

Project plans for ISR and Atmospheric Characterisation

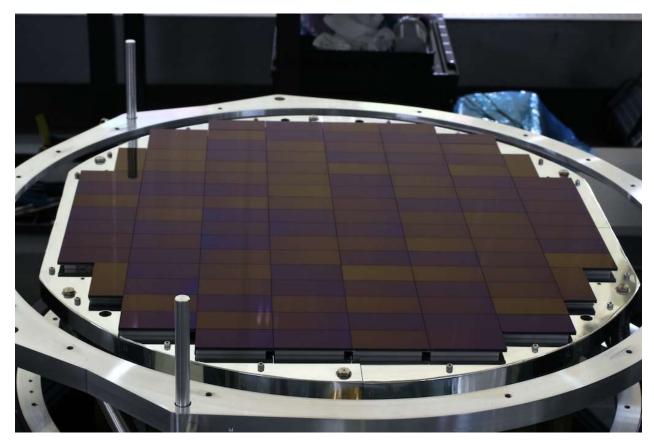
Robert Lupton, Princeton University LSST Pipeline/Calibration Scientist





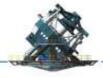
HSC





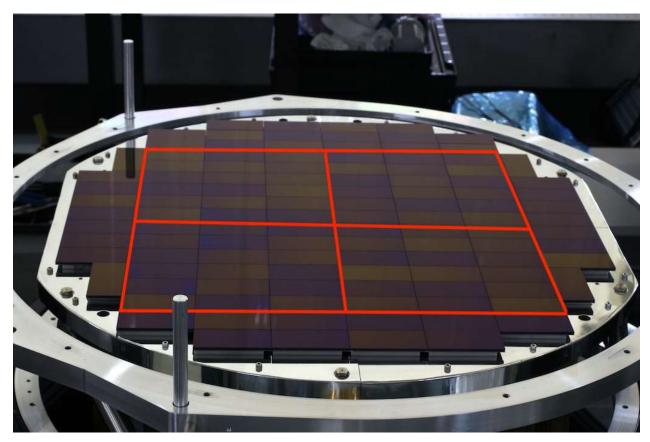
112 2kimes4k Hamamatsu 15 μm CCDs (*cf.* 62 4kimes4k LSST 10 μm CCDs)





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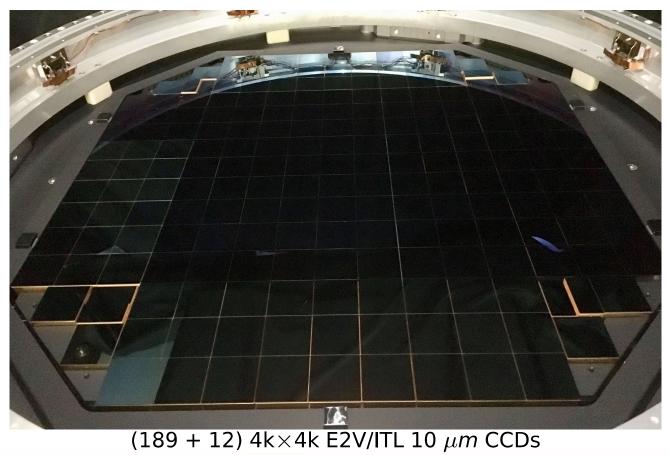
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LSST



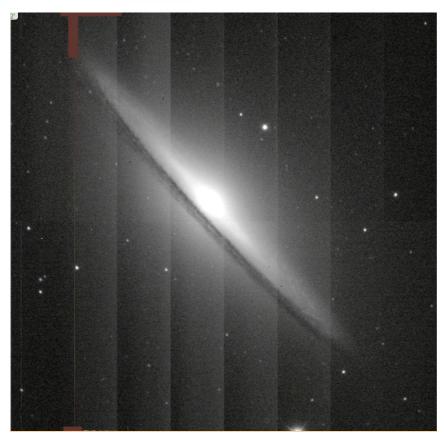






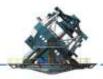
AuxTel; M104





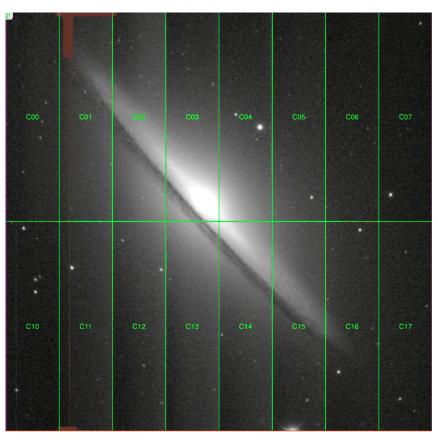
 $4 \mathrm{k} \! imes \! 4 \mathrm{k}$ ITL 10 μm CCD





AuxTel; M104





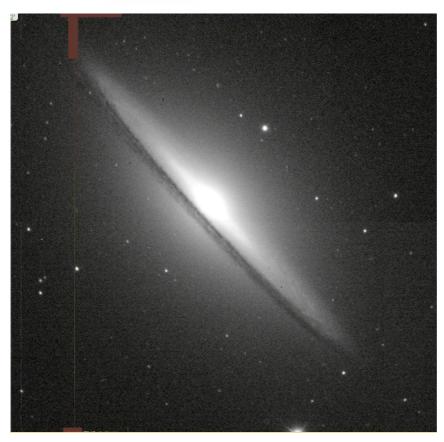
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AuxTel; M104





 $4 \mathrm{k} \! imes \! 4 \mathrm{k}$ ITL 10 μm CCD

bias subtracted







Photons per second per pixel:

$$F_i'(\nu) = \frac{1}{h\nu} F_{\nu,i} S^{atm} A S_b^{tel} (\partial \theta / \partial u) (\partial u / \partial x) S_i^{CCD}$$
(4.1a)

Electrons per pixel

$$C_{i} = \sum_{k} a_{i-k} \left[\sum_{j} K_{i-j} \left[F'_{j} t_{\exp} + \epsilon_{P}(F'_{j} t_{\exp}) \right] \right] \left[\sum_{j} K_{k-j} \left[F'_{j} t_{\exp} + \epsilon_{P}(F'_{j} t_{\exp}) \right] \right] + D_{i} t_{\operatorname{dark}} + \epsilon_{P}(D_{i} t_{\operatorname{dark}})$$
(4.1b)

Electrons at the sense node: $(n.b. C_i)$ and thus C'_i includes the Poisson noise)

$$C'_{i} = \kappa_{i}(C_{i}) + [1 - \kappa_{i}](C_{i+1})$$

$$(4.1c)$$

Voltage at the sense node (n.b. C'_i and thus U_i includes the noise in C_i):

$$U_i = G_{SN}(C_i') \tag{4.1d}$$

Digitized signal (n.b. U_i includes the noise in C'_i):

$$I_{i} = G_{A}(G_{C}(\sum_{l} [\delta_{il} + c_{il}''][G_{p}(\sum_{k} [\delta_{lk} + c_{lk}'][G_{F}\left(\sum_{j} [\delta_{kj} + c_{kj}][U_{j} + B_{j} + \epsilon_{N,j}]\right) - \overline{B}_{k}]) + \epsilon_{p,l}] + B_{i}'))$$

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It's complicated. And all these terms matter.







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Most of these corrections are standard, but maybe a little tricky:

- There is much more bias structure than you expect in these modern times









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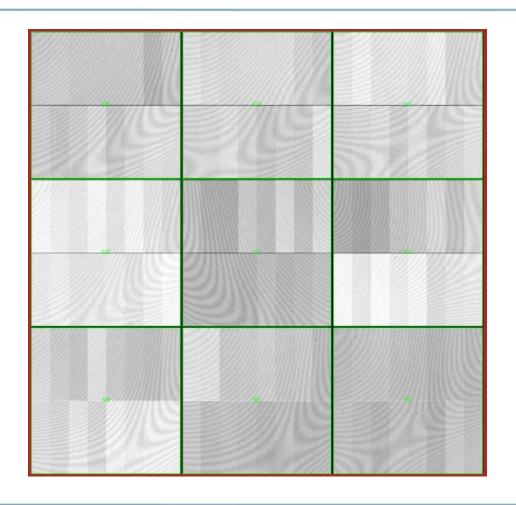


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In Utopia our extra-terrestrial photons would be superimposed on a uniform background.













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In Utopia our extra-terrestrial photons would be superimposed on a uniform background. How would that background appear in our data?

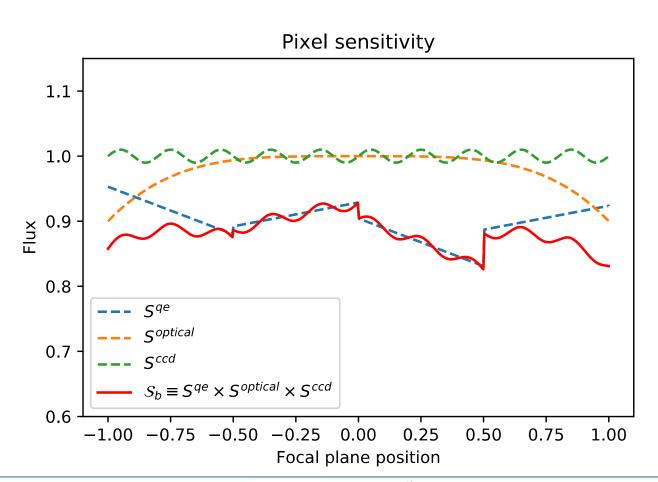
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You may be thinking, "That's what a flatfield is for!"





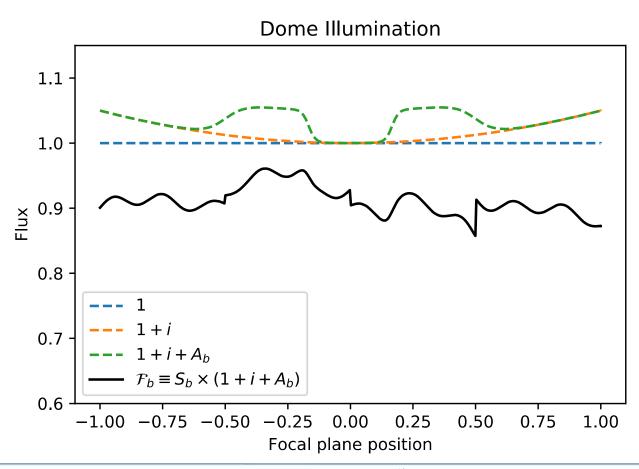








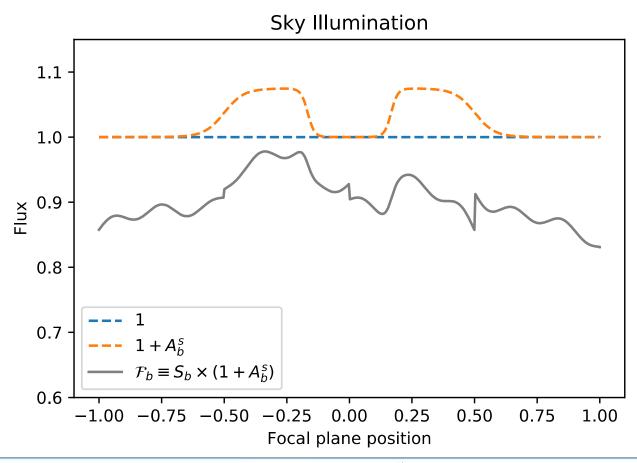








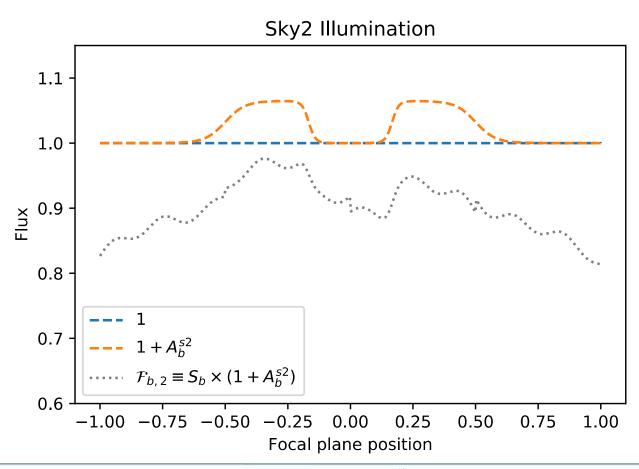










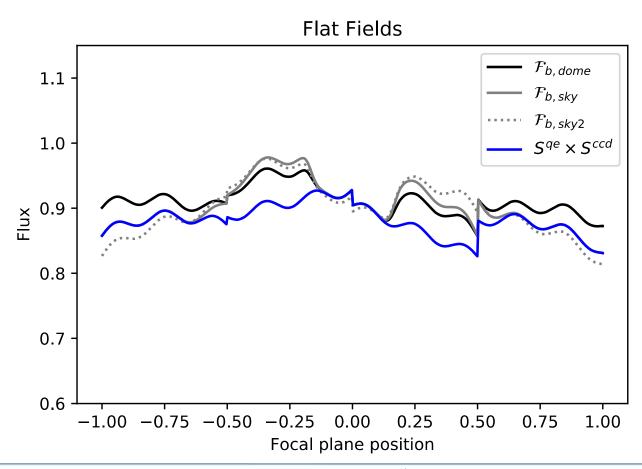






What's in a flat field?



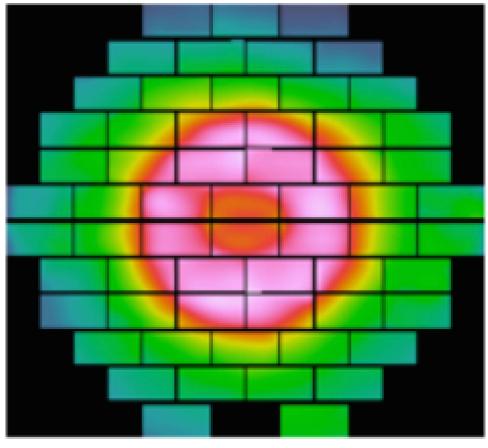






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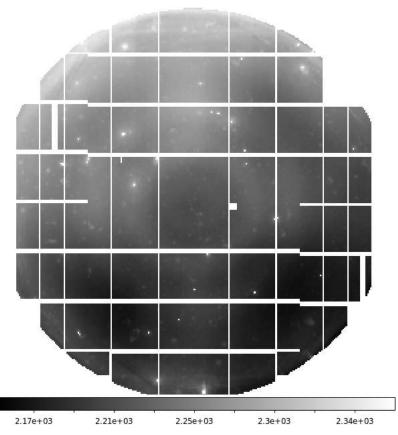


DES g star flat (Bernstein et al.)









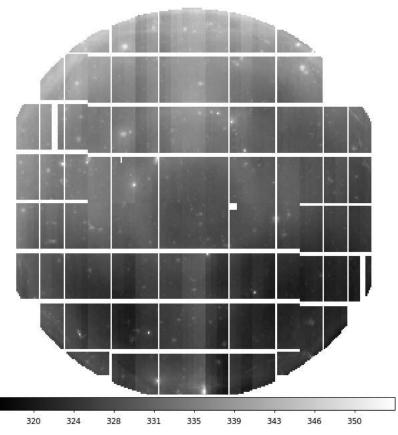
HSC *i*; visit 1330 flatfielded using dome flats; 300s









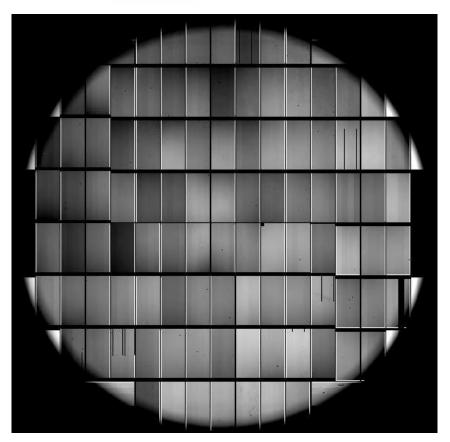


HSC *i*; visit 1328 flatfielded using dome flats; 30s









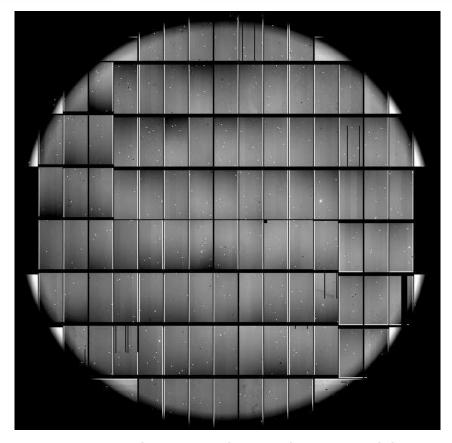
HSC $g\pm7\%$; overscan, gain, QE, vignetting, Jacobian, corrected; Dome

Rubin Algorithm Workshop, 17-19th March 2020







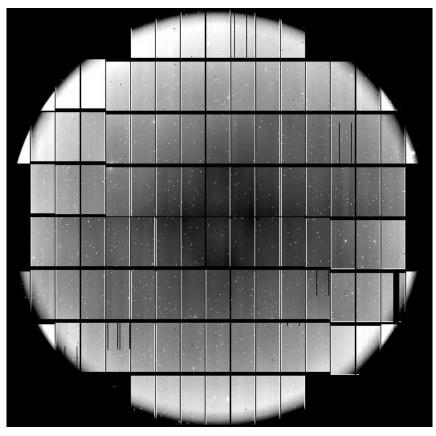


HSC $g\pm7\%$; overscan, gain, QE, vignetting, Jacobian, corrected; Sky







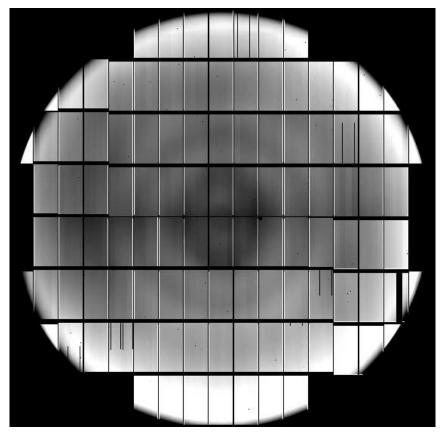


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There's also a fundamental choice to be made: Do you correct the flux or the surface brightness?







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The usual way to estimate the sensitivity to resolved sources is to use Star Flats







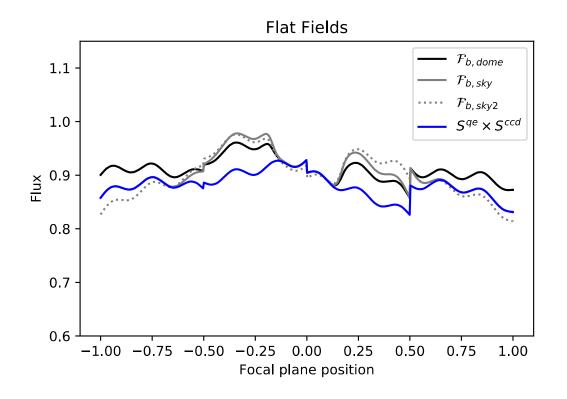
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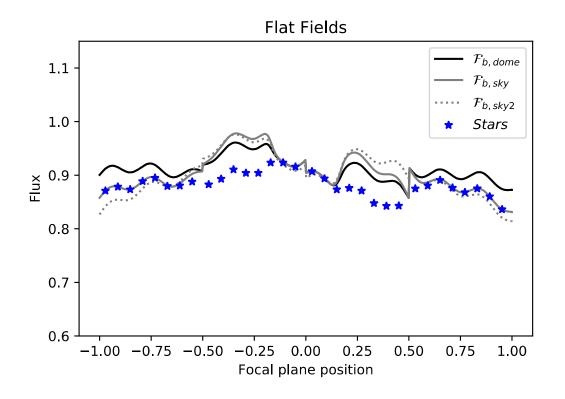








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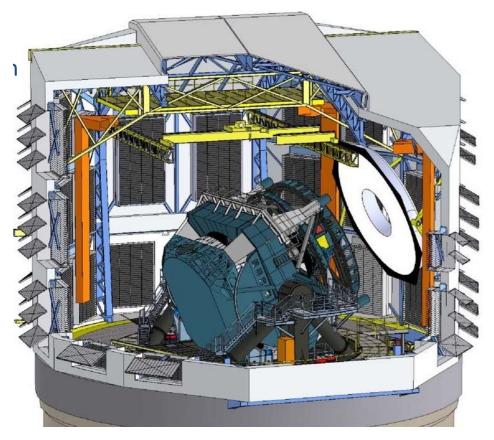




Flatfielding in LSST



At the Rubin Observatory we'll have a flatfield screen.



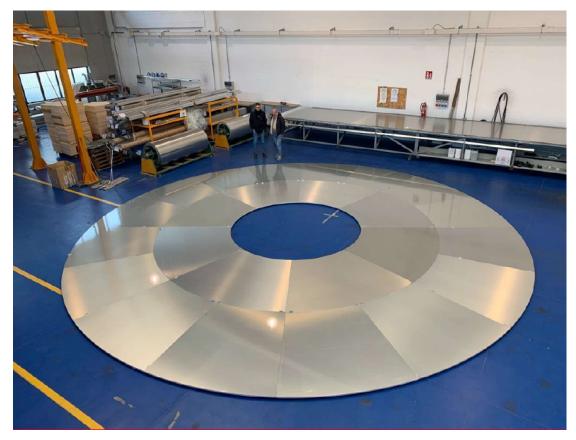


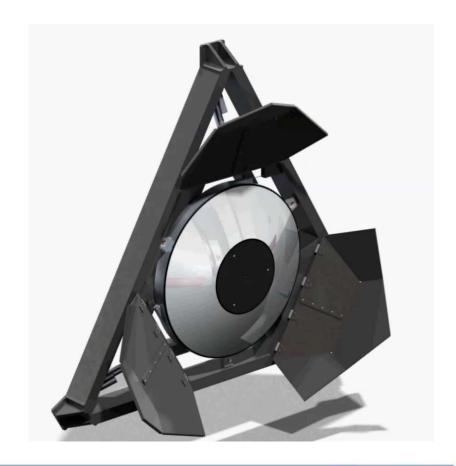


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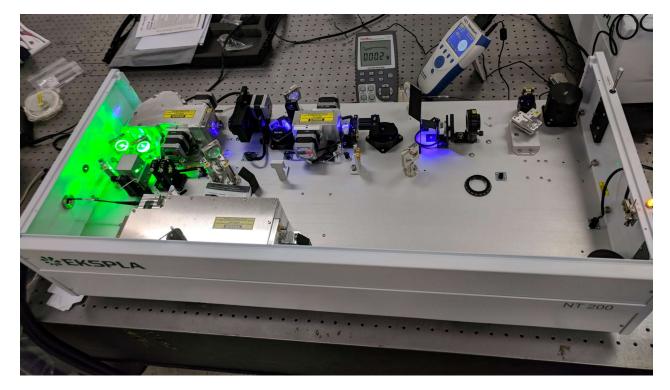




Flatfielding in LSST



At the Rubin Observatory we'll have a flatfield screen. And a class IV tunable laser.



I.e. we can measure a set of monochromatic (dome) flats.

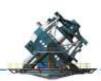








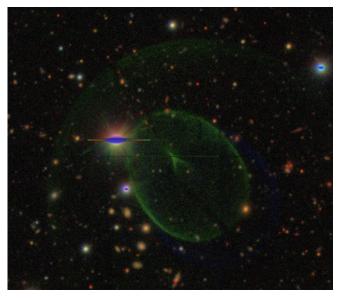


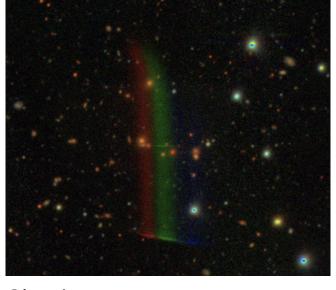




We'll also be able to separate direct from ghost/ghoul light using the Collimated Beam Projector, the CBP.

- Ghost: deterministic unwanted light due to partial transmission and reflection of light at optical surfaces
- Ghoul: unwanted light that ray-tracing codes cannot predict, e.g. scattering off baffles



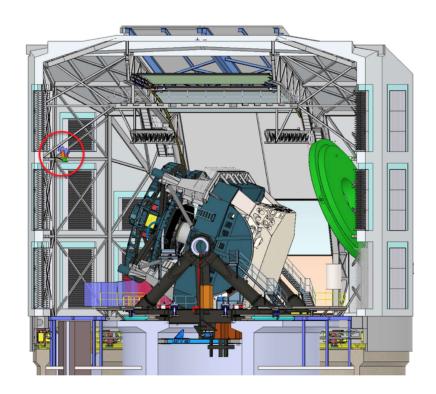


Ghost Ghoul





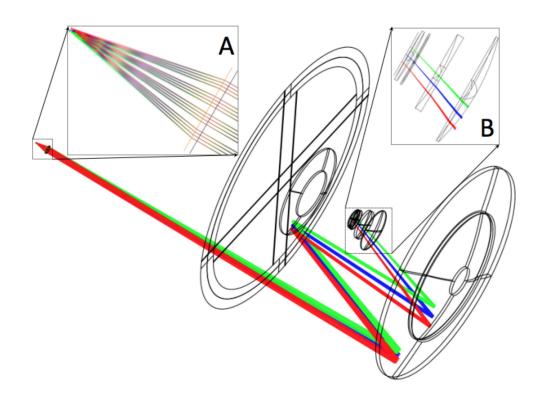
















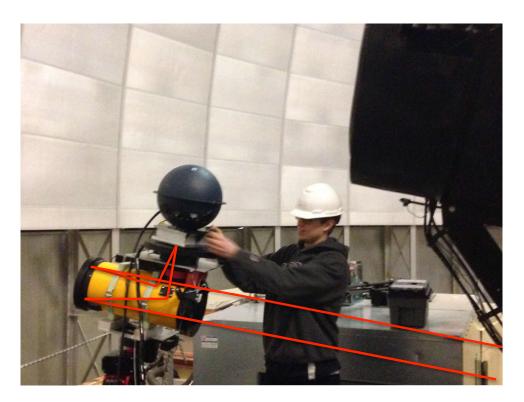








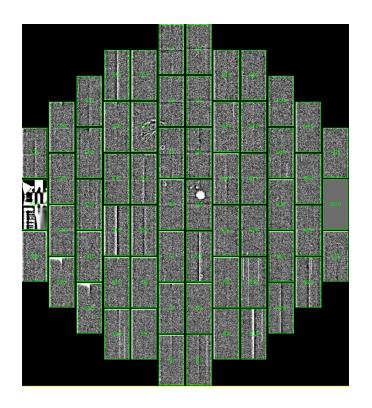










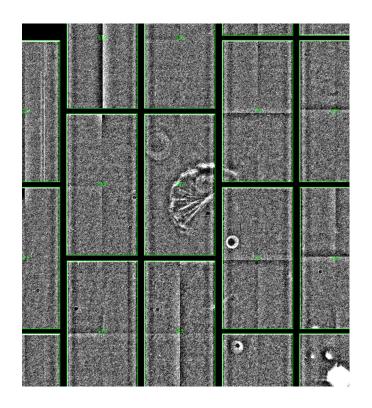








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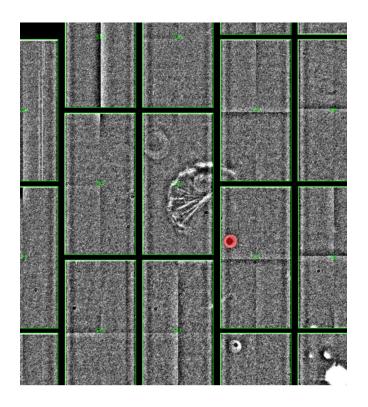








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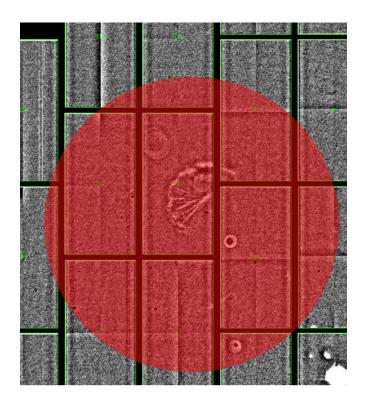








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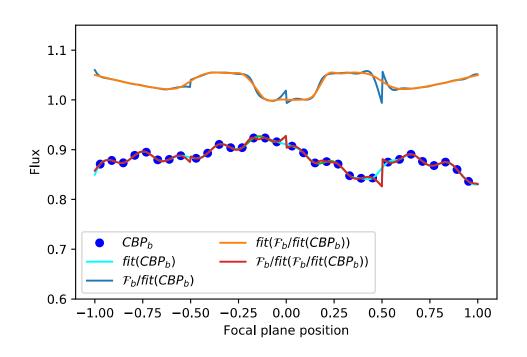








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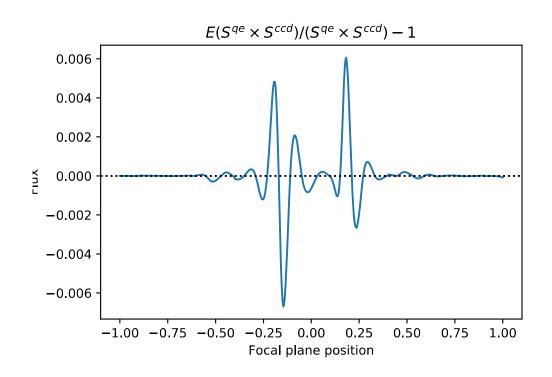








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Together these allow us to synthesise a flat field for any SED, which will correctly recover either:

- Object Flux or
- Surface Brightness





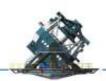


Together these allow us to synthesise a flat field for any SED, which will correctly recover either:

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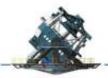
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So we should be in good shape to calibrate the sky and objects once we know their SED. For flat fielding the sky we don't need to know the SED all that well; but for precision cosmology we do. Enter the Auxiliary Telescope.







A 1.2m telescope

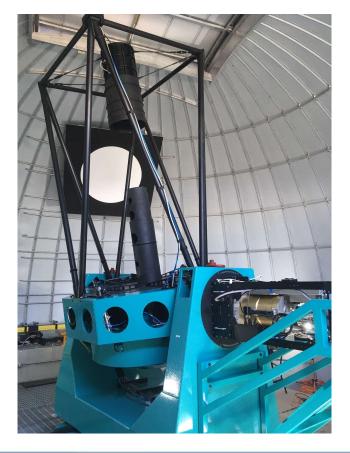








A 1.2m telescope with a slitless spectrograph

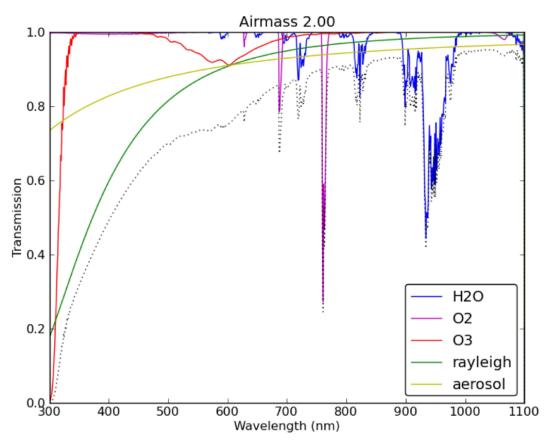








A 1.2m telescope with a slitless spectrograph to monitor the atmospheric transmission.

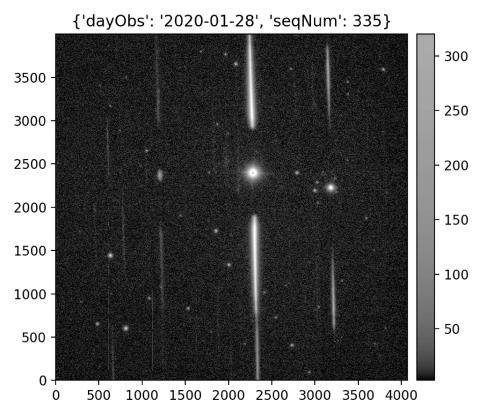






HD 107696





90 line/mm Ronchi grating

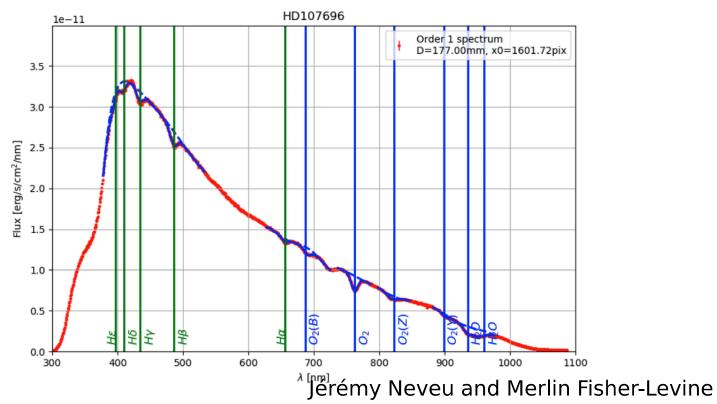
 $4k \times 4k$ ITL 10 μm CCD





HD 107696





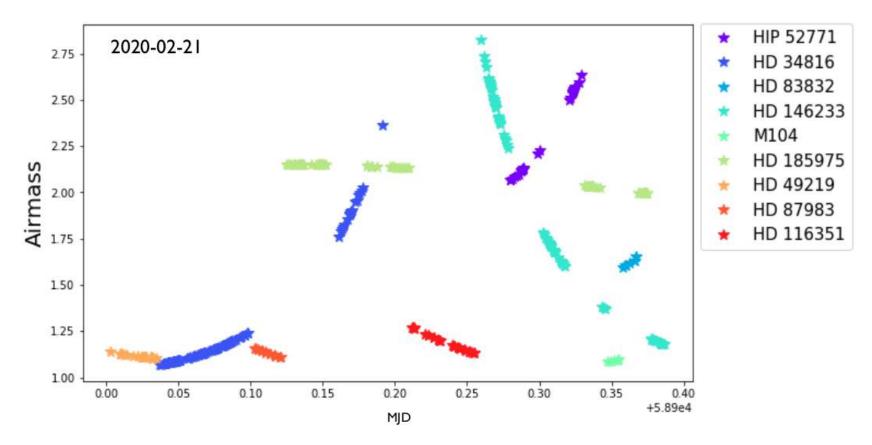
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AuxTel observing strategy





Observing strategy last dark run.

Merlin Fisher-Levine







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Whether or not we need it to reduce the stellar photometry, we will be able to probe the variation of the components of atmospheric absorption as a function of time, azimuth, and altitude. With the intention of reducing all Rubin IsstCam photometry to a common atmosphere and airmass, allowing for the source's SED.







The End









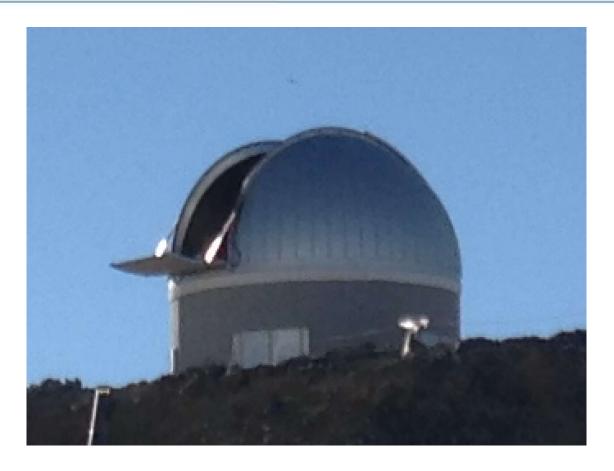


A Condor over Cerro Pachón









A Condor over Cerro Pachón

