### 5.5 Corrupting a patch

Corrupting a patch visibility for one baseline, one channel costs two complex matrix-matrix multiplications.
mul: 64
add: 48
This needs to be done $P R B$ times at the start of each solver iteration.
For each $J_{i p t}$ parameter derivative one has to re-corrupt all patch visibilities that involve this parameter. That means at most $(N-1) R$ times per parameter per timeslot.

If there are two solvable parameters per patch per station in one solution: $2(N-1) P \times B R$ times per timeslot per solver iteration for phases and $2 N P \times B R$ for amplitudes.

### 5.6 Adding all patches

Adding all patches costs $P-1$ complex matrix-matrix additions.
mul: 0
add: $8 P-8$
This must be repeated for all baselines and channels at the start of every iteration. That is, $B R$ times. In the derivative calculations, the patches must be added once for each derivative. That means $(2(N-1) P+1) B R$ times in total per timeslot for phase solutions and $(2 N P+1) B R$ for amplitudes. Therefore, this component to the total computation time scales with the square of the number of patches! Fortunately, it is a relatively cheap operation. It nevertheless is the limiting factor when the number of patches is larger than approximately 20.

## 6 High level cost equation

The total cost for computing the patch visibilities is equal to the cost of the $u v w$, $k_{i p s r t}$, source visibilities $\mathrm{V}_{i j p s r t}$, and the combination of all source visibilities into patch visibilities $\mathrm{V}_{i j p r t}$.

At the start of each iteration, one must corrupt $P$ patches and combine them all into the unperturbed visibility $\mathrm{V}_{i j r t}$. Then one must corrupt $N-1$ patches and combine them for all $\approx 2 N P$ solvables.

A few relevant lines from the Python script are

```
insSkyModel = insUVW + insStatSourceDFT + insSourcePatchVis +\
    insAddSources
insFullEveryIteration = insCorruptPatch*cPatches + insAddPatches
insDerivatives = insCorruptPatch*((cStations-1.0)/cBaselines)\
    + insAddPatches
ins = (insSkyModel + (insFullEveryIteration +\
    (insDerivatives*cSolvablesPerTimeslot)\
    )*cIterations)*cBeams
```

