

McLean Sec9 Ex4&10

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4 Explain the concept of drift scanning. Why does it produce a good flat-field along the scan direction?

Drift scanning

- move charge of CCD at the same rate as stars move
 - no star trails and wide area survey while the telescope is stationary
- • CCD charge pattern is transferred along columns while the image from the telescope is scanned
- average over the fixed pattern noise on the CCD
- reduce systematic errors to below 1% of the night-sky background level

- 10** Calculate the photon arrival rate for a 24th-magnitude star in the V-band on a 4m telescope with a camera having an efficiency of 30%. Assuming that the pixels are 0.3 arcseconds, and the readout noise is 10 electrons, and dark current is negligible, is the measurement background-limited? What integration time is required to achieve a signal-to-noise ratio of 10?

Star magnitude m : 24mag in V-band

Telescope:

Aperture D_{tel} : 4m

Efficiency of camera $\tau\eta$: 30%

τ :optical system efficiency, η :quantum efficiency of detector

Pixel size θ_{pix} : 0.3''

Readout noise R : $10e^-$

Dark current: negligible

→area of telescope $A_{tel} = \pi(2m)^2 = 1.257 \times 10^5 cm^2$

V-band: $\lambda = 0.54\mu m, \Delta\lambda = 0.09\mu m,$

$$F_\lambda(0) = 3.92 \times 10^{-12} W cm^{-2} \mu m^{-1}$$

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- Power collected by telescope from a source

$$\begin{aligned}
 P(\lambda) &= \tau(\lambda)\eta(\lambda)A_{tel}\Delta\lambda F_{\lambda}(0) \times 10^{-0.4m} \\
 &= 0.3 \times (1.257 \times 10^5 \text{ cm}^2) \times (0.09 \text{ } \mu\text{m}) \times (3.92 \times 10^{-12} \text{ W cm}^{-2} \text{ } \mu\text{m}^{-1}) \\
 &\quad \times 10^{-0.4 \times 24} \\
 &= 3.34 \times 10^{-18} \text{ W}
 \end{aligned}$$

- photoelectron detection rate (photon arrival rate) from a source

$$\begin{aligned}
 S(\lambda) &= P(\lambda) \frac{\lambda}{hc} = 3.34 \times 10^{-18} \times \frac{0.54 \text{ } \mu\text{m}}{1.99 \times 10^{-19} \text{ J } \mu\text{m}} \\
 &= 9.1 \text{ e}^-/\text{s}
 \end{aligned}$$

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- Assume $m_{sky} = 21mag$, seeing $1'' \rightarrow n_{pix} \approx 9$, flux of each pixel $\approx 1e^-/s$
- signal from the background in each pixel

$$B(\lambda) = \tau(\lambda)\eta(\lambda)A_{tel}\Delta\lambda F_{\lambda}(0) \times 10^{-0.4m_{sky}} \frac{\lambda}{hc} \theta_{pix}^2 = 12.9e^-/s$$

- integration time to become background limited

$$t > \frac{R^2}{B(\lambda)} = \frac{100}{12.9} = 7.8s$$

\Rightarrow background-limited

- integration time for S/N=10

$$\frac{S}{N} = \frac{S(\lambda)\sqrt{t}}{\sqrt{n_{pix} \times B(\lambda) t}} = 10$$

$t = 140s$