

Denver Astronomical Society

THE SUN TOUCHES HUMANITY: ASTROPHYSICS OF

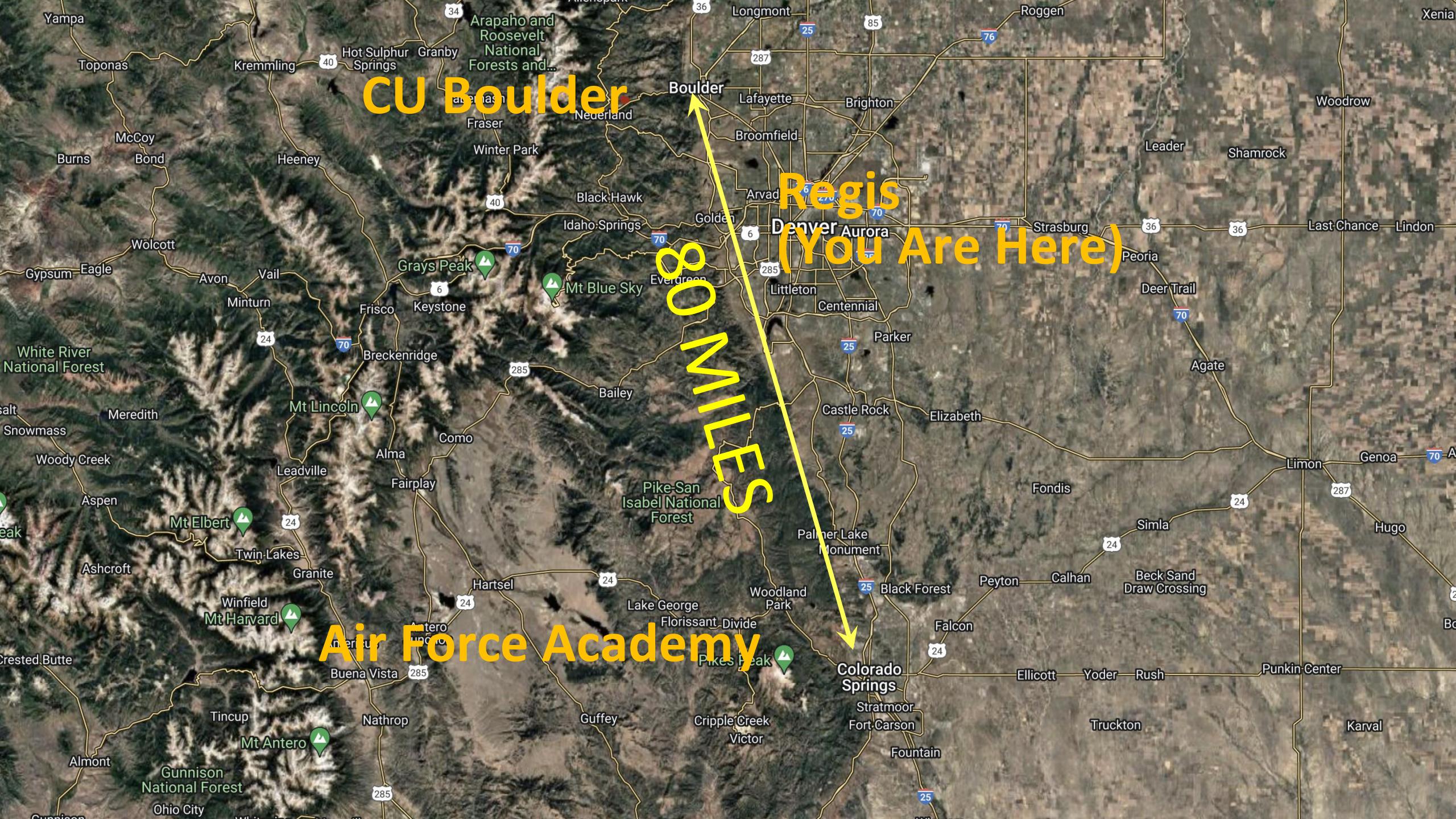


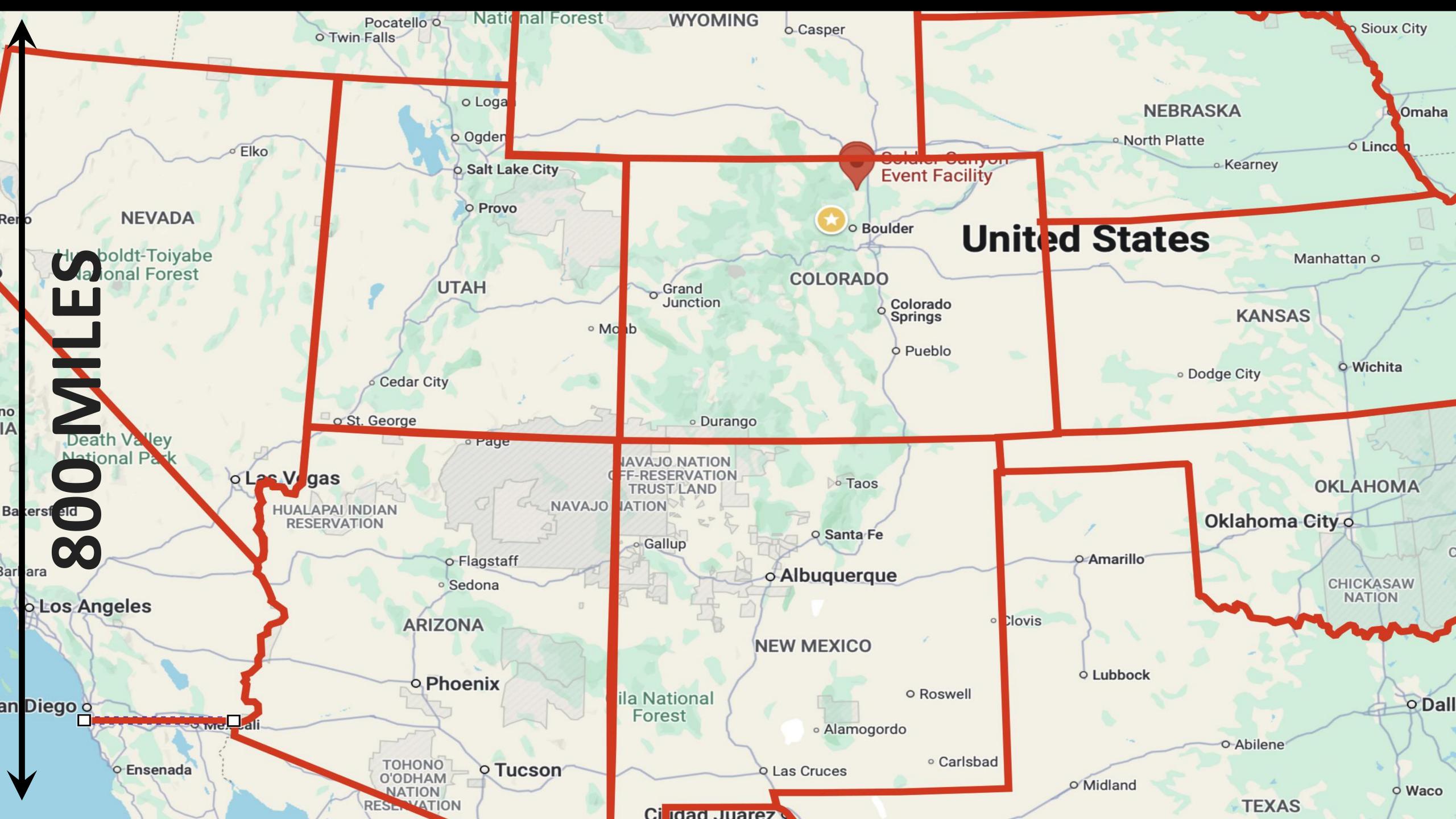
OUR HOME IN SPACE SWRITE

Dr. Craig DeForest, PUNCH Principal Investigator





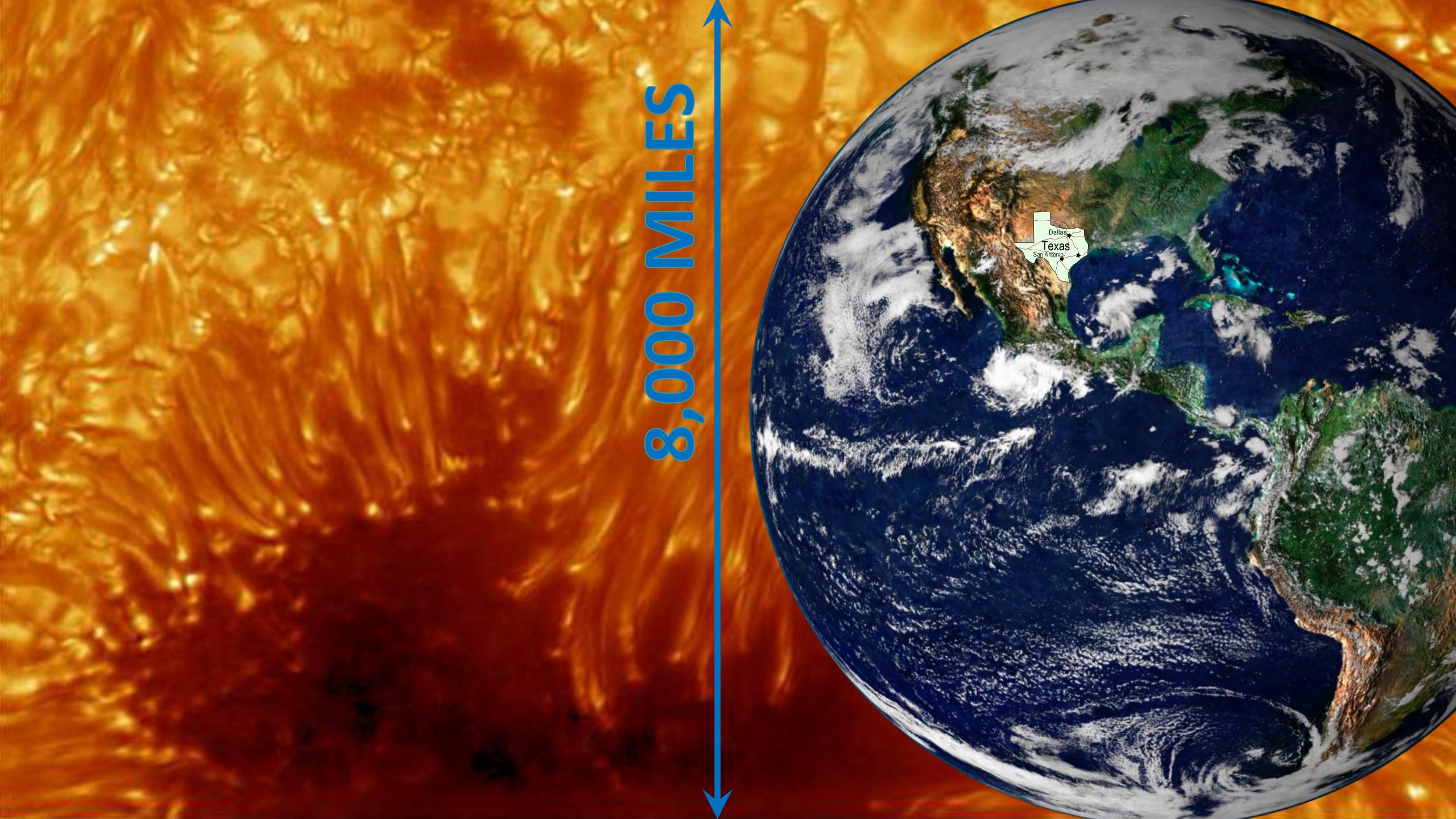






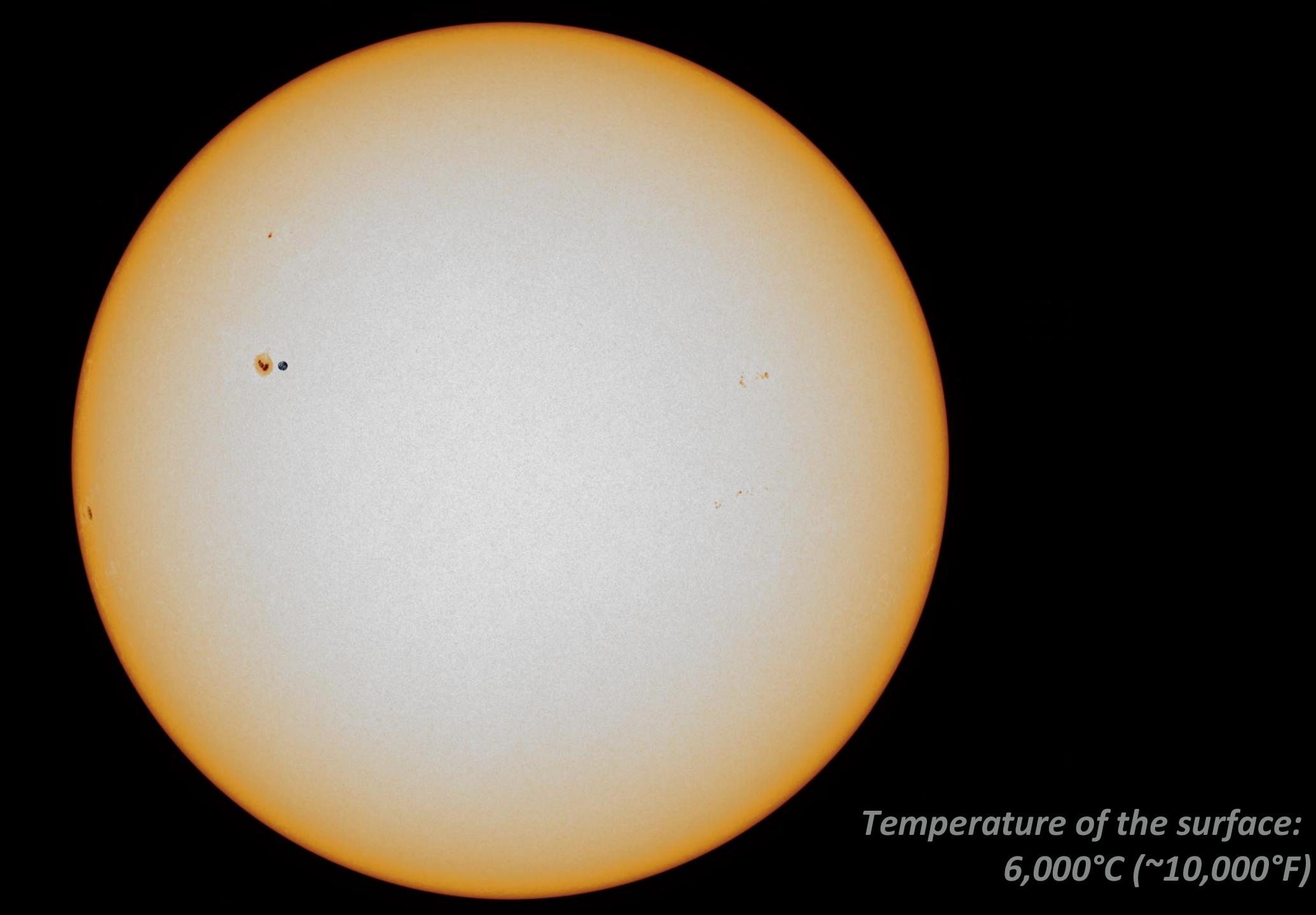


600x REAL TIME (30 min loop)

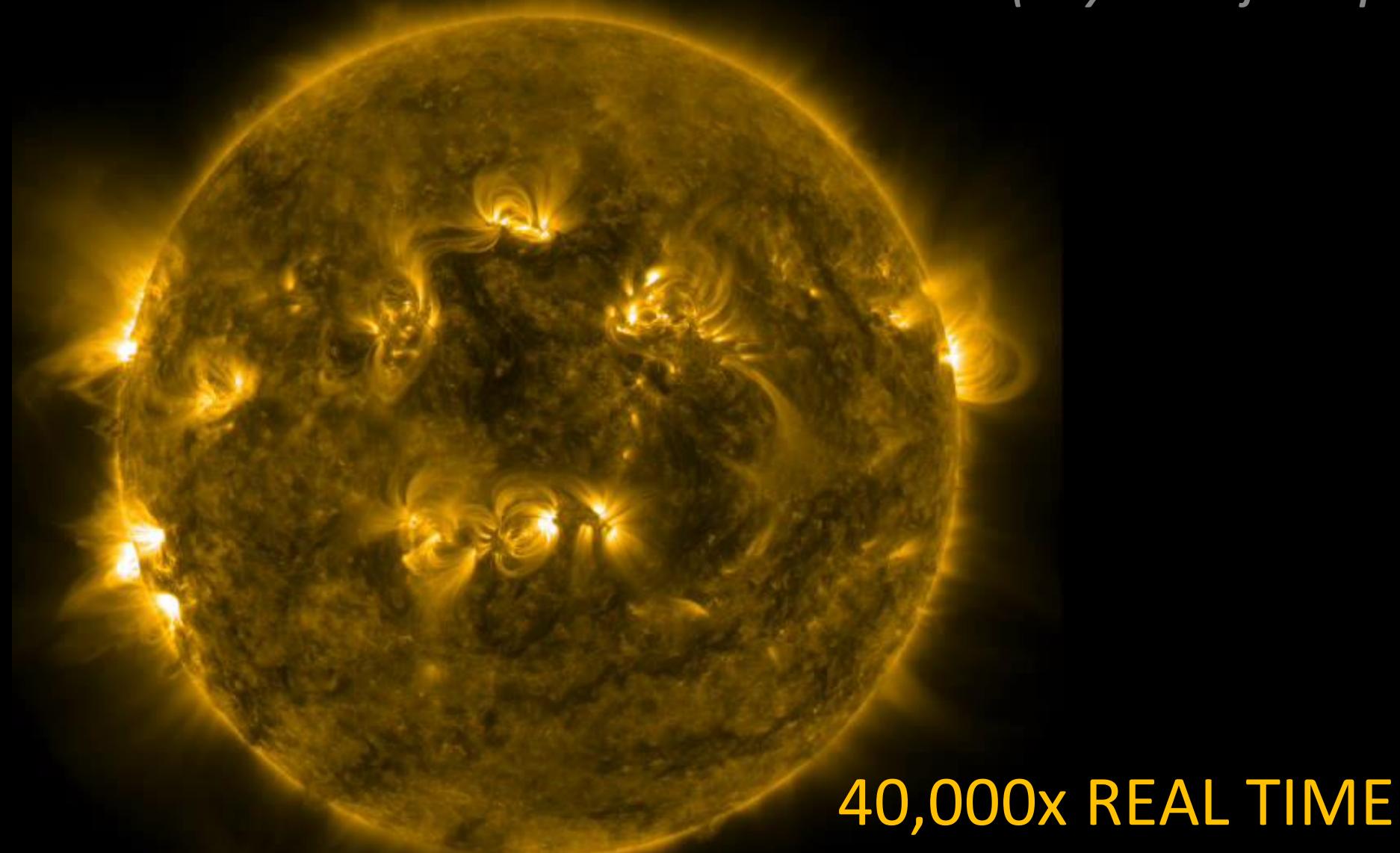


A recent sunspot

EARTH TO SCALE



This movie: EUV (only visible from space)



Temperature of the corona:

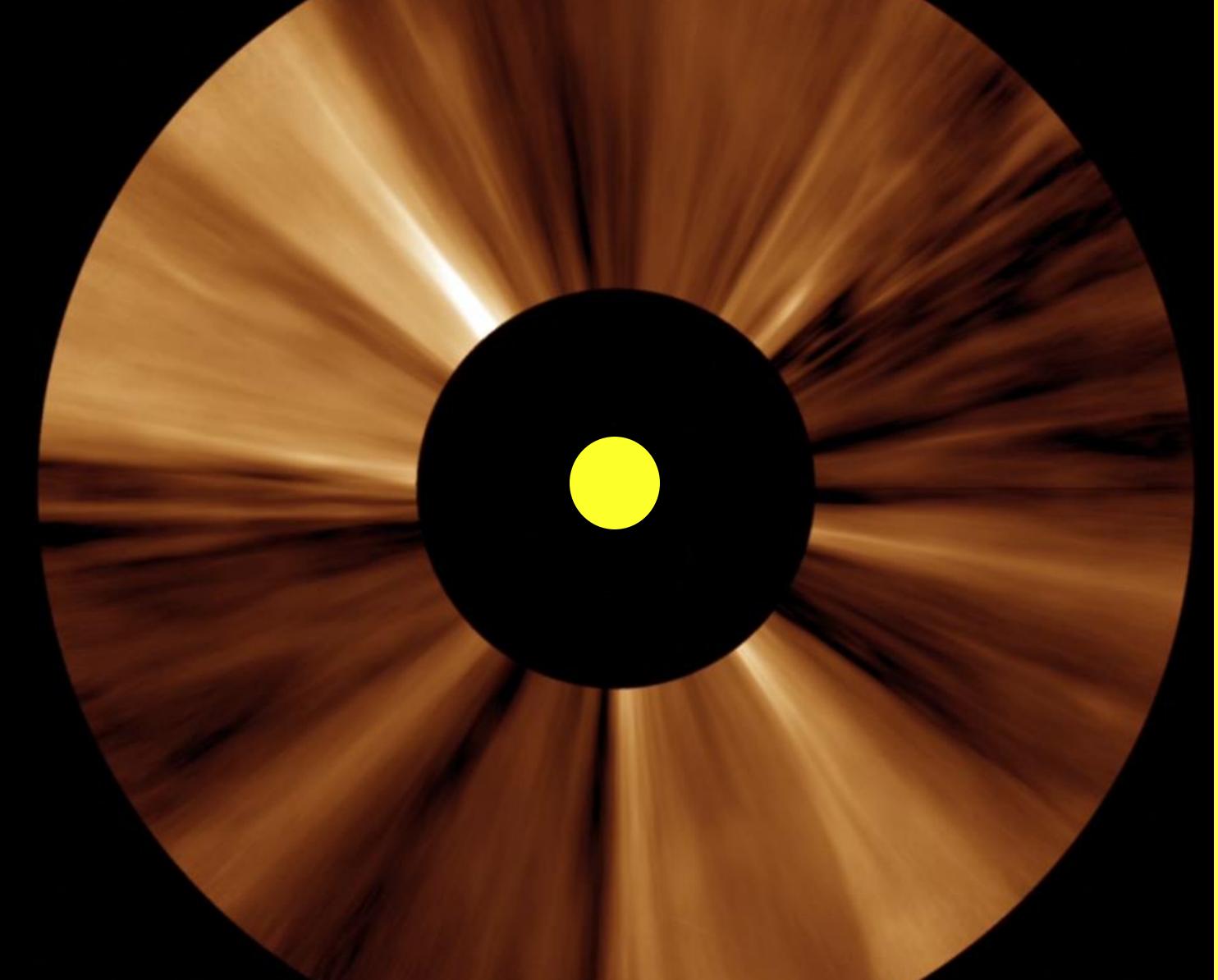
1-2 M °C (1.5-3 M °F)

Image sequence: NASA (Solar Dynamics Observatory)

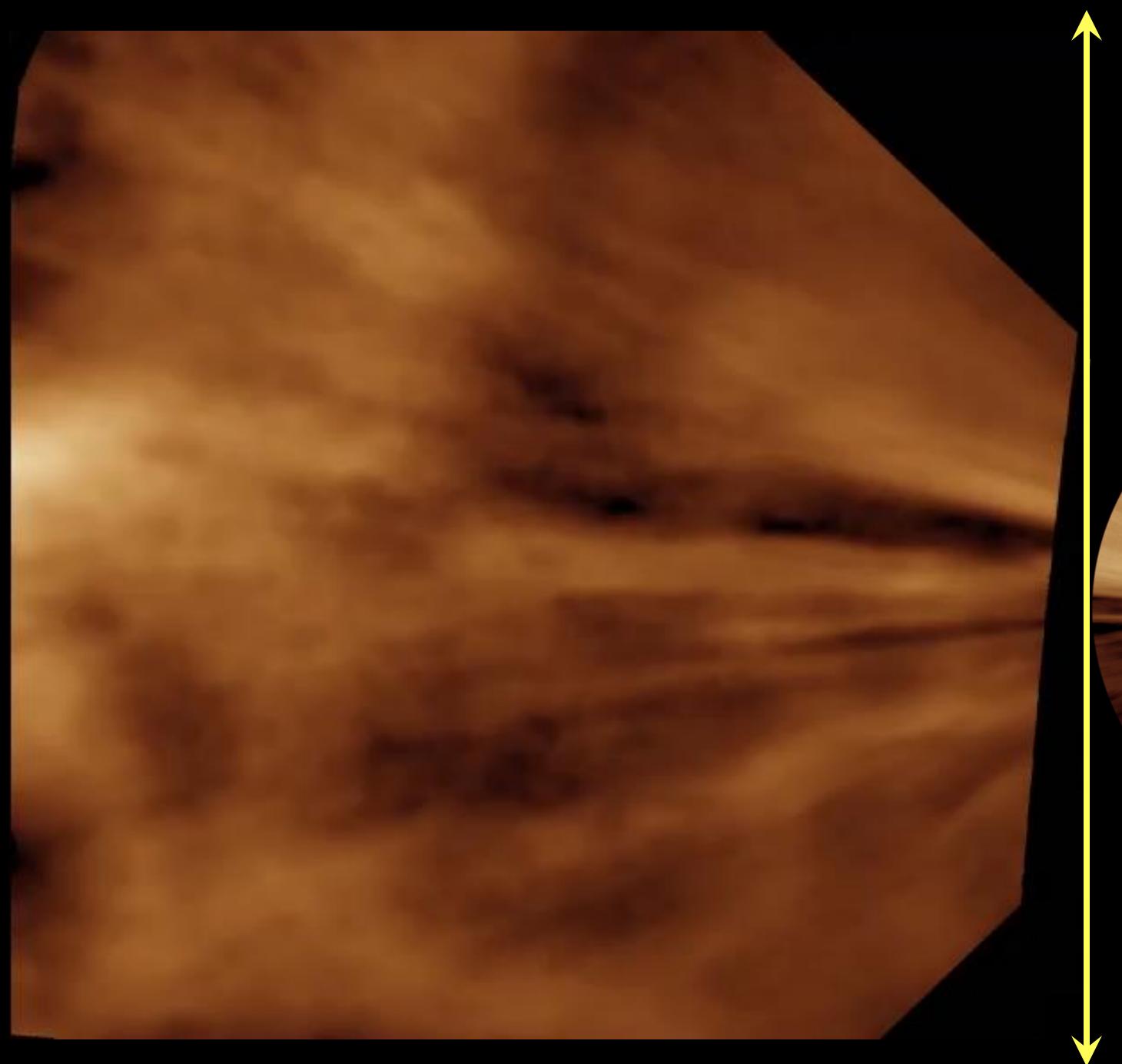
This image: visible light

Temperature of the corona: 1-2 M °C (1.5-3 M °F)

Composite of 2023 Eclipse: P. Starha, S. Habbal, M. Druckmuller

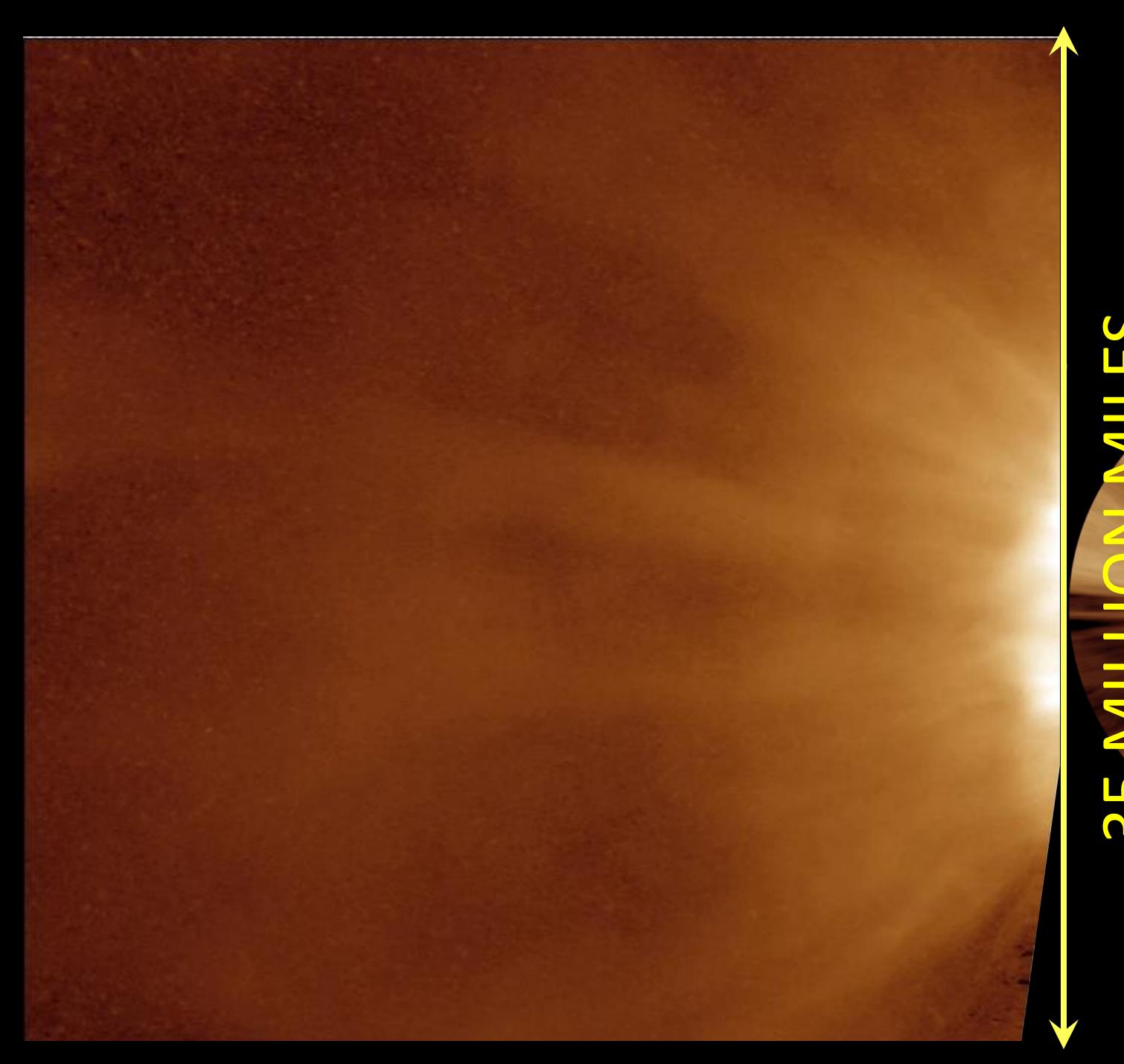


4,000x REAL TIME



40,000x REALTIME A quiet day

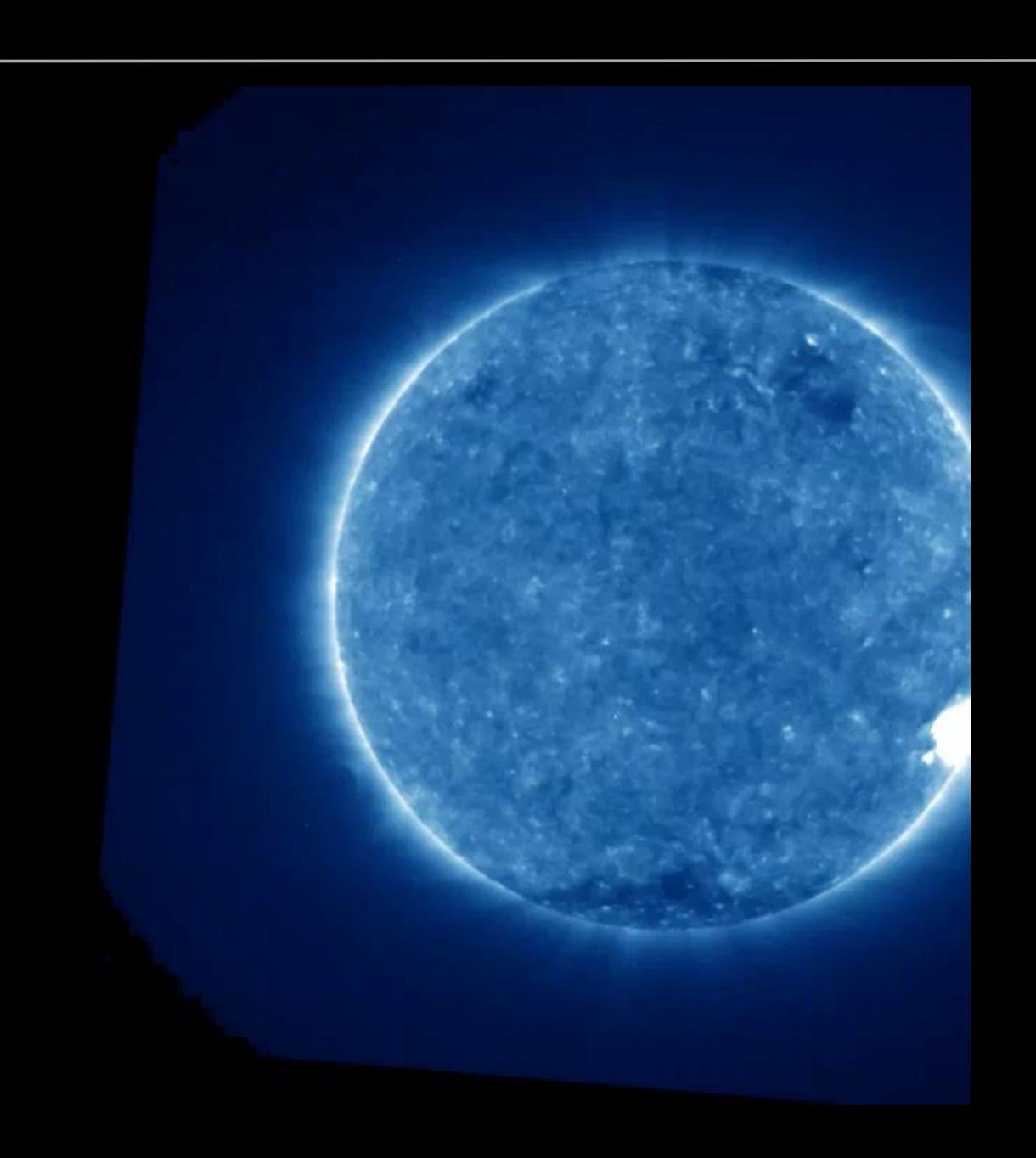


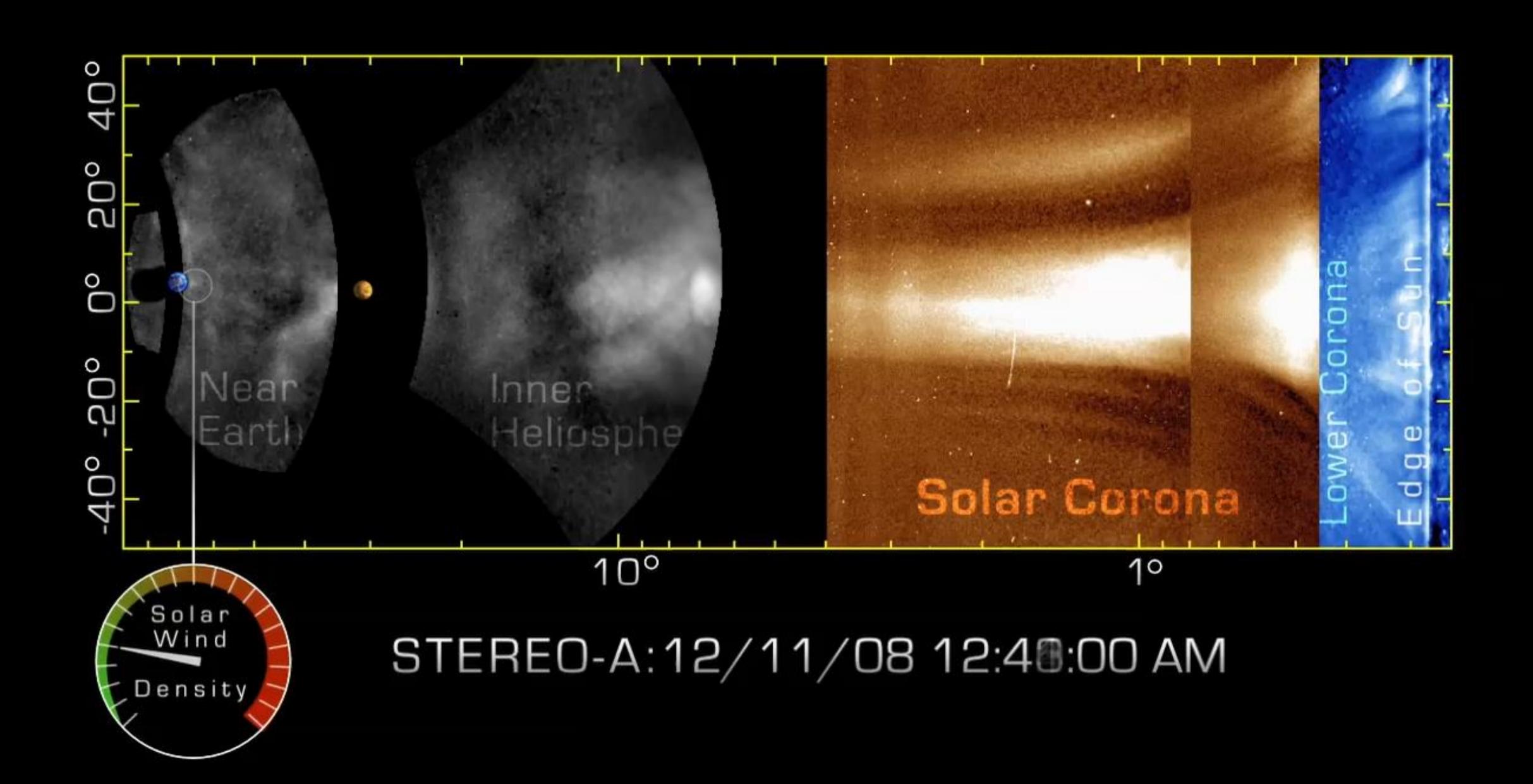


40,000x REAL TIME A not-so-quiet day



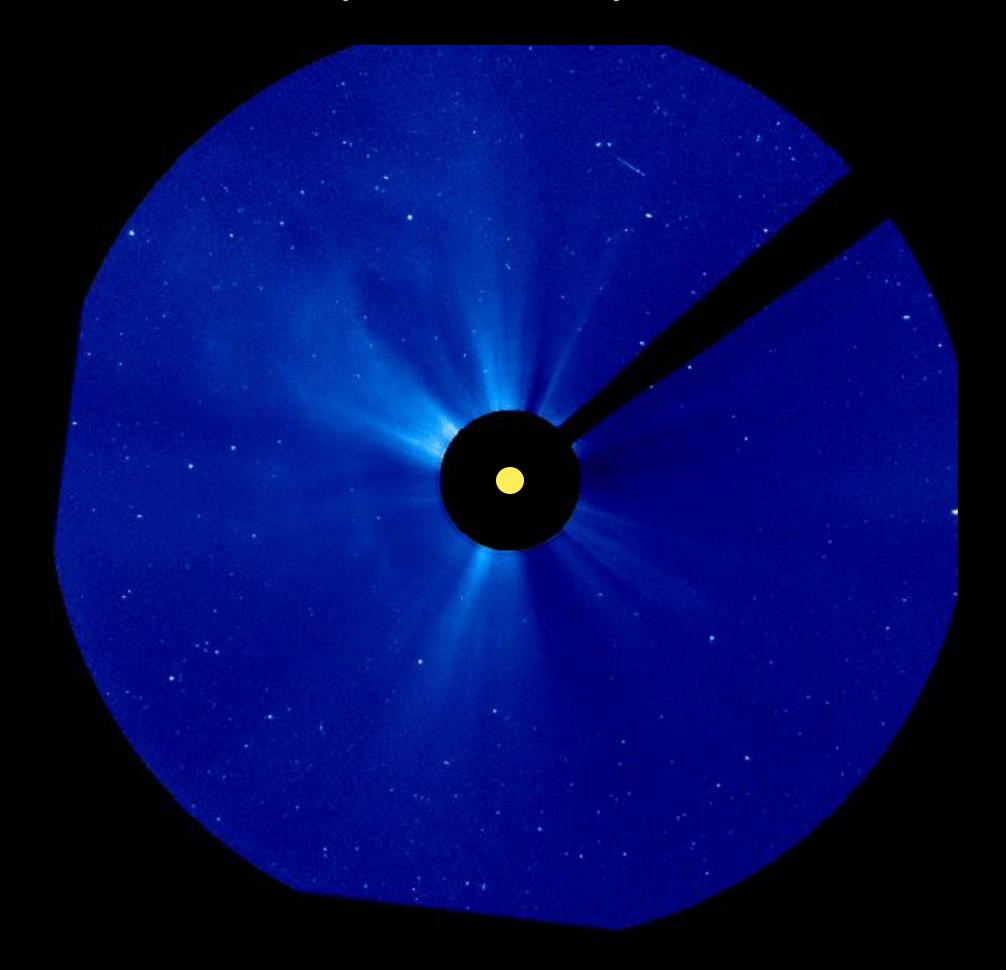
A Coronal Mass Ejection (CME) leaves the Sun



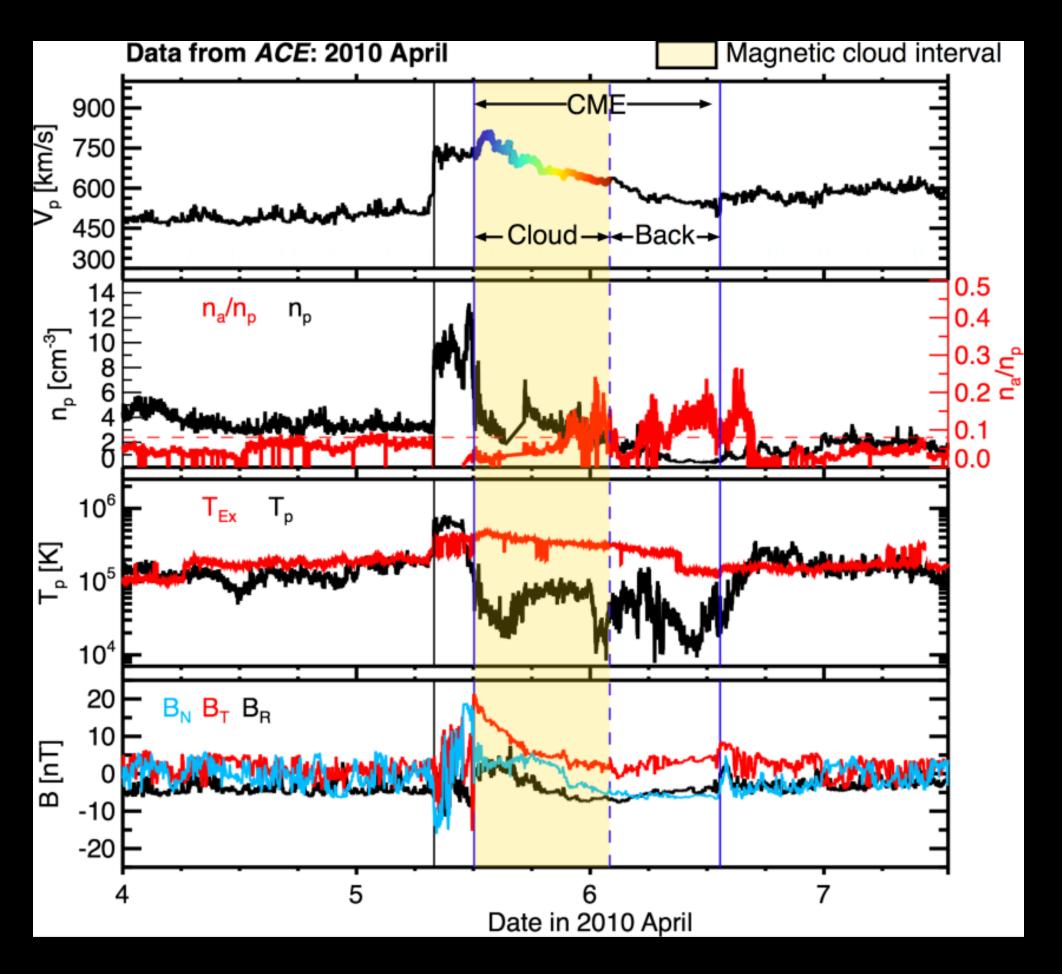


UNIFYING SOLAR PHYSICS & HELIOSPHERIC PHYSICS

Solar physics studies the Sun and corona, mainly through remote sensing and spectral analysis



Heliospheric physics studies the solar wind in interplanetary space, mainly through insitu sampling

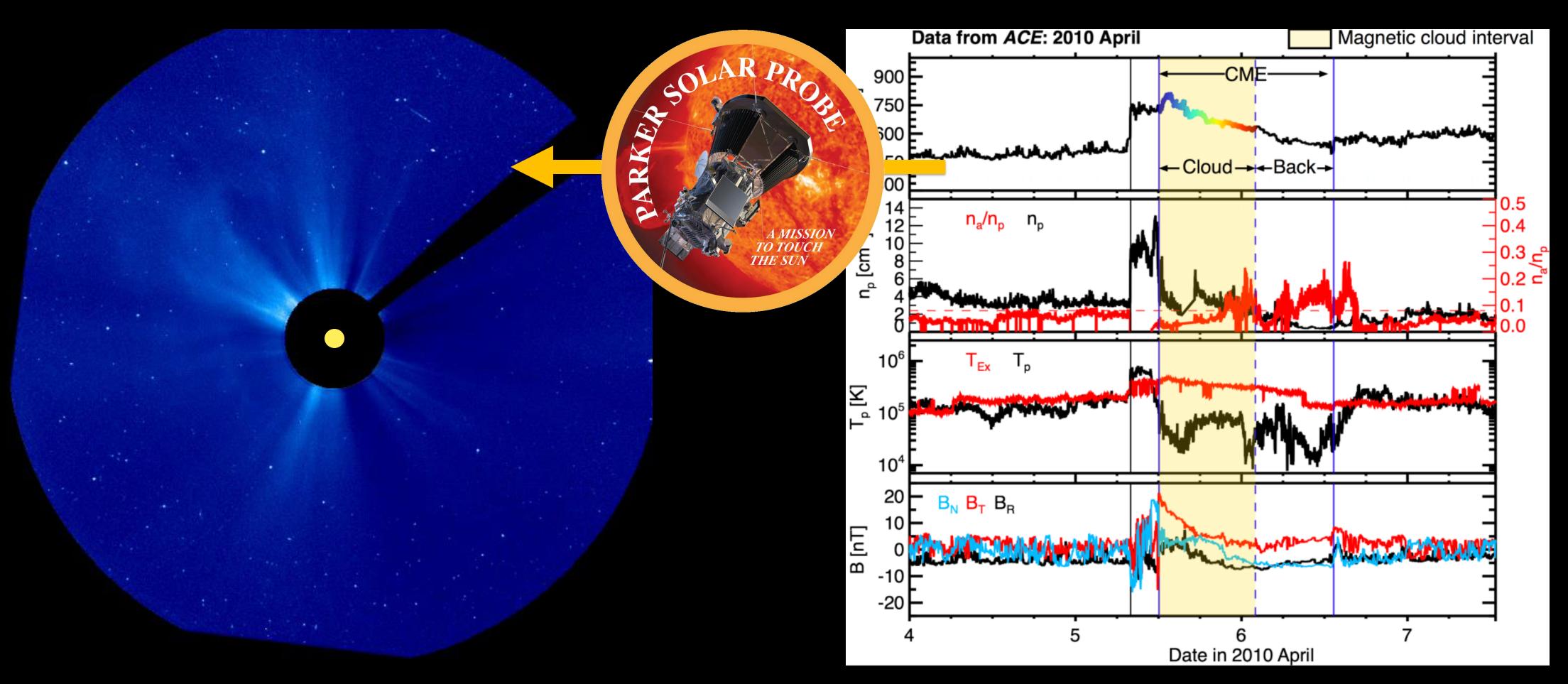


LASCO timelapse: 90,000x real time

UNIFYING SOLAR PHYSICS & HELIOSPHERIC PHYSICS

Solar physics studies the Sun and corona, primarily through remote sensing and spectral analysis

Heliospheric physics studies the solar wind in interplanetary space, primarily through in-situ sampling

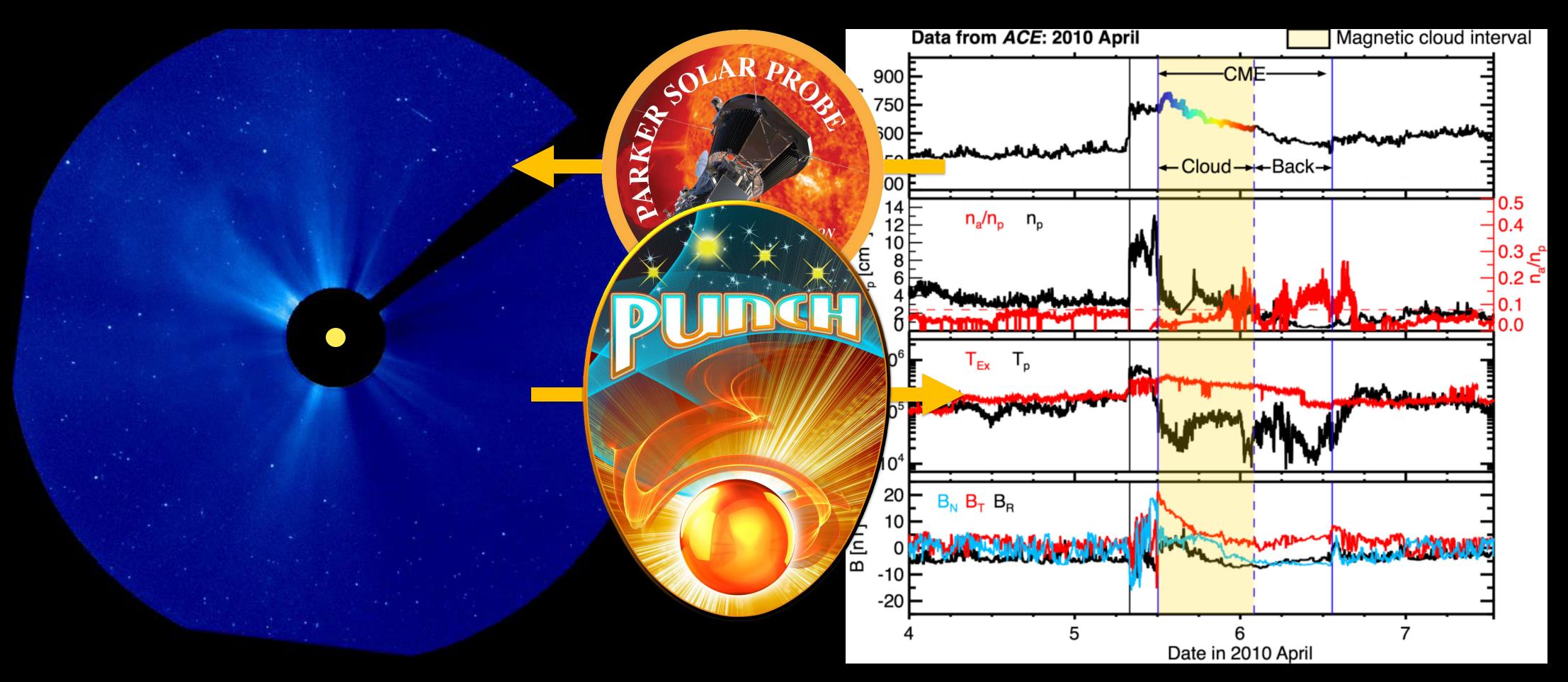


LASCO timelapse: 90,000x real time

UNIFYING SOLAR PHYSICS & HELIOSPHERIC PHYSICS

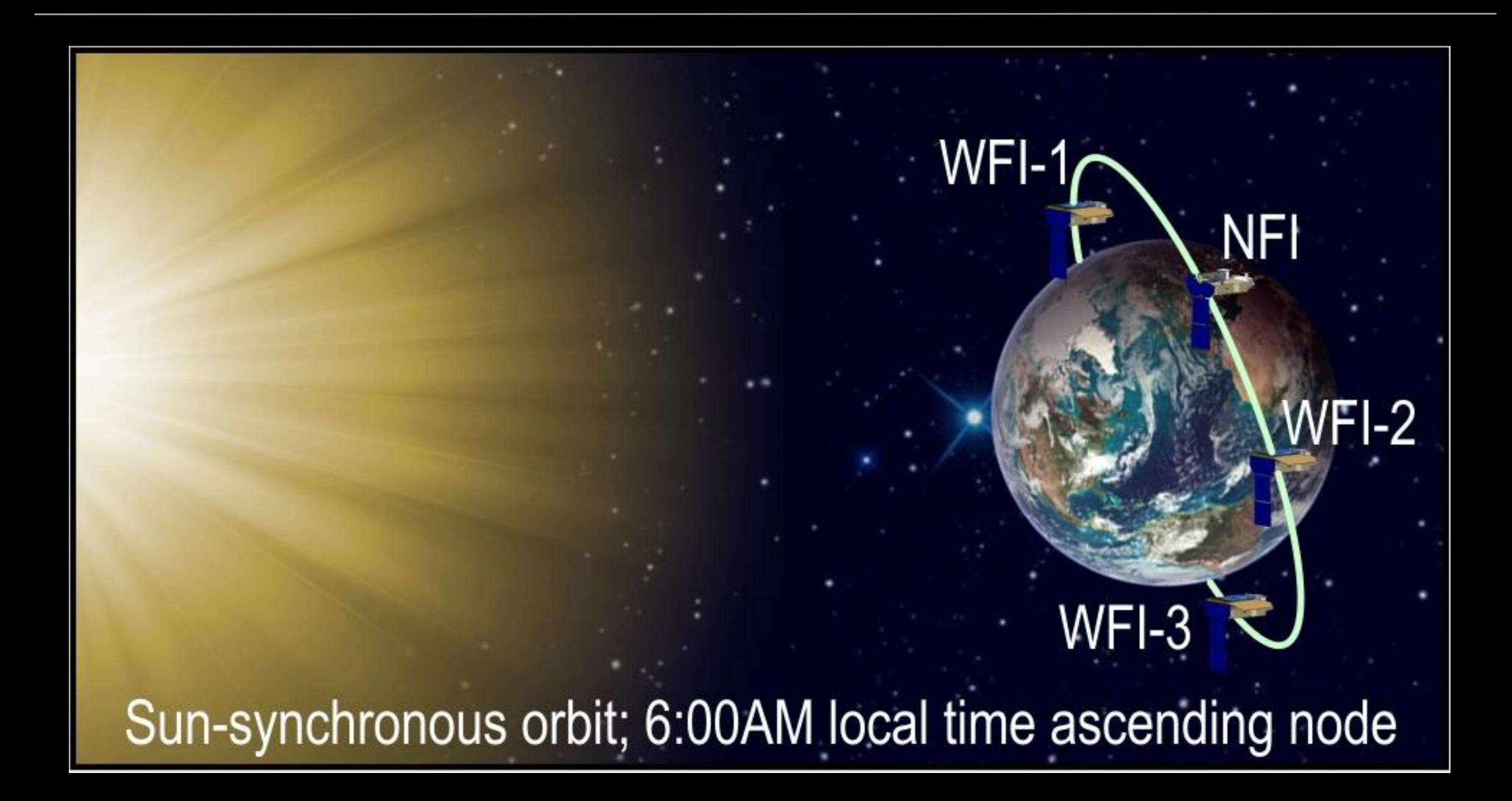
Solar physics studies the Sun and corona, primarily through remote sensing and spectral analysis

Heliospheric physics studies the solar wind in interplanetary space, primarily through in-situ sampling



LASCO timelapse: 90,000x real time

PUNCH: FOUR SPACECRAFT WORK TOGETHER

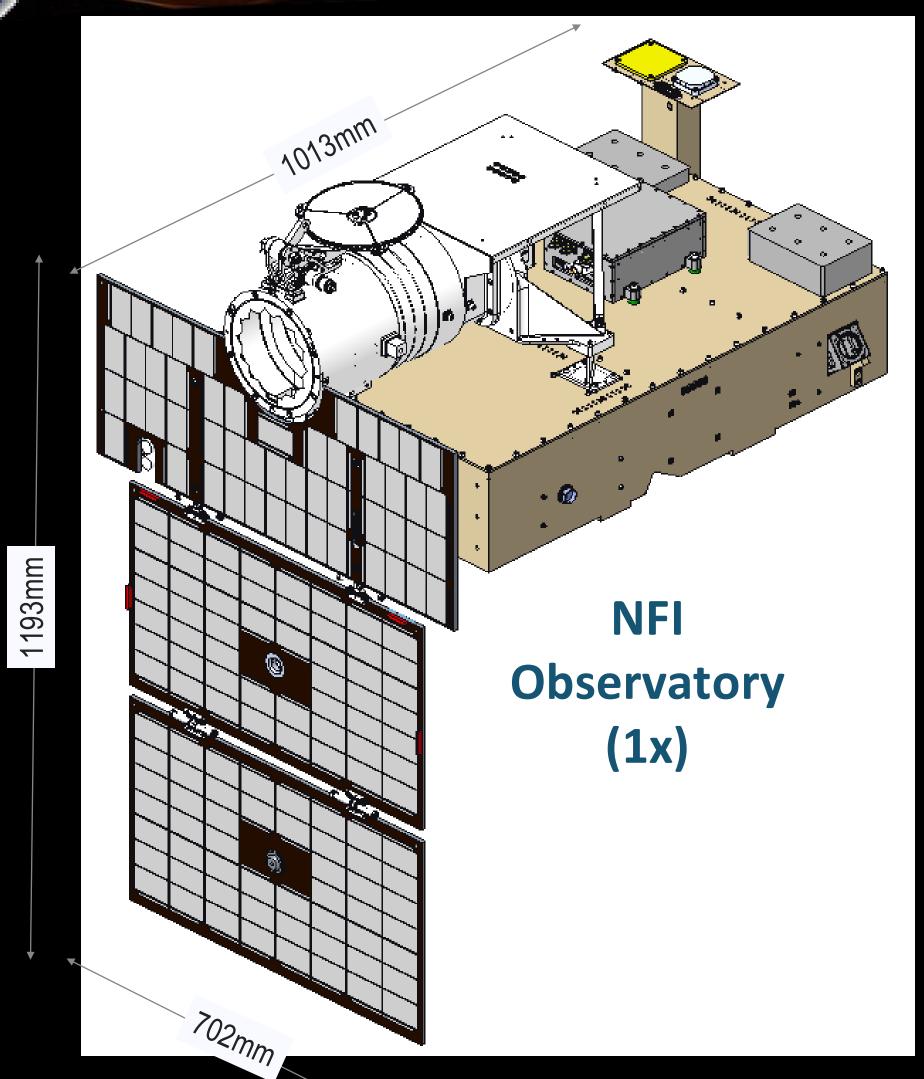


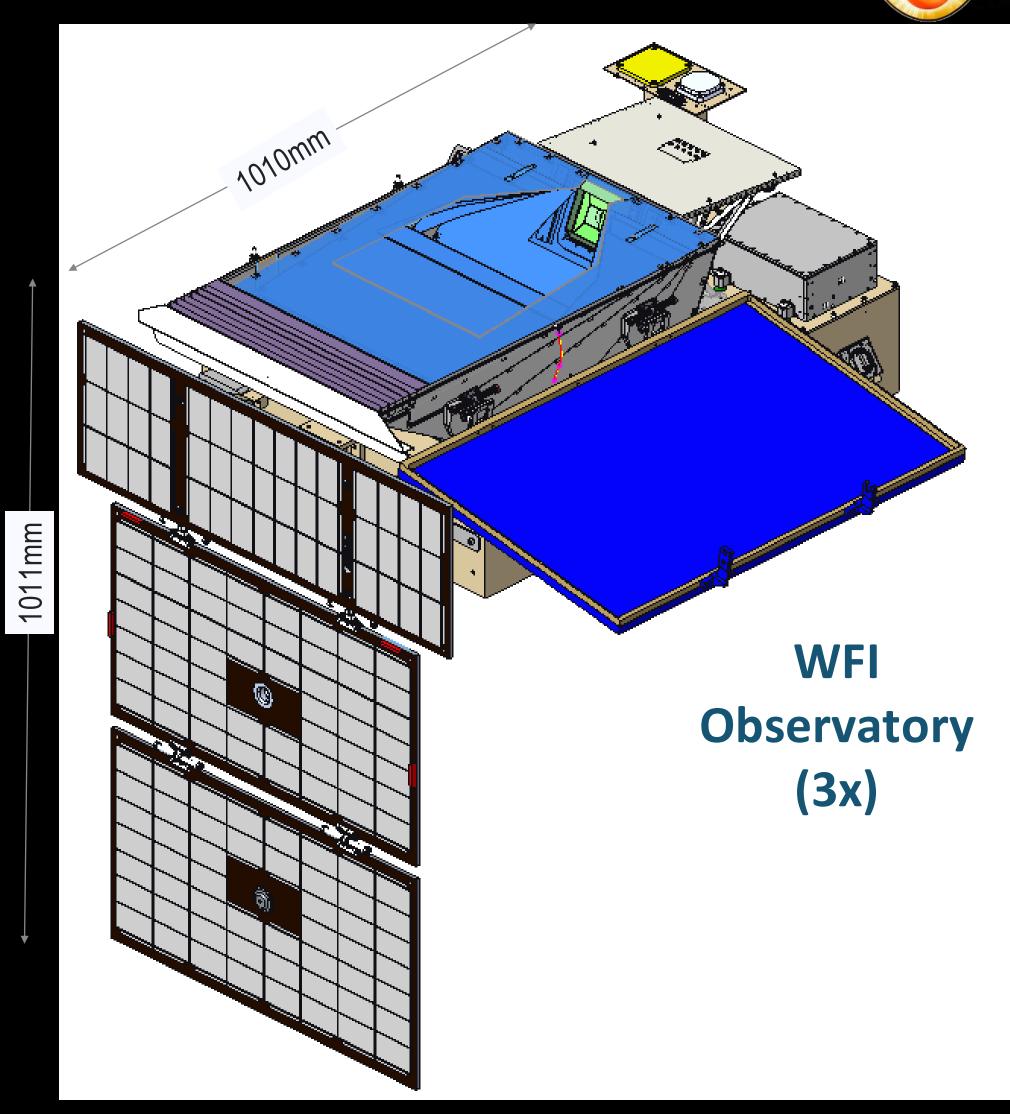


PUNCH Observatories



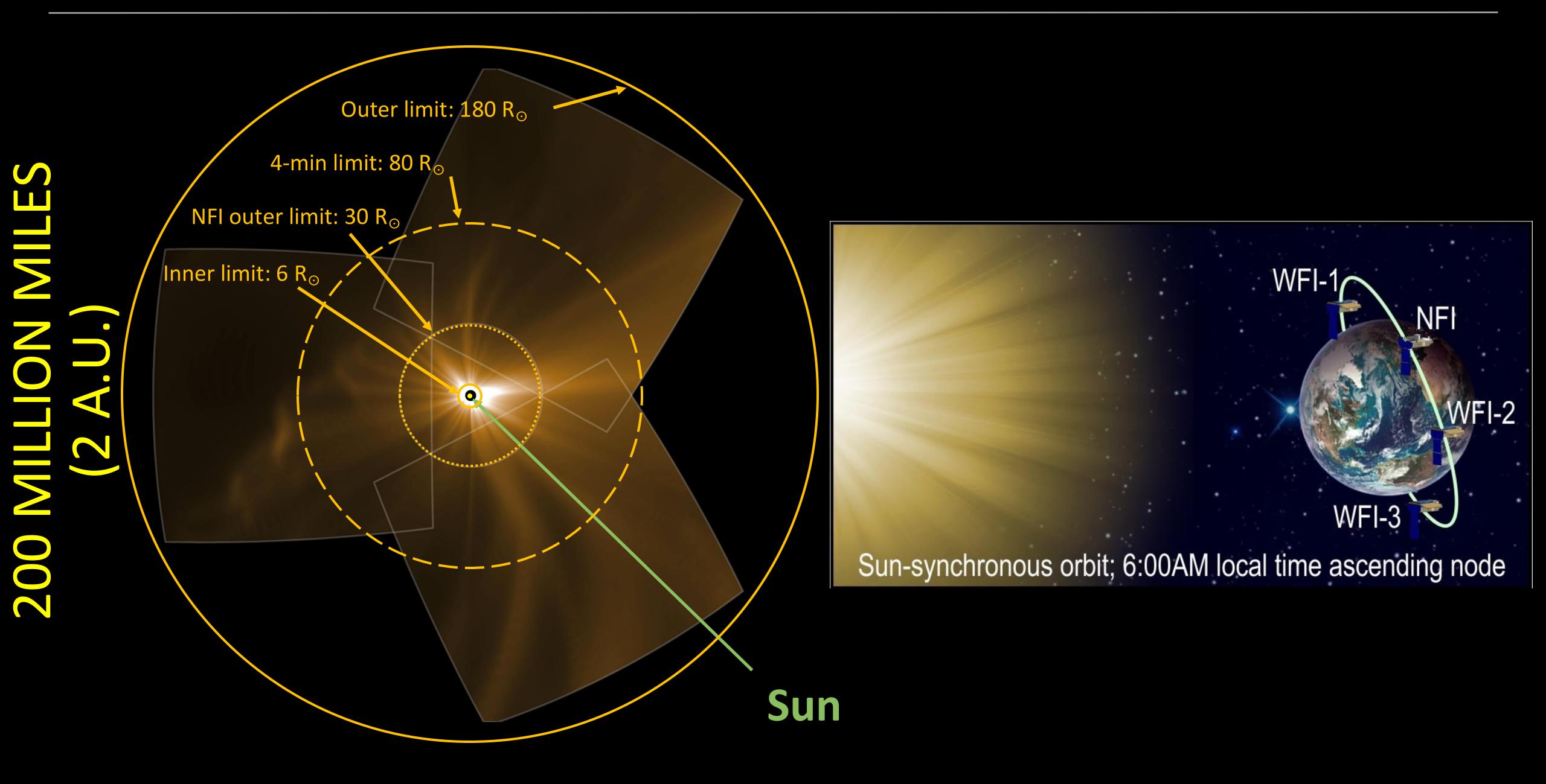




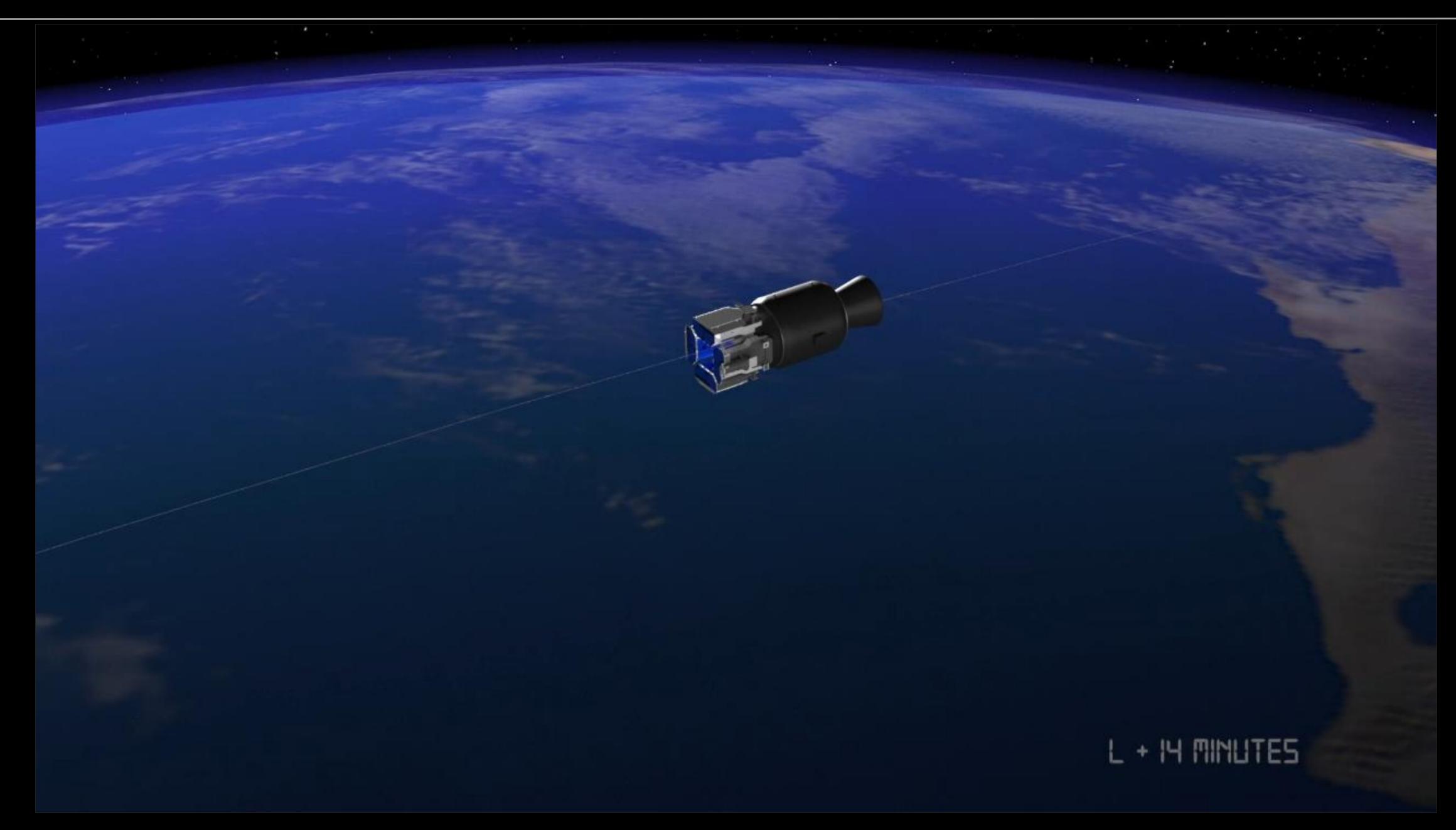




PUNCH WILL MERGE IMAGES INTO ONE BIG PICTURE

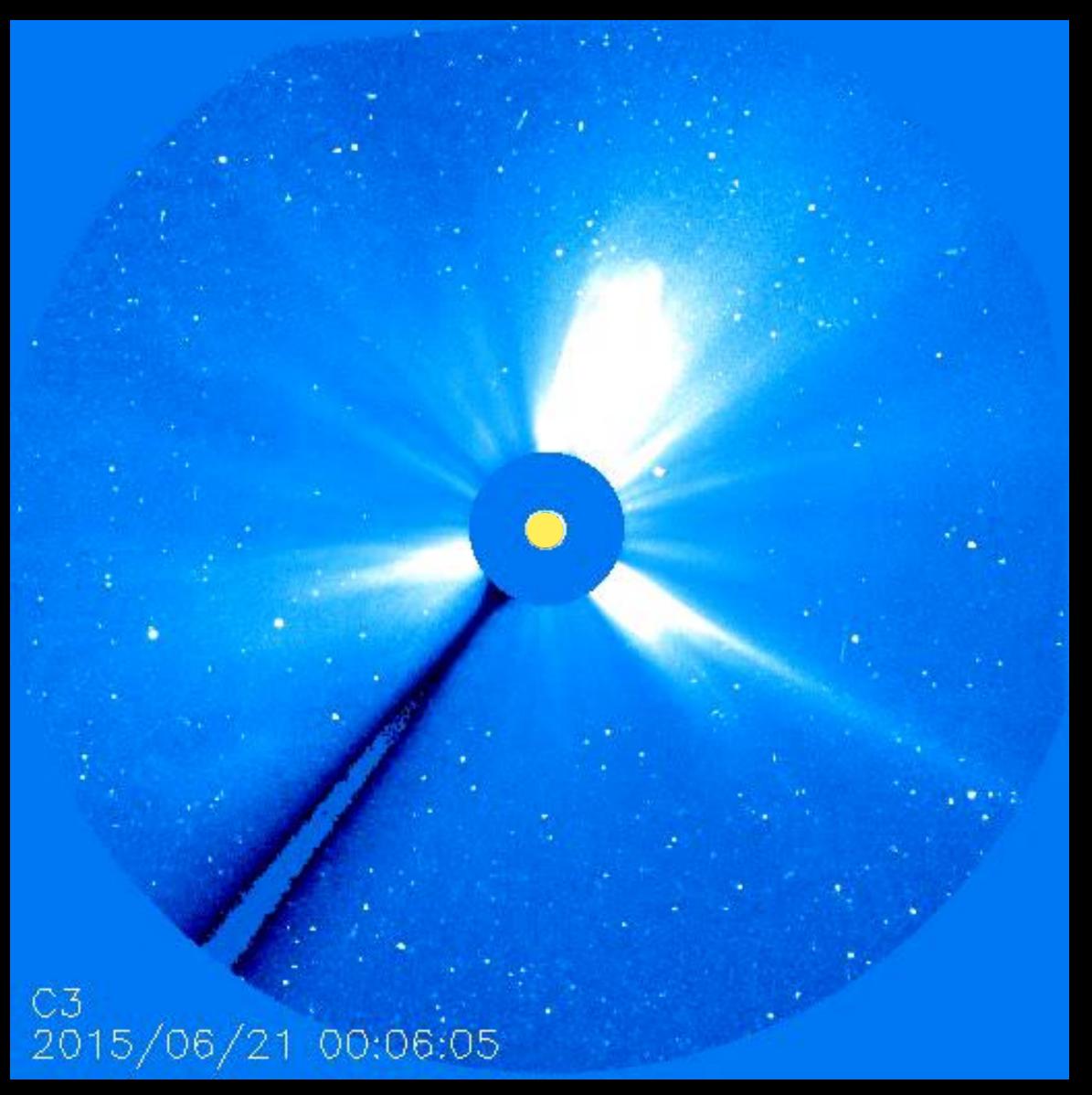


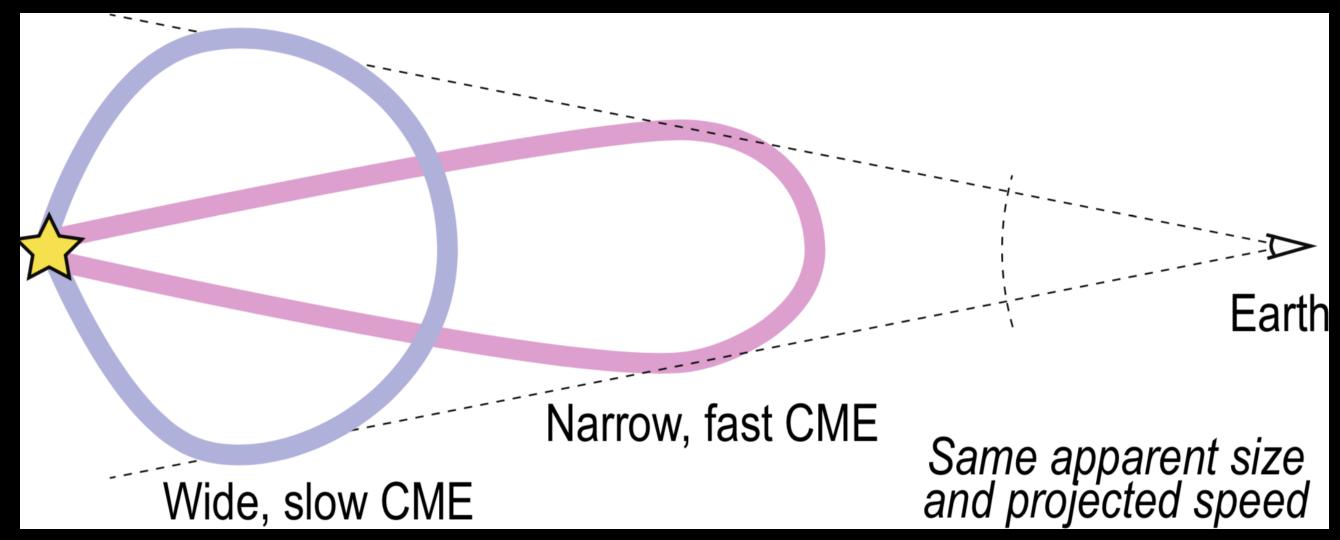
PUNCH MISSION PROFILE



Why polarization? To track solar wind in 3-D

Why polarization? To track solar wind in 3-D

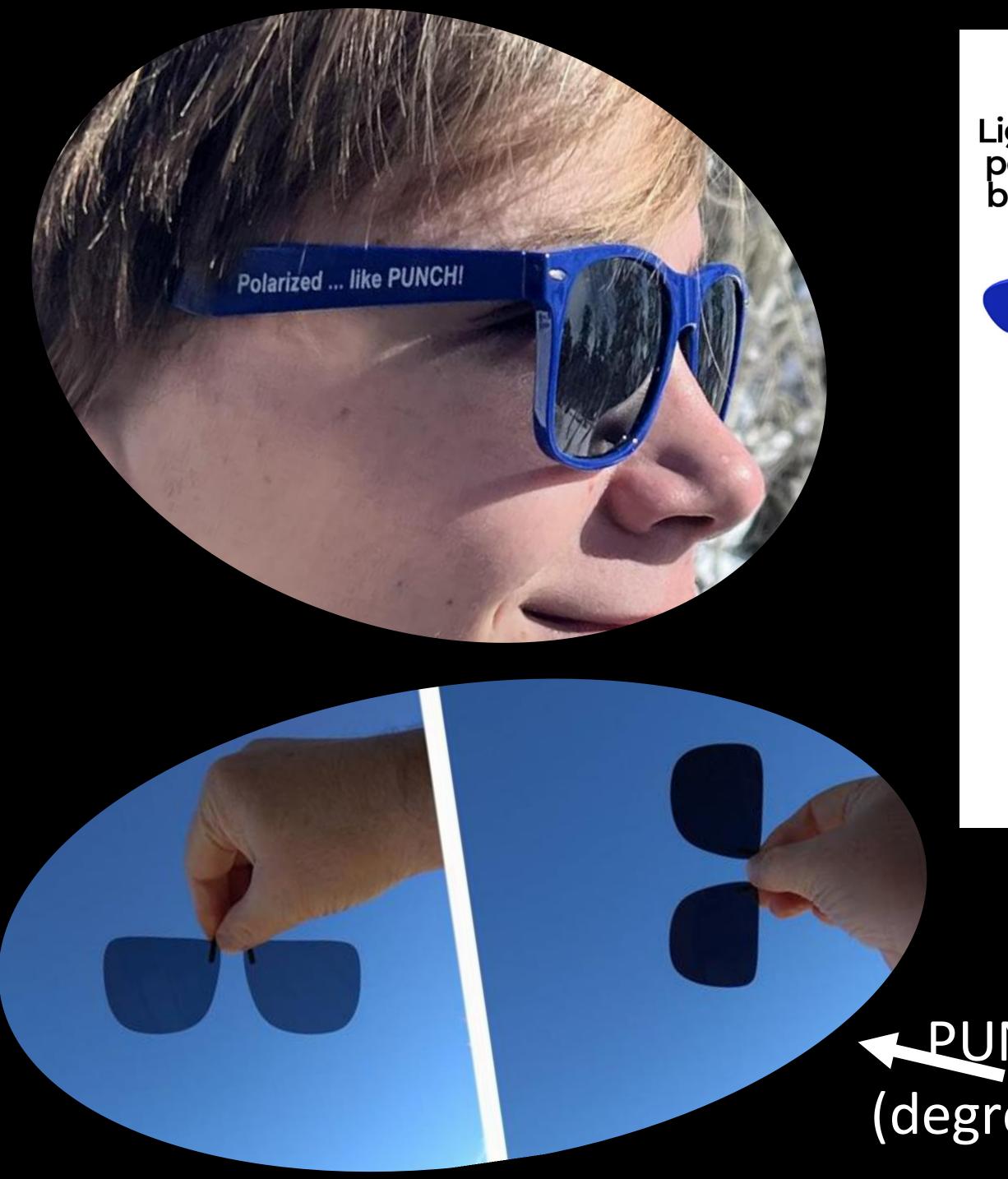




These CMEs look the same from Earth.

Polarization tells us which is which! (closer is less polarized)

HO/LASCO data: CME coming right at you!



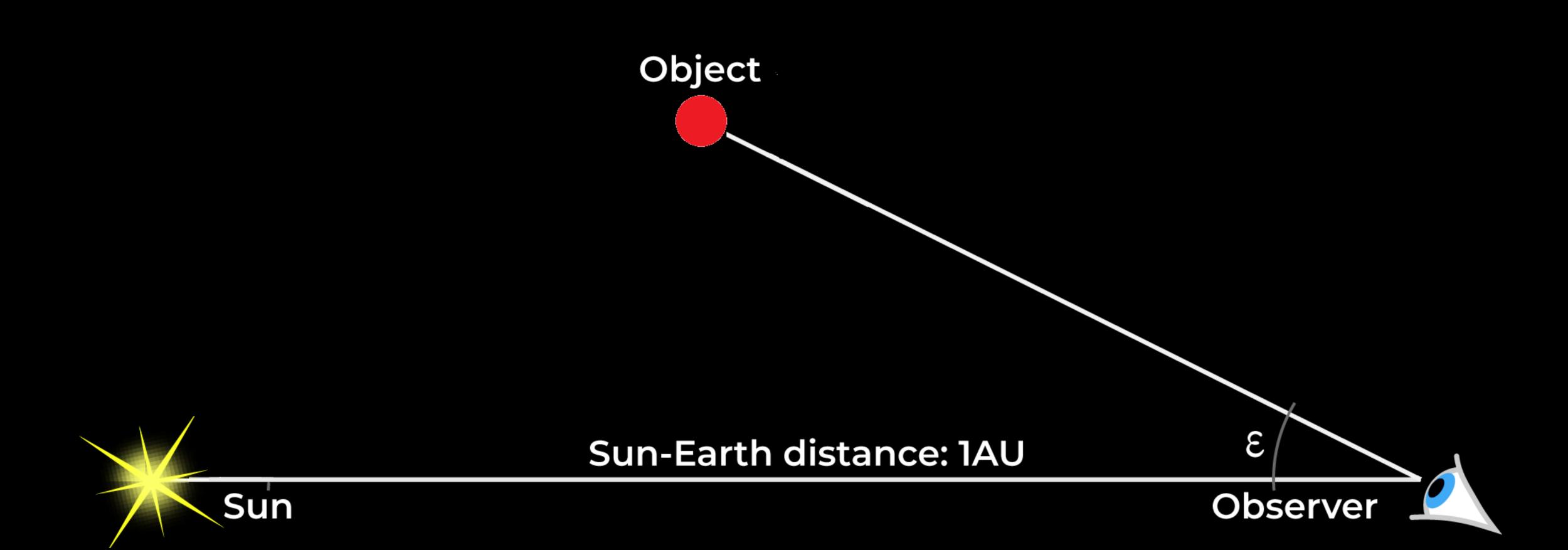
Action of Polarized Sunglasses

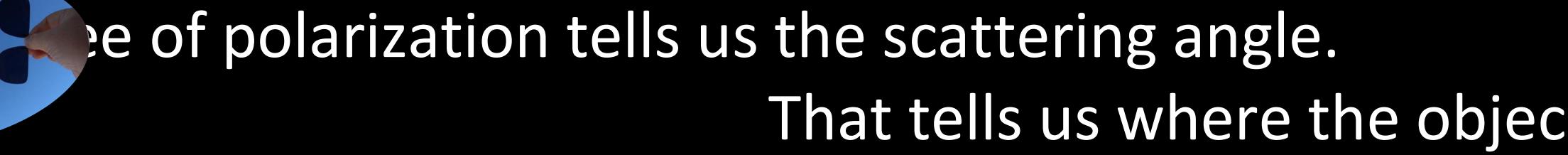
Light waves vibrating perpendicular to the bridge pass through Polarized ... like PUNCH! Bridge Light waves vibrating parallel to the bridge are blocked

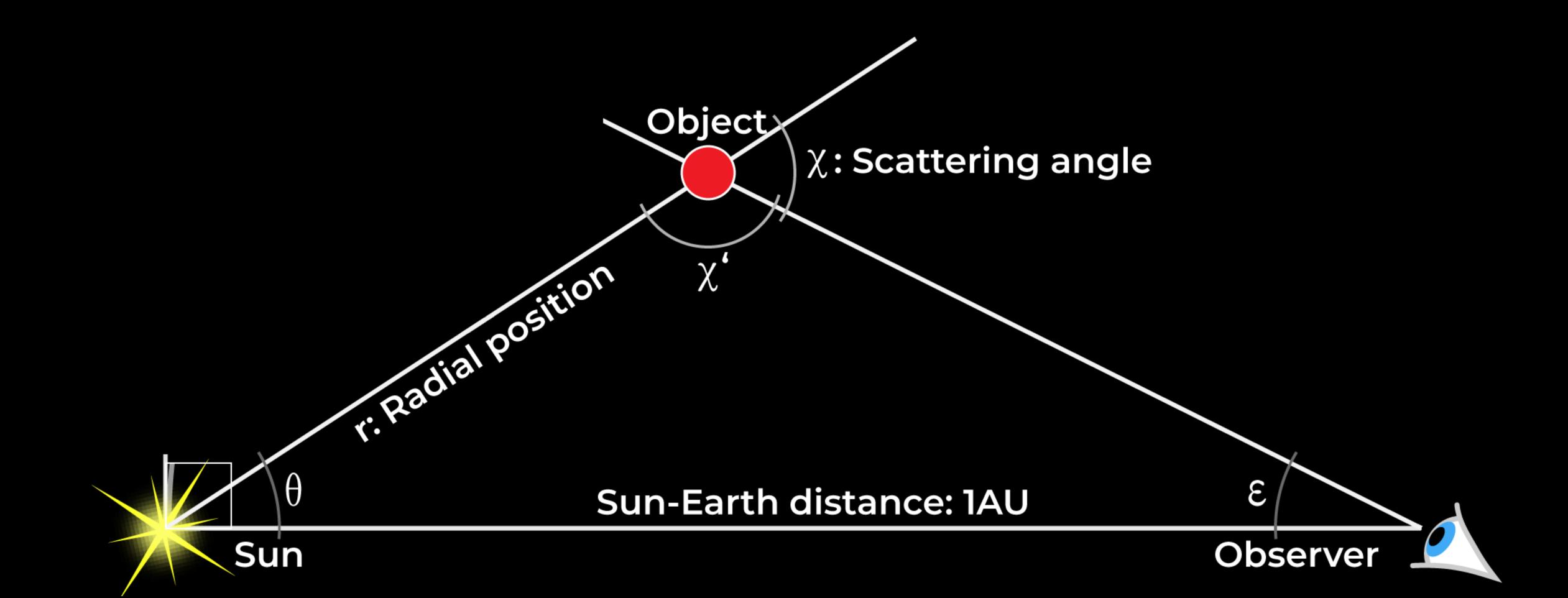
▼PUNCH uses the *difference* in brightness (degree of polarization) to locate stuff in 3D!

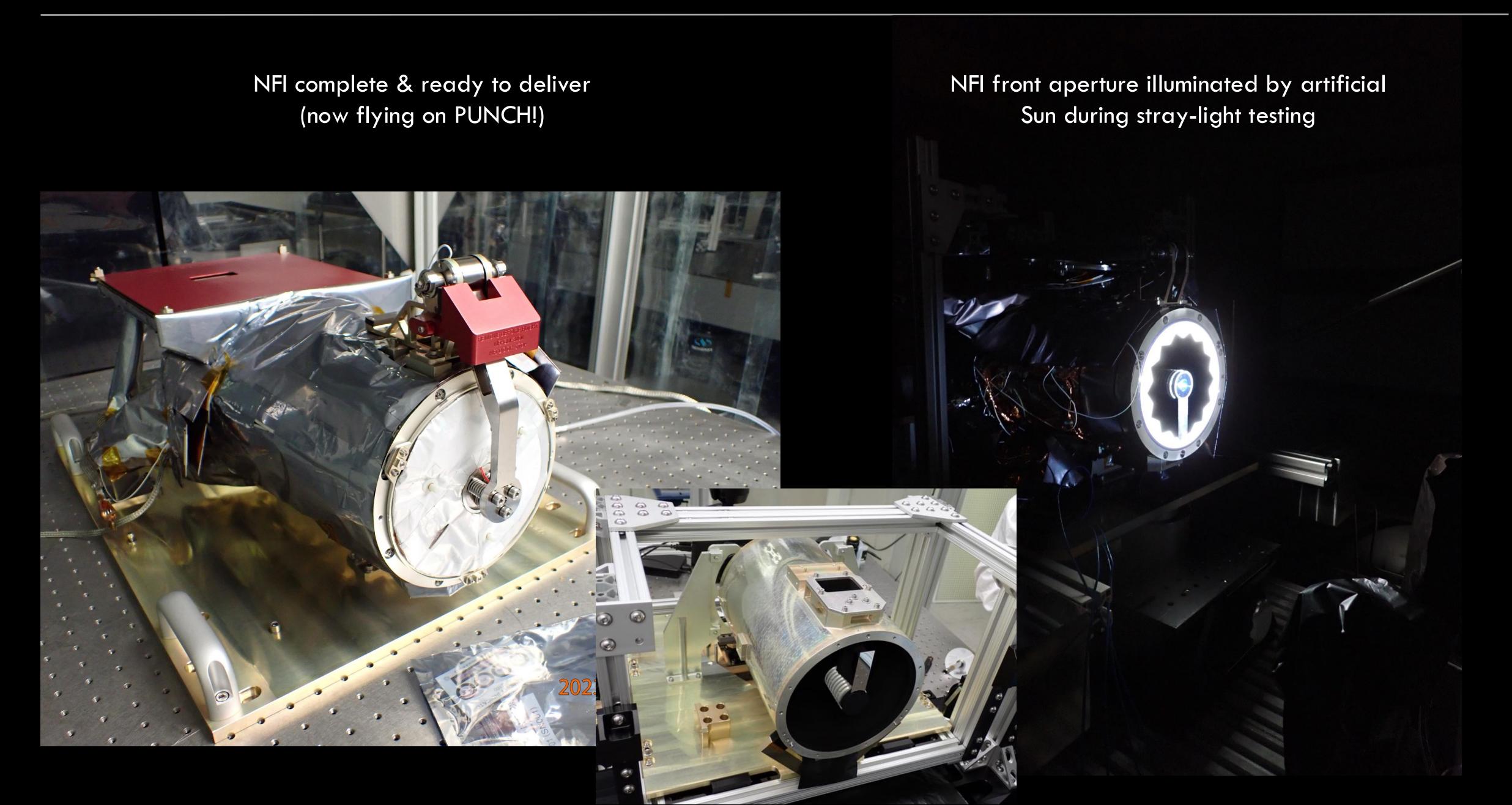




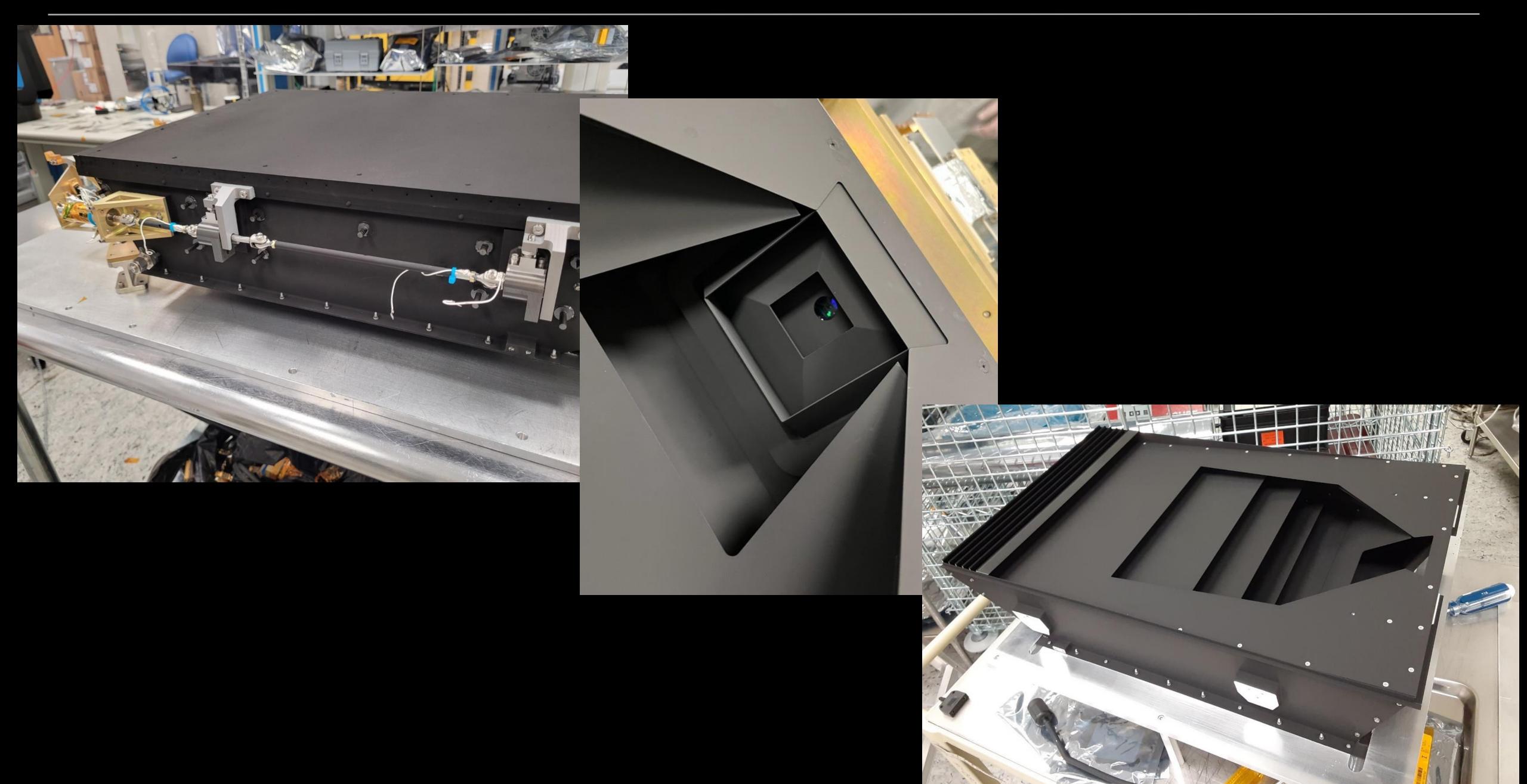






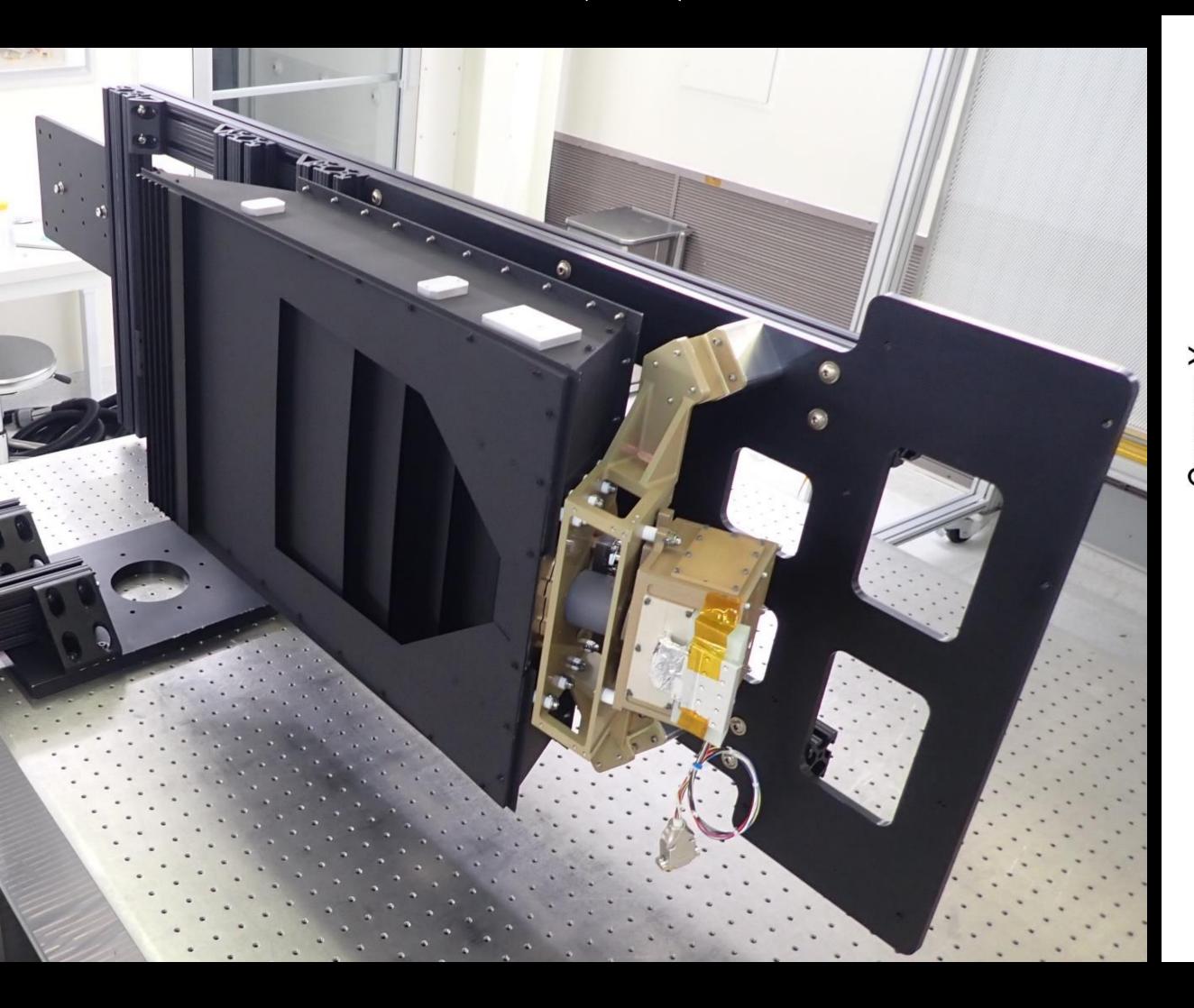


WIDE-FIELD IMAGER: PRE-DELIVERY (FALL 2023)

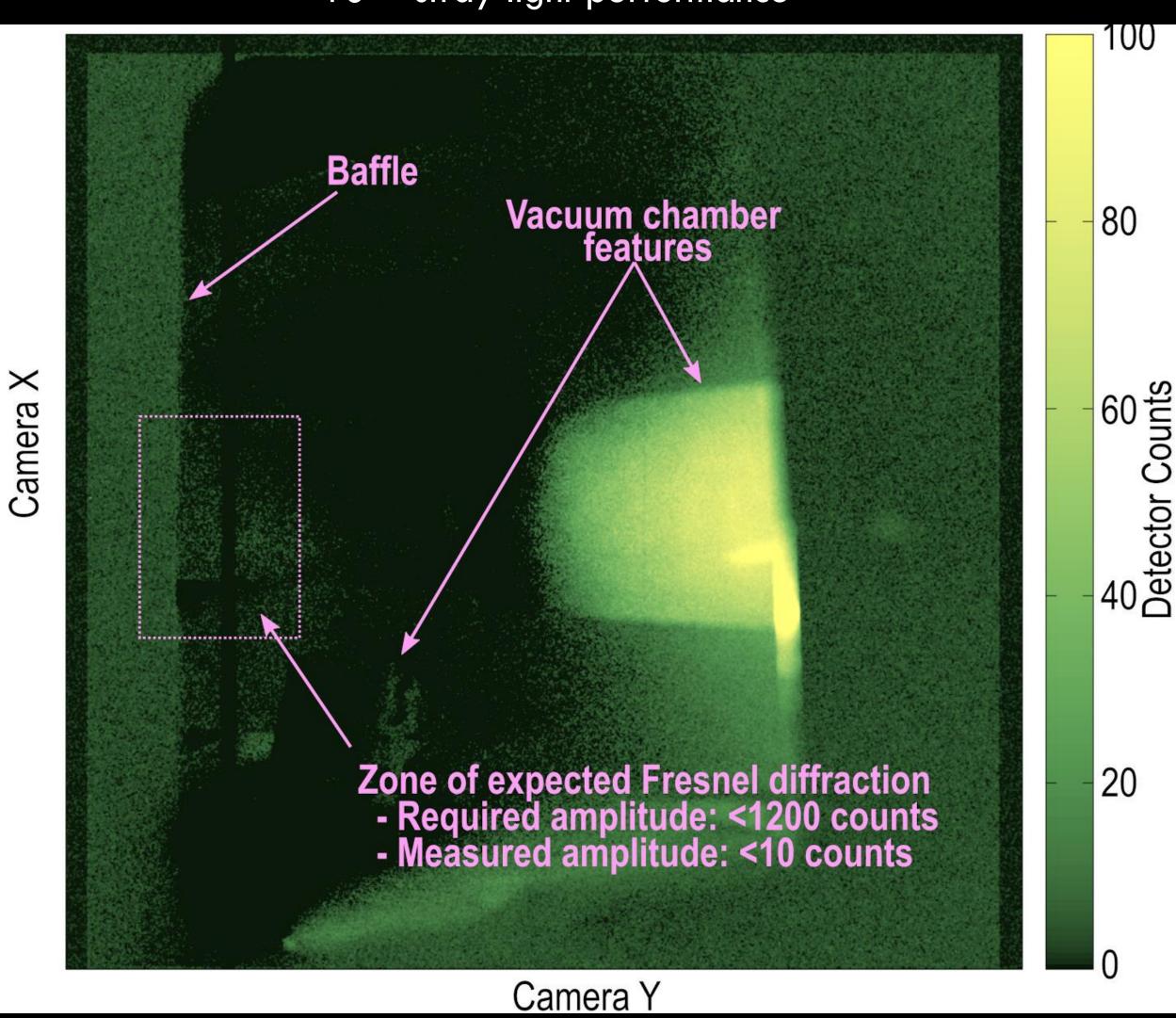


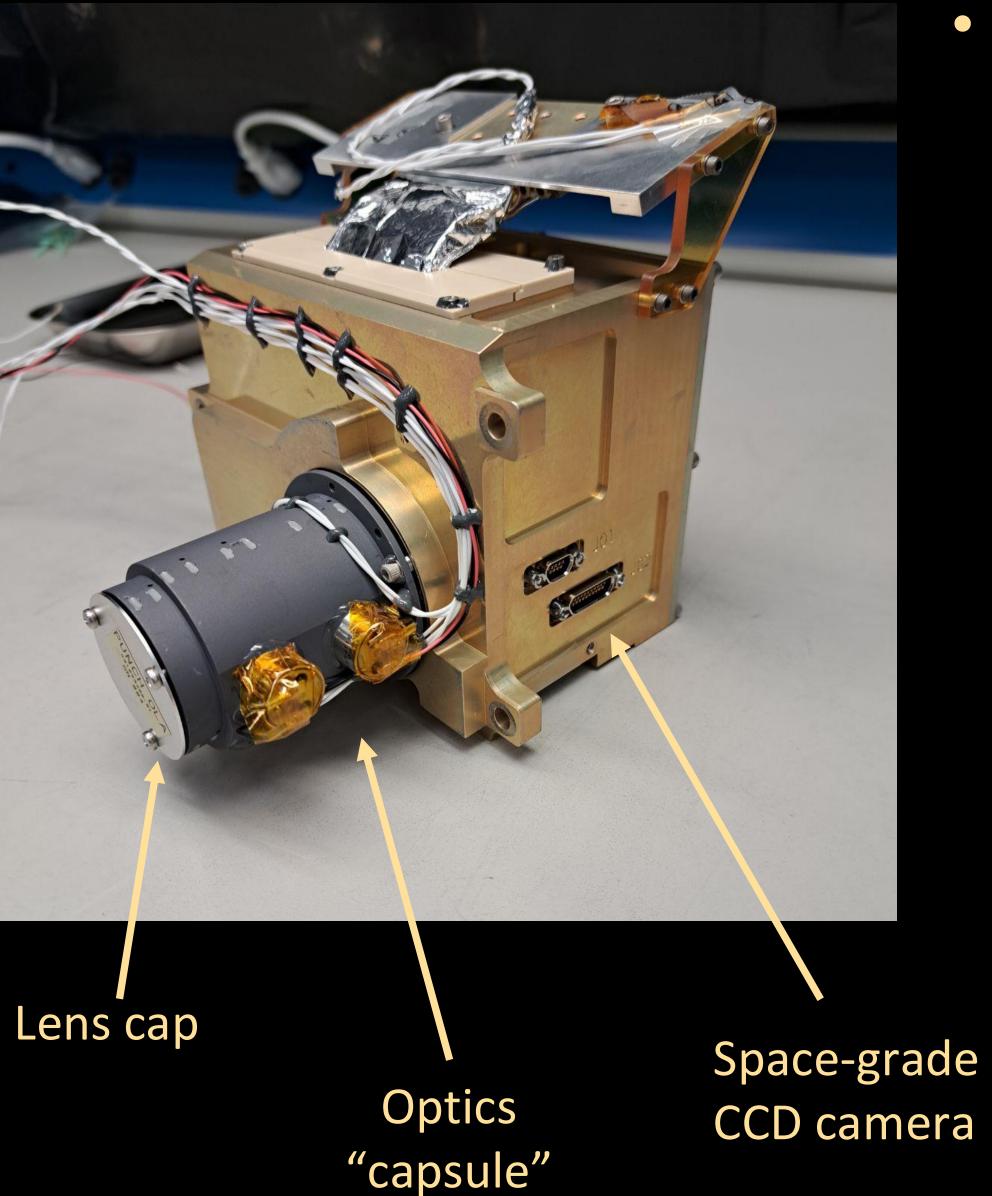
WIDE-FIELD IMAGER DURING VACUUM STRAY LIGHT TESTING

WFI during stray light testing at NRL (2022)



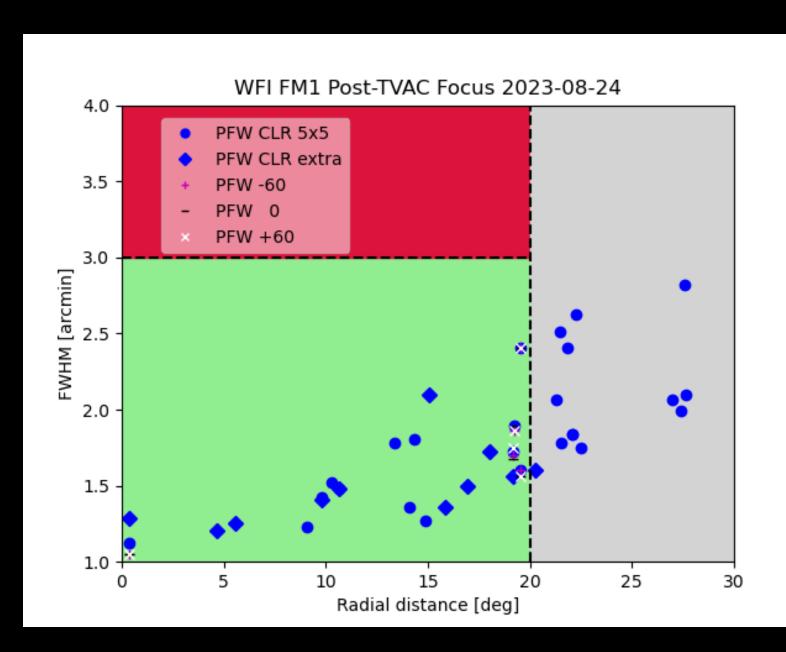
WFI stray light image demonstrating 10⁻¹⁶ stray light performance





- Lens optics designed by Al Nagler (of the Nagler eyepiece)
 - "Eye relief": external leading pupil
 - Very wide FOV (55° dia.)
 - Achromatic to edge of FOV
 - Excellent in-focus field size





PSF performance: excellent

Al Nagler at the PUNCH Site Visit





PUNCH Final 1&T and launch















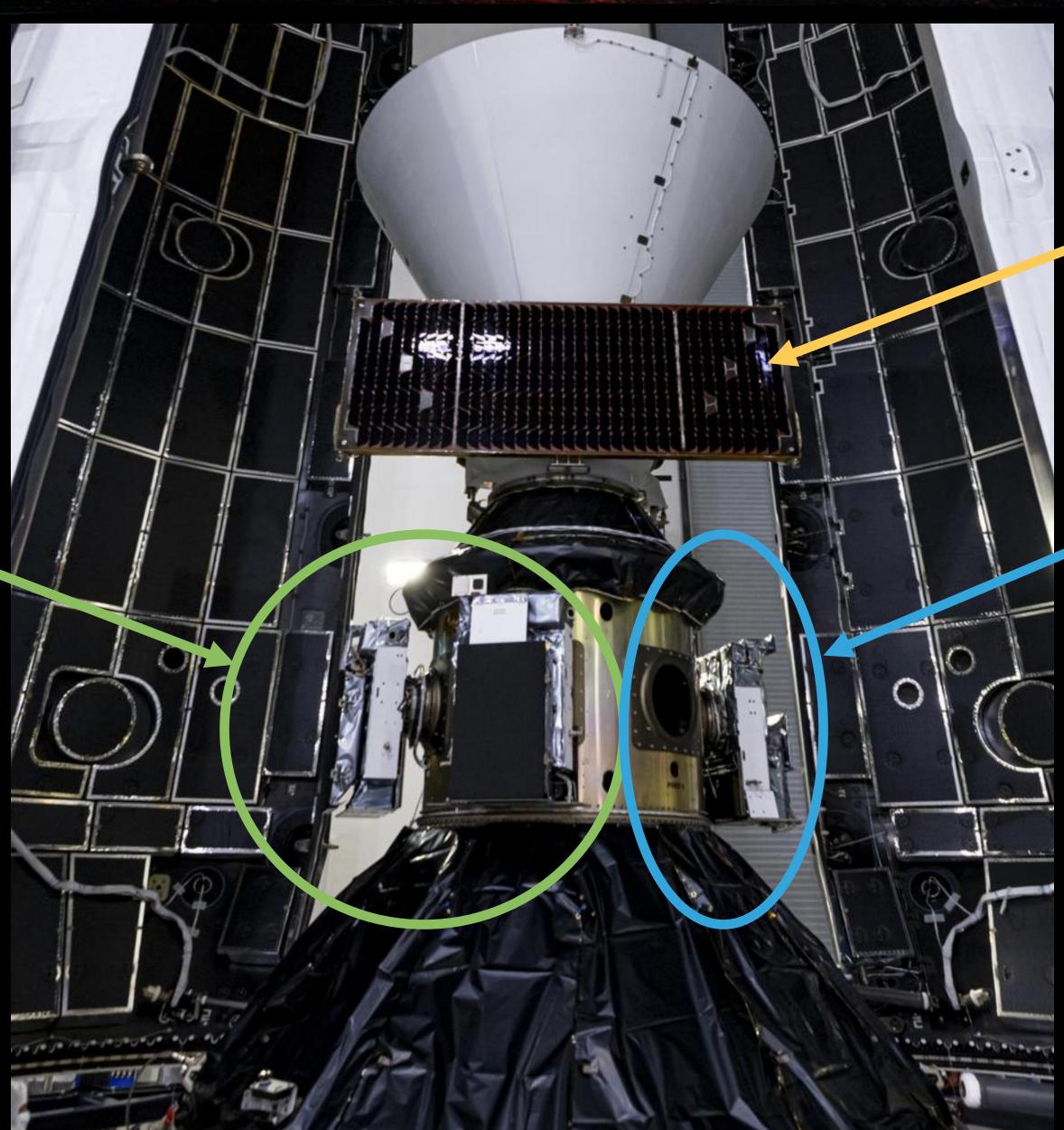
PUNCH Observatories at VSFB







WFI



SPHEREX



PUNCH Observatories over Africa









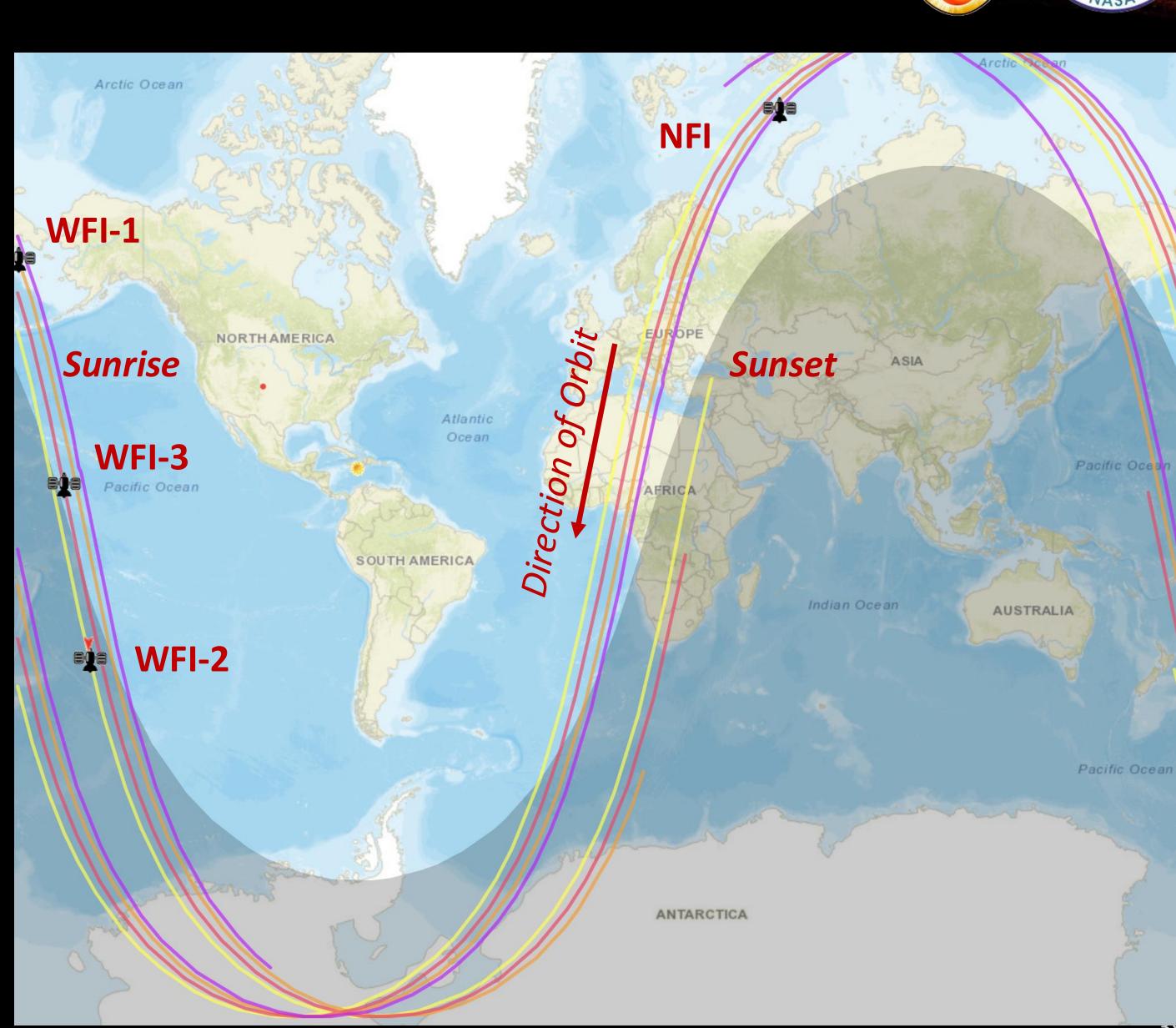
PUNCH Observatories today



- Drift rate: roughly 1° per day
- Today is Day 56 of mission
- Separation is ~50°

Map: n2yo.com

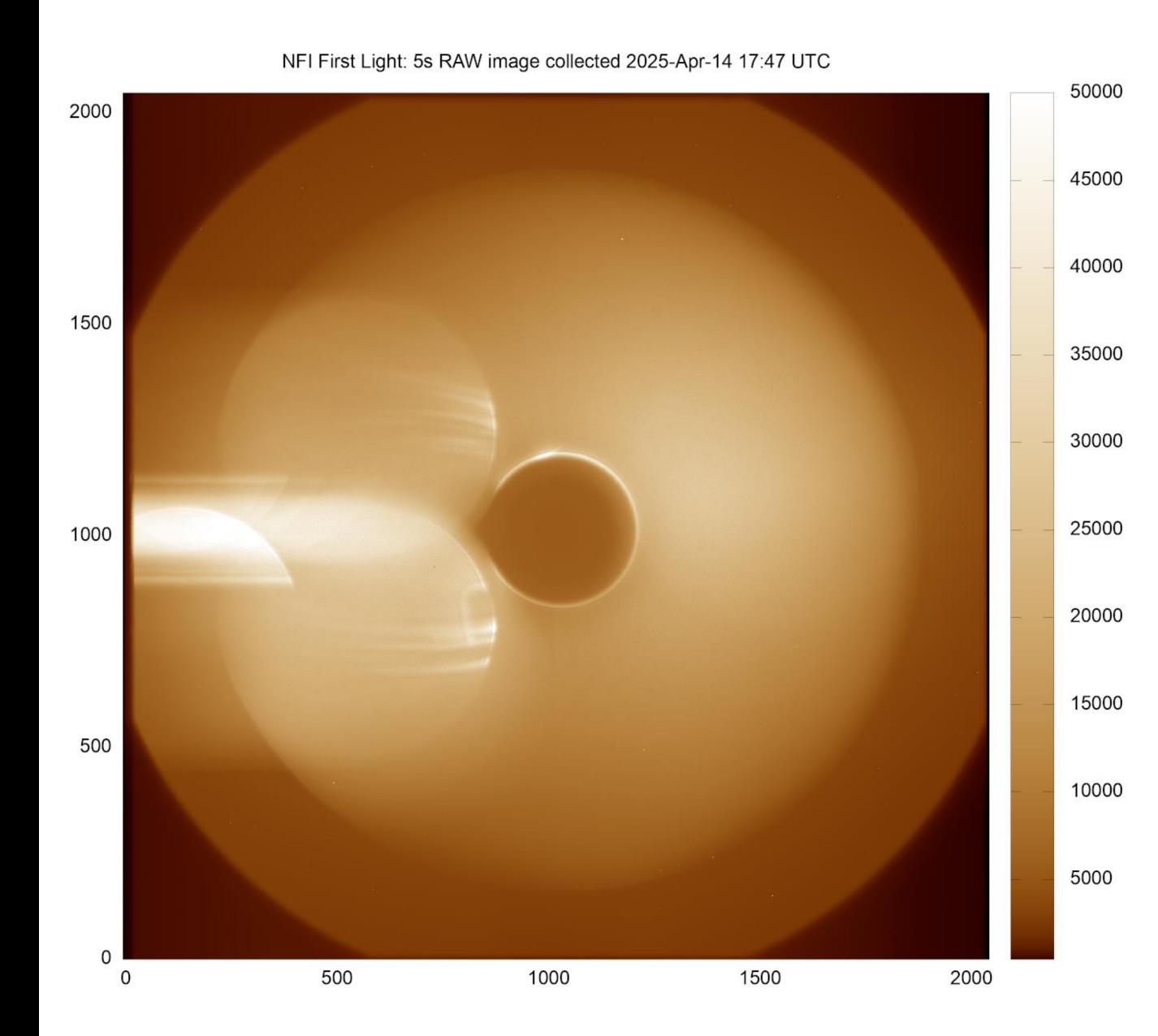
(uses NORAD orbital data)



NFI FIRST LIGHT

First NFI solar image – direct from camera – 14-April-2025

- Alignment with Sun was good (has now been refined)
- Bright features: glint from pylon and occulter
- Stray light pattern: expected from CDR analyses

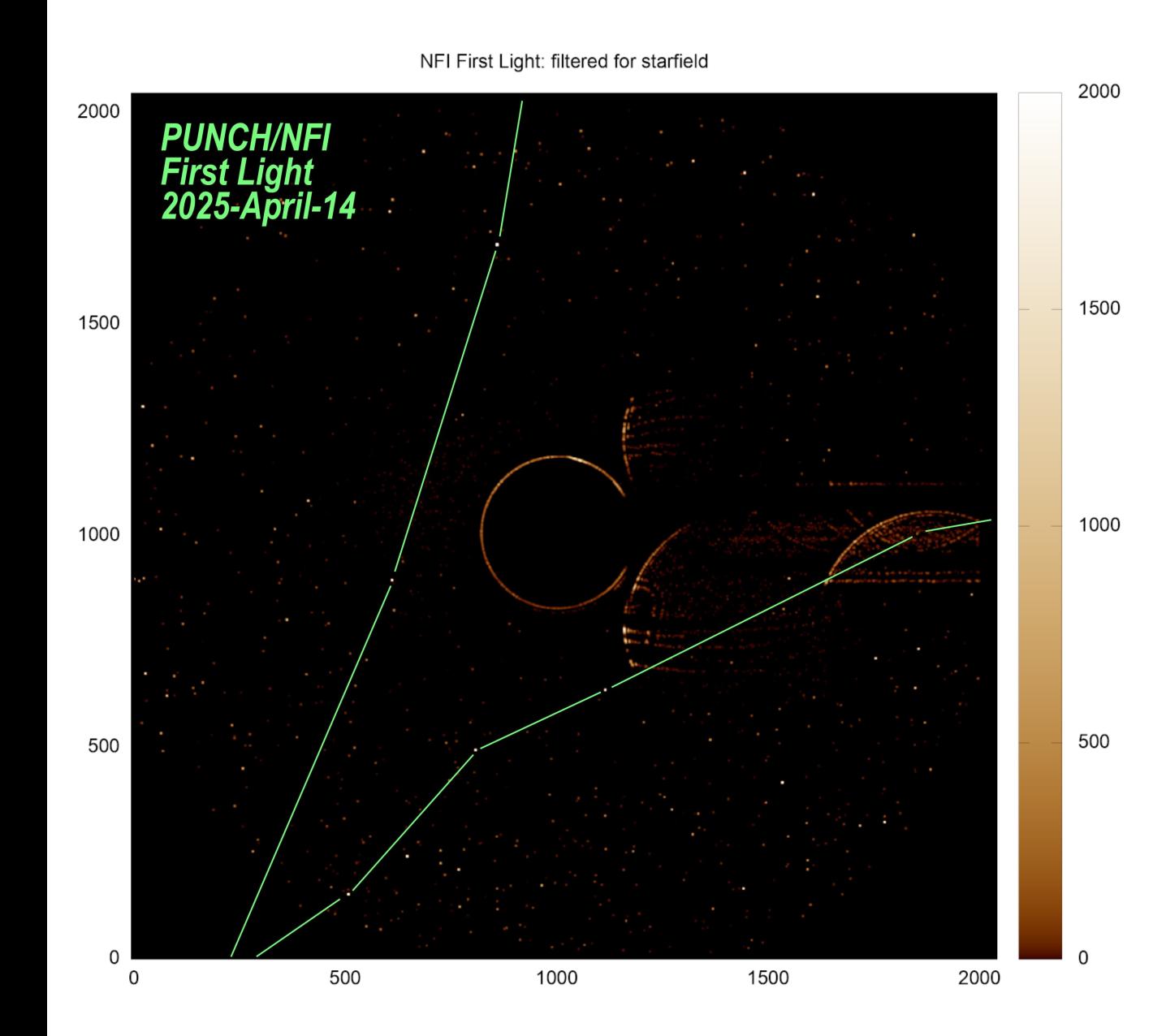


First NFI solar image – direct from camera – 14-April-2025

- Alignment with Sun was good (has now been refined)
- Bright features: glint from pylon and occulter
- Stray light pattern: expected from CDR analyses

Spatial filtering reveals:

- Excellent focus & detector linearity
- Scientifically useful data (after processing)

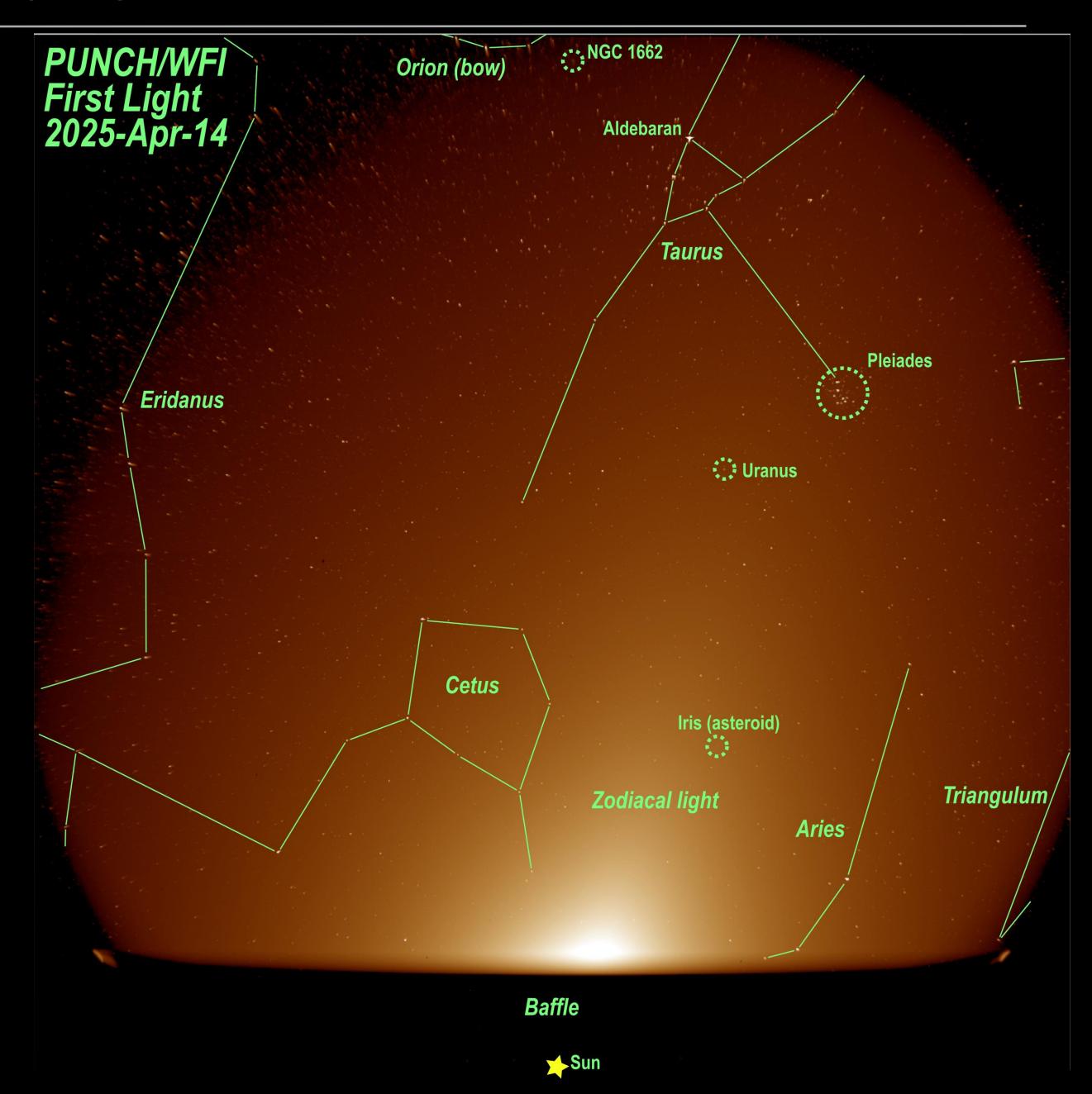


WFI FIRST LIGHT

First WFI image – direct from camera – 14-April-2025

- Focus is ideal
- Stray light is essentially nonexistent
- 9th magnitude objects visible in raw data (Iris)
- This image: WFI-2

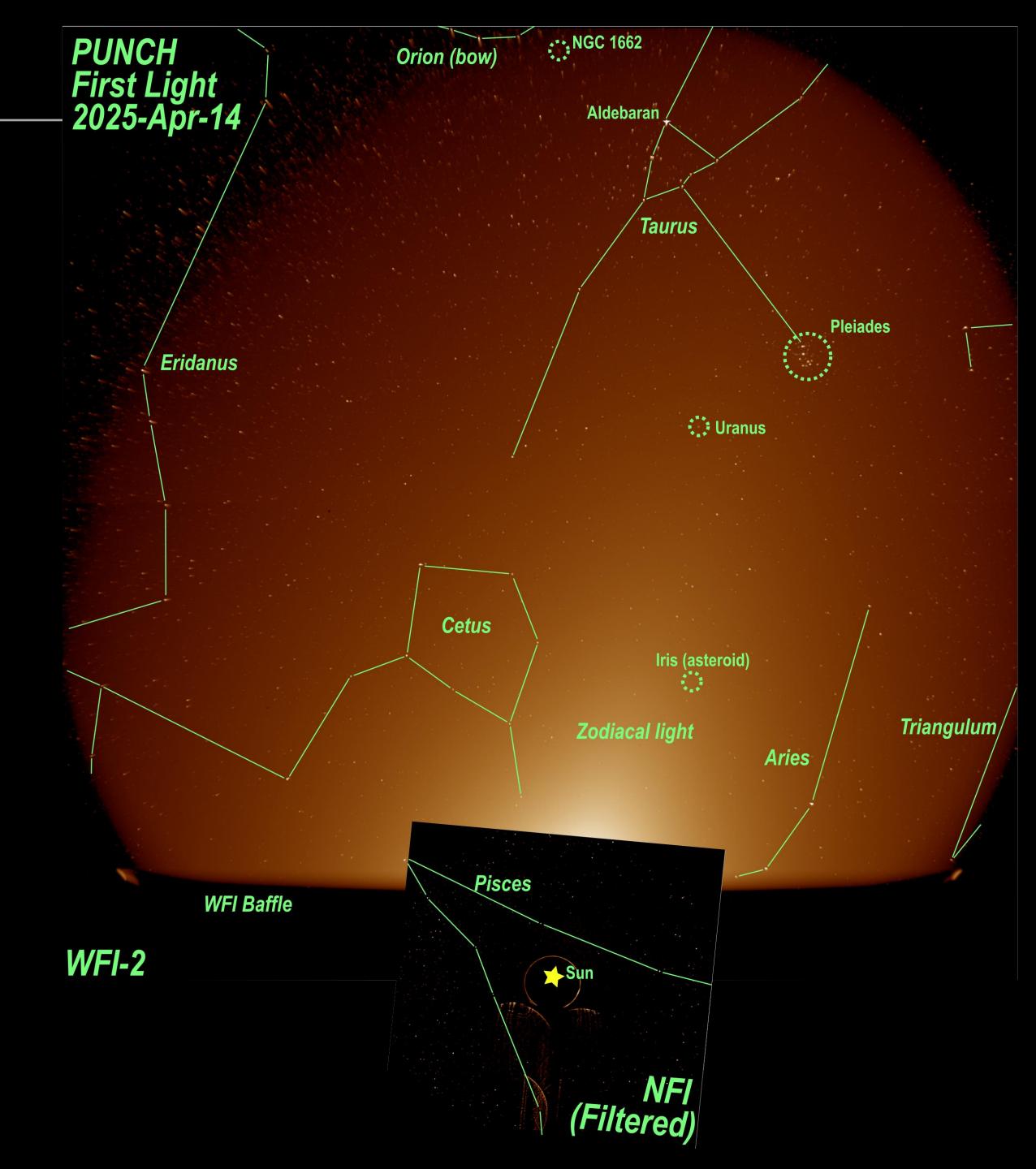
• Some expected coma visible at upper left; will be removed as part of L1 processing



FIRST PARTIAL MOSAIC

Overlay helps visualize fields of view

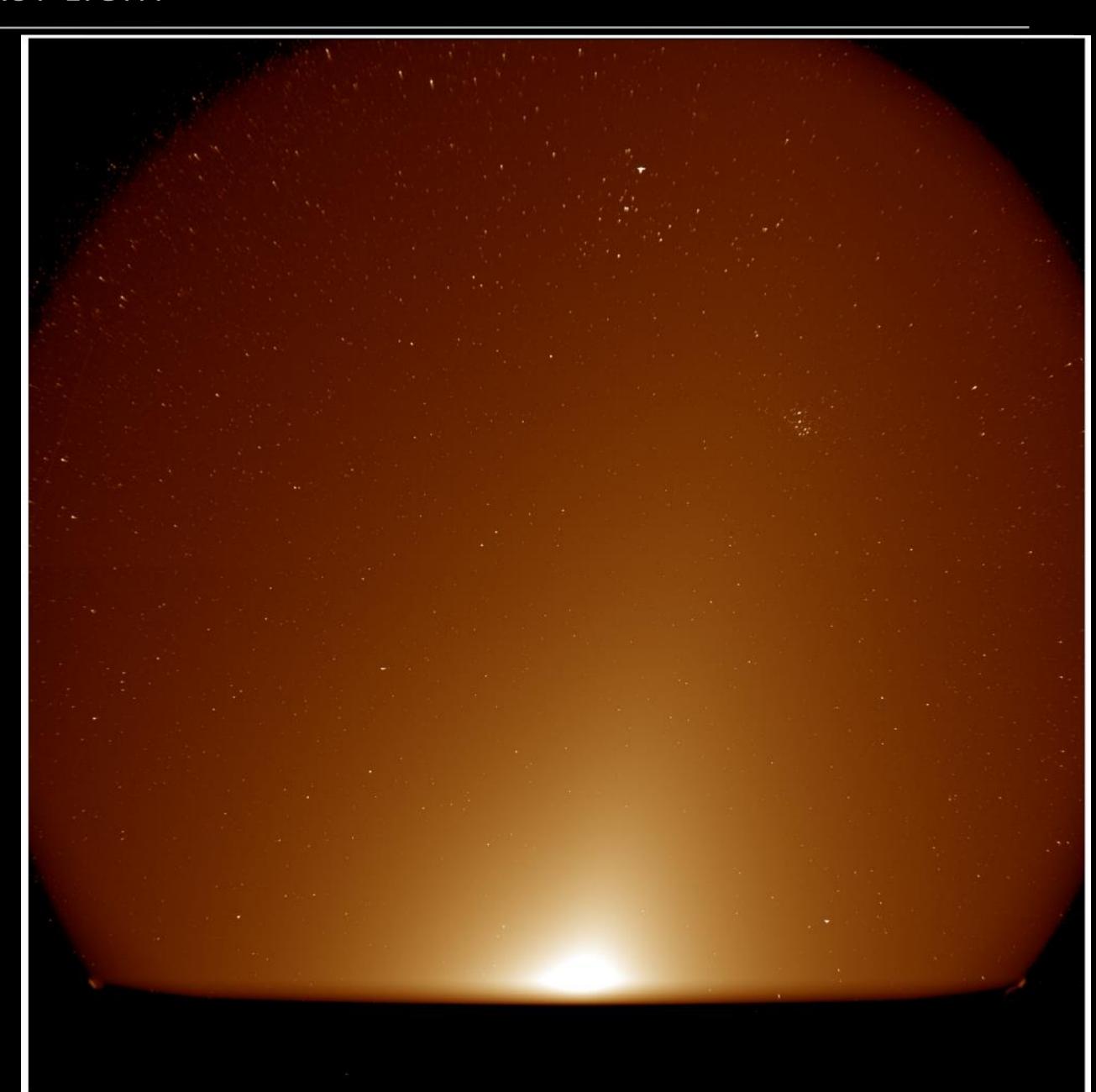
- Manual alignment
- Starfields line up very well (even raw)
- NFI/WFI overlap to calibrate & remove stray light
- WFI "rocking test": pending



WFI FIRST LIGHT

First WFI-1 image – direct from camera – 16-April-2025

Essentially identical to WFI-2



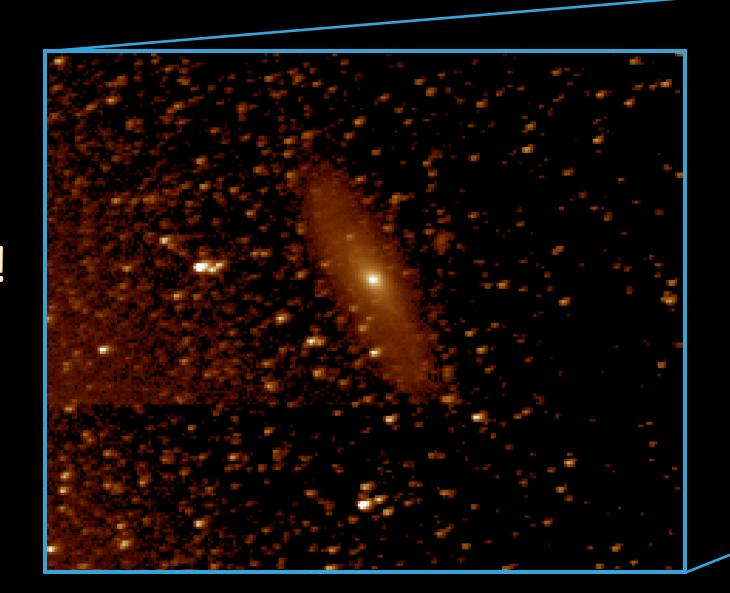
WFI FIRST LIGHT

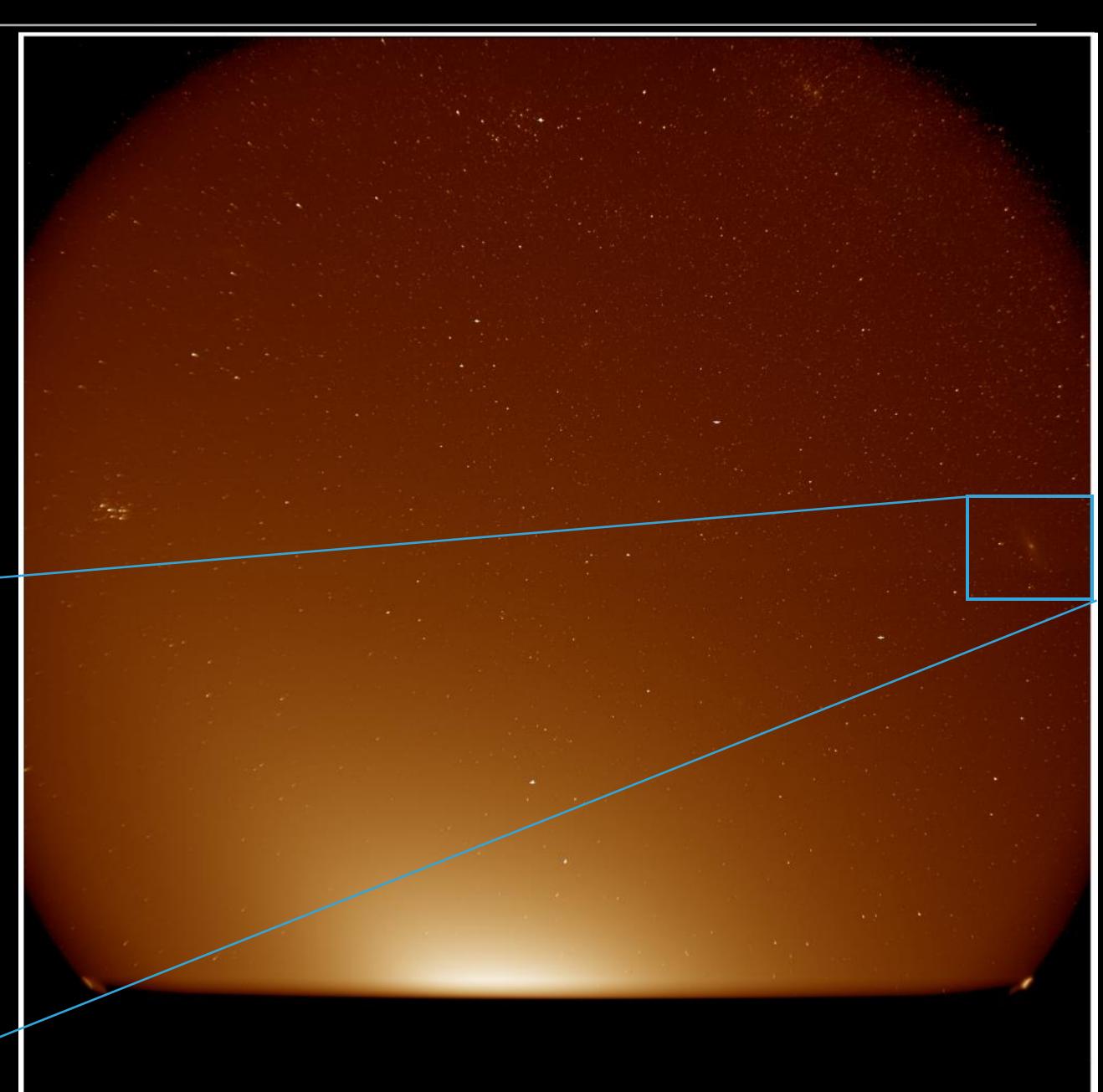
First WFI-3 image – direct from camera – 16-April-2025

- Essentially identical to WFI-2
- Different field

Baby's First Galaxy!

Andromeda

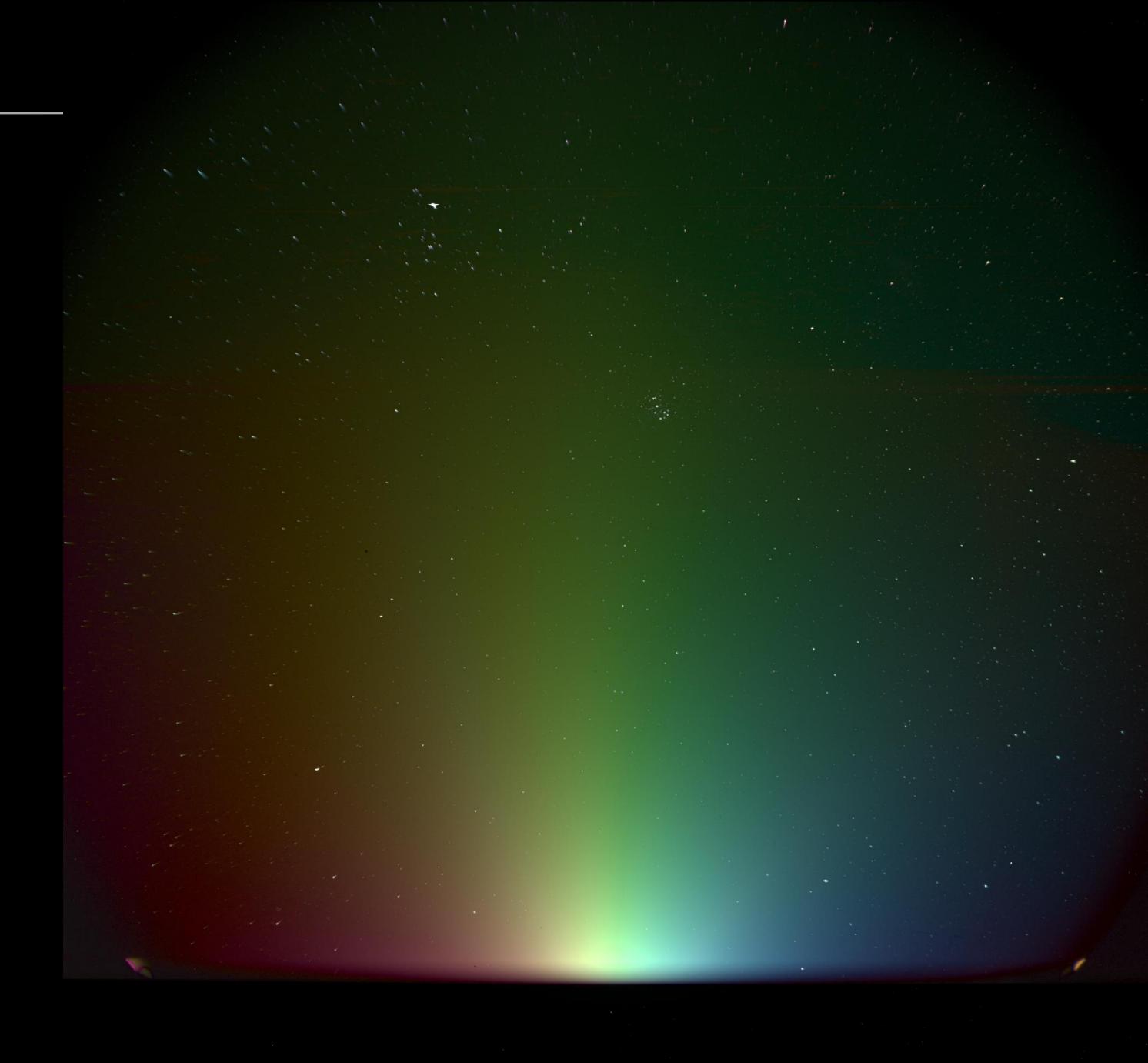




POLARIZATION IS WORKING

First WFI-2 polarized image sequence: 16-April-2025

- Uses tri-polarizer method
- Hue encodes polarization
- Matches published strength & direction of F polarization (Leinert et al. 1999)

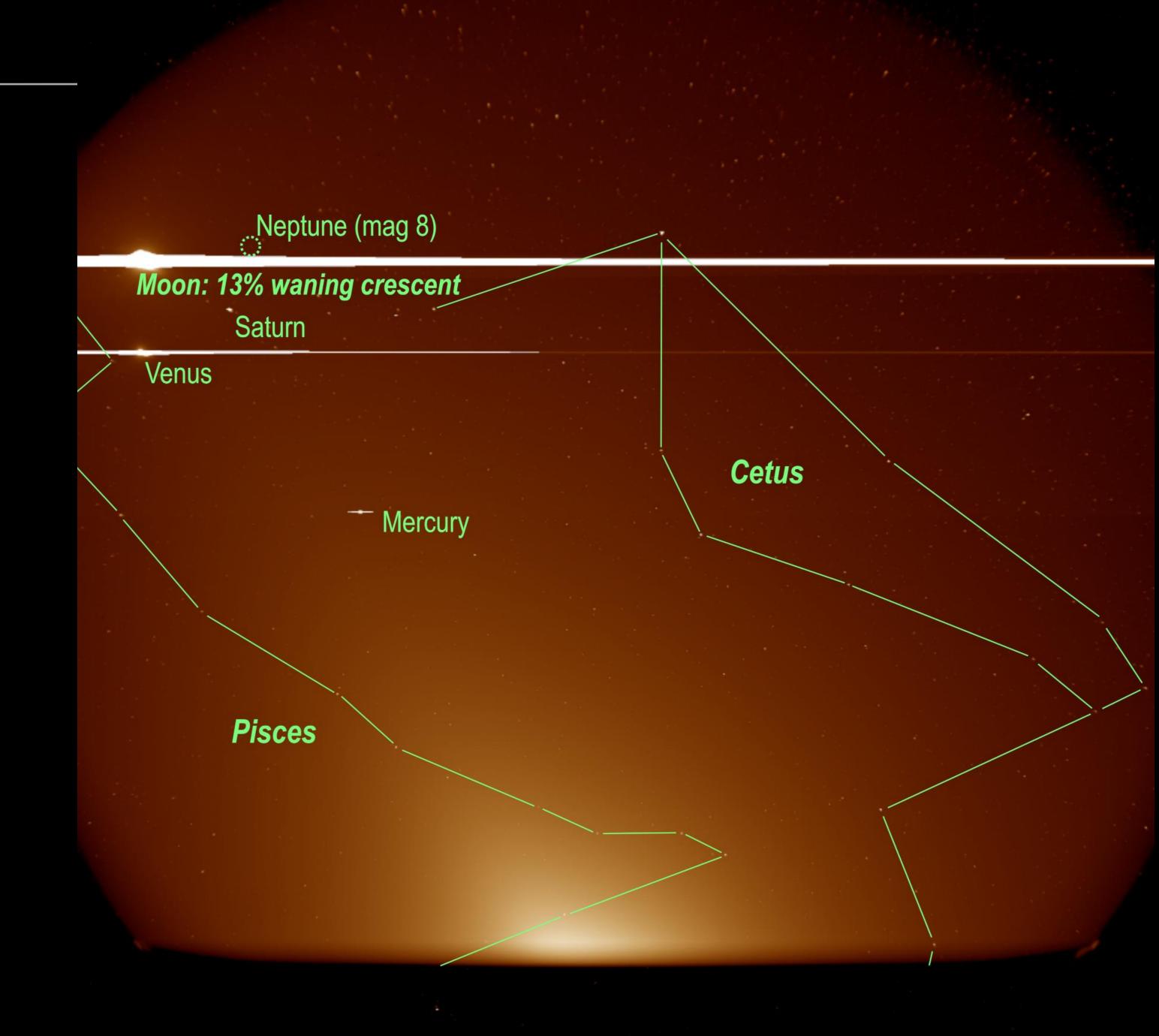




THE SMILEY CONJUNCTION

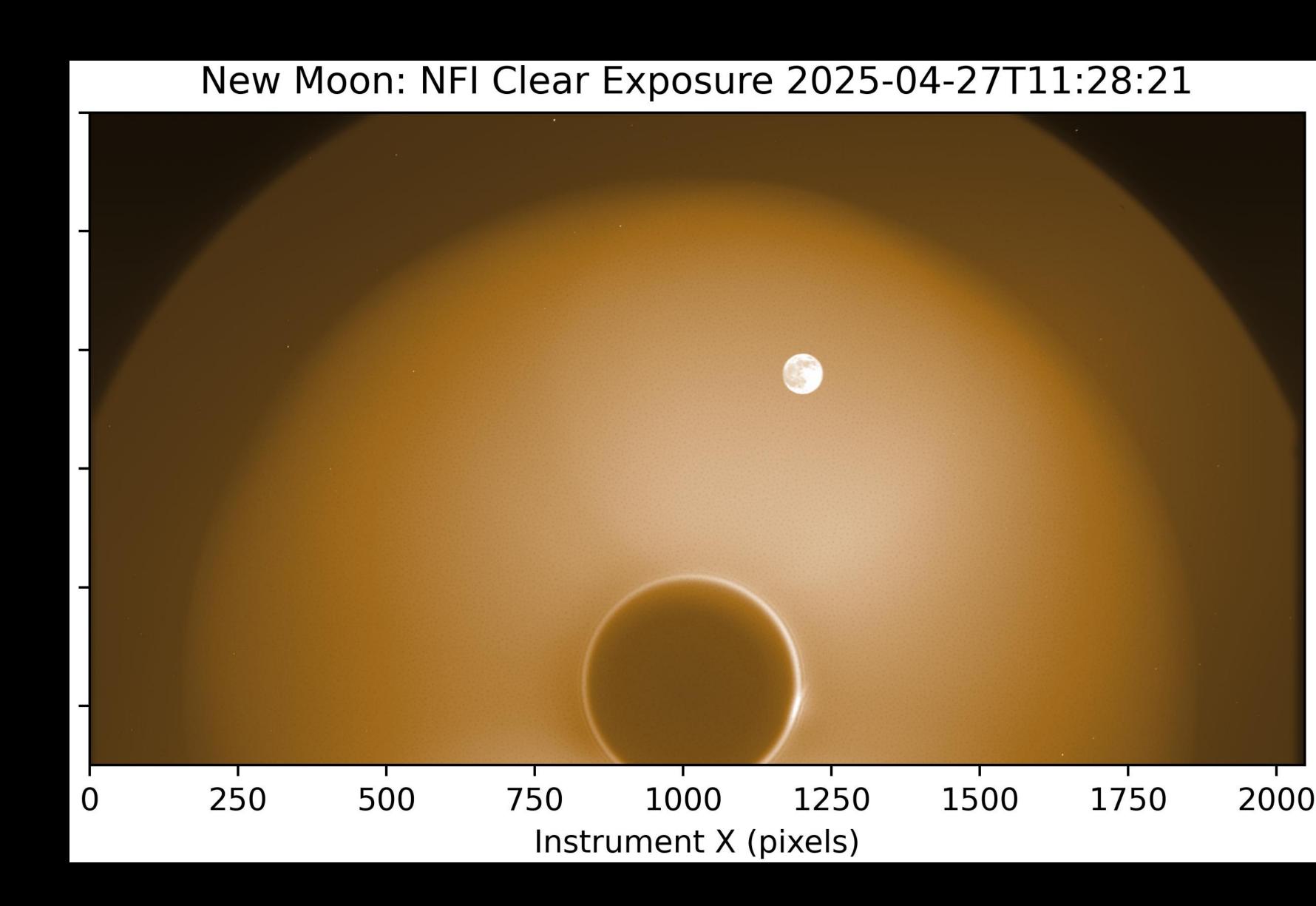
WFI-1 test sequence: 24-April-2025

- Shows effect of Moon on images
- Four planets + Moon: one frame



NFI test image: 27-April-2025

New moon does not swamp NFI.







PUNCH Data Are Coming!

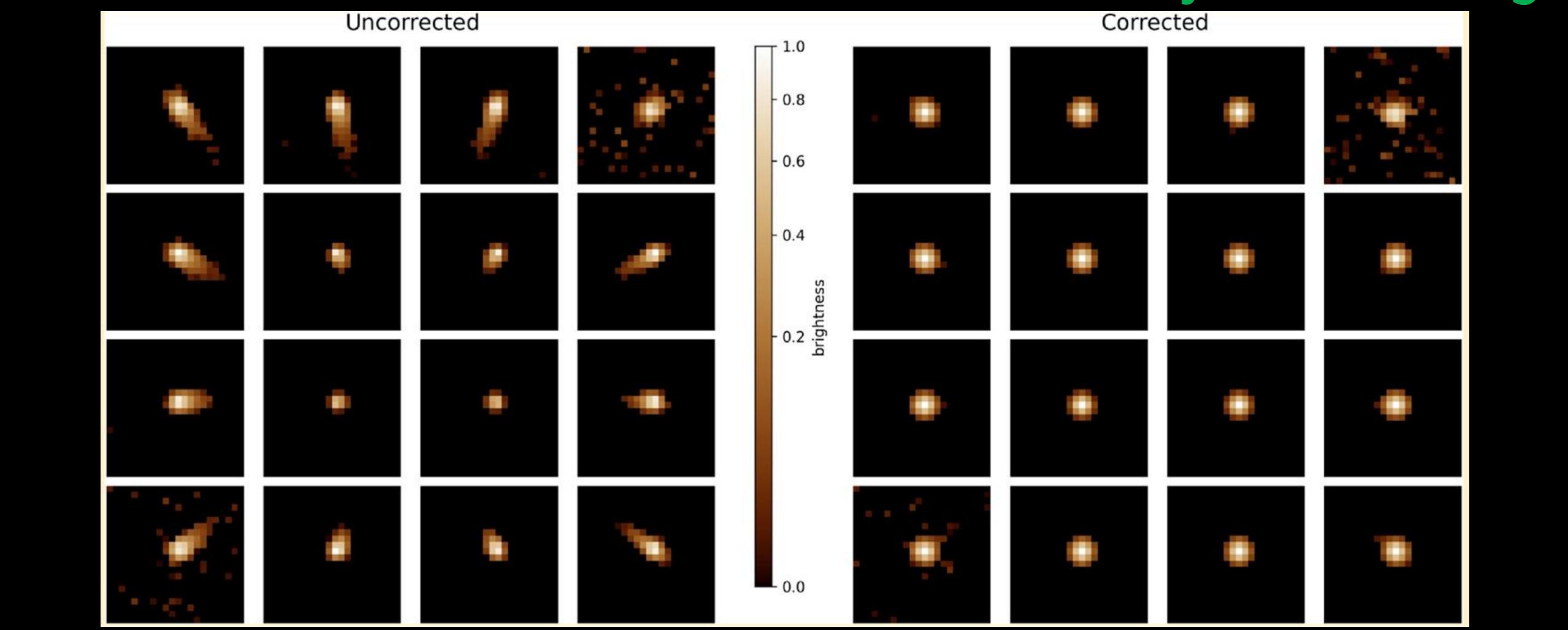


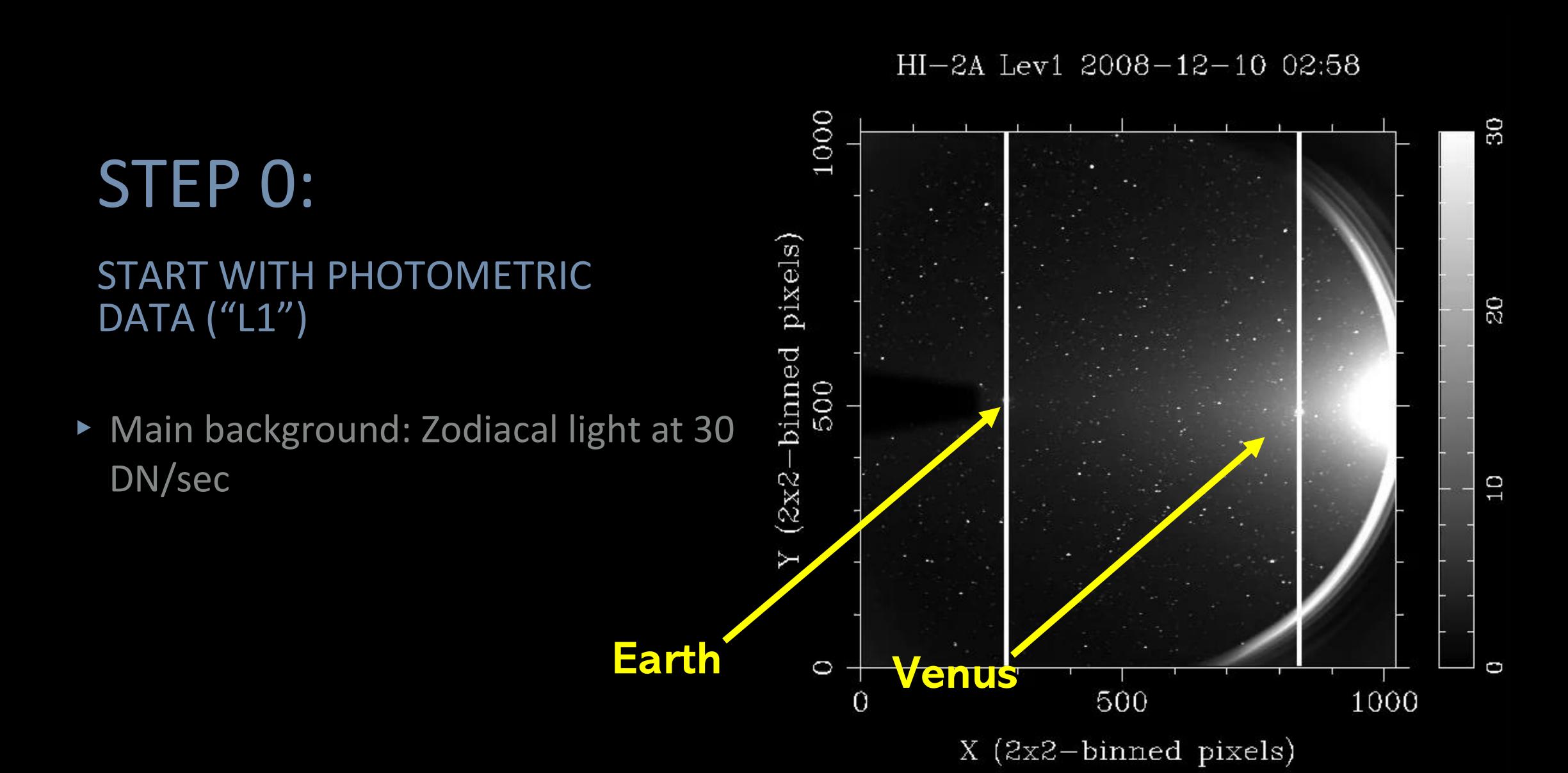
- All PUNCH science data are available to everyone for any purpose.
- Use PUNCH data at your own risk.
- Data distribution starts this week!
- Visit our website: https://punch.space.swri.edu

Science Data Pipeline and Products For effective data analysis by the PUNCH team and the broader community, PUNCH produces (A-C) and disseminates (D) calibrated, simple-to-use data products and analysis tools. Level 1 images are photometrically calibrated, precisely aligned images with instrumental artifacts corrected. To demonstrate PUNCH data reduction, we degraded and then processed data from STEREO/HI1 to show the PUNCH L1 processing. A. Level 0 → Level 1 Pipeline For clarity, all visual effects are 10-40x stronger here than in actual PUNCH images. These processing steps are the same for both WFI and NFI. Cosmic-ray despiked (exploits non-streaking of spikes) Level 0: Raw camera frame Quartic-fit calibrated Stray-light subtracted PSF deconvolved Level 1: Aligned uniform imaging (via stray-light accumulated images) (standard technique) (de-compressed only) Remove CCD artifacts (using nonlinear flat-field) Remove cosmic ray spikes Correct PSF (subimage method) Remove streaking from shutterless readout Confirm pointing & projection via starfield Remove stray light B. Level 1 → Level 3 Pipeline The L1 to L2 stage maps polarization to M,Z,P triplet polarizer brightnesses, then generates full PUNCH mosaics. Clear exposures (not shown) skip the (M,Z,P) step. The L2 to L3 stage removes background F corona (fixed in heliospheric coordinates) and starfield (fixed in celestial coordinates), then generates B and pB products. Nearly all frames have no contamination. Level 3: Background-subtracted Level 1: Uniform imaging Level 2: Quality-marked mosaics Polarization-resolved F-subtracted Starfield-subtracted mosaics (B,pB pairs) (M,Z,P triplets) (M,Z,P triplets) (native polarizer states) (M,Z,P triplets) P1,P2,P3 PUNCH PUNCH PUNCH P1,P2,P3 mosaic: mosaic: mosaic: WFI-3: M,Z,P PUNCH mosaic: M,Z,P M,Z,P P1,P2,P3 P1,P2,P3 inner FOV: inner FOV: inner FOV: inner FOV: M.Z.P M,Z,P M,Z,P Resolve polarization using filter ratios Identify contaminated regions Remix polarization Resample to nominal coords Subtract F model Subtract stellar model PUNCH Data Products are polarized and clear photometric images suitable for analysis in common existing scientific environments D. End-To-End Data Flow C. Level 3 Data Products and with PUNCH-specific tools distributed by the project. Primary science products are shown. Legend Wind speed plot Data Product Data Polarized Images: PUNCH data are downlinked and transferred to the MOC, M (-60°) reduced (Panels A-C) at the SOC, then mirrored to SDAC Code/Tool/Doc ▶ PUNCH Science Team Repository for archiving & dissemination. P (+60°) Science Community SOC software written in Python (main at SwRI; General Public and publicly accessible via mirror at SDAC) SunPy/Github. pВ Solar X (R_e) Clear SOC pipeline workflow orchestrated by Prefect. PREFECT Extracted wind speed B/pB/clear mosaics every B/pB/clear NFI full-resolution B/pB/clear low-noise mosaics B/pB/clear low-noise NFI images Data & metadata flow managed with NDCube. 4 minutes (4k × 4k) every 32 minutes (4k × 4k) product (4k × 4k) images every 4 minutes (2k × 2k) every 24 minutes (2k × 2k)

Problem: coma and other distortion SOLVED: SOC uses Fourier methods to make stellar overlays difficult.

correct the PSF of every PUNCH image

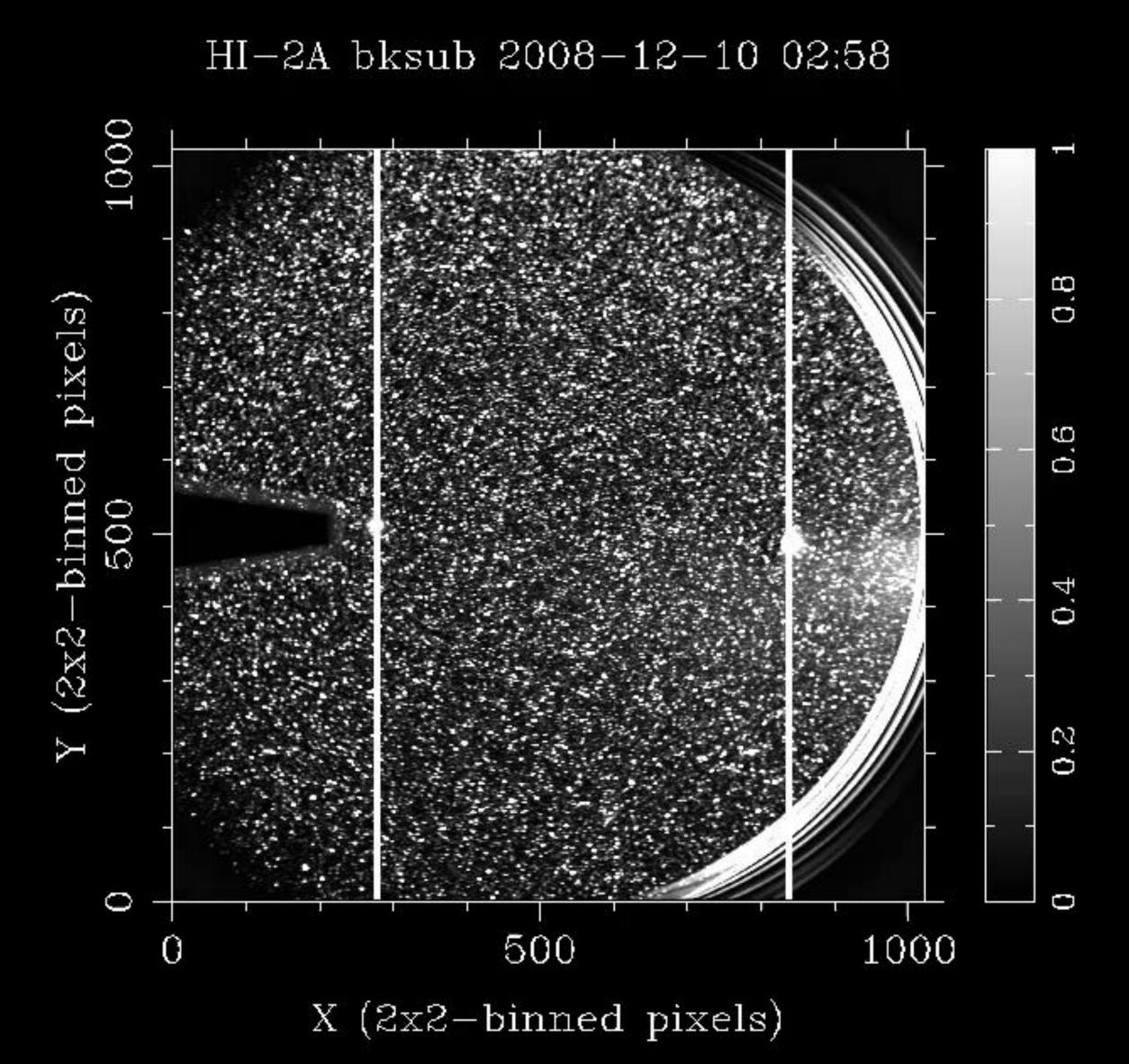




STEP 1:

REMOVE FIXED PATTERN IN SOLAR COORDS

► Main background: starfield or galaxy at 1-50 DN/sec

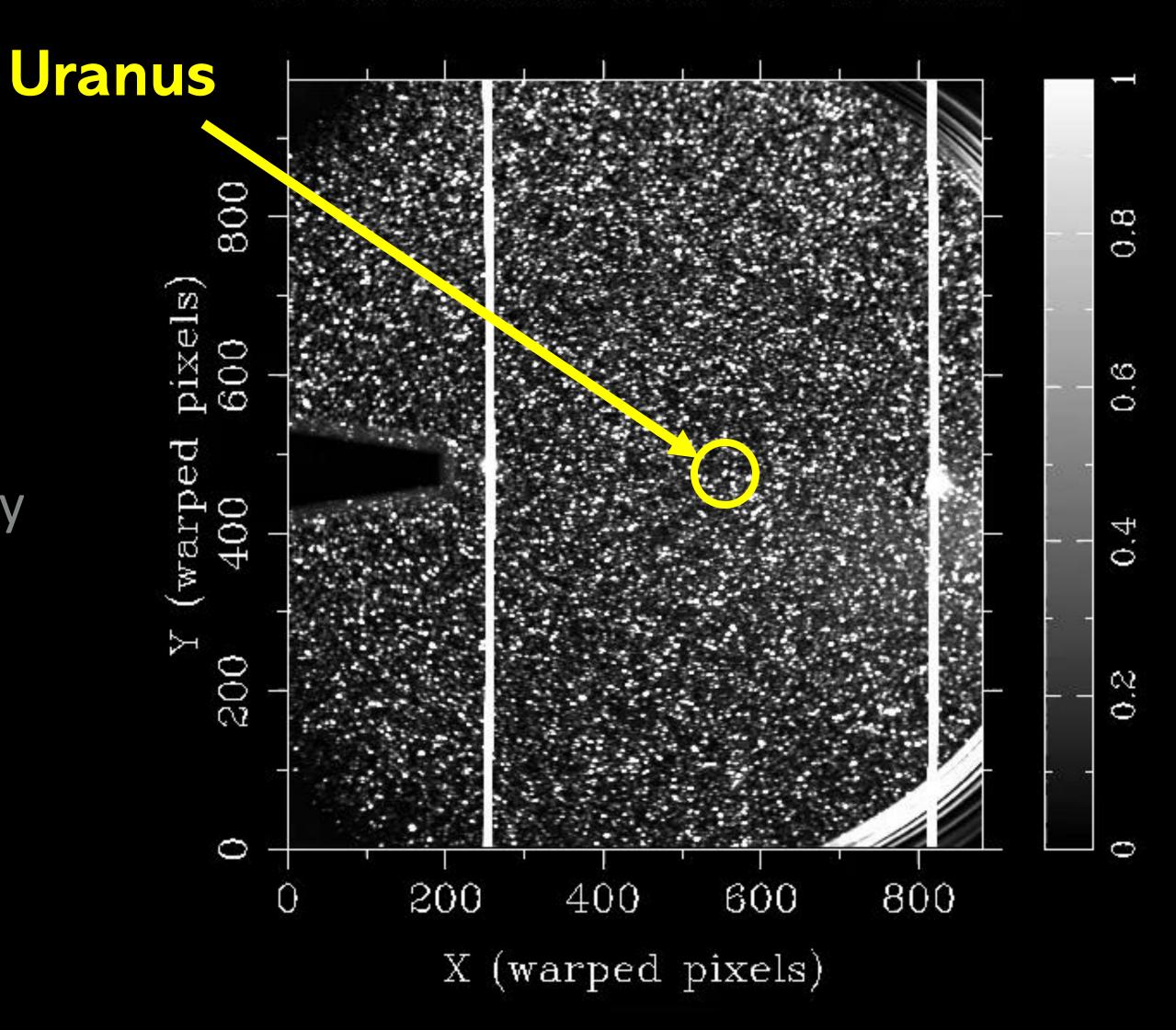


STEP 2:

CO-ALIGN STARFIELD

► Main background: starfield or galaxy at 1-50 DN/sec

HI-2A celestial 2008-12-10 02:58

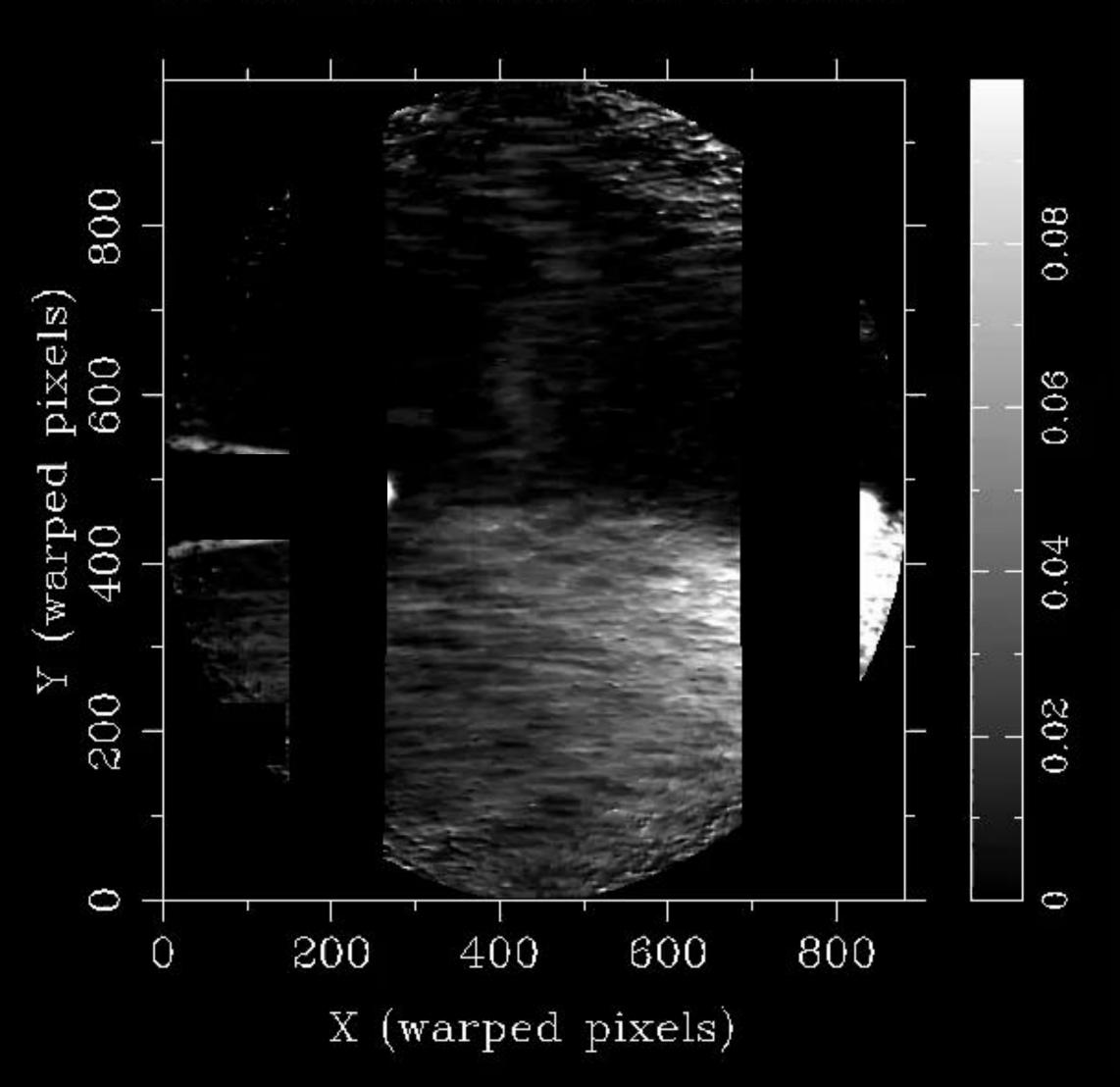


STEP 3:

REMOVE FIXED PATTERN IN CELESTIAL COORDS

► Main background: residual zodiacal light and 2nd order starfield artifacts at 0.1 DN/sec





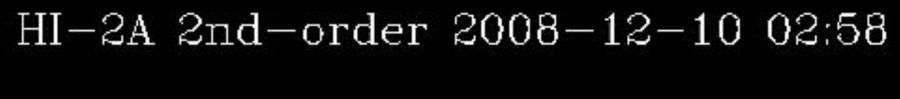
STEP 4:

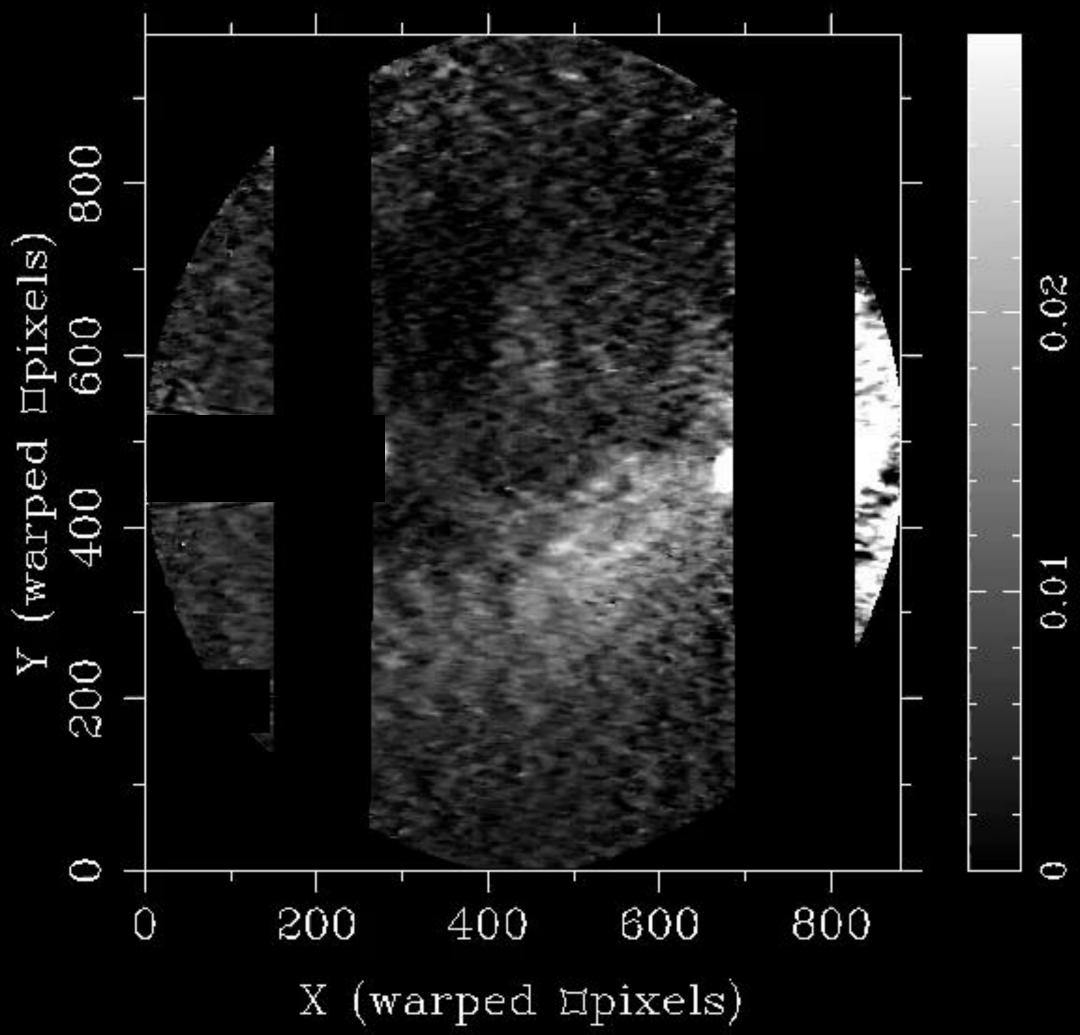
REMOVE RESIDUAL F CORONA & STELLAR

2ND ORDER ARTIFACTS

(CUBIC TEMPORAL FIT FOR EACH PIXEL)

Main background: nonlinearphotometry starfield artifacts at 0.02 DN/sec



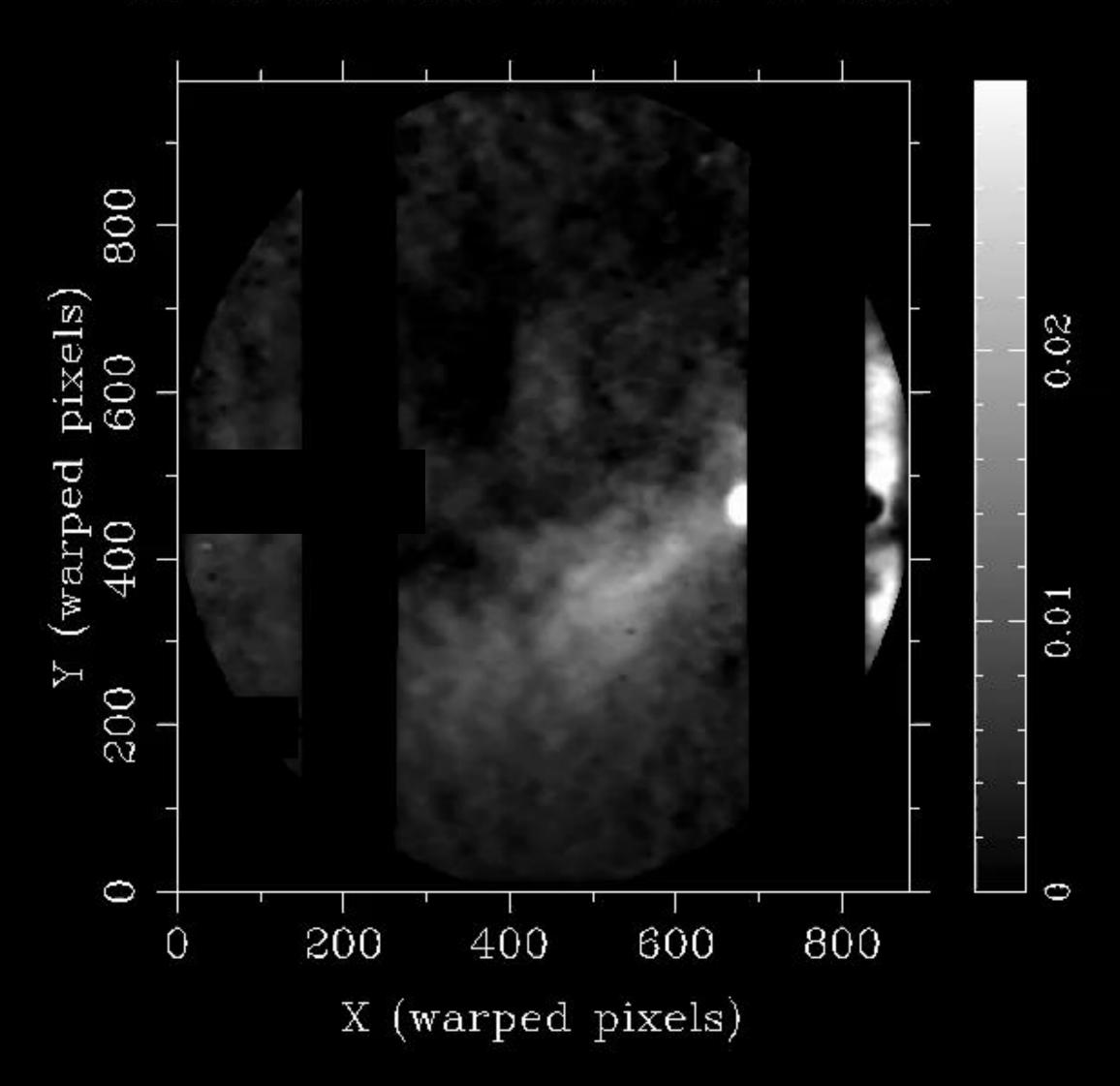


STEP 5:

REMOVE STATIC FEATURES: FOURIER MOTION FILTERING

► Main background: stellar residuals and Fourier ringing at 0.002DN/sec

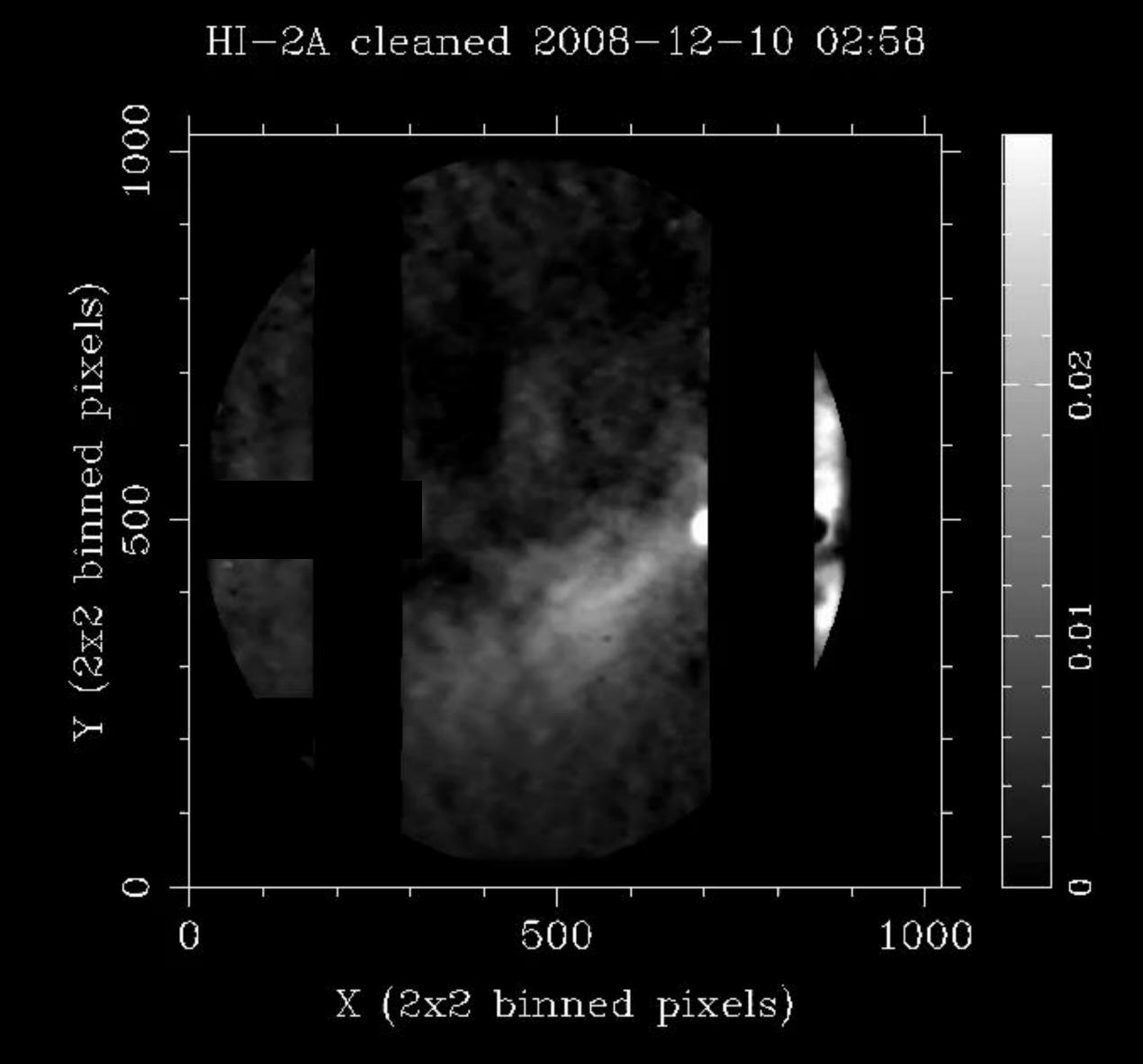




STEP 6:

RESAMPLE TO SOLAR COORDINATES

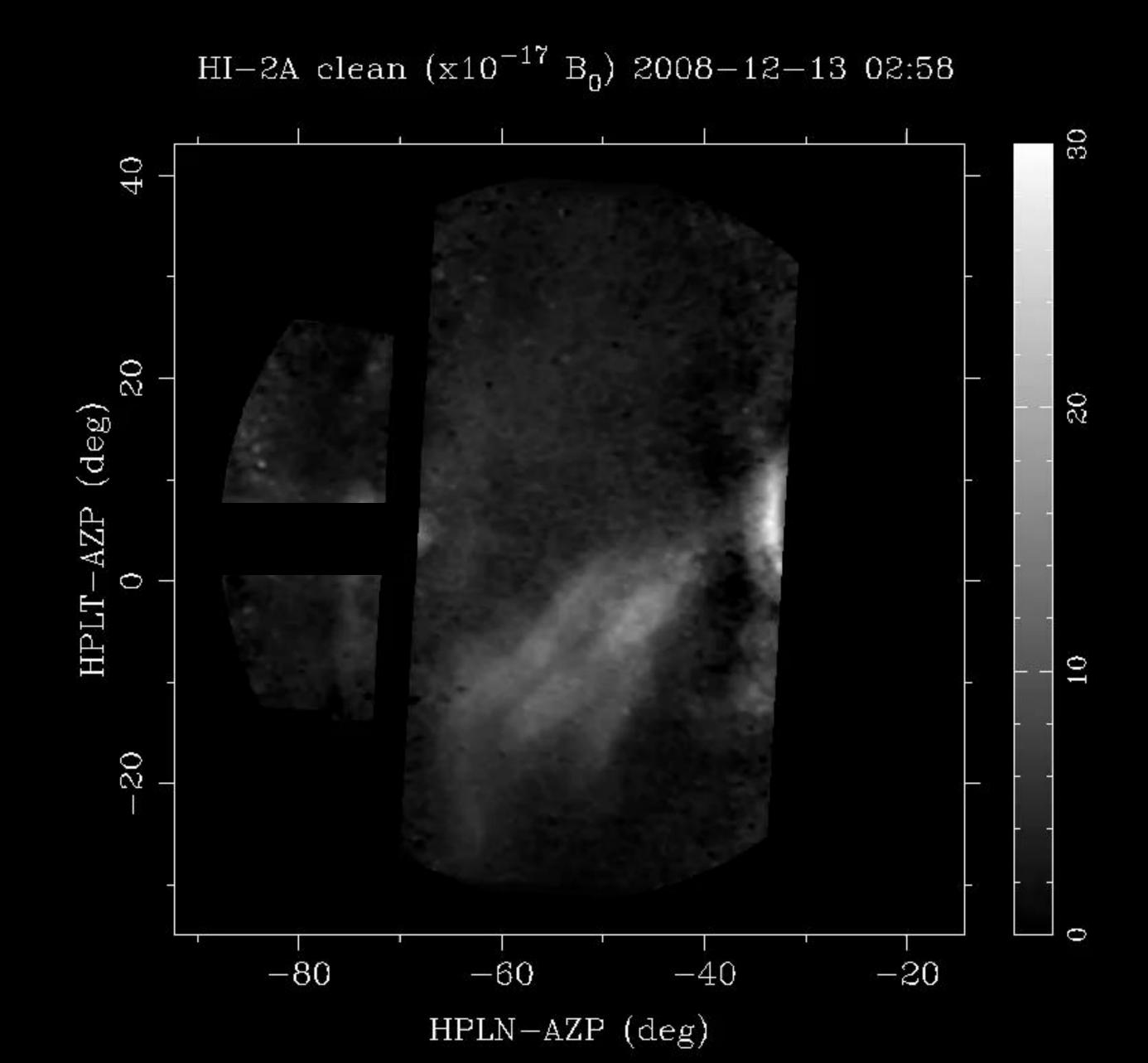
► Main background: stellar residuals and Fourier ringing at 0.002DN/sec



STEP 7:

AVERAGE ACROSS BATCHES

► Main background: stellar residuals at roughly 0.001DN/sec (10⁻¹⁷ B₀) in faint starfield regions

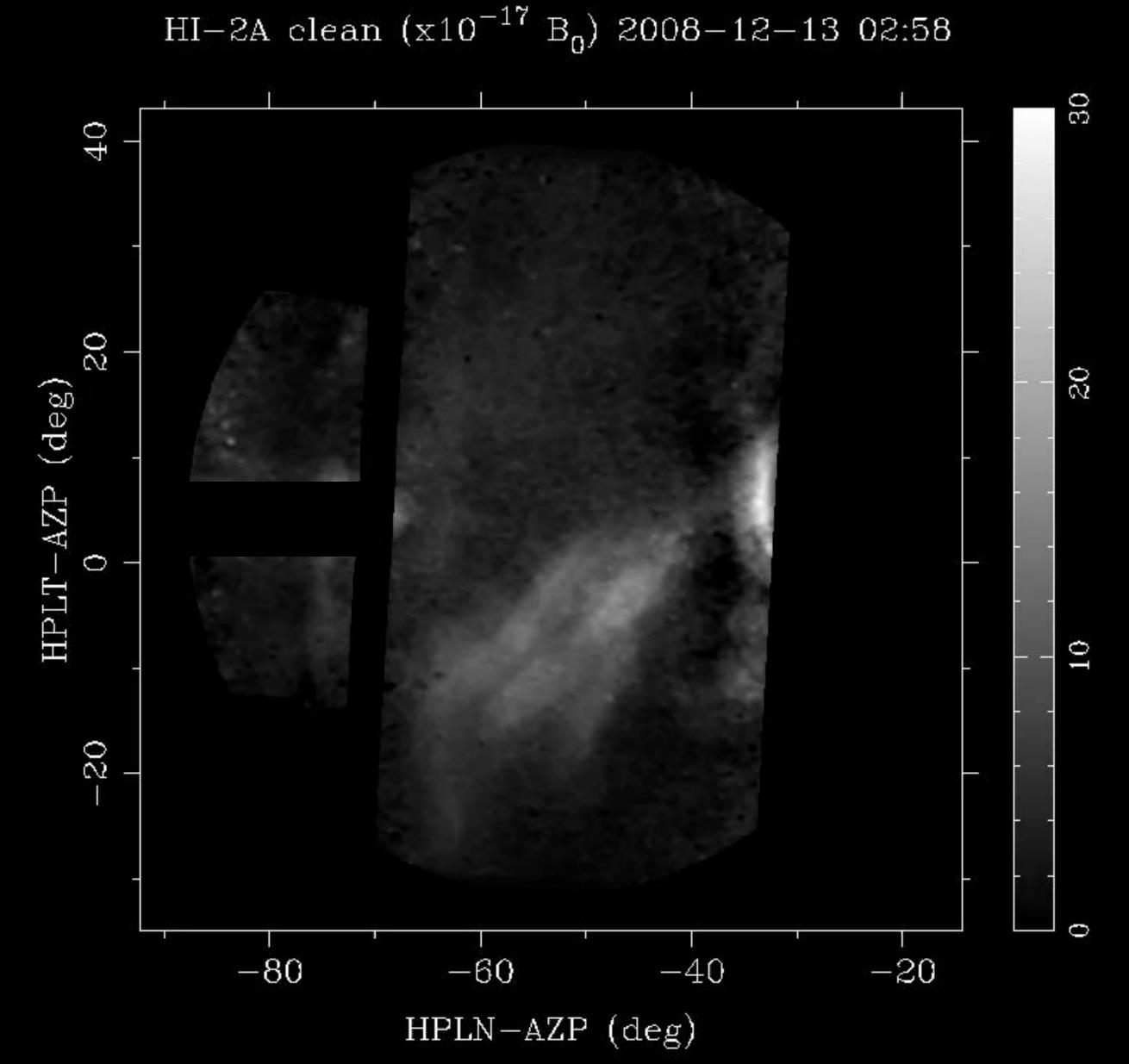


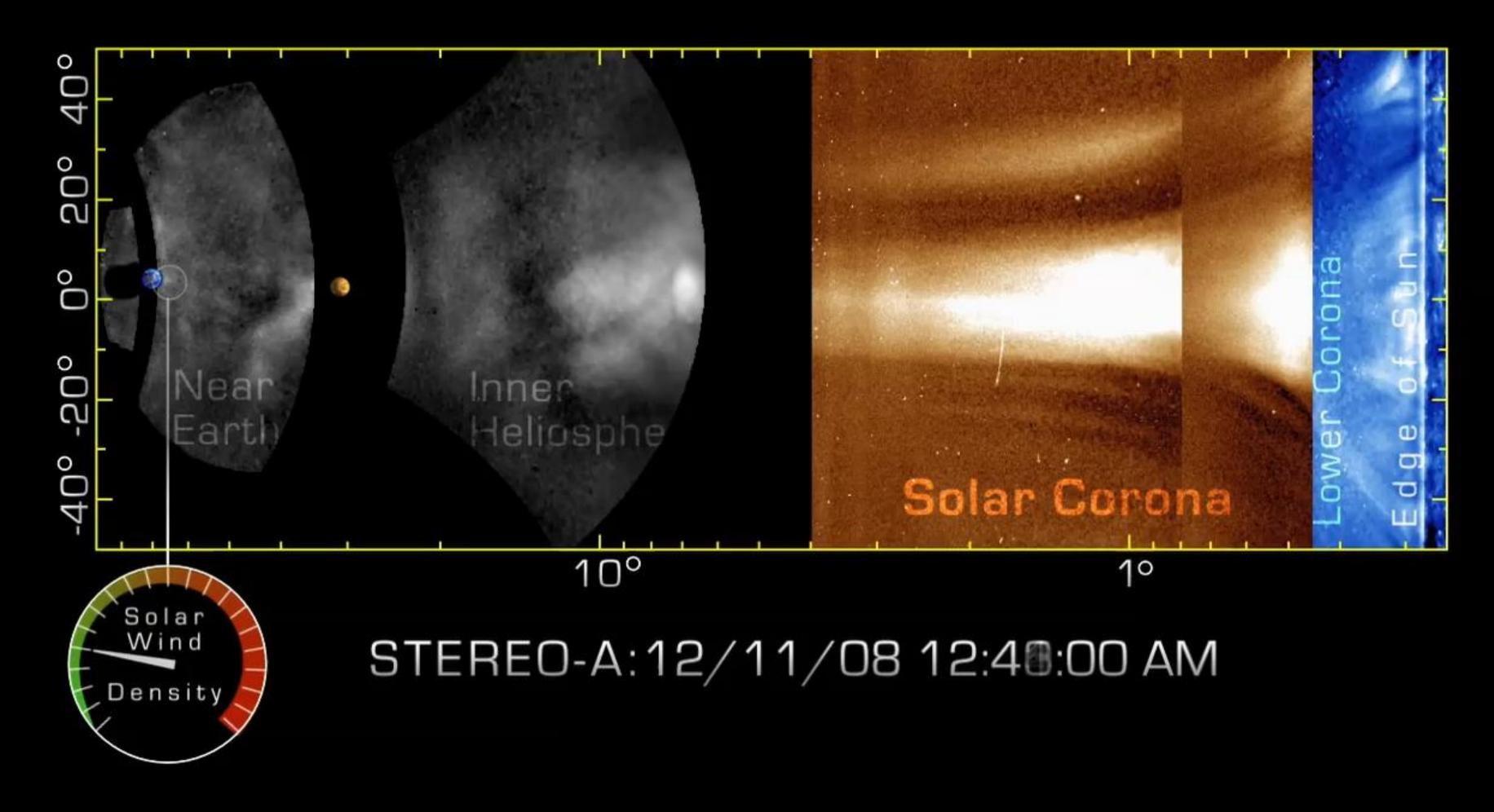
That "Old timey movie" look:

- 0.1% variations in exposure time
- Timing jitter in onboard computer

"Telegraph stars":

• errors in the camera (0.2% nonlinearity)





We live inside a torrent of star-stuff.

PUNCH will help you see it, starting this June.

https://punch.space.swri.edu (or google "PUNCH mission")