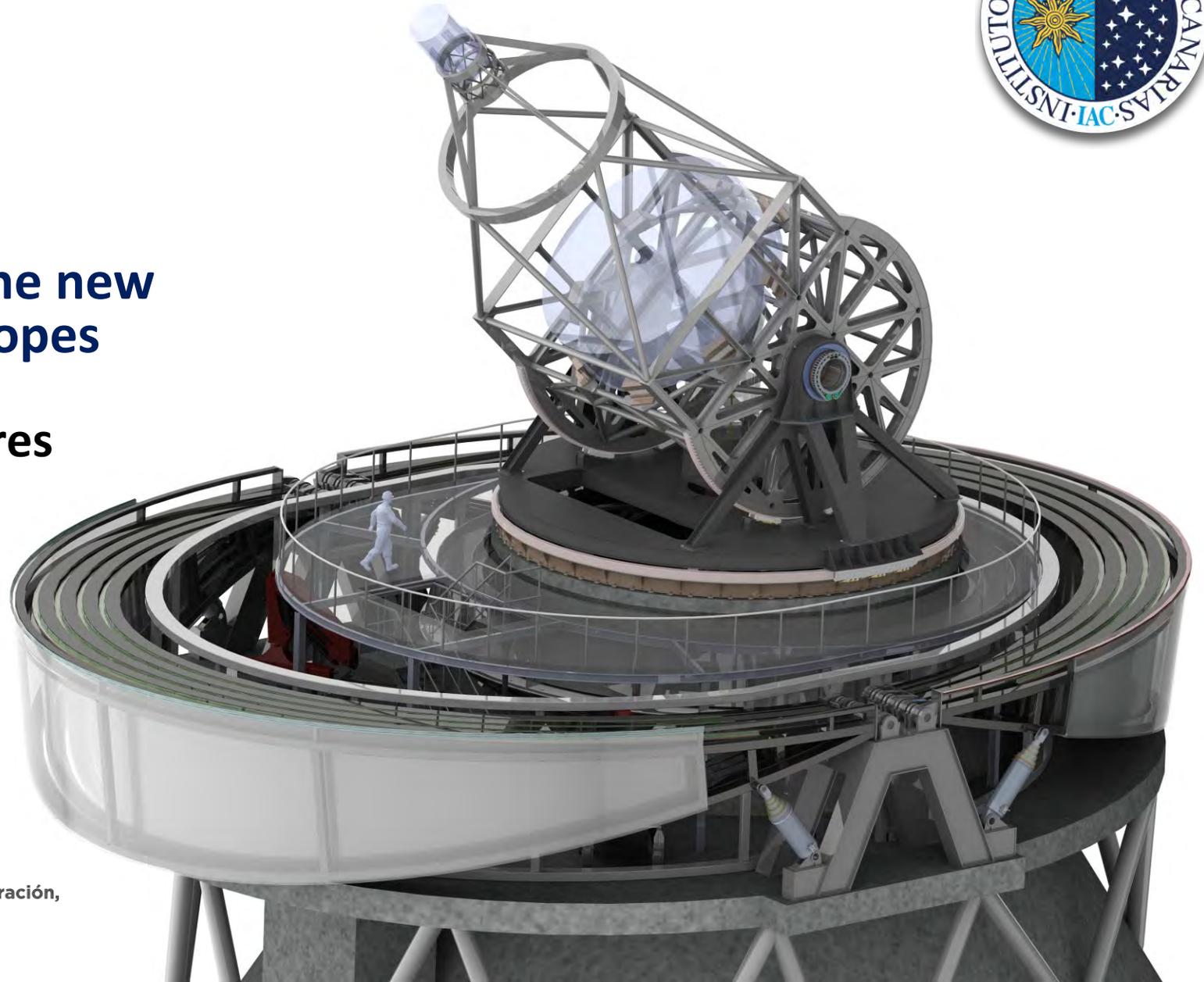


Correlation algorithms for the new generation of solar telescopes

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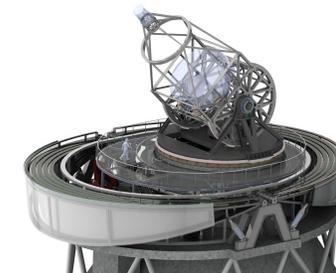
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MCAO Test-bench



- Objective: gain experience and knowledge with different AO solutions to provide an optimal MCAO solution for the EST.
- General requirements: different AO configurations (SCAO, GLAO, MCAO), number of DMS and different types of SH-WFS.
- Control requirements:
 - Several control schemes (leaky-integrator, POLC,..)
 - Several correlation techniques
 - Should be able to work with zonal and modal control
 - Loop conditions similar to those for EST → dynamic conditions scaled and comparable
- Equipment:
 - Ground layer DM: ALPAO 820-acts
 - Altitude DMs: ALPAO 2x 468-acts
 - 2xSH-WFS
 - High order (on-axis and binning): 3002x3952 px
 - High-order Multi-directional: 6004x7920 px
 - Server: 4x Xeon Gold, 384 Gb RAM
- RTC Software: Durham Adaptive Optics Real Time controller (DARC), used in GTCAO



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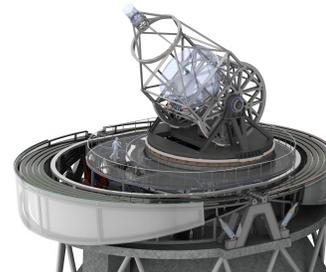


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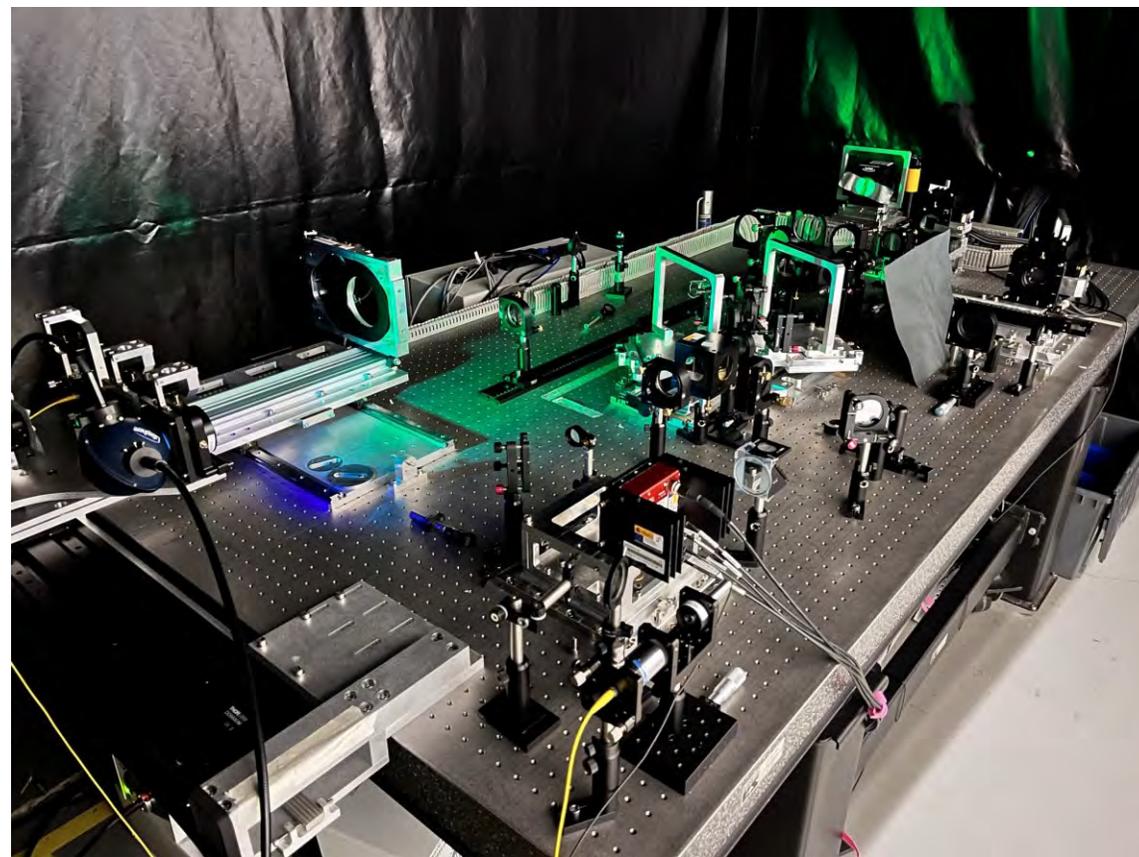
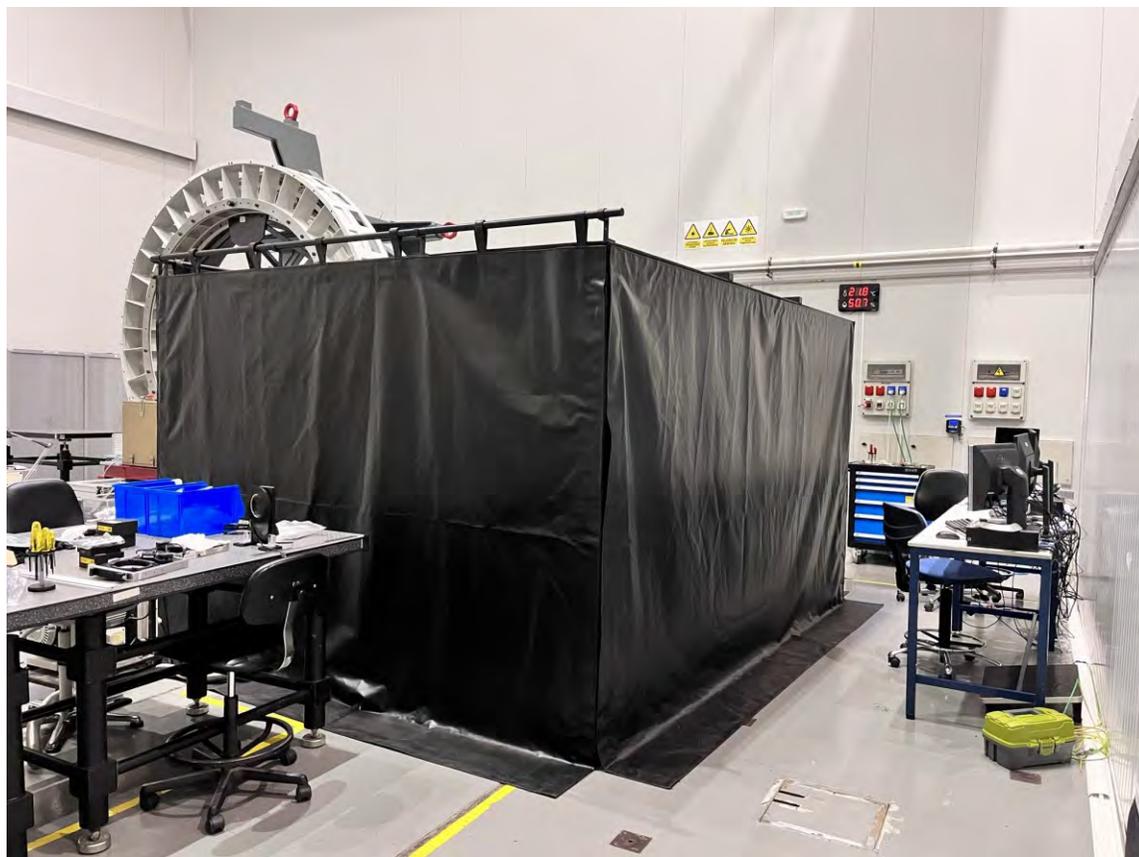
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MCAO Test-bench



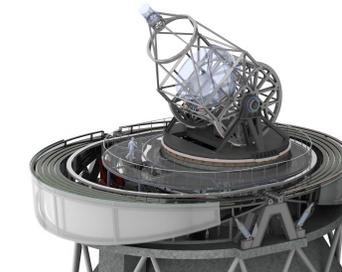
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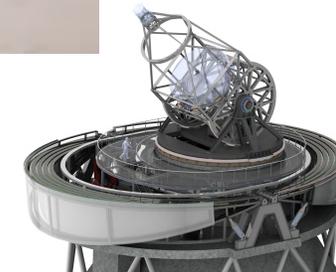
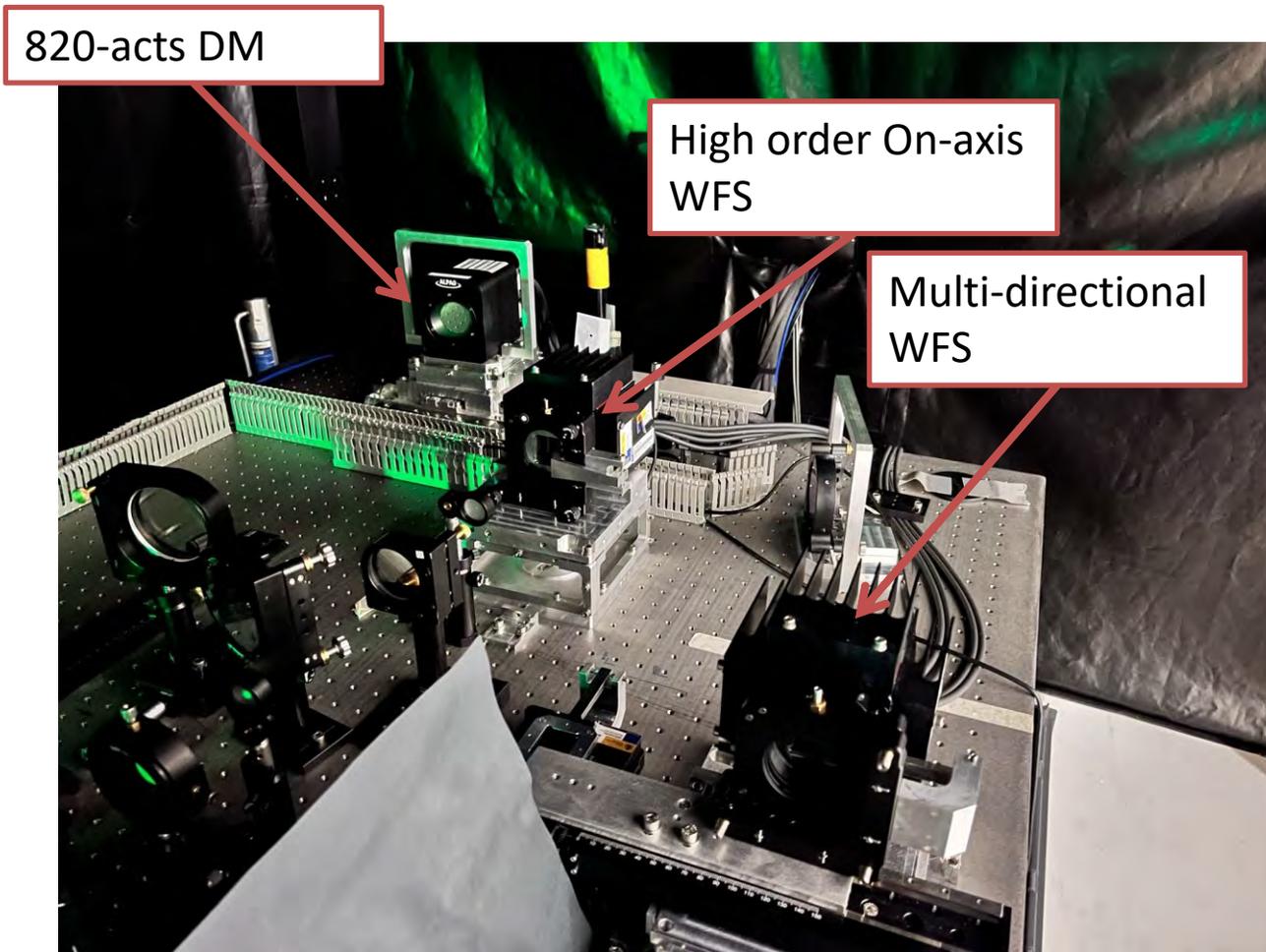
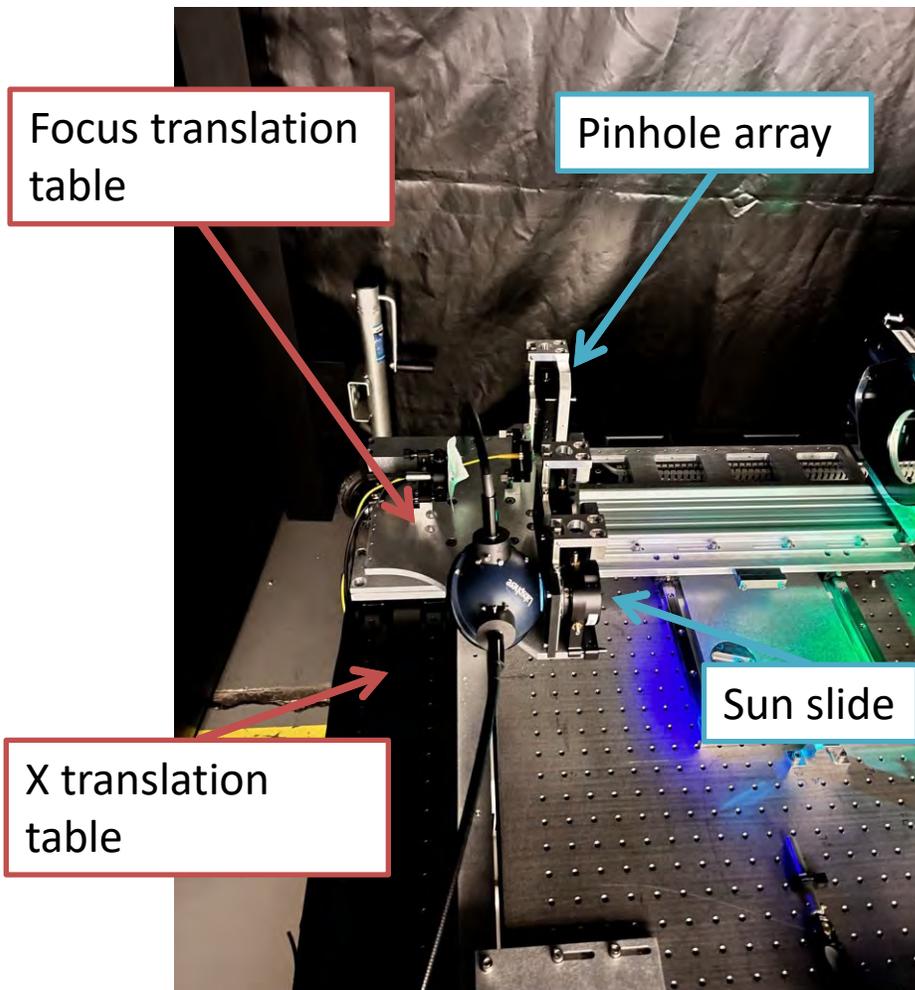


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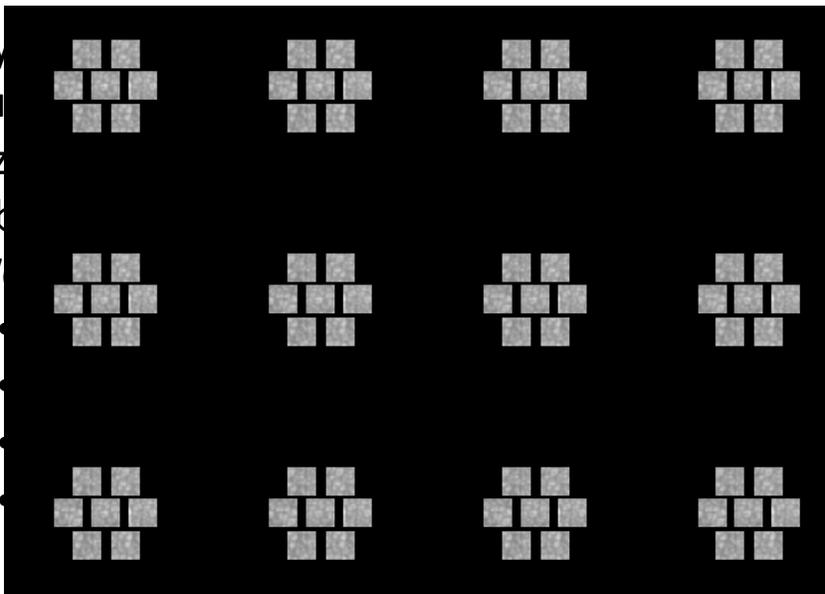
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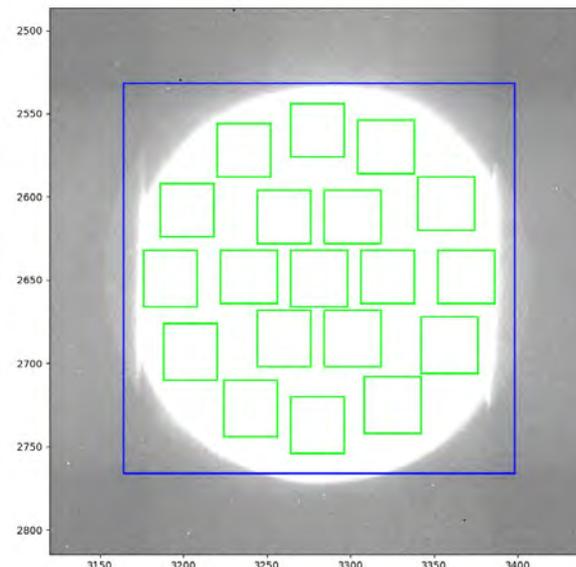


Let's see the numbers!

- Dynamic patterns
- Tunable patterns
- Observed at 30 Hz
- Wavelengths

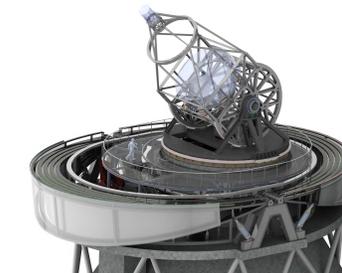


... dynamically create an
... at 30 Hz
... ents
... rformance obtained (G



, scaled to 30
standard

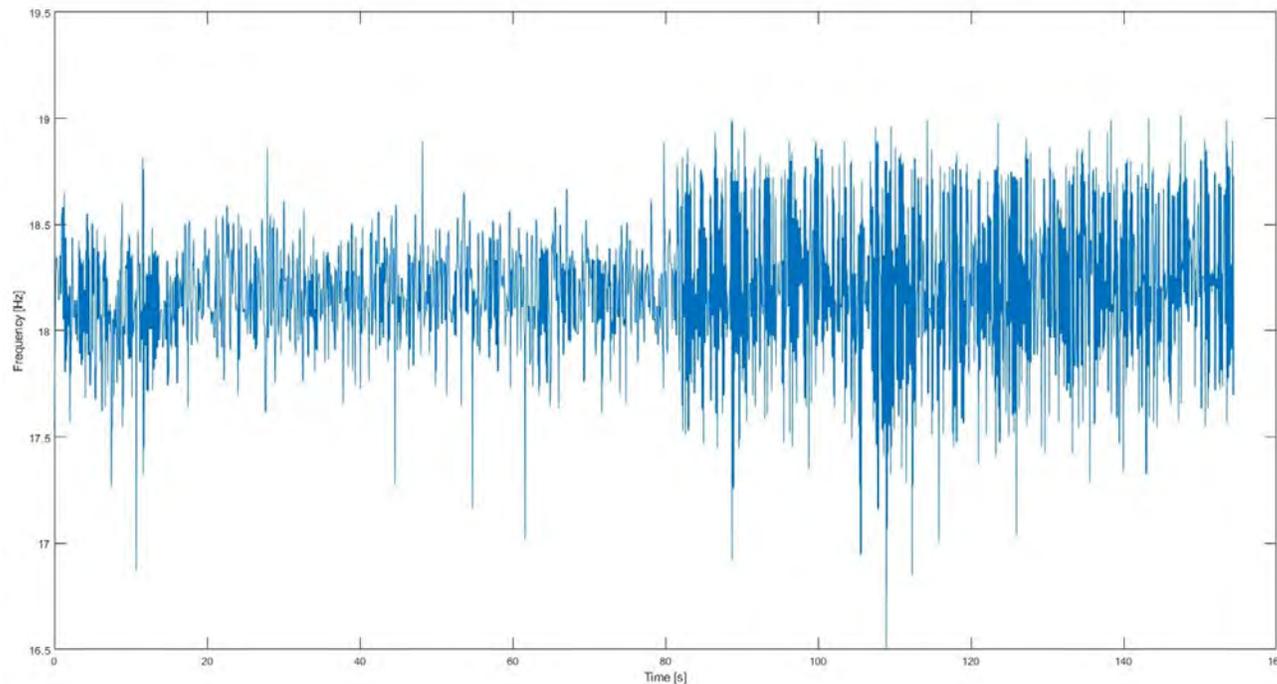
- And for the multidirectional?
 - Directions are picked by software
 - 7 directions (33 " circumference, 10 " per subwindow) → ~5943 subwindows = 11886 slopes
 - 19 directions (60 " circumference, 10 " per subwindow) → ~16131 subwindows = 32262 slopes
 - 25x25px per subwindow (0,3"/px) → more subaps, smaller patterns to match



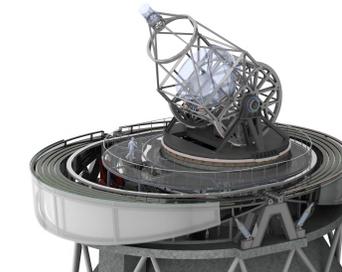
So... what's the problem?

Situation: GLAO, using the multidirectional WFS:

- Squared differences + parabolic \rightarrow works fine, but speed is a problem
- Using 7 directions, subapertures of 25x25px \rightarrow \sim 18 Hz (**30 Hz** expected)

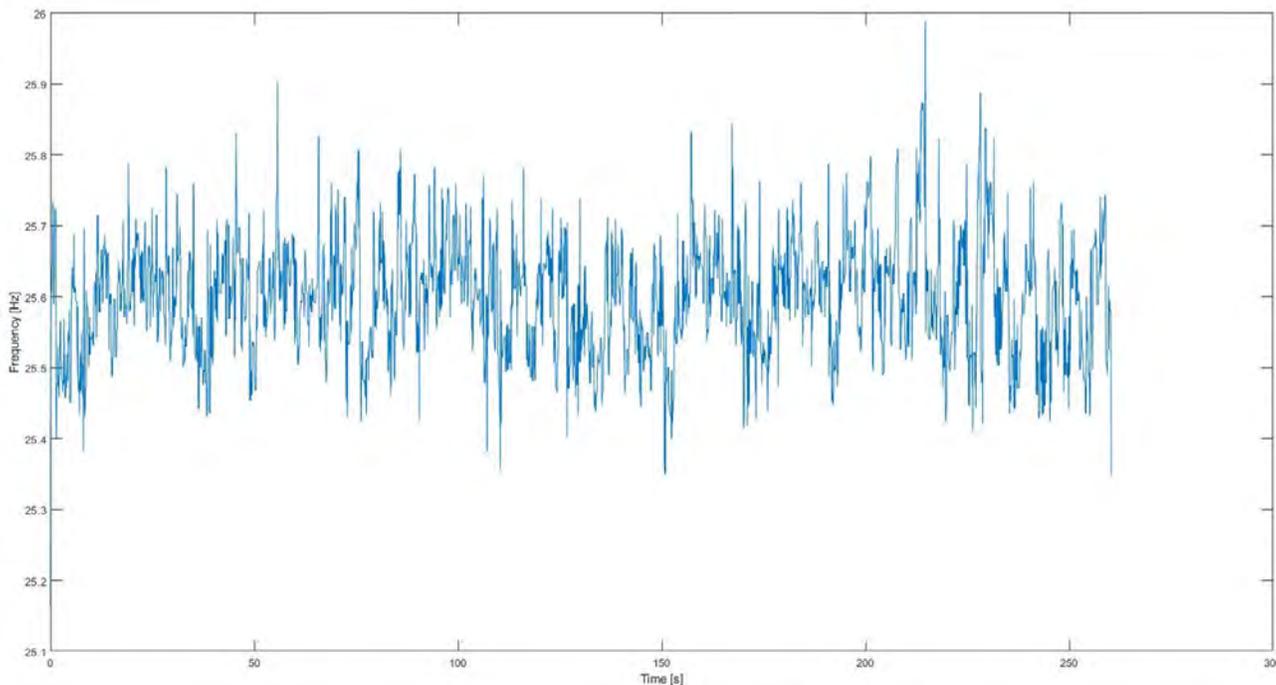


➤ Easiest solution: clip the window

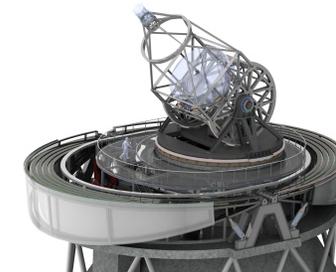


Situation: GLAO, using the multidirectional WFS:

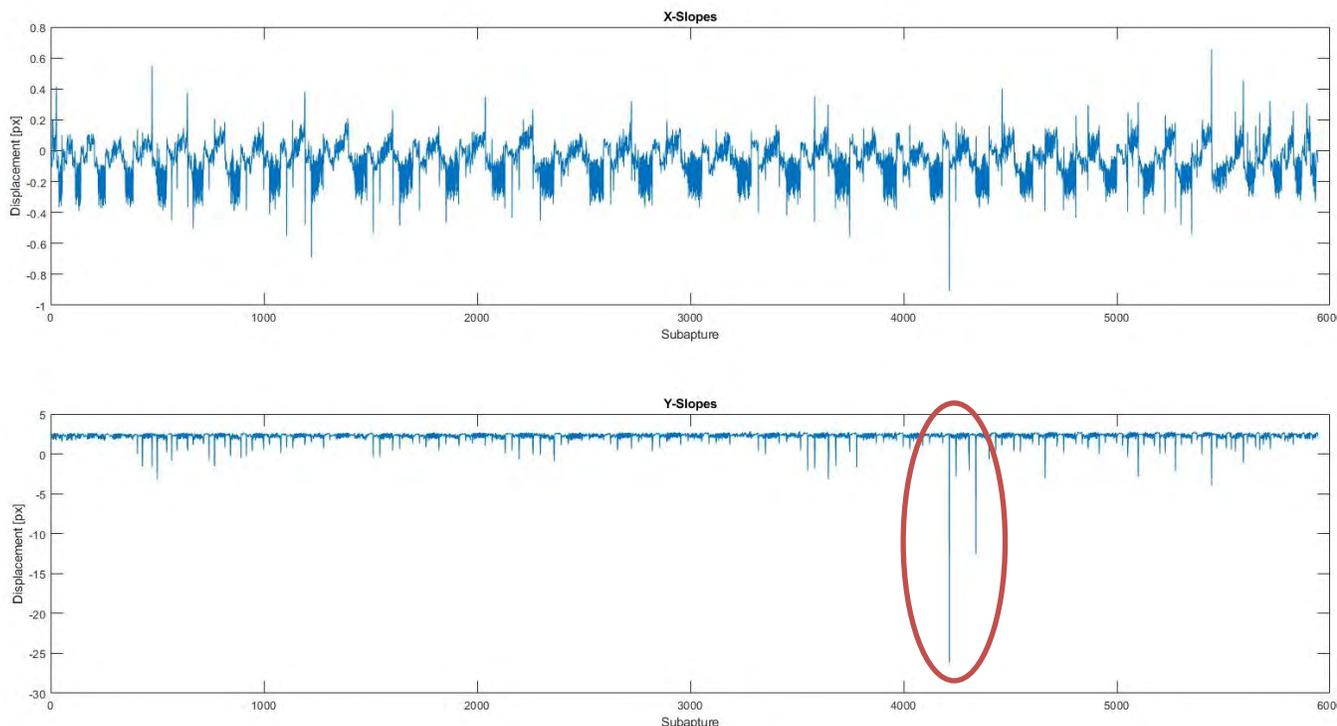
- Squared differences + parabolic →
- Using 7 directions, subapertures of 25x25px, clipping 6 px per size → 13x13 px to compute the correlation (**25.6 Hz** now!)



➤ However,.. What about robustness and accuracy?



- We applied a 6 px displacement over the Y-axis using our translation table
- Some slopes measurements are *lost*



Typical solutions:

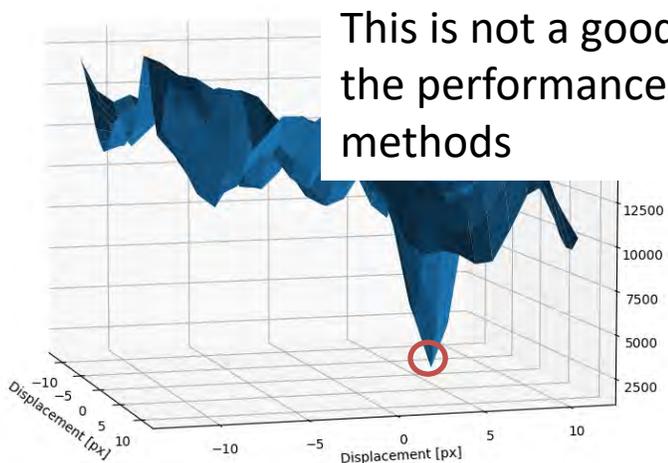
- Discard the slopes out of the subapertures
- Change the subpixel algorithm, maybe CoG, to force the slope to be inside of the subapertures

However, our purpose is to learn more about the behaviour of the algorithms



- Correlation images shown as surfaces, vertex of the quadratic fit in red

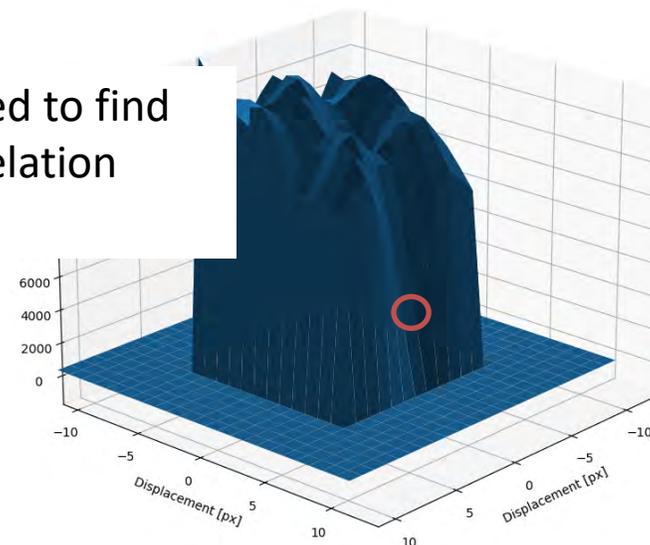
Full-patch correlation



Without clipping

This is not a good solution, we need to find the performance using other correlation methods

Full-patch correlation



With clipping (6px)



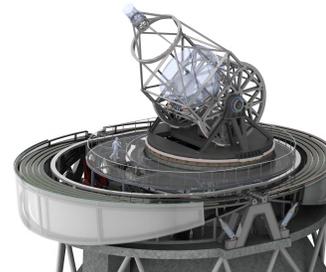
Evaluation of image-shift measurement algorithms for solar Shack-Hartmann wavefront sensor, M.G Löfdahl (2010)

- Use of artificial data to evaluate the impact of the correlation algorithms in the accuracy on the shifts estimation

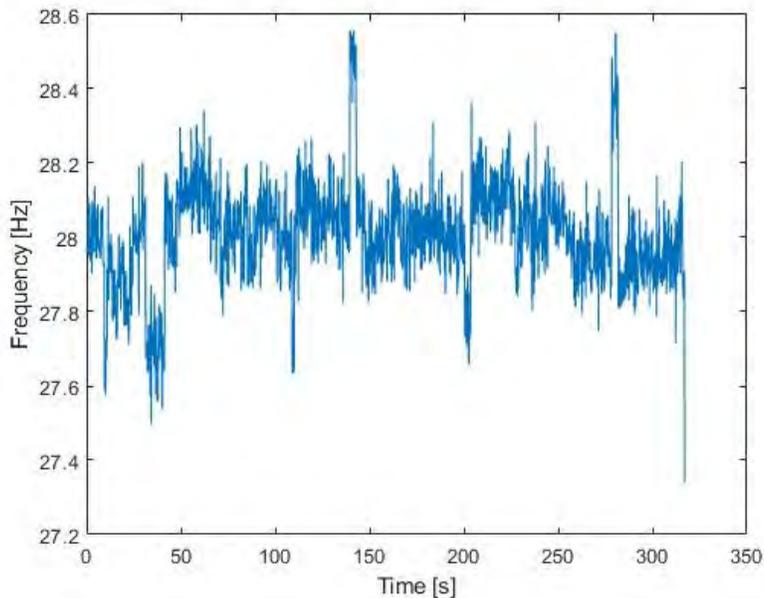
Relevant conclusions for our analysis:

1. Squared differences with quadratic fit offers less systematic errors
2. Fourier based correlation tends to underestimate small shifts (< 3 px)
3. For closed loop applications, Fourier correlations might be as good as Squared differences

→ Let's take a look at Fourier-based correlation



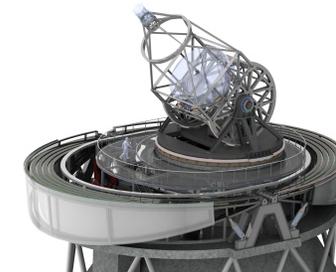
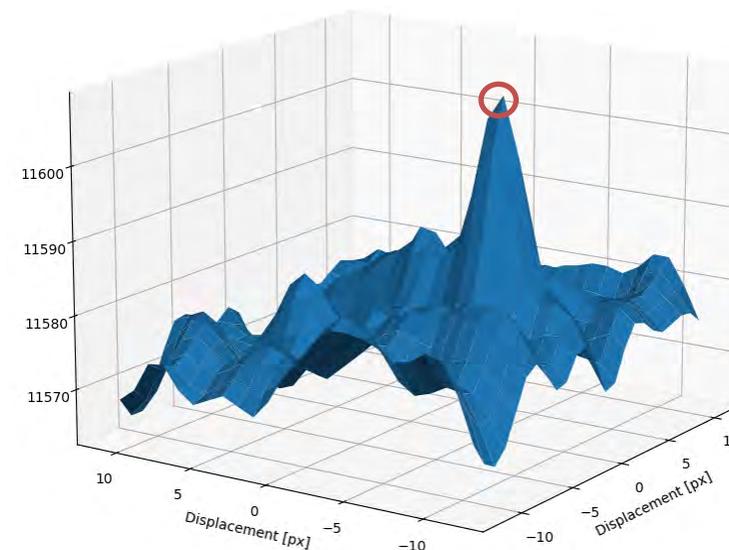
Same conditions: 25x25 px subaperture, 7 directions
Rate: 28.4 Hz (**without** clipping)



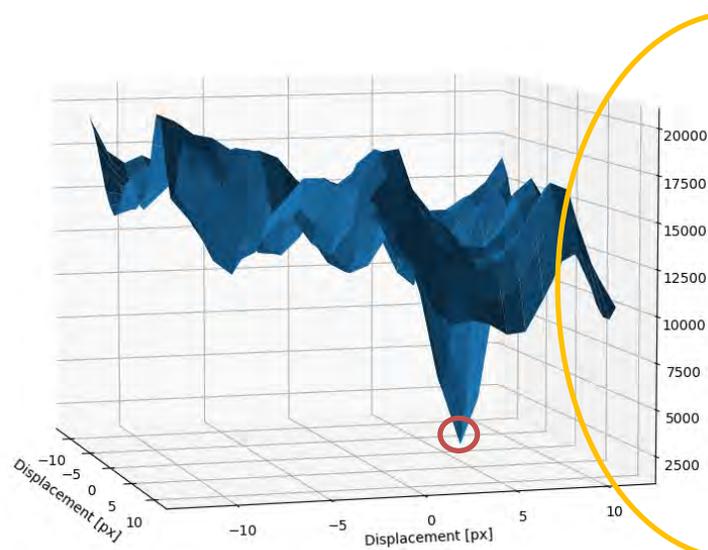
Surface for a displacement of 6 px,
same as previous situation

Important difference: low contrast
in the correlation image

Full-patch correlation

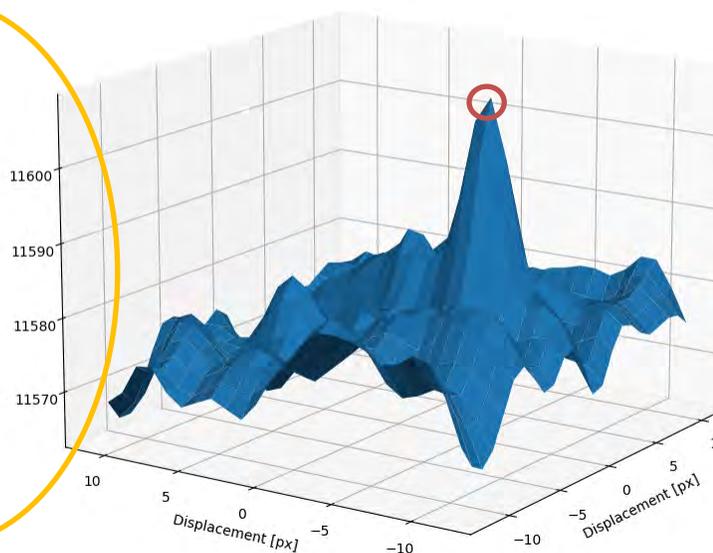


Full-patch correlation



Squared differences

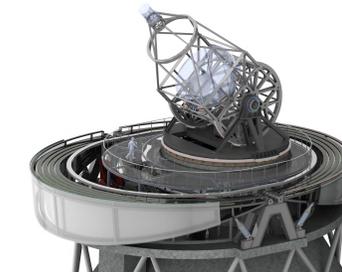
Full-patch correlation

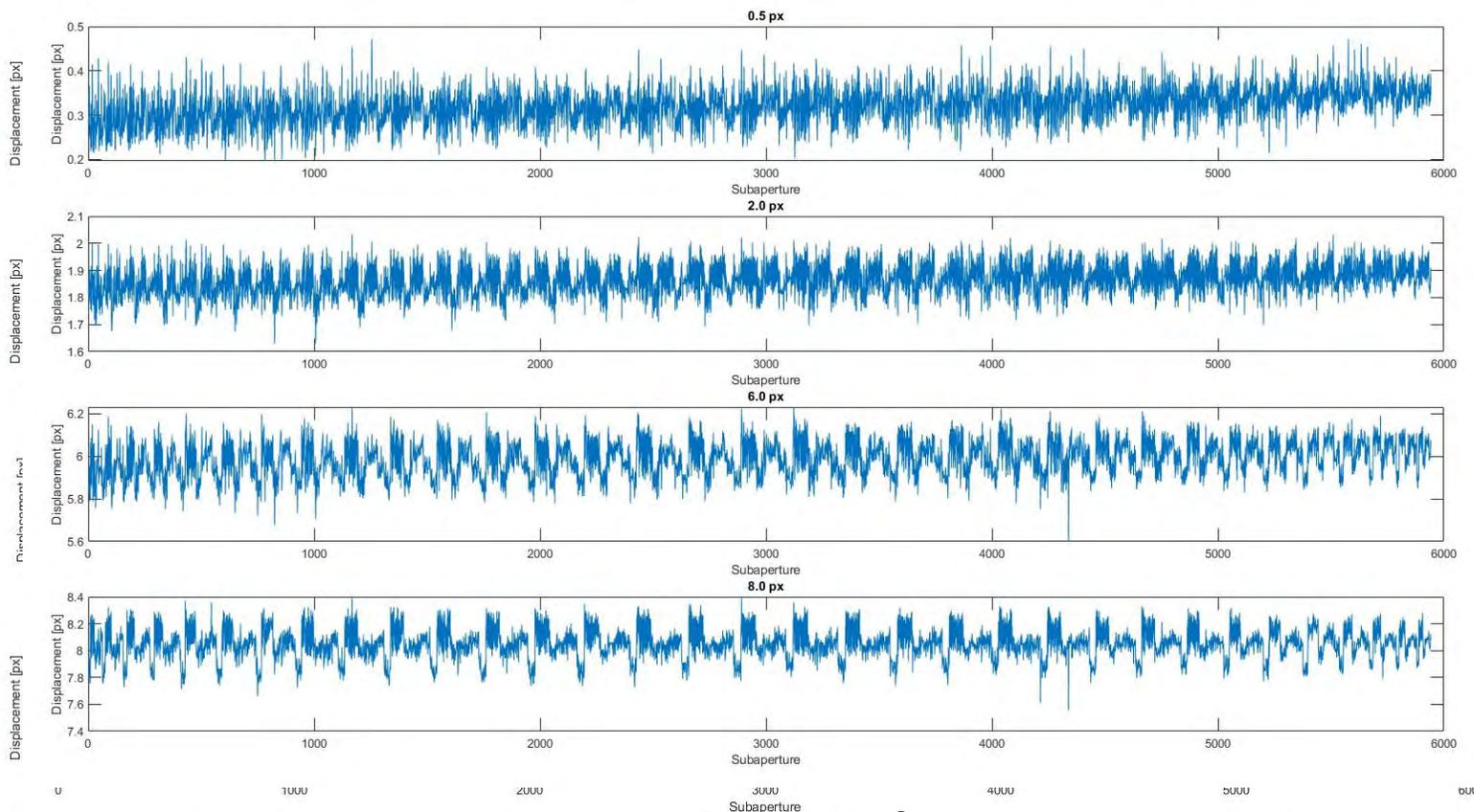


FFT

Subpixel algorithms might be influenced by this low contrasting!

Maybe this is the cause of FFT underperforming squared differences?

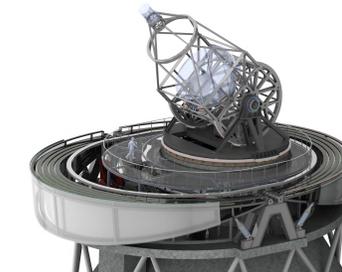




FFT – Quadratic fit
Squared differences - Quadratic fit

tilt in the WFS

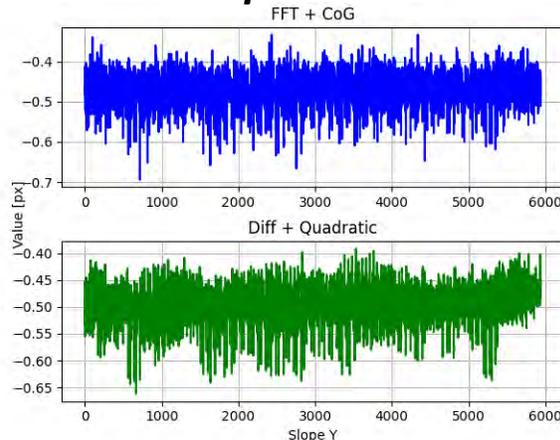
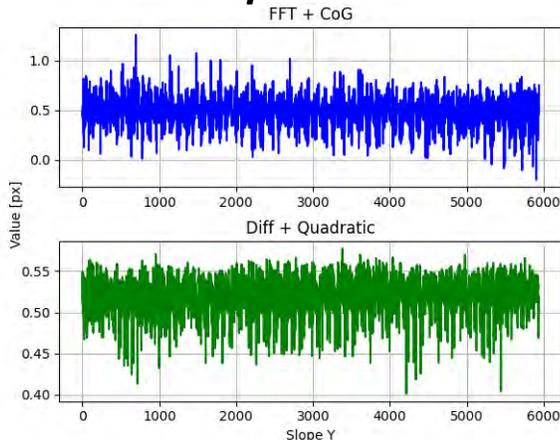
- Squared differences: overestimates large shift
- FFT: underestimates small shift
- Both behaviors are coherent with Löfdahl (2010)
- Small shifts are important for closed-loop!



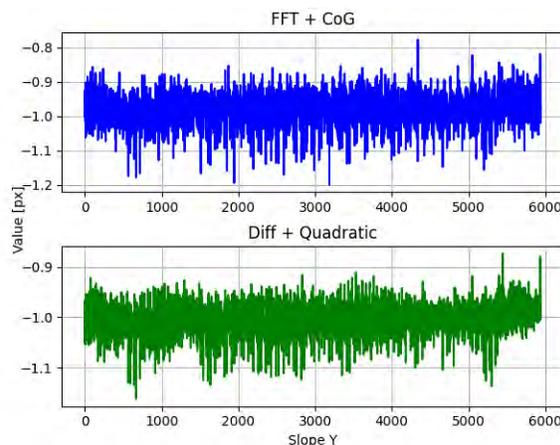
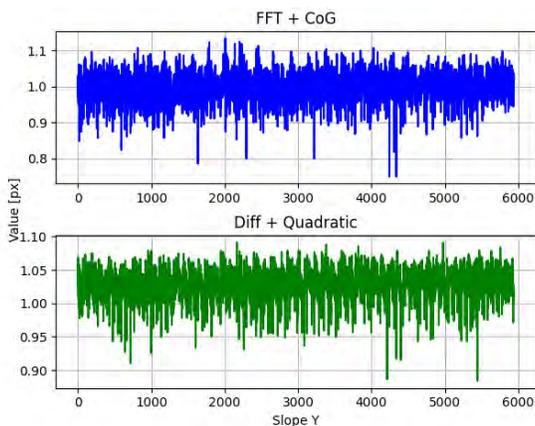
+ Displacement

- Displacement

0.5 px



1.0 px

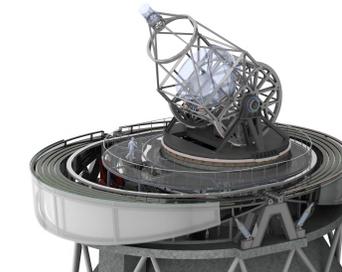


Steps

- Length normalization
- Correlation background removal → take N highest valued pixels of the correlation image

Finally, CoG will be effective for the resulting image (without background)

- Result similar to Squared Differences, very accurate with the real displacement
- Spikes can be found in certain subapertures, should not be relevant for control performance
- Number of pixels should be picked carefully





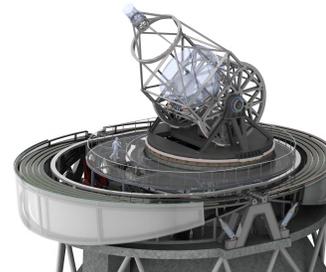
Wrap up



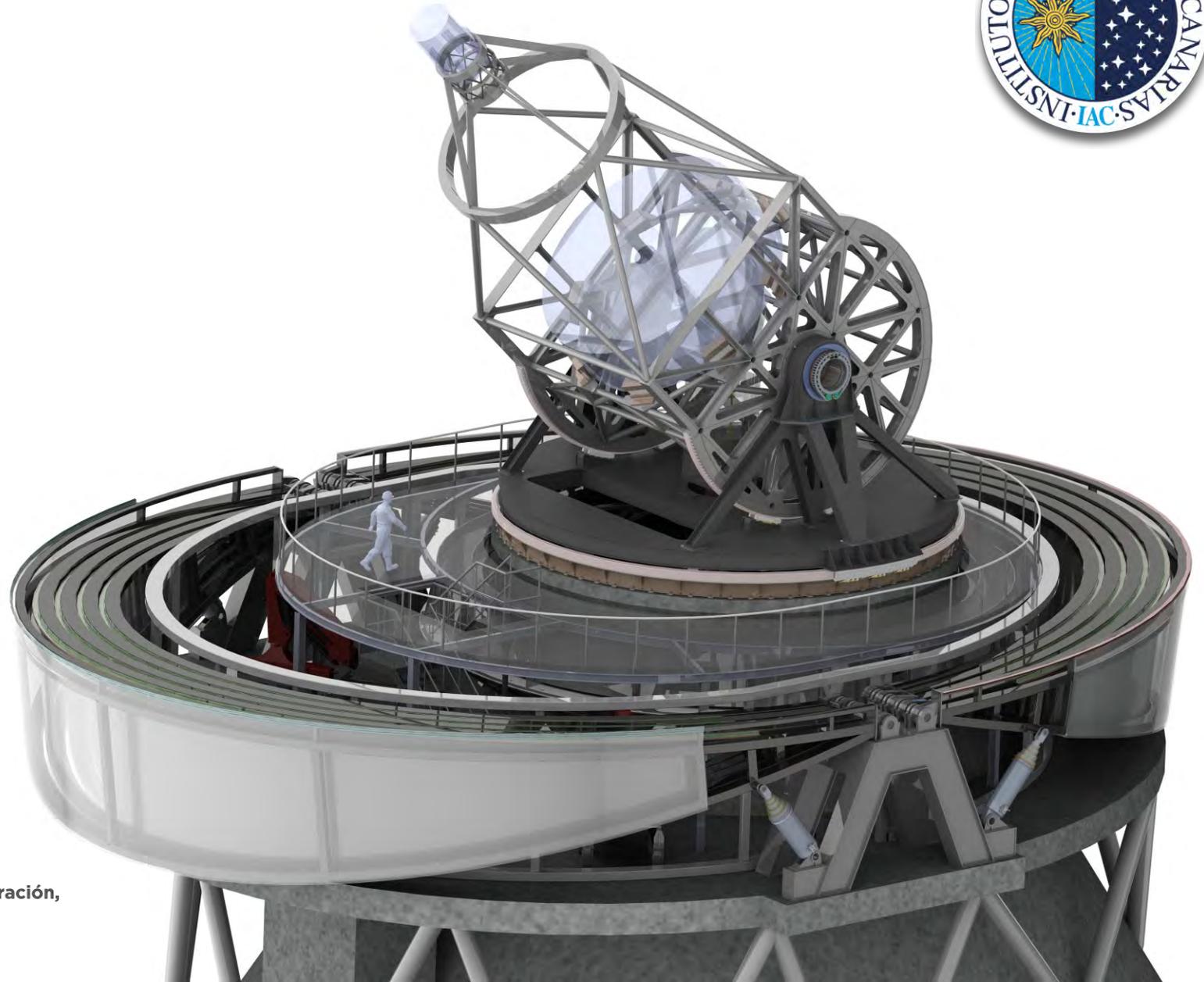
- Correlating large images requires a deeper analysis on correlation algorithms behavior
- We have tested the two classical algorithms for correlating solar images: squared differences and FFT, as well as the two main subpixel algorithms CoG and Quadratic fit.
- The experimental behavior of both algorithms is coherent with simulation results of previous studies
- By understanding the contrasting problems of FFT we have developed a simple method, easy and robust to implement in any system, achieving the same performance as squared differences, the best classical method (widely used)



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Thanks!



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