

McLean Sec.9-9.2

Misato Fujii

9 Characterization and calibration of array instruments

- all imaging devices require calibration to be used for quantitative work
 - how the properties of the detector are measured
 - how the detector affects analysis
- • describe steps in the calibration of CCD and other array detectors
 - signal-to-noise expressions for array instruments

9.1 FROM PHOTONS TO MICROVOLTS

- observed quantity : stream of photons
 - detected quantity : small voltage (V_0) → amplified and digitized
 - N_p photons are absorbed → $\eta G N_p$ electrons will be detected
 - $\eta (< 1)$: quantum efficiency, $G (\sim 1)$: photoconductive gain
 - multiple by the charge on the electron e
 - total number of coulombs of charge detected
 - voltage at the output pin of the array detector $V_0 = \frac{A_{SF} \eta G N_p e}{C}$
 - C : capacitance of the output node of the detector
 - $A_{SF} (\sim 0.8)$: amplification or gain of the output amplifier (source follower)
- ⇒ first step : determine the quantum efficiency or QE

9.1.1 Quantum efficiency and DQE

QE can be determined with a calibration system constructed to illuminate the detector through a known spectral passband

1. source of illumination: incandescent lamp, grating spectrometer
2. integrating sphere: randomize the light rays and produce a uniformly illuminated source
 - longer wavelength → blackbody source can be used instead of the integrated sphere
3. shutter and filter
4. mirror: split the light toward the detector cryostat and a calibrated photodiode
5. record the signal from the calibrated photodiode and obtain relative QE as a function of wavelength

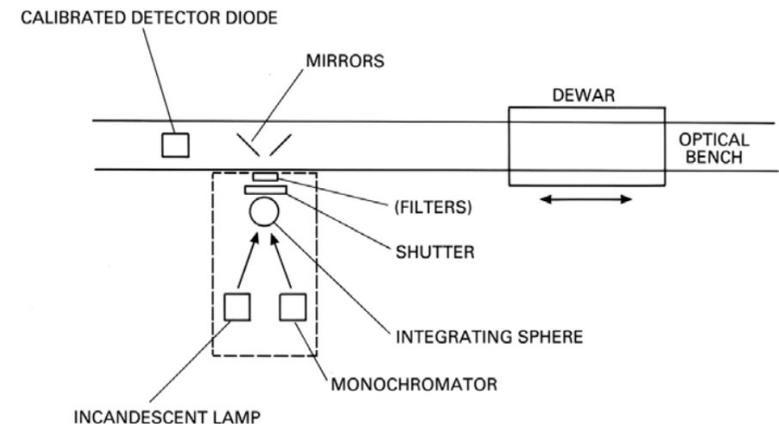


Figure 9.1. A possible laboratory arrangement for calibration and characterization of CCDs.

9.1.1 Quantum efficiency and DQE

- convert to absolute QE: require a precise calibration of illumination
 - exact transmission or profile of the filter passband
 - measured in commercial spectrophotometers
 - accurate determination of the solid angle on the source subtended by a pixel
 - easy to obtain solid angle with a geometry controlled by baffles

9.1.1 Quantum efficiency and DQE

- the measured QE of a deep-depletion CCD
 - good agreement between 1-R and $QE(\eta)$ except at the short and long ends of the wavelength
 - R: reflectance
 - shortest wavelength: electron-hole are created too far from the depletion region
 - longest wavelength: absorption length are too long and no electron-hole pairs are created

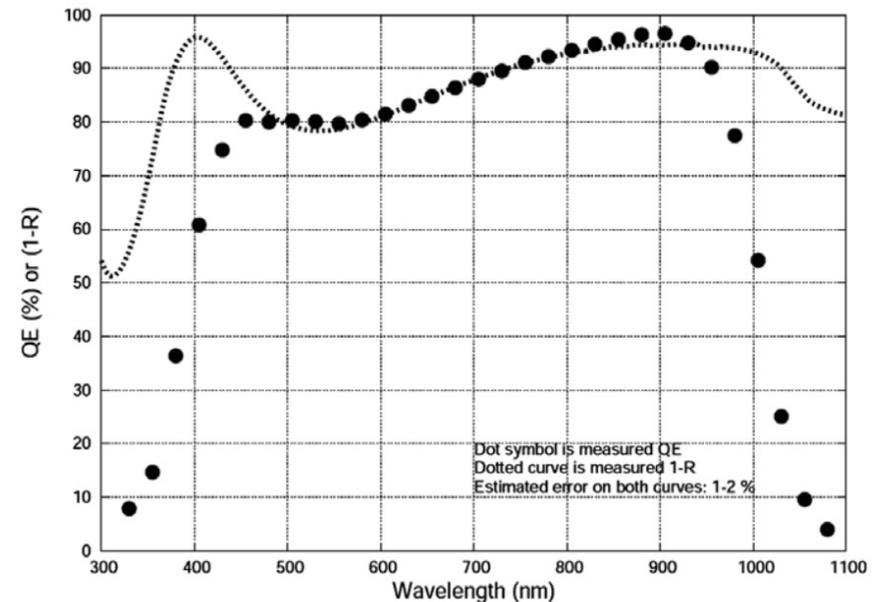


Figure 9.3. Curves of the measured QE and reflectance of a deep-depletion CCD using the UCO/Lick automated system. Credit: Richard Stover.

9.1.1 Quantum efficiency and DQE

- measure A_{SF}
 - change the output drain voltage and observe the change in the output source voltage
 - ratio = A_{SF}
- measure C
 - $C = \frac{Q}{V}$ (Q : controlled charge, V : measured voltage)
 - expose the detector to a substantial light level and obtain a large output signal
 - dominant noise is photon noise
 - measured voltage: $V = \frac{eN}{c}$ (N : total number of collected charge)
 - voltage noise: $\sigma_V = \frac{e\sqrt{N}}{c}$
 - $\Rightarrow C = \frac{eV}{\sigma_V^2}$

9.1.1 Quantum efficiency and DQE

- DQE(detective quantum efficiency): QE of an idealized imaging system with no readout noise but which produces S/N ratio as the actual CCD

- S/N ratio for a CCD pixel

$$\frac{S}{N} = \frac{\eta N_p}{\sqrt{(\eta N_p + R^2)}}$$

N_p : total number of photons incident on the pixel

R : rms value of the readout noise

- ideal detector with no readout noise

$$\frac{S}{N} = \sqrt{\eta' N_p}$$

→ DQE: $\eta' = \eta \frac{1}{\left(1 + \frac{R^2}{\eta N_p}\right)} < \eta$

- dependent on N_p

Table 9.1. Detective quantum efficiency (DQE) as a function of readout noise R (electrons rms) and number of incident photons N_p for two values of the true QE (30% and 60%).

Read noise $R(e^-)$	Incident number of photons (N_p)					
	1	10	100	1,000	10,000	100,000
1	6.9 (22.5)	22.5 (51.4)	29.0 (59.0)	29.9 (59.9)	30.0 (60.0)	30.0 (60.0)
10	0.1 (0.4)	0.9 (3.4)	6.9 (22.5)	22.5 (51.4)	29.0 (59.0)	29.9 (59.9)
100	0.001 (0.004)	0.009 (0.215)	0.1 (0.4)	0.9 (3.4)	6.9 (22.5)	22.5 (51.4)

9.1.2 Photon transfer function

- digital signals actually recorded by CCD : called data numbers (DNs) or analog-to-digital units (ADUs)
 - must be turned back into microvolts→electrons→photons
 - actual data counts or DN recorded by CCD are related to the numbers of electrons in the charge packets

$$S = \frac{(N_e + N_d)}{g} + b$$

S : recorded output signal in DN

N_e : number of electrons in the charge packet (ηN_p)

g : system photon transfer gain factor (electrons/DN)

b : electronic offset or bias level for an empty charge packet

N_d : residual dark current signal

9.1.2 Photon transfer function

- measure g
 - calculate from the overall amplifier gain and the capacitance of CCD

$$g = \frac{V_{fs}C}{2^n A_g e}$$

V_{fs} : the full-scale voltage swing allowed on the A/D unit

n : the number of bits to which the A/D can digitize

⇒ voltage corresponding to 1DN at the A/D unit : $V_{fs}/2^n$

A_g : the total product of all the amplifiers in the system

C : CCD capacitance

9.1.2 Photon transfer function

- obtain several exposures of a flat-field and examine the mean signal and noise from every pixel independently (or the mean signal from a small array of pixels)

$$S_M = \frac{1}{n} \sum X_i, \quad V_M = \frac{\sum (X_i - S_M)^2}{n - 1}$$

S_M : mean of dark/bias-subtracted signal

V_M : variance signal

X_i : data stream(count)

9.1.2 Photon transfer function

- total noise: $(\text{noise})^2 = p^2 + R^2$
 p : photon noise on the signal photoelectrons
 R : readout noise in electrons from the CCD output amplifier
→ convert from electrons to DN

$$\left(\frac{\text{noise}}{g}\right)^2 = \left(\frac{p}{g}\right)^2 + \left(\frac{R}{g}\right)^2$$

- $V_M = \left(\frac{\text{noise}}{g}\right)^2$, $p = \sqrt{gS_M}$ (ポアソン統計, gS_M : mean number of photoelectrons)

$$V_M = \frac{1}{g} S_M + \left(\frac{R}{g}\right)^2$$

9.1.2 Photon transfer function

- $V_M = \frac{1}{g} S_M + \left(\frac{R}{g}\right)^2$
- gradient: $m = \frac{1}{g}$, $V_M = \left(\frac{R}{g}\right)^2$ ($S_M=0$)
→ g , R
- show where the CCD or IR array begins to become non-linear and saturate
- lowest signals → noise is dominated by the fixed readout noise
- larger signals → dominated by photon noise

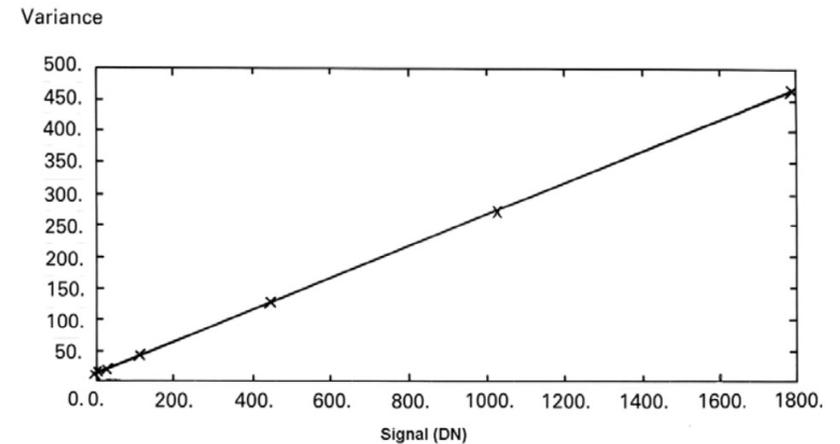


Figure 9.4. A plot of variance (noise-squared) vs. signal in data numbers showing the expected linear graph.

9.2 NOISE, BIAS, AND DARK CURRENT

- bias level (b in $S = \frac{(N_e + N_d)}{g} + b$): small positive reading for each pixel produced by the CCD in the no-signal conditions
 - determined by a frame with zero exposure time and shutter closed
 - take many bias frames and use the median of that set
- subtract from exposed frame, as the first step of data reduction

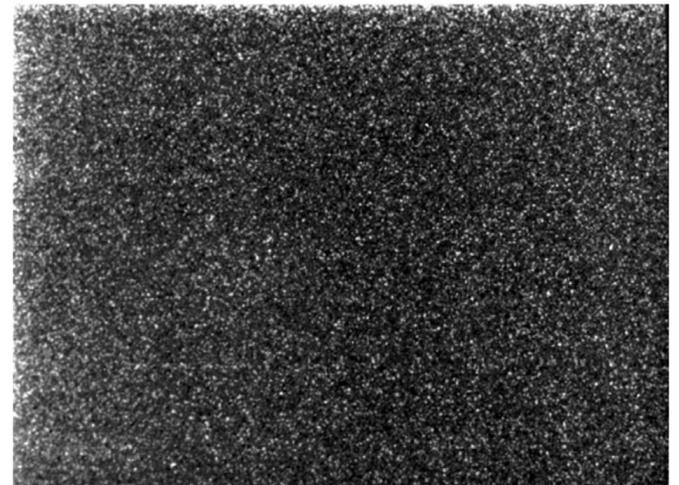


Figure 9.6. A clean bias frame showing no serious amplifier fixed pattern noise or faint diagonal bars due to ground-loop interference.

9.2 NOISE, BIAS, AND DARK CURRENT

- bias: also obtained by using an overscan
 - send more pulses than required to vertically and horizontally read out the CCD ($1,034 \times 1,034$ instead of $1,024 \times 1,024$)
 - the outside area should only contain bias level signals, provided the CTE of the device is good
 - derive offset of overscan in the bias frame and astronomical object frame
 - average and subtract from the object frame

9.2 NOISE, BIAS, AND DARK CURRENT

- noise
 - if the system is perfect and a bias frame doesn't contain fixed pattern structure
 - random readout noise variations dominate
 - standard deviation of the array detector
 - readout noise R/g
 - if there is some unavoidable fixed pattern in the bias frame
 - take the difference between two bias frames
 - measured noise distribution $\sigma = \sqrt{2}R/g$

9.2 NOISE, BIAS, AND DARK CURRENT

- dark current
 - determined by long exposures with the CCD shutter closed
 - exposure time: 1h might be needed to determine sufficiently accurate dark current
 - several exposures enable cosmic-ray and radioactivity events to be counted
 - more significant in infrared array