The Solar Gravitational Lens Imaging exoplanets

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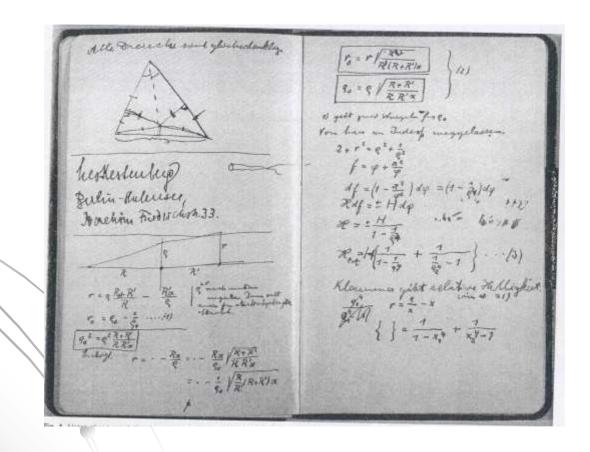
North Houston Astronomy Club May 28, 2021

Gravitation and light

- Gravitation deflects light
- Newton considered corpuscular light
- In Newton's gravitation, a light corpuscle grazing the Sun would be deflected by 0.9"
- Einstein's theory applies to light
- The deflection angle doubles, to ~1.75"

First derivation

Einstein's notebook, c. 1911



Einstein's success

1919: Eddington's eclipse

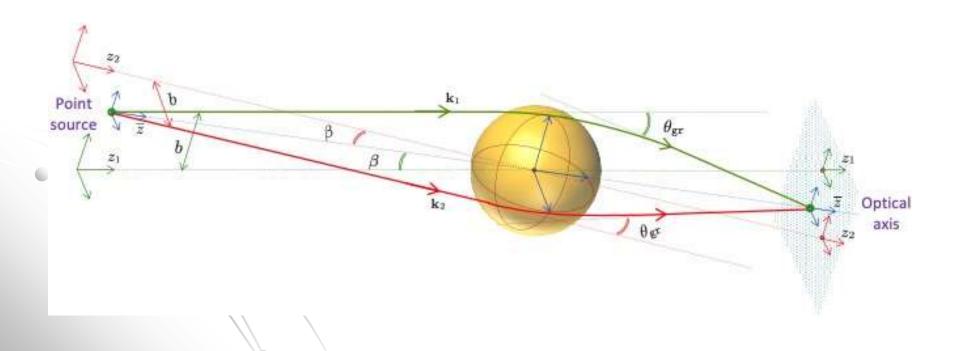
expedition



New York Times, 1919 november 10

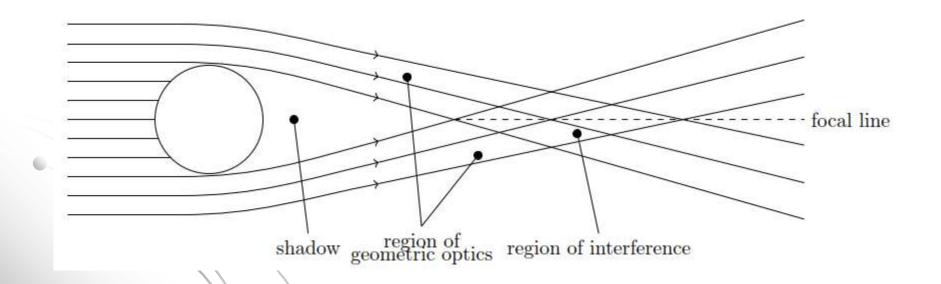
Focusing light

Light is deflected all around the Sun (not to scale):



Focal distance

- Deflected rays converge
- Distance from the Sun is >~ 550 AU



Tremendous resolution and light amplification

- If we could use it as a telescope, the Sun would have fantastic properties:
 - Maximum light amplification: 10¹¹ (enough to see a candlelight on the Moon)
 - Resolution: 10⁻¹¹ arc seconds (objects smaller than a centimeter could be resolved on the Moon)

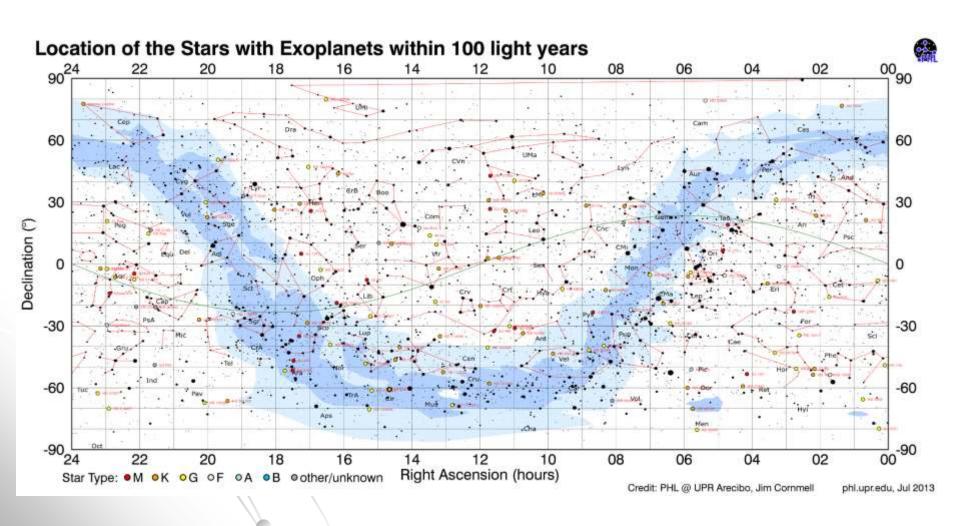
Exoplanet research

- We're discovering thousands of exoplanets by indirect means
- None found yet, but there may be among these planets that harbor life
- Cannot observe: Even the best space telescope wouldn't provide more than a blurred, washed out partial pixel

Exoplanet research



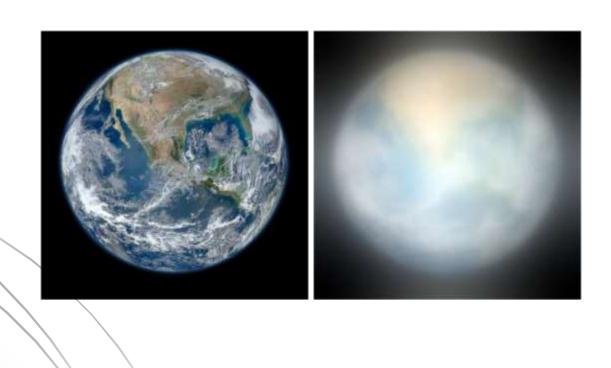
Plenty of potential targets



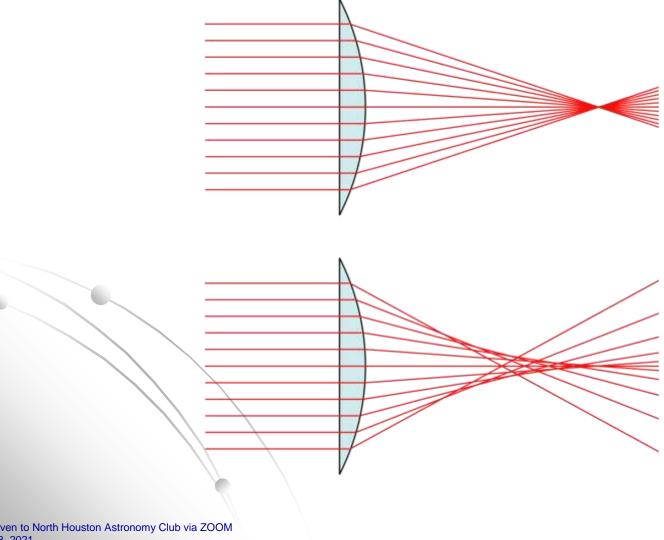
Conventional telescope

- To image an Earthlike planet at 100 light years as a sharply resolved single pixel, a telescope aperture or baseline of 90 km would be required
- Signal is so weak that light would need to be collected for millennia to deal with unwanted noise (host star, host system zodiacal light, background objects, shot noise, etc.)

But the Sun is an imperfect lens



Spherical aberration



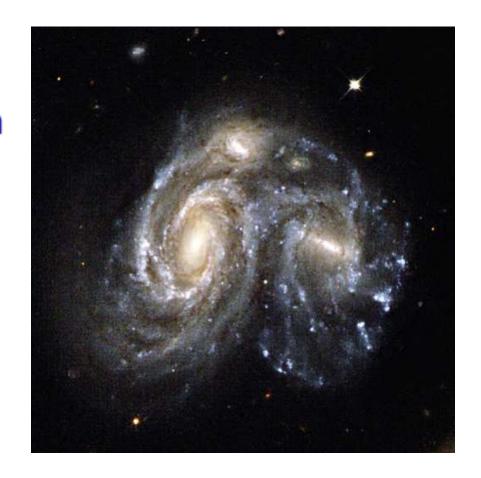
Remember Hubble

- Was launched in 1990 with a faulty primary mirror
- Produced washed out, blurred images



Deconvolution

If optical properties are known accurately, the original image can be reconstructed



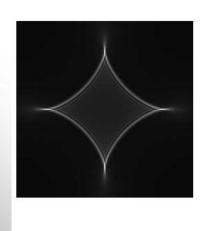
Characterizing the lens

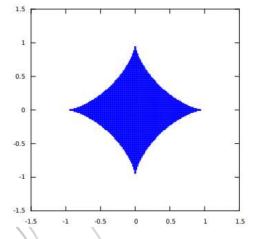
- Spherical aberration
- Astigmatism
- The point-spread function (PSF) is known
- The operation can be inverted in principle

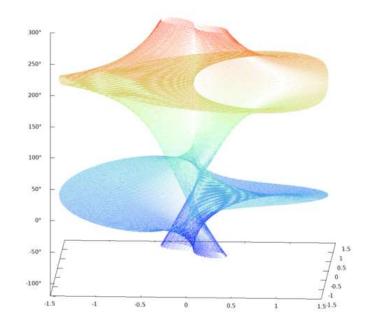
Sixteenth century algebra

5 p:12 m: 15 m:R2 m: 15 25m:m: 15 qd.eft 40

$$x^4 - 2\eta \sin \mu \, x^3 + \left(\eta^2 - 1\right)x^2 + \eta \sin \mu \, x + \frac{1}{4}\sin^2 \mu = 0.$$

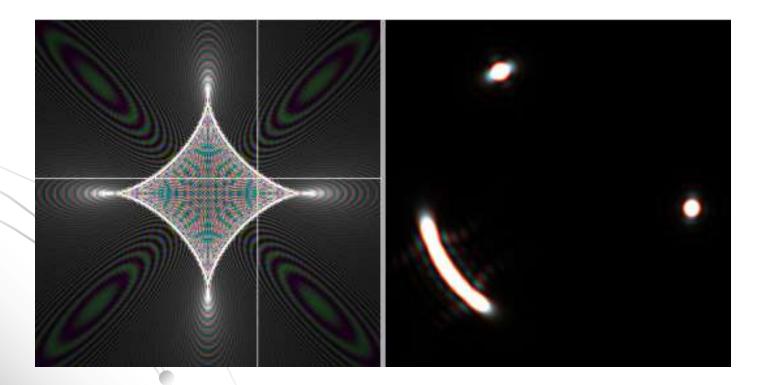






Wave-optical description

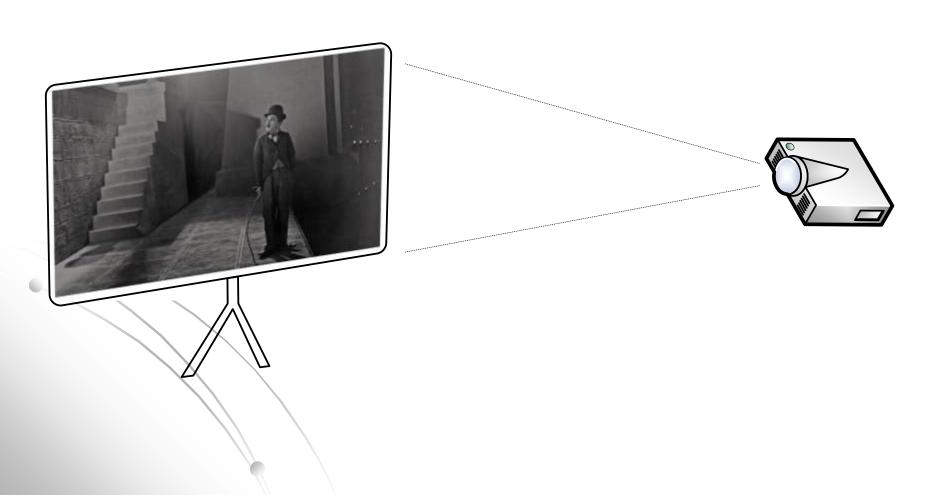
 Geometric optics (raytracing) will not tell us this:



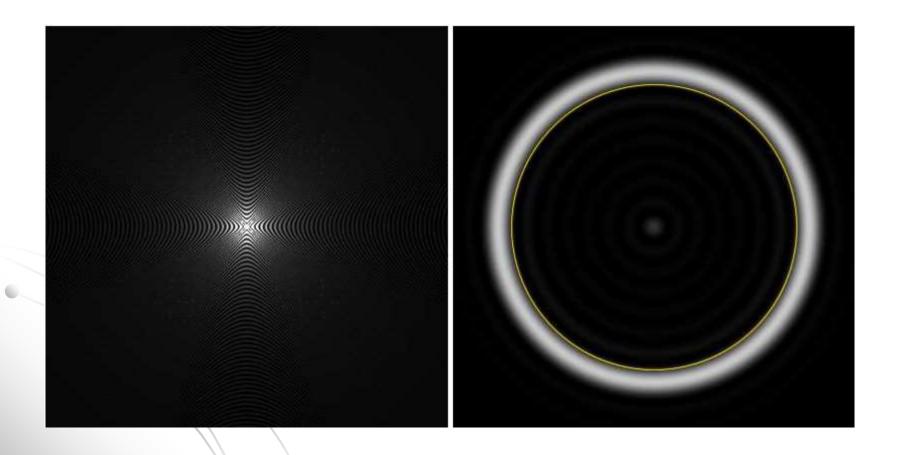
Seen vs. projected image

- What a telescope looking in the direction of the Sun "sees" is not what's projected
- In a cinema the projector projects an image but standing in front of the screen, looking back, we just see the sharp light of the projector
- In the case of the Sun, we see an Einstein ring; the Sun projects a blurred image of the exoplanet

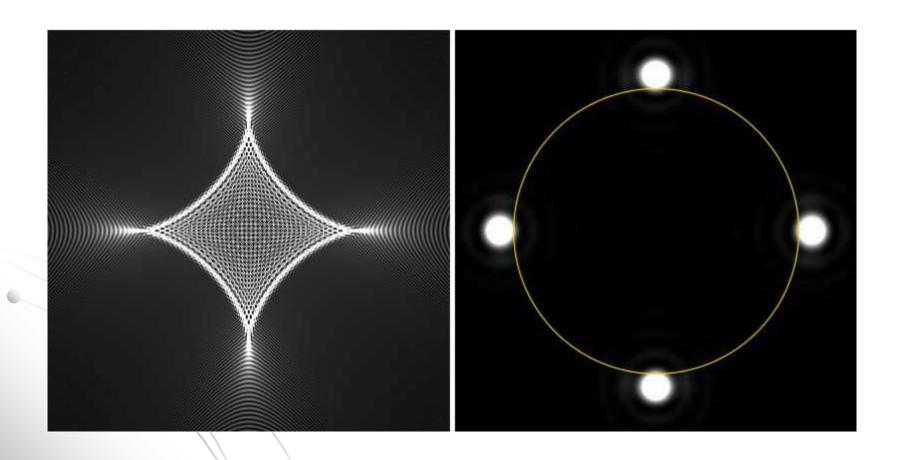
In a cinema



Point source, no astigmatism



Point source, quadrupole moment

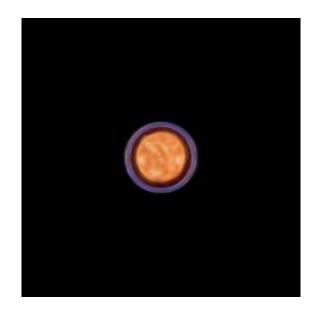


What do we see?

Projected image (~km² area):

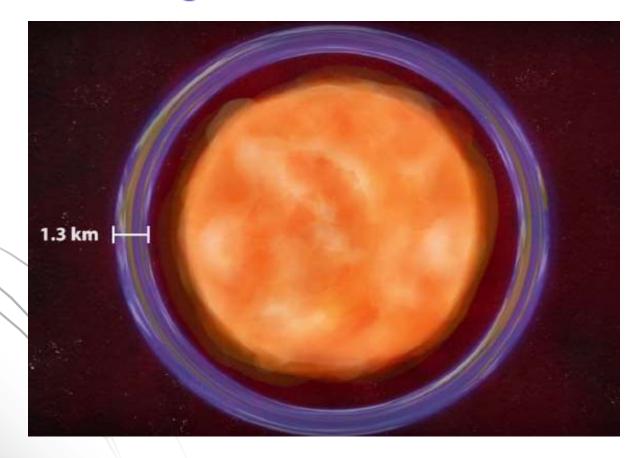
What we see from any specific pixel:



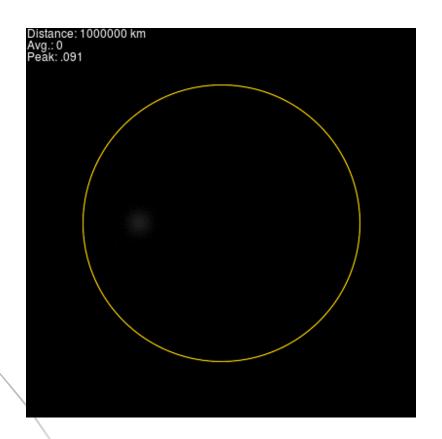


Einstein ring of exoplanet

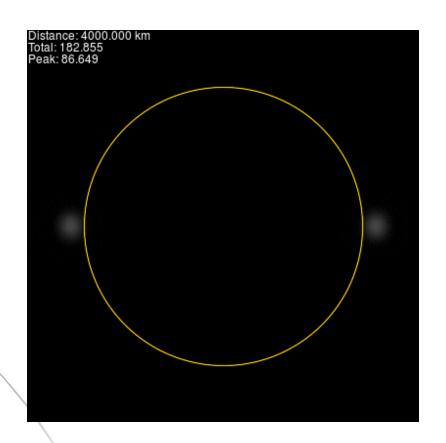
We see a ring around the Sun!



Approaching the focal line



Final approach



Convolution theorem

- In practice, the convolution matrix is gigantic (megapixel image: 10¹² matrix elements!)
- The convolution theorem helps: After a Fourier-transform, deconvolution becomes simple division

Deconvolution and noise

- Deconvolution restores an image if the PSF is known
- It significantly increases noise, reducing the signal-to-noise ratio (SNR) substantially

The Sun and its corona

- The Sun is bright, its light must be blocked (coronagraph)
- At a distance beyond 550 AU, this requires a telescope
- Background of the Einstein-ring is the bright solar corona

Possible results

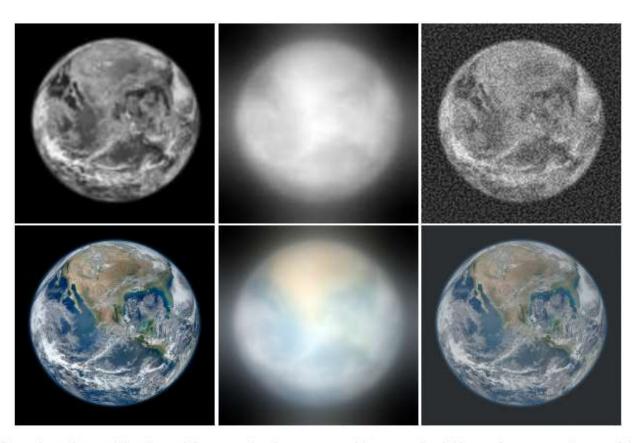


FIG. 11: A simulation of the effects of the monopole solar gravitational lens on an Earth-like exoplanet image. Top row, left: a monochrome image, sampled at 128×128 pixels; center: blurred image; right: deconvolution at SNR ~ 4.5. From [27]. Bottom row, left: original RGB color image with a 1024×1024 pixel resolution; center: image blurred by the SGL; right; the result of image deconvolution at an SNR of ~5.2 per color channel, or combined SNR of ~9.

SGL expedition

- Delivering one or more meter-class telescopes to a distance four-six times greater than Voyager 1's in decades, not centuries
- Finding the focal line of an exoplanet with meter-scale accuracy
- Data collection over the course of several years, with sufficient integration time for successful deconvolution

More challenges

- SGL an imperfect lens
- Moving, temporally changing target
- Background objects
- Shot noise
- Navigational accuracy
- Communications bandwidth

Possible technologies

- Solar sail
- Multiprobe constellation (swarm)
- Multiple waves of probes (string-of-pearls)
- Nuclear power supply, long life batteries
- Electronics operating for decades
- High level autonomy
- Ultraprecise autonomous navigation
- Extreme communications efficiency

Other targets

- QSOs
- SMBH accretion disks (e.g., M87*)

Thank you for your attention

• Questions?



References

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