



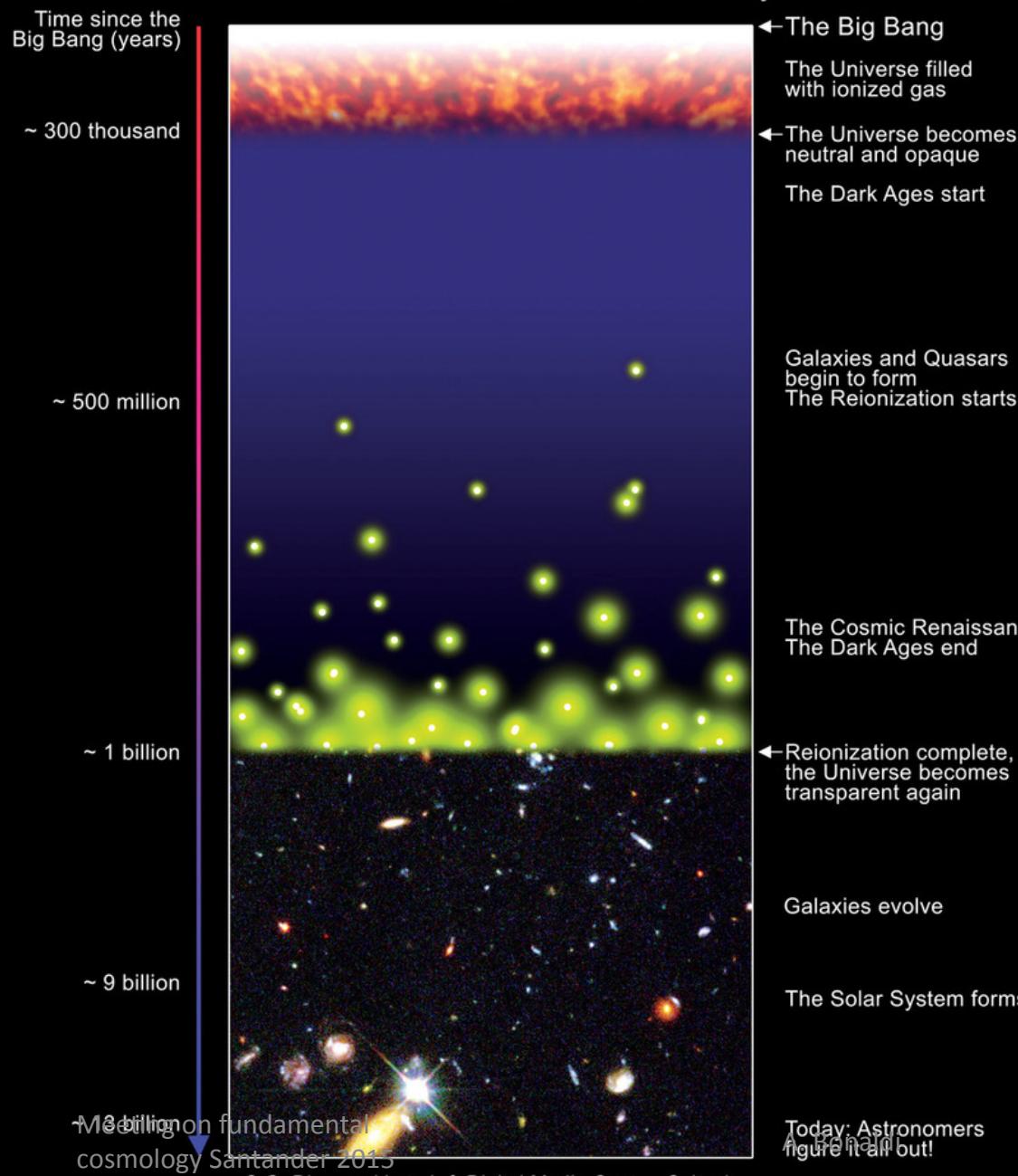
# *Forecast of foreground removal in SKA*

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# What is the Reionization Era?

A Schematic Outline of the Cosmic History



First structures in the Universe emit radiation

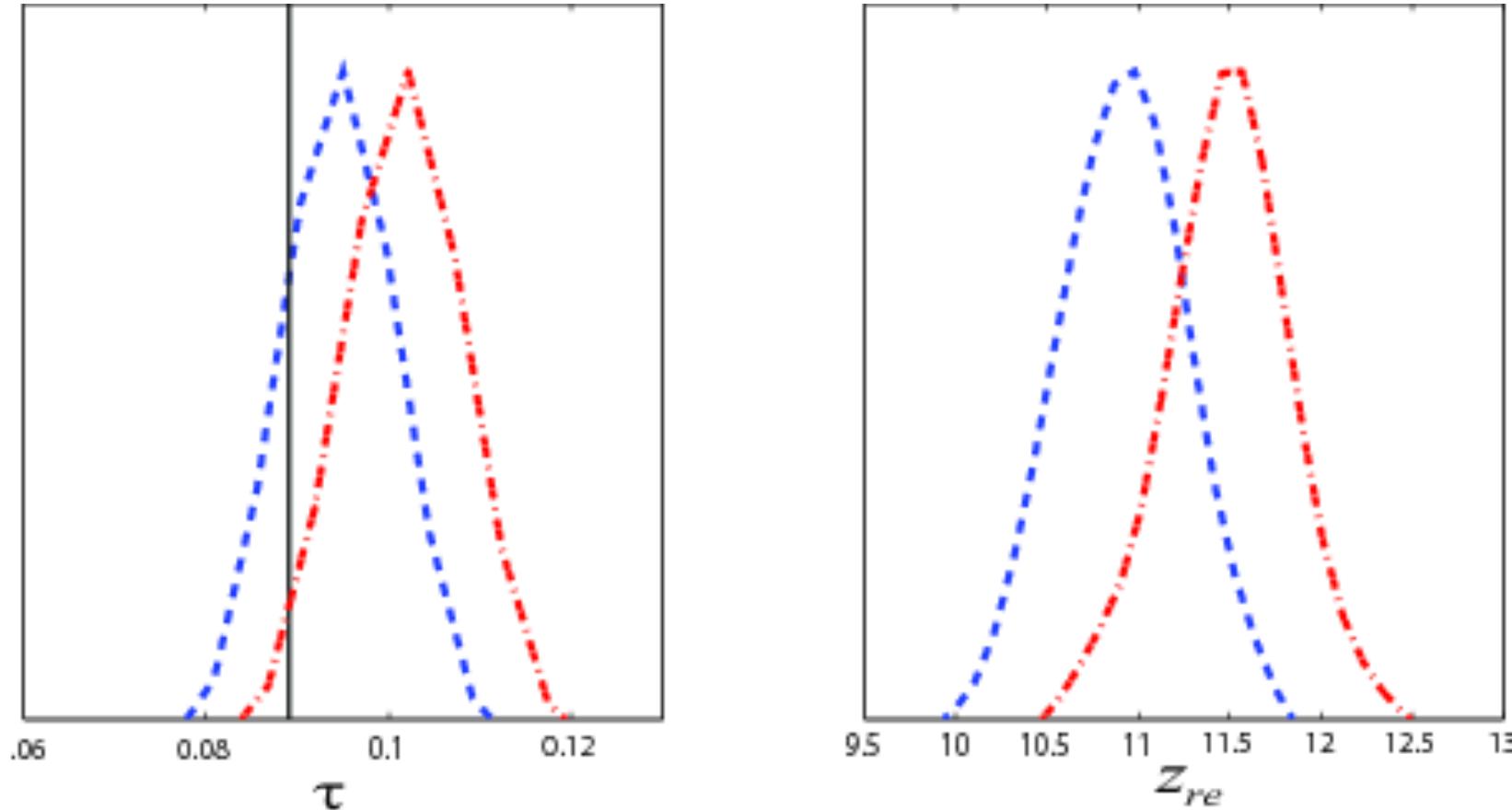
The radiation ionizes the HI

Not a sharp transition

Depends on cosmology

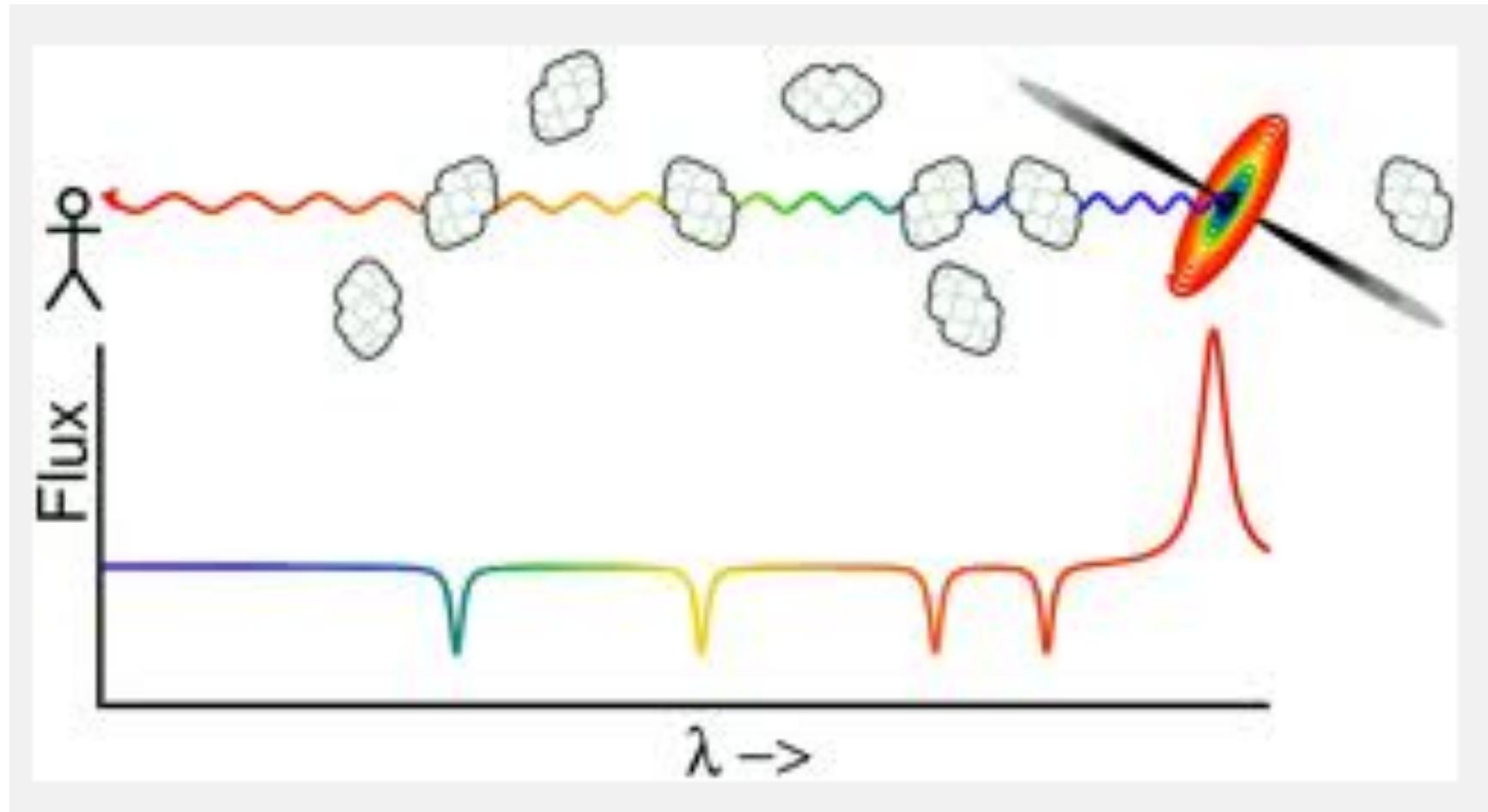
Depends on structure formation

# EoR probe 1: CMB



Integral constraint -> no information on history

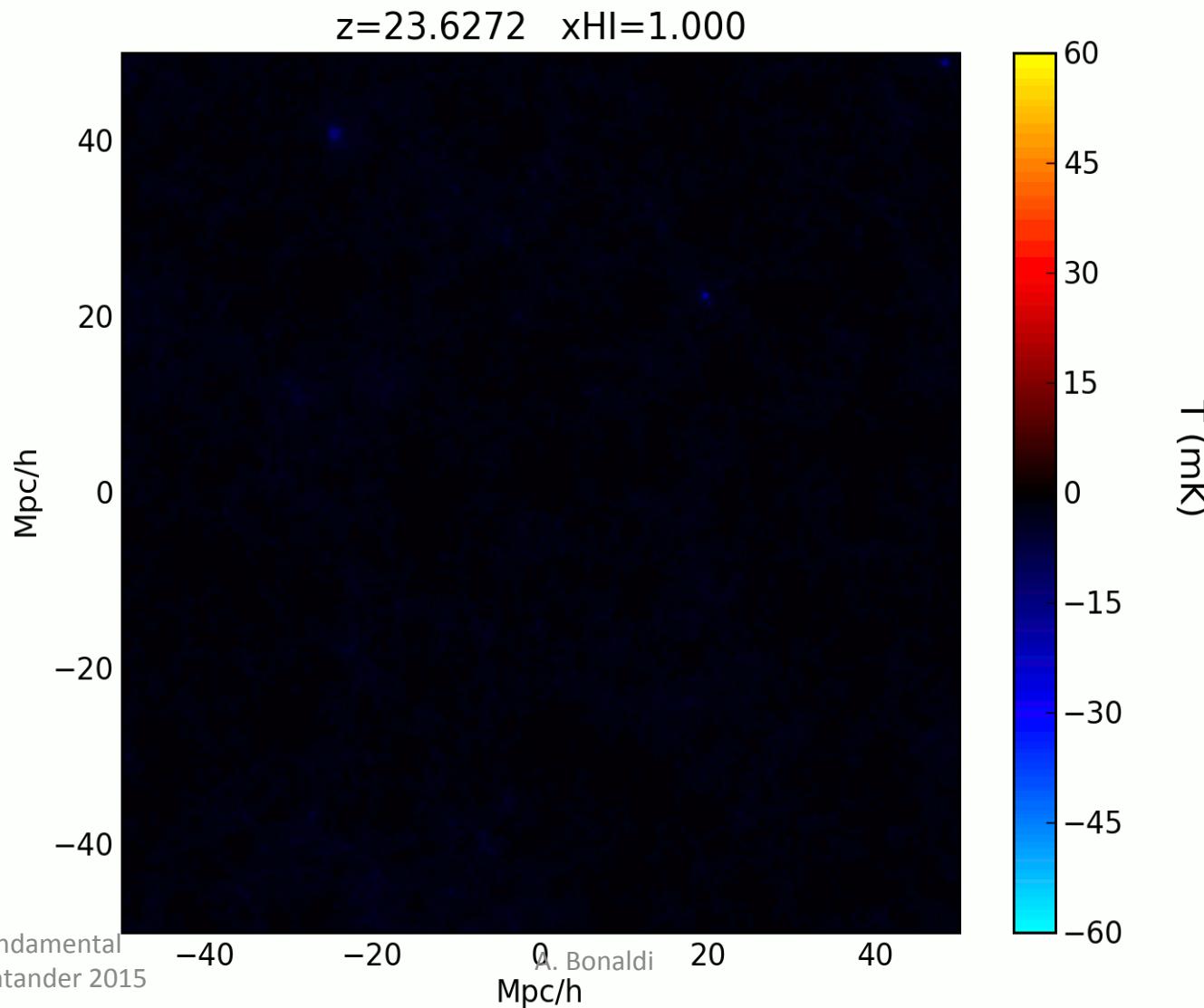
# EoR probe2: Ly-a

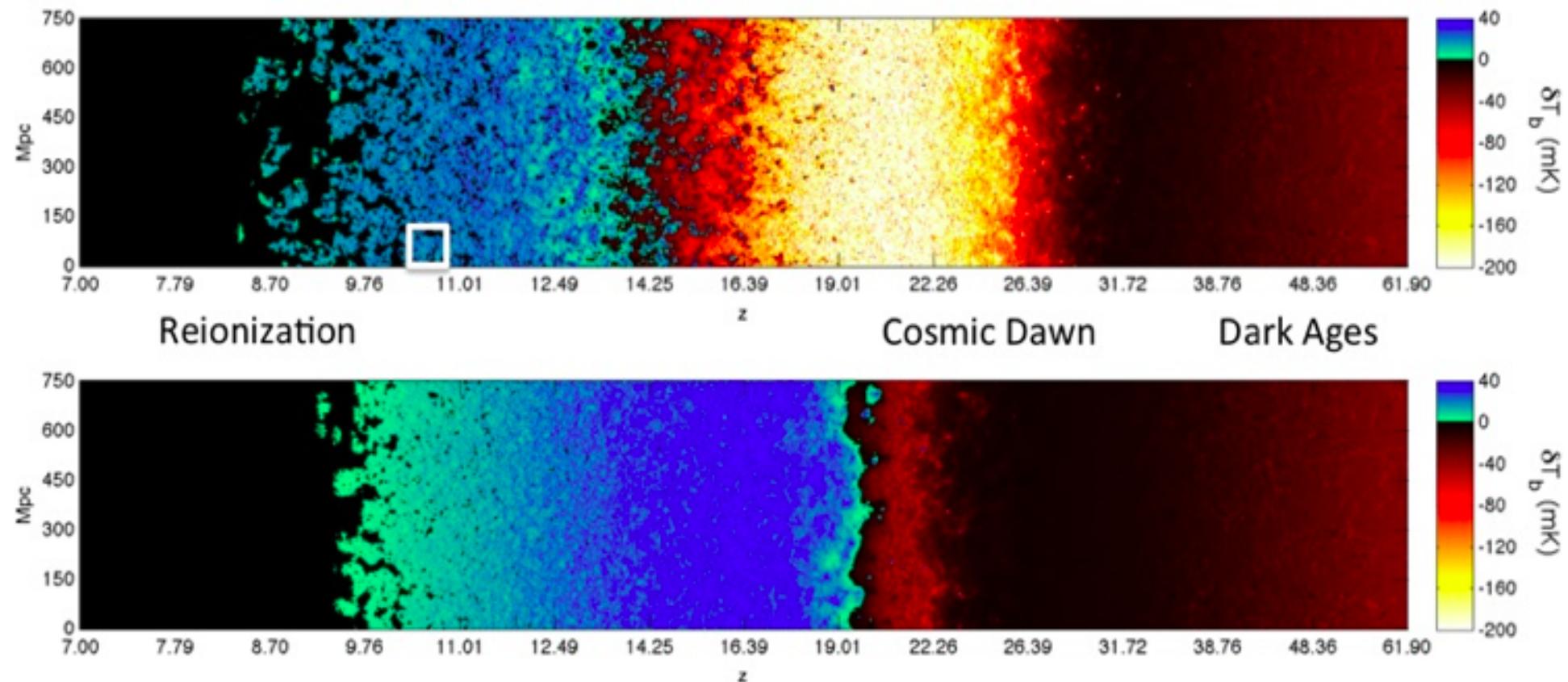


Needs a population of background sources, probes later reionization stages

# 21cm signal

Redshift maps to frequency! 100-200 MHz for  $z=13\text{-}6$





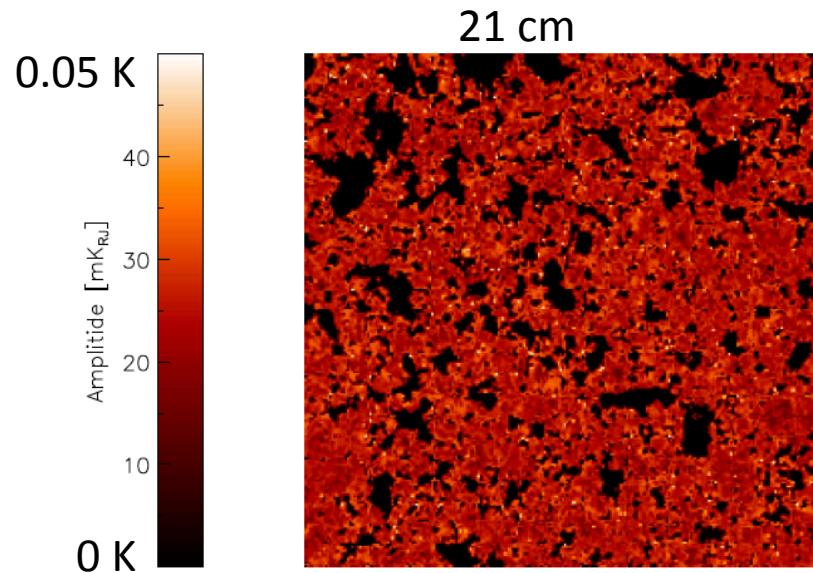
# 21cm challenges

- 21 cm signal rms  $\sim$ 10 mK -> SKA sensitivity
- Radio sky is very bright:
  - diffuse emission
    - Synchrotron – 4 orders of magnitude stronger
    - Free-free – still stronger than HI
  - extragalactic radio sources
    - resolved: point-like
    - unresolved: background

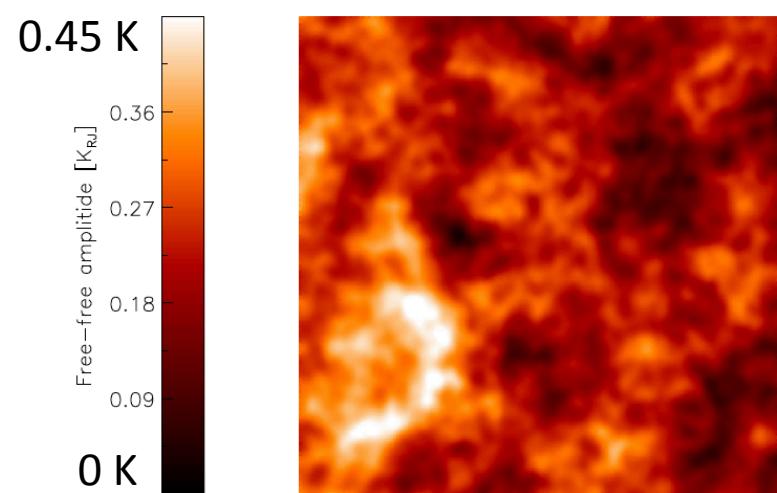
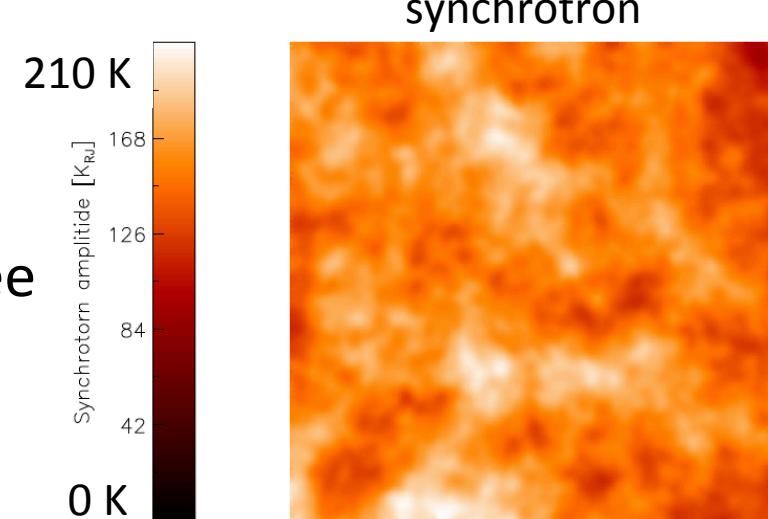
# Diffuse foreground removal

*Bonaldi & Brown 2015 MNRAS*

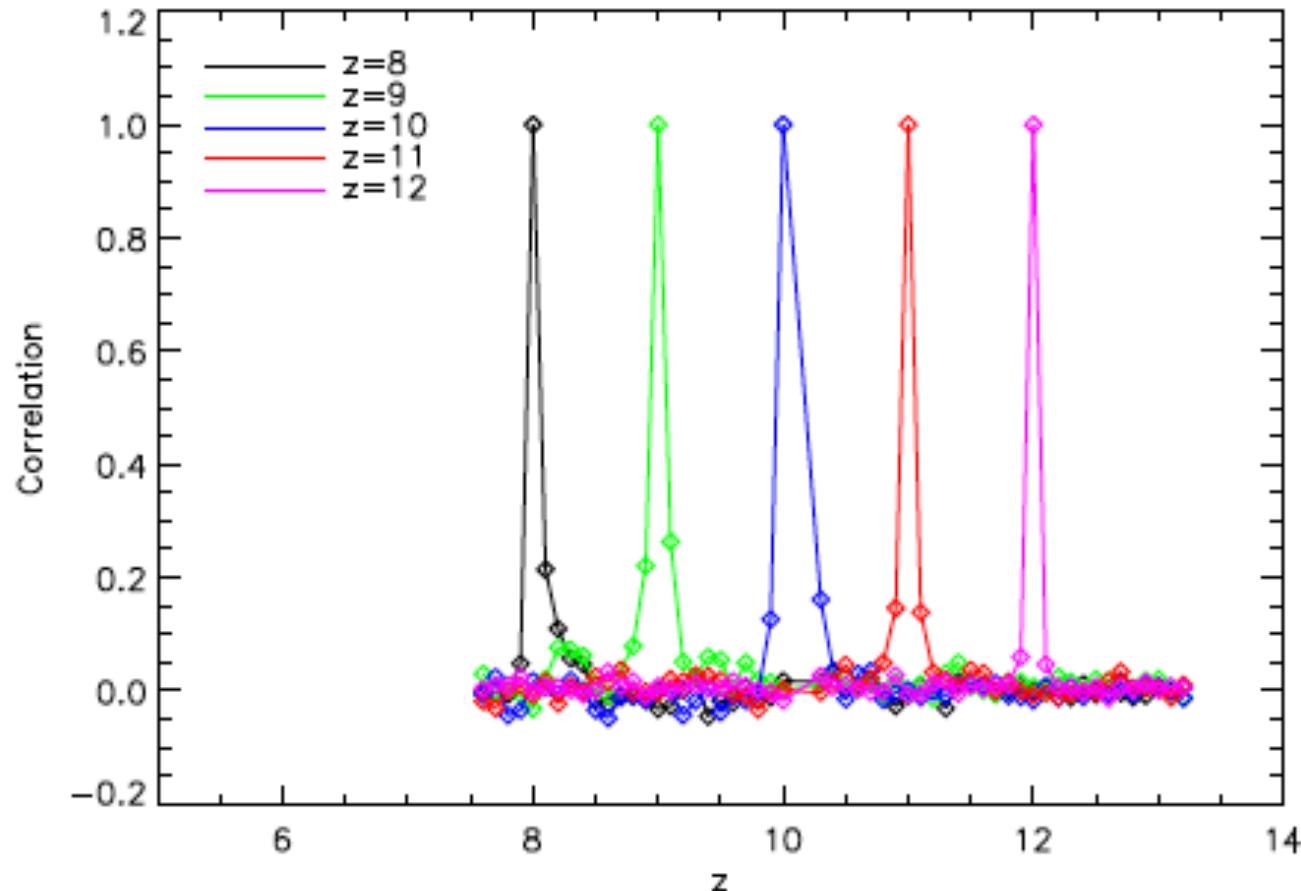
- SKA simulation
- HI + diffuse synchrotron and free-free



. Bonaldi

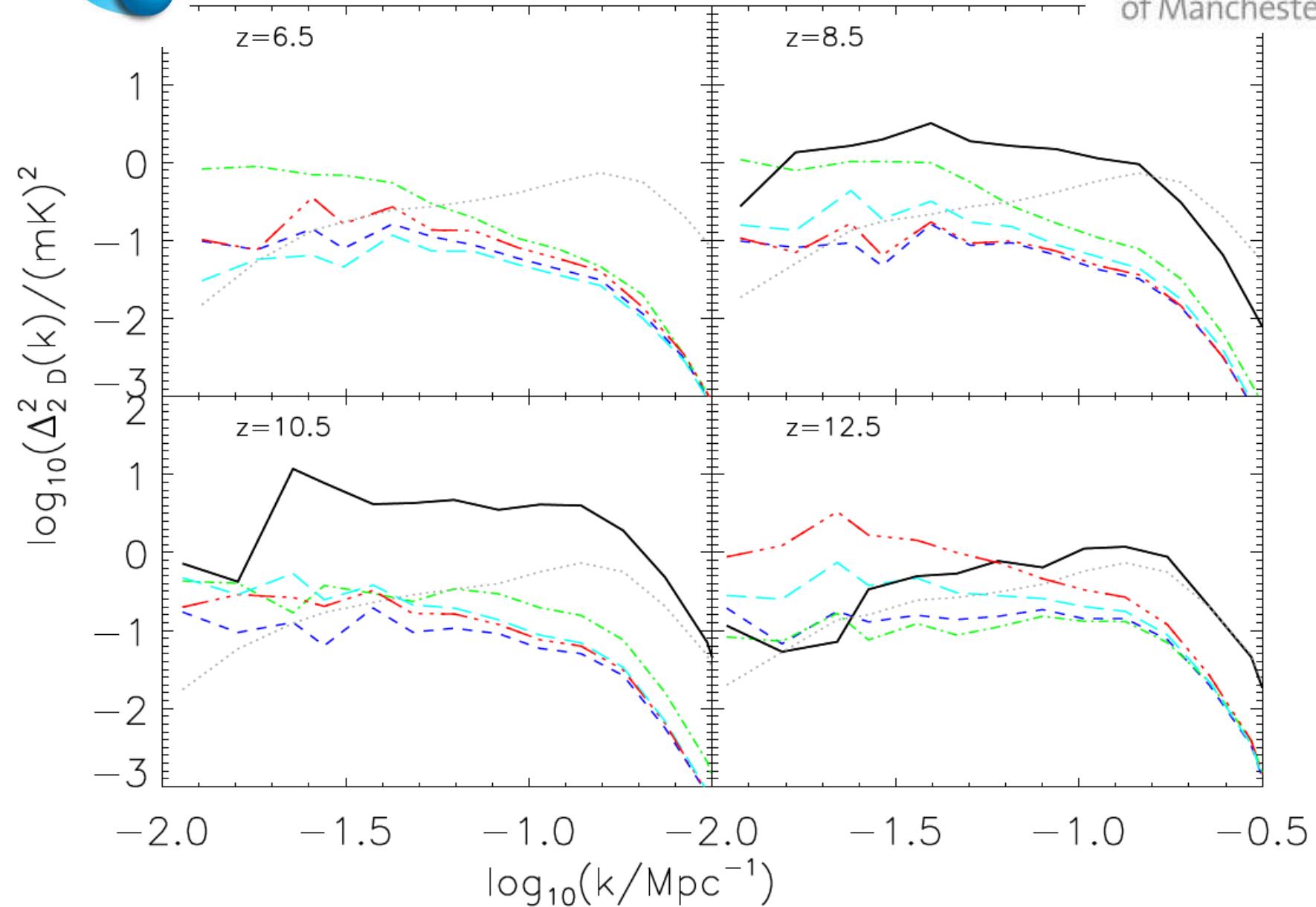


## Bonaldi & Brown 2015 MNRAS

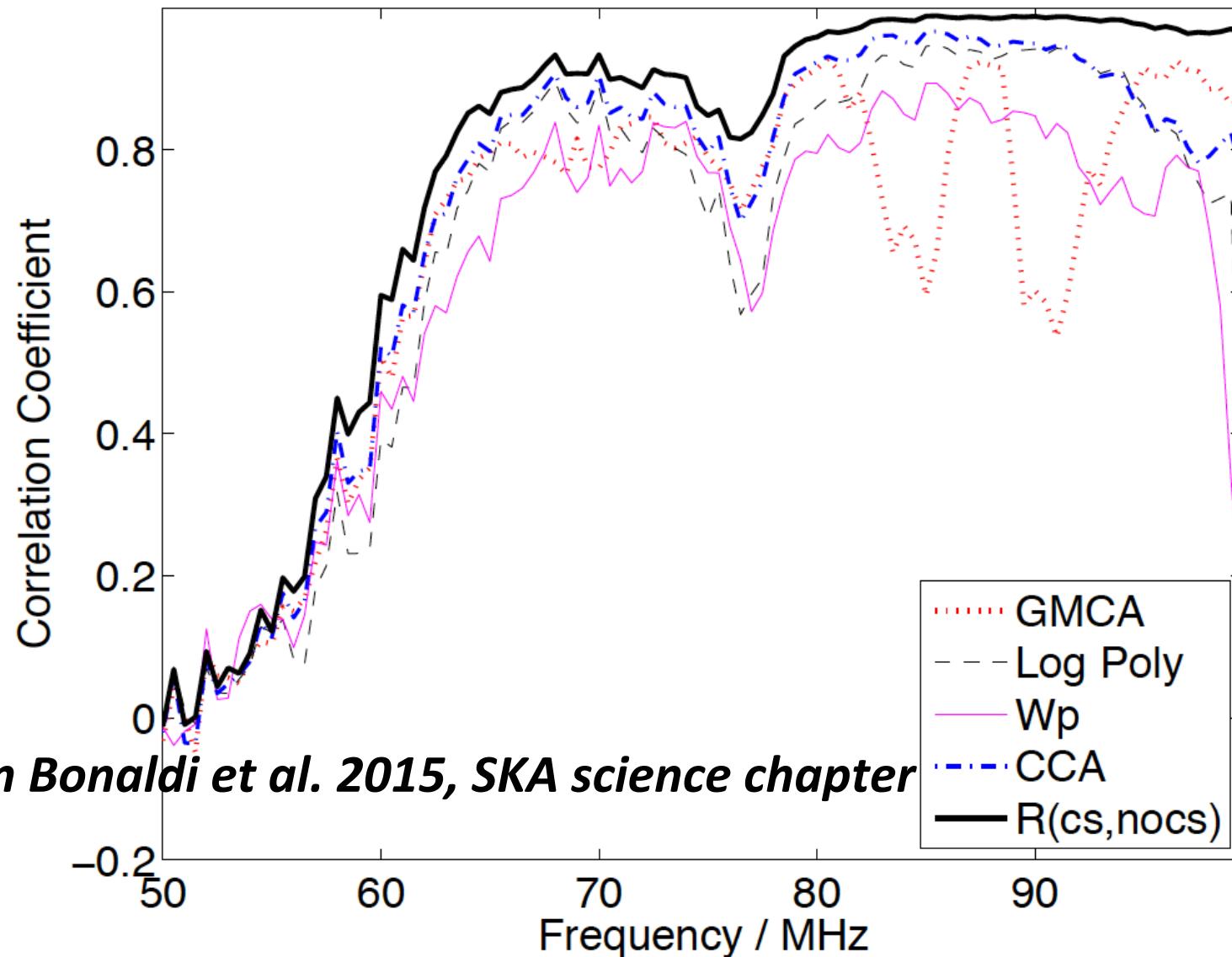


- Correlated Component Analysis (CCA) component separation method
- Estimate frequency spectrum of foregrounds
- Reconstruct foreground maps
- Subtract foregrounds

# Cleaning performance



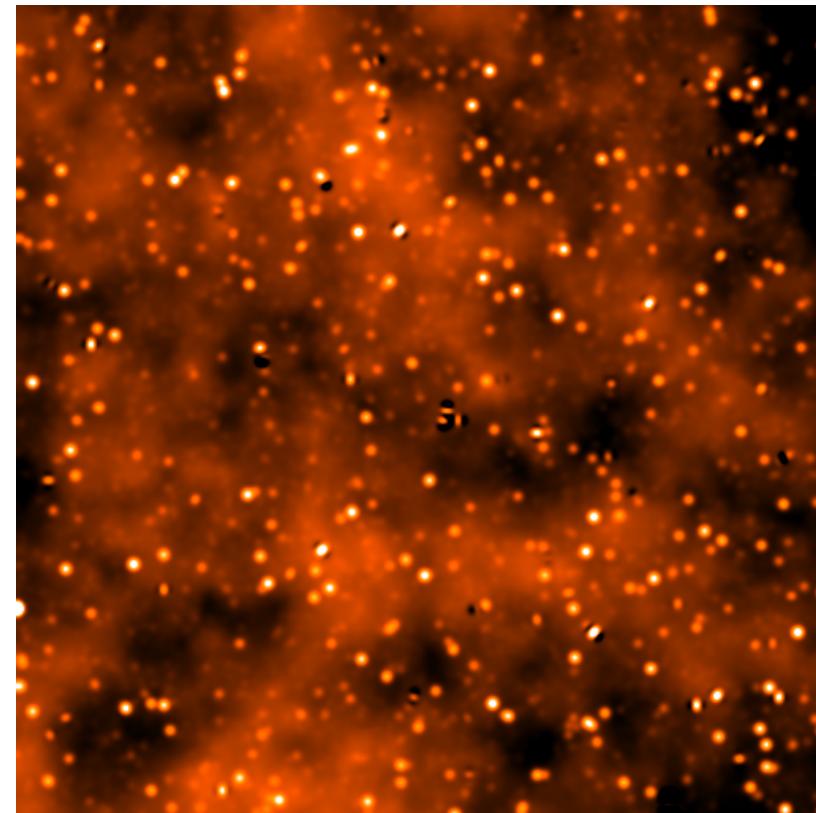
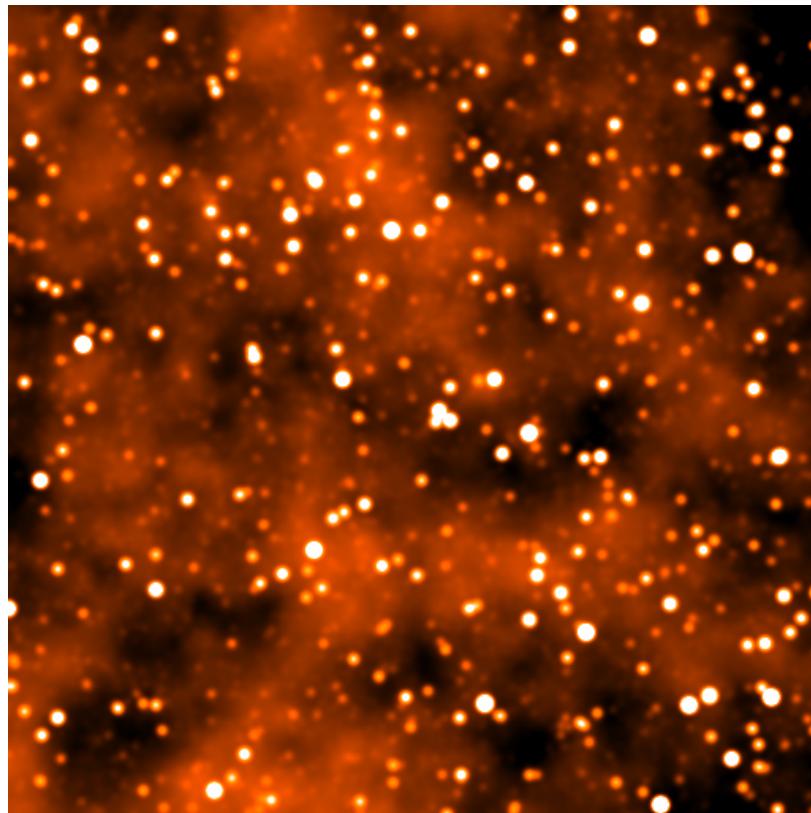
# Cleaning performance



*Chapman Bonaldi et al. 2015, SKA science chapter*

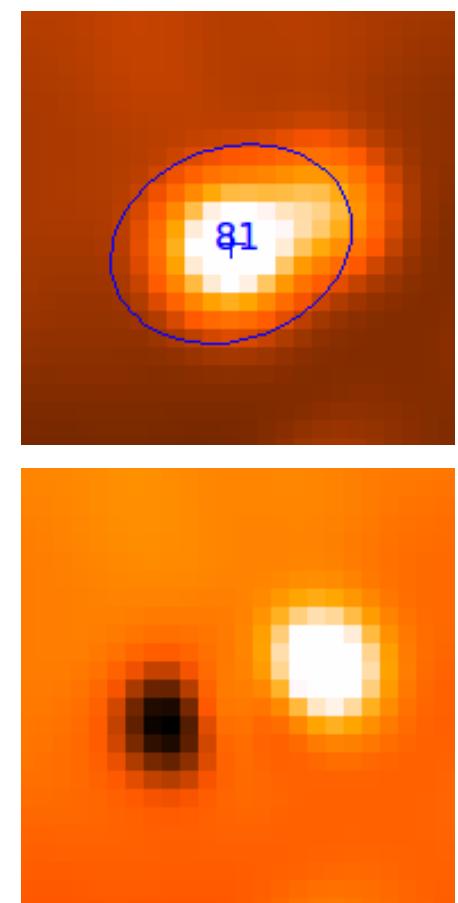
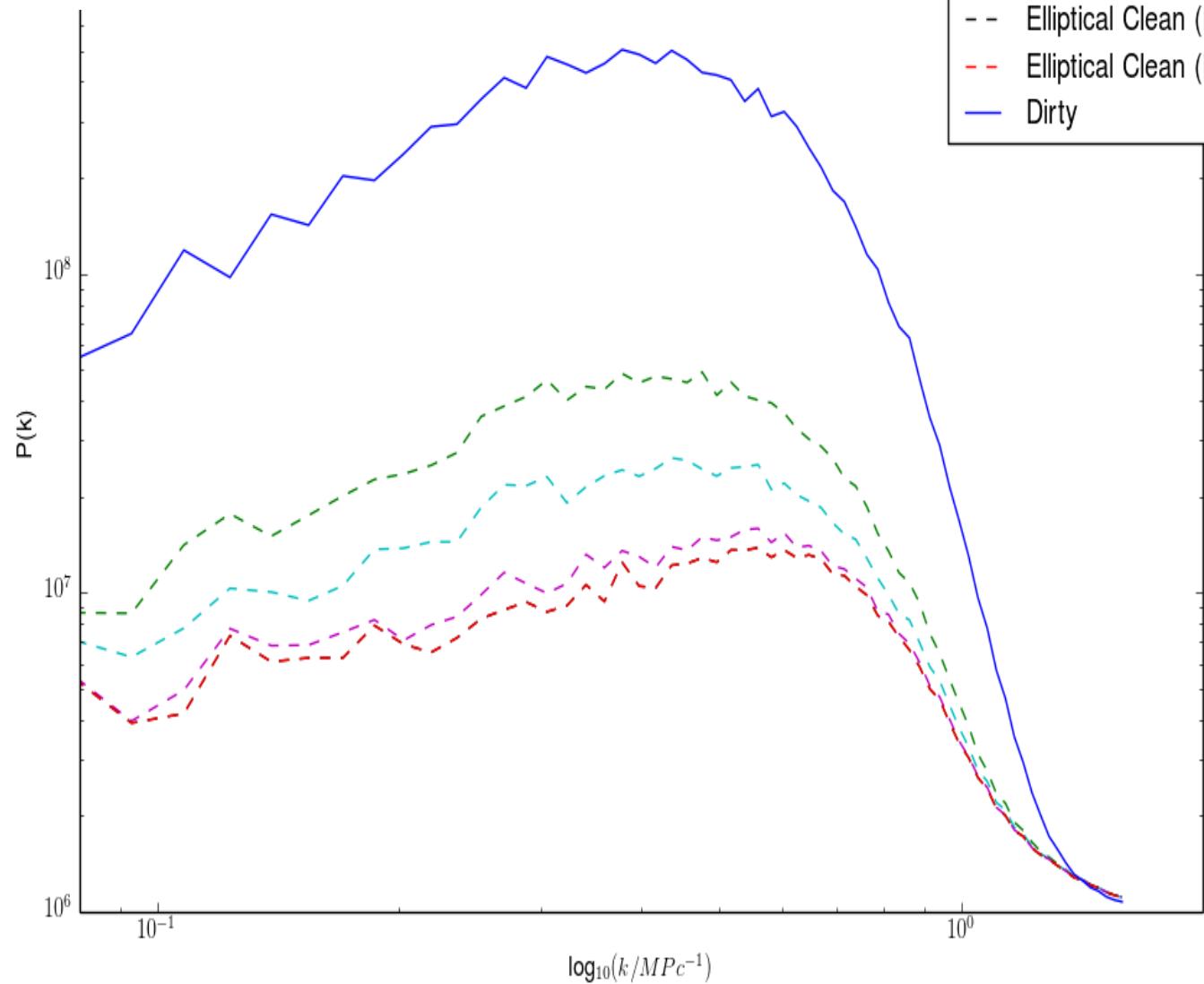
# Removal of bright point sources

*Eames, Bonaldi et al. work in progress*



### Elliptical Cleaning Depth Efficiency

- - Elliptical Clean (Depth 20)
- - Elliptical Clean (Depth 50)
- - Elliptical Clean (Depth 100)
- - Elliptical Clean (Depth 200)
- - Elliptical Clean (Depth 350)
- Dirty



# Conclusions

- SKA allows accurate detection and imaging of 21cm reionization signal
- Subtraction of diffuse and point-like radio foregrounds is crucial
- Developing a full pipeline:
  - Diffuse foreground removal: among the best methods developed so far
  - Subtraction of bright point sources: work in progress