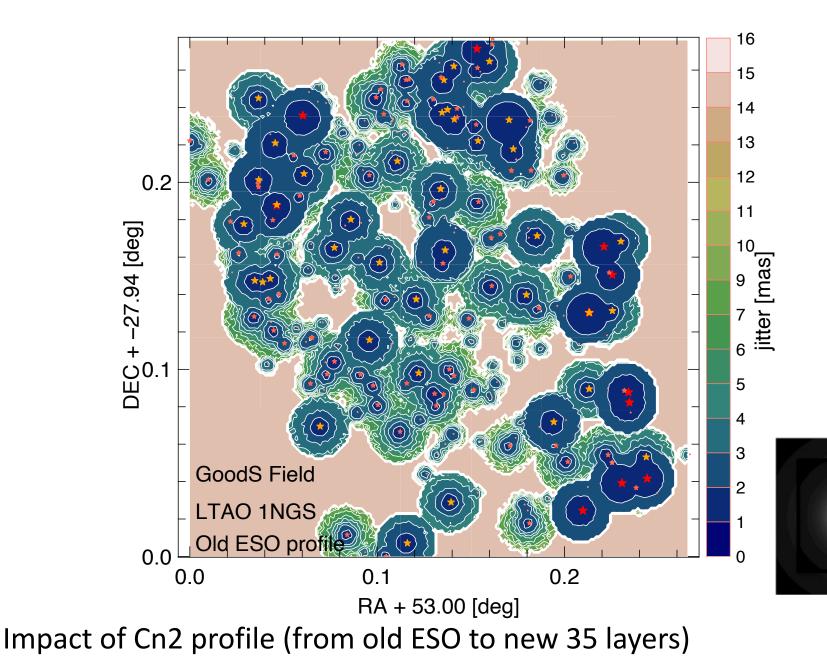
• Then simply sort the results by performance, and pick the best one !

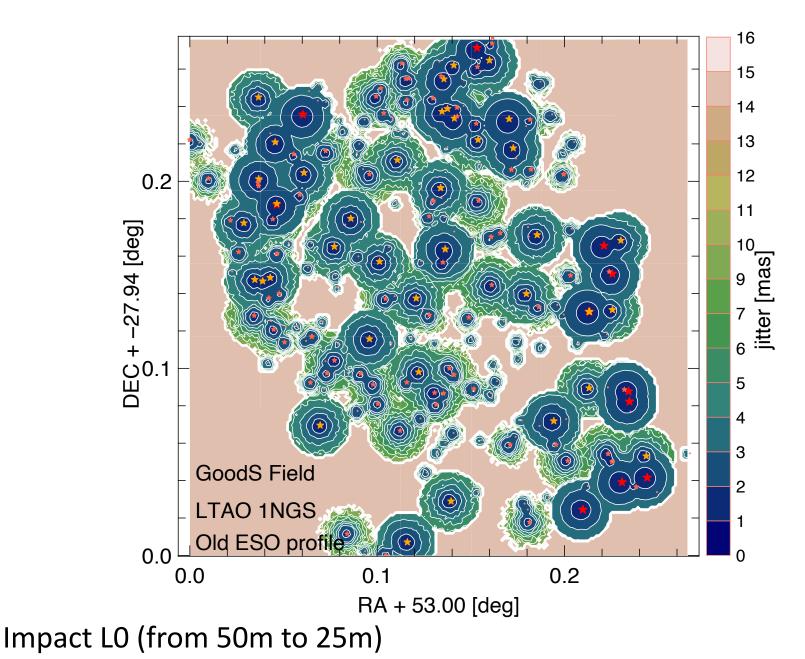
Test on "classical" cosmological fields

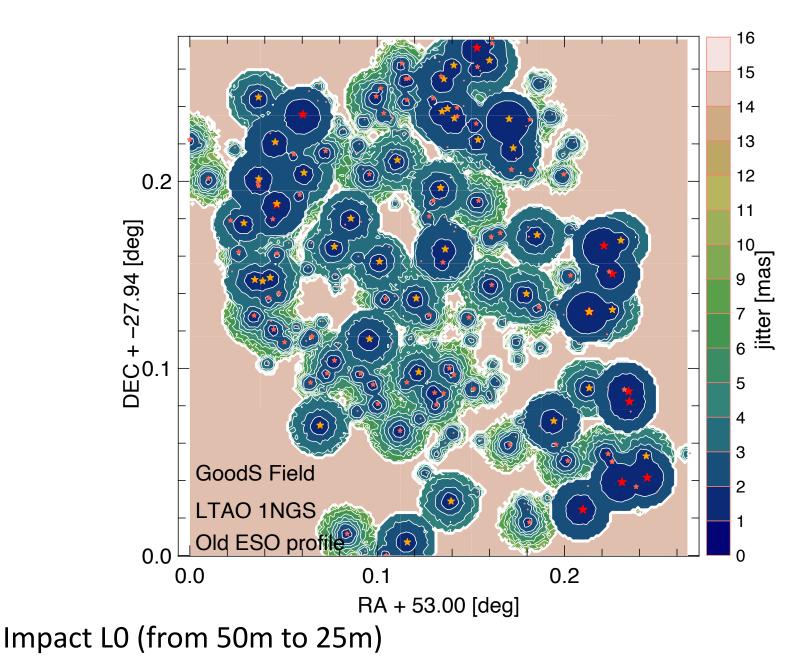












# CONCLUSIONS

Deliverables	1. Algorithm for choosing the best NGS stars
	2. Generate the expected PSF for a give observation

- First steps will be to explore the simulation tools available and define the strategy
- Some solutions already exists on the market, but probably will need to develop specific tools
- Work has just started !

