

Project Goals:

- Expand Vienna VLBI and Satellite Software (VieVS) to iteratively process multiple geodetic VLBI observing sessions
- Test software by estimating Westford – GGAO baseline length and investigating the impact of cable calibration

Principles of Geodetic VLBI

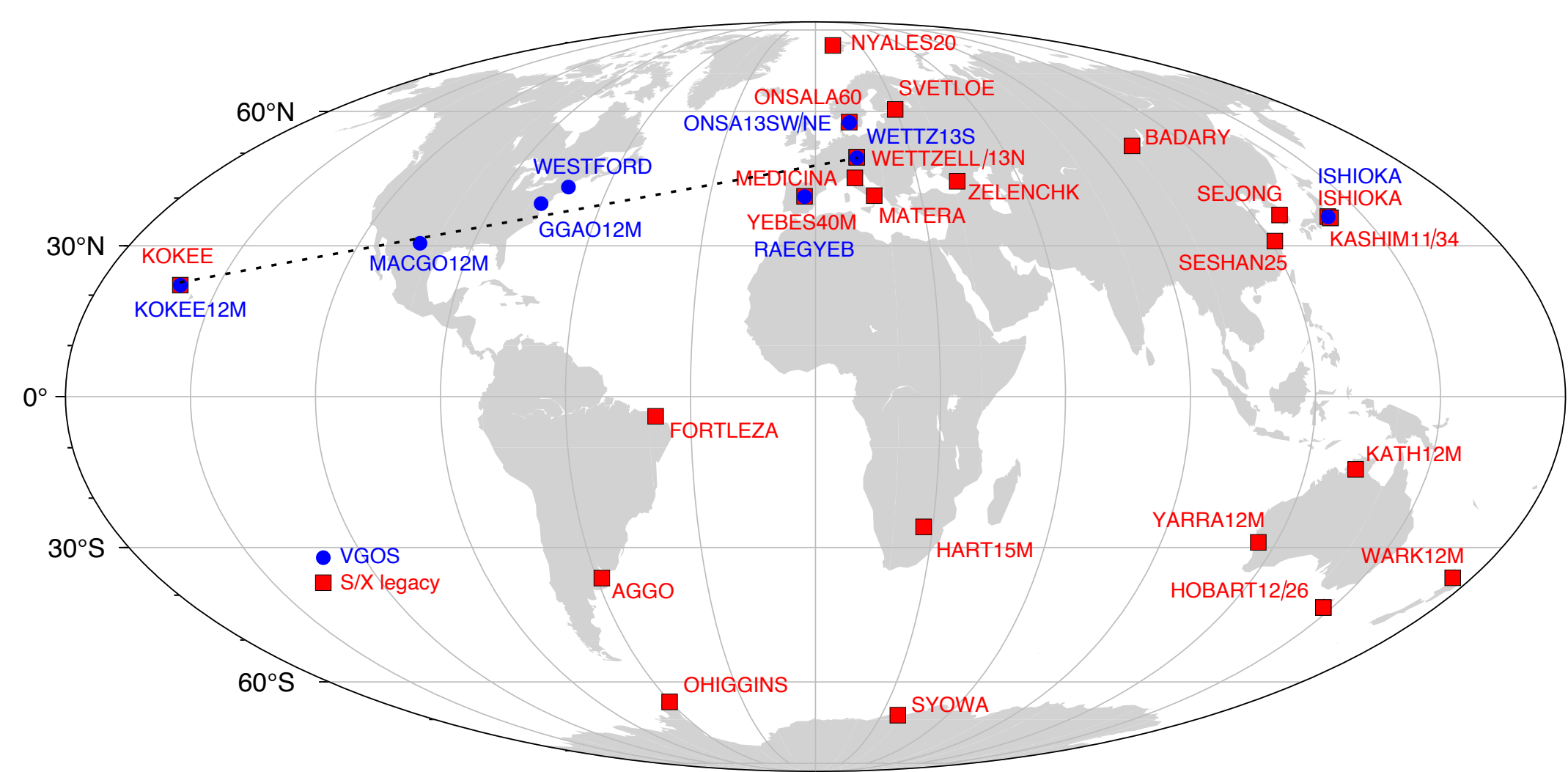


Figure 1: Map of worldwide geodetic VLBI observing stations

Adapting radio astronomy techniques to measure the Earth and its rotation

- Measure time delay between quasar signals received by two telescopes due to:
 - Geometry
 - Earth's rotation
 - Atmospheric delays
 - Clock variations
- Correlation: Align signals from each pair of telescopes (baseline) and produce time delays between measurements.
 - Astronomy: construct high-resolution images of radio sources with aligned signals from many baselines.
 - Geodesy: extract parameters including Earth's rotation, site and source positions, and the atmosphere from time delays.**

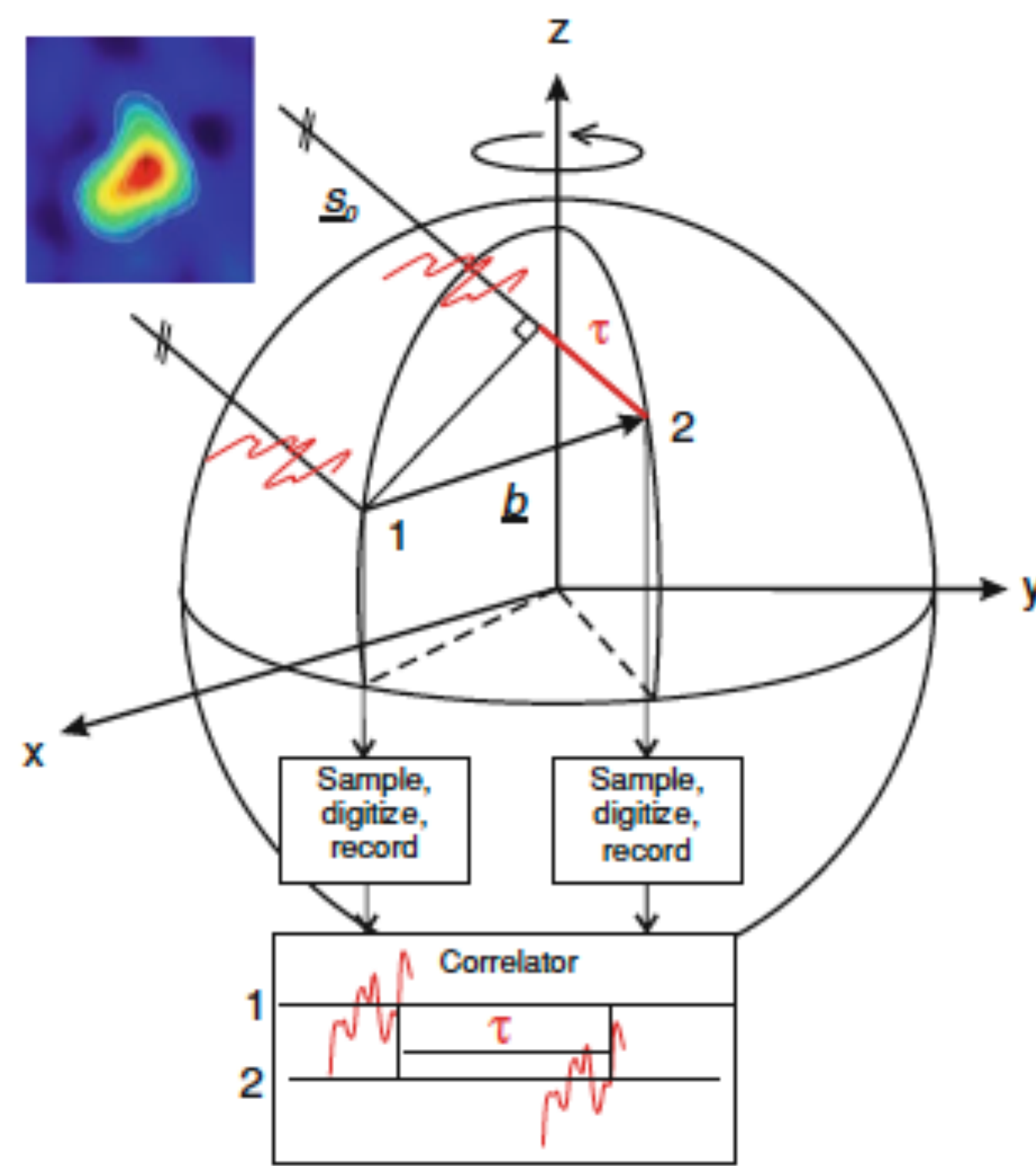


Figure 2: Geometric model of geodetic VLBI Schuch & Böhm, 2013

What does geodetic VLBI measure, and why does it matter?

- Earth Orientation Parameters (EOPs):** describe the Earth's rotation and orientation in space
 - VLBI is the **only** technique for measuring all EOPs, by showing us our location with respect to celestial sources.
 - EOPs link the terrestrial and celestial reference frames, allowing for precise navigation and positioning on Earth and in space.
- Site and source positions:** define terrestrial and celestial reference frames

VLBI Data Processing with VieVS

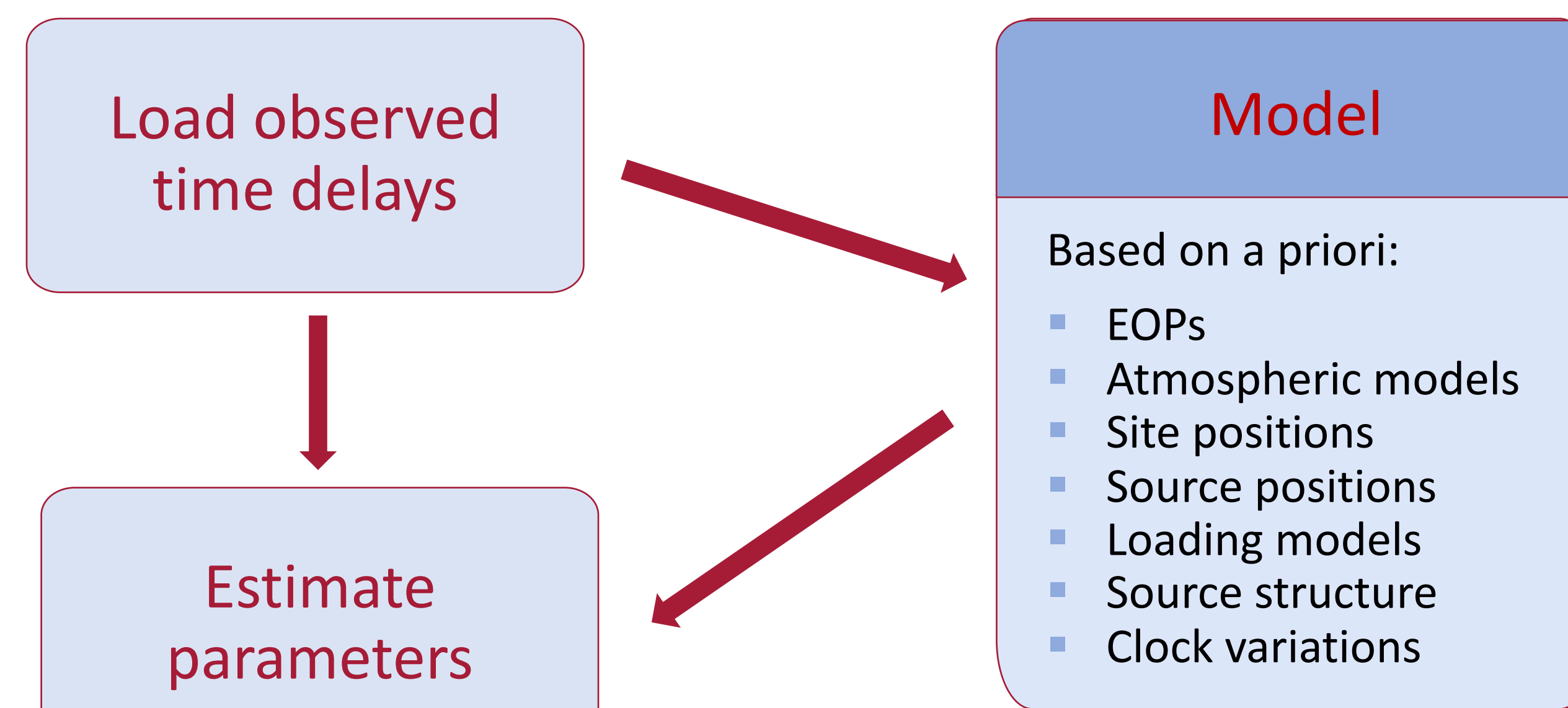


Figure 3: Structure of VieVS geodetic processing modules

Challenges of VieVS Data Processing:

- Reducing χ^2 goodness-of-fit to unity by adding noise to observations
- Time-consuming iteration process
- Outlier elimination
- Limited reproducibility

Solution: Automated version of VieVS software for batch processing of VLBI sessions

Figure 4 illustrates the data flow for the processing of a single session with the new system for batch-processing VLBI session observations. This process is automatically performed for each selected session, reducing processing time per session from hours to ~5 minutes.

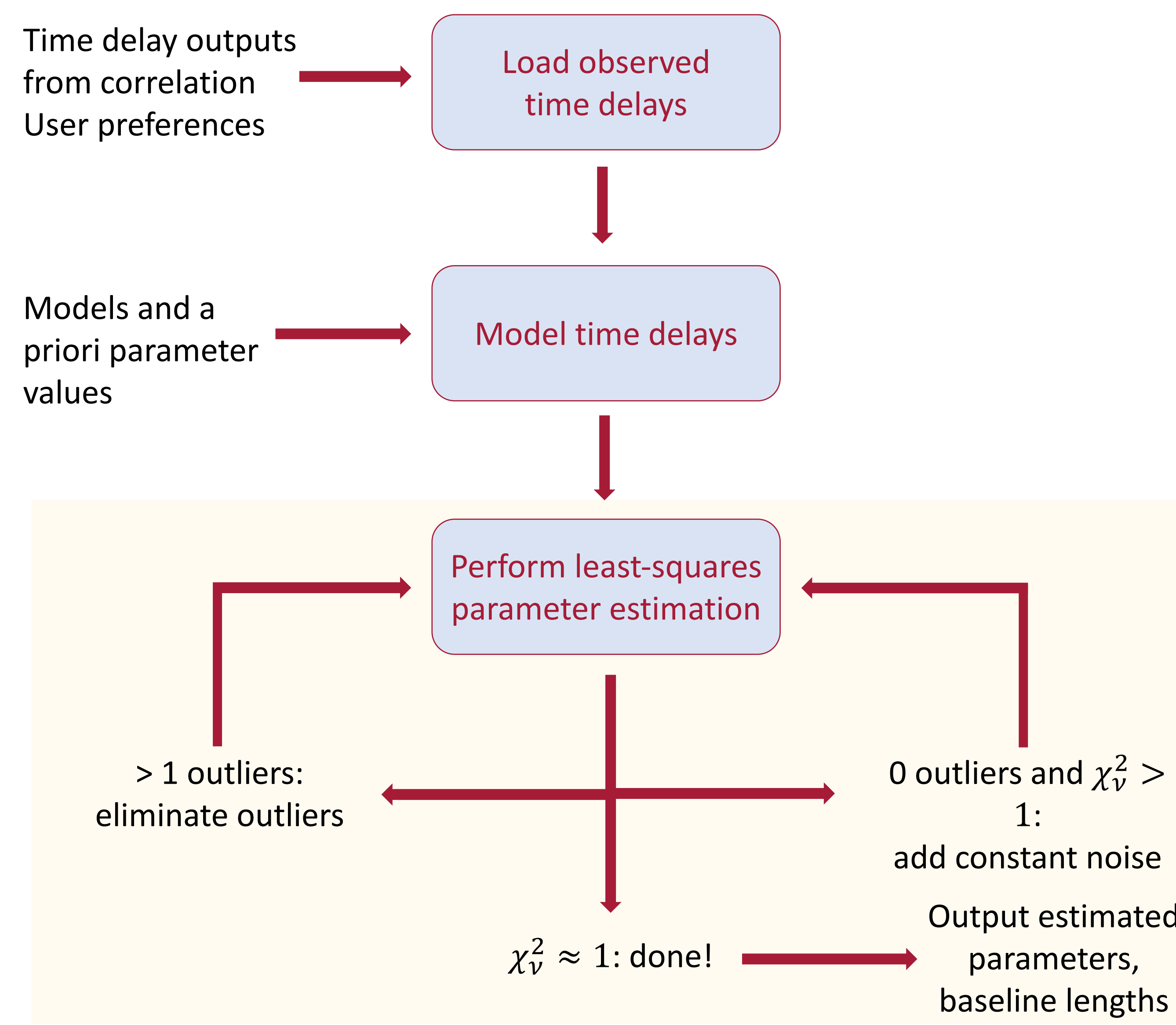


Figure 4: Data flow for iterative processing of a single VLBI session. Yellow box indicates functionality added to VieVS software.

Testing Software with VLBI Estimates of the Westford – GGAO Baseline

Test 1: Estimating Westford – GGAO baseline length

- Niell et al. 2018: demonstrated VGOS system by estimating baseline length between Westford Antenna and Goddard (GGAO) stations for 2014 – 2017 sessions.
- We extend time series by estimating baseline length for 121 sessions from 2019 – 2024.
- Include only Westford and GGAO stations, fixing Westford clock and station position.
- Also estimate clock models (20 min interval), zenith wet delay (15 min), gradients (1 hr).

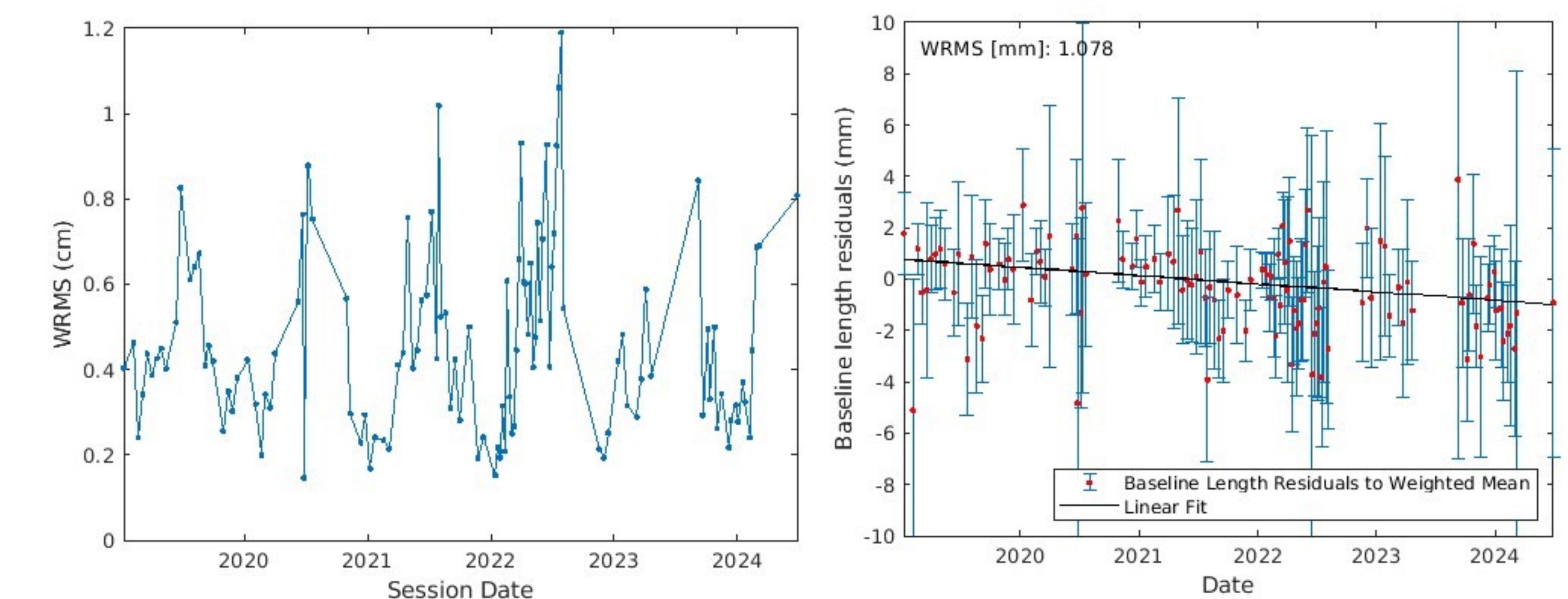


Figure 5: Post-fit group delay residuals after iterative least squares processing of 2019 – 2024 sessions

Figure 6: Time series of residuals to weighted mean of Westford – GGAO baseline length estimates for 2019 – 2024 sessions

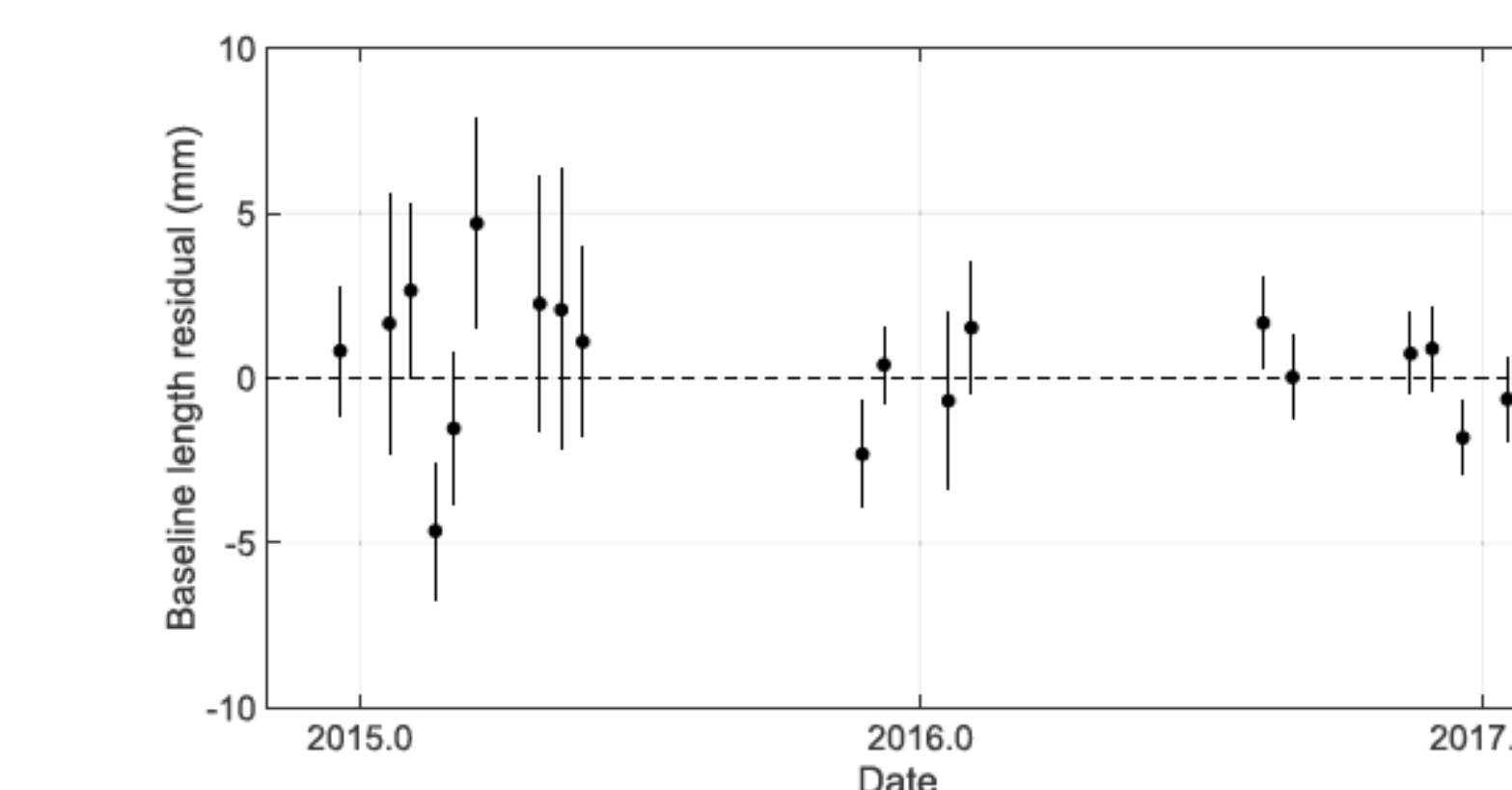


Figure 7 (left): Time series of baseline length residuals to weighted mean for 2014 – 2017 sessions (Niell et al.)

Our WRMS of 1.1 mm is comparable to Niell et al.'s value of 1.2 mm.

Test 2: Cable Delay Calibration

- Coaxial cables in instrumentation introduce time and phase delays in measured signal.
- With cable calibration, measure cable phase delay and correct VLBI measurements.

Figure 8: Residuals of 2019 – 2024 baseline lengths to linear model, with (top) and without (bottom) cable calibration for GGAO station

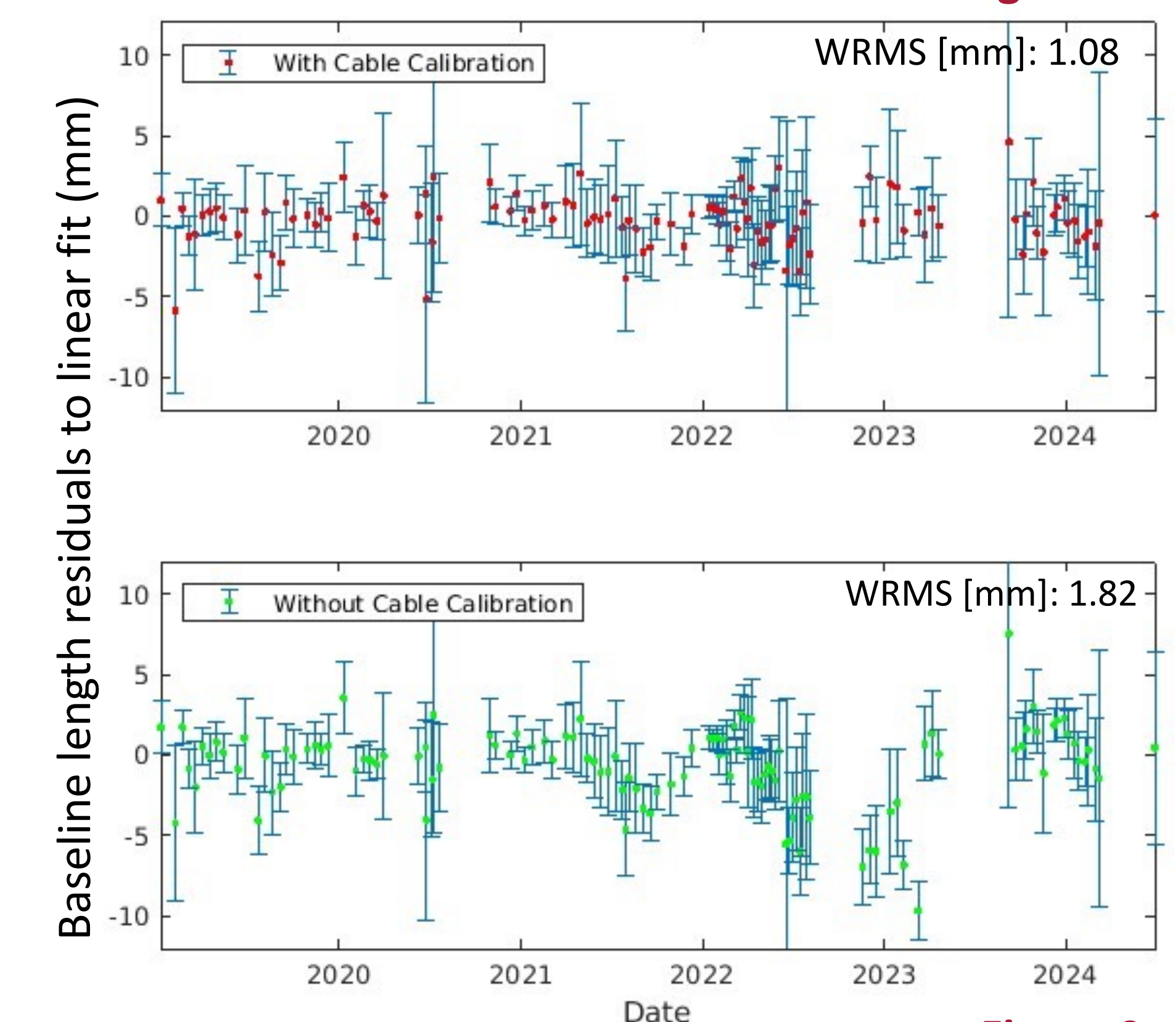
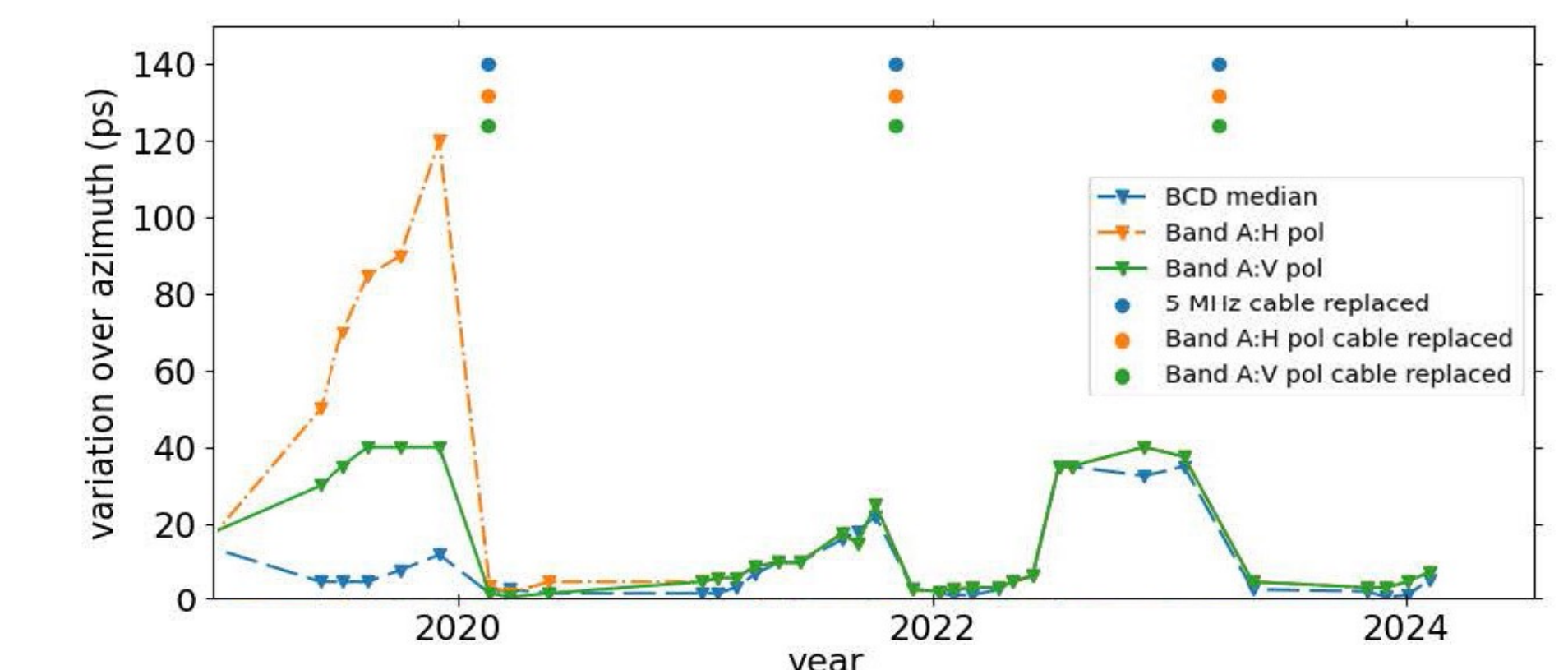


Figure 9: Variation in phase delay over azimuth and cable replacement times for GGAO 12-m dish from 2019 – 2024 (adapted from Pfeiffer et al. 2024)



Summary:

- New software greatly improved the efficiency of iterative VLBI processing with VieVS, as confirmed by baseline length estimates.
- Cable calibration effectively corrects variations in baseline length estimates due to cable deterioration.