

# Instrumental Sensitivity

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University of Rochester

# Instrumental sensitivity

## Useful references

- ▶ ASTR 203 lectures 19–25  
<http://www.pas.rochester.edu/~dmw/ast203/>

*The Deer Lick galaxy group (Mees  
Observatory image)*



# Making astronomical images, simplified

Much more complicated than most picture-taking.

- ▶ Identify a date range and an object which is high in the sky at night for at least 3–4 hours on those dates.
- ▶ Compile, or plan to take, the calibration data.
  - ▶ Dark-current and bias frames, 32–256 frame sequences each, with the CCD operating at the temperature you intend to use. For our cameras, you always intend to use  $T = -20^{\circ}\text{C}$ .
  - ▶ Flat field frames, 32–64 frame sequences in each filter, using the telescope cover's built-in flat field lamp.
  - ▶ A few 8–10 mag A stars near your target.
- ▶ Plan to autoguide on all deep-sky targets; identify an 8–15 mag star about 12 arcmin from your target.

# At the telescope

For scientifically-useful images, take

- ▶ Frames in R, G, B, and/or narrowband spectral-line filters, all binned  $2 \times 2$  pixels. Relative numbers depend on desired sensitivity.
- ▶ Shorter-exposure sequences on the calibration standards, every so often.
- ▶ As many frame sequences as you have time for.
- ▶ 5 minute exposures in moonlight; 8–10 minute exposures in dark skies. All will be averaged together in the end.

For pretty pictures: as above, but

- ▶ 3–4 times as many frames in L as any of the other filters, in  $1 \times 1$  binning.
- ▶ Again, as many frames as you have time for in  $> 4$  hours.

Note that most deep-sky [Astronomy Picture of the Day](#) images involve  $\gg 4$  hours.

# Process the images

For each object and filter,

1. **Calibrate** each image: subtract dark and bias charge, divide by flat field.
2. **Remove** images in which something bad happened (clouds, tracking failure, dome lights inadvertently turned on, etc.)
3. **Align** the images so that the stars are all in the same pixels.
4. **Normalize** the images so that stars and blank sky are the same (corresponding) brightness in each.
5. Remove cosmic rays and satellite trails (and other artifacts).
6. **Average** all of the images in the same filter; convert to physical units.
7. Extract the quantities that you need (e.g. fluxes for each star) and proceed to scientific analysis.

# For pretty pictures

After steps 1–6,

7. Make a composite RGB or false-color image from the images taken with different filters, with brightness scales (usually) chosen so that A0 stars look white.
8. **Deconvolve** (sharpen) your averaged L image, preferably using the maximum entropy method in CCDStack, IDL, or Python.
9. Process your deconvolved L image and composite RGB or false-color image in Photoshop, making a composite LRGB image with
  - ▶ High contrast and dynamic range (black blank sky, vibrant colors, reduced noise)
  - ▶ No flaws such as “dust donuts,” etc.
  - ▶ Cropping to the desired size and aspect ratio.

# How long of an exposure is needed? Estimating exposure time

Before starting a project, the first thing to figure out is how long it will take. For astronomical images, the instrument sensitivity and the target flux both need to be known to estimate the necessary exposure time.

- ▶ Individual **frames** should be exposed long enough that the sky background is larger than the dark current but not so long that there are many cosmic-ray hits in the frame.
  - ▶ Usually 5–12 minutes per frame, depending on whether or not the moon is up.
- ▶ As many frames as it takes to fill the available time.
  - ▶ 4–5 hours is a good target for a high-quality color image of a Messier object.
- ▶ More is always better, but a signal-to-noise ratio of at least 10 on your target is needed.
  - ▶ An image barely showing objects half as bright takes four times as long.

## Sensitivity and signal-to-noise ratio

To astronomers, “sensitive” means a large ratio of signal to noise.

Signal = current produced by the CCD’s absorption of light from the celestial object, which we will call  $I_S$ .  
For a **small bandwidth** — filter width  $\Delta\lambda \ll \lambda$  — a typical CCD pixel draws

$$I_S = \tau\eta q_e \frac{\lambda P_S}{hc}$$

The other terms are

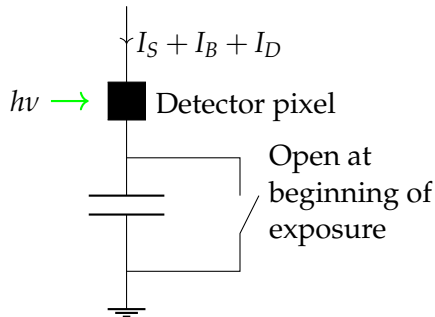
$\tau$  Transmission of optics and atmosphere, within  $\Delta\lambda$ ;  $\tau \in [0, 1]$

$\eta$  **Quantum efficiency** of detector;  $\eta \in [0, 1]$

$\lambda$  Wavelength;  $\lambda \in [3000, 7000] \text{ \AA}$  for visible light

$h, c, q_e$  Physical constants, by their usual symbols

$P_S$  (Signal) power incident from object, in watts or erg/s





## Sensitivity and signal-to-noise ratio

Because of the finite, quantized electron charge and random arrival time of electrons at given points in a circuit, there are three statistically-independent noise sources in the CCD current. The general term for this effect is **shot noise**. In terms of the current drawn,

$$\begin{aligned} I_N^2 &= \overline{(\Delta I^2)} = \frac{q_e I}{\Delta t} = \frac{q_e}{\Delta t} (I_S + I_B + I_D) \\ &= \frac{q_e}{\Delta t} \left[ \frac{\lambda \tau \eta q_e}{hc} (P_S + P_B) + I_D \right] \end{aligned}$$

Here, we refer to a single pixel or group of pixels in the CCD, and

$P_S$  Power from the object incident on the pixel

$P_B$  Incident background power (e.g. moonlight, city lights)

$I_D$  Dark current: Current drawn by the pixel even when no light shines; can be made negligible at sufficiently low CCD operating temperature

$\Delta t$  Exposure time: time over which the current is averaged

## Sensitivity and signal-to-noise ratio

The reason for this form of the square of the noise current is that electrons in small currents pass given points in a circuit randomly and at discrete times. This is a process governed by **Poisson statistics**.

Reminders on the Poisson distribution (which you should have seen, or are about to see, in PHYS 227):

- ▶ For a Poisson-distributed variable with mean value  $\bar{N}$ , the variance  $\overline{\Delta N^2}$  is

$$\overline{\Delta N^2} \equiv \overline{(N - \bar{N})^2} = \overline{N^2} - \bar{N}^2 = \bar{N}$$

$$\Delta N_{\text{rms}} = \sqrt{\bar{N}}$$

- ▶ If  $N$  electrons are counted in a time  $\Delta t$ , we can write this in terms of charge,  $\bar{Q}$ , or current,  $\bar{I}$ , as

$$\overline{\Delta Q^2} = q_e \bar{Q}$$

$$\Delta Q_{\text{rms}} = \sqrt{q_e \bar{Q}}$$

$$\overline{\Delta I^2} = \frac{q_e}{\Delta t} \bar{I}$$

$$I_N = \sqrt{\frac{q_e}{\Delta t} \bar{I}}$$

# Sensitivity and signal-to-noise

So the **signal-to-noise ratio** is

$$\begin{aligned}\frac{S}{N} &\equiv \frac{I_S}{I_N} = \tau \eta q_e \frac{\lambda P_S}{hc} \left( \frac{q_e}{\Delta t} \left[ \frac{\lambda \tau \eta q_e}{hc} (P_S + P_B) + I_D + I_R \right] \right)^{-1/2} \\ &= P_S \sqrt{\frac{\lambda \tau \eta}{hc \left( P_S + P_B + \frac{hc}{\lambda \tau \eta q_e} [I_D + I_R] \right)} \Delta t}\end{aligned}$$

Usually, one of the terms in the denominator is much larger than the others, and the smaller ones can be ignored to good approximation:

**Background-limited**  $P_B \gg (P_S, hc(I_D + I_R)/\lambda \tau \eta q_e)$

$$\left( \frac{S}{N} \right)_{\text{BL}} = P_S \sqrt{\frac{\lambda \tau \eta}{hc P_B} \Delta t} \propto P_S \sqrt{\eta \Delta t}$$

# Sensitivity and signal-to-noise

Source-limited  $P_S \gg (P_B, hc(I_D + I_R)/\lambda\tau\eta q_e)$

$$\left(\frac{S}{N}\right)_{\text{SL}} = \sqrt{\frac{\lambda\tau\eta P_S}{hc} \Delta t} \propto \sqrt{\eta P_S \Delta t}$$

Dark-current-limited  $I_D \gg (I_R, \lambda\tau\eta q_e(P_B, P_S)/hc)$

$$\left(\frac{S}{N}\right)_{\text{DL}} = \frac{\lambda\tau\eta P_S}{hc} \sqrt{\frac{q_e}{I_D} \Delta t} \propto \eta P_S \sqrt{\Delta t}$$

Note that in all cases, the S/N scales with  $\sqrt{\Delta t}$ . **To increase the S/N by a factor of 2, the exposure time must increase by a factor of 4.**

Use these equations to estimate the exposure time necessary for a given project.

## Sensitivity and signal-to-noise

Along with these noise sources related to the object, natural backgrounds, and detector, there is additional noise from the readout circuitry, called **read noise**, that appears as a random extra number of electrons added to each pixel in each image, **independent of exposure time**.

- ▶ Read noise is statistically independent of the other noise sources. That means the grand-total variance is the sum of the separate variances (the **quadrature sum**).
- ▶ Including read noise, the grand-total variance in the charge on each pixel is

$$\overline{\Delta Q^2} = I_N^2 \Delta t^2 + q_e^2 N_R^2$$

where  $N_R$  is the root-mean-square (**rms**) number of electrons randomly added to each pixel.

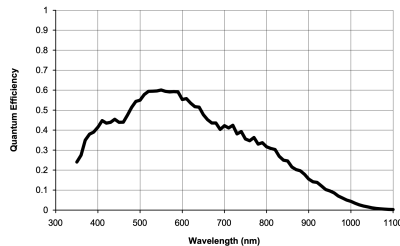
We strive to have sensitivity limited by natural sources of background. Thus, we

- ▶ Operate the CCD at low enough  $T$  that  $I_D \ll I_B$
- ▶ Take long enough exposures that  $I_N^2 \Delta t^2 \gg q_e^2 N_R^2$

# Our imaging system

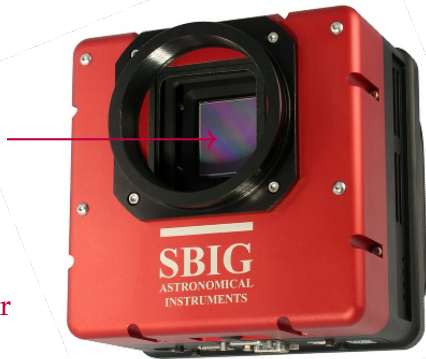
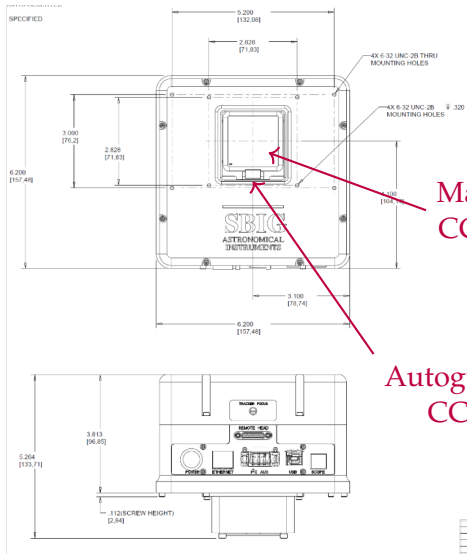
**Santa Barbara Instrument Group (SBIG) STX 16803 CCD cameras.** We have two (#1, #2).

- ▶ Frame-transfer charge-coupled device (**CCD**),  $4096 \times 4096$ ,  $9 \mu\text{m}$  pixels, plus a separate interline CCD,  $657 \times 495$ ,  $7.4 \mu\text{m}$  pixels for autoguiding, next to the big imaging CCD. For Camera #2, the latter is blocked by Filter Wheel #2.
- ▶ Quantum efficiency  $\eta = 0.45 - 0.6$  across the visible band.
- ▶ 16-bit output; 1.27 electrons per **data number** (DN) for Camera #1, 1.35 electrons per DN for Camera #2. (Pixel readouts are recorded in DN.)
- ▶ Dark current  $I_D/q_e = 0.009$  electrons per second per pixel at  $T = -20^\circ\text{C}$ .
- ▶ Read noise  $N_R = 9$  electrons (rms) per pixel at  $T = -20^\circ\text{C}$ . Half that, if the image is binned into  $2 \times 2$  pixel blocks, as we usually do except with our L filter.



*ON Semiconductor*

## Our imaging system

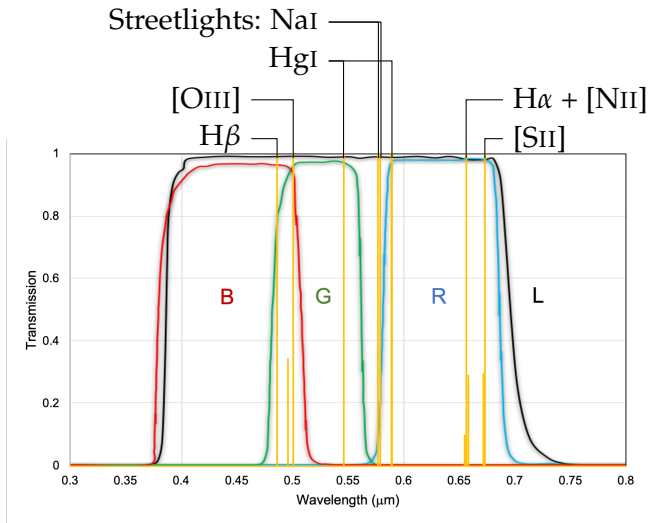


Shutter open

# Our broadband filters

For stellar magnitudes and colors:  
L, R, G, and B, all of which have a  
maximum transmission  $\tau \gtrsim 0.95$ .  
They come from Diffraction  
Limited (plotted at right) or Baader  
Planetarium.

Note: Do not confuse our G filter  
with the Gaia G filter. Gaia's G is  
more similar to our L filter.

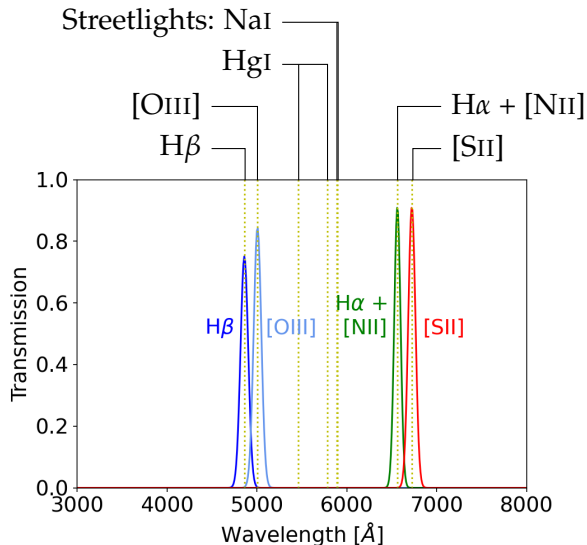




# Our narrowband filters

For spectral lines from Galactic and extragalactic nebulae:  $H\beta$ ,  $[OIII]$ ,  $H\alpha$ , and  $[SII]$ , all of which have peak  $\tau = 0.75 - 0.9$ .

FWHM widths are  $\Delta\lambda = 85, 85, 70$ , and  $80 \text{ \AA}$ , respectively. Same vendors.



# Our filter wheels

**SBIG FW-5 or FW-7 filter wheels.** They are enclosed and mount to the front of the cameras. Ours (#1, #2) are each devoted to the camera of the same number.

- ▶ Filter wheel #2, an FW-7, is shown on the right, open and viewed from the telescope side, and loaded up with the Diffraction Limited filter set.
  - ▶ Note that for the first part of the semester, the  $H\beta$  filter is occupying the B-filter's spot.
- ▶ All filters except L are **dielectric multilayer interference filters**, so in reflected light they do not look like the color that they transmit.

