

# WFIRST CGI Mask Design: Evaluation Pipeline

A.J. Riggs<sup>1</sup>

May 22, 2019

Hanying Zhou<sup>1</sup>, John Krist<sup>1</sup>, Brian Kern<sup>1</sup>, Bijan Nemati<sup>2</sup>, Sam Miller<sup>2</sup>

<sup>1</sup> Jet Propulsion Laboratory, California Institute of Technology

<sup>2</sup> University of Alabama

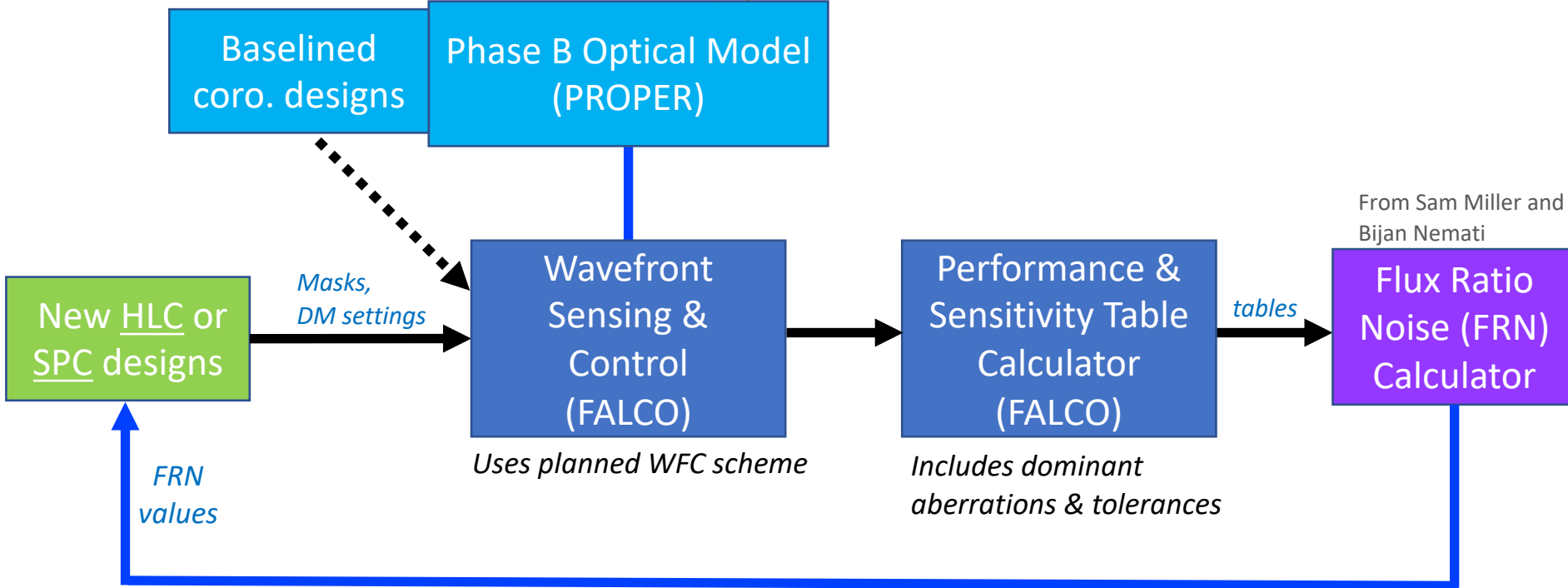
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# Design Evaluation Pipeline

From John Krist and Hanying Zhou

From Sam Miller and  
Bijan Nemati



## Details

- Fast: 2-3 hours/design on a workstation
- Open-sourced on *Github.com*
  - <https://github.com/ajeldorado/falco-matlab>
  - Phase B aberration maps too large for Github. Will be on IPAC website: [https://wfirst.ipac.caltech.edu/sims/Coronagraph\\_public\\_images.html#Error\\_Maps](https://wfirst.ipac.caltech.edu/sims/Coronagraph_public_images.html#Error_Maps)
  - Yield calculator will soon be on <https://github.com/bnemati>
- Written in MATLAB

## Next Steps

- Characterize design trades using pipeline
  - 15%-bandwidth HLC
  - SPC trades