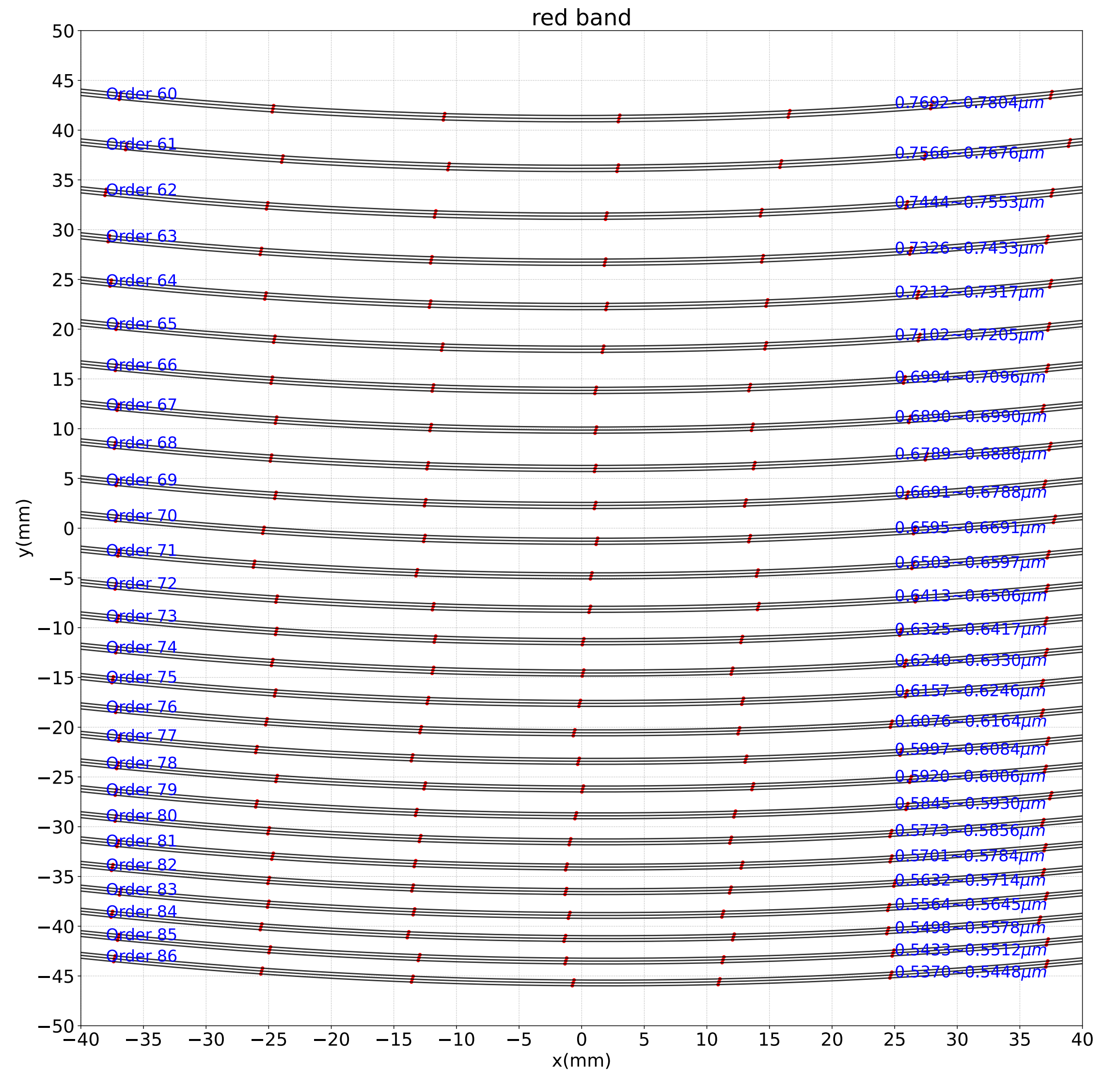
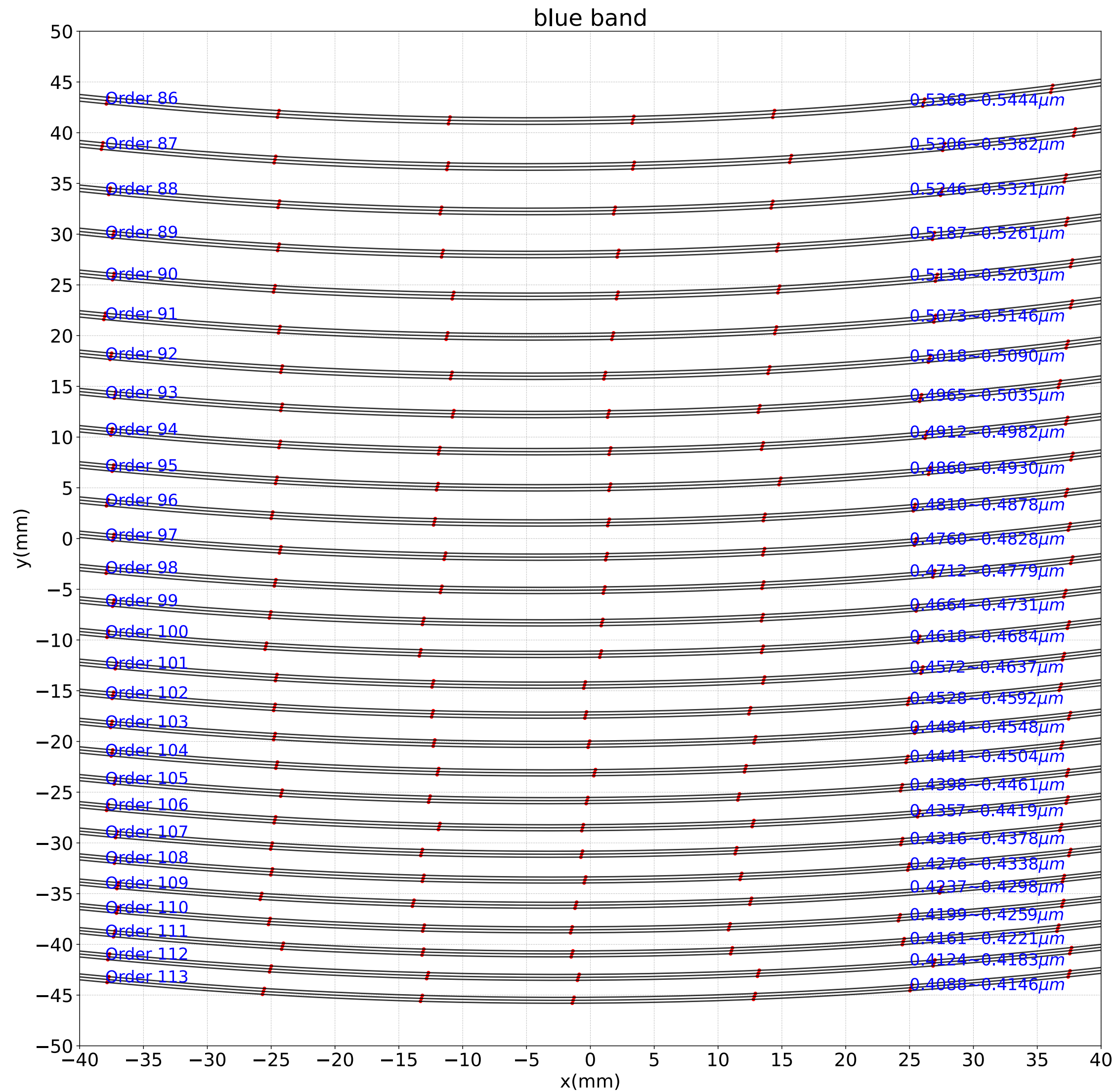
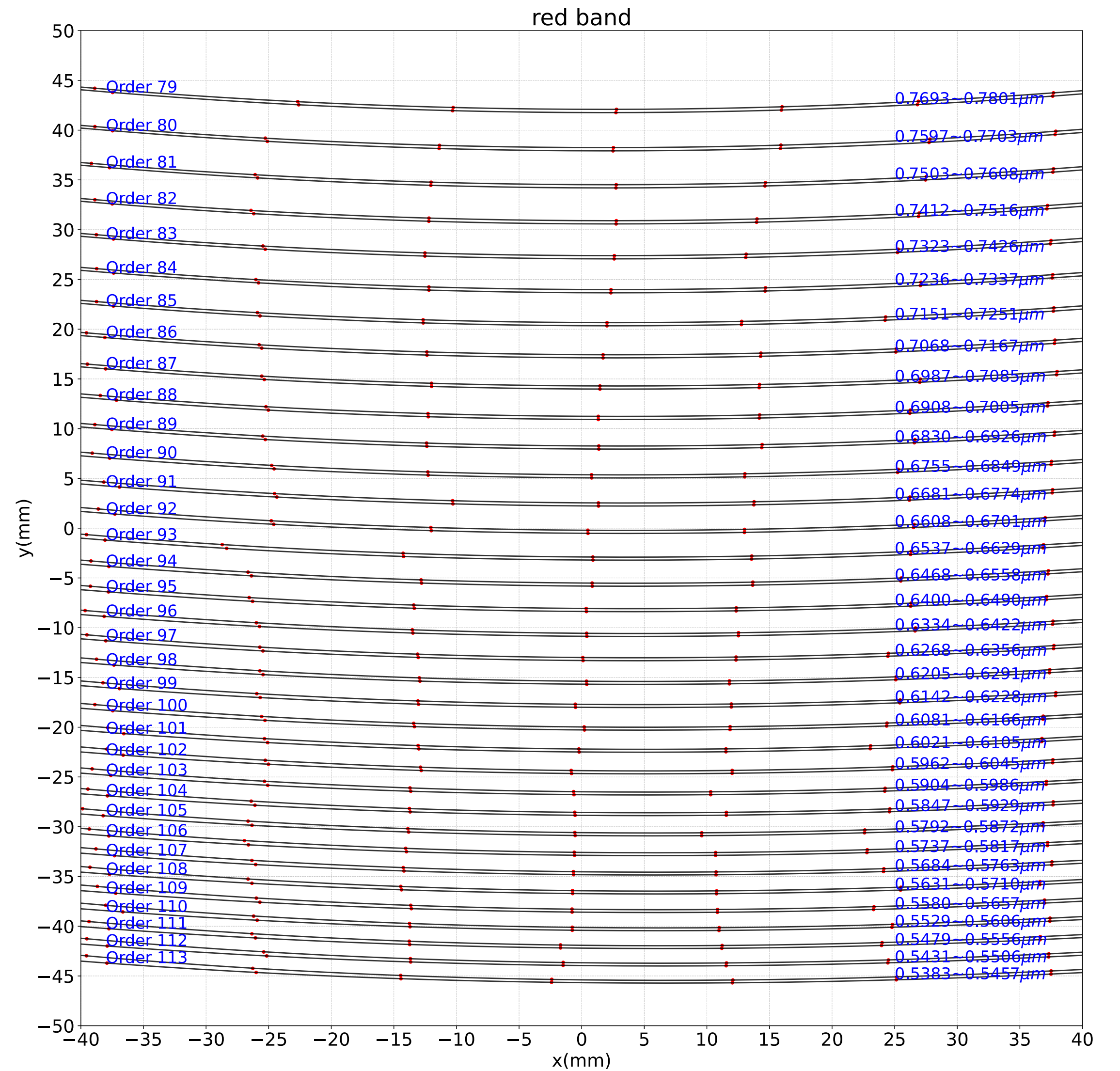
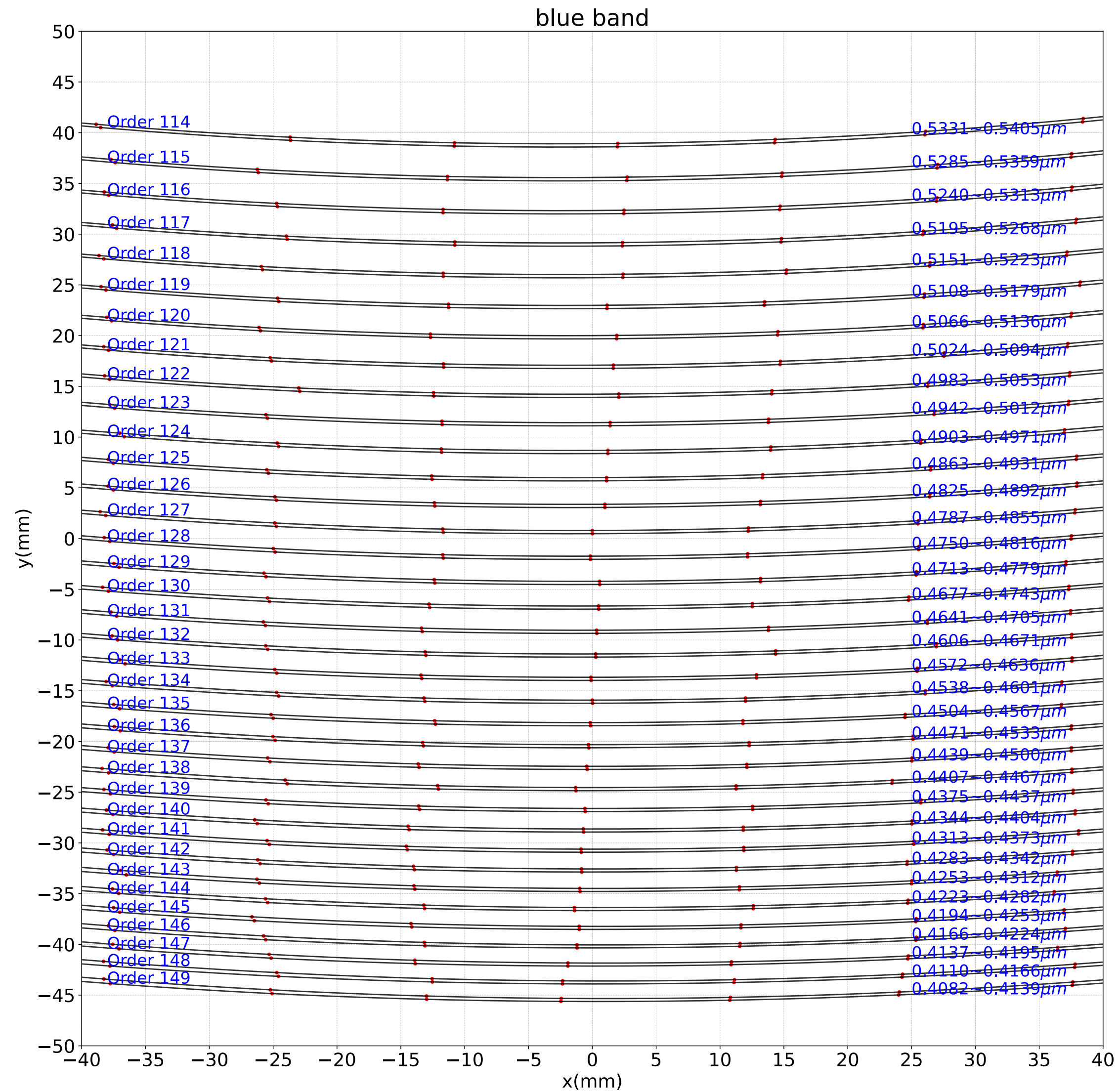


# CCD at 3-slice setting

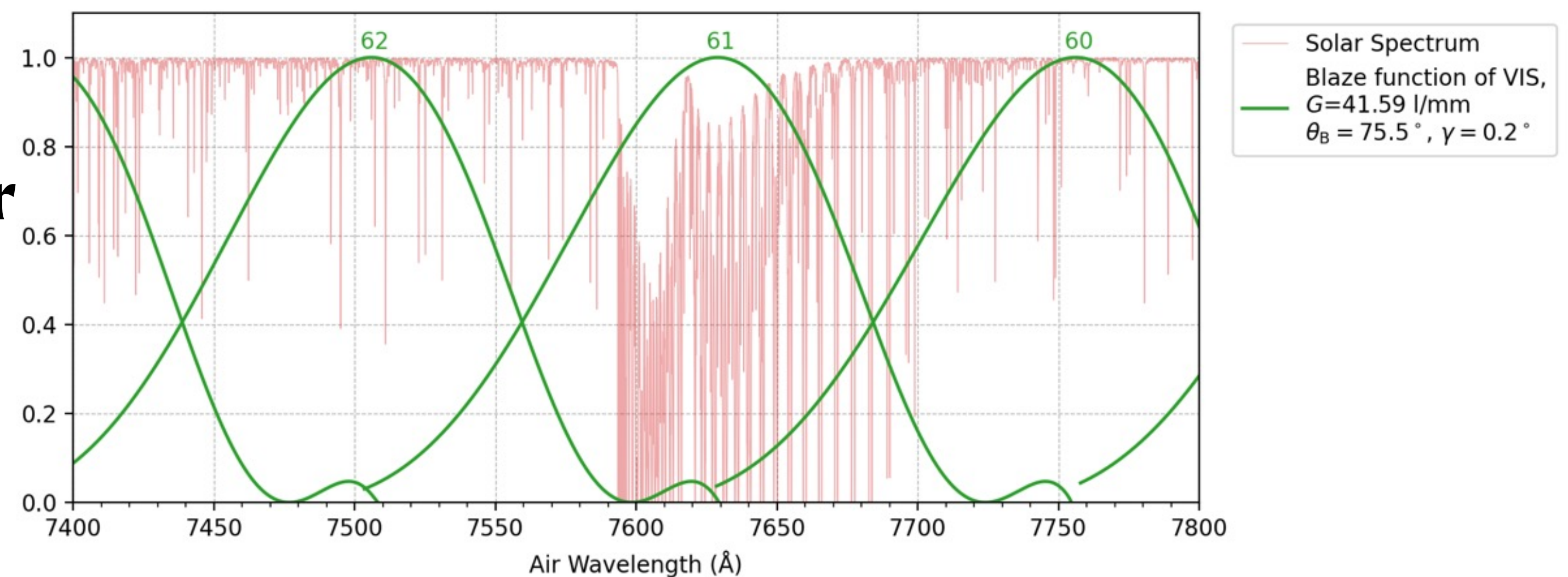
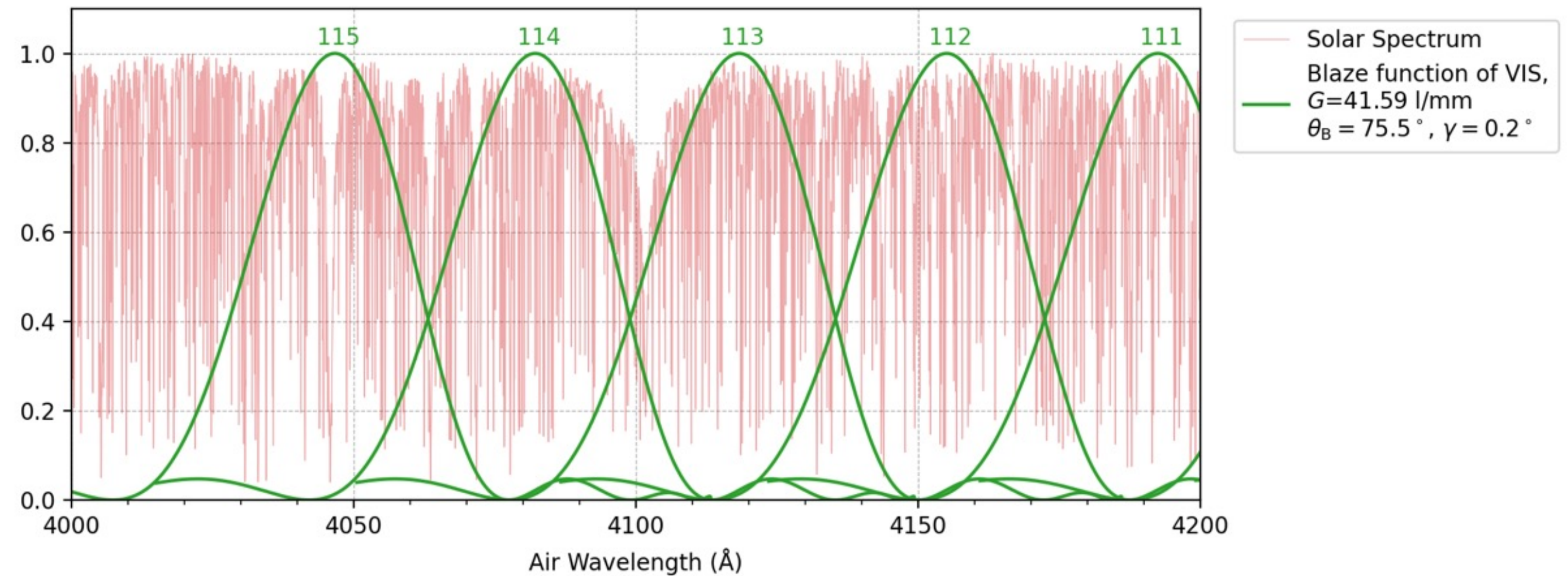


# CCD at 2-slice setting





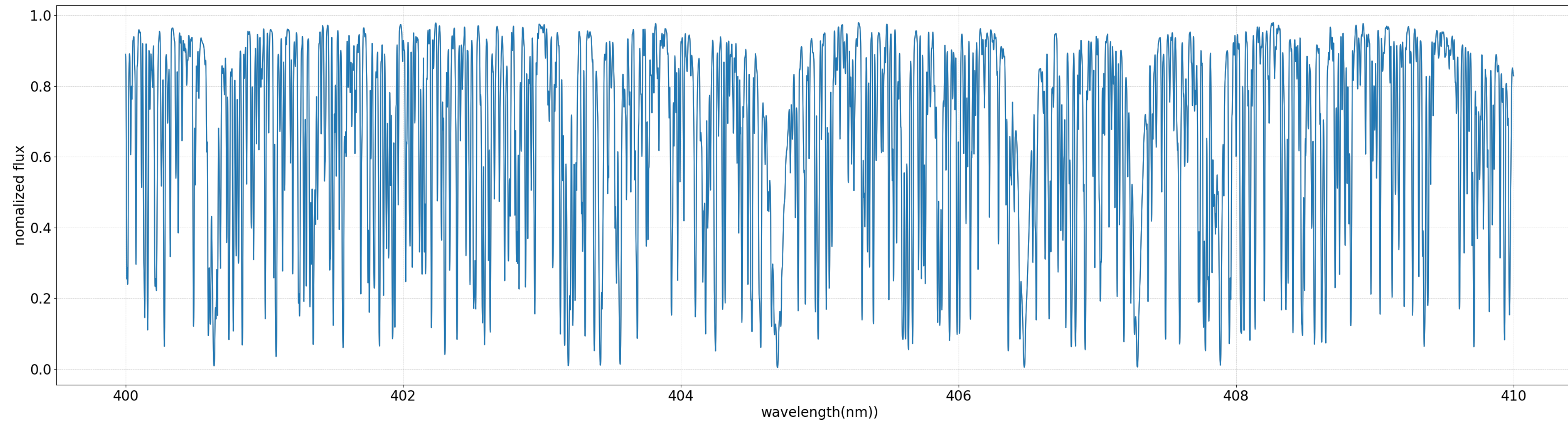
# Blaze function of spectrograph



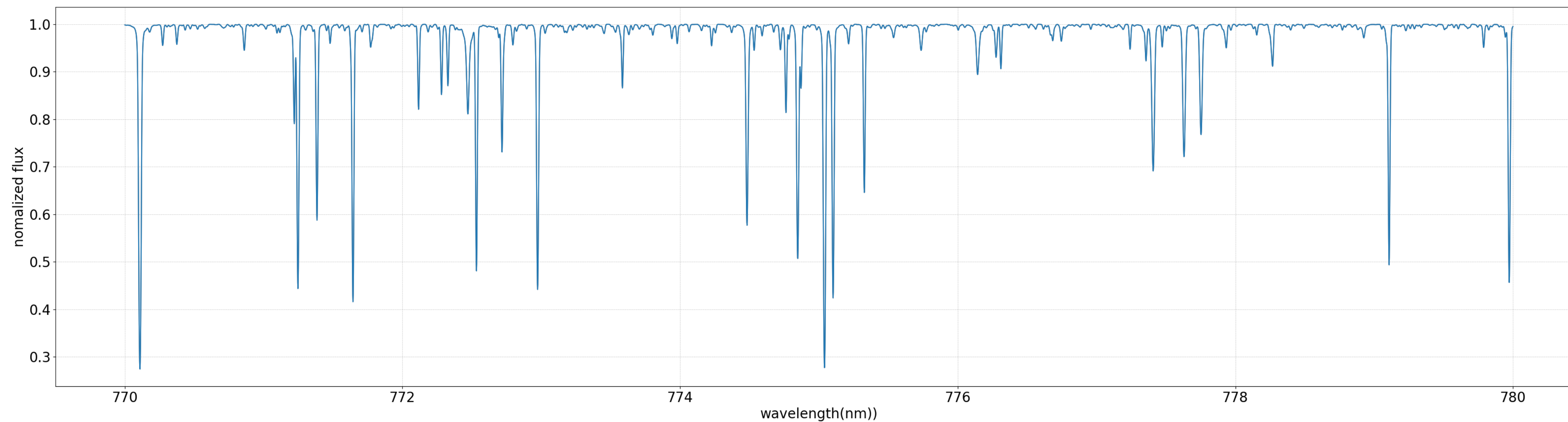
- **Wavelength coverage of each order** in the red band is larger.
- **Order** in the red band is lower.



# Kurucz's solar template

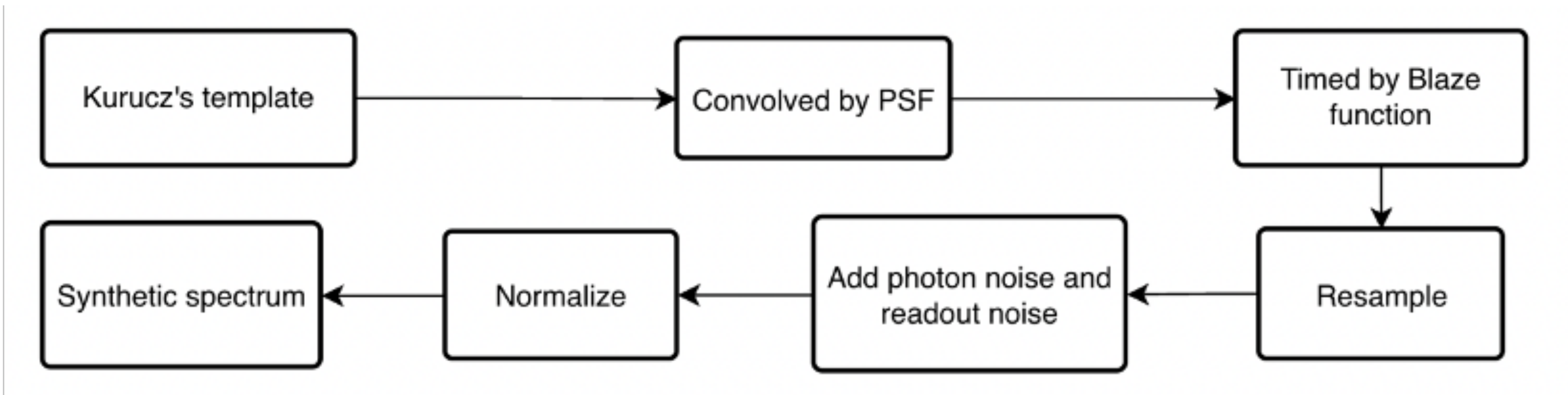


Blue band, more lines

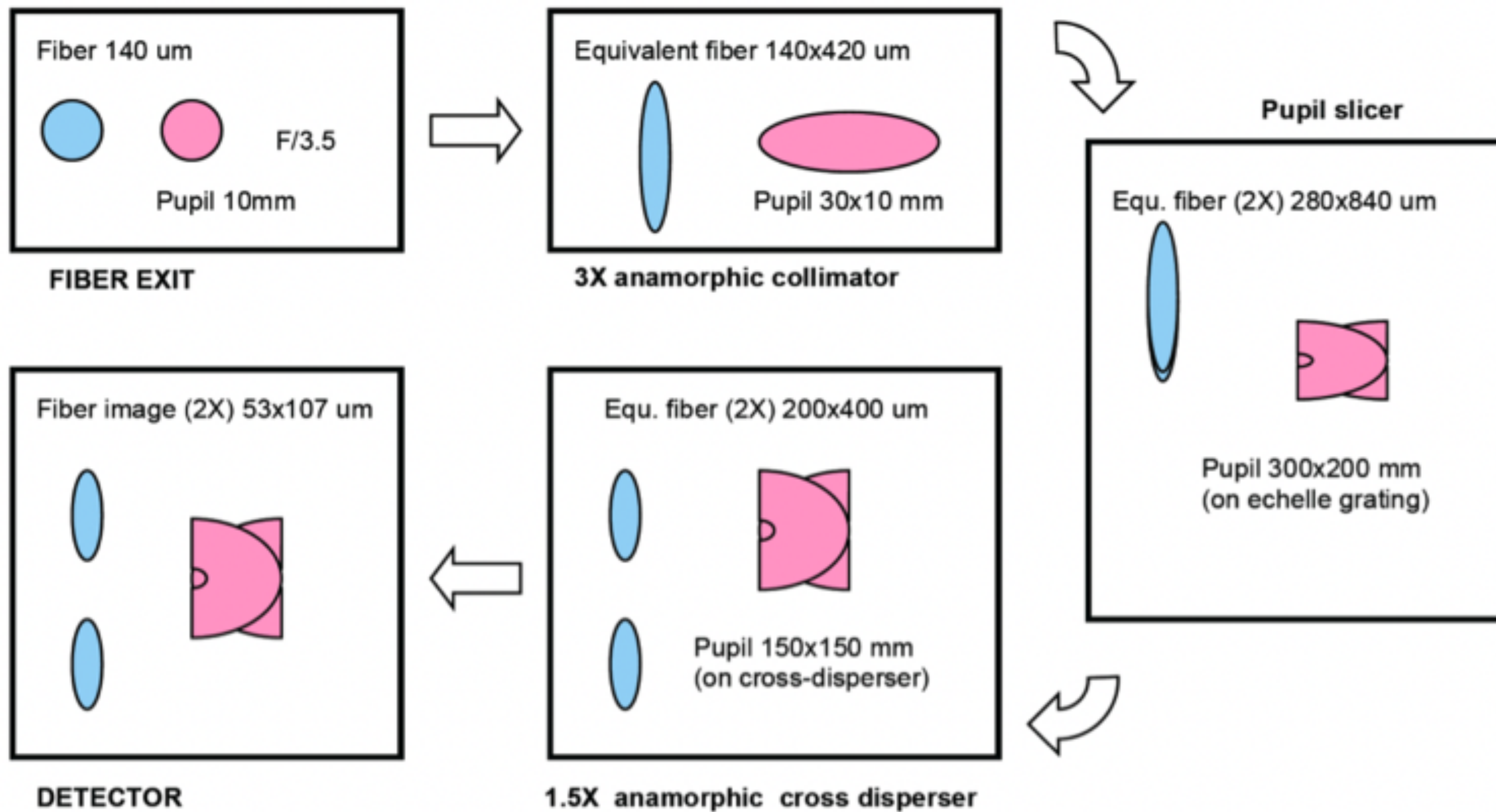


Red band

# Generate spectrum



# Split of optical pupil



# Definitions

- Resolution:  $R = \frac{\lambda}{\Delta\lambda}$
- SNR:  $SNR = \frac{signal}{noise} = \frac{N}{\sigma} = \frac{N}{\sqrt{N}} = \sqrt{N}$ , for Poisson distribution
- Convolution:  $F(x) \times G(x) \rightarrow k(\sigma) = \int f(\sigma_1) \times g(\sigma - \sigma_1) d\sigma_1 \equiv f(\sigma) * g(\sigma)$
- PSF:  $LSF = \int e^{-\frac{1}{2}(\frac{x}{\sigma})^2} dx = \int e^{-\frac{1}{2}(\frac{x}{\frac{\lambda}{\Delta\lambda R}})^2} dx$
- Poisson distribution (used when adding photon noise):  $P(N) = \frac{e^{-\lambda} \lambda^N}{N!}$
- Gaussian distribution (used when adding readout noise):  $f(x) = \frac{1}{\sigma\sqrt{2\pi}} e^{-\frac{(x-\mu)^2}{2\sigma^2}}$