

$$V(u,v)S(u,v) \quad (f)$$



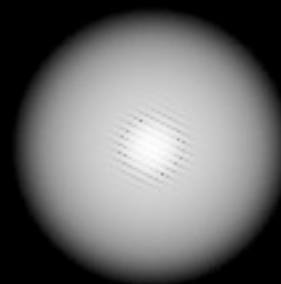
Sampled Visibility

$$S(u,v) \quad (e)$$



Sampling Function

$$V(u,v) \quad (d)$$



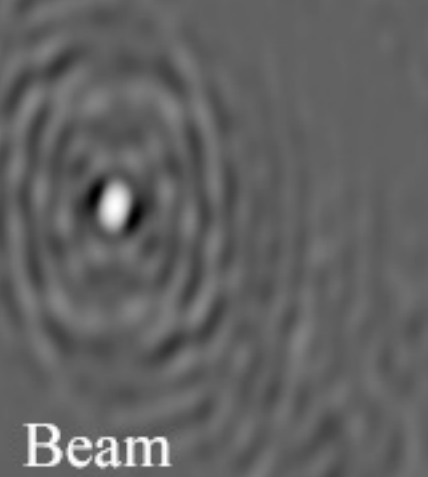
Visibility

$$I(l,m)*B(l,m) \quad (c)$$



Dirty Map

$$B(l,m) \quad (b)$$



Beam

$$I(l,m) \quad (a)$$



Map