

# OBSERVATIONAL ASTRONOMY – I

**Lecture 7**

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# Methods of Observations

Imaging

Photometry

Spectroscopy

Polarimetry

Interferometry

# The Primary Tools of Astronomy

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Light is the only thing we can work with. What can we do with it?

- **Imaging** – we can take “pictures” of the things we see. But pictures alone tend to lack the “quantitative” aspect that is needed for most serious scientific studies.
- **Photometry** – the technique that measures the relative *amounts* of light in different wavelength ranges. But these ranges are too wide to provide detailed information on the light’s spectral distribution.
- **Spectroscopy** (spectrophotometry) – the most informative technique of light analysis, that measures how much light an object produces at various wavelengths of light.

# Imaging

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- Mapping the distribution of celestial sources on the sky in order to locate the position of source precisely – astrometry.
- Getting information on the source's form and that of its local environment.

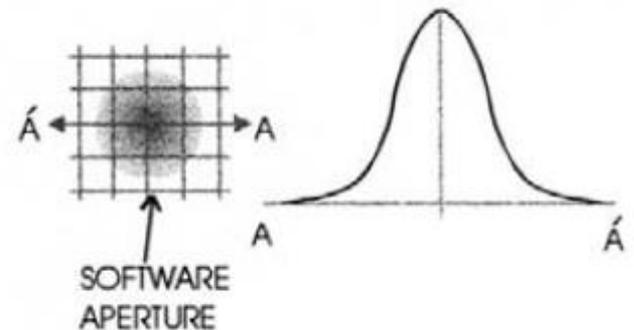
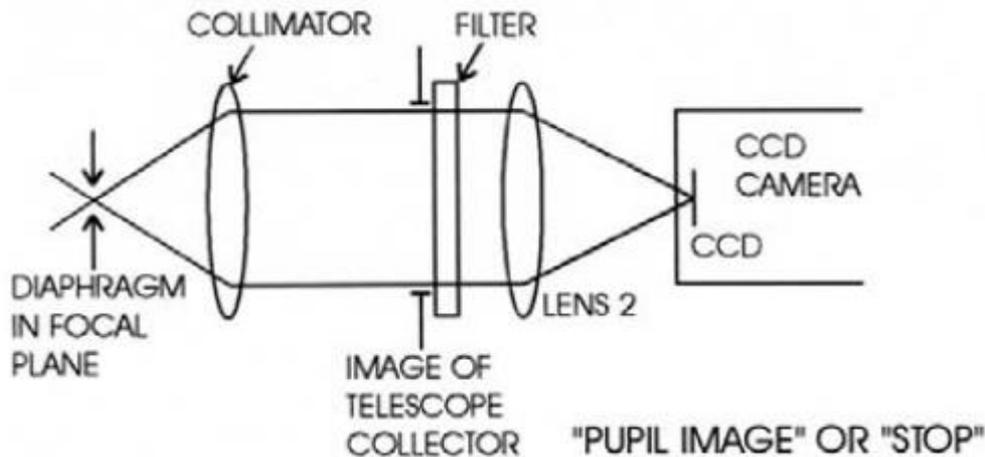
# Imaging

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Pixel sampling and matching to the plate scale.

Two issues:

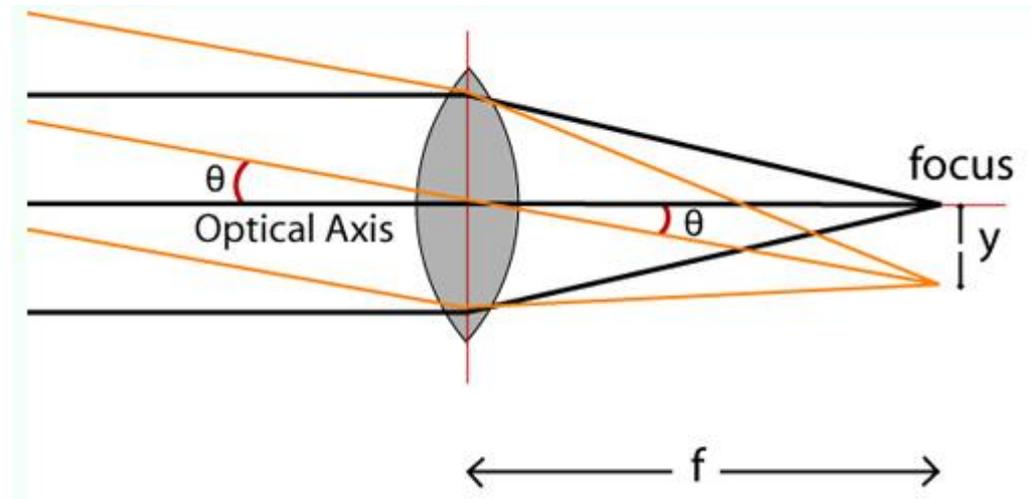
1. Maximizing observing efficiency → more light onto a pixel → less integration time
2. No compromise to the ability to obtain accurate brightness measurements



# Imaging

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- The plate scale of the telescope:  $ps = \frac{206265}{f}$  ["/mm]



- For direct imaging, the angle on the sky subtended by the detector pixel is  $\theta = ps d_{pix}$   
where  $d_{pix}$  is the physical pixel size in mm

# Imaging

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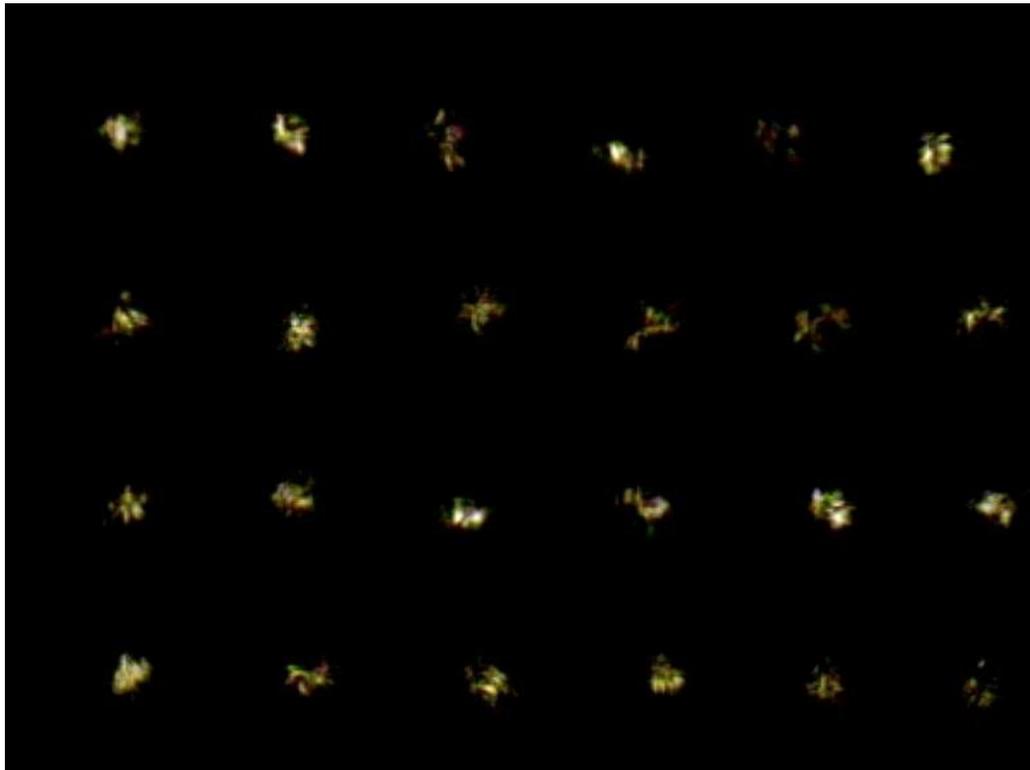
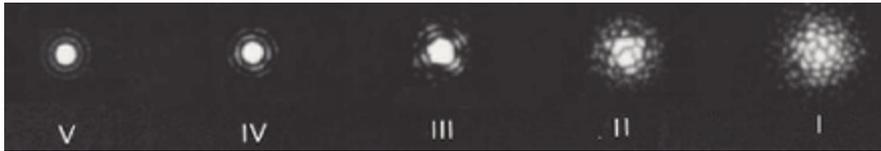
The **spatial resolution** element may be determined by seeing conditions or by optical constrains.

- In general, the image is critically sampled if there are about 2 pixels (the Nyquist limit) across the resolution element
- Or the image is oversampled if there are a few pixels ( $\sim 4-5$ ) across the resolution element

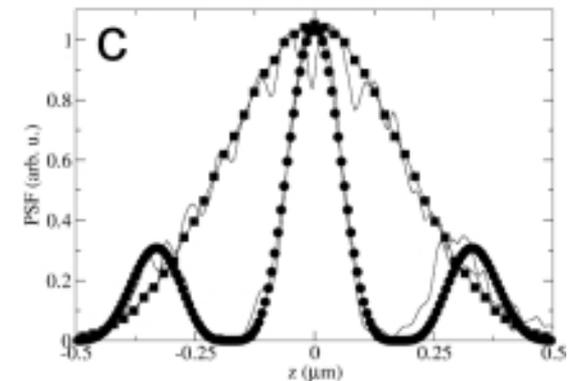
**The resolution element: diffraction limit and seeing!**

# Imaging and Seeing

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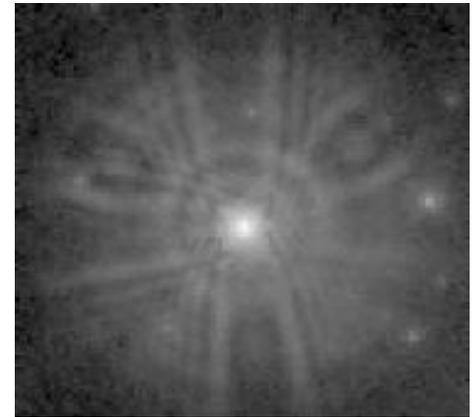
Ground-based telescope resolution is determined by the atmosphere, rather than aperture size. The central maxima of a Point Spread Function (PSF) expanded by turbulence is called *seeing disc*, and its FWHM is *seeing*.



# Imaging: PSF, convolution & deconvolution

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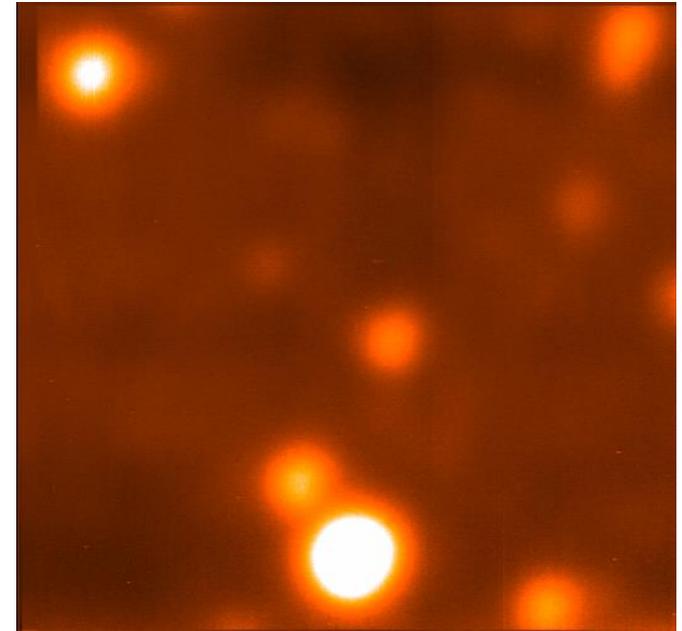
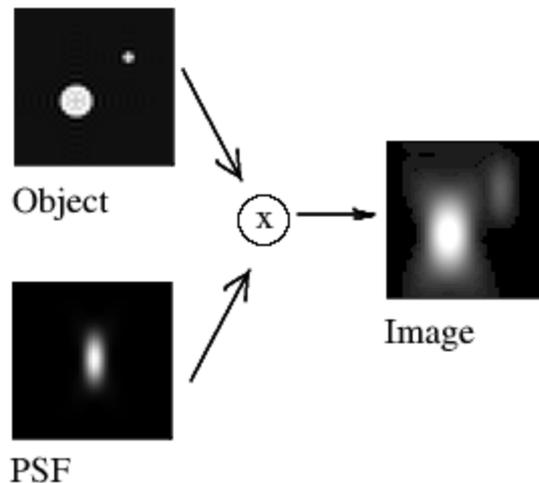
- The **Point Spread Function** (PSF) is the main brick that builds up the whole acquired image.
- The PSF is the image of a single point object (rescaled to make its integral all over the space equal 1). The degree of spreading (blurring) in the image of this point object is a measure for the quality of an image.
- The point spread function of Hubble Space Telescope's WFPC camera before corrections were applied to its optical system.



# Imaging: PSF, convolution & deconvolution

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- **Convolution:** The process is mathematically described by a convolution equation of the form  $g = h * f$ , where the image  $g$  arises from the convolution of the real light sources  $f$  (the object) and the PSF  $h$ .
- You can imagine that an image is formed in your telescope by *replacing* every original Sub Resolution light source by its Point Spread Function (multiplied by the correspondent intensity).



# Imaging: PSF, convolution & deconvolution

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- **Deconvolution (Image restoration)** is the recovery of images from raw data. Deconvolution is an “inverse” problem: the object of deconvolution is to find the solution of a convolution equation of the form

$$h * f + \varepsilon = g,$$

where  $h$  is PSF,  $g$  is some recorded image,  $\varepsilon$  is noise that has entered our recorded signal, and  $f$  is the real light source that should be recovered.

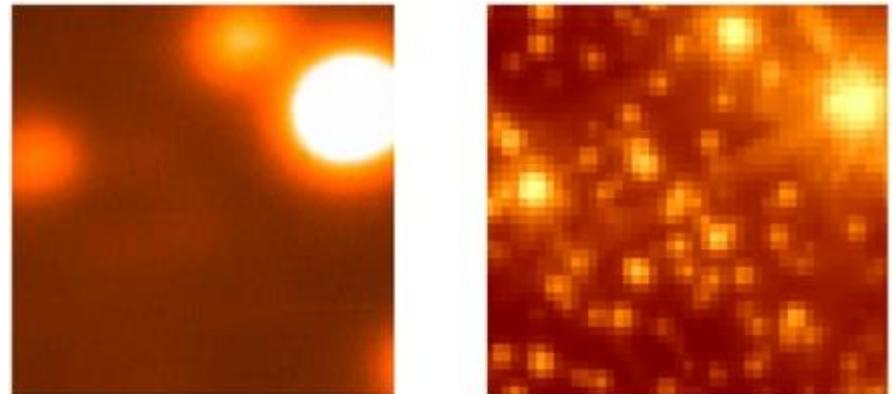
- The algorithms and methods are:
  - **Richardson – Lucy** deconvolution
  - **Maximum Entropy Method**



# Lucky Imaging

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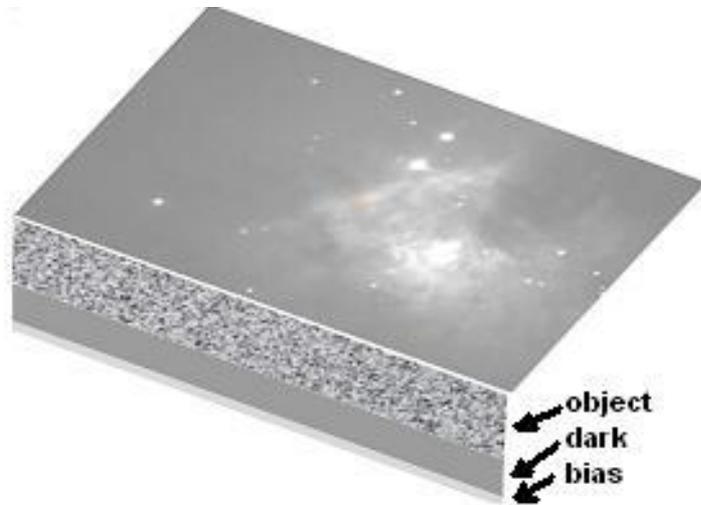
- Lucky Imaging is an effective technique for delivering near-diffraction-limited imaging on ground-based telescopes.
- The basic principle is that the atmospheric turbulence that normally limits the resolution of ground-based observations is a statistical process. If images are taken fast enough to freeze the motion caused by the turbulence we find that a **significant number of frames** are very sharp indeed where the statistical fluctuations are minimal.
- By combining these sharp images we can produce a much better one than is normally possible from the ground.



# Image processing

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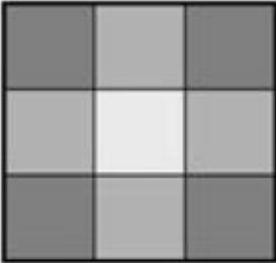
- A CCD image is built up from three signal sources:
  - **object**: photons imaged onto each pixel of the CCD
  - **dark** current: thermal electrons collected in each pixel during the exposure
  - **bias**: a low level electrical signal added to each pixel during image readout



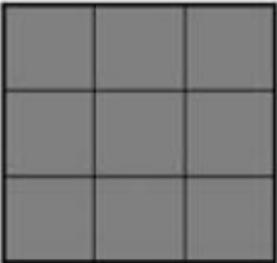
# Image processing

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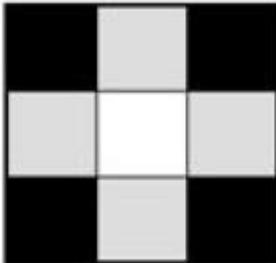
- Most processing steps must be carried out pixel by pixel



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|    |    |    |
|----|----|----|
| 10 | 12 | 10 |
| 12 | 15 | 12 |
| 10 | 12 | 10 |

-

|    |    |    |
|----|----|----|
| 10 | 10 | 10 |
| 10 | 10 | 10 |
| 10 | 10 | 10 |

=

|   |   |   |
|---|---|---|
| 0 | 2 | 0 |
| 2 | 5 | 2 |
| 0 | 2 | 0 |

A simple operation on digital image data to subtract one frame from another.

# Image processing

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## □ Darks:

- In order to remove the accumulated background due to thermal dark current, it is usual to take several "darks" which are images taken with the CCD camera shutter closed. These darks should be of **the same exposure time** and **camera temperature** as the object exposure to be dark subtracted.
- It is best to take a set of dark images and then to combine them to get a "master" dark based on the average of the dark set.  
[Note: it is usual to "**median combine**"]

# Image processing

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## □ Bias:

- In addition to thermal noise, each pixel charge will carry with it a fixed offset voltage value called the bias. Thus even if the output coming from the CCD were exactly zero electrons for every pixel, there would still be a signal that would vary from pixel to pixel in a repeatable fashion. A bias frame is one taken to determine this bias pattern.
- Again, it is best to take a set of bias images and then to combine them to get a "master" bias based on the average of the bias set.

# Image processing

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## □ **Flat Fielding:**

each pixel on the CCD may have a different sensitivity to incoming photons due to small variations in individual pixel dimensions and quantum efficiency. For precision photometry it is necessary to calibrate such pixel-to-pixel variations and this is the function of "flat fielding". There are several different approaches but the two that are applicable to most observatories are

- **Dome Flats:** A uniformly illuminated target is installed in the dome or attached to the front of the telescope
- **Sky Flats:** Images are taken of the sky which is assumed to be uniform in brightness over the (usually small) field of view of the CCD

# Image processing

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## □ Flat Fielding:

- Take an exposure of a source which will uniformly illuminate each pixel of the CCD;
- Pixel sensitivity (and perhaps other effects) will be a function of wavelength so separate flat fields are needed for each filter;
- Use a long enough exposure time to fill pixels to more than 50% of their full well capacity.

# Image processing

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## □ Flat Field types:

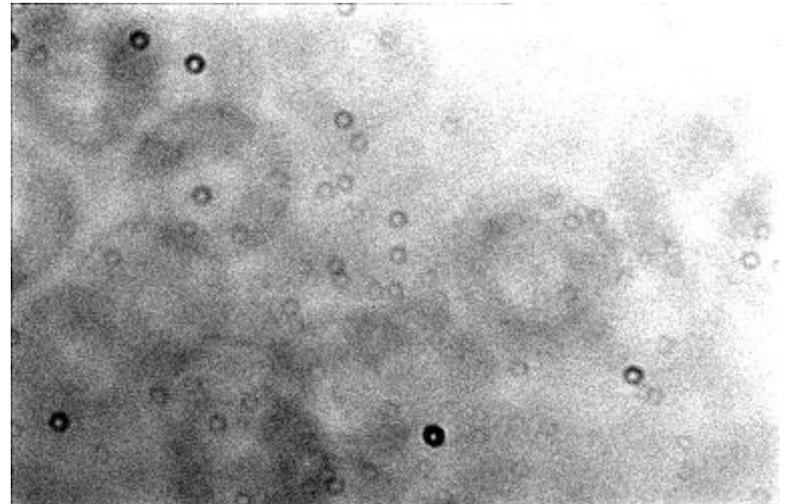
- **Twilight Flat:** Exposures of the twilight sky (well away from horizon). Can correct for all of the types of sensitivity variations but the twilight sky is typically much bluer than the typical program object.
- **Dome flat:** Exposure of a special target, usually mounted on the dome (such a target is completely out of focus and thus effectively uniform). Does well on Pixel to Pixel variations, poorly on vignetting.
- **Sky Flat:** Median combination (to remove stars) of many exposures of the night sky  
Good correction of vignetting, poor correction of Pixel to Pixel variation. Hard to get enough photons on CCD – exposures may be very long.

# Image processing

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## □ Flats:

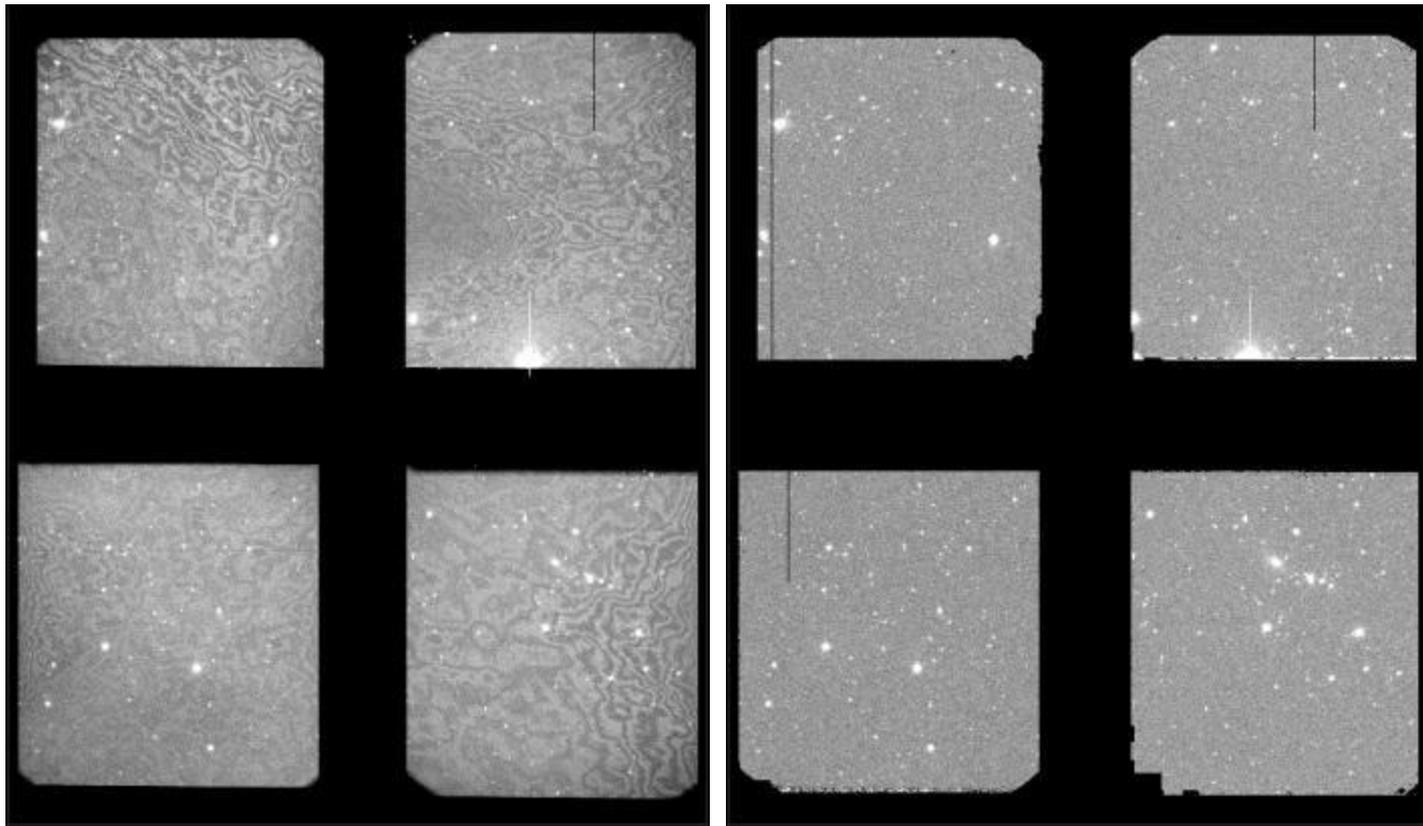
- Take a number of dome or long exposure (5 to 10 seconds) twilight flats
  - Do Dark and Bias corrections for each image
  - Average or median combine to get high S/N image
  - Make a copy and smooth with a large area filter (25 x 25 pixels) to remove pixel to pixel variations
  - Divide high S/N image by smoothed image
  - Normalize to 1.00 at the center
  - Save as a 32-bit real image
- The result is your “**pixel flat**”



# Image processing

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- Cleaned image after dark, bias, and flat-field corrections



# Image processing

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## □ Summary:

- Start with raw image
- Subtract dark and bias images
  - use high s/n “master bias” and “master dark” frames for best results
- Divide by flat field
  - use high s/n “master flats” for best results
  - flats must have dark and bias removed



# Image processing

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- **Do not forget: Cosmic Ray Events:**



# Imaging of High-Energy photons

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- Imaging of high-energy photons is a difficult task because of their extremely penetrating nature.
- Other Imaging Techniques are used in High-Energy Astronomy: see [XGdet\\_part2.pdf](#)

# Image processing

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- There are several major computer packages:
  - IRAF
  - MIDAS
  - IDL (commercial)
  - Starlink
  
  - HeaSoft