

# **Lobster Eye Optics Point Spread Function and Sensitivity**

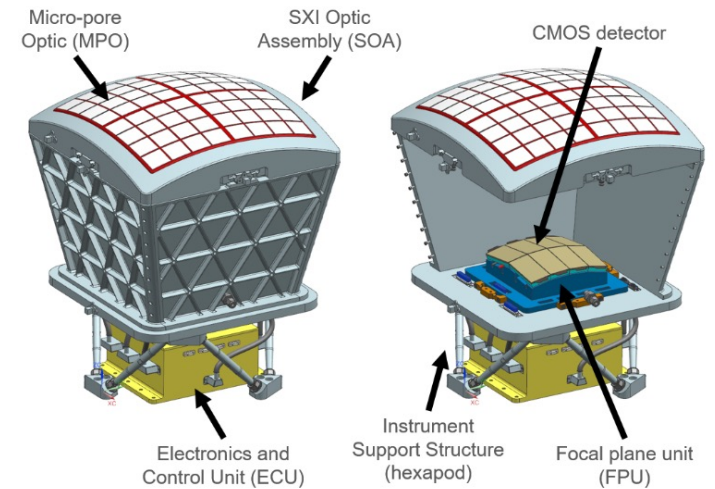
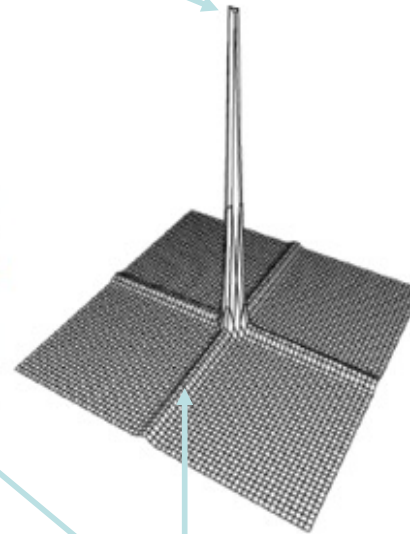
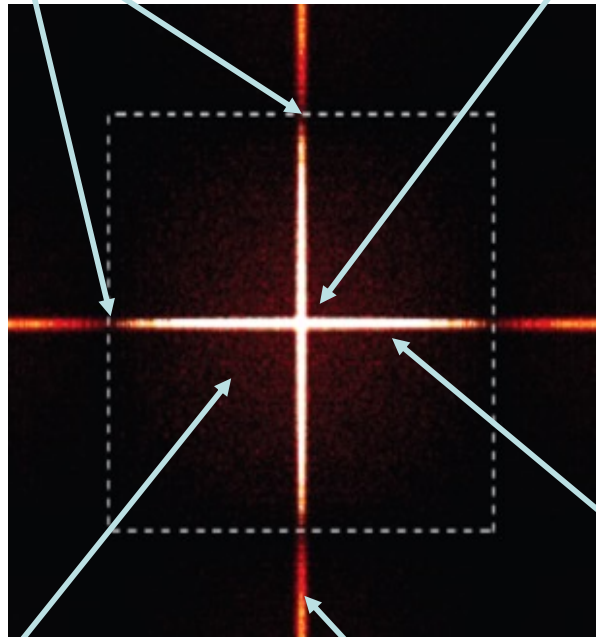
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\*New PDRA at Leicester (working 70% on AHEAD (WP12 and WP14) and 30% on Swift)

# Components of the PSF

zero at off-spot  
angle  $\theta = 2d/L$

2-reflection focused spot

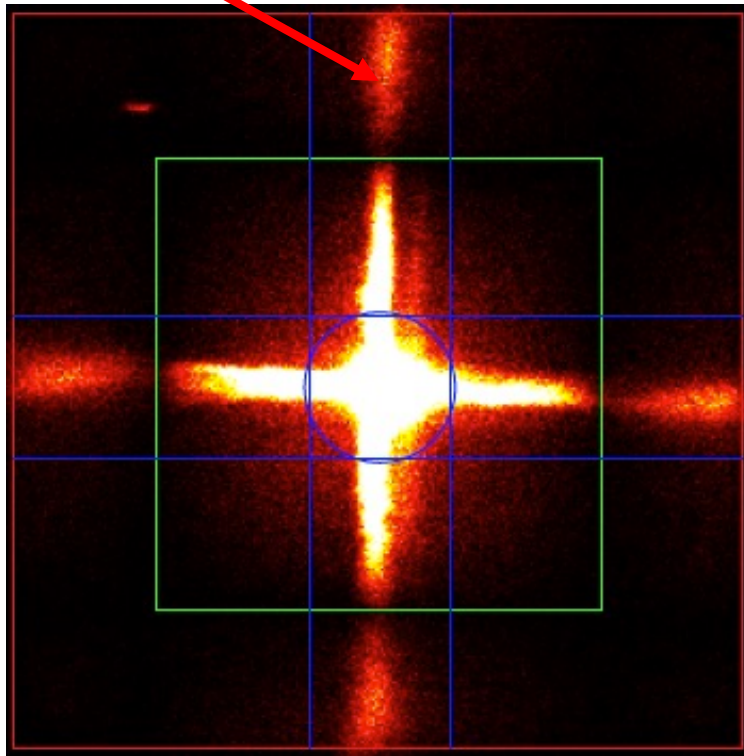


1-reflection cross-arms

0-reflection diffuse patch 3-reflection cross-arms

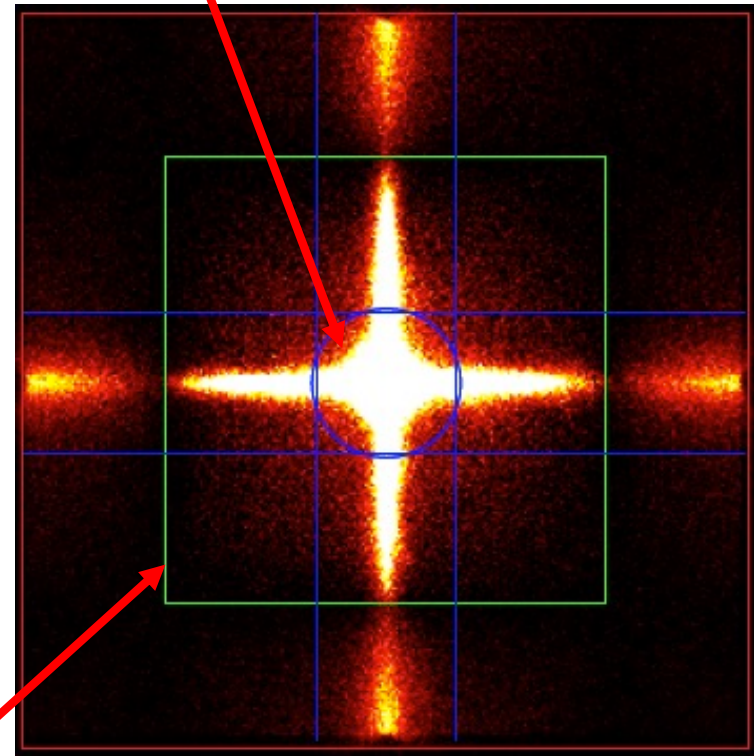
# Measured PSF of MPO at 1.49 keV

3-reflection flux seen outside 2H x 2H square – shows reflection efficiency is high



X-ray data – Leicester TTF

Circular beam contains areas with low source flux dominated by background



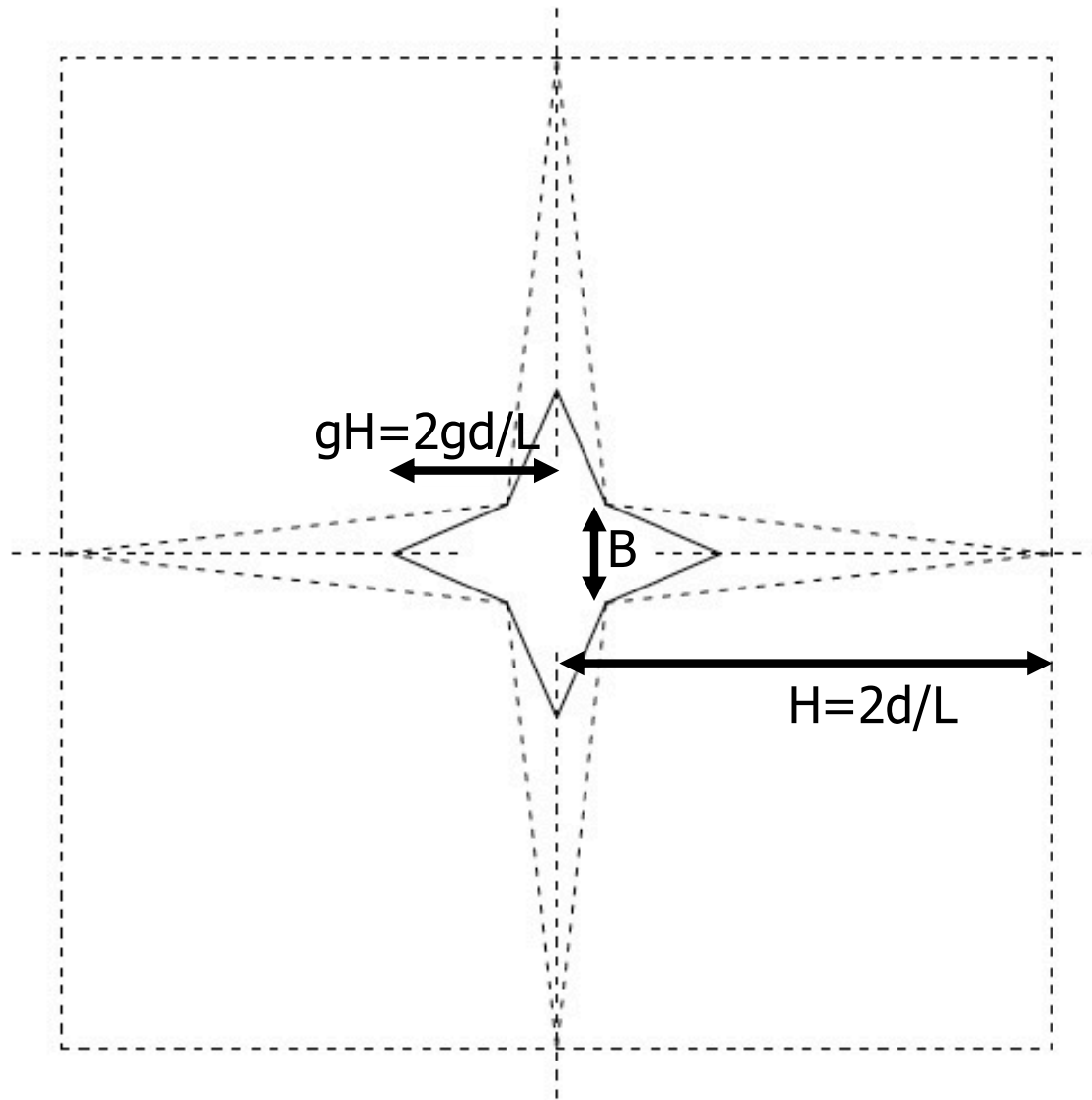
Simulated PSF – ray tracing

Green square size 2H x 2H used for analysis of cross-beam – defines the full effective area.

# Maximise instrument sensitivity

- Don't use a circular beam in calculations
- Construct a mathematical model which represents the PSF accurately – check using detailed ray-tracing (and real data!)
- This allows for minimum background under source PSF
- See if changing the PSF fraction used increases sensitivity as a function of exposure time
- NB Need something practical to use on-board (can be more computationally demanding on-ground)
- Also need to allow for the frame (shadowing) – causes small sensitivity fluctuations across the FOV (cf vignetting). Allow for this in the instrument "sensitivity" by using a weighted mean

# Lobster Eye Cross-beam



A conventional circular (or square) beam is not a good match to the PSF shape

Instead we define a cross-beam

Adjust  $B$  and  $g$  so that cross-beam contains 50% of detected flux from source and the sky area of the beam is a minimum

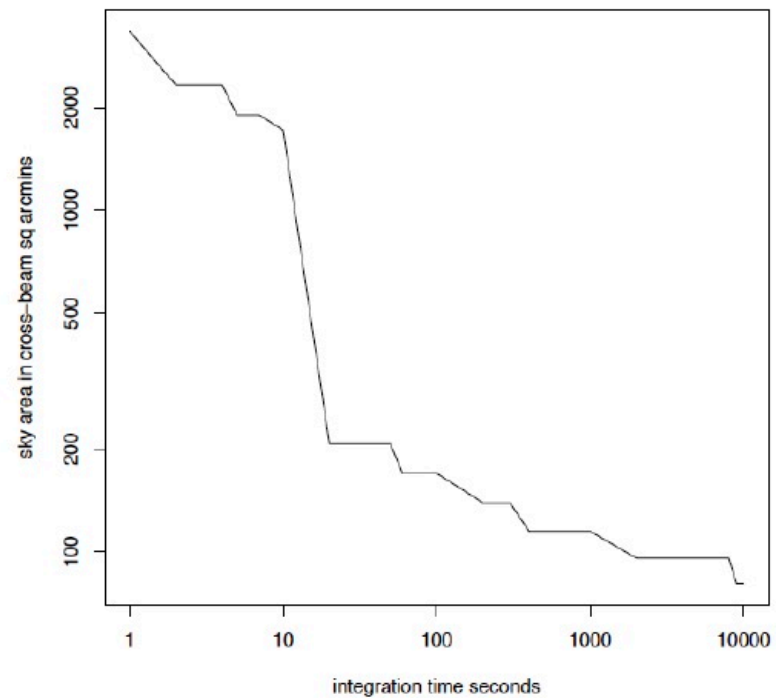
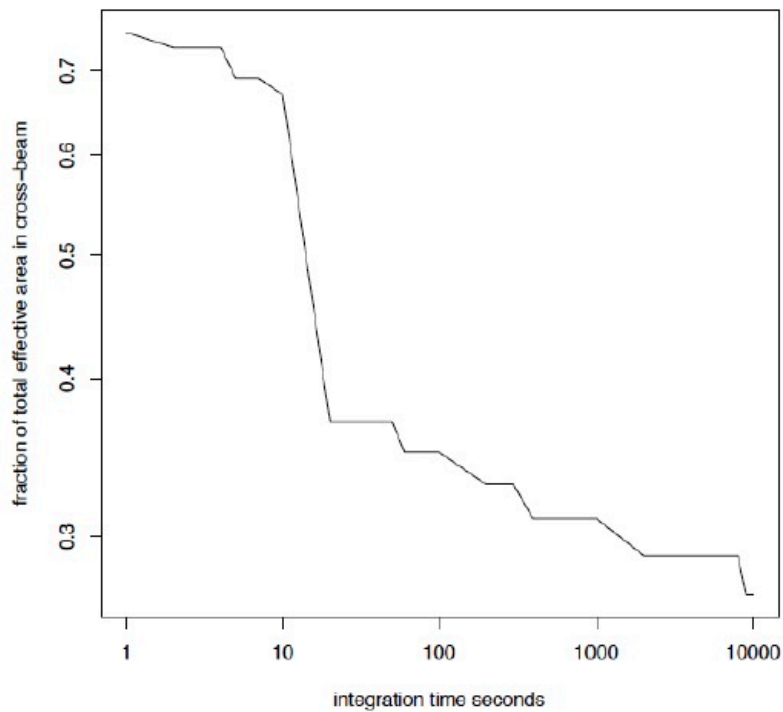
$g \approx 0.333$  independent of  $B$

$B$  is a measure of the Half Energy Width of the PSF

$B_{\text{HEW}}$  is a robust measure of the angular resolution

# Example calculation

## Optimum Area Fraction and Sky Area

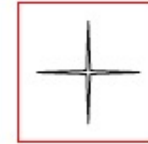


# Example calculation

1 seconds  
0.75% area  
3343 sq arcmins



5 seconds  
0.69% area  
1901 sq arcmins



10 seconds  
0.67% area  
1715 sq arcmins



30 seconds  
0.37% area  
207 sq arcmins



100 seconds  
0.35% area  
170 sq arcmins



1000 seconds  
0.31% area  
115 sq arcmins



# Future work

- Revisit and improve work done previously for THESEUS
- Allow for X-ray sky and detector background
- Need to optimise trigger design (we have ideas but this needs more simulations)
- To maximise the trigger rate may involve a multi-stage process on-board (e.g. low S/N 1D histogram search + higher S/N 2D PSF pattern match). This may also be exposure time dependent.
- Are there better ways to do triggers on-ground (all the photons are sent down)

