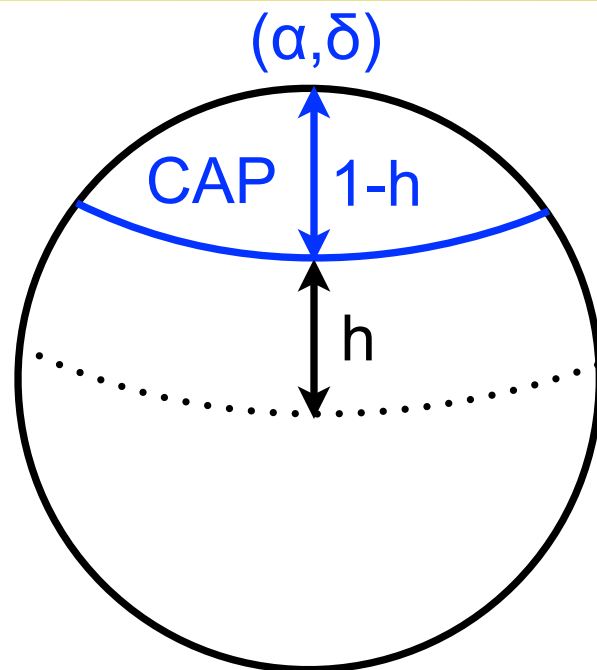


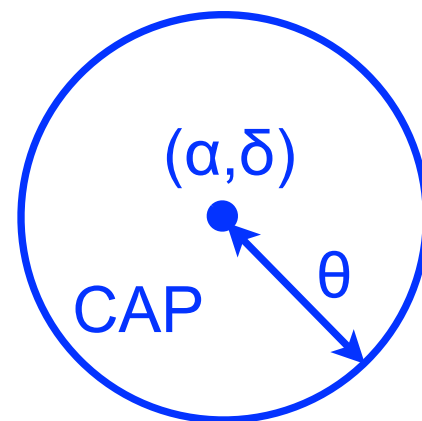
Spherical Caps

The Spherical Cap

- Spherical caps are useful models for representing arbitrary regions on the surface of the sphere
- A spherical cap is centered at a specific, Right Ascension and declination (α, δ)
- The height $(1-h)$ of a spherical cap corresponds to some radius (θ) on the surface of the unit sphere
- By intersecting *multiple* spherical caps it is possible to construct general shapes on the surface of the sphere



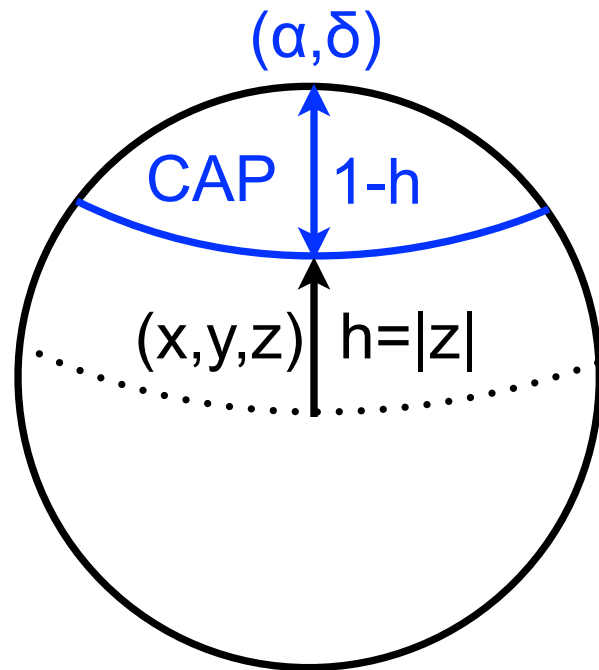
3-D view



2-D view

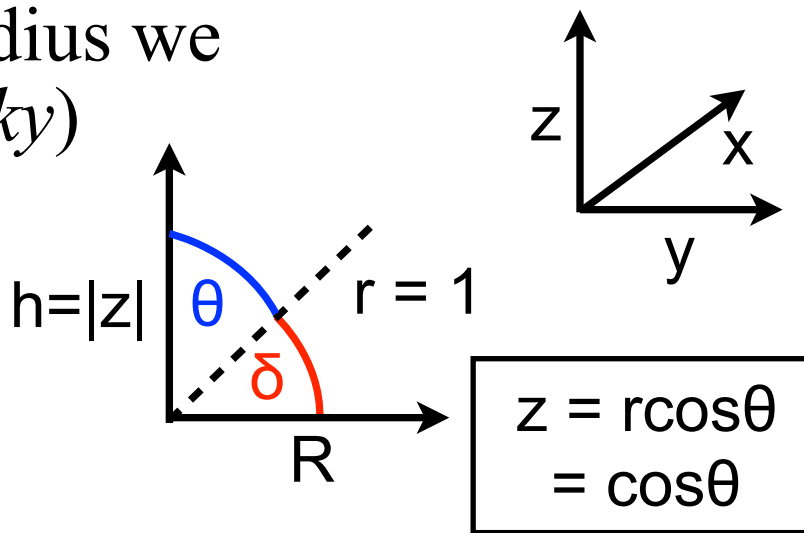
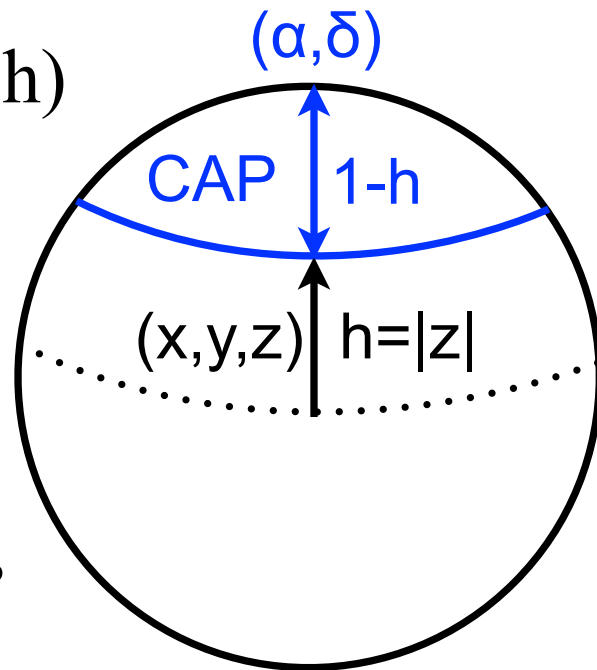
Vectorial representation of the spherical cap

- As we know, spherical coordinates can be represented in Cartesian form (x,y,z) by the vector that points in the direction of (α,δ)
- Previously, for a *point on the surface of the sphere* we noted that $x^2 + y^2 + z^2 = 1$
- For a cap instead of a point, the *size* of the cap (which controls θ , the radius drawn on the surface of the sphere) can be controlled by $x^2 + y^2 + z^2 = h^2$
- Thus, one simple way to represent a cap is the 4-array given by x, y, z and h ...we will choose the convention $(x,y,z,1-h)$ as it is used by *Mangle* (next class' focus)



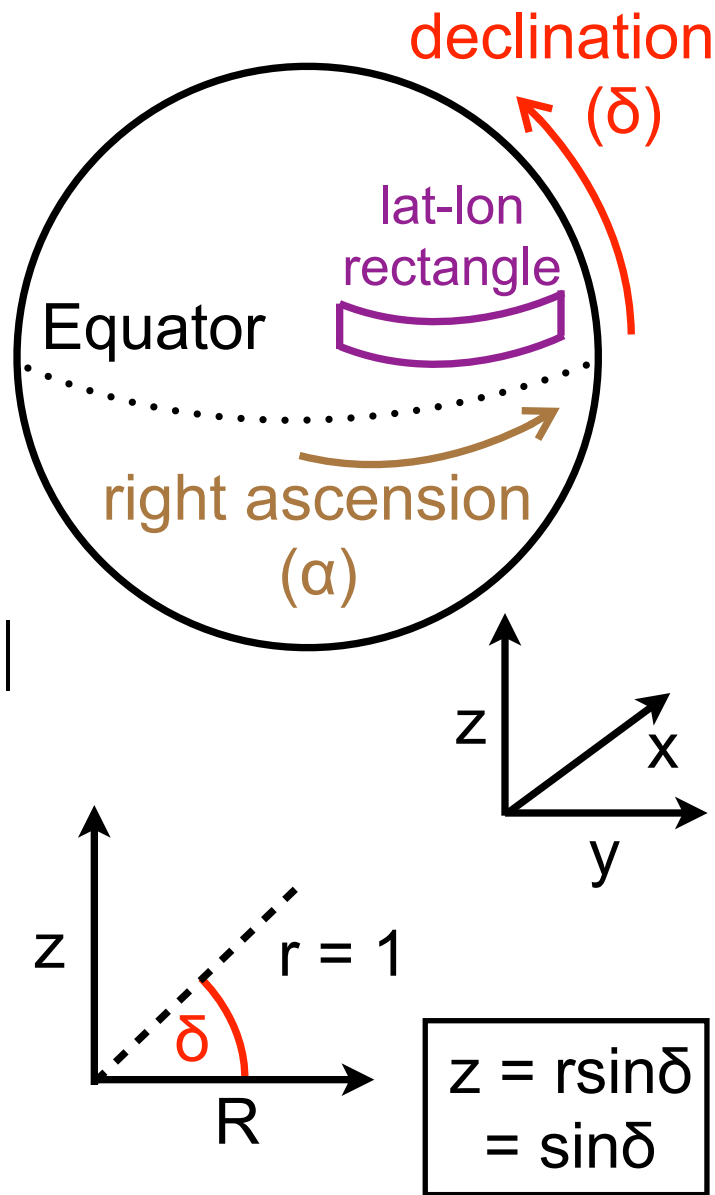
Vectorial representation of the spherical cap

- Caps can be represented by $(x,y,z,1-h)$
- (x,y,z) is easy to determine, it's just the Cartesian conversion from (α,δ) (e.g., using *SkyCoord*)
- For astronomers, the natural way to think about the cap size is the radius drawn on the surface of the sphere (θ from the last 2 slides, the radius we would put in *search_around_sky*)
- As shown in the diagrams to the right, $1-h = 1-\cos\theta$
- So, $(x,y,z,1-h) \equiv (x,y,z,1-\cos\theta)$



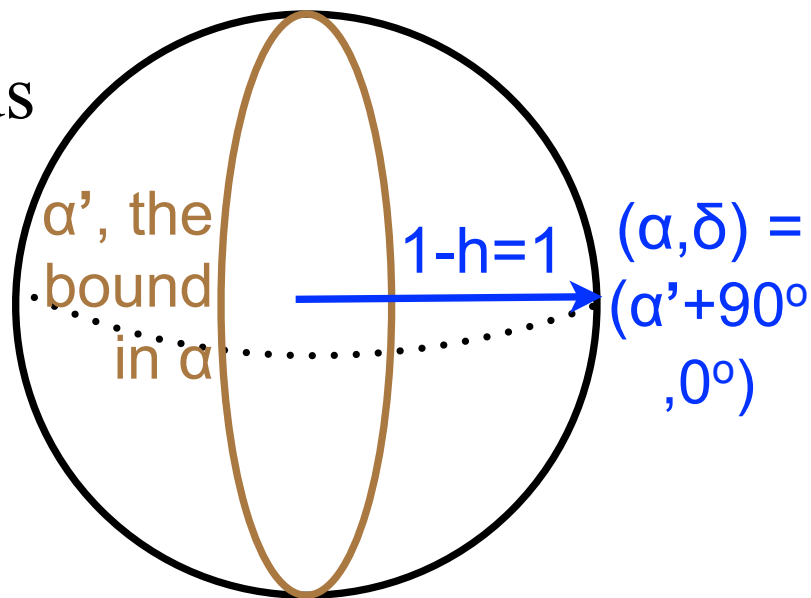
The area of a spherical cap

- Recall that the area of a *lat-lon rectangle* that runs from 0 to 2π in RA is $2\pi(z_2 - z_1)$ where
 - $z_2 - z_1 = \sin\delta_2 - \sin\delta_1$
- For a spherical cap $\delta_2 = 90^\circ$ and the area is then $2\pi(1 - z_1)$
- But z_1 here is just what I called $|z|$ or h in previous slides
- So, the area of a spherical cap, $2\pi(1 - \cos\theta)$ is easy to determine from the vector form for a cap
 - which is $(x, y, z, 1 - \cos\theta)$



Caps bounded by Right Ascension

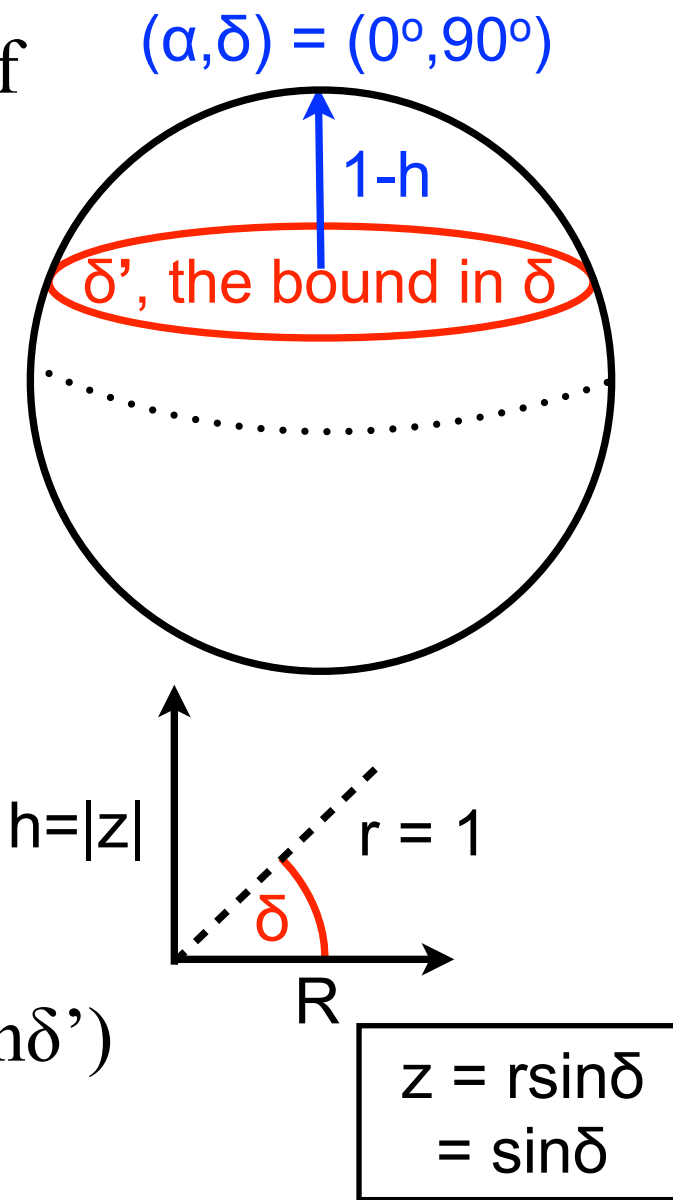
- So far we've discussed the general form, a "circle of radius θ on the surface of the sphere"
- Other main astronomy uses are fields bound by RA or dec
- Bounds in RA (α') map out a great circle on the sphere...a spherical cap that slices off exactly half of the sphere
- So, the vector representation of a bound in RA is
 - $(x,y,z,1-h) = (xyz(\alpha'+90^\circ, 0^\circ), 1)$
 - By $xyz()$ I mean "conversion to Cartesian coordinates"



Caps bounded by Declination

- Bounds in dec (δ') map out lines of constant latitude on the sphere...a cap that slices off increasingly less of the sphere as δ' increases
- The (x,y,z) vector direction is always towards the north pole
- The size of the cap is given by $h = \sin\delta$
- So, the vector representation of a bound in declination is

– $(x,y,z,1-h) = (xyz(0^\circ, 90^\circ), 1-\sin\delta')$



Python tasks

1. Write a function to create the vector 4-array for the spherical cap bounded by 5^{h} in Right Ascension
 - the answer is `[-0.96592582629, 0.25881904510, 0, 1]`
 2. Write a function to create the vector 4-array for the spherical cap bounded by 36°N in declination
 - the answer is `[0, 0, 1, 0.41221474770752686]`
 3. Write a function to create the vector 4-array for the spherical cap that represents a circular field drawn on the surface of the sphere at $(\alpha, \delta) = (5^{\text{h}}, 36^{\circ}\text{N})$ with a radius of $\theta = 1^{\circ}$
 - the answer is `[0.20938900596, 0.78145040877, 0.58778525229, 0.00015230484]`
-

Python tasks

4. Write a function that outputs your three spherical caps to a file in the following format:

```
1 polygons
polygon 1 ( 3 caps, 1 weight, 0 pixel, 0 str):
  -0.96592582629 0.25881904510 0 1
  0 0 1 0.41221474770752686
  0.209389006 0.781450409 0.587785253 0.00015230
```

hint:

hdr = 'this text will go first'

*np.savetxt(filename, [cap1, cap2], fmt='%1.16f',
header=hdr, comments='', newline='\n')*

The reason for the formatting should become clear next week
