

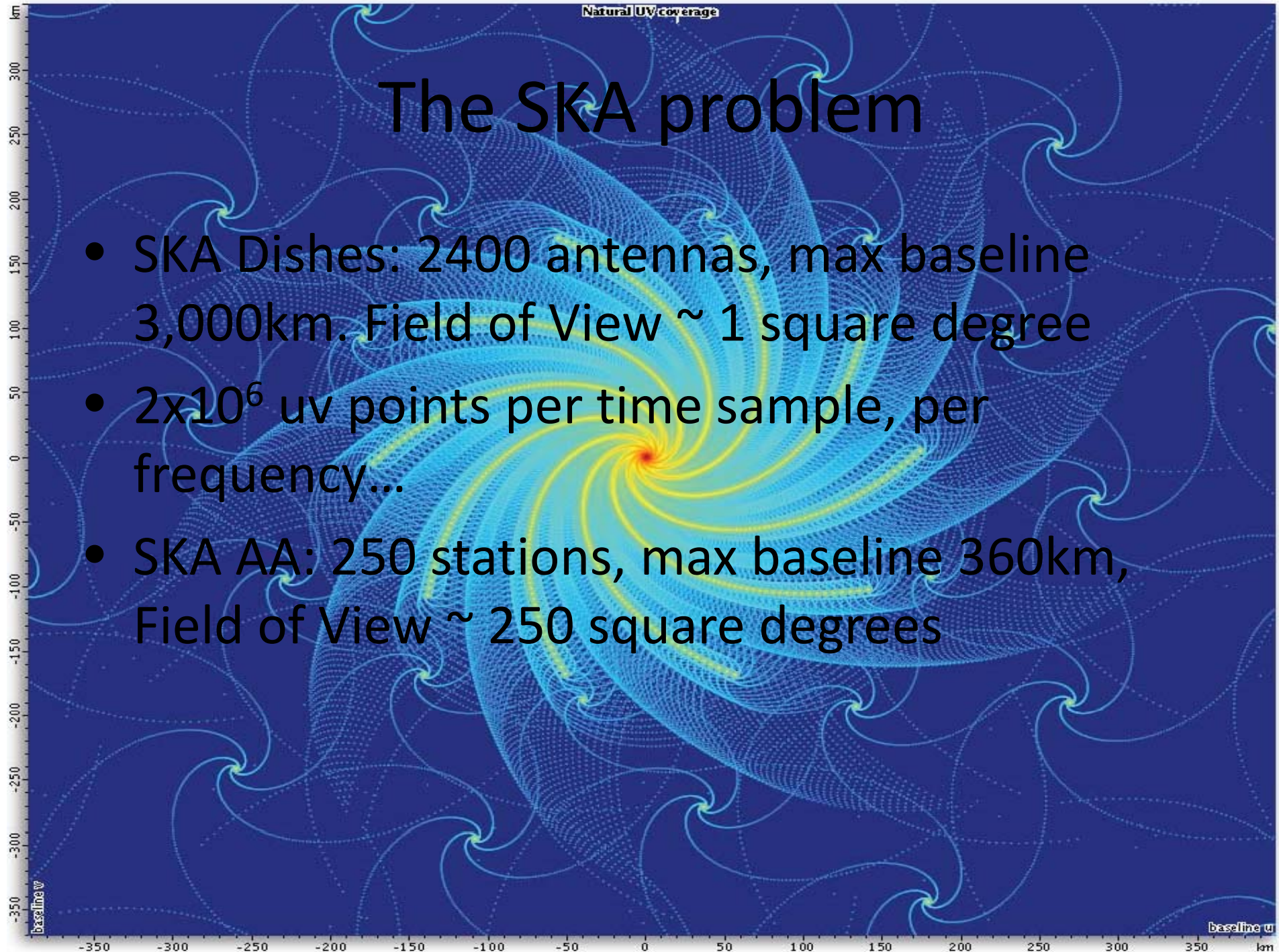
SKA Layout testing

(A call to arms)

Rosie Bolton, Rob Millenaar

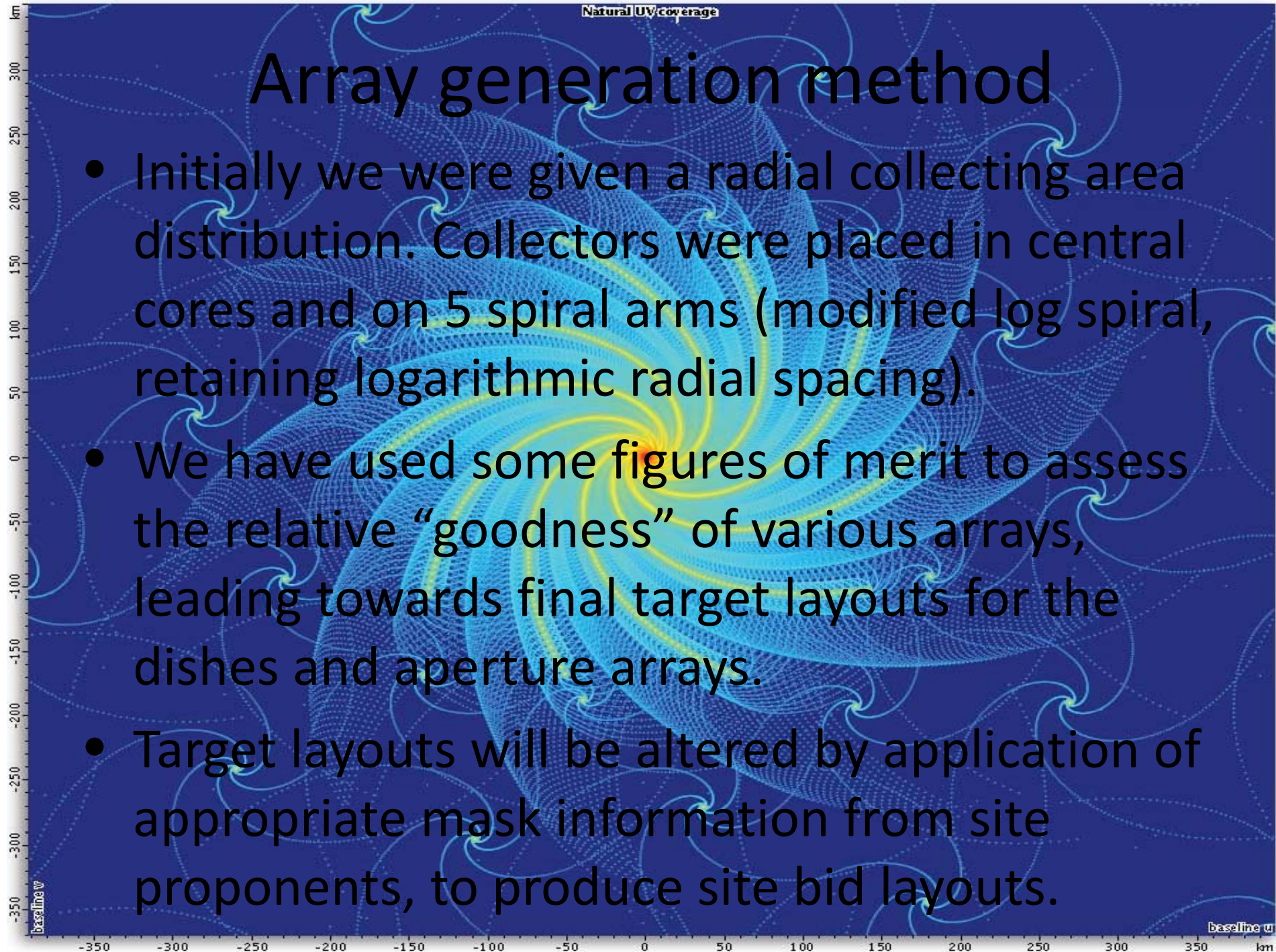
The SKA problem

- SKA Dishes: 2400 antennas, max baseline 3,000km. Field of View \sim 1 square degree
- 2×10^6 uv points per time sample, per frequency...
- SKA AA: 250 stations, max baseline 360km, Field of View \sim 250 square degrees

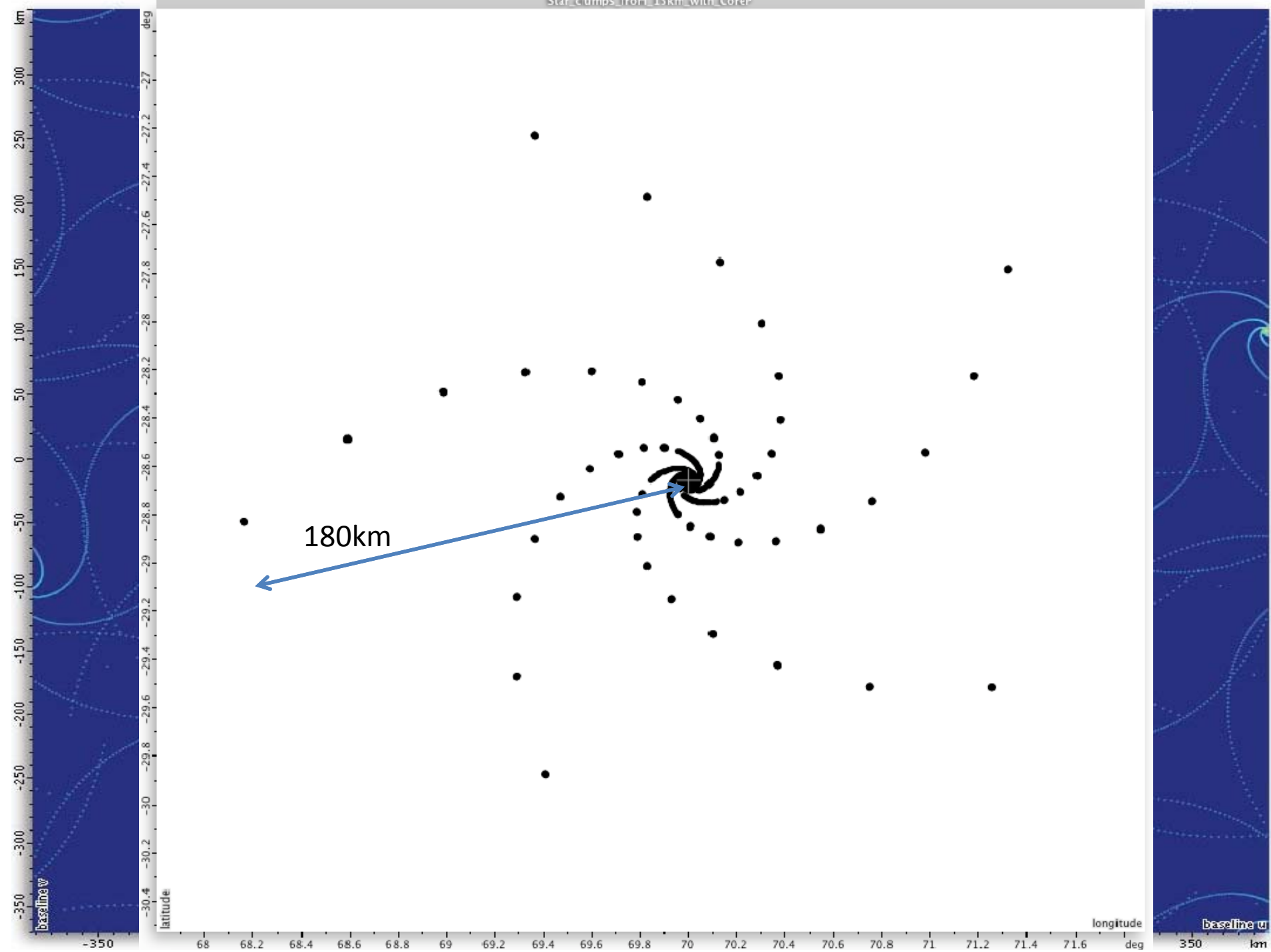


Array generation method

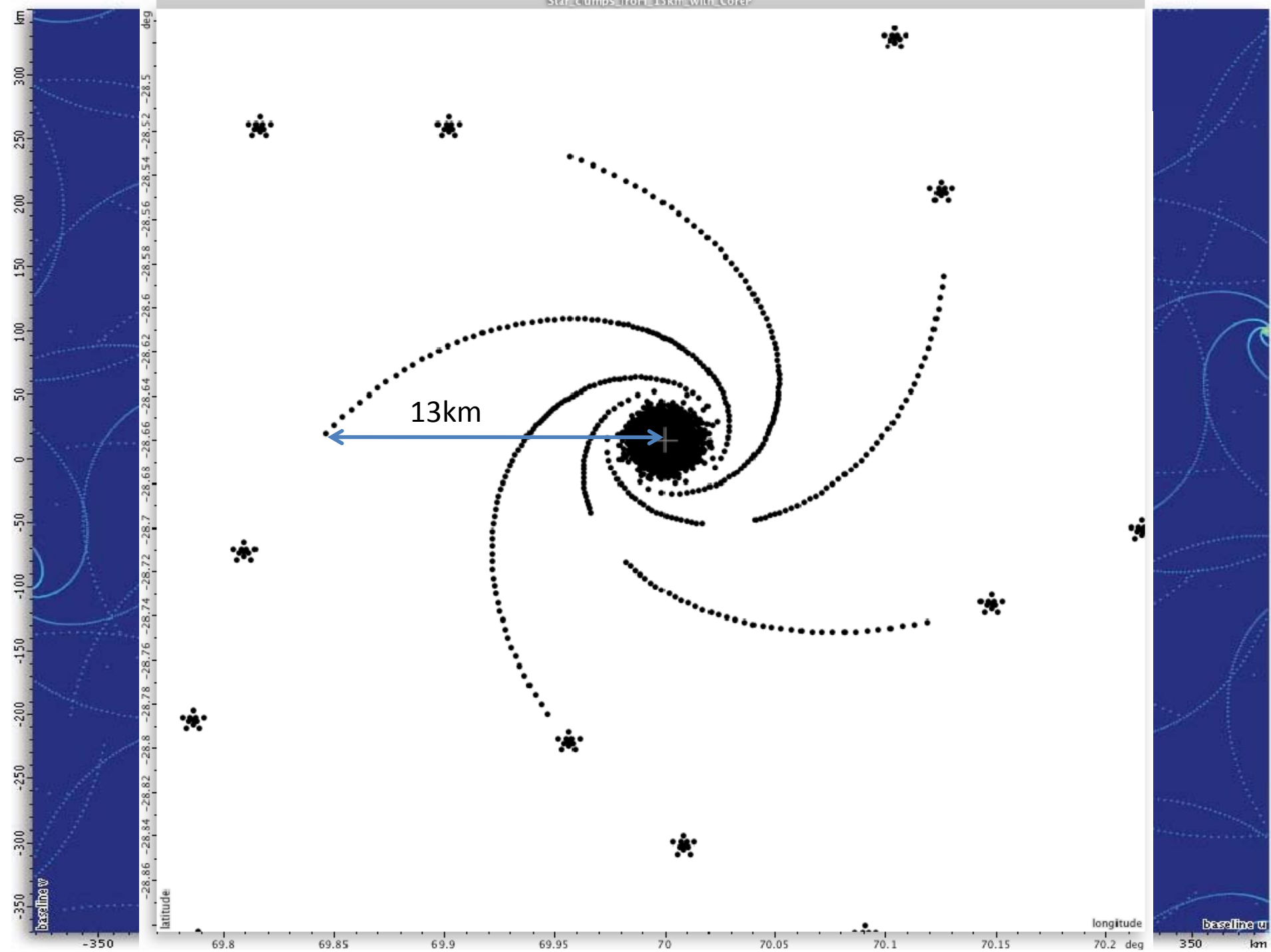
- Initially we were given a radial collecting area distribution. Collectors were placed in central cores and on 5 spiral arms (modified log spiral, retaining logarithmic radial spacing).
- We have used some figures of merit to assess the relative “goodness” of various arrays, leading towards final target layouts for the dishes and aperture arrays.
- Target layouts will be altered by application of appropriate mask information from site proponents, to produce site bid layouts.



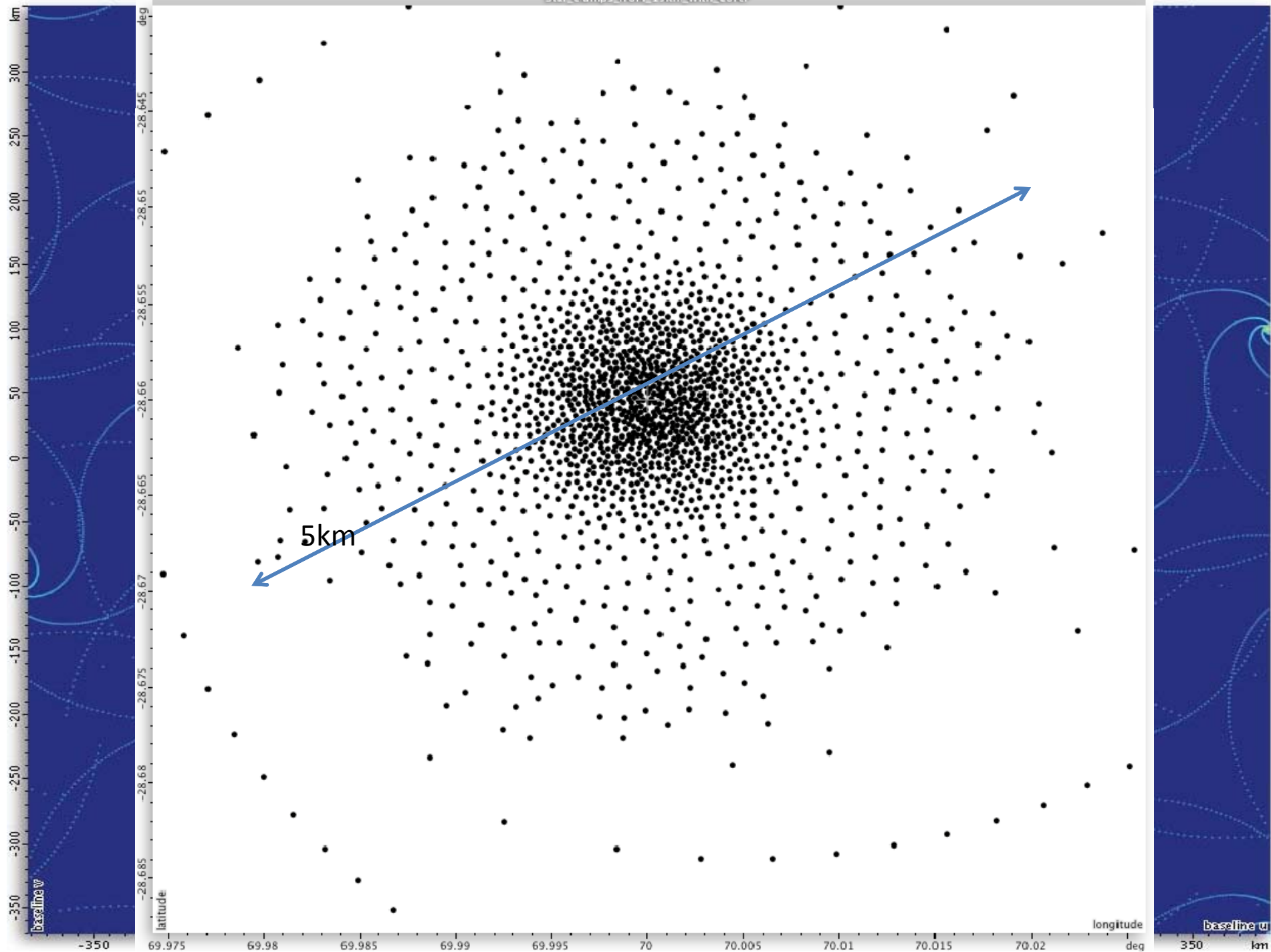
Star clumps from 15km with CoreP



Star clumps from 15km with CoreP

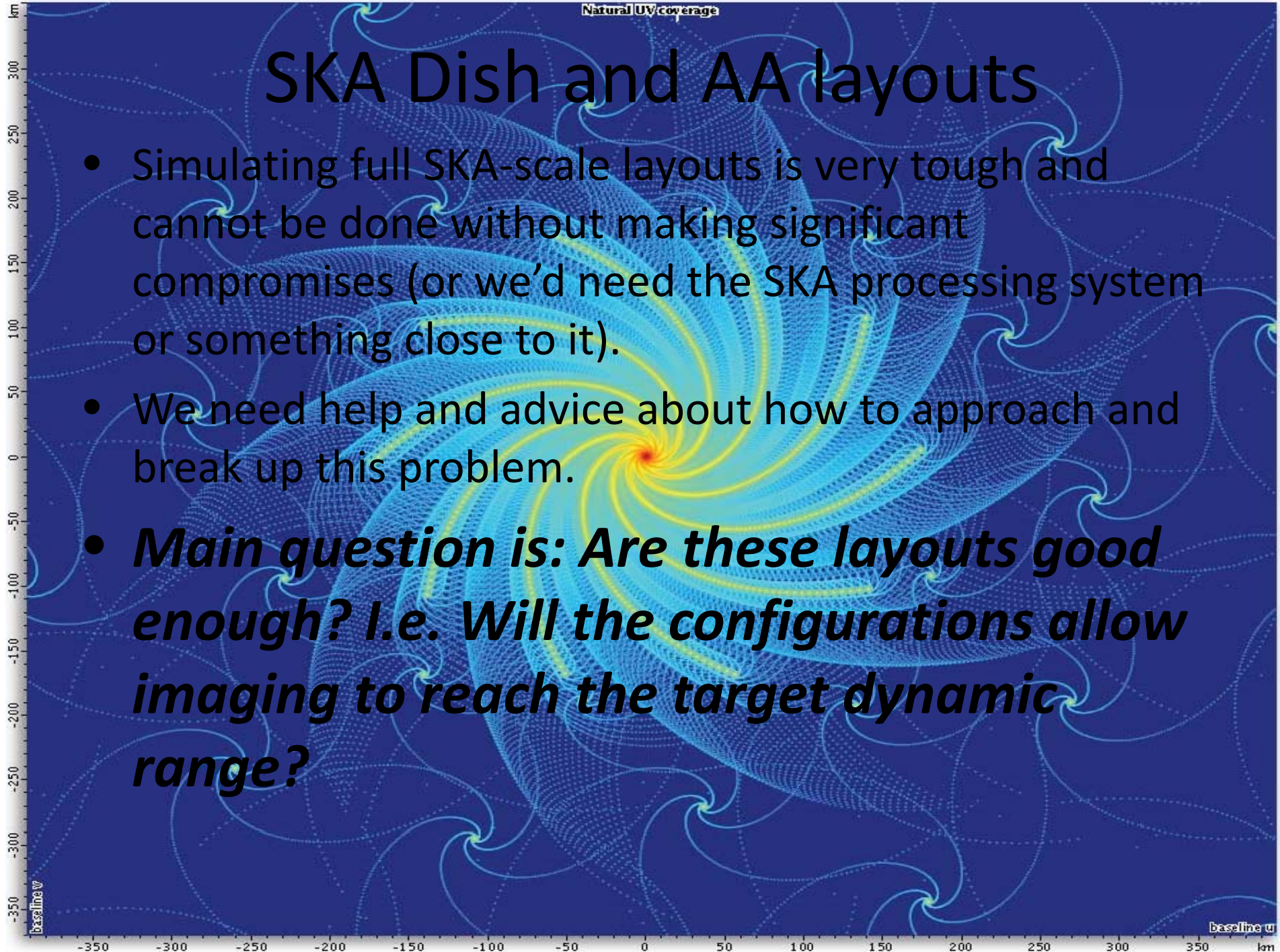


Star clumps from 15km with CoreP



SKA Dish and AA layouts

- Simulating full SKA-scale layouts is very tough and cannot be done without making significant compromises (or we'd need the SKA processing system or something close to it).
- We need help and advice about how to approach and break up this problem.
- ***Main question is: Are these layouts good enough? I.e. Will the configurations allow imaging to reach the target dynamic range?***



SKA Simulations

- Is anyone here brave / talented* enough to help?
- Discussion session tomorrow is a chance for informal input, anyone with interest and time is welcome to contribute to the longer-term programme.
- Rosie Bolton rosie@mrao.cam.ac.uk
- Rob Millenaar millenaar@skatelescope.org

* Flattery *will* get you everywhere...



Dividing the problem up...

- Science cases
- Collector types
- Error budget – Primary beam, polarization purity, phase calibration, pointing errors

