

























$$\sigma_K = \frac{T_{\text{sys}}}{\sqrt{2} dv \Delta t}.$$







$$\pi_{\text{sys}} = \sqrt{\pi_{\text{sys}} \pi_{\text{sys}}}$$







1992

2

100

$$\sigma_K = \frac{T_{\rm sys}}{\eta_{\rm spec} \sqrt{2} dv \Delta t}.$$





$$j_{\text{ant}}^{\text{sd}} = \frac{2k F_{\text{eff}}}{A_{\text{eff}}},$$









$$\sigma_{Jy} = \frac{J_{\text{ant}}^{\text{sd}} T_{\text{sys}}}{\eta_{\text{spec}} \sqrt{2} dv \Delta t}.$$



$$\sqrt[n]{a_{ij}} = \sqrt[n]{a_{ii} a_{jj}}$$



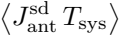
and  
all

A pixelated, black and white representation of the mathematical expression  $\exp(-1) \cdot \exp(2)$ . The characters are rendered in a low-resolution, dithered font style. The expression is composed of the letters 'e', 'x', 'p', followed by an opening parenthesis '(', a minus sign '-', the number '1', a closing parenthesis ')', a multiplication sign '·', an opening parenthesis '(', the number '2', and a closing parenthesis ')'. The entire image is set against a plain white background.

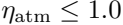




$$\sigma_{\mathrm{Jy}} = \frac{\left( J_{\mathrm{ant}}^{\mathrm{sd}} T_{\mathrm{sys}} \right)}{\eta_{\mathrm{spec}} \sqrt{n_{\mathrm{ant}} \left( n_{\mathrm{ant}} - 1 \right)} dv \Delta t},$$









$$j_{\text{ant}}^{\text{int}} = \frac{j_{\text{ant}}^{\text{sd}}}{\eta_{\text{atm}}}$$

WILLIAM

1871

1871



01110110

$$\text{rotation} = e^{-\frac{\phi^2}{2\pi m}} e^{i\pi}$$

$$\sigma_{Jy} = \frac{\langle J_{\text{ant}}^{\text{int}} T_{\text{sys}} \rangle}{\eta_{\text{spec}} \sqrt{n_{\text{ant}} (n_{\text{ant}} - 1)} dv \Delta t}.$$

$$\sigma_{Jy} = \frac{\langle J_{\text{ant}}^{\text{int}} T_{\text{sys}} \rangle}{\eta_{\text{spec}} \sqrt{n_{\text{ant}} (n_{\text{ant}} - 1)} d\nu \Delta t}, \quad \text{with} \quad J_{\text{ant}}^{\text{int}} = \frac{J_{\text{ant}}^{\text{sd}}}{\eta_{\text{atm}}} \quad \text{and} \quad \eta_{\text{atm}} = e^{-\frac{\phi_{\text{rms}}^2}{2}} \leq 1.0,$$



1000

1

1000



NEWBORN







Q

W

W

W

W



$$j_{\text{ant}} = \frac{2k \Omega_{\text{ant}} F_{\text{eff}}}{\lambda^2} \cdot$$

QPR100

$$j_{\text{ant}}^{\text{int}} = \frac{j_{\text{ant}}^{\text{sd}}}{\eta_{\text{atm}}} = \frac{1}{\eta_{\text{atm}}} \frac{F_{\text{eff}}}{B_{\text{eff}}} \frac{2k\Omega_{\text{prim}}}{\lambda^2}.$$

QWERTY





2014

—  
—

1

1000

1000

1000

$$\nu_{\text{syn}} = \frac{2k\Omega_{\text{syn}}}{\lambda^2} \cdot$$

$$\sigma_K = \frac{\sigma_{Jy}}{J_{\text{ant}}^{\text{syn}}} \quad \text{with} \quad J_{\text{ant}}^{\text{syn}} = \frac{2\pi k \theta_{\text{maj}} \theta_{\text{min}}}{4 \ln 2 \lambda^2},$$

$$\sigma_K = \frac{\Omega_{\text{prim}}}{\Omega_{\text{syn}}} \left\langle \frac{F_{\text{eff}} T_{\text{sys}}}{B_{\text{eff}} \eta_{\text{atm}}} \right\rangle \frac{1}{\eta_{\text{spec}} \sqrt{n_{\text{ant}} (n_{\text{ant}} - 1)} d\nu \Delta t} = \frac{\theta_{\text{prim}}^2}{\theta_{\text{maj}} \theta_{\text{min}}} \left\langle \frac{F_{\text{eff}} T_{\text{sys}}}{B_{\text{eff}} \eta_{\text{atm}}} \right\rangle \frac{1}{\eta_{\text{spec}} \sqrt{n_{\text{ant}} (n_{\text{ant}} - 1)} d\nu \Delta t},$$

Q. 100

A pixelated, grayscale version of the number 9. The image is composed of a grid of squares in various shades of gray, from black to white, arranged to form the shape of the digit 9. The style is reminiscent of early digital art or a low-resolution scan.

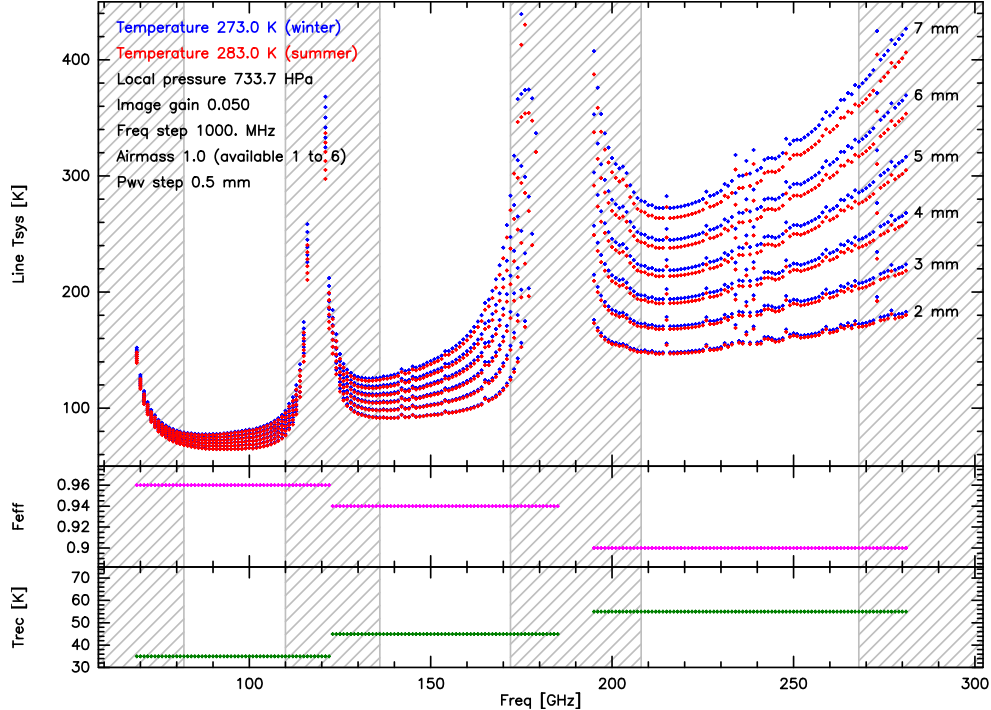


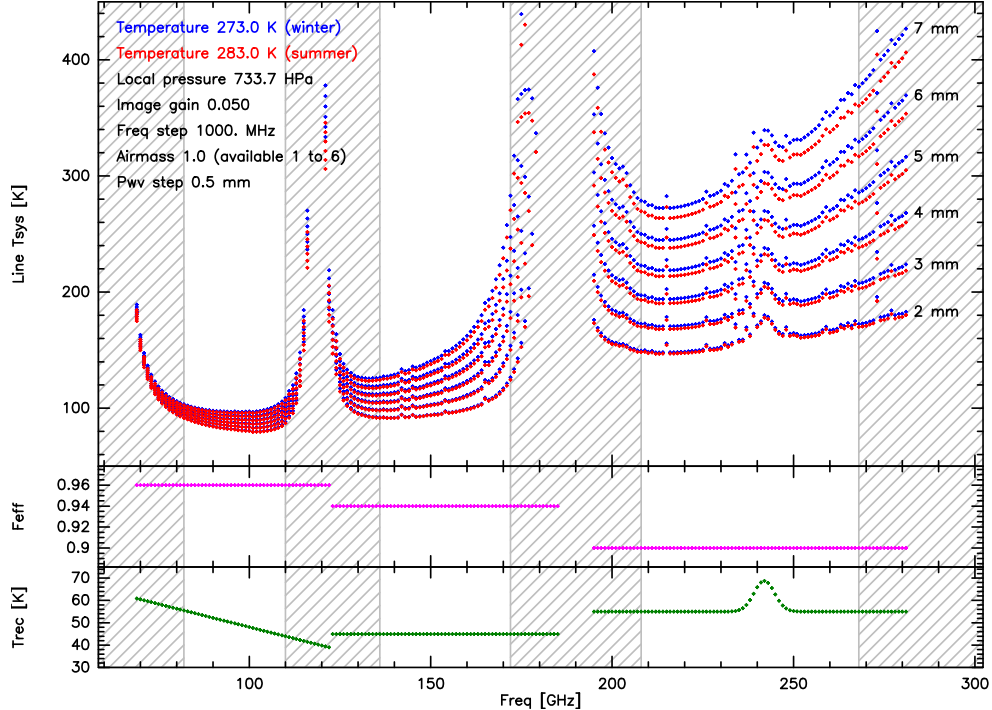


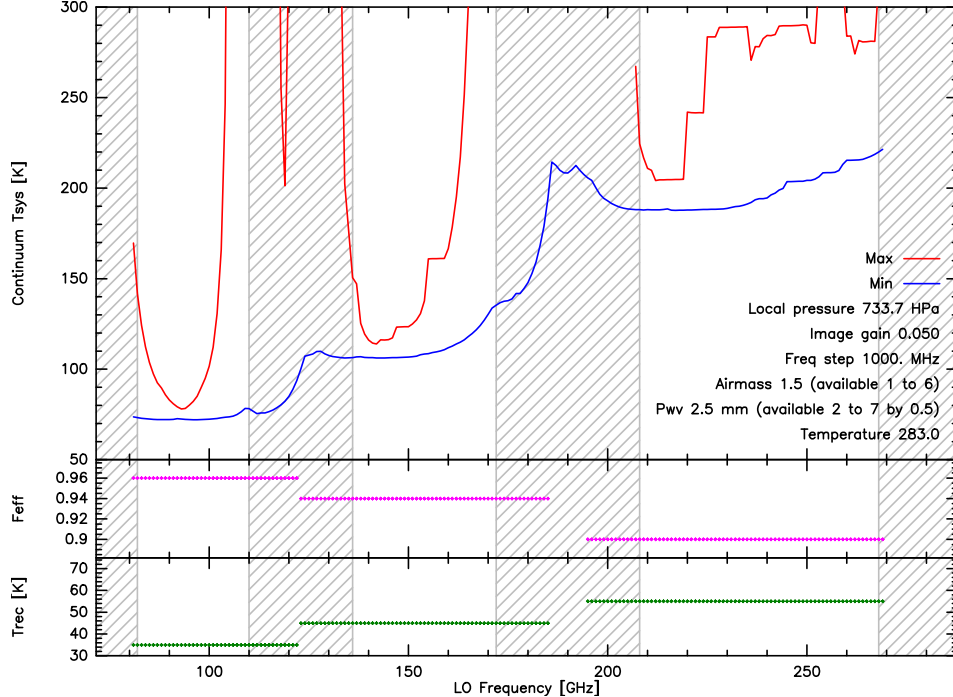


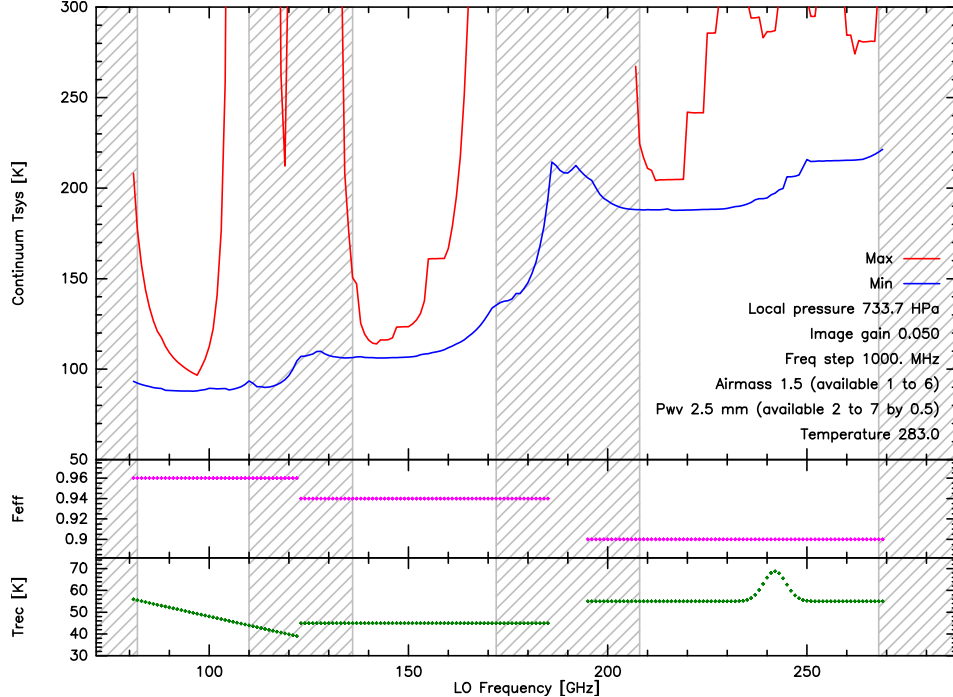
100%



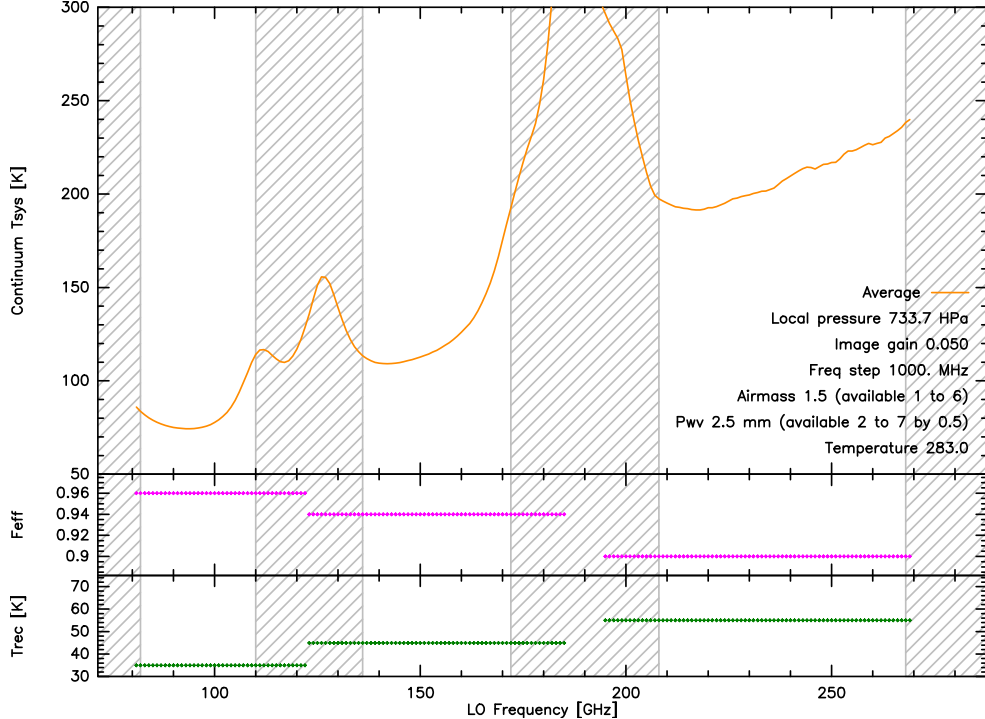


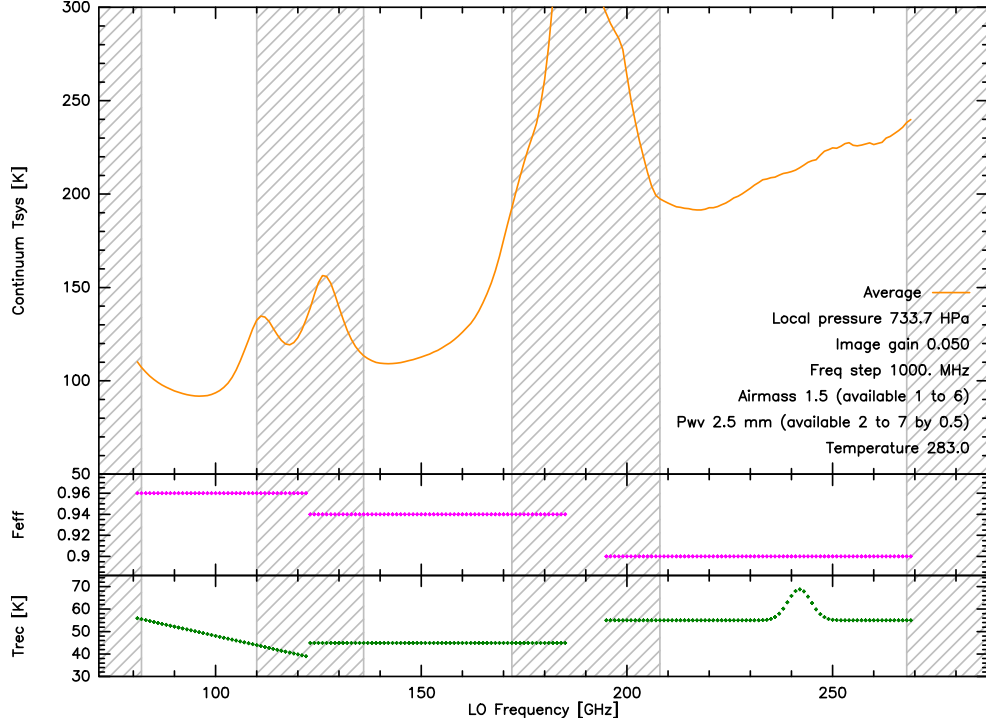












$$T_{sys} = \frac{(1 + G_{im}) \exp \{ \tau_s A \}}{F_{eff}} [F_{eff} T_{atm} (1 - \exp \{ -\tau_s A \}) + (1 - F_{eff}) T_{cab} + T_{rec}],$$





Adrianus







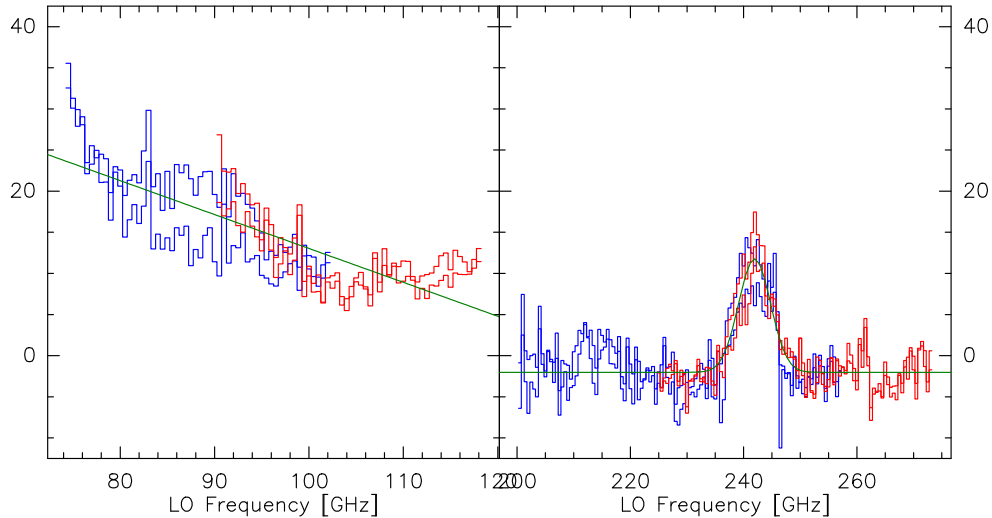




$$\frac{1}{\langle T_{\text{sys}} \rangle^2} = \frac{1}{N} \sum \frac{1}{T_{\text{sys}}^2} \cdot$$

Band 1

Band 3









$$\sigma_{Jy} = \frac{j_{\text{ant}}^{\text{int}} T_{\text{sys}}}{\eta_{\text{spec}} \sqrt{n_{\text{ant}} (n_{\text{ant}} - 1)} dv n_{\text{pol}} \Delta t_{\text{on}}} .$$



$$\sigma_{Jy} = \frac{J_{\text{ant}}^{\text{int}} T_{\text{sys}}}{\eta_{\text{spec}} \sqrt{n_{\text{ant}} (n_{\text{ant}} - 1)} d\nu n_{\text{pol}} \Delta t_{\text{on}}} \quad \text{with} \quad J_{\text{ant}}^{\text{int}} = \frac{J_{\text{ant}}^{\text{sd}}}{\eta_{\text{atm}}} \quad \text{and} \quad \eta_{\text{atm}} = e^{-\frac{\phi_{\text{rms}}^2}{2}} \leq 1.0,$$

$$\sigma_K = \frac{\sigma_{Jy}}{J_{\text{ant}}^{\text{syn}}} \quad \text{with} \quad J_{\text{ant}}^{\text{syn}} = \frac{2\pi k \theta_{\text{maj}} \theta_{\text{min}}}{4 \ln 2 \lambda^2}.$$









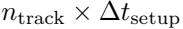
$$\Delta t_{\text{setup}} = \Delta t_{\text{setupmin}} + (n_{\text{freq}} - 1) \Delta t_{\text{setup}} / \text{freq};$$

UCLA  
Engineering



△✱estvprifig





100%

$$\Delta t_{obs} = \Delta t_{tel} - n_{track} \times \Delta t_{setup}.$$

$$n_{\text{track}} = \frac{\Delta t_{\text{tel}}}{\Delta t_{\text{visible}} + \Delta t_{\text{setup}}},$$

Welding

0.95



A pixelated, grayscale illustration of the word "100%". The characters are composed of various shades of gray and black pixels, giving it a retro, digital appearance. The "1" is a simple vertical bar with a horizontal base. The "0" is a solid circle. The first "0" in "100" is a solid circle, while the second "0" is an outline. The "%" symbol is also an outline. The entire graphic is set against a white background.

— 2019

— 30 days

*△ + △ = △*

$\Delta t_{on}$

$=$

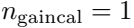
$\Delta t_{obs}$

$\times$

$\eta_{obs}$

A pixelated, grayscale image of the text "100%". The first "100%" is small and positioned on the left. To its right is a large, stylized "100%" that dominates the right half of the image. The characters are composed of various shades of gray pixels, giving it a low-resolution, digital-art appearance. The background is white.







$$\eta_{\text{obs}} = \frac{1}{\Omega_{\text{obs}}} \quad \text{with} \quad \Omega_{\text{obs}} = \Omega_{\text{min}} + n_{\text{gaincal}} n_{\text{freq}} \Omega_{\text{/freq/gaincal}}, \quad \Omega_{\text{min}} = 1.3, \quad \text{and} \quad \Omega_{\text{/freq/gaincal}} = 0.3.$$



Uplinked

100%

100%

100%

A horizontal sequence of six grayscale images showing the progression of a handwritten digit '1'. The images are arranged from left to right, showing a transformation from a noisy, pixelated state to a clean, sharp state. The first image on the left is highly noisy and pixelated, with the digit '1' barely discernible. The second image shows a slightly clearer but still noisy version. The third image is a clean, sharp, and well-defined digit '1'. The fourth image is a clean, sharp, and well-defined digit '1'. The fifth image is a clean, sharp, and well-defined digit '1'. The sixth image on the right is a clean, sharp, and well-defined digit '1'.

2020-2021

opinion





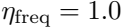
$$\eta_{\text{tot}} = \frac{\Sigma \Delta t_{\text{on}}}{\Delta t_{\text{tel}}}$$

WORLDWIDE

$$\sigma_{Jy} = \frac{j_{\rm ant}^{\rm int} T_{\rm sys}}{\eta_{\rm spec} \sqrt{n_{\rm ant} (n_{\rm ant} - 1)} dv n_{\rm pol} \Delta t_{\rm on}},$$

$$\Delta t_{on} = \eta_{obs} \eta_{freq} (\Delta t_{tel} - n_{track} \times \Delta t_{setup}) ,$$













$$\sigma_{Jy} = \frac{j_{\text{ant}}^{\text{int}} T_{\text{sys}}}{\eta_{\text{spec}} \sqrt{n_{\text{ant}} (n_{\text{ant}} - 1)} dv n_{\text{pol}} \Delta t_{\text{on}}}$$

$$\Delta t_{\text{on}} = \eta_{\text{obs}} \eta_{\text{freq}} \left( \frac{\Delta t_{\text{tel}} - n_{\text{track}} \times \Delta t_{\text{setup}}}{n_{\text{sou}}} \right) .$$

A pixelated, grayscale image of the word "Amp" in a stylized, blocky font. The letters are composed of various shades of gray and black pixels, giving it a digital or retro aesthetic. The "A" is on the left, followed by "m", "p", and "e". The "m" and "p" have a distinct, jagged, and pixelated appearance, while the "e" is also pixelated but more rounded. The overall style is reminiscent of early computer graphics or video game text.



$$n_{\text{beam}} = \frac{A_{\text{map}}}{A_{\text{beam}}}$$

1990





$$A_{\text{beam}} = \frac{0.8 \pi \theta_{\text{prim}}^2}{4 \ln(2)} ;$$

$$\sigma_{Jy} = \frac{j_{\text{ant}}^{\text{int}} T_{\text{sys}}}{\eta_{\text{spec}} \sqrt{n_{\text{ant}} (n_{\text{ant}} - 1)} dv n_{\text{pol}} \Delta t_{\text{on}}}$$

$$\Delta t_{\text{on}} = \eta_{\text{obs}} \eta_{\text{mos}} \left( \frac{\Delta t_{\text{tel}} - n_{\text{track}} \times \Delta t_{\text{setup}}}{n_{\text{beam}}} \right), \quad \text{and} \quad \eta_{\text{mos}} = \frac{\Delta t_{\text{point/cycle}}}{\Delta t_{\text{point/cycle}} + \Delta t_{\text{slew}}},$$

penitence

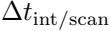


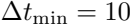
WORLDWIDE

$$n_{\text{point}} = n_{\text{beam}} \left( \frac{7}{4} \right)^2,$$











$$\frac{\Delta t_{\text{int}}/\text{scan}}{1\text{s}} < < \frac{6900}{\theta_{\text{alias}}/\theta_{\text{syn}}},$$

Q112

QWID

$$\Delta t_{\text{int}/\text{scan}} \leq \eta \frac{6900}{1\text{sec}} \sqrt{\frac{\theta_{\text{maj}}\theta_{\text{min}}}{A_{\text{map}}}},$$

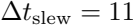




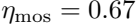




$$\leq \Delta t_{\text{int}/\text{scan}} = \min \left( 45 \text{ sec}, \eta \frac{6\,900}{1 \text{ sec}} \sqrt{\frac{\theta_{\text{maj}} \theta_{\text{min}}}{A_{\text{map}}}} \right) \quad \text{with} \quad \eta = 0.5.$$



The image is a pixelated, black and white graphic of the text "The End of the World". The text is rendered in a highly stylized, jagged font that resembles a low-resolution digital or video game aesthetic. The letters are composed of individual pixels, with some areas appearing more solid black and others showing a dithered or grayscale effect. The overall composition is horizontal, with the words "The", "End", "of", and "the World" spaced out across the frame. The background is plain white, making the dark, pixelated text stand out prominently.





1990-1991



$$\eta_{\text{mos}} = \frac{\Delta t_{\text{point/cycle}}}{\Delta t_{\text{point/cycle}} + \Delta t_{\text{slew}}}$$

$$\Delta t_{\text{cycle}} = \Delta t_{\text{point/track}} (\Delta t_{\text{point/cycle}} + \Delta t_{\text{slw}}),$$

$\Delta t_{\text{point/cycle}} = \sqrt{\text{repeat}} \cdot t_{\text{point/cycle}} \cdot \Delta t_{\text{acc}}$

A pixelated, black and white graphic of the text "The Legend of Zelda". The font is a stylized, blocky, and slightly irregular typeface, characteristic of early video game titles. The letters are composed of various shades of gray and black pixels, giving it a retro, digital appearance. The text is centered horizontally and occupies most of the width of the image.

$$n_{\text{repeat/point/cycle}}^{\text{max}} = \frac{\Delta t_{\text{calmax}}/n_{\text{point/track}} - \Delta t_{\text{slew}}}{\Delta t_{\text{int/scan}}},$$

$$\eta_{\text{mos}} = 1 - \frac{n_{\text{point}} / \text{track} \Delta t_{\text{slew}}}{\Delta t_{\text{calmax}}} .$$

$$n_{\text{point/track}}^{\text{large}} = \text{floor} \left( \frac{\Delta t_{\text{calmax}}}{\Delta t_{\text{int/scan}} + \Delta t_{\text{slew}}} \right).$$

1991-2022



$$n_{\text{point}/\text{track}}^{\text{max}} = \frac{\Delta t_{\text{cyclenmax}}}{\Delta t_{\text{min}} + \Delta t_{\text{slew}}} \sim 150.$$

$$\Delta t_{\text{int/scan}} = \min \left\{ \Delta t_{\text{int/scan}}, \left( \frac{\Delta t_{\text{cyclmax}}}{n_{\text{point/track}}} - \Delta t_{\text{slew}} \right) \right\}.$$

$$\eta_{\min} = \frac{\Delta t_{\min}}{\Delta t_{\min} + \Delta t_{\text{slew}}} = 0.47.$$

$$n_{\text{beam}} = \frac{A_{\text{map}}}{A_{\text{beam}}}, \quad \text{where} \quad A_{\text{beam}} = \frac{0.8 \pi \theta_{\text{prim}}^2}{4 \ln(2)}.$$

$$n_{\text{point}} = n_{\text{beam}} \left( \frac{7}{4} \right)^2, \quad \text{and} \quad n_{\text{point/track}} = \min \left( n_{\text{point}}, \frac{n_{\text{point}}}{n_{\text{track}}} \right).$$

$$10 \text{ sec} \leq \Delta t_{\text{int/scan}} = \min \left( 45 \text{ sec}, \eta \frac{6900}{1 \text{ sec}} \sqrt{\frac{\theta_{\text{maj}} \theta_{\text{min}}}{A_{\text{map}}}} \right) \quad \text{with} \quad \eta = 0.5.$$

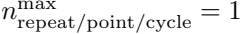
$$n_{\text{point/track}}^{\text{large}} = \text{floor} \left( \frac{\Delta t_{\text{calmax}}}{\Delta t_{\text{int/scan}} + \Delta t_{\text{slew}}} \right), \quad \text{where} \quad \Delta t_{\text{slew}} = 11 \text{ sec}, \quad \text{and} \quad \Delta t_{\text{calmax}} = 25 \text{ min}.$$

$\left( \text{point/track} \right) \leq \left( \text{large point/track} \right)$



$$n_{\text{repeat/point/cycle}}^{\text{max}} = \frac{\frac{\Delta t_{\text{calmax}}}{n_{\text{point/track}}} - \Delta t_{\text{slew}}}{\Delta t_{\text{int/scan}}}.$$

$\left( \text{point/track} \right) \rightarrow \left( \text{large point/track} \right)$



$$n_{\text{point}/\text{track}} \leq n_{\text{point}/\text{track}}^{\text{max}}, \quad \text{where} \quad n_{\text{point}/\text{track}}^{\text{max}} = \frac{\Delta t_{\text{cyclemax}}}{\Delta t_{\text{min}} + \Delta t_{\text{slew}}} \sim 150, \quad \text{and} \quad \Delta t_{\text{cyclemax}} = 60 \text{ min}.$$

$$\text{if } n_{\text{point/track}} > n_{\text{point/track}}^{\text{large}}, \quad \text{then } \Delta t_{\text{int/scan}} = \min \left\{ \Delta t_{\text{int/scan}}, \left( \frac{\Delta t_{\text{cyclemax}}}{n_{\text{point/track}}} - \Delta t_{\text{slew}} \right) \right\}.$$

$$\eta_{\text{mos}} = \frac{\Delta t_{\text{point/cycle}}}{\Delta t_{\text{point/cycle}} + \Delta t_{\text{slew}}}, \quad \text{and} \quad \Delta t_{\text{point/cycle}} = n_{\text{repeat/point/cycle}}^{\text{max}} \Delta t_{\text{int/scan}},$$

$$\Delta t_{\text{cycle}} = n_{\text{point}/\text{track}} (\Delta t_{\text{point}/\text{cycle}} + \Delta t_{\text{slew}}).$$

$$\sigma_{\text{Jy}} = \frac{J_{\text{ant}}^{\text{int}} T_{\text{sys}}}{\eta_{\text{spec}} \sqrt{n_{\text{ant}} (n_{\text{ant}} - 1)} d\nu n_{\text{pol}} \Delta t_{\text{on}}}, \quad \text{and} \quad \Delta t_{\text{on}} = \eta_{\text{obs}} \eta_{\text{mos}} \left( \frac{\Delta t_{\text{tel}} - n_{\text{track}} \times \Delta t_{\text{setup}}}{n_{\text{beam}}} \right).$$













$$\Omega_{\text{ant}}(\nu) = \int_{4\pi} P_{\text{ant}}(\theta, \phi, \nu) d\Omega,$$









airbnb

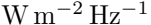


$$\Omega_{\text{fb}}(\nu) = \int_{2\pi} P_{\text{ant}}(\theta, \phi, \nu) d\Omega, \quad \text{and} \quad \Omega_{\text{mb}}(\nu) = \int_{\text{main lobe}} P_{\text{ant}}(\theta, \phi, \nu) d\Omega.$$

$$F_{\text{eff}} = \frac{\Omega_{\text{fb}}}{\Omega_{\text{ant}}}, \quad \text{and} \quad B_{\text{eff}} = \frac{\Omega_{\text{mb}}}{\Omega_{\text{ant}}}.$$

$$F_{\text{sou}}(\nu) = \int_{\text{source}} B(\theta, \phi, \nu) d\Omega,$$

2011









90 100

$$F_{\text{obs}}(\theta_0, \phi_0, \nu) = \int_{\text{source}} B(\theta, \phi, \nu) P_{\text{ant}}(\theta - \theta_0, \phi - \phi_0, \nu) d\Omega,$$



$$F_{\text{obs}}(\theta_0, \phi_0, \nu) = \int_{\text{source}} B(\theta, \phi, \nu) \tilde{P}_{\text{ant}}(\theta_0 - \theta, \phi_0 - \phi, \nu) d\Omega,$$

$$P_{\text{int}}(\theta_0 - \theta, \phi_0 - \phi, v) = P_{\text{int}}(\theta - \theta_0, \phi - \phi_0, v).$$

$$B_{\text{obs}}(\theta_0, \phi_0, \nu) = \frac{1}{\Omega} \int_{\text{source}} B(\theta, \phi, \nu) \tilde{P}_{\text{ant}}(\theta_0 - \theta, \phi_0 - \phi, \nu) d\Omega,$$











Is it possible to

$$= \frac{1}{\Omega_{\text{ant}}} \int_{\text{source}} B(\theta, \phi, \nu) \tilde{P}_{\text{ant}}(\theta_0 - \theta, \phi_0 - \phi, \nu) d\Omega,$$

1990s pop psychology

$$= \frac{1}{\Omega_{\text{fb}}} \int_{\text{source}} B(\theta, \phi, \nu) \tilde{P}_{\text{ant}}(\theta_0 - \theta, \phi_0 - \phi, \nu) d\Omega,$$



Beethoven's Op. 10, No. 1

$$= \frac{1}{\Omega_{\text{mb}}} \int_{\text{source}} B(\theta, \phi, \nu) \tilde{P}_{\text{ant}}(\theta_0 - \theta, \phi_0 - \phi, \nu) d\Omega.$$

$$B_{fb} = \frac{1}{F_{eff}} B_{ant} \quad \text{and} \quad B_{mb} = \frac{F_{eff}}{B_{eff}} B_{fb}.$$

*do do, do, do, do, do, do,*

















$$T_{\text{mb}}(\theta_0, \phi_0, \nu) = \frac{1}{\Omega_{\text{mb}}} \int_{\text{source}} B(\theta, \phi, \nu) \tilde{P}_{\text{ant}}(\theta_0 - \theta, \phi_0 - \phi, \nu) d\Omega.$$





139059x1021

$$d\nu(\theta_0, \phi_0, \nu) = \frac{1}{2} A_{\text{eff}} \int_{\text{source}} B(\theta, \phi, \nu) \tilde{P}_{\text{ant}}(\theta_0 - \theta, \phi_0 - \phi, \nu) d\Omega.$$







$$\eta_{\text{ant}} = \frac{A_{\text{eff}}}{A_{\text{geo}}} < 1;$$

$$A_{geo} = \pi \left( \frac{D_{ant}}{2} \right)^2 \cdot$$

$$\text{Aeff}(v) \text{ quant}(v) = \lambda^2,$$

$$B(\theta, \phi, \nu) = \frac{2kT}{\lambda^2},$$

$$d\nu(\theta_0, \phi_0, \nu) = \frac{1}{2} A_{\text{eff}} \int_{\text{source}} B(\theta, \phi, \nu) \tilde{P}_{\text{ant}}(\theta_0 - \theta, \phi_0 - \phi, \nu) d\Omega = \frac{1}{2} A_{\text{eff}} \Omega_{\text{ant}}(\nu) \frac{2kT}{\lambda^2}.$$

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$$A_{\text{eff}}(\nu)\Omega_{\text{fb}}(\nu)=\lambda^2 F_{\text{eff}}(\nu) \text{ and } A_{\text{eff}}(\nu)\Omega_{\text{mb}}(\nu)=\lambda^2 B_{\text{eff}}(\nu).$$

$$B_{\text{eff}}(v) = \eta_{\text{ant}} A_{\text{geo}} \frac{\Omega_{\text{mb}}(v)}{\lambda^2} \cdot$$

$$A_{\mathrm{geo}} = \frac{\pi}{4} D^2, \quad \frac{\Omega_{\mathrm{mb}}(\nu)}{\lambda^2} = \frac{\pi}{4 \ln 2} \left( \frac{\theta_{\mathrm{mb}}}{\lambda} \right)^2,$$

$$\theta_{mb} = \alpha \frac{\lambda}{D},$$

$$B_{\text{eff}}(\nu) = \frac{\pi^2}{16 \ln 2} a^2 \eta_{\text{ant}}(\nu) \simeq 0.88899 a^2 \eta_{\text{ant}}(\nu).$$









$$\eta_{\text{ant}}(\nu) = \eta_{\text{ant}}^0 \exp \left\{ - \left( \frac{4\pi\sigma}{\lambda} \right)^2 \right\}.$$